

The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League

CICL versus Elmhurst Chess Club

Match is scheduled for February 25, 2001 7PM sharp

Find match details and driving instructions on page 3

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Part 1 - Basic Patterns

With contributions from Rob Eaman, Norm Hughes, Pat Sajbel,
Art Olsen, and Ruben Reyes

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CICL vs. ELMHURST CHESS CLUB

Date: Sunday, February 25, 2001 Time control: 40/90, SD/30.

Time: 7:00 p.m. Start

Please plan to arrive & check in between 6 PM and 6:45 PM.

We hope to fix the lineup and start the match at 7:00 p.m.

Location: Elmhurst College, Elmhurst , IL

Building: North Hall--This is a new building constructed in the middle of the parking lot just South of Alexander and West of the library. North Hall is about 200 yards west of Prospect on Alexander. Go in the side (north) door, not in the main east entrance. Go to Room 021 down the stairs.

For you folks using Map Quest, the address of Elmhurst College is 190 Prospect, Elmhurst, but this is only a generic address--there is no building with this specific address.

Please bring sets and clocks!

Registration: Please preregister with Pat Sajbel

E-mail: posajbel@uop.com

Phone: (847) 391-2134

PLEASE allow ample travel time to arrive by 6:45 on the date of the match!

Pat Sajbel, CICL Publicity Chairman

DIRECTIONS

Elmhurst is practically the crossroads of the Chicago area. It's near the intersection of I-294, I-290 & the East-West Tollway (Hwy. 88). Exits are a bit tricky when you get close to the site.

Going South on I-294:

Shortly after passing O'Hare Airport,

Take a right turn exit to I-290 West towards Rockford then

IMMEDIATELY take the next right turn exit to North Ave. (Route 64) West

Take North Ave. West to Maple Ave., turn left

After Maple Ave. turns into Prospect Ave. turn right on Alexander

Enter parking off Alexander*

Going South on Route 83:

Turn left onto North Ave. (Route 64) East

Take North Ave. to West Ave., turn right

Take West Ave. to Alexander, turn left

Enter parking off Alexander*

Going West on I-290 (Eisenhower Expressway):

Continue PAST exit for I-294 and take

Right turn exit for St. Charles Rd. West

Take St. Charles Rd. to Prospect Ave., turn right (continued, next page)

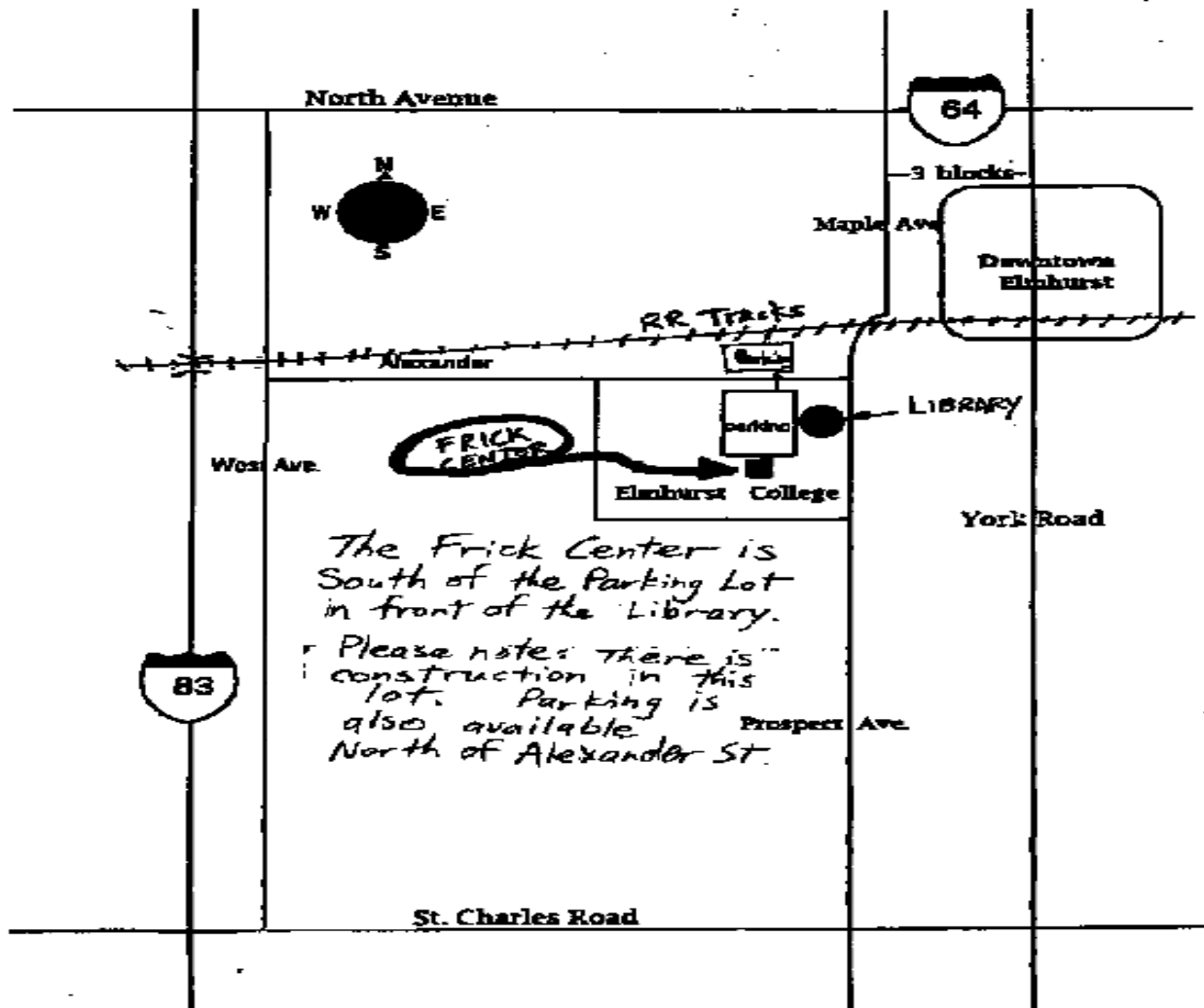
Take Prospect Ave. to Alexander, turn left
Enter parking off Alexander*

Going North on I-294:

Exit right to I-290 West towards Rockford
Exit right for St. Charles Rd. West
Take St. Charles Rd. to Prospect Ave., turn right
Take Prospect Ave. to Alexander, turn left
Enter parking off Alexander*

* From Alexander, there is parking on either the North or South side of the road.

If you're coming from any other direction, you probably live or work in the West suburbs and know how to get on Route 83, North Ave. or St. Charles Road.

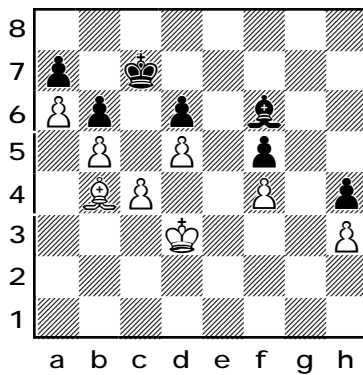


The Finishing Touch

by Ruben R. Reyes

One of the most interesting ending I've ever seen is this one played by Boris Spassky against Robert Byrne years ago during a FIDE elimination match to select the challenger to the world championship (Note: The championship cycle consisting of qualifying tournaments and elimination matches doesn't exist anymore)

R. Byrne (Black)



B. Spassky (White)

Position after 46...Bf6

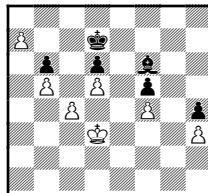
Obviously, 47.Bc3 Bxc3 48.Kxc3 would lead to nowhere for White as White's K can't cross into the other side of the board.

But here White does the seemingly impossible - win the game. How White accomplishes this is quite interesting to watch.

47.Bd2 Kd7 48.Be3

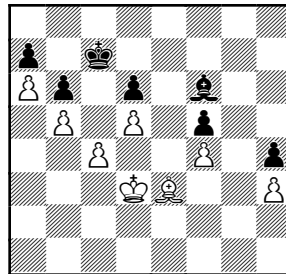
The threat is 49. Bxg6 axg6 50.a7 when the a-pawn queens.

(See diagram right)

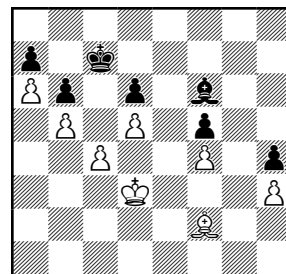


48....Kc7

Black rejects 48...Bd8 for fear it would yield the long diagonal a1-h8 to White's B and trigger the maneuver Bd4-g7-h6-g5.



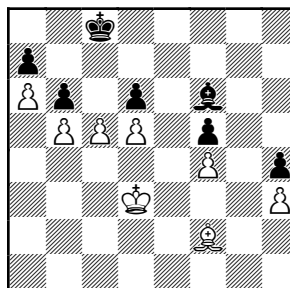
49.Bf2



49...Kc8

If Black had foreseen what's coming, he may have opted for 49...Bd8 instead.

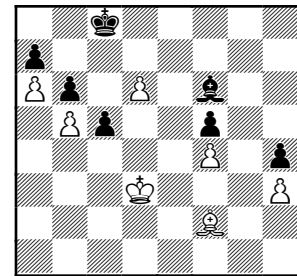
50.c5!



50...dxc5

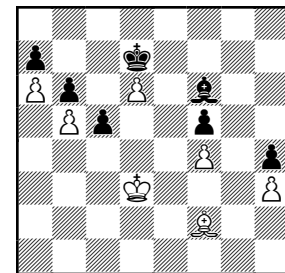
If Black had foreseen the events that now follow, he probably may have looked closer at 50...bxc5..

51.d6!



The threat's 52.Kc4 and 53.Kd5

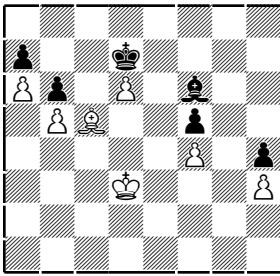
51...Kd7



White's d-pawn, from the looks of it, seems to be a dead duck. But Spassky produces a third surprise.

52.Bxc5!

(See diagram top of next page)



Position after 52.Bxc5!

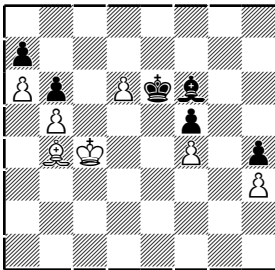
The B can't be taken. If 52...bxc5 then 53.b6 queens a pawn.

52...Bd8

The threat was 53.Bxb6 axb6 54.a7 winning.

53.Bb4 Ke6 54.Kc4 Bf6

Otherwise on 55...Kd7 White's K penetrates: 56.Kd5 and it's all over for Black.



55.Bc5

Again threatening 56.Bxb6 axb6 57.a7 winning.

55...Bd8

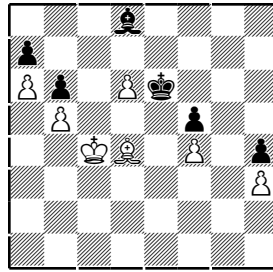
Forced. As otherwise White sneaks in 56.Bxb6.

56.Bd4!

(See diagram top of next column)

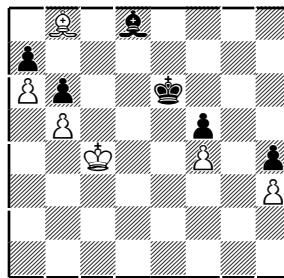
56...Kxd6

The only logical reply.



Position after 56.Bd4!

57.Be5+ Ke6 58. Bb8

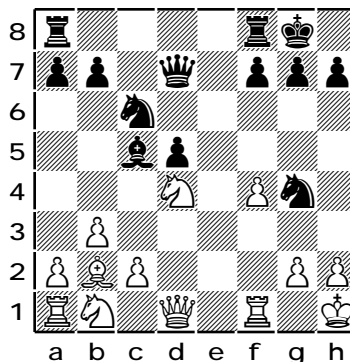


The game's virtually over for Black. He's in zugzwang. Moving the B allows 59.Bc7 followed by 60.Bxb6 (60...axb6 61.a7) while any K move allows White's K to penetrate (59.Kd5).

58...Kd7 59.Kd5 1-0

A superb finish, truly fascinating to watch.

In this one White prepares a double-attack combo but in the meantime Black cooks up a counter-strike.

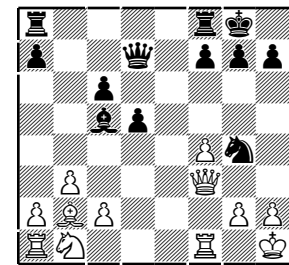


White has seen the N fork ...Ne3. However, he's looking ahead towards an attack on g7 and Black's B at c5 with the maneuver Qf3-c3.

1.Nxc6

White clears the long diagonal.

1...bxc6 2.Qf3



Now, White threatens to win the B at c5 with the maneuver 3.Qc3 threatening 4.Qxg7# as well as 4.Qxc5.

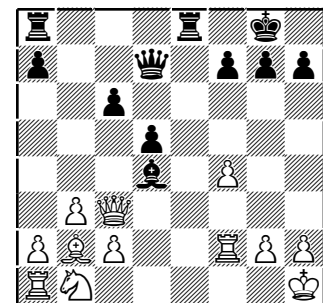
2...Re8 3.Qf3

Black's last move looks so innocent that it entices White to proceed with his original plan for a double attack on c5 and g7.

3...Nf2+! 4.Rxf2

Otherwise if 4.Kg1 then 4...Ne5+ and 5...Nxc3 wins the Q.

4...Bd4!! 1-0



Unbelievable. The B is undefended. But it can't be taken: 5.Qxd4 Re1+ 6.Rf1 Rxf1+ 7.Qg1 Rxg1+ 8.Kxg1 and Black wins. And if White retreats the Q, Black recovers the piece (5...Bxb2) plus the R at a1 (6...Bxa1)

East Division Cross Table













As of February 5, 2001

Given a big boost by the addition of former Exemplars standouts Arnulfo Benesa and Edilberto Gazmen, ALUMNI ACES have broken away with a 2 match point lead.

2nd spot and a slim margin of 1/2 match point from 3rd placer Tradelink/Mychaels.

The hottest news this month in the East Division is the 4.5-1.5 upset win Stafford racked up against Tradelink and the odds-beating feats of Stafford's board 1 player, Dan Bargerstock.

Bank of America Illinois, with Tim Kras on board 1, has held on to

TEAM	Alumn	Bkami	Trdlnk	Lburn	Reader	Stafrd	Match Points	Game Points	Rank
Alumni Aces	 	4	4	4	5 6	5	6.0	28.0	1
Bank America Illinois	2	 	1	3.5 3.5	4.5	5	4.0	19.5	2
Tradelink/Mychaels	2	4	 	4.5	3	5 1.5	3.5	20.0	3
Leo Burnett	2	2.5 2.5	1.5	 	3.5	6	2.0	18.0	4
The Reader	1 0	1.5	3	1.5	 	5	1.5	12.0	5
Stafford Trading	1	1	1 4.5	0	1	 	1.0	8.5	6

compiled by ruben r. reyes

North Division Cross Table

As of February 5, 2001













MOTORLA KNIGHTS, energized by Robert Morris' return to CICL, have accumulated a monster 2.5 match point lead.

point lead after a 3-3 tie with Kemper in the first round of the 2nd half.

With only four more rounds to play and a 2.5 match point lead, the Knights are virtually in command to clinch the North Division championship.

U.O.P. and Motorola Kings are in close pursuit for 2nd with Kemper hot on their heels. U.O.P. has already faced the Knights while Excaliburs, Motorola Kings and Kemper still have a crack at the Division leader.

In the battle for 2nd place, Excaliburs have taken a slim 1/2 match

TEAM	Knights	Excalb	UOP	Kings	Kempr	North	Match Points	Game Points	Rank
1. Motorola Knights	 	4.5	3.5 3.5	3.5	4.5	5	6.0	24.5	1
2. Excaliburs	1.5	 	5	4.5	2.5 3	4	3.5	20.5	2
3. U.O.P.	2.5 2.5	1	 	3.5	3.5	6	3.0	19.0	3-4
4. Motorola Kings	2.5	1.5	2.5	 	6	5.5 5.5	3.0	23.5	3-4
5. Kemper Insurance	1.5	3.5 3	2.5	0	 	5	2.5	15.5	5
6. Northrop	1	2	0	.5 .5	1	 	0	5.0	6

compiled by ruben r. reyes

Near West Division Cross Table

As of February 5, 2001

With about 7 rounds to go, the race for the Near West Division championship is too close to call. Only half a match point separates the top 2 teams from the 3rd placer.

But for the moment, CCDOC and Chargers are in a dead heat for top spot followed by Pawns half a point behind.

Team Name	CCDOC				Chargers				Pawns				Case				Match Points	Game Points	RANK
CCDOC					6	3			1	6			3.5				3.5	19.5	1-2
Chargers	0	3							5	5			4				3.5	17.0	1-2
Pawns	5	0			1	1							4	5.5			3.0	16.5	3
Case	1.5				2				2	.5							0	6.0	4

compiled by ruben r. reyes

Far West Division Cross Table

As of February 5, 2001

The Lucent Technologies Dragons are in the lead with a big 2 match point lead at the start of the 2nd half of the quadruple round robin series. Having swept the first half 6-0, the Dragons are on track for the Division title with a round 7 victory of 4.5-1.5 against the Argonne Labs Rooks.

The Rooks and Fermilab are in a deadlock for 3rd-4th. The two teams have ended up in a 3-3 tie twice in face to face matches. Both teams have tied the Tyros 3-3 once.

The Tyros dropped to 2 match points behind the Dragons after a hard fought 3-3 tie versus Fermilab in the first round of the 2nd half.

