

# The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League



Play-off photo of Wombats @ Hedgehogs, Courtesy Len Weber

**In This Issue:**  
**The Exciting Conclusion and Analysis**  
**Of the Complete Round One Games of**  
**The 2011 CICL Play-offs!**

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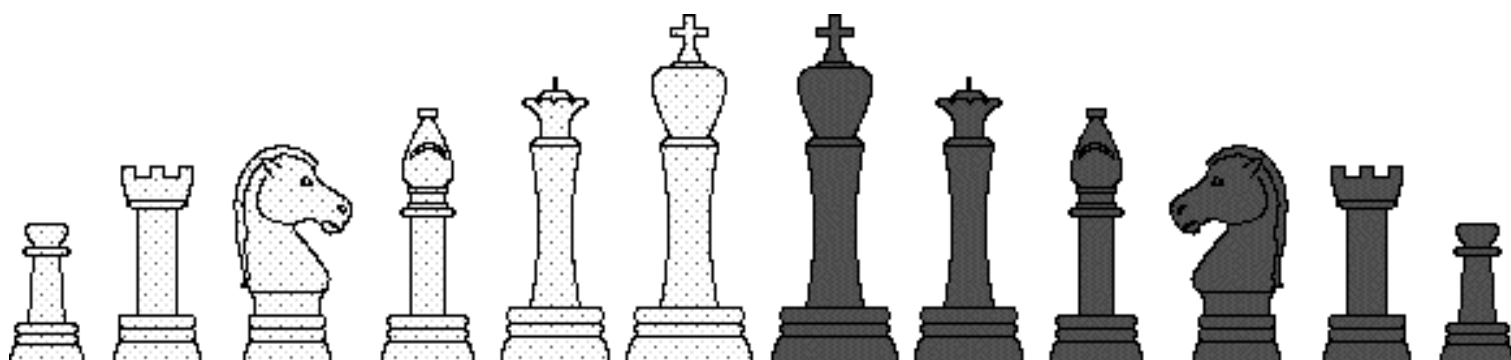
### Editor's Notes:

Thanks again to Games Editor Tom Friske for his extensive coverage of the players and games from Round One of the 2011 CICL play-offs! And it's not over- the August Issue promises Analysis of Round 2 games! Congratulations to Downer's Grove Chess Club on another successful tournament; TD Dan Parmet has included a report for your reading pleasure!

Have a happy and safe summer everyone!

Patrice Connelly, Bulletin Editor

[Bulletin@ChicagoChessleague.org](mailto:Bulletin@ChicagoChessleague.org).



**MATCH 3 - Monday, May 9, 2011**  
**South Suburban CC Wombats at Hedgehogs**  
**aka "Battle of the Furry Fiends"**

Ah, finally, week two of the Playoffs ! Just happened that Week One toured from one of the farthest-West home sites (Schaumburg) to one of the South-most (Downers Grove) [*find coverage in June 2011 issue*]; whereas now we venture into the East Division, on opposite sides of the Loop !

This match's home is one I should've recognized; I've had work assignments on the site's other floors ! After wandering back-and-forth across Wacker Drive looking for an address that wasn't there, I check my phone to realize I'd wrongly remembered it ! But the Hedgehogs are a team I always enjoy visiting, and not just for the customary free dinner.

Tony gave us the tour of the floor, rightly proud of the décor. Both walls and floor painted as if metal, with nut-heads, in a minimally lighted style, gives the effect of being in a scrap-metal bunker sometime after some apocalyptic event (good feeling when realizing that makes you one of the few survivors). Winding halls hide any sight for where one is heading, when, suddenly, a new turn opens to the trading "war room". Each cube space stacked with six, 40" monitors jolt the visitor's mind back to the future, forcing him to realize some serious decisions are still in progress (trading is always happening somewhere in the world!). No photos are allowed (should I even be writing about it??).

Finally, the smell of deep-dish pizza leads to the end of the hall and the meeting areas. The small break room looks a bit cramped, even if the high tabletops make for comfortable barstool seating. A look around sees some eating in the conference room to the right and others playing chess to the left, warming up for the night's actual event. The casual conversation belies the warriors' true intentions.

The air begins to get thick, conversation dies, people are edgy; it becomes obvious that the battles are about to begin. I am suddenly confronted with the realization that the Hedgehogs are overloaded with talent; the whole team from the 2006 Playoff run is going to play. But a glance at the line-up sheet revealed Tony Jasaitis is on-board this time. Their hot start last time was without him, what would they be like *with* him??

However, I hadn't forgotten the formidable line-up the Wombats present (I was already trying to figure how to "Fork" the little rats in a possible meeting the coming Saturday). Their top 3 boards (Steve Tennant, Len Weber, Todd Freitag) were present and the supporting cast weren't slouches either. Especially curious to see fellow-Editor Patrice's night; still impressed with her play from last year's first Playoff round. It looked like it was going to come down to match-ups- yet why wasn't Len on the pairings ? It turned out that their 5<sup>th</sup> board was stuck in Minneapolis with car trouble and the ratings cap forced him out. After my experiences last week, it wasn't hard to emphasize with the frustrated look on Len's face as he explained the circumstances.

Enjoying the prospect of being a "fly on the wall", I happened to be present for the Wombat Captain's last-second pep talk to his team. After a word of specific instruction to each player, he wrapped with the wise words "Play your game. Don't do anything spectacular!". Oh, how many times have I told my inexperienced teammates the same thing ! And, oh, how many times have they just gone off and done their own thing anyhow !

After a quick start on board one, the rest of the battles were obviously going to go down to the last second of the last time control. We were in for a long night.

The final tally will show a Hedgehog winning the match, but, clearly, a couple of Pawn endings were misplayed by Wombat players which turned the whole result. Board-by-board, a very interesting and instructive match !

**BOARD FINISHING ORDER: 1, 5, 2, 4, 6, 3**

## BOARD 1

Tennant, Steve (2268) –  
Franklin (2206)

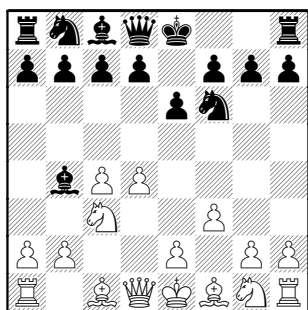
[E20]

## Notes by Steve Tennant

1.c4 Nf6 2.Nc3 e6 3.d4

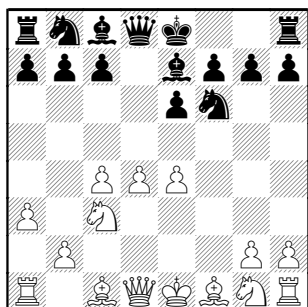
Why this move order, instead of 1 d4 ? It avoids certain openings (QGA, Benko, Gruenfeld). Additionally, if Black intends a Slav (after c6,d5) he has to be willing to face a Panov-Botvinnik variation (after Black's ..c6, White has e2-e4), or choose another opening.

3...Bb4 4.f3

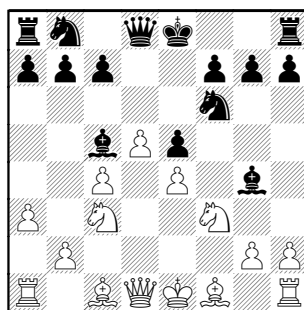


My choice here shouldn't have been a surprise.

