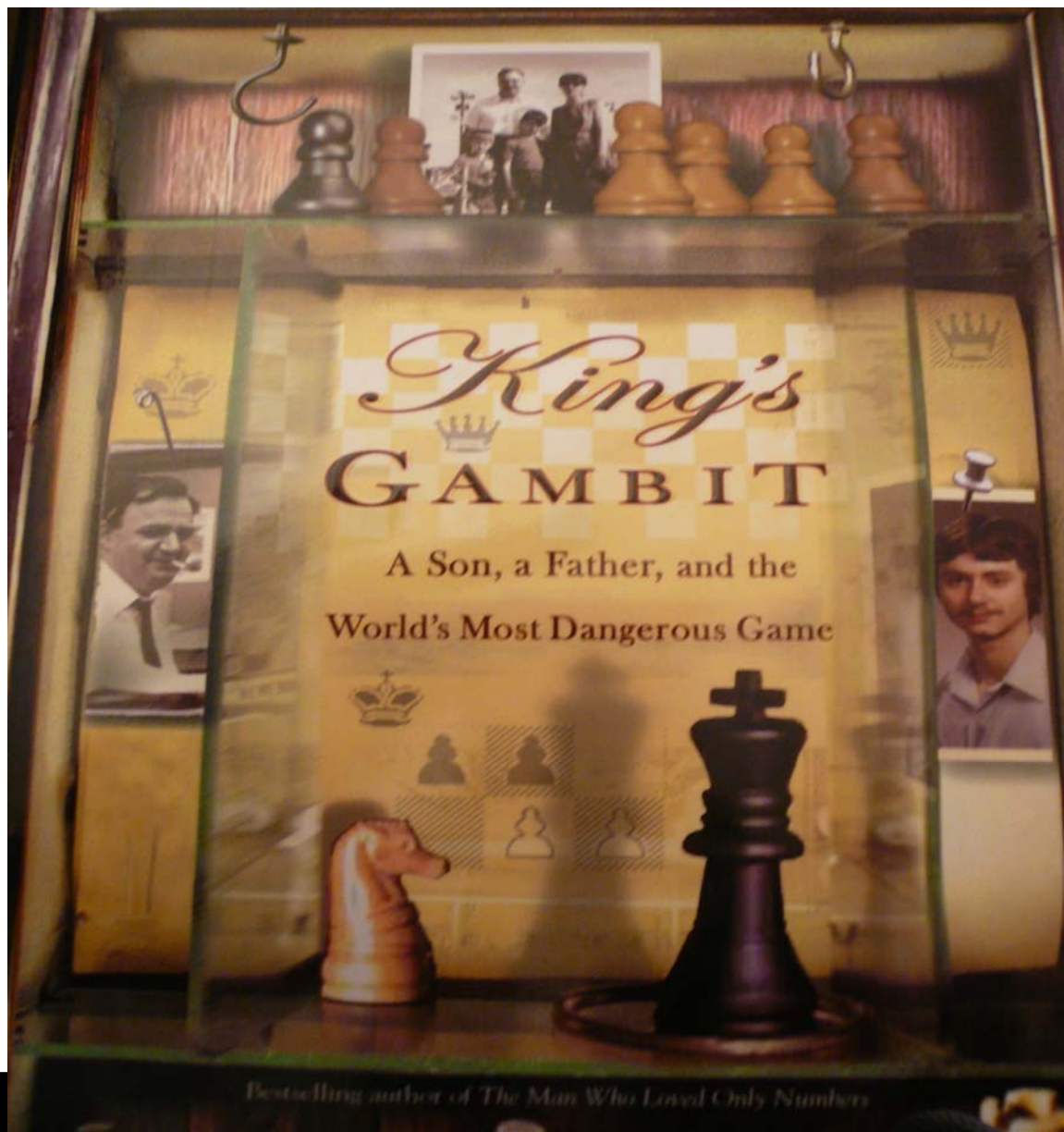


## *The Chicago Chess Player*

The Official Bulletin of the Chicago Industrial Chess League

### **BOOK OF THE YEAR !!**



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### Mark Your Calendars with These Key League Dates:

<b>Fall Business Meeting</b>	Last Wednesday of August (Aug 29 2007)
<b>Spring Business Meeting</b>	3.5 Weeks Before Playoffs (April 16, 2008)
<b>Season Playoffs</b>	Second Saturday of May (May 10, 2008)
<b>CICL Open</b>	Second Saturday of May (May 10, 2008)
<b>League Awards Banquet</b>	First Friday of June (June 7, 2008)

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***On the cover...***

Included within this month's Book Review feature, my pick for the best book published this year is on our cover !

*With contributions from : Tony Jasaitis, Mack Smith, and Norm Hughes*

## ILLINOIS CLASS CHAMPIONSHIP THIS WEEKEND !! December 1<sup>st</sup>

We mentioned this in passing last month, and already the time is here !

December 1, 2007. 2007 Illinois Class Championships.4R-SS G/60 - \$3000 b/80 paid entries.

Oakton Community College, Business Institute. 1600 East Golf Road, Des Plaines, IL 60016.

Awards: M/X: \$400-200-100, Class A: \$350-\$175-100, Class B: \$350-175-100, Class C: \$300-150-75, Class D/E/F/U, \$300-150-75. Unrated Prize - Book Prize only. Unrated must play in M/X or Class D/E/F/U sections. No playing up - must play in your own class.

Entry Fee: \$50 Adult, \$40 Youth both postmarked by 11/24; \$65 Adult, \$55 Youth at door (Youth entries count as 2/3 entry). Mail payments (made payable to) and registration to: North American Chess Association, 2516 N. Waukegan Rd. Suite 342, Glenview, IL 60025.

Byes: One 1/2pt bye allowed, Rd 4 bye must commit by start of Rd 2. November Rating Supplement used. Schedule: Reg: 8:30-9:30am, Rds: 10, 12:30, 3, 5:30. Re-entry: \$25 only 1/2pt in Rd 1 - no re-entries after Rd 2.

**BRING BOARDS, SETS, AND CLOCKS - NONE PROVIDED.** USCF & ICA Membership Required (OSA). Only IL resident can claim class titles. NS,NC,W. Information: Sevan A. Muradian 888-80-CHESS or info@nachess.org.

For further information, online registration and payment visit <http://www.nachess.org/ilclass>. Checkmate Chess Supply will be onsite as our chess vendor.

**\*\*\*Special Notice\*\*\*** - ICA members receive a 15% discount on all orders of \$100 or more from Checkmate Chess Supply - and get this - Checkmate Chess Supply pays the tax on your order and you normally get a 20% discount off of list price on their items - so that's a 35% savings!!!! You make up your \$15 ICA membership with a single purchase!!! You can join the ICA online (click **ICA icon** from CICL homepage) or at the tournament site.

Register for the 2007 IL Class Championships online at: <http://2007ilclass.eventbrite.com/>

### December Knights Quest Tournament

**December 9 - Knight Quest Tournament**  
Renaissance Hotel, 933 Skokie Blvd, Northbrook

Limited to first 50 players  
4-round SS, Game 30 (USCF & CXR Rated)  
Registration: 12:00 - 12:30 PM  
Rounds: Rounds 1 at 1:00 PM, rest ASAP  
3 Sections: Open (Juniors & Adults)  
                  Scholastic U1200 (Juniors Only)  
                  & U800 (Juniors Only)

Awards: Top 5 each section - All others participation medal  
Mailed Entry: \$20 postmarked by Nov. 30  
Entry Fee: Online entry \$20 by Dec. 3, \$25 after  
                  Onsite \$25

## WE HAD IT IN THE BAG, BUT THE BAD RIPPED

We were on the verge of beating our primary rival in the East Division, Northwestern University, with a devastating attack by Mack Smith, but things went awry at the end.

The lineups were about evenly matched: we were missing our board 2 (Michael Rauchman), and so were they. The equality persisted on board 1 as Dave Franklin's opponent deliberately played for a draw and succeeded.

Paul Seet's Vienna Game put away his opponent on board 4 without much effort.

I followed up eking out a win with a Nimzo-Dutch in a game where the computer program Fritz showed me how clueless I was most of the time. I benefited from my opponent defending poorly in time pressure.

That put us ahead 2.5-0.5, and Mack Smith was destroying his opponent's Slav Defense on board 2 with a devastating sacrificial attack. We were rolling...

But our new teammates Alejandro Chavez and Brett Bernstein gradually succumbed on boards 5 and 6, leaving the score tied.

Back to Mack's game. At one point, I looked over, his opponent was gone, Mack was sitting next to me watching my game, Mack's White pieces were looked like maggots crawling all over dead black flesh, so I congratulated him on his win. Oops, the game was still in progress! OK, just a matter of time, I assumed... Other teammates were also congratulating him on a great game, too. All that must have been the kiss of death, and got him too careless. He mishandled the rest of the attack and fell too far behind in material to recover. His opponent keeps escaping the jaws of death each time we play him. We've got to get him next time...

