

WASHINGTON

CHESS LETTER



FEBRUARY
1952



WASHINGTON CHESS LETTER

\$ 2.00 YEARLY

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PUGET

SOUND

OPEN!

DATE MARCH 22 & 23

PLACE SEATTLE C.C.

TIME 9:00 A M

ENTRY \$ 2.00

SYSTEM 6 ROUND SWISS

ALL CHESS PLAYERS
INVITED!

DR. A. A. MURRAY & O. ULVESTAD
TIED FOR FIRST PLACE IN
1952 WN. STATE CHAMPIONSHIP
COMPLETE DETAILS NEXT ISSUE

NOTES BY MANNEY

FROM THE PAGES OF TIME

MONTE CARLO 1903

The third International Tournament held at Monte Carlo was an extremely strong one, notwithstanding the numerous and notable absentees. These included the World's Champion Dr. Em. Lasker, Napier Blackburne, Schieffers and Burn. The fourteen players finished as follows:

Dr. Tarrasch	20	Mieses	13
Mareczy	19	Marshall	12
Pillsbury	18½	Taubenhaus	10½
Schlechter	17	Mason	10½
Teichman	16½	Albin	8
Marco	15½	Reggio	7½
Wolf	14	Col. Moreau	0

A double round was played, five days a week, seven hours a day and a time limit of 16 moves per hour. The prizes were generous, probably due mainly to Prince Dadian of Mingrelia, who was president of the tourney committee.

Although Dr. Tarrasch won, his victory was neither overwhelming nor decisive. He made a splendid showing against the weaker opponents but was not impressive against the leaders.

The United States master Harry N. Pillsbury was awarded a brilliancy prize in the following game:

QUEEN'S GAMBIT DECLINED

WHITE		BLACK
Pillsbury		Wolff
P-Q4	1	P-Q4
P-QB4	2	P-K3
Kt-QB3	3	Kt-KB3
B-Kt5	4	QKt-Q2
Kt-B3	5	B-K2
P-K3	6	Castles
R-B1	7	P-QN3
PxP	8	ExP
Kt-K5	9	B-Kt2
P-B4	10	P-QR3
B-Q3	11	P-B4

Castles 12 P-B5
 In order to establish a pawn majority on the Queen's wing, the disadvantage being that it gives White an opportunity to pursue aggressive tactics on the King's side. PxP followed by Kt-K5 was probably better.

B-B5	13	P-Kt4
R-B3	14	R-K1
R-R3	15	P-Kt3
B-Kt1	16	KtxKt
BPxKt	17	Kt-Q2

Better was Kt-K5. Black entirely under-rates the opponent's attack, which soon becomes overwhelming.

BxB	18	RxB
Q-B3	19	Kt-B1
R-B1	20	Q-Q2
Q-B6	21	P-Kt5

The King's side was too seriously endangered to permit a counter attack on the Queen's wing. The move proves disastrous for it enables White to play Kt-R4, followed by Kt-B5.

Kt-R4	22	Q-B2
Kt-B5	23	B-B1
R-R6	24	P-R4
R-B4	25	R-Kt1

The intention is to continue R-Kt3 in order to dislodge the adverse Queen. It has been delayed too long and White now wins brilliantly with BxP

BxP	26	R-Kt3
-----	----	-------

He could not play R-PxB or B-PxB for Q-R8, or QxKt mate would have followed. Nor was KtxB available, for RxB oh and R-R4 would have won for White.

QxR(Kt6)	27
----------	----	-------

Here Pillsbury missed a more brilliant continuation, I. E.: Kt-K6, which would have forced a mate in five moves.

.....	27	KtxB
-------	----	------

Had he played QxQ White would have continued BxRPoh. and RxQ.

Q-KB6	28	R-K1
-------	----	------

The capture of the Rook would have hastened defeat. PxKt and R-R5 would follow

R-B1	29	B-K3
Q-Kt5	30	K-R1
Q-R5	31	Kt-B1
KtxB	32	RxKt

RxR 33
 If now KtxR, White answers RxP attacking the Queen and threatening mate. Kt-Kt2 would not be available on account of R-B8 mate.

..... 33 Resigns
 (From The American Chess Weekly)

ANOTHER ALEKHINE BRILLIANCY

Paul Morphy was the first master to utilize the pawn thrust as a means of breaking open the opponent's position. It has since become an important weapon of every master. Alekhine exemplified this technique, as may be seen in the following game, which won a brilliancy prize at the Bradley-Beach Tournament.