4...d5 5.a3 Be7 6.e4 dxe4 7.fxe4



7...e5 8.d5 Bc5 9.Nf3 [9.Bg5] 9...Bg4



Black's chosen variation against 4 f3 has a good reputation, from a variety of sources.

Some sources only mention 9...Ng4

**10.Qd3!** My TN (theoretical novelty). I've played it before, but never published it.

The Knight is un-pinned without weakening h4 and g3. Also, e3 is protected making Be3 and 0-0 possible. Lastly, the Queen is centrally developed and an option for 0-0-0 is introduced.

Black must first react to the threat Nxe5.

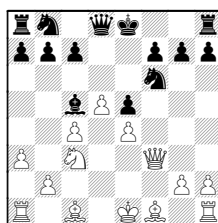
Regardless of their preferred 9th move, all sources have 10.h3 here. But I don't like it, because it weakens g3 (if for no other reason).

**10...Bxf3**

Other tries (like Qe7, Qd6, Nbd7 allow b2-b4, and Black will be forced to play Bxf3 anyway.

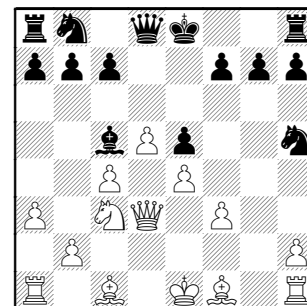
**11.gxf3!** Protecting Pe4 and opening the Bishop to its prime position on h3.

If you don't like the game's recapture, then also OK is 11.Qxf3



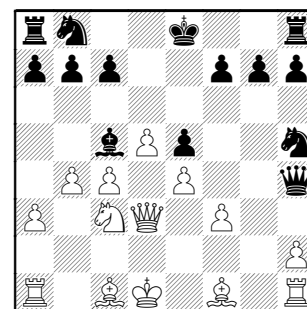
The g3-square is still not available to

Black's Knight (as in the h2-h3 lines) and White still has the option of getting the Bishop to h3 (as in the game).

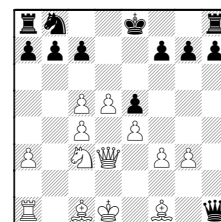
**11...Nh5**

At least opening the Queen to the Kingside dark squares, especially the e1-h4 diagonal to the King.

**12.b4!** Chasing the Bishop off before Black has time for a7-a5.

**12...Qh4+ 13.Kd1**

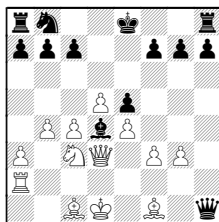
This is another advantage of my TN on move 10; the King is perfectly safe.

**13...Bd4**13...Ng3? 14.hxg3 Qxh1 15.bxc5

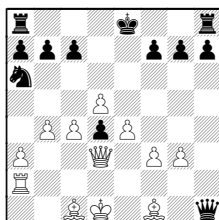
**14.Ra2!** Another forward move to unpin a Knight ! White now has Nb5 coming.

**14...c6** Preventing Nb5.

**A)** Now, after 14...Ng3 15.hxg3 Qxh1



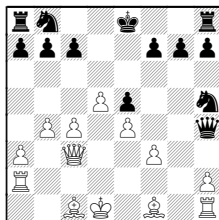
16.Nb5 Na6 17.Nxd4 exd4



18.Rf2!

White will win the d-Pawn and exits the combination with a Pawn and Bishop-pair for Rook+Knight; an interesting material imbalance. But positionally, Black's Knight is long-term misplaced and White's center Pawns are ready to roll. So Black avoids taking the exchange.

**B)** Another way to stop Nb5 is 14...Bxc3 15.Qxc3

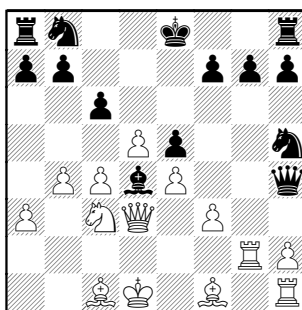


but Black still cannot win the exchange!  
15...Ng3? 16.Qxe5+ forking

(16.Qe1 pinning is another way)

**15.Rg2!**

Stopping ..Ng3 once and for all !

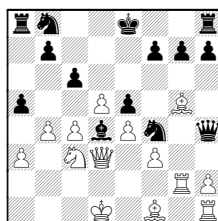


But also introduces a Queen trap with Bg5 and Rg4.

Dave must have known this was all prepared analysis-- I hadn't even used two minutes yet !

**15...a5 16.Ne2**

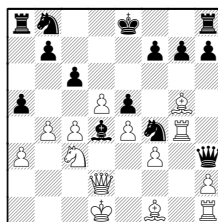
Why not the threatened 16.Bg5 Nf4



**A)** [Editor: I was expecting the reply would be 17.Qd2 Qh3

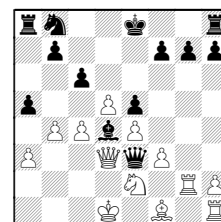
(17...Qh5 is possible, but 18.Rg4 blocks the Queen's attack to f3)

18.Rg4

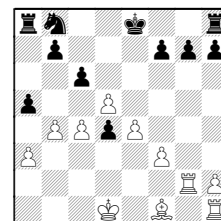


but Black has 18...Qxf3+  
**Editor out...**

**B)** 17.Bxf4 Qxf4 18.Ne2 Qe3

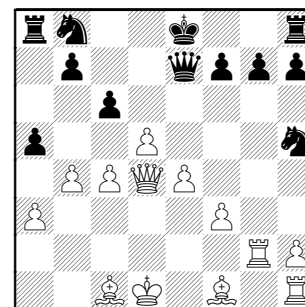


19.Nxd4 Qxd4 20.Qxd4 exd4

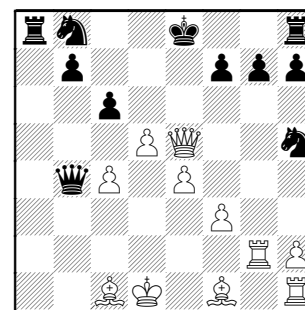


White wins at least a Pawn, but his Queenside is vulnerable.

**16...Qe7 17.Nxd4 exd4 18.Qxd4**



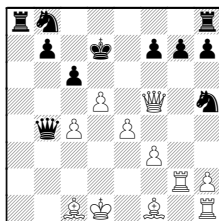
**18...axb4 19.axb4** [19.d6 is better]  
**19...Qxb4 20.Qe5+**



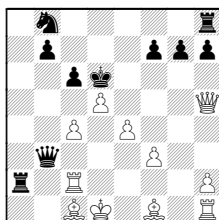
**20...Kf8** The only move.

