

# TENNESSEE CHESS NEWS

TOA Dues \$1 A Year

MAY 1967

Volume 9, No. 3

Published bi-monthly. Editor: Peter P. Lahdo, 80 Lyle Lane, Nashville, Tenn. 37211  
 Games Editor: Robert R. Coveyou, 104 Stanton Lane, Oak Ridge, Tenn. 37830  
 Postal Editor: David Burris, 6309 Stonecress Road, Knoxville, Tenn. 37920  
 President of TOA: Dr. Robert Keathley, 822 Kirkwood, Murfreesboro, Tenn. 37130  
 Contributors: Estes (Nashville), M. Coveyou (Oak Ridge), Hurt (Memphis), Murphy (Maryville), Clark (Murfreesboro), and Smithson (AEDC).

## HURT RETAINS MEMPHIS TITLE

John Hurt again took first place (shared first with Gilley last year) in the eight player round robin of the Memphis City Championship. This he accomplished by winning five games and drawing two (Gilley and Snyder) for a 6-1 score. Jim Wright lost the individual encounter with Hurt and one draw to take a close second. Mark Gilley and newcomer J. Snyder scored a respectable  $4\frac{1}{2}$ - $2\frac{1}{2}$  to tie for third.

The tournament was not as strong as it has been in former years, though as hard fought as ever. Witness an interesting encounter on next page. An amateur event took also place though we don't have any details; but a game is on next page.

The championship results follow:

	1	2	3	4	5	6	7	8	
1. Hurt	-	1	$\frac{1}{2}$	$\frac{1}{2}$	1	1	1	1	6 - 1
2. Wright	0	-	$\frac{1}{2}$	1	1	1	1	1	$5\frac{1}{2}$ - $1\frac{1}{2}$
3-4. Gilley	$\frac{1}{2}$	$\frac{1}{2}$	-	0	$\frac{1}{2}$	1	1	1	$4\frac{1}{2}$ - $2\frac{1}{2}$
3-4. Snyder	$\frac{1}{2}$	0	1	-	$\frac{1}{2}$	1	$\frac{1}{2}$	1	$4\frac{1}{2}$ - $2\frac{1}{2}$
5-6. Garner	0	0	$\frac{1}{2}$	$\frac{1}{2}$	-	0	1	1	3 - 4
5-6. Mitchell	0	0	0	0	1	-	1	1	3 - 4
7. Goode	0	0	0	$\frac{1}{2}$	0	0	-	1	$1\frac{1}{2}$ - $6\frac{1}{2}$
8. Davis	0	0	0	0	0	0	0	-	0 - 7

## STANCLIFF SURPRISING WINNER IN MURFREESBORO

For the first time in the short history of the Murfreesboro Rank and File, stalwart Leon Stancliff took top honors in the club championship contested by sixteen players. To accomplish this he gave up only two draws to last year's winner Jim Price and Wagner. Jim Price was upset by newcomer Whitt to be relegated to second which he shared with Wagner with a  $4\frac{1}{2}$ - $1\frac{1}{2}$  score. Highest USCF rated player Roy Clark and prexy Bob Keathley had to be contend with an even score. (We received only one game so far, but I understand it has been analysed so we will hold it until we receive the annotation.)

The tournament standings follow:

	Rating	Score	Tie-B.		Rating	Score	Tie-B.
1. Stancliff (1426)	5	-1	23	9. Keathley (1306)	3	-3	$16\frac{1}{2}$
2. Price (1425)	$4\frac{1}{2}$	- $1\frac{1}{2}$	22	10. Abrahams (1286)	3	-3	$14\frac{1}{2}$
3. Wagner (1461)	$4\frac{1}{2}$	- $1\frac{1}{2}$	20	11. Prahl	3	-3	12
4. Stein (1481)	4	-2	$21\frac{1}{2}$	12. Buckmaster	1	-5	14
5. Yokley	4	-2	21	13. Martin	1	-5	$12\frac{1}{2}$
6. Mueller	4	-2	$16\frac{1}{2}$	14. Weems	1	-5	12
7. Whitt	3	-3	20	15. Patterson	1	-5	11
8. Clark (1579)	3	-3	$19\frac{1}{2}$	16. Young	0	-6	11

## BIRMINGHAM OPEN AGAIN WON BY TENNESSEAN

Three out of four times Tennesseans have won the Birmingham Open. This time John Hurt did the trick again for the second time. Mike Goode who is High School Champion of Memphis took second place in the Amateur event with a 4-1 score. A game from the Open may be found on next page. The standings for the top six in the Open were:

