

The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League



2011 Play-Off Photo Courtesy Steffen Klug

**This Issue:
Fall Business Meeting Information
Round Two of the 2011 Play-off Games!**

CICL Officer Contact List

League President **Irwin Gaines**
 President@ChicagoChessLeague.org

League Secretary **Jerry Thomas**
 Secretary@ChicagoChessLeague.org

745 Hageman Pl
 Naperville, IL 60563

H:(630)420-0188

League Treasurer **Paul Freidel**
 Treasurer@ChicagoChessLeague.org

359 N. Worth Avenue
 Elgin, IL 60123

C:(224)436-6050

Bulletin Editor **Patrice Connelly**
 Bulletin@ChicagoChessLeague.org

Webmaster **Tom Friske**
 Web@ChicagoChessLeague.org

(see information below)

Games Editor **Tom Friske**
 Games@ChicagoChessLeague.org

1035 E Algonquin Road
 Des Plaines, IL 60016

H:(847) 299-1033
 W:(847) 914-8448

Ratings Chairman **Jeff Balicki**
 Ratings@ChicagoChessLeague.org

Trophy Chairman **Chuck Dobrovolny**
 Trophy@ChicagoChessLeague.org

Publicity Chairman **Matt Vail**
 Publicity@ChicagoChessLeague.org

C:(312) 933-1516
 W:(630) 505-6557

Banquet Chairman **Katherine Zack**
 Banquet@ChicagoChessLeague.org

DIVISIONAL CHAIRMEN

East Division **Tony Jasaitis**
 ChairmanEast@ChicagoChessLeague.org

C:(708) 903-6423
 W:(312) 264-2044

West Division **Jeff Wiewel**
 ChairmanWest@ChicagoChessLeague.org

North Division **Jim Thomson**
 ChairmanNorth@ChicagoChessLeague.org

W(847) 538-5408

Officer Contact List	2
Contents of Issue	3
Fall Business Meeting Information & Directions	4
The Complete Games of the 2011 CICL Play-Offs, Contd: Round 2 by Tom Friske	5-56

Editor's Notes:

The weather is cooling down, the children are returning to school, and fall will soon be upon us: This can only mean one thing: the beginning of the 2011-2012 CICL Season! Please note the 2011 Fall Business Meeting will be this Wednesday, August 31, in Naperville. Please see Page 4 for Meeting Information and Directions.

Please enjoy the Round 2 play-off games and analysis from the 2011 courtesy of our Games Editor, Tom Friske. These games deserve a bulletin all to themselves!

Best to all,
Patrice Connelly
Bulletin Editor

Bulletin@ChicagoChessleague.org

CICL Fall 2011 Business Meeting Information:

The CICL Fall 2011 business meeting will take place, as mandated by the constitution, on Wednesday, August 31, at 7PM at Alcatel-Lucent Technologies in **Naperville** (the location of the last few meetings). Please contact Chuck Dobrovolny (charles.dobrovolny@alcatel-lucent.com) if you are attending so he may prepare security badges (required for entry). Unless informed otherwise, he will assume you are a US citizen.

Please inform Irwin Gaines, CICL President (gaines@fnal.gov) as well if you are planning on attending. Division chairs, please survey your teams in advance of the meeting to determine which teams will be returning this year.

Driving Directions (Courtesy Chuck Dobrovolny):

The building is the one on the NW corner of Warrenville rd and Naperville rd. Parking is in the front of the building. The easiest way into the lot is to take the first light west of Naperville rd on Warrenville rd which is Lucent lane / Freedom dr. Turn the Lucent lane direction (north) and take the first right which leads to the parking lot. From various directions Lucent lane is:

If you're getting off I88 at Naperville rd, the exits lead into Freedom drive. You want to go north, cross Warrenville rd (freedom Dr becomes Lucent lane) and take the first right into the parking lot

If you're coming from the west on Warrenville rd, take a left at the light b4 Naperville rd which is Lucent Lane. Take the first right into the parking lot.

If you're coming from the east on Warrenville rd, take a right at the first light west of Naperville rd which is Lucent lane. Take the first right into the parking lot.

And if you're coming from the north on Naperville rd, Turn right (west) on Warrenville rd. turn right at the first light which is Lucent lane, and then the next right into the lot.

My cell phone number is **773 307-9157** if you need to reach me or have any questions. See you soon!

The Complete Games of the 2011 Playoffs

ROUND TWO

“Takin’ It to the Streets”

You don't know me but I'm your brother
 I was raised here in this living hell
 You don't know my kind in your world
 Fairly soon the time will tell
 You...telling me the things you're gonna do for me
 I ain't blind and I don't like what I think I see

Takin' it to the streets (takin' it to the streets)
 Takin' it to the streets (no more need for runnin')
 Takin' it to the streets (Oh, oh-oh, nah, nah)

The Doobie Brothers “Takin’ it to the Streets” [Lyrics courtesy of LyricsFreak.com]

It is simple: every team has to win! There are only losers and winners. There are no draws. There would likely not be a 5-way tie in this year’s play-offs. The losing teams go into Round 2 need to get back in it; the winning teams need to keep it going. This middle round of the tournament will divide the contenders from the pretenders.

All the first-round home teams had won (well, OK, “almost won” in one case), as we examined the last few months, but this supposed advantage won’t play its part this time. As last year, none of the CICL companies were available, once again forcing our President to scramble. Unlike last year, however, the playing site was free ! An offer from the North Shore Chess Club in Skokie became the most solid option, even if its small size forced the annual Individual Tournament to another site (thankfully filled by Brian Smith and the Downers Grove CC). Define “small” as large enough to house the tables and players, but with a single, constantly-used unisex toilet stall. Yup, this year, as last, Playoff Saturday is on neutral territory. So it’s time to pack the equipment, leave the friendly confines, and take the show on the road.

Your roving reporter is part of the show this time, so isn’t available for recording board finishing order or highlighting the matches’ key battles. But we do what we can. You’ll find some introductory notes for each match and his immediate move-by-move assessments.

When all was done, the Motorola Knights and Downers Grove CC had continued their win streaks and would battle next for the title.

MATCH 1

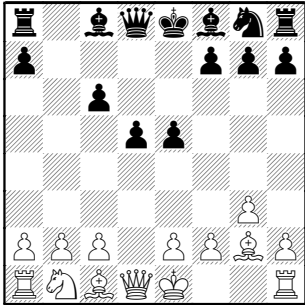
Motorola Knights at St Charles CC

Not intending to trivialize the efforts of both sides, this match’s result was known fairly early. Another quick start from Jim Thomson (board 3) and Jeff Balicki (down one than normal at board 5) coupled with a forfeit on 6th board by St Charles, made it look simple. In this writer’s prejudiced opinion, it was about time the Knights spanked the rest of the League as they do twice every season to the North Division teams !

BOARD 1

Fridman, Yuri (2266) –
Wiewel, Jeff (2147) [D02]

1.Nf3 d5 2.d4 c5 3.g3 Nc6 4.Bg2 cxd4
5.Nxd4 e5 6.Nxc6 bxc6



Gruenfeld Exchange, with colors reversed ! Let's see if White can use his extra tempo for advantage.

7.c4 Bb4+

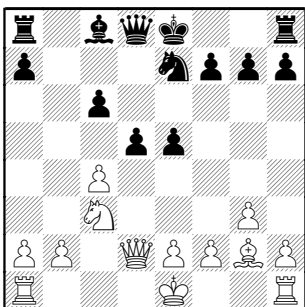
7...Nf6 8.0-0 Bc5 9.Nc3 Be6 10.Bg5;

7...Bc5 8.Nc3 Ne7

8.Bd2 In corresponding Gruenfeld positions, this Bishop would possibly be used to trade Black's King-Knight with Bg5-f6, weakening d5. With this game move, we'd expect Black to maintain his center duo.

8.Nd2 idea 0-0, Nf3

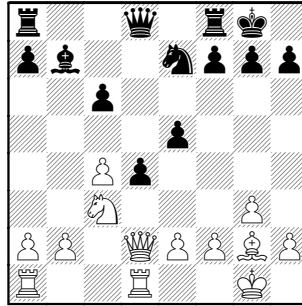
8...Bxd2+ 9.Qxd2 Ne7 10.Nc3



10...Bb7

10...Be6 see Black's 12th and 13th moves

11.0-0 0-0 12.Rfd1 d4



Had Black developed his Bishop to e6, he would gain a tempo here by attacking the c4-Pawn.

13.Na4 heading for the key-square c5.

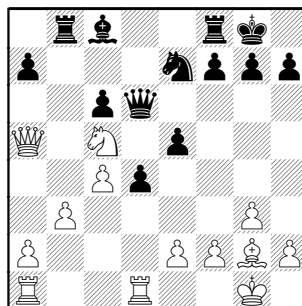
In many Gruenfeld endings, a major positional goal is to establish a Knight on the c4 square (here we're playing reversed, so c5). But here, the Knight can't be maintained (hindsight, of course).

13.Qg5 Qc7 (13...Ng6)

13...Rb8 The previous Bishop placement blocks the b-file.

No improvement for Black with 13...Qd6
14.Qa5

14.Nc5 Qd6 15.Qa5 Bc8 16.b3



16...Bf5 17.e3 Qd8!

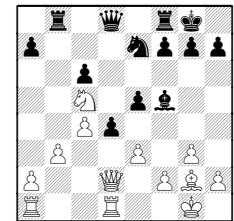
This move seems to be the game's turning point.

17...d3? 18.e4 idea Rxd3, showing the power of the c5-Knight placement

18.Qa6

A) 18.Qxa7 Ra8 19.Qb7 Rb8 20.Qa6 Ra8 is an immediate draw.

B) 18.Qd2

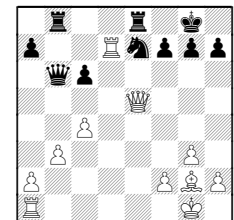


B1) 18...Qd6 19.exd4 exd4 20.Qxd4;

B2) 18...dxe3 19.Qxe3 How does Black save his Queen and defend the hanging Pawn ? (19.Qxd8 exf2+ wins a Pawn)

19...Qb6 Once again tying the White Queen to the Knight's defence (19...Qc7? 20.Na6)

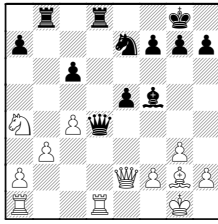
20.Qxe5 the e7-Knight must remain to defend his Bishop 20...Rfe8 21.Nd7 Bxd7 22.Rxd7



White has won a Pawn and targets a few others.

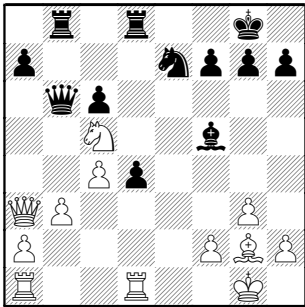
B3) The best I can find is :

18...Qb6 19.exd4 Rfd8 20.Na4 Qxd4 21.Qe2



Again, seems White wins the e-Pawn but CB-engine suggests 21...Bd3

18...Qb6 19.exd4 exd4 20.Qa3 Rfd8

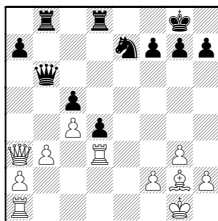


21.Ne4

Another Gruenfeld standard is the Knight's blockade: 21.Nd3 but, here, doesn't appear to accomplish its desires 21...Bxd3 22.Rxd3

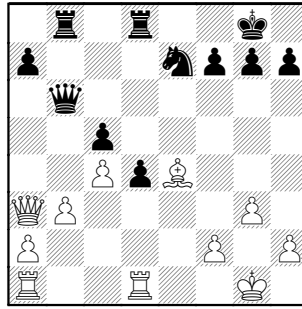
(22.Qxe7 Bc2 23.Rd2 d3 White's pieces aren't vary harmonious, even if Black's Bishop is stuck. Maybe Black can continue a5-a4 to continue the pressure.)

22...c5

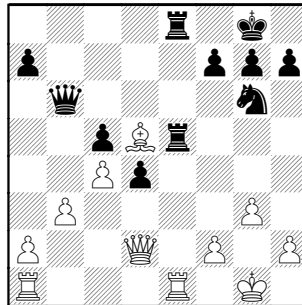


Here, though, White has advanced his Rook compared to the game's diagram after Black's 22nd.

21...Bxe4 22.Bxe4 c5

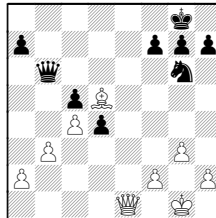


23.Qc1 Ng6 24.Qg5 Re8 25.Bd5 Re5 26.Qd2 Rbe8 27.Re1



27...a5 makes this Pawn accessible, at a7 wasn't such a target

A) 27...Rxe1+ 28.Rxe1 Rxe1+ 29.Qxe1



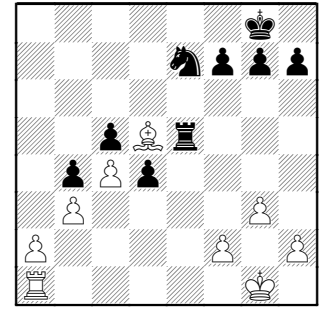
White's pieces are more active, but that Black passer still has potential !

B) 27...Qf6 idea Qe7 or Qxe5 maintains possession of the e-file

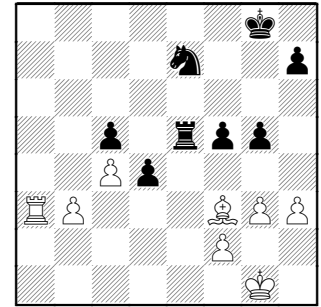
28.Rxe5 Rxe5 29.Re1 Qb4

29...Qf6 fails to 30.Qxa5 thanks to Black's 27th

30.Qxb4 axb4 31.Ra1 Ne7



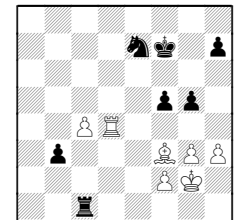
32.Bf3 g5 33.a3 bxa3 34.Rxa3 f5 35.h3



35...Kf7 36.b4 Each Pawn trade is a step closer to the draw, and, here, undermines the passer.

36...cxb4 37.Rb3

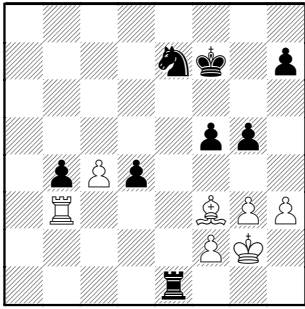
Interestingly, not 37.Rd3 Re1+ 38.Kg2 Rc1 39.Rxd4 b3



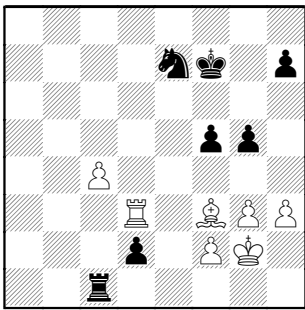
Unlike the game, here the Bishop doesn't help hold the queening square !

40.Rd2 (40.Rd3 b2) 40...Rc2

37...Re1+ 38.Kg2



38...Rc1 39.Rxb4 d3 40.Rb3 d2 41.Rd3



41...Rxc4 42.Rxd2 1/2-1/2

BOARD 2

Game missing

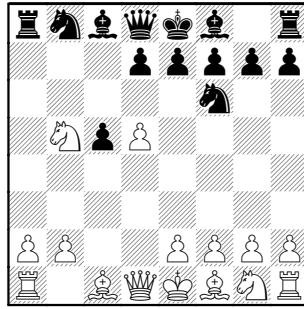
Word is, after some ragged play, it became obvious that a draw was all that was required to secure the match win. So not much chess to study here.

1/2-1/2

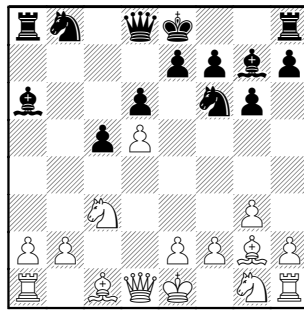
BOARD 3

Thomson, Jim (2005) – Friedel, Paul (1970) [A58]

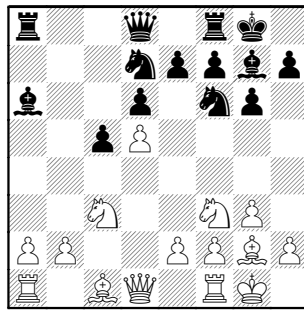
1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 a6 5.Nc3 axb5 6.Nxb5



6...Ba6 7.Nc3 d6 8.g3 g6 9.Bg2 Bg7

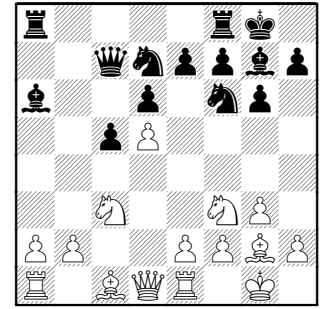


10.Nf3 0-0 11.0-0 Nbd7



In this standard Benko Gambit position, Black has optimal development for his Pawn with prospects for the heavies down the a- and b- files. The d5-Pawn is the current obvious target; White prepares its defence.

12.Re1 [12.Qc2] 12...Qc7



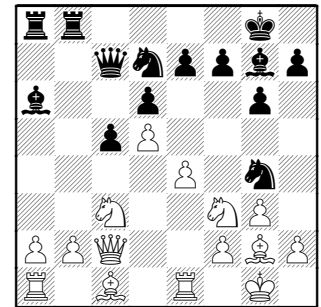
If you want to understand the strategies here, consult a Benko Gambit reference. The combatants are still following GM play.

Even here, White has ten moves from which to choose ! [12...Qa5; 12...Qb6; 12...Ng4 idea Nge5]

13.Qc2 [13.e4] 13...Rfb8 14.e4

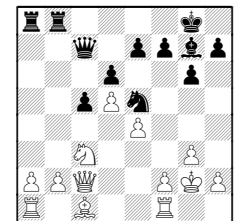
From my DB, more dependable are [14.h3; 14.Bf4]

14...Ng4



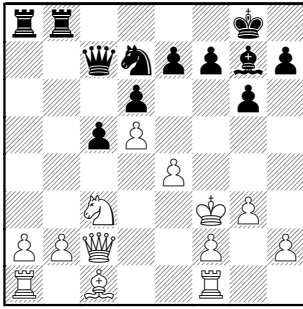
15.Bf1 Nge5 16.Kg2

Identical were a few games in my DB after 16.Nxe5 Nxe5 17.Kg2 Bxf1+ 18.Rxf1



18...c4

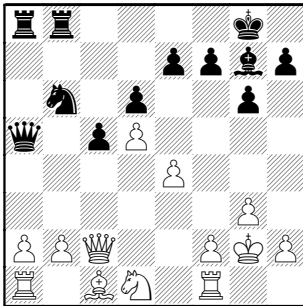
16...Nxf3 17.Kxf3 Bxf1 18.Rxf1



18...Qa5 The Queen could have gone here immediately, see move 12.

18...c4 keeps the White Pawns under wraps and provides Black the possibility of Nc5-d3.

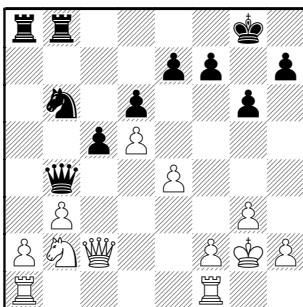
19.Kg2 Nb6 20.Nd1



Probably with idea Bd2-c3, but White also introduces the possibility of Ne3 heading on to the blocking square c4, where it then helps hold b2.

20...Qa4 21.b3! opening the way to trade off a key piece, but White's Pawns become vulnerable.

21...Qb4 22.Bb2 Bxb2 23.Nxb2

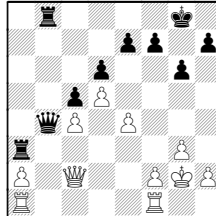


23...Ra7

23...Ra3 maintains the Pa2 target
24.Nc4? Nxc4

A) 25.Qxc4 Qxc4 26.bxc4 Rb2 (26...Rc3 27.Rfc1)

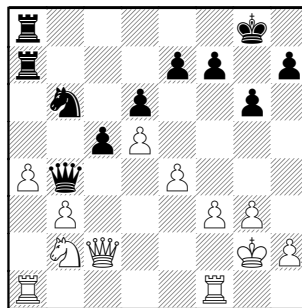
B) 25.bxc4



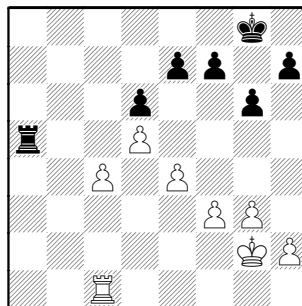
25...Rc3 Black is in full control, winning back his Pawn with plenty more to harp upon !

A key Benko idea-- Black's Pawns are super-safe and, once Black breaks through, has plenty of heavy-piece pressure.

24.f3 Rba8 25.a4



25...c4 26.Nxc4 Nxc4 27.Qxc4 Qxc4
28.bxc4 Rxa4 29.Rxa4 Rxa4 30.Rc1 Ra5

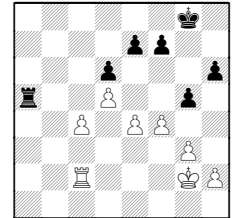


Once White's King reaches b4, the c-Pawn will advance. Black's King can't arrive on the long diagonal if White plays f3-f4.

31.Rc2 Kg7

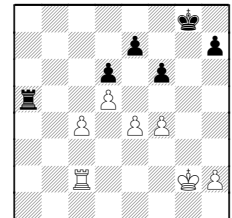
A) 31...g5 opens the battle for e5 32.f4 gxf4

(32...h6?



33.fxg5 hxg5 34.h4 White creates a passer on the h-file)

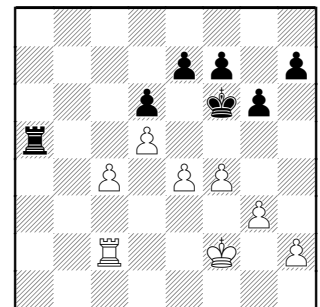
33. gxf4 f6



Black will allow c4-c5, trading Pawns steps toward a draw. Yet, both h-Pawns could be targets.;

B) 31...f6 immediately, idea Kf7,e7-e6

32.Kf2 Kf6 33.f4

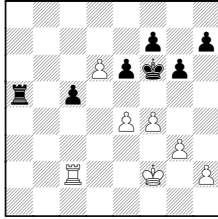


33...e5

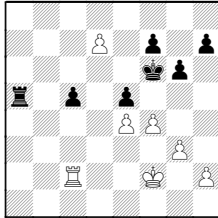
Black needs to find an active plan.
33...e6

The idea is to break up White's perfect Pawn chain. Studios readers can tear up my sketchy coming analysis !

34.c5!? dxc5 35.d6



35...e5 (35...Ra7 36.Rxc5 Rd7 37.e5+) 36.d7



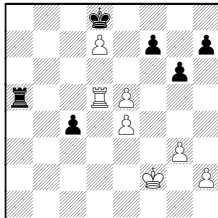
36...Ke7

(36...Ra8 37.Rxc5 idea Rc8 or Rxe5)

37.Rd2 Kd8 38.fxe5

(38.Kf3 Ra3+ 39.Kg4 Ra7)

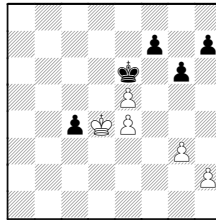
38...c4 39.Rd5



39...Ra7

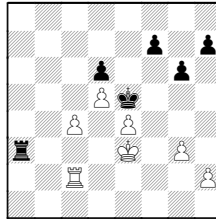
(39...Rxd5? 40.exd5 Kxd7 41.Ke3 is easy win for White if he uses his King to clean up Black's Pawns.)

40.Rc5 Rc7 41.Rxc7 Kxc7 42.Ke3 Kxd7 43.Kd4 Ke6



34.h4

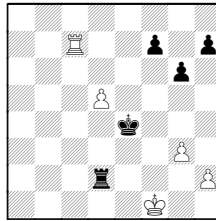
Certainly not 34.fxe5+ Kxe5 35.Ke3 Ra3+



36.Ke2 Kxe4 37.c5 dxc5

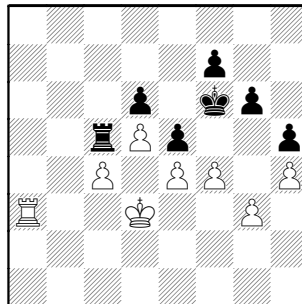
(37...Kxd5 38.c6 Ra8 39.c7 Rc8)

38.Rxc5 Ra2+ 39.Kf1 Rd2 40.Rc7



40...f5 41.Rxh7 Rxd5 (41...Kxd5?? 42.Rd7+)

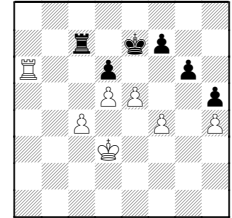
34...h5 35.Rc3 Rc5 36.Ke3 Ra5 37.Kd3 Rc5 38.Ra3



White has excellently freed his Rook from guard duty; Black is running out of moves.

38...Rc7

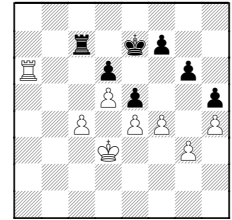
38...exf4 39.gxf4 Rc7 40.Ra6 Ke7 41.e5



41...dxe5?? 42.d6+

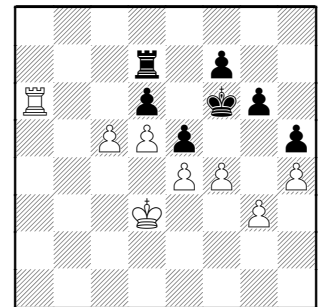
39.Ra6 Rd7

39...Ke7?



