

The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League

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Has your Captain sent them in ?

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Ratings

Games

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2000-2001 Season Dues

Below are the assessments to each CICL team for the 2000-01 season. Please complete the form below and return it with a check made payable to the Chicago Industrial Chess League (CICL).

Note: Payments postmarked after November 30 will require a \$5 added penalty fee. Payments postmarked after December 31 will require a \$10 added penalty fee and possible dismissal from both the upcoming playoffs and participation next season. In other words, don't do this! NO!!

Team Name: _____ Captain: _____

Annual Basic Dues per 6-player team	\$50.00	\$_____
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Penalty if postmarked after 11/30/00	5.00	_____
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Penalty if postmarked after 12/31/00	10.00	_____
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Bulletin Subscription (ONLY if to be mailed!)	15.00	_____
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Mailing Address: _____

City, ST, Zip _____

Optional mailed subscription (include address!) (Not paying this assumes you'll get them via website!)	9.00/ea.	_____
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Awards Banquet Ticket (1 required per team)	20.00	_____
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Total Submitted: \$_____

Send payment with this form to:
 Lenny Spiegel
 807 Wood Avenue
 Geneva, Illinois 60134

League Standings

NEAR WEST DIVISION 10-05-2000

TEAM NAME	W	L	D	POINTS	GAME	MATCH
					POINTS	PCT
LUCENT TECH. CHARGERS	1	0	0	5.0	1.0	1.000
PAWNS	0	1	0	1.0	0.0	0.000
CASE	0	0	0	0.0	0.0	0.000
COOK CO. DEPT. OF CORR	0	0	0	0.0	0.0	0.000

FAR WEST DIVISION 10-05-2000

TEAM NAME	W	L	D	POINTS	GAME	MATCH
					POINTS	PCT
LUCENT TECH. TYROS	1	0	0	3.5	1.0	1.000
FERMILAB	0	1	0	2.5	0.0	0.000
LUCENT TECH. DRAGONS	0	0	0	0.0	0.0	0.000
ARGONNE ROOKS	0	0	0	0.0	0.0	0.000

NORTH DIVISION 10-05-2000

TEAM NAME	W	L	D	POINTS	GAME	MATCH
					POINTS	PCT
KEMPER INSURANCE	2	0	0	8.5	2.0	1.000
MOTOROLA KINGS	1	0	0	5.5	1.0	1.000
MOTOROLA KNIGHTS	1	0	0	3.5	1.0	1.000
EXCALIBURS	0	1	0	2.5	0.0	0.000
UOP	0	1	0	2.5	0.0	0.000
NORTHROP	0	2	0	1.5	0.0	0.000

EAST DIVISION 10-05-2000

TEAM NAME	W	L	D	POINTS	GAME	MATCH
					POINTS	PCT
TRADELINK/MYCHAELS	1	0	0	5.0	1.0	1.000
ALUMNI ACES	1	0	0	5.0	1.0	1.000
BANK AMERICA ILLINOIS	1	0	0	3.5	1.0	1.000
LEO BURNETT	0	1	0	2.5	0.0	0.000
STAFFORD TRADING	0	1	0	1.0	0.0	0.000
THE READER	0	1	0	1.0	0.0	0.000

NEAR WEST DIVISION TOP TEN

JAKSTAS, K	PAWNS	2102C
WARREN, J	CHRGR	2088Q
MARCOWKA, R	CHRGR	2071D
WILLIAMS, K	CCDOC	2047
STINSON, M	CHRGR	1944C
ELLICE, W	PAWNS	1862
KALE, S	CASE	1860C
ROSLEY, D	CHRGR	1799
MCCARTHY, D	CHRGR	1774*
WHITE, H	CASE	1700C

FAR WEST DIVISION TOP TEN

BEZZUBOV, V	FERMI	2346
STEIN, P	TYROS	2316
BENEDEK, R	ROOKS	2173D
DORIGO, T	FERMI	2171
TAMEZ, I	TYROS	2162
TEGEL, F	DRGNS	2093T
SPIEGEL, L	FERMI	2045D
LUDWIG, T	DRGNS	2035C
HILL, R	ROOKS	2033C
GUIO, J	TYROS	2022C

NORTH DIVISION TOP TEN

WOLF, D	MKING	2286
STEVANOVIC, M	UOP	2258D
WONG, P	EXCLB	2195C
MORRIS, R	MKNGT	2152
MININ, S	NORTH	2125
BUERGER, E	UOP	2039T
SIWEK, M	KEMPR	2038C
WALLACH, C	MKING	2024
LEONG, G	KEMPR	2023C
FRIDMAN, Y	MKNGT	2019*

EAST DIVISION TOP TEN

REYES, R	ALUMN	2335D
KRAS, T	BKAMI	2144
JASAITIS, A	TRDLK	2142D
FRIESEMA, W	BKAMI	2062
GAZMEN, E	ALUMN	2023
CZERNIECKI, A	ALUMN	1997D
SAGALOVSKY, L	ALUMN	1979
ALLEN, H	ALUMN	1927
RZESZUTKO, R	ALUMN	1904C
KOGAN, G	BKAMI	1866C

MOST IMPROVED PLAYERS

EAMAN, R	LBURN	41
FULKERSON, R	LBURN	37
THOMSON, J	MKNGT	33
OLSEN, A	KEMPR	30
FRIDMAN, Y	MKNGT	27
ANDRESEN, T	EXCLB	20
MARCOWKA, R	CHRGR	18
SOLLANO, E	EXCLB	17
SIWEK, M	KEMPR	14
SAMELSON, C	MKNGT	14

For the B & below player only

Chess Lesson

by Ruben R. Reyes

Defense

Defense may not be quite as interesting as Attack. But it, however, can improve skill, add a new dimension to one's game, and provide new flavor to one's enjoyment and appreciation of the game.

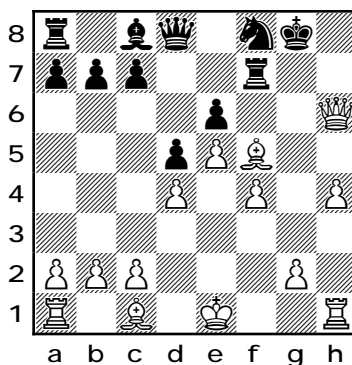
Defense isn't all tactics. Concepts in Defense are helpful in making decisions. Two of the concepts in Defense are **space** and **development**.

In many cases, the pieces of the Defense are unable to move freely and interfere with the movements of one another because of **lack of space**.

In other cases, the Defense, although having material equality or even superiority has fewer pieces in a section of the board under attack because of **lack of development**.

Let's take Diagram 1 as an example. This is the position between a **2133** (White) and a **1969** (Black) after **17. Bxf5**

Diagram 1



Black has only two choices here: 17...Rxf5

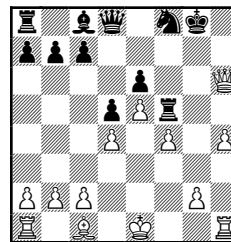
and 17...exf5.

It's extremely difficult, if not impossible to predict the outcome of 17...Rxf5 or 17...exf5 just by tactics or move-by-move analysis.

But the application of the concept of **space** and **development** in this position makes it possible to select a move almost automatically.

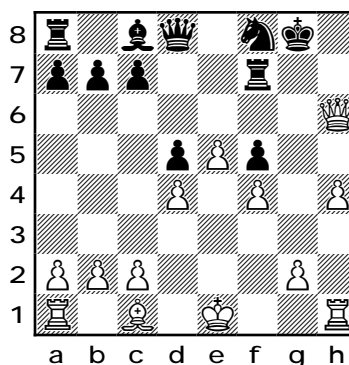
It is quite obvious in Diagram 1 that Black has terrible need of *space* to move around for his pieces and *develop* his other rook at a8 and bishop at c8.

17....Rxf5 (see diagram right) doesn't address the *lack of space* and *development*. In fact this is what Black played and lost 17 moves later.



But **17...exf5** (see Diagram 2) addresses the matter of **space** and **development**.

Diagram 2

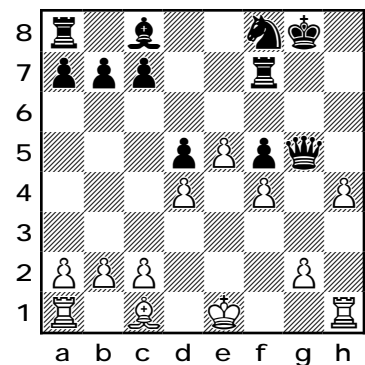


What a difference a single move makes!! Black's rook at a8 can now "communicate" with the King's wing via the maneuver a5 followed by Ra6. In fact, Black threatens to cut off White's queen and then catch it with: 18...Rg7, 19...Rg4, 20...a5, 21...Ra6, 22...Kg7 and 23...Rh6.

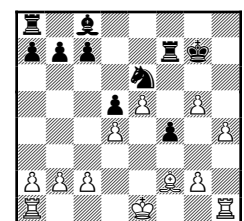
But most importantly, White's attack has been put to a complete halt!

A possible continuation is **18.Qg5+ Qxg5** (see Diagram 3 below)

Diagram 3



After **19.fxg5** (or **19.gxf5**), **Ne6** **20. Be3** **f4** **21.Bf2** **Kg2** (see diagram right) Black has a good game going.



All of these things just simply from the application of two concepts of Defense - **Space** and **Development**.

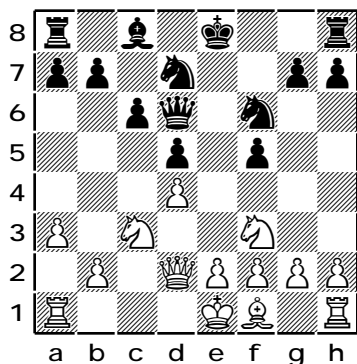
Development implies not only utilizing ALL of one's pieces but also

getting the King into safety and away from the center.

Keep in mind that winning lots of material won't do a player any good if his king in the center gets mated.

Diagram 4 is a good example.

Diagram 4

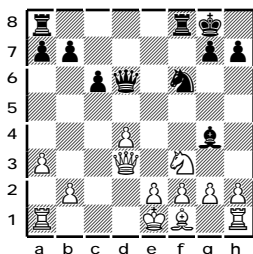


The position is from a game between a 1646 (White) and a 2133 (Black) after 10.Bxd6 Qxd6.

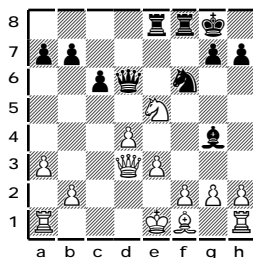
What we'll now see is how the higher rated player uses the concept of **development** as a tool to pursue the Attack and win the game.

We'll also see how the lower rated player neglects development to attain material advantage and as a result lose the game.