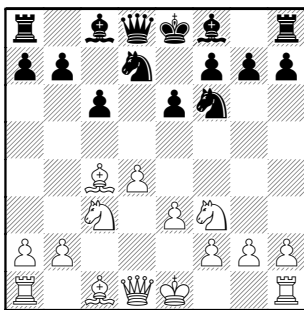
Final score: Northwestern 3.5, Hedgehogs 2.5

Here's Mack's game, quite interesting despite the late-game breakdown:

**Smith, M (1945) – Gorodetskiy, S (2060) [D47]**

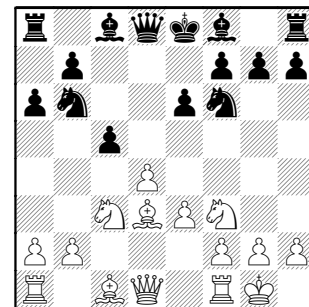
Hedgehogs–NWU, 19.10.2007

1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.Nc3 e6 5.e3 Nbd7 6.Bd3 dxc4  
7.Bxc4



**7...Nb6?** A move that seriously impedes black's queen side development. Black tried this same dubious system against Jim Thompson (Motorola Knights) in the 2007CICL

Championship and he too failed to convert a winning position. The knight has no future on this square, and spending a tempo to move it to d5 will invite e4. The Meran system would have continued with 7...b5 with a6, Bb7 etc.  
**8.Bd3 a6 9.0–0 c5**

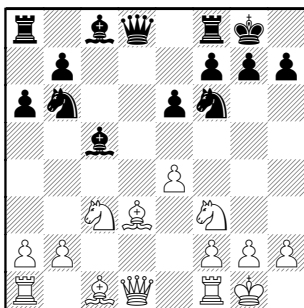


**10.dxc5!**

Here I departed from the previous game cited. I think this is an improvement to 10.0–0. White will play a quick e4, and

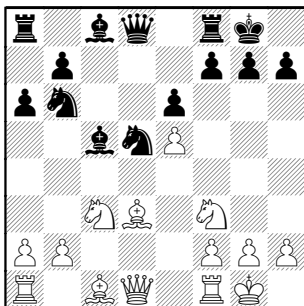
then rooks to c and d1. There will be no good place for the queen or bishop, and black's queen side development is non-existent.

10...Bxc5 11.e4 0-0?



This natural looking move should have lost by force. The following moves underscore how bad black's position already is.

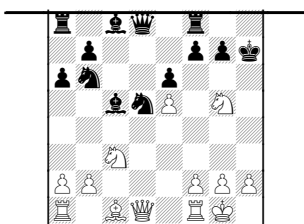
12.e5 Nfd5



13.Bxh7+! A "Greek gift" as Dave called it. See lines provided if black takes. White is now winning. Perhaps best was to take the piece and play Kg6 after Ng5+. In this line White forcefully regains his piece with an exposed black king

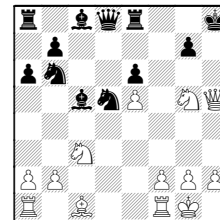
13...Kh8

13...Kxh7 14.Ng5+



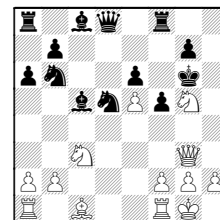
14...Kg6 only move

(14...Kg8 15.Qh5 Re8 16.Qxf7+ Kh8 17.Qh5+



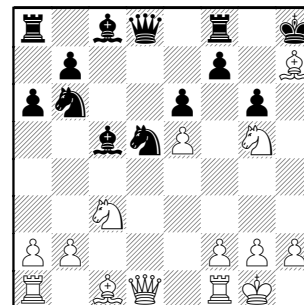
17...Kg8 18.Qh7+ Kf8 19.Qh8+ Ke7 20.Qxg7#

15.Qg4 f5 16.Qg3

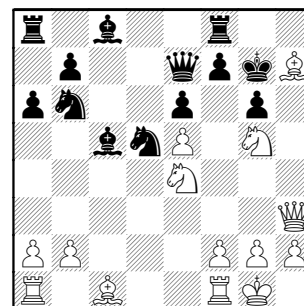


16...Qe7 17.Qh4 idea Qh7# 17...Nf6 18.exf6

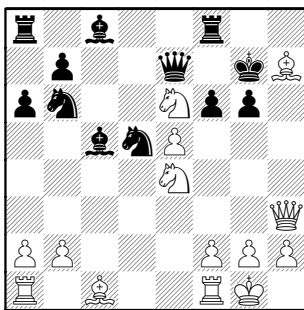
14.Ng5 g6



15.Nce4 Qe7 16.Qg4 Kg7 17.Qh3

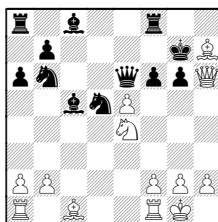


17...f6 18.Nxe6+!



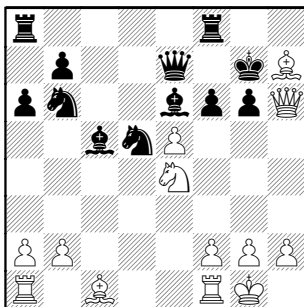
18...Bxe6

18...Qxe6 19.Qh6+

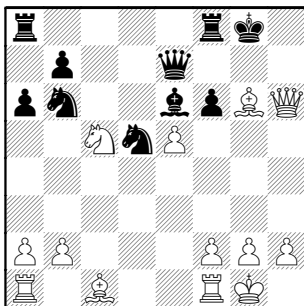


19...Kh8 (19...Kf7 20.Bxg6+ Ke7 21.Nxc5) 20.Bxg6+ Kg8  
21.Qh7#

19.Qh6+

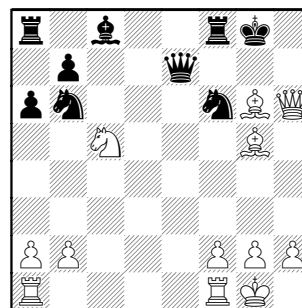


19...Kh8 [19...Kf7? 20.Qxg6#] 20.Bxg6+ Kg8 21.Nxc5



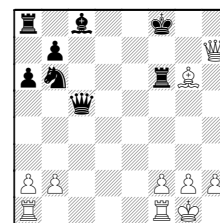
The whole point of Ne6. The knight is untouchable because of Qh7#.

21...Bc8 22.exf6 Nxf6 23.Bg5!



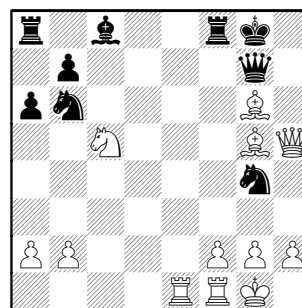
Again the knight is untouchable. 23...Qg7

23...Qxc5 24.Bxf6 Rxf6 25.Qh7+ Kf8



26.Qh8+ Ke7 27.Qg7+ Ke6 28.Rfe1+ winning the Rook at f6

24.Rae1 Ng4 25.Qh5

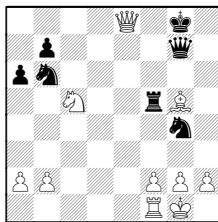


25...Bf5 Black's only move. To allow white Bc2 followed by Bb3 establishing a dangerous pin along the diagonal is too dangerous.

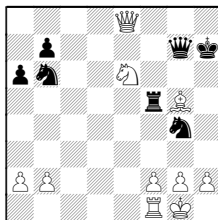
26.Re7? An incredible lapse. Black's reply completely rattled me after which my emotional state prevented me from regaining my focus. The rest of the game is too painful to comment.

The proper course was to exchange bishops which leads to a series of exchanges and the forceable win of even more material.

26.Bxf5 Rxf5 27.Re8+ Rxe8 28.Qxe8+



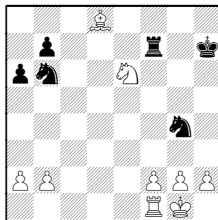
28...Kh7 (28...Rf8 29.Qe6+ Kh7 30.Qxg4) 29.Ne6



29...Qf7

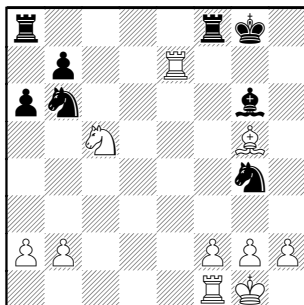
29...Qg6 30.Qe7+ Rf7  
 (30...Kg8 31.Rd1 Qf7 32.Qd8+ Kh7 33.Qxb6)  
 31.Nf8+ Kg7 32.Nxg6

30.Qxf7+ Rxf7 31.Bd8

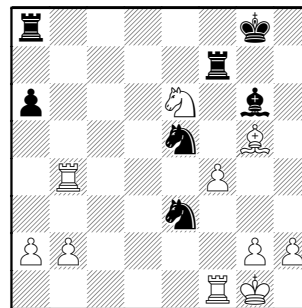


31...Kg6 32.Bxb6 Rf6 33.Re1 Kf7 (33...Kf5 34.Nd4+ Kg6 35.Re6) 34.Nd8+

26...Qxg6 27.Qxg6+ Bxg6

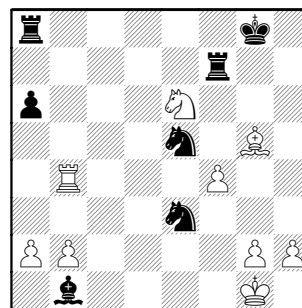


28.Rxb7? [28.Re6 wins back the piece] 28...Nc4 29.Ne6 Rf7 30.Rb4 Nge5 31.f4 Ne3!

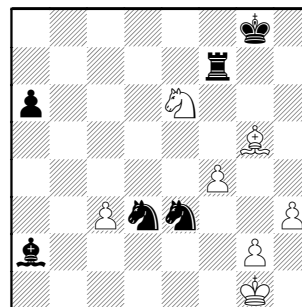


Incredibly white is now losing an exchange. There is no square the rook can move to in order to avoid a knight fork by either Nc2 or Nd3. The rest is horrible.

32.Rb1 Bxb1



33.h3 Nd3 34.Rb3 Rc8 35.Rc3 Rxc3 36.bxc3 Bxa2



37.Nd8 Rc7 38.Bf6 Bd5 39.g4 Rh7 40.h4 Nxg4 41.Bg5 a5 42.c4 Bxc4 43.Nb7 a4 44.Nd6 Ba6 45.f5 a3

0-1



**EXCALIBURS at WALGREEN FORKS**

I haven't reviewed the games yet -- and I'm blaming Teddy. He said "yes" after I challenged him to some 5-min games after the match..... we weren't out of here until around 1AM. Hope his boss understands priorities.....

Our board 1 finally didn't lose.. and it's a good thing the position was interesting enough because I had been told we won the match. Had I resigned at that point, we would've only drawn the match. It was the same old stuff... outplaying the opponent only to get in trouble around the time control. I had to find a Rook sacrifice in the ending to force stalemate! A theme I've always wanted to play, and I was able!! I'm soooooo excited.

