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The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League

SPRING BUSINESS MEETING – APRIL 19th 7PM

THERE'S A PLACE RESERVED FOR YOU

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Mark Your Calendars with These Key League Dates:

Fall Business Meeting	Last Wednesday of August (Aug 30 2006)
Spring Business Meeting	3.5 Weeks Before Playoffs (April 19, 2006)
Season Playoffs	Second Saturday of May (May 13, 2006)
CICL Open	Second Saturday of May (May 13, 2006)
League Awards Banquet	First Friday of June (June 2, 2006)

Officer Contact List	**2**
Contents of Issue	**3**
Words from the Editor	**4**
SPRING BUSINESS PREPARATION	
Announcement / Driving Directions	**5**
Agenda	**6**
Proposal 1: Playoff Spot Allocation	**7**
Proposal 2: Sponsor CICL All-Star Team at MWAT	**12**
PLAYOFF SATURDAY – NEW FORMAT !	**13**
LEAGUE UPDATES	
Current Standings	**14**
Current Performance Ratings	**15**
Top Ten by Division	**16**
Most Improved Players	**16**
Match Results	**17**
Upper Board Forfeits	**20**
Current Ratings	**21**
FEATURES	
Tactics, Tactics, Tactics !	**24**
GAMES as reviewed by Tom Friske	**25**
Tactics Solutions	**30**
Tournament – April 1-2	**33**

With contributions from : **Art Olsen, Tony Jasaitis, Pete Stein, and Jim Thompson**

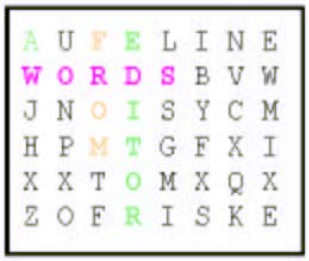
A picture's worth a thousand words—but, in this case, it's worth a thousand thoughts. One of my teammates took this picture at last season's playoffs and I gotta tell you, this has been my focus this season !

I was in a slump which had started with a sub-par performance at the US Amateur Team and continued right into the Summer. How to get out of it ? The only way I know is to go back and study games of the old Masters: Alekhine, Botvinnik, and others. Chess seems more simple in that era- or maybe it was they were so good at explaining their games.

So I'm pumped! All season I've had that picture in mind; remembering the torture of being trapped in a paper bag and not knowing how to get out… Another chance is just around the corner !

But a decision was made to return to a "2nd tier" or "Reserve" section for those players which aren't invited to the League Playoffs. In years gone by, the entry requirements were normal 6-player teams. A little discussion created the decision to reduce this to 4-man teams, and not requiring them to be teams from the League! (To win the trophy, the team needs to be current CICL members, however). This should be exciting for all. Find the details inside!

When Spring comes, you know the semi-annual Business Meeting is coming. As the cover announced, the date has been set for April 19th at Lucent beginning at 7PM. Our President has set an agenda and a couple of far-reaching proposals have been published. You'll find them in this issue and will want to study them before the meeting.



Another piece of business is the filling of vacant positions. This is your chance to get involved ! The Publicity chair is vacant and the Summer is a good time to center on recruiting new teams. Several have joined in recent years due to diligent work by Brian Smith so you would have someone that could show the ropes and give you some useful hints.

The other vacant position is for League President. Tony Jasaitis has ably filled the post this season and has graciously offered it.

Finally, it's time to get out to tournaments again ! You'll find a fine plan for one at the Renaissance Hotel (home of the North Division RenKnights) on this issue's last page. Note that it's this weekend, April 1-2 !

For other Illinois chess news you can also consult the Illinois Chess Association. We are a member and so have an icon on the homepage of our website. If you click on it, you'll be sent right to the ICA home. Click on "Events" to get the full listing. I noticed they decided to go away from printed bulletins and are now publishing PDFs. Also had to chuckle at its familiar layout—where have I seen that before ??

Anyways, we should be thankful for our members' hard work—both present and the past. Let's keep the League the example it is for fun chess !

Happy Browsing!

Tom Friske, Bulletin Editor

IMPROVE THE LEAGUE !!

get your opinion out there!!

ATTEND THE SPRING BUSINESS MEETING
AT: LUCENT Wednesday, April 19th 7PM

Yes, CICL friends, it's that time once again when we get together to look ahead to keep the League on course. YOU ARE INVITED. This meeting is important as it sets the season-end festivities and begins planning on the one coming. Join in the lively discussion ! If you come by 6:30, bring a set and clock to play some blitz.

ALL MEMBERS SHOULD READ this and the following pages. More changes are a-foot and you'll want to be part of the process! But only one vote per team, please! This is Chicago, but here we know where you're from ! If a team isn't represented, it loses its voice ! So Captains should assure a team member attends.

Our President, Tony Jasaitis, reminds us that a requirement of the constitution is that ALL teams must complete their regular season matches by the Friday after the Spring Business Meeting (April 21). We really would prefer teams (potentially) qualifying for the playoffs be finished before the meeting, so that we can make clearer plans sooner. If you are running behind your division schedule, please keep this in mind.

DRIVING INSTRUCTIONS.

Building is on the northwest corner of Warrenville and Naperville Rds.

1. Exit north on Naperville Road from I-88 tollway.
2. Continue to next light, turn left/west on Warrenville Rd.
3. Continue to next light, turn right/north into Lucent.
4. Park in front of the large glass building, can't miss it, enter at the main/center entrance. .

If you have trouble, call Bob Buchner at 630-728-5045.

A map of the area can be found through our website, http://www.chicagochessleague.org
(click on "West Division", scroll down to "Maps to Teams", click on "Lucent").

To make checking through security much easier, **please register in advance** with Bob Buchner. Write him at: rfbuchner@sbcglobal.net .

