

The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League



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Mark Your Calendars with These Key League Dates:

Fall Business Meeting
Spring Business Meeting
Season Playoffs
CICL Open
League Awards Banquet

Last Wednesday of August (Aug 26 2009)
3.5 Weeks Before Playoffs (April 15, 2009)
Second Saturday of May (May 9, 2009)
Second Saturday of May (May 9, 2009)
First Friday of June (June 5, 2009)

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On the cover: The Editor forgot to take a picture of our entry in the US Amateur Team, so this was the closest he could find ! Really, the final article's title was the catalyst to an odd chess-related cover.

With contributions from: Norm Hughes, Tony Jasaitis, Wayne Ellice,
David Franklin, Frank Tegel, John Van Meer,
Rob Eaman, and ScottFred Allsbrook

IT'S SLIPPING ON BY...

It sounds like something your mother would say: "You better be ready – only six weeks left!!". Who cares? Just a date on the CICL calendar. But there it is- a few matches left for us Northerners.. Huh? The West is supposed to be done end of the month?!? The East is barely half-way through their season? Too trite— yet a feeling of sadness hangs over like a personal rain-cloud. The bulletin is put off, waiting for inspiration to make it sound like something to read about.

And then a phone discussion about last night's match at UOP puts it all in perspective. The smiles as old friends meet; we read about them in the "papers" and here they are. Some would rather renew over some warm-up speed games. Others linger about, waiting to pounce when it counts.

The match result doesn't matter; it's just a mark on some bean-counter's record book. What is important is the camaraderie and joy from a game well played. For this, everyone is on the same team. The goal? Find the best move! "I could've done this!", "Did you see this queen sac?". Ah, others would rather go back to skittles. Hey, it's almost eleven o'clock, gotta go—but then finding ourselves out in the parking lot for a half hour while the stragglers have finally given up to the tightening grip of night.

Of course there's a bit of sadness. Six weeks can't hold enough evenings like this.

CICL MAKES TRACKS

The details of the CICL-sponsored team to the US Amateur Team is detailed in the following pages, but a recent announcement came too late for inclusion there. With a little prodding from our President, the US Chess Federation prominently mentioned us in their write-up posted on the Federation website! Not only a couple mentions of our name, but also a line of history, our full website address, and a couple games were included.

Read the article online at <http://main.uschess.org/content/view/9150/517/>

A tournament crosstable can be examined at <http://iwijetunge.googlepages.com/USATNOOPEN.txt>

MORE OPPORTUNITIES TO PLAY (see Renaissance CC link from our homepage)

MARCH 15 KNIGHTS QUEST #39

APRIL 12 KNIGHTS QUEST #40

MAY 3 KNIGHTS QUEST #41

MAY 17 MASTER TRAINING WORKSHOPS

JUNE 14 KNIGHTS QUEST #42

CICL Places 3rd in US Amateur Team Midwest

It was a faltering start before the tournament even began. For several months our President had announced and urged a CICL-sponsored team to form; early plans had been completed. We had the required four players ready to spend Valentine's weekend in Milwaukee to represent the League in the annual US Amateur Team tournament.

Last minute problems had the team makeup in doubt right up to the start of the first round which was to begin Saturday morning. The previous evening had seen a scramble of emails and few answered the call. But where were those that did ?

Your roving reporter had planned to attend just to get pictures and a story, but between a late workday Friday and snow, only made it there 11PM and did not know that the team was in doubt! Fortunately, the team had decided to play in the 2-day format so the first round was in the morning. Finding Yuri and Scott, he was greeted with "How would you like to play?". If someone didn't make it, we were at least set up to have a team.

By the time the round was to start, it was evident we had five players in attendance; enough to declare one an alternate. A look at the wallchart showed the CICL team to be the top-rated by around 100-points. "Who cares? We still have to play!"

The lineup was as follows:

- | | |
|------------------------|-----------|
| 1. ANASTASIA ANTIPOVA | FIDE 2138 |
| 2. SCOTT ALLSBROOK | USCF 2128 |
| 3. SUMAN K KALAVAGUNTA | FIDE 2061 |
| 4. YURI FRIDMAN | USCF 2109 |
| 5. TOM FRISKE (Alt) | USCF 1900 |

ROUND ONE was a smooth start. Each board appeared to get a solid jump on the opponent. The reporter decided to scope out the town, hopefully finding some tips on where to have the team eat or hang out. Turns out nothing was found except a Jimmy John's. After a quick lunch and a nap, he rushes back to the tournament to find the second round was about to begin! I'd been promised to rotate in, but this late arrival nixed that; no member was wanting to give up a seat at this point anyway !

A quick look at the wallchart revealed we'd won our first match 3.5-0.5. Being a spectator at this point, I

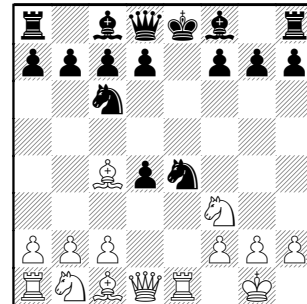
was able to loiter around the other teams and hear the gossip—the CICL was feared and targeted! Overall, there is a decided lack of Master level and above players in the 20-some team field. We have a very good chance of winning this thing.

ROUND TWO quickly became rocky. For no apparent reason, our first two boards found themselves in tactical trouble.

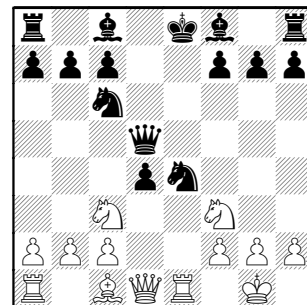
Here's an example, what I believe was the start Anastasia, as White, had on board one:

Antipova, Anastasia - some hoser [C56]
US Amateur tm (Round 2), 2-14-2009

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d4 exd4 5.0-0 Nxe4 6.Re1

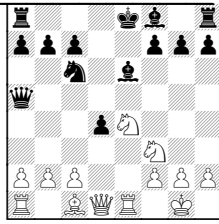


6...d5 7.Bxd5 Qxd5 8.Nc3



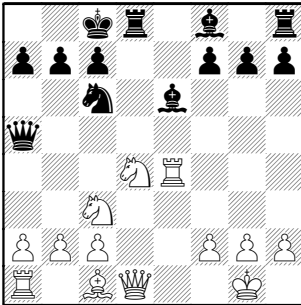
8...Qa5 9.Rxe4+

I was expecting her to go 9.Nxe4 which is, in fact, the only move in my database which continues 9...Be6



10.Neg5 (10.Bd2)

9...Be6 10.Nxd4 0-0-0



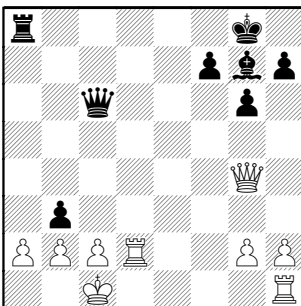
and Black caused trouble using the pin ♜

On board two, Suman had a planned defense with counterattack all lined up, but his opponent forced a win. Here's something close to what that looked like:

hoser - Suman Kalavagunta

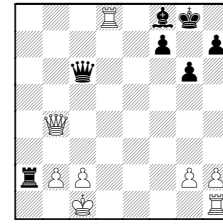
US Amateur tm (2), 02-14-2009

1...b3



Note Black can't race his Rook off his backrank:

1...Rxa2?? 2.Rd8+ Bf8 3.Qxb4



and wins

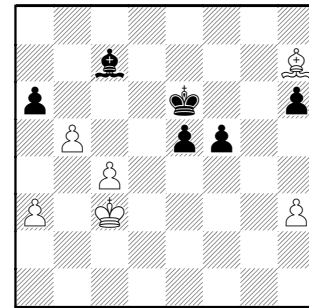
2.Rhd1 White was able to play Rd8+ and eventually get Queen on the a3-f8 diagonal to win

Scott Allsbrook continued to cruise and got the full point which found Yuri forced to win the following opposite Bishop ending if the CICL was to draw the match:

hoser - Fridman, Yuri

US Amateur tm (Round 2), 14.02-14-2009

1.b5



1...axb5 2.cxb5 e4

Normally opposite Bishops without passers on both flanks is a draw. Here White's Bishop is out of play and his King was too slow to get in front of Black's passers.

Unbelievably his opponent did not consider the match situation and attempted to win, misplacing his Bishop where Yuri could race his connected passers and win !

Again, in the halls afterwards, the other teams were ecstatic—we'd given away a half point, leaving several others undefeated.

ROUND THREE started so well for the CICL team I didn't even bother to see the end. (Part of the reason attending was to be "away" and relax!) The wallcharts confirmed our 2.5/3 status. We're on our way with a confrontation against the perennial "Jim Dean" (if

there's any Chicago tournament people out there) team who was one of those undefeated.

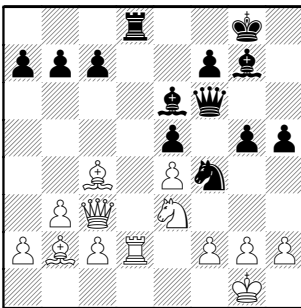
ROUND FOUR was the next-to-last, scheduled for Sunday morning. Scott insisted that "rest was good" and it was the Alternate's turn to rotate in (maybe not the right time, at a crucial juncture),. Sure enough, it was time to face the undefeated "Jimmy Runs Deep" team previously mentioned. Rating wise, we were exactly matched board-by-board and we missed.

Anastasia on board 1 was in a wild, open battle that apparently got out of control. Suman on board 2 was a surprisingly quick (20-minute?) draw. Yuri on board 3 was on his way, but trading away the fianchettoed Bishop had the downside of weakening the King defense and, with the heat on, forced him to accept a draw, despite the match circumstance.

Which left yours truly with the chance to be a hero and gain our second drawn match. The fun begins here:

Friske, Tom (1900) - Gater, Danny (1887) [A48]
US Amateur Team Midwest (Round 4), 2-15-2009

[Friske, Tom]



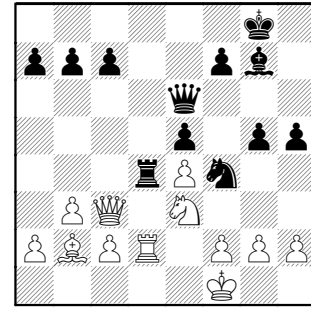
Bad things always seem to happen to me when a Black Knight gets to f4 -- so I take immediately "precautions".

I want my Queen on c3, but don't want to allow a Knight fork on e2, so...

27.Kf1?

Safe for now, but when Bxe6 clears f5, the weakness of the a6-f1 diagonal kills

27...Rd4 28.Bxe6 Qxe6

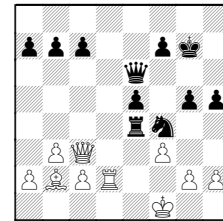


29.Nf5?? With a minute left for time control

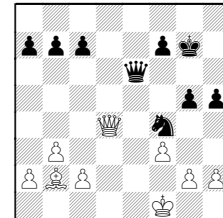
29...Qa6+ -+

I was planning 29...Rxe4 30.Nxg7 Kxg7
(of course he always has the game line beginning with 30...Qa6+)

31.f3



31...Rd4 32.Rxd4 exd4 33.Qxd4+

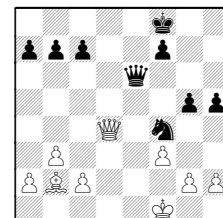


trusting I could finish him off after the time control.

Only at home do I have time to see what that would look like -- First thing I notice is Black threatens Qe2+-xg2# 33...Kg6

All alternates are horribly wrong:

A) 33...Kf8??



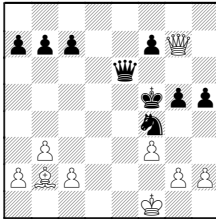
34.Qd8+ Qe8 35.Ba3+ +-

B) 33...Kg8 34.Qg7#

C) 33...Kh7 34.Qg7#

D) 33...Kh6 34.Qg7#

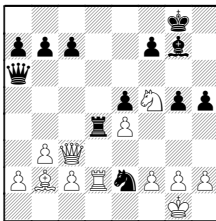
So after the forced 33...Kg6, 34.Qg7+ Kf5



35.Qh7+ Qg6 (35...Ng6 36.Qxh5 idea Qg4#)

Buzzed by his unexpected check, I had to quickly find a defense and it was bit random: **30.Rd3?** with 1 second left...

30.Kg1 Ne2+



A) 31.Kh1 Nxc3

B) 31.Rxe2 Qxe2 (after 31...Rd1+ missed 32.Re1)
never considered 32.h4 Rd1+ 33.Kh2

(32.Nxd4 Qd1+;
32.Ne3 Rd1+ 33.Nxd1 Qxd1+)

30...Nxd3 31.cxd3

I only play on because we needed a win at this point. Of course, I know it can't possibly be here...

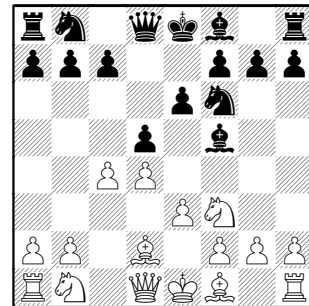
With this loss, it was evident we couldn't even score a second place. Three teams were undefeated and another only had a draw going into the fifth and last round.

ROUND FIVE found us heavily favored, despite Suman's need to pack up and leave. Anastasia was the "slow one", once again finding herself in a tactical melee. Scott took the opposite path on board three reaching a barren middlegame that had very few hopes for anything but a draw. Yuri was solid, as always, with his win on board three.