1. Hurt (Memphis)	4 - 1
2. Bates (Huntsville)	$3\frac{1}{2}$ - $1\frac{1}{2}$
3. Bonner (Huntsville)	$3\frac{1}{2}$ - $1\frac{1}{2}$
4. Appleberry (Huntsv.)	3 - 2
5. Williamson (Huntsv.)	3 - 2
6. Wright (Memphis)	$2\frac{1}{2}$ - $2\frac{1}{2}$

## CHURCHILL TIES FOR SECOND IN MIDDLE GEORGIA OPEN

The Middle Georgia Open, contested by 22 players, was won by Macon Master Dave Truesdel. Three players tied for second, they were: Altschuler of New York, Bobby Churchill formerly of Memphis but now residing in North Carolina, and Miko Day of Atlanta. Santasiere, now living in Florida, had a disappointing  $3\frac{1}{2}$  points for fifth place. Emanuel Tsitsekis of Knoxville also had a low score with 2 points. The top scorers were:

1. Truesdel (Macon, Ga.)	$4\frac{1}{2}$ - $\frac{1}{2}$	Tie Break.
2. Altschuler (New York)	4 - 1	$7\frac{1}{2}$ - 12
3. Churchill (North Carol.)	4 - 1	$7\frac{1}{2}$ - 11 $\frac{1}{2}$
4. Day (Atlanta)	4 - 1	7
5. Santasiere (Florida)	$3\frac{1}{2}$ - $1\frac{1}{2}$	

## NEWS IN BRIEF

Some twenty seven players opposed John Hurt in a simultaneous in Memphis as is the custom for the winner of the city championship. John won 19, drew 3, and lost five for an excellent record. The Memphis club has risen to about 45 members.

In the MTSU tournament at Murfreesboro Robert Yokley was the winner ahead of Abrahams who placed second and Charles Wagner who came in third. All are members of the Murfreesboro Chess Club as well.

M.C. Wright took over the lead of the Nashville club ladder. This he accomplished by winning six matches straight. After Wright (1964) there follows Estes with 1874, Lahde 1810, Bowen 1793, DuPlantier 1771 and Matthews 1731.

Twelve players took part in the annual rapid transit tourney in Memphis. Hurt came out the winner with  $10\frac{1}{2}$  -  $\frac{1}{2}$ . Young scored a surprising second with 10-1.

Maryville was the scene of an invitational tourney as we learn from Chess Life. How about some information on these events?

From Chess Life we also learn that Johnson City is affiliated now with USCF. How about some reports of activities from there?

## GAMES FROM HERE AND THERE

## Memphis Championship 1967

CARO KANN DEFENCE White: John Hurt Black: Mark Gilley  
 1. P-K4 P-QB3 2 P-Q4 P-Q4 3 N-QB3 PxP 4 NxP B-B4 5 N-N3 B-N3 6 N-B3 P-K3 7 N-K5 N-Q2  
 8 NxB RfxN 9 B-K3 N/1-B3 10 B-K2 B-Q3 11 Q-Q3 Q-B2 12 O-O-O O-O-O 13 K-N1 K-N1 14  
 B-N5 B-B5 15 N-K4 QR-QB1 16 P-KN3 BxB 17 NxB N-N3 18 P-KR4 KR-Q1 19 N-K4 P-K4 20  
 NxN RxfP 21 Q-KB3 Rxfh 22 RfR PfxN 23 QxKEP N-Q4 24 Q-B3 P-KB4 25 B-B4 N-N3 26 Drawn  
 soon afterwards by agreement.

## Memphis Amateur 1967

PHILIDOR DEFENCE White: B. Gifford Black: J. Scruggs  
 1 P-K4 P-K4 2 N-KB3 P-Q3 3 N-B3 N-KB3 4 B-B4 N-B3 5 N-KN5 B-N5 6 BxPch K-K2  
 7 N-Q5ch NxN 8 QxB N-B3 9 Q-K6 mate

## Birmingham Open 1967

SCOTCH GAMBIT White: John Hurt Black: Marty Appleberry  
 1. P-K4 P-K4 2 P-Q4 PxP 3 N-KB3 N-QB3 4 P-B3 PxP 5 B-QB4 PxP 6 BxP P-Q4? (Book is  
 B-N5ch) 7 BxP(a) B-N5ch 8 N-B3 N/1-K2 9 Q-N3 NxB 10 PxN Q-K2ch 11 K-B1 N-R4  
 12 Q-B2 O-O 13 P-QR3 B-Q3 14 R-K1 Q-Q1 15 N-K4 and White won (b)  
 (a) Sharper is 7 PxP Q-K2ch 8 B-K2 N-Q1 9 O-O N-KB3 10 R-K1 N-K5 11 B-N5ch P-B3  
 12 B-R3 Q-B3 13 RxNch N-K3 14 PxP Resigns (Penrose - Pryor, 1952)  
 (b) Hurt asks if anyone can find a way out for Black?