(Agenda follows, next page…)

~~~~~ Spring 2006 Agenda ~~~~~

1. Officer Reports
- * President (Tony Jasaitis)
- * Secretary (Jerry Thomas)
- * Treasurer (Lenny Spiegel)
- * Division Chairmen
  - o West (Bob Buchner)
  - o East (Jim Duffy)
  - o North (Art Olsen)

2. Other Reports
- * Bulletin Editor (Tom Friske)
- * Games Editor (Tom Friske)
- * Ratings Chairman (Art Olsen)
- * Publicity Chairman (Tony Jasaitis)
- * Banquet Chairman (Bert Gazmen)
- * Trophy Chairman (Marty Franek)

3. Elections
- * President
- * Secretary
- * Treasurer
- * Division Chairmen (elected by division captains)

4. Appointments
- * Publicity Chairman (need volunteers)
- * Playoffs TD(s) (need volunteers)

5. Events Calendar
- * Dates as mentioned in the constitution
  - o Playoffs - Saturday, May 13
  - o Banquet - Friday, June 2
  - o Fall Meeting - Wednesday, August 30
- * Playoffs
  - o Determine Playoff Teams
  - o Determine Playoff Site (need volunteers)
- * Banquet
  - o Announce Banquet Details

6. Old Business

(none?)

7. New Business

(descriptions of the below 3 items were issued by email and are included on following pages)

- * Vote on generalized playoffs proposal (designed for any number of teams, divisions, and playoff slots).
- * 2nd Tier Playoffs
- * Sponsorship of CICL Midwest Amateur Chess Team

- * other?

PROPOSAL 1. PLAYOFF SPOT ALLOCATION

Jim Thomson, Bob Buchner, Irwin Gaines, Art Olsen, and Tony Jasaitis propose the following general method for allocating playoff spots. This method applies, regardless of how many playoff spots we have, how many divisions exist, or how many teams are in each division. It is intended to give us flexibility in playoff size and division alignment, without requiring us to renegotiate each year the impact those decisions have on playoff spot allocation. This proposal will also cover the related topic of division trophies.

Our intent is to have this proposal voted on at the Spring '06 Business meeting, and to have it apply first for the 2006-2007 season. The single season proposal voted in earlier this year would continue to apply for this year's playoffs, regardless of the outcome.

Background

In recent history we've had exactly 4 divisions, with each division receiving exactly 2 playoff spots. This method worked OK, but was inflexible, and concerns were often raised that larger divisions received less representation, and that the 3rd place team in a larger division was sometimes stronger than the 2nd place team in a smaller division.

Last year we departed from that model by combining the NW and FW divisions into one single super-West division. That almost didn't happen, however, despite the desire to do so for other reasons, because of the havoc it caused for playoff spot allocation. We eventually agreed to 1 East, 2 North, 3 West + 2 wildcards, but only after tons of debate. This method did strike new ground, though, departing from the fixed division allocation of the past, and basing playoff spots on representation by population, and also by strength.

Even after all that, though, there are still some concerns that the method decided upon for this year wasn't fair. In particular, the East's representational share of the 8 spots was 1.92 spots; the North's 2.56; and the West's 3.52; yet the East has no better chance at a wildcard spot than either the North or West, despite having a higher remainder. We can do better. And we can do it in a way that it applies in a variety of different contexts.

The Process

Those not involved in the discussions earlier this year may not recognize the number of reasonable ways there are to allocate playoff spots. Some are simpler than others. Some are more accurate. Some give weight to representation, some to strength, some to other things altogether. Given the vastly different views people have on the importance of these, it is impossible to satisfy everyone equally. But to do our best, we formed a cross division team, composed of some very opinionated people ;-). And after enduring long conversations on this and related topics, we now have a method we endorse.

(continued…)

The Method

The following method is to be applied at the Spring Business meeting each year. It's purpose is to allocate playoff spots, by representation and strength, to division teams.

1. Proportion: For each division, calculate its proportion of league playoff spots:

   Proportion = # Division Teams * # League Playoff Spots / # League Teams

   All non-exhibition teams at the time of the Spring Business meeting are counted.

2. Guaranteed Spots: Each division then gets the following guaranteed playoff spots:

   Guaranteed = Proportion – 1, rounded up

3. Wildcard Spots: All remaining playoff spots are allocated by wildcard. To allocate these to division teams, allocate them one at a time, comparing the next in rank team from each division:

   a. Calculate, for each division's next in rank team, the following:

      Adjusted PR = PR + (Proportion – Guaranteed) * 200

   b. Whichever team has the largest Adjusted PR gets the spot. If tied for the last spot, remove the first season match from each team's PR average and recalculate the Adjusted PR. If still tied, remove the second match, etc.

   c. Divisions may compete for a second wildcard spot. For this extra spot beyond Guaranteed + 1, however, the Adjusted PR is lowered 200.

4. Replacement Spots: If a replacement team is needed, for whatever reason:

   a. Allocate it to the next in line team of a division not meeting their Guaranteed.

   b. If spots remain, allocate them by Wildcard, as described above.

5. Division Trophies: Each division receives the following number of division trophies. This is independent of the number of playoff spots that division receives.

   Division Trophies = # Division Teams / 3, rounded up

(continued…)

Examples

Probably the best way to understand a method is by example. So here are a few:

A. If we applied this method this year (*which we won't!*), we'd apply it to 6 East teams, 11 West teams, and 7 North teams (Loyola is not counted, being an exhibition team).

1. Proportions would be {2.00 East, 3.67 West, 2.33 North}. This adds to 8 spots.
2. Guaranteed spots would be {1 East, 3 West, 2 North}. This leaves 2 spots.
3. (Proportion – Guaranteed) for each are {1.00 East, 0.67 West, 0.33 North}.
   So the PR adders, after * 200, would be {+200 East, +134 West, +66 North}.
   In the fight for the 2 wildcards, this would mean the next in rank North team would need a PR 134 points higher than the next in rank East team, or a PR 68 points higher than the next in rank West team, to get one of the two wildcards (to which they are the least entitled, by proportions alone).
4. After applying the above, let's say the West gets 1 wildcard, and the Hedgehogs get the other. But then the Hedgehogs find they cannot play! Since the East still has their guaranteed spot filled (by the Aces), they wouldn't automatically get the replacement; it would go to Wildcard. For that wildcard, the next in line North team would be considered (+66), the next in line East team would be (at +200 still since they only have their Guaranteed), and the next in line West team would (at +134 West – 200 for already having 1 over their guaranteed = -66).