11.Qg5 0-0 12.Qxf5 Ne4 13.Nxe4 dxe4 14. Qxe4 Nf6 15.Qd3 Bg4



16.Ne5 Rae8 17.e3



Good move, rejecting 17.Nxg4 Nxg4 18.f3 because of 18...Ne3.

Notice that the higher rated player has ALL of pieces participating in the game? White's two pawns up but his K is still in the center, and his B and two rooks are out of action.

17...c5 18.Qc4+

White should be concerned about the safety of his K in the center and should do something about it.

Winning lots of material won't do White any good if his K in the center gets mated.

For example, 18...f4 turns the N outpost into a fortress.

From here on in, White's game begins to crumble.

18...Kh8 19.Nf7+

19...Rxf7 20.Qxf7

cx d4 (see

diagram right)

The danger to

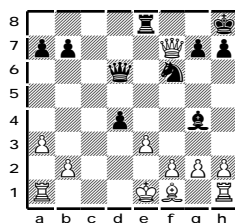
White's K is now

apparent. His e-

pawn is now the

only barrier left to

the mating attack against the king.



21.Bb5 Rf8 22.

Qxb7 It was more

prudent to ignore

the b-pawn with

22. Qb3.

22... dxe3 (see

diagram right)

Now the threat of

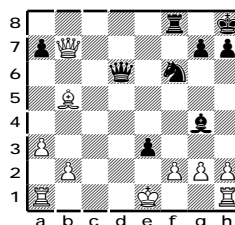
mate is in the air (23...Qd2+ followed by 24.

...Qxf2#).

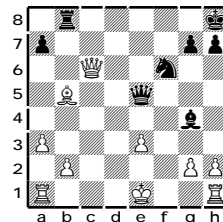
23.fxe3 White's last chance to save the king

was 23. 0-0.

23...Rb8 24.Qc6 Qe5



White's game is now beyond saving. Black threatens to win the B as well as threaten an attack on the K with 25. Qxe3+



25.a4 Qxe3+ 26.

Kf1 Ne4 27.g3 If

27.Qc2, then it's

all over for White

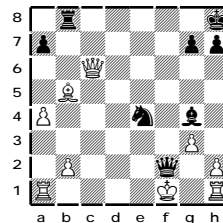
as it's mate in two:

27...Rf8+ 29.Qf2

Qf2#.

27...Qf2# (see dia-

gram right)



Our final example is a game between an 1861 (White) and a 1786 (Black). Watch how a higher rated player ignoring **development** gets crushed by the lower rated who does. Let's check in after 13.Qc2

g5 (see diag-

ram right).

14.f5 Qc7 15.fxe6

fxe6 16.Rf3 0-0-0

Black has completed his development.

White has not. White's B

and R in the Q's

wing are out of play. (see diag-

ram right).

17.Nb5 Qb8 18.

d4 a6 19.e4 Rdf8

20.exd5(see dia-

gram right) The

game now turns

deadly.20. ...Rxf3

21. dxc6 Qxg3

22. cxd7+ Kd8

(see diagram be-

low). The threat's

23...Rhx3 and 24

...

Qh7#. There's

no defense. 23.

Qe2 Rhf8 24.

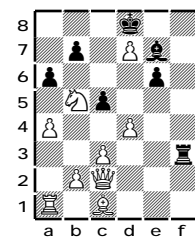
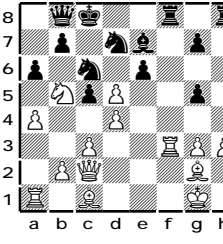
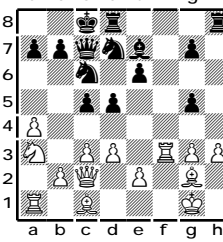
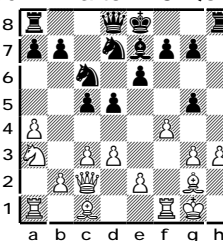
Bxg5 Bxg5 25.

Qxe6 Be3+ 26.

Kh1 Rf1+ 27.

Rxf1 Rxf1 28.

Bxf1 Qg1#



The Chicago Chess Player

October 2000

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABBOTT, J	MKING	0	0	0	1865*	DOMINGUEZ, R	LBURN	0	1	0	1299#
ABRAHAM, T	CTA	0	0	0	1638	DORIGO, T	FERMI	0	0	0	2171
ALEXANDER, W	CCDOC	0	0	0	1644	DUFFY, J	LBURN	0	0	1	1670
ALFONSO, E	MKING	1	0	0	1564*	EAMAN, R	LBURN	1	0	0	1800
ALLEN, H	ALUMN	0	0	0	1927	EASTON, R	KEMPR	0	0	1	1735*
ALMAULA, J	MKING	0	0	0	1250#	ELEK, G	NORTH	0	1	0	1079
ALTSHULLER, D	DRGNS	0	0	0	1710	ELLICE, W	PAWNS	0	0	1	1862
ANDRESEN, T	EXCLB	1	0	0	1762C	EUSTACE, D	DRGNS	0	0	0	1590C
APATA, D	TYROS	0	0	0	0000/5	FITZGERALD, M	FERMI	0	0	0	0000/3
APPLEBERRY, T	CCDOC	0	0	0	1367	FLORENCE, C	MKING	0	0	0	0000/3
AROND, D	UOP	0	0	0	1711	FRAATS, D	BKAMI	0	0	0	1820C
AUGSBURGER, L	MKNGT	0	0	0	1714C	FRANEK, M	ALUMN	0	0	0	1757C
BALICKI, J	MKNGT	0	1	0	1571	FRANK, M	ALUMN	0	0	0	1812
BANNON, B	LBURN	0	1	0	1225	FRIDMAN, Y	MKNGT	1	0	0	2019*
BARGERSTOCK, D	STFRD	0	1	0	1805	FRISEMA, W	BKAMI	0	0	0	2062
BARNARD, G	BKAMI	0	0	0	1150*	FRISKE, T	EXCLB	0	1	0	1987C
BARTHOLF, P	TRDLK	1	0	0	0000/0	FULKERSON, R	LBURN	1	0	0	1423*
BAURAC, D	ROOKS	0	0	0	1725D	GAINES, I	FERMI	0	0	0	1667D
BENEDEK, R	ROOKS	0	0	0	2173D	GARCIA, J	ROOKS	0	0	0	1214*
BENESA, A	EXMPL	0	0	0	2266	GARDNER, M	NORTH	0	1	0	0000/1
BEZZUBOV, V	FERMI	0	0	0	2346	GASTON, K	CASE	0	0	0	1248*
BLACKMON, E	DRGNS	0	0	0	1771C	GAZMEN, E	ALUMN	0	0	0	2023
BOLDINGH, E	UOP	0	1	0	1850C	GLADURA, A	PAWNS	0	0	0	0000/3
BOLLAPRAGADA, S	MKING	1	0	0	0000/1	GOLCHERT, B	ROOKS	0	0	0	1897
BRAUNDEMEIER, B	KEMPR	0	0	0	1249#	GOLLA, R	ALUMN	0	0	0	1834D
BRONFELD, A	EXMPL	0	0	0	1817	GONCHAROFF, N	MKING	1	0	0	1724Q
BROTSOS, J	EXCLB	1	0	0	1545D	GOTHIER, S	NORTH	0	1	0	1417#
BUCHNER, R	TYROS	0	0	0	1925	GREEN, D	ROOKS	0	0	0	1877D
BUERGER, E	UOP	0	1	0	2039T	GROEGER, D	COLUM	0	0	0	1753
BURIAN, D	NORTH	0	0	1	1591C	GRUDZINSKI, J	ROOKS	0	0	0	1411#
CARRANO, C	DRGNS	0	0	0	0000/8	GRYPARIS, J	MKING	0	0	0	1418C
CARTER, L	READR	0	0	0	1504C	GRYZIAK, L	STFRD	0	1	0	0000/1
CEASE, H	FERMI	0	0	0	1205*	GUIO, J	TYROS	0	0	0	2022C
CHOROSINSKI, L	NORTH	0	0	0	1294*	HAHNE, D	TYROS	0	0	0	1576C
CLEMENTE, J	CTA	0	0	0	0000/0	HALL, A	CCDOC	0	0	0	1481
COLEMAN, D	CTA	0	0	0	0000/0	HARRIS, R	FERMI	0	0	0	1552
CUMBERLAND, M	EXMPL	0	0	0	1307*	HAYES, W	COLUM	0	0	0	1949
CUMMUTA, P	KEMPR	0	0	0	1486C	HEIFER, A	STFRD	0	1	0	0000/1
CVETKOVICH, R	STFRD	1	0	0	0000/0	HILL, R	ROOKS	0	0	0	2033C
CYGAN, J	MKING	1	0	0	1697	HILL, RICK	FERMI	0	0	0	0000/3
CZERNIECKI, A	ALUMN	0	0	0	1997D	HORTON, D	MKNGT	0	0	0	1894
DALLMAN, K	NORTH	0	0	0	0000/0	HOUSTON, L	CCDOC	0	0	0	0000/0
DAVIDSON, M	ALUMN	0	0	0	1611	HUGHES, L	CTA	0	0	0	0000/0
DECMAN, S	ROOKS	0	0	0	1648D	HUGHES, N	KEMPR	0	1	0	1809C
DELGADO, V	CTA	0	0	0	0000/0	INUMERABLE, F	EXMPL	0	0	0	2290C
DESAI, N	MKNGT	0	0	0	0000/1	JACKSON, S	CCDOC	0	0	0	1418
DIAZ, P	TYROS	0	0	0	1986C	JACKSON, W	CTA	0	0	0	0000/0
DILLON, M	STFRD	0	1	0	0000/1	JAKSTAS, K	PAWNS	0	1	0	2102C
DOBR, K	CHRGR	0	0	0	1484T	JASAITIS, A	TRDLK	1	0	0	2142D
DOBROVOLNY, C	DRGNS	0	0	0	1767C	JONES, M	CTA	0	0	0	1460