The next five rounds in the second half promises to see interesting battles as the Tyros try to unseat the Dragons from first while both Fermilab and Rooks attempt to overtake the Tyros in second or try to be a factor in the race for the Division championship

Team Name	Dragons				Tyros				Fermilab				Rooks				Match Points	Game Points	RANK
Dragons					4	3			3.5	4.5			4	4	4.5		6.5	27.5	
Tyros	2	3							3.5	5	3		3	3			4.5	22.5	
Rooks	2	2	1.5		2	3							3	3			1.5	16.5	
Fermilab	2.5	1.5			2.5	1	3		3	3							1.5	16.5	

compiled by ruben r. reyes

LEAGUE STANDINGS as of February 4, 2001

NEAR WEST DIVISION		02-04-2001				
TEAM NAME	W	L	D	GAME POINTS	MATCH POINTS	PCT
COOK CO. DEPT. OF CORR	3	1	1	19.5	3.5	0.700
LUCENT TECH. CHARGERS	3	1	1	17.0	3.5	0.700
PAWNS	3	3	0	16.5	3.0	0.500
CASE	0	4	0	6.0	0.0	0.000

FAR WEST DIVISION		02-04-2001				
TEAM NAME	W	L	D	GAME POINTS	MATCH POINTS	PCT
LUCENT TECH. DRAGONS	6	0	1	27.5	6.5	0.929
LUCENT TECH. TYROS	3	1	3	22.5	4.5	0.643
FERMILAB	0	4	3	16.5	1.5	0.214
ARGONNE ROOKS	0	4	3	16.5	1.5	0.214

NORTH DIVISION		02-04-2001				
TEAM NAME	W	L	D	GAME POINTS	MATCH POINTS	PCT
MOTOROLA KNIGHTS	6	0	0	24.5	6.0	1.000
EXCALIBURS	3	2	1	20.5	3.5	0.583
MOTOROLA KINGS	3	3	0	23.5	3.0	0.500
UOP	3	3	0	19.0	3.0	0.500
KEMPER INSURANCE	2	3	1	15.5	2.5	0.417
NORTHROP	0	6	0	5.0	0.0	0.000

EAST DIVISION		02-04-2001				
TEAM NAME	W	L	D	GAME POINTS	MATCH POINTS	PCT
ALUMNI ACES	6	0	0	28.0	6.0	1.000
BANK AMERICA ILLINOIS	4	2	0	19.5	4.0	0.667
TRADELINK/MYCHAELS	3	2	1	20.0	3.5	0.583
LEO BURNETT	2	4	0	18.0	2.0	0.333
THE READER	1	4	1	12.0	1.5	0.250
STAFFORD TRADING	1	5	0	8.5	1.0	0.167

MATCH RESULTS through January 2001

04-JAN-01	LEO BURNETT	1.5	TRADELINK/MYCHAELS	4.5	
	ROUND 5				
	BD	RATINGS	SCORE	RATINGS SCORE	
1	EAMAN, R	1820 0	0	VOLINSKIY, G	0 0 1
2	DUFFY, J	1713 19	.5	JASAITIS, A	2142-13 .5
3	SOSSI, M	1576 -3	0	SAGALOVSKY, L	2011 3 1
4	FULKERSON, R	1404 0	0	KIM, J	0 0 1
5	BANNON, B	1287-22	0	WARD, CH	1297 22 1
6	DOMINGUEZ, R	1293 0	1	BARTHOLF, P	0 0 0
11-JAN-01	BANK AMERICA ILLINOIS	4.5	THE READER	1.5	
	ROUND 5				
	BD	RATINGS	SCORE	RATINGS SCORE	
1	KOGAN, G	1862-13	0	ROGERS, N	1902 20 1
2	LOSOFF, A	1844 10	1	VENSKE, D	1727-15 0
3	FRAATS, D	1805 7	1	CARTER, L	1525 -7 0
4	PARAOAN, E	1611 11	1	SULLIVAN, C	1523-17 0
5	ZOELLNER, J	1470-11	.5	BROIHIER, M	1152 17 .5
6	SIEGEL, R	1469 0	1	KIERSCH, M	0 0 0
22-JAN-01	TRADELINK/MYCHAELS	1.5	STAFFORD TRADING	4.5	
	ROUND 6				
	BD	RATINGS	SCORE	RATINGS SCORE	
1	JASAITIS, A	2129-11	.5	BARGERSTOCK, D	1807 17 .5
2	SAGALOVSKY, L	2014 0	1	APTEKAR, S	0 0 0
3	BARTHOLF, P	0 0 0	0	VORA, C	0 0 1
4	ROBB, D	0 0 0	0	HELPER, A	0 0 1
5	KRATKA, M	0 0 0	0	CVETKOVICH, R	0 0 1
6	GALINSKY, V	0 0 0	0	GRYZIAK, L	0 0 1
25-JAN-01	ALUMNI ACES	6	THE READER	0	
	ROUND 6				
	BD	RATINGS	SCORE	RATINGS SCORE	
1	BENESA, A	2226 7	1	ROGERS, N	1922 -7 0
2	GAZMEN, E	2002 0	1F	VENSKE, D	1712 0 0F
3	RZESZUTKO, R	1904 3	1	SULLIVAN, C	1506 -4 0
4	ALLEN, H	1949 0	1F	CARTER, L	1518 0 0F
5	CZERNIECKI, A	1986 0	1	BROIHIER, M	1169 0 0
6	FRANK, M	1754 0	1	SMITH, S	0 0 0
7	FRANEK, M	1757 0	1	KIERSCH, M	0 0 0
25-JAN-01	BANK AMERICA ILLINOIS	3.5	LEO BURNETT	2.5	
	ROUND 6				
	BD	RATINGS	SCORE	RATINGS SCORE	
1	KRAS, T	2178-18	.5	EAMAN, R	1820 18 .5
2	KOGAN, G	1849 -5	.5	DUFFY, J	1732 8 .5

3 FRAATS, D	1812	9	1	SOSSE, M	1573	-9	0
4 PAROAN, E	1622	-8	.5	FULKERSON, R	1404	13	.5
5 ZOELLNER, J	1459-23		0	BANNON, B	1265	34	1
6 SIEGEL, R	1469	8	1	DOMINGUEZ, R	1293-12		0

09-JAN-01 KEMPER INSURANCE
ROUND 6

3 EXCALIBURS 3

BD	RATINGS	SCORE		RATINGS	SCORE	
1 SIWEK, M	2004	10	.5	INUMERABLE, F	2289-10 .5	
2 HUGHES, N	1789	7	.5	FRISKE, T	1956-11 .5	
3 EASTON, R	1722	-9	0	SOLLANO, E	1964 9 1	
4 OLSEN, A	1590	22	1	SUERTH, F	1581-15 0	
5 CUMMUTA, P	1490-21		0	BROTSOS, J	1519 14 1	
6 SUBECK, J	1384	15	1	OELHAFEN, A	1263-15 0	
7 HANDSCHKE, D		0	0	1	MCKINNEY, T	1251 0 0 (KEMPR)

25-JAN-01 MOTOROLA KINGS
ROUND 6

5.5 NORTHROP .5

BD	RATINGS	SCORE		RATINGS	SCORE
1 MELNIKOV, I	2014-13		.5	WALKER, A	1795 13 .5
2 WALLACH, C	2021	4	1	VIGANTS, A	1609 -4 0
3 PIPARIA, J	1906	3	1	GOTHIER, S	1433 -3 0
4 GONCHAROFF, N	1722	0	1	LOHJA, N	0 0 0
5 CYGAN, J	1732	0	1	GARDNER, M	0 0 0
6 ALFONSO, E	1532	3	1	ELEK, G	1071 -3 0
7 GRYPARIS, J	1436	16	1	MARSHALL, K	1334-16 0 (MKNGT)

25-JAN-01 MOTOROLA KNIGHTS
ROUND 6

3.5 UOP 2.5

BD	RATINGS	SCORE		RATINGS	SCORE	
1 MORRIS, R	2161	28	1	STEVANOVIC, M	2245-19 0	
2 FRIDMAN, Y	2041	2	.5	BUERGER, E	2057 0 .5	
3 SAMELSON, C	1921	15	1	SAJBEL, P	1917-15 0	
4 THOMSON, J	1792	27	1	LECHNICK, J	1863-27 0	
5 AUGSBURGER, L	1733-17		0	BOLDINGH, E	1817 11 1	
6 BALICKI, J	1623-19		0	RENDE, D	1682 19 1	
7 KARANDIKAR, S		0	0	1	MICKLICH, F	1648 0 0

/* ROUND 6 MATCH - PAWNS @ CCDOC WAS PLAYED BEFORE ROUND 5 */
/* CCDOC @ CASE (ROUND 5 CCDOC @ CASE RESULTS NOT YET RECEIVED) */

10-JAN-01 COOK CO. DEPT. OF CORR
ROUND 6

6 PAWNS 0

BD	RATINGS	SCORE		RATINGS	SCORE
1 WILLIAMS, K	2061	11	1	ELLICE, W	1856-11 0
2 SEATON, E	1651	28	1	FABIJONAS, R	1735-19 0
3 JACKSON, S	1421	0	1F	O'DELL, DW	1513 0 0F
4 ROJO, V	1479	5	1	WEISNER, T	1100 -5 0
5 APPLEBERRY, T	1359	0	1F	SERRANO, B	0 0 0F

6 MCGEE, L 1003 0 1F 0 0 0F

09-JAN-01 LUCENT TECH. TYROS 3 ARGONNE ROOKS 3
ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 ILIC, S	2025 32	1	BENEDEK, R	2182-21 0
2 DIAZ, P	1958-18	0	GREEN, D	1893 18 1
3 BUCHNER, R	1925-14	.5	BAURAC, D	1677 9 .5
4 HAHNE, D	1611 -3	.5	YACOUT, A	1575 3 .5
5 KARPIERZ, J	1224 11	.5	GRUDZINSKI, J	1400-11 .5
6 VALDEZ, C	1497-16	.5	GARCIA, J	1211 16 .5

10-JAN-01 FERMILAB 1.5 LUCENT TECH. DRAGONS 4.5
ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 SPIEGEL, L	2052 17	1	TEGEL, F	2102-11 0
2 GAINES, I	1715 11	.5	LUDWIG, T	2030-11 .5
3 AILES, T	1526 -4	0	PEHAS, A	1919 3 1
4 STAPLES, C	1527 -9	0	DOBROVOLNY, C	1772 6 1
5 FITZGERALD, M	1259 -3	0	ALTSHULLER, D	1723 3 1
6 SCHULTZ, R	0 0	0	SALERNO, S	1302 0 1

24-JAN-01 ARGONNE ROOKS 1.5 LUCENT TECH. DRAGONS 4.5
ROUND 7

BD	RATINGS	SCORE	RATINGS	SCORE
1 BENEDEK, R	2161-18	0	TEGEL, F	2091 12 1
2 HILL, R	1981 2	.5	LUDWIG, T	2019 -2 .5
3 GREEN, D	1911 0	.5	PEHAS, A	1922 0 .5
4 SUAREZ, E	1886-25	0	OGASAWARA, L	1849 17 1
5 BAURAC, D	1686 4	.5	DOBROVOLNY, C	1778 -4 .5
6 DECMAN, S	1585 -9	0	ALTSHULLER, D	1726 14 1

30-JAN-01 LUCENT TECH. TYROS 3 FERMILAB 3
ROUND 7

BD	RATINGS	SCORE	RATINGS	SCORE
1 ILIC, S	2057 1	.5	SPIEGEL, L	2069 -1 .5
2 GUIO, J	2017 5	1	GAINES, I	1726 -5 0
3 STOLTZ, B	1849 4	1	AILES, T	1522 -6 0
4 BUCHNER, R	1911-41	0	STAPLES, C	1518 41 1
5 THOMAS, G	1570-19	.5	CEASE, H	1167 19 .5
6 KARPIERZ, J	1235 0	0	SCHULTZ, R	0 0 1

TOP TEN for each Division

NEAR WEST DIVISION TOP TEN

JAKSTAS, K	PAWNS	2120C
WARREN, J	CHRGR	2092Q
WILLIAMS, K	CCDOC	2072
MARCOWKA, R	CHRGR	2061D
STINSON, M	CHRGR	1944C
KALE, S	CASE	1860C
ELLICE, W	PAWNS	1845
MCCARTHY, D	CHRGR	1808*
ROSLEY, D	CHRGR	1790
FABIJONAS, R	PAWNS	1716D

FAR WEST DIVISION TOP TEN

BEZZUBOV, V	FERMI	2346
STEIN, P	TYROS	2316
DORIGO, T	FERMI	2171
TAMEZ, I	TYROS	2162
BENEDEK, R	ROOKS	2143D
TEGEL, F	DRGNS	2103T
SPIEGEL, L	FERMI	2068D
ILIC, S	TYROS	2058
GUIO, J	TYROS	2022C
LUDWIG, T	DRGNS	2017C

NORTH DIVISION TOP TEN

WOLF, D	MKING	2284
INUMERABLE, F	EXCLB	2279C
STEVANOVIC, M	UOP	2226D
WONG, P	EXCLB	2195C
MORRIS, R	MKNGT	2189
BUERGER, E	UOP	2057T
FRIDMAN, Y	MKNGT	2043*
WALLACH, C	MKING	2025
LEONG, G	KEMPR	2019C
SIWEK, M	KEMPR	2014C

EAST DIVISION TOP TEN

REYES, R	ALUMN	2322D
BENESA, A	ALUMN	2233
KRAS, T	BKAMI	2160
JASAITIS, A	TRDLK	2118D
FRIESEMA, W	BKAMI	2062
SAGALOVSKY, L	TRDLK	2014
GAZMEN, E	ALUMN	2002
CZERNIECKI, A	ALUMN	1986D
ALLEN, H	ALUMN	1949
ROGERS, N	READR	1915

MOST IMPROVED PLAYERS

THOMSON, J	MKNGT	118
OLSEN, A	KEMPR	85
DUFFY, J	LBURN	81
EAMAN, R	LBURN	79
MCGEE, L	CCDOC	70
BANNON, B	LBURN	65
ILIC, S	TYROS	63
SOLLANO, E	EXCLB	60
GAINES, I	FERMI	54
FRIDMAN, Y	MKNGT	51

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NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABBOTT, J	MKING	0	0	0	1865*	DESAI, N	MKNGT	0	0	0	0000/1
ABRAHAM, T	CTA	0	0	0	1638	DIAZ, P	TYROS	1	3	1	1940C
AILES, T	FERMI	1	4	2	1516	DILLON, M	STFRD	0	2	0	0000/2
ALEXANDER, W	CCDOC	1	2	1	1645	DOBR, K	CHRGR	0	3	0	1444T
ALFONSO, E	MKING	2	2	0	1535*	DOBROVOLNY, C	DRGNS	2	1	1	1774C
ALLEN, H	ALUMN	3	0	0	1949	DOMINGUEZ, R	LBURN	3	3	0	1281#
ALMAULA, J	MKING	1	0	0	1274#	DORIGO, T	FERMI	0	0	0	2171
ALTSHULLER, D	DRGNS	4	1	1	1740	DUFFY, J	LBURN	2	0	4	1740
ANDRESEN, T	EXCLB	3	1	1	1748C	EAMAN, R	LBURN	2	2	1	1838
APATA, D	TYROS	0	0	0	0000/5	EASTON, R	KEMPR	1	3	2	1713
APPLEBERRY, T	CCDOC	1	1	0	1359	ELEK, G	NORTH	0	5	0	1068
APTEKAR, S	STFRD	0	4	0	0000/4	ELLICE, W	PAWNS	3	2	1	1845
AROND, D	UOP	0	0	0	1711	ERIKSON, M	ROOKS	0	1	0	0000/0
AUGSBURGER, L	MKNGT	2	1	1	1716C	EUSTACE, D	DRGNS	3	0	0	1630C
BALICKI, J	MKNGT	3	2	1	1604	FABIJONAS, R	PAWNS	2	2	0	1716D
BANNON, B	LBURN	4	2	0	1299	FITZGERALD, M	FERMI	1	3	1	1256#
BARGERSTOCK, D	STFRD	1	3	1	1824	FLORENCE, C	MKING	0	0	0	0000/3
BARNARD, G	BKAMI	0	0	0	1150*	FRAATS, D	BKAMI	3	1	0	1821C
BARTHOLF, P	TRDLK	1	3	0	0000/2	FRANEK, M	ALUMN	3	0	0	1757C
BAURAC, D	ROOKS	0	3	3	1690D	FRANK, M	ALUMN	4	2	0	1754
BENEDEK, R	ROOKS	1	2	0	2143D	FRIDMAN, Y	MKNGT	3	0	3	2043*
BENESA, A	ALUMN	2	2	0	2233	FRIESEMA, W	BKAMI	0	0	0	2062
BEZZUBOV, V	FERMI	0	0	0	2346	FRISKE, T	EXCLB	1	3	2	1945C
BLACKMON, E	DRGNS	1	1	0	1746C	FULKERSON, R	LBURN	2	3	1	1417*
BOLDINGH, E	UOP	2	3	1	1828C	GAINES, I	FERMI	2	1	1	1721D
BOLLAPRAGADA, S	MKING	3	1	0	0000/2	GALINSKY, V	TRDLK	0	1	0	0000/0
BRAUNDMEIER, B	KEMPR	0	1	0	1249#	GARCIA, J	ROOKS	1	0	2	1227*
BROIHIER, M	READR	2	2	1	1169	GARDNER, M	NORTH	0	4	0	0000/4
BRONFELD, A	EXMPL	0	0	0	1817	GASTON, K	CASE	0	2	0	1240*
BROTSOS, J	EXCLB	4	2	0	1533D	GAZMEN, E	ALUMN	2	1	0	2002
BUCHNER, R	TYROS	1	1	5	1870	GLADURA, A	PAWNS	0	0	0	0000/3
BUERGER, E	UOP	3	2	1	2057T	GOKHALE, P	MKING	0	0	0	0000/0
BURIAN, D	NORTH	0	2	3	1591C	GOLCHERT, B	ROOKS	0	0	0	1897
CARRANO, C	DRGNS	0	0	0	0000/8	GOLLA, R	ALUMN	3	1	0	1813D
CARTER, L	READR	3	2	0	1518C	GONCHAROFF, N	MKING	3	1	2	1722Q
CEASE, H	FERMI	0	4	2	1186*	GOTHIER, S	NORTH	1	4	0	1430*
CHIN, M	KEMPR	1	1	0	0000/0	GRANT, M	STFRD	0	1	0	0000/1
CHOROSINSKI, L	NORTH	0	0	0	1294*	GREEN, D	ROOKS	4	1	2	1911D
CHRISTIAN, R	DRGNS	0	1	0	1753C	GROEGER, D	COLUM	0	0	0	1753
CLEMENTE, J	CTA	0	0	0	0000/0	GRUDZINSKI, J	ROOKS	0	1	1	1389*
COLEMAN, D	CTA	0	0	0	0000/0	GRYPARIS, J	MKING	3	1	0	1452C
CUMBERLAND, M	EXMPL	0	0	0	1314*	GRYZIAK, L	STFRD	1	1	0	0000/1
CUMMUTA, P	KEMPR	1	1	0	1469C	GUIO, J	TYROS	1	1	1	2022C
CVETKOVICH, R	STFRD	2	4	0	0000/4	HAHNE, D	TYROS	3	1	1	1608C
CYGAN, J	MKING	4	1	1	1732	HALL, A	CCDOC	1	1	0	1482
CZERNIECKI, A	ALUMN	5	1	0	1986D	HANDSCHKE, D	KEMPR	1	0	0	0000/1
DALLMAN, K	NORTH	0	0	0	0000/0	HARRIS, R	FERMI	0	0	0	1552
DAVIDSON, M	ALUMN	1	0	0	1617	HAYES, W	COLUM	0	0	0	1949
DECMAN, S	ROOKS	0	4	0	1576D	HELPER, A	STFRD	1	4	0	0000/4
DELGADO, V	CTA	0	0	0	0000/0	HELPER, A	STFRD	0	1	0	0000/1