Teddy did his normal stuff... as White d3,c3,etc and I guess freaked out the opponent. The few glances I had seemed like each side had stuff going. Teddy's better at it, though !

Neils' game was only observed early... a French Exchange and Neils played c7-c5 making Pd5 isolated.

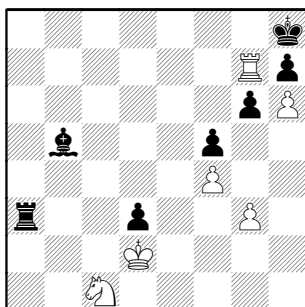
Norm outplayed Brotsos. Jim had some Queenside pressure against Norm's King Indian Attack, that's all I saw.

Deek played the Black side of the Colle, as expected and studied directly before the match. I noted he played Norm's advised Bf5 early, and White simply developed Be2 (instead of his normal Bd3). This was very encouraging, as Deek has been searching for a defense to 1 d4, so he has a good starting point for more experience !

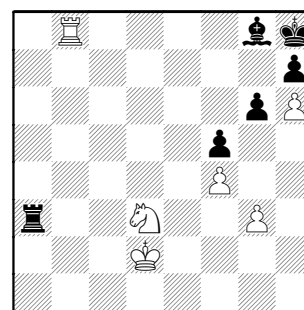
Xan also followed some pre-match advise and got a banging position ! I wasn't able to watch all the transition points, but somehow his Pawn structure got jived, and an ending was reached that apparently was too hard to hold... This will be a great one to examine because Xan definitely had a nice advantage out of the opening... we'll discover some fine points and he, like Deek, will have something he can depend on for the rest of his chess life....

A great set of games, guys!

**The board 1 draw** came about from an interesting Rook sacrifice:



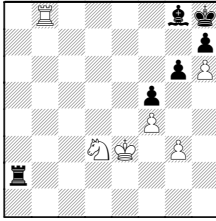
**47.Rb7 [47.Rc7 Ra8] 47...Bc4 48.Rb8+ Bg8 49.Nxd3**



**49...Ra7**

Only here realized 49...Ra2+ 50.Ke3

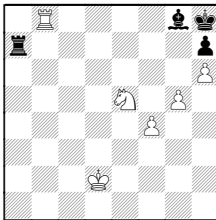
(Diagram follows...)



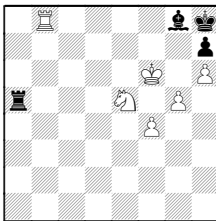
50...Rh2?? 51.Ne5 Rxh6 52.Nf7+ wins a Rook

**50.Ne5** idea is Nf7# if Rook can be chased off the 7th rank  
**50...Re7** with draw offer

Teddy suggested I can get the draw earlier than what I played **50...g5!** 51.fxg5 f4 52.gxf4

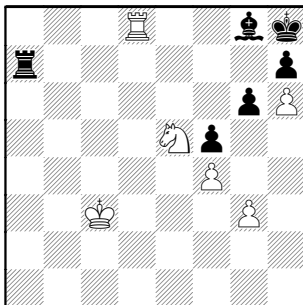


**52...Ra2+** 53.Ke3 Ra3+ 54.Ke4 Ra4+ 55.Kf5 Ra5 56.Kf6



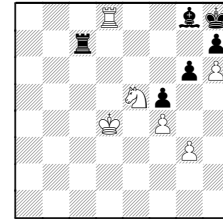
**56...Rxe5** 57.fxe5 is stalemate

**51.Rd8** Ra7 **52.Kc3**



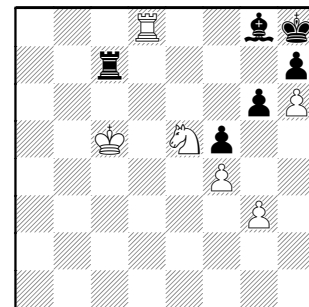
**52...Rc7+**

**52...Rb7** 53.Kd4 **Rc7**



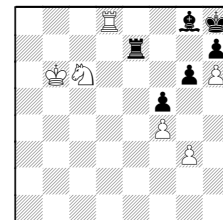
keeps the King from invading **54.Ra8** Black's Rook has to move off the c-file, and the King still invades

**53.Kd4** Ra7 **54.Kc5** **Rc7+**



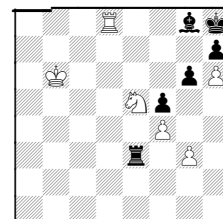
**55.Kb6** [55.Kd6 Ra7] **55...Re7** **56.Rf8?**

**56.Nc6** White has another win with Re8,Ne7



**56...Re6**

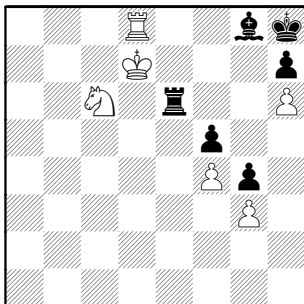
(Black must leave e-file: **56...Re3??** **57.Ne5**)



57...Rxe5 58.fxe5 f4 59.e6+-

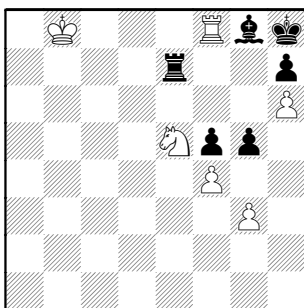
Or also 56...Rf7 57.Re8 idea Ne7)

57.Kc7 g5 58.Kd7 g4



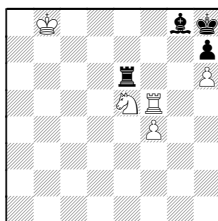
idea is Rxc6 or Rd6+ to make stalemate 59.Rxg8+ Kxg8  
60.Kxe6+-]

56...Re6+ 57.Kc7 Re7+ 58.Kb8 g5

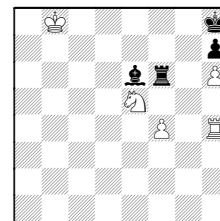


59.Rd8

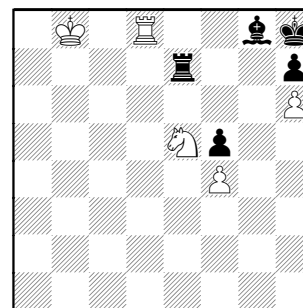
I wasn't sure what happens after unpinning :  
59.Rxf5 gxf4 60.gxf4 Re6



61.Rh5 Rf6 62.Rh4 Be6



59...gxf4 60.gxf4



with draw offer I declined, so I could play... **60...Rb7+** and a draw by repetition or stalemate will occur 1/2-1/2

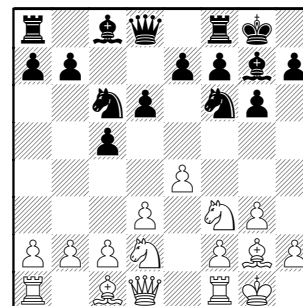
Hughes,N - Brotsos,J

[A04]

Forks vs Excaliburs October 24, 2007

[Notes by Norm Hughes]

1.e4 c5 2.Nf3 d6 3.d3 When this move is played, it generally means that White will use the King's Indian set up against the Sicilian. 3...Nc6 4.g3 g6 5.Bg2 Bg7 6.0-0 Nf6 7.Nbd2 0-0

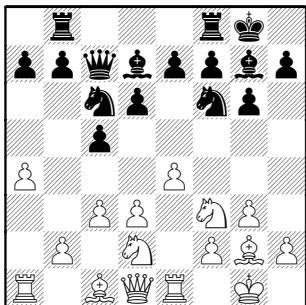


The opening stage is almost over. Both sides have played the standard moves for this opening.

**8.a4** Played so White can play Nc4 without worrying about b5 to drive the Knight away. **8...Bd7** Develops the Bishop. See notes to Black's 11th move.

**9.c3** Prevents Black's Knights from going to d4. Also gives the Queen an escape diagonal when the d file is opened.

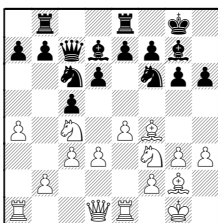
**9...Rb8** Gets the Rook off the long h1-a8 diagonal. **10.Re1** Rook comes here to support the e4 Pawn when Nc4 is played. It also supports an e5 push. **10...Qc7**



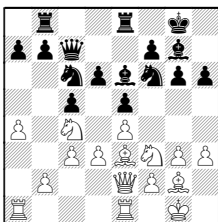
Usual spot for the Queen.

**11.Qc2** Also will support e4 when Nc4 is played. It will allow White post a piece on e3 if necessary. It also gets the Queen off the d file in some variations the d file becomes open.

After 11.Nc4 Rfe8 12.h3 h6 13.Bf4



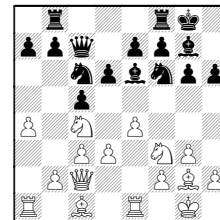
13...e5 14.Be3 Be6 15.Qe2



the game is even.

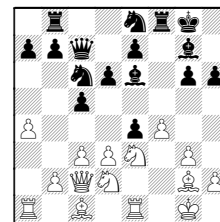
**11...Rfc8**

Better was 11...h6 12.Nc4 Be6



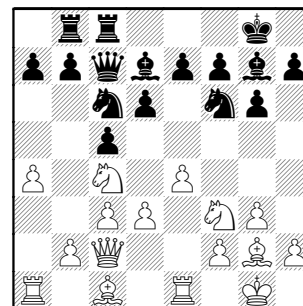
This is the setup Black should of gone for on move 8...h6 is played so White can not play Ng5 and attack the Bishop.

13.Ne3 Ne8 14.Nd2 f5 15.f4 fxe4



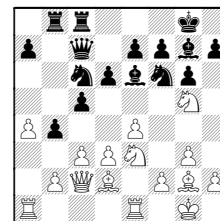
Once again, with an even game.

