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USCF affiliate

# Chicago Industrial Chess League

## BULLETIN

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# President's Report

## PLAYOFFS

The season ended on an exciting match between the ANL Knights and First National Bank for the league championship. The Bank had the advantage of only needing to draw to win. However, the Knights were top seeded and therefore a team not to be taken lightly. About 25 Kibitzers came to watch the match.

The Knights won the championship by beating Sears 3 1/2 - 2 1/2, Motorola 3 1/2 - 2 1/2 and the Bank by 3 1/2 - 2 1/2. Sears took second place with a match score of 2 points. They beat out the Bank on a game point tie break (10 1/2 pts to 10 pts).

The Knights in winning the championship demonstrated their ability. They also are destroying the ability to predict the results of a match on the basis of a rating. When the Knights played Sears they were out-rated on boards 1, 2, 4, & 5, by about 150 points on each board. Board 2 was about even and on board 6 the Sears player was unrated. Against the Bank, the Knights were outrated on boards 2, 3, 4, & 5 by 150 to 250 points on each board. On board 1 we had a large rating advantage and board 6 our player was unrated.

## SUMMER BUSINESS MEETING

Our summer business meeting will be on Tuesday, August 23. The meeting will be held at the Hawthorne Savings & Loan Assoc. The building is located on Cicero Ave. and 24th Place (2 blocks south of Cermak) which is across the street from Western Electric. Since the bank will be closed you will have to enter the building through the back door and go to the lower basement floor. The meeting will start at 7:00 p.m.

A draft of the new rules written for a 6 man league is enclosed in this bulletin. We will be voting to decide whether to make the change permanent or revert back to the 8 man - 4 man concept.

## New rules drafted for 6-man teams

As explained in the president's report above, a revised set of rules has been drafted for the upcoming season. These rules will be considered and perhaps modified at this month's summer business meeting.

Also on the meeting's agenda is the decision of whether to continue with six-man teams or to return to eight- and four-man teams in senior and junior divisions.

The meeting is scheduled for 7 p.m., Tuesday, August 23. It will be held at Hawthorne Savings and Loan, 24th Place and Cicero Ave.

If accepted at the meeting, the revised rules will be in effect next season whether teams consist of six players or eight and four players. The revised rules follow:

# I. POLICIES

## A. Purpose

The Chicago Industrial Chess League is organized to foster interest in chess and to promote friendly chess rivalry between teams representing business firms, government agencies, and educational institutions located in the Chicago area. The policy of the C.I.C.L. is to encourage employees of such concerns to enter teams in League competition and to promote maximum participation in chess by members of these teams.

## B. Teams

### 1. Basic Organization

Competition will be between teams with a fixed number of players. These teams may be organized into several divisions for the purpose of scheduling competition. The number of players on a team and the assignment of teams to divisions shall be determined at a meeting of team captains prior to the beginning of each competitive season.

### 2. Requirements for Team Membership

- (a) Each team member must be on the payroll of the company which they will represent, or be a former employee retired or laid off by that company after a minimum of five years of service.
- (b) A team captain must be designated who will serve for the entire season and who will be readily available by telephone. Designation of an alternate team captain is also desirable.
- (c) The team must have a suitable place for conducting home matches, or else must be willing to play all their matches at their opponents' home locations.
- (d) The team must be willing and able to pay all required dues and fees in a timely manner.
- (e) Basic chess equipment, as specified in the Rules of Team Competition, must be available for all home matches.

### 3. New Teams

Teams not previously members of the League or who have failed to complete the previous season's playing schedule must be approved for entry into the League by a majority vote of

#### 4. Multiple Teams

Two or more teams from a single company may request entrance into League competition. If approved, a list of players comprising each team shall be furnished to the League president and the appropriate division chairmen before the first scheduled match of each season. The players on these rosters will be eligible to play for their designated team and no other during the ensuing playing season. Additional players may be added to these multiple teams but they will not subsequently be eligible to transfer teams during the remainder of the season.

#### 5. Merged Teams

As a general policy, two or more companies combining to form a single team entry is strongly discouraged. However, if special circumstances exist in which permitting such a combined team would enhance the purpose of the C.I.C.L., such a team may be admitted by a vote of team captains.

#### 6. Alumni Teams

- (a) Concept. In order to permit League members to continue to participate in C.I.C.L. activities if they terminate employment with a member-company for reasons other than retirement, special alumni teams may be organized. This program is designed to promote League growth, and to preserve playing and organizational resources as well as lasting social bonds among C.I.C.L. members.
- (b) Eligibility. Alumni teams will be composed of former C.I.C.L. members who have previously taken part in at least one official team match. Each candidate must be voted into the program at a regularly scheduled business meeting by a majority vote of team captains. Once accepted, they are eligible for any alumni team for all future seasons, but they may play for only one team in a given season.