/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

The Chicago Chess Player

October 2000

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
KALE, S	CASE	0	0	0	1860C	PEIJFFERS, S	DRGNS	0	0	0	1982
KANAS, W	CASE	0	0	0	1306C	PERKINS, D	CCDOC	0	0	0	1663#
KARANDIKAR, S	MKNGT	0	1	0	0000/1	PHHELPS, D	MKING	0	0	0	0000/3
KARPIERZ, J	TYROS	0	0	0	1218	PIERCE, W	CTA	0	0	0	0000/2
KIUSALS, DD	MKING	0	0	0	0000/1	PIPARIA, J	MKING	0	0	1	1857*
KLINEFELTER, H	CASE	0	0	0	1574C	PRATTS, M	COLUM	0	0	0	1705
KOGAN, G	BKAMI	1	0	0	1866C	RABINOVICH, E	MKING	0	1	0	1279
KRAS, T	BKAMI	0	1	0	2144	RADAVICIUS, E	CHRGR	0	0	0	1594D
LAFORGE, W	TYROS	0	0	0	1289	REID, C	CASE	0	0	0	1486C
LASKY, N	PAWNS	0	0	0	1362C	RENDE, D	UOP	1	0	0	1734#
LE, D	MKNGT	0	0	0	0000/3	REYES, R	ALUMN	0	0	0	2335D
LECHNICK, J	UOP	1	0	0	1866	RICHARDSON, M	CTA	0	0	0	0000/0
LEONG, G	KEMPR	0	0	0	2023C	ROGERS, N	COLUM	0	0	0	1905
LITVINAS, A	ALUMN	0	0	0	1655D	ROJO, V	CCDOC	0	0	0	1479
LLOYD, K	READR	0	0	0	1780*	ROZLEY, D	CHRGR	0	0	1	1799
LOGAN, H	PAWNS	0	0	0	1260	ROSZKOWSKI, D	KEMPR	0	1	0	0000/1
LOSOFF, A	BKAMI	0	0	1	1829C	ROTH, A	NORTH	0	0	0	0000/3
LUDWIG, T	DRGNS	0	0	0	2035C	RZESZUTKO, R	ALUMN	0	0	0	1904C
MARCOWKA, R	CHRGR	1	0	0	2071D	SACKS, D	UOP	0	0	0	1829
MARSH, M	READR	0	0	0	1145	SAGALOVSKY, L	TRDLK	1	0	0	1979
MARSHALL, K	MKNGT	0	1	0	1366#	SAJBEL, P	UOP	0	1	0	1901C
MATTHEWS, J	CTA	0	0	0	1804	SALERNO, S	DRGNS	0	0	0	1308#
MATTHEWS, K	READR	0	0	0	1660#	SAMELSON, C	MKNGT	1	0	0	1956C
MCALISTER, K	COLUM	0	0	0	1892	SANTIAGO, T	COLUM	0	0	0	2025
MCCARTHY, D	CHRGR	1	0	0	1774*	SATTERLEE, D	CASE	0	0	0	1564D
MCGEE, L	CCDOC	0	0	0	0000/2	SAVCIC, V	TYROS	0	0	0	1099#
MCKAY, P	PAWNS	0	0	0	1375*	SAWDO, E	CASE	0	0	0	1370
MCKINNEY, T	KEMPR	0	0	0	1275	SAWIN, B	LBURN	0	0	0	1197*
MEEKY, L	DRGNS	0	0	0	0000/1	SAXENA, D	TYROS	0	0	0	1551#
MELNIKOV, I	MKING	1	0	0	1998	SCHOONOVER, M	UOP	0	0	0	1333*
MENDOZA, D	FERMI	0	0	0	0000/2	SEATON, E	CCDOC	0	0	0	1636
MICKLICH, F	UOP	1	0	0	1628D	SIEGEL, R	BKAMI	1	0	0	1469C
MIKULECKY, B	PAWNS	0	1	0	1506C	SITAR, K	BKAMI	0	0	0	1528
MILLER, K	STFRD	0	1	0	0000/0	SIWEK, M	KEMPR	1	0	0	2038C
MILLER, T	EXMPL	0	0	0	1869	SMITH, BR	TYROS	0	0	0	1662C
MININ, S	NORTH	0	0	0	2125	SMITH, JO	TRDLK	0	1	0	0000/0
MITCHELL, W	CTA	0	0	0	0000/0	SOLLANO, E	EXCLB	1	0	0	1930
MONKOWSKI, J	CASE	0	0	0	1522	SOSSI, M	LBURN	0	1	0	1558*
MORRIS, R	MKNGT	0	0	1	2152	SPIEGEL, L	FERMI	0	0	0	2045D
MOSSBRIDGE, A	KEMPR	0	1	0	1685	STAMM, V	CHRGR	1	0	0	1494D
MOTTA, H	FERMI	0	0	0	1888	STAPLES, C	FERMI	0	0	0	1533
NALLATHAMBI, R	KEMPR	0	0	0	1505	STEIN, P	TYROS	0	0	0	2316
NOWAK, W	CTA	0	0	0	1307*	STEVANOVIC, M	UOP	0	0	1	2258D
NURZIATA, M	NORTH	0	0	0	0000/1	STEVENS, J	COLUM	0	0	0	1661
O'DELL, DW	PAWNS	0	0	1	1507C	STEVENSON, R	PAWNS	0	0	0	1333
OGASAWARA, L	DRGNS	0	0	0	1869C	STINSON, M	CHRGR	0	0	1	1944C
OLSEN, A	KEMPR	1	0	0	1557	STOLTZ, B	TYROS	0	0	0	1859C
PARA, A	FERMI	0	0	0	1487	SUAREZ, E	ROOKS	0	0	0	1873
PARAOAN, E	BKAMI	0	1	0	1622C	SUBECK, J	KEMPR	1	0	0	1362#
PEHAS, A	DRGNS	0	0	0	1919C	SUERTH, F	EXCLB	0	1	0	1584C

/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

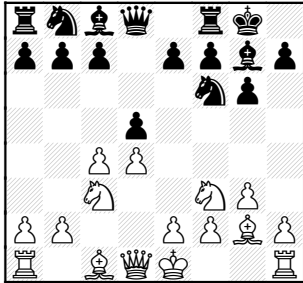
The Chicago Chess Player

October 2000

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
SULLIVAN,C	READR	0	0	0	1553	WALKER,A	NORTH	0	1	0	1762
SULLIVAN,J	EXCLB	0	0	1	1872D	WALLACH,C	MKING	1	0	0	2024
TAMEZ,I	TYROS	0	0	0	2162	WARD,CH	TRDLK	1	0	0	1309
TEGEL,F	DRGNS	0	0	0	2093T	WARREN,J	CHRGR	0	0	0	2088Q
THOMAS,G	TYROS	0	0	0	1527C	WEISNER,T	PAWNS	0	1	0	1074
THOMAS,J	CHRGR	0	0	0	1572D	WEITZ,R	EXCLB	0	1	0	1624C
THOMSON,J	MKNGT	1	0	0	1734	WHITE,H	CASE	0	0	0	1700C
TRINIDAD,P	CCDOC	0	0	0	0000/1	WILLIAMS,K	CCDOC	0	0	0	2047
TRUFANOV,D	UOP	0	0	0	0000/4	WILSON,A	CTA	0	0	0	1654C
TURNER,K	READR	0	0	0	1490	WILSON,M	EXMPL	0	0	0	1211
VAN OTRIVE,R	CTA	0	0	0	1069*	WOLF,D	MKING	0	0	0	2286
VAN ZILE,C	UOP	0	0	0	1310	WONG,P	EXCLB	0	0	0	2195C
VENSKE,D	READR	0	0	0	1743	YACOUT,A	ROOKS	0	0	0	1553*
VIGANTS,A	NORTH	0	1	0	1618	ZHANG,H	MKING	0	0	0	0000/2
VILLAREAL,E	CTA	0	0	0	1145	ZOELLNER,J	BKAMI	1	0	0	1470C
VOLINSKY,G	TRDLK	1	0	0	0000/1						

Melnikov, I (1988) -
Walker, A (1772) [D90]
MKing-Northrop, 12.09.2000

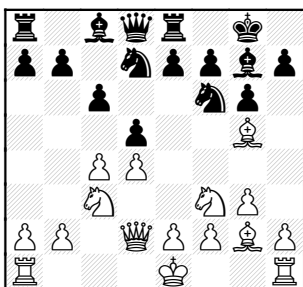
1.d4 Nf6 2.Nf3 g6 3.c4 Bg7
4.Nc3 d5 5.g3 0-0 6.Bg2



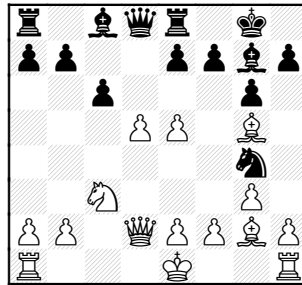
6...Re8

Seems a bit early, but there are some useful follow-ups in some variations! Black can support d5-Pawn with -c6 or trade away with -dc. Maybe Black could try -Nc6 followed by -e5, which takes advantage of early Rook move

7.Bg5 c6 8.Qd2 Nbd7



9.Ne5 Nxe5 10.dxe5 Ng4
11.cxd5

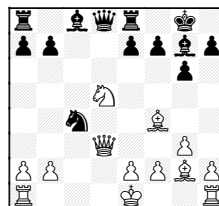


Bl enters a mass of exchanges that eventually find him a Pawn down.

11...cxd5

Maybe Black gets the pieces flowing with 11...Nxe5
12.dxc6

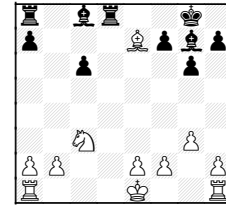
Or 12.Bf4 Nc4 13.Qd3 cxd5
14.Nxd5



(idea Nc7 forking) Nxb2 and Pe5 next-- is pretty wild, but Black is in it
Or if 14...Nd6 15 Rc1 (hitting c7 again)

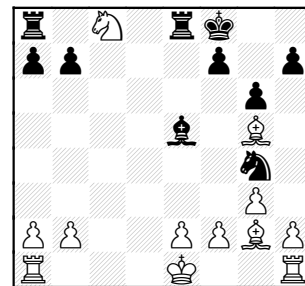
12...Nxc6 13.Bxc6 bxc6
14.Qxd8 Rxd8 15.Bxe7

(Diagram next column)



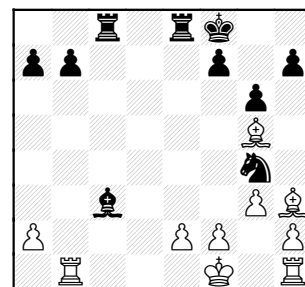
The open spaces favor Black's Rooks and Bishops. The b2-Pawn, Knight at c3, and light squares are all targets for Black's pieces.

12.Qxd5 Qxd5 13.Nxd5
Bxe5 14.Nxe7+ Kf8 15.Nxc8



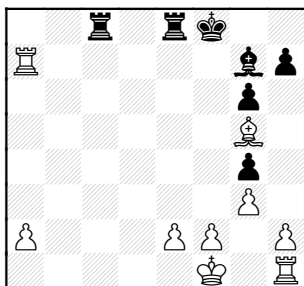
White now retains two Bishops along with the extra Pawn.

