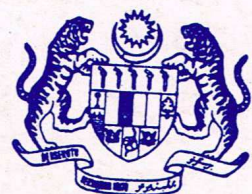


Persatuan Catur Pulau Pinang
(Penang Chess Association)

CATUR MERDEKA

31 OGOS – 2 SEPTEMBER 1990 DEWAN BESAR WISMA BELIA KUALA LUMPUR

JAWATANKUASA PUSAT PERAYAAN HARI KEBANGSAAN
JAWATANKUASA KECIL CATUR MERDEKA dengan
PERSATUAN CATUR MELAYU MALAYSIA DAN
PERSEKUTUAN CATUR MALAYSIA



اسيبله و ميلازيم ريت

MENTERI PERTANIAN MALAYSIA



PETIKAN UCAPAN

"Maruah sesuatu bangsa tidak boleh dipertahankan semata-mata dengan meminta orang lain menghina bangsa itu, sebaliknya bangsa itu sendiri yang perlu membuktikan ia mempunyai sifat-sifat mulia dan berjaya"

(YAB. DATO' SERI DR. MAHATHIR BIN MOHAMAD)



Persatuan Catur Pulau Pinang
(Penang Chess Association)



مَنْتَرِي فَرْتَانِين مَلِيْسِيَا

MENTERI PERTANIAN MALAYSIA

KATA-KATA ALUAN

Ini adalah kali kesembilan berturut-turut Kejohanan Catur Berpasukan Merdeka dianjurkan. Tanpa ragu-ragu lagi, saya difahamkan ia kini adalah acara paling unggul dalam kalender aktiviti catur tanahair.

Syabas saya ucapkan kepada ahli-ahli jawatankuasa Persatuan Catur Melayu Malaysia (PCMM) yang begitu gigih mengendalikan pesta ini dengan bantuan Persekutuan Catur Malaysia setiap bulan Ogos hingga mencapai statusnya kini sebagai salah satu acara utama sambutan perayaan Hari Kebangsaan dan 'anchor event' bagi Tahun Melawat Malaysia 1990.

Saya yakin segala usaha dan semangat dedikasi AJK PCMM telah membuahkan hasil yang lumayan. Pertambahan bilangan peserta-peserta pertandingan anjuran PCMM khususnya adalah petanda baik yang permainan catur ini sudah diterima ramai dan sangat popular baik di kalangan tua mahupun golongan muda.

Walaupun sesungguhnya, di akhir kejohanan ini nanti, cuma satu pasukan saja yang akan diisytihar sebagai juara, kita tetap tidak dapat menafikan pada hakikatnya bahawa permainan catur itu sendiri adalah pemenang yang sebenarnya.

Selamat Maju Jaya.

Yang Khles.

(SANUSI JUNID)
selaku Pengerusi Jawatankuasa Pusat
Perayaan Hari Kebangsaan 1990.



306
(Sanusi Junid)



PERSEKUTUAN CATUR MALAYSIA

MALAYSIAN CHESS FEDERATION

(Member of Fide - Federation International Des Echecs - Zone 11)

PATRONS:

YTM Tunku Abdul Rahman Putra Al-Haj, DMN, DK, CH,

YAB Tun Dr. Hussein Onn SPDK, SPMJ

YAB Datuk Seri Dr. Mahathir Mohamed - Prime Minister

YAB Dr. Lim Chong Eu - Chief Minister of Penang



KATA-KATA ALUAN



Tahun 1990 merupakan satu tahun yang amat gemilang bukan sahaja untuk negara dengan kejayaan Tahun Melawat Malaysia 1990 tetapi juga untuk permainan catur yang telah meletakkan Malaysia di kacamata dunia sebagai satu negara yang terkemuka dalam organisasi catur.

Bermula dengan Kejohanan Berpasukan Bandaraya Asia, Kejohanan Dunia 1990 - 1992 Zon 11, Kejohanan Akhir Dunia dan Kejohanan Antara Zon Dunia Wanita merupakan penghormatan FIDE kepada Malaysia. Peminat dan pemain tempatan telah sempat bermain serta melihat jaguh dunia untuk menaikkan taraf permainan catur di Malaysia.

Saya percaya Kejohanan Catur Merdeka Kesembilan ini akan disertai oleh lebih banyak pasukan kerana kejohanan ini merupakan yang terutama serta yang ditunggu oleh peminat catur Malaysia.

Syabas kepada Jawatankuasa Pusat Perayaan Hari Kebangsaan, Jawatankuasa Kecil Catur Merdeka, Persatuan Catur Melayu Malysia dan pegawai Persekutuan Catur Malaysia yang telah berjaya mengadakan Kejohanan Catur Merdeka Berpasukan ini.

Berjaya.

Gens Una Sumus.

(DATO' SABBARUDDIN CHIK)
Presiden,
Persekutuan Catur Malaysia.