**A)** Much the same is 20...Kd8 21.Qxh5 Qb3+ 22.Rc2 Ra2;

**B)** Other replies allow the Queen to show-off her assets- 20...Kd7 21.Qf5+!

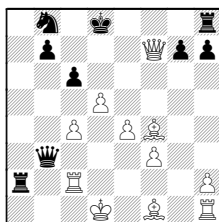


**B1)** 21...Kd6 22.Qxh5 Qb3+ 23.Rc2 Ra2



24.Bf4+! Kc5

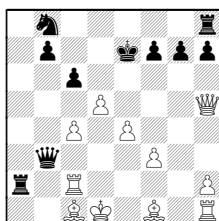
(24...Kd7 25.Qxf7+ Kd8



26.Bc7+ Kc8 27.Bh3+ Nd7 28.Qxd7#)

25.dxc6+ Kxc6 26.Qb5+

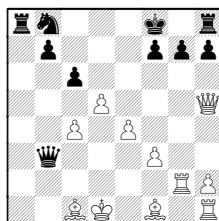
**B2)** 21...Ke7 22.Qxh5 Qb3+ 23.Rc2 Ra2



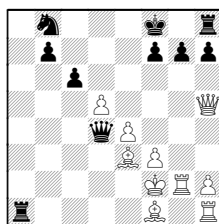
24.Qe5+ and the Queen can return to defend at c3

**21.Rb2**

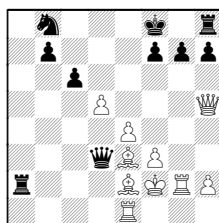
Another line is possible 21.Qxh5 Qb3+



22.Ke1 (22.Rc2? Ra2) 22...Qc3+ 23.Bd2 Ra1+ 24.Ke2 Qxc4+ 25.Kf2 Qd4+ 26.Be3

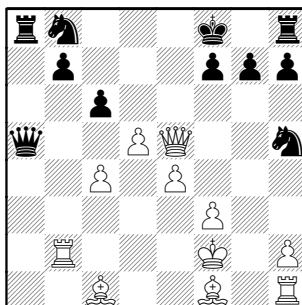


26...Ra2+ 27.Be2 Qd3 28.Re1

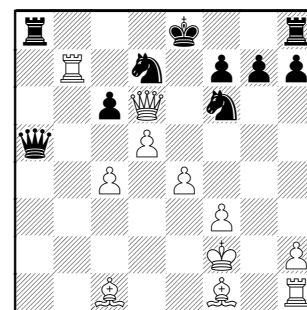


But, being a team event, exposing my King was undesirable in such a long line where something could easily be missed.

**21...Qa4+ 22.Ke1 Qa5+ 23.Kf2**



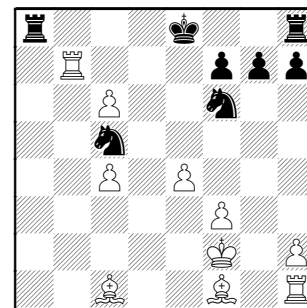
23...Nf6 [23...Qa1 24.Qd6+ Ke8 25.Rxb7] 24.Rxb7 Nbd7 25.Qd6+ Ke8



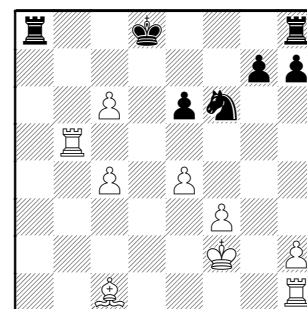
**26.dxc6**

26.e5 allows the same reply 26...Qc5+

26...Qc5+ I also thought this was the only way to continue 27.Qxc5 Nxc5



**28.Rb5 Ne6 29.Bh3 Kd8 30.Bxe6 fxe6**



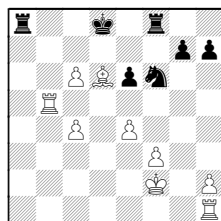
One advantage of the Bishop-pair versus the Knight-pair is you can trade Bishop for Knight and convert the endgame advantage of good Bishop versus bad Knight.

**31.Bf4 Rf8**

When I saw this, I told him "Nice try, but it won't work!".

32.Rb8+

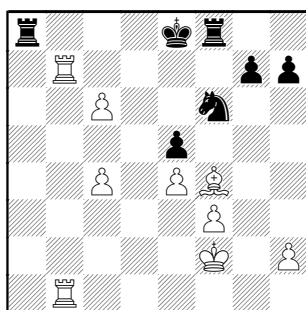
32.Bd6 looks like a kill, but



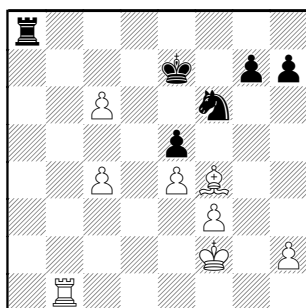
32...Nxe4+ forking !

(32...Re8? (or wherever) 33.Rb8+ Rxb8 34.c7+)

32...Ke7 [32...Rxb8 33.c7+] 33.Rb7+ Ke8 34.Rhb1 e5

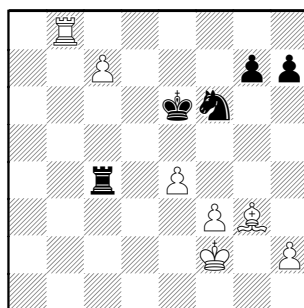


35.Rb8+ [35.Bxe5? Ng4+] 35...Ke7 36.Rxa8 Rxa8



37.Bxe5 Now possible since the Rook has left the f-file.

37...Ke6 38.Bg3 Ra4 39.c7 Rxc4 40.Rb8

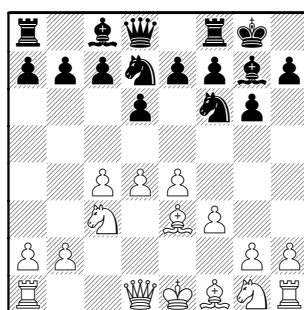


BLACK RESIGNED

40...Kd7 41.Rd8+ and then queens 1-0

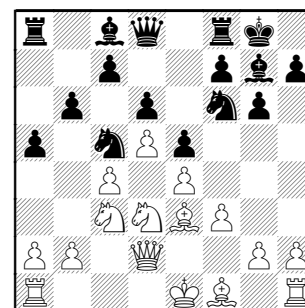
Match tally:  
WOMBATS 1 -- HEDGEHOGS 0

## BOARD 5

Franeek,Marty (1667) -  
Shepardson,Tom (1619) [E87]1.d4 Nf6 2.c4 d6 3.Nc3 g6 4.e4 Bg7  
5.f3 0-0 6.Be3 Nbd7

7.Nh3

7.Bd3 idea Nge2. The Knight can still reach d3 via c1.

7...e5 8.d5 b6 9.Qd2 a5 10.Nf2 Nc5  
11.Nd3

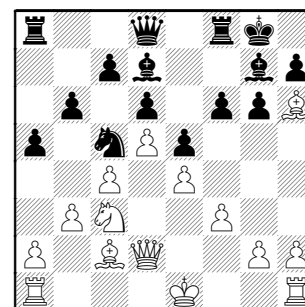
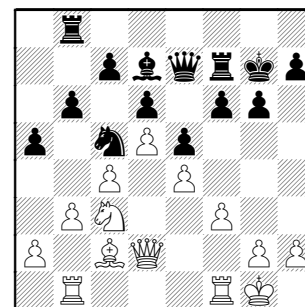
11...Nfd7 12.Bg5 f6 13.Bh6 White should save his better Bishop

13.Bh4 keeps the f6-Pawn in place (for a move or so) and the Bishop can reach its best diagonal by playing to f2.