## Murfreesboro Championship 1967

BENKO SYSTEM White: Robert Yokley Black: Jim Price  
 1 P-KN3 N-KB3 2 N-KB3 P-KN3 3 B-N2 B-N2 4 O-O O-O 5 P-B4 P-Q3 6 Q-B2 QN-Q2 7 N-B3  
 N-N3 8 P-N3 P-B4 9 B-N2 B-B4 10 P-K4 NxKP 11 N-KR4 NxNP 12 NxB NxN 13 BxP R-N1  
 14 B-K4 N-Q5 15 Q-Q1 NxBP 16 PxN RxB 17 N-K2 NxNch 18 QxN Q-R4 19 QR-Q1 Q-R6  
 20 K-R1 Q-R6 21 R-KN1 Q-K3 22 P-B3 RfP 23 R-N2 R-R3 24 RfR BfR 25 R-N3 K-N2 26 Q-N2  
 P-B4 27 B-Q5 Q-KBch 28 Q-N1 QxQ 29 KxQ B-Q5ch 30 K-B1 K-B3 31 P-B4 R-QN1 32 R-QN3  
 R-N8ch 33 K-K2 R-QR3 34 RfR BfR 35 P-Q3 B-B6 36 P-R4 P-QR4 37 B-B6 P-K4 38 Pxfh  
 KfP 39 K-Q1 K-Q5 40 K-B2 B-N5 41 K-N3 P-R3 42 P-R5 P-N4 43 K-R4 P-B5 44 B-K4 P-N5  
 45 Resigns

## ADJOURNMENTS AND ADJUDICATIONS

The most serious problem that has arisen in the last Tennessee Open was that of adjudicating unfinished games by experts participating in the tournament. Whatever the reason for the problem it is the intention of the tournament organizers for the Tennessee Open 1967 to find a reasonable solution to the problem or at least have some answers to the problem.

For this reason we reprint here what "The Official Blue Book of Chess" has to say on the subject. Next issue we will publish how the Master Adjudicator "Robert Geveyou" feels about this. Please also be reminded that according to USCF ratings a time limit of 30 moves per hour or 60 moves in two hours is still permissible. We also welcome your ideas on the subject.

The following is a reprint from Kenneth Harkness "The Official Blue Book of Chess" which is pretty much adopted for tournaments conducted in the U.S.A.

"At a weekend tournament in which six or seven rounds must be completed in 3 days, there is seldom enough time to adjourn and play off unfinished games before the contest ends. Between rounds, the Director has only an hour or two to make pairings. Unless all games are finished, he cannot match players with equal scores as required by the rules. Hence the necessary evil of adjudicating unfinished games in brief tournaments.

It is unfortunate that adjudications are necessary, for there are many disadvantages to this method of deciding the outcome of games. An error in judgment on the part of the adjudicator may award or deny a decisive point in the competition for the title. Even if an adjudication is accurate from a theoretical point of view, the result might be entirely different if the game were continued.

## The Choice of Adjudicators

One of the most serious faults in many tournaments is the choice of adjudicators. The judges who decide whether an unfinished game is a win for either side, or a draw, are themselves contestants in the tournament! A player can hardly be blamed for objecting to an unfavorable decision by adjudicators who are competing with him for the title and prizes. Even though such judges may believe themselves objective, unconscious bias may affect their decisions.

The sponsors of weekend tournaments should make provision for competent, unbiased adjudication of unfinished games that cannot be played off during the course of the tournament. If possible, a player of master rank should be retained to act as adjudicator.\* If this is not practical, a local expert should be prevailed upon to serve as adjudicator and not compete in the tournament.\*\*

## Temporary Adjudications

In USCF tournaments, the rules specify that all games must be played to a finish.\*\*\* When only one round a day is scheduled, a game that is not finished during the regular session is adjourned, then continued the following day, and probably completed before pairings for the next round are arranged. Occasionally, the pairings must be made before an adjourned game is finished, in which case the Director must obtain a temporary adjudication so that he may pair the contestants for the next round.

If the Director is a rated master (as in the case of Eliot Hearst, who directed the U.S. Interg collegiate Championship, 1953) he is capable of making his own temporary adjudications. However, most Directors are not masters and must seek the assistance of a competent adjudicator who is not a contestant in the tournament, if one is available. If this is not possible, the Director will have to ask one or two of the strong players in the tournament to express their opinions. He should avoid asking the help of players who will be affected by the pairings that result from the adjudication. He should also avoid asking the players of the unfinished game what they think the result will be; they are too likely to be biased in their viewpoints.