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HILL, R	ROOKS	0	4	2	1983C	MEEKY, L	DRGNS	0	0	0	0000/1
HILL, RICK	FERMI	0	0	0	0000/3	MELNIKOV, I	MKING	2	1	2	2001
HORTON, D	MKNGT	0	0	0	1894	MENDOZA, D	FERMI	0	0	0	0000/2
HOUSTON, L	CCDOC	0	0	0	0000/0	MICKLICH, F	UOP	4	1	1	1648D
HUGHES, L	CTA	0	0	0	0000/0	MIKULECKY, B	PAWNS	2	3	0	1495C
HUGHES, N	KEMPR	0	3	3	1796C	MILLER, K	STFRD	0	2	0	0000/1
ILIC, S	TYROS	2	0	2	2058	MILLER, T	EXMPL	0	0	0	1869
INUMERABLE, F	EXCLB	2	1	1	2279C	MITCHELL, W	CTA	0	0	0	0000/0
JACKSON, S	CCDOC	1	2	0	1421	MITMAN, S	STFRD	0	1	0	0000/1
JACKSON, W	CTA	0	0	0	0000/0	MONKOWSKI, J	CASE	0	0	0	1522
JAKSTAS, K	PAWNS	4	1	0	2120C	MORRIS, R	MKNGT	2	0	3	2189
JASAITIS, A	TRDLK	3	1	2	2118D	MOSSBRIDGE, A	KEMPR	0	2	0	1664
JONES, M	CTA	0	0	0	1460	MOTTA, H	FERMI	0	0	0	1888
KALE, S	CASE	0	0	0	1860C	NALLATHAMBI, R	KEMPR	0	0	0	1505
KANAS, W	CASE	1	0	1	1336C	NOEL, F	CCDOC	0	1	0	0000/1
KARANDIKAR, S	MKNGT	4	1	1	0000/3	NOWAK, W	CTA	0	0	0	1307*
KARPIERZ, J	TYROS	2	1	2	1235	NURZIATA, M	NORTH	0	0	0	0000/1
KESTNER, M	DRGNS	0	1	0	1467	O'DELL, DW	PAWNS	1	0	2	1513C
KIERSCH, M	READR	0	2	0	0000/2	OELHAFEN, A	EXCLB	2	1	0	1248
KIM, J	TRDLK	1	1	0	0000/2	OGASAWARA, L	DRGNS	1	1	1	1866C
KIUSALS, D	MKING	0	0	0	1065	OLSEN, A	KEMPR	4	1	1	1612
KLINEFELTER, H	CASE	0	3	1	1569C	PARA, A	FERMI	0	0	0	1487
KOGAN, G	BKAMI	2	3	1	1844C	PARAOAN, E	BKAMI	1	4	1	1614C
KRAS, T	BKAMI	2	2	1	2160	PEHAS, A	DRGNS	1	0	1	1922C
KRATKA, M	TRDLK	0	2	0	0000/1	PEIJFFERS, S	DRGNS	0	0	0	1982
KREMPETZ, K	FERMI	0	1	0	0000/1	PERKINS, D	CCDOC	0	0	0	1663#
KUBIT, K	NORTH	0	1	0	0000/0	PHELPS, D	MKNGT	0	3	0	0000/5
LAForge, W	CHRGR	1	1	0	1301	PIERCE, W	CTA	0	0	0	0000/2
LAMBIRIS, J	KEMPR	0	1	0	1430	PIPARIA, J	MKING	4	1	1	1909*
LASKY, N	PAWNS	0	0	0	1362C	PRATTS, M	COLUM	0	0	0	1705
LE, D	MKNGT	0	0	0	0000/3	RABINOVICH, E	MKING	1	2	0	1295
LECHNICK, J	UOP	3	3	0	1836	RADAVICIUS, E	CHRGR	1	1	0	1595D
LEONG, G	KEMPR	1	1	0	2019C	REID, C	CASE	2	2	0	1496C
LITVINAS, A	ALUMN	1	0	0	1655D	RENDE, D	UOP	3	2	0	1701*
LLOYD, K	READR	0	0	0	1780*	REYES, R	ALUMN	2	1	0	2322D
LOGAN, H	PAWNS	0	0	0	1260	RICHARDSON, M	CTA	0	0	0	0000/0
LOHJA, N	NORTH	0	3	0	0000/3	ROBB, D	TRDLK	0	2	0	0000/1
LOSOFF, A	BKAMI	3	0	1	1854C	ROGERS, N	READR	2	3	0	1915
LOWRY, D	STFRD	0	3	0	0000/3	ROJO, V	CCDOC	2	0	0	1484
LUDWIG, T	DRGNS	2	1	3	2017C	ROSLEY, D	CHRGR	0	1	1	1790
MARCOWKA, R	CHRGR	3	1	0	2061D	ROSZKOWSKI, D	KEMPR	0	2	0	0000/2
MARSH, M	READR	2	0	0	1145	ROTH, A	NORTH	0	0	0	0000/3
MARSHALL, K	MKNGT	1	4	0	1318*	RZESZUTKO, R	ALUMN	1	0	0	1907C
MATTHEWS, J	CTA	0	0	0	1804	SACKS, D	UOP	1	0	0	1833
MATTHEWS, K	READR	0	0	0	1660#	SAGALOVSKY, L	TRDLK	6	0	0	2014
MCALISTER, K	COLUM	0	0	0	1892	SAJBEL, P	UOP	1	2	1	1902C
MCCARTHY, D	CHRGR	3	0	0	1808*	SALERNO, S	DRGNS	2	0	1	1302#
MC GEE, L	CCDOC	3	0	0	1003*	SAMELSON, C	MKNGT	3	2	1	1936C
MCKAY, P	PAWNS	0	0	0	1375*	SANTIAGO, T	COLUM	0	0	0	2025
MCKINNEY, T	KEMPR	0	2	0	1251	SATTERLEE, D	CASE	1	3	0	1547D

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SAVCIC, V	TYROS	1	1	0	1123*	TEGEL, F	DRGNS	3	1	3	2103T
SAWDO, E	CASE	0	0	0	1370	THOMAS, G	TYROS	2	0	2	1551C
SAWIN, B	LBURN	0	0	0	1197*	THOMAS, J	CHRGR	1	2	0	1556D
SAXENA, D	TYROS	0	0	0	1551#	THOMSON, J	MKNGT	5	0	1	1819
SCHOONOVER, M	UOP	0	1	0	1307*	TOERNER, G	STFRD	0	1	0	0000/0
SCHULTZ, R	FERMI	3	3	0	1239#	TRINIDAD, P	CCDOC	1	1	0	955*
SEATON, E	CCDOC	3	2	0	1679	TRUFANOV, D	UOP	0	0	0	0000/4
SERRANO, B	PAWNS	0	1	0	0000/1	TURNER, K	READR	0	0	0	1490
SHIREY, S	KEMPR	1	2	0	0000/4	VALDEZ, C	TYROS	1	2	1	1481#
SIEGEL, R	BKAMI	3	0	0	1477C	VAN OUTRIVE, R	CTA	0	0	0	1069*
SITAR, K	BKAMI	0	0	0	1528	VAN ZILE, C	UOP	0	0	0	1310
SIWEK, M	KEMPR	1	2	3	2014C	VENSKE, D	READR	0	3	1	1712
SMITH, BR	TYROS	0	0	0	1662C	VIGANTS, A	NORTH	0	5	1	1605
SMITH, JO	TRDLK	0	2	0	0000/1	VILLAREAL, E	CTA	0	0	0	1145
SMITH, S	READR	1	3	0	0000/3	VOLINSKIY, G	TRDLK	5	0	0	0000/5
SOLLANO, E	EXCLB	5	0	1	1973	VORA, C	STFRD	2	0	0	0000/1
SOSSI, M	LBURN	2	4	0	1564	WALKER, A	NORTH	0	2	4	1808
SPIEGEL, L	FERMI	2	0	5	2068D	WALLACH, C	MKING	3	1	2	2025
STAFFORD, G	TRDLK	0	1	0	0000/1	WALSH, W	ROOKS	0	1	0	1498C
STAMM, V	CHRGR	2	2	0	1480D	WARD, CH	TRDLK	2	2	0	1319
STAPLES, C	FERMI	2	2	0	1559	WARREN, J	CHRGR	2	0	0	2092Q
STEIN, P	TYROS	0	0	0	2316	WEISNER, T	PAWNS	1	3	0	1095
STEVANOVIC, M	UOP	0	2	2	2226D	WEITZ, R	EXCLB	1	2	1	1617C
STEVENS, J	COLUM	0	0	0	1661	WHITE, H	CASE	0	3	0	1690C
STEVENSON, R	PAWNS	0	0	0	1333	WILLIAMS, K	CCDOC	3	0	0	2072
STINSON, M	CHRGR	0	0	1	1944C	WILSON, A	CTA	0	0	0	1654C
STOLTZ, B	TYROS	2	1	0	1853C	WILSON, M	EXMPL	0	0	0	1211
SUAREZ, E	ROOKS	1	1	0	1861	WOLF, D	MKING	0	0	1	2284
SUBECK, J	KEMPR	3	0	0	1399#	WONG, P	EXCLB	0	0	0	2195C
SUERTH, F	EXCLB	2	4	0	1566C	YACOUT, A	ROOKS	2	0	1	1578*
SULLIVAN, C	READR	1	5	0	1502	ZHANG, H	MKING	0	0	0	0000/2
SULLIVAN, J	EXCLB	2	1	1	1875D	ZOELLNER, J	BKAMI	3	1	1	1436C
TAMEZ, I	TYROS	0	0	0	2162						

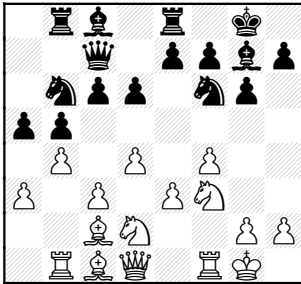
/x - UNRATED; x RATED GAMES
 # - 5 TO 9 RATED GAMES
 * - 10 TO 24 RATED GAMES

C - CENTURY CLUB MEMBER
 D - DOUBLE CENTURION
 T - TRIPLE CENTURION
 Q - QUAD CENTURION

02-04-2001

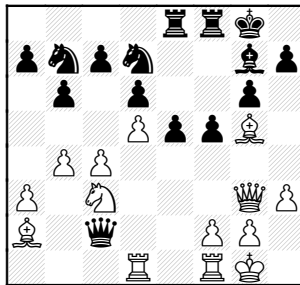
Tactics, Tactics!, Tactics!!

Problem 1.
? () - ()



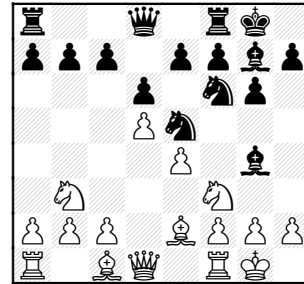
White has built a solid Pawn chain. Find a way for Black to take advantage.

Problem 3.
(1504) - Frank, L (1812)



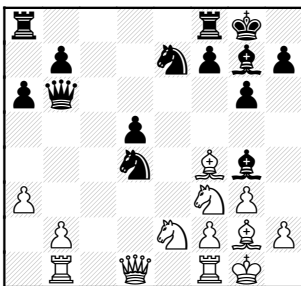
Black found a way to save his Queen and win a piece. Give a try at finding it!

Problem 5.
McGee, C - (1289)



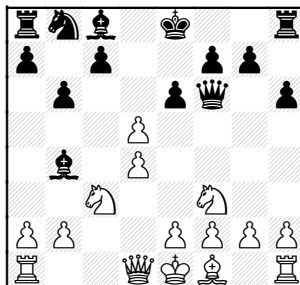
BLACK TO MOVE Can he win a Pawn with Nxe4 ?

Problem 2.
Sollano, E (1920) - (1820)



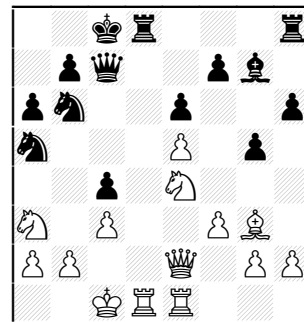
Black has captured a Pawn at d4 with his Knight. How did White prove it a mistake?

Problem 4.
Smith, B - (unrated)



Even though it's early, White was awake. What did he see?

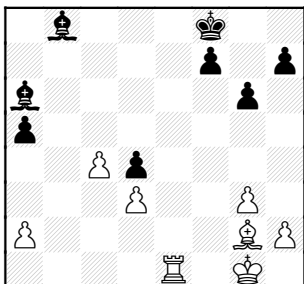
Problem 6.
Reyes, R (2350) - (2133)



BLACK TO MOVE. Can he win a Pawn with Bxe5 ?

Problem 7.

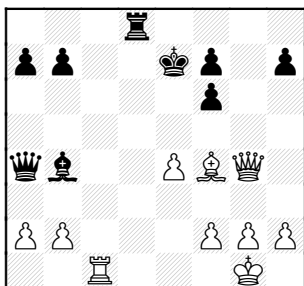
Stoltz, B (1859) - (1533)



How did White move to force the win of a piece?

Problem 8.

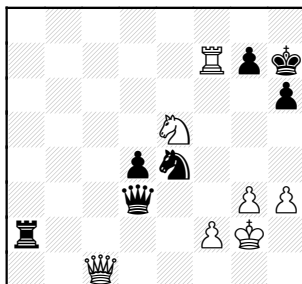
Hahne, D (1576) - (unrated)
Tyros-Dragons



White moved and forced a resignation in four moves.

Problem 9.

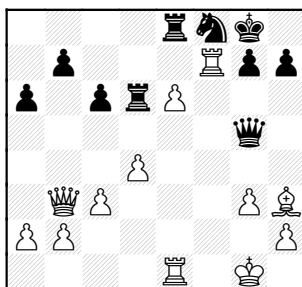
(2173) - Ilic, S



White has played 38 Nxe5 to defend f2. How did Black finish the game ?

Problem 10.

Kabelac, J (1979) - (1608)



What did White play to finish his attack ?

SOLUTIONS

1. The Pawn chain has two weaknesses and **14...Nbd5** hits both! Oddly, in addition, threatening two different Q/R forks!

2. Black apparently believed that either of White's Knights was pinned to its Queen. But the Queen can move away, as in: **15.Nexd4 Bxd4 16.Qxd4 1-0**

3. **22...f4 23.Qd3 Qxd3 24.Rxd3 Rf5**

4. **8.Qa4+** forking, and Nc6 isn't possible.

5. The Pawn is poison since **9...Nxe4? 10.Nxe5** discovers an attack on the (now) unsupported Bishop. **Bxe2 11.Qxe2**

6. No again! **21...Bxe5 22.Bxe5 1-0** since 22..Qxe5 allows Nd6+ discovery.

7. This one's very clever! **33.Bc6** the threat is Re8+ forking, but also the Rook covers the only escape square for the a6-Bishop! **Bc7 34.Re8+ Kg7 35.Ra8** trapping the Bishop.