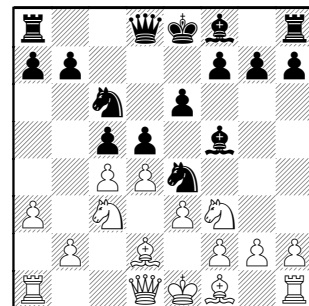
The Alternate got the big win started with this quick kill:

Friske, Tom (1900) - Broman, Timothy (1187) [D06]
US Amateur Team Midwest (Round 5), 02-15-2009
[Friske, Tom]

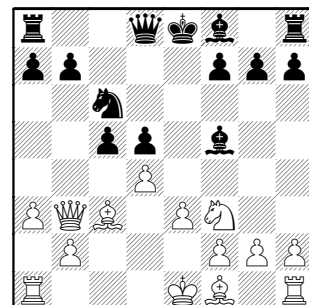
1.d4 d5 2.Nf3 Nf6 3.e3 Bf5 4.c4 e6 5.Bd2



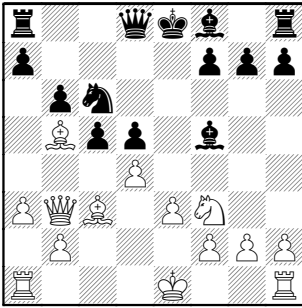
Not saying this is a good start, purposely playing things this low-rated probably hasn't seen. **5...c5 6.Nc3 Nc6 7.a3 Ne4?**



Black has weakened his hold on d5.
8.cxd5! exd5 9.Qb3 weaknesses at d5 and b7 **9...Nxc3 10.Bxc3**



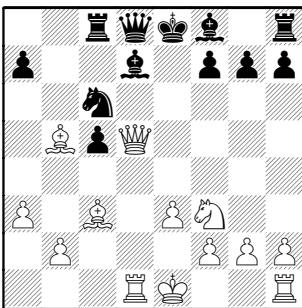
White's Bishop holds b2 and points toward King (if/when castles). **10...b6?** **11.Bb5** Simple "pin and win"



11...Bd7 [11...Qc7 12.Ne5 ends much the same] **12.Qxd5± Rc8 13.dxc5!**

13.Ng5 Qe7 (13...Be6? 14.Bxc6+)

13...bxc5 14.Rd1+-

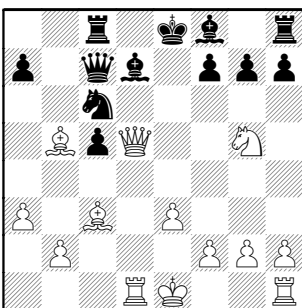


14...Qc7??

14...Be6? 15.Bxc6+

Much better is **14...Qe7** Black can at least play on, even if a Pawn down with a frozen Kingside.

15.Ng5

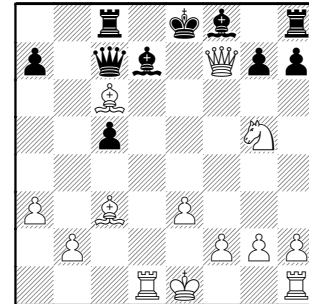


15...Bg4

A) 15...Be7 16.Qxf7+ Kd8 17.Ne6#

B) 15...Be6 16.Nxe6 (16.Bxc6+ Qxc6) 16...fxe6 17.Qxe6+ Be7 (17...Qe7 18.Bxc6+) 18.Bxg7 I'd missed 18...Qa5+ but it doesn't matter 19.Rd2 Qxb5 20.Qxc8+ (20.Bxh8) 20...Nd8 21.Bxh8

16.Bxc6+ Bd7 17.Qxf7+



BLACK RESIGNED

After **17...Kd8** the finish is **18.Rxd7+ Qxd7 19.Qxd7#**

The **CICL** finished, then, with a 3.5/5 score and third place. Jim Dean's "Jimmy Runs Deep" team did maintain their undefeated run and were name First Place finishers.

Hopefully my other teammates will choose a game or two they played and pass on some annotations.

The post-event USCF ratings and event scores of all team members are as follows:

- Anastasia Antipova**, Event Score: 2.0/5 on Board 1, Post Event Rating: 2025 (Provisional for 5 rated games.)
- Suman Kalavagunta**, Event Score: 2.0/4 on Board 2, Post Event Rating: 2013 (Provisional for 9 rated games.)
- Fred Allsbrook**, Event Score: 3.0/4 on Board 3, Post Event Rating: 2132
- Yuri Fridman**, Event Score: 4.5/5 on Board 4, Post Event Rating: 2114 (Provisional for 13 rated games.)
- Tom Friske**, Event Score: 1.0/2 on Board 4 as Alternate, Post Event Rating: 1891.

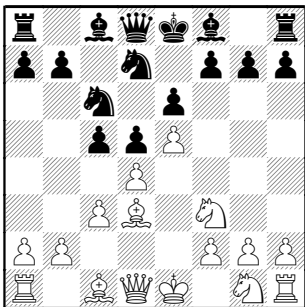
OUR READERS ARE WRITERS

The annotated game submissions regularly pour in to the Editor's office! At this time last year, he was in a deep funk and no Bulletins were published for several months—but the contributions didn't stop! Digging down in the depths of the email folder revealed these real gems. We have several months' worth more! Thanks to all!

Franklin, David (2173) –
Bakshi, Ankur (2079) [C01]
NWU-Hedgehogs, 2-6-2008

[Notes by David Franklin]

1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7
5.Bd3 c5 6.c3 Nc6 7.Ndf3!?



This move, which can lead to a pawn sacrifice, was recommended by John Watson in his book "Dangerous Weapons: The French," so I decided to try it out.

7...Qb6

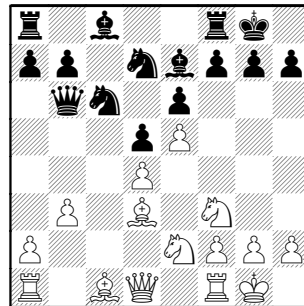
The most testing reply is 7...Qa5. Now we revert to the main line of the ...Nf6 Tarrasch.

8.Ne2 Be7

This seems rather slow, since the bishop wants to go to d6 in one move after ...f6, exf6 Nxf6.

The main line continues 8...cxd4 9.cxd4 f6

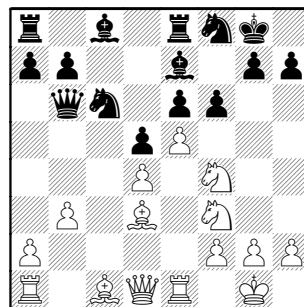
9.0-0 cxd4 10.cxd4 0-0 11.b3



11...Re8 Again, this move seems out of place. Black wants the rook on f8 when ...f6 is played.

12.Re1 Now that my rook is freed from the responsibility of guarding f2, it can set up tricks along the e-file.

12...f6 13.Nf4 Nf8?

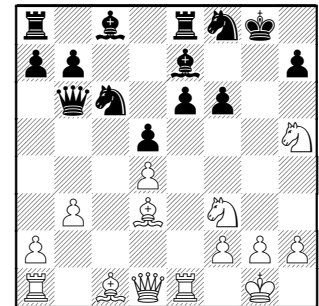


This passive move allows White to break open Black's kingside. I was expecting 13...fxe5

14.exf6! gxf6

Forced, because 14...Bxf6 loses to 15.Nxd5

15.Nh5!

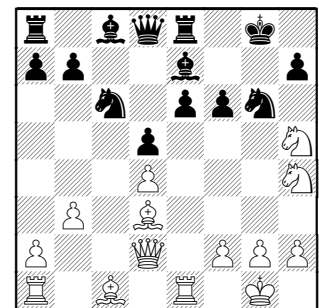


Immediately pouncing on the Black king's compromised defenses. The idea is simply Qd1-d2-h6 and mate.

15...Ng6 16.Qd2 Qd8

Trying to shore up the f6 square, but White's next move shows that there are too many weaknesses in Black's camp.

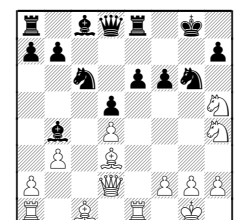
17.Nh4!



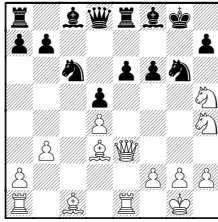
17...f5

A) The idea was if 17...Nxh4 18.Qh6 Bf8 19.Qxh7#

B) Black's best try was 17...Bb4



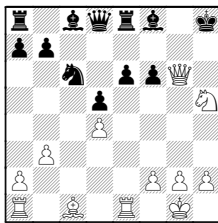
but after 18.Qh6 Bf8 19.Qe3



19...Nxh4 20.Qg3+ Ng6

(20...Kf7 21.Bxh7!)

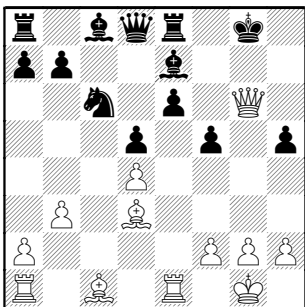
21.Bxg6 hxg6 22.Qxg6+ Kh8



23.Bh6 and it's all over.

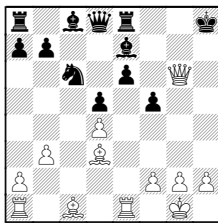
18.Nxg6 hxg6 19.Qh6! The second knight sacrifice decides matters.

19...gxh5 20.Qg6+



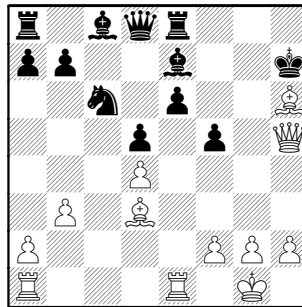
20...Kh8 [20...Kf8 21.Bh6#] 21.Qxh5+ Kg7

21...Kg8 22.Qg6+ Kh8



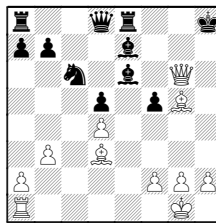
23.Re3 doesn't change anything.

22.Bh6+ Kh7

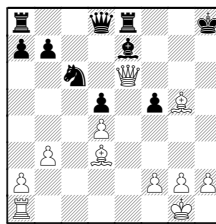


23.Re3

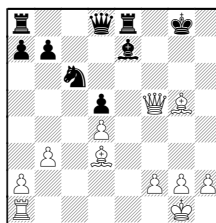
The all-seeing computer prefers 23.Rxe6 Bxe6 24.Bg5+ Kg8 25.Qg6+ Kh8



26.Qh6+ Kg8 27.Qxe6+ Kh8

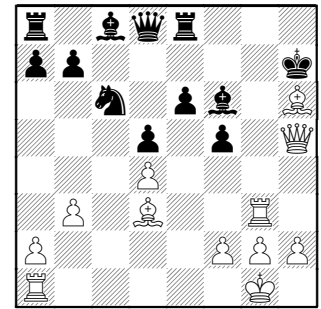


28.Qxf5 Kg8



29.Qh7+ Kf8 30.Bh6#, but the text is simpler and more human.

23...Bf6 24.Rg3

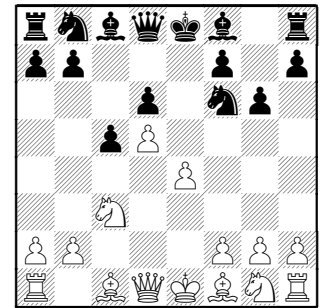


Mate in two is unavoidable. **1-0**

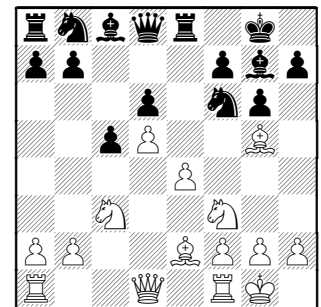
Spitzig, Mark (1341) – Eustace, Dan (1525) [A72]
Pawns-Dragons, 12-18-2007

[Notes by Frank Tegel]

1.d4 Nf6 2.c4 c5 3.d5 e6 4.Nc3 exd5 5.cxd5 d6 6.e4 g6

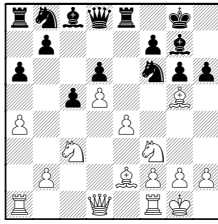


7.Bg5 Bg7 8.Nf3 0-0 9.Be2 Re8 10.0-0



10...Na6

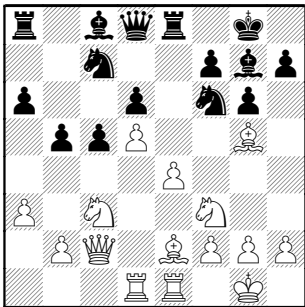
A) 10...h6 11.Bxf6 Qxf6;
B) 10...a6 11.a4 h6



12.Bxf6

(Here 12.Bh4 loses a Pawn to 12...g5
13.Bg3 Nxe4 and Black's problems are over)

11.a3 Nc7 12.Qc2 a6 13.Rfe1 b5
14.Rad1

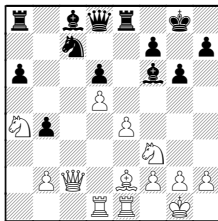


14...b4

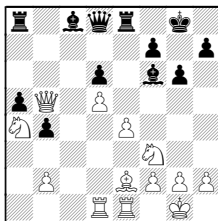
Black should first complete his development with 14...Bb7 15.b4 c4 (or even 15...cxb4)