Alumni team candidates who are proposed during the course of a playing season may be accepted on probation for the current season by consent of the chairman of the division he wishes to enter and by the League president. They must still receive approval of the League president.

if a member of an alumni team becomes an employee of a C.I.C.L. member company, his eligibility for the alumni team will expire at the season's end, and he would be expected to play on the member-company team in following seasons.

- (c) Trophy Ineligibility. Because the strength of an alumni team is not limited by recruitment from among employees of a single company, alumni teams will not be eligible for team trophy awards or for participation in championship playoff competitions.
- (d) Other Provisions. No more than 40% of the teams in any division may be alumni teams. Each alumni team captain must furnish a written team lineup to his division chairman prior to the beginning of each season. The proposed team rosters will be reviewed and accepted by the division in which they will compete.

#### 7. Residual Eligibility

Once a season is under way, a team member terminating employment with his company other than as specified in I.B.2.(a) above will be eligible to participate on that company's team for the remainder of the season. A team member will be considered to be any employee who has competed in an official team match, even by winning an unplayed forfeit game, at any time in the past. A terminating employee who starts work at another League-affiliated company may transfer to his new company's team. If so, his residual eligibility with his former team will end.

#### 8. Excess Forfeits

Any team which forfeits an average of one-sixth or more of its games per match during a season may compete in the following season only after approval by a majority vote of team captains.

### C. Officers

#### 1. President

The president will be the chief executive officer of the League. He will be responsible for the following:

- (a) Ensuring that the C.I.C.L. fulfills its purpose. He is empowered to appoint committees or individual officers to carry out specific assignments in this direction.
- (b) Arranging for special programs to provide chess enjoyment for all team members of member companies.

- (c) Arranging for an adequate number of business meetings and for the yearly election of League officers. He shall preside over such meetings.
- (d) Providing for an annual awards program at which trophies or other awards are presented.
- (e) Publicizing the C.I.C.L. and its activities.
- (f) Providing for a bulletin published on a regular basis to bring news of match results, special features, and other items of interest to league members.
- (g) When a vacancy occurs in a League office, the president shall appoint a replacement without undue delay who shall serve until the next regular election.

## 2. Division Chairmen

Each division will be headed by a chairman elected by vote of the division team captains. He will be responsible to the League president, and will direct the activities of his division. He will be responsible for the following:

- (a) Preparing and distributing equitable playing schedules for his division.
- (b) Acting as arbitrator in handling disputes or protests.
- (c) Distributing special communications as required to ensure smooth operation of his division.
- (d) Accumulating and forwarding competitive results and other special news items from his division to the president in time to meet the publication dates of the League bulletin.
- (e) Conducting any business meetings required to meet particular needs of his division.
- (f) Ensuring that teams in his division pay their dues promptly.

## 3. Secretary

The secretary will be responsible to the president. He will keep records of business transacted at general League meetings (and at divisional business meetings whenever possible.) He will also prepare and distribute copies of the C.I.C.L. Policies and Rules and other notices to team captains and other officers as required. In the event that the president resigns or cannot carry out his responsibilities, the secretary will assume his duties and arrange within a reasonable time to

#### 4. Treasurer

The treasurer will be responsible to the president. He will bill each team for dues, deposit League funds in a suitable checking or savings account, or both, disburse these funds as required, and submit to the president an annual financial statement for publication. Financial statements will also be furnished whenever requested by the president. Appointment of a co-signer or an alternate will be made at the option of the president. The treasurer will also present annually a proposed budget for the coming year at a regularly scheduled business meeting. He will maintain an inventory of League property.

#### D. Elections and Meetings

1. Business meetings will be conducted according to Roberts' Rules of Order.
2. Election of officers will be held annually at least one month before the competitive season begins. The new officers will assume their duties immediately following the election date, unless the election occurs before the annual awards program. In this case the new officers will assume their duties immediately following the awards program.
3. In votes having to do with amendments to the C.I.C.L. Policies and Rules or other important decisions, the nature of the business to be voted on must be communicated to all team captains and officers at least one week prior to the meeting at which they will be acted upon.
4. Each team represented at a meeting, either in person by the team captain or his representative, or by a written proxy, is entitled to one vote. The president will be allowed one vote if needed to break a tie, except in elections in which he is a candidate.

#### E. League Funds

##### 1. Dues

Team membership dues will be determined by a vote of team captains prior to the start of each season. Before the season begins, the treasurer will prepare and present to each team a statement of all required dues and fees. Veteran teams must pay their dues to the League treasurer prior to the start of the third month of the playing season. New teams

the required date will be ineligible for further competition until the dues are paid.

## 2. Use of Funds

League income from dues and fees will be used to cover normal operating expenses, and to furnish trophies and other awards as incentives for team competition. A majority vote of team captains will be required to authorize any significant expenditure of funds for purposes not described above.