8. **24.e5 fxe5 25.Bxe5 Qa5 26.Rc7+ Ke8 27.Qg8+ 1-0**

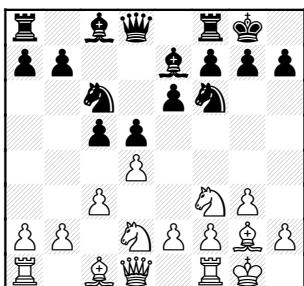
9. Making two threats with one move usually kills. Black not only looks at f2, but the Rook pins the f-Pawn, so **38...Qxg3+**

10. Once again, two threats with one move. **29.e7** hitting Knight and discovering Queen onto King **Rf6 30.Rxf8#**

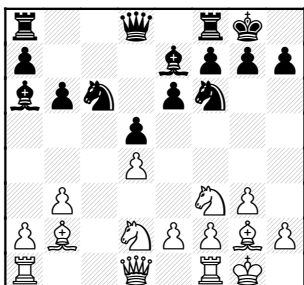
Sollano, E (1920) -
Samelson, C (1919) [A04]

Excaliburs-MKKnights,
05.10.2000

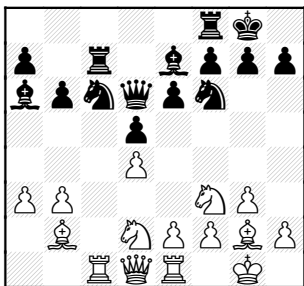
1.Nf3 e6 2.g3 Nf6 3.Bg2 d5
4.d4 c5 5.c3 Nc6 6.0-0 Be7
7.Nbd2 0-0



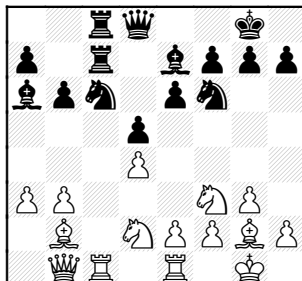
8.b3 b6 9.Bb2 cxd4 10.cxd4
Ba6



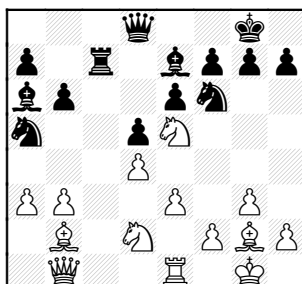
11.Re1 Rc8 12.a3 Rc7
13.Rc1 Qd6



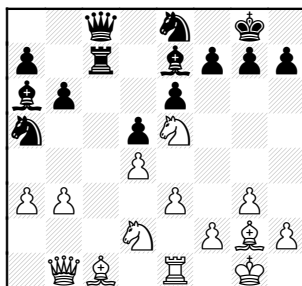
14.Qc2 Rfc8 15.Qb1 Qd8



16.Ne5 Na5 17.Rxc7 Rxc7
18.e3



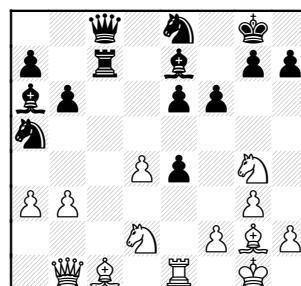
Black's Rook looks good, but
White has taken care to cover
all the entry squares with his
pieces. 18...Qc8 19.Bc1 Ne8



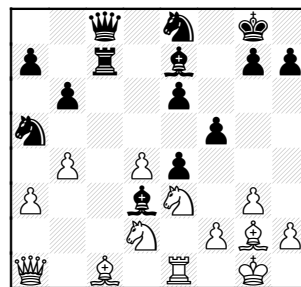
20.e4
With the Knight temporarily
away, White takes his
opportunity to break center

and activate his pieces. But
can Black target the d4-
Pawn?

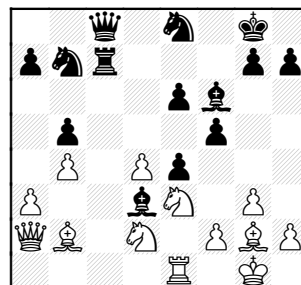
20...f6 21.Ng4?
Upsetting the balance
21...dxe4



Any immediate re-capture
allows 22...f5 forking. 22.Ne3
Bd3 23.Qa1 f5 24.b4



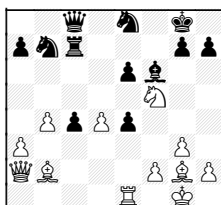
24...Nb7 25.Bb2 Bf6 26.Qa2
b5



27.Qa1

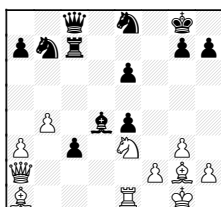
Taking advantage of the pinned e-Pawn with

27.Nxf5!? Bc4 28.Nxc4 bxc4



White must retreat the Knight, giving Black a chance to tidy the center:

29.Ne3 c3 30.Ba1 Bxd4



31.Bxe4

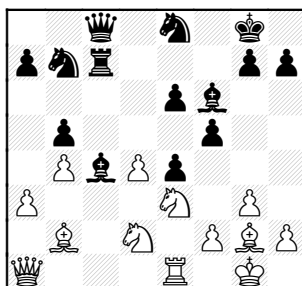
Material is even, but the passer is a real pain. Maybe White can play 32 Nc2

threatening loose Bishop and also opening Rook to loose e-Pawn (after e4-Bishop moves, of course!).

From last diagram, note White should not play 31.Nf5 Bf6 32.Rxe4 c2

Back to game diagram bottom last page...

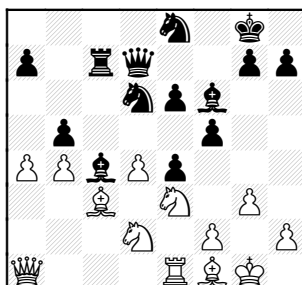
27...Bc4



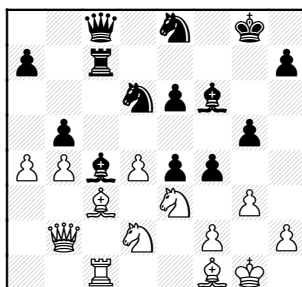
28.Bc3

Maybe 28.Rc1 with threat 29 a4 as in game is better

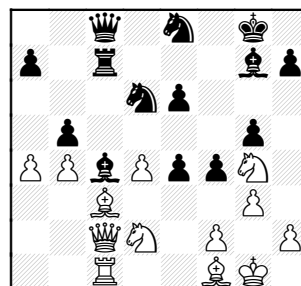
28...Nbd6 29.a4 Qd7 30.Bf1



30...g5!? 31.Qb2 Qc8 32.Rc1 f4



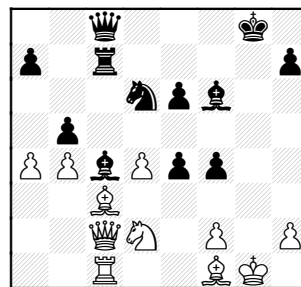
33.Ng4 Bg7 34.Qc2



34...Nf6

34...Bd5! defends e4, pins c3-Bishop and threatens Bxd4. Black need not be concerned protecting his b-Pawn!

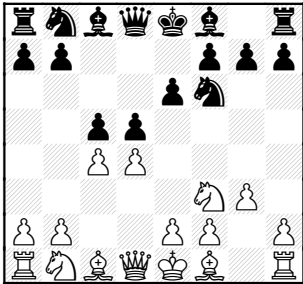
35.Nxf6+ Bxf6 36.gxf4 gxf4



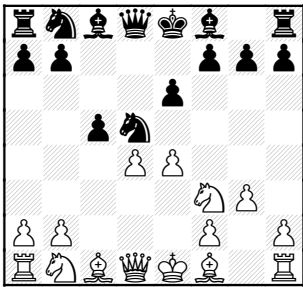
and White won in 10 more unreadable moves 1-0

Melnikov, I (1988) -
Buerger, E (2056) [E00]
MKings-UOP, 05.10.2000

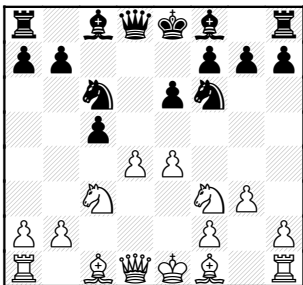
1.d4 Nf6 2.c4 e6 3.Nf3 d5
4.g3 c5



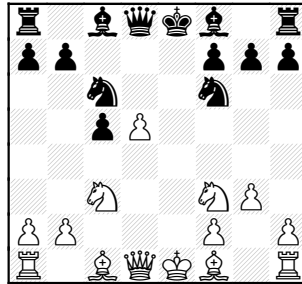
5.cxd5 Nxd5 6.e4



6...Nf6 7.Nc3 Nc6



8.d5 exd5 9.exd5



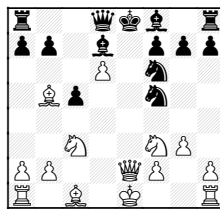
9...Nb8

Not 9...Nb4 10.Bc4 and 11 a3 follows

Also wrong is 9...Ne7? 10.d6 Nf5 11.Bb5+ Bd7

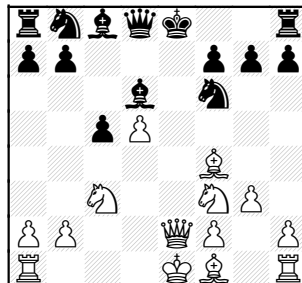
If 11...Nd7 White still has 12.Qe2+

12.Qe2+



Black drops a piece

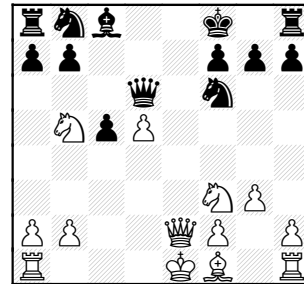
10.Bf4 Bd6 11.Qe2+



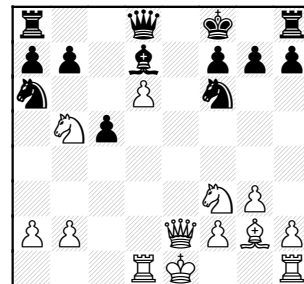
and forced is 11...Kf8

Alternatives drop a piece:
11...Qe7 12.Bxd6; or
11...Be7 12.d6

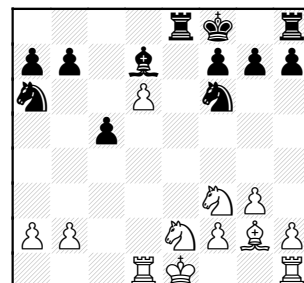
12.Bxd6+ Qxd6 13.Nb5



the Pawn is poison since
Qxd5 allows simple Nc7 fork
13...Qd8 14.d6 Na6 15.Bg2
Bd7 16.Rd1



16...Qe8 17.Nc3 Qxe2+
18.Nxe2 Re8



Suddenly, White has trouble coordinating his pieces!

19.Nfg1

What else?

19.0-0 Rxe2;

19.Rd2 Ne4 forks;

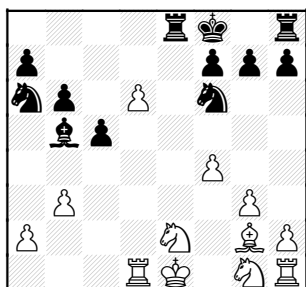
19.Kd2 Ne4+;

Maybe 19.Ng5 h6 20.Nh3
with idea of f3 and Kf2

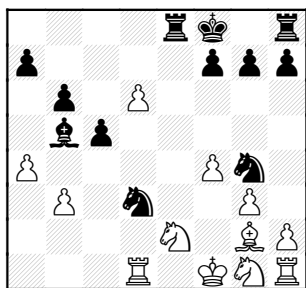
19...b6 20.f4

f3 would stop any Knight
excursions to e4 or g4

20...Bb5 21.b3

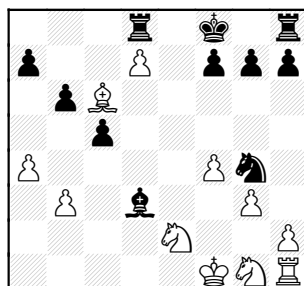


**21...Nb4 22.a4 Nd3+ 23.Kf1
Ng4**



Killer threat of Ne3#!

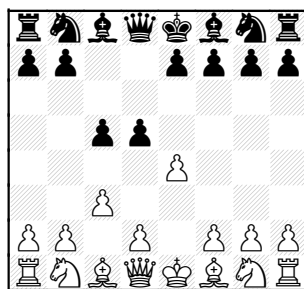
**24.Rxd3 Bxd3 25.Bc6 Rd8
26.d7**



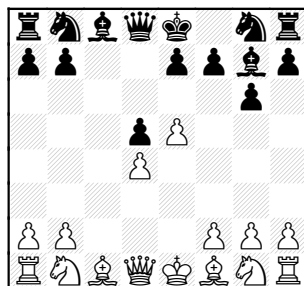
26...Nf6 0-1

O'Dell, D (1496) -
Reid, C (1486) [B22]
Pawns-Case, 03.10.2000

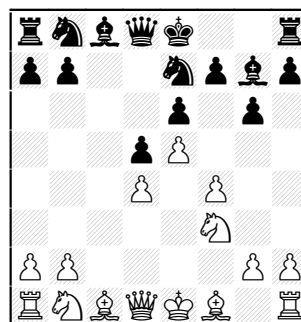
1.e4 c5 2.c3 d5



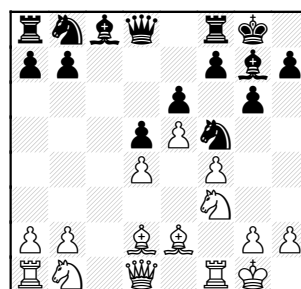
**3.e5 g6 4.d4 cxd4 5.cxd4
Bg7**



6.f4 e6 7.Nf3 Ne7



8.Be2 0-0 9.0-0 Nf5 10.Bd2



10...b6

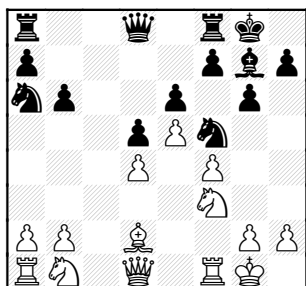
Black can pressure with
10...Nc6.

How is White to defend Pawn?
11.Bc1 (other moves allow
Ne3)

11.Bd3

11.Qa4 stops exchanges, but
is away from White's probable
Kingside play

11...Ba6 12.Bxa6 Nxa6



13.a3

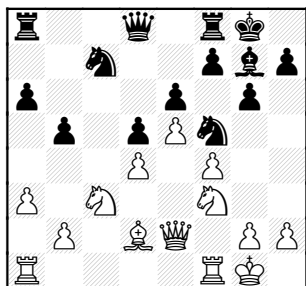
Nb4 isn't worth stopping! For example if
13.Nc3 Nb4 14.a3 Nc6

Not 14...Nd3? 15.Qc2 traps the Knight!

13...Nc7

This puts Knight in the way. Nb8-c6 gets it on a better path.

14.Qe2 a6 15.Nc3 b5

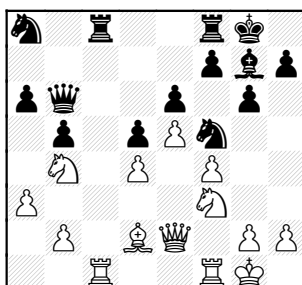


16.Rac1

16.Qf2 would overprotect d4 and cover h4 making 17 g4 possible-- which, in turn, helps protect d4 and builds a Kingside attack. White must

create threats before Black can organize on the Queenside.

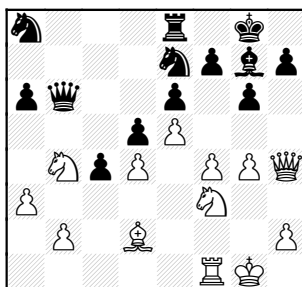
16...Rc8 17.Na2 Na8 probably intending Nb6-c4
18.Nb4 Qb6



19.Qf2 Rc4 20.Rxc4

20.Bc3 a5 21.Nd3 b4 knocks the support from d4

20...bxc4 21.g4 Ne7 22.Qh4 22...Re8



Black threatens a5, discovering Queen onto b2-Pawn.

Protecting Knight with 22...Qb7 with idea Rc8 overloads Queen 23.Nxa6! Qxa6 24.Qxe7

23.Rb1

The Rook covers b2, but is

unprotected! If Black can get -Rc8 in, he can break through with -c3!

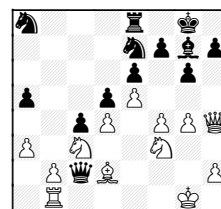
I prefer 23.Bc1 which keeps the Rook around the action!

23...a5 24.Na2 ugly place for the Knight

24.Nc2 idea Ne3, then f5!
24...Qb3 25.Ne3 Qa2 shows why 23 Rb1 not the best 26.Qe1

24...Nc7

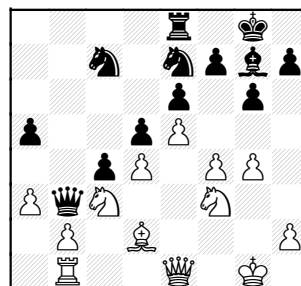
24...Qb3 25.Nc3 Qc2



Black is attacking b2

26.Qe1 Rb8 and after -a4, White is in a bad bind.

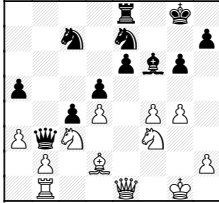
25.Nc3 Qb3 26.Qe1



26...Nb5

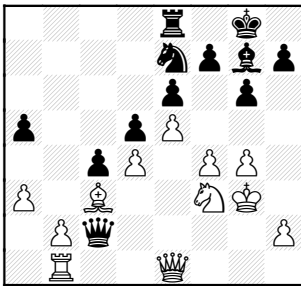
Black could activate his

Bishop with 26...f6 27.exf6
Bxf6



with idea Nc6

27.Kg2 Nxc3 28.Bxc3 Qc2+
29.Kg3



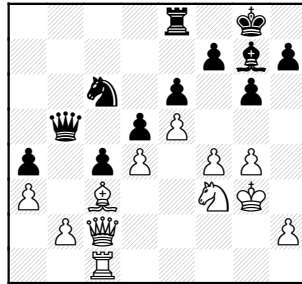
29...Nc6

29...a4 assures b2 never
moves!