5. Division trophies would be {2 Trophies East, 4 Trophies West, 3 Trophies North}

B. The above example illustrates most of the concepts. But here is a new one: say we decide to increase the number of playoff spots to 10 in a future year…

1. Proportions would change to {2.50 East, 4.58 West, 2.92 North}. Adds to 10.
2. Guaranteed spots would change to {2 East, 4 West, 2 North}. Leaves 2 spots.
3. (Proportion – Guaranteed) would then be {0.50 East, 0.58 West, 0.92 North}.
   PR adders would go to {+100 East, +116 West, +184 North}.
   There would again be 2 wildcards that the 3 divisions fight over, using the above adders instead. 2 teams would get these slots, etc.
4. Also, let's say, the Knights didn't field 4 players throughout the playoffs in the prior season, so are ineligible this season. They'd need to be replaced if they took one of the North guaranteed spots, or one of the North wildcard spots.
5. Division trophies are still {2 Trophies East, 4 Trophies West, 3 Trophies North}.

C. Or, if we stay with 8 playoff spots, but the West splits back into NW 5 and FW 6…

1. Proportions would be {2.00 East, 1.67 NW, 2.00 FW, 2.33 North}. Adds to 8.
2. Guaranteed spots would be {1 East, 1 NW, 1 FW, 2 North}. Leaves 3 spots.
3. (Proportion – Guaranteed) is {1.00 East, 0.67 NW, 1.00 FW, 0.33 North}.
   So the PR adders are {+200 East, +134 NW, +200 FW, +66 North}.
   The 4 divisions would then fight over 3 wildcards, using the above adders.
4. Say all divisions but the NW get a wildcard above (the North must have out PRed NW by 68+ points). And then a NW team dropped out. The replacement would then come from the next in line NW team to bring them up to Guaranteed.
5. Division trophies would be {2 East, 2 NW, 2 FW, 3 North}.

(continued…)

The Math

Often people who aren't involved in the creation of a method are less likely to buy into it. To help address that, we are including some of the logic behind the method for people's consideration. Feel free to ignore this section if you aren't interested in nuts and bolts.

Dissecting the method part by part:

1. Proportions are a concept that have come up multiple times in the past. When you have 8 playoff spots, and 24 teams in the league, it stands to reason that 1/3 of the teams will make it into the playoffs. If a division has 6 of these teams, their fair share (proportion) of spots is then 6 * 1/3 = 2. The formula below just generalizes that:

   Proportion = # Division Teams * # League Playoff Spots / # League Teams

   Which teams to include (not including exhibition teams) is mostly common sense. It is debatable whether you count the teams at the beginning or end of the season, but since teams that don't make it to the end can't get a playoff spot, and since PR calculations must be done at the end anyway, it made more sense to do this then too.

4. In many potential methods, divisions are given the whole number of their proportion as guaranteed spots. It's usually the remainders that cause trouble. This proposal goes a bit farther and makes sure ALL divisions have a remainder, even those that round off to a whole number. This is the reason we subtract 1 and round up (rather than just rounding down). It results in all divisions having something at risk, and all competing for wildcards. You could go the other way; it's a judgment call we made.

5. The method for distributing wildcards is the heart and core of this proposal. Just about everything else is not unique, and has come up in discussion many times before. As mentioned above, dealing with remainders (0.00 to 1.00) has always been trouble. Rounding these remainders has resulted in inequities. This is the only proposal, to my knowledge, that doesn't group remainders into "close enough" groups and treat them the same. This one has the remainder matter by multiplying it by a constant and adding it to the PR before comparison. I think that makes it superior. But certainly the constant "200" is called to question. Where did that multiplier come from? Why is it the correct mathematical weighting for the remainder?

   Answering that question could be as long as this document. And, to be honest, the technical correctness is fuzzy. We currently have 2 answers, both of which give similar results, but they come by it different ways. Judge for yourself which you think is right. Both give a number near 200.

3a. The first answer uses knowledge of how Match PRs work. Ideally a +1.00 playoff spot diff would line up with a Division always getting the spot over another. And a +0.00 diff would line up with a Division getting it half the time. And a -1.00 diff would line up with a Division never getting it. If you relate this to team strength differences, these line up with a team always being good enough to beat another team, being good enough to beat them half the time, and never being able to beat them. In Match PR terms, the minimums for that are +200 PR, +0 PR, and –200 PR respectively. The Match PR formulas, in fact, throw out matches as meaningless if you beat a team 200 or more points below your PR average. The following chart illustrates this better. It shows Relative Spots Allocated, Rating Diff Needed to overcome, and the Relative Head-to-Head Winning % Needed to overcome and take the spot.

(continued…)

Relative Slots Allocated	Relative Rating Needed	Relative H2H Win % Needed
-1.00	200	91%
-0.90	180	89%
-0.80	160	86%
-0.70	140	83%
-0.60	120	80%
-0.50	100	76%
-0.40	80	72%
-0.30	60	67%
-0.20	40	61%
-0.10	20	56%
0.00	0	50%

Relative Slots Allocated	Relative Rating Needed	Relative H2H Win % Needed
0.00	0	50%
0.10	-20	44%
0.20	-40	39%
0.30	-60	33%
0.40	-80	28%
0.50	-100	24%
0.60	-120	20%
0.70	-140	17%
0.80	-160	14%
0.90	-180	11%
1.00	-200	9%

From the chart it is clear that the %s line up fairly well with the behavior we'd like to see. We don't want a team taking a spot away from another division unless they are significant enough better to warrant the difference in playoff spot allocation.

3b. The second answer assumes PRs in our league follow a normal curve. Many random distributions do, so this isn't unreasonable. If our distribution does, we can make use of the 1664 PR average, and the 171 PR standard deviation. Normal curve theory tells us that 1 standard deviation to the left (1664-171= 1493) and right (1664+171=1835) of average contain ~68% of the values. In fact, it is only 63% in our case, but this isn't far off. The part of the normal curve we are interested in for playoff team allocation is the part to the right of average. We'd like to approximate that curve by a line, but we know that isn't quite right. But it is close if we focus on one section of the curve: the part between the average and just to the right of the 3rd quartile (where the wildcard teams dwell). But what is the difference in PRs there? Well… we know 171 is the standard deviation, and one standard deviation to the right of average takes us to 50% + ½ * 68% = 84%. So 0 to 171 PR difference takes us from 50% to 84%. 0 to 200 PR diff then takes us a bit farther, but not too much more (perhaps to 86%). So, we can see from this that an average 50% team with a +200 PR adder is on even keel with a 86% team with a +0 adder. Assuming a linear relationship between the two points, and we arrive at a similar result to that of 3a.