13...Nxd3+ 14.Bxd3 Nc5

14...f5 introduces a common trick-- Black threatens Qh4+ forking h6. 15.Bg5 Bf6

15.Bc2 Bd7 16.b3

16...Rb8 17.0-0 Rf7 18.Bxg7 Kxg7  
19.Rab1 Qe7

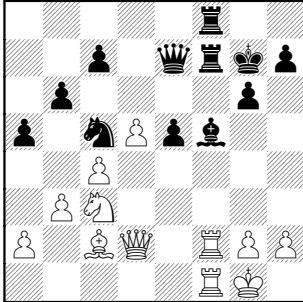
20.f4

20.a3 idea b4, starts some Queenside action. Maybe White will take over the



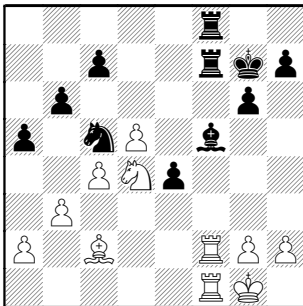
a-file since Black's Rooks are out of touch. But White's c4-c5 would also become a theme.

20...Rbf8 21.Rf2 f5 22.exf5 Bxf5  
23.fxe5 dxe5 24.Rbf1



The trade offers are mostly a time consideration.

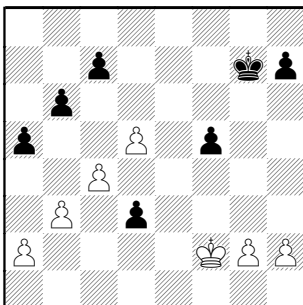
24...e4 25.Qd4+ Qf6 26.Nb5 Qxd4  
27.Nxd4



27...Nd3? 28.Nxf5+

But now the trades lead White to win a Pawn !

28...Rxf5 29.Rxf5 Rxf5 30.Rxf5 gxf5  
31.Bxd3 exd3 32.Kf2



The d-Pawn is doomed.

32...f4 33.Ke1 Kf6 34.Kd2 Ke5 35.Kxd3  
h5 36.a3

Both sides somehow made a Queen and had one Pawn left. Neither side

recorded moves. **DRAW AGREED.**

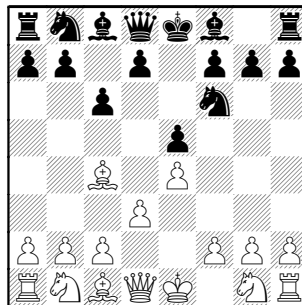
But, really, White should have an easy win here. Black can be run out of Pawn moves, whereupon his King must retreat and allow his opponent's forward. Not to mention Black's Kingside Pawns need constant defending. 1/2-1/2

Match tally:  
**WOMBATS 1.5 – HEDGEHOGS 0.5**

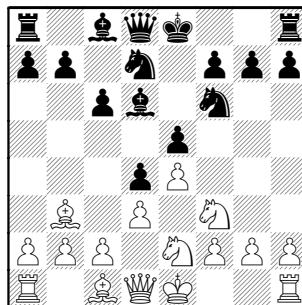
### BOARD 2

Rauchman, Michael (2039) -  
Freitag, Todd (2038) [C24]

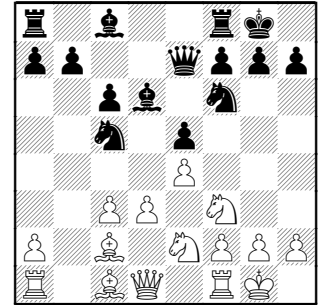
1.e4 e5 2.Bc4 Nf6 3.d3 c6



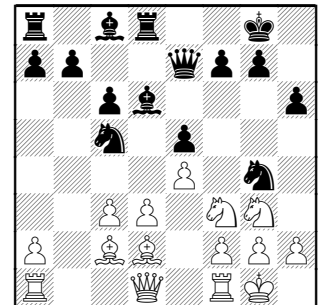
4.Nf3 [4.Nd2; 4.Bb3] 4...d5 5.Bb3 Bd6  
6.Nc3 d4 7.Ne2 Nbd7



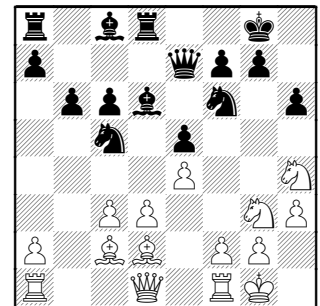
8.c3 dxc3 9.bxc3 Nc5 [9...0-0] 10.Bc2  
Qe7 11.0-0 0-0



12.Ng3 Rd8 13.Bg5 h6 14.Be3 Ng4  
15.Bd2

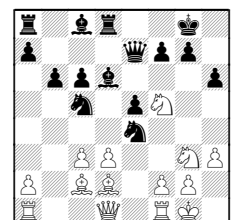


15...b6 16.h3 Nf6 17.Nh4



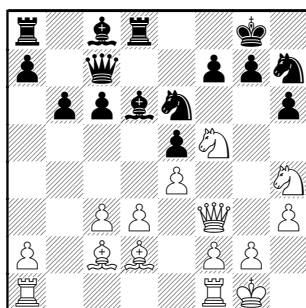
17...Qc7

17...Nfxe4? idea Qxh4 18.Nhf5

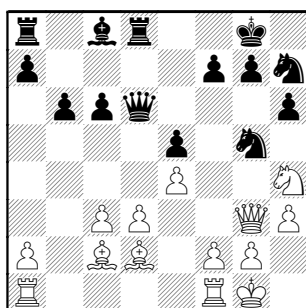


18...Bxf5 19.Nxf5 Qf6 20.dxe4

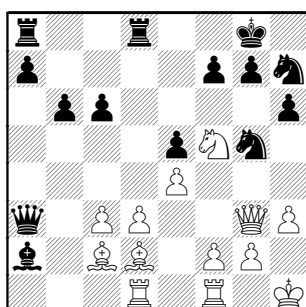
18.Qf3 Nh7 19.Ngf5 [19.Nhf5 idea Nh5]  
19...Ne6



20.Nxd6 Neg5 21.Qg3 Qxd6

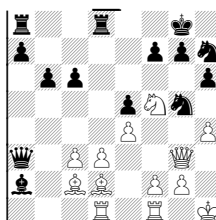


22.Rad1 Be6 23.Kh1 Bxa2 24.Nf5 Qa3



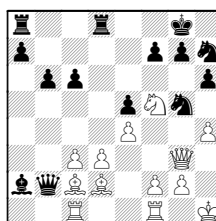
25.Qxe5

Maybe White has better long-term threats after 25.h4



idea Qxg7#

A) 25...Qb2 26.Rc1

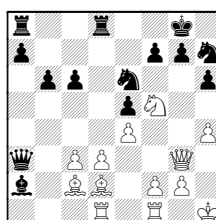


26...Rxd3?  
(26...Nxe4?? 27.Qxg7#)

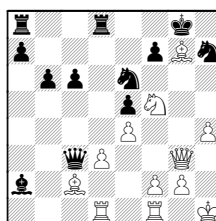
27.Qxd3  
(27.Bxd3 Qxd2 28.hxg5)