15.Bxf6 Qxf6

15...Bxf6 16.axb4 cxb4 17.Na4

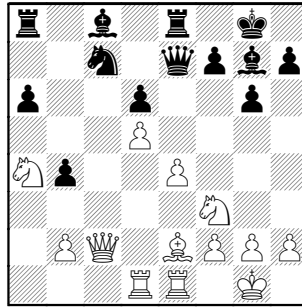


17...Nb5 18.Qc4 a5 19.Qxb5



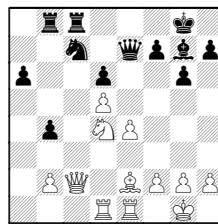
19...Bd7 idea Bxa4

16.axb4 cxb4 17.Na4 Qe7

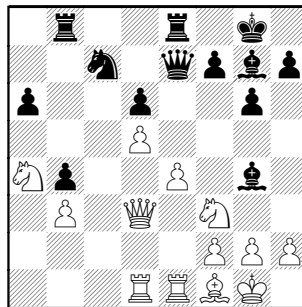


18.Bf1 Too passive

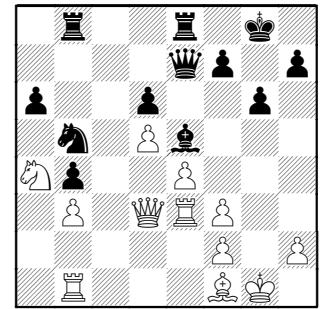
Instead 18.Nb6 Rb8 19.Nxc8 Rexc8
20.Nd4



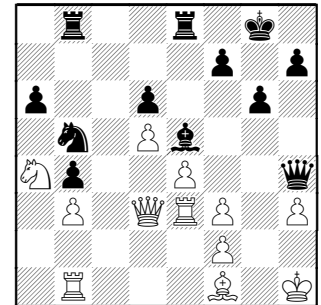
18...Bg4 19.Qd3 Rab8 20.b3



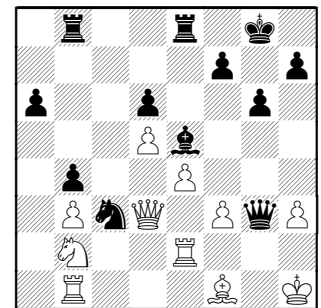
20...Nb5 21.Rb1 Bc3 22.Re3 Bxf3
23.gxf3 Be5



24.Kh1? [24.Bg2 Qh4 25.h3 Rbc8]
24...Qh4 25.h3

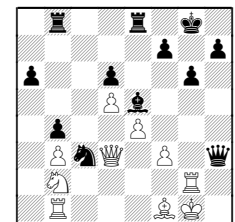


25...Qxf2 [25...Qf4 will next mate on h2]
26.Re2 Qg3 27.Nb2 Nc3



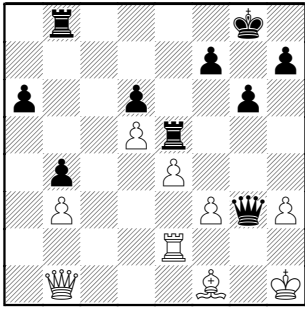
28.Nc4

28.Rg2 Qxh3+ 29.Kg1



29...Qh4 30.Rc1

28...Nxb1 29.Nxe5 Rxe5 30.Qxb1

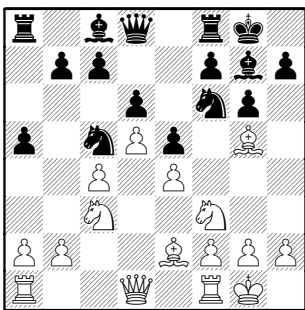


30...Qxf3+ 31.Kh2 Rbe8 32.Qc2 Qxf1 0-1

Remember when GM Karpov came to town last Spring ? Here's one game we never shared ! A gem of gems.

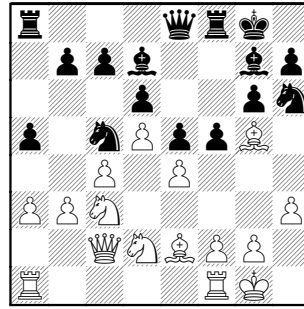
Karpov, Anatoly – Levenson, Steve [E92] Northbrook IL simul, 03-14-2008

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 0-0 6.Be2 e5 7.d5 a5 8.Bg5 Na6 9.0-0 Nc5

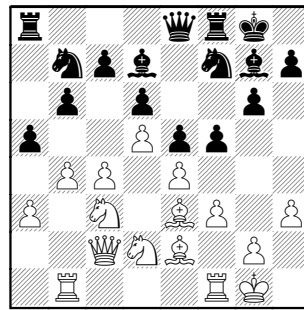


Steve's attitude is always "I'll play what I know" regardless of his opponent. We've run through this line dozens of time in club practices.

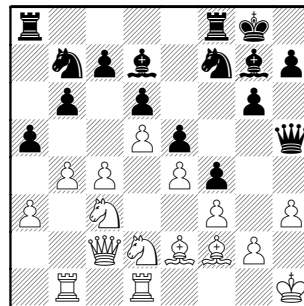
10.Nd2 Bd7 11.Qc2 Qe8 12.b3 Ng4 13.h3 Nh6 14.a3 f5



15.f3 Nf7 16.Be3 b6 17.b4 Nb7 18.Rab1



18...f4 19.Bf2 Qd8 20.Rfd1 Qg5 21.Kh1 Qh5

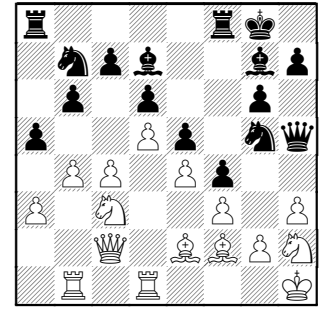


22.Nf1

Somewhere around here, Karpov started paying special attention to this game. The three GMs were supposed to take turns (each make a move at each game) without consultation.

Steve saw them huddle and chat a couple times. Some people would get angry at GMs that feel the need to "cheat" at a simul, but somehow it made him happy and feel he got his money's worth.

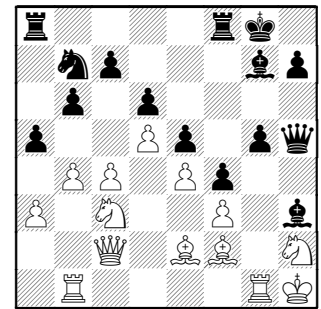
22...Ng5 23.Nh2



23...Nhx3

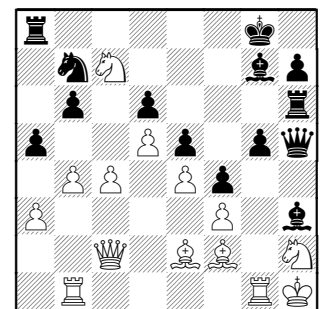
Typical Levenson "I knew I wasn't going to win, but wanted to see him defend"

24.gxh3 Bxh3 25.Rg1 g5



Typical KID attack, Rf6-h6, Bf1 is in the works.

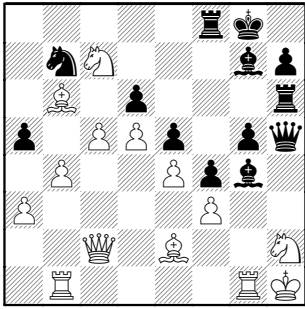
26.Nb5 Rf6 27.Nxc7 Rh6



Steve even gets to offer a Rook on top of the piece !!?

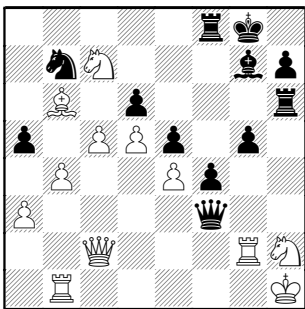
28.Bxb6 Very cool. The Queen, lounging at c2 since early on, is perfectly placed along the second rank.

28...Rf8 [28...Bf1? 29.Bxf1] 29.c5 Bg4!

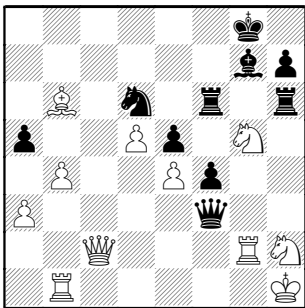


Threatens mate and f3 is loose due to pin of Knight.

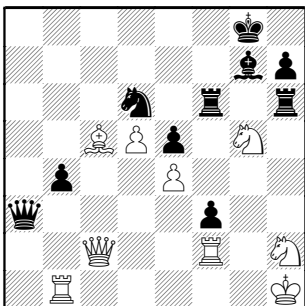
30.Rg2 Bxf3 31.Bxf3 Qxf3



32.Ne6 Rff6 [32...g4 only threatens to win a piece] 33.cxd6 Nxd6 34.Nxg5

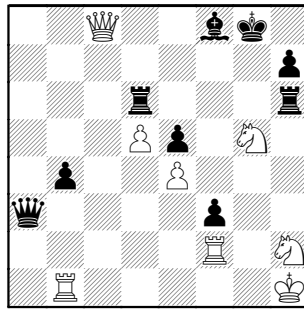


34...Qxa3 35.Bc5 f3 36.Rf2 axb4

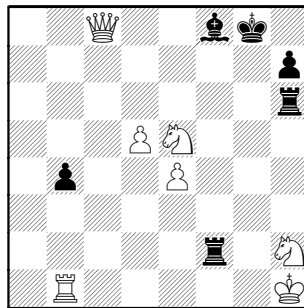


37.Bxd6 Rxd6 38.Qc8+ Bf8

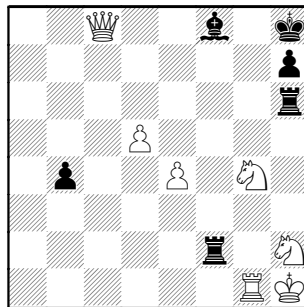
Steve was running out of clock as well as threats.



39.Rxf3 Qxf3+ 40.Ngxf3 Rdf6 41.Nxe5 Rf2



42.Rg1+ Kh8 43.Neg4



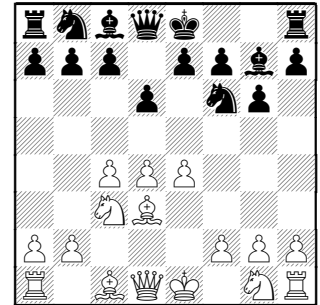
1-0

Eaman, Robert (1857) – Muhs, Adam (1557) [E70]
AMA Tornado Snakes vs Citadel,
10-22-2007

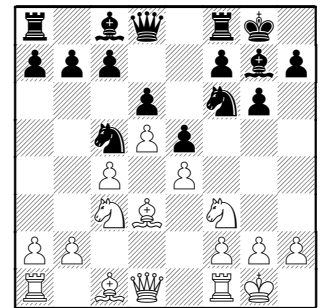
[Notes by Rob Eaman]

Adam played me to a draw last year, so I was wary in this game.

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Bd3



5...0-0 6.Nf3 Nbd7 7.0-0 e5 8.d5 Nc5



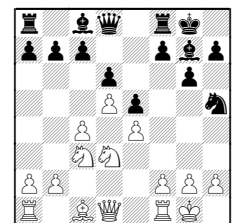
9.Ne1

A) 9.b4 Nxd3 10.Qxd3 Wasn't bad, but I preferred protecting the e4 pawn.

B) 9.Bg5?! h6 10.Be3 Ng4

9...Nh5

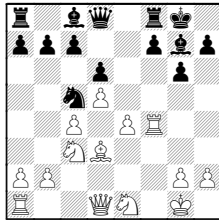
9...Nxd3 10.Nxd3 White is ready to attack f4. 10...Nh5



11.f4 exf4 12.Nxf4

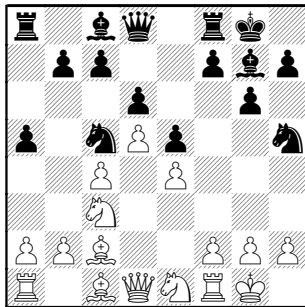
10.Bc2 Deciding to hang on to bishop with the idea of chasing the knight.

10.f4 exf4 11.Bxf4 Nxf4 12.Rxf4



12...Bd4+ 13.Kh1=

10...a5

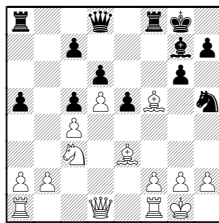


Saving the knight from being chased too easily. **11.Be3?! Premature.**

11.Nd3 Better now.

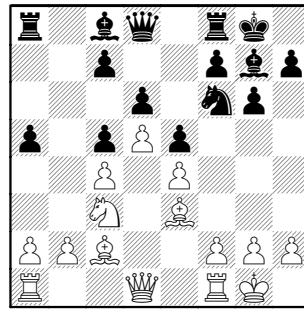
11...b6 12.Nd3 Nf6?!

12...f5!? Very interesting here. 13.Nxc5 bxc5 14.exf5 Bxf5 15.Bxf5

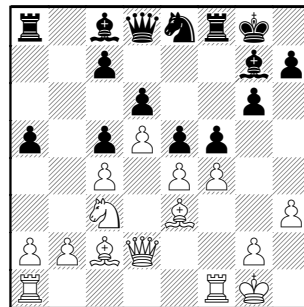


15...Rxf5± (15...gxf5?? 16.Qxh5!) 16.g4? Nf4!! 17.Bxf4 (17.gxf5?? Qg5+!!) 17...Rxf4

13.Nxc5 bxc5

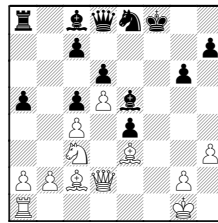


14.h3 Ne8 Black's knight has moved too much so far. **15.Qd2 f5 16.f4!**



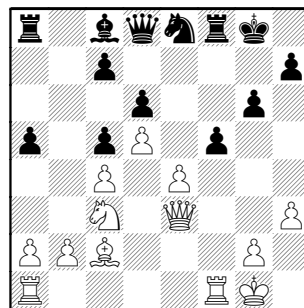
16...exf4

16...fxe4 17.fxe5 Bxe5 18.Rxf8+ Kxf8



19.Rf1+ Kg8 20.Bxe4±

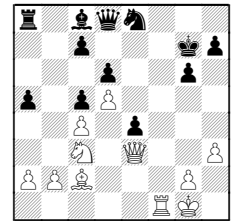
17.Bxf4 Bd4+?! 18.Be3 Bxe3+ 19.Qxe3



White's in deep positional trouble.

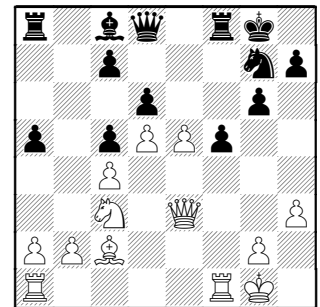
19...Ng7?