## 3. League Property

Property of the C.I.C.L. shall be inventoried and accounted for by the League treasurer.

## F. Rating System

The League will maintain a numerical rating system similar to that of the U.S. Chess Federation. The president will be responsible for the proper and timely functioning of the rating system, and for this purpose he may appoint a ratings statistician. A list of ratings of C.I.C.L. members shall be published at regular intervals.

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# Games of interest

## TWO KNIGHTS DEFENSE

G. Berry, ANL Knights - W. Leong, First National Bank

1. e4	e5	9. Nc3	Bb4	17. Rfe1	Rae8
2. Nf3	Nc6	10. Bd5ch	Kdb	18. Qg3	Kc8
3. Bc4	Nf6	11. de	Ne5	19. Be5	Qe7
4. Ng5	d5	12. Bf4	Bc3ch	20. Qg7	Rhg8
5. ed	Nd5	13. bc	Gf6	21. Bg8	Qg7
6. d4	Be7	14. O-O	c6	22. Bg7	Rg8
7. Nf7	Kf7	15. Bb3	Bd7	23. Re7	Bf5
8. Gf3ch	Ke6	16. Rad1ch	Kc7	24. Be5	Resigns



# CHESS NEWS

## Candidates Matches

Korchnoi crushing Polugaevsky;  
Spassky, Portisch tied

Victor Korchnoi, formerly of the Soviet Union, is defeating his former compatriot Lev Polugaevsky in their semifinal match of the playoffs to determine a challenger for world champion Anatoly Karpov. After seven games of the scheduled 16-game match, Korchnoi leads 5 to 2.

In the other semifinal match, former world champion Boris Spassky of the USSR is tied with Hungary's Lajos Portisch after nine games. Spassky won games number five and nine, and Portisch won the third and eighth games.

The first player in each match to score  $8\frac{1}{2}$  points is the winner.

Korchnoi has been clearly dominating Polugaevsky. He leaped into an early lead by capturing the first three games. The next two games were drawn, and Korchnoi won the sixth for a 5 to 1 lead before Polugaevsky finally scored a victory in the seventh game.

Korchnoi's showing is particularly embarrassing to Soviet chess authorities because of his defection from the USSR about a year ago after he won the IBM tournament in Holland. The USSR tried to get FIDE, the governing body of world chess, to disqualify Korchnoi as a result of his defection, but FIDE refused.

Several incidents before the match indicated that bitter feelings continue between Korchnoi and the USSR chess establishment. Polugaevsky, a friend of Korchnoi for 20 years, re-

fused to speak to the defector before the match. When they met for the first game, Polugaevsky had to phone Moscow for permission to shake Korchnoi's hand.

Several hours before the first game, Korchnoi had asked permission to have a flag with the pirate's skull and crossbones on his table. The Russians protested, but Dr. Max Euwe, FIDE president, ruled that Korchnoi was a man without a country and was entitled to use the flag of his choice.

While this discussion was going on, it was noticed that Polugaevsky's Soviet flag had disappeared from his table. No replacement could be found in Evian, France, where the match is being played.

Finally a replacement was located in Lausanne, Switzerland, on the other side of Lake Geneva, and a speedboat was dispatched to deliver it. It arrived in time for the game, and, in the meantime, Korchnoi had changed his mind and played without a flag.

The first game was adjourned with Korchnoi in a strong position. It was resumed the next day. Polugaevsky resigned after 60 moves, but refused to shake the hand which Korchnoi offered him.

The winners of these two matches will face each other later this year, and the winner of that match will play Karpov next year for the world championship.

(From the Los Angeles Times.)

## Karpov fourth

# Tal, Romanishin win at Leningrad

Former world champion Michail Tal and Oleg Romanishin, both of the Soviet Union, scored 11½ to 5½ to win the International Grandmaster Tournament in Leningrad. Eighteen grandmasters participated in the round-robin tournament, held in July.

Third place went to another Russian former world champion, Vassily Smyslov. At 56, Smyslov was the oldest player in the event and the only one who did not lose a game.

One of the tournaments major surprises was the early defeat and eventual fourth place finish of world champion Anatoly Karpov. During the previous year, Karpov had won several tournaments in a row without losing a single game.

In Leningrad, he lost in the first round to Mark Taimanov of the USSR. Later, he lost to compatriot Alexander Belyavsky.

Karpov finished tied for fourth with Raphael Vaganian. Both had scores of 10 to 7.

(From the Los Angeles Times. The analysis that follows was taken verbatim from grandmaster Isaac Kashdan's column in the July 31 Los Angeles Times.)