30.Rc1

30.Bxa5 is not possible since
Queen is already tied to Rb1
defense. So then 30..Nxa5

30...Qa4 31.Qd2 Qb5 32.Qc2
a4

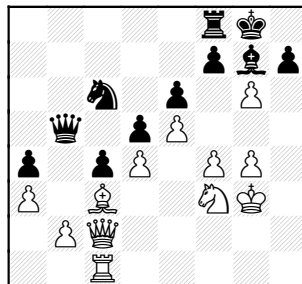


33.h4
Or 33.f5 as in game

33...Rb8

Appears to be the fatal error!
Moving away from the coming
storm. Maybe Black should
run King away with Kf8-e7.
Then any open lines should
favor him.

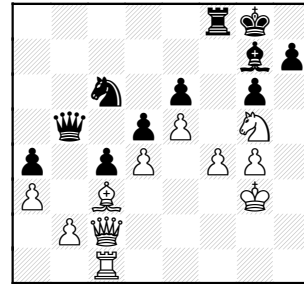
34.h5 Rf8 35.hxg6



35...fxg6

35...hxg6 36.f5 gxf5 37.gxf5
isn't much better

36.Ng5

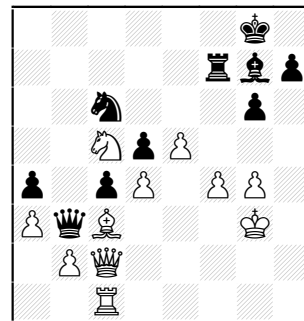


36...Qb3

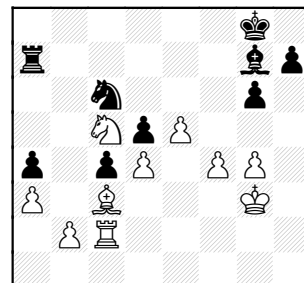
Black doesn't have time for
36...Nd8 37.Rh1 h6 38.Qxg6

or 36...Re8 37.Rh1

37.Nxe6 Rf7 38.Nc5



38...Qxc2 39.Rxc2 Ra7

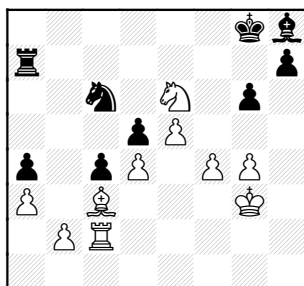


With Black's Rook tied down, White can advance quickly on Kingside!

40.Ne6

40.f5 A Pawn duo is always strong!

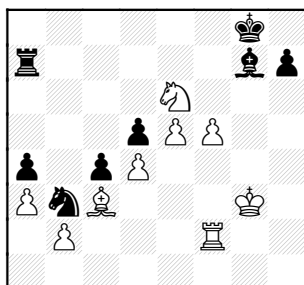
40...Bh8



41.Rh2

41.f5 still works

41...Bg7 42.Rf2 Na5 43.f5 gxf5 44.gxf5 Nb3



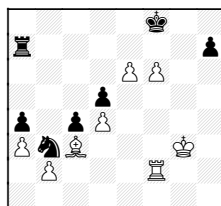
45.f6

45.Rg2 threatening Kf4 and forcing trades to an easy ending

45...Bf8 46.Ng5

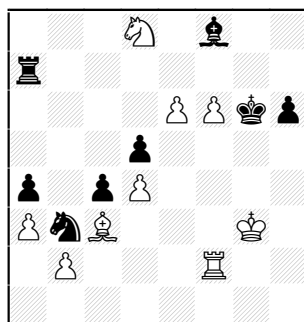
More simple is 46.Nxf8 Kxf8

47.e6

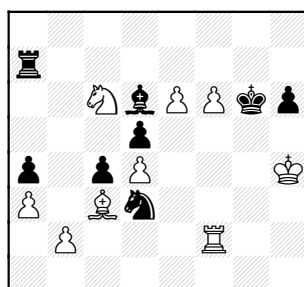


Duo passers on 6th rank equals a Rook! Here threat is Bb4+, f7-8

46...h6 47.Ne6 Kf7 48.Nd8+ Kg6 49.e6



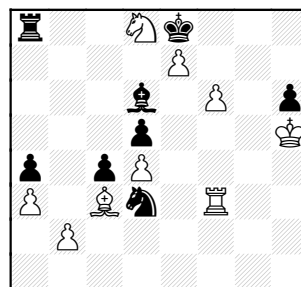
White is still making progress
49...Bd6+ 50.Kh4 Nc1 51.Nc6 Nd3



52.Rf3 Rook is tied to f6 defense **52...Ra8 53.e7**
White should strive to keep

the Black King away before advancing Pawns-- 53.Ne5+ Forces a trade on e5, and brings Pawn to protect f6, making Rg3+ possible

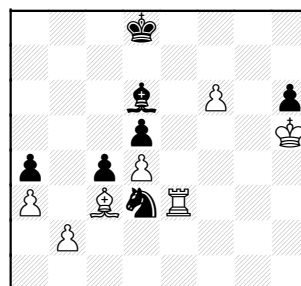
53...Kf7 54.Nd8+ Ke8 55.Kh5



55...Kd7

If 55...Bf4, White has 56.Bb4 idea of f7+

56.Re3 Rxd8 57.exd8Q+ Kxd8

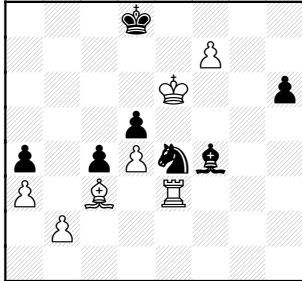


58.Kg4

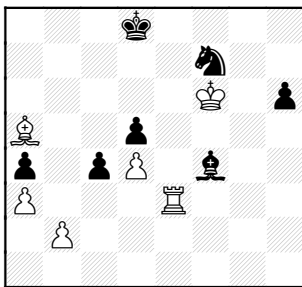
58.Kxh6 Bf4+ 59.Kg7 Bxe3 60.f7 and Queens

At least keep King helping by 58.Kg6 so then Kg7 escorts the Pawn!

58...Nf2+ 59.Kf5 Ne4 60.Ke6
Bf4 61.f7

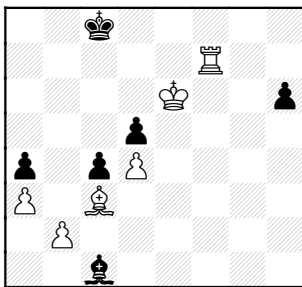


Better late than never!
61...Ng5+ 62.Kf6 Nxf7 oops,
never! 63.Ba5+



63...Kd7
63...Kc8 64.Rf3

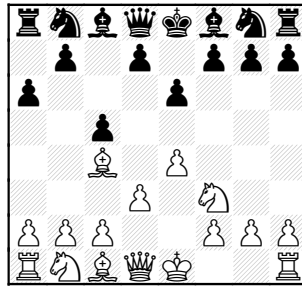
64.Re7+ Kc8 65.Rxf7 Bc1
66.Bc3 Bg5+ 67.Ke6 Bc1



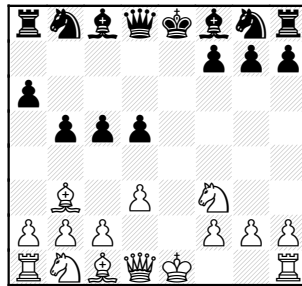
68.Rf5 [68.Kxd5] 68...Bg5
69.Rxd5 1-0

Perkins, D -
Tamaz, I [B20]
CCDOC-Tyros, 05.2000

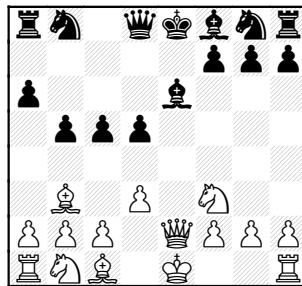
1.e4 c5 2.Bc4 e6 3.Nf3 a6
4.d3



4...b5 5.Bb3 d5 6.exd5 exd5



7.Qe2+ Be6



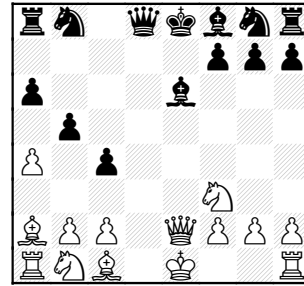
8.a4

Trying to open attack on Be6
with 8.c4 fails 8...bxc4 9.dxc4

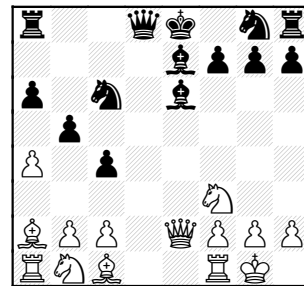
If 9.Ba4+ Nd7

9...d4 10.Bc2 at least keeps
Bishop active

8...c4 9.dxc4 dxc4 10.Ba2



10...Be7 11.0-0 Nc6



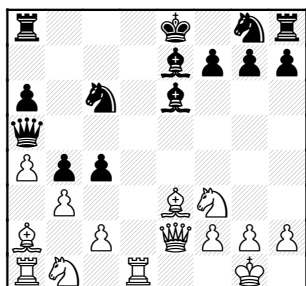
12.b3 b4

Too bad 12...Bf6 doesn't
work! 13.c3 cxb3 14.Bxb3
since e6-Bishop is pinned

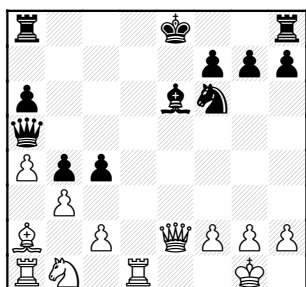
13.Rd1

13.bxc4 Is ugly, but how else
does White keep his Bishop
alive? Black is threatening
c3, and White might as well
pack up the set.

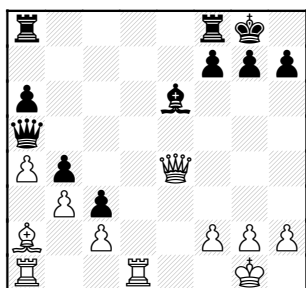
13...Qb6 14.Be3 Qa5



15.Nd4 Nxd4 16.Bxd4 Bf6
17.Bxf6 Nxf6



18.Nd2 c3 19.Ne4 Nxe4
20.Qxe4 0-0



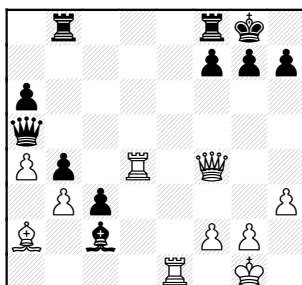
21.Rd4 Bf5 22.Qf4

22.Qe2 Rfe8 23.Qd1 Rad8
with -Rd2 coming

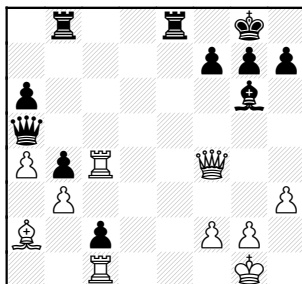
22...Rab8 No need to hurry
with Bxc2 23.Re1

23.Rc1 with idea Bc1, then
deploy Rook

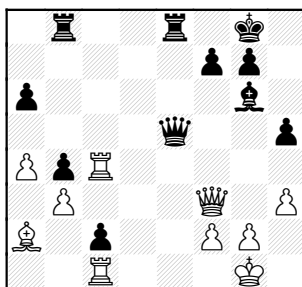
23...Bxc2 24.h3



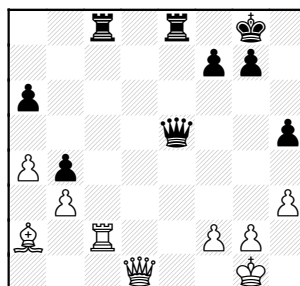
24...Bg6 25.Rc4 Rfe8 26.Rc1
c2



27.Qg4 h5 28.Qf3 Qe5



29.R4xc2 Bxc2 30.Rxc2
Rbc8 31.Qd1

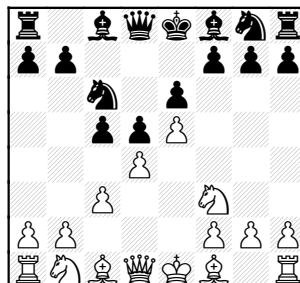


The Queen is overloaded
here 31...Qe1+ 0-1

Volynskiy, G -
Eaman, R (1820) [C02]
Tradelink-Reader,
03.01.2001

Notes by Bob Eaman

1.e4 e6 2.d4 d5 3.e5 c5 4.c3
Nc6 5.Nf3

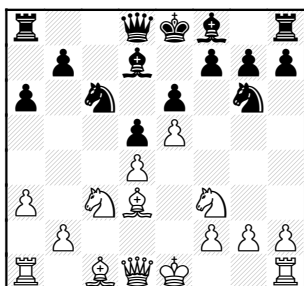


5...Nge7

Another popular line is
5...Qb6 6.a3 c4 and Black
attacks Pawns with -f6 (ed.)

6.a3 cxd4 7.cxd4 Bd7 8.Nc3
a6 9.Bd3 Ng6

Standard French Defense to
this point.



10.h4

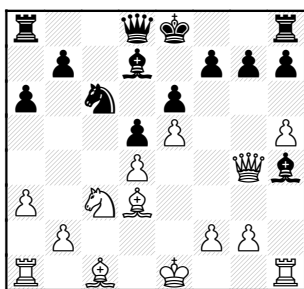
Good move. Seen in lots of French positions.

10...Be7

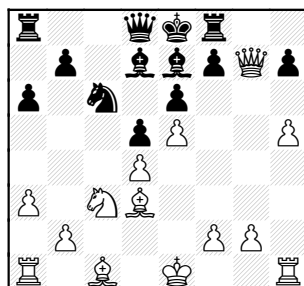
In moving 10...Be7, I saw the upcoming combination, but missed 13. Qg4 somehow. I fell asleep.

11.h5 Nh4 12.Nxh4 Bxh4 13.Qg4

There are now many different options for black. g5 loses to g3, and all pawn takes result in greater loss of material than Be7, the conservative route. None of it's good, though.



13...Be7 14.Qxg7 Rf8



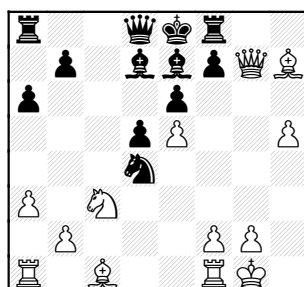
15.Bxh7

This seems like it allows black too much counterplay, as h7 can be taken anytime in the next several moves.

Maybe 15.Be3 is better

15...Nxd4 16.0-0

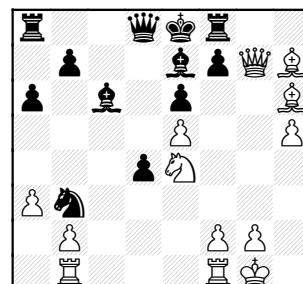
Another move which surprised me was his castling here, though of course it's a decent idea to get the king tucked away with as much latitude as white has.



16...Nb3 17.Rb1 d4 18.Ne4 Bc6 19.Bh6

The idea of Bh6 is to eventually get the rook on f8, which he does.

Also good is 19.Nf6+ Bxf6 20.exf6

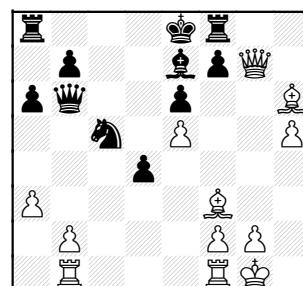


19...Bxe4 20.Bxe4 Nc5

My knight in this game kept giving me good tempi, but I needed more help than it could provide.

21.Bf3 Qb6

One of the moves I was pleased about was queen here, to protect the d-pawn from the diagonal as well as protect the bishop threat on b7.



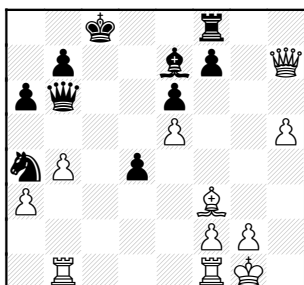
22.Qh7 0-0-0

Finally, some breathing room, but at cost of the rook on f8.

23.Bxf8 Rxf8 24.b4 Na4

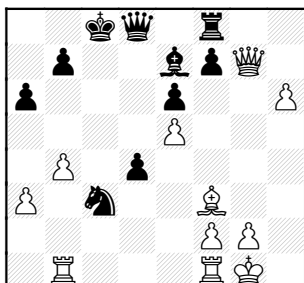
By moving the knight to a4

instead of d7, I'm trying to protect against white's playing Qe4 with mate threats, and I'm trying to keep my pieces active.



25.Qg7 Qd8 26.h6 Nc3

I saw my best chance at counterplay here, gaining tempo and activating the bishop and knight by threatening his rook.



27.Rbc1 Bg5 28.Rc2 Kb8

Activating the knight. Perhaps a mistake, but necessary so that he could not play Rd1.

If 28...Bxh6 29.Qxh6 Rh8
30.Qf6

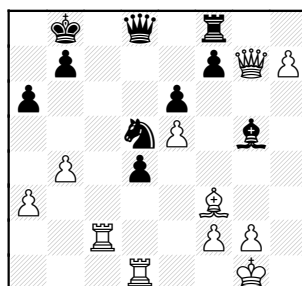
29.h7

Not a pushable pawn past this point right now, but difficult for

me to dislodge too, without losing my f-pawn. Everything is so tightly protected for me that I don't have enough material or counterplay left to make a stand without getting my remaining pieces activated.

29...Nd5 30.Rd1

What I forgot about was Rd1. My final mistake. Every move I make loses here. What follows no matter what is Rxd4, followed by rooks chasing the queen away from the 8th rank, and losing protection on my Rf8. I've got no good counterplay left.