**12.Nc4** Putting pressure on d6 and e5.

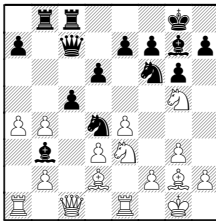


**12...b5** I have reservations on this move. What does it accomplish? Black gets an open b file. But, the White b2 Pawn is protected. White gets an open a file. **13.axb5**

13.Ne3 b4 14.Bd2 Be6 15.Ng5

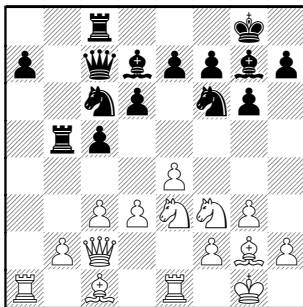


15...Ba2 16.cxb4 Nd4 17.Qc1 Bb3



and Black's game is much better, in fact I think Black is slightly better.

13...Rxb5 14.Ne3

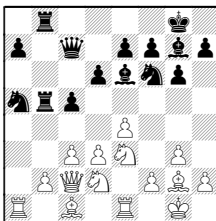


I went into a think at this point. Black is tied down on the Queen side. My plan is to counter attack in the center and I wanted to use all my Pawns. Nothing like forward moving Pawns. I know I will need extra protection down the d file. Need to get f4 in and get those Pawns rolling. I played the Knight here to restrict the Black Queen Bishop. White owns the center.

14...Rcb8 15.Rd1 For protection on the d file. Also notice how the Queen supports e4 when the attack gets going. See note to White's move 11. 15...R8b7

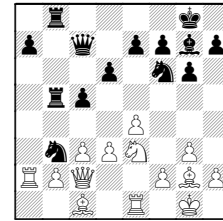
Good alternatives for Black are:

A) 15...Be6 16.Nd2 Na5 17.Re1



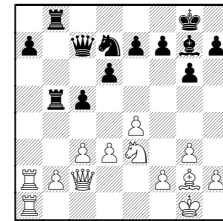
17...Nb3

(17...Bb3 18.Nxb3 Nxb3 19.Ra2



19...e6

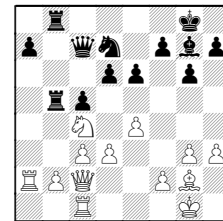
(19...Nxc1 20.Rxc1 Nd7 21.Rca1



21...a6 22.f4 White is slightly better)

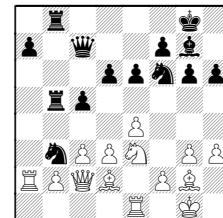
20.h3 h6

(20...Nd7 21.Nc4 Nxc1 22.Rxc1

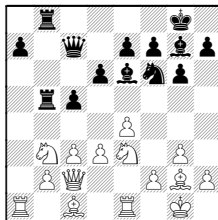


22...Nb6 23.Na3)

21.Bd2 I prefer White.

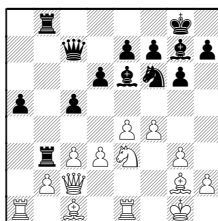


So main analysis continues (bottom previous column) with 18.Nxb3

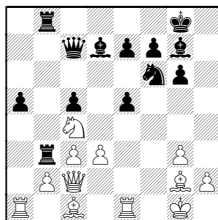


18...Bxb3

(After 18...Rxb3 19.f4 a5

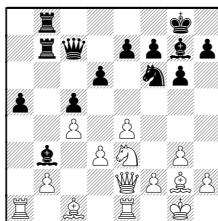


20.f5 Bd7 21.fxg6 hxg6 22.e5 dxe5 23.Nc4

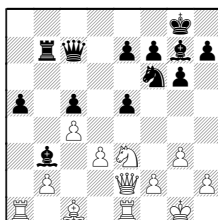


23...Bf5±)

19.Qe2 a5 20.c4 R5b7



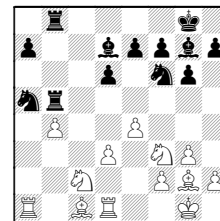
21.e5 dxe5 22.Bxb7 Rxb7



23.Bd2 a4 24.Bc3;

The second alternative from game (see previous page):

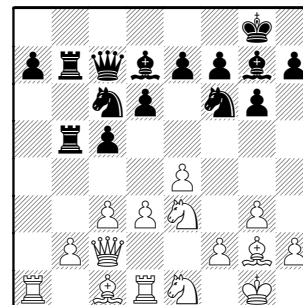
**B) 15...Na5 16.b4 cxb4 17.cxb4 Qxc2 18.Nxc2**



18...Nc6 19.Bd2 R5b7=

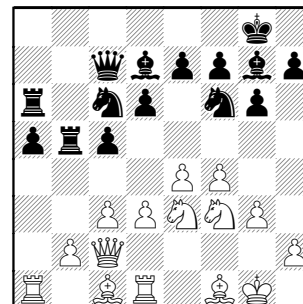
Back to game (from previous page, first column)...

**16.Ne1**



Makes way for f4. This is better than Nh4 because Black play g5 and the Knight has to spend extra time moving.

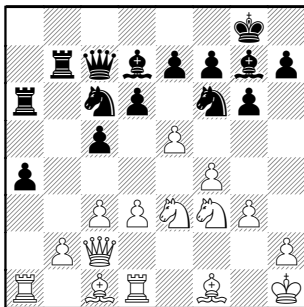
**16...R7b6 17.f4** Part of the plan. **17...a5** I think e5 was needed. **18.Nf3** Getting the Knight back into the fight. Notice how the Knights attack the center. **18...Ra6 19.Bf1**



Hoping for a Skewer on the Rooks.

**19...Rb7** Very well played, note if 19...Rab6 then 20.d4 Rb3 21.Bc4

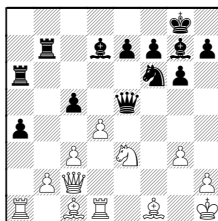
20.Kh1 I saw what was coming. The only protection for the King is on the light squares. 20...a4 21.e5



Notice that White has carried out his plan while Black is still stuck on the Queen side with phantom threats. Black's position in the center has not changed since move 10.

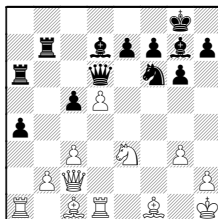
21...Ra5?? The ?? are self explanatory. The game was even up to this point.

21...dxe5 22.fxe5 Nxe5 23.Nxe5 Qxe5 24.d4



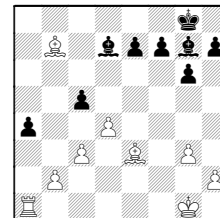
24...Qe4+

(24...Qe6 25.d5 Qd6



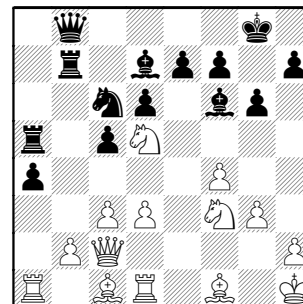
and I did not like this variation.

25.Qxe4 Nxe4 26.Bxa6 Nf2+ 27.Kg1 Nxd1 28.Bxb7 Nxe3 29.Bxe3

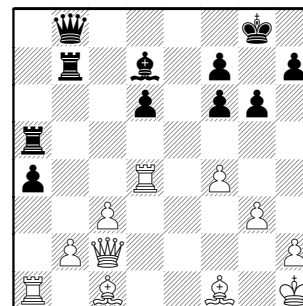


This was the combination I saw over the board all the way here. ; 21...Ng4 22.d4 Nxe3 23.Bxe3 Ra5 24.exd6 exd6 25.dxc5 dxc5 26.Bg2

22.exf6 Bxf6 23.Nd5 Qb8

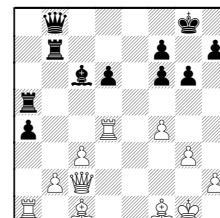


24.Nxf6+ exf6 25.d4 cxd4 26.Nxd4 Nxd4 27.Rxd4



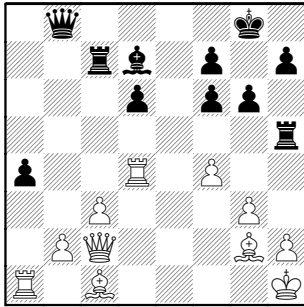
27...Rh5

27...Bc6+ 28.Kg1



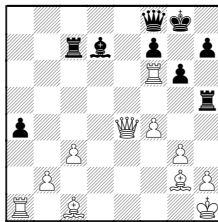
28...Re7 29.Qf2 Rh5 was better

28.Bg2 Rc7

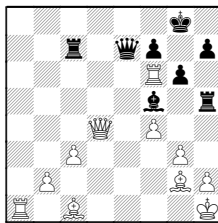


29.Qe2 I played here rather than taking the d Pawn because I am trying to exchange Black's Bishop so I can capture the a Pawn. If I can do this, I get conected passed Pawns.The Black d Pawn is not going anywhere.

29.Rxd6 Qe8 30.Qe4 Qf8 31.Rxf6

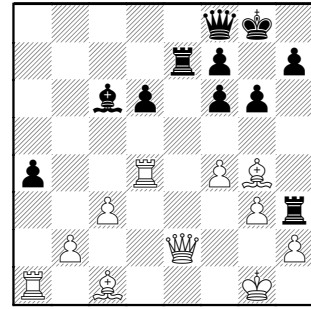


31...Bf5 32.Qxa4 Qe7 33.Qd4

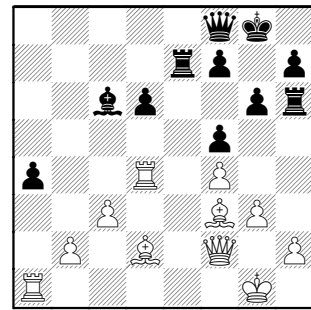


and White gets his connected passed Pawns.