Karpov loses so rarely that it is of interest to see just how it happened. Following is the game with Taimanov and the position after 36 moves:

### Sicilian Defense Karpov-Taimanov

- |          |       |
|----------|-------|
| 1. P-K4  | P-QB4 |
| 2. N-KB3 | N-QB3 |
| 3. P-Q4  | PxP   |
| 4. NxP   | P-QR3 |
| 5. P-QB4 | P-K4  |
| 6. N-N3  | N-N3  |

- |           |       |
|-----------|-------|
| 7. N-B3   | B-N5  |
| 8. P-B3   | O-O   |
| 9. B-K3   | P-Q3  |
| 10. R-B1  | P-QN3 |
| 11. B-Q3  | B-QB4 |
| 12. Q-Q2  | B-K3  |
| 13. NxB   | NPxN  |
| 14. O-O   | N-Q5  |
| 15. N-Q5  | N-Q2  |
| 16. P-B4  | R-N1  |
| 17. P-B5  | BxN   |
| 18. BPxB  | Q-N3  |
| 19. R-KB2 | P-B3  |
| 20. R-QB4 | P-QR4 |
| 21. R-R4  | R-R1  |
| 22. Q-K1  | R-R2  |
| 23. P-QN3 | KR-R1 |
| 24. R-N2  | Q-B2  |
| 25. B-Q2  | N-N3  |
| 26. RxP   | P-B5  |

(Continued next page.)

## We need games

Yes, the Chicago Industrial Chess League Bulletin needs games -- copies of your league games to publish. Instructive games and entertaining games. Close games where you systematically squeezed victory out of an infinitesimal advantage, and wild games where you stole victory from the jaws of defeat because your opponent played like a patzer.

We need annotated games and unannotated games, but we will publish the annotated ones first. Submissions do not need to be typewritten, just legible. And if you annotate a game, please tell us who you are so we can give you credit for your notes.

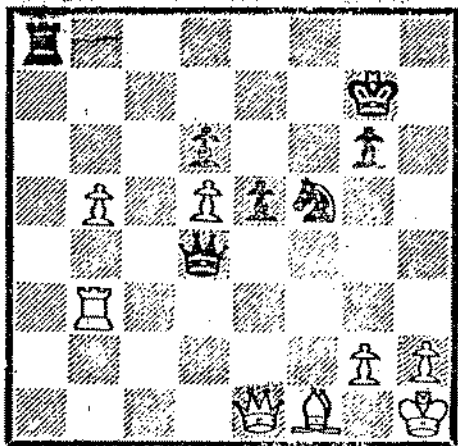
Send submissions to: David Baurac, Editor, CICL Bulletin, 7517 Country Lane South, Denver, Ill. 60559

# Karpov fourth

(Continued from previous page.)

- |           |       |
|-----------|-------|
| 27. B-KB1 | RxR   |
| 28. BxR   | Q-B4  |
| 29. BxN   | QxB   |
| 30. K-R1  | PxP   |
| 31. PxP   | P-N3  |
| 32. PxP   | PxP   |
| 33. P-QN4 | K-N2  |
| 34. P-N5  | P-B4  |
| 35. PxP   | NxKBP |
| 36. R-N3  | Q-Q5  |

See diagram.



Karpov had won a pawn, now advanced and threatening. Taimanov's pieces are better centralized, with possible threats on the last rank and along the KR file.

Still there seems no immediate danger, and that pawn, backed by the rook, should soon be devastating. Without too much thought, Karpov played 37. P-N6.

It was a fatal error, as was clear very soon. Taimanov replied 37. ... R-R8 and after 38. R-N1, N-N6ch! This was the unexpected stroke. If 39. QxN, RxR with an easy win, or if 39. PxN, R-R1! when mate is forced.

Karpov's best chance after 37. ... R-R8 was 38. Q-K2, but this also loses. The continuation would be 38. ... QxP; 39. R-N5, N-Q5! The mating threats come faster than the advance

of the pawn.

The retreat 37. R-N1 was essential in the diagramed position. Play might then go: 37. ... R-R6; 38. P-N6, N-N6ch; 39. QxN (but not 39. PxN? R-R1! as before), RxQ; 40. PxR (White must still be careful. If 40. P-N7, R-QN6!; 41. RxR, Q-Q8ch wins.).

After 40. PxR Black must play to draw, or watch the pawn go through. He can succeed by 40. ... Q-K5; 41. R-N5, Q-K8; 42. K-N1, Q-K6ch; 43. K-R2, Q-R3ch, etc. If here 41. R-N3, Q-B7, or if 41. R-N2, Q-Q5. The queen can always force a draw.

Even more surprising was the finish of Karpov's game with Belyavsky. The champion rarely gets short of time, but did so here. He still had a minute or so when Belyavsky made his 39th move.

Karpov had five possible replies. Any of them would have left him with a good, perhaps winning game. That was his final move of the 40 required for the session. Somehow, when Karpov was ready, his time had run out.