19...fxe4 20.Rxf8+ Kxf8 21.Rf1+ Kg7



22.Nxe4 Bf5 23.Qc3+ Kg8±

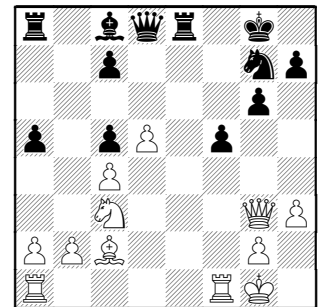
20.e5!



20...dxe5?!

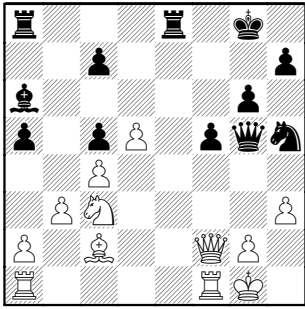
A) 20...Ba6 21.b3 Bb7 22.e6±;
B) 20...Nh5 21.e6 f4 22.Qe2 Qg5 23.Rf3±

21.Qxe5 Re8 22.Qg3



White's queen is suddenly looking powerful on the dark squares, but black has suddenly gained momentum.

22...Nh5 23.Qf2 Threatening c5.
23...Ba6 24.b3 Qg5

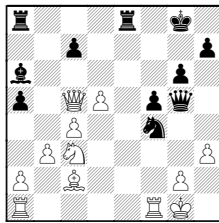


Suddenly it's black that has an attack coming.

25.Na4 The only thing stopping the knight is time. Does white have enough of it?

A) 25.Rae1 was perhaps better, but white's knight has some great squares to hit. 25...Bb7 26.Na4 c6 27.d6;

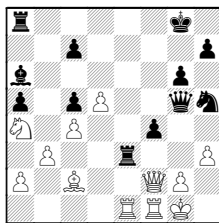
B) 25.Qxc5? Nf4



and black has time to get something going with Qxg2# or Nxh3+ 26.Rf2 Nxh3+

25...Re3

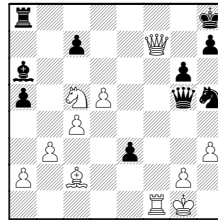
25...f4!? 26.Rae1 Re3



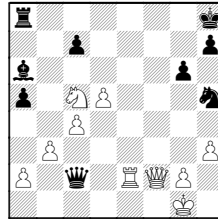
27.Rxe3

(27.Nxc5 Rxh3 28.Ne6±)

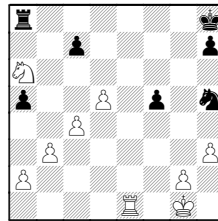
27...fxe3 28.Qf7+ Kh8 29.Nxc5



29...e2 30.Re1 Qd2 31.Qf2 Qxc2 32.Rxe2



32...Qb1+ 33.Re1 Qf5 34.Qxf5 gxf5 35.Nxa6

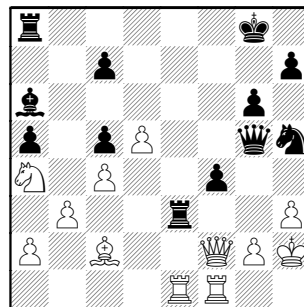


35...Rxa6 36.Re7 White gets a third Pawn for his piece. 36...Ra7 37.d6! (37.Rf7 Ng7)

26.Kh2

26.Nxc5? Rxh3! 27.Ne6 Qg3±

26...f4 27.Rae1

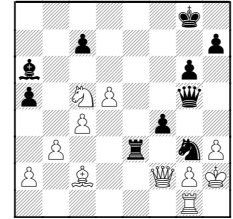


27...Qe5

27...Ng3 28.Rg1

28.Rxe3? Nxf1+! 29.Qxf1 fxe3; 28.Qxf4? Qxf4 29.Rxf4 Rxe1

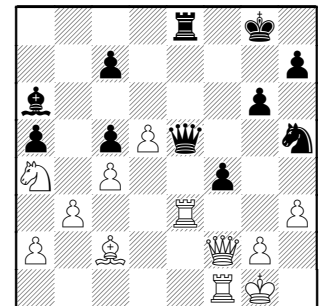
28...Rae8 29.Rxe3 Rxe3 30.Nxc5



30...Re2 31.Qf3 Rxc2 32.Nxa6±

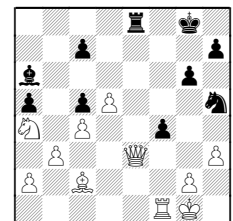
28.Kg1 Re8 Things look nasty for white, except for that knight. Adam offered me a draw here, and I almost took it. I think white looks a lot worse here than I actually am.

29.Rxe3



29...fxe3

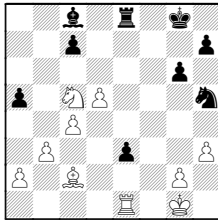
29...Qxe3!? 30.Qxe3



30...fxe3

30...Rxe3 31.Nxc5 Bc8 32.Kf2±

31.Nxc5 Bc8 32.Re1±

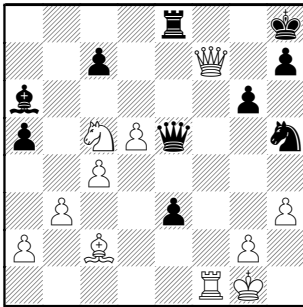


Black's pieces won't be able to protect the e-pawn.

30.Qf7+ Setting up a dangerous mate threat from white's perspective.

30...Kh8 And now a big dilemma. What to play here as white? If I play Nxc5, won't a check skewer my knight? Turns out...no.

31.Nxc5!!

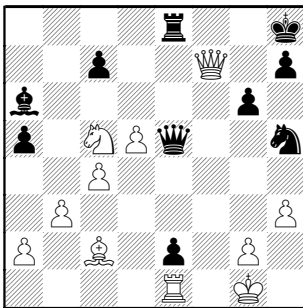


Threatening to take the bishop, and the powerful cut-off post on e6.

31...e2

31...Qe7? Hangs the bishop. **32.Qxe7 Rxe7 33.Nxa6**

32.Re1

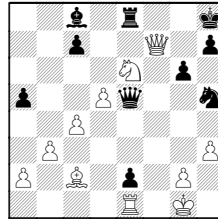


Black has a tough move here. No move seems to save him completely, but

several prolong the game.

32...Nf4?

A) 32...Bc8!? seems like the best defense. **33.Ne6!!**

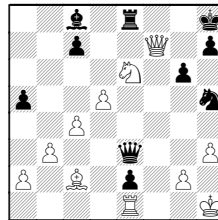


33...Qe3+

(33...Bxe6?? 34.Qxe8+ Kg7 35.Qxe6 Qxe6 36.dxe6+-)

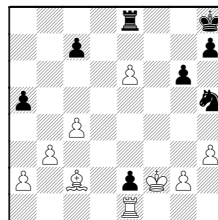
34.Qf2

(34.Kh1

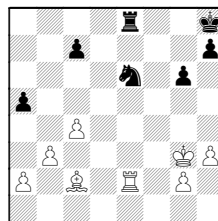


34...Ng3+ 35.Kh2 Nf1+? 36.Rxf1! exf1Q?? 37.Qxe8+ Qf8 38.Qxf8#)

34...Qxf2+ 35.Kxf2 Bxe6 36.dxe6



36...Nf4 37.Kg3 Nxe6 38.Rxe2-+

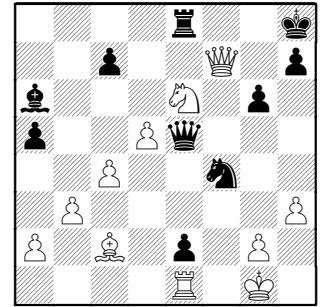


B) 32...Qe3+!? 33.Qf2 Bc8 34.Qxe3 Rxe3 35.Kf2+

C) 32...Ng3 Not effective. 33.Nxa6 Qd4+ 34.Qf2 Qxf2+ 35.Kxf2

D) 32...Ng7 33.Nxa6 Qd4+ 34.Qf2+-

33.Ne6!!



Protecting the check at d4, and threatening several things: to win the knight outright, to win the rook, or to mate at either f8 or g7. The best part is that no piece can safely capture this knight.

33...Nxb3+ Best chance, but the game is lost for black at this point.

A) 33...Nxe6?? 34.Qxe8+! Kg7 35.Qxe6

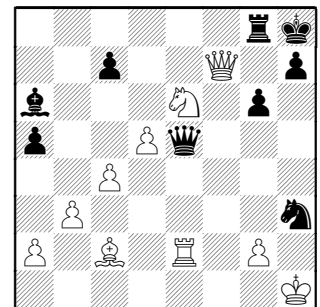
B) 33...Rg8?? 34.Qxf4!

C) 33...Rxe6?? 34.Qf8#

D) 33...Qxe6?? 34.dxe6

34.Kh1 [34.gxh3?? Qg3+ draws by repetition]

34...Rg8 35.Rxe2!



Black's queen must guard the a1 diagonal, and almost any move from e5 loses the knight outright. **1-0**

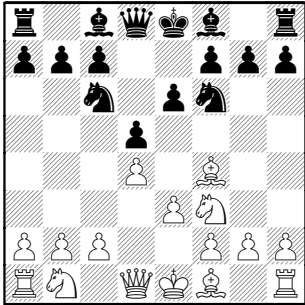
Ellice,W - Yacout,A

[D02]

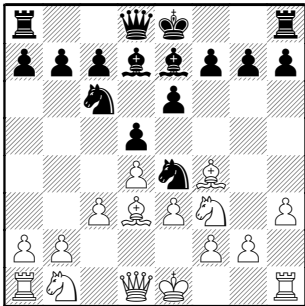
Rooks vs Pawns, 10-21-2008

*[Notes by Wayne Ellice]***A game of 5 EXCHANGES!**

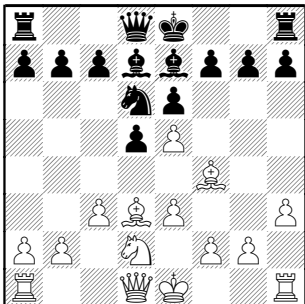
1.d4 d5 2.Nf3 Nc6 3.Bf4 Nf6 4.e3 e6



5.Bd3 Be7 6.h3 Bd7 7.c3 Ne4

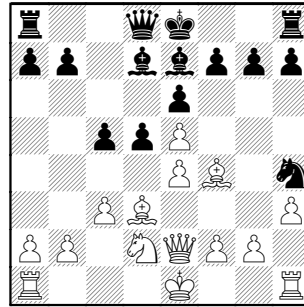


8.Nbd2 Nd6 9.Ne5 Nxe5 10.dxe5

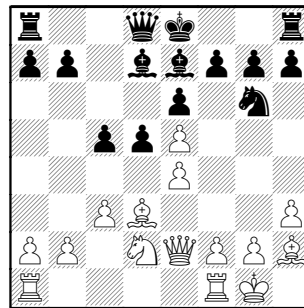
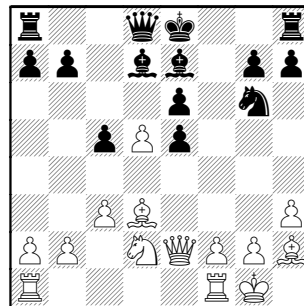


I wanted to break up the position a bit,
and so took with the pawn.

10...Nf5 11.Qe2 c5 12.e4 Nh4



13.0-0 Ng6 14.Bh2

14...f6 (14...0-0 or Qb6 is better)
15.exd5 fxe5

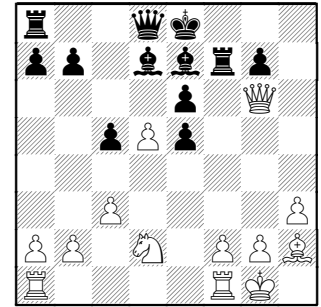
16.Qh5

16.Bxg6+ hxg6 17.Qe4 exd5

(17...Rh6 18.Qxe5 Bf6 19.Qe4)

18.Qxg6+ Kf8

Either of these variations look better for
White and more forcing.

16...Rf8 Why not simply 0-0? 17.Bxg6+
hxg6 18.Qxg6+ Rf719.Bxe5 Nc4 headed for e5 now seems
much better.

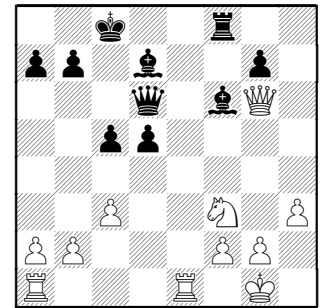
19...Bf6 20.Nf3

Nc4 or even d6.

20...Qe7 21.Rfe1 0-0-0

Black does get to castle, and get a
breather. Here, I get the FIRST
EXCHANGE, but at a cost of poor piece
placement.

22.Bd6 Qxd6 23.Qxf7 Rf8 24.Qg6 exd5



25.Qg3

Rad1 is better. I'm too anxious to trade
queens.

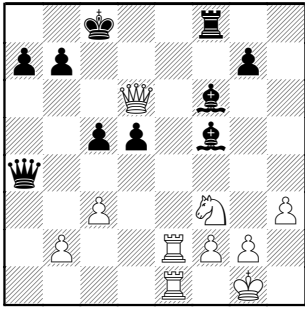
25...Qb6 26.Re2 Qb5 27.Rae1

Probably Rd2 was better as doubling on
a file controlled by the black bishops
yields nothing.

27...Bf5 28.a4 Getting overly cute again.

Simply Ng5 will help towards getting rid
of one of those powerful Bishops.

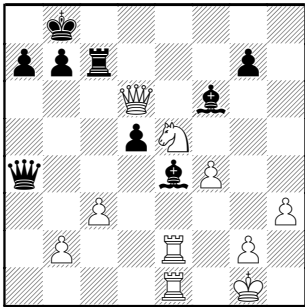
28...Qxa4 29.Qd6



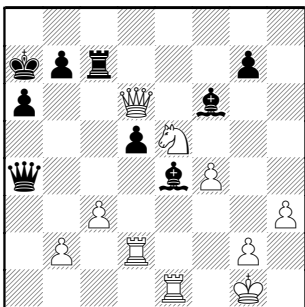
29...Rd8 30.Qxc5+ Kb8 31.Ne5
31...Be4 32.f4

I have a well placed N now, if I can hold it.