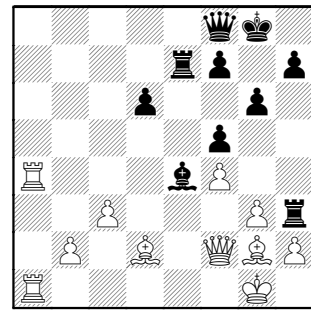
29...Qf8 30.Bf3 Rh3 31.Bg4 Bc6+ 32.Kg1 Re7



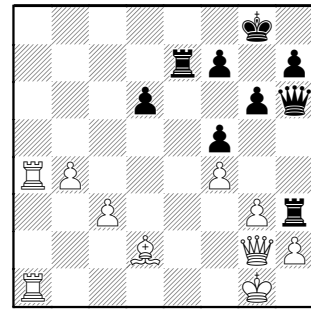
33.Qf2 Rh6 34.Bd2 f5 35.Bf3



35...Be4 36.Rdx4 Rh3 37.Bg2

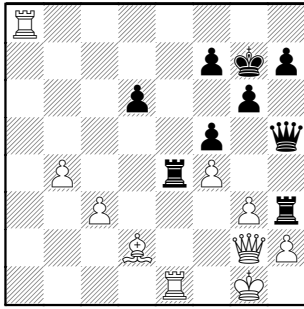


37...Bxg2 38.Qxg2 Qh6 39.b4

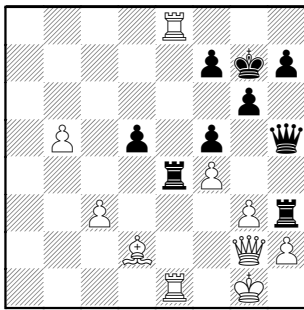


39...Qh5 40.Re1 Re4 41.Ra8+ Kg7





42.Re8!! d5 43.b5



**BLACK RESIGNED.**

**WALGREEN FORKS at WALGREEN SKEWERS (1-5)**

The result looks lop-sided, but it could've very easily been a 3.5-2.5 win for the Forks, as every board was hotly contested!

On board 1, I did my magician's trick of taking a winning position and \*PRESTO\* it's a loss.. but this one was so obvious I got plenty of advice at end-of-game. With Steve's Queen trapped out-of-game at a7, he was essentially playing a Queen down. Although coming prepared to waste moves to reach the time control, my last set of planned moves involved moving the Bishop off its diagonal and inadvertently allowing the Queen to come free. Actually, it was allowing a Queen trade at the last move of the control that put the position out of reach. The final kill saw me trying for some bizarre drawing themes and Steve nicely coordinating a mate based off 2Ns and R !

On board 2, Teddy got an early start at attacking Andrew's King, but it involved his decision to hide his King in the center. Andrew had already made Pawn contact, so when lines opened,, Teddy's King got uncomfortable. An interesting game of attack and defense from both sides.

On board 3, I followed the game enough to find Niels up a Pawn and Bishop pair. But we know Mike loves to make trouble and it might have been OK all along (we will study this one). The end found Niels unsuccessfully trying to stop some far-outside passers.

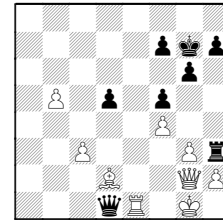
On board 4, Norm and Darek traded into a 2N ending (very odd), which eventually became an even N ending. Missing a one-move fork, Norm dropped a Pawn and apparently that was enough.

On board 5, Deek found a beautiful piece sac that forced trades into an ending where an advanced Pawn was queened. Naseer did have a passer, but it was no where near enough (Deek could sac his Q for the N and win with his extra Pawns, if all else failed). But in quickly bringing his King to the passer Deek inadvertently touched his King while his Queen was under attack ! Rules R Rules, and Deek dropped the Queen and lost.

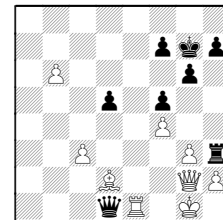
*(continued...)*

Possible continuations are:43...Qg4

(43...Rxe8 44.Rxe8 Qd1+ 45.Re1



45...Qb3 46.Qxh3 and Black's game is lost. He is down two pieces. 44.b6 Rxe8 45.Rxe8 Qd1+ 46.Re1



46...Qb3 47.Qxh3 and Black's game is lost. He is down two pieces. 1-0

On board 6, Woody and Josh were in a knock-down, drag-out punching fest where Woody missed a fork to Bishop and Rook. Josh won a piece there and it came in handy with the board wide open in a Rook ending.

So the FORKS are done for their first half..... no more matches under January 2008.... as we have a BYE Round 5. This works nicely as Deek is vacationing in sunny India for a month. (Have a nice trip!)  
 Meanwhile the SKEWERS are slated to meet the #1 Motorola Knights. Do Walgreens proud, guys !

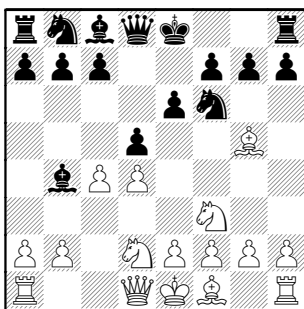
**The first-board match was a comedy or tragedy, depending on which side it's viewed...**

**Friske,T (2059) - Levenson,S (2024) [D30]**  
 Forks-Skewers, 11.13.2007

**[Notes by Tom Friske]**

Obviously, Steve and I have played countless practice games on Walgreen club nights. I don't ever remember him trying anything but a King's Indian.

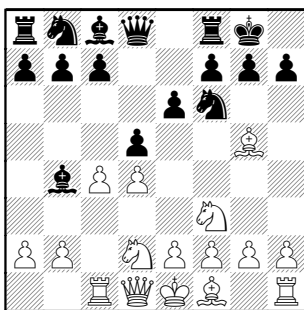
**1.d4 Nf6 2.c4 e6** A mild surprise, but my tournament experience is deep here. **3.Nf3 d5 4.Bg5** OK, if he wants a QGD, let's go ! **4...Bb4+** Humph! This is goofy. **5.Nbd2**



This is many GM's preference versus the Bogo-Indian. We'll see how Bg5 effects those lines.

White could try **5.Nc3** transposing to a Nimzo-Indian Leningrad Variation where White's Nf3 and Black's d5 is inserted. But who's ever played that ?

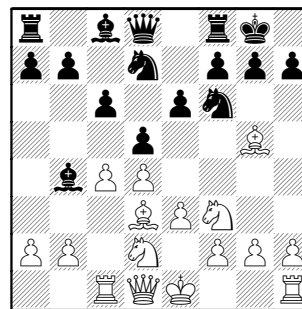
**5...0-0 6.Rc1**



Old QGD lines insert this to use pressure at c7 (especially after Bd3,Qc2 which hits h7 as well) and Black usually replies as in this game.

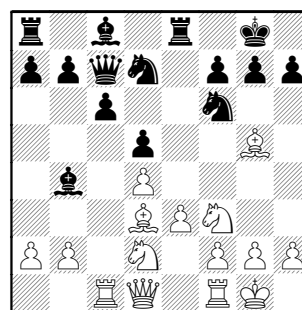
**6...c6** Stops -Nc6 so no attack on Pd4, and one more roadblock to Bc8. White is getting an ideal position.

**7.e3 Nbd7 8.Bd3**



Another benefit to Rc1 is the Bd3 can retreat to b1 to setup Qc2 or Qd3 attacks while protecting a2.

**8...Re8** Black is preparing e6-e5. **9.cxd5** Black has to choose between opening c-file for White or giving up on counterattacking the center. **9...exd5** Black does get a lane for his previously trapped Bishop. **10.0-0 Qc7**



Black wants to play Bd6 and Ng4. Sure wanted to get a3,b4-b5 in to embarrass his Queen placement ! In some variations Nxd5 would work, but my N was developed to d2 here.

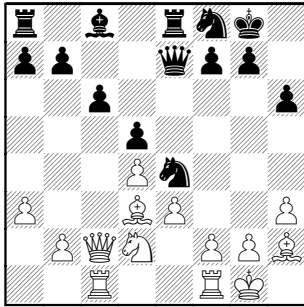
**11.Qc2** just overprotecting e4 and assuring pin down c-file **11...h6 12.Bh4** Now the Bishop assures no funny business against h2 (after Bg3).

12...Qd6? I still don't know what this is for, but White finds a way to guarantee the Bishop pair. 13.a3

Worse was 13.Bg3 Qe7 as Black can follow with Bd6

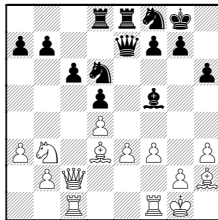
13...Bxd2 Pretty well forced as 13...Ba5 14.Bg3 ruins any hopes of Black's Q and B coordination

14.Nxd2 Nf8 a standard routing of the Queen's Knight in QGD positions 15.Bg3 Qe7 16.h3 Ne4 17.Bh2



As planned at move 12, White's Bishops are special. 17...Bf5 18.Nb3 Not just to chase N off e4, but to begin some Queenside counterplay. White threatens f3 18...Bg6 This square is really where Nf8 wants to go-- Black's pieces are stumbling over each other.

Black shows he's just playing super-safe instead of calculating tactics: 18...Rad8 19.f3? Nd6



20.Bxf5

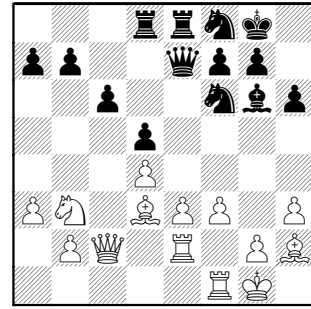
Not 20.Bxd6? Qxe3+

(20...Bxd3? 21.Bxe7 Bxc2 22.Bxd8 only works because of my guessing with 18..Rad8, so Black could find a better move)

21.Kh1 Bxd3

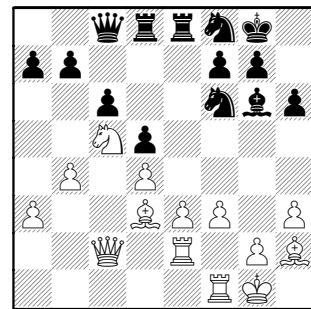
20...Nxf5 21.Qxf5 Qxe3+ and Black wins Nb3 and with a Pawn gain.