If there is a conflict of opinion or considerable doubt as to the outcome of an unfinished game, the Director should temporarily adjudicate the game as a draw and pair for the next round on that basis. Then the pairings will not be off by more than half a point if either player wins.

\* This might be the ideal solution. Perhaps Jerry Sullivan (temporarily retired Master from Oak Ridge) could be persuaded to act as adjudicator for a fee?

\*\* Unfortunately we don't have an expert in Nashville at present, and even if we did we would rather have him play.

\*\*\* This evidently refers to tournaments where only one round per day is being played such as in the U.S. Open.

## BOBBY CHURCHILL TAKES SECOND IN MIDDLE GEORGIA OPEN

Bobby Churchill participated recently in the Middle Georgia Open at Macon, Ga. He made the excellent score of 4-1 to take second place behind Dave Truesdel ( $4\frac{1}{2}-\frac{1}{2}$ ). Bobby is currently attending college in Charlotte, N.C., but intends to remain active in Tennessee chess activities. With his own annotations here is the game from the Middle Georgia Open that cinched second place for him in the last round. The game was played April 2, 1967.

SICILIAN DEFENCE		White: R. Churchill(1834)	Black: D. Tanner (1820)
1. P-K4	P-QB4	10. P-Q4	FxP(c)
2. N-KB3	N-KB3	11. NxP	P-K3
3. N-QB3	P-Q4	12. B-K3	B-K2
4. PxP	NxP	13. Q-N4	B-B3??(d)
5. B-B4	N-N3	14. NxKP!	PxN(e)
6. B-N5#	B-Q2	15. QxP#	Q-K2(f)
7. O-O	BxB?(a)	16. QxN	Q-KB2?(g)
8. NxB	P-QR3	17. B-B5!(h)	N-Q2
9. N-B3	Q-B2(b)	18. KR-K1#	B-K4
			19. QxNP?(i) QR-N1
			20. QxRP K-Q1
			21. QR-Q1 BxRPch
			22. K-B1 R-K1
			23. B-N6ch B-B2
			24. BxB# KxB
			25. N-Q5# K-Q1
			26. Q-R5# K-B1
			27. Q-B7 mate

- (a) P-QR3 was better.  
 (b) As far as I could tell, Black's 9th move did nothing. Much better seems P-K3.  
 (c) Again, P-K3 was better.  
 (d) Black now has a difficult game at best. He must lose two pawns and due to his lack in development is probably lost.  
 (e) This move is more or less forced.  
 (f) Now K-B1 loses quickly, with 16 BxN, Q-Q2 17 Q-K3 and then QR-Q1 and KR-K1 forcing an entry.  
 (g) A poor move. N-Q2 was better, but Black is too far behind in development plus two pawns down.  
 (h) Black can resign now for there is no hope anymore.  
 (i) In my anxiety I missed a pretty sacrifice. 19. QR-Q1 wins in pretty style for if 19...NxQ 20 RxBeh Q-K2 (forced) 21 RxQch K-B1 (forced) 22 RxQNPch K any 23. BxN. Or if after 19 QR-Q1 Black chooses 19...NxB then 20 RxB# followed by mate or loss of the Queen. But the prettiest win of all is achieved after 19...R-QB1 20. N-K4!! NxQ 21 N-Q6# (Now Black has four King moves as follows:  
 (A) 21....K-B1 22 NxR dis ch (C) 21.....K-Q1 22 NxQ db.ch  
 (B) 21....K-K2 22 RxBeh (D) 21.....K-Q2 22 NxQ db.ch  
 Also White can win now by the less spectacular 19. Q-Q6 (Threatens N-Q5) 19...R-QB1 20 P-KB4! RxB 21 PxR Q-K2 22 P-K6! QxQ 23 RxQ etc.

## OPENING STUDY

By Bob Coveyou

Following is an interesting opening analysis by Games Editor Robert Coveyou from a game between Grog. Fulkerson and Milton Wright played at the last Tenn. Open. The opening is a Ruy Lopez.