15...Bxb2 16.Rb1 Bc3+
17.Kf1 Raxc8 18.Bh3

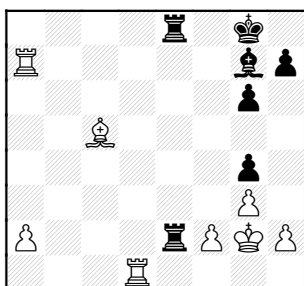


18...f5 19.Bxg4

Even though Bishop had a better future, White spots an easy ending. 19...fxg4 20.Rxb7 Bg7 21.Rxa7



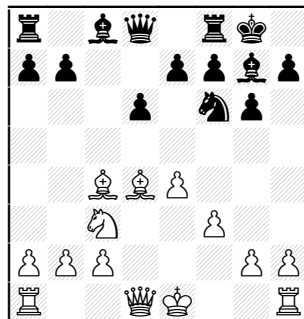
21...Rc2 22.Be3 Rb8 23.Kg2 Rxe2 24.Rd1 Re8 25.Bc5+ Kg8



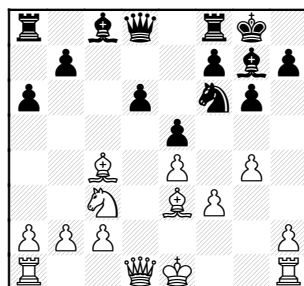
26.Rdd7 Bf8 27.Bxf8 1-0

Piparia, J (1873) -
Burian, D (1581) [B34]
MKings-Northrop, 12.09.2000

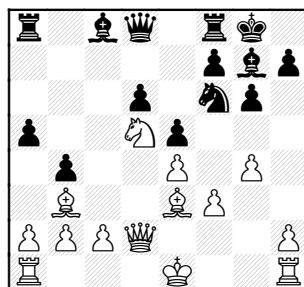
1.e4 c5 2.Nf3 Nc6 3.d4 cxd4
4.Nxd4 d6 5.Nc3 g6 6.Be3
Bg7 7.f3 Nxd4 8.Bxd4 Nf6
9.Bc4 0-0



10.g4 e5 11.Be3 a6



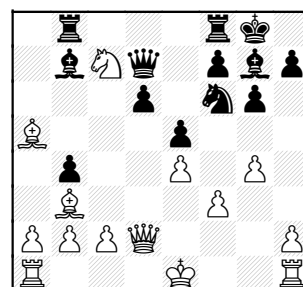
12.Qd2 White has played a4 here with idea a5 to make b6 an outpost for Knight or Bishop. 12...b5 13.Bb3 b4 14.Nd5 a5



15.Bb6 breaking off attack to win a Pawn. White could try the standard h4-5 theme or maybe try to pin with Bg5 and

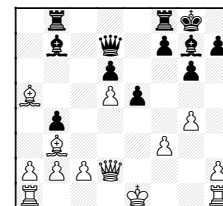
build pressure to f6.

15...Qd7 16.Nc7 Rb8
17.Bxa5 Bb7



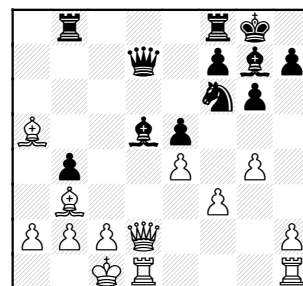
18.0-0-0

18.Nd5 Nxd5 19.exd5



White wins b-Pawn
19...Qb5? 20.Bc7

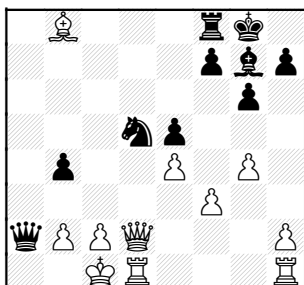
18...d5 19.Nxd5 Bxd5



20.Bxd5 The Bishop should

not be put in jeopardy, it's a strong defender, with an eye on f7 as well.

20...Qa4 21.Bc7 Nxd5
22.Bxb8 Qxa2



23.Qg5?

23.Qxd5! White is guaranteed to be up a full Rook!

23...Qa1+ 24.Kd2 Black can't save Queen and capture Bishop! 24...Qxb2

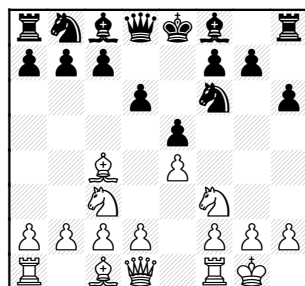
24...Bh6+ 25.Ke2 Qxb2
26.Bxe5 Qxc2+ 27.Rd2 Bxd2
28.Qxd2 isn't too hard to win

25.Bd6 Qc3+ 26.Ke2 Qxc2+
27.Rd2

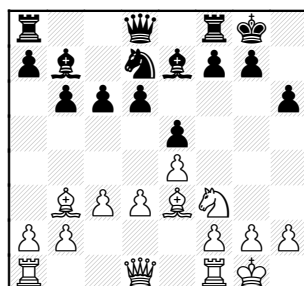
23...f6 24.Qh4 Qa1+ 25.Kd2
Qxb2 26.exd5 Rxb8 27.Rc1
½-½

Elek, G (1079) -
Shomukha [C41]
Northrop-MKings, 12.09.2000

1.e4 e5 2.Nf3 d6 3.Nc3 Nf6
4.Bc4 h6 5.0-0



5...b6 6.d3 Be7 7.Nd5 Nxd5
8.Bxd5 c6 9.Bb3 0-0 10.c3
Bb7 11.Be3 Nd7



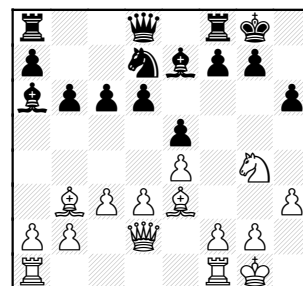
12.h3

Not the best use of tempo. The light squares of the Kingside are available! Maybe Ne1 with idea f4 or Qf3-g3 are plans to begin pressure.

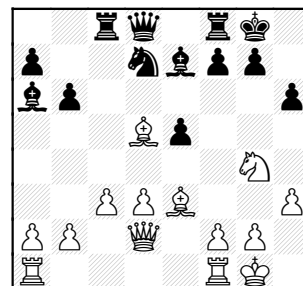
12...Bf6 13.Qd2

13.Nh2 immediately allows the Queen out to h5

13...Ba6 14.Nh2 Be7 15.Ng4

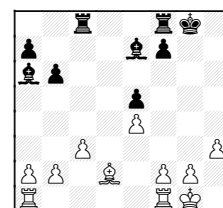


White is chomping at the bit to sac on h6! 15...d5? oops
16.exd5 cxd5 17.Bxd5 Rc8



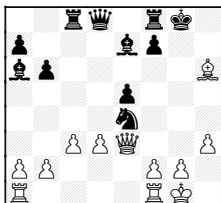
18.Be4 to threaten Bxh6, Qxh6, Qh7#. Leaving pin on f7 - Pawn would setup possible Qg6+ (after Bxh6, Qxh6) or Nxf7 (after Bxh6, Nxf6).
18...Nf6 19.Nxh6+?! doubtful
19...Kh8

19...gxh6 20.Bxh6 Nxe4! hits Q and opens Be7 defense of dark squares 21.Qe2 (21.dxe4 Qxd2 22.Bxd2



22...Bxf1

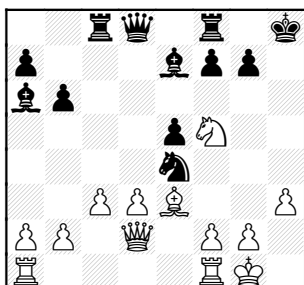
Or (after 20.- Nxe4!) 21.Qe3



21...Bg5!! that'll do it!)

So after 21 Qe2 Re8 22.Qg4+ Ng5 Black can defend]

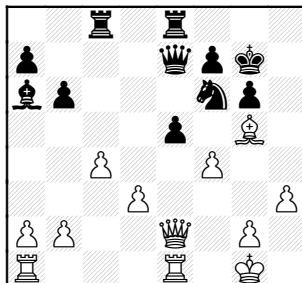
20.Nf5 Nxe4



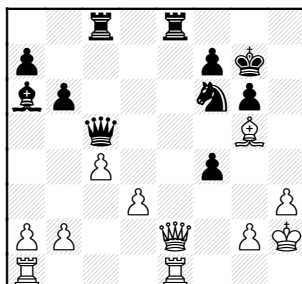
21.Qe2

21.dxe4 Qxd2 22.Bxd2 Bxf1 23.Kxf1 White is still in game, with material equality- but needs to stop Black from doubling Rooks on d-file. Black's Bishop has no good square

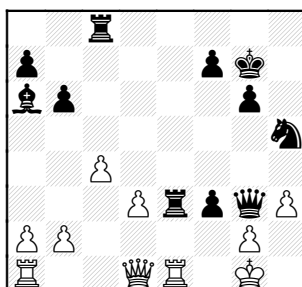
21...g6 22.Nxe7 Qxe7 23.c4 Nf6 24.Bg5 Kg7 25.Rfe1 Rfe8 26.f4



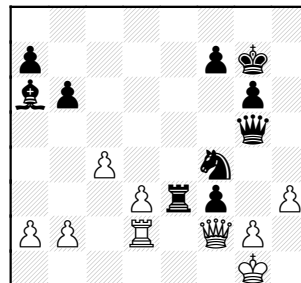
trying to win Pawn, but opening his King. 26...Qc5+ 27.Kh2 exf4



Oh, Bg5 hangs as well. 28.Qf3 Qxg5 A large female just started singing.... 29.Rf1 Nh5 30.Qd1 Qg3+ 31.Kg1 Re3 32.Re1 f3



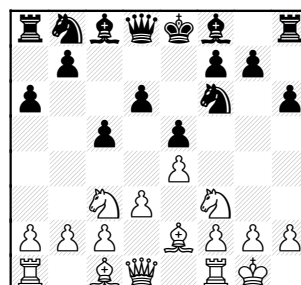
threat Qxg2# 33.Qd2 Rce8 34.Rxe3 Rxe3 35.Qf2 Qg5 36.Rd1 Nf4 37.Rd2



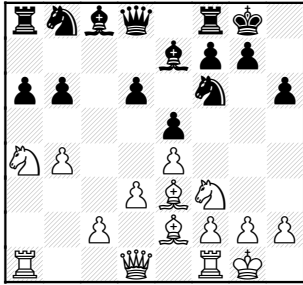
37...Nxe3+ Black did win. 38.Kf1 Nxf2 39.Rxf2 fxe2+ 40.Rxe2 Qf5+ 41.Kg1 Qxd3 42.Kh2 Qf1 43.b3 Bb7 44.Rd2 Qh1# 0-1

Rabinovich, E (1723) -
Goncharoff, N [B23]
Northrop-MKings, 12.09.2000

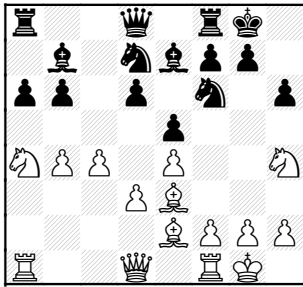
1.e4 c5 2.Nc3 a6 3.d3 e5
4.Nf3 d6 5.Be2 h6 6.0-0 Nf6



7.a3 Be7 8.b4 cxb4 9.axb4 b6 10.Be3 0-0 11.Na4

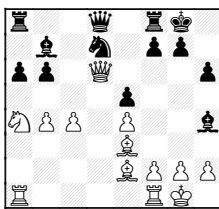


nicely finding a way to open position 11...Nbd7 12.c4 Bb7 13.Nh4



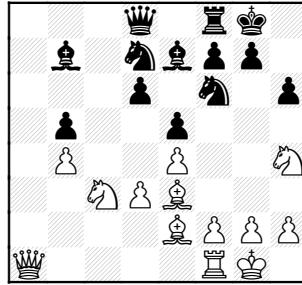
13...b5

Trying to steal a Pawn fails: 13...Nxe4 14.dxe4 Bxh4 15.Qxd6

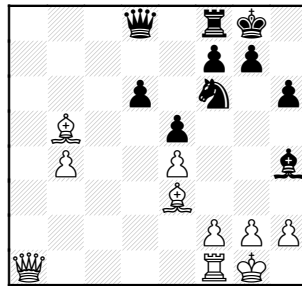


White has Pawn targets at b6 and e5.