QUEEN'S GAMBIT ACCEPTED

WHITE BLACK
Alekhine H. Steiner

P-Q4	1	P-Q4
P-QB4	2	PxP
Kt-KB3	3	Kt-KB3
P-K3	4	P-K3
BxP	5	P-B4
Castles	6	P-QR3
Q-K2	7	QKt-Q2

If 7.....Kt-B3, the best answer according to the latest practice would still be 8. Kt-B3!

Kt-B3 8 Q-B2

If Black did not want to risk the "fianchetto" development which, in fact is hardly recommendable (for instance, 8... P-QKt4; 9. B-Kt3, B-Kt2; 10. R-Q1, B-K2; 11. P-K4!, P-Kt5; 12. P-K5, PxKt; 13. Px Kt, etc. with advantage, as in the game Alekhine-Letelier, Montevideo, 1938) he should simply play 8.....B-K2; for the square QB2 for the Queen, in case of the following Qs pawn advance, will prove a very unfortunate one.

P-Q6! 9 PxP
 BxQP 10

One of Black's troubles from now on will consist in the fact that in case of the exchange of this Bishop, White would always recapture with temp.

..... 10 B-Q3
 P-K4 11 Castles
 B-Kt5 12 Kt-Kt5

In order to develop his Q's side pieces Black is forced to lose time with this Knight, and, moreover, facilitate the dangerous advance of White's KB's Pawn.

P-KR3	13	KKt-K4
Kt-KR4!	14	Kt-QKt3
P-B4	15	Kt-B3
P-B5!	16

A paradoxical, but most effective, continuation of the attack, by which White sacrifices the central square K5. The "natural" advance 16. P-K5 instead would have left White -- strange as it may seem -- after 16....B-K2 with but an insignificant positional advantage.

..... 16 Kt-K4
 Q-R5 17 R-K1

Parrying the threat 18. P-B6 which now would be met by 18.....P-Kt3; 19. Q-R6, B-B1.

R-B4 18 B-K2

This will be refuted by a pretty combination, but, as Black still could not take the powerful Bishop -- after 18.... KtxB6 -- follows 19. KtxKt, Q-B3; 20. Kt-B6 ch., PxKt; 21. BxP, etc. -- there was no longer a sufficient defence.

P-B6! 19

Because of Black's last move White is enabled to effect this advance in spite of the possible defence 19....P-Kt3; 20. Q-R6, B-B1, -- and this because of the following combination: 19.....P-Kt3; 20. KtxP!!, PxKt (or A); 21. BxP ch, KxB; 22. PxB disc. ch, K-K3 (or K-Kt1; 23. R-B6 ch KxR; 24. PxR queens ch, KxQ; 25. Q-R8 ch, K-B2; 26. Q-R7 ch, winning the Queen); 23. R-B6ch, KxP (or K-Q2; 24 R-Q1 ch, etc.); 24. Q-R7 ch, K-Q1; 24. R-Q6 mate.

(A) 20.....KtxKt; 21. BxP ch, KxB; 22. QxP ch, K-K3; 23 QxKt and wins. After the following retreat which permits the opening of the KB's file, the game is also practically over.

..... 19 B-B1
 PxP 20 BxKtP
 QR-KB1 21 B-K3
 Kt-B5 22

Threatening also B-R4, etc.

..... 22 BxB
 KtxKB1 23 Kt-Kt3
 KtxR 24 RxKt
 KtxB 25 Resigns.