19.Rce1 Rad8 20.f3 Nf6 21.Re2



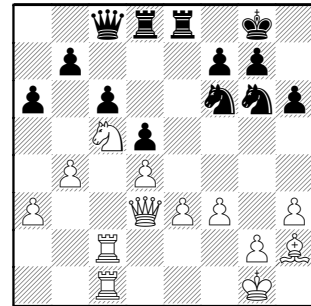
Beginning the doubling of Rooks - either on c-, f- or e-file.

21...Qd7 another Queen move from which White immediately gains 22.Nc5 Qc8 23.b4



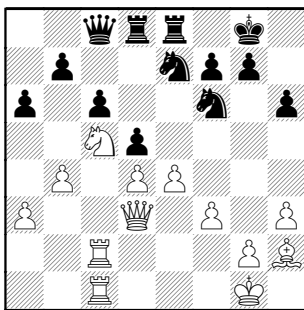
I'm still not sure I should just play Kh1,Bg1,e4.. but the goal is to play b4-b5 and pry open the c-file to pivot at c7.

23...Bxd3 24.Qxd3 Black had defended his King, so Bd3 didn't really have any threats. 24...Ng6 25.Rc1 a6 26.Rec2

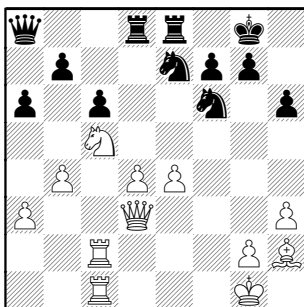


White may or may not benefit from Nxa6,Rxc6,Rxa6 but Black reacts immediately giving White clear reign in the center.

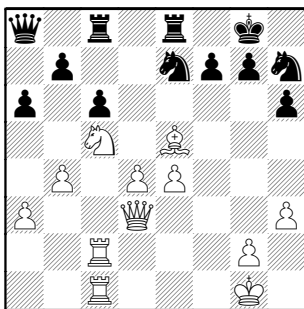
26...Ne7 27.e4!



Very energetic! White takes advantage of Ne7 blocking Re8.  
**27...dxe4 28.fxe4 Qa8**



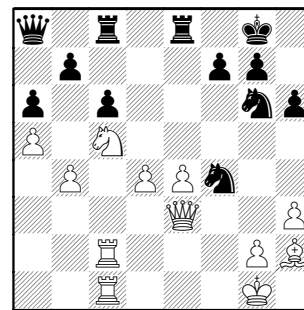
I guess he was dodging discoveries down the c-file, but where is she going ?? **29.Bc7** forcing another piece away from the center **29...Rc8 30.Be5 Nh7**



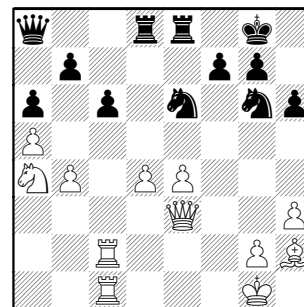
The contrast in piece placement between the sides is spectacular ! White wants to play Nb6, fork, and clean house.

**31.a4** Time begins to be a factor. I'd come prepared to find moves which don't hurt my position and save the finish for after move 45. Here I'm locking b6 as a permanent outpost.

**31...Ng6 32.Bg3 Nf6 33.a5 Nh5 34.Bh2 Nhf4 35.Qe3**



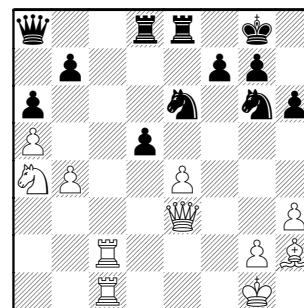
Purposely allowed the N advancement so as to waste moves quickly.**35...Ne6 36.Na4 Rcd8**



At move 29, I hadn't realized ..Ne6 would take c7 away from my Bishop. I'd planned repeating Bc7-g3-h2 as part of the way to get to move 45.

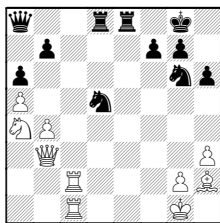
**37.d5?** Flat out time problem. I intentially sac a Pawn to open lines for my Rooks and get in Bc7. (Of course the original intent was 37.Nb6 idea d5)

**37...cxd5**



**38.Nb6**

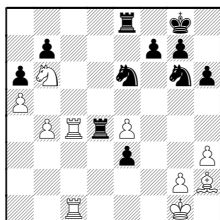
The sac idea was: 38.exd5 Nc7 (38...Rxd5? 39.Nb6) 39.Qb3 Nxd5



But mid-stream realized that this N stops both Na4-b6 and Rc7 40.Rc5 Nge7

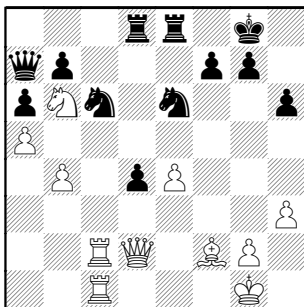
**38...d4 39.Qf2**

I didn't take time on 39.Nxa8 dxe3 40.Nb6 Rd4 41.Rc4



as the Pe4 is always weak after 41...Rxc4 42.Rxc4 Ng5

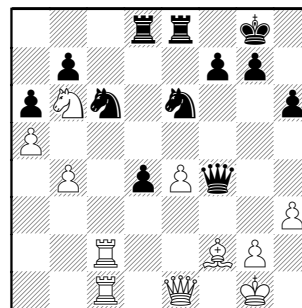
**39...Qa7 40.Bg3 Ne7 41.Qd2 Nc6 42.Bf2?**



directed against discoveries if Nb6 moves, but in time rush forgot Bishop needed to maintain Queen cornering !

The simple 42.Kh1 would do the trick !

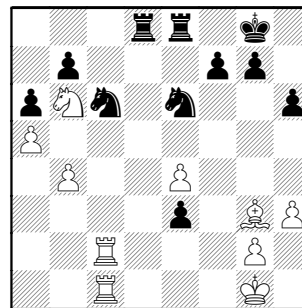
**42...Qb8 43.Qe1 Qf4**



**44.Bg3?** Right after moving, realizing he can force Queens off and I'm really in trouble.

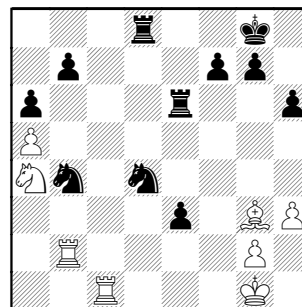
Even here with 44.Nd5 Black's Queen has to run back home

**44...Qe3+ 45.Qxe3 dxe3**

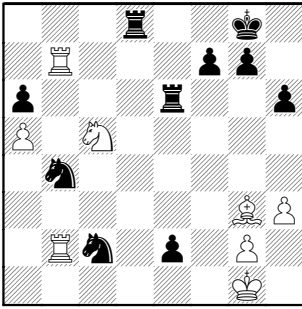


Now White has no compensation and horribly weak Pawns

**46.Nd5 Ned4 47.Rb2 Rxe4 48.Nc3 Re6 49.Na4 Nxb4!**

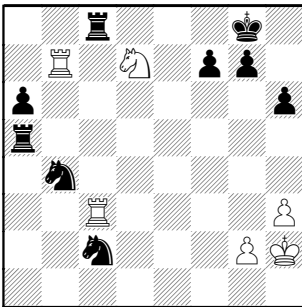


**50.Rc7 [50.Rxb4? Ne2+] 50...Ndc2 51.Rxb7 e2 52.Nc5**



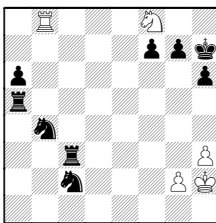
I have to sac a piece for queened Pawn, so trying to stir some trouble.

52...e1Q+ 53.Bxe1 Rxe1+ 54.Kh2 Rc8 55.Nd7 Ra1 56.Rb3 Rxa5 57.Rc3!



57...Rd8

Some teammates didn't see 57...Rxc3? 58.Rb8+ Kh7 59.Nf8+

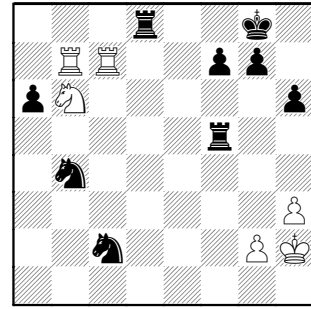


a standard drawing combination 59...Kg8 60.Ng6+ Kh7 61.Nf8+ =

58.Nb6?

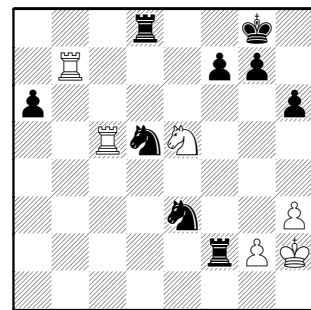
I miscalc'ed 58.Rcc7 Nd5 missing 59.Rxc2

58...Rf5 59.Rcc7



Feebly trying to pin a Rook to f7

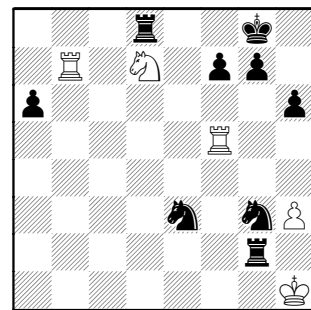
59...Ne3 60.Nd7 Nbd5 61.Rc5 Rf2 62.Ne5



62...Rxc2+ somehow thought Kg3 possible here 63.Kh1 Nc3 64.Nd7

Of course 64.Rxc3?? Rd1#

64...Ne4 idea Nf2# 65.Rf5 Ng3#

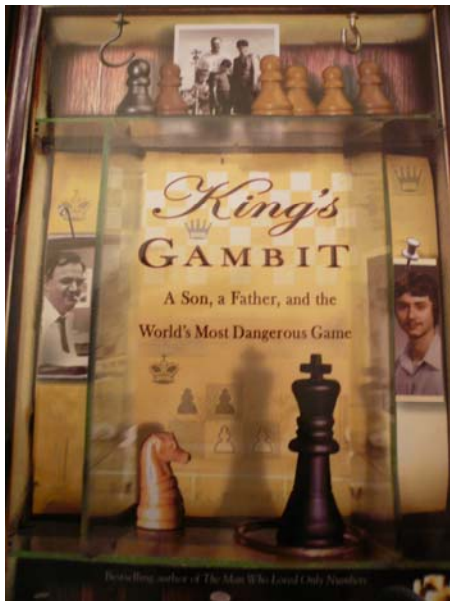


0-1

## HEY, WIFEY ! Here's a great Christmas gift for me !

*<Dear Reader, print this article and place at a strategic location...>*

Let's admit it -- There's many tons of chess books out there, but also a fascinating world out there without chess. What are your favorite non-chess reading subjects ? This reviewer enjoys biographies, current events, some history, some psychology, some political subjects, travelogues, and of course various humorous reads. Imagine my surprise to stumble onto a book that hits *every one* of those !