Persatuan Catur Pulau Pinang
(Penang Chess Association)





PERSATUAN CATUR MELAYU MALAYSIA

PENAUNG:
Y.A.B. Encik A. Ghafar Baba
Y.B. Datuk A. Hassan Hj. Omar

KATA ALUAN CATUR MERDEKA



Alhamdulillah, inilah tahun ke 9, catur Merdeka telah dikelolakan oleh PCMM. PCMM mengucapkan ribuan terima kasih kepada Jawatankuasa Perayaan Hari Merdeka kerana memberi kepercayaan untuk menjayakan Pertandingan Catur Merdeka peringkat kebangsaan ini yang menjadi tumpuan semua peminat catur seluruh negara.

Kebelakangan ini peminat catur kita telah banyak terdedah kepada permainan catur yang handal ditunjukkan oleh calon Juara Catur sedunia, Karpov – Tinman diadakan di Kuala Lumpur; pertandingan Juara Zon Wanita di Genting Highlands; pertandingan Juara Zon 11 di Shah Alam dan pertandingan Asian Cities di Kuala Lumpur. Pengalaman ini akan memamatkan lagi strategi gerak langkah pemain-pemain catur tempatan. Saya percaya mutu permainan Catur Merdeka tahun ini akan meningkat dan akan menjadikan pertarungannya lebih hebat.

Saya ucapkan selamat berjuang kepada semua pemain-pemain.

Ir. Wan M. Yusoff
Presiden,
Persatuan Catur Melayu Malaysia

Persatuan Catur Pulau Pinang
(Penang Chess Association)



Persatuan Catur Pulau Pinang
(Penang Chess Association)

SYARAT DAN TATACARA



JAWATANKUASA KECIL CATUR MERDEKA JAWATANKUASA PUSAT PERAYAAN HARI KEBANGSAAN 1990

KITA SEKELUARGA

Diucapkan ribuan terima kasih kepada ahli Jawatankuasa Kecil Catur Merdeka 1990 terutama AJK PCMM dan Arbiter yang telah berkerjasama untuk menjayakan Catur Merdeka.

Kita telah melihat sekali lagi bahawa Kerajaan Barisan Nasional di bawah kepimpinan YAB Dato' Sri Dr Mahathir melalui Datuk Seri Sanusi Junid dan Dato' Sabbaruddin Chik telah menerima catur sebagai acara perayaan Hari Kebangsaan. Ini merupakan satu perhormatan kepada catur dan permulaan untuk pengiktirafannya oleh kerajaan.

Selamat datang kepada semua pasukan dari seluruh Malaysia selamat berjuang dan semoga kejohanan ini merupakan kenangan manis serta meneratkan persahabatan untuk terus bersama perjuangan PCMM untuk mempertingkatkan catur sebagai satu permainan rakyat.

Berjaya.

GENS UNA SUMUS

Abdul Latiff Mohamad
Pengerusi

Jawatankuasa Kecil Catur Merdeka Ke-9.



Persatuan Catur Pulau Pinang
(Penang Chess Association)



SYARAT DAN ATURCARA

Acara : KEJOHANAN CATUR MERDEKA KE-9, 1990
Anjuran : Jawatankuasa Pusat Perayaan Hari Kebangsaan
Kelolaan : Jawatankuasa Kecil Catur Merdeka
Tarikh : 31hb Ogos - 02hb September 1990
Tempat : Wisma Belia, Jalan Syed Putra, Kuala Lumpur

Pertandingan ini berbentuk kejohanan berpasukan bebas terdiri dari 4 pemain utama serta 2 simpanan. Ia terbahagi kepada dua kategori: a) terbuka dan b) remaja.

Kategori remaja adalah cuma untuk pasukan di bawah umur lapan belas (18) tahun. Pasukan2 dewasa negeri akan bertanding dalam kategori terbuka.

Pasukan2 yang mewakili negeri samada dewasa atau remaja PERLU membawa surat pengesahan dari Pejabat Setiausaha Kerajaan Negeri masing2.

Setiap pasukan tidak dibenarkan membariskan lebih dari 2 pemain bertaraf FIDE atua pemain kebangsaan (1986 - 90).

Kejohanan ini dijalankan secara 7 pusingan sistem swiss FIDE.

Pergerakan hendaklah dicatit mengikut undang2 FIDE (Article 11). Pemenang mesti menghantar scoresheet yang sudah ditanda tangani kepada arbiter bertugas. Kegagalan berbuat demikian boleh dianggap kedua-duanya kalah. Jika perlawanan seri, pemain Putih dikehendakki melapurkan.

Ketua pasukan perlu mendaftar nama pemain 15 minit sebelum setiap pusingan bermula. Sekiranya lewat, susunan asal akan dianggap susunan pemain.

Kawalan masa ialah 1 1/2 jam (90 minit) hingga tamat. Masa menunggu lawan 30 minit; di mana kelewatan dikira kalah.

Jawatankuasa Pertandingan berhak menolak mana2 pasukan tanpa perlu memberi sebarang alasan. Jawatankuasa ini juga berhak meminda aturcara dan syarat2 pertandingan di mana perlu.