The game follows:

## Ruy Lopez Karpov-Belyavsky

- |           |       |
|-----------|-------|
| 1. P-K4   | P-K4  |
| 2. N-KB3  | N-QB3 |
| 3. B-N5   | P-QR3 |
| 4. B-R4   | N-B3  |
| 5. O-O    | NxP   |
| 6. P-Q4   | P-QN4 |
| 7. B-N3   | P-Q4  |
| 8. PxP    | B-K3  |
| 9. P-B3   | B-QB4 |
| 10. QN-Q2 | O-O   |
| 11. B-B2  | B-B4  |
| 12. N-N3  | B-KN5 |
| 13. NxN   | NxN   |
| 14. R-K1  | R-K1  |
| 15. B-B4  | P-Q5  |
| 16. P-KR3 | B-R4  |
| 17. PxP   | BxN   |
| 18. QxB   | NxQP  |
| 19. Q-B3  | NxB   |
| 20. QxN   | N-K3  |
| 21. QR-Q1 | Q-K2  |
| 22. B-K3  | KR-Q1 |

(Continued next page.)

# Games of interest

This game was played last April in the Argonne Championship Tournament. It was awarded the tournament's Best Played Game prize. Notes by the winner.

## FRENCH DEFENSE D. Streets-J. Jackson

- |         |     |
|---------|-----|
| 1. e4   | e6  |
| 2. d4   | d5  |
| 3. Nd2  | Nc6 |
| 4. Ngf3 | Nf6 |
| 5. e5   | Nd7 |
| 6. Nb3  | Be7 |
| 7. Bb5  | O-O |
| 8. O-O  | f6  |
| 9. Bc6  | bc6 |
| 10. Na5 | Nb8 |
| 11. c4  |     |

This is a standard sort of position from the Tarrash variation. Black has not had to play a6, but White has got in c4 before Black's c5. White has a spatial advantage while Black's center pawns are strong.

- |         |      |
|---------|------|
| 11. ... | c5!? |
|---------|------|

A freeing move at the cost of a pawn.

- |         |     |
|---------|-----|
| 12. ef6 | Rf6 |
| 13. dc5 | c6  |
| 14. Qa4 | Qc7 |
| 15. Bg5 | Rf7 |

If 15. ... Rf3; 16. Be7, Qe7; 17. gf3 does not give Black enough play.

- |          |      |
|----------|------|
| 16. Be7  | Re7  |
| 17. Rfel | e5   |
| 18. cd5  | cd5  |
| 19. c6   | Na6  |
| 20. Qb5  | e4!? |

Black plays aggressively. It is difficult to defend to d-pawn.

- |           |     |
|-----------|-----|
| 21. Qd5ch | Be6 |
|-----------|-----|

White now has three pieces under attack as a result of taking the second pawn.

- |         |      |
|---------|------|
| 22. Qb5 | Qb6! |
|---------|------|

Now the exchange of queens leaves White's two knights hanging.

- |          |      |
|----------|------|
| 23. Qg5! | Rae8 |
| 24. Re4  |      |

Taking the third pawn is riskiest

- |          |     |
|----------|-----|
| 24. ...  | Nc5 |
| 25. Rd4! |     |

The only move. If 25. Re5, Nd3. If 25. Nc4, Ne4. If the rook abandons the fourth rank, the knight falls.

Now 25. ... Qa5 is answered by 26. b4!

- |         |       |
|---------|-------|
| 25. ... | Ba2!? |
|---------|-------|

Qb2 is better.

- |         |     |
|---------|-----|
| 26. Nc4 | Bc4 |
| 27. Rc4 | Qb2 |

Black has regained two of his pawns but White gets in a crucial intermediate check.

- |           |         |
|-----------|---------|
| 28. Qd5ch | Kh8     |
| 29. Rd1   | Ne4??   |
| 30. Re4   | Resigns |

White beats Black to the back-rank mate. The game should have ended 29. ... Qe2; 30. h3, Ne4; 31. Qd4!, and White's threat of Re1 wins.

## Karpov

(Continued from previous page.)

- |           |        |
|-----------|--------|
| 23. P-B4  | P-N3   |
| 24. P-B5  | PxP    |
| 25. QxKBP | Q-B1   |
| 26. B-N5  | RxR    |
| 27. RxR   | Q-N2   |
| 28. Q-B3  | R-N1   |
| 29. B-B6  | Q-N3   |
| 30. R-K1  | P-R3   |
| 31. R-K4  | N-N4   |
| 32. BxN   | PxB    |
| 33. R-KN4 | K-R2   |
| 34. P-KR4 | R-N1   |
| 35. P-N4  | Q-K3   |
| 36. PxP   | R-K1   |
| 37. P-R3  | K-N3   |
| 38. R-K4  | R-KR1  |
| 39. Q-Q3  | Q-N3ch |

# State chess league proposed

At the February meeting of the Illinois Chess Association it was proposed to organize an Illinois Chess League for Chess Clubs. This proposal was well received, and a committee was formed to investigate the feasibility of a league and to draft tentative League rules. The committee consists of Paul Ilosvay, Larry Stillwell, Mike Zacate, and Earl Russell, Committee Chairman. The following proposals are exactly that, and any constructive suggestions are welcome.