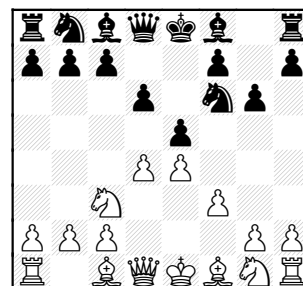
1-0

(Thanks for the work! Not everyone would present a losing effort! Ed.)

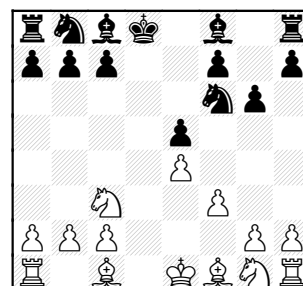
Sagalovsky,L - Sossi,M [B07]

Tradelink-Reader, 02.01.2001

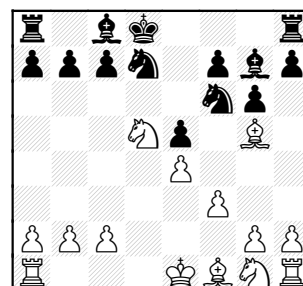
1.e4 d6 2.d4 Nf6 3.Nc3 g6
4.f3 e5



5.dxe5 dxe5 6.Qxd8+ Kxd8



7.Bg5 Bg7 8.Nd5 Nbd7



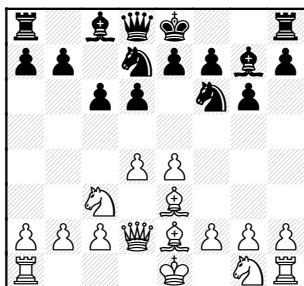
9.0-0-0

Black can't break pin of d7-Knight, so after Nxf6, White wins a piece.

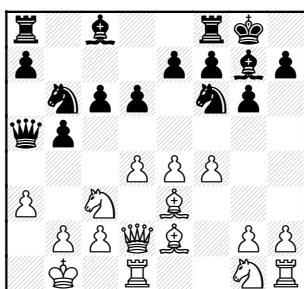
1-0

Ogasawara, L (1869) -
 Buchner, B (1925) [B07]
 Dragons-Tyros, 06.11.2000

1.e4 d6 2.d4 Nf6 3.Nc3 g6
 4.Be2 Bg7 5.Be3 Nbd7
 6.Qd2 c6



7.f4 Qa5 8.0-0-0 0-0 9.Kb1
 b5 10.a3 Nb6



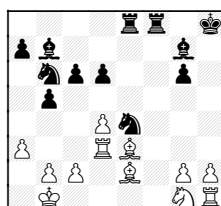
11.Nd5 Qxd2 12.Nxf6+

A standard trick in such positions is 12 Nxe7+, but can White extract his Knight after 12.. Kh8

A) 13.Rxd2 Nxe4 14.Rd3

trying line B (move 14) below doesn't work 14.Nxc8 Nxd2+ WITH CHECK!

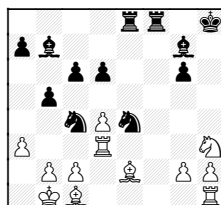
14...Bb7 15.f5 Rae8
 16.Nxg6+ fxg6 17.fxg6 hxg6



18.Nh3

trying to attack with 18.h4 weakens squares f2 and g3
 18...Ng3 19.Rh3 Nxe2 20.Nxe2 Nc4

18...Nc4 19.Bc1



19...Ned2+ 20.Bxd2 Rxe2

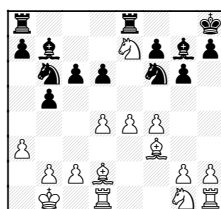
The other Queen capture after 12 Nxe7+ Kh8 almost works

B) 13.Bxd2

but things get wild, and not in White's favor since the Knight is vulnerable as well as e4 and f2:

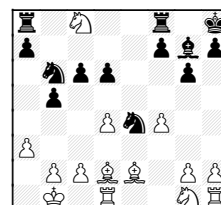
13...Nxe4

But definitely not 13...Bb7?
 14.Bf3 Rfe8



15.e5! discovering on c6
 15...Rxe7 16.exf6 Bxf6 17.Bc3 is interesting

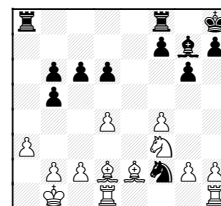
14.Nxc8



White tries to get two pieces for the Rook

14...Raxc8

14...Nf2 15.Nxb6 axb6 16.Nf3



is interesting, but not Blacks best

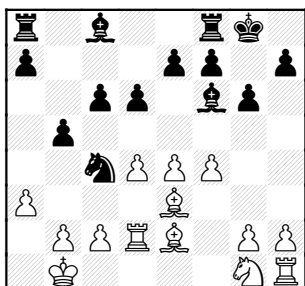
15.Be1

White has the Bishop pair, but will take time coordinating pieces. Black is ready to rock f4 or crash down e-file with Rooks.

Other White moves fail:

15.Nh3 Bxd4 -or-
 15.Be3 Nd5 and White must give something

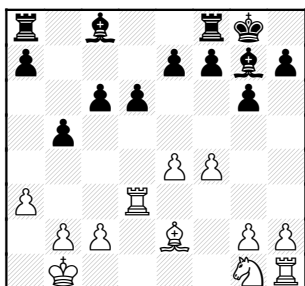
Let us return to game, just after first column this page...
 12...Bxf6 13.Rxd2 Nc4



DRAW AGREED

But Black will win a Pawn and have Bishop pair! Play on!

For example:
14.Rd3 Nxe3 15.Rxe3 Bxd4
16.Rd3 Bg7



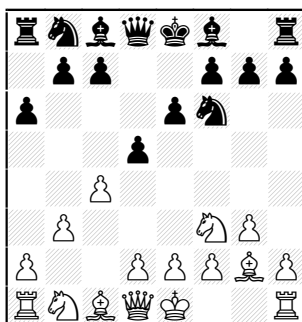
Black has Be6, Rfb8, etc!

1/2-1/2

Benedek, R (2173) -
 Ilic, S [A13]

Rooks-Tyros, 09.01.2001

1.c4 e6 2.Nf3 d5 3.g3 Nf6
4.Bg2 a6 5.b3



In this Reti-like position, book lines seem to have b3 very early (and c4 rarely!).

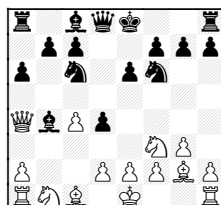
The English -e6 lines I found including Black's d4 suggest b4! (but this is before b3 had been played)

So, here, it appears Black can clamp down center...

5...d4 6.0-0

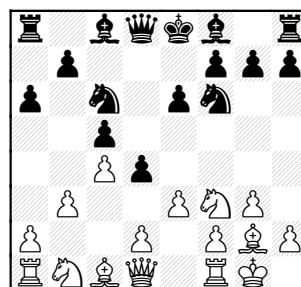
After the visit to my library, I was curious about 6.b4!? Stopping Black's -c5 Pawn support of d-Pawn, but at cost of tempo and allowing a target (like after -Nc6).

Immediately wrong, however, is 6...Bxb4? 7.Qa4+ Nc6

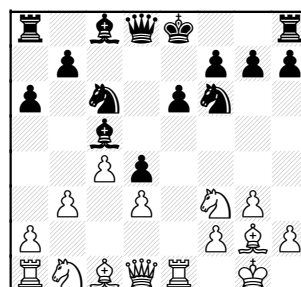


8.Ne5 Black is in serious trouble!

6...c5 7.e3 Nc6



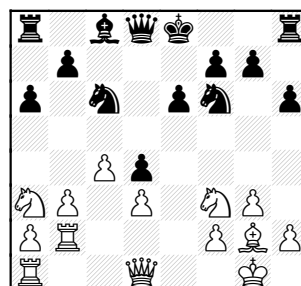
8.exd4 cxd4 9.Re1 Bc5
10.d3



10...h6 11.Na3

Probably planning Nc2 then Bb2 to make d-Pawn a target

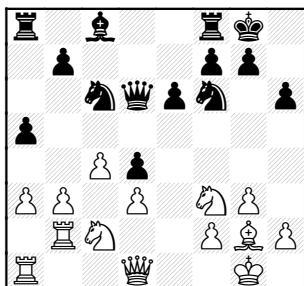
11...Bb4 12.Re2 Bc3 13.Bb2
Bxb2 14.Rxb2



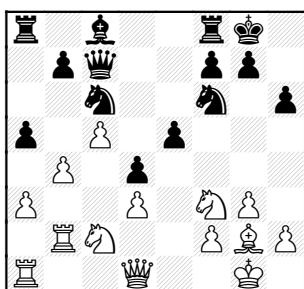
14...Qd6 15.Nc2
 White's pieces are bunched-

up on Queenside, so Black is at least equal.

15...a5 16.a3 0-0



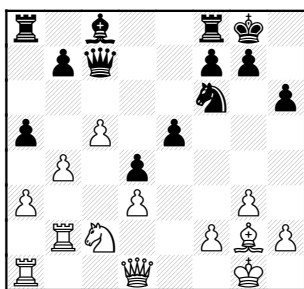
17.b4 e5 18.c5 Qc7



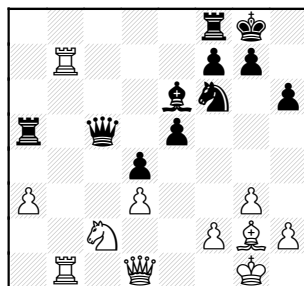
19.Nd2

Probably heading to d6, but Black can easily trade it off as no other White pieces back it up!

19...Ne7 20.Ne4 Ned5
21.Nxf6+ Nxf6

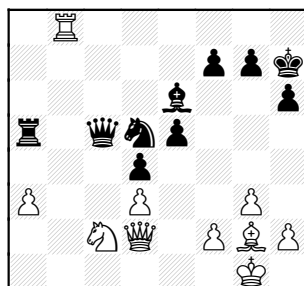


22.Rab1 Be6 23.bxa5 Rxa5
24.Rxb7 Qxc5

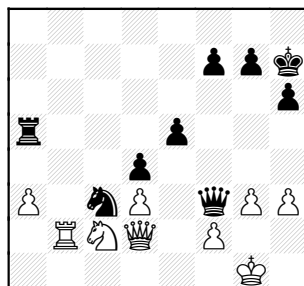


Black has Pawn targets and can improve Knight with Nd5-c3

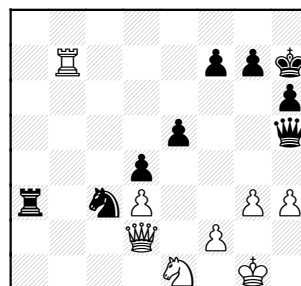
25.Qd2 Nd5 26.Rb8 Rxb8
27.Rxb8+ Kh7



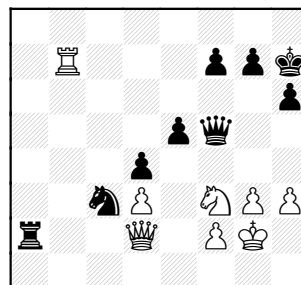
28.Rb7 Nc3 29.h3 Bd5
30.Bxd5 Qxd5 31.Rb2 Qf3



32.Ne1 Qh5 33.Rb7 Rxa3

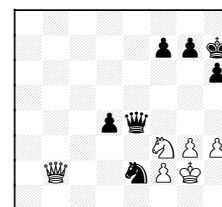


the backrank beckons 34.Kg2
Qf5 35.Nf3 Ra2



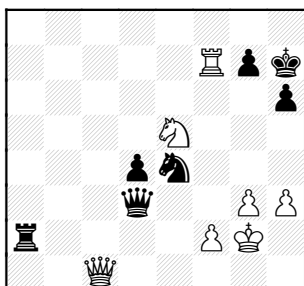
36.Qc1

White cannot afford trades:
36.Rb2 Rxb2 37.Qxb2 Qxd3
38.Nxe5 Qe4+ 39.Nf3 Ne2



White is hard-pressed stopping passer while also trying to break Knight-pin.

36...Qxd3 37.Rxf7 Ne4
38.Nxe5



38...Qxg3+ 0-1

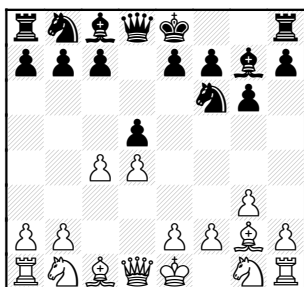
Hughes, N (1809) - Friske, T (1987) [D73]
Kemper-Excaliburs, 09.01.2001

[Notes by the players]

Unattributed comments are from Norm. TF=Tom

Ever have one of those games where you have a lot of different plans to choose from and don't know which one to choose. This game is one of those. This game does not have a lot of tactics, however, there are a lot of positional themes in the game.

1.d4 Nf6 2.c4 g6 3.g3 Bg7 4.Bg2 d5



The Grunfeld defense / Neo-Grunfeld variation

5.Nf3

Probably best is 5 cxd5. I played this move to see what kind of plan Black will try.

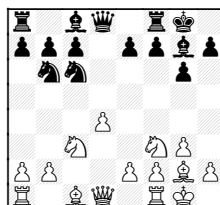
A couple of other plans for White

TF: that I was expecting instead!

5.cxd5 Nxd5
A) 6.Nf3 Nb6

TF: 6...0-0 waiting longer for White to declare himself

7.0-0 Nc6 8.Nc3 0-0



9.d5

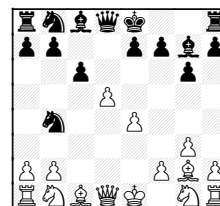
9.e3 Bg4 10.h3 Be6=

9...Nb4 10.e4 f5 11.Qb3

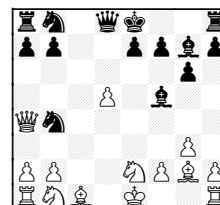
Another try after 5 cxd5 Nxd5
B) 6.e4 6...Nb6

Also interesting is 6...Nb4 7.d5 c6

(Diagram next column)



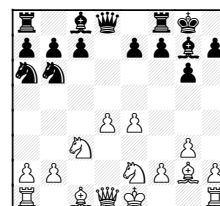
8.Ne2 cxd5 9.exd5 Bf5 10.Qa4+



10...N8c6³

TF: With the point that 11 dc allows 11..Nc2+ followed by Qd1#. White would have to give up Queen to stop this.

Returning to Line B:
7.Ne2 0-0 8.Nbc3 Na6

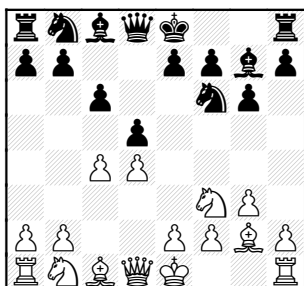


9.0-0 c6

TF: The general position I was expecting during the game.

10.Be3 Nc4 11.Bg5 h6

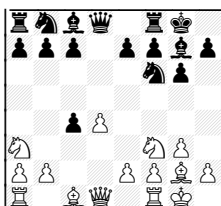
5...c6



I like this move by Black. Black's position does not suffer and puts the question to the opponent to come up with a plan.

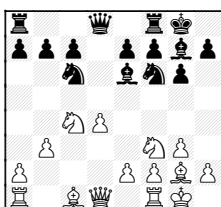
Here are some more plans:

5...0-0 6.0-0 dxc4 7.Na3



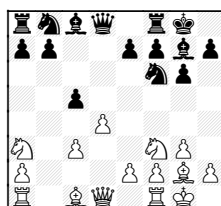
7...c3

Or 7...Nc6 8.Nxc4 Be6 9.b3



9...Bd5 10.Bb2 Ne4=

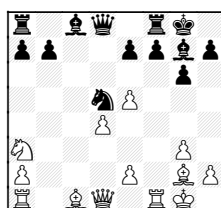
8.bxc3 c5



9.Ne5

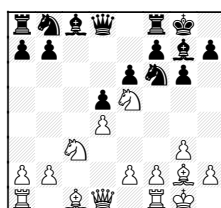
9.e3 Nc6 10.Qe2 Bg4

9...Nbd7 10.f4 cxd4 11.cxd4 Nxe5 12.fxe5 Nd5

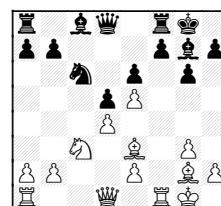


Picking up game (last page):
6.cxd5 Nxd5

Or 6...cxd5 7.Ne5 0-0 8.0-0 e6 9.Nc3

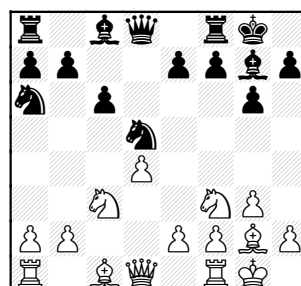


9...Nfd7 10.f4 Nc6 11.Be3 Ndx5 12.fxe5



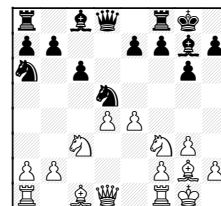
12...f6 13.exf6 Rxf6 14.Qd2=

7.0-0 0-0 8.Nc3 Na6



This position has occurred in grandmaster play before. The latest was Christiansen-Sigfusson, Reykjavik Open, 2000 which went:

9.e4



This does appear to be a better move. 9...Nxc3

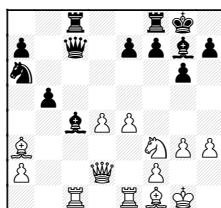
TF: Who am I to argue with a GM? Yet, I don't like to strengthen the White hold on d4 and consider Nc3 out of play

after 9...Nb6 can hold center with Nc7 and prepare -e5.