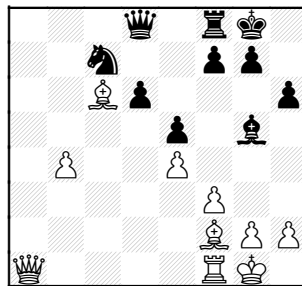
14.cxb5 axb5 15.Nc3 Rxa1 16.Qxa1



16...Nxe4 going into a line that gives his opponent a dangerous passer! 17.Nxe4 Bxe4 18.dxe4 Bxh4 19.Bxb5 Nf6



The b-Pawn has plenty of piece-power behind it! 20.f3 Ne8 21.Bc6 Bg5 22.Bf2 Nc7



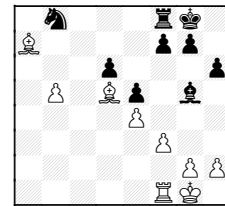
23.Bb6

23.b5 idea of unstoppable

b6-b7, completely smothering Black

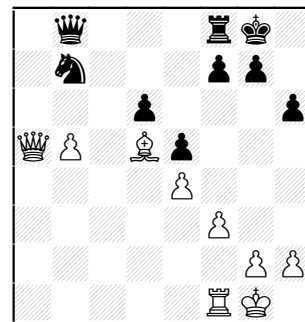
23...Qb8 24.Qa5

White can get a favorable ending by 24.Qa7 which forces Queen exchange and attacks queening square b8 24...Qxa7 25.Bxa7 Na6 26.b5 Nb8 27.Bd5



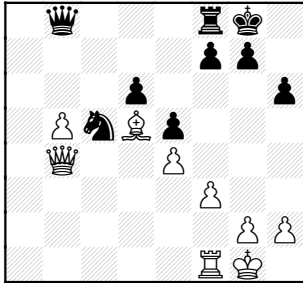
idea b6,Bxb8,b7,Ra1-a8]

24...Ne6 25.b5 Bd8 26.Bxd8 Nxd8 27.Bd5 Nb7



28.Qa6 Nc5 29.Qa5 Nb7 30.Qb4 Nc5

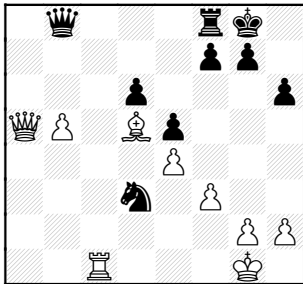
Games as reviewed by Tom Friske



31.Rc1? Walking into a fork!

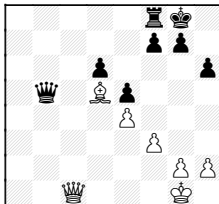
31.b6 Nb7 32.Ra1 Rc8
(32...Nc5?? 33.Ra8) 33.Ra7
wins the Knight]

31...Nd3 32.Qa5??



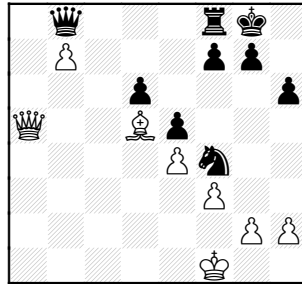
dropping full Rook?

32.Qb1 Nxc1 33.Qxc1 Qxb5



White has chances to draw

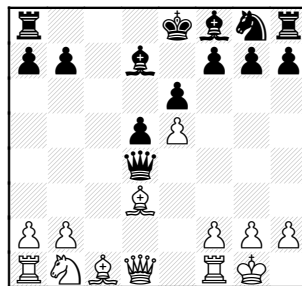
32...Nxc1 33.b6 Ne2+ 34.Kf1
Nf4 35.b7



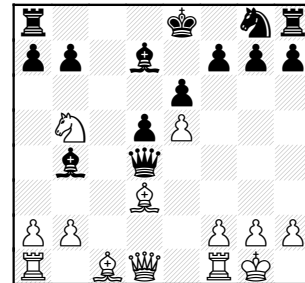
35...Nxd5 36.exd5 Rd8
37.Ke2 f5 38.g3 Rd7 39.Qa8
Rxb7 40.Qxb8+ Rxb8
41.Kd3 Rb5 42.Kc4 Rc5+
43.Kb4 Rxd5 44.Kc4 Rc5+
45.Kb4 Kf7 46.Kb3 Ke6
47.Kb4 Kd5 48.Kb3 0-1

Siwek, M (2024) - Friske, T (2008) [C02]
Kemper-Excaliburs,
19.09.2000

1.e4 e6 2.d4 d5 3.e5 c5 4.c3
Nc6 5.Nf3 Qb6 6.Bd3 Bd7
7.0-0 Offering a Pawn to an
always-greedy opponent
7...cxd4 8.cxd4 Nxd4 9.Nxd4
Qxd4



Black's 6- Bd7 stops Bb5+
discovery here. Telling myself
to leave Pe5 alone, I don't
have time for such luxuries.
10.Nc3 Bb4 thinking I'm
forcing trades 11.Nb5

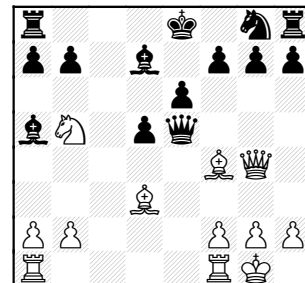


11...Qxe5? Nc7+ was
threatened

Not 11...Bxb5 12.Bxb5+ and
Qd4 hangs

Best is 11...Qb6 12.Be3 Qd8

12.Qg4 Ba5 13.Bf4



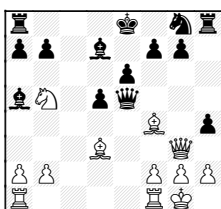
Somewhere around here
started wondering what had
ever possessed me to take
Pe5 as it opens the whole
board to Whites superior
pieces!

13...Qf6

Miscalculated! 13...h5 14.Qg3

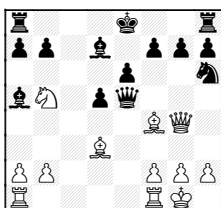
14.Bxe5 hxg4 15.Bxg7 (mind's eye had Pawn still on h5)
15...Rh5 Black is OK

14...h4



15.Qg4 Qxb2 16.Rfb1 Qf6
17.Bg5 (17.Nd6+ Kf8)
17...Qe5 18.Bxh4 Qh5

Another try instead of game also looks good now (and bad OTB!) 13...Nh6



14.Qh4

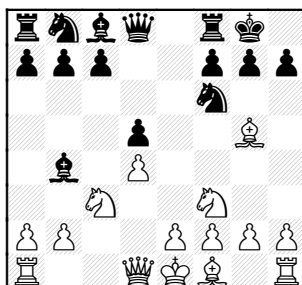
14.Bxe5? Nxg4 15.Bxg7 Rg8
Black is OK

14...Qxb2 15.Rfb1 (thought this traps Queen) 15...Qf6
16.Qxf6 gxf6 17.Bxh6 Bc6 and Black has 3 Pawns for piece

14.Qg3 Bxb5 15.Bxb5+ Kf8
16.Bg5 Bc7 thinking this saved the position 17.Qa3+
1-0

Easton, R (1746) - Sullivan, J (1878) [D38]
Kemper-Excaliburs,
19.09.2000

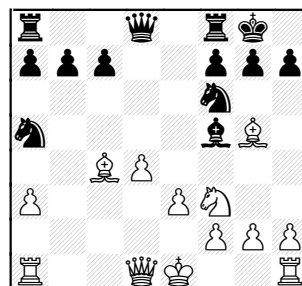
1.d4 d5 2.c4 e6 3.Nc3 Bb4
4.cxd5 exd5 5.Nf3 Nf6 6.Bg5
0-0



7.a3

7.Qc2 takes possession of key f5-square and prepares a3. A logical continuation 7...Nbd7 8.a3 Bxc3+ 9.Qxc3. And now 9- Ne4? 10.Bxd8 Nxc3 11.Bxc7 White has won a Pawn

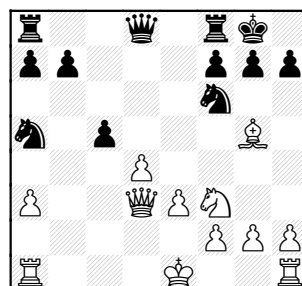
7...Bxc3+ 8.bxc3 Bf5 9.e3
Nc6 10.c4 dxc4 11.Bxc4 Na5



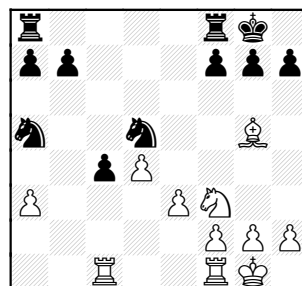
12.Bd3

12.Ba2 keeps an eye on f7, hoping for Ne5

12...Bxd3 13.Qxd3 c5!