GAMES DEPARTMENT

G MULLER & D WADE-ED'S

Washington State Open

Vienna Opening

J.L. SHEETS

white

JAMES AMIDON

black

- | | |
|----------------------------|--------|
| 1. P-K4 | N-KB3 |
| 2. N-CB3 | P-K4 |
| 3. B-B4 | NxP |
| 4. BxPch | KxB |
| 5. NxN | C-KR5 |
| 6. P-Q3 | P-Q4 |
| 7. N-KB3 | C-K2 |
| 8. N-CB3 | P-CB3 |
| 9. O-O | P-KN3 |
| 10. B-KN5 | C-CB2 |
| 11. B-KR4 | B-K2 |
| 12. B-KN3 | B-Q3 |
| 13. C-C2 | K-N2 |
| 14. KR-K | R-K |
| 15. P-KR3 | B-KB4 |
| 16. R-K2 | N-Q2 |
| 17. QR-K | P-KR3 |
| 18. B-KB4 | P-KN4 |
| 19. BxNP | PxB |
| 20. CxPch | B-N3 |
| 21. N-KR4 | N-B |
| 22. N-B5ch | K-B2 |
| 23. N-R6ch | K-N2 |
| 24. N-N4 | N-Q2 |
| 25. R-K3? | |
| P-B4 was the winning move. | |
| 26. PxP | P-K5 |
| 27. C-KR4 | B-KB5 |
| 28. RxB | BxR |
| 29. N-K2 | PxP |
| 30. C-R6ch | C-Q3 |
| 31. N-KN3 | K-B2 |
| 32. C-KN5 | N-KB3 |
| 33. CxN | NxN |
| 34. K-R2 | QR-C |
| 35. P-KB4 | R-K3 |
| 36. RxPch | PxP ep |
| 37. R-CN3 | R-KB3 |
| | R-C2 |

- | | |
|---|---------|
| 38. C-KR4 | C-KB5 |
| 39. C-KR8 | BxCBP |
| 40. R-KB3 | C-Q3 |
| 41. R-K3 | R-K2 |
| 42. R-CB3 | B-K5 |
| 43. C-R5ch | R-N3 |
| 44. C-R7ch | R-N2 |
| 45. C-R5ch | K-N |
| 46. C-KR4 | B-C4? |
| Black should play C-Q7! | |
| 47. K-N | R-K8ch |
| 48. K-B2? | C-K2 |
| 49. C-KB4 | R-KB2? |
| Black could force mate by R-K7ch. | |
| If NxR, RxPch mates in two. After K-B, RxNP, and white is helpless against the threat of R(N2)xN threatening a mate with the Queen at K7. | |
| 50. N-B5 | R-K7ch? |
| Queen check at K7 again forces a quick mate. | |
| 51. K-B | BxPch? |
| 52. K-N | R-K8ch |
| 53. K-R2 | C-CB2 |
| 54. R-N3ch | K-B |
| 55. C-CN4ch | R(8)-C2 |
| 56. NxR | RxN |
| 57. KxB | C-C4 |
| drawn | |

Queen's Gambit Declined

L.M. GREEN
white

H.B. YOCUM
black

- | | |
|----------|--------|
| 1. P-C4 | P-C4 |
| 2. P-CB4 | N-KB3 |
| 3. PxP | NxP |
| 4. N-KB3 | P-KB4? |
| 5. P-K3 | P-CB4 |
| 6. B-K2 | N-CB3 |
| 7. PxP | P-K3 |
| 8. B-C2 | BxP |
| 9. N-B3 | CN-K2 |
| 10. NxN | NxN |

(continued from January)

- 11 B-N5ch B-Q2
- 12 BxB CxB
- 13 O-O O-O
- 14 B-B5 QR-Q
- 15 Q-N3 P-QN3
- 16 KR-Q C-N2
- 17 QR-B KR-K
- 18 B-K5 B-Q3
- 19 P-KR3 C-N?
- 20 RxDN1 PXR
- 21 CxPch K-B
- 22 N-N5 R-Q2
- 23 N-K6ch K-K2
- 24 NXP BxB
- 25 C-K6ch K-BNT
- 26 QXR BxN
- 27 R-B7 CxR
- 28 QxC R-K2
- 29 C-B8ch K-B2
- 30 CxPch K-N
- 31 P-QN3 B-N7
- 32 C-Q3 B-R6?
- 33 P-QN4 resigns

U.W. Club Tournament
Queen Pawn Stonewall

PROF. MAX BLACK C. BALLANTINE
white black

- 1. P-Q4 P-Q4
- 2. P-K3 N-KB3
- 3. B-Q3 P-QB4
- 4. P-QB3 QN-Q2
- 5. P-KB4 C-B2
- 6. QN-Q2 PXP
- 7. BPXP P-KN3
- 8. KN-B3 B-N2
- 9. O-O O-O
- 10. N-K5 N-K
- 11. P-KR4 NKN
- 12. BPXP P-B3
- 13. P-R5 P-KN4
- 14. P-R6 BXP
- 15. C-R5 K-N2
- 16. N-B3 PXP
- 17. BxRP! C-N3
- 18. B-Q2 B-N5
- 19. CxB N-B3
- 20. C-B5 NxB
- 21. CxPch C-B3
- 22. CxQP P-N5
- 23. N-K5 C-R5
- 24. R-B7ch! resigns