1. P-K4	P-K4	4. B-R4	N-B3	7. P-Q4(d)	NxQP
2. N-KB3	N-QB3	5. O-O	B-B4(a)	8. NxN(c)	NxBP
3. B-N5	P-QR3	6. R-K1(b)	N-N5(c)		

- (a) Moeller's Defence, at one time favored by Alekhine, but now considered to give Black an inferior game (See MOO 10, p.43, col. 99-100)  
 (b) If White doesn't like the vigorous continuation given in MOO, he can try 6. P-Q3 here; with B-K3 to follow. The text (6. R-K1) is without sting and, indeed, as Black starts to show, may even be dangerous.  
 (c) Probably good; may be best!? If White retracts with R-KB1, Black has cleverly done his position no harm; White has lost two tempi; Black may lose two. White's only attempt at refutation (except that played) is 7 R-K2 N-Q5 8 NxN PxN 9 N-Q5 P-Q6 10 PxP Q-R5 and Black certainly doesn't look refuted.  
 (d) As so often, the winning move (?) is a blunder.  
 (e) Black should reply 8...Q-R5!! Then 9 N-KB3 QxBFch 10 K-R1 Q-N8#!! is a tragi-comedy. White must play 9 P-KR3 QxPch 10 K-R1 BxN, and White must not take the knight with pawn or queen. If 11 R-B1 P-KR4!, and Black wins. Over-looking this, Black made the desperate and unsound sacrifice 8...NxBP, and White quickly gets a winning position.  
 (This section will be continued next issue with analysis from another game.)

GAMES FROM THE TENNESSEE OPEN 1966  
Annotated by Games Editor Bob Coveyou

MAX LANGE ATTACK		White: Ted Mercer	Black: Dave Burris
1. P-K4	P-K4	17. R-K2	R-Q6(e)
2. N-KB3	N-QB3	18. Q-B1(d)	N-Q1(o)
3. B-B4	N-B3	19. P-N5	N-B2
4. P-Q4	PxP	20. N-B6(f)	Q-B4
5. O-O	B-B4	21. NxR	Q-N5ch
6. P-K5	P-Q4	22. K-R1	Q-B6ch
7. PxN	PxB	23. K-N1	P-Q8(Q)
8. R-K1ch	B-K3	24. N-D6(h)	QxQch
9. N-N5	Q-Q4	25. RxQ	NxB
10. N-QB3	Q-KB4	26. PxN	R-Q1
11. QN-K4	O-O-O	27. R-Q2	QxN
12. PxP(a)	KR-N1	28. RxRch	QxR
13. P-KN4	Q-K4	29. K-R1	Q-N1
14. N/N5xB	PxN	30. P-B4	B-K2
15. B-R6	P-Q6(b)	31. K-N2	B-B3
16. P-QB3	P-Q7	32. K-B3	K-Q2
		33. R-KN1	K-K2
		34. R-Q1	P-QN3
		35. R-K1	K-B2
		36. R-KN1	Q-R1ch
		37. K-K3	K-N1
		38. R-Q1	Q-B3
		39. R-Q2	Q-B4ch
		40. K-B3	Q-R4ch
		41. K-K3	QxP(R3)
		42. R-Q7	BxNP
		43. RxP	P-K4
		44. R-B8ch	B-B1
		45. RxP	PxPch
		46. K-Q3	Q-R6ch
		47. K-B2	P-B6
		48. Resigns	

- The first two notes were added by the editor. They are recnet "finds" which shed further light on this "theoretical" line. The first analysis comes from the "Deutsche Schachzeitung" and is translated by the editor.
- (a) A correspondence game Prasad - Kalyanasundaram, India 1964/5 continued: 12 NxR PxN 13 P-KN4 Q-K4 14 B-N5!! (a now move in an old variation. Theory only gives: 14 PxP KR-N 15 B-R6 P-Q6 16 P-QB3. Should the text give this 70 year old variation now impulse?) The game continued: 14...P-KN3 (Other moves are: (A) 14...P-KR3 15 PxP PxB 16 PxR(q) RxQ 17 N-N3 Q-Q3 18 Q-K2 (B) 14...PxP 15 BxP Q-Q4 16 BxKR RxB 17 NxB QxN 18 RxP (C) 14...B-N5 15 PxP QxP (BxR 16 PxR(Q) RxQ 17 QxR) 16 BxR BxR 17 B-B6 Q-B1 18 BxR QxB 19 QxB  
The game continued: 15 P-B7 R-Q2 (If R/Q-B1 then 16 B-B6 Q-Q4 17 BxR RxB 18 NxB) 16. B-B6 Resigns.
- (b) A promising alternative is 15...B-N5! 16 R-K2 P-Q6! 17 R-K3 QxQNP 18 PxP RxNP 19 BxR QxB 20 R-B1 N-K4! Foldman - Szabo, Budapest, 1946 and Black won the ending. (From Chess Review Oct '46 but not to be found in any opening book?)
- (c) Now the game can begin; up to here, agreement is general that, once in this mess, each side should remember exactly theses moves. White can, with further loss of time, surely win material with P-N5 and N-B6. Also, one should remember that a drawing line, in such a well known variation, is a defeat for White. So White must arrange to win his material and avoid drawing variations (not to speak of Black wins); probably a hopeless task.
- (d) Here, for example the try 18 NxP Q-B3 19 P-N5 Q-B5 20 Q-K1 R-R6 (or, simply ...Q-N5ch) 21 N-B1 Q-N5ch 22 N-N3 RxNch (draw) is unacceptable to White.
- (e) Here I am handicapped by lack of knowledge of other analysis; Pachman claims 18...B-N3 to be adequate for an advantage. Perhaps this move is newer analysis; based on the thought that Black need not pressure his Bishop from exchange since it is clear that the White knight wants to go to KB6. In any case, the burden of proof is now on White.
- (f) But now White consents to a draw....
- (g) ... which Black declines ...
- (h) ... correctly, since White blunders; he could still force a draw with 24 RxQ RxR?(Black should take the draw) 25 N-K7ch K-Q2 26 QxRch N-Q3 27 P Queens.