27...Ne6

B) 25...Ne6

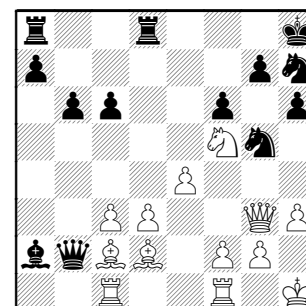


26.Bxh6 Qxc3 [26...g6] 27.Bxg7

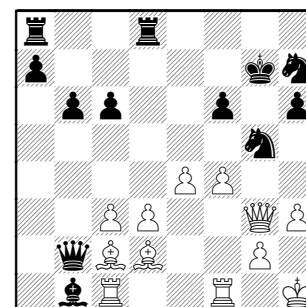


idea Nh6# 27...Nhg5 28.Bxe5 Qxc2  
29.hxg5

25...f6 26.Qg3 Qb2 27.Rc1 Kh8

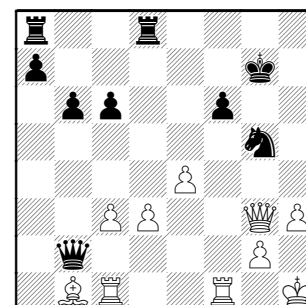


28.Nxg7 Kxg7 29.f4 Bb1



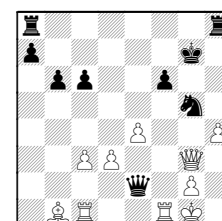
giving White a motive to sacrifice (what he probably was fixin' to do anyhow!)

30.fxg5 hxg5 31.Bxg5 Nxg5 32.Bxb1



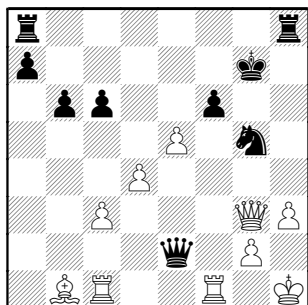
32...Qe2 33.d4

33.h4 Rh8 34.Kg1

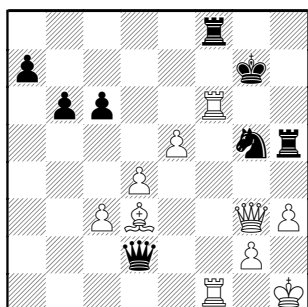


34...Qh5 35.hxg5 Qh1+ 36.Kf2 wins

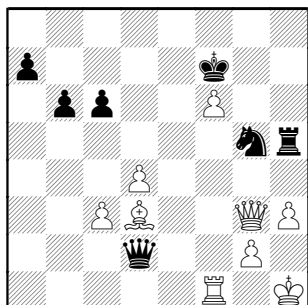
33...Rh8 34.e5



34...Rh5 35.Rxf6 Rf8 36.Bd3 Qd2 37.Rcf1

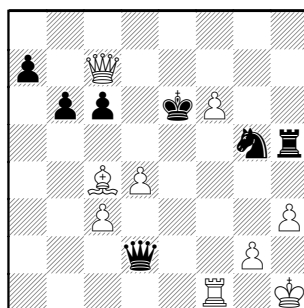


37...Rxf6 38.exf6+ idea f6-7,etc 38...Kf7



But now there's a forced mate !

39.Qc7+ idea Qg7+ or Qe7+ and then mate depending on where the King goes 39...Ke6 40.Bc4#



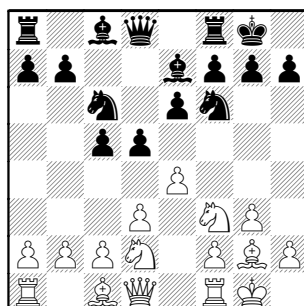
1-0

Match tally:  
WOMBATS 1.5 - HEDGEHOGS 1.5

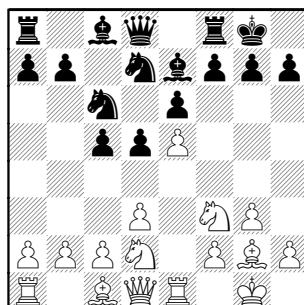
## BOARD 4

Jasaitis, Tony (1900) –  
Ellice, Wayne (1776)

[C00]

1.e4 e6 2.d3 d5 3.Nd2 c5 4.g3 Nc6  
5.Bg2 Nf6 6.Ngf3 Be7 7.0-0 0-0

8.e5 Nd7 9.Re1

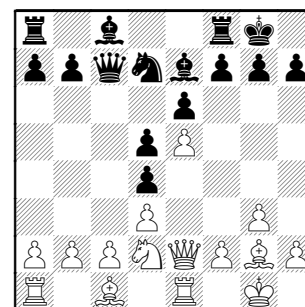


9...Qc7

In this standard King Indian Attack formation, 9...b5 followed by Qb6 gets

some Queenside activity started as White plans to attack on the other side. It's a timing issue; White's plan is slower, so Black might divert him (even if not directly threatening the White King).

10.Qe2 Nd4 11.Nxd4 cxd4



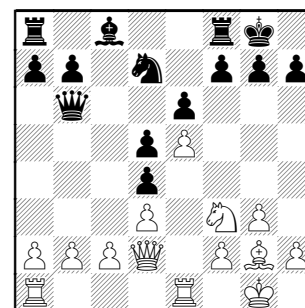
So is the d4-Pawn a pain-in-the-neck or a weakness ?

**12.Nf3 Bb4** The start of a positionally-wrong plan: trading away a defender of d4. The dark-squares are key in any French position.

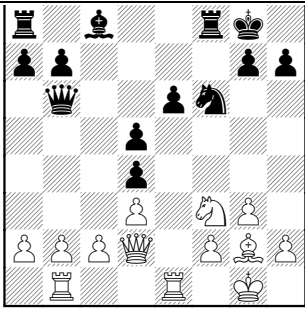
**A)** He'd like to play 12..f6 13 exf6 Bxf6 protecting the d4-Pawn, but the e6-Pawn hangs.

**B)** Something like 12..a5 comes to mind, discouraging 13. Nb3 Nb6 idea a5-a4. If White stops that with an a2-a4 of his own, that Pawn may become an easy target after Black's Bd7. At any rate, Black has some activity that White will need to counter.

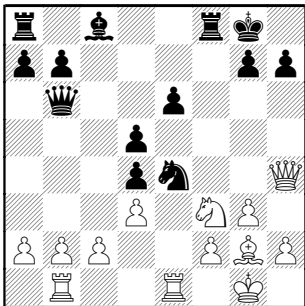
13.Bd2 Bxd2. 14.Qxd2 Qb6



15.Rab1 f6 16.exf6 Nxf6



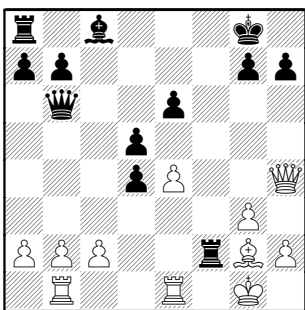
17.Qf4 Ne4 18.Qh4



18...Rxf3 Watching live, I couldn't believe my eyes ! Black's idea is to follow with Nd2, when Nxf3+ forking

Queen is also in his sights.

