Richard Shorman

Chess

NORTH BAY OPEN RESULTS

Thirty players competed in the North Bay Open, a five-round Swiss system USCF rated tournament, held at the Robson Harrington Mansion in San Anselmo, Sept. 17-18. USCF Certified Local Tournament Director Scott Laird, assisted by Art Marthinsen, conducted the event on behalf of the Ross Valley Chess Club. Complete results:

1st Overall, Paul Whitehead (2269), San Francisco, 4½-½, $70.

1st A, Robert Anderson (1993), San Jose, 4-1, $55.

1st-2nd B, Lucho Garmendia (1745), Richmond, and Klaus Waibel (1651), Presidio of San Francisco, 4-1, $47.50 each.

1st C, Alan Yaffe (1504), San Francisco, 3½-1½, $55.

1st-2nd D, George Barber (1371), San Jose, and Michael Root (1324), San Geronimo, 3-2, $20 each.

1st Unrated, Albert Drybrae, Albany, 3-2, $20.

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White: Paul Whitehead (2269). Black: Kevin Lewis (1864). North Bay Open, San Anselmo, Sept. 17, 1977. Sicilian Defense 1 e4 c5 2 Nf3 d6 3 Bb5 Bd7 4 a4 g6 5 0-0 Bg7 6 Re1 a6 7 Bd7 Nd7 8 a5 b6 9 ab Qb6 10 Na3 Qc7 11 Nc4 Nh6 12 d3 O-O 13 c3 Ng4 14 Qa4 Nb6 15 Qa5 Rfb8 16 h3 Nf6 17 Nb6 Qb6 18 Qb6 Rb6 19 Nd2 Nd7 20 Nc4 Rbb8 21 Bf4 Nb6 22 Na5 Kf8 23 Ra2 Nd7 24 Rea1 Rb6 25 Nc4 Rc6 26 Kf1 h6 27 Ke2 f5 28 Bh2 fe 29 de Kf7 30 Kd3 Ke6 31 f4 Kf7 32 Rf1 Kg8 33 Ra3 e6 34 f5 d5 35 ed ed 36 Ne3 c4 37 Kc2 d4 38 cd Bd4 39 Rd1 Be3 40 Re3 Nc5 41 Rd6 Rd6 42 Bd6 Nb7 43 Bf4 Rf8 44 g4 h5 45 Bh6 Rf6 46 Bg5 Rb6 47 Re8 Kf7 48 Re7 Kf8 49 f6 Nd6 50 Bh6 Kg8 51 Rg7 Kh8 52 Rg6 Kh7 53 f7 Rb2 54 Kb2 Nf7 55 Rg7 Resigns.

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White: Robert Anderson (1993). Black: Lee Stevens (1426). North Bay Open, San Anselmo, Sept. 17, 1977. King's Indian Attack 1 e4 e6 2 d3 Nc6 3 Nf3 g6 4 g3 Bg7 5 Bg2 d5 6 Nbd2 Nge7 7 0-0 0-0 8 Re1 de 9 de e5 10 c3 h6 11 Qe2 Be6 12 Nc4 Qd7 13 Ne3 Rad8 14 b3 a6 15 Ba3 b5 16 Rad1 Qc8 17 Nd5 Rfe8 18 c4 Bg4 19 cb Nd5 20 Rd5 Nd4 21 Rd4 ed 22 ba d3 23 Qd2 Qa6 24 Bb4 Qc6 25 h3 Bf3 26 Bf3 Qc2 27 Qc2 dc 28 Rc1 Re4 29 Be4 Rd1 30 Kg2 Rc1 31 Bd2 Rd1 32 Be3 c1Q 33 Bc1 Rc1 34 a4 Ra1 35 Bc6 Ra2 36 b4 Bd4 37 a5 Bf2 38 Bd5 Rb2 39 a6 Bb6 40 Kf3 Rb4 41 Resigns.