Games from the Simultaneous Exhibition by Olaf Ulvestad at U.of W. Jan 22
The Descriptive and the Algebraic. The Scotch Game

OLAF ULVESTAD JORGEN BADER
white black

- 1. P-K4 P-K4
- 2. N-KB3 N-CB3
- 3. P-C4 P-C3
- 4. B-QN5 PXP
- 5. NXP B-C2
- 6. NKN BxN
- 7. BxB PxB
- 8. O-O B-K2
- 9. C-N4 B-B3
- 10. P-KB4 N-R3
- 11. C-B3 B-C5ch
- 12. K-R C-R5
- 13. P-CB3 B-N3
- 14. P-K5 P-C4
- 15. P-B5 N-N5
- 16. P-R3 P-R4
- 17. B-B4 N-B7ch

Drawn by perpetual check.

You haven't any chance against the guy? Take heart, there is always some chance. Your weak moves may lull your opponent, and...but watch!

OLAF ULVESTAD GORDON HOLLOVAY
white black

- 1. P-K4 P-K4
- 2. N-KB3 P-C3
- 3. N-CB3 N-CR3
- 4. BxN PxB
- 5. P-C4 P-KB3
- 6. O-O N-KR3
- 7. BxN PxB
- 8. N-KR4 B-K3
- 9. P-KB4 P-KB4
- 10. BPXP CxN
- 11. PxBP PXP
- 12. PXP B-B4ch
- 13. K-R QR-Q
- 14. C-B R-C5
- 15. PxB R-N
- 16. N-C2? CxPch
- 17. KxQ R-R5 mate

Last month the two most widely used systems of notation were printed, the Descriptive and the Algebraic. The U.S., as we all know, and a larger part of the English speaking world use Descriptive notation. The Algebraic is used in Germany, in some problem magazines, and in several other places about the globe. There has been considerable controversy on the practicality of either system, especially of the Descriptive. Many prominent people have advocated an American switch to the Algebraic. However, Americans viewed any such switch with considerable opposition, so no results have come about as yet.

Now on with the "Laws of Chess."

Vl, Current Expressions.

Man--A term applicable to each King, Queen, Rook, Bishop, Knight, and Pawn.

Piece--A term applicable to each man except the Pawn.

Pinned Man--A man that occupies a square between the King of the same color and the opposing piece that would otherwise be giving check to the King, or a man the movement of which would expose to capture a piece of higher value than the capturing man.

Discovered Check--Check given to the Opponent's King when the line of action of the checking piece is opened by the movement of another man of the same color.

Double Check--Check given by the man in addition to the discovered check from another piece.

An Exchange--The exchange by capture of identical men, or of men of practically the same theoretical value.

Winning or Losing the Exchange--To exchange by capture a Bishop or Knight for a Rook is winning, and of a Rook for a Bishop or Knight is losing the Exchange.

Vll.

Movements of the Men in General

1. and 2. The move of a man shall be to an unoccupied square or to a square occupied by an opposing man.
3. The move of a man shall not cause such man to pass over any occupied square except in the case of the Knight.
4. A legal move of a man to a square occupied by an opposing man requires the removal of that opposing man by the Player from the chess board.

Vlll.

Movements of the Individual Men

The King can be moved to a square adjoining the square he occupies except in the case of Castling, which is a combined move of the K and the R, but counts as one move, in which first the K, occupying his own square, is placed on one of the two nearest squares of the same color as his own in the same rank and then the R, towards which the K has been moved, is placed on the next square on the further side of the moved K. Castling is not permitted (a) when either the K or R has been moved previously; (b) when any square between the K and R is occupied by a man; (c) if the K be in check; or (d) if Castling would cause the K to pass over, or occupy any square on which he would be in check.

The Queen can be moved to a square, being one of those forming the file, or the rank, or the diagonals to all of which the square which the Q occupies is common.

The Rook can be moved to a square, being one of those forming the file, or the rank, to both of which the square the R occupies is common.

The Bishop can be moved to a square, being one of those forming the diagonals to which the square which the B occupies is common.