Yuran penyertaan ialah \$150-00 bagi kategori terbuka dan \$120-00 kategori remaja. Tarikh tutup 26 Ogos 1990. Permohonan lewat didenda \$50. **PENDAFTARAN PASUKAN TANPA BAYARAN YURAN PENYERTAAN TIDAK AKAN DI TERIMA.**

Mana2 pasukan yang para pemainnya terdiri dari semua AHLI2 BERBAYAR PCMM cuma dikenakan yuran \$120-00.

Tempat tinggal buat ahli2 PASUKAN NEGERI (dewasa dan remaja) disediakan percuma berhampiran dengan gelanggang permainan sekiranya dan hanya jika mendaftar beserta yuran tidak lewat dari 26hb Ogos. Lain2 kos seperti yuran, tambang dan belanja harian adalah tanggungan sendiri.

Tie-Break: Match Points; Cumulative; Bucholz; P. E.

Hadiah Kategori Terbuka:-

- | | |
|-----------------------------|----------|
| 1. \$1,500 + Piala Pusingan | 5. \$400 |
| 2. \$1,000 | 6. \$200 |
| 3. \$ 700 | 7. \$200 |
| 4. \$ 500 | 8. \$150 |



Penang Catur Pulau Pinang
(Penang Chess Association)

Johan Antara Negeri : \$700 Remaja 1: \$500
 Naib Johan : \$400 2: \$300
 Ketiga : \$300 3: \$200

* Harga satu hadiah saja boleh dimenangi oleh mana2 satu pasukan.

Pasukan TERBAIK dari mana2 JABATAN KERAJAAN (bukti berbentuk surat akuan dari ketua jabatan diperlukan) yang mencapai keputusan sekurang-kurangnya 50% akan menerima hadiah yang tunia \$120-00. Bagaimanapun, ini tertakluk kepada syarat 15 di atas.

Jawatankuasa Kecil Catur Merdeka:-

Penasihat : Ir Wan Yusoff Wan Othman
 Pengerusi : Abdul Latiff Mohamed
 Setiausaha : Ismail Ahmad
 Ahli : Ibrahim Abu Bakar
 : Mustafa Mohd Said
 : Azizan Abd Rahman
 : Abdul Hamid Majid
 : Meor Mohd Taha
 : Mohd Nor Ibrahim
 : Nazeri Abd Karim
 : Najib Abd Wahab
 Pengarah Pertandingan : Abdul Latiff Mohamad.
 Ketua Arbiter : Ismail Ahmad
 Deputies : Abdul Hamid Majid
 : Meor Mohd Taha



**Persatuan Catur Pulau Pinang
 (Penang Chess Association)**

ATURCARA

| | | | | | |
|-------------|---|----------|---------------|------|----------|
| Pendaftaran | : | 31-08-90 | 12.00 – 02.00 | ptg | |
| Mesyuarat | : | 31-08-90 | 02.30 | ptg | |
| Pusingan 1 | : | 31-08-90 | 03.30 | ptg | – Jumaat |
| 2 | : | 31-08-90 | 07.45 | mlm. | |
| 3 | : | 01-09-90 | 09.30 | ptg | – Sabtu |
| 4 | : | 01-09-90 | 03.00 | ptg | |
| 5 | : | 01-09-90 | 07.45 | mlm | |
| 6 | : | 02-09-90 | 09.30 | ptg | – Ahad |
| 7 | : | 02-09-90 | 02.00 | ptg | |
| Penutup | : | 02-09-90 | 06.00 | ptg | |

oleh Y.B. Dato' Sabbaruddin Chik, Menteri Kebudayaan dan Pelancongan.

JAWATANKUASA KECIL
CATUR MERDEKA 1990



Ir Wan Mohd Yusof Wan Othman
Penasihat

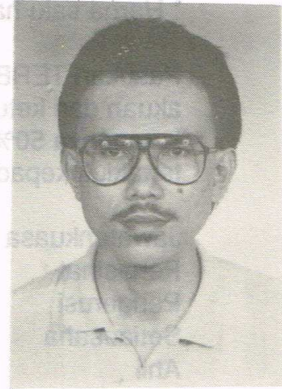
JAWATANKUASA
PUSAT PERAYAAN
HARI KEBANGSAAN 1990.



Abdul Latiff Mohamad
Pengerusi.



Azizan Abdul Rahman
Bendahari



Ismail Ahmad
Setiausaha.



Ibrahim bin Bakar



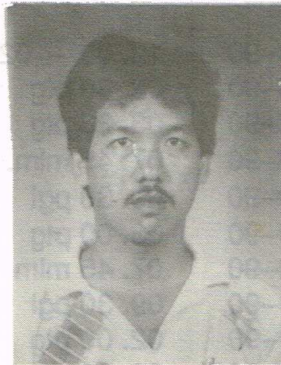
Mustaffa Said



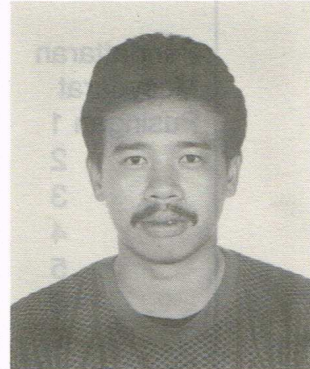
Mohd Nazeri bin Abdul Karim



Abdul Hamid Majid



Mohd Nor Ibrahim



Najib Wahab

Meor Mohd Taha
(tiada Gambar)

Laws of Chess

ARTICLE 11. THE RECORDING OF GAMES.