Yup, **The King's Gambit** by Paul Hoffman, just published this past summer, was a page-turner that I simply couldn't put down ! I know about any book is a good book and I never review a loser (did this time, see later on), but this one is a **MUST READ** for everyone !

Now right off, the title looks like it might have something to do with a chess opening, but chess just happens to be the thread that binds the chapters; it's not a book to study, but one written to be enjoyed by chessplayer and normal humans alike.

The author is first his father's son that became a journalist that just happened to have a curiosity for what makes chessplayers tick. So we follow him along as he relates personal experiences, some auto-biography and some chessplayer biography. As a middle-ground chess amateur (rated just under 2000), he fills the gap between the top world players and those that know nothing of the game. Each chapter deals with a different aspect of his investigation, and along the way the autobiographical details seep out, not always chronologically.

The book's sub-theme is the author's lifelong battle with getting along with his parents, especially his father. There's so many things that don't make sense to him, and little-by-little he discovers that this is because his father is a pathological liar. Upon validating this incredible notion with his mother, suddenly his life really begins.

Simultaneously, the chess investigation begins with the story of his father introducing him to the old Russian chessmaster Rossolimo oddly in New York at a seedy restaurant. Then a jump to the biggest star of them all,-- Garry Kasparov and his ongoing battles with Anatoly Karpov. Would you believe he was invited to a dinner with the two after Karpov beat Kasparov in the quick-time match in December 2002 ?? Here's the key part of that story:

"The organizer invited David and me to dinner with the two players and their teams. Going to a fancy hotel restaurant with Karpov was probably the last thing Kasparov wanted to do in order to put the defeat behind him, but he forced himself to attend because he knew the organizer was planning other lucrative chess events. He sat at a table with only his entourage and lowered his head to his plate for most of the meal. His team of seconds spoke quietly among themselves while their boss plucked at his fish. At Karpov's table, the victor and his team

were getting smashed. David went over to Kasparov and pulled him, literally pulled him, to his feet. The Russian tried to push him off, but David led him forcefully by the hand to where Karpov was sitting and performed a mentalist card trick for the two champions. Karpov was fooled-- he laughed loudly and appreciatively at the outcome. Kasparov was tricked, too, but he was so withdrawn that he couldn't even force himself to smile. David's girlfriend, a tall model with perfect teeth and an incandescent smile, winked at the world number one, who was normally a ladies' man, but even she couldn't elicit a response. Kasparov slunk back to his table, sagged into his seat, and left the restaurant soon afterward.

I stayed behind and had too many vodka shots with Karpov. He was not a large man, although the small body of his Fetus days had swollen a bit. Karpov started making fun of how dejected Kasparov had looked at the meal. He imitated his rival by putting on his best hangdog expression and resting his head on a dinner plate. Then he stopped the impersonation, started slapping the table, and told me how happy he was to see Kasparov so miserable. 'I've waited for this,' he said. 'I've waited long for this. He deserves to suffer.' Karpov had never won a match against Kasparov before. In fact, the last time he'd defeated him in an individual game had been twelve years before, in 1990.

After he downed another vodka, Karpov looked a bit wistful. 'I know Kasparov as well as I know anyone,' he told me. 'I know his smell. I can read him by that.' Indeed, the two men had sat face-to-face for more than six hundred hours, their foreheads sometimes only millimeters apart as they leaned in over the chessboard. 'I recognize the smell when he is excited and I know it when he is scared. We may be enemies, but we are intimate enemies.' And then Karpov reverted to imitating his rival by laying his head on the table.

(and on to another story he goes...) Karpov's impersonation of Kasparov was funny, but he himself is not a model of good sportmanship when he is defeated. In fact, he is known on the grandmaster circuit as a very sore loser..." (pages 103-4)



Along the way we meet other chess notables including Jennifer Shahade, Irina Krush and her boyfriend Pascal Charbonneau, the young Canadian champion, The women are New Yorkers, but he meets Pascal because of his desire to attend the world championship crazily slated for Tripoli, Libya in 2004. (I can't even find a small quote to set the stage for that story--- it's simply too bizarre for words!) Another trip finds him in Moscow. Yet another in Greece at GM Nigel Short's home (with a cocky 5-year old). Pretty good for a 20-something kid just out of college.

He does play some conscientious chess along the way, but how to surprise talented players? The answer is: Play the King's Gambit (thus, the title).

His discovery of his father's shady ways steers Paul to delve into some of the seedier chess types. Charles Bloodgood was his most in-depth interviewee-- a devoted Grob Attack player who lands in jail, whereupon the small chess talent there allows his rating to shoot up within the top five in the country! Along the way, the author details the Grob personality and we find ourselves with a little dating advice:

"...The people who gravitate toward the Grob actually have a different mind-set to life. We look for cheap instantaneous gratification. We don't like to work."

He cited examples from his own background. In engineering school he had entered problem-solving contests that were run by the mathematics department. He always won the weekly contest by employing a mainframe computer to number-crunch all the possible solutions....'Grob players are pathologically pragmatic.'

He asked me to guess how he met his wife.

'I have no idea,' I said.

'I met her at a lesbian bar.'

'Uh--OK??'

'I was thinking like a Grob player. I want to pick up girls, and there's no guys at a lesbian bar. I'll have no competition. So the odds are already in my favor because mathematically there's a probability that

some are at least bisexual. I don't look like Tom Cruise. I'm not this real macho guy. So this increases my chances. This is the Grob mentality-- I'm either going to win real quick or be shot down real quick. I'm not going to have to sit there all night and talk to these girls and buy drinks and wonder if they're playing me for a sucker. They're either interested in me or they're not.' He met a straight woman that night and they were married six months later." (pages 171-172).

Overall, however, the author's love of chess can't be hidden. His interviews with the chess personalities finally get his competitive juices flowing, and by the end of book, he's positively ecstatic:

"In my recent years embedded in the world of chess, I've had many disturbing nights after tournament games that didn't go as smoothly as my encounter with Asa Hoffman. I've seen players cheat, and I've seen them cry and hurl clocks across the room. I've watched Pascal beat himself up after losing. I've played chess with the crazy dictator who is the commissar of the game. I've visited the emergency room after the greatest player in chess history was too competitive with me at dinner. And yet, despite my misadventures in the chess world, I still sometimes fantasize-- just as I did when I was a kid-- about being a world-class player instead of a competent amateur.

In another life, I want to be a grandmaster. Not for the financial rewards, because they are few unless you're a Karpov or a Kasparov. But for the unadulterated pleasure of peering further into the abyss of chess and glimpsing the game's deeper beauty. I want to work magic with the chess pieces the way Morphy and Fischer did. I want to launch daring, unexpected attacks the way Jennifer and Pascal do. I want to achieve a small degree of immortality by the ingenious manner in which I coordinate my knights." (page 384).

**GET THIS BOOK !!** and enjoy it. This will definitely be my nomination and vote for ChessCafe.com's annual "Book of the Year" award!

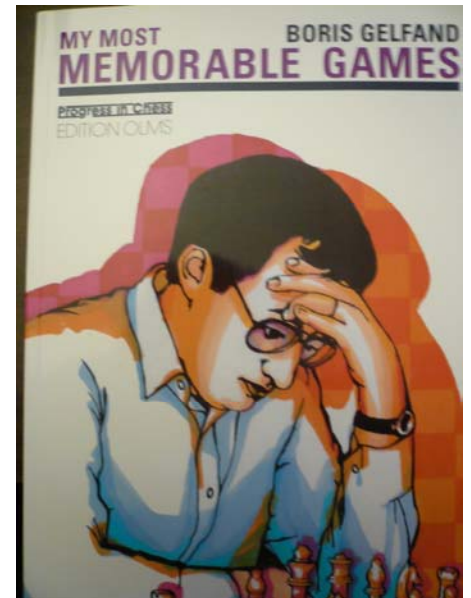
**The King's Gambit, Paul Hoffman, Hyperion, 2007 ISBN: 978-1-4013-0097-5, 443pp including trivia "annotations", notes, and index.**

FOR CHESSPLAYERS ONLY !!

A few other chessbooks deserve mention.

### **Gelfands Best Games by Boris Gelfand**

Boris Gelfand is making a huge comeback in the past year. He was one of the top players in the '90s, but those were the days not of lastnames beginning with "G", but rather the "Ks". Recent success has led him to publish some of his favorite games.



If you love annotated GM games, you'll be attracted to this collection. But **be warned** -- the analysis is heavy! This is a professional player that didn't skimp with the top-class notes.

Probably of interest to only those of Expert ratings and over.

**My Most Memorable Games, Boris Gelfand, Edition Olms, 2005 ISBN: 3-283-00453-6, 261pp.**

Another biography/game collection book is **Bologan's Selected Games by Victor Bologan.**

This author is of similar caliber to GM Gelfand, but manages to keep his analysis centered around specific key points of the game. He thus has produced an excellent book that not



only demonstrates top-level games, but also pointedly attempts to coach the reader.



In that vein, after each game he lists a few key lessons it demonstrated. This is helpful for players of all strengths, and highly recommended ! 1.d4 players will be especially pleased by the selection.