40.fxe5 dxe5 41.d6+

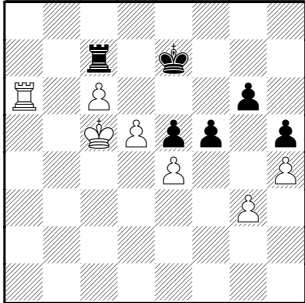
40.c5



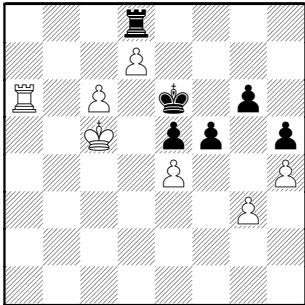
40...Ke7 41.c6 Rc7 42.Kc4

Move order matters ! 42.fxe5 dxe5
43.Kc4 Kd6 and f7-f5 will cause
problems !

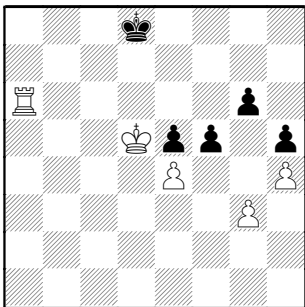
42...f5 43.fxe5 dxe5 44.Kc5 fork threat !



44...Rc8 45.d6+ Ke6 46.d7 Rd8



47.c7+ Kxd7 48.cxd8Q+ Kxd8 49.Kd5



An extremely powerful Rook ending
demonstration !

1-0

BOARD 4

**Von Hatten,Jeremy (1802) -
Cherkassky,Georgiy (1764) [B23]**

1.e4 c5 2.Nc3

If White plays 2.f4 immediately, the
popular reply is 2...d5 (2...Nc6)

2...d6

2...e6 sets up the d7-d5 Pawn break.

2...Nc6 is most played, holding d4 and
e5

3.f4 Nc6 4.Nf3 Bg4 The pin is
meaningless, in fact, Qxf3 only helps
White line up to push his f-Pawn.

Black's idea is to weaken White control
of e5 and, especially, d4. [4...g6; 4...Nf6]

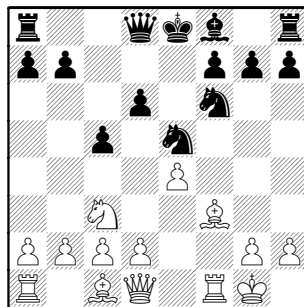
5.Be2

5.Bb5 counters the Nc6-d4 idea.

I would place the Bishop more actively.
5.Bc4 .

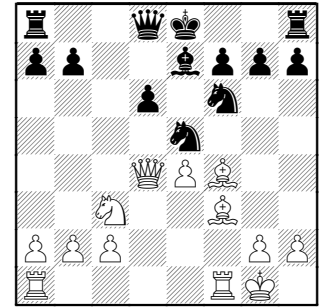
5.h3 Bxf3 6.Qxf3 Nd4 forks Queen and
c2 7.Bb5+ (7.Qd3)

5...e5 6.fxe5 Bxf3 7.Bxf3 Nxe5 8.0-0
Nf6



9.d4! Strong, active placement of Queen

9...cxd4 10.Qxd4 Be7 11.Bf4



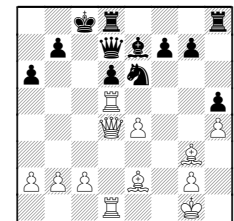
11...Ng6 12.Bg3 Qd7 13.Be2 idea Bb5
pinning, of course

13...a6 14.h4 h5

14...Nf8 idea Ne6-c5 isn't too bad

15.Rf5 0-0-0 The King isn't too safe
here **16.Rd1 Rhf8**

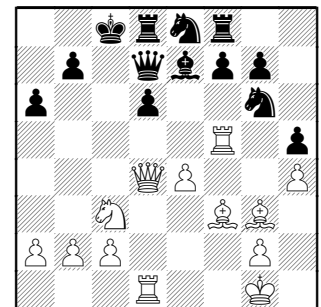
A) Now 16...Nf8 idea Ne6,g6 17.Nd5
Nxd5 18.Rxd5 Ne6



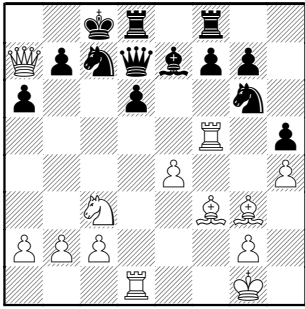
19.Qa7

B) 16...Kb8 17.Nd5 Qc6

17.Bf3 Ne8



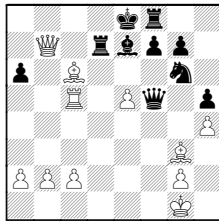
18.Qa7 Nc7



19.e5!! Rook sac !! 19...Qxf5

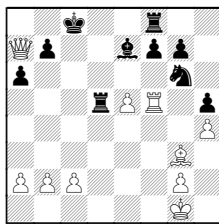
19...d5!? 20.Nxd5 idea Nb6# 20...Nxd5
21.Rxd5

A) 21...Qxf5 22.Rc5+ Kd7 23.Qxb7+ Ke8
24.Bc6+ Rd7



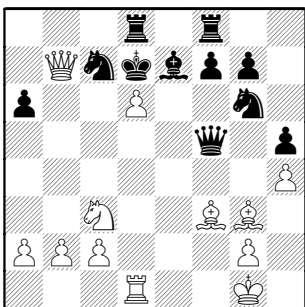
25.Qb8+ (25.Rd5) 25...Bd8

B) 21...Qxd5!? 22.Bxd5 Rxd5

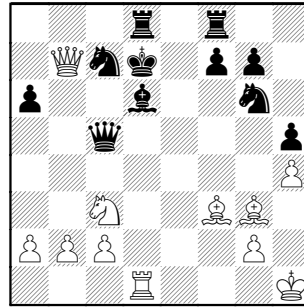


idea Bc5+ forking 23.Qa8+ Kc7 trapping
the White Queen ! 24.e6+ Kc6]

20.Qxb7+ Kd7 21.exd6



21...Qc5+ 22.Kh1 Bxd6



23.Ne4 Qxc2 24.Nxd6

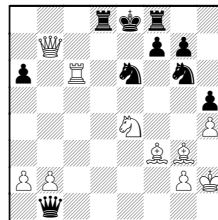
All captures lead to the goal !

A) 24.Rxd6+ Ke8

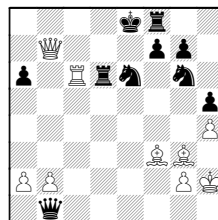
A1) White shouldn't trade an attacker:
25.Rxd8+ Kxd8 26.Qb8+ Kd7
(26...Ke7 27.Qb4+ with mate threats)

A2) Rybka declares 25.Nf6+ and mate in
7 ! I'll let the doubtful figure it out for
themselves.

A3) 25.Rc6 my way, Black can wheeze
out by giving up his Queen. 25...Qb1+
26.Kh2 Ne6



The King can't move, so mate must be
near 27.Nd6+! Rxd6

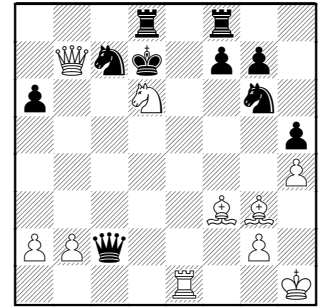


28.Rc8+! Nd8 (28...Rd8 29.Bc6#)
29.Bxd6 and mate at c6 (or possibly e7);

B) Just for fun, I checked with Rybka,
which vastly prefers 24.Bxd6 since

Nc5+,Bc6 mates immediately

24...Ke7 25.Re1+ Kd7



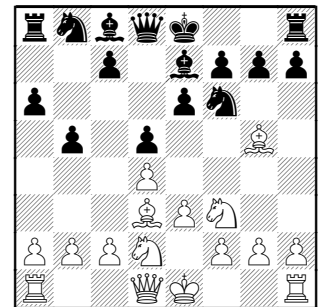
26.Be4 Qc5 27.Bf5+ 1-0

BOARD 5

Balicki,Jeff (1799) –
Janssen,Gary (1553)

[D03]

1.d4 d5 2.Nf3 Nf6 3.Bg5 e6 4.e3 Be7
5.Nbd2 a6 6.Bd3 b5



A bit unusual - b5 or a6 might be a target
after White's a2-a4

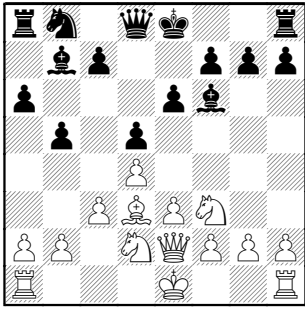
7.c3 Now a2-a4 will have more force as
b5-b4 is less desirable (opens the c-file
for White).

White rightly ignores 7.a4 b4 Black has
some Queenside space, but won't mean
anything unfile c7-c5 happens.

(7...bxa4 8.Rxa4 gives pressure up the
a-file;

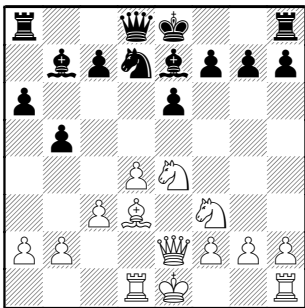
7...Bb7 8.axb5 axb5 9.Rxa8 Bxa8
10.Bxb5+)

7...Bb7 8.Bxf6 Bxf6 9.Qe2



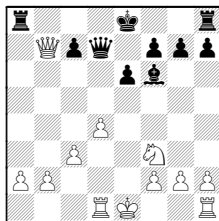
Overattacking e4, but eyes b5, as well... see move 14 !

9...Nd7 10.e4 dxe4 11.Nxe4 Be7 12.Rd1



12...Nf6? opens the diagonal to the King 13.Nxf6+ Bxf6 14.Bxb5+ A nice find by White! 14...c6

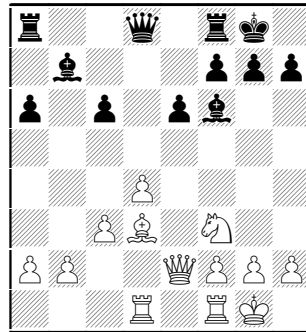
Of course, the point was 14...axb5 15.Qxb5+ Qd7 16.Qxb7



Black probably has some counterplay, but a Pawn is a Pawn !

16...0-0 idea Rab8-xb2 or simply Rxa2(16...Rxa2)

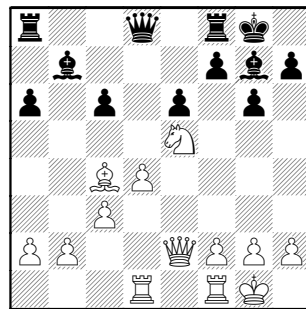
15.Bd3 0-0 16.0-0



16...g6 Very committal, Black is assuming his Bishop will remain to guard the dark squares.

16...c5 Opening his Bishop, ridding himself of a weakness 17.dxc5 Qa5 Black wins back the Pawn, but the 3-1 majority is promising for White.

17.Ne5 Bg7 18.Bc4

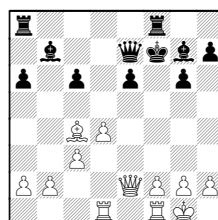


Black realizes White would like to make Nxf7 work (to follow with Bxe6 or Qxe6). 18...Bxe5

Black can survive the sacrifice with 18...Qe7 19.Nxf7

Here, however White can keep building the attack 19.Rd3 heading Kingside or doubling on the d-file (if ..Bxe5).

19...Kxf7

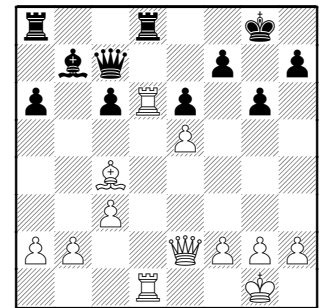


20.Rd3 Rae8

Black also can play ..Bc8 to add e6 defense.

21.Re3 discovering on a6, however, as well as e6

19.dxe5 Qc7 20.Rd6 Rfd8 21.Rfd1



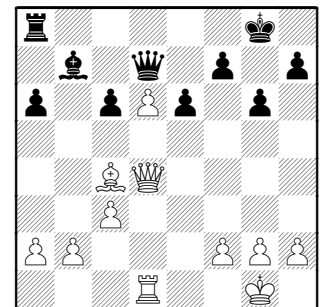
21...Kf8 22.Qd2

Not just pressing on the d-file, but placing the only piece that can attack on the free dark squares (f6 and h6 scream for attention!).

22...Rxd6 23.exd6 Qd7 24.Qd4

OK, add b6 as another dark-square to attack.

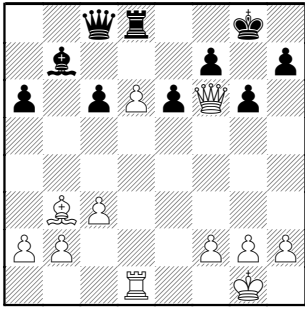
24...Kg8



25.Bb3

25.Qb6 idea Qc7,dxc,Rd8+ combines with Bxa6 if the Rook moves

25...Rd8 26.Qf6 Qc8



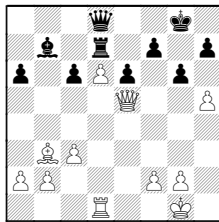
27.d7?

Might be a good time for 27.h4! since h5 followed with hxg opens the h-file (Rd3-h3-h8#) or weakens e6. Meanwhile, it takes away the backrank weakness.

A) 27...h6 28.h5 and Qxh6 or Rd3-g3/h3

B) 27...h5 does nothing 28.g4!

C) 27...Rd7 28.h5 Qd8 29.Qe5



C1) 29...g5 30.h6 idea Qg7# 30...Qf8

(30...f6 31.Bxe6+ Kf8 32.Qc5 the Rook has no moves)

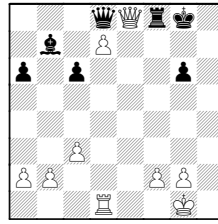
31.Bxe6 fxe6 32.Qxe6+ Rf7 33.d7

C2) 29...f6 30.Qxe6+ Kh8 (30...Kf8 31.Qg8#) 31.hxg6 idea Rd3-h3+, etc;

C3) 29...Qh4 30.hxg6 hxg6 31.Bxe6 fxe6 32.Qxe6+ Rf7

C3a) 33.Qxg6+ Kf8 (33...Rg7 34.Qe8+)

C3b) Very forcing is 33.d7 Qd8 34.Qe8+ Rf8



35.Qxg6+ Kh8 36.Rd3 and mates

D) All the previous lines have Black's Bishop dormant, so maybe he can get it in the defence with 27...Qb8

D1) Not 28.Qe5 releasing pressure to the Rook 28...Bc8 adding to the blockade, and e6 defence. Also opens the Queen to an active post. 29.h5 Qb5

D2) 28.d7 Qc7 29.Qe7 c5 idea Bc6 30.Ba4

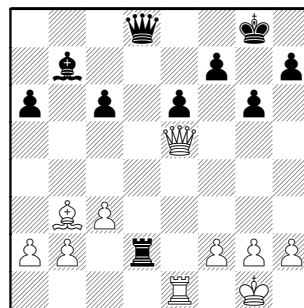
D3) 28.Qe7 Re8 (28...Bc8? 29.Qxd8+)

29.Qc7?! Qxc7 30.dxc7 Bc8 (30...Kf8 31.Rd8 Ke7)

27...Rxd7 Now White has to start over !

I originally wrote "all over", but Black's Queenside Pawns are split, so let's watch....

28.Re1 Qd8 29.Qe5 Rd2



30.c4 Qd4 31.Qxd4 Rxd4 32.Rd1

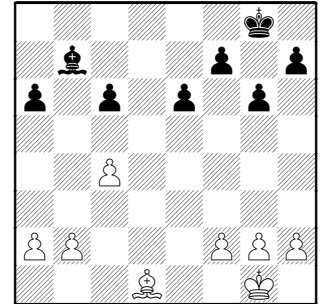
32.Re2 idea g3,f4 delays Black from making a passer

32...Rxd1+ not very enterprising

32...c5!? A subsequent Rook trade allows Black another strong passer, White's Queenside takes time to mobilize.

32...e5? doesn't work well 33.Rxd4 exd4 34.c5 and the d-Pawn will die without compensation

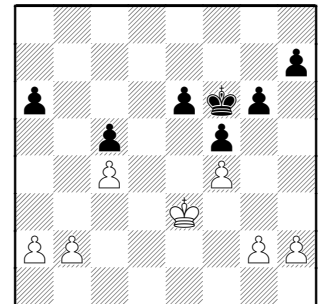
33.Bxd1



33...c5 34.f4 Be4 [34...f6 idea e5 or Kf7] **35.Kf2 Kg7 36.Bf3 Bxf3** too accomadating,

Black needs something active to counter his Pawn weaknesses. [36...Bb1; 36...Bd3]

37.Kxf3 f5 38.Ke3 Kf6

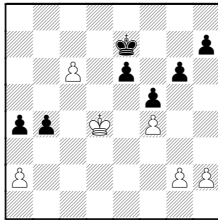


39.b4! Nice breakthrough ! "First to create a passer" is often an advantage. **39...e5**

39...cxb4 40.Kd4

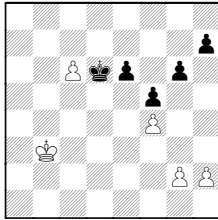
A) 40...a5

A1) 41.c5 a4 42.c6 Ke7



is to Black's advantage, but accurate technique will be required.

43.Kc4 b3 44.axb3 axb3 45.Kxb3 Kd6



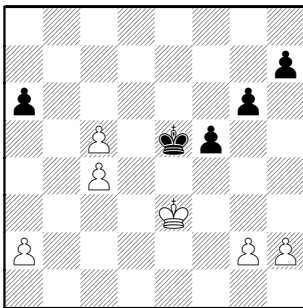
A1a) 46.Kc3 Kxc6 47.Kc2 (47.Kd4 Kd6) 47...Kd5 48.Kd3 e5

A1b) 46.Kc4 Kxc6 47.Kd4 Kd6

A2) 41.Kc5

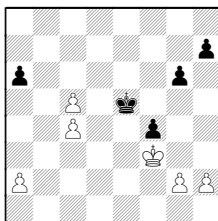
B) Nothing changes after 40...g5 41.g3

40.fxe5+ Kxe5 41.bxc5



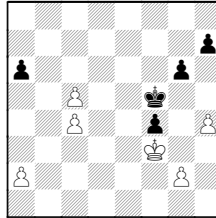
41...Ke6

41...f4+? 42.Kf3



A) 42...Kf5

A1) 43.h4!



Hoping to pull the King further from the c-file 43...h6

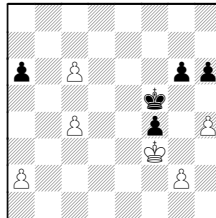
A1a) 44.h5?

A1a1) 44...g5 45.g4+ (45.g3 g4+ 46.Ke2 f3+ Black wins; White's King is tied down)

45...Ke5 again, White's King is useless;

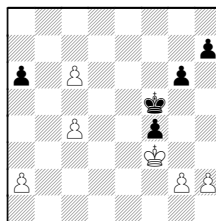
A1a2) 44...Kg5?? 45.c6;

A1b) 44.c6



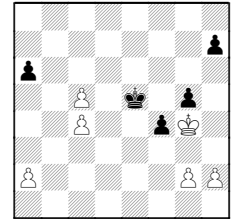
Perfectly timed - Black's Kingside is weakened compared to the 43.c6 line (see next Line A2).

A2) White must deflect the King before Black can make a passer and has two ways to time it. 43.c6



43...Ke6 44.Kxf4 Kd6 45.Ke4 is easy as Black has lost his majority

B) 42...g5? 43.Kg4



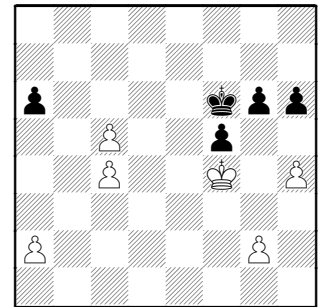
43...h6 (43...Kf6 44.c6 is worse for Black than the 43.c6 line)

B1) 44.Kh5 Kf6 45.h3 (45.Kxh6?? g4) ;

B2) 44.h4

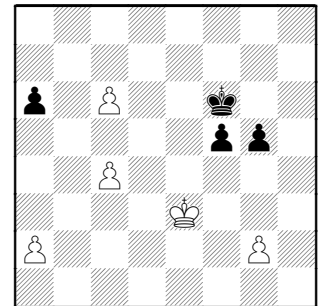
C) 42...Kd4?? 43.c6+-

42.Kf4 h6 43.h4 Kf6



44.c6 As the earlier analysis showed, this is the key to this ending.

44...g5+ 45.hxg5+ hxg5+ 46.Ke3



I truly wonder how this ending changes with Bishops on board ! Would the b2-b4 breakthrough ever happen ? Would the Bishop block the passer if it was created ? Such hopes were killed at

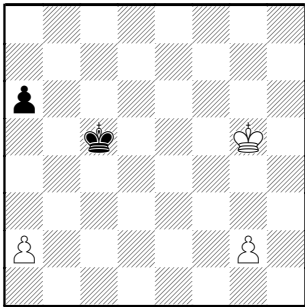
move 36.

46...Ke7

Worse yet is 46...Ke6 47.c5 f4+ 48.Ke4 a5 49.a4

47.c5 Jeff's play improves on the earlier analysis. Playing c4-c5 causes Black to use an extra tempo.

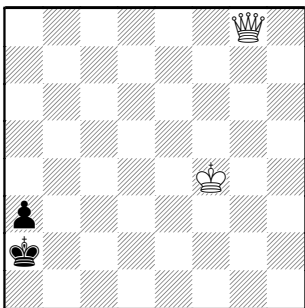
47...Kd8 48.Kd4 Kc7 49.Ke5 Kxc6 50.Kxf5 Kxc5 51.Kxg5



51...Kb4

"Resign" is the only move to record. Black takes 9 moves to queen, White, to move, needs only 6; simple math says White has 3 extra moves..

52.Kf4 a5 53.g4 Ka3 54.g5 Kxa2 55.g6 a4 56.g7 a3 57.g8Q+

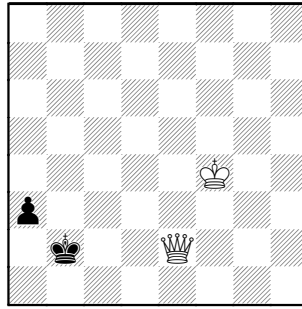


Isn't math wonderful ? Of course, Black hopes to force a stalemate.

57...Kb2 58.Qg2+

Interesting, checks down the files aren't so useful.

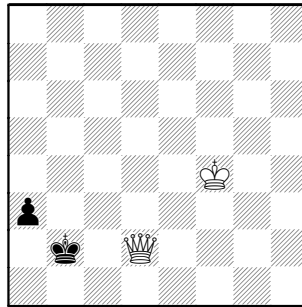
58...Kb1 59.Qf1+ Kb2 60.Qe2+



60...Ka1

60...Kb1 61.Qd1+ Kb2 62.Qd2+ Kb1 63.Qb4+ Ka2 64.Ke3

61.Qd1+ Kb2 62.Qd2+



62...Ka1

A) 62...Kb3 63.Ke4 a2 64.Qd4 idea Qa1;
B) 62...Kb1 63.Qb4+ Ka2 64.Ke3

63.Qc3+ Kb1

No better is 63...Ka2 64.Ke3 Kb1 65.Qb3+

64.Qb3+ Ka1 65.Qxa3+ Kb1 66.Qd3+ 1-0

BOARD 6

(no one) –
Augsburger, Len

MATCH FINAL RESULT
MOTOROLA KNIGHTS 4
ST CHARLES CHESS CLUB 2

White player did not arrive at Playoff site in time. **0-1**

MATCH 2

Hedgehogs at Downers Grove CC

This, the other match between the remaining undefeated teams, defies summarization, let alone analyzation. The first board game was an open battle from the start, as White had developed the Kingside slowly and found his King under fire. The Games Editor got lost in the possibilities and happened to find a GM game which highlights the game's themes.

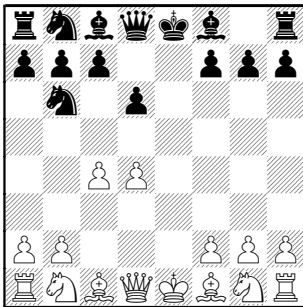
The other games were similarly close, and the Downers Grove club edged out a half-point win!

BOARD 1

Franklin,D (2206) –
Klug,Stefan (2151)

[B03]

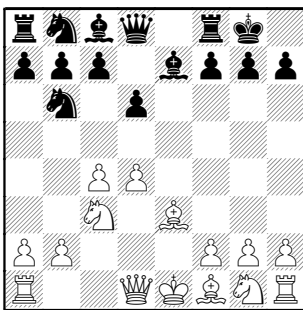
1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.c4 Nb6
5.exd6 exd6



This is another system I used to play as Black and never explored this capture (just because I assumed the open e-file favors White).

Black demonstrates how threats come with "simple" moves.

6.Nc3 Be7 7.Be3 [7.Bd3] 7...0-0



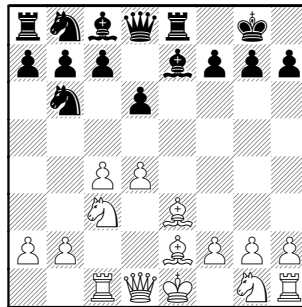
8.Rc1

Seems a little slow with the e-file open to the King, but he is rightly concerned about the c4-Pawn.

A) 8.Bd3 Nc6 idea Nb4 chases the Bishop from c4 duties.

B) 8.Nf3 Bg4 9.Be2 and Black's Bxf3 will again force White to make an ugly move to continue defending c4 9...Bxf3 10.gxf3 (10.Bxf3 Nxc4)

8...Re8 9.Be2

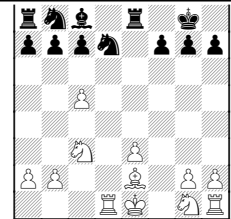


9...Bg5

9...Bh4 pins the f-Pawn, introducing Rxe3 themes. 10.g3 Bf6 see Suttles-Kortchnoi, Sousse 1967 (next column right) where Black next sacrificed with Bg4 and followed with Nxc4.