The Knight can be moved like a R one square and then like a B one square, which final square must not adjoin the square from which the Knight is moved, such movements constituting one move.

A Pawn, when not making a capture, can be moved forward on the file one or two squares on its first move, and thereafter one square only at a time.

A capture with a Pawn can be made when the opposing man occupies the nearest square forward of either of the diagonals to which the square occupied by the capturing pawn is common.

En Passant--A Pawn which has been moved two squares on its first move is liable to be captured on the following move by a Player's Pawn that could have captured it if it had moved only one square, precisely as though it had so moved.

Promotion--Each Pawn that is moved to a square on the eighth rank must be exchanged for a Q, R, B, or N of the same color without regard to the number of such pieces already on the board.

LX. Check

1. and 2. The King is in "Check" if the square he occupies is commanded by an opposing man whether pinned or not.

Note: It is customary, but not obligatory, for the Player to advise the opponent of this fact by saying "Check".

3. and 4. The K must not be moved to a square on which he would be in "Check" or to any one of the squares adjacent to the square occupied by the opposing K.

5. A checked K must be moved out of check, or the checking man captured, or the check parried by the interposition of another man in the next move after the one giving check.

6. A Player who makes a move which does not fulfill the conditions in (5) must retract that move and make another move which does so comply, and, if possible, with the man he has touched in making the retracted move.

X. Checkmate

1. Checkmate is a check from which the K cannot be relieved by any of the moves prescribed in LX (5) and ends the game.

2. The fact of having announced erroneously a checkmate in an indefinite number of moves shall not

affect the after-play of the game.

XI. The Move.

The choice of playing the first game with the White men shall be determined by lot, or by agreement, and a match of two or more games the two persons shall play with the two colors alternately irrespective of the results of the games, but games annulled according to XII shall not be reckoned in applying this rule.

XII. Annulled Games.

1. If in the course of or immediately after a game it be proven that the initial position of the men on the board was incorrect, or the chess board wrongly placed initially, the game shall be annulled.

2. If in the course of a game the number or position of the men be altered illegally the position immediately before the alteration occurred must be reinstated and the game resumed therefrom.

3. If this position cannot be ascertained the game shall be annulled and there shall be a replay.

XIII. Completion of Move.

A move is complete:

(a) In moving a man from one square to another, when the Player has quitted the man.

(b) In capturing, when the captured man has been removed from the board and the Player has quitted the man making the capture.

(c) In Castling, when the Player has quitted the Rook.

(d) In promoting a Pawn, when the Player has replaced the Pawn by the selected piece and quitted the latter.

XIV. Adjustment of the Men.

1. The Player may adjust one or more of his men on their respective squares after giving previous notice of his intention so to do. It is customary to say "I adjust."

2. The Player shall not adjust the Opponent's men, or the Opponent the Player's men. The Opponent, however, shall adjust the position of his men if requested by the Player to do so.

(To be continued next month with part 3 of XIV.--Adjustment of the Men.)

DR. BELA ROZSA WINS C.C.C.

The tournament for the Correspondence Chess Championship of the U. S. for 1942, the Grand National run by the Correspondence Chess League of America, has finally been won by Dr. Bela Rozsa of Tulsa, Oklahoma. This, the longest of any postal tournament on the League records, had four rounds and a play-off match lasting nine years.

Dr. Rozsa won the first round 6-0, the second and third 5-1, and tied with $2\frac{1}{2}$ - $1\frac{1}{2}$ with E. W. Marchand of Rochester, N. Y. He overcame Marchand both games of the play-off finishing with a very impressive composite of over 85% for the twenty-four games.

Dr. Rozsa has long been outstanding in his profession (music) as well as the League and over-the-board play. His victory gives him possession of the esteemed Henry D. Hibbard Memorial Trophy for one year.

PROBLEMS

The prizes of Chess Life's International Composing Tourney for two-move problems have been awarded. 1st 2nd and 3rd prizes (\$10, \$7.50, and \$5) respectively went to Dr. Haracio L. Musante, Edgar Holladay, and again Holladay. Special prize \$2.50 was given Richard Kujth. There were also ten honorable mentions and seven commendations issued.

Four top placing problems have been sent to Mr. E. Erickson for possible publication in the Washington Chess Letter.