4. The replacement logic mostly uses prior rules, so not much to explain here. Basically we try to keep all divisions at their Guaranteed spots first (which we can guaranteed do unless they run out of teams), and then we use the Wildcard method to fill these.

5. Since trophies are a division level award, we don't think the playoffs particularly relevant to them. But since changing the # of divisions and changing the # of teams also impacts them, we put a simple formula here to make sure the right amount of division awards are given out in each case.

(END PROSPOSAL 1)

PROPOSAL 2. Annual CICL all star team in MWAT

Background

As a longtime aficionado of team chess I endeavored to organize a CICL all star team to represent the league at this year's Midwest Amateur Team tournament. As some of you may know, the MWAT is an annual USCF team event open to teams of 4 players with an average rating below 2200. As our league's top active players either have no USCF ratings or have USCF ratings lower than their CICL ratings I felt this was a great opportunity to field a very competitive team to represent the CICL. The team I eventually captained was not only competitive, but tied for 1st place while two team members garnered their respective board prizes!

Recommendation

Having the CICL represented annually at such a prestigious USCF event is great publicity for the league as this event generates both local and national coverage. Many people unfamiliar with the league obtained a very favorable impression from our accomplishment this year as we exhibited great competitiveness and comradery. As participation in this event is both great publicity and a tribute to the league's top players I propose to make the CICL's participation via an "all star" team a formally sponsored annual activity funded in whole or part by the league.

Implementation

The team member selection algorithm I used was strictly based on CICL rating with preference given to maximum divisional representation in case of equal ratings. With several iterations of the algorithm I was ultimately able to recruit very good players that were genuinely interested. I simply went down the rating list starting with the league's highest rated active player polling each player to obtain interest until 3 players in addition to myself (team captain) were accumulated. At this point I completed processing of the financials and team registration.

Regarding the execution of the administrative tasks required to put a team together and register it for the MWAT, I strongly believe this should be performed by a playing captain as such an individual will have a vested interest in ensuring everything goes smoothly. It has been suggested that a league office be established for this position, but I disagree with such an approach. From my many years of participation in chess team events it has been my observation that team organization is best accomplished by an individual participating on that team (usually the captain). The league president and/or the division chairmen can kick off the process each year by polling for a captain. Once a captain is identified he would apply the above algorithm to constitute the team.

Any type of funding would greatly enhance the likelihood of fielding the best possible team. In fact having expenses compensated would serve as a great motivator for our players to boost their ratings to improve selection prospects, thus enhancing competition in the league. Regarding what is funded I believe at a minimum both entry fees and membership fees should be covered. Although USCF membership fees might comprise the biggest chunk of a MWAT funding, our top CICL rated players without USCF ratings can be the biggest asset in fielding a competitive team (for calculating team ratings, individual USCF=CICL-100).

It would be great to see this proposal adopted ASAP. There are some minor details remaining, but they can be worked out in due time. Thanks for your consideration.

Sincerely,

Peter Stein

(Editor Note:
No mention was made of cost for full compensation. For reference, I've looked up the following figures:
New USCF Membership $36 per team-member / Other Adult USCF Membership $47 each
MWAT cost per team in 2006: Earliest registration price $124. Worst (at site) $140.)

CICL PLAYOFF SATURDAY IS NOW *FOR EVERYONE !!*

Get your 4-person team together – we all compete !

Eight current CICL teams are still invited to the League Championship Playoffs, but there's now team-play for all !

To provide new team competition opportunities for teams that do not qualify for the top bracket of the playoffs, we are introducing a new form of post season competition this year, fully described here for the first time.

Using a format of 4 person teams and two sections (entries permitting) with different strength teams should allow for exciting competitive chess opportunities for many different levels of team strengths. Please let all your team members know about this opportunity!

This year, in place of the individual tournament that has been held on playoff Saturday the last few years, we will be holding a team tournament. The tourney will be a **3-round Swiss** competition, each round at a **Game/90 time control. Teams consist of 4 players**.

Two sections of competition will be held, entries allowing. They will be divided based on the average rating of entered teams to provide balanced competition.

Trophies will be awarded at the League Banquet to the top teams in each section.

Playoff Saturday is Saturday May 13. Time and place yet to be determined

The 4-person teams can be formed in the several ways:
1) Any 4 or more individuals who played for the same CICL team this season can enter as a team. This includes players from teams that have qualified for the championship tier but would not be playing on the top 6 boards. Note that capped teams (alumni/associate/club teams) will still be subject to a rating cap of 1900 for the reserve section playoffs.
2) Any individuals who played for the CICL this season can enter as individuals. They will be formed into teams by the tournament directors to provide even competition. A group of players can request to be on the same team, and the director will accommodate these requests based on average ratings of entered teams. In particular, teams of players from different CICL teams of the same company or club will almost certainly be allowed to play together.
3) For non-CICL members: Any 4 or more individuals who belong to the same organization that could form a CICL team next season can enter as a team, but will not be eligible for trophies.

Games will be CICL rated and count towards centurion awards.

No teams or individuals should enter who do not intend to complete all three rounds of the tournament; because of the difficulties of making team pairings it will not be possible to accommodate bye rounds and it is very inconsiderate for people expecting to play to have to take a forfeit. Official entries for teams or individuals will close at 8:45AM on playoff Saturday.