10.Bxg5

10.c5 Bxe3 11.fxe3 dxc5 12.dxc5 Qxd1+
13.Rxd1 N6d7



Pawns hang at c5 and e3

B) 10.Qd3 Bxe3 11.fxe3 Qg5 forks e3 and g2

**GAME CONTINUES
TWO PAGES DOWN ...**

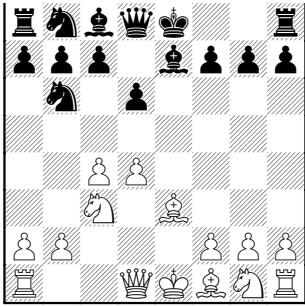
I can't resist including this wild game, discovered in the recently-published biography of Canadian GM Duncan Suttles, "Chess on the Edge". See review in upcoming issue of the Bulletin !

The similarities between it and the Franklin-Klug game that we just interrupted were too good to miss !!

Suttles,Duncan –
Kortchnoi,Viktor [B03]
Sousse iz, 1967

*[ALL ANALYSIS from the book!
Chess On The Edge Vol.1, page 257]*

1.e4 Nf6 2.e5 Nd5 3.c4 Nb6 4.d4 d6
5.exd6 exd6 6.Nc3 Be7 7.Be3

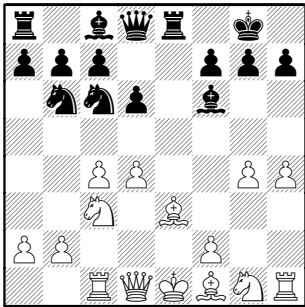


So far, matching our source game.

7...Nc6 8.Rc1 [8.Be2!?] 8...0-0 9.h4?!

Suttles' style heavily favored flank attacks, whether actually sound or not.

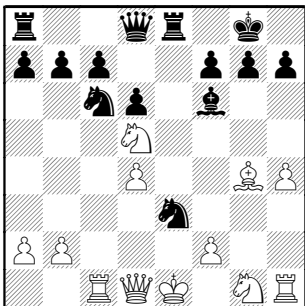
9...Bf6 10.g4 Re8!



ΔBxd4/Bxh4 11.Be2 ...g5 11...Bxg4?!

11...Bxh4! ...Rxe3 12.Qd2!? Bxg4!
(12...Be7 13.Nh3)

12.Bxg4 Nxc4 13.Nd5! Nxe3



I enjoyed the way Kortchnoi sacrificed, and then was perfectly happy to allow trades. Later, he even makes some mysterious play in the abandoned Queenside !

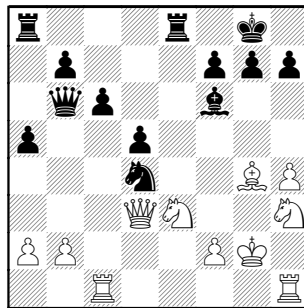
14.Nxe3?

14.fxe3! Bxd4 (14...Nxd4? 15.Nxc7)
15.Qd2÷]

14...Nxd4

14...Bxd4 15.Rxc6! Bxe3 16.Rc2 Bb6+
17.Kf1 Qf6

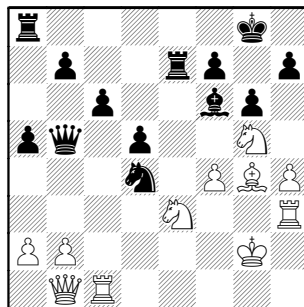
15.Kf1 c6 16.Nh3 Qb6 17.Qd3 d5
18.Kg2 a5



19.Ng5 g6 20.Rh3 Qb5!? [20...h6!]
21.Qb1 Re5

[21...h6 22.Nf3 Ne2 idea Nxc1/Nf4+-xh3]

22.f4!? Re7



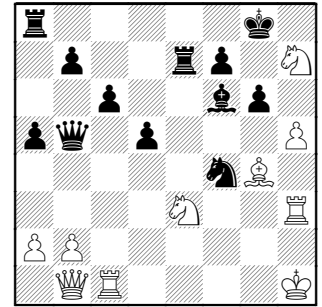
23.h5?

23.Re1 h6! (23...Rae8 24.h5 Bxg5
25.fxg5 Qb4!-+)

23...Ne2! 24.Nxh7

24.Rf1 Nxf4+! 25.Rxf4 Bxg5-+

24...Nxf4+ 25.Kh1



25...Qxb2!?

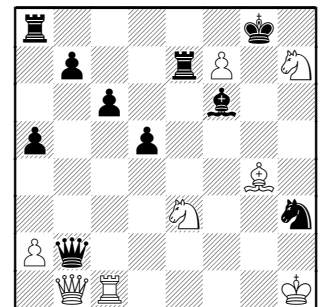
25...Bxb2! 26.Nf5! gxf5 27.Rb3 Bxc1!-+;

25...Nxb3? 26.Nxf6+

26.hxg6

26.Rh2!? Qxb1 27.Nxf6+ Kg7 28.Rxb1
Kxf6 29.Ng2-+

26...Nxb3 27.gxf7+



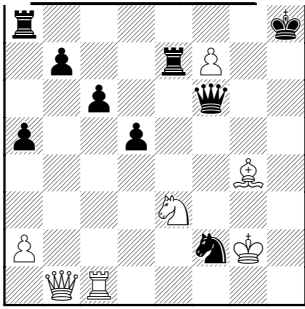
27...Kh8

27...Rxf7 28.Be6! Nf2+!
(28...Qxb1 29.Rxb1 ...Rxb7)

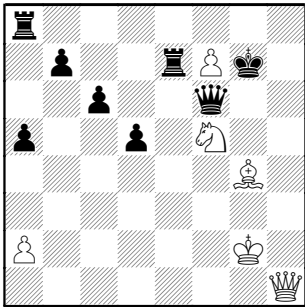
29.Kg1 Ne4-+;

27...Kxf7 28.Bh5+ Kg8 29.Qg6+ Bg7-+

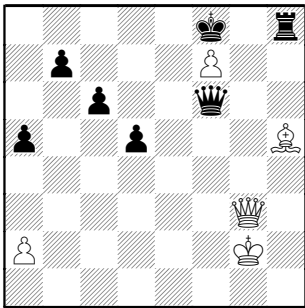
28.Nxf6!? Nf2+ 29.Kg2 Qxf6



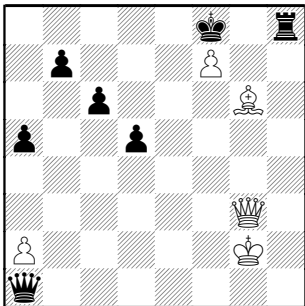
30.Rh1+? [30.Nf5 Rxf7 31.Kxf2]
30...Nxh1 31.Qxh1+ Kg7 32.Nf5+



32...Kf8! 33.Nxe7 Kxe7 34.Bh5 Rh8
35.Qe1+ Kf8 36.Qg3



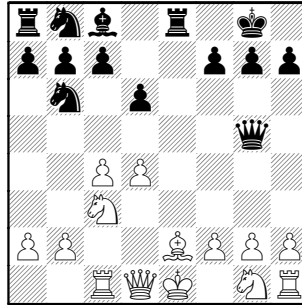
36...Qg7 37.Bg6 Qb2+ 38.Kg1 Qa1+
39.Kg2



39...Qxa2+ [39...Qh1+] 40.Kg1 Qa1+
41.Kg2 Qh1+ 0-1

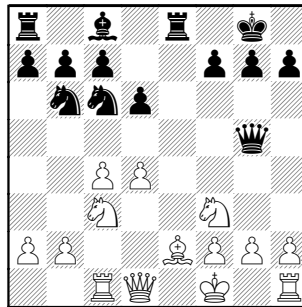
**CONTINUING GAME,
FROM TWO PAGES UP**

10...Qxg5

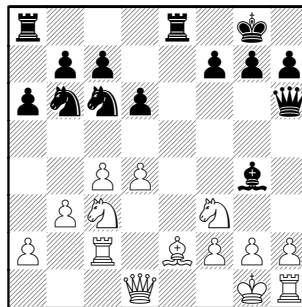


the pinned Bishop makes c4 and g2 loose

11.Kf1 Nc6 12.Nf3

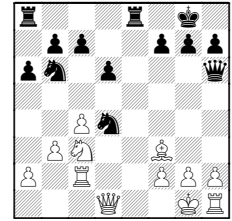


12...Qh6 keeping an eye on the c1-Rook
13.b3 Bg4 14.Rc2 a6 15.Kg1

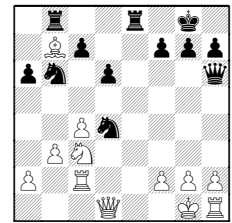


15...Bxf3 16.gxf3

16.Bxf3 Nxd4



A) 17.Bxb7 Rab8

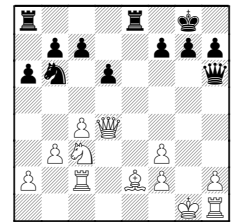


18.Rd2 (18.Bxa6 Nxc2 19.Ne2 Nb4)
18...Nxb3 19.axb3 Rxb7

B) 17.Qxd4?? Re1#

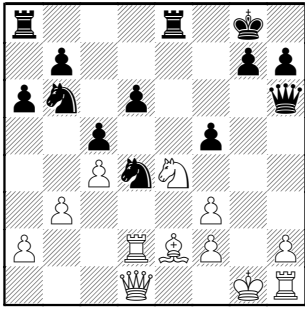
16...Nxd4! 17.Rd2

17.Qxd4?



17...Qg6+ (17...Qg5+ 18.Qg4) 18.Qg4
Qxc2

17...c5 18.Ne4 f5

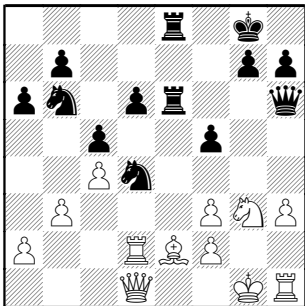


White opened the game chasing Black's Knight to a dormant square, now Black does the same thing !

19.Ng3 Re6 20.h3

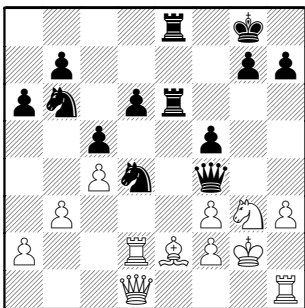
20.Kg2? Rg6 idea f5-f4
(20...Rae8 21.Re1)

20...Rae8



Threat is f5-f4 to knock off Be2 support. Note this hapless Bishop is still pinned to a threat (e1 check/fork) !

21.Kf1 [21.Bf1 Re1 traps the Queen]
21...Qf4 22.Kg2

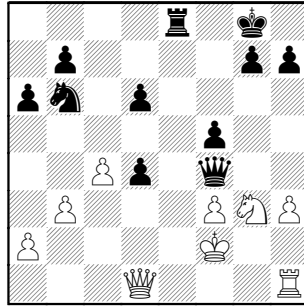


22...Rxe2! killing f3 protection **23.Rxd4!**

23.Nxe2 Qxf3+ 24.Kg1 (24.Kf1 Qxh1+)
24...Nxe2+

23.Rxe2 Qxf3+

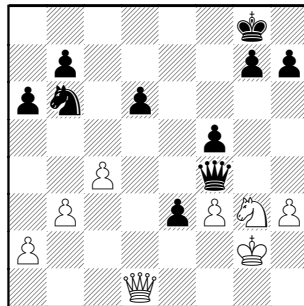
23...Rxf2+ desparado 24.Kxf2 cxd4



25.Re1

25.Ne2? Qe3+ (25...Qh4+ 26.Kf1 Re3
27.Nxd4)

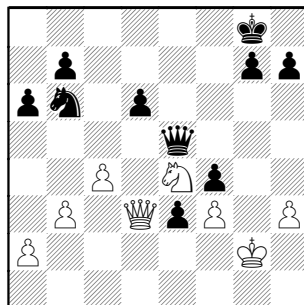
25...Re3 26.Rxe3 dxe3+ 27.Kg2



27...Qe5

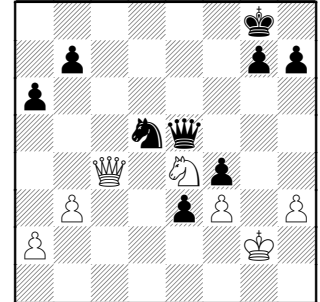
27...Nd7? 28.Qd5+ causes problems

28.Qd3 f4 29.Ne4



It's hard to believe White can survive against the deep, e3-passer !

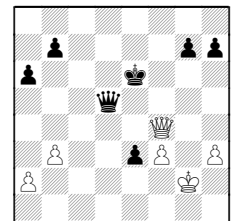
29...d5 30.cxd5 Nxd5 31.Qc4



31...h6

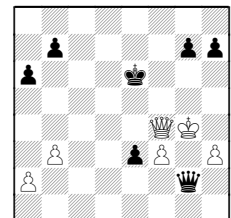
31...Kf7!?

A) 32.Nc3!? Ke6 33.Nxd5 Qxd5 34.Qxf4

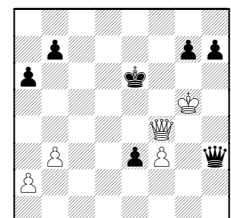


34...Qd2+

A1) 35.Kg3?? Qf2+ 36.Kg4 Qg2+

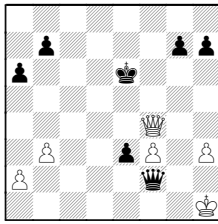


37.Kh5 (37.Kh4?? g5+!) **37...Qxh3+**
38.Kg5



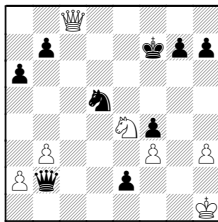
38...Qh6+ 39.Kg4 Qxf4+ 40.Kxf4 e2-+

A2) 35.Kh1 Qe1+ 36.Kh2 Qf2+ 37.Kh1



I'm not seeing how Black stops a perpetual check.

B) 32.Qc8 Qb2+ (32...Qc7 33.Qf5+) 33.Kh1 e2

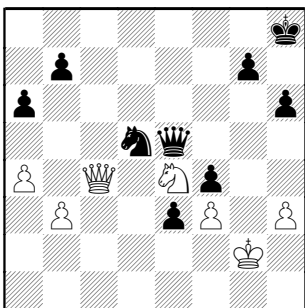


34.Qf5+

(34.Qxb7+ Ne7 and the checks run out)

34...Nf6 35.Qa5 Qc1+ 36.Kh2 e1Q

32.a4 Kh7 33.Qd3 Kh8 34.Qc4

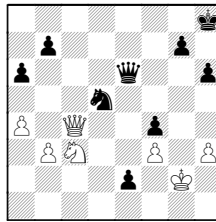


Black's last few moves haven't accomplished anything special. I imagine the clock wasn't helping.

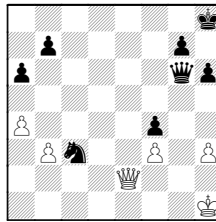
34...Qe6 35.h4

35.Nc3? pin and win ??... not this time:

35...e2!

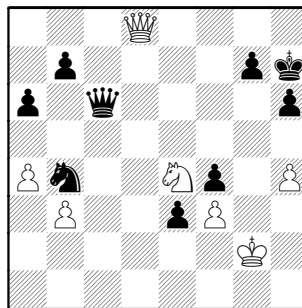


36.Qxe2 (36.Nxe2?? Ne3+ and Nxc4) 36...Qg6+ 37.Kh1 Nxc3



38.Qc4 (38.Qd2? Qb1+ 39.Kg2 Qa2-+) 38...Nd1 idea Nf2+ and Qg3# 39.Qxf4

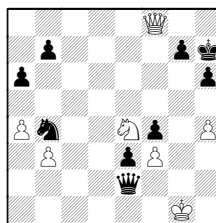
35...Qc6 36.Qd3 Nb4 37.Qd8+ Kh7



38.Qf8 If the Black Queen leaves coverage of f6, White has Nf6+ to flush out the King.

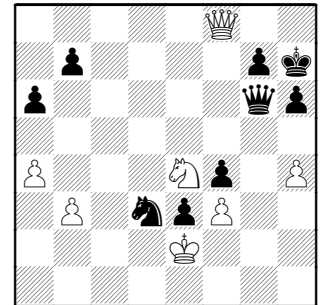
38...Qg6+

38...Qc2+? 39.Kf1 Qd1+ 40.Kg2 Qe2+ 41.Kg1



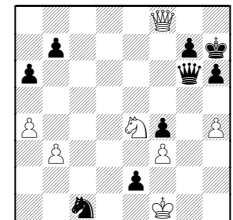
41...Qxf3 42.Qf5+ at least perpetual check 42...Kg8 43.Qe6+ Kh8 44.Qc8+ Kh7 45.Qf5+

39.Kf1 Nd3 40.Ke2



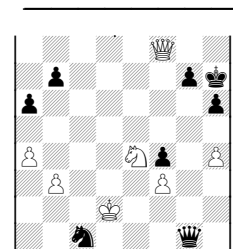
40...Nc1+ 41.Kf1 Qh5? missing the kill !!

41...e2+!!



42.Kf2 (42.Ke1?? Qg1+ 43.Kd2 e1Q+)

A) Less definite is 42...e1Q+ 43.Kxe1 Qg1+ 44.Kd2



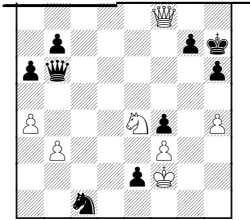
A1) 44...Nxb3+ 45.Kc2

(45.Kc3 Qe3+; 45.Ke2 Qe3+ idea Qxf3+)

45...Nd4+

A2) 44...Qe3+

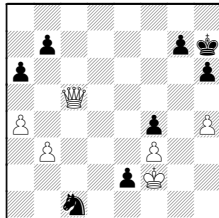
B) But everything looks good with 42...Qb6+!



43.Nc5

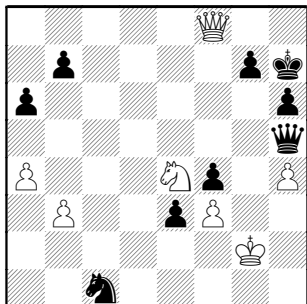
(43.Ke1? Qg1+ queening with check !;
43.Qc5?? Nd3+ drops the Queen;
43.Kg2 e1Q 44.Qf5+ Qg6+)

43...Qxc5+! 44.Qxc5



44...Nd3+ 45.Kxe2 Nxc5 Black adds a Pawn to his booty.

42.Kg2

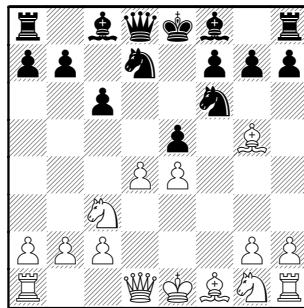


42...Qxh4 leaving the key squares, allowing the perpetual 43.Qf5+ Kg8 44.Qc8+ Kh7 45.Qf5+ Kg8 46.Qc8+ Kh7 1/2-1/2

BOARD 2

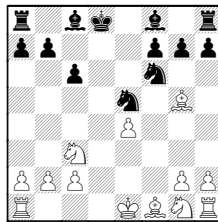
**Bungo,Greg (2119) -
Rauchman,Michael (2039) [D01]**

**1.d4 Nf6 2.Nc3 d5 3.Bg5 Nbd7 4.f3 c6
5.e4 dxe4 6.fxe4 e5**



7.Nf3

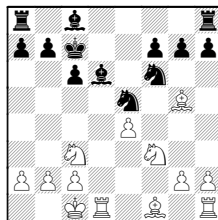
I can't judge the Queenless middlegame arriving from 7.dxe5 Nxe5 8.Qxd8+ Kxd8



9.Nf3 If Black trades Knights, e4-e5 becomes a threat.

(9.Bxf6+ gxf6 10.0-0-0+ Kc7 Black has the open g-file and Bishop pair for his doubled Pawns. White's Kingside pieces don't have obvious posts.)

9...Bd6 10.0-0-0 Kc7



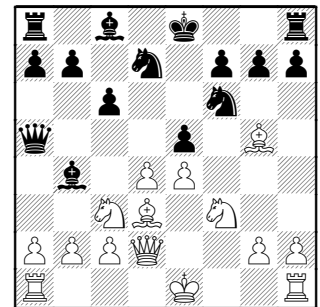
11.Bf4 ideas are Bxe5 or Rxd6 with Bxe5+, while pinning Ne5

11...Nfg4 defending e5 while threatening a fork at f2

7...Qa5 pinning Nc3, so Pe4 now hangs. Also, Bg5 may hang if the f3-Knight can be forced away.

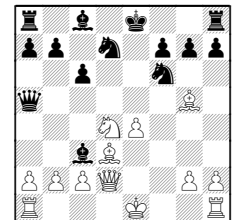
8.Qd2 solves all the problems mentioned, except adds another piece on the diagonal, so...

8...Bb4 9.Bd3



9...Ng4

9...exd4 10.Nxd4 (10.Bxf6 dxc3 11.Bxc3) 10...Bxc3

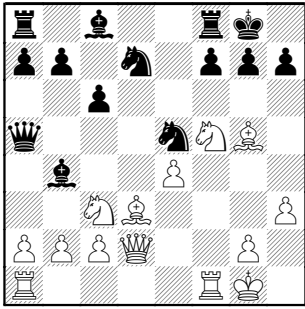


11.bxc3 (11.Qxc3? Qxg5)

10.h3 Black's reply was the point to his last move, so White need not kick the Knight.

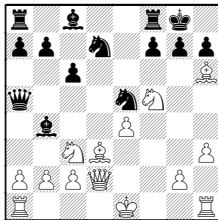
10.0-0 appears to save a tempo

10...exd4 11.Nxd4 Nge5 12.Nf5 0-0 13.0-0

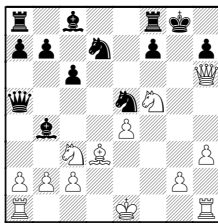


CB-engine suggests 13.Be7

A database game had 13.Bh6!?



13...gxh6 14.Qxh6

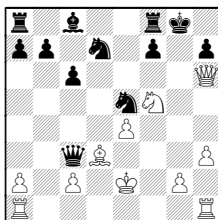


and mates at g7

(14.Nxh6+ Kg7 15.Qg5+ Kh8 and Nf3+ discovers Qa5-xg5)

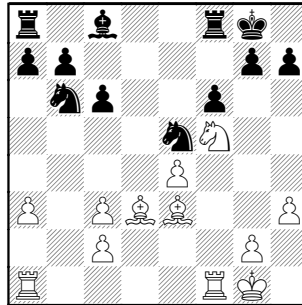
A) 14...Nxd3+ 15.Kd2

B) 14...Bxc3+ 15.bxc3 Qxc3+ 16.Ke2



16...Ng6 and the Queen covers g7

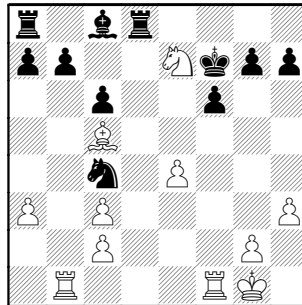
13...f6 14.Be3 Nb6 15.a3 Bxc3 16.Qxc3 Qxc3 17.bxc3



White's position is a mess 17...Nbc4

17...Be6 adds a third hit to c4, making Na4 (followed by c6-c5) possible

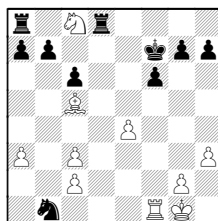
18.Bc5 Rd8 19.Ne7+ Kf7 20.Bxc4+ Nxc4 21.Rab1



21...Rd7 not just protecting b7, but also threatening to gain 2 minors for the Rook with Rxe7.

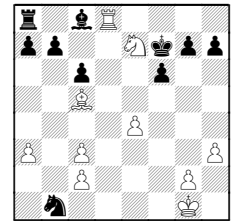
The fork attempt 21...Nd2 is dubious after 22.Rfd1

White loses a Pawn after 22.Nxc8 Nxb1

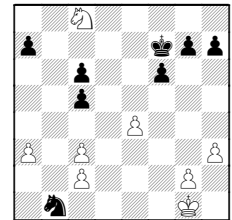


23.Nd6+ Rxd6 24.Bxd6 Nxc3

22...Nxb1 23.Rxd8



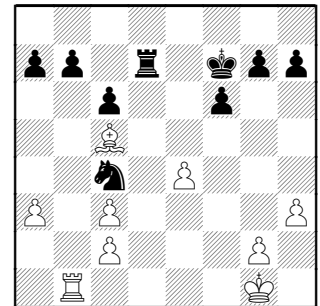
23...b6 (23...Nxc3 24.Rxc8) 24.Rxc8 Rxc8 25.Nxc8 bxc5



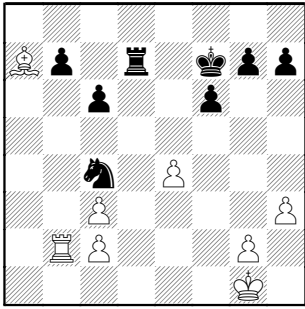
is a crazy Knight ending. Black is slightly better as White's Pawns are more scattered and his King is closer to the action.

26.Nxa7 Nxa3 kills a passer 27.Nxc6 Nxc2

22.Nxc8 Rxc8 23.Rfd1 Rcd8 24.Rxd7+ Rxd7

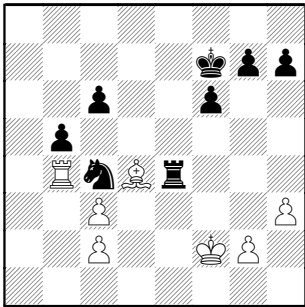


25.Bxa7 Nxa3 26.Rb2 Nc4



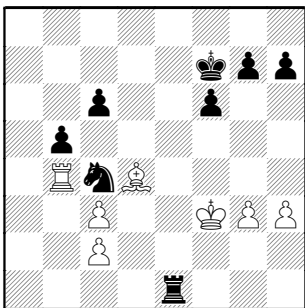
This is one of those positions where an early positional problem haunts the player right into the ending. All the trades haven't changed the evaluation at all !