19.dxe4 Rxf2



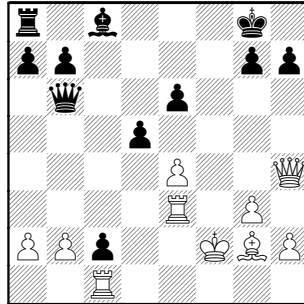
This Rook must have had a rough childhood; all he wants to do is die!

I had to laugh-- before the match, the Wombat captain had specifically told the players "Don't do anything spectacular!" Here, no more than an hour later, we seem to be at the very situation he was warning against.

20.Kxf2 d3+

The point to the Rook sacrifice, but it's hard to believe Black can get enough for it with his remaining pieces inactive. Especially note Black has a back-rank problem-- this will be a key theme.

21.Re3 dxc2 22.Rc1



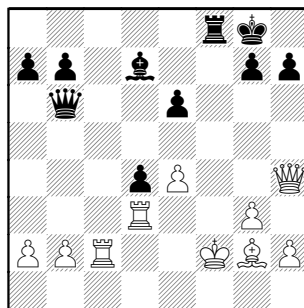
22...d4 the threat of d3+ and on to d2 looks like Black will, in fact, win back that Rook

22...Qxb2?? isn't possible due to 23.Qd8+ Kf7 24.Rf3+ and Black's King joins his Rook at the executioner.

23.Rd3 I missed this... wonder if Wayne did, too.

23.Rb3 also works 23...Qc5 24.Qd8+ Kf7 25.Rf3+ Kg6

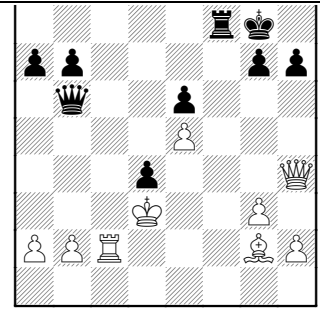
23...Bd7 24.Rxc2 Rf8+



Black wants to get Bb5 in, since, after the d3-Rook moves, d4-d3 is CHECK and attacks the c2-Rook.

25.Ke2! Yup, that's the way ! Up a Rook ? Give some of it back !

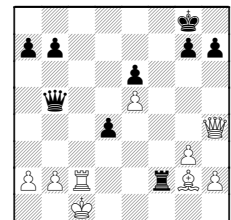
25...Bb5 26.e5 Bxd3+ 27.Kxd3



So White is a solid minor up. Now can he dodge the perpetual ?

27...Qb5+ 28.Rc4

A) 28.Kd2? Rf2+ 29.Kc1

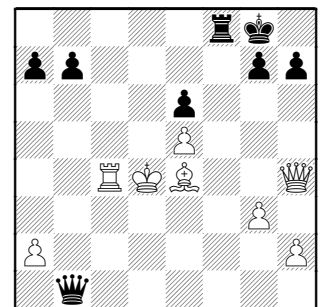


29...Rxc2+ 30.Kxc2 Qe2+ wins the piece back

B) 28.Kxd4 Qb6+ (28...Qb4+ 29.Kd3 Black can't check with the Rook as d8 covered by Queen.)

29.Kd3 (29.Ke4) 29...Rd8+ 30.Ke2 Qb5+ 31.Ke1 Qxe5+ 32.Re2

28...Qxb2 29.Be4 Qb1+ 30.Kxd4



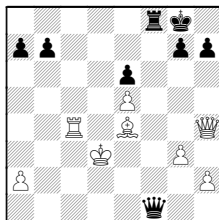
30...Qb6+

I thought it was better to check from

White's base as the King can't wander too far forward and the Queen has more space for forking possibilities (which the King must defend).

30...Qg1+ I'll just outline a few things noticed during the game... 31.Kd3

A) 31...Qf1+



White's Rook is protected by the Bxh7+ discovery (as long as QxR isn't with check!).

32.Kc3

32.Kc2?? Qxc4+;  
32. Ke3 Qf2+ repeats position. (And 32..Qxc4?? is that discovery- 33 Bxh7+ idea Qh4xc4)

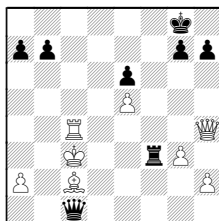
32...Qe1+ 33.Kb3 (33.Kb2)

A1) 33...Qd1+ 34.Ka3 (34.Kb2 Qe2+ 35.Ka3)

A2) 33...Qe3+

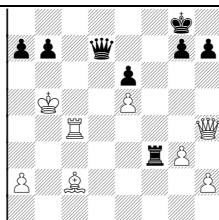
B) 31...Qd1+ 32.Kc3 Qc1+

B1) 33.Bc2? [33.Kb3] Rf3+



Squeezing the King away from home base.

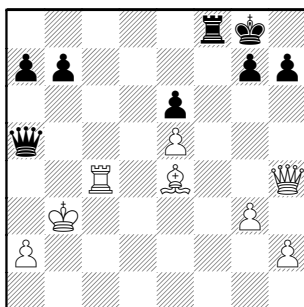
34.Kb4 Qd2+ 35.Kb5 Qd7+



36.Kb4  
(36.Ka5 Ra3+ 37.Kb4 Qa4+ 38.Kc5 Qc6+)

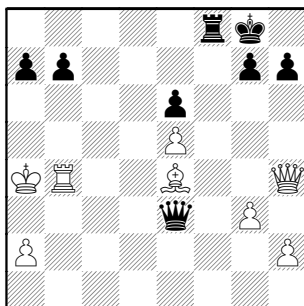
36...Qd2+

31.Kc3 Qa5+ 32.Kb3

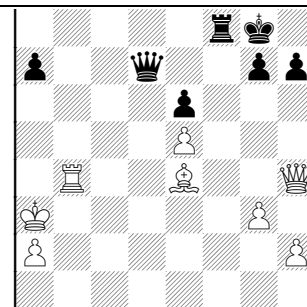


Tony really spent some time here to prove he could get away from the annoying checks !

32...Qb6+ 33.Rb4 Qe3+ 34.Ka4



34...b5+ 35.Rxb5 Qd4+ 36.Rb4 Qd7+ 37.Ka3

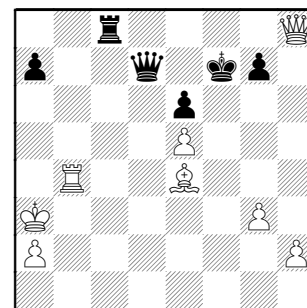


Black has no checks--not even on the a3-f8 diagonal !

37...Rc8

37...g6?? 38.Rb7 idea Qxh7#

38.Qxh7+ Kf8 39.Qh8+ Kf7 40.Qh5+ Kf8 41.Qh8+ Kf7

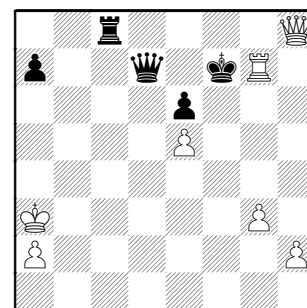


Repeating, but... 42.Bg6+!! All roads meet at mate !