Forcing a deep passer 14.0-0
c4 15.Qf5 Qd5 16.Qxd5
Nxd5 17.Rac1

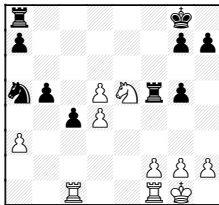


17...f6

17...b5 secures the passer

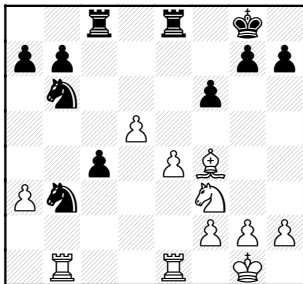
18.e4 Nb6

18...fxg5 19.exd5 Rf5 20.Ne5 b5



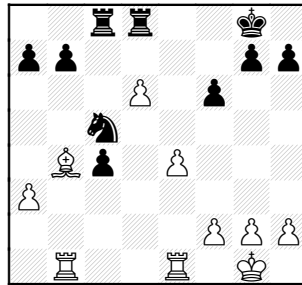
and the d-passers are easily blocked

19.Bf4 Rac8 20.d5 Rfe8 21.Rfe1 Nb3 22.Rb1



Getting King to d7 secures position

22...Na4 23.d6 Nac5 24.Nd2 Nxd2 25.Bxd2 Red8 26.Bb4



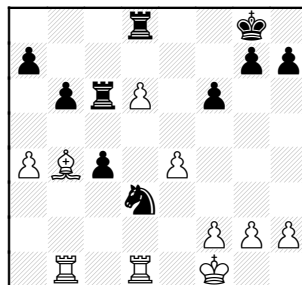
26...Nd3 [26...Nd7] 27.Red1 b6

Blacks task is easier after 27...Nxb4 28.Rxb4 b6 since White's d-Pawn is easily won with Kf7-e6 29.Rd4

29.Rc1 Rxd6 30.Rbxc4?? Rxc4 31.Rxc4 Rd1#

29...c3

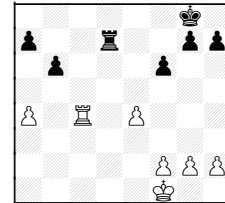
28.a4 Rc6 29.Kf1



29...a5

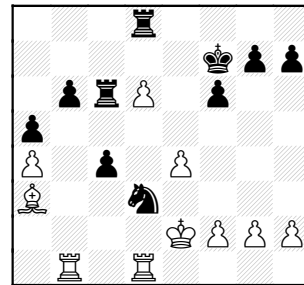
Black can still trade the Bishop! 29...Nxb4 30.Rxb4 Rcx4 31.Rxd6 Rxd6 32.Rxc4

Rd7



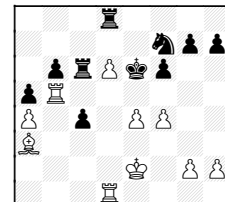
Black should win this since he can make an outside passer and has no weaknesses. A Pawn ending would be fine!

30.Ba3 Kf7 31.Ke2



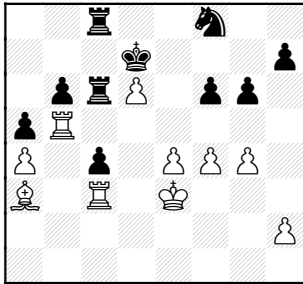
31...Ke6 32.Rb5 Ne5 [32...g5 to stop f4] 33.f4 Nd7

White can now hold his passer. So after 33...Nf7



34.f5+ Kd7 35.Rbd5

34.Rc1 g6 35.g4 Rdc8
36.Rc3 Nf8 37.Ke3 Kd7

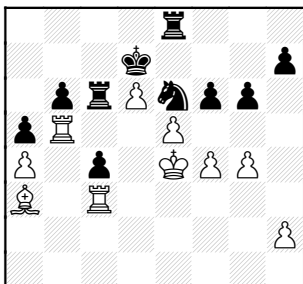


Blacks unsuccessful attempt to win White passer has resulted in White gaining the initiative!

38.e5

38.Rb1 idea Rbc1 then Kd4 wins Pc4. May have to insert f4 to stop Ne6+.

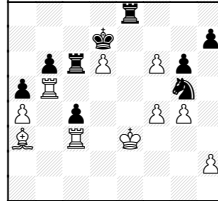
38...Re8 39.Ke4 Ne6



40.f5

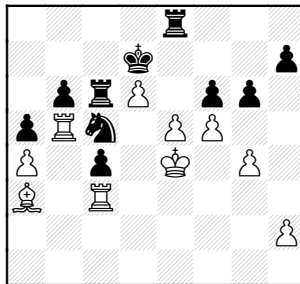
40.exf6? Drops Pawns after

40- Ng5+

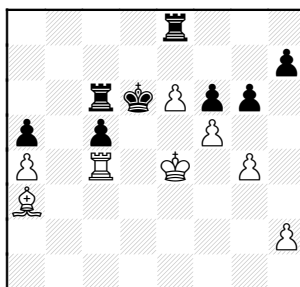


41.Kd4 (since 43.Kf2 or Kd2 allow 43...Ne4+) Re4+

40...Nc5+



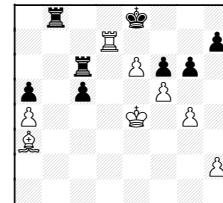
41.Rxc5? interesting, but bad
41...bxc5 42.e6+ Kxd6
43.Rxc4



Black should win this. White's Kingside is weak and his passer is going nowhere
43...Rb8?
[43...Rc7 then Rb8] 44.Rc3?

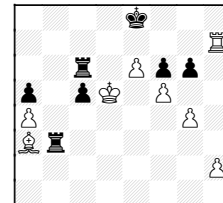
missing a huge opportunity!
Its interesting to notice both sides are effected by the surprising exchange sac!

44.Rd4+! Pc5 is pinned!
44...Ke7 45.Rd7+ Ke8



46.Rxh7 idea Rh8+ then Rxc8

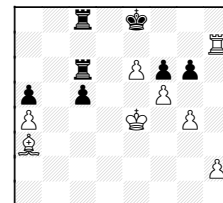
A) 46...Rb3 47.Kd5!



47...Rcb6 (47...Rc8?
48.Rh8+) 48.Bxc5;

B) 46...Rbb6 stopping Bb2 and avoiding Rook trade
47.Kd5;

C) 46...Rbc8



47.Bb2 blockading with Bc3

and hitting Pf6

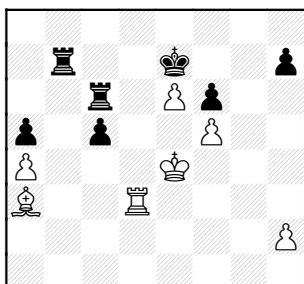
47.fxg6? Rxe6+ 48.Kf5 Rcc6
49.g7 Kf7

47...R8c7

47...c4?? 48.Bxf6 c3
49.Rh8#

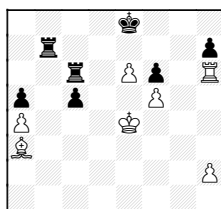
48.Rxc7 Rxc7 49.Bxf6 and
White wins

44...gxf5+ 45.gxf5 Rb7
46.Rd3+ Ke7



47.Rc3

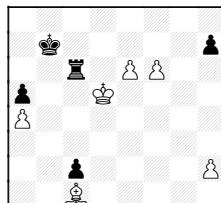
47.Rh3! (Threatens Rh7+
skewer) Ke8 48.Rh6



48...c4 49.Rxf6 idea Rf8#
49...Re7

49...Kd8 50.Rf8+ Kc7
51.Rf7+ Kb6 52.Rxb7+ Kxb7

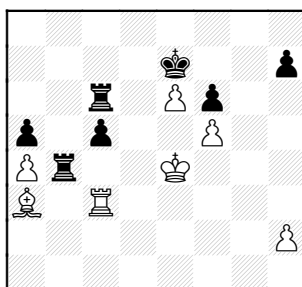
53.Kd5 c3 54.f6 c2 55.Bc1



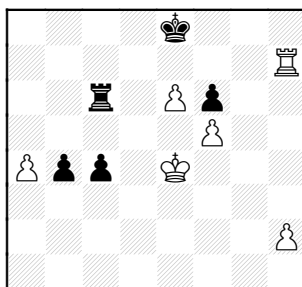
White wins)

50.Bxe7 Kxe7 51.Rf7+ Ke8
52.Rxh7 c3 53.Rh1 is
probably a draw

47...Rb4+



48.Bxb4 axb4 49.Rh3 c4
50.Rxh7+ Ke8

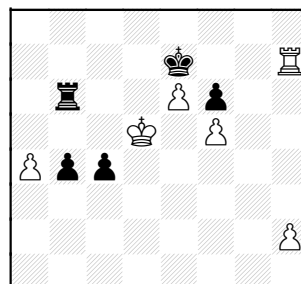


51.Kd5 Rb6

Not 51...c3?? 52.Kxc6 c2

53.Kd6 mate threat! 53...Kf8
54.e7+ Ke8 55.Rh8+ Kf7
56.e8Q+

52.Rh8+ Ke7 53.Rh7+



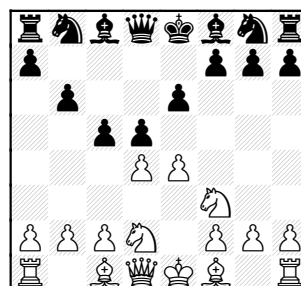
53...Ke8

53...Kd8 54.Rh8+ Kc7??
55.e7 (55- b3?? 56 e8(Q) b2
57 Qc8#) Kd7 e8(Q)+

1/2-1/2

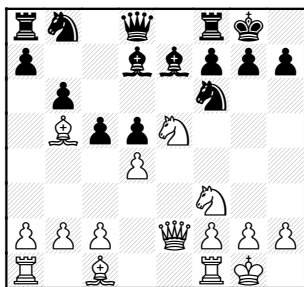
Kras,T (2185) -
Duffy,J (1759) [A40]
BankAm-LeoBurn, 2000

1.d4 e6 2.Nf3 b6 3.e4 d5
4.Nbd2 c5



A kind of French Tarrasch
where Black has weakened
his light squares with -b6

5.exd5 exd5 6.Bb5+ Bd7
7.Qe2+ Be7 8.Ne5 Nf6 9.0-0
0-0 10.Ndf3



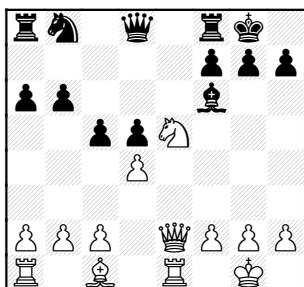
10...Bxb5 11.Qxb5 a6

11...c4 to trap Q after something harmless 12.Nc6

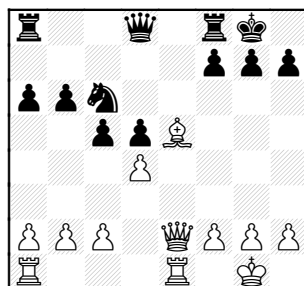
Bad is 12.Be3?? a6 13.Qa4 b5
But 12.c3 gives Q an escape