27.Rb4 The Rook has no future here
27...b5 28.Bd4 Re7 29.Kf2 Rxe4



The King is now cutoff from the action.

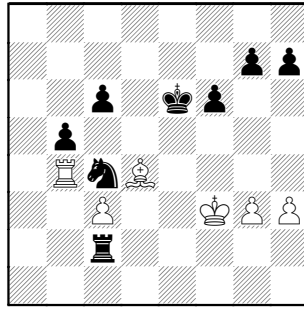
30.Kf3 Re1 31.g3



31...Ke6

31...Ke7 allows his Rook the e6 square to maintain the opponent;'s useless King

32.Kf2 Rc1 33.Ke2 Rxc2+ 34.Kf3

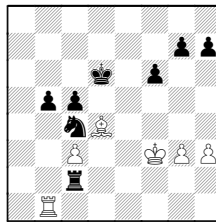


34...Rc1

34...Kd6! idea c5

A) 35.Bf2 Rxc3+ (35...c5? 36.Rxb5)

B) 35.Rb1 c5



36.Bf2 Rxc3+ 37.Ke2 Kc6

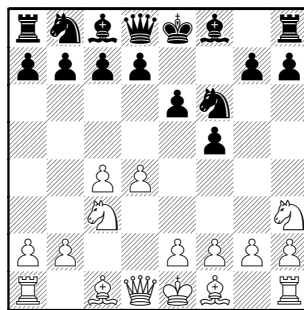
35.Ke4 Kd6 36.Be3? Re1 0-1

BOARD 3

Tan, Gaddiel (1806) –
Jasaitis, Tony (1900)

[A85]

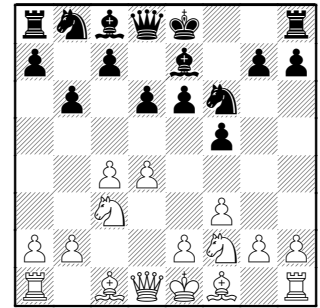
1.d4 f5 2.c4 Nf6 3.Nc3 e6 4.Nh3



In some lines, this Knight heads for f4.

But White soon introduces another plan.

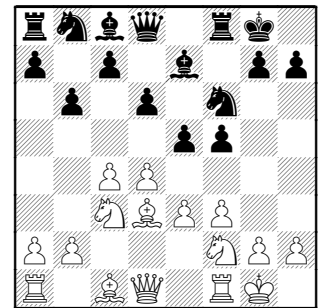
4...b6 5.f3 Be7 6.Nf2 d6



7.e3

Seems White was building toward 7.e4

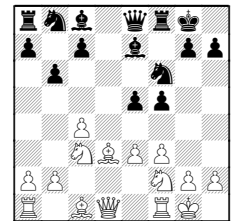
7...0-0 8.Bd3 e5 9.0-0



9...Qe8 10.d5 closing the center, but maybe c6 or d6 becomes a target.

I wouldn't hurry such a commital move.

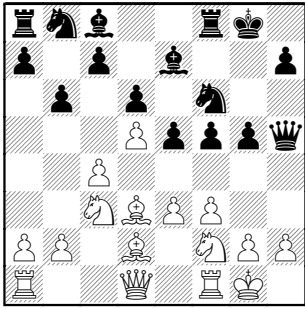
A) 10.dxe5 dxe5



White dreams of moving the f6-Knight so that Bxf5 followed by Qd5+ nets the exchange. 11.Qc2

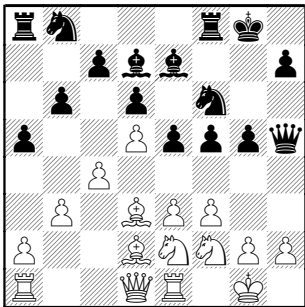
B) 10.Nb5 threatens the fork at c7, but is only temporarily annoying 10...Bd8 is typical

10...Qh5 11.Bd2 g5



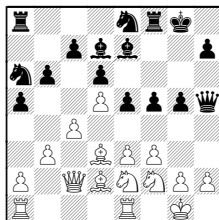
This probably wouldn't happen if White had kept the center fluid.

12.Re1 a5 13.b3 Bd7 14.Ne2



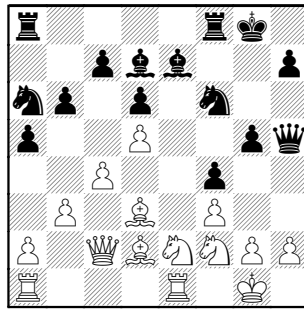
14...Na6 15.Qc2 f4 Black allows the center to re-open for White's pieces.

15...Ne8 idea Ng7



16.Ng3 Qg6 maybe Black continues h5-4

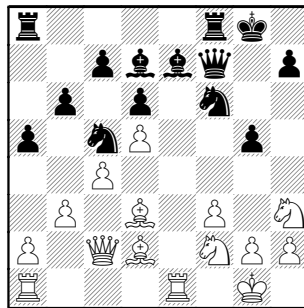
16.exf4 exf4



17.Nxf4! since the e7-Bishop hangs
17...Qf7 18.N4h3

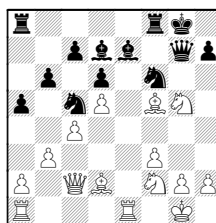
18.Ne6 Bxe6 19.dxe6 (19.Rxe6 Nc5)
19...Qg7

18...Nc5



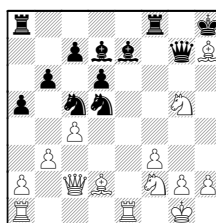
19.Bf1

19.Nxg5! Qg7 20.Bf5!?



wins the e6 outpost

A) 20...Nxd5?! idea Bxf5 or Bxg5
21.Bxh7+ Kh8

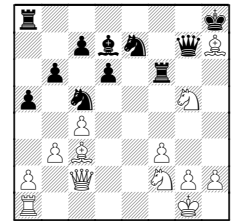


22.Rxe7! (22.cxd5? Bxg5) 22...Nxe7

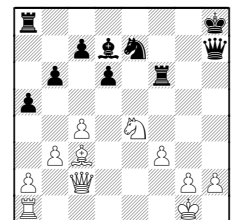
Similar is 22...Qxe7 23.cxd5 idea Bc3+

Interestingly, the threats are the same after 22...Qxa1+ 23.Re1

23.Bc3 Rf6



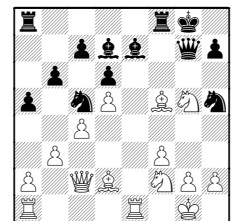
24.Nfe4 Nxe4 25.Nxe4 Qxh7



A1) 26.Nxf6? Qxc2 27.Ne4+ Kg8 (or even 27...Qxc3 28.Nxc3)

A2) 26.Bxf6+ Kg8

B) 20...Nh5



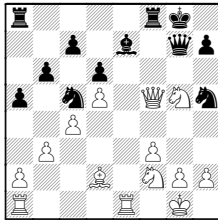
21.Bxd7

White could also collect another Pawn
21.Bxh7+ Kh8 22.Bc3 Bf6

21...Bxg5 (21...Nxd7? 22.Ne6) 22.Bg4

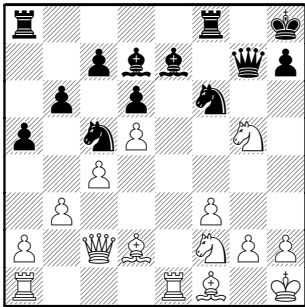
22.Bf5? overloads the Queen 22...Bxd2

C) 20...Bxf5 21.Qxf5 Nh5



discovering on Queen and the Knight
22.Qg4 Nf6 23.Qh4 a bit awkward

19...Kh8 20.Nxg5 Qg7 21.Kh1



21...Nh5

Black still has trouble as in the earlier
19.Nxg5 line: 21...Nxd5? idea Bxg5

22.Rxe7! Qxe7 (22...Nxe7 23.Bc3)
23.cxd5 but here Black has the active
move 23...Bf5

22.Nge4

The exchange sac doesn't work here
22.Rxe7 Qxe7 Black's Knight isn't
attacked. 23.Bc3+ Kg8

22...Bf5 23.Be3 giving up the possibility
of an attack on the diagonal

I'm not finding an improvement. 23.Ng4
Bxg4 24.Nxc5 dxc5 (24...Bf5 25.Ne4
Bf6)

A) 25.fxg4 Bf6 (25...Qxg4? 26.Rxe7)

B) 25.Rxe7 Qxe7 26.fxg4 Ng7 27.Bc3

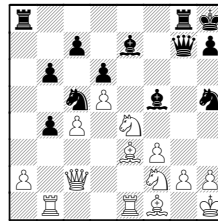
23...Rg8

23...Nf6 24.Bd4

There must be some kind of non-chess
thing starting up... i.e time trouble !

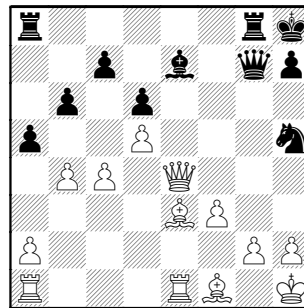
24.b4 Nxe4

Black gets the a-file after 24...axb4
25.Rab1



25...b3! 26.axb3

25.Nxe4 Bxe4 26.Qxe4

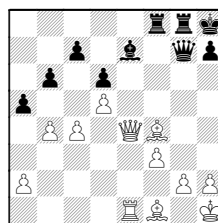


26...Raf8 [26...axb4] 27.Re2 Nf4

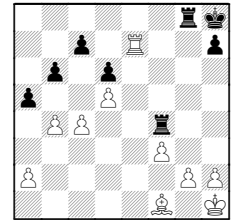
27...Qxa1?? 28.Bd4+

28.bxa5?

White's extra Pawns allows him the
possibility of an exchange sac.
28.Bxf4!? Qxa1 29.Re1 Qg7



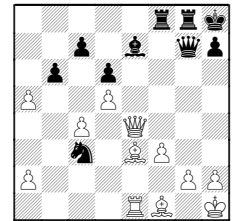
30.Qxe7 Qxe7 31.Rxe7 Rxf4



32.bxa5 (32.Rxc7 Re8) 32...bxa5
33.Rxc7

28...bxa5?

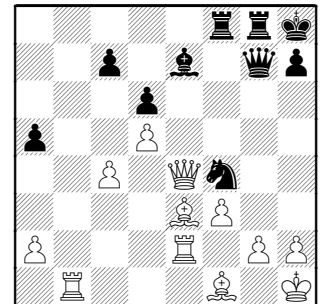
28...Nxe2! idea Qxa1 29.Re1
(29.Bxe2?? Qxg2#) 29...Nc3



A) 30.Bd4? Bf6
(30...Nxe4 31.Bxg7+ Rxg7 32.Rxe4

B) 30.Qe6

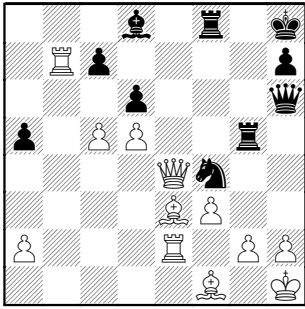
29.Rb1



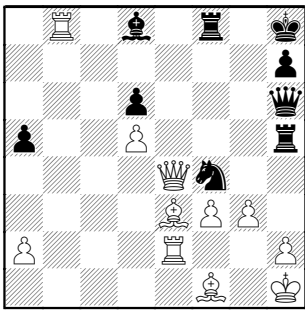
29...Qh6? 30.Rb7? [30.Qxe7 idea Bd4+]
30...Bd8 31.c5

31.g3? pin and win ? NO! 31...Rxg3

31...Rg5



32.cxd6 cxd6 33.Rb8 Rh5 34.g3

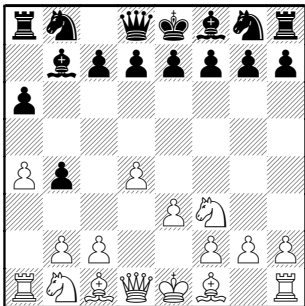


1-0

BOARD 4

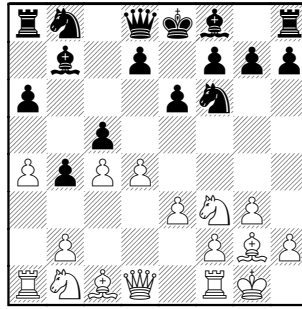
Shepardson, Tom (1619) - Potts, Kevin (1846) [A40]

1.d4 b5 signature move 2.Nf3 Bb7 3.e3 a6 4.a4 b4

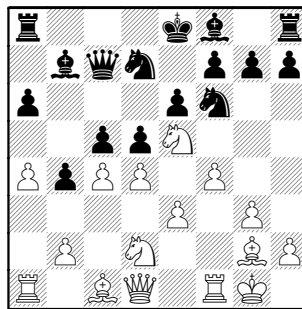


Black is happy to take the c3 square from White's Knight, indirectly effecting d5. But it also causes a traffic jam on the Queenside pieces.

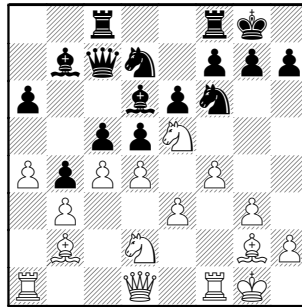
5.g3 Nf6 6.c4 c5 7.Bg2 e6 8.0-0



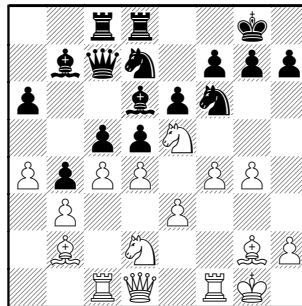
8...d5 9.Ne5 Nbd2-f3 becomes possible 9...Nbd7 10.f4 Qc7 11.Nd2



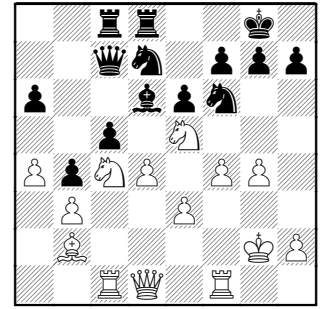
11...Bd6 12.b3 0-0 13.Bb2 Rac8



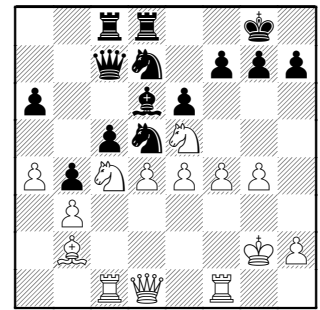
14.Rc1 Rfd8 15.g4



15...dxc4 16.Ndxc4 Bxg2 17.Kxg2

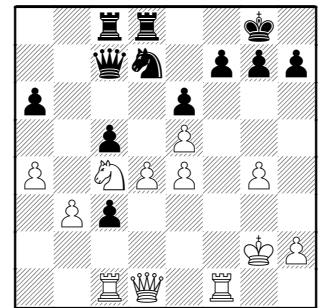


17...Nd5 18.e4

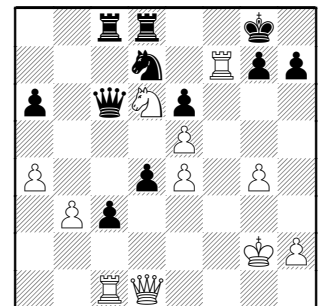


White's Pawn line-up requires a diagram.

18...Bxe5 19.fxe5 Nc3 20.Bxc3 bxc3



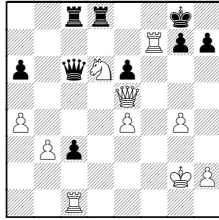
21.Nd6 cxd4! 22.Rxf7 Qc6



23.Nxc8?

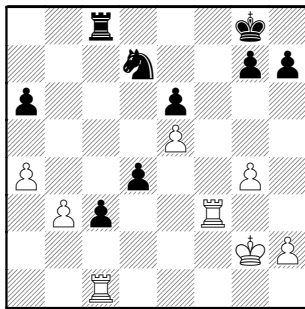
23.Qxd4 Qc5

(23...Nxe5?? 24.Qxe5

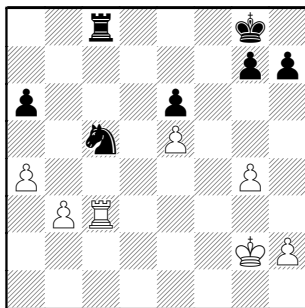


24...Qxd6 25.Qxg7#

23...Qxe4+ 24.Qf3 Qxf3+ 25.Rxf3 Rxc8



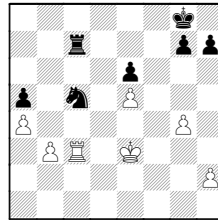
26.Rd3 Nc5 [26...Nxe5] 27.Rdxc3 dxc3 28.Rxc3



28...Kf7?

28...a5 is required. Black can get out of pin with Rc7 followed by Na6

29.Kf3 Rc7 30.Ke3

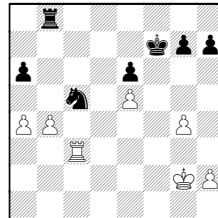


30...Na6 31.Rd3 Kf7

The game ended with a blunder..
29.Kf2? Ne4+ 0-1

With no information about the clocks or other feature, there was an interesting ending on the board !

A) 29.b4 the Knight is pinned 29...Rb8!



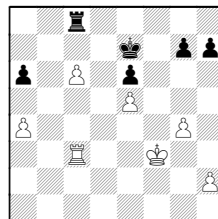
White hasn't won yet; again; the Pawn problems from the middlegame remain.

30.bxc5

Definitely worse is 30.Rxc5 Rxb4 31.a5 Rxc4+

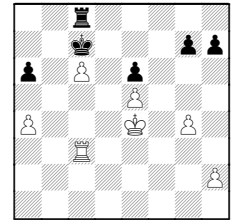
30...Ke7 [30...Rb4? 31.c6 wins]

A1) 31.c6 Rc8 (31...Kd8? 32.c7+) 32.Kf3



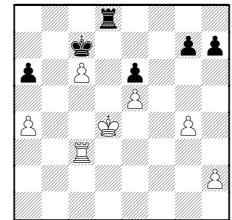
It's not obvious to me how White breaks into Black's position

32...Kd8 33.Ke4 Kc7



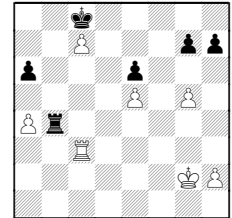
A11) 34.Rh3 h6 35.g5 hxg5 36.Rh7 Rg8

A12) 34.Kd4 Rd8+



35.Kc5? Rd5+ 36.Kb4 a5+

A2) Best I can find is something like : 31.g5 Rb4 but Black still looks OK to me 32.c6 Kd8 33.c7+ Kc8



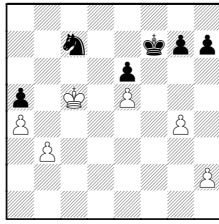
34.Rc6! Rxa4 35.Rxe6 Kxc7 36.Re7+ Kd8 37.Rxc7 Re4 38.Rxc7 Rxe5 39.h4 Ke8 40.Ra7 a5 41.Kf3 OK... White wins.

The reader is invited to dig deeper. The editor knows Black can probably improve.

A3) The idle Rook is White's main problem, but sending it Kingside

abandons the Queenside weaknesses. 31.Rh3 h6 32.g5 hxg5 33.Rh5 (33.Rh7 Kf7) 33...Rb4 34.Rxc7 Kf7 35.c6 Rxa4 36.c7 Rc4

B) I also try seeing if an active King can overload the lone Knight : 29.Kf3 a5 30.Ke3 Rc7 31.Kd4 Na6 32.Rxc7+ Nxc7 33.Kc5



33...Ke7 34.Kb6 Nd5+ 35.Kxa5 Kd7.
Another examination that could go many moves.

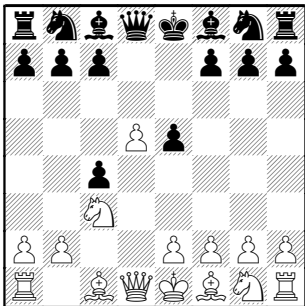
BOARD 5 (or 4?) MISSING
GAME SCORE MISSING

BOARD 6
Romanowitz, Caleb (1447) -
Kratka, Milan (1581) [D20]

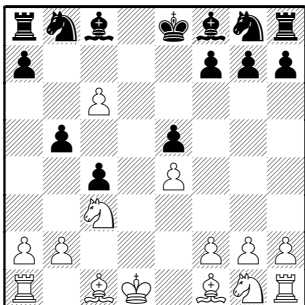
1.d4 d5 2.c4 e5 3.Nc3

Accepting the gambit is just fine... 3.dxe5
d4 4.Nf3

3...dxc4 4.d5

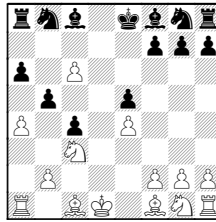


4...c6 5.e4 b5 6.dxc6 Qxd1+ 7.Kxd1



7...a6 8.Nd5

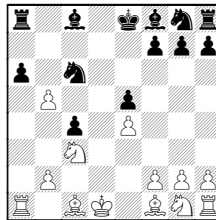
The position reminds me of a Queen's Gambit Accepted. Let's try its typical Pawn-chain undermining-- 8.a4!



Black's a-Pawn is pinned due to the hanging Rook. But the b-Pawn is required to hold c4, so something has to give.

8...b4

(8...Nxc6 9.axb5

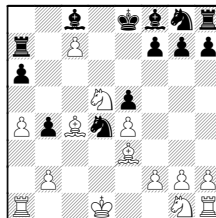


9...Nd4 10.Bxc4)

9.Nd5 Ra7 10.c7 Nc6 11.Be3

White's last two moves were with threats, so why not? (11.Bxc4)

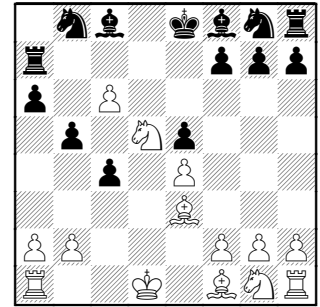
11...Nd4 12.Bxc4



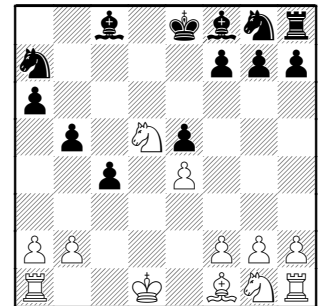
White has a fine position, but the (extra) c-Pawn isn't going to live long.

12...Nf6 13.Nf3 Each natural developing move comes with a threat !

8...Ra7 9.Be3 the Rook is trapped !



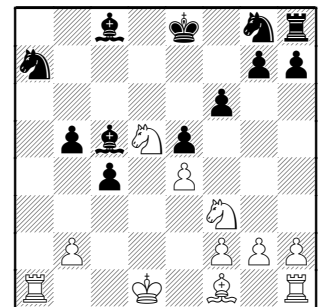
9...Nxc6 10.Bxa7 Nxa7



11.a4 [11.b3] 11...Bc5

White misses the Bishop, but not really the Rook !

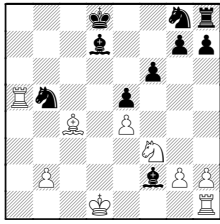
12.axb5 axb5 13.Nf3 f6



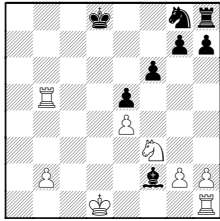
14.Ke1

14.Nc7+

A) 14...Kd8 15.Nxb5 Nxb5 16.Ra5 Bd7
17.Bxc4 Bxf2

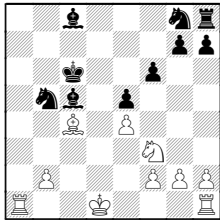


18.Bxb5 (18.Ra8+ Kc7 19.Rf1) 18...Bxb5
19.Rxb5



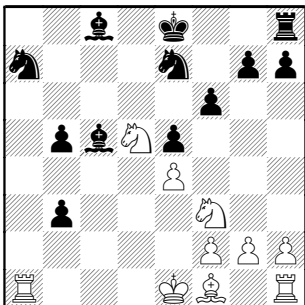
19...Ne7 20.Rb8+ Nc8

B) The King could also go active.
14...Kd7 15.Nxb5 Nxb5 16.Bxc4 Kc6



17.Ra8 Kb7 18.Ra5 Bd7 19.Bxb5 Kb6
20.Bxd7 Kxa5

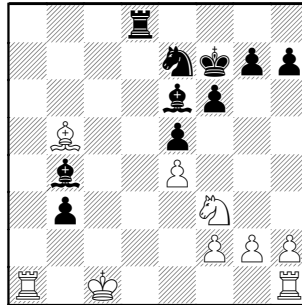
14...Ne7 15.b4?! giving Black deep
passers [15.Nc7+] 15...cxb3



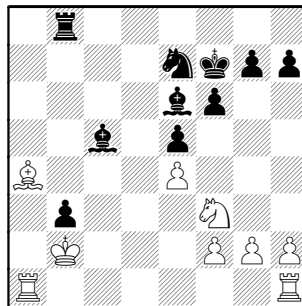
16.Nc7+

One of the two passers is going to be a
problem, so 16.Rb1 --kill one while you
can !