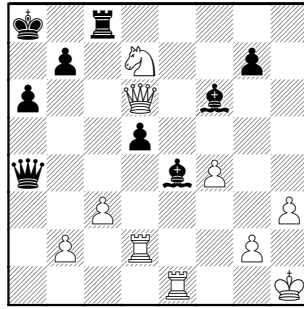
32...Rc8 33.Qd6+ Rc7 34.Qf8+ Rc8
35.Qd6+ Rc7



36.Rd2 a6 37.Qf8+ Ka7 38.Qd6



38...Rc8 39.Kh1 Ka8 40.Nd7



Longing for the B6 family fork.

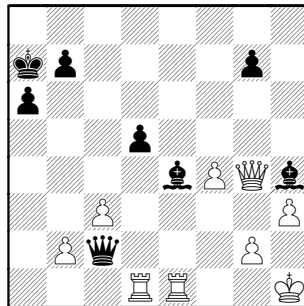
40...Bd8 41.Nc5 Rxc5 This SECOND EXCHANGE was not forced by any means.

Maybe Qc5 was better. 41...Qa5 42.Nxe4 dxe4 43.Rxe4 Bf6 But it does cost a pawn.

42.Qxc5 Bf6 43.Rdd1 Missing 43.c4.
43...Qc2

Now it is Black that has some mating threats.

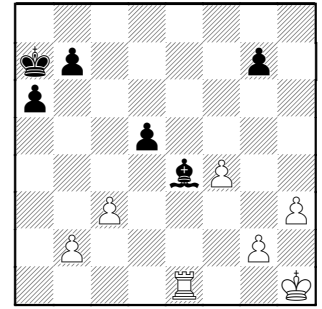
44.Qc8+ Ka7 45.Qg4 Bh4



46.Qe2

46.Rf1 Qxb2 47.f5 Bf6 48.c4 I didn't see this variation and is the reason I didn't play 46. Rf1. I instead went in for the "sure endgame" giving back the EXCHANGE, #3.

46...Bxe1 47.Qxc2 Bxc2 48.Rxe1 Be4



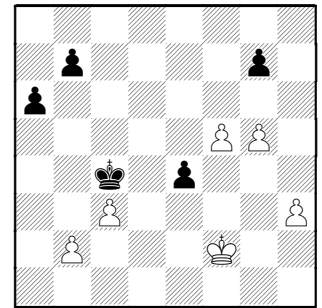
49.Kg1

Even 49. Rxe4 works right away.

49...Kb6 50.Kf2 Kc5 51.g4 Kc4 52.f5 Kb3? 53.Rxe4

This FOURTH EXCHANGE assures a won endgame.

53...dxe4 54.g5 Kc4



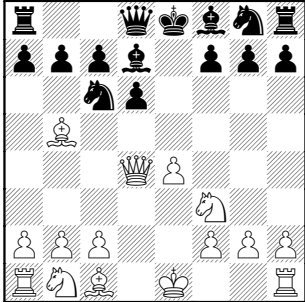
55.f6 And Black resigned.

For those of you counting, we EXCHANGED handshakes at the beginning of the game. So the EXCHANGE count is 5 afterall.

1-0

Wang, Ben (1803) –
 Chavez, Alejandro (1293) [C62]
 NWU-Hedgehogs, 12-3-2008

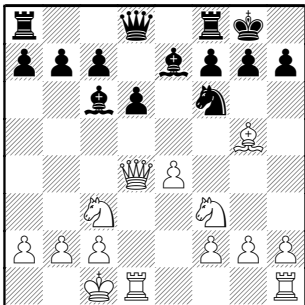
1.e4 e5 2.Nf3 Nc6 3.Bb5 d6 4.d4 exd4
 5.Qxd4 Bd7



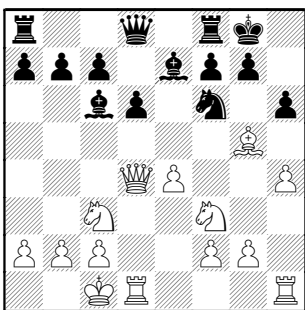
6.Bxc6

It seems wrong to give up a Bishop so early, but this is the preferred line. White has a lead in development and plenty of space. In Master play, he rarely loses.

6...Bxc6 7.Nc3 Nf6 8.Bg5 Be7 9.0-0-0
 0-0



10.h4 [Much more popular is 10.Rhe1]
 10...h6

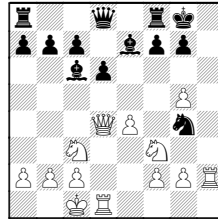


11.Rh2 Nice concept, but it only works if

Black accepts the sacrifice.

11...Ng4

11...hxg5 12.hxg5 Ng4

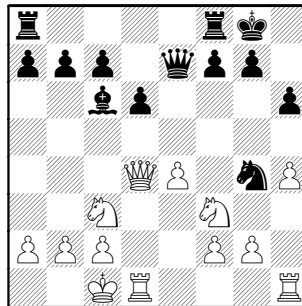


13.Rh5!

13.Rh4? Bxg5+ 14.Nxg5 Qxg5+
 13.Rh3 Bxg5+ 14.Nxg5 Qxg5+ with Nh6
 to block h-file

13...g6?? 14.Rh8#

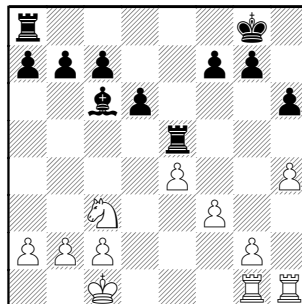
12.Bxe7 Qxe7 13.Rhh1



13...Ne5

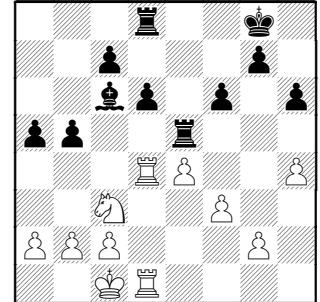
13...Rfe8 Black's Knight has some possibilities against f2 if the White Queen moves away from its protection.

14.Rdg1 still looking aggressive
 14...Rfe8 15.Nxe5 [15.Nd2 idea g4,f4]
 15...Qxe5 16.Qxe5 a switch in plans
 16...Rxe5 17.f3

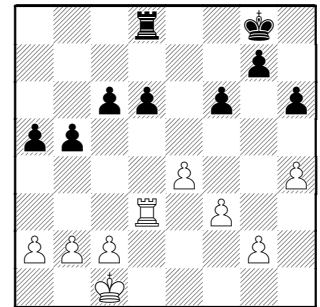


17...Rd8 Black refuses to sit to wait for his fate and instead threatens to break open with d6-d5.

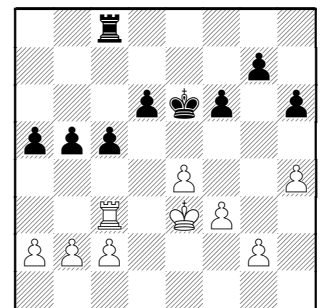
18.Rd1 b5 19.Rd4 f6 20.Rhd1 a5



21.Nd5 Bxd5 22.Rxd5 Rxd5 23.Rxd5
 c6 24.Rd3



24...Kf7 25.Rc3 Rc8 26.Kd2 Ke6
 27.Ke3 c5

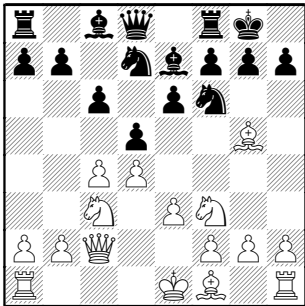


Black sacrificed a queenside Pawn to make a passer, but it wasn't enough to make a difference. A calm, unrelenting defense by Black.

Game was drawn move 48

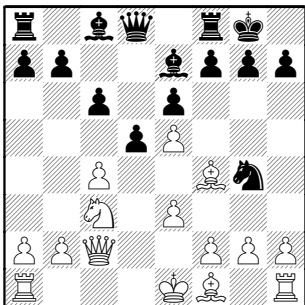
Karandikar,Shekhar (1756) -
Persons,Josh (1456) [D61]
Knights-Forks, 2-3-2009

1.d4 d5 2.c4 c6 3.Nc3 e6 4.Nf3 Nf6
5.Bg5 Be7 6.e3 0-0 7.Qc2 Nbd7

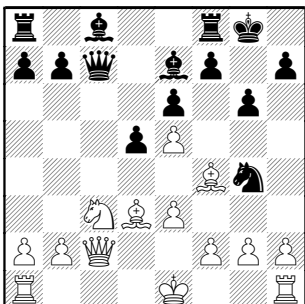


8.Ne5 Breaking away from book play
where any of 8.Rc1; 8.Rd1; 8.0-0-0;
8.Be2 are often chosen

8...Nxe5 9.dxe5 Ng4 10.Bf4

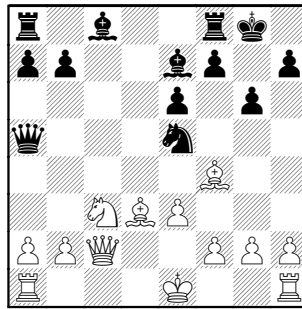


10...Qc7 11.cxd5 cxd5 12.Bd3 g6

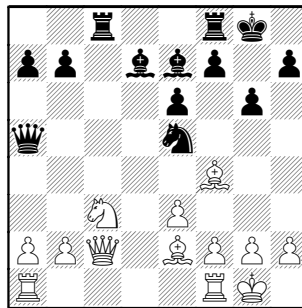


13.Nxd5 seems to win a Pawn

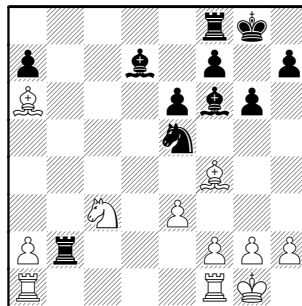
13...Qa5+! 14.Nc3 Nxe5



15.Be2 Bd7 16.0-0 Rac8



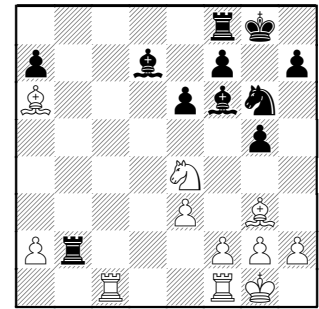
17.Qe4 Bf6 18.Qxb7 Rb8 19.Qa6 Qxa6
20.Bxa6 Rxb2



21.Rac1 g5! 22.Bg3 Ng6

22...h5 23.h3 (23.Ne4) 23...Kh8 idea
h4,g4,Rg8

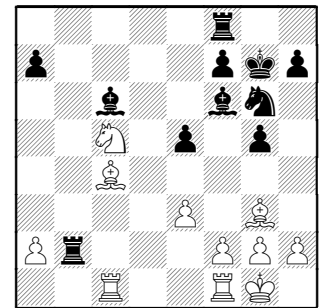
23.Ne4



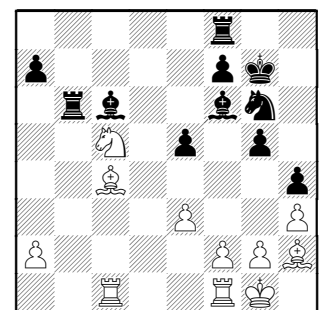
23...Kg7 [23...Be7] 24.Bc4 e5!

With Bg3 out of play, Black is essentially
a piece up. He proceeds to play like it -
trading to better ending.

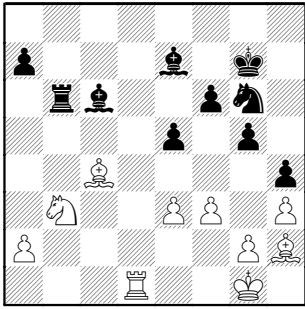
25.Nc5 Bc6!? (a loose square)



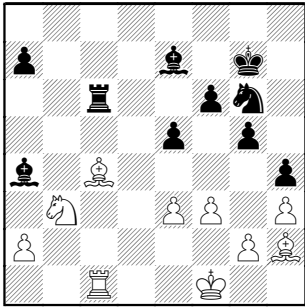
26.Nd3 idea Bxf7,Rxc6 26...Rb6 27.Nc5
h5 28.h3 h4 29.Bh2



29...Be7 30.Nb3 f6 31.Rfd1 Rd8 32.f3
Rxd1+ 33.Rxd1

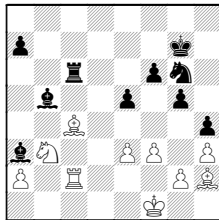


33...Ba4 34.Kf1 Rc6 35.Rc1



35...Ba3 36.Rc2 Ne7

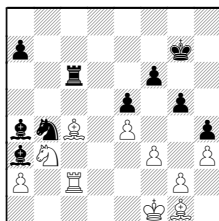
36...Bb5



37.Na5 (37.Bd3? Bxd3+) 37...Bxc4+
(37...Rc8)

37.Ke2

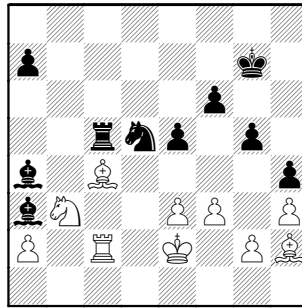
A) 37.Bg1 Nd5 38.e4? Nb4



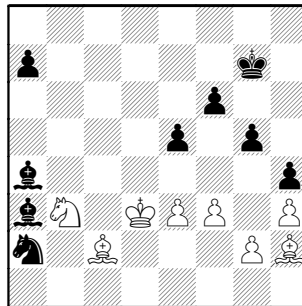
39.Rc3 Bb2;