In the course of play each player is required to record the game (his own moves and those of his opponent), move after move, as clearly and legibly as possible in the Algebraic notation, on the scoresheet prescribed for the competition. It is irrelevant whether the player first makes his move and then writes down the move on his score sheet or vice-versa.

If a player has less than five minutes on his clock until the time control, he is not obliged to meet the requirements of Article 11.1. As soon as the special device (e.g. flag) on the clock indicates the end of his allotted time, the player must immediately complete his record of the game by filling in the moves omitted from his scoresheet.

If both players cannot keep score, the arbiter, or his deputy, must endeavour to be present and keep score. The arbiter must not intervene unless one flag falls, and until then he should not indicate in any manner to the players how many moves have been made.

If Article 11.2 does not apply, and a player refuses to record the game according to Article 11.1, then Article 10.15 should be applied.

If a player does not refuse to comply with the arbiter's request for a completed scoresheet, but declares that he cannot complete his scoresheet without consulting his opponent's, the request for

this scoresheet must be made to the arbiter, who will determine whether the scoresheet can be completed before the time-control without inconveniencing the other player. The latter cannot refuse his scoresheet because the scoresheet belongs to the organizers and the reconstruction will be made in his opponent's time. In all other cases the scoresheets can be completed only after the time-control.

If after the time-control, one player alone has to complete his scoresheet, he will do so before making another move, and with his clock running if his opponent has moved.

If, after the time-control, both players need to complete their scoresheets, both clocks will be stopped until the two scoresheets are completed, if necessary with the help of a chessboard under the control of the arbiter who should have recorded the actual game position beforehand.

If, in Article 11.6, the arbiter sees that the scoresheets alone cannot help in the reconstruction of the game, he will act as in 11.7.

If, it is impossible to reconstruct the moves as prescribed under Article 11.7, the game shall continue. In this case, the next move played will be considered to be the first one of the following time control.



Rules for One Hour (60-minute) Chess and Rapid (30-minute) Chess
Approved by the 1985 General Assembly (One-Hour Chess) and 1987 General
Assembly (Rapid Chess). Amended by the 1988 General Assemblies.

Duration of the game

Each player shall make all his moves within sixty, or thirty, minutes on the clock,
as stipulated in advance of the tournament.

Both players shall record the game move by move until one has not more than five
minutes left on the clock, then they both may stop recording.

The clock

Each clock must have a special device, usually called a "flag", marking the end of
the time control period.

Before play begins the players should inspect the position of the pieces and the
setting of the clock. If they have omitted to do this, no claim shall be accepted
after each player has made his first move, except by mutual agreement.

Each player shall handle the clock with the same hand with which he handles his
pieces. Exception: it is permitted to perform the castling move by using both
hands.

The Arbiter should stipulate, at the beginning of the tournament, the direction the
clocks are to face and the player with the black pieces shall decide on which side
of the board he shall sit.

No player is permitted to cover more or less permanently the button of his own
clock with one of his fingers.

During the game the clock must not be picked up by either player.

The won game

A game is won by the player:

- (a) who has mated his opponent's king;
- (b) whose opponent declares that he resigns;
- (c) whose opponent's flag falls first, at any time before the game is otherwise
ended.

A player must claim a win himself by immediately stopping both clocks and
notifying the Arbiter. To claim a win under Rule 9c, the player's flag must be up
and his opponent's flag must be down after the clocks have been stopped. If both
flags are down, the game is declared a draw (Rule 11c).

The drawn game

A game is drawn under the normal rules of chess and also:

- (a) if both flags are down;
- (b) a player's flag falls when his opponent cannot possibly checkmate.

A player very short of time

- (a) who is clearly winning
- (b) whose opponent is continuing in a dead drawn position
may request a draw, and if the arbiter agrees, the game is drawn.



A game may also be drawn, but only before the claimant's flag falls, and supported where necessary by a completed scoresheet,

(a) if the player demonstrates a perpetual check or a forced repetition of position (if this claim is found to be false, his opponent is compensated by having two minutes extra time added).

(b) if his opponent has no practical winning chances (if this claim is found to be false, his opponent is compensated by having two extra minutes extra time added). The following shall be considered positions without "practical winning chances" (provided there is no forced way to win):

- (1) if claimant has queen vs. queen (or rook or bishop or knight or pawn);
- (2) if claimant has a rook vs. rook (or bishop or knight);
- (3) if claimant has a bishop (or knight) vs. bishop (or knight);
- (4) if claimant has bishop vs pawn, knight vs. pawn, rook vs. pawn – provided, in all cases, there is no forced win for his opponent;
- (5) king vs. "a" or "j" pawn and bishop on the wrong diagonal, provided that the king is controlling the promoting square.