16...Kf7 17.Nxb5 Bb4+ 18.Kd1 Rd8+
19.Kc1 Nxb5 20.Bxb5 Be6

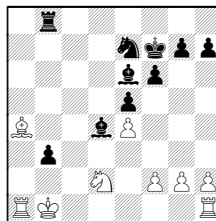


21.Kb2 Rb8 22.Ba4 Bc5

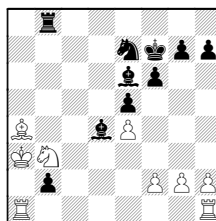


23.Nd2?? [23.Rac1] 23...Bd4+ 24.Ka3
WHITE RESIGNED.

Black has a mate threat that can only be
avoided with material loss. 24.Kb1



A) 24...Bxa1 25.Kxa1 Ra8 wins a piece
B) 24...b2 25.Nb3

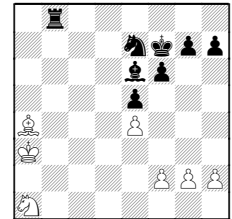


[25.Rab1 Bc5#;
25.Ra2 Bc5#]

25...bxa1Q+

[25...Bc5+? 26.Nxc5 bxa1Q+ 27.Rxa1]

26.Rxa1 [26.Nxa1?? Bc5#] 26...Bxa1
27.Nxa1



Black is a full Rook up 0-1

FINAL MATCH TALLY
DGCC 3.5 – Hedgehogs 4.5

MATCH 3 Walgreen Forks at AMA Rogue Squadron

Welcome to the former contenders' bracket ! The Rogues had just barely slipped behind St Charles CC due to some clock problems. Walgreens, on the other hand, hadn't displayed champion form at all and were looking to make a better showing.

Well, the showing was in numbers, not strength. The Walgreens Captain was trying to bring some calm after the first round pairing mess (read previous Bulletins), but somehow the whole team of eight players thought they would all play. The confusion, made worse by several last-second arrivals, had the match-sheet changing even as the round (and other matches) had already begun!

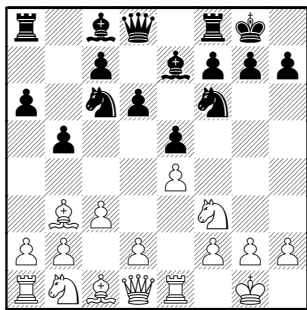
Their fearless leader had learned nothing from watching the first round, finding the team still not able to maintain a higher level of play. The Rogues, however, played like the veterans they were and ground down the Forks one-by-one, forcing errors on every Fork opponent. Boards one and five were the most worthy of continued study, where sacrifices in the King's field made for some interesting attacking themes!

BOARD 1

Levenson, Steve (1961) – Brock, Bill (1962) [C91]

*Notes by Bill Brock
(Editor comments preceded by tgf)*

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6
5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0



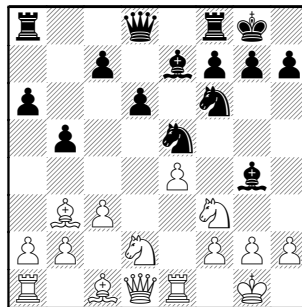
9.d4

[tgf] 9.h3

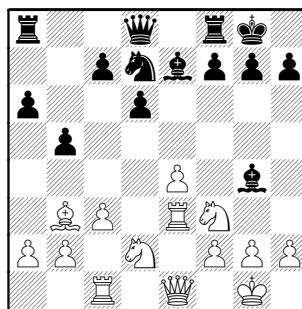
9...Bg4 10.dxe5

[tgf] 10.d5

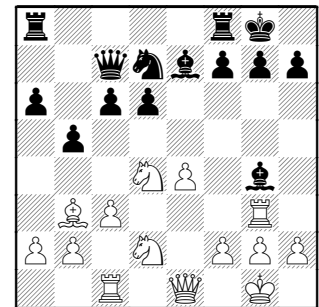
10...Nxe5 11.Nbd2



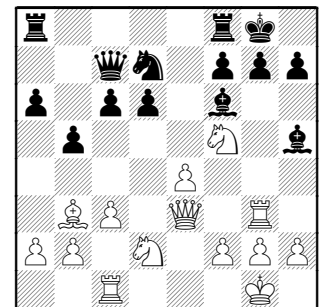
11...Nd3 [[BB] 11...Nfd7] 12.Re3 Nxc1
13.Rxc1 Nd7 14.Qe1



14...c6 15.Nd4 Qc7 16.Rg3

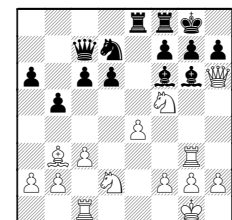


White is building an attack with tempo !
16...Bh5 17.Nf5 Bf6 18.Qe3

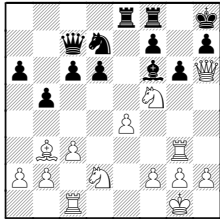


18...Rae8 [[BB] 18...Bg6] 19.Qd3

[BB] 19.Qh6 Bg6

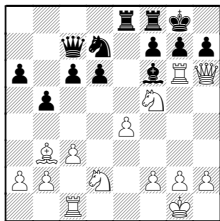


([tgf] 19...g6? 20.Qxh5 Kh8 21.Qh6



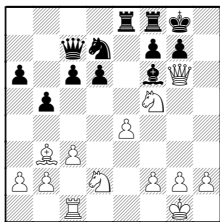
21...gxf5 22.Rh3 and mates !

20.Rxg6

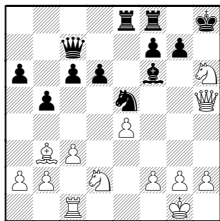


This is a position right out of a problem book !

20...hxg6 21.Qxg6



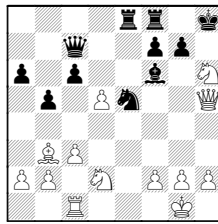
21...Ne5 22.Nh6+ Kh8 23.Qh5



23...d5

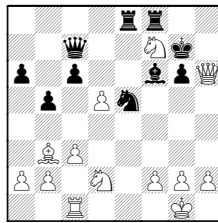
A) 24.Nxf7+ Kg8 25.Nxe5 Rxe5

B) [tgf] Maybe try to get the Bishop in it 24.exd5!



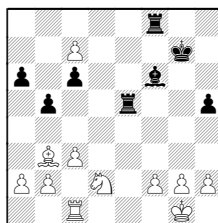
B1) 24...c5 25.d6 is great, too
B2) Another fun benefit is: 24...g6 25.Nxf7+!

B2a) 25...Kg7? 26.Qh6+!

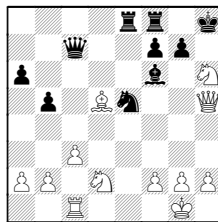


26...Kg8 (26...Kxf7 27.d6+ wins the Queen) 27.d6 and Ng5+ will kill 27...Bg7 28.Ng5+ Rf7 29.Qh7+ Kf8 30.dxc7

B2b) Looks like Black plays 25...Kg8 26.d6 gxf5 27.Nxe5+ Kg7 28.dxc7 Rxe5



B3) 24...cxd5 25.Bxd5

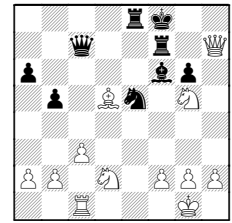


and Nxf7+ leads to mate after Ng5+, Qh7#.

B3a) 25...g6 26.Nxf7+

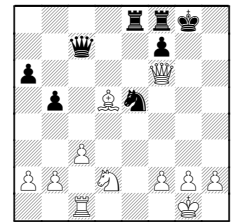
B3a1) 26...Kg7 27.Qh6+ Kg8 28.Nxe5+;

B3a2) 26...Kg8 27.Ng5+ Rf7 28.Qh7+ Kf8



29.Nxf7 Nxf7 30.Qxg6 is a kill

B3b) 25...gxh6 What else ? 26.Qxh6+ Kg8 27.Qxf6

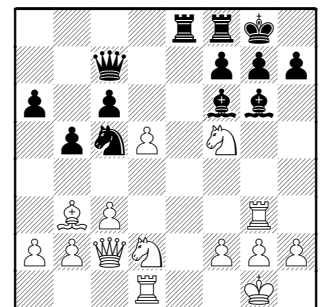


White is better

C) 24.Ng4+ Kg8 25.Nxf6+ gxf6

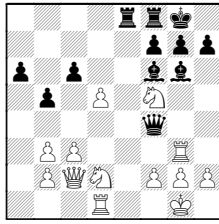
Another try from middle last page....
[BB] 19.Nxg7 Bxg7 20.Qh6 Bg6

19...Nc5 20.Qc2 Bg6 21.Rd1 d5 22.exd5



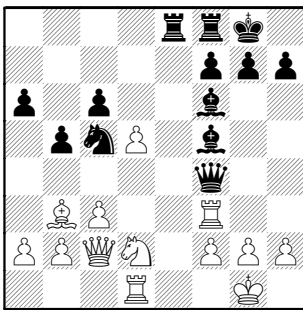
22...Qf4

[BB] right idea, wrong order !
22...Nxb3 23.axb3 Qf4

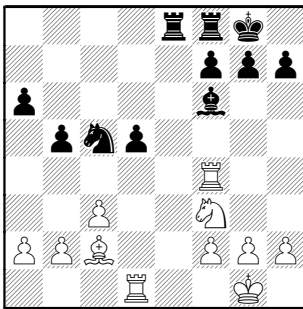


24.Rxg6 (24.Rf3 Bxf5 25.Rxf4 Bxc2)
24...hxg6 25.Ne3

23.Rf3 Bxf5



24.Rxf4 Bxc2 25.Bxc2 cxd5 26.Nf3

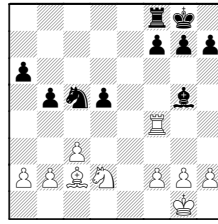


26...Re2 A fine example of the value of "Rook on the second rank".

27.Ne1

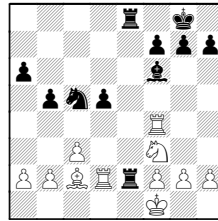
[tgf] 27.Rd2! battle for second rank !
27...Rfe8

(27...Rxd2 28.Nxd2 Bg5



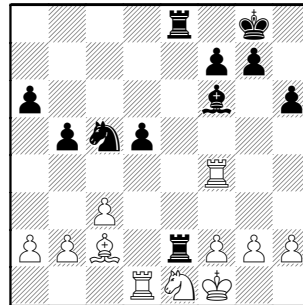
29.Rd4)

28.Kf1

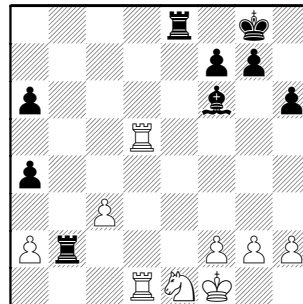


28...Bg5 29.Rxe2 Rxe2

27...Rfe8 28.Kf1 h6



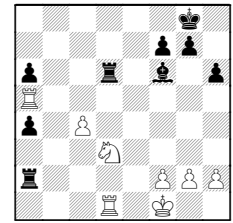
29.Rf5 Na4 relentless !! 30.Bxa4 bxa4
31.Rfxd5 Rxb2



32.c4 [BB] 32.R5d2 Bxc3] 32...Rxa2
33.Ra5 Re4

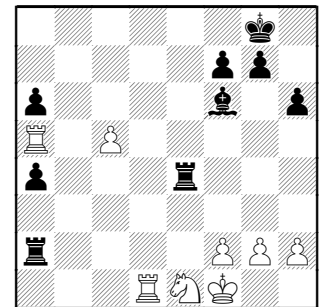
33...Re6 idea Rc6. If White plays c4-c5,

Ra5 is buried. 34.Nd3 idea Nb4 or Nc5
34...Rd6



35.Nb2 (35.Ke1? Bc3+)

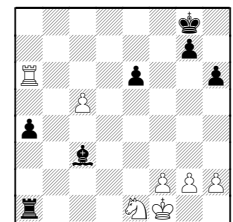
34.c5



34...Rc4

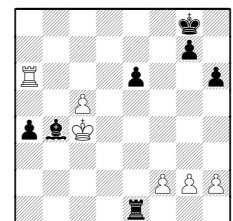
[BB] 34...Re6 forces White to give a Pawn to free the Rook ! as Black threatens ..Bc3

35.Rd6 Ra1 36.Rxe6 fxe6 37.Rxa6 Bc3



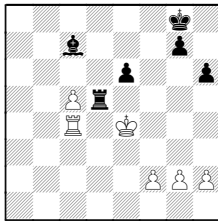
idea Rxe1# 38.Ke2 Rxe1+ 39.Kd3 Be5

([tgf] 39...Bb4 40.Kc4

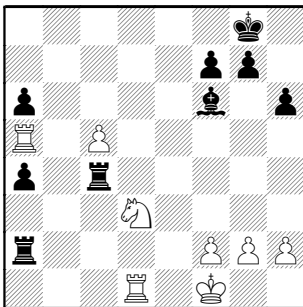


40...Re4+ 41.Kd3 Re5)

40.Rxa4 Rd1+ 41.Ke4 Rd5 42.Rc4 Bc7

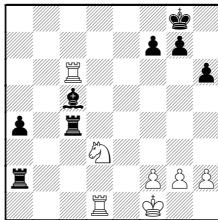


35.Nd3

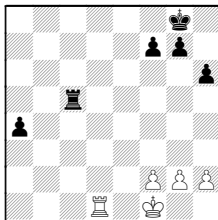


35...a3

[BB] 35...Be7 36.Rxa6 Bxc5 37.Rc6



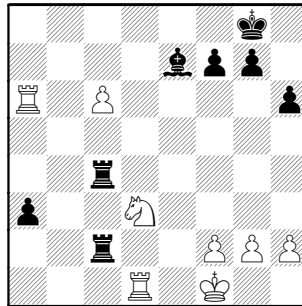
37...Rac2 38.Nxc5 Rxc5 39.Rxc5 Rxc5



40.Ra1 Ra5

40.Rd8+ Kh7 41.Ra8 Rc1+ 42.Ke2 Ra1

36.Rxa6 Be7 37.c6 Rac2



38.Rxa3?

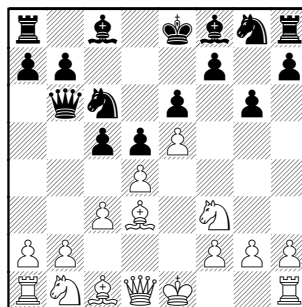
[BB] 38.Re1 Bd6 39.Re8+ (39.Ra8+ Kh7) 39...Kh7 40.c7 Bxc7 41.Rxa3

38...Bxa3 0-1

BOARD 2

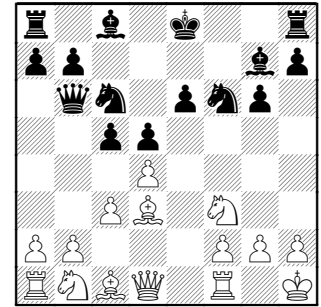
Braswell,Isacc (1863) – Friske,Tom (2030) [C02]

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Bd3 g6



See my end of season games for this move's pedigree.

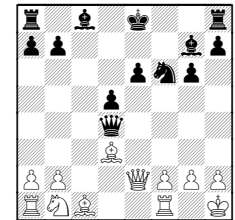
7.0-0 Bg7 8.Kh1 f6 9.exf6 Nxf6



10.Qe2 cxd4 11.cxd4 0-0

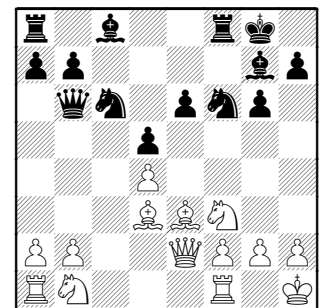
Since White has abandoned d4, Black could steal a Pawn. But why get greedy and let the Queen get kicked around ?

11...Nxd4 12.Nxd4 Qxd4



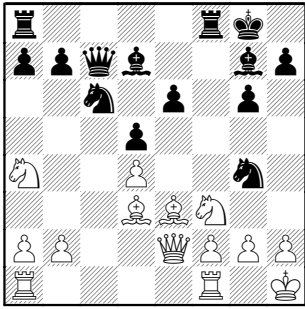
13.Bb5+ (13.Be3 Qg4) 13...Kf7 (13...Bd7? 14.Qxe6+)

12.Be3



12...Ng4 13.Nc3 Bd7 purposely allowing the game continuation. Hoping that it looks like I gave away a free tempo for Na4-c5.

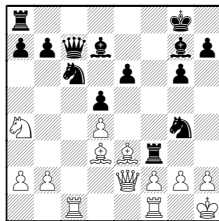
14.Na4 Qc7



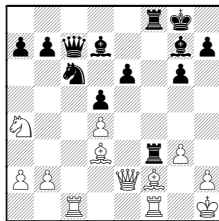
He's been playing super-fast, so hoping he wouldn't realize my Rxf3 idea.

15.h3

15.Rac1? Rxf3



16.g3 (16.gxf3?? Qxh2#; 16.h3?? Qh2#)
16...Nxf2+ (16...Rxe3 17.fxe3 Nf6;
16...Raf8) 17.Bxf2 Raf8

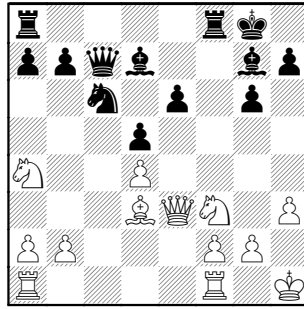


and another Pawn hangs at d4

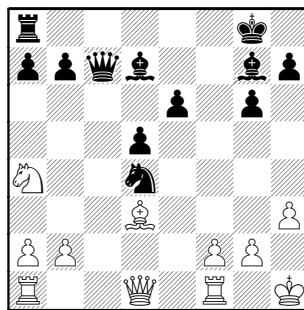
15...Nxe3

Just couldn't make it work... 15...Rxf3
16.hxg4. Spent quite a bit of time, as well !

16.Qxe3

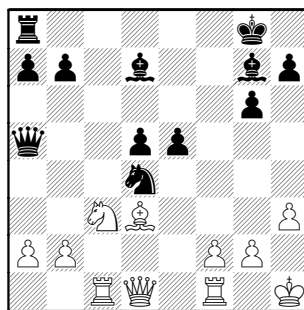


16...Rxf3!? Sure thought this a killer, as White's Knight is unprotected and about to be attacked. 17.Qxf3 Nxd4 18.Qd1



OK, his only way out. But even so, I was happy with my compensation in the form of mobile center Pawns (a passer!) and Bishop pair.

18...Qa5 19.Nc3 e5 aware I was opening the line to my King, but not realizing Nxd5 theme. 20.Rc1



with idea Nxd5! due to Bc4 pin

20...Bc6

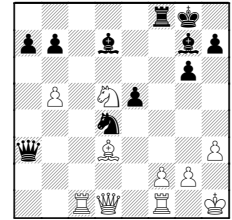
20...Bh6! almost played, but I hadn't seen the Nxd5 idea at this point

21.a3 Rf8

At move 18, I'd already worked out 21...a6 but the time he takes for his 20th gave me time to dream up a little nightmare...

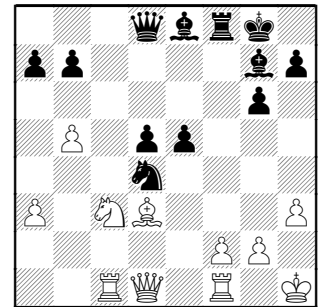
22.b4 Qd8?

I skipped a7-a6 due to 22...Qxa3 23.b5 Bd7 24.Nxd5



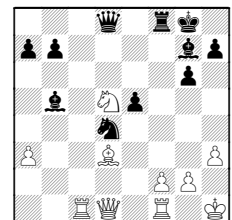
but, on move, not realizing 24...Bxb5!

23.b5 Be8



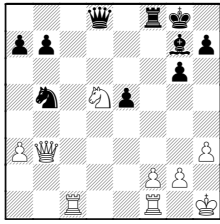
24.Nxd5 I totally missed this move... things get bad really fast ! 24...Bf7?

24...Bxb5!



is now not possible.. or so I thought.

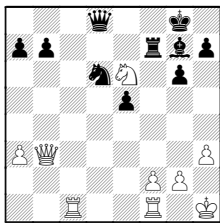
25.Bxb5 Nxb5 26.Qb3



Actually, the Knight discovery has no target !

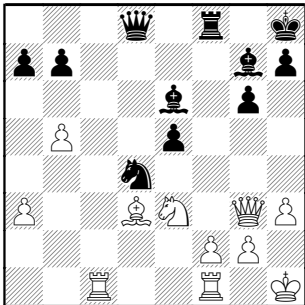
26...Nd6 27.Nc7+
(27.Rc7; 27.Nf6+ Kh8 28.Ng4)

27...Rf7! (27...Kh8? 28.Ne6) 28.Ne6



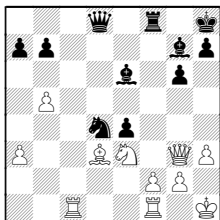
28...Qb6

25.Ne3 Kh8 26.Qg4 Be6 27.Qg3



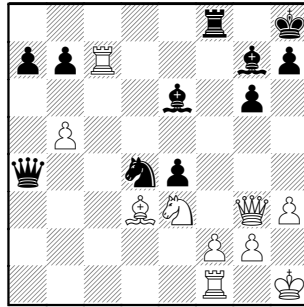
27...Qa5

Not remembering when I discovered the trick: 27...e4!



the Bishop can't maintain e2 duties
28.Bxe4? Ne2

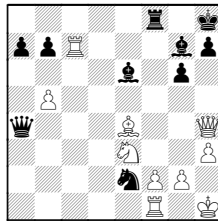
28.a4 Qxa4 29.Rc7 e4



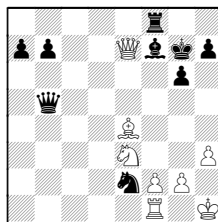
With 8 minutes to reach move 45, trying to make trouble

30.Rxg7

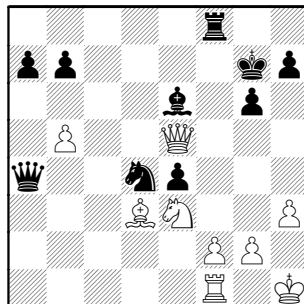
The main idea was something like
30.Bxe4 Ne2 31.Qh4



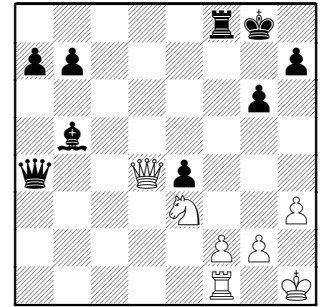
31...Qxb5 (31...Rf4 32.Qd8+ Bf8)
32.Rxg7 Kxg7 33.Qe7+ Bf7



30...Kxg7 31.Qe5+

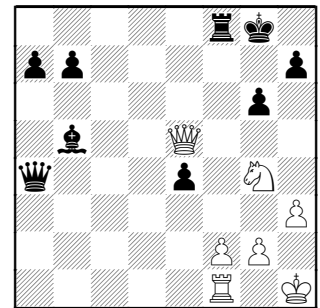


31...Kg8 32.Bc4 Bxc4 33.Qxd4 Bxb5



Wow, suddenly I find myself 2 Pawns up... but can I defend my King with a few minutes left ?

34.Qd5+ Kg7 35.Qe5+ Kg8 36.Ng4

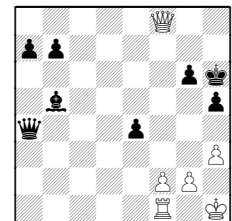


idea Nh6# 36...Rf5

A) 36...Re8?? 37.Nh6+ Kf8 38.Qf6#

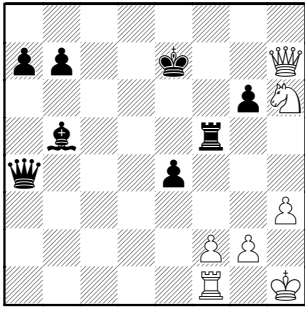
B) 36...Rc8?? 37.Qe6+ Kf8 38.Qxc8+

C) It was too hard to intuitively trust my cornered King 36...h5 37.Nh6+ Kh7 38.Qe7+ Kxh6 39.Qxf8+



39...Kh7 40.Qf7+ Kh6 41.Rc1 Bc6

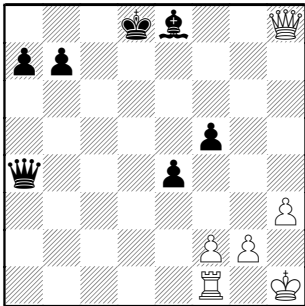
37.Nh6+ Kf8 38.Qh8+ Ke7 39.Qxh7+



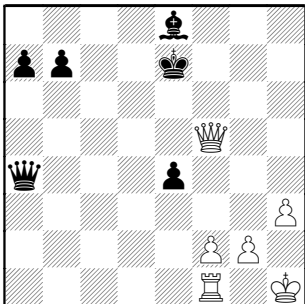
39...Kd8

I later wondered about 39...Kf6 but it doesn't work 40.Ng4+ Kg5?? (40...Ke6 41.Qxg6+) 41.Qh6#

40.Qh8+ Be8 41.Nxf5 gxf5

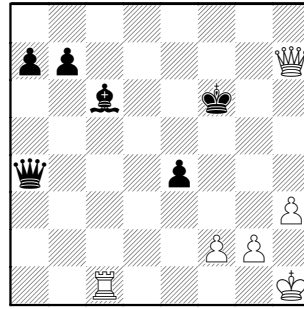


42.Qf6+ Kd7 43.Qxf5+ Ke7



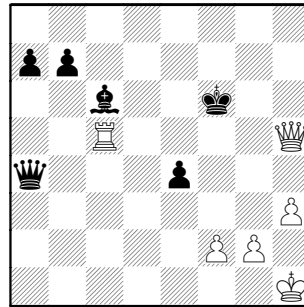
Trying to keep my King near his passers (which I thought he should advance to help mate on Kingside or queen), but will run away if he goes for mates.