B) 37.e4 idea Bg1

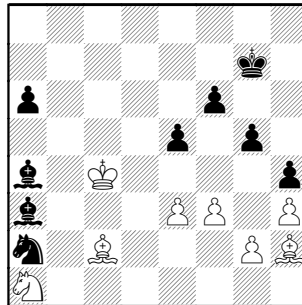
37...Nd5 38.Na5 Rc5 39.Nb3



39...Rc7 40.Bd3 Rxc2+ 41.Bxc2 Nc3+
42.Kd3 Nxa2

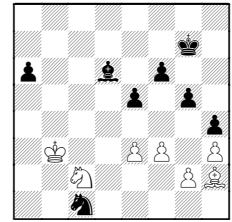


43.Kc4 a6 44.Na1



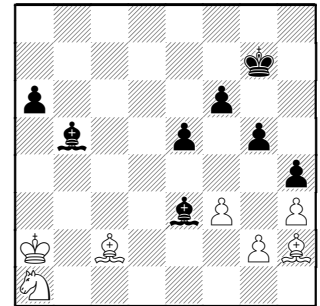
44...Bb5+

Looks like Black can save the piece after
44...Bxc2 45.Nxc2 Bd6 46.Kb3 Nc1+



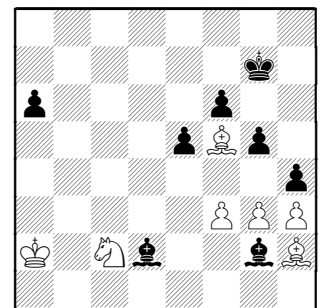
47.Ka4 but the ending is problematic...
Bg1 will eventually come
(or 47.Kc3 if Kd2, then Nb3+)

45.Kb3 Bc5 46.Kxa2 Bxe3



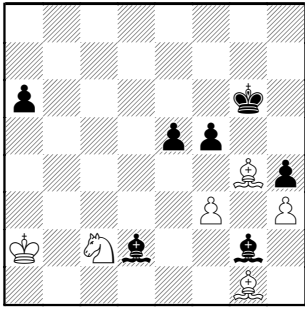
Black has full compensation for the piece
with his active Bishop pair, potential two
passers, and the opponent's trapped
Bishop.

47.g3 Bf1! 48.Bf5 Bg2 49.Nc2 Bd2!



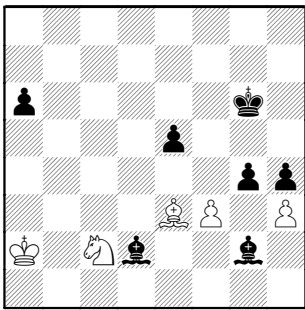
Boxing the Knight away from the
immediate action.

50.gxh4 gxh4 51.Bg4 Kg6 52.Bg1
"Free at last!" 52...f5



But now the other Bishop is trapped !

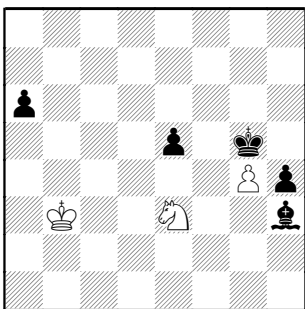
53.Be3? fxg4!



54.fxg4

Of course 54.Bxd2 gxh3 makes a Queen

54...Bxe3 55.Nxe3 Bxh3 56.Kb3 Kg5

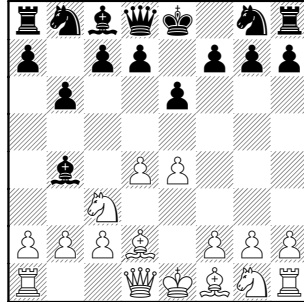


0-1

Some convincing and original play from the heavy underdog !

Spitzig,Mark (1343) – Bills,Bob [C01]
Pawns-StChasCC, 1-27-2009

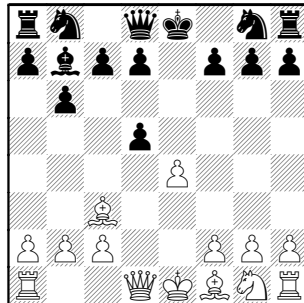
1.d4 b6 2.e4 e6 3.Nc3 Bb4 4.Bd2



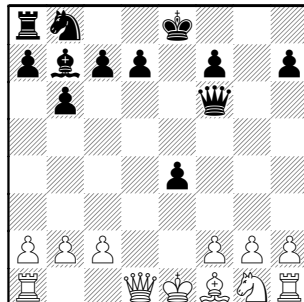
4...Bxc3

4...Bb7 5.Bd3 Nf6 6.Qe2

5.Bxc3 Bb7 6.d5 exd5



7.Bxg7 Nf6 8.Bxh8 dxe4 9.Bxf6 Qxf6

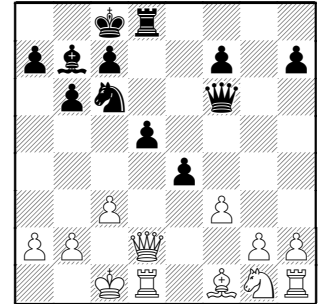


10.c3

White's main problem is his lagging development. With 10.Qg4 he protects g2, threatens Qg8+, assuring the King

can't hide, and eyes the e4-Pawn so that Nc6 may win it. Being a Rook up, he can give a couple Pawns for long-term advantages.

10...Nc6 11.Qd2 0-0-0 12.0-0-0 d5 13.f3

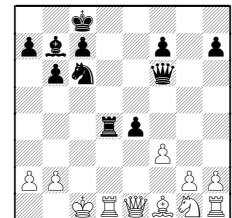


13...d4!!

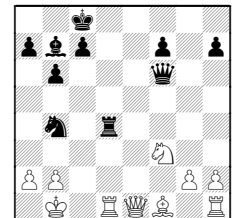
You've got to admire Black's spirit ! Instead of covering, hoping to defend, he forces open lines before White is coordinated.

14.fxe4

White appears to do better with 14.cxd4 Rxd4 (14...exf3 15.Nxf3) 15.Qe1



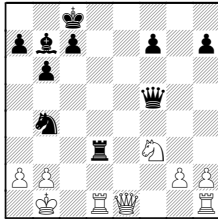
15...Nb4 idea is Qc6+-c2+,Rxd1 or simply Nxa2+ 16.Kb1 exf3 17.Nxf3



but here there's trouble after 17...Qf5+ 18.Bd3

Certainly not 18.Ka1 Nc2+ is smothered mate: 19.Kb1 Na3+ 20.Ka1 Qb1+ 21.Rxb1 Nc2#)

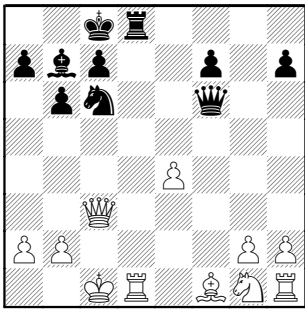
18...Rxd3



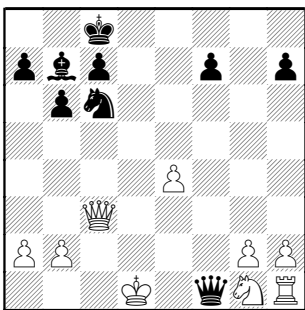
(18...Nxd3 19.Qe8+ Rd8 isn't as fun, although sufficient)

19.Qe8+?? Rd8+ with CHECK !

14...dxc3 15.Qxc3? Missing a tactic



15...Rxd1+ 16.Kxd1 Qxf1+

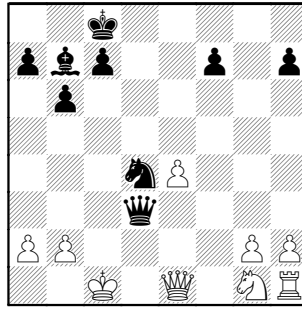


If White allows the Queen to remain, he'll never get the Kingside working.

17.Qe1 Qd3+ 18.Kc1

Annoying is 18.Qd2 Qf1+ 19.Kc2 Qc4+ idea Qxe4

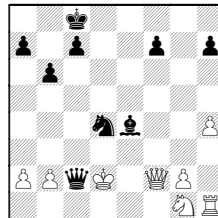
18...Nd4!



The initiative grows ! 19.Qd1

19.Qf2 Bxe4 20.h4 idea Rh3. What else is there ??
(20.Nf3 Qb1+ doesn't change the threats)

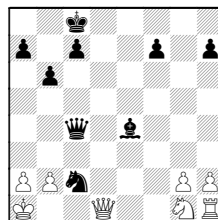
20...Qb1+ 21.Kd2 Qc2+



22.Ke3 (22.Ke1 Qc1#) 22...Nf5+ wins Queen

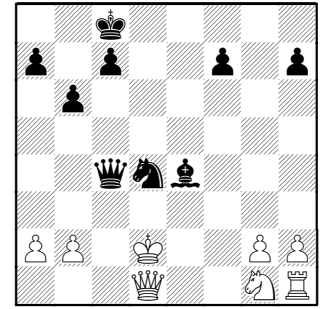
19...Qc4+ 20.Kd2 only move

20.Kb1 Bxe4+ 21.Ka1 Nc2+



22.Kb1 Ne3+ wins Queen

20...Bxe4



With problems at g2 and d3
21.Nf3 Qd3+ 22.Ke1

22.Kc1 Ne2+ wins Queen

22...Qe3+ that wins the King after Bd3+ and a couple more. Come-back of the century !! 0-1

Breyer, Andy (1235) – Fabijonas, Ray (1505) [C46]
Dragons-Pawns, 1-13-2009

1.e4 e5 2.Nf3 Nc6 3.Nc3 a6 Not necessary. If White had intended to play Bb5, he would've done it move 3.

4.Bc4 d6 5.d3

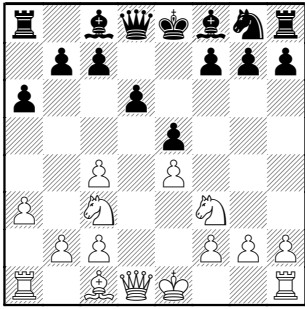
5.d4 Is the normal goal and with Black's slow 3rd move, White can quickly post his pieces. But 5...Bg4 makes d4 problematic;

5.h3 might be necessary so that d2-d4 can come in one jump.

5...Na5 6.a3 Of course White hopes to play Ba2, but since Black's reply is pretty well decided, I'd use the move for something more long-term. [6.Be3; 6.h3]

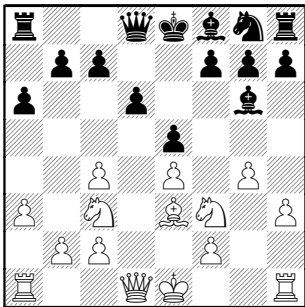
Black spends three opening moves on the one piece-- you may not get a material advantage from that, but at least get a lead in development from it !

6...Nxc4 7.dxc4

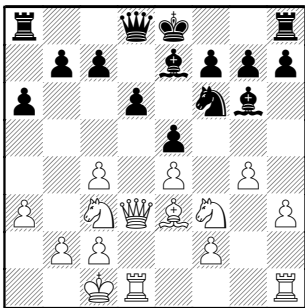


A bit unusual, but it does have the benefit of keeping the center stable so action on the flank can be undertaken.

7...Bg4 8.h3 Bh5 9.g4 Bg6 10.Be3



10...Nf6 11.Qd3 Be7 12.0-0-0

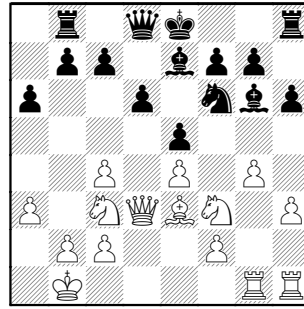


White's start has been a success. There is nothing to stop him opening up the Kingside; in fact, Pawn hits to Nf6 or Bg6 (or in this case both) accelerate the pressure.

12...h6

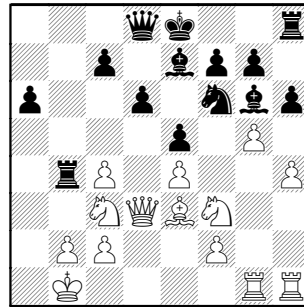
12...h5 is probably a better defensive stance, g5 can be defended with a Knight move.

13.Kb1 Rb8 14.Rdg1



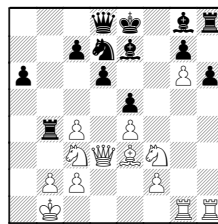
White gets at it. Black may be able to force Pawn trades on the Queenside, but that will take time- not to mention rallying other pieces (like Queen and Bishop, after d6-d5 Pawn sac).

14...b5 15.h4 b4 16.axb4 Rxb4 17.g5 with the deadlier threats



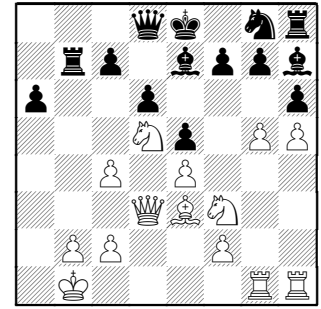
17...Ng8?

17...Nd7 sends a piece toward the counterattack while assuring g8 is home for the Bishop 18.h5 Bh7 19.g6?! as in game 19...fxg6 20.hxg6 Bg8

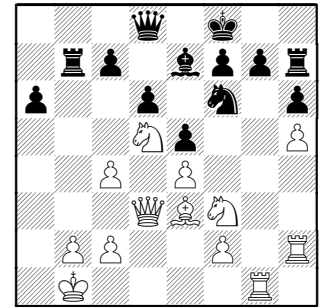


and, suddenly, Black's counterattack starts taking shape. Bxc4 is in the mix, even after White's b2-b3. 21.Nd5 Rb7 idea c6,Nb6,etc

18.h5 Bh7 19.Nd5 Rb7



20.g6 trapping the Bishop 20...Kf8 21.Rh2 Nf6 22.gxh7 Rxh7



23.Qa3

White was probably concerned with an attack against him after Qb8,a5-4. But the Queen should be participating in the Kingside initiative already started!

