

# Mike Goodall, member of California Chess Hall of Fame, 1964-2010

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by Frisco Del Rosario

Mike Goodall, a member of the California Chess Hall of Fame, died Oct. 5 after a long illness. He was 64.

Goodall was one of the busiest tournament organizers and directors in Northern California since 1965. He directed more than a dozen state championships, and was the driving force behind the Golden Gate Opens, which drew 468 players in 1976, San Francisco's best-attended tournament ever. "I don't do very much, except walk around and tell people to be quiet," he once understated.



At the national level, Goodall brought the U.S. championship to the Bay Area three times. He was a member of the national tournament directors qualifications committee, and represented Northern California at U.S. Chess Federation delegates meetings. The USCF gave Goodall the Outstanding Career Achievement Award in 1991.



Goodall was an international arbiter at FIDE (world chess federation) events. In 1972, Goodall was responsible for transmitting the moves from the Fischer-Spassky world championship match in Iceland to the PBS TV network in New York.

Goodall was a benefactor of the USCF and the Chess Journalists of America. He supported chess as an art to the extent that in 1994, he organized a King's Gambit thematic tournament at the Mechanics Institute in San Francisco.

An expert-rated tournament player who traveled to 20 U.S. Opens, Goodall once defeated grandmaster Nick DeFirmian.

White: K. Michael Goodall

Black: Igor Bagrov

Event: 1995 U.S. Open, Concord, Calif.

**1. c4 e6 2. g3 f5 3. Bg2 Nf6 4. d4 Be7 5. Nc3 c6**

If Black wants to build the c6-d5-e6-f5 "stone wall", he should play 5...d5. Instead, White plays to d5 first, which scrambles Black's position.

**6. d5 cxd5**

Maybe 6...Qc7 is better, preventing d5-d6 while the c6-pawn keeps the knight off b5.

**7. cxd5 Bb4 8. dxe6 Bxc3+ 9. bxc3 dxe6 10. Qb3**

Deciding against 10. Qxd8+ when Black's king will be less safe than White's, and pressing on e6 plus b7.

**10. ... Qc7**

Black should castle and let the b7-pawn go. On 10...0-0 11. Bxb7 Bxb7 12. Qxb7 Nbd7, Black's king is tucked away, and White's best minor piece was exchanged.

**11. Ba3**

Preventing Black from castling kingside, while a queenside castle should prove very dangerous, considering the strong g2-bishop plus major piece power on the b-file.

**11. ... Nc6 12. Rd1 Na5**

More sensible for Black would be 12. ... Bd7 13. Bd6 Qb6 14. Qa3 O-O-O, but White maintains an advantage with 15. Nh3 on the way to f4 or g5.

**13. Qa4+**

Rather than 13. Qb4, White sacrifices a bit of time in order to persuade Black to keep his king in the middle.

**13. ... Bd7 14. Qd4 Rc8**

14. ... O-O-O is ruled out because of 15. Qxa7, so Black should prefer 14...Nc6.

**15. Bd6 Qc4 16. Qe3 b6 17. Bb4 Nc6 18. Bxc6 Rxc6**



18...Bxc6 makes White's Ng1-f3-e5 more difficult to achieve.

**19. Nf3 Qe4 20. Qg5**

Threatening 21. Qxg7 with the double menace of 22. Qe7 mate and 22. Qxh8+.

**20. ... Rg8 21. O-O a5 22. Ba3 Nd5 23. Rd4!**

Excellent, winning the queen, or forcing the removal of the knight which guards e7.

**23. ... Qxe2 24. Rxd5! Rc5**

24. ... exd5 25. Re1 also wins for White.

**25. Bxc5 bxc5 26. Qf4 Qb5 27. Re1 h6 28. Qxf5**

Exploiting one pin.

**28. ... Kd8 29. Qxe6**

Then exploiting another.

**1-0**