This Committee's proposals are as follows:

1. The League shall be named the Illinois Chess League.
2. The League shall be divided into such number of divisions as to best serve the number of teams and their geographic distribution.
3. The league shall consist of Teams representing Chess Clubs of Illinois.
4. Team
  - a) Each Team shall be represented by one voting member. The voting member from the Team, along with others from other teams, shall form the League's Governing Body.
  - b) A Team will represent a chess club. A club is defined as having a meeting place with a time and day.
  - c) The playing roster of the Team will consist of an indefinite number from which the six man team will be selected. Players not on the roster for at least one divisional game may not be used in playoffs or championships.
  - d) Team Strength:  
The Team strength must be presented for a vote. There are only two possibilities:
    - 1) allow unlimited restrictions as to a player's strength; and 2) Restrict the players on a team in order to preserve a balance for the League. There were two proposals as to restrictions: (1) Of the 6 players at a match two may be 1800-2200 and

the other four must be below 1800; or  
(2) Allow one "A" Player or above, one  
"B" player, two "C" player, and two  
players below "C". It is the opinion of  
this committee that the playing strength  
of a Team will be a very debatable item,  
and should definately reflect the majority's  
desires. Ideally, it would be desirable to  
have two sections within the League, one  
being of unrestricted strength and the other  
being restricted. However, since this is an  
initial proposal it is more desirous to have  
maximum participation at the outset, and there-  
fore this committee is in favor of only one  
classification as to a Team's strength.

- e) One person may participate for only one Team.  
Once a player is on a team roster he may not  
change teams during that season.

## 5. Schedule

This committee feels that a short schedule would  
be more competative for all teams, and so we pro-  
pose in the beginning to have two "seasons"; the  
first would be from Oct. 5-6 thru Dec 3rd, or  
sooner, and the second from March thru the Saturday  
before Memorial Day or sooner. Each "season" will  
consist of 6 or more matches followed by a play-off  
of Division winners. The schedule can provide for  
matches every two weeks or every three weeks, this  
to be decided by vote. Matches can either be alter-  
nated at chess club sites or mutal places could be  
decided upon for all matches. It would be desirable  
that all matches be held on one day, for example,  
always on a Friday evening. Again, a voting decision.

## 6. Matches

There are three possible ways to score a Match:

- 1) Weighted System-This system encourages each  
team to fill all six boards at a match and  
can work for either restricted or unrestricted  
strength. Any person can play any board pos-  
ition.

<u>Bd</u>	<u>Win</u>	<u>Draw</u>	<u>Loss</u>
1	16pts	8pts	4pts
2	12	6	3
3	12	6	3
4	12	6	3
5	8	4	2
6	8	4	2

Forfeit = 0 points

A Match is decided by the most points accumulated.

2) Equal System-all boards are equal; a win worth one point, a loss equal zero and a draw equal to one-half point. All boards will be filled by rating rank, therefore the top player plays board one, etc.

3) Restricted-for use in restricted strength.  
Bd 1&2 Anyone can play  
Bd 3&4 No-one higher than "B" level  
Bd 4&6 Anyone below "C" (or 1500 point strength)

Regardless of which scoring system is used it is recommended that Team captains are to present their rosters for a match to the opposing captains simultaneously at the beginning of their match.

A suitable tie-break system must be voted on.

## 7. Ratings

For the present it is recommended that a USCF rating be used to determine a player's strength, board position, etc. If USCF is not available then a CICL rating or club rating, foreign rating etc. If a player has neither rating he should start at 1500 points minimum. After a player's initial rating is determined that rating shall be used to start his ICL playing Strength. All games will be rated for ICL, not necessarily USCF rated.

## 8. Funds

A. One fee of up to \$50 per season.

B. Awards decided by voting members of the league.

As previously stated, suggestions are invited  
and should be forwarded to:

Committee Chairman  
Earl Russell  
1911 Towner Lane  
Glendale Hgts, Ill.  
60137