(6) in all cases claimant could have additional pieces.

(c) if both kings are in check and a player announces that he is correcting the irregularity, then the last move shall be established and the correct position set up. If this is impossible to do with the last played move of one player, then the game shall be proclaimed a draw.

The player with the white pieces is responsible for notifying the Arbiter of a drawn game.

The Arbiter

In case of a dispute, either player may stop the clocks while the Arbiter is being summoned.

The Arbiter shall not handle the clocks except in the case of a dispute or when both players ask him to do so.

Spectators and participants in another game are not to speak or otherwise interfere in a game. If a spectator interferes in any way, such as by calling attention to a flag-fall or an illegal move, the Arbiter may cancel the game and rule that a new game be played in its stead, as well as expel the offending party from the room. The Arbiter, too, must refrain from calling attention to a flag-fall or an illegal move, as these are entirely the responsibility of the players.

Miscellaneous

If a player accidentally displaces one or more pieces, he shall replace them on his own time. If it is necessary, his opponent may start the player's clock without making a move in order to make sure that the player replaces the displaced pieces on his own time.

Play shall be governed by the FIDE Laws of Chess in which they are not inconsistent with these rules.

If a player first touches one piece and then moves another, his opponent should restart the player's clock, if it is necessary, and inform him that he must complete the move in accordance with Article 7.

Illegal moves unnoticed by both players cannot be corrected afterwards.

Exception: 12(c)



**Persatuan Catur Pulau Pinang
(Penang Chess Association)**

Before a One-Hour or Rapid Chess Tournament, the organisers should hand out a copy of these rules to each participant, or, if this is not possible, see that a sufficient number of copies of these rules are posted in the playing room at least half an hour before the tournament is to begin.

If, after a claim by the opponent, the arbiter agrees

- (a) that the player has violated articles 7 or 8 or 17 or 18 of these rules or Article 15.1.d of the Laws of Chess, or
- (b) that the player has made an illegal move, or
- (c) that the player for the second or subsequent time
 - (1) has violated articles 2 or 5 of these rules
 - (2) or the player has made an ambiguous move the arbiter may penalize the player by giving two extra minutes to his opponent's time.

(When a special chess clock for Rapid Chess is available which gives one or both players a continuing further ten seconds per move, the time regulations in these rules shall apply.)

Tournament games played under these rules may be rated as follows: sixty-minute games can be rated in the regular rating list; thirty minute games can be rated only in a separate list established for Rapid Chess.

In tournaments using sixty minutes per game, no more than three rounds per day may be played; in tournaments using thirty minutes per game, no more than six rounds may be played.

Because of the special conditions of Rapid Chess, players should conduct themselves in an ethical manner in the spirit of fair play. Disciplinary measures may be taken by Arbiters against erring players.



**Peraturan Catur Pulau Pinang
(Penang Chess Association)**



Blindfold chess—Judith Polgar Ws. Dato Tan Chin Nam



BERITA

DALAM

GAMBAR



1988 Olympiad Malaysia bersama pengurus: Ibrahim Bakar



Wanita Malaysia di greece.



Bakti PCMM dengan yang cacat.



Kerjasama PCMM-DBKL di Catur Wilayah



Persatuan Catur Pulau Pinang
(Penang Chess Association)

PHOTO NEWS

BERITA

DALAM

GAMBAR



Pasukan Kuala Lumpur Lawan Remaja Malaysia.



Tukar aja Queen tu untuk menang Dato!



Pegawai dan arbiter dari PCMM.



Pengerusi (Ismail Adam) dan Setiausaha di kejohanan Bandaraya Asia.



**Persatuan Catur Pulau Pinang
(Penang Chess Association)**

PHOTO NEWS

BERITA

DALAM

GAMBAR



Pemenang dari Beijing dengan DYMM Pemangku Raja Perak, Raja Nazrin Shah, dan YB Dato Seri Najib.



AJK PCMM dengan Johan kebangsaan, Mohd. Kamal.

BERITA



Dato Tan & AJK Menyambut 14 grandmaster USSR.



LIBYA, SYRIA, IRAQ, ALGERIA, USSR, LUXEMBURG, BERSAMA SETIAUSAHA PCMM



Persatuan Catur Pulau Pinang
(Penang Chess Association)

PHOTO NEWS

BERITA

DALAM

GAMBAR



Penglibatan YDP Norazmam dan majlis perbandaran Shah Alam dengan 14 USSR GrandMaster.