44.Qh7+ Kf6 45.Rc1 Bc6



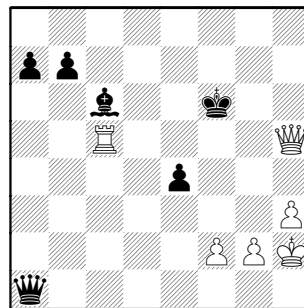
I want to get Qf1, e3 in for a counterattack. This is one of those exchange-down positions where a Bishop is nearly as good as a Rook.

46.Qh6+ Kf7 47.Qh5+ Kf6 48.Rc5



OK, he wants to mate. All I have to assure is that he can't sweep me against the backrank.

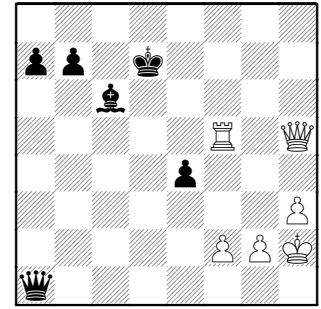
48...Qa1+ 49.Kh2 idea Qh8+-xa1 !



49...Ke6 50.Rf5

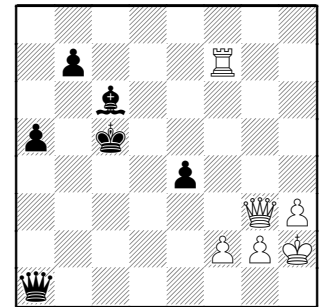
Trying to steal a Pawn 50.Ra5 Qf6 counterattacking his

50...Kd7



idea Kc7-b6. If he checks, Kd7-d6 squirts him out via c5 or c7.

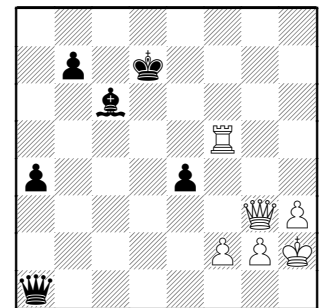
51.Rf7+ Kd6 52.Qh4 Kc5 53.Qg3 a5



Diversion time. I don't want him to feel he can advance his passer(s). **54.Qb3**

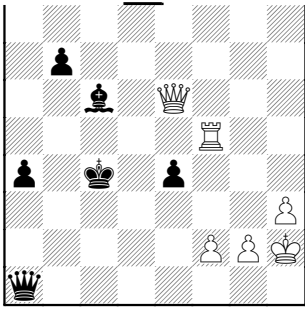
I was dreading him launching a Pawn. 54.h4

54...a4 55.Rf5+ Kd6 56.Qg3+ Kd7



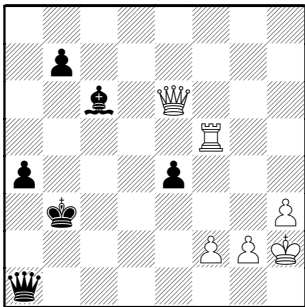
Returning to move 50 theme, but with my passer now way ahead

57.Rf7+ Ke6 58.Qg6+ Kd5 59.Rf5+ Kc4 60.Qe6+



The King can't go on the long diagonal; it results in loss of my Queen !

60...Kb4 61.Qe7+ Kb3 62.Qe6+



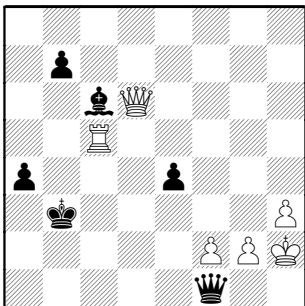
62...Kb4

I didn't want to trade Queens. 62...Kb2
63.Qf6+ Kb1 64.Qxa1+ Kxa1 65.Ra5
Kb2 66.h4 a3 67.g4

(67.h5 Be8 68.h6 Bg6)

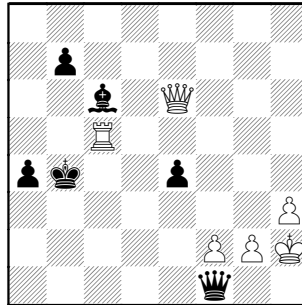
67...a2 68.Kg3 a1Q 69.Rxa1 Kxa1 70.g5
 b5 71.g6 b4 72.h5 b3 73.h6 b2 74.h7
 b1Q 75.h8Q+

63.Qd6+ Kb3 64.Rc5 Qf1



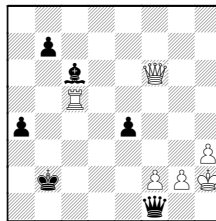
Getting closer to my e4-e3 counter, but really here ready to defend with Qf1-c3. Also clearing the passer's path !

65.Qe6+ Kb4

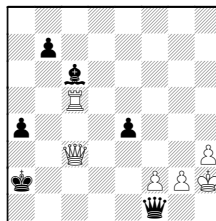


Rook hangs, no c4 check due to previous Queen move

65...Kb2 66.Qf6+



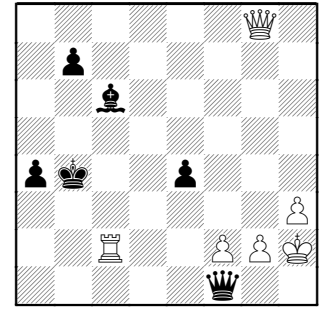
A) 66...Kb3?? 67.Qc3+ Ka2



68.Qd2+! Kb3 (68...Kb1) 69.Rc3+

B) 66...Kb1

66.Qe7 Kb3 67.Qf7+ Kb4 68.Qf8 Kb3
 69.Qg8+ Kb4 70.Rc2

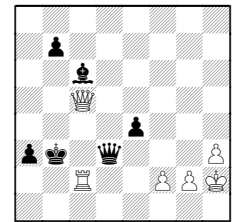


70...Kb5?

A) 70...a3 was the way.

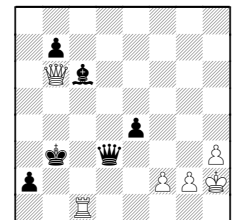
I didn't look too deep, just assumed the Rook and Queen would gang-up on a3 and my King would get trapped. Lost interest, with everyone at lunch.

71.Qf8+ Kb3 72.Qc5 Qd3



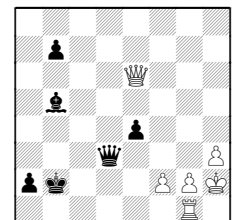
the keymove, already seen back at move 64 when playing Qf1.

73.Rc1 a2 74.Qb6+



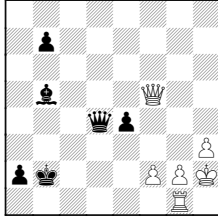
But here I missed the idea 74...Bb5

A1) 75.Qe6+ Kb2 76.Rg1



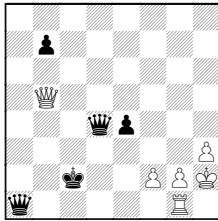
76...Qd4 and queens
(76...a1Q? 77.Qe5+!)

77.Qf5



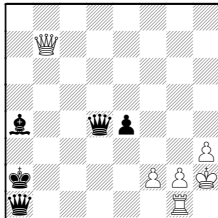
77...Ba4

(77...a1Q 78.Qxb5+ Kc2)



79.Rxa1 Qxa1 80.Qxb7 Qe5+ 81.g3)

78.Qc8 a1Q 79.Qxb7+ Ka2



80.Qf7+ Bb3 81.Rxa1+ Qxa1

A2) 75.Qxb7 Kb2 76.Qc7 a1Q

B) Still looking for a chance for the long-awaited counter ! 70...e3

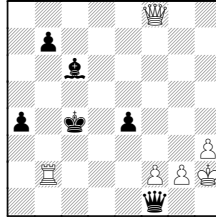
I discarded it because he can play fxe and the Rook and Queen defend g2. I realized that, if the Rook ever leaves the 2nd rank, I can't play Qxg2+ and trade into a minus-Rook situation. The a-passer will force the Rook off, but the Pawn ending is won for White.

71.Rb2+ Kc5 only move

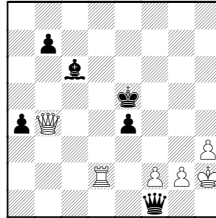
71...Ka6?? or anything on the a-file allows 72.Qa8#

72.Qf8+ Kd5

72...Kc4



A) 73.Qb4+? Kd5 (73...Kd3?? 74.Rd2#) 74.Rd2+ Ke5



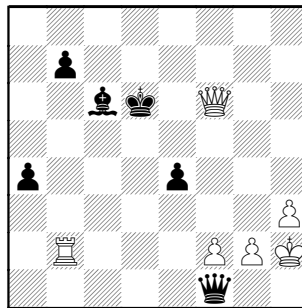
my Bishop covers some Rook-entry squares

B) 73.Rb4+
B1) 73...Kd3 74.Qd6+ Kc2
(74...Ke2 75.Rb2+ Ke1 76.Qd2#)

75.Qc5+ Kd2 76.Rb2+ Kd3

B2) 73...Kc3 74.Qc5+ Kd2 75.Rd4+ Ke2 76.Qc2+ Ke1 77.Rd1#

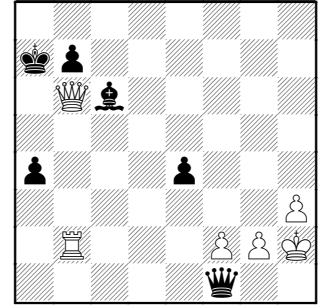
73.Qf5+ Kd6 [73...Kd4 74.Qf6+] **74.Qf6+**



74...Kc7?? not realizing the final threat,

only considering that, if Kb8, Qxc6 wins Bishop due to pin

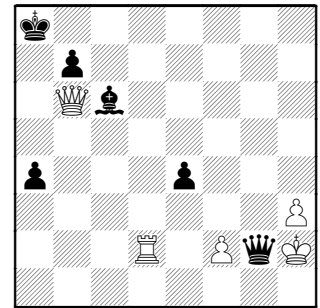
75.Qe7+ Kb8 76.Qd8+ Ka7 77.Qb6+



77...Ka8

77...Kb8 78.Rd2
(I had only seen the threat 78.Qxc6)

78.Rd2 Qxg2+



just to see reply **79.Kxg2 e3+ 80.Qxc6** "but you didn't mate me!!"

[no harm from 80.Kf1 exd2]
1-0

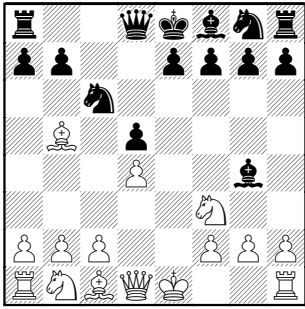
BOARD 3

Granata, Mike (1920) – Eaman, Rob (1770) [B13]

1.e4

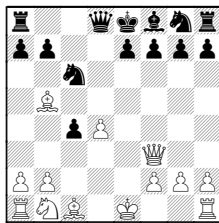
I was surprised Mike played something "normal". Had his first round loss already taken away his fight ?

1...c6 2.d4 d5 3.exd5 cxd5 4.Nf3 Nc6 5.Bb5 Bg4



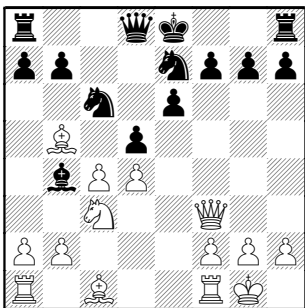
6.c4 Bxf3 7.Qxf3 e6

7...dxc4?



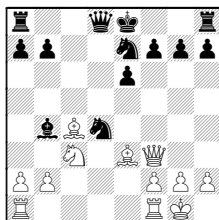
- A) 8.Bxc6+ bxc6 9.Qxc6+ drops the Rook
- B) 8.Bxc4? hits f7 and wins at least a Pawn 8...e6 9.d5

8.Nc3 Bb4 9.0-0 Nge7



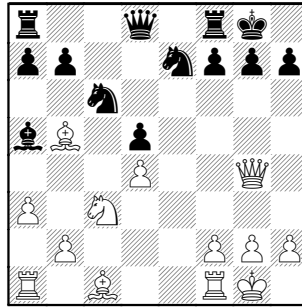
10.cxd5 not necessary, but d5 may become a target.

I'd prefer 10.Be3 dxc4 11.Bxc4 Nxd4



White has plenty of piece play for a Pawn. 12.Qg4 forks g7 and d4 (12.Qxb7 is possible as well) 12...Nef5 (12...Ndf5? 13.Bb5+ idea Qxb4) 13.Rad1

10...exd5 11.a3 Ba5 12.Qg4 0-0

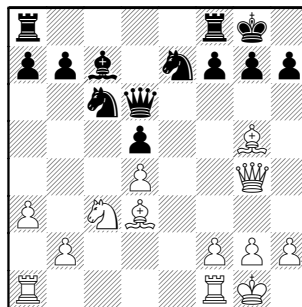


13.Bg5

Worthless is 13.Bh6 Ng6

Maybe White can maintain more pressure without walking into trades. 13.Be3

13...Qd6 14.Bd3 Bc7

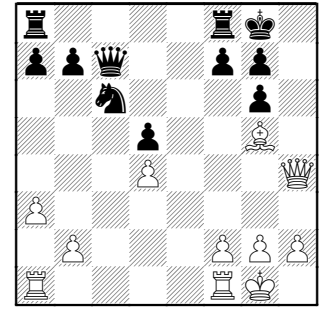


idea Qxh2#, obviously

15.Qh4

15.Qh5 avoids an attack to the Queen 15...g6 loosens the King position

15...Ng6 16.Bxg6 hxg6 17.Nb5 Qd7 18.Nxc7 Qxc7



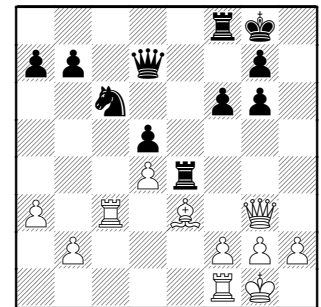
19.Rac1 f6

19...Qb6 hits two hanging Pawns 20.Rc3? with idea Rh3 20...Qxd4

20.Bf4 still not a safe place for the Bishop, as g6-g5 forks **20...Qd7**

20...Qb6 now gives White three problems to solve (g5,d4,b2).

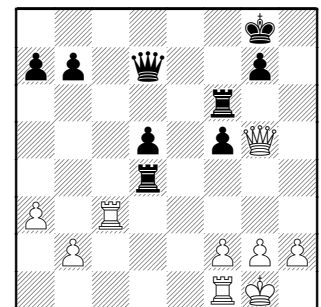
21.Be3 Rae8 22.Rc3 Re4 23.Qg3



23...f5

23...Kf7 opens the Rook to the h-file. Note d4-Pawn also hangs

24.Qxg6 Rf6 25.Qg5 Nxd4 26.Bxd4 Rxd4



27.h4 probably to make an escape square, but h2 exposes the King on the diagonal

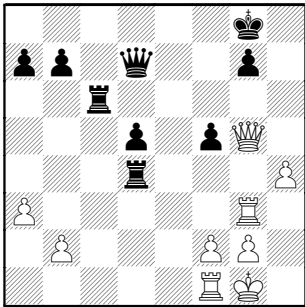
27.Rfc1 attacks the 7th and 8th ranks
27...Rc6 forces another trade

Instead, maybe 27.g3

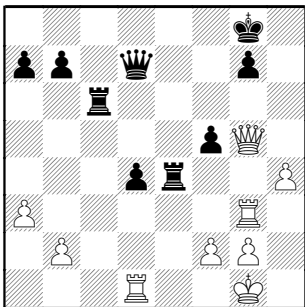
27...Rc6

27...Rh6 28.g3 (28.h5 Rg4 wins the h-Pawn)

28.Rg3



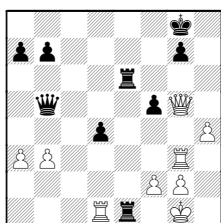
28...Re4 29.Rd1 d4



30.b3 [30.h5] 30...Rd6

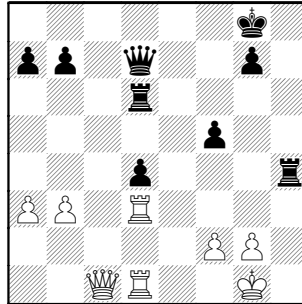
A) 30...Ra6 31.b4 (31.a4 b5) 31...Rae6

B) 30...Rce6 31.Kf1 Qb5+ 32.Kg1 Re1+

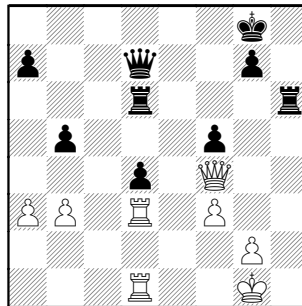


33.Rxe1 (33.Kh2 idea Qxg7# 33...Qd7)
33...Rxe1+ 34.Kh2 Qe5

31.Rgd3 Rg4 32.Qc1 Rxh4



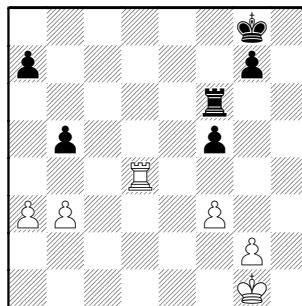
33.f3 b5 34.Qg5 Rhh6 35.Qf4



35...Rhf6

35...Rhe6 36.Rxd4 (36.Qxf5?? Re1+ wins Queen) 36...Re1+ still drawish

36.Rxd4 Rxd4 37.Qxd4 Qxd4+ 38.Rxd4



38...a6 39.a4 bxa4 40.Rxa4 Rb6 41.Ra5 g6 42.Kh2 Kg7 43.Kh3 Kh6 1/2-1/2

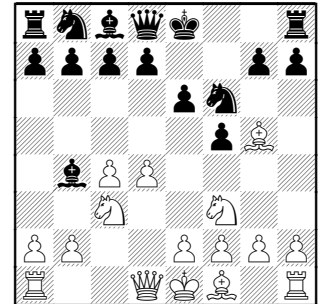
BOARD 4

Allen,Hence (1764) –
Santiago,Teddy (1982)

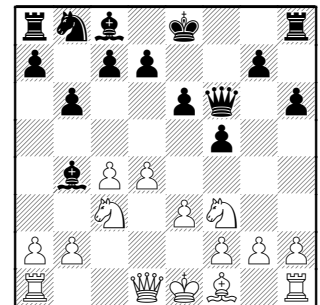
[A85]

Happenstance makes a pairing of two former Alumni Aces !

1.d4 f5 2.Nf3 Nf6 3.c4 e6 4.Nc3 Bb4
5.Bg5

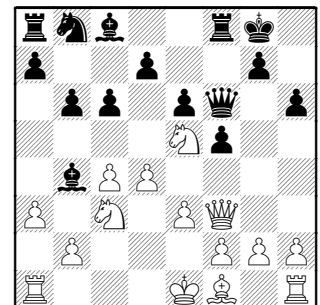


5...h6 6.Bxf6 Qxf6 7.e3 b6



8.Ne5 idea Qh5+, taking advantage of the g6 hole

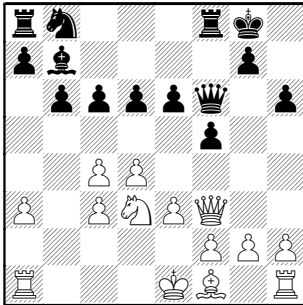
8...0-0 9.Qf3 [9.Qh5 Kh7] 9...c6 10.a3



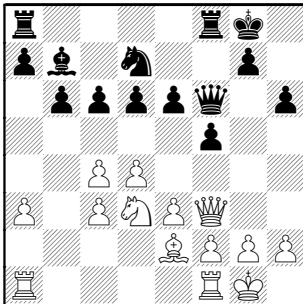
10...Bxc3+

10...Bd6 the Bishop is a better piece than either Knight

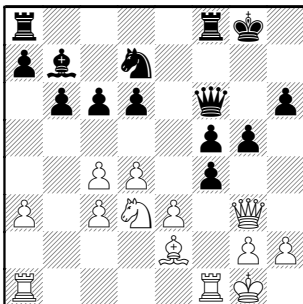
11.bxc3 d6 12.Nd3 Bb7



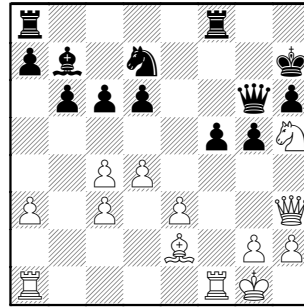
13.Be2 Nd7 14.0-0



14...g5 15.Qg3 e5 16.f4 exf4

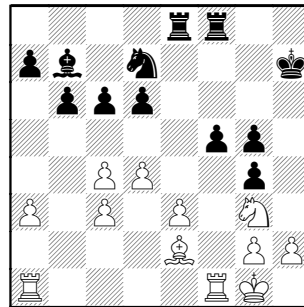


17.Nxf4 Kh7 18.Nh5 Qg6 19.Qh3



White would like to play Bd3 without dropping his Knight.

19...g4 20.Qh4 Qg5 21.Qxg5 hxg5 22.Ng3 Rae8

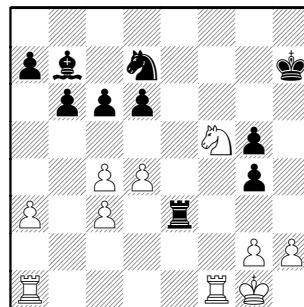


Black has walked into a position that is much worse for him

23.Bd3

23.Nxf5 idea Bxg4 or Nxd6 23...Rxf5 24.Rxf5 Rxe3? 25.Rf7+

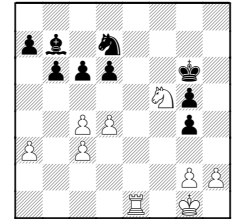
23...Rxe3? drops a piece 24.Bxf5+ Rxf5 25.Nxf5



25...Re6 26.Rae1 the 7th rank is horribly weak, but Black doesn't solve it 26...Ne5?

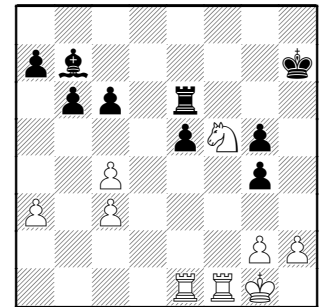
26...Rg6? 27.Re7+

26...Rxe1 27.Rxe1 Kg6

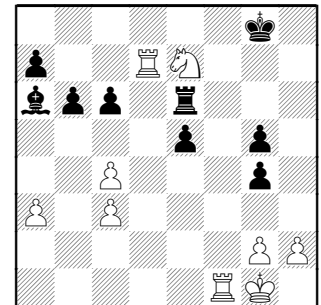


28.Nxd6 Ba6 29.Re7+ wins a second Pawn

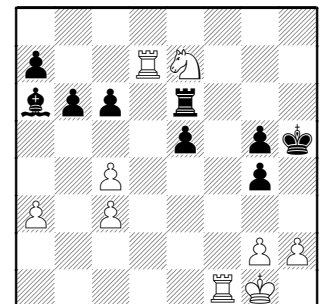
27.dxe5 dxe5



28.Rd1 Ba6 29.Rd7+ Kg8 30.Ne7+



30...Kg7 31.Nd5+ Kg6 32.Ne7+ Kh5

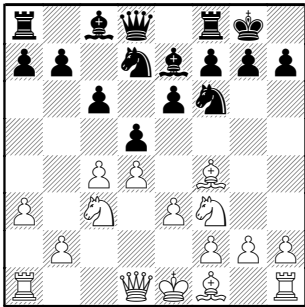


33.Rf7 g3 34.hxg3 e4 35.Rh7+ Kg4
 36.Rd4 c5 37.Rd1 Bxc4 38.Re1 e3
 39.Ng8 a6 40.Rh3 Kf5 41.Nh6+ Ke4
 42.g4 e2 43.Nf5 Kd5 44.Ne3+ Rxe3
 45.Rxe3 Kc6 46.Rb1 b5 47.Rb2 a5
 48.Kf2 a4 49.Re5 Kd6 50.Rxg5 b4
 51.cxb4 cxb4 52.Rxb4 1-0

BOARD 5

Persons, Josh (1580) –
 Frank, Mark (1652) [D37]

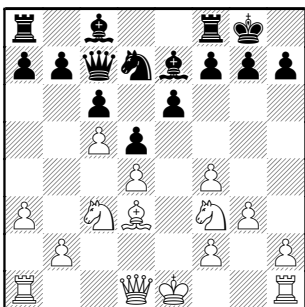
1.d4 d5 2.Bf4 Nf6 3.e3 e6 4.a3 Be7 5.c4
 0-0 6.Nc3 c6 7.Nf3 Nbd7



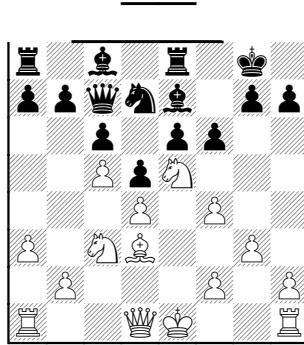
8.c5

In most Slavs, this is an inferior move. But here, White has a clamp on e5, so the c5-Pawn won't be undermined.

8...Nh5 9.Bd3 Nxf4 10.exf4 Qc7 11.g3



11...Re8 12.Ne5 f6

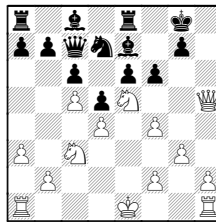


13.Bxh7+!

Josh finds a nice tactic! This is an immediate win!

13...Kf8

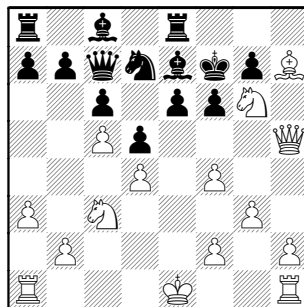
A) 13...Kxh7 14.Qh5+ Kg8



15.Qxe8+ Bf8 16.Ng6 White comes out the exchange. Oddly, his Queen isn't trapped due to the hanging e-Pawn.