12...Nxc6 13.Qxc6 Rc8
14.Qa4

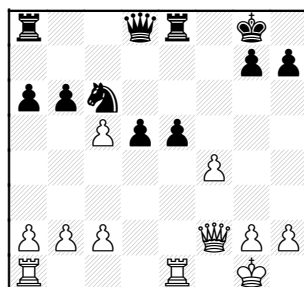
12.Qe2 Nfd7 13.Re1 Nxe5
14.Nxe5 Bf6



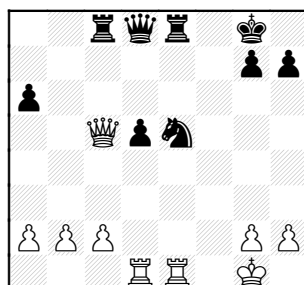
15.Bf4 Bxe5 16.Bxe5 Nc6



17.dxc5? knocking off support of Be5 17...Re8!
pinning! 18.f4 f6 19.Qf2 fxe5

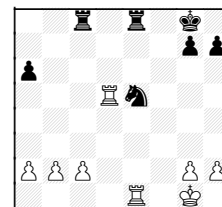


20.fxe5 bxc5 21.Qxc5 Nxe5
22.Rad1 Rc8



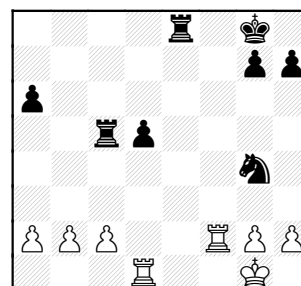
23.Qa7

Maybe White can chase the Knight with 23.Qxd5+ Qxd5
24.Rxd5

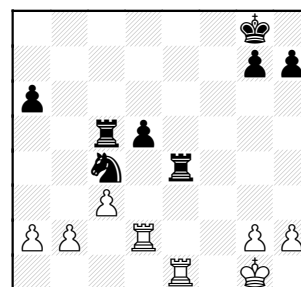


and where does Black settle the Knight? 24...Nc4
25.Rxe8+ Rxe8 26.b3 Na3
27.Rd2

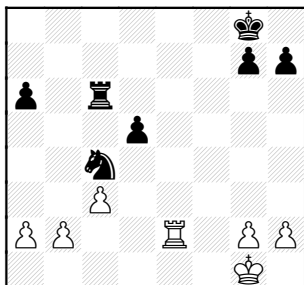
23...Qa5 idea Nf3+ winning e1-Rook 24.Rf1 Qc5+
25.Qxc5 Rxc5 26.Rf2 Ng4



27.Rfd2 Ne3 28.Re1 Re4
29.c3 Nc4



30.Rde2 Rxe2 31.Rxe2 Rc6

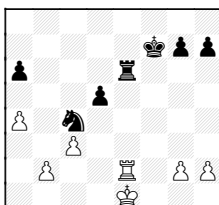


32.a4

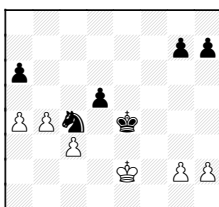
32.Kf1 to support Queenside Pawns

32...Kf7 33.Kf1 Rf6+ 34.Kg1

34.Ke1 Re6

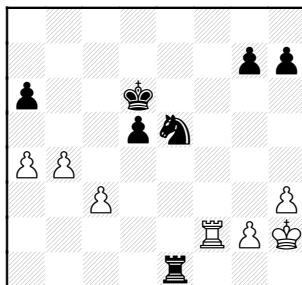


35.Rxe6 Kxe6 36.b4 Ke5
37.Ke2 Ke4



is hopeless for White]

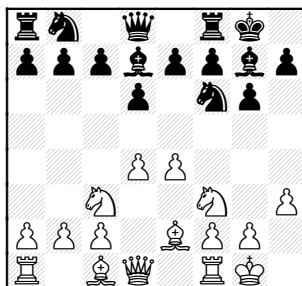
34...Re6 35.Rf2+ Ke7 36.h3
Kd6 37.b3 Re1+ 38.Kh2 Ne5
39.b4



39...Rc1 40.b5 axb5 41.a5
Ra1 42.Rf8 Rxa5 A big upset!
0-1

Kogan,G (1859) -
Sossi,M (1565) [B08]
BankAm-LeoBurn, 2000

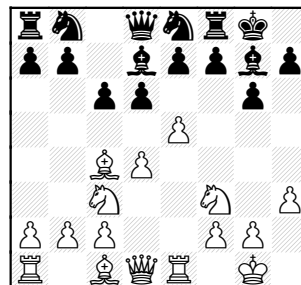
1.e4 d6 2.d4 Nf6 3.Nc3 g6
4.Nf3 Bg7 5.Be2 0-0 6.0-0
Bg4 7.h3 Bd7



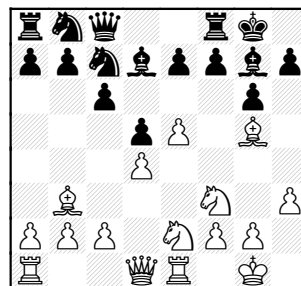
8.e5 Ne8 9.Bc4

9.Bf4 with idea Qd2, etc

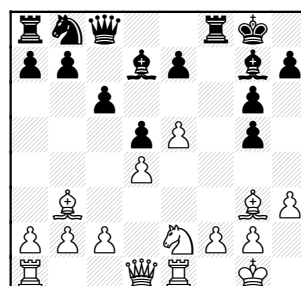
9...c6 10.Re1



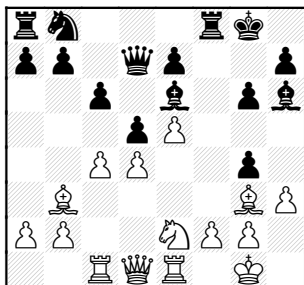
With idea e6 10...d5 11.Bb3
What future here? 11...Nc7
12.Ne2 Qc8 13.Bg5



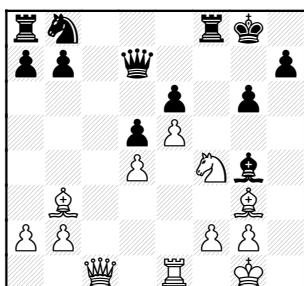
13...f6 14.Bf4 Ne6 15.Bg3
Ng5 16.Nxg5 fxg5



17.c4 Be6 18.Rc1 Qd7
19.Qd2 Bh6 20.Qd1 g4



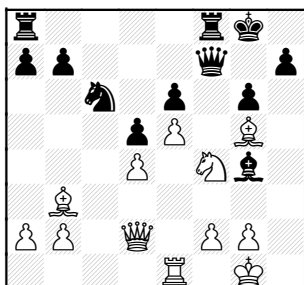
21.hxg4! Black will miss his King's guard! 21...Bxc1
22.Qxc1 Bxg4 23.cxd5 cxd5
24.Nf4 e6



25.Bh4 Qf7

25...Rc8 Attacks Queen, but Black has no entry on the file!

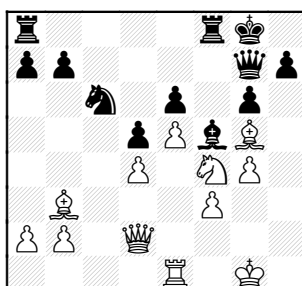
26.Bg5 Nc6 27.Qd2



27...Qg7

27...Bf5 28.f3 still hunting the Bishop! 28...h5 and if White tries eventual g4, it will be interesting to see which King is safer!

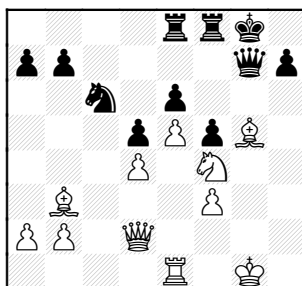
28.f3 Bf5 29.g4



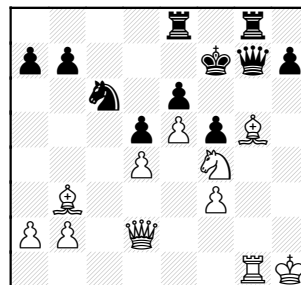
29...Rae8

29...h6 30.gxf5 hxg5 31.Nxe6

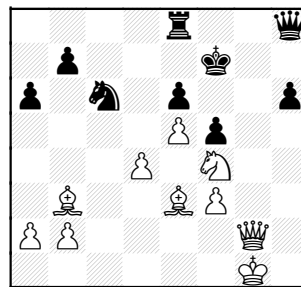
30.gxf5 gxf5



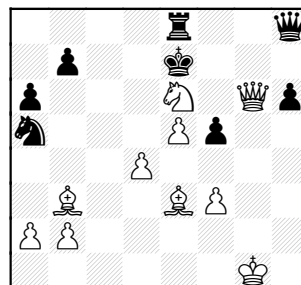
31.Kh1 breaking pin, of course
31...Kf7 32.Rg1 Rg8



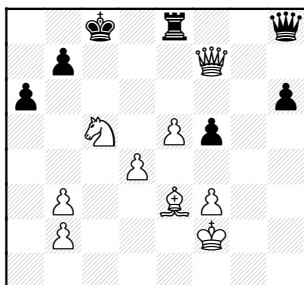
33.Nxd5!! A beautiful move, not just winning Pawn and attacking, but providing Bg5 a needed retreat! 33...h6
34.Be3 Qh8 35.Nf4 Rg5
36.Rg2 a6 37.Kg1 Rxd2+
38.Qxd2



38...Na5 smells like a time-pressure error 39.Qg6+ Kf8
40.Nxe6+ Ke7



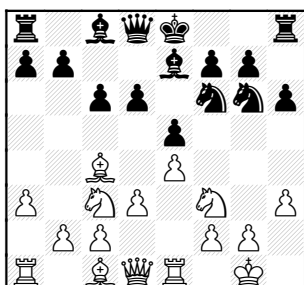
41.Kf2 carefully avoiding Rg8
pin 41...Nxb3 42.axb3 Kd7
43.Nc5+ Kc8 44.Qf7



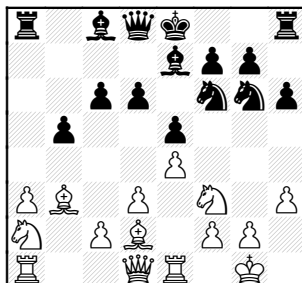
1-0

Fulkerson,R (1386) -
Paraoan,E (1647) [C41]
LeoBurn-BankAm, 2000

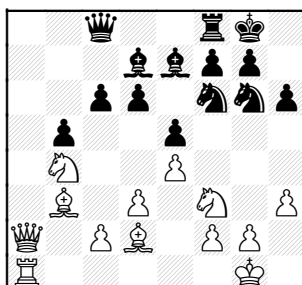
1.e4 e5 2.Nf3 d6 3.Nc3 c6
4.Bc4 h6 5.d3 Nf6 6.h3 Be7
7.0-0 Nbd7 8.a3 Nf8 9.Re1
Ng6



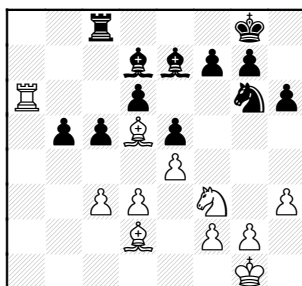
10.b4 b5 11.Bb3 a5 12.bxa5
Rxa5 13.Bd2 Ra8 14.Na2!?