This year 35 American problems, 13 from Canada, and 29 from 10 overseas countries were published in competition, for the awards. Vincent L. Eaton, editor of Chess Life's "Mate the Subtle Way" judged the year's many gems with the aid of the late Alain White.

U. S. OPEN '52

The USCF has awarded the '52 U.S. Open Championship to Tampa, Florida under the co-sponsorship of the Tampa Chess Club and the Florida Chess League, which will have cooperation of the Tampa Chamber of Commerce and the Floridan Hotel in staging the event.

According to James B. Gibson, Jr., president of the Tampa Chess Club, plans for the event envision attracting a number of the players from Puerto Rico, Cuba, and South America to add color and gaiety to the event. Dates for the tournament have not yet been set.

BANKS

Following a chess party, exhibition and tournament held in the Banks Park Housing Project Auditorium in Bay City, Mich., for the benefit of underprivileged boys, the mothers attending this gala event who had learned chess on this occasion organized the first all-woman chess club in the Saginaw Valley. The club which immediately became chartered by the USCF will be known as the Rhoda Willard Chess Club, being named after Rhoda Willard Mcwry who had served as an army nurse in World War II.

EVANS

U.S. Champion Larry Evans has a three page article in the January issue of the "United Nations World," complete with a large photo of the young author. It is rumored also that Larry's photo will appear soon in "Lock" magazine.

POSTAL CHESS

R. R. Merk
POSTAL CHESS EDITOR
1026 E. 71st Street, Seattle 5, Wash.

RESULTS OF GAMES COMPLETED

50-A-10				50-B-10			
Greene	1	Husby	0	F.M. Howard	1	Emerson	0
				50-B-11			
50-A-11				R.R. Merk	1	Baker	0
Seering	1	R.R. Merk	0	51-A-14A & B			
Seering forfeits the rest				Seering forfeits all of his			
of his games.				games.			

Dr. A. H. Seering has found it impossible to continue with his games because of the press of business. We are sorry to have him drop out and hope that before long he can again join with us in pushing the wood around.

Here is a contribution sent in by H. H. Roberts clipped from an unknown source.

"The big reason I like to play correspondence chess is because it gives me a chance to tell someone a lot more important than myself what to do and know that he has to do it. I'm just an ordinary clerk on an ordinary job in a very small town and have three bosses who order me around all day six days a week and at home I get ordered around plenty, too. But when I'm playing chess I have a chance to do some dictating. I may be playing a big shot lawyer or judge, a doctor or a banker or someone else in a big city who bosses people around all day. But when I play the right moves I give the orders. I get a real kick out of it when, in moving a pawn, I force him to get his Queen out of there, or else. And when I tempt him with a piece and he captures it only to find a fork or a discovered check staring him in the face, mentally I say: 'So, you thought you were going to get tough -- now I'll boss you around for awhile.' I guess it's the only chance I'll ever have to boss somebody around and, believe me, I'm making the most of it".

Again it is proven, the angles of the royal game are limitless.

Section 51-B-12
Hardinge 1 La Freniere 0

POSTAL CHESS is becoming more and more popular every year. Get started now by sending in your registration fee. 50¢ per section of 5 players. Each one plays two games with each of their opponents. One game as black and the other as white. Enter as many sections as you wish. Send entries to Postal Chess Editor.

POSTAL CHESS RATINGS

Class A Players

Ballantine	1595
Bever	1487
Cerretelli	1400
Christey	963
Coubrough	1399
Dolle	1464
Greene	1491
Harmeson	1136
Hardinge	1330
Hazen	1288
Hellums	1190
Husby	1106
Kaffenberger	1424
Magerkurth	1294
Naas	1226
Sams	1421
Seering	824
Tweedale	1246
Yocom, H.E.	1238
Yocom, C.L.	1373

Class B Players

Amsden	1132
Allen, W.P.	1200
Baker	960
Cairncross	1290
Emerson	992
Engstrom	1136
Holland	1030
Howard, F.M.	1258
La Freniere	1066
Malmgren	860
McCarthy	1148
Merk, R.R.	1075
Merk, Fred	1136
Moore	1137
Martin	997
Norman	1167
Parry	1012
Raleigh	867
Roberts, H.H.	961
Roberts, Don	1100

Class C Players

Connell	772
Hiscox	879
Karch	746
Landenberger	993
Marshall	720
McCownell	850
Mrs. Moss	734
Neilson	805
Orme	998
Plume	732