B) 13...Kh8 14.Qh5 White will mate after Bh7-g6+.

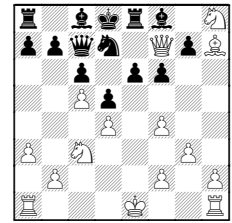
14.Ng6+ Kf7 15.Qh5



Now the mate threat is Nh8+ double-check discovery, Qf7#

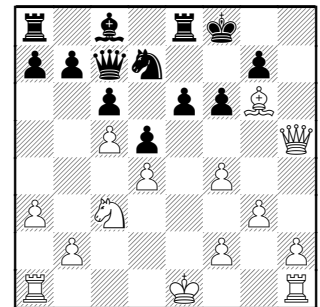
15...Bf8 16.Nxf8+

16.Nh8+ Ke7 17.Qf7+ Kd8



18.Bg6 and Qxe8#... but 18...Re7

16...Kxf8 17.Bg6



17...f5 Black is having a bad morning. 18.Qh8+

Less precise is 18.Bxe8 which grabs material, but Josh's way forces mate.

18...Ke7 19.Qxe8+ and then Qf7# 1-0

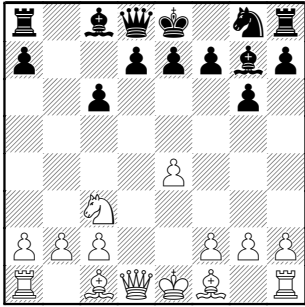
BOARD 6

Duffy, Jim (1615) –
 Bian, Mike (1486) [B34]

1.e4 c5 2.Nf3 g6 3.d4 cxd4 4.Nxd4 Nc6
 5.Nxc6 bxc6 6.Nc3

6.Qd4 Nf6 7.e5 starts messing-up Black's castle, before it's even built!

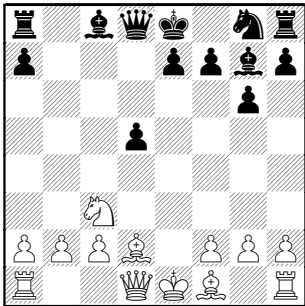
6...Bg7



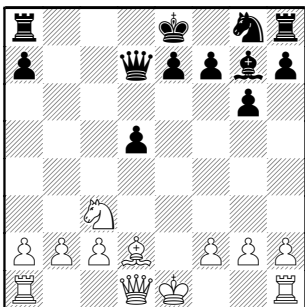
7.Bd2 This Bishop blocks the Queen's protection of d5.

7.Bc4 Tempts Black to trade away his best piece.

7...d5 8.exd5 cxd5



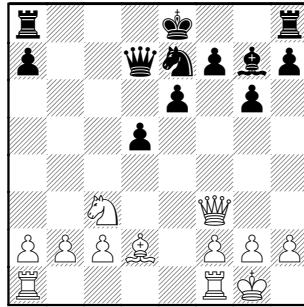
9.Bb5+ Bd7 10.Bxd7+ Qxd7



11.Qf3 e6 12.0-0

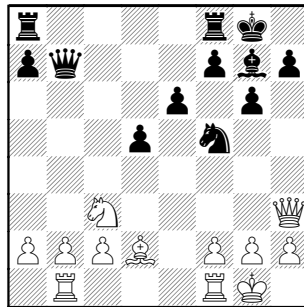
12.Bg5 Ne7 13.Bf6

12...Ne7

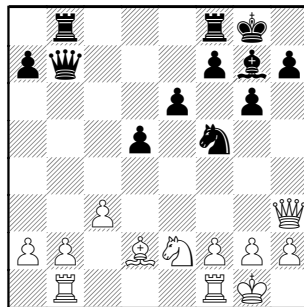


13.Rad1 Probably the wrong Rook. White's Queenside is his obvious advantage

13...0-0 14.Qh3 Qb7 15.Rb1 Nf5



16.Ne2 Rab8 17.c3

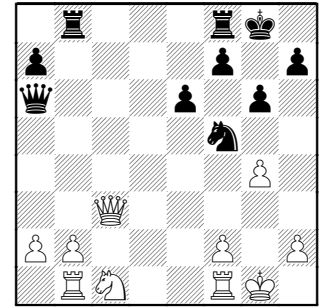


It's interesting that White's Bishop has been a problem since the start !

17...Qa6 Finding two weaknesses.
18.Nc1 d4

18...Nd6 idea Nc4 or Ne4 (from here, Nxc3 themes are born, thanks to the hanging b1-Rook.

19.g4 dxc3 20.Bxc3 Bxc3 21.Qxc3

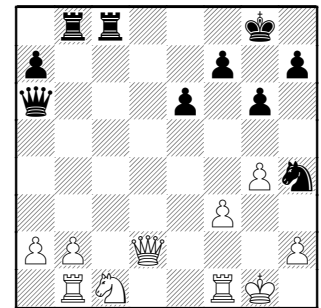


Black has traded away the pieces that made pressure.

21...Rfc8 22.Qd2 Nh4

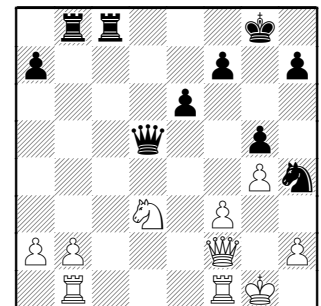
not a long-term place for the Knight [22...Nd6]

23.f3

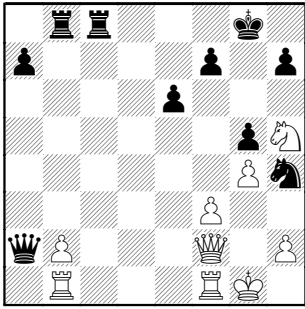


The Knight is trapped with Qh6 or Kf2-g3.

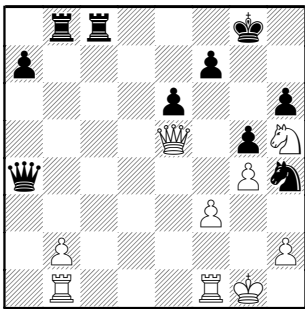
23...Qc6 24.Qf2 g5 [24...Qb6] 25.Nd3 Qd5



26.Nf4 Qxa2 27.Nh5 idea Qd4-g7#

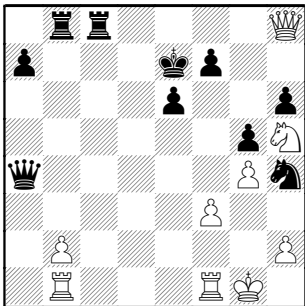


27...Qa4 [27...Ng6 28.Qd4 e5] 28.Qe3
h6 29.Qe5



White has nicely zig-zagged onto the key diagonal.

29...Kf8 30.Qh8+ Ke7

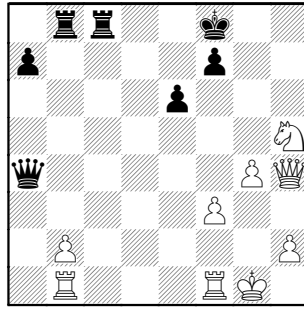


31.Qf6+ The third square of the diagonal the Queen has used !

31...Kf8 32.Qxh6+ Ke7

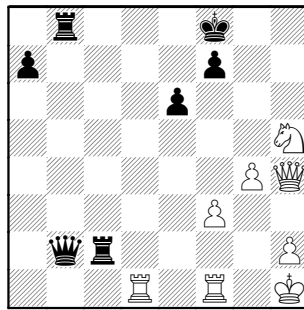
No improvement from 32...Ke8 33.Ng7+

33.Qxg5+ Kf8 34.Qxh4



That's all, folks !

34...Qd4+ 35.Kh1 Rc2 36.Rbd1 Qxb2



37.Rd8+ 1-0

<p>FINAL MATCH TALLY</p> <p>ROGUE SQUADRON 4.5</p> <p>WALGREEN FORKS 1.5</p>

MATCH 4
SSCC Wombats at Pawns

The other "losers" pairing was a bit bizarre; The Pawns team had been rebuilt using Wombat volunteers! The games are what you'd expect from teams that know each other.

Of special interest was the first-board battle between Steve Tennant and 180-pt underdog. A standard King's Indian quickly featured some doubled Pawns in an open Kingside, making for creative play!

There other board are all worthy of study, for openings and their middlegame themes. When the battles were over, the match was found to be drawn.

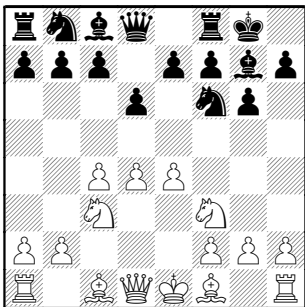
BOARD 1

Caveney, Jeff (2084) – Tennant, Steve (2264) [E93]

1.d4 Nf6 2.Nf3

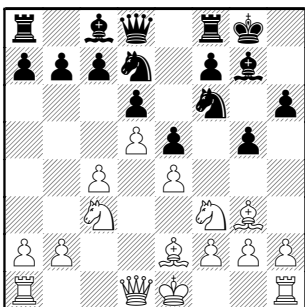
This move order stops the Budapest Gambit (e7-e5) but takes away White's best line in the QGD Exchange (where Nge2 is played).

2...g6 3.c4 Bg7 4.Nc3 0-0 5.e4 d6



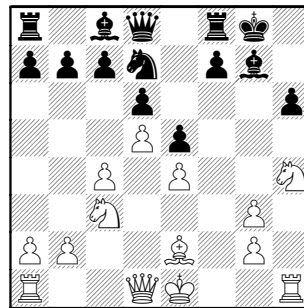
So the players have decided on a standard KID Classical.

6.Be2 e5 7.d5 Nbd7 8.Bg5 h6 9.Bh4 g5 10.Bg3



Seems an odd trip for the Bishop, but he can get back into it with Nd2,f3,Bf2. Or h2-h4 (as in game). White hasn't committed his King, so he has choices.

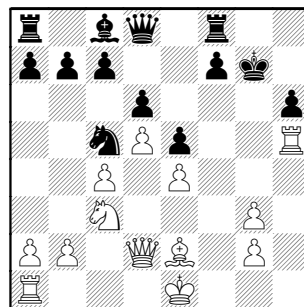
10...Nh5 11.h4 Nxf3 12.fxf3 gxf4 13.Nxf4



13...Qg5 14.Nf5 Nc5

14...Nf6 stops White's reply, but gets in the way of his Queen and f-Pawn. 15.Qc1

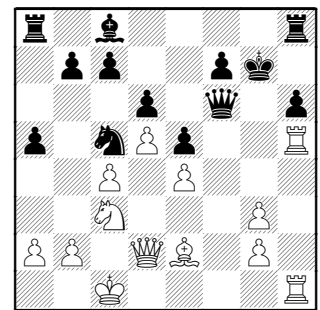
15.Rh5 Qd8 16.Nxf7 Kxf7 17.Qd2



White is developing with threats, but I'd expect his doubled Pawns to become a

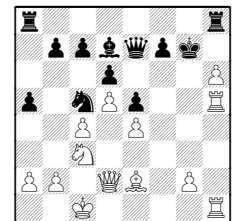
problem.

17...Rh8 18.0-0-0 a5 19.Rd1 Qf6



20.g4! Revealing problems down the h-file 20...Qg6

20...Bd7 connecting Rooks 21.g5 Qe7 22.gxf6+



22...Kh7 hiding until the Rooks go elsewhere (in the ending) before worrying about the Pawn

(22...Rxh6?? 23.Qxh6+ Kg8 24.Qh8#)

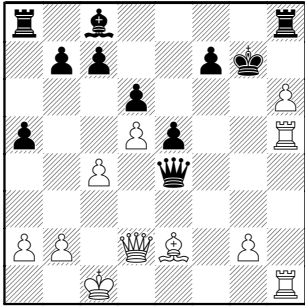
23.Rg5 Rhg8

21.g5 Nxe4

Black has opened the b1-h7 diagonal, so maybe it's harder to hide the King at h7. I say maybe because Bc8-f5 is

possible.

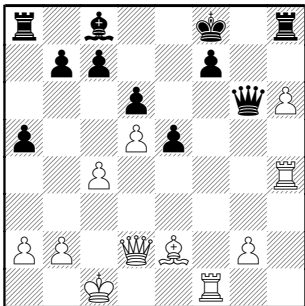
22.Nxe4 Qxe4 23.gxh6+



23...Kf8 Black would love to play Bf5 next.

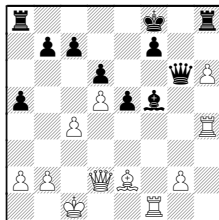
23...Kh7?? 24.Bd3

24.Rf1 covers f5 while threatening Bd3-g6 24...Qg6 25.Rh4



25...Bd7

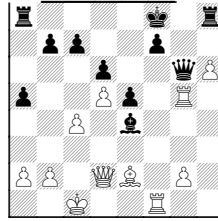
25...Bf5



26.Rh5

(Not so good is 26.Bh5 Qh7 27.Qf2 Bg6)

26...Be4 27.Rg5



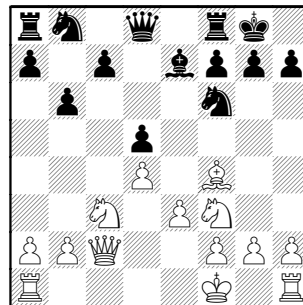
27...Qxh6 28.Bh5 Rh7

26.Bh5 1-0

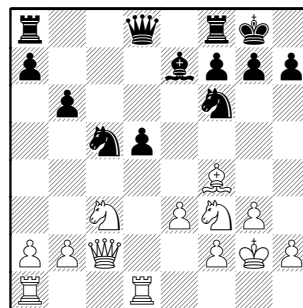
BOARD 2

Freitag, Todd (2038) – Korenman (1989) [D37]

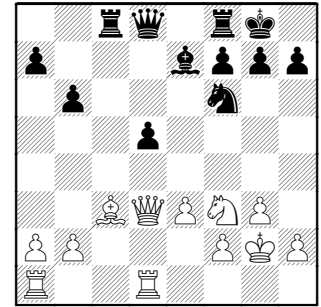
1.d4 e6 2.c4 d5 3.Nc3 Nf6 4.Nf3 Be7 5.Bf4 0-0 6.e3 b6 7.Qc2 Ba6 8.cxd5 [8.Ne5; 8.b3] 8...Bxf1 9.Kxf1 exd5



10.g3 Making a home for the King at g2 10...Nbd7 11.Kg2 c5 12.dxc5 Nxc5 13.Rhd1



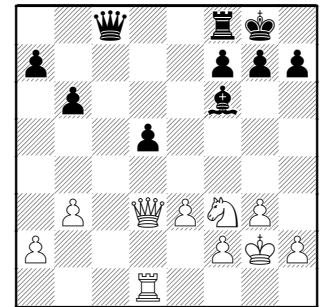
13...Rc8 14.Be5 Nce4 15.Qd3 Nxc3 16.Bxc3



16...Ne4 17.Rac1

The Bishop has no better square. 17.Be5 f6 (17...Rc5)

17...Nxc3 18.Rxc3 Bf6 19.Rxc8 Qxc8 20.b3

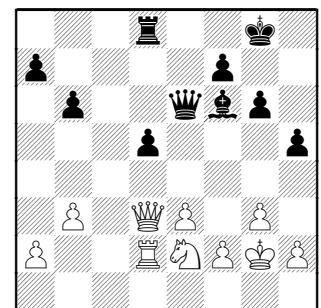


20...Rd8 21.Rd2

A) 21.Qb5 Qc5 22.Qa6 Rd7 and d5-d4 next;

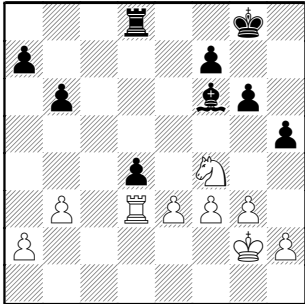
B) 21.Nd4 White wants to trade Queens and get his King to d3. In isolate-Pawn endings, Knights are better than Bishops (they can attack any square), and the White King can be improved.

21...g6 22.Nd4 h5 23.Ne2 [23.h4] 23...Qe6



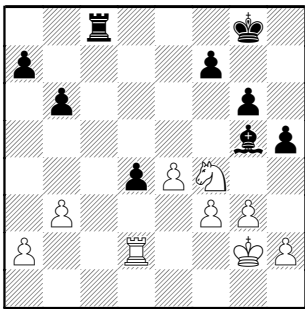
24.Nf4 losing control of d4-- one more reason to get the King to d3.

24...Qe4+ 25.f3 Qxd3 26.Rxd3 d4

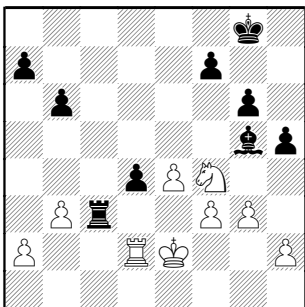


Black is now at least equal.

27.e4 Rc8 28.Rd2 Bg5



29.Kf1 [29.Rxd4 Rc2+] 29...Rc3 30.Ke2 Re3+ 31.Kf2 Rc3 32.Ke2



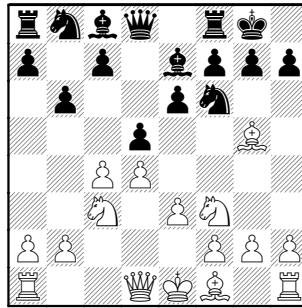
32...Rc1 33.Kd3 Rc3+ 34.Ke2 Re3+ 1/2-1/2

BOARD 3

Holloway, M (1793) –
Zolkos, Adrian (1732)
[D55]

The Chicago Chess Player

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7
5.Nf3 0-0 6.e3 b6

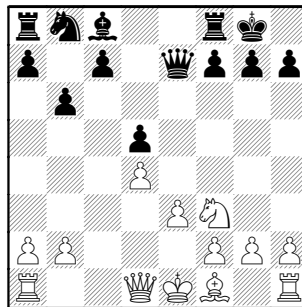


For discussion of this position, see the May 2011 bulletin.

7.cxd5 Nxd5

Books give conflicting advice concerning 7...exd5

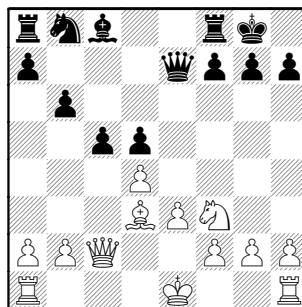
8.Nxd5 exd5 9.Bxe7 Qxe7



10.Qc2

10.Rc1 White wants to prepare attack against c5, following with Qa4-a3.

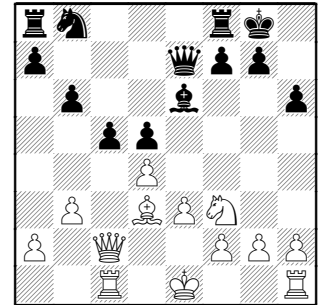
10...c5 11.Bd3



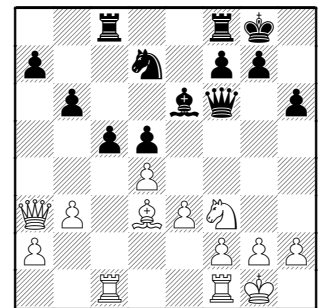
11...h6

11...g6 idea c5-c4 12.b3

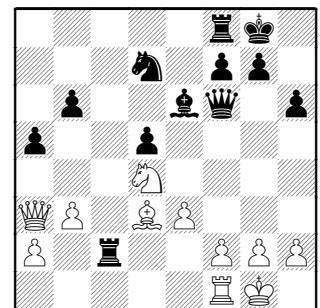
12.b3 Be6 13.Rc1



13...Nd7 14.0-0 Rac8 15.Qb2 Qf6
16.Qa3



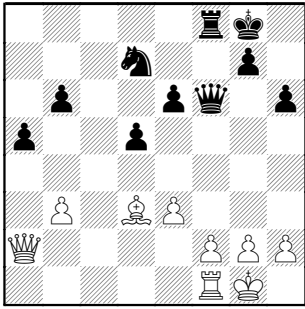
16...a5 17.Rc2 cxd4 18.Nxd4 Rxc2



19.Nxe6 Not just mis-timed, the Knight was an octopus on d4 !

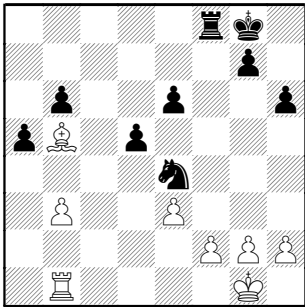
19...Rxa2 desperado

20.Qxa2 fxe6



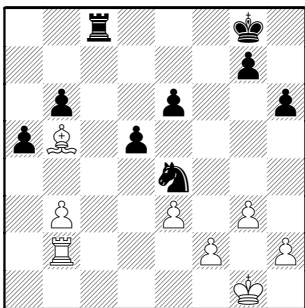
Black is definitely better: he has a 2–1 majority at Queenside and the center (thanks to winning a Pawn), pressure along the f-file, an active Knight posting at e4 or g4

21.Qc2 Nc5 22.Bb5 Qe5 23.Rb1 Qe4
24.Qxe4 Nxe4



two threats, Nc3 fork and Rxf2.

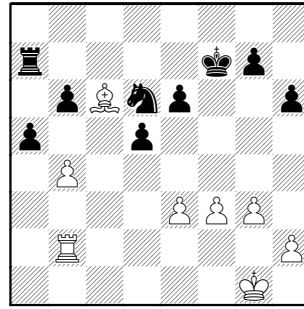
25.Rb2 Rc8 26.g3



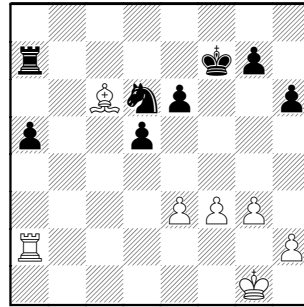
26...Kf7 A centered King is the last piece of the puzzle.

26...Nd6 idea b5

27.b4 Ra8 [27...Ke7] 28.Bc6 Ra7 29.f3 Nd6

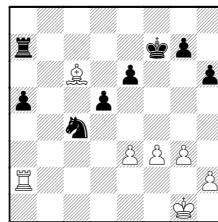


30.bxa5 bxa5 31.Ra2



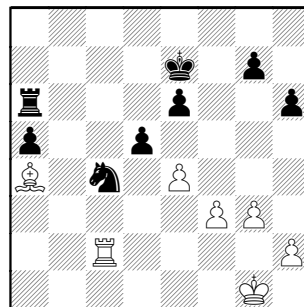
31...Ra6

31...Nc4



32.e4 (32.Kf2 Ke7) 32...d4 idea e5

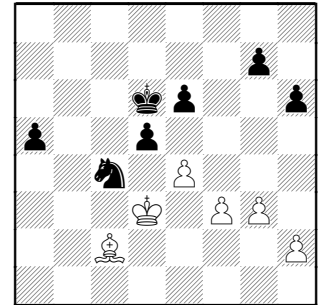
32.Ba4 Nc4 33.e4 Ke7 34.Rc2



34...Rb6 35.Kf2 Rb2!

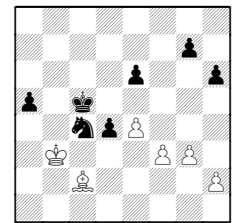
The minor-piece ending shouldn't be hard, although the passers are close together and thus more easily defended.