White is better positioned to
take over Queenside-an
interesting Pawn sac!
14...Rxa3 15.Nb4 Rxa1
16.Qxa1 Bd7 17.Qa2 0-0
18.Ra1 Qc8

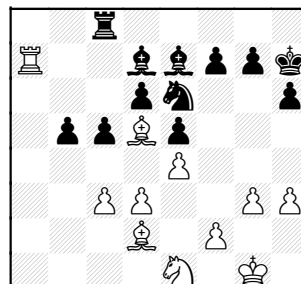


19.Qa6 Qxa6 20.Rxa6 Rc8
21.c3 c5 22.Nd5 Nxd5
23.Bxd5

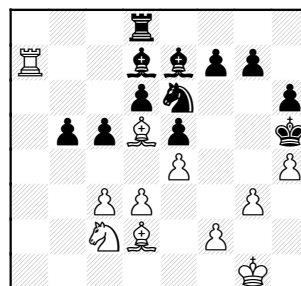


23...Nf8 (23...Rb8 readies a
passer with -b4) 24.Ne1 Ne6

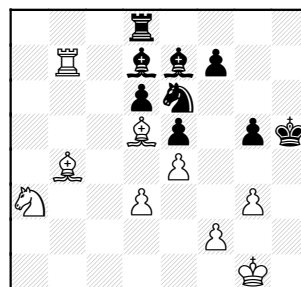
25.g3 Kh7 26.Ra7



26...Rd8 now Black's a bit
tied up 27.h4 Kg6 28.Nc2
Kh5



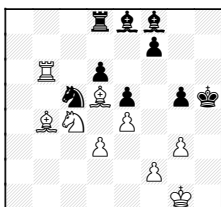
Black needs to break pin of
Bd7. Maybe Bf8 with idea
Be8, then Rb8 29.Rb7 g5
30.hxg5 hxg5 31.Na3 b4
32.cxb4 cxb4 33.Bxb4



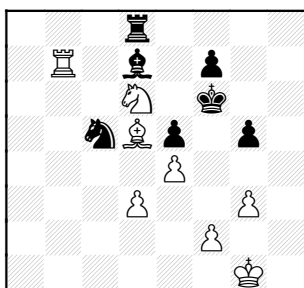
Black must recognize
weakness of Pawn at d6!

33...Kg6

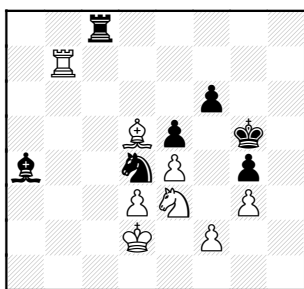
33...Bf8 is mandatory now!
34.Nc4 Be8 35.Rb6 Nc5



34.Nc4 Kf6 too late! 35.Bxd6
Bxd6 36.Nxd6 Nc5



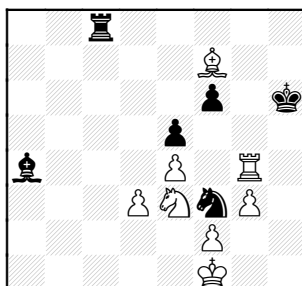
Seems Black wins back a
Pawn... 37.Rb6 with idea
Nb7+! 37...Ne6 38.Nf5 g4
39.Kf1 Kg5 40.Ke2 Rc8
41.Ne3 Nd4+ 42.Kd2 f6
43.Rb7 Ba4



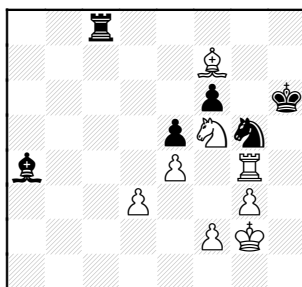
44.Rg7+ Kh5

If 44...Kh6 45.Rxg4. But not
45.Nf5+? Nxf5

45.Bf7+ Kh6 46.Rxg4 Nf3+
47.Ke2 Ng1+ 48.Kf1 Nf3



49.Kg2 Ng5?? 50.Nf5+

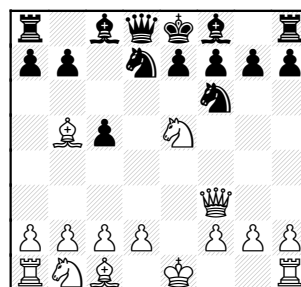


as both Kh7 and Kh5 get
mated by Rh4 1-0

**Boldingh, E (1846) -
Thomson, J (1657) [B51]**
UOP-MKnights, 21.09.2000

(Notes based off players
post-mortem. Thanks!)

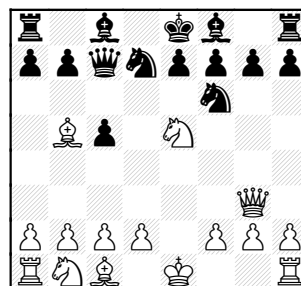
1.e4 c5 2.Nf3 d6 3.Bb5+ Nd7
4.e5 dxe5 5.Nxe5 Ngf6 6.Qf3



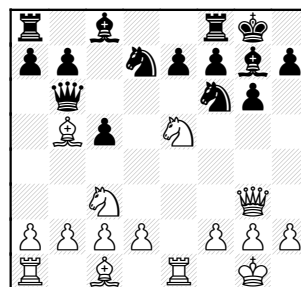
6...Qc7

6...a6 7.Bxd7+ Bxd7 (Be
careful!! 7...Nxd7?? 8.Qxf7#)
8.Qxb7

7.Qg3



idea Nxd7! then Qxc7 7...Qb6
8.Nc3 g6 9.0-0 Bg7 10.Re1
0-0!?

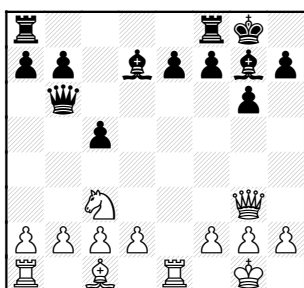


sacking Pe7, but Black's active pieces should compensate

11.Bxd7

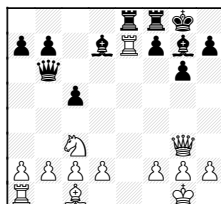
11.Nxd7 Bxd7 12.Rxe7? Bxb5

11...Nxd7 12.Nxd7 Bxd7



13.Nd5!

13.Rxe7 Rae8



14.Rxe8

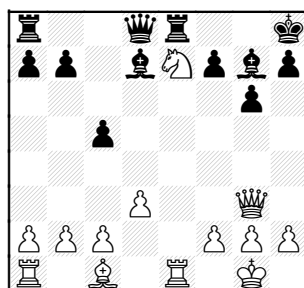
Watch that backrank!
14.Qe3?? Rxe7 15.Qxe7 Re8
idea Re1# or
14.Rxd7?? Re1#.
But maybe 14.Nd5 Qc6

14...Rxe8 Black is fully mobilized

13...Qd8 the Queen is in the way here

13...Qa5 Keeps White from developing Qside, since it stops d-Pawn moves

14.Nxe7+ Kh8 15.d3 Re8



Trying to pin and win Knight at e7

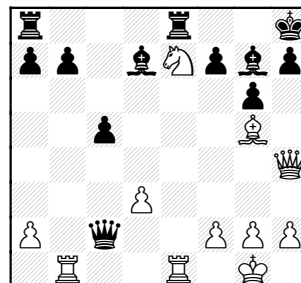
16.Qh4

Protects Knight, but also stops the reply -f6 since White would then have Nxf6+! taking advantage of the pinned h-Pawn.

16...Qb6 idea: Bf6 forking

16...Qa5 Forces White to cover loose Rook at e1, Bishop moves allow Bxb2 without pin. 17.c3 b5 Idea -b4 keeps pressure on Queenside. 18.b4 cxb4 19.cxb4 Qa4 heading for c2 and Bxa1 threatens; 16...Be6 Traps the Knight! 17.Bg5 Black has to move the Queen anyhow

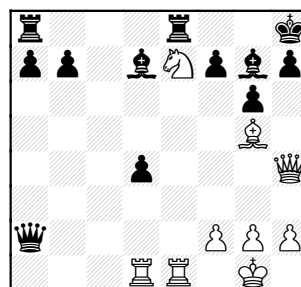
17.Bg5 Qxb2 18.Rab1 Qxc2



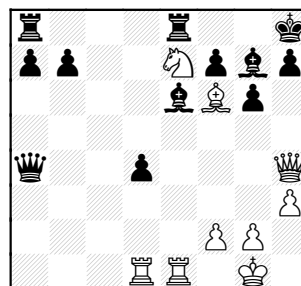
19.Rbd1

19.Rxb7 Qxd3 White has to be wary of backrank problems and c-passer

19...Qxa2 seems greedy, maybe Be6 is next **20.d4 cxd4?!** Open lines help White



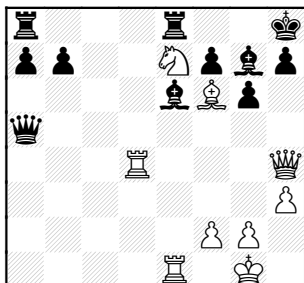
21.Bf6 idea Qxd4 to take over dark squares **21...Qa4 22.h3 Be6**



23.Rxd4

23.Rxe6?? Qxd1+

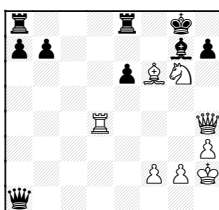
23...Qa5?



Black needs to realize the deflection theme and protect Be6 with Qa2

24.Rxe6! White is close to flagging and decides to throw everything into it!
24...fxe6

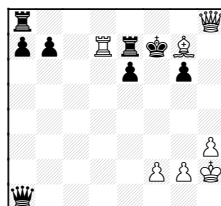
[24...Qa1+ 25.Kh2 fxe6
26.Nxg6+ Kg8



Same as game, but Qa1 double hits f6 (after Rd7). But can White use the discovery?

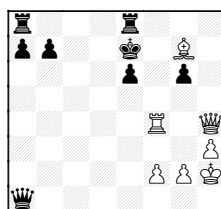
A) 27.Bxg7!
A1) 27...hxg6 28.Qh8+ Kf7
29.Rf4+

But not 29.Rd7+ Re7



and after the trade-down, Black's passers look to queen before White.

29...Ke7 30.Qh4+

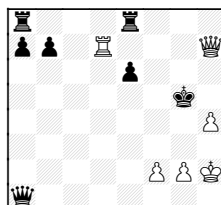


and Bxa1 wins

Or, after 27 Bxg7!
A2) 27...Kxg7 28.Rd7+ Kxg6
29.Qxh7+ Kg5

29...Kf6?? 30.Qg7+ and Qxa1 next

30.h4+



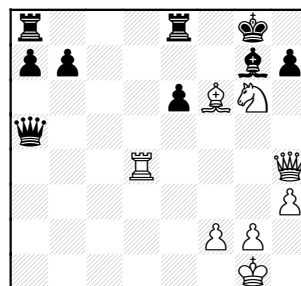
White mates

Returning to bottom of 1st column this page (analysis diagram), Another try is:

B) If as in game, 27.Rd7??
27...Qxf6 Black wins!

Picking up game at top of that 1st column...

25.Nxg6+ Kg8



White flagged!

Too bad, since 26.Rd7 wins on the spot with main threat of Rxg7# !

Neither 26...Bxf6 27 Qxh7# or 26...hxg6 27.Rxg7+ Kf8
28.Qh8#

make the save ! 0-1

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