Kxg6 43.Rg4+ Kf7

Same is 43...Kf5 44.Qh5+ g5 45.Qxg5#

44.Rxg7#



1-0

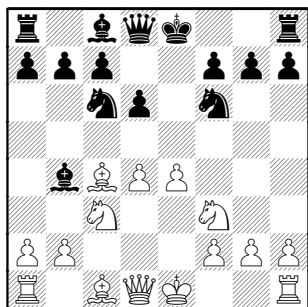
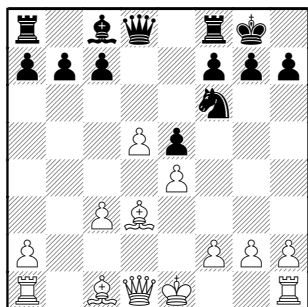
Match tally:

WOMBATS 1.5 -- HEDGEHOGS 2.5

## BOARD 6

Kratka, Milan (1581) -  
Connelly, Patrice (1606)

[C53]

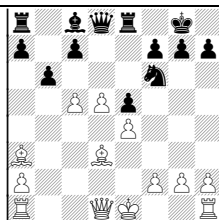
1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 d6  
5.d4 exd4 6.cxd4 Bb4+ 7.Nc3 Nf68.d5 Bxc3+ 9.bxc3 Ne5 10.Nxe5 dxe5  
11.Bd3 0-0

12.c4

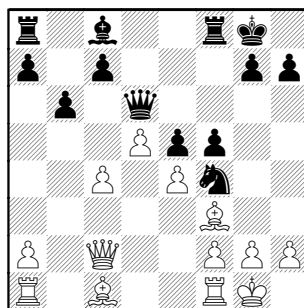
12.0-0 leaves the c4-square for a possible Bishop move. 12...Bg4 13.Qb3  
White owns at least 2/3 of the board.

12...b6 13.0-0

13.Ba3 Re8 14.c5



White's domination continues

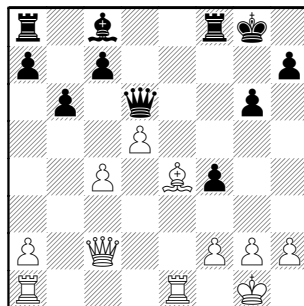
13...Qd6 14.Qc2 [14.a4 idea Ba3]  
14...Nh5 15.Be2 Nf4 16.Bf3 f5

17.Bxf4

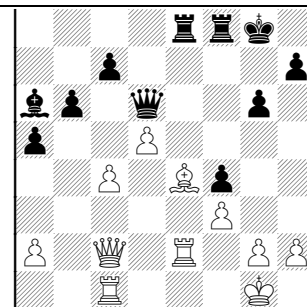
White loosens his King too much after  
17.g3 Ng6 idea f4

Or 17...Nh3+ 18.Kg2 f4

17...exf4 18.Rfe1 fxe4 19.Bxe4 g6



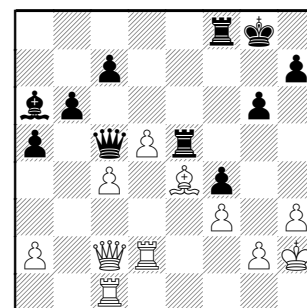
20.f3

20.Rad1 idea Rd3, g3, etc. White wants  
to get Bxg6 in, if the Queen ever leaves  
its defence.20...a5 [20...Bf5] 21.Re2 Ba6 22.Rc1  
Rae8

23.h3 giving up g3 23...Re5

23...Qf6 idea Qh4-g3, Bc8 idea Bxh3  
looked interesting24.Rd2 Qc5+ not a long-term place for  
the Queen.I'd hold the check for a possible fork  
against c4 (if the c1-Rook ever moves).24...Qe7 idea Qh4, Rg5, Bc8 starts some  
serious pressure on the King

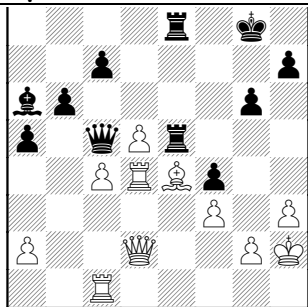
25.Kh2

Now, when the Queen arrives at g3, it  
will be with check, gaining a tempo on  
that attack.

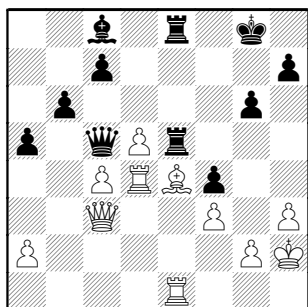
25...Kg7

I guess she was worried about d5-d6  
and Bd5+, but it's only a check !

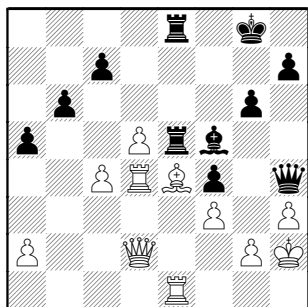
26.Qc3 Rfe8 27.Rd4 Kf7 28.Qd2 Kg8



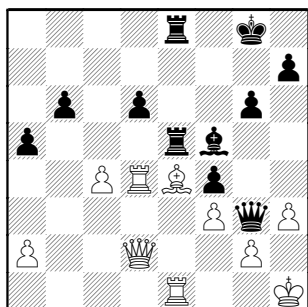
**29.Qc3** [29.Qxf4?? Qxd4] **29...Bc8**  
**30.Re1**



**30...Bf5** [30...b5!] **31.Qd3 Qe7** OK! Now she plays it! **32.Qd2 Qh4**



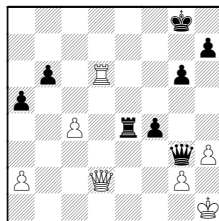
White's Queen can't wander too far from e1. **33.d6 Qg3+ 34.Kh1 cxd6**



**35.Bd5+**

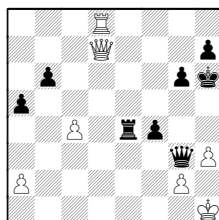
35.Rxd6 Bxe4?

**A) 36.Rxe4 Rxe4 37.fxe4 Rxe4**



38.Qd5+

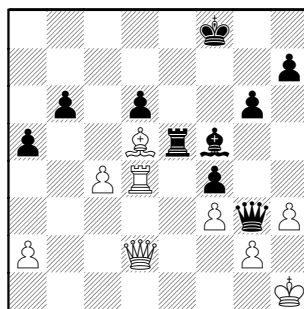
(But not **38.Rd8+?? Kg7 39.Qd7+ Kh6**



idea Re1 #, so... **40.Re8 Qe1+ 41.Kh2 Rxe8** wins

**B) 36.fxe4 Rxe4? 37.Qd5+**

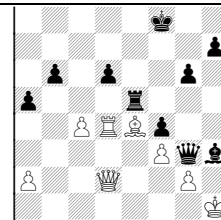
**35...Kf8 36.Rxe5 Rxe5**



threatening mate on e1 !