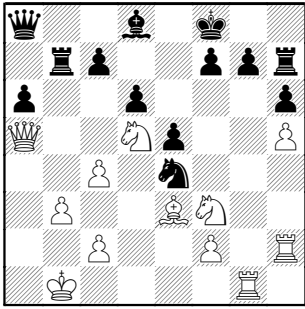
A) 23.Bd2 is a clever move which covers a5, clears the path of the Queen to g3, and even gives Nd5 a retreat (in case Black plays c6).

B) I wanted to post a Knight on f5, but here 23.Nh4? drops a piece to 23...Nxd5

C) Finally, 23.Nxe7 Qxe7 24.Nh4 and White can continue the pressure with Nf5,Bxh6,Qg3

24...Nxh5? 25.Nf5 Black drops a piece 25...Nf4 26.Bxf4

23...Qa8 24.Qa5 Nxe4 25.b3 Bd8

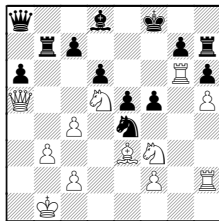


Innocently defending c7, but alarm bells should always go off when a piece points at your Queen (or King!).

26.Rg4 c6

I've been taken to task before: "Maybe your way is good, but I saw a strong move and made it!".

Here Black can immediately regain his piece if he first takes care of his own with 26...f5! 27.Rg6

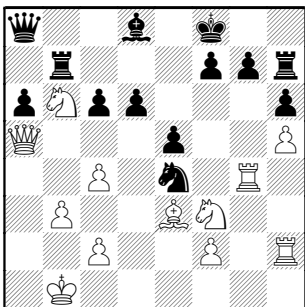


27...c6

27...f4 may be better yet, keeping the Knight off of b6

28.Nb6 Qb8 Black has reason for hope.

27.Nb6

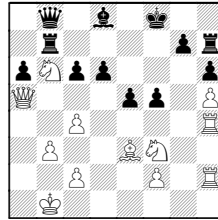


Whether planned or not, walking into a

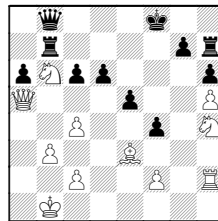
pin is usually a very bad idea !

27...Bxb6

Actually, 27...Qb8 wins the pinned Knight. Pin and win ! 28.Rxe4 f5
29.Reh4



29...Bxh4 30.Nxh4 f4 Something has to give

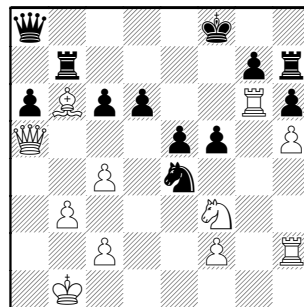


(30...c5 31.Bxc5 dxc5 32.Qxc5+)

31.Ng6+ doesn't succeed 31...Kf7
32.Nxf4 exf4 33.Bd4 c5

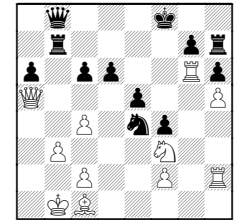
A bit long to find over the board. But still, Black's best play was 26.. f5!

28.Bxb6 f5 29.Rg6

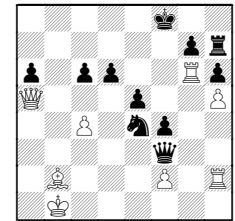


29...Rd7

Black may have something based on **A)** 29...Qb8 30.Be3 f4 31.Bc1

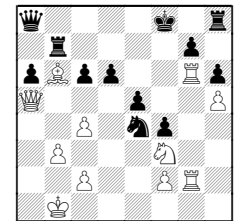


31...Rxb3+ 32.cxb3 Qxb3+ 33.Bb2 Qxf3



But there's 34.Qd8+ and the problem with King and h7-Rook.

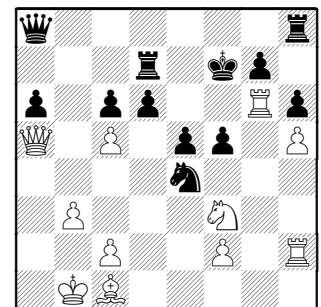
B) 29...Rh8 30.Rhg2 f4



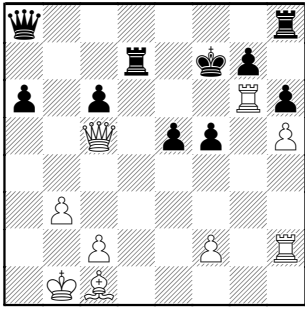
idea Rg8, Kf7, Qb8, etc

C) 29...f4 assures the Bishop has no retreat

30.Be3 Rh8 31.Bc1 Kf7 32.c5!!



Very nicely opening more lines to the King ! 32...Nxc5 33.Nxe5+ the point to his last move 33...dxe5 34.Qxc5



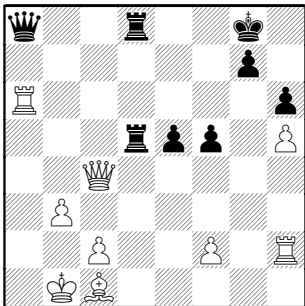
34...Rd5 35.Qc4 Rhd8

35...Rc8 36.Rhg2 isn't any better

36.Rxc6

36.Rhg2 has more force - Rxc6 is still a threat 36...Rg8 37.Rxc6 and the King can't run away while Rd5 hangs !

36...Kg8 37.Rxa6

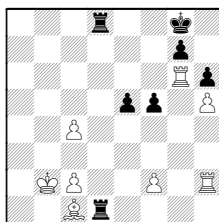


White's plan is pretty clean, at any rate !

37...Qb7 38.Rc6 Qf7 39.Rh1

I'm not convinced the backrank matters here, especially since White has Kb1-b2.

39.Rg6 idea Bxh6 or Rhg2 39...Rd1 My standby doesn't really work **A)** 40.Kb2? 40...Qxc4 41.bxc4

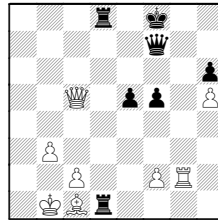


41...Rb8+ 42.Kc3 Rxc1 is ugly

but I see some other fortieth moves which just have to be examined to find what kind of trouble happens !

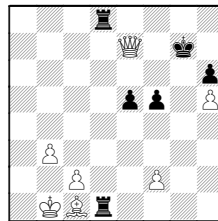
B) 40.Rxg7+ Kxg7 41.Rg2+ Kf8 (point of sac was 41...Kh8?? 42.Qxf7)

42.Qc5+



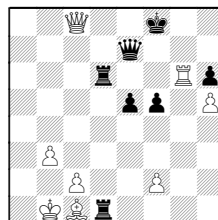
42...R8d6

or the other block: 42...Qe7 43.Rg8+ Kf7 44.Rg7+ Kxg7 45.Qxe7+



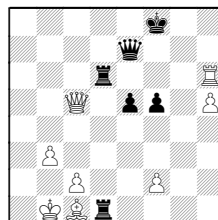
and White will wipe out all Black's Pawns, probably mating (include Kb2)

43.Rg6 Pin and win ! 43...Qe7 44.Qc8+



and miraculously White wins!! Who woulda thunk ?!

(But here, not 44.Rxh6??)



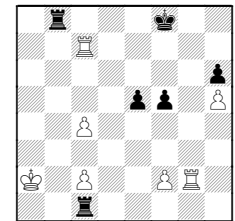
44...Rxc1+! 45.Kxc1 Rd1+ 46.Kxd1 Qxc5)

The student can find the rest-- 44...Qd8

(44...Kf7?? 45.Qg8# 44...Rd8? 45.Qxf5+ Ke8 (45...Qf7 46.Rf6) 46.Rg8+)

45.Qxf5+ Ke8 (45...Ke7 46.Rg7+ Ke8 47.Qf7#) 46.Rg8+ Ke7 47.Rg7+ Ke8 48.Qf7#

C) 40.Rhg2 Qxc4 41.bxc4 Rb8+ 42.Ka2 Rxc1 43.Rxg7+ Kf8 44.Rc7



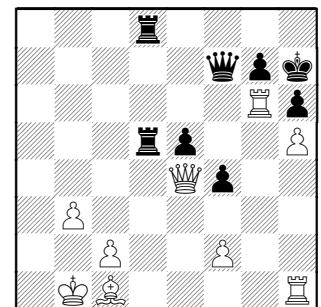
White has Rgg7 coming.

D) 40.Qh4 assures the Rooks stay in contact 40...Qa7 threatens Rxc1+, Qa1#

E) Apparently things are easiest with Queens off. 40.Qxf7+ Kxf7 41.Rhg2 Rg8 42.Kb2 and Bxh6 should clean up

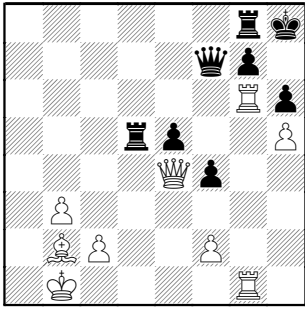
Back to the game, we find White still does OK with simpler play:

39...f4 40.Rg6 Kh7 41.Qe4

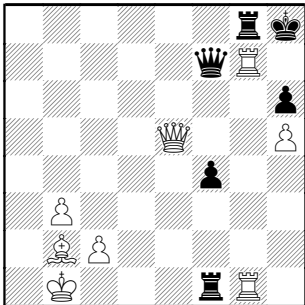


Nicely improving Queen

41...Kh8 42.Rhg1 Rg8 43.Bb2

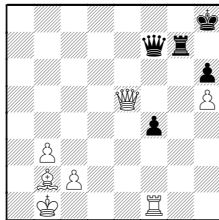


Black can't hold both Pawn weaknesses.
43...Rd2 44.Qxe5 Rxf2 45.Rxg7 Rf1+

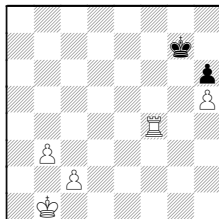


46.Bc1

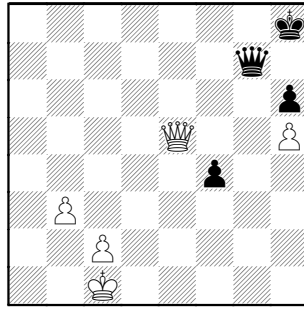
I'd prefer the Rook-up ending : 46.Rxf1 Rxg7



47.Qxg7+ (47.Qb8+ Kh7 48.Bxg7)
47...Qxg7 48.Bxg7+ Kxg7 49.Rxf4

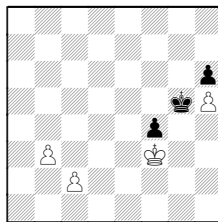


46...Rxc1+ 47.Kxc1 Rxg7 48.Rxg7 Qxg7



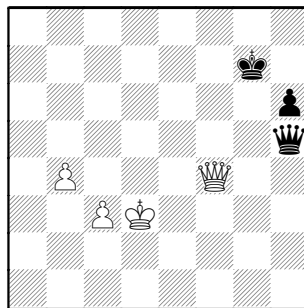
49.Qxf4

49.Qxg7+ Kxg7 50.Kd2 Kf6 51.Ke2 Kg5 52.Kf3



and White can race his connecteds, realizing that if the opponent's King runs to them the trailing one can't be captured. White would rid Black of his last Pawn and rush King back into the action.

49...Qa1+ 50.Kd2 Qa5+ 51.c3 Qxh5 52.Kd3 Kg7 53.b4



53...Qd5+ In Queen endings - always look for checks that force the Queen trades !! **54.Qd4+ Qxd4+ 55.Kxd4 Kf6 56.c4 Ke6 57.b5 Kd6 58.c5+ Kc7 59.Kd5 h5 60.b6+ Kb7 61.Kd6 h4 62.c6+ Kxb6 63.c7** Quite a battle, both sides had opportunities. The 300-point underdog bit back ! 1-0

ON SCOREKEEPING---

After a couple of recent incidents of people trying to keep score for their teammates, which is **not** allowed, I suspected that there might be a common link between them and the scholastic system. With the league having more young members, I thought this would be a good time to clarify the situation.

Here's USCF TD Jeff Wievel's ruling

"The IHSA rules specifically allow such scorekeeping, but when doing so the scoresheet cannot be used to make claims during such actions. This was so that a copy of the game actually existed for coaches to use for later analysis with the players.

USCF rules do NOT allow it. Instead, a player may opt to not keep score once either player is under five minutes in the time control, and once time control is reached the player(s) must catch up on the scorekeeping. If a player needs to borrow an opponent's scoresheet to do so then the player can do such borrowing on his own time and must return the scoresheet before moving (if the opponent refuses then the player asks the TD and the TD informs the opponent that the rulebook explicitly states that such borrowing is permitted and cannot be denied as long as it is done entirely on the borrower's time).

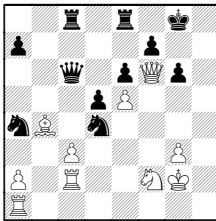
Keeping score that way makes it hard to determine just how many move-pairs were skipped if the benefiting player tries calling the opponent's flag. Even the mere act of returning the scoresheet once time control is reached can also be a signal to the player that time control really was reached.

I know that one time I was directing I was watching a game in mutual time pressure in the first time control and both players had recently stopped keeping score. They were blitzing off moves and not writing them down so I stayed there even after the time control was reached. About two moves later one player flagged and the other wanted to claim the win, at which point I finally told them that time control had been reached and helped them reconstruct the scoresheet for the moves they had both missed writing down."

In the December issue, I took some time to examine an exciting game between John Van Meer (UOP) and Norm Hughes (Walgreen Forks), certainly thinking I'd "killed" all the key lines. Like a monster, John checked in with some convincing (read "mating") lines that I had no clue about. Norm, hearing this was a-foot, jumped in to defend his (Black's) side. We're left with a mass analysis from all three of us. A surprising fertile game!