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## Games of interest

### KING'S GAMBIT

K. Feiler, First National Bank - D. Kunro, W.E. King's Indians

- |          |        |            |      |            |      |
|----------|--------|------------|------|------------|------|
| 1. P-K4  | P-K4   | 10. B-N3   | B-K3 | 19. PxP    | PxP  |
| 2. P-KB4 | PxP    | 11. BxB    | PxB  | 20. Q-B5ch | K-B3 |
| 3. N-KB3 | B-K2   | 12. BxN    | PxB  | 21. Q-Q6ch | B-Q3 |
| 4. B-B4  | B-R5ch | 13. N-K5   | R-N1 | 22. N-B3   | Q-R4 |
| 5. P-KN3 | PxP    | 14. Q-R5ch | R-N3 | 23. Q-B8ch | K-N3 |
| 6. O-O   | PxPch  | 15. NxR    | PxN  | 24. RXPch  | K-R3 |
| 7. K-R1  | P-Q4   | 16. QxP    | K-Q2 | 25. RxN    | mate |
| 8. BxP   | N-KR3  | 17. R-B7ch | B-K2 |            |      |
| 9. P-Q43 | P-QB3  | 18. P-Q4   | BPxP |            |      |



# Grandmaster Classics

## Nimzovich-Salve, Karlsbad 1911

In the second decade of this century, the Latvian-born grandmaster Aron Nimzovich (1886-1935) started a chess debate that profoundly altered opening theory. At that time, prevailing theory held that the opening battle for the center could not be fought effectively unless pawns were posted on central squares. Nimzovich argued that pieces could also immobilize an enemy pawn center, either by acting from a distance to restrict the pawns or by occupying central squares to blockade them.

Practical play proved Nimzovich correct, and, during the next 20 years, such "hypermodern" openings as the King's Indian, Queen's Indian, Nimzoindian and Alekhine's Defense became common in grandmaster practice. Nimzovich called the following game "the first in which my new philosophy of the center was exhibited."

### FRENCH DEFENSE

Nimzovich -- Salve  
Karlsbad, 1911

1. P-K4            P-K3
2. P-Q4            P-Q4
3. P-K5

The Nimzovich or Advance variation. It is seldom played today, but Nimzovich rarely played anything else.

3. ...            P-QB4
4. P-QB3        N-QB3
5. N-B3         Q-N3
6. B-Q3         B-Q2

See diagram.

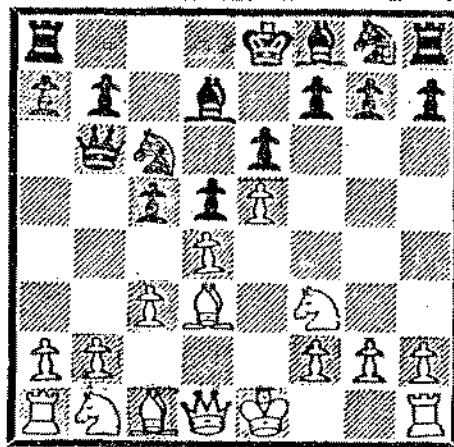
Better was 6. ... Pxp, though the reply 7. Pxp should not be answered with 7. ... NxP? because of 8. NxN, QxN??; 9. B-N5ch!. Black now threatens to win the QP.

7. PxpI

White prepares to blockade the center by freeing his Q4 for his pieces.

7. ...            Bxp
8. O-O            P-B3

Black needs to exchange the enemy KP because of the cramping effect it exerts on his K-side. White, on the other hand, must maintain control of his K5 square; otherwise, after the exchange of White's KP, Black's center

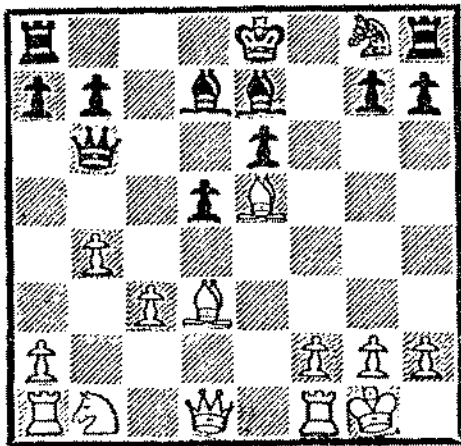


Position after 6. ... B-Q2.

9. Q-K2 is insufficient for White because after 9. ... Pxp; 10. NxP, NxN; 11. QxN, N-B3, the white queen can be driven away easily by a minor piece. White needs to blockade the Black KP with a minor piece if the blockade is to last. He prepares to do so with his bishop.

9. P-QN4            B-K2
10. B-KB4           Pxp
11. NxP             NxN

12. BxN



Position after 12. BxN.

Black has succeeded in his plan to exchange White's center pawns, but White has also succeeded in his plan -- to blockade the black pawns in the center. White now controls his Q4 and K5 squares and can use them as operation bases for his pieces. Black's

The CIGL Bulletin plans to publish one well annotated grandmaster game each month under the title "Grandmaster Classics." We hope to select games which are important to the history of chess or which illustrate the style of a great player. Our next issue will feature Capablanca-Marshall, New York, 1918, the debut of the Marshall Attack against the Ruy Lopez.

We invite suggestions from our readers. Tell us what players' games you would like to see -- any grandmaster from Morphy to Karpov -- and we'll try to publish your favorites. If you would like to see a specific game, be sure to let us know.

pawns, on the other hand, hem in the black pieces and protect the white pieces from possible attack by the black rooks.