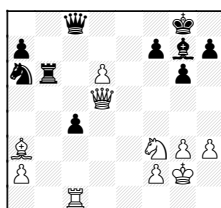
10.bxc3 c5

TF: and I also don't like increasing the g2-Bishop range

11.h3 cxd4 12.cxd4 Be6
13.Ba3 Bc4 14.Re1 b5
15.Qd2 Qc7 16.Rac1 Rac8
17.Bf1

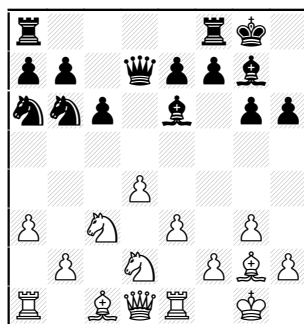


17...Qb7 18.Bxc4 Rxc4
19.Rxc4 bxc4 20.Qa5 Rb8
21.Kg2 e6 22.Rc1 Qc6 23.d5
exd5 24.exd5 Qc8 25.d6 Rb6
26.Qd5



1-0

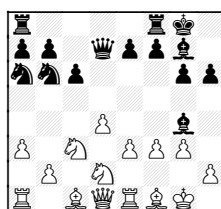
9.a3 Nb6 10.e3 Be6 11.Re1
h6 12.Nd2 Qd7



TF 12...Bd5 idea e5. I welcome e4 since I'm ready for an eventual -f5 and the White pieces are not quickly coordinated.

13.b4

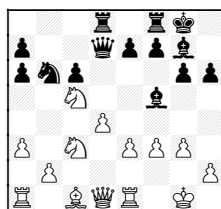
Or 13.Bf1 Bg4 14.f3



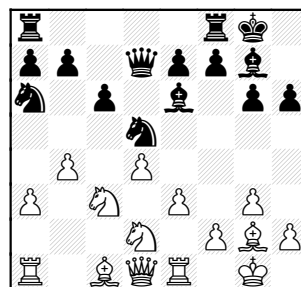
14...Bf5

TF: 14...Bh3 with -e5 to follow (maybe after Rad8)

15.Bxa6 bxa6 16.Nb3 Rad8
17.Nc5²



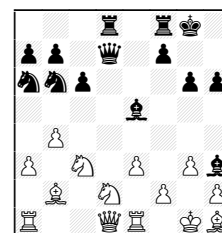
TF: 17...Qc8 and I still love -e5.



13...Nd5?

TF: I was hypnotized by the White Queenside and wanted to stop a Knight from landing on c5. Should be looking for a center break to take initiative while White is re-arranging his mess.

Better is 13...Bh3 14.Bh1 e5
15.dxe5 Bxe5 16.Bb2 Rad8



17.Nf3

A) TF: 17...Qf5 to see if I can cause trouble on light squares around King 18.Qe2 Bg7

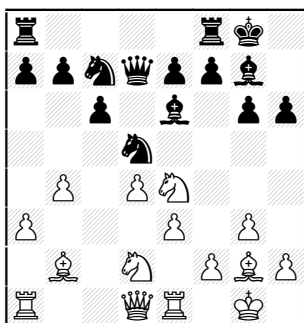
18...Bb8!? with dreams of h5-4 But how about those Knights??

B) 17...Bg7 18.Qe2 Bg4³

14.Bb2 Nac7

TF: Preparing -a5 to at least try starting counterplay. Maybe 14...Nxc3 first since I am cramped.

15.Nce4

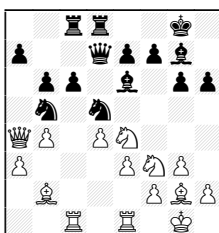


15...a5

15...b6

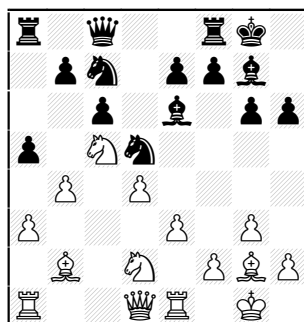
TF: c6 is awfully weak, I'm not convinced a Knight at c5 is scary here.

16.Nf3 Rfd8 17.Rc1 Rac8
18.Qa4 Nb5



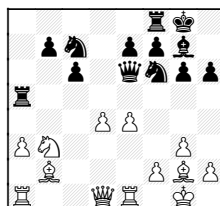
TF: 19.Red1 with idea Ne5, clearing g2-Bishop diagonal

16.Nc5 Qc8



17.Nc4 with idea e4, then Nb6

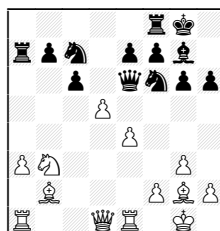
17.Nxe6 Qxe6 18.e4 Nf6
19.bxa5 Rxa5 20.Nb3



20...Ra7

TF: I prefer Raa8, but actually was toying with maybe 20...Rh5!?

21.d5



21...Qc8

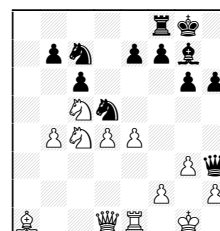
TF: I definitely would've liquidated: 21...cxd5 22.exd5

Qd6)

22.Be5

17...Qe8

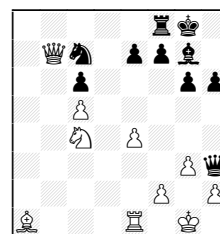
Another try from top of last column, after 17 Nc4, is 17...axb4 18.axb4 Rxa1 19.Bxa1 Bh3 20.Bxh3 Qxh3 21.e4



21...Nxb4

TF: 21...Nf6 with idea Ng4

22.Qb3 Nba6 23.Qxb7 Nxc5
24.dxc5



24...Qc8

24...Qd7 25.Nb6 Qd8 26.Qxc6

25.Qb6

25.Qxc6 Rd8

25...Na8

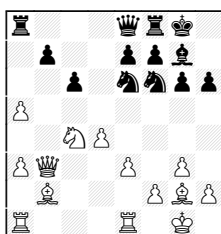
So we finally get back to the game (top of second column last page) after 17 Nc4 Qe8, **18.Nxb7**

I think the these two continuations below are better than what was played.

18.bxa5 Nf6

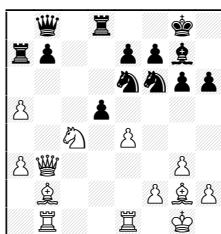
TF: Was planning 18...Bc8 knowing I was getting cramped after 19 e4

19.Nxe6 Nxe6 20.Qb3



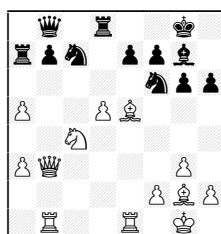
20...Qb8 21.Rab1 Ra7 22.e4 Rd8 23.d5 and now

A) If 23...Nc5 Best is 24.Qe3 Queen needs to guard d3
24...Ncd7 (24...Na4 25.Bd4)
25.Bd4 and dc next;
B) 23...cxd5



24.Be5 Nc7
(24...Qc8 25.Nb6)

25.exd5



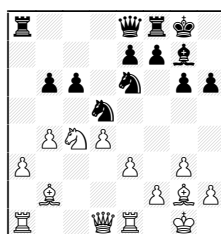
25...Nfxd5

25...Nd7 26.Bxg7 Kxg7 27.Rxe7

26.Bxd5 Rxd5 27.Bxg7 Kxg7
28.Rxe7;

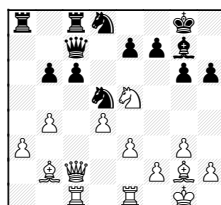
The second try from top of last column:

18.Nxa5 b6 19.Nxe6 Nxe6
20.Nc4



20...b5

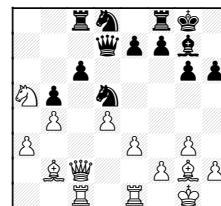
TF: -c6 is chronically weak!
Maybe 20...Qb8 21.Ne5 Rc8
22.Rc1 Nd8 23.Qc2 Qc7



and hoping for -e6 so -c5 is

ready

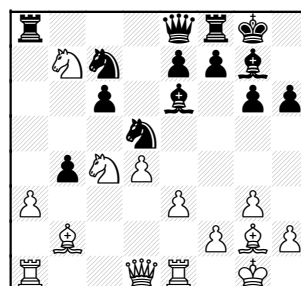
21.Na5 Nd8 22.Rc1 Qd7
23.Qc2 Rc8



24.e4 Nb6 25.Red1 e6
26.Ba1 Re8 27.f4 Nb7
28.Nxb7 Qxb7

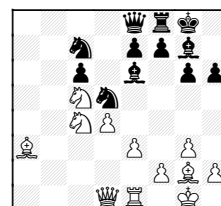
OK, Really, truly, back to the game (top first column this page)

18...axb4



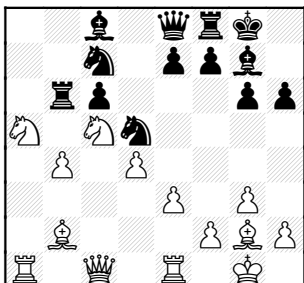
19.Qc1

19.Nc5 bxa3 20.Rxa3 Rxa3
21.Bxa3



21...Qc8 22.Qb3²

19...Bc8 20.Nca5 Rb8
21.Nc5 Rb6 22.axb4



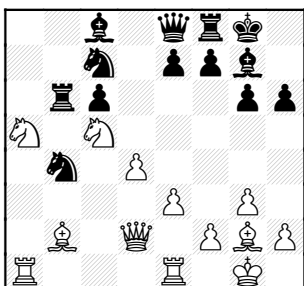
As both players had around 20 minutes to reach move 45,
DRAW AGREED

possible continuation is

22...Nxb4

TF: 22...Rxb4 23.e4 Nf6 but
White is still better

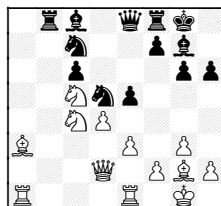
23.Qd2



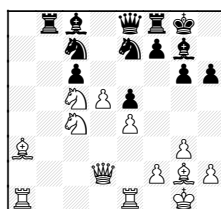
23...f5

23...e5 24.Nc4 Rb8 25.Ba3

Nbd5



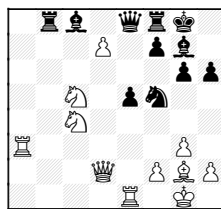
26.e4 Ne7 27.d5



27...cxd5

27...Nb5 28.d6 Nxa3 29.Rxa3
and Black's Knight is trapped

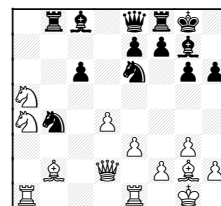
28.exd5 Nb5 29.d6 Nxa3
30.Rxa3 Nf5 31.d7



31...Qe7 32.Ra5±;

The TF take after 23 Qd2:
I do not understand motive for
f5 or e5. e4 isn't scary, I'd
rather trade some pieces:

23...Ne6 24.Na4 Rb8



(24...Rb5 25.Bc3 Nd5)

25.Bc3

25.Ba3 Nd5 26.Rec1 Ra8
27.Rxc6 Rxa5!

25...Nd5

So after 23- f5,
24.Nc4 Rb5 25.Ra7 Ne6
26.e4 f4 27.Nxe6 Bxe6
28.Bf1 fxg3 29.hxg3 Rb8
30.Bc3 1/2-1/2

An aid for ChessBase users:

You can mark a move in a game, so that later it can be found with the search tool! CB lingo calls these *medals*.

With a game open, right-click on the move you wish to mark. Select **Special Annotation**, then select **Set Medal** (at top). A list of types of special game (Key Opening, Tactics, Sacrifice, Attack, Defense, etc) comes up. Check any boxes that apply. This can be done for multiple moves of same game.

When the game is saved, you will see a color box in the database game list for each type marked. You can then search for these with the game-search tool!

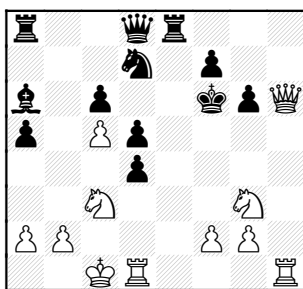
The Art of Sacrificing Rooks

Part 1 - Basic Patterns

by Tom Friske

When was the last time you sacrificed a Rook? A couple years ago, I never even looked for the possibility. Oddly, the theme isn't covered much (if at all) in any of the popular tactics books! As a result of recent practice games and some from CICL play, this study will give some seasoning to your game!

The whole idea came to light in one of the CICL bulletins a couple years back. The following position (Altshuller-Baurac, Nov 1998) was analyzed:

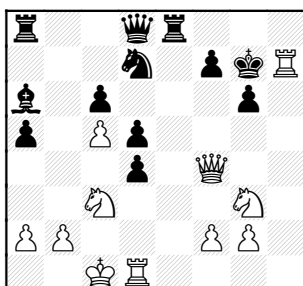


The game continued 22.Nh5+?

But White can actually force an immediate mate with

22.Qf4+ Kg7

Definitely not 22...Ke7 23.Qd6# 23.Rh7+!!

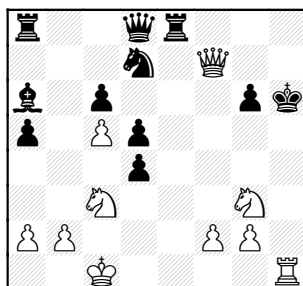


Note the elements that make the sacrifice so forceful: First, it is with check; secondly, the Rook also attacks f7, combining with the Queen and threatening an immediate mate; lastly, the Rook has cleared a path for its brother-Rook, which can take over for its slain counterpart.

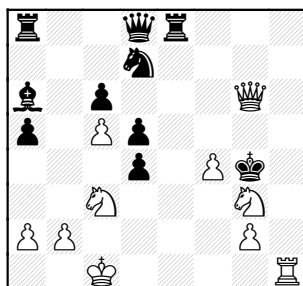
As we will find during this article, not all these elements need to be present for the sac to be effective, but, "the more, the merrier"!

Here, all lines lead to mate:

23...Kxh7 24.Qxf7+ Kh6
(24...Kh8 25.Rh1+ mates)
25.Rh1+



25...Kg5 (25...Qh4 26.Rxh4+ Kg5 27.Qf4#) 26.f4+ Kg4
27.Qxg6+ and mates next



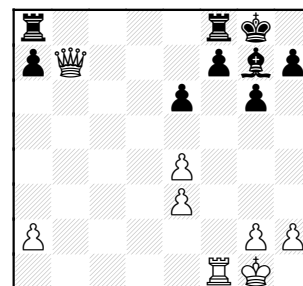
This combination so impressed me, I began spotting it in other CICL games and found it creeping into my practice as well! There have been so many examples of different type that it seems best to organize them by a specific theme.

Find presented no less than **FIVE** different situations in which you can successfully "Pass a Rook!" to your opponent :

- 1) For simple material gains, usually with the help of tactics;
- 2) To undermine protection of a square or piece;
- 3) To deflect a key piece from other duties;
- 4) As the start of a mating attack;
- 5) Strictly speculative.

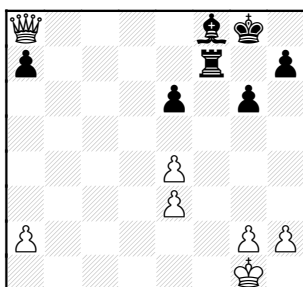
PART 1. MATERIAL GAINS

Example 1.1



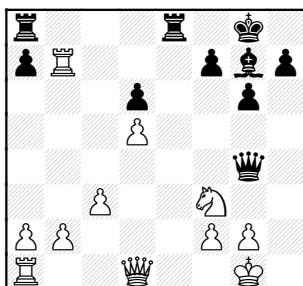
Black seems to have everything covered, hoping to activate his Bishop (with -a5, then Bc3), freeing his a8-Rook for better action.

21.Rxf7! Not really a sac-the f8-Rook is simply overloaded!
21...Rxf7 22.Qxa8+ Bf8



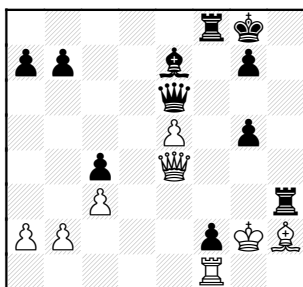
An interesting ending. Black had trouble making threats and defending the Pawn weaknesses.