FROM THE RECENT PAST  
Memphis Championship 1965

KING'S INDIAN DEFENCE		White: R. S. Scrivener	Black: J. A. Wright
1 P-Q4	N-KB3	2 P-QB4	P-KN3
3 N-QB3	B-N2	4 P-K4	P-Q3
5 B-K2	O-O	6 N-KB3	QN-Q2
7 O-O		8 B-N5	P-B3
9 Q-Q2	Q-B2	10 QR-Q1	R-K1
11 PxP	PxP	12 P-QN4	N-B1
13 Q-Q6	QxQ	14 RxQ	N-K3
15 P-B5	NxB	16 NxN	P-KR3
17 N-B3	N-R4	18 R/1-Q1	B-K3
19 P-KN3	B-KB1	20 R/6-Q2	P-B3
21 N-KR4	K-B2	22 BxN	PxB
23 N-B5	P-R4!	24 P-QR3	FxP
25 PxP	R-R6	26 N-K2!	R-QN6
27 R-Q7ch	BxR	28 RxRch	K-K3
29 RxP	R-B1(a)	30 N/5-Q4ch	PxN
31 N/5xPch		32 NxR	KxP
33 N-R5	K-Q4	34 K-N2	R-R1
(b) 35 R-Q7ch	K-K3	36 R-QB7	R-R3
37 RxPch		38 NxR	K-Q4
39 N-R5	B-K2	40 K-B3	B-Q1
41 K-B4	K-K3	42 K-K4	P-B4ch
43 K-Q4	B-B3ch	44 K-B4	K-Q2
45 P-N5	P-R5	46 K-Q5	FxP
47 RPxP	P-R4	48 P-B6ch	K-B2
49 N-B4	P-B5	50 P-N6ch	K-N1
51 P-B7ch	Resigns		

- (a) Here White expected 29...R-Q1 which was much better. A probable draw.
- (b) Here each player had to make 11 moves in 3 minutes, it was bang-bang past move 45 as neither player was sure of moves played. (Contributed by R.S. Scrivener)

GAMES FROM THE TENNESSEE OPEN 1966  
Annotated by Games Editor Bob Covoyou

RUY LOPEZ		White: Troy Armstrong	Black: Bob Covoyou
1. P-K4	P-K4	14 B-B2(o)	P-KB4
2. N-KB3	N-CB3	15. N-N3	N(C4)-N5(f)
3. B-N5	P-CR3	16. B-N1	N-C4
4. B-R4	N-B3	17. N-B5	C-C3
5. O-O	B-K2	18. N-N3(g)	N-C1(h)
6. P-C4	P-CN4(a)	19. B-C2	R-B2
7. B-N3	P-C3	20. P-CR4	P-N5(1)
8. P-B3	B-N5	21. N-B5	N-K3
9. B-K3	O-O	22. NxN	CxN
10. CN-C2	P-C4(b)	23. R-K1	C-C3
11. KFxP	KNxP(o)	24. B-R2	R-C1
12. P-KR3(d)	PxP	25. R-K5	P-B3
13. PxP	B-R4	26. C-K2(j)	B-B3
			27. R-K6
			28. RxC(k)
			29. RxC#
			30. BxNP
			31. B-R3
			32. N-K5
			33. B-B5
			34. N-B3
			35. P-KN3(1)
			36. K-N2
			37. B-N1(m)
			38. K-N1
			39. K-R2
			40. Resigns(n)