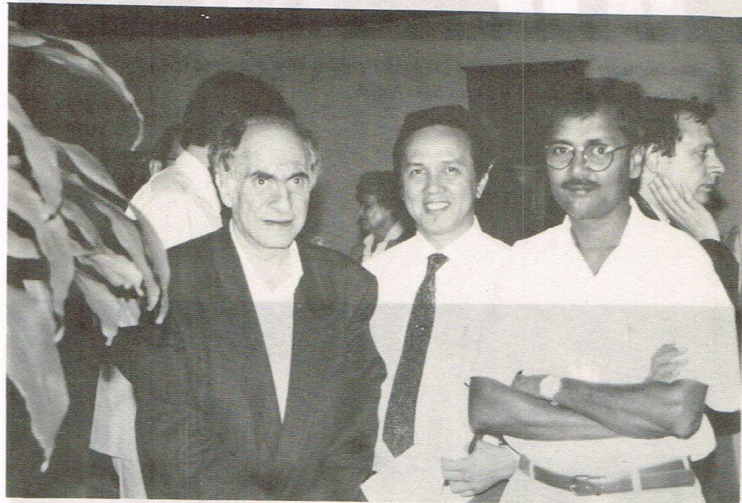


Perlawanan serentak 14 GrandMaster dengan 200 Penduduk Shah Alam.

BERITA



Timbalan Menteri Sukan USSR dengan Dato Sabbaruddin Chik



Bergaya dengan Tal Bekas Juara Dunia



**Persatuan Catur Pulau Pinang
(Penang Chess Association)**

PHOTO NEWS

BERITA

DALAM

GAMBAR



Meletakan Malaysia di dunia.



Pasukan Malaysia



Pekerja PCMM yang menjayakan kejohanan



Persatuan Catur Pulau Pinang
(Penang Chess Association)

PHOTO NEWS

BERITA

DALAM

GAMBAR



Penerangan dari arbiter. Gufeld, Lim Chong, Ismail di Jamuan MPSA.



Peserta MSSWP Bawah 12 tahun 1990



Catur Merdeka kembali semula ke Wisma Belia.



Peserta Malaysia dan Pegawai PCMM di Singapore.



Persatuan Catur Pulau Pinang
(Penang Chess Association)

PHOTO NEWS

BERITA

DALAM

GAMBAR



Perlaksanaan persembahan di Pusat bandar Shuhumi, USSR.



FIDE Lawan. PCMM!



Fahor dan Md. Noor beraksi.



Mas ayu, Azlin, Shamsiah dan Hanum - putri PCMM.



Persatuan Catur Pulau Pinang
(Penang Chess Association)

PHOTO NEWS

BERITA

DALAM

GAMBAR



AJK yang bertanggung jawab untuk lawatan Gm Gufeld



Sinul dengan Kamal dan Mok di Chess Palace.



Pelajaran catur di Sekolah oleh PCMM.



Presiden Lawan Su MCF.



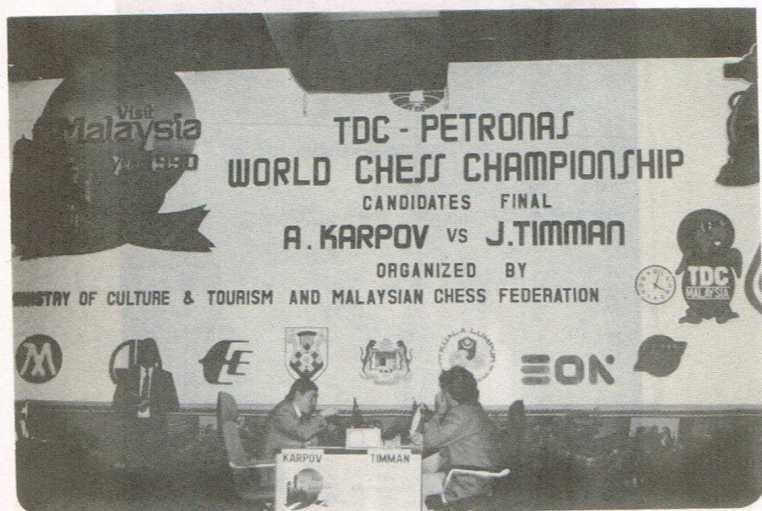
Persatuan Catur Pulau Pinang
(Penang Chess Association)

PHOTO NEWS

BERITA

DALAM

GAMBAR



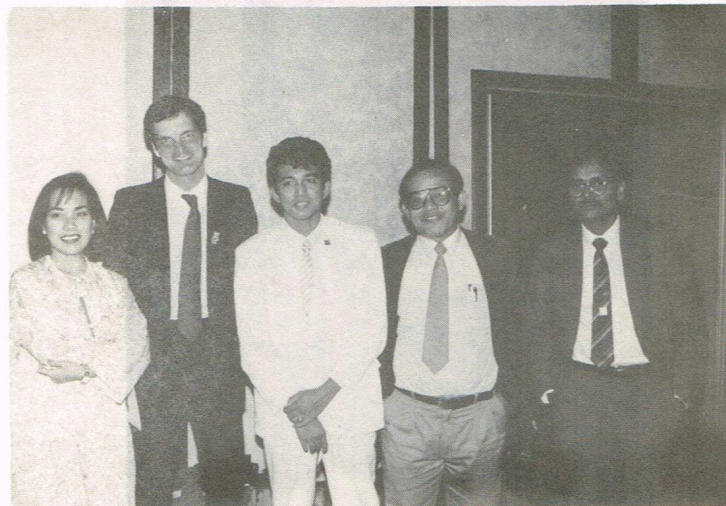
Perlawanan Karpov - Timman



Simul Gufeld di Chess Palace.