Teams or individuals interested in entering should communicate their intentions as soon as possible to Irwin Gaines, who is acting for now as tourney director, at gaines@fnal.gov, so that we can make plans to provide the most exciting and even competition. Such expressions of intent will not be considered as official entries, so please let us know even if you are not completely sure you can play.

Registration, questions, and comments ? Email gaines@fnal.gov

EAST DIVISION 03-26-2006

TEAM NAME	W	L	D	GAME POINTS	MATCH POINTS	PCT	PR	USAT
ALUMNI ACES	6	0	1	32.0	6.5	0.929	1834	93.0
HEDGEHOGS	5	2	1	29.5	5.5	0.688	1674	80.8
NORTHWESTERN CHESS CLUB	4	2	1	28.5	4.5	0.643	1678	90.8
AMA TORNADO SNAKES	3	4	1	19.0	3.5	0.438	1520	45.0
CITADEL GROUP	2	6	0	17.5	2.0	0.250	1545	72.0
LEO BURNETT	1	7	0	10.5	1.0	0.125	1315	37.5

NORTH DIVISION 03-26-2006

TEAM NAME	W	L	D	GAME POINTS	MATCH POINTS	PCT	PR	USAT
MOTOROLA KNIGHTS	6	1	0	29.0	6.0	0.857	1945	94.8
RENAISSANCE KNIGHTS	5	2	0	24.0	5.0	0.714	1844	79.0
UOP	4	2	2	30.5	5.0	0.625	1814	101.3
MOTOROLA KINGS	4	2	2	27.0	5.0	0.625	1810	89.0
EXCALIBURS	2	5	0	14.0	2.0	0.286	1631	32.5
WALGREENS	2	5	0	14.5	2.0	0.286	1601	46.0
NORTHROP	0	6	1	10.0	0.5	0.071	1493	26.5
North Division Exhibition Team								
LOYOLA	0	4	1	4.0	0.5	0.100		

WEST DIVISION 03-26-2006

TEAM NAME	W	L	D	GAME POINTS	MATCH POINTS	PCT	PR	USAT
FERMILAB	7	1	1	37.0	7.5	0.833	1850	130.5
ST CHARLES BAKER	7	1	1	36.0	7.5	0.833	1820	113.3
LUCENT TECH. TYROS	7	1	0	34.5	7.0	0.875	1850	105.5
ST CHARLES CHESS CLUB	6	1	2	36.5	7.0	0.778	1843	147.8
LUCENT TECH. DRAGONS	5	3	1	29.0	5.5	0.611	1691	94.3
ARGONNE ROOKS	4	4	1	28.0	4.5	0.500	1616	93.5
MOLEX	1	4	3	20.5	2.5	0.313	1542	75.5
CA	2	6	1	18.5	2.5	0.278	1511	65.5
PAWNS	1	6	1	18.5	1.5	0.188	1576	85.8
CASE	1	7	1	15.0	1.5	0.167	1519	50.3
BP CHICAGOLAND	1	8	0	12.5	1.0	0.111	1372	62.0

CICL Performance Ratings
03/26/2006

Team	Division	Games Ave	Board PR	Match PR	PR (B+M)/2
MOTOROLA KNIGHTS	North	5.5	1954.4	1935.5	1945
LUCENT TECH. TYROS	West	5.8	1832.4	1867.7	1850
FERMILAB	West	7.7	1836.0	1864.6	1850
RENAISSANCE KNIGHTS	North	5.8	1813.8	1873.2	1844
ST CHARLES CHESS CLUB	West	7.8	1829.5	1856.5	1843
ALUMNI ACES	East	3.3	1785.8	1882.7	1834
ST CHARLES BAKER	West	7.5	1776.6	1863.8	1820
UOP	North	5.8	1803.2	1825.6	1814
MOTOROLA KINGS	North	7.2	1793.3	1827.5	1810
LUCENT TECH. DRAGONS	West	7.8	1671.3	1711.6	1691
NORTHWESTERN CHESS CLUB	East	3.3	1695.4	1660.4	1678
HEDGEHOGS	East	5.2	1660.9	1686.5	1674
EXCALIBURS	North	5.8	1618.4	1643.4	1631
ARGONNE ROOKS	West	7.8	1621.0	1611.9	1616
WALGREENS	North	4.8	1600.7	1601.1	1601
PAWNS	West	6.2	1617.5	1534.9	1576
CITADEL GROUP	East	5.8	1567.0	1523.1	1545
MOLEX	West	6.5	1552.0	1531.6	1542
AMA TORNADO SNAKES	East	4.7	1442.1	1598.8	1520
CASE	West	7.7	1549.0	1489.1	1519
CA	West	6.7	1476.9	1545.3	1511
NORTHROP	North	5.0	1524.4	1461.0	1493
BP CHICAGOLAND	West	4.3	1284.2	1459.2	1372
LEO BURNETT	East	3.8	1385.8	1243.9	1315

EAST DIVISION TOP TEN

INUMERABLE,F	ALUMN	2207C
RAUCHMAN,M	HEDGE	2123
BENESA,A	ALUMN	2112C
WEBER,L	ALUMN	2106
CHAN,ROBERT	NWEST	2077
GAZMEN,E	ALUMN	2050C
BENDICH,I	NWEST	2033
JASAITIS,A	HEDGE	1985D
SOLLANO,E	ALUMN	1966C
HAYHURST,W	CITGR	1936

NORTH DIVISION TOP TEN

FRIDMAN,Y	MKNGT	2192
MORRIS,R	MKNGT	2174
ALLSBROOK,F	RKNGT	2159
WONG,P	EXCLB	2154C
FRISKE,T	WALGR	2104C
MELNIKOV,I	MKING	2042C
LANG,R	EXCLB	2026
COHEN,L	RKNGT	2004
WALLACH,C	MKING	1995C
SIWEK,M	UOP	1985D

WEST DIVISION TOP TEN

GARZON,G	FERMI	2264
JAKSTAS,K	PAWNS	2215D
STEIN,P	TYROS	2180
DORIGO,T	FERMI	2166
MARSHALL,J	STCCC	2154
WILLIAMS,K	CASE	2153
BENEDEK,R	ROOKS	2148T
WIEWEL,J	STCCC	2100
SPLINTER,J	STCCC	2098
DIAZ,P	TYROS	2094C

MOST IMPROVED PLAYERS

JOSHI,B	MKING	154
SUITS,J	STCCC	142
ZADEREJ,V	MOLEX	134
FREIDEL,JESSE	BAKER	119
RUFUS,B	MOLEX	100
BAURAC,D	ROOKS	95
GORODETSKIY,S	NWEST	84
KARANDIKAR,S	MKNGT	81
MEISSEN,B	STCCC	80
BALICKI,J	MKNGT	80

07-FEB-06 AMA TORNADO SNAKES 4 LEO BURNETT 2

ROUND 7

BD	RATINGS	SCORE		RATINGS	SCORE
1 FISETTE,R	1706 32	1	EAMAN,R	1854-32	0
2 PETERSON,T	1474 -7	0	DUFFY,J	1775 7	1
3 GOODFRIEND,B	1169 -4	0	SITAR,K	1556 4	1
4 MCFADDEN,J	0 0	1F		0 0	0F
5 MEYER,C	0 0	1F		0 0	0F
6 PIWOWAR,T	0 0	1F		0 0	0F

27-FEB-06 NORTHWESTERN CHESS CLUB 6 HEDGEHOGS 0

ROUND 7

* Match was forfeited by Hedgehogs *

BD	RATINGS	SCORE		RATINGS	SCORE
1 CHAN,ROBERT	2077 0	1F		0 0	0F
2 BENDICH,I	2033 0	1F		0 0	0F
3 GORODETSKIY,S	1902 0	1F		0 0	0F
4 SMALLWOOD,J	1852 0	1F		0 0	0F
5 RODNYANSKY,S	1733 0	1F		0 0	0F
6 KRAVIK,S	1377 0	1F		0 0	0F

02-MAR-06 RENAISSANCE KNIGHTS 5 MOTOROLA KINGS 1

ROUND 8

BD	RATINGS	SCORE		RATINGS	SCORE
1 ALLSBROOK,F	2143 16	1	MELNIKOV,I	2039-11	0
2 HEISER,E	1954 26	1	WALLACH,C	2014-18	0
3 HART,V	1912 -3	.5	PIPARIA,J	1880 3	.5
4 BAUMGARTNER,C	1720 29	1	CYGAN,J	1831-29	0
5 ENGELEN,M	1653 23	1	GONCHAROFF,N	1662-10	0
6 MORAN,P	1606-11	.5	JOSHI,B	1439 11	.5
7 MARSHAL,KEN	1511 17	1	GRYPARIS,J	1427-11	0
8 AROND,D	1693 8	1	RABINOVICH,E	1438 -8	0
9 HEISER,D	0000 0	1	LISSERMAN,E	0 0	0
* Exhibition Match					
10 O'BRIEN,B	0000 0	1	MELNIKOV,N	0 0	0

03-MAR-06 LUCENT TECH. DRAGONS 5.5 CA .5

ROUND 9

BD	RATINGS	SCORE		RATINGS	SCORE
1 TEGEL,F	2034 7	1	UNDERWOOD,W	1928-11	0
2 MARCOWKA,R	1969 7	1	DENMARK,T	1766-11	0
3 PEHAS,A	1857 5	1	VAIL,M	1571 -7	0
4 THOMAS,J	1551 -5	.5	BYRNE,M	1421 9	.5
5 STAMM,V	1516 5	1	MCCLENDON,L	1325-11	0
6 EUSTACE,D	1464 0	1	GRABSKIY,J	0 0	0

23-FEB-06 WALGREENS 3 EXCALIBURS 2

ROUND 7

BD	RATINGS	SCORE		RATINGS	SCORE
1 FRISKE,T	2074 11	1	LEE,D	1979-16	0
2 LEVENSON,S	1888 19	1	BRONFELD,A	1836-19	0
3 HUGHES,N	1671 10	1	BROTSOS,J	1559-10	0
4 ANSARI,N	1577-25	0	WEITZ,R	1535 17	1
5	0 0	0F	SUERTH,F	1491 0	1F
6	0 0	0F		0 0	0F

07-MAR-06 EXCALIBURS 3 WALGREENS 2

ROUND 8

	BD	RATINGS	SCORE		RATINGS	SCORE
	1 WONG,P	2173-19	0	FRISKE,T	2085 19	1
	2 BRONFELD,A	1817 28	1	LEVENSON,S	1907-28	0
	3 LEE,D	1963 0	1	SOROCK,R	0 0	0
	4 WEITZ,R	1552 20	1	HUGHES,N	1681-20	0
	5 SUERTH,F	1491-12	0	ANSARI,N	1552 19	1
	6	0 0	0F		0 0	0F

09-MAR-06 MOTOROLA KNIGHTS 3.5 UOP 1.5

ROUND 8

	BD	RATINGS	SCORE		RATINGS	SCORE
	1 FRIDMAN,Y	2209-17	.5	EASTON,R	1890 17	.5
	2 MORRIS,R	2166 8	1	BOLDINGH,E	1888 -5	0
	3 THOMSON,J	1952-20	0	LEONG,G	1983 14	1
	* Board 4 was Adjourned					*
	4 BALICKI,J	1843		WALKER,C	1847	
	5 AUGSBURGER,L	1805 12	1	LECHNICK,J	1745-19	0
	6 KARANDIKAR,S	1734 14	1	MICKLICH,F	1587 -9	0
(UOP)	7 OLSEN,A	1472-12	0	NALLATHAMBI,R	1543 18	1

07-MAR-06 FERMILAB 5 ST CHARLES BAKER 1

ROUND 8

	BD	RATINGS	SCORE		RATINGS	SCORE
	1 GARZON,G	2251 7	1	FREIDEL,JESSE	1967 -7	0
	2 DORIGO,T	2182-16	.5	FREIDEL,P	1880 16	.5
	3 SPIEGEL,L	1968 6	1	FREIDEL,JER	1725 -9	0
	4 GAINES,I	1748 10	1	ALBERTS,W	1620-15	0
	5 DEGRAF,B	1460 23	1	JANSSEN,G	1464-23	0
	6 CEASE,H	1425 -1	.5	GREER,J	1414 1	.5

07-MAR-06 PAWNS 4.5 CASE 0.5

ROUND 9

*** A 1 Game Point Upperboard Forfeit Penalty Was Applied To Case ***

	BD	RATINGS	SCORE		RATINGS	SCORE
	1 JAKSTAS,K	2213 2	1	NURSE,G	1793 -4	0
	2 LATIMER,E	2016 -8	.5	DOWELL,E	1817 12	.5
	3 ELLICE,W	1802 -9	.5	ALEXANDER,W	1545 15	.5
	4 FRANEK,M	1720 0	1F	HALL,A	1500 0	0F
	5 FABIJONAS,R	1573 -8	.5	DYCZKOWSKI,R	1350 13	.5