- (a) An experiment; probably not deservedly successful.
- (b) At this point, I vaguely remembered that, in a similar position, an opponent of Alekhine's gave him many anxious moments with ...P-C4?!. I checked this position with some care, and came to the conclusion that, if there was a refutation, I couldn't see it. Also, usual continuations looked vaguely unattractive because White had "saved" the tempo R-K1, usually played. So I played it. However, that is not the whole story; the position was not just similar, it was identical! (Alekhine - Grob, "Best Games 1924-1937", pg. 118)
- (c) Here Grob played 11...PxP 12 PxP KNxP and Alekhine unearthed 13 C-N1! P-B4 (also 14 C-K4) 14 P-CR3 K-R1 15 C-R2 N(C4)-N5?! 16 FxN NxNP 17 C-N1 P-B5 18 N-K5 B-KB4 19 C-C1 PxP 20 PxP with overwhelming advantage for White.
- (d) It looks very much like 12 C-N1 would transpose into the above variation. After the text move, Black escapes this and, because of his central Knight, probably has an edge, with careful play.
- (e) White has to provide for the safety of his bishop against P-B4 -B5.
- (f) I do not remember if it was just laziness that prevented me from examining ...P-B5 sufficiently to determine if it was playable and good, or whether I convinced myself there was something wrong with it. The move played is superficial, and immediately regretted. It gives up the throat ...P-B5 to no good, and leaves the knight only the retreat from whence it came.
- (g) You can't lose them all either; White admits imitation of Black's error; the CF is too strongly threatened by ...P-B5.
- (h) Probably overcautious; 18...P-B5 looks safer now than it did during the game.
- (i) Trying to get and getting play for his KB.
- (j) White's pressure on the K-file looks dangerous, but Black has a way to neutralize it.
- (k) This lobs Black in in a very annoying fashion; 28. RxC or R-K1 was better.
- (l) Creating a grave weakness.
- (n) The final error; 37. N-K1 seems necessary, and White is not without some resources.
- (n) Because of 40 K-N2 BxNch 41 KxB RxB 42 RxC N-C7#.

CONCLUSION TO LA VERNE - SHOR GAME:

- (z) Although Black collapsed at the end, this is a very interesting and creditable game for both players. Each is only twelve years old.

MURFREESBORO CHAMPIONSHIP 1967

QUEEN'S PAWN GAME White: Leon Stanoliff Black: Jim Price

1 P-Q4 N-KB3 2 N-Q2 P-K3 3 P-K3 P-Q4 4 P-KB4 QN-Q2 5 B-Q3 P-B4 6 P-B3 B-K2 7 KN-B3 O-O 8 O-O P-KR3 9 N-K5 PxP 10 BPxP Q-N3 11 N/2-B3 N-K5 12 NxN BxN 13 N-K5 B-N4 14 R-B3 BxB 15 QxB Q-B2 16 B-Q2 KR-B1 17 R-QB1 Q-Q1 18 RxC RxC 19 R-B1 R-B2 20 P-B5 FxP 21 RxC P-B3 22 N-N6 Q-K1 23 NxBeh RxC 24 RxC NxB 25 QxN RxC 26 R-Q8! QxC 27 QxR Q-Q4 28 Q-N3 QxC 29 FxC K-B2 30 K-B2 K-K3 31 K-K3 K-C4 32 P-N3 P-B4 33 P-R3 P-KN4 34 P-R4 FxP 35 FxP P-N4 36 K-B4 KxC 37 KxC K-Q6 38 K-N6 P-N5 39 KxC K-B7 40 P-R5 KxF/3 41 K-N7 KxC 42 P-R6 P-N6 43 P-R7 K-R7 44 P-R8/Q P-N7 45 C-N8ch!! K-R8 46 Draw agreed