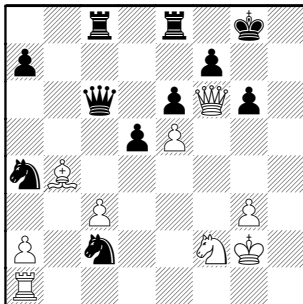
Van Meer, John (1941) - Hughes, Norm (1641) [A00]
 UOP-Forks, 15.10.2008

We re-join the game (see December 2008 issue) where White seemed to drop an exchange: **30...Nxd4 31.Qf6**



White's threat is Rh1-h8# Here Black played **31...Nf5**

In that previous analysis we looked at 31...Nxc2!



and examined two continuations: 32 Ng4 and 32 Rh1. It was the latter that began the new discussion:

32...d4+□

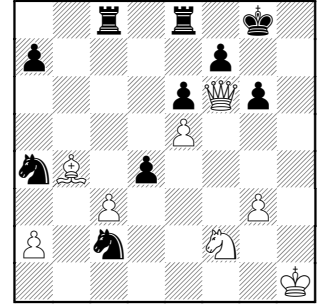
(32...Ne3+ 33.Kg1 Nxc3 34.Rh8#)

33.Kg1 Qxh1+ 34.Kxh1±

ANOTHER THREE-HEADED MONSTER

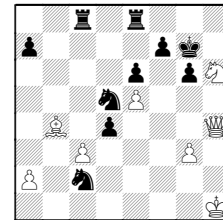
Cerberus was a vicious beast that guarded the entrance to Hades and kept the living from entering the world of the dead. According to Apollodorus, Cerberus was a strange mixture of creatures: **he had three heads** of wild dogs, a dragon or serpent for a tail, and heads of snakes all over his back. Hesiod, though, says that Cerberus had fifty heads and devoured raw flesh.

Comparatively, then, our current examination isn't that daunting of a challenge!



A) Norm Hughes believes the best line (not discussed by John) for Black is: 34...Nb6 35.Ne4

(35.Ng4 Nd5 36.Nh6+ Kh7 37.Qh4 Kg7

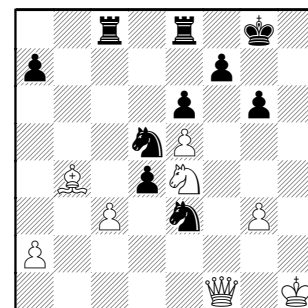


38.Nxf7 Ncxb4 39.Qh6+ Kxf7--+)

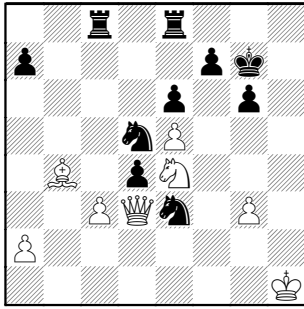
35...Nd5 36.Qf1

(TGF: 36.Qh4 Ncxb4)

36...Nce3



37.Qd3 Kg7



38.Qxd4 (38.Nd6 Rh8+ 39.Kg1 Rxc3 40.Bxc3 dxc3)
38...Rh8+ 39.Kg1 Rh5-+

We can summarize Norm's findings: Apparently the Bishop can be chased off (or traded from) the a3-f8 diagonal so the Black King survives.

The Bulletin Editor's analysis centered around 34...Nxc3, as follows.....

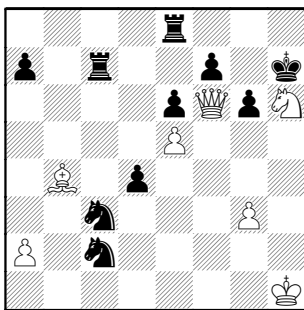
B) 34...Nxc3 (Norm: Not Black's best see 34..Nb6 above)
35.Ng4

Norm: Even here White has the better-- 35.Bxc3 Rxc3
 36.Ng4 Rec8 37.Nh6+ Kh7 38.Nxf7 Ne3 39.Ng5+ Kh6=

35...Rc7

Norm: Again, a better line is found in-- 35...Nd5 36.Nh6+
 Kh7 37.Qh4 Ncxb4 38.Ng4+ Kg8 39.Qh6 Rc5 40.Kg2 Nc2

36.Nh6+ Kh7

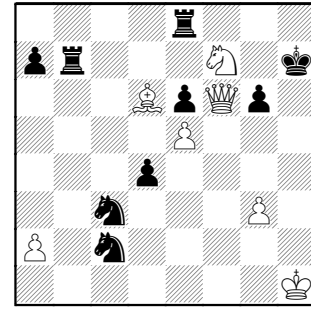


and the Games Editor dropped off with "Black is fine" but you'll soon agree with John Van Meer (i.e. JVM) when he says not at all !

All the following analysis is exclusively his—

37.Bd6 poses major problems, we examine **A) 37...Rb7**,
B) 37...Kxh6, and **C) 37...Ne4**.

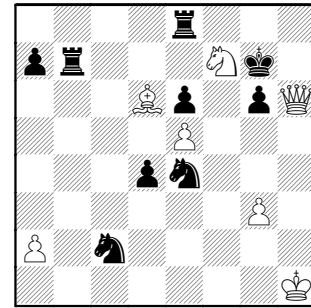
A) 37...Rb7 38.Nxf7



38...Ne4

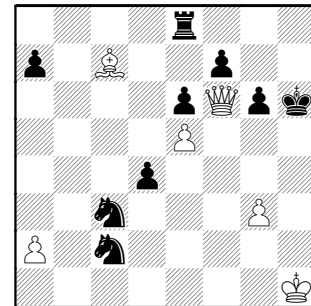
(38...Rb1+ 39.Kh2 Rb2 40.Qh4+ is the same mate)

39.Qh4+ Kg7 40.Qh6+



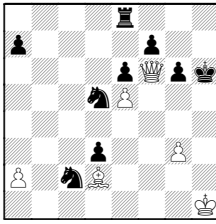
40...Kg8 41.Qh8+ Kxf7 42.Qh7#

B) 37...Kxh6 38.Bxc7



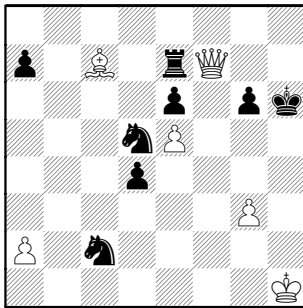
38...Nd5

(Or trying to queen: 38...d3 39.Ba5 Nd5 40.Bd2+)



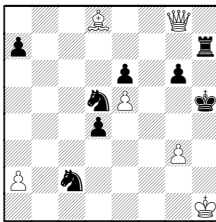
40...Kh7 41.Qxf7+ +-)

39.Qxf7 Re7



40.Qf8+ Kh7

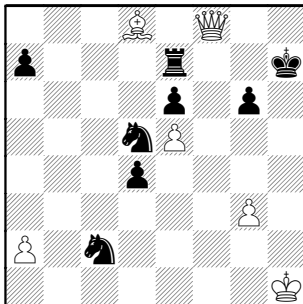
B1) 40...Kg5 41.Bd8;
B2) 40...Kh5 41.Bd8 Rh7 42.Qg8



B21) 42...Kh6 43.g4!

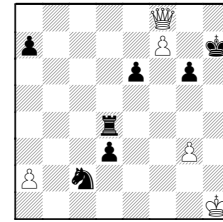
(Editor: B22) 42...Rh6 idea Kg4+ 43.Qg7 d3 44.g4+;
 B23) 42...Rb7 is plausible, but it is obvious the White Queen dominates)

41.Bd8

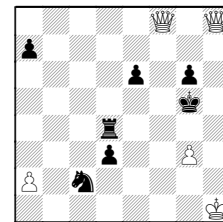


41...Rb7

(Editor:
B1) Just trying to bust his line, how about 41...Rd7 42.Bf6 Nxf6 43.exf6 d3 44.f7 Rd4 (stops the Qh4-f4 mate)

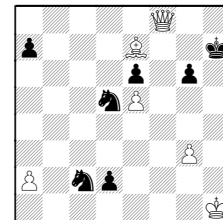


45.Qg8+ Kh6 46.Qh8+ Kg5 47.f8Q



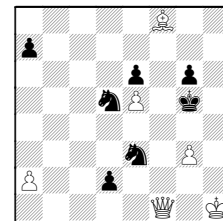
47...d2 48.Qhh6+ Kg4 49.Qh4#

B2) Or maybe 41...d3 42.Bxe7 d2

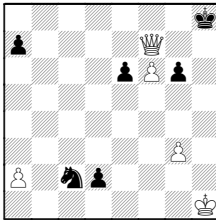


43.Qf7+ Kh8

43...Kh6 44.Bf8+
 (44.Qf4+?? idea Qxd2 44...Nxf4)
 44...Kg5 45.Qf1 Nce3

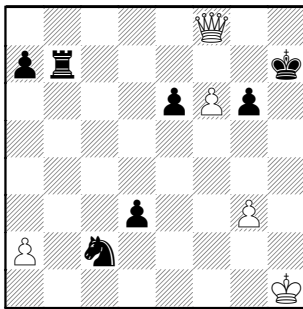


44.Bf6+ Nxf6 45.exf6

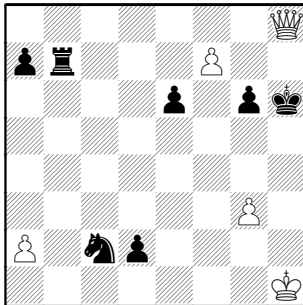


45...d1Q+ 46.Kg2
...Editor out)

JVM line from top of last column--
42.Bf6 Nxf6 43.exf6 d3



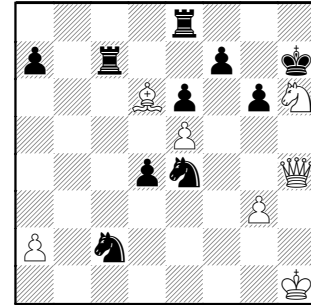
44.f7 d2 45.Qg8+ Kh6 46.Qh8+



46...Kg5 47.Qh4+ Kf5 48.Qf4#

Finally, a line which hopes to rid the Bishop (as Norm did in that other variation):

C) 37...Ne4 38.Qh4



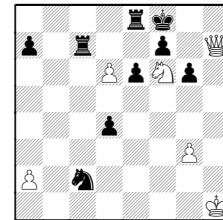
38...Rh8

C1) 38...Nxd6 39.Ng4+ (and mate will come) 39...Kg8

(39...Kg7 40.Qh6+ Kg8 41.Nf6#)

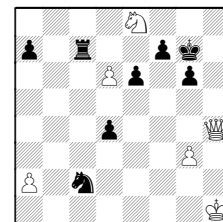
40.Nf6+ Kf8

(40...Kg7 41.Qh7+ Kf8 42.exd6



and Qh8#)

41.exd6 (idea Qh8#) 41...Kg7 42.Nxe8+



42...Kg8 43.Qf6 Kf8 44.Qh8#

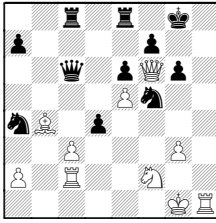
C2) 38...Kg7 39.Bxc7 Rh8 40.Qxe4 and White wins

39.Nxf7+ Kg7 40.Qxh8+ Kxf7 41.Qf8#

As we said, some mating variations !

The actual game lasted only a couple more moves--

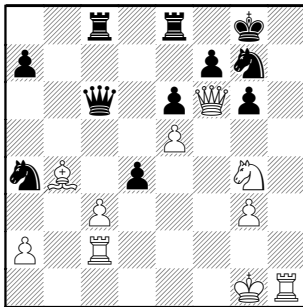
32.Rh1 d4+ 33.Kg1



BLACK RESIGNED

JVM provided more insights on how things might have otherwise continued—

I'd had actually planned 33...Ng7 34.Ng4

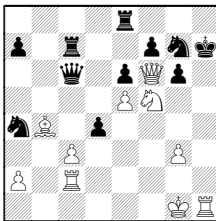


The diligent reader will want to study the position and see how many mates can be found !

From that last diagram, the threat is the stunning 35 Qxf7+ !! Kxf7 36 Nh6#

A) 34...Rc7 35.Nh6+ Kh8

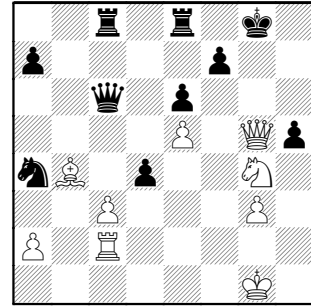
35...Kh7 36.Nf5+



36...Nh5 (36...Kg8 37.Qxg7#) 37.Qg7#

36.Nf5+ Kg8 37.Qxg7#

B) 34...Nh5 35.Rxh5 gxh5 36.Qg5+

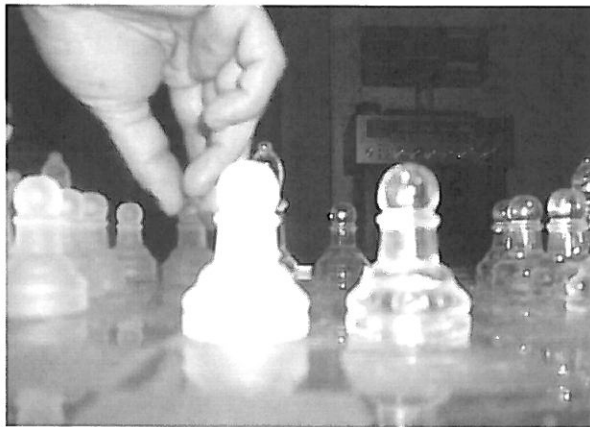


mates

Many thanks to John's and Norm's efforts !

I remember watching this game "live"; not only did I miss the original Rh1-h8 mating theme (after White's Qf6), I had no idea White was so close to forced mates without the Rook !





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WHAT: INFORMAL CHESS DROP IN – PLAY CHESS AND MEET FELLOW CHESS ENTHUSIASTS

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