	6 O'DELL,DW	1400 12	1	ZOELLNER,J	1327-12	0

15-MAR-06 AMA TORNADO SNAKES 4 CITADEL GROUP 2

ROUND 8

	BD	RATINGS	SCORE		RATINGS	SCORE
	1 FISETTE,R	1738 13	.5	HAYHURST,W	1949-13	.5
	2 PETERSON,T	1467 20	1	MUHS,A	1427-20	0
	3 FURTNER,F	1447 6	.5	SENSAT,J	1540 -6	.5
	4 GOODFRIEND,B	1165 0	1	THORNE,P	0 0	0
	5 MASITI,J	0 0	1	FUNG,J	0 0	0
	6 MCLAWHORN,M	0 0	0	PARRA,J	0 0	1
	7 MEYER,C	0 0	0	SAM,K	0 0	1
	8 PIWOWAR,T	0 0	0	METZLER,J	0 0	1

15-MAR-06 LEO BURNETT 1 HEDGEHOGS 5

ROUND 8

BD		RATINGS	SCORE			RATINGS	SCORE	
1	EAMAN,R	1822	17	.5	RAUCHMAN,M	2140	-17	.5
2	DUFFY,J	1782	10	.5	SMITH,M	1934	-10	.5
3	SITAR,K	1560	-4	0	JASAITIS,A	1983	2	1
4		0	0	0F	SEET,P	1861	0	1F
5		0	0	0F	KRATKA,M	1694	0	1F
6		0	0	0F	COOMBES,N	1299	0	1F

09-MAR-06 MOTOROLA KNIGHTS 4.5 UOP 1.5

ROUND 8

BD		RATINGS	SCORE			RATINGS	SCORE	
4	BALICKI,J	1843	23	1	WALKER,C	1847	-23	0

* Adjourned game from 09-MAR-06 *

09-MAR-06 NORTHROP 3 "2nd BYE ROUND" 3

ROUND 8

BD		RATINGS	SCORE			RATINGS	SCORE	

* Three North Division Teams get a 2nd "BYE" in rounds 8,9 & 10. These *
* three teams are awarded 3-3 draws because they play 1 less match *
* than the other four North division teams. Northrop is awarded a 3-3 *
* draw in round 8 for their 2nd "BYE" of the season *

20-MAR-06 CASE 1 ST CHARLES CHESS CLUB 5

ROUND 10

BD		RATINGS	SCORE			RATINGS	SCORE	
1	NURSE,G	1789	19	.5	MARSHALL,J	2173	-19	.5
2	DOWELL,E	1829	-8	0	WIEWEL,J	2092	8	1
3	PARAOAN,E	1638	-10	0	MEISSEN,B	1763	15	1
4	DYCZKOWSKI,R	1363	-8	0	PRADT,D	1634	8	1
5	REID,C	1498	-14	0	SUITS,J	1522	21	1
6	ZOELLNER,J	1315	6	.5	MCGEE,M	1459	-9	.5
7		0	0	0F	BUCKLEY,J	1371	0	1F

23-MAR-06 UOP 3 MOTOROLA KINGS 3

ROUND 9

BD		RATINGS	SCORE			RATINGS	SCORE	
1	LEONG,G	1997	-14	0	MELNIKOV,I	2028	14	1
2	SIWEK,M	1984	1	.5	WALLACH,C	1996	-1	.5
3	WALKER,C	1824	21	1	CYGAN,J	1802	-21	0
4	BOLDINGH,E	1883	15	1	PIPARIA,J	1883	-22	0
5	LECHNICK,J	1726	-5	.5	GONCHAROFF,N	1652	2	.5
6	MICKLICH,F	1578	-20	0	JOSHI,B	1450	30	1
7	NALLATHAMBI,R	1561	14	1	GRYPARIS,J	1416	-9	0

23-MAR-06 CA **1.5** **FERMILAB** **4.5**

ROUND 10

BD		RATINGS		SCORE		RATINGS		SCORE
1	UNDERWOOD,W	1917	-4	0	GARZON,G	2258	6	1
2	DENMARK,T	1755	-10	0	SPIEGEL,L	1974	7	1
3	VAIL,M	1564	12	.5	GAINES,I	1758	-8	.5
4	BYRNE,M	1430	-13	0	BOLSHOV,A	1587	13	1
5	MCCLENDON,L	1314	-16	0	CEASE,H	1424	16	1
6	HANSON,M	0	0	1	ANNIS,J	0	0	0

23-MAR-06 ARGONNE ROOKS **4.5** **LUCENT TECH. DRAGONS** **1.5**

ROUND 10

BD		RATINGS		SCORE		RATINGS		SCORE
1	BENEDEK,R	2151	-3	.5	TEGEL,F	2041	3	.5
2	HILL,R	1980	15	1	MARCOWKA,R	1976	-15	0
3	BAURAC,D	1819	21	1	LUDWIG,T	1970	-21	0
4	YACOUT,A	1571	21	1	THOMAS,J	1546	-14	0
5	DERIY,B	1467	26	1	STAMM,V	1521	-12	0
6	HLOHOWSKYJ,I	0	0	0	DOBR,K	1343	0	1
7	NABEREZHNEV,D	0	0	0	BREYER,A	1321	0	1

UPPER BOARD FORFEITS

Each team is allowed 2 upper board forfeits per season.
After the 2nd upper board forfeit, the team is penalized
one extra game point for each such forfeit in the match.

TEAMS WITH 2 OR MORE UPPER BOARD FORFEITS

CASE

TEAMS WITH 1 UPPER BOARD FORFEIT

WALGREENS
SAINT CHARLES
RENAISSANCE KNIGHTS

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABDALLAH,D	PAWNS	0	4	0	1403	DEICHMANN,E	MOLEX	1	5	1	1310
AHKTAR,A	LOYLA	1	1	0	1200/1	DENEEN,D	BPCHI	1	6	0	1399
ALBERTS,W	BAKER	4	3	2	1605	DENMARK,T	COMPA	2	5	1	1745
ALEXANDER,W	CASE	1	5	1	1560	DENNISTON,E	NORTH	1	2	1	1400/4
ALFONSO,E	MKNGT	2	2	0	1498	DERIY,B	ROOKS	4	2	1	1493#
ALI,J	BAKER	0	1	0	1188	DIAZ,P	TYROS	5	1	1	2094C
ALLEN,H	ALUMN	3	2	0	1912	DJORDJEVIC,V	STCCC	2	0	0	1554
ALLSBROOK,F	RKNGT	2	0	1	2159	DOBR,K	DRGNS	3	4	0	1343Q
ANNIS,J	FERMI	3	2	0	1300/3	DOBROVOLNY,C	DRGNS	4	1	0	1829C
ANSARI,N	WALGR	2	6	0	1571	DORIGO,T	FERMI	1	0	1	2166
ARJUN,A	MKNGT	1	0	0	1200/0	DOWELL,E	CASE	0	5	4	1821#
AROND,D	RKNGT	4	3	0	1701	DUEDE,E	LOYLA	0	0	0	1700/0
ARUTCHEV,E	NWEST	0	4	0	1300/2	DUFFY,J	LBURN	2	3	2	1792
AUBRY,B	NORTH	2	2	0	1650/4	DUONG,R	MKNGT	1	2	0	1400/1
AUGSBURGER,L	MKNGT	2	1	0	1817C	DYCZKOWSKI,R	CASE	0	1	1	1355
BALES,R	BAKER	1	1	0	1394	EAMAN,R	LBURN	1	3	3	1839
BALICKI,J	MKNGT	6	0	2	1866C	EASTON,R	UOP	3	2	2	1907
BAUMGARTNER,C	RKNGT	5	1	1	1749	ELEK,G	NORTH	0	2	1	1223C
BAURAC,D	ROOKS	9	0	0	1840D	ELLICE,W	PAWNS	0	5	3	1793C
BENDICH,I	NWEST	1	0	0	2033	ELLIOTT,T	NORTH	0	2	0	1365
BENEDEK,R	ROOKS	4	3	2	2148T	ENGELEN,M	RKNGT	2	1	1	1676
BENESA,A	ALUMN	3	1	1	2112C	EUSTACE,D	DRGNS	2	3	2	1464C
BOLDINGH,E	UOP	6	1	1	1898C	FABIJONAS,R	PAWNS	1	5	2	1565T
BOLSHOV,A	FERMI	5	0	2	1600	FELDMAN,M	BAKER	0	0	0	1300/0
BREYER,A	DRGNS	3	2	1	1321	FISETTE,R	AMATS	2	3	2	1751#
BROCK,B	LOYLA	2	0	0	2095	FOX,R	MOLEX	0	1	0	1557
BRONFELD,A	EXCLB	3	3	0	1845	FRANEK,M	PAWNS	2	2	3	1720D
BROTSOS,J	EXCLB	1	5	0	1549T	FRANK,M	ALUMN	6	0	0	1740C
BUCHNER,R	TYROS	4	0	3	1710C	FREIDEL,D	BAKER	1	1	1	1328
BUCKLEY,J	STCCC	2	0	0	1371	FREIDEL,JER	BAKER	6	3	0	1716
BUKY,J	RKNGT	1	1	0	1938	FREIDEL,JESSE	BAKER	7	2	0	1960
BURDICK,T	AMATS	0	0	0	1000/0	FREIDEL,P	BAKER	3	3	3	1896
BURIAN,D	NORTH	0	2	0	1508D	FRIDMAN,Y	MKNGT	2	1	4	2192
BYRNE,M	COMPA	4	4	1	1417*	FRISKE,T	WALGR	5	1	2	2104C
CARRINGTON,S	LBURN	0	0	0	0000/0	FULKERSON,R	LBURN	0	3	1	1435
CASHER,P	MOLEX	0	1	0	1100/2	FUNG,J	CITGR	0	3	0	1200/2
CASTANEDA,R	BPCHI	1	5	2	1259	FURTNER,F	AMATS	1	4	2	1453
CEASE,H	FERMI	3	0	1	1440	GAFNI,K	LOYLA	1	0	0	1828
CHAN,R	LOYLA	0	2	0	1200/2	GAINES,I	FERMI	4	4	1	1750D
CHAN,ROBERT	NWEST	1	0	0	2077	GANDHI,R	RKNGT	0	0	0	1947/0
CHARKASSKY,G	MKNGT	1	2	0	1600/1	GARRIDO,J	LBURN	1	2	0	1100/1
CHUN,A	NWEST	0	0	0	800/0	GARZON,G	FERMI	5	1	2	2264
COHEN,H	RKNGT	3	0	0	1867	GASIECKI,P	AMATS	0	0	0	1000/0
COHEN,L	RKNGT	0	0	1	2004	GAZMEN,E	ALUMN	4	0	1	2050C
COOMBES,N	HEDGE	0	1	0	1299*	GIERTZ,C	STCCC	0	1	1	1474
COULTER,D	BPCHI	1	3	5	1928	GONCHAROFF,N	MKING	0	4	3	1654V
CYGAN,J	MKING	3	4	0	1781	GOODFRIEND,B	AMATS	2	2	0	1165
DECKER,D	MKING	0	1	0	1300/0	GORODETSKIY,S	NWEST	4	0	1	1902
DECMAN,S	ROOKS	1	2	1	1573D	GRABSKIY,J	COMPA	1	6	0	1300/7
DEGRAF,B	FERMI	3	1	2	1483*	GRANDHI,V	WALGR	0	1	0	1200/1

/x - UNRATED; x = # OF 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
V - QUINTUPLE CENTURION

03-26-2006

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
GREER,J	BAKER	3	2	2	1415	LEONG,G	UOP	2	2	3	1983C
GRUDZINSKI,J	ROOKS	0	1	0	1431	LEVENSON,S	WALGR	6	2	0	1879
GRUDZINSKI,T	AMATS	0	1	0	1300/1	LINDNER,E	STCCC	1	1	0	1609
GRYPARIS,J	MKING	1	4	1	1407C	LISSERMAN,E	MKING	1	3	0	1400/2
GUIO,J	TYROS	3	2	1	1864C	LU,D	NWEST	1	3	0	1400/4
GUTIERREZ,M	BAKER	3	0	0	1476	LUDWIG,T	DRGNS	1	2	2	1949C
HAHNE,D	TYROS	3	0	1	1650C	MANILA,M	BPCHI	0	6	0	1152*
HALL,A	CASE	3	3	0	1500	MARCOWKA,R	DRGNS	6	3	0	1961D
HANSON,M	COMPA	2	2	0	1400/2	MARKLEY,S	COMPA	1	0	0	1400/2
HART,V	RKNGT	2	2	2	1909	MARSHAL,KEN	RKNGT	2	1	1	1528
HAYHURST,W	CITGR	1	1	6	1936	MARSHALL,J	STCCC	3	0	2	2154
HEISER,D	RKNGT	2	2	0	1150/1	MARTELL,J	NWEST	0	1	0	600/0
HEISER,E	RKNGT	3	4	0	1980	MASITI,J	AMATS	3	0	0	1275/1
HENDRICKSON,B	MOLEX	1	6	1	1485	MASON,K	LOYLA	0	0	0	1200/0
HERMAN,J	BPCHI	0	1	0	0000/1	MCCLENDON,L	COMPA	0	7	0	1298
HERNANDEZ,F	BPCHI	0	4	1	964#	MCCOY,N	STCCC	3	0	1	1589
HILL,R	ROOKS	4	3	0	1995C	MCFADDEN,J	AMATS	0	1	0	1150/1
HLOHOWSKYJ,I	ROOKS	0	5	0	0000/8	MCGEE,M	STCCC	4	2	3	1450
HO,M	NORTH	0	1	0	900/1	MCGOWAN,D	MOLEX	3	3	2	1281
HORTON,D	MKING	1	0	0	1900	MCGUIRE,A	WALGR	2	0	0	1850/1
HUGHES,N	WALGR	2	4	1	1661C	MCLAWHORN,M	AMATS	0	3	0	1300/2
HUSSAIN,S	LOYLA	0	2	0	1700/2	MCWHIRT,C	NORTH	1	2	2	1641#