Example 1.2
Another sac against f7

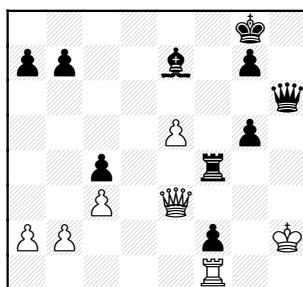


20.Rxf7! h5
Not 20...Kxf7 21.Ne5+ wins Queen with Qxg4

Example 1.3
Let's try the theme on something a little less simple:

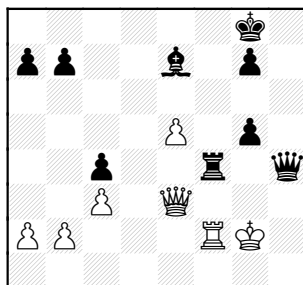


27...Rhx2+!! 28.Kxh2 Rf4 The key move: the Rook throws a net at King while attacking Queen. **29.Qe3 Qh6+**

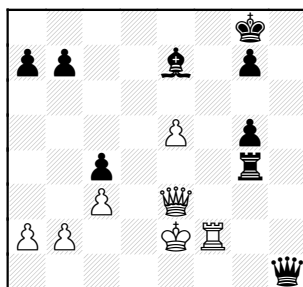


30.Kg2
30.Qh3?? Rh4 pinning
30...Qh4
threat is now Rg4+ then Rg3+ wins Queen

31.Rxf2

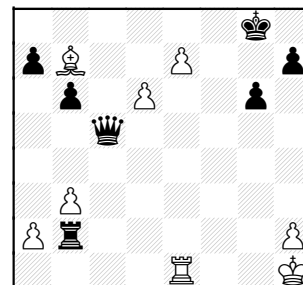


31..Rg4+ 32.Kf1 Qh1+ 33.Ke2

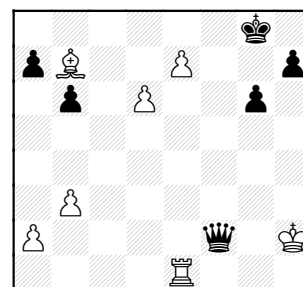


White has finally secured King, but... **33...Re4** winning Queen!
0-1

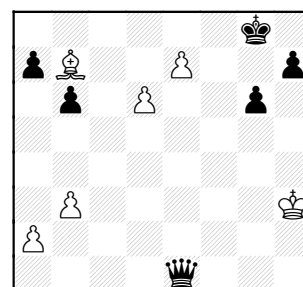
Example 1.4



White seems ready to force a Queen! **31...Rhx2+!! 32.Kxh2 Qf2+**



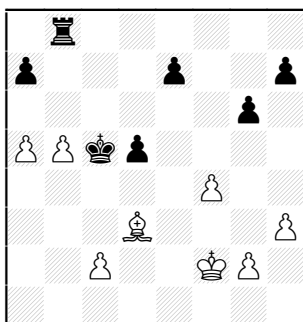
The point: the fork wins Rook and Queen is in perfect position to stop passers!! **33.Kh3 Qxe1**



and Black won- although there is a perpetual in there by repeating Bd5+ and Bc6

Example 1.5

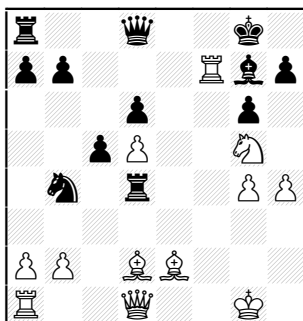
This example is from Gomez-Altshuller, October 1998:



Black's goal here was simply to reach an easy ending 37...Rxb5!! 38.Bxb5 Kxb5 39.a6 Kxa6 40.Ke3 Kb5 41.Kd4 a5 42.Kxd5 a4 43.c4+ and Black should have played 43... Kc6 when White's King ventures too far from His homeside.

Example 1.6

Our final example forces an immediate resignation!



18...h6??

Black apparently believed that this wins a piece, as he seems to be kicking the Knight which protects Rook. White found a killer: **19.Rxg7+!** all replies win Queen by a Knight fork! **19...Kh8** **20.Nf7+** Black resigns 1-0

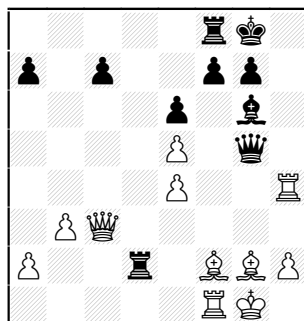
Of all the examples of this type, this is the most killing! The Rook's ability to check and cover a rank (or file) forces the King where he doesn't want to go! **Be very aware** of setting up forks this way, offensively and defensively!

PART 2. UNDERMINING

This type usually is not an end in itself, but, rather, a common way of forcing weaknesses. What makes it interesting is that a Rook's high value would seem to negate its use!

Example 2.1

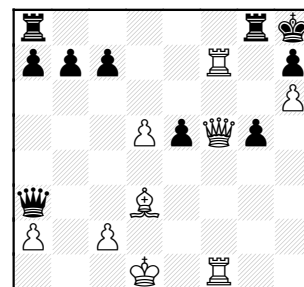
Let's start with an extremely simple example:



33...Rxf2 undermining h4-Rooks support, also threatening Qxg2# **34. Rxf2 Qxh4** and the pseudo-sac has net Black a Bishop!

Example 2.2

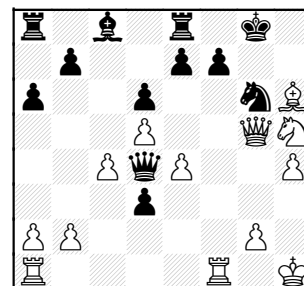
White has a killer attack that Black planned to stop with a simple interposition:



Black must parry Q/Rxh7# **32...Rg6** only move **33.Rxh7+** undermining the blocking Rook! **33...Kxh7** Or after **33...Kg8** **34.Qxg6#** **34.Qxg6+ Kh8** **35.Qh7#** Black checkmated 1-0

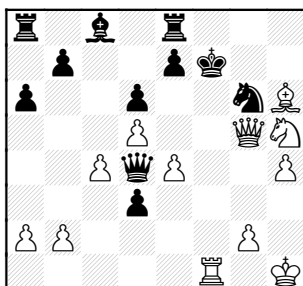
Example 2.3

Here's a similar Rook sac which undermines a blocking piece:



22.Rxf7! killing Knight's support so that **23. Qxg6+** then **24 Rh7#** **22...Kxf7**

The only way to support the Knight is **22...Qxe4** but then **23.Rg7+** wins anyhow **23.Rf1+**



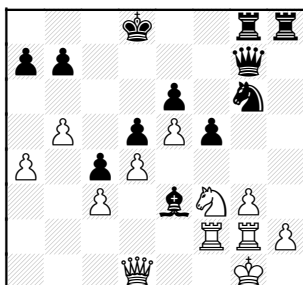
23...Bf5

If 23...Kg8 24.Qxg6+ Kh8 25.Bg7+ White mates after Qxg7 or Kg8.

24.Rxf5+ Black resigns 1-0

Example 2.4

The final example for this type finds Black already crushing the opponent. A Rook sac is still efficient!



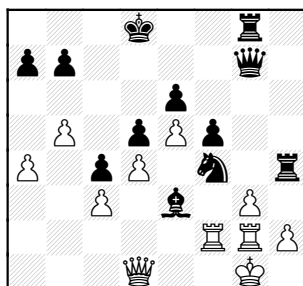
White had sac'd a Knight at f7, but Black took over the attack!

27...Nf4 threatening to win both Rooks!

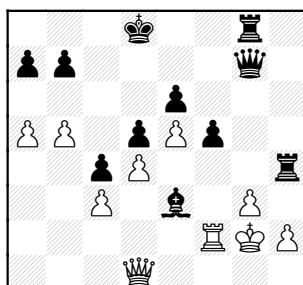
28.Nh4?

g3 is pinned, no matter how many times it is ignored!

28...Rxf4!



29.a5 Nxg2 30.Kxg2



A sac is screaming to be made, Black is up so much material!

30...Rxf4+! undermining g3-Pawn 31.Kxh2 Qxg3+ 32.Kh1 Qxf2 ?

Missing simple 32...Rh8+ made possible thanks to his partner's clearing sac! 33.Rh2 Qxh2#

33.b6 Qh4# White checkmated 0-1

PART 3 DEFLECTION

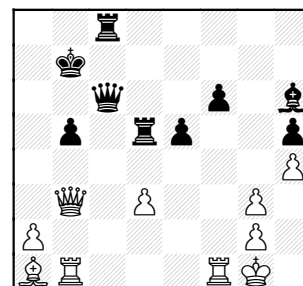
Well, we are certainly learning to do damage using our Rooks! Our theme now turns to persuading the opponent to choose between evils: the Rook move threatens something, but the capturing piece had other duties! We visited this under the first section as a method

to winning material. So here we show a couple examples of the most common pure Rook sacs!

Example 3.1

The first example was from a recent CICL match between Olsen-Suerth January 2001:

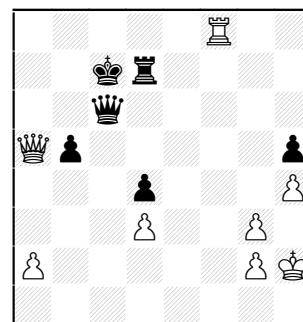
We pick up the game where Art realized the win of a Pawn:



33.Rxf6!

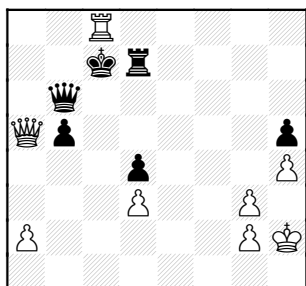
Since 33...Qxf6 deflects the Queen from its protection duties to the d5-Rook, allowing 34 Qxd5+. Also note the Rook is forking Queen and Bishop, making it very forcing!

Oddly enough, Art offered the Rook again later...but this time with big gains! White has just played 45 Qa5+



45...Qb6 46.Rc8+

(Diagram follows)



Very good! White wins the Queen! **46...Kxc8**

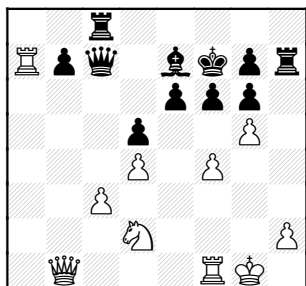
46...Kb7 47.Rb8+ forces it since a King move (not capturing Rook) allows Qxb6+

47.Qxb6
and Black soon won

This example cannot be over-emphasized!! It is extremely common in positions where a side depends on the King as protection for another piece! The King is very easy to deflect away.

Example 3.2

Our only other example of deflection is similar, but part of a planned (and practically forced) combination.



A real see-saw position, Black gets there first!

26...Qxc3

Realizing the Rook sac can clear a path to the King, and the Queen comes from the other direction!

27.Qxb7? Seems to threaten mate, but Black has seen a little deeper... **27...Qxd4+!**

Maybe White only considered 27...Qxd2?? and would then play 28.Qxe7+ Kg8 29.Qxe6+ Kh8

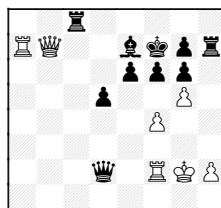
(Or if 29...Kf8 30.Qf7#)

30.Qxc8#

If he planned to reply to 27 Qxd2 with 28.Rf2?? Black once again employs a sac! 28...Rc1+ 29.Kg2 Rxh2+! The Rook sac is with check and so Black mates first!!

28.Rf2

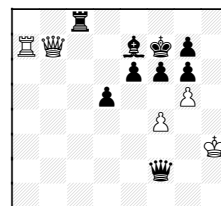
No good is 28.Kg2 Qxd2+ 29.Rf2



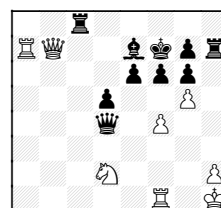
Other replies are quick mate:
29.Kg1?? Qxh2# - or -
29.Kf3?? Rh3+ 30.Kg4 Qg2#

29...Rxh2+! 30.Kxh2 Qxf2+

31.Kh3



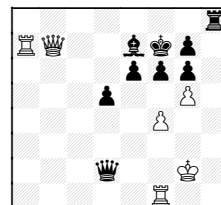
31...Rh8+ 32.Kg4 Qg2#;
28.Kh1



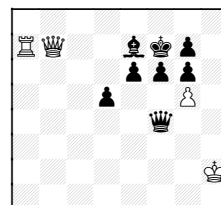
28...Rxh2+!! 29.Kxh2 Rh8+

Not so clear is 29...Qxd2+ 30.Kg1 Qe3+ 31.Kg2 Qe4+

30.Kg2 Qxd2+



Now Black's Rook and Queen coordinate nicely 31.Rf2 Rh2+ 32.Kxh2 Qxf2+ 33.Kh3 Qf3+ 34.Kh2 Qxf4+

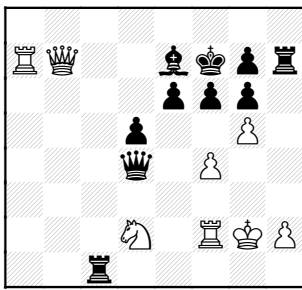


Black wins remaining Pawn

with check and then checks on a dark square to retreat Queen to c5 or d6. Then wins by pushing Pawns!

When playing Qxc3, Black did not need to consider all this, it was obvious he could attack from two sides, keeping the King from running away.

The game continued:
28...Rc1+ 29.Kg2



29...Rxh2+!!

And White resigned since 30.Kxh2 Qxf2+ 31.Kh3 Rh1+ Coming to h-file from the opposite direction from analysis lines!
32.Kg4 Qg2# 0-1

A very pleasing attack based off realizing the Rook sac forces a win before White can do his thing! Once again, note the Rook sac is with check! Here, it makes all the difference in the world!

Well, are you getting the idea of how common and powerful Rook sacs can be? It is true these groupings can be applied to a tactical study (other than the

Rook), but you should begin to get the feel for how a Rook does it better than other pieces!

The last two sections are devoted to examples which combine the types we've already examined! Hold on to your hat!

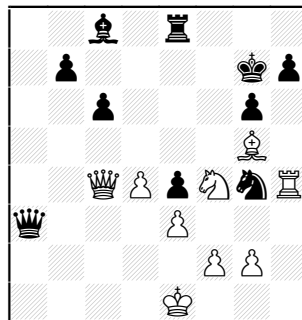
PART 4. MATES

Here are some more examples where the Rook sac is specifically to get at the opponent's King!

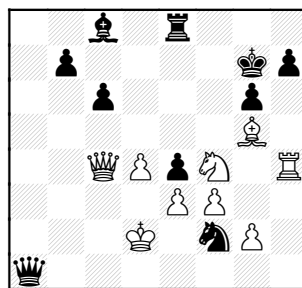
Example 4.1

The first reminds me of the original position we examined!

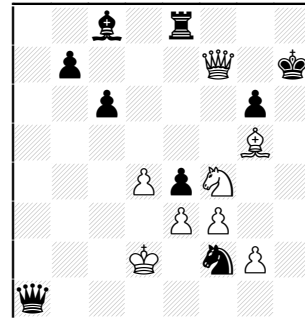
Black has played 25...Kg7 in response to 25 Qc4+



26.f3 White doesn't realize Rxh7+ wins immediately Qa1+ 27.Kd2 now saw mate combo 27...Nf2?



28.Rxh7+! Kxh7 29.Qf7+

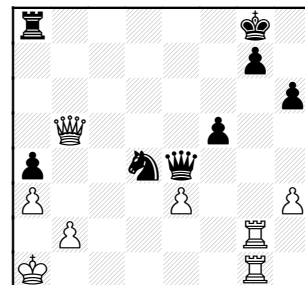


29...Kh8 30.Nxg6# 1-0

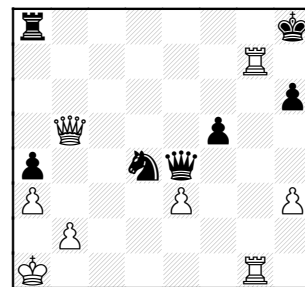
Example 4.2

Another simple mate idea was seen in Guio-Speigel during October 1998.

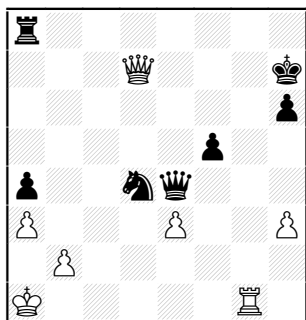
White uses the Rook sac for its checking ability:



Black only hopes to check White! 32.Rxg7+ Kh8



33.Rh7+ Sets up mate, with checks! 33...Kxh7 34.Qd7+

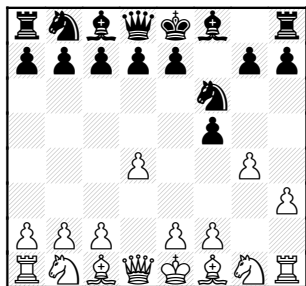


1-0

Example 4.3

Would you believe a Rook sac from the opening? Feast on this complete game which makes the Dutch Defense a little wild (thanks to GM Viktor Kortchnoi!)

1.d4 f5 2.h3 Nf6 3.g4

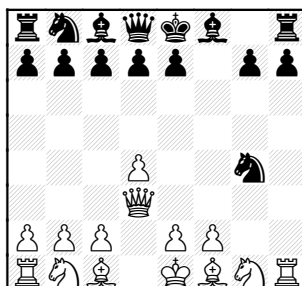


A gambit by GM Kortchnoi

3...fxg4 4.hxg4 Nxg4

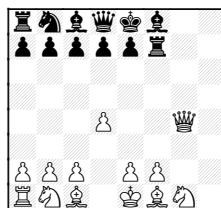
The line is not forced- the cautious play 4...d5

5.Qd3



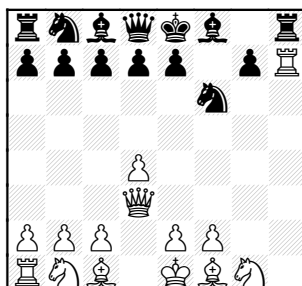
Viktor claims White wins in all lines! 5...Nf6

Blacks best try is 5...g6 6.Rxh7 Rxh7 7.Qxg6+ Rf7 8.Qxg4



White will re-pin with Qh5 and then hope for Nf3-g5. Even without this, he already has compensation for the exchange.

6.Rxh7 the promised sac!



The key idea: the Dutch opening weakens the diagonal to Black's King. White sacs his way to freeing g6.

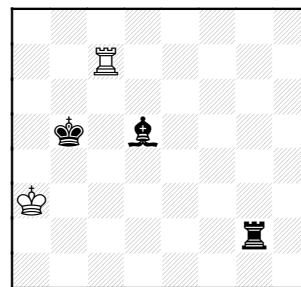
6...Rxh7?? 7.Qg6# Black checkmated 1-0

Example 4.4

If we give an opening example, it only seems fair to also show one from the ending! (Although the mate here is a STALEMATE)

A common method to force a draw is sacrifice away the pieces in a way that leaves you with no legal move-- forcing stalemate.

Here's the Rook doing it:



White actually resigned from the position as he did not find a way to stop Blacks threat of Ra2#.

104.Rc2!!

Should save the game since 104...Rxc2 is stalemate!

Next month, we'll look at a few beautiful mates and some speculative Rook sacs.

Until then, be very aware! The Rook sac can happen more often than one would realize!