Presiden PCMM dengan arbiter Admundson (Iceland).



Gm Ron Hanley dengan AJK



Persatuan Catur Pulau Pinang
(Penang Chess Association)

PHOTO NEWS

BERITA DALAM MAJALAH GAMBAR

Kalah: Timman.



Pemenang, Karpov



Pergerusi, Hj. Khalid Ismail dengan Pengarah kejohanan Karpov – Timman.



Untuk yang berkerja kuat.



Pertatuan Catur Pulau Pinang
(Penang Chess Association)

PHOTO NEWS

THE WAR GAME

(A FICTITIOUS ACCOUNT OF THE ORIGIN OF CHESS)

Perhaps it was ordained that King Dahir was to lose the war for, had it not come to pass that he lost that great battle, then the invention of Chess, as we play and enjoy it, would have been forever lost to mankind. Read on, for herein lies, in fiction, the story of the beginnings of Chess.

It was on the foothills of the Himalayan Mountains, 600 years after the advent of Christ, that King Dahir ruled the land of Sind. His Capital, the Imperial City of Rupar on the River Sutej, bore testimony to the prosperity of the land. King Dahir was a learned and virtuous King, a descendant of a long line of illustrious rulers.

The subjects were happy and the country plentiful. It therefore fell on the crown of King Dahir to stop the dreadful conquests of the Barbarians as, while the people were blissfully happy and unaware of their lot to come, news of war and dreadful plunder in neighbouring Alamgaipur reached the court. Invasion was imminent and the great ruler summoned a Council of War.

The Senathi (Commander-in-Chief) was there, as were the Sage Shobe, Ministers, and other important court members. No one spoke for peace for was it not the Barbarians with whom they were dealing? For these Barbarians, a nomadic and violent race of people skilled in the arts of war, the fertile and prosperous land of Sind was an oasis in the desert. This time, weary of their lengthy travels, they were looking for a home and the Empire of Sind suited them well.

The Senathi gave his report; weapons were rusty, the horses overfed and the soldiers fat and lazy. It was ages since there had been any fighting and the state of the army bore testimony to this. King Dahir ordered an immediate revamp; new men to be trained, the horses and elephants put through their paces, chariots and weapons to be made.

Soon the skirmishes on the borders increased. The destruction of the Barbarian Army and the capture of the Barbarian King was the order of the day. The battle itself was to be fought by the banks of the Sutej. King Dahir, in the safety of his fortress home and with his Queen by his side, watched the battle.

The day of the battle dawned cloudy and gloomy. The chirping of the birds was soon heard no more. The sound of clashing metal, the trumpets of elephants, the neighing of wounded horses, and the death cries of men filled the air. War!! What a dreadful din the battle made! In their haste to secure victory the Sind army got carried away and King Dahir in his fortress was left unattended. The Barbarian General saw his chance. Rather than meet his adversary head on, he directed his main attack at the castle, away from the main battle field while the rest of the Barbarian army kept the bulk of the Sind army occupied.

Soon the defences of the fortress were breached and the Barbarians swarmed into the Palace and hoisted their victorious flag. The Imperial City of Rupar had fallen and the war was over. King Dahir, his Queen and the Sind Army were taken prisoners and imprisoned in their own dungeons. Prisoners in their own land!

Now, as the King languished in prison, he was consumed by grief. It was his fault, he felt, that the country was under alien rule. The Queen felt ever so sad to see her King in this state and fearing for his mental well-being summoned the Sage Shoba and sought his advice. The Sage Shoba, to help his beloved King, promised the Queen that he would surely save him.

For days he thought and, in thinking, he came to the conclusion that to keep the King from his grief his mind must be kept occupied, and not be allowed to dwell on his defeat. The reason for the King's defeat was his own capture and with this in mind the Sage Shoba devised a game; a battlefield of squares, with Kings and Queens, Infantry and Cavalry, Elephants and Ramparts. He did not inform the King that this was a game but brought it to him to analyse his defeat on the battle field. Together they set up the battle array and analysed why they had lost the war.

For days on end they set up their pieces and played, moving hither and thither. The King studied the battle field, mastered the moves and eventually sought an audience with the Barbarian King. To the Barbarian King he showed his battlepieces and the game fascinated them both. The eventual capture of the King brought the game to an end. Eventually this battlefield game brought both the Kings closer together and they became good friends. The Barbarian King decided that King Dahir was a great and wise man. He restored the Kingdom of Sind to King Dahir, for he felt that if any man could excel in this game than truly he must be a genius.

This ancient game came to be called Chaturanga, and over many generations has eventually evolved into what we now call Chess. The next time you sit down to play a game of Chess, spare a thought for the great Sage Shoba and the illustrious King Dahir.