HUSSEIN,A	WALGR	0	0	0	0000/0	MEISSEN,B	STCCC	5	1	1	1778
INUMERABLE,F	ALUMN	1	0	0	2207C	MELNIKOV,I	MKING	3	2	2	2042C
JACKSON,S	CASE	2	1	0	1560C	METZLER,J	CITGR	1	1	0	1250/1
JAKSTAS,K	PAWNS	5	0	3	2215D	MEYER,C	AMATS	2	3	0	1100/2
JAMES,D	AMATS	0	5	0	1500/5	MICHALOPOULOS,G	CITGR	1	2	0	1327
JANSSEN,G	BAKER	6	3	0	1441	MICKLICH,F	UOP	3	3	0	1558D
JASAITIS,A	HEDGE	3	2	2	1985D	MIKULECKY,B	PAWNS	1	1	0	1416D
JAWAID,A	LOYLA	0	0	0	1313	MILLER,A	ALUMN	5	2	0	1428
JOHNSON,K	BAKER	0	1	0	1441	MILLING,J	COMPA	3	0	0	1500/4
JOSHI,B	MKING	5	1	1	1480*	MOEHS,D	FERMI	2	1	0	1423*
JURGENSEN,A	STCCC	0	0	0	1207	MOLINA,J	FERMI	1	1	0	1581*
KARANDIKAR,S	MKNGT	7	0	1	1748	MORAN,P	RKNGT	0	0	1	1595
KATSUYAMA,M	AMATS	0	0	0	1400/0	MORRIS,R	MKNGT	5	1	2	2174
KELLEY,G	STCCC	1	0	0	1324	MOSSBRIDGE,A	UOP	0	1	0	1678
KINSELLA,G	ROOKS	0	2	0	1425C	MUELLER,R	MOLEX	0	1	0	1031*
KOMORAVOLU,K	DRGNS	1	2	1	1271	MUHS,A	CITGR	2	4	2	1407
KRATKA,M	HEDGE	3	0	0	1694	NABEREZHNEV,D	ROOKS	0	2	0	0000/3
KRAUSE,R	RKNGT	0	1	0	1400/0	NALLATHAMBI,R	UOP	5	1	0	1575
KRAVIK,S	NWEST	1	0	0	1377	NGUYEN,T	BAKER	0	1	0	2081
KUHLMANN,S	ROOKS	1	2	0	1374*	NURSE,G	CASE	1	1	1	1808
KUNHIRAMAN,P	CITGR	2	2	1	1350/2	O'DELL,DW	PAWNS	1	4	3	1412C
LACART,B	STCCC	0	0	0	1192	OLSEN,A	UOP	2	2	0	1460C
LAFORGE,W	TYROS	4	0	0	1448	ONG,K	CITGR	2	1	0	1886
LANG,R	EXCLB	1	1	1	2026	PADILLA,R	STCCC	1	0	1	1579
LATIMER,E	PAWNS	0	0	1	2008T	PARAOAN,E	CASE	2	4	1	1628D
LE,DUC	CITGR	2	4	1	1740*	PARRA,J	CITGR	2	1	0	1200/1
LECHNICK,J	UOP	5	2	1	1721C	PEHAS,A	DRGNS	1	1	1	1862C
LEE,D	EXCLB	3	5	0	1963	PETERSON,T	AMATS	3	5	0	1487#

/x - UNRATED; x = # OF 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
V - QUINTUPLE CENTURION

03-26-2006

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
PIPARIA,J	MKING	4	2	1	1861	STOSKUS,A	STCCC	4	1	0	1372
PIVOVITZ,M	STCCC	0	2	0	1375	STUMP,P	STCCC	1	1	0	1168
PIWOWAR,T	AMATS	0	3	0	1050/1	SUAREZ,E	ROOKS	0	2	0	1834
PRADT,D	STCCC	2	1	1	1642	SUERTH,F	EXCLB	0	5	1	1479D
RABINOVICH,E	MKING	2	2	0	1430	SUITS,J	STCCC	7	1	0	1543
RASO,P	BAKER	1	0	0	2027	SUVARNAKANTI,R	BPCHI	1	5	1	1209*
RAUCHMAN,M	HEDGE	1	1	3	2123	TAN,A	HEDGE	2	2	2	1681*
REICH,T	MOLEX	1	5	1	1869	TANNER,C	BAKER	0	0	0	1334
REID,C	CASE	2	5	1	1484D	TEGEL,F	DRGNS	3	3	1	2044Q
RINGENBERG,T	BPCHI	2	2	0	1421	THOMAS,J	DRGNS	2	3	1	1532D
RODNYANSKY,S	NWEST	2	1	0	1733	THOMSON,J	MKNGT	2	4	1	1932C
ROJO,V	CASE	0	1	1	1405	THORNE,P	CITGR	0	1	0	0000/1
ROSS,B	MKNGT	0	1	0	0000/1	UNDERWOOD,W	COMPA	0	3	2	1913C
RUFUS,B	MOLEX	4	2	1	1266*	VAIL,M	COMPA	2	3	3	1576
SAM,K	CITGR	1	1	0	1100/0	VAN PETTEN,J	BAKER	1	1	0	1462
SANTIAGO,T	ALUMN	1	2	0	1906	VIGANTS,A	NORTH	0	6	0	1618C
SCHOONOVER,M	UOP	0	2	0	1237	VON HATTEN,J	BAKER	0	0	0	1540
SEDERLAND,C	NORTH	0	1	0	900/2	WALKER,A	NORTH	0	4	1	1765
SEET,P	HEDGE	5	0	1	1861	WALKER,C	UOP	4	2	0	1845
SENSAT,J	CITGR	1	4	1	1534	WALLACH,C	MKING	1	2	4	1995C
SHPAKOV,A	MKING	3	0	0	1400/1	WANG,ANDREW	BAKER	2	0	1	1738
SINGH,H	MKING	0	1	0	1400/0	WARREN,R	NORTH	0	0	1	2000/1
SITAR,K	LBURN	3	3	1	1556	WEBER,L	ALUMN	1	0	1	2106
SIWEK,M	UOP	1	0	4	1985D	WEITZ,R	EXCLB	4	3	0	1572D
SLATER,B	BPCHI	0	9	0	0000/9	WIEWEL,J	STCCC	4	2	2	2100
SMALLWOOD,J	NWEST	3	1	0	1852	WILLIAMS,K	CASE	0	1	0	2153
SMITH,BR	TYROS	3	2	1	1616C	WILLIAMS,S	HEDGE	1	0	0	1201#
SMITH,M	HEDGE	4	2	1	1924	WINKLE,J	BAKER	0	0	0	1579
SOLLANO,E	ALUMN	5	0	1	1966C	WINKLER,J	CITGR	0	2	0	1100/1
SOROCK,R	WALGR	0	6	0	900/5	WOHNS,N	NWEST	1	1	0	1400/3
SPIEGEL,L	FERMI	5	1	3	1981D	WONG,P	EXCLB	0	1	0	2154C
SPLINTER,J	STCCC	3	1	1	2098	WYKRET,J	COMPA	0	1	0	1200/1
STAFF,M	LOYLA	0	1	0	1200/0	YACOUT,A	ROOKS	2	0	0	1592
STAMM,V	DRGNS	3	2	1	1509T	ZADEREJ,V	MOLEX	5	2	1	1597
STAPLES,C	FERMI	1	0	0	1591	ZOELLNER,J	CASE	2	5	1	1321D
STEIN,P	TYROS	3	2	2	2180	ZUBIK,J	BPCHI	1	1	0	1180#
STOLTZ,B	TYROS	4	1	2	1952C						

/x - UNRATED; x = # OF RATED GAMES
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C - CENTURY CLUB MEMBER
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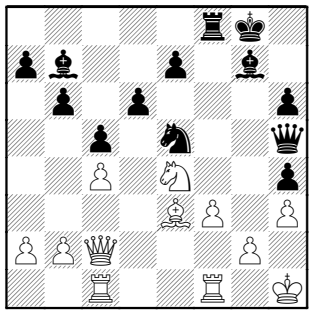
V - QUINTUPLE CENTURION

03-26-2006

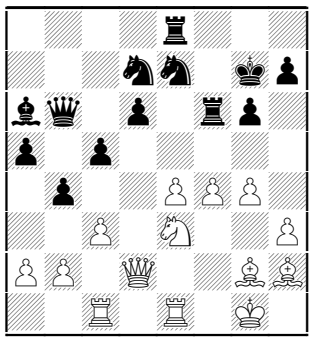
Sharpen your tactical vision with a quick study of these positions from recent CICL play ! (Solutions on page 30)

PROBLEM 1.



BLACK TO MOVE

PROBLEM 2.



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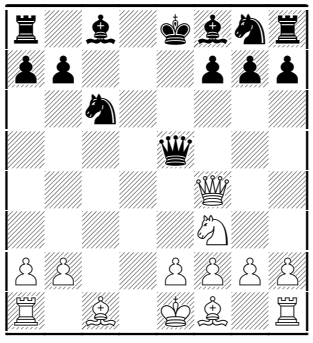
PROBLEM 3.



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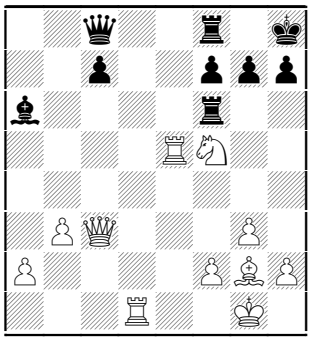
PROBLEM 4.



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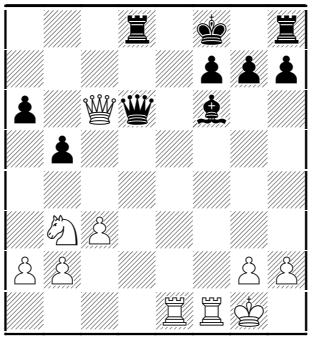
PROBLEM 5.



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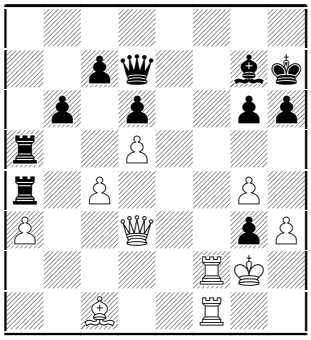
PROBLEM 6.



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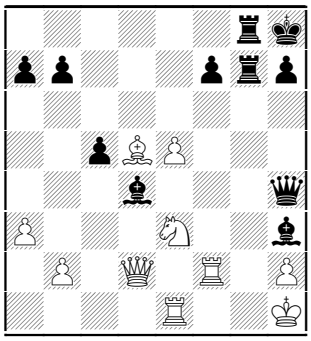
PROBLEM 7.



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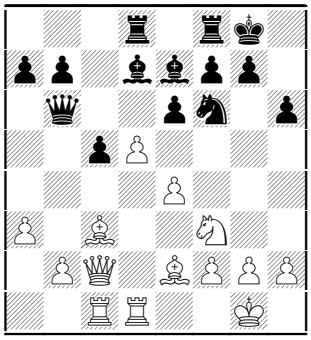
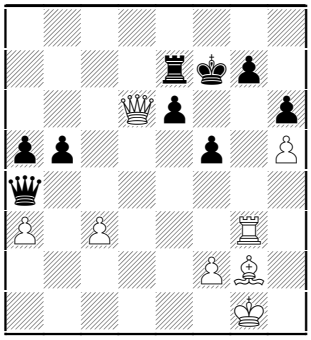
PROBLEM 8.



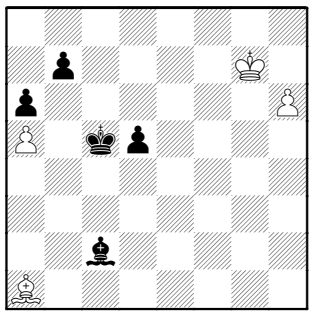
WHITE TO MOVE

PROBLEM 9.



WHITE TO MOVE

Kunhiranman,P –
Tan,A (1681) [E60]
Citadel-Hedgehogs, 1-26-2006

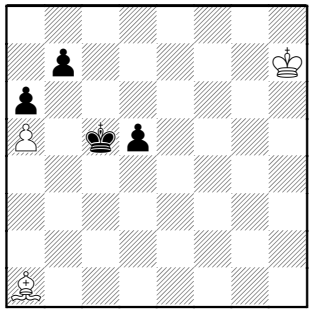


After a tough (and long!) battle, this opposite-Bishop ending was reached. Quick thinking would say "We both have to sacrifice our Bishop for the other's passer, so it's a draw". But a closer look shows that King positioning is the key here.

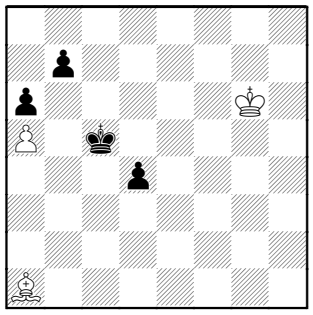
52.h7

I expected 52.Kf6 so the passer keeps the Bishop from wandering too far, and I believe the draw is secure.

52...Bxh7 53.Kxh7

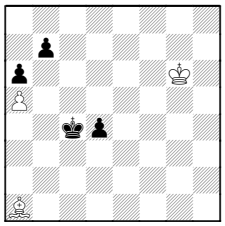


This appears to deflect the King too far ! **53...d4 54.Kg6**



54...d3

I thought the only kill was 54...Kc4

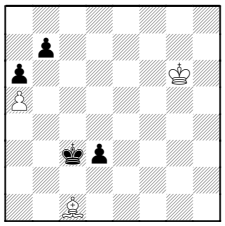


taking away c3 from the Bishop, so White must immediately respond

55.Bb2

55.Kf6?? d3 and will queen*; 55.Bxd4?? Kxd4 56.Kf6 Kc5* with an easy 2-Pawn advantage coming

55...d3 56.Bc1 Kc3

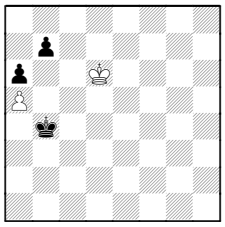


It's odd the King can run so far from his b-Pawn !

57.Kf6

Or running to position in front of Pawns with *57.Kf5* will easily allow a 2-Pawn advantage

57...d2 58.Bxd2+ Kxd2 59.Ke6 Kc3 60.Kd6 Kb4

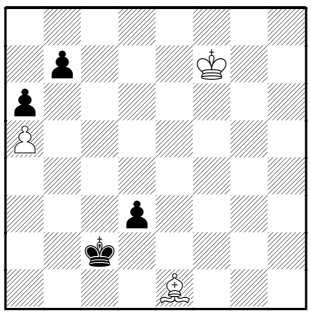


Yup, the White King was too far away after Kxh7 !

61.Kc7 Kxa5 62.Kxb7 Kb5

So back to game…

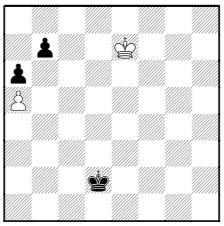
55.Bc3 Kc4 56.Be1 Kb3 (this extra tempo is what draws) **57.Kf7 Kc2**



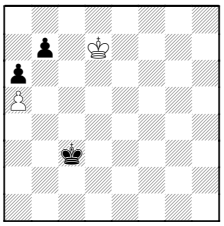
DRAW AGREED was there a non-chess reason ? I always seem to count wrong in these positions.....

58.Ke6

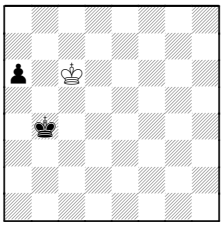
58.Ke7 d2 59.Bxd2 Kxd2



60.Kd7 Kc3



61.Kc7 Kb4 62.Kxb7 Kxa5 63.Kc6 Kb4

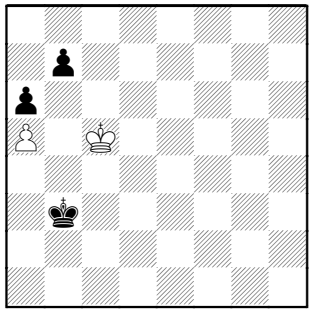


wins for Black.

58...d2 59.Bxd2 Kxd2 60.Kd5

No improvement is 60.Kd6 Kc3 61.Kc7 Kb4

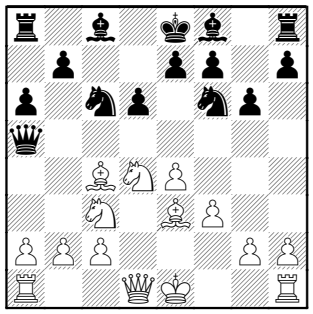
60...Kc3 61.Kc5 Kb3



62.Kb6 Ka4 63.Kxb7 Kxa5 is the same win as the sub-line!

Cygan,J (1854) –
Suerth,F (1491) **[B54]**
Kings-Excaliburs, 12-15-2005

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 a6 6.Be3 Nf6 7.Bc4 Qa5 8.f3 g6



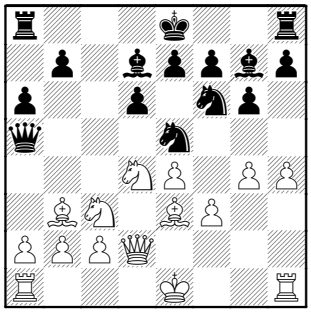
9.h4 Bg7

9...h5 may be possible since a later fxg may weaken e4-Pawn

10.g4 Ne5

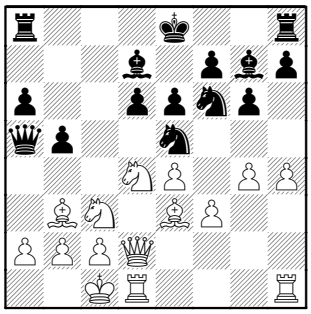