**Victor Bologan Selected Games 1985-2004, Victor Bologan, Russell Enterprises 2007, 236pp. ISBN: 978-1-888690-37-8**

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## Boxing clever in Germany

By Steve Rosenberg  
BBC News, Berlin

### It is fight night in a smoky Berlin nightclub.

The lights go down, the stage door opens and out walks a pharmaceuticals salesman from San Francisco. David "Double D" Depto has travelled 5,000 miles (8,045km) in search of glory.

As he shuffles, then skips towards the ring, bare-chested and beating the air, this American muscle machine looks cool and confident. Seeing his opponent though, I would not be.

In the blue corner, solid as the Brandenburg Gate, stands a German riot policeman who goes by the name of "Anti-Terror Frank". And predictably the crowd is on his side.

A bell sounds. Seconds out - round one!

### Rocky with rooks

But just when you would expect the punches to start flying, something rather odd happens.

The two challengers put on headphones, sit down at a table and start playing chess: in the middle of the boxing ring.

That is because this is Chess Boxing. A sort of Rocky... with rooks.

The rules are simple. There is one round of chess - and then one round of boxing. Punching power alternating with brainpower.

If you are wondering how they can move the pieces with their boxing gloves on, well, they take them off before the rounds of chess!

All in all, you have 11 rounds in which to either checkmate your opponent - or knock them out.

### 'Double pain'

Berlin is hosting the first ever chess boxing world championship. It has been organised by the man who invented the sport - Dutch artist Iepe Rubingh.

"Chess and boxing have lots of things in common," Mr Rubingh assures me.

"If you move the pawn, it's like moving your jab. If you come with the knight, it's like a hook. If you come with the rook, it's a straight right. And if you march in with the queen, it's a knockout," he says.

Two sports in one means double the pain - and double the pressure.

In the run-up to the big fight, Anti-Terror Frank spent hours at his local Berlin gym to tone his mind - as well as his muscles.

"In Chess Boxing, 90% is in the head. Before you lose a fight, you give it up in your mind. So it's very



In Chess Boxing you have to either checkmate or knock out your rival

“ Chess and boxing have lots of things in common - if you move the pawn, it's like moving your jab ”

Iepe Rubingh  
Chess boxing inventor



David "Double D" Depto says the sport proves fighters are also brainy

important to have the physical, but also the mind strength to do this sport," Frank says.

### **Growing sport**

But why do it in the first place? Why put yourself through all this physical and mental torture?

For David "Double D" Depto, it is all about proving that you can be a boxer - and still have a brain.

"Everybody has an impression of boxers that they, maybe, aren't too bright and there's not a lot of intellect involved," complains David.

"But when you combine chess and boxing, it brings the fact that you can be a fighter and still be a very intelligent person. It's going to show people that fighters can be smart people, or that smart people can be tough."



Chess Boxing is now being taught in one Berlin school

The sport has taken off in Germany. It is even being taught in a Berlin school, where they are busy preparing the next generation of chess boxing champions.

"My mum said I should learn boxing for self-defence," 10-year-old Aleg says. "I just love the way you can combine that now with chess."

Back in the ring, it is round seven and the players are locked in battle around the chessboard, sweat pouring onto their pawns.

Suddenly "Anti-Terror Frank" spots an opening and moves in for the kill. Queen to G7... checkmate!

The crowd erupts - the local hero has won and is awarded the world title belt. Which goes to show that when it comes to mixing brains and brawn, Germany really is the Grand Master.

## Quick draw – Be the fastest gun in the League

Many CIGL matches are won or lost with that small, half-point margin... yes, draws matter ! This article is written to give you a place to memorize the standard drawing positions. Obviously, a lot depends on what's on the board, but if you know some of the drawing tricks, new combinational opportunities can be discovered!

We organize by starting with various simple balances in ending situations and continue to more complex solutions. Note we are only listing draws; if a piece balance is not found here, it should be a loss for the weaker side.

### Beginning definitions

**Stronger side** – the side with the winning potential, so this side will want to *avoid* the draw

**Weaker side** – the side whose hope is to draw

**Opposition** – the condition when the two Kings have an odd number of squares between them

**Long opposition** – the number of squares between the Kings is greater than 1

**Has the opposition** – When the opposition exists, the side that *has just moved* “has the opposition”. Many positions' win or draw depend on whose move it is !

**Stalemate** – The side to move has no legal moves and is not in check; the game is drawn.

### I. King+Pawn vs King

1. Basic draw is weaker-side King on queening square, Pawn on 7<sup>th</sup>, stronger side has opposition. (Weak side is stalemated). Generally, the stronger King requires a one-rank difference in front of his Pawn to win. If the weaker-side King can reach his third rank in front of the Pawn (two rows away from queening rank), he will draw.

2. Edge Pawns (a-file or h-file), with weaker King reaching the queening square are always drawn.

3. Edge Pawns with stronger King in front of Pawn draws if weaker side has the opposition and Pawn is on its fifth rank. The opposition prevents the stronger King from getting out of the way of the Pawn; eventually a stalemate will appear.

4. Certain positions exist for c-file and f-file Pawns, where when the Pawn queens, the new Queen stalemates.

### II. King+2Pawns vs King

1. If the Pawns are doubled and on the a-file or h-file, it is always a draw *if* the weaker side can reach the queening square. This is essentially King+Pawn draw type #2; the extra Pawn doesn't change the result.

### III. Various piece balances without Pawns

1. King+Knight vs King. Always drawn.

2. King+2Knights vs King. Stronger side cannot *force* mate, always drawn if weaker side stays alert.

3. King+Knight+Bishop vs King. Stronger side can force mate, but must know technique to do it. Weaker side may be able to defend and claim a 50-move-rule draw.

4. King+Bishop vs King. Always drawn.

5. King+Rook vs King+Bishop. Often drawn.

6. King+Queen vs King+Rook. Often drawn as the Rook can keep the stronger King from advancing. Lone Queen without friendly King's help cannot mate if weaker side stays alert. Presence of weaker-side Pawns may aid draw as they provide secure posts for the Rook.

## **IV. Various balances with Pawns**

### **A. King+Pawn vs King+Knight**

1. Weaker-side King in front of Pawn always draws.
2. Weaker-side King away, but Knight in front of Pawn *usually* draws. When the stronger-side King attacks the Knight, the Knight moves away (still ready to sacrifice if Pawn advances). If King attacks Knight, it should be able to return to square in front of Pawn, while any moves taken to do this allows weaker-side King to arrive and aid defense.
3. There are also various positions where the Knight arrives in time to fork King and Pawn, sacrificing itself for the draw.

### **B. King+Knight+Pawn vs King+Knight**

1. The drawing methods are the same as IV.A above. The stronger side has additional winning possibilities, however, either by forcing the trade of Knights (reaching a won Pawn ending) or by the stronger side sacrificing his Knight so that, when captured by the weaker-side Knight, the Pawn can advance to queening.

### **C. King+Pawn vs King+Bishop**

1. As long as the Bishop can attack a square in front of the Pawn, it is drawn. Note the weaker King's placement only matters in rare situations where the Bishop can be chased away by the stronger-side King.

### **D. King+Bishop+Pawn vs King**

1. If the Pawn is on the edge, the Bishop is on the opposite color of the queening square, and weaker King reaches the queening square, it is drawn.

### **E. King+Bishop+Pawn vs King+Bishop (Bishops on same color)**

1. The drawing methods are the same as IV.C above. The stronger side has additional winning possibilities, however, either by forcing the trade of Bishops (reaching a won Pawn ending) or by the stronger side sacrificing his Bishop so that, when captured by the weaker-side Bishop, the Pawn can advance to queening.

### **F. King+Bishop+Pawn vs King+Bishop (Bishops on opposite color)**

1. As long as the Bishop can attack a square in front of the Pawn, it is drawn. Note that the condition cannot change as the Bishops cannot be traded.

### **G. King+Bishop+Pawn(s) vs King+Bishop (Bishops on opposite color)**

1. In many positions, the number of extra pawns *does not matter*, as long as the weaker-side King and Bishop coordinate and blockade. With opposite Bishops on board, the weaker side can sacrifice Pawns to create counterplay (as long as the drawing requirements are met).
2. **PLEASE NOTE !!** A huge exception to G.1., however is if the extra Pawns are passed and more than three files apart. **This is most likely a win** for the stronger side. The technique is to protect the Pawn the weaker-side King attacks and send your King to escort the other Pawn to queening, which causes the weaker-side to sacrifice his Bishop. The reaches a won King+Bishop+Pawn ending.

### **H. Various Fortresses**

#### **1. King+Rook+Pawn(s) vs King+Queen.**

As long as the Rook can be protected by a Pawn or King, the stronger side cannot make progress.

#### **2. King+Rook+Pawn(s) vs King+Bishop+Pawn(s).**

The Pawns must be connected, on opposite color as Bishop, and the base protected by the King. The Bishop covers the diagonal in front of the Pawns. With this scenario, the stronger King cannot attack and so cannot make progress.

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**2006 U.S. Open Champion GM Yury Shulman**

**2006 U.S. Women's Open Champion WGM Anna Zatonskih**

### Saturday, January, 12

9:00-10:00 am Registration  
10:00-10:30 am Opening Ceremony  
10:30-11:30 am Plenary Session  
"My Best Games" by GM Anatoly Karpov  
11:45-1:15 pm Small-Group Training Session #1  
with GMs Onischuk, Shulman, & Zatonskih  
1:30-2:30 pm Lunch  
2:30-4:00 pm Small-Group Training Session #2  
4:00-5:00 pm Photo Session & Book Signing  
by GM Karpov

### Sunday, January, 13

10:00-12:00 noon Blitz Tournament  
12:00-4:00 pm Chess in Education Seminar for  
Coaches, Educators, & Parents  
(3 continuing education credits are available)  
Guest Speakers: GM Anatoly Karpov &  
USCF Scholastic Director Jerry Nash  
12:00-1:30 pm Small-Group Training Session #3  
2:30-4:30 pm Simul Games with  
GMs Onischuk, Shulman, & Zatonskih  
4:30-4:45 pm Closing Ceremony

### Registration and Fees:

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