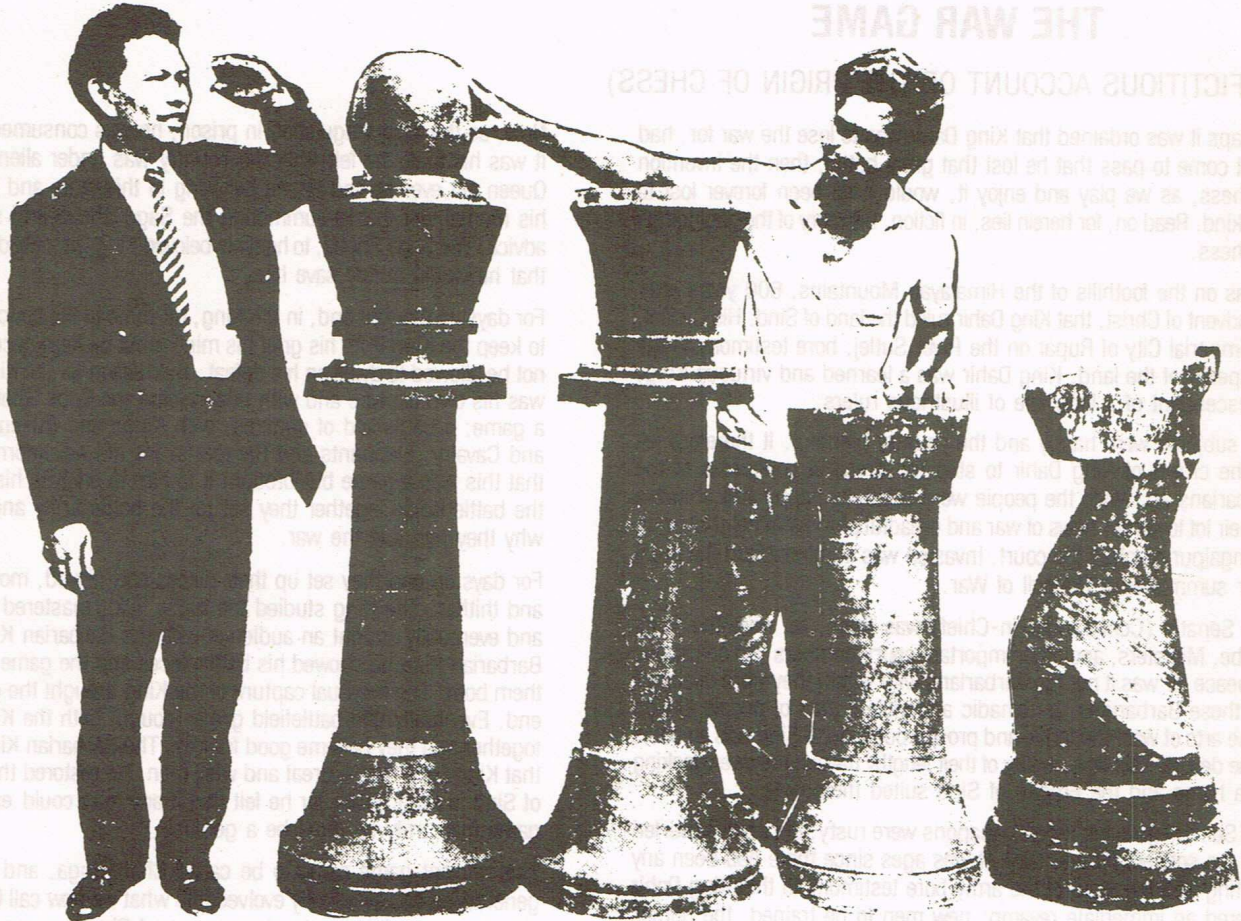


**Persatuan Catur Pulau Pinang
(Penang Chess Association)**



CATUR

GERGASI



GIANT CHESS



Bagaimanakah perasaan anda jika nama dan logo syarikat anda tertera selama-lamanya pada buah catur gergasi buatan kayu yang akan di pameran dan digunakan untuk permainan catur di Kotaraya ini. Ianya sudah tentu akan menarik pelancung tempatan dan luarnegeri bertahun-tahun akan datang, oleh kerana semakin lama, semakin meningkatlah nilainya memandangkan ia diperbuat dengan ukiran tangan yang teliti dan luarbiasa. Pelaburan anda hari ini untuk menaja buah catur ini bukan saja akan menentukan anda dapat meragut peluang pertama mengekalkan nama ke atas khazanah negara yang pasti menjadi tumpuan kepada pelawat dalam dan luarnegeri tetapi juga akan menonjolkan syarikat anda sebagai salahsatu syarikat yang memajukan seni dan permainan catur.

Syarikat anda adalah di antara 16 syarikat yang terpilih untuk ditawarkan peluang sekali seumur hidup ini.

Catur Gergasi adalah dicipta dari kayu tempatan yang tak asing lagi, Cengal. Ianya diukir dengan tangan oleh En. Wahid bin Shamsuddin, seorang pengukir tempatan yang berbakat. Buah Catur itu berukuran 1 meter - 1.8 meter tinggi dan beratnya sehingga 300 kg sebuah.

Penang Chess Association
(Penang Chess Association)