10...Bd7 could start a counterattack with b7-b5, and on to b4-b3 which will be with check.

11.Bb3 Bd7 12.Qd2



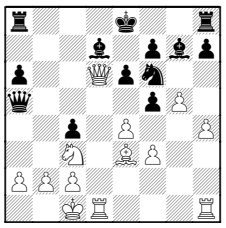
12...e6 I don't know Sicilian positions, but the d6-Pawn sure looks weak.

13.0–0–0 b5



Nf5! exf5

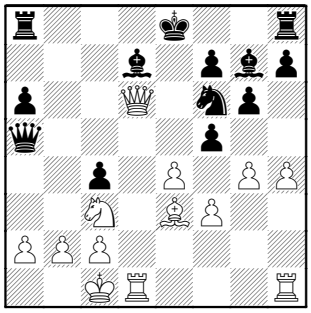
Usually you capture toward center, especially if your King needs cover 14...gxf5 15.Qxd6 Nc4 16.Bxc4 bxc4 17.g5



regaining piece

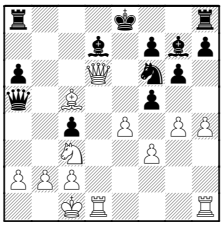
15.Qxd6 Nc4 16.Bxc4 bxc4

(diagram follows)



17.Bb6

Better seems 17.Bc5

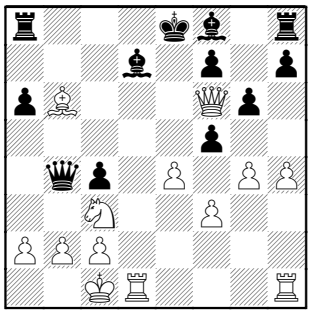


17...Qd8

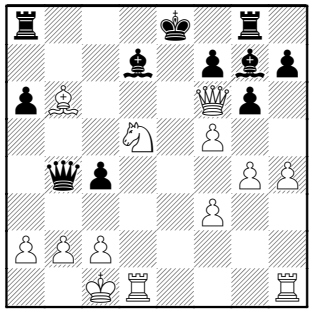
(17...Bf8 18.Qxf6 Bxc5 19.Qxh8+; 17...Ng8?? 18.Qxd7#)

18.g5 Nh5 19.Nd5 Bf8? 20.Qe5+

17...Bf8? 18.Qxf6 Qb4

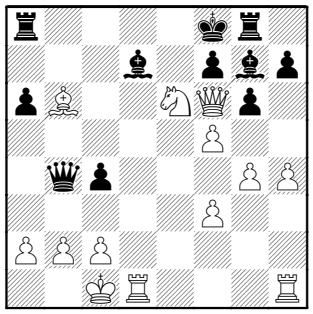


19.exf5 Rg8 20.Nd5 Bg7



Apparently counting on Bxb2+-a3+, followed by Qb2#

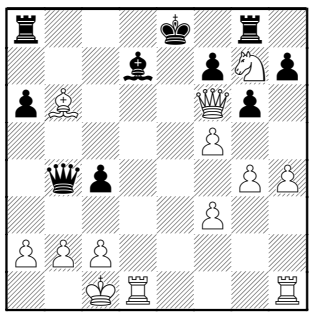
21.Nc7+ [21.Rhe1+ Kf8] **21...Kf8 22.Ne6+!!**



A killer !! **22...Ke8**

22...Bxe6?? 23.Rd8+ Rxd8 24.Qxd8#

23.Nxg7+



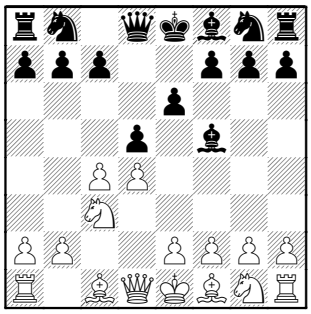
23...Kf8 24.Rxd7 Rxg7 25.Rd8+

1–0

Nice tactics, huh ?

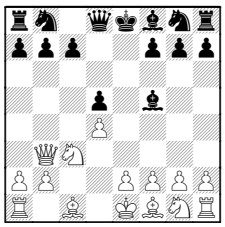
Wiewel,J (2111) –
Dorigo,T (2163) **[D06]**
St Charles CC-Fermilab, 2006

1.d4 d5 2.c4 Bf5 3.Nc3 e6



4.Bf4

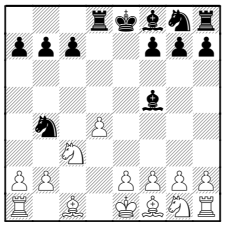
I always play greedy! 4.cxd5 exd5 5.Qb3



and it seems White wins b7 or d5 Pawn.but there is a reason for Black's madness...
5...Nc6 hits Pd4 and on to fork at c2
6.Nxd5

*(*no better are **A:** *6.Qxb7 Nb4; or*

B: *6.Qxd5 Nb4 7.Qxd8+ Rxd8*

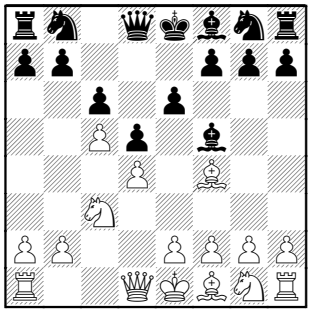


8.e4 Nc2+; nor

C*: 6.a3 Nxd4 7.Qa4+ Nc6)*

6...Nxd4 *(6...Be6 7.e4)* 7.Qa4+ Nc6
and White's Knight is again a problem

4...c6 5.c5



This is usually wrong, as Black can undermine with an eventual e6-e5.

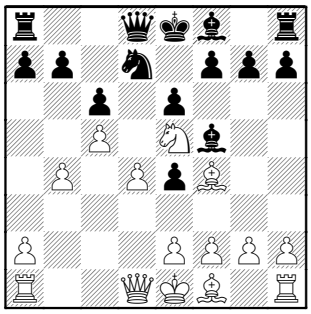
5...Nd7

But here White's Queen and Rook are in communication so that 5...b6 6.b4 a5 7.a3 could be one way White can play

6.Nf3 Ngf6

6...f6 idea of Qe7 and e5 may be premature

7.b4 Ne4 8.Nxe4 dxe4 9.Ne5

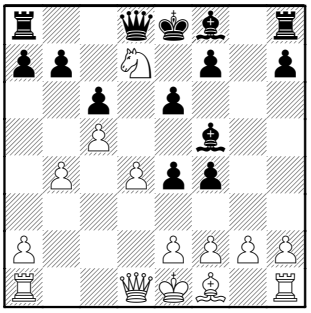


9...g5!? This is fun, Black gets some Kingside space with tempo.

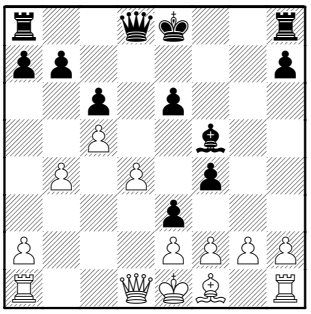
10.Nxd7

10.Bg3 h5 11.h4 In similiar positions, I've played both sides on the Internet, with interesting play.

10...gxf4

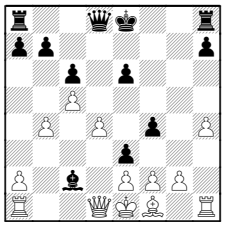


11.Nxf8 e3 assures Pe4 remains weak **12.Nxe6 fxe6**



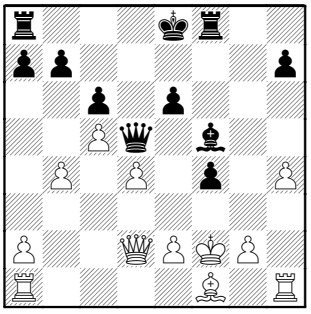
Black can further support e3 with Qg5 if needed, so...**13.h4 exf2+** but the King may be a bit loose !

One of the players suggested 13...Bc2!!

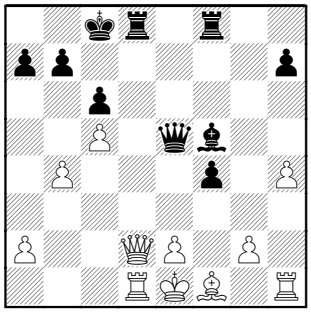


14.Qxc2 Qxd4 idea ef# or Qxa1

14.Kxf2 Qd5 15.Qd2 Rf8



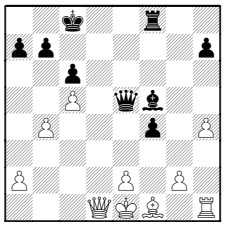
16.Rd1 0–0–0 e6-e5 becomes possible **17.Ke1 e5 18.dxe5 Qxe5**



White's attempts to keep Black out have resulted in a serious development problem.

19.Qc1 Rxd1+
It's fascinating Black's attack grows by trading an attacker !! Always rate the power of what's on the board, not the supposed worth of what's off it !
20.Kxd1

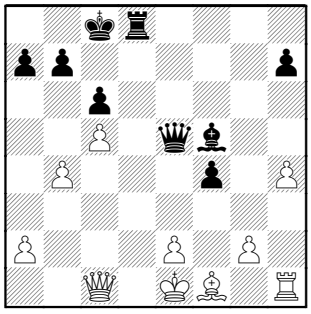
20.Qxd1



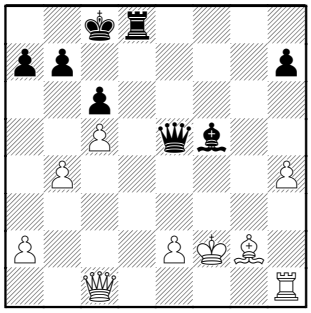
20...f3 idea of Rd8 and Qg3#

If 20..*Rd8 21.Qc1; or*
20...Qc3+ 21.Kf2 Qxb4

20...Rd8+ 21.Ke1



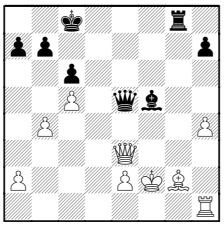
21...f3 finishing nicely, again threat is Qg3# **22.Kf2 fxg2 23.Bxg2**



[23.Kxg2 Be4+]

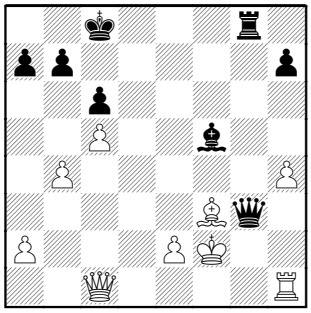
23...Rg8 ties King to defend the B and makes Qg3+-xg2 possible
24.Bf3

24.Qe3??



takes away all checks, the a-Pawn can be defended from 3rd rank with a2-a3 if necessary. But actually Black kills with 24...Rxg2+! 25.Kf3 Rg3+ winning Queen !

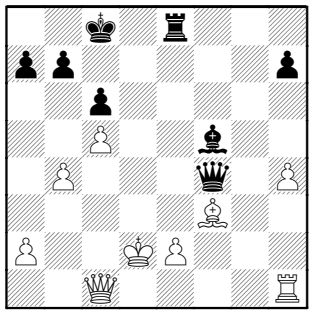
24...Qg3+



25.Ke3

[25.Kf1 Bh3+]

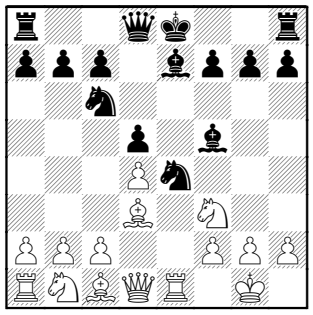
25...Re8+ 26.Kd2 Qf4+



27.Kc3 Re3+ 0–1

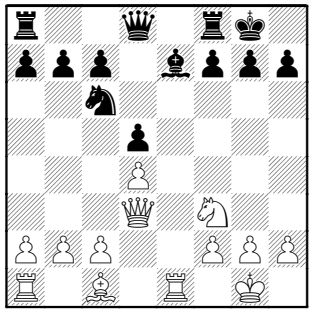
Fridman,Y (2199) –
Leong,G (1990) **[C42]**
Knights-UOP, 02-13-2006

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4 d5 6.Bd3 Nc6 7.0–0 Be7 8.Re1 Bf5

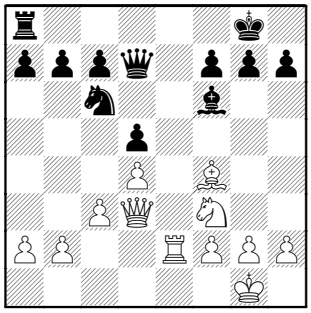


Doesn't this just trade to a draw ?

9.Nbd2 Nxd2 10.Qxd2 Bxd3 11.Qxd3 0–0



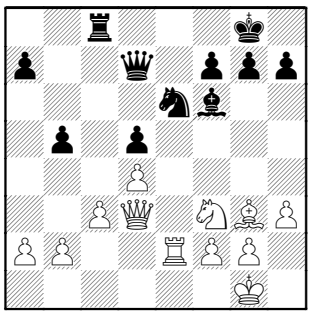
12.Bf4 Bf6 13.Re2 Qd7 14.Rae1 Rfe8 15.c3 Rxe2 16.Rxe2



I can almost hear Black yawn....
16...Nd8 trying to maximize the Knight's influence, but...

17.Bxc7! Ne6
Of course 17...Qxc7?? 18.Re8#

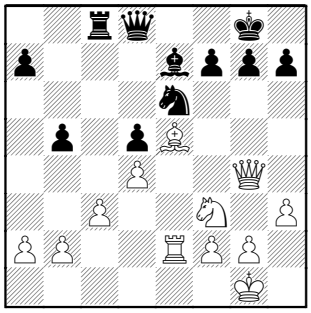
18.Bg3 Rc8 19.h3 b5



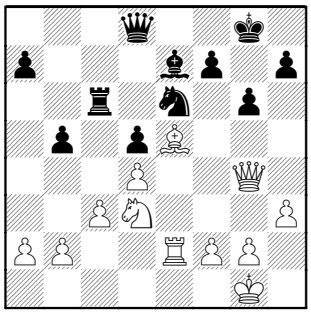
Black makes sure the extra Pawn stays put

20.Qf5 Qd8 21.Be5 Be7 tough decision, the e5-Bishop is strong, but capturing allows the Knight to post there !

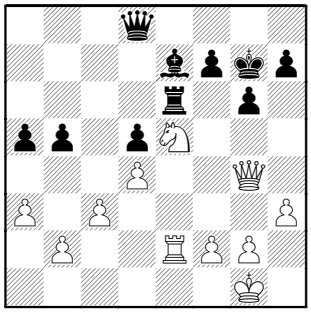
22.Qg4



22...g6 23.Ne1 Rc6 24.Nd3



24...a5 25.a3 Ng7 26.Bxg7 Kxg7 27.Ne5 Re6



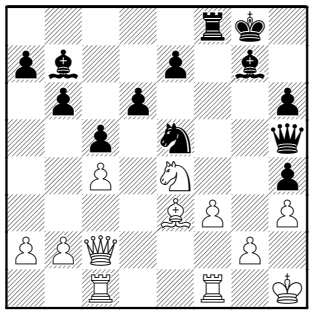
28.Nxf7!

Wow, a strong player sure finds tactics in the oddest places.

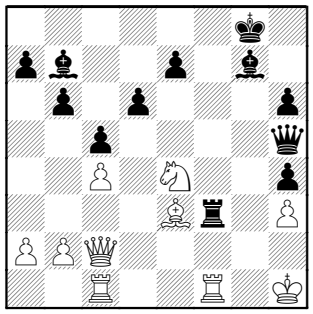
28...Rf6 <sigh> **1–0**

SOLUTION 1.

Deneen,D (1385) - Zaderej,V (1546)

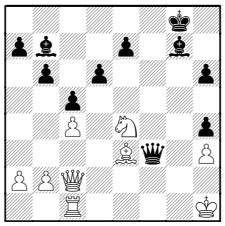


27...Nxf3 28.gxf3 Rxf3



29.Bf2

29.Rxf3 Qxf3+

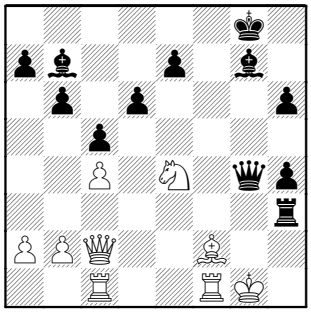


30.Qg2

(30.Kh2 Be5+ 31.Kg1 Qxe3+;
30.Kg1 Qxe3+ 31.Qf2 Qxc1+)

30...Qxe3 idea Bxe4 or Qxc1+

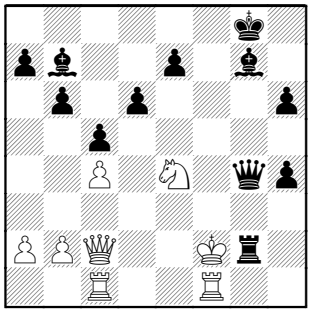
29...Rxh3+ 30.Kg1 Qg4+



31.Bg3 [31.Ng3 Rh1#] **31...Rxg3+ 32.Kf2**

32.Nxg3 Qxg3+ 33.Qg2 Qxg2#]

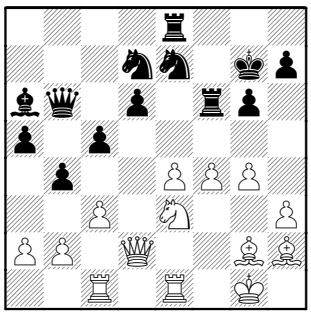
32...Rg2+



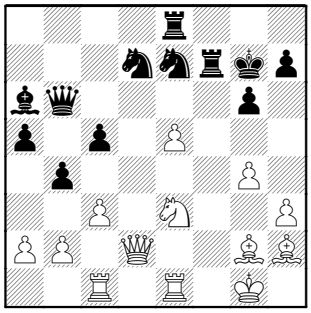
33.Ke1 Rxc2 34.Rxc2 Bxe4 35.Re2 0–1

SOLUTION 2.

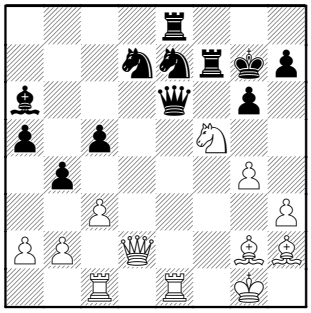
Diaz,P (2082) - Hill,B (1977)



25.e5 dxe5 26.fxe5 Rf7



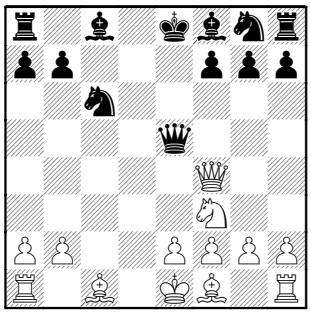
27.e6 Qxe6 28.Nf5+



28...Nxf5 29.Rxe6 Rxe6 30.gxf5 and White eventually won.

SOLUTION 3.

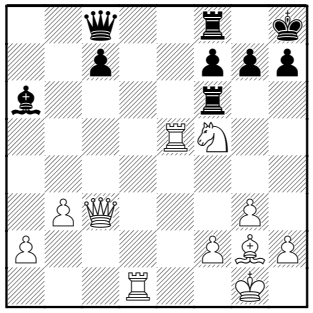
Peterson,T (1300) - Seet,P (1857)



10...Bb4+ 0–1

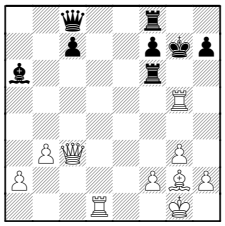
SOLUTION 4.

Smith,M (1918) - Le,D (1775)



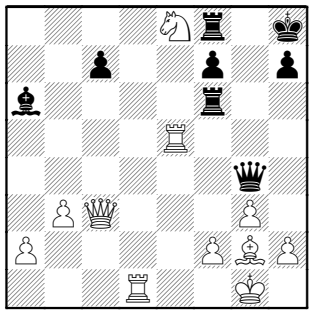
28.Nxg7 Qg4

28...Kxg7 29.Rg5+

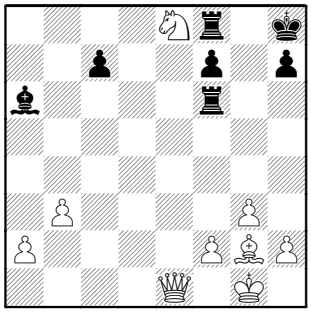


29...Kh8 *(29...Kh6 30.Qxf6#)*
30.Qxf6#

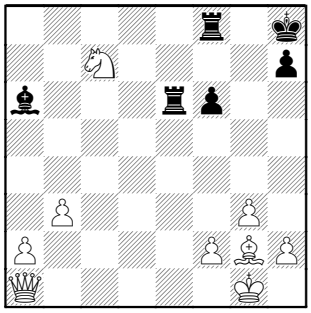
29.Ne8



29...Qxd1+ 30.Re1 Qxe1+ 31.Qxe1



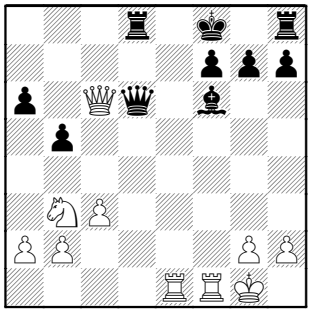
31...Re6 32.Qa1+ f6 33.Nxc7



White won the ending

SOLUTION 5.

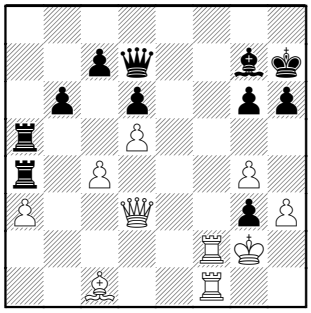
Horton,D (1900) - Brotsos,J (1559)



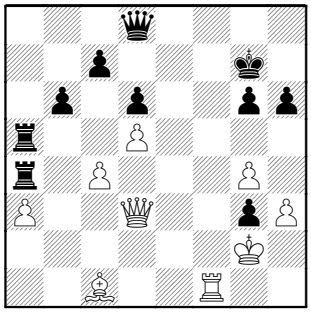
23.Re8+ Rxe8 24.Qxd6+ 1–0

SOLUTION 6.

Meissen,B (1739) - Gaines,I (1764)



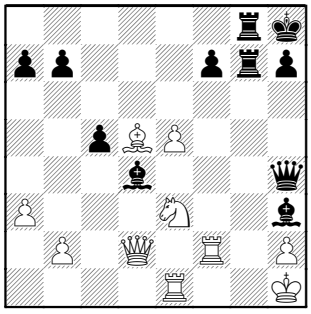
29.Rf7 Qd8 30.Rxg7+ Kxg7



31.Bb2+ Kh7 [31...Kg8 32.Qxg6#]
32.Rf7+ Kg8 33.Qxg6# 1–0

SOLUTION 7.

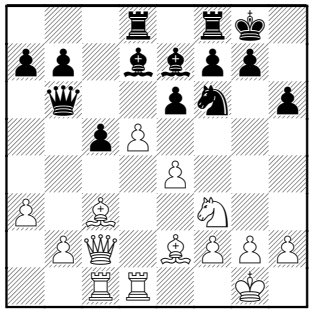
Stein,P (2211) - Jakstas,K (2213)



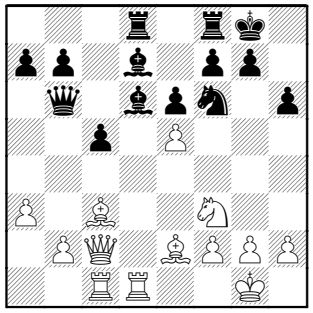
29...Qg5 30.Ng2 Bxf2 31.Qxf2 Bxg2+ 0–1

SOLUTION 8.

Weitz,R (1535) - Hughes,N (1671)



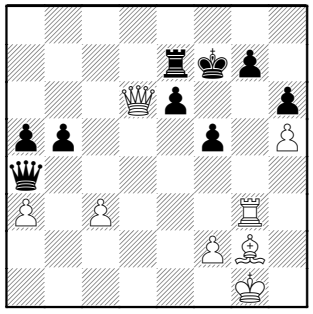
18.d6 Bxd6 19.e5



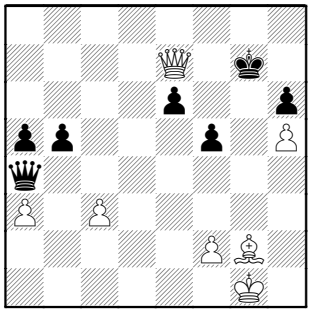
And the game resulted in Problem #9 as follows…

SOLUTION 8.

Weitz,R (1535) - Hughes,N (1671)



46.Rxg7+ Kxg7 47.Qxe7+



47...Kh8 48.Qf8+ Kh7 49.Qf7+ Kh8 50.Qxe6 Qd1+ 51.Kh2 Qxh5+ 52.Bh3 f4 53.Qf6+ 1–0

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