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White: Robert Christopher (1720). Black: Robert Anderson (1993). North Bay Open, San Anselmo, Sept. 18, 1977. Queen's Gambit Declined 1 Nf3 c5 2 d4 e6 3 c4 d5 4 Nc3 Nf6 5 Bg5 Nc6 6 e3 cd 7 ed Be7 8 Bd3 0-0 9 0-0 h6 10 Bh4 b6 11 cd Nd5 12 Nd5 Bh4 13 Nc3 Bf6 14 Be4 Bb7 15 Ne5 Na5 16 Qg4 Rc8 17 Rad1 Qe7 18 Rfe1 Rfd8 19 Bb7 Qb7 20 Re3 Be5 21 Re5 Nc4 22 Rh5 Nb2 23 Ne4 Nd1 24 Nf6 Kf8 25 Nh7 Ke7 26 Qg7 Rc1 27 Qf6 Ke8 28 f3 Nc3 29 Kf2 Rc2 30 Kg3 Ne2 31 Kh3 Ng1 32 Kg3 Qc7 33 Re5 Ne2 34 Kh3 Nd4 35 Re4 Rc4 36 Qh6 e5 37 Nf6 Ke7 38 f4 Qc8 39 g4 Rh8 40 Re5 Ne6 41 Nh7 Qg8 42 Qh4 Kd6 43 Qf2 Qh7 44 Kg3 Qh3mate.

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THE NATURE OF CHESS

By Cecil Purdy

(C. J. S. Purdy, international correspondence grandmaster and world correspondence chess champion in 1953, ranks with Richard Reti, Siegbert Tarrasch and Eugene Znosko-Borovsky as one of the supreme teachers of chess, perhaps even the best. Had he lived in Europe instead of in Australia his writings would surely have enjoyed the universal preeminence they are due. To obtain back copies of Purdy's remarkably instructive magazine, "Chess World," address inquiries to 333 George St., Sydney, Australia.)

Insofar as chess is a struggle between opposing forces, it is governed by certain principles. For instance, attack with inferior or equal force should fail. Because of this principle we know without analysis that it is nearly always useless attacking the enemy king when he has plenty of supporters. (Not absolutely always, because of special factor No. 2, Obstruction, mentioned further on.)

Other principles are that it is better to employ an inactive unit than an already active one; that pieces cooperate best when they command the greatest possible number of squares between them, i.e., overlap lease (hence, the value of the two bishops); that you should reserve the greater option; that you should waste as little energy on defense as possible.

All these principles are extremely helpful, but they must only be regarded as labor savers. They prevent us wasting time in thinking about a great many absurd moves.

They are principles that chess shares, allowing for modifications, with all forms of struggle. One factor is common to all struggles: force. And the principles given above (again, with some modification) apply to the manipulation of force against opposing force in any circumstances.

But there are other factors in chess which apply to chess alone:

(1) The special moves of the various pieces.

(2) Obstruction (limitation of movement caused by occupation of squares by any pieces, friend or foe).

(3) Unique object of the game (capture of a single all-important piece).

(4) Pawn promotion.

(5) Battlefield of 64 points.

(6) Time factor (the rule that each player must move in turn, and one piece at a time).

A few of these factors come into other board games, but none are common to struggle in general.

Now it is in the manipulation of these special factors that chess skill primarily consists. When a raw beginner sees a position on a chess board, he sees a lot of individual pieces standing around. The expert, on the contrary, sees them in terms of the factors just listed. Thus, he quickly sees relations between them (of attack and defense), such as what is obstructing what or how the kings are situated as regards safety. Moreover, he quickly sizes up the time factor, whether it is vital or insignificant or somewhere between. In this way, Capablanca achieved in three seconds a better grasp of a position than a beginner would achieve in three hours.

Having seen a position in terms of these things, the next step is to see any possible forcing lines of play (known as combinations) arising out of them. Combinations are found not so much by applying general principles as by observing with a trained eye the actual position on the board.

It boils down to this: there are two different kinds of thought in chess, (1) that which belongs to the making of plans (visualizing a desired end and then looking for means of carrying it out) and (2) that which belongs to the discovery and testing of combinations (starting with a certain move and finding out where it leads). (Combinations belong to chess alone. In war, all thinking — where any is done — is of class (1).

The thing to realize is that a sound combination is either there or not there. Moves that follow a plan have a reasonable "look" about them. Moves that force big gains (combinations) often look at first sight quite unreasonable. This conflict and union of two different kinds of thinking must be grasped before a player can understand what he is doing when playing chess.

Superficially, it may appear illogical that common sense should so often be overruled in chess. But look more closely. Surely, it is entirely reasonable that the devices and possibilities that are peculiar to chess alone should have priority over generalities that chess shares with other forms of struggle.