STANDINGS

	Won	Lost	Points
ANL Bishops	4	0	25
WE Chargers	3	Ī.	23 ද
Motorola	3	1	20 1
ANL Knights	2	1	17년
Johnson & Johnson	2	1	142
Stewart-Warner	2	2	13
WE Gambiteers	2	2	11
First National Bank	1	3	13 }
Illinois Bell Telephone	0	4	7音
R.R. Donnelley	Q	4	6

RECENT MATCHES

	MOTOROLA	6 1	IL	L BELL	T.	~1 1	STWARNER	~ 0	F.N.	Bank	∞8
2 3 4 5 6	R. Ogasawara L. Whitman J. Newmerk S. Butkow	0111111		Perez Rechei Pinner Szczepk Ferris Selend Lundee Lundee	r cows) ler on	1 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Eikuloius Williamson Luth Leonik Kulak Devero Pendzich Trischen	0 0 0	Tira	uskey r igen on isz	1111111111
	WE CHARGERS	-7音	WE	GAMBIT	æers	5~ 출	E.R.DONNELLE	X -1	ANL	BISHOPS	7
1 2 3 4	W. Elliott D. Kumro	1 dt 1 1 1	J. G. K.	Hoover Dobr	on.	0 0 0 0	Report	łot			
5 6 7 8	E. Puto J. Fajkus L. Schriner M. Alojado	Pajkus l J. Traeger Schriner l F. Shriner					Received JOHNSON & JOHNSON-ANL KNIGHT: Match Postponed				rs

SIMULTANEOUS EXHIBITION

The response from Leegue representatives concerning a possible exhibition has been exactly nil. Now there is a report that Bobby Fischer will be conducting such exhibitions from February to May. His fee: \$250 for 50 boards. If we have 50 in our Leegue who would be willing to pay \$4 each to get Bobby, the Leegue could pay the other \$50. The Leegue Chairman awalts your pleasure concerning this matter.

PHONE NUMBERS

After January 18, 1964 Western Electric will have DID (Direct Inward Dialing). So when you dial the following numbers you will reach your party directly:

Walter N. Elliost 494-4388 Dan Kumre, Jr. 494-2580 Ken Dopheide 494-3559

CHICAGO INDUSTRIAL CHESS LEAGUE

GAME OF THE MONTH

This second GAME. OF THE MONTH was selected by Jim Brotsos who also annotated the game. He selected it from the four that were submitted. He said: I liked this game because it features generally superior play on both sides, the fewest noticeable blunders, and a fine positional offensive by White taking advantage of each of the loser's weak moves.

QUEEN'S GAMBIT DECLINED

WHITE: K.A. Czerniecki, Johnson & Johnson

BLACK: Ken Dopheide, Western Electric Gembiteers

1 P-Q4 P-Q4 3 N-QB3 N-KB3 2 P-QB4 P-K3 4 B-N5 QN-Q2

Black may be tempting White into the trap: 5 FxP, PxP 6 NxP? NxN 7 BxQ B-N5ch, 8 Q-Q2 BxQch, 9 KxB KxB

5 P-K3 PxP 7 KN-K2 B-N2 6 BxP P-QN3 8 0-0 B-Q3

This fairly obvious threat is easily parried by White's 9th move and results in a wasted tempo. Black intended: 9...BxPch & if 10 KxB N-N5ch and 11...QxB. 8...P-B4 or B-K2 are each better than the text.

9 P-KR3 P-B4 30 FxP BxBP

Now Black's 8th move definitely looks inconsistent.

11 Q-B2 Q-O 12 B-N5

Gives White more potential scope for his queen on the open bishop's file. Also, with his slight edge in development White may be siming for 13 BxN/7 QxB, 14 BxN PxB, 15 N-K4 threatening the crushing NxPch. Black of course can prevent this with 15...Q-K2 or BxN, but White still has some pressure with QR-Q or N-B4-R5. All in all the loss of the 2 bishops might be worth the resultant crippled King's side and the superior position of White's queen.

12.... N-K4 13 N-H3

Possibly preparing to attack the pinned knight a second time with 14 N-R5 or KN-K4.

15.... P-KR3 14 KR-Q1

Slips in a zwischenzug to gein another tempo.

 14....
 Q-K2
 18 NxB
 RxH

 15 BxN
 QxB
 19 QxQ
 NxQ

 16 QN-K4
 Q-N3
 20 RxR
 PxR

 17 QR-B1
 QR-B1

Now White his superiority in pawn structure & rook mobility which he quickly converts to material superiority.

January 8, 1964

CHICAGO INDUSTRIAL CHESS LEAGUE

GAME OF THE MONTH (continued)

21 R-Q7 R-N1 22 B-B1

This is the only questionable move for White. Apparently White doesn't feel comfortable with an unprotected bishop & pawn lined up on the same file with an enemy rook. Also, he may be concerned with the possible double attack on his KNP by ... N-R5. The text still seems overly cautious. I would plunge headlong into 22 R-B7.

22. . . . P-QR4

Missing a chance to counter-attack with 22....N-K4, 23 R-B7 N-B3. Then if 24 N-K4 P-B5, 25 BxP N-N5 or N-R4. In this line Black avoids the horrendous passed pawn created in the game and finishes with an active knight.

23 R-B7 B-Q4 P-R5 24 P-N3

26 Rx QBP K-B1

27 P-R5 R-N8 ?

25 PxP BXR

Black is not sufficiently acquainted with Nimzovitch's warnings about the passed pawn's "lust to expand". With a dangerous passed pawn as plain as the nose on Petrosian's face Black should make every effort to contain it with either 27...R-N6-R6 or at least 27...R-R1-R2

28 P-R6 R-N1 30 R-B7 N-K2

29 P-R7 R-R1

Places the Knight in position of cover his QN1 in anticipation of 31 R-N7 threatening R-N8ch.

31 B-N5

Renews the threat noted above and further seals in the Black king.

32 P-- B4 32 P-B3

Paves the way for P-K4. White wents control of Q5 to keep the Black bishop from occupying it. As long as Black can play B-Q4 he can cover White's threat as follows: 32 R-N7 B-Q4, 33 R-N8ch K-B2 and the bishop protects the Black rook.

32.... K-B2 ?

The final blunder. White takes excellent advantage of it.

33 B-B6 B--Q4

35 NxP Black resigns

34 BxB PxB

DEADLINE

Next entries for GAME OF THE MONTH must be in the hands of the League Chairman by February 5, 1964. Angelo Sandrin will select the next winning game.