36.Ke2 Rxc2+ 37.Bxc2 Kd6 38.Kd3



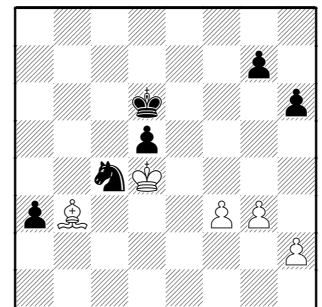
38...a4

Keep the King active ! 38...Kc5 39.Kc3 d4+ 40.Kb3

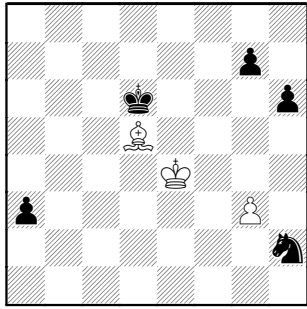


40...Ne3 idea Nxc2 or Nf1 (40...Nd2+ 41.Ka4 Nxf3 42.h4 Kc4)

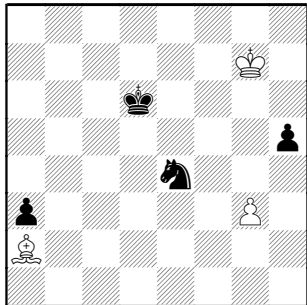
39.exd5 exd5 40.Kd4 a3 41.Bb3



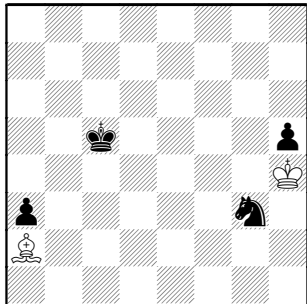
41...Nd2 42.Bxd5 Nxf3+! 43.Ke4 [43.Bxf3 a2] 43...Nxh2



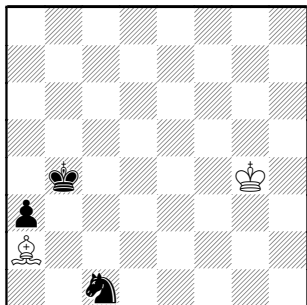
44.Ba2 Ng4 [44...g6] 45.Kf5 Nf6 46.Kg6 Ne4 47.Kxg7 h5



48.Kg6 Nxg3 49.Kg5 Kc5 50.Kh4



50...Ne2 51.Kxh5 Kb4 52.Kg4 Nc1

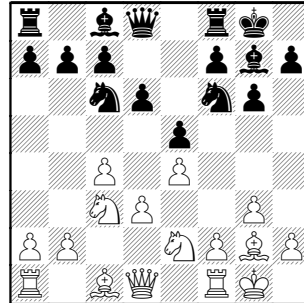


53.Bd5 [53.Bb1 Kb3 54.Kf3 Kb2] 53...Nb3 0-1

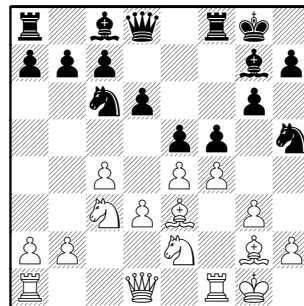
BOARD 4

Ellice, Wayne (1776) – Edeus, D (1716) [A26]

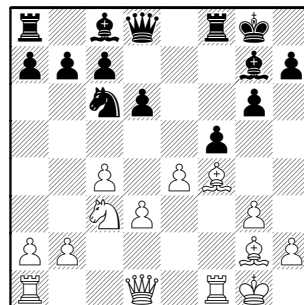
1.c4 Nf6 2.Nc3 g6 3.e4 d6 4.g3 Bg7 5.Bg2 0-0 6.Nge2 e5 7.0-0 Nc6 8.d3



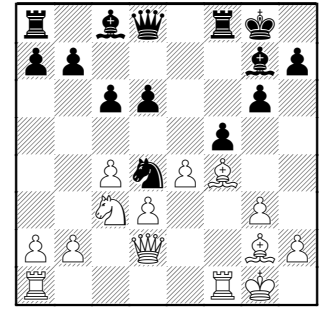
8...Nh5 9.Be3 f5 10.f4



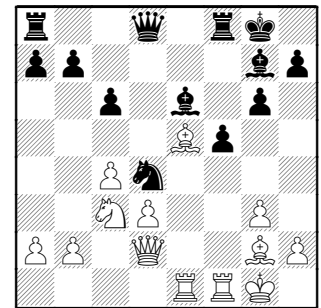
10...exf4 11.Nxf4 Nxf4 12.Bxf4



12...Nd4 13.Qd2 c6



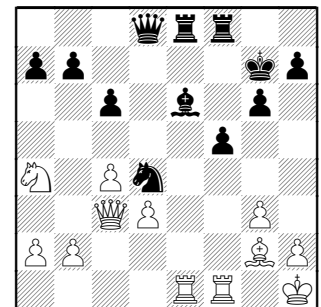
14.Rae1 Be6 15.e5 dxe5 16.Bxe5



16...Qb6 idea Nf3+ winning something 17.Kh1

17.Bxd4 Bxd4+ the check gives Black time to settle the hanging e6-Bishop

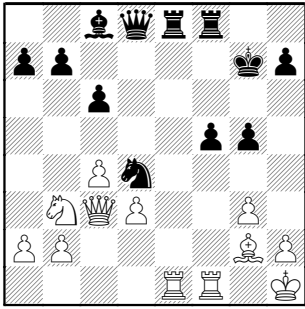
17...Rae8 18.Na4 Qd8 19.Bxg7 Kxg7 20.Qc3



20...g5

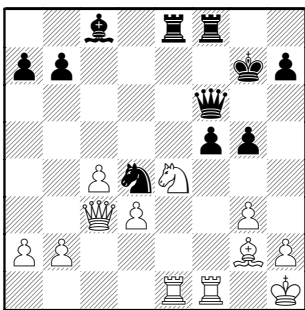
Ignoring the pin is asking for trouble. [20...Qf6]

21.Nc5 Bc8 22.Nb3



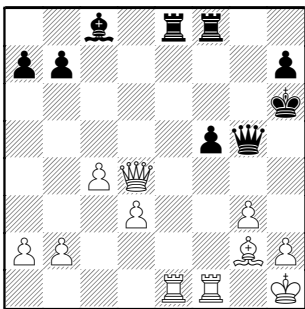
Black walked right into this.

22...c5 23.Nxc5 Qf6 24.Ne4



An interesting fork-- which overloads the Black Queen who can't hold d4 and g5.

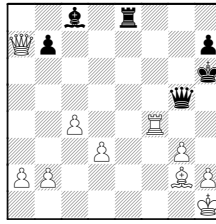
24...Qd8 25.Nxg5! ruthless 25...Qxg5
26.Qxd4+ Kh6



27.Qf4 With Queens off, I'd expect White's position will play itself.

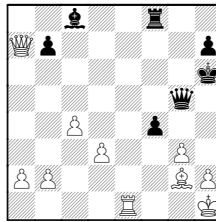
White could probably snarf another Pawn. 27.Qxa7 Rxe1

(27...f4? 28.Rxe8 Rxe8 29.Rxf4



29...Re1+ 30.Bf1 Bh3? 31.Rh4+)

28.Rxe1 f4

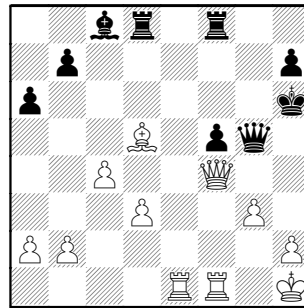


29.Qb6+ Rf6

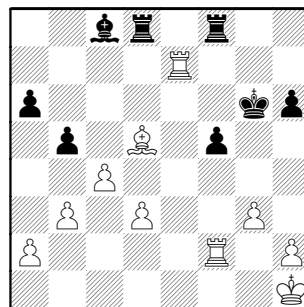
27...Rd8 28.Bd5

28.Re3 preparing to double, but I like White's idea better

28...a6

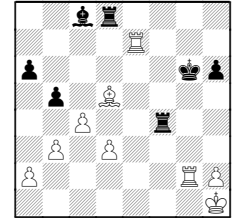


29.Re7! Qxf4 30.Rxf4 Kg6 31.Rf2 b5
32.b3 h6



33.h4 We'll see if this makes these Pawns weak (I suspect so).

33.Rfe2 f4 Did White fear this ? 34.gxf4 Rxf4 35.Rg2+



If the Black King walks onto the f-file, White gets a Rook trade with Rf7+.

35...Kh5 36.Re5+

A) 36...Bf5 37.Be6 forces trades into a +2P R ending 37...Rxd3 38.Rxf5+

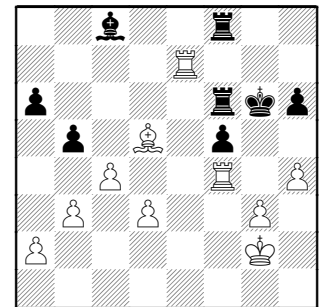
(38.Bxf5 Rd1+ 39.Rg1)

38...Rxf5 39.Bxf5 Rd1+ 40.Rg1 Rd2
41.Bb1 (41.cxb5)

B) 36...Kh4 37.Rg6 idea Rxh6+

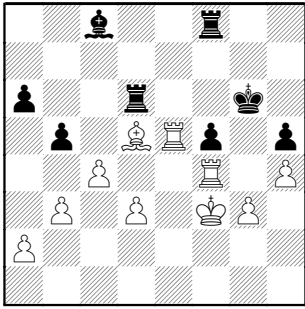
(37.Rg7 idea Bf7,Rh5#;
37.Rg3 idea Bf3,Rh5#)

33...Rd6 34.Kg2 Rdf6 35.Rf4



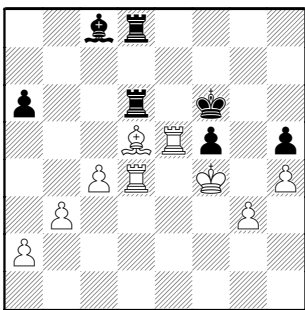
Not the most active of posts, but shouldn't endanger the win.

35...Rd6 36.Kf3 [36.g4] 36...h5 37.Re5



37...bxc4 38.dxc4 [38.bxc4 idea Be4,c5]

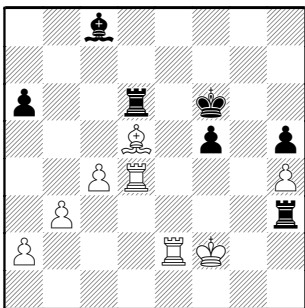
38...Rfd8 39.Rd4 Kf6 40.Kf4



40...Rg8

By not forcing a Rook trade, White has allowed counterplay. The White King is overloaded holding d4,e5,g3 !

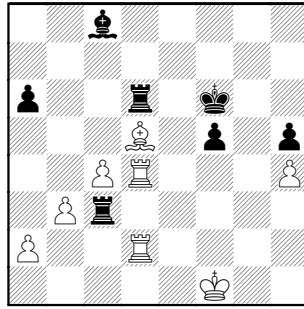
41.Re2 Rg4+ 42.Ke3 Rxc3+ 43.Kf2 Rh3



44.Re3 Rh2+ 45.Kf1 Rc2

The last five moves (or so) taste like time-pressure. [45...Rxa2]

46.Re2 Rc3 47.Red2

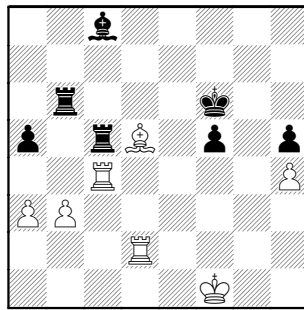


47...a5 48.a3? No need to move the protected base. 48...Rb6

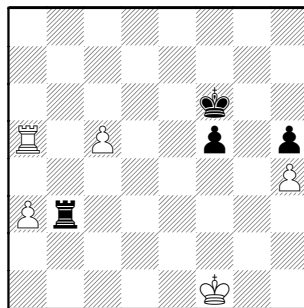
Also good was 48...Rxb3 49.c5 hitting

both Rooks 49...Rb1+ and Black has won back another Pawn

49.c5 Rxc5 50.Rc4



50...Rxd5 51.Rxd5 Be6 52.Rxa5 Bxc4+ 53.bxc4 Rb3 54.c5



54...Rc3 cutting the King from the action.

White needs to get his Rook behind a Pawn, and get his King into the game. 55.a4

55.Kg2 White can sac a Pawn if he gets

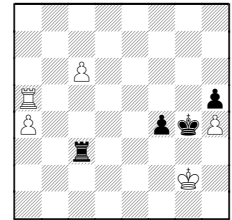
his King in it.

A) 55...f4?? 56.a4

(56.c6? Rxc6 57.Kf3 Rc4 58.Rxh5 Rc3+ 59.Kxf4 Rxa3 is a draw;

56.Ra6+ Kf5 57.c6 Kg4 and Rc2+ may turn into a mate)

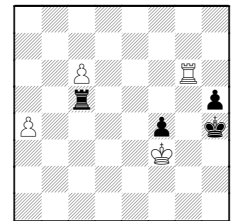
56...Kf5 57.c6+! Kg4



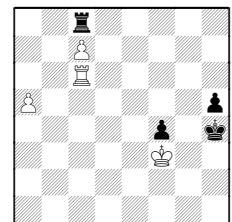
58.Rg5+! Kxh4 59.Rg6 The Black Rook can't stop both Pawns and the Black King is cutoff. 59...Rc5 stopping a4-a5

(No help from 59...Ra3 60.c7 Rc3 61.Rg7)

60.Kf3



A1) 60...Ra5? 61.c7 Ra8 62.Rc6 Rc8 63.a5

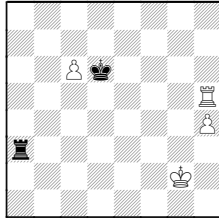


A1a) 63...Kg5 64.a6 h4 65.a7 h3 66.a8Q Rxa8 67.c8Q Rxc8 68.Rxc8 h2 69.Kg2 (69.Rh8) ;

A1b) 63...Kh3 the King blocks his own Pawn 64.a6;

A2) 60...Kh3 61.Kxf4 and the King can race Queenside.

B) Black can just clean house with the King 55...Ke5 56.c6+ Kd6 57.Rxf5 Rxa3 58.Rxh5

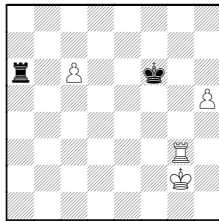


B1) My first try brought about a clever win. 58...Ke6? 59.Rg5 trying to cutoff the King

B1a) 59...Kf6 leads to trouble, I believe 60.Rg3

(60.c7 Rc3 61.c8Q Rxc8 62.Kg3 Rc4 draws)

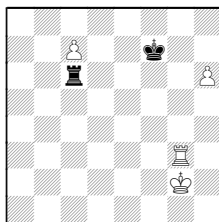
60...Ra6 61.h5



61...Kf7

(61...Rxc6?? 62.Rg6+ wins the Rook)

62.c7 Rc6 63.h6

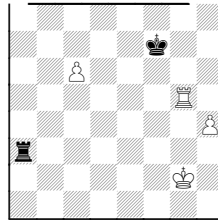


63...Kf8

(63...Rxc7?? 64.Rg7+ wins the Rook; 63...Rxh6?? 64.Rc3+-)

64.h7 mission accomplished !!

B1b) 59...Kf7

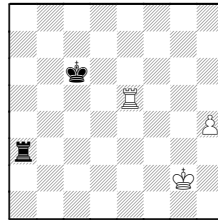


60.Rg3 (60.h5 Rc3) 60...Ra7

(60...Ra6 61.Rc3 Ke7 62.c7)

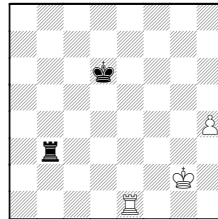
61.h5 idea h6,c7,Rg7+-xc7

B2) 58...Kxc6 59.Re5



I thought cutting the Black King so far away would be easy, but, in reality, White's King has issues, too.

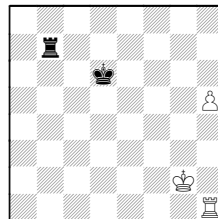
59...Kd6 60.Re1 Rb3



61.h5

(61.Kf2 Rh3 62.Re4 Kd5 63.Ra4 Ke5=)

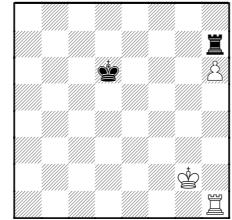
61...Rb5 62.Rh1 Rb7



63.h6

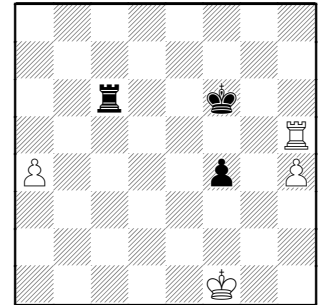
(63.Kg3 Ke6 64.Kg4 Kf6 65.h6 Kg6)

63...Rh7

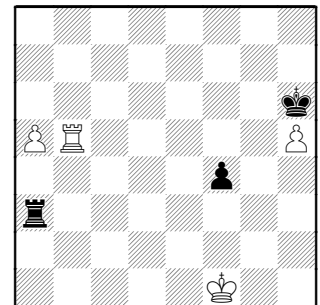


and the Black King gets in it.

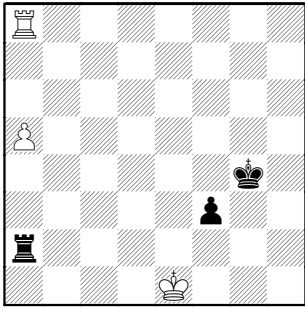
Back to game, at last page...
55...f4 56.c6 Rxc6 57.Rxh5



57...Rc3 58.a5 Ra3 59.Rb5 Kg6 60.h5+ Kh6



61.Rb6+ Kxh5 62.Ra6 Kg4 63.Ra8 Ra2 64.Ke1 f3

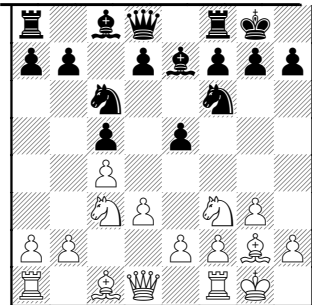


65.Rg8+ Black can't hide from checks.
1/2-1/2

BOARD 5

Vitkauskas, Vyto (1697) -
Connelly, Patrice (1606) [A34]

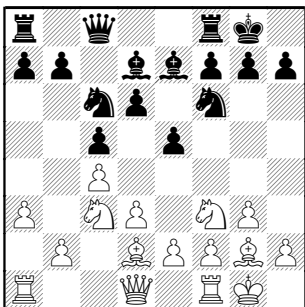
1.c4 c5 2.Nc3 Nc6 3.Nf3 e5 4.d3 Nf6
5.g3 Be7 6.Bg2 0-0 7.0-0



7...d6

7...d5 8.cxd5 Nxd5 9.Nd2

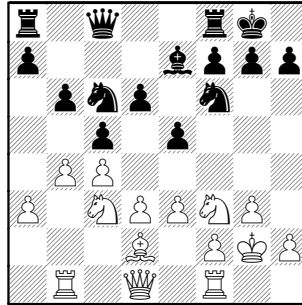
8.Bd2 Bd7 9.a3 Qc8



Apparently goal #1 is to trade away the King's Bishop. **10.Rb1**

White could do the common 10.Re1 Bh3
11.Bh1

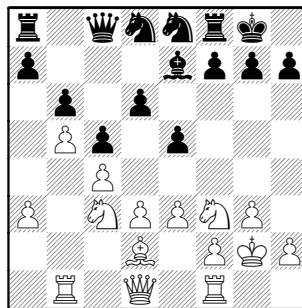
10...Bh3 11.b4 b6 12.e3 Bxg2 13.Kxg2



13...Ne8 14.b5 This kills White's active play.

14.bxc5 opens the b-file or weakens the e5-Pawn 14...dxc5 15.Nd5 idea Nxe7, Nxe5

14...Nd8

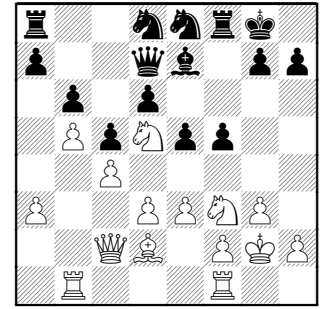


15.Nd5

A) 15.d4? cxd4 attacking a Knight and discovering on the c4-Pawn; White needs to break in the center.

B) 15.Qb3 looking toward the King through d5, and holding c4. The idea is d3-d4

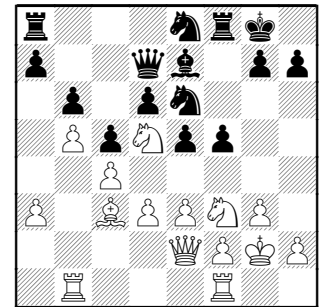
15...Qd7 16.Qc2 f5



17.Bc3

17.d4 e4 18.Ng1 idea Ne2-f4 or f2-f3

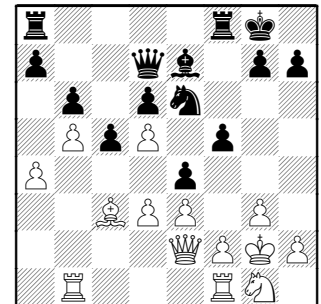
17...Ne6 18.Qe2



18...Nf6

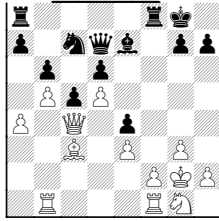
18...g5 idea Ne8-g7-h5, g4, f4 maybe after getting Rooks placed.

19.a4 This threatens nothing. [19.Nxf6+]
19...e4 20.Ng1 Nxd5 21.cxd5



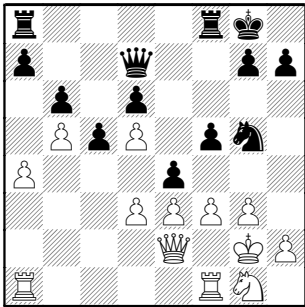
21...Ng5

Nothing gained by chasing a Pawn.
21...Nc7 22.dxe4 fxe4 23.Qc4

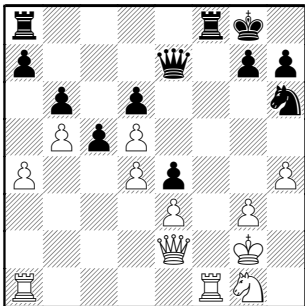


23...Qf5 24.Rbd1

22.f3 Bf6 23.Ba1 Bxa1 24.Rxa1



24...Qe7 [24...Rf6 idea Rh6/Rg6/Raf8]
25.h4 Nf7 26.fxe4 fxe4 27.d4 Nh6

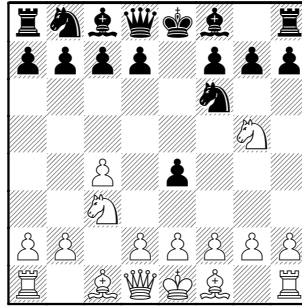


28.Qg4 oops 0-1

BOARD 6

Rajsky, J (1585) –
Kukuruza, V (1671) [A22]

1.c4 e5 2.Nc3 Nf6 3.Nf3 e4 4.Ng5

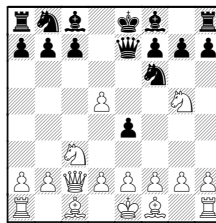


4...Qe7

Interestingly 4...b5 is the most popular reply !

5.Qc2 d6

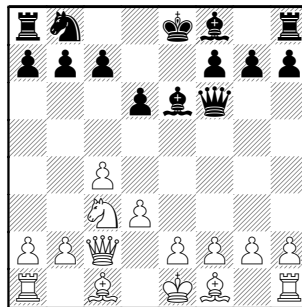
5...d5 6.cxd5



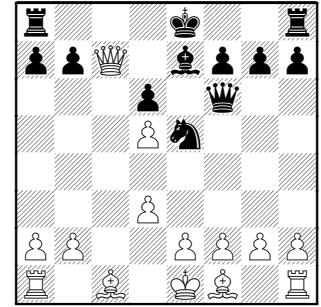
A) 6...Nxd5 7.Nxd5 Qe5 (7...Qxg5?
8.Nxc7+)

B) 6...Bf5

6.Ngxe4 Be6 7.Nxf6+ Qxf6 8.d3

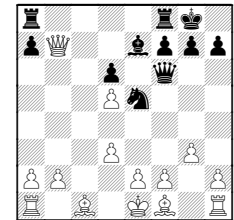


8...Nc6 9.Nd5 Bxd5 10.cxd5 Ne5
11.Qxc7 Be7



12.Qc3

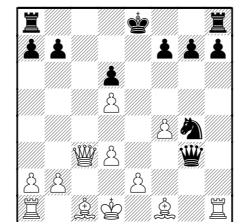
12.Qxb7 0-0 13.g3



13...Rfb8 (13...Ng4 14.f3) 14.Qa6 Rb6
15.Qa4

12...Qg6 13.f4 Nd7

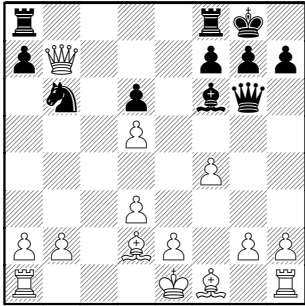
13...Bh4+ 14.g3 Bxg3+ 15.hxg3 Qxg3+
16.Kd1 Ng4



White's Kingside is a mess

17.Kc2 Nf2 18.Rh5 Qg4

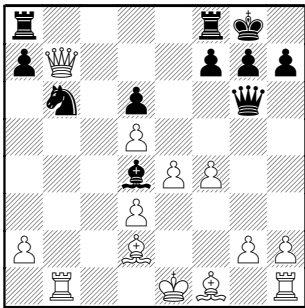
14.Qc7 Bf6 15.Bd2 Nb6 16.Qxb7 0-0



17.e4

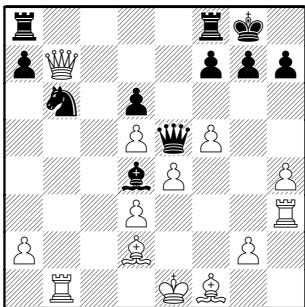
17.g3 to get castled 17...h5!?

17...Bxb2 18.Rb1 Bd4

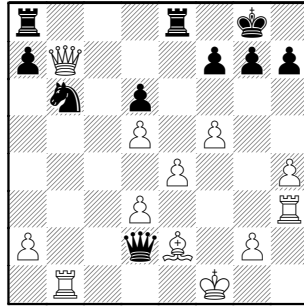


19.f5 White's advancing of the Pawns only blows the King's cover.

19...Qf6 20.h4 Qe5 21.Rh3



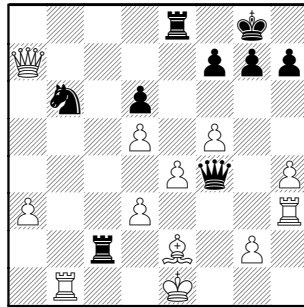
21...Rfe8 [21...g6] 22.Be2 Bc3 [22...Na4 idea Nc3 or Nc5] 23.Bxc3 Qxc3+ 24.Kf1 Qd2



25.a3 [25.Qa6] 25...Qf4+ 26.Ke1 [26.Kg1] 26...Rac8 27.Qxa7

27.Rf3 Qxh4+ 28.g3 Qh1+ 29.Rf1 Qh2

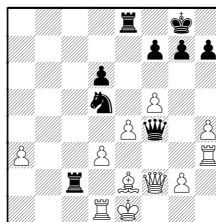
27...Rc2



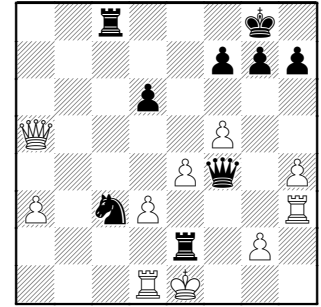
28.Qa5

A) 28.Qxb6?? Qd2+ 29.Kf1 Qxe2+ 30.Kg1 Qxg2#

B) 28.Rd1! Nxd5? 29.Qf2



28...Nxd5! 29.Kd1 Rec8 idea Rc1+ mating 30.Ke1 Nc3 31.Rd1 Rxe2#



0-1

FINAL MATCH TALLY
WOMBATS 3
PAWNS 3

*Correction to July Issue Games; page 6, column 3, just before the last diagram should read [Possibly 19.d6 is better]. The CICL Bulletin regrets the error.