EAST TENNESSEE AMATEUR 1966  
Annotated by Robert Coveyou

NIMZO INDIAN DEFENCE		White: Doug La Verne	Black: Andy Shor
1. P-Q4	N-KB3	16. BxN	PxB
2. P-QB4	P-K3	17. N-R2(1)	B-K3
3. N-QB3	B-N5	18. O-O	Q-N4(m)
4. B-Q2(a)	P-Q4	19. P-KN4(n)	P-KB4
5. P-QR3(b)	BxN(c)	20. Q-K2(e)	PxP
6. BxB	QN-Q2	21. PxP	R-B3(p)
7. P-K3	N-K5	22. K-R1	R-R3(q)
8. Q-B2	P-QB4(d)	23. R-KN1(r)	Q-R5(s)
9. BxP(e)	KPxP	24. R-N2	P-KN4(t)
10. B-Q3	NxB	25. R-KB1(u)	R-KB1
11. QxN(f)	P-B5(g)	26. Q-Q2(v)	R-B6(w)
12. B-B2	N-B3	27. Q-R5	BxP
13. P-R3(h)	O-O	28. Q-Q8ch	K-N2(x)
14. N-B3	P-QN4(i)	29. Q-B7ch	K-N3
15. Q-Q2(j)	N-K5(k)	30. Q-B6ch	K-B2
		31. QxKP	R-R6
		32. Q-N7ch	K-B3
		33. Q-B6ch	B-K3(y)
		34. Q-Q6	K-N2
		35. Q-K5ch	K-B2
		36. P-B3	K-B1
		37. R/B1-B2	K-K1
		38. P-Q5	K-K2
		39. PxB	RxP
		40. Q-N7ch	K-Q3
		41. R-Q2ch	K-B3
		42. Q-Q7ch	K-B4
		43. R-Q5ch	K-N3
		44. RxNPch	K-R3
		45. Q-N7 mate(z)	

- (a) One can predict, when a young player is first faced with the Nimzo-Indian, that this cautious move is his first thought. White avoids the doubled pawn and plays to win Bishop for Knight; he cannot achieve both. 4. P-K3, 4. B-N5 and 4. P-QR3 are better.
- (b) This tempo is better used for development; 5. P-K3
- (c) Black may also try 5...B-K2, when 6. B-N5 leads to an Orthodox Defence where White has played an early and unimpressive P-QR3.
- (d) Black should have castled.
- (e) 9. QPxP would have won a pawn: 9...O-O 10 PxP PxP 11 B-Q4 or 9...NxB 10 QxN O-O 11 PxP PxP 12 N-B3.
- (f) If 11 PxN P-B5 12 BxRP, then not 12...P-KN3 13 BxP PxB 14 QxPch, with three pawns and a dangerous attack for the piece. But simply 12...Q-N4! is best.
- (g) Black must choose between this move, 11...PxP and 11...P-QN3. In any case, White seems to have an edge; because Black has twice exchanged pieces with loss of tempo.
- (h) But this timid move more or less gives up the edge. 13. N-B3 was O.K. White, however, had available a promising attacking plan! N-K2, N-N3, O-O, Q-R-K1, P-K4. This would not be easy to work out - but it would not be easy to meet either.
- (i) This preparation for ...N-K5 must itself be prepared.
- (j) 15 P-QR4 would upset Black's plans. The move played accomplished little or nothing.
- (k) Very tempting, but probably wrong! Black is already trying for a King-side attack. Black has no real advantage on the k-side, while his solid Queen-side majority suggested vigorous action there. In that case, a King-side attack by White would be very difficult to arrange.
- (l) 17. N-K5 P-B3 18 N-N4 P-Kr4 (BxN 19 PxB Q-Q2 or Q-Q3 19 N-N4 P-Qr4 20 N-B2) 19. N-R2 look no more inviting, nor does 17. N-N1.
- (n) Again the King-side attack is not promising. Black should still try the Queen-side. But now, the loss of the anchor (at Q4) of his Queen-side pawns makes things a little more difficult. White will (or should) try to free himself with P-KB3, in which case Black should not exchange, but try to hold his K5. Best is probably 18...B-Q4 19 P-B3 R-K1, followed by a Queen side advance.
- (n) White could have avoided the worst with 19. P-KB4! Black might get a small advantage by 19...PxPop or by 19...Q-Q4. The move played is almost surely ruinous.
- (o) 20 P-KB4 PxPop 21 NxP Q-R3 is not better.
- (p) 21...R-B6 would be even stronger, the Rook is safe.
- (q) And here 22...R/R1-KB1, by attacking the KBP, would prevent the White Rooks from coming to the rescue of his King.
- (r) 23. P-KB3 or 23 P-KB4, probably the first, is absolutely necessary.
- (s) 23...RxNch 24 KxR Q-R5ch 25 K-N2 BxP 26 R-R1 B-B6ch wins.
- (t) This was played to prevent P-N5 after ...R-KB1. But it is not necessary, and has later unpleasant effects. 24...R-KB1 was correct.
- (u) 25 P-B3 B-Q4 is fatal, but 25 P-KB4 could be tried.
- (v) Black has the fearful threat R-B6-R6. Again 26 P-KB4 could be tried, with uncertain results. White discovers another chance, which also should not save.
- (w) Too intent on his plans, Black misses 26...BxP, winning at once. But he thought the game easily won.
- (x) 28...R-B1 might still win.
- (y) Black can no longer win, but can easily draw by moving the King only on the first two ranks and playing B-B6 if allowed. But he continues to try to win and loses. (Concluded on previous page)