The immediate 12. ... B-KB3 loses to 13. Q-R5ch, P-N3; 14. BxPch, PxB; 15. QxPch, K-K2; 16. BxBch, NxB; 17. Q-N7ch.

13. N-Q2!

The knight will go to KB3 and aid the blockade. To play for the win of Black's KRP would be strategically unsound: 13. Q-B2, O-O; 14. BxN, BxB; 15. BxPch, K-R1, and Black has the advantage because of his two bishops and his mobile center pawns. Nimzovich realizes that his correct strategical plan is to blockade the center pawns.

13. ... O-O

14. N-B3 B-Q3

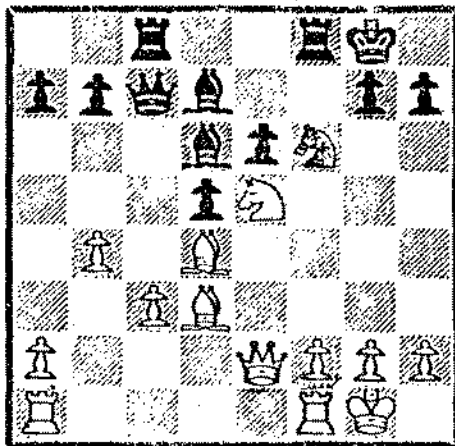
Black intends to drive away the blockading bishop with ... Q-B2 and, if necessary, ... N-N5. White must now replace the bishop on K5 with a knight and strengthen his position by Q-K2 and R-K1, but he must be careful about the order of his moves. After 15. B-Q4, Q-B2; 16. Q-K2, N-N5!; 17. P-KR3, P-K4!, Black has broken free.

15. Q-K2! QR-B1

If 15. ... BxB; 16. NxB, QR-B1; 18. P-QB4!

16. B-Q4 Q-B2

17. N-K5



Position after 17. N-K5.

White's space advantage and the weakness of Black's K-pawn, which is backward on an open file, enable White to quickly decide the game.

18. QR-K1 BxN  
 Black worsens his position by exchanging his good bishop.

19. BxB Q-B3  
 20. B-Q4

"In order to force Black's QB, who also has his eye on R4, to come to a decision." -- Nimzovich.

20. ... B-Q4  
 21. Q-B2!

Now that Black's center is blocked, White can play to win the pawn on R7.

21. ... R-KB2  
 22. R-K3 P-QN3  
 23. R-N3 K-R1

Only the weakening 23. ... P-N3 can prevent a loss of material.

24. BxRP1 P-K4

If 24. ... NxB; 25. Q-N6! wins.  
 25. B-N6 R-K2  
 26. R-K1 Q-Q3  
 27. B-K3 P-Q5  
 28. B-N5 RxP  
 29. RxR PxR  
 30. QxP K-N1  
 31. P-QR3 K-B1  
 32. B-R4

Threatening to win another pawn by

33. B-N3.  
 32. ... B-K1  
 33. B-B5 Q-Q5  
 34. QxQ PxQ  
 35. RxR KxR  
 36. B-Q3 K-Q3  
 37. BxN PxB  
 38. P-KR4 Resigns

Notes to this game were compiled from Aron Nimzovich's My System, Ludek Pachman's Modern Chess Strategy and Richard Reti's Masters of the Chessboard.

## Games of interest

### KING'S INDIAN REVERSED

H. Chan, Sears #1 - C. Ward, ANL Knights

1. N-KB3	N-KB3	15. PxP	PxP	29. PxP	R-R1ch
2. P-KN3	P-KN3	16. N-K3	BxN	30. K-N1	NxN
3. B-N2	B-N2	17. BxB	QR-Q1	31. PxN	QxKP
4. P-Q3	P-Q3	18. P-KB4	P-K5	32. B-R3	P-B5
5. B-N5	O-O	19. Q-Q2	P-Q5	33. R-K1	P-N4
6. Q-B1	P-QB3	20. N-B4	P-K6	34. Q-Q1	R-Q3
7. B-R6	P-K4	21. Q-K2	N-Q4	35. Q-QB1	R(3)-R3
8. BxB	KxB	22. R-B3	N-R2	36. K-N2	Q-K3
9. QN-Q2	QN-Q2	23. R(1)-KB1	P-KR4	37. R-K2	QxPch
10. O-O	R-K1	24. N-K5	P-B4	38. BxQ	R-R7ch
11. N-B4	Q-B2	25. B-N2	N(R2)-B3	39. K-N1	R-R8ch
12. P-K4	N-B1	26. P-KR3	P-QN4	40. K-N2	R(1)-R7mate
13. N-N5	P-KR3	27. K-R1	N-Q2		
14. N-R3	P-Q4	28. P-KN4	RPxP		