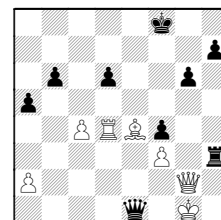
**37.Be4 Bxe4**

I thought 37...Bxh3!



is an immediate kill ! (still looks better)  
 White can stop Re5-h5 with 38.Rd5

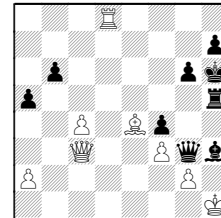
**A) 38.gxh3 Rh5** wins immediately  
**39.Qg2 Rxh3+ 40.Kg1 Qe1+**



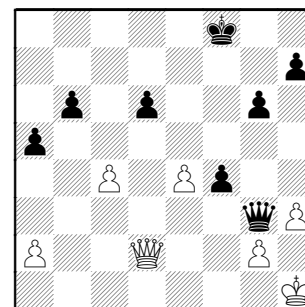
**41.Qf1 Rg3+ 42.Kh1 Qxf1+**

**B) 38.Kg1 Rg5**

**C) 38.Rxd6 Rh5 39.Rd8+ Kg7 40.Qc3+ Kh6**

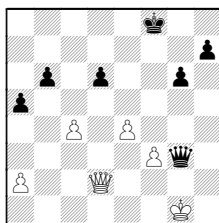


**38.Rxe4 Rxe4 39.fxe4**



**39...Ke7** time pressure !

39...f3! Just happens to discover the Queen's defense onto d6. 40.gxf3 Qxh3+  
41.Kg1 Qg3+

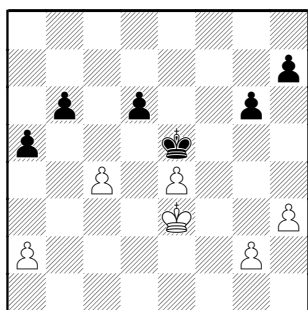


wins another Pawn or forces an easy Pawn ending.

**40.Kg1 Qe3+** I thought this forces a lost Pawn ending ! (Black was moving fast to reach the time control). But she is still in it!

40...f3! forces a won Pawn ending.

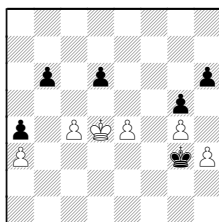
**41.Qxe3 fxe3 42.Kf1 Kf6 43.Ke2 Ke5 44.Kxe3**



**44...a4 45.a3 h6**

It looks to me like Black actually can make zugzwang with 45...g5 any White King move loses (hmm, see coming analysis... not true), so

**A) 46.g4 h6** and White must give way. 47.Kd3 Kf4 Hmmm, maybe White's passer is faster ! 48.Kd4 Kg3

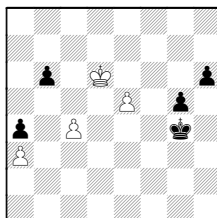


49.Kd5

(49.e5?? dxe5+ 50.Kxe5 Kxh3 51.Kf5 Kg3)

49...Kf4

(49...Kxh3?? 50.Kxd6 Kxg4 51.e5

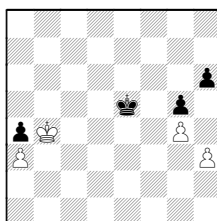


51...h5 52.e6 h4 53.e7 h3 54.e8Q h2)

50.Kxd6 Kxe4 51.c5

(51.Kc6?? Kd4 and Black wins !)

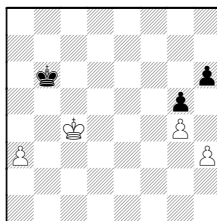
51...bxc5 52.Kxc5 Ke5 53.Kb4



53...Kd6

(Same result after 53...Kd4 54.Kxa4 Kc5 55.Ka5 Kc6 56.Kb4 heading Kingside...)

54.Kxa4 Kc6 55.Kb4 Kb6 56.Kc4

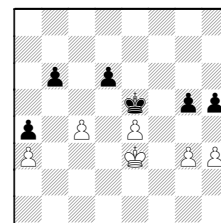


56...Ka5

(56...Kc6 57.Kd4 Kd6 58.Ke4 Ke6 59.a4+-)

57.Kd5 and wins

**B) 46.g3** trying to cover f4, one of Black's forward squares. 46...h5



47.h4

(47.g4 hxg4 48.hxg4)

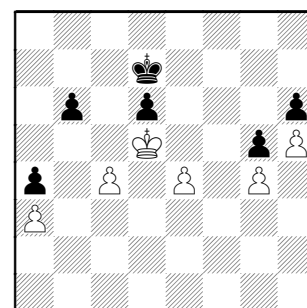
47...gxh4 48.gxh4

(47...g4 doesn't give Black the f4 square)

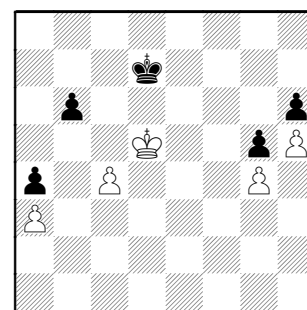
Which is all to say, White could have gone into some less-obvious lines where Black could go astray.

At any rate, the game is similar, even though Black is first to give way.

**46.h4 g5 47.h5 Kf6 [47...g4 48.g3] 48.Kd4 Ke6 49.g4 Ke7 50.Kd5 Kd7**

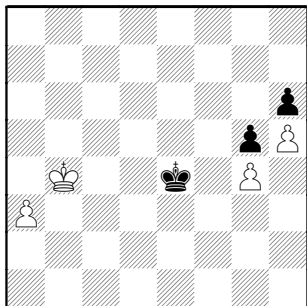


**51.e5 dxe5 52.Kxe5 Ke7 53.Kf5 Kf7 54.Ke5 Ke7 55.Kd5 Kd7**

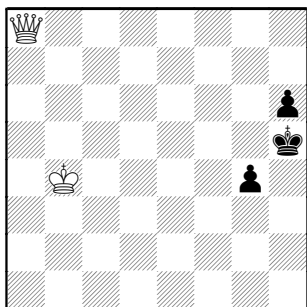




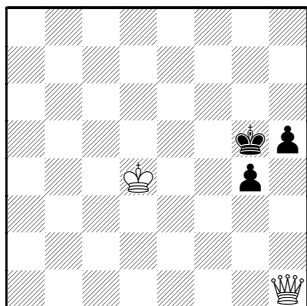
56.c5 b5 57.c6+ Kc7 58.Kc5 b4  
59.Kxb4 Kxc6 60.Kxa4 Kd5 61.Kb4  
Ke4



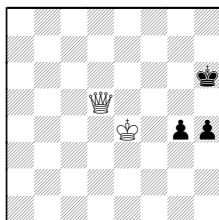
62.a4 Kf4 63.a5 Kxg4 64.a6 Kxh5 65.a7  
g4 66.a8Q



66...Kh4 67.Qh1+Kg5 68.Kc4 h5  
69.Kd4

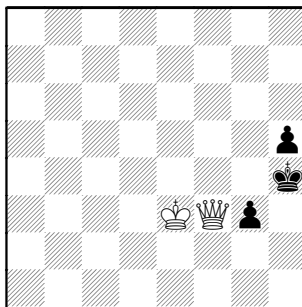


69...g3  
69...h4 70.Qd5+ Kh6 71.Ke4



71...h3 72.Kf4 h2 73.Kxg4

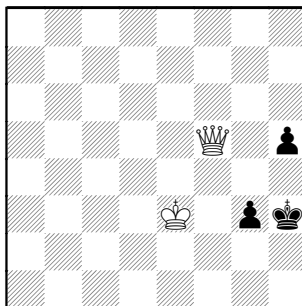
70.Ke3 Kg4 71.Qf3+ Kh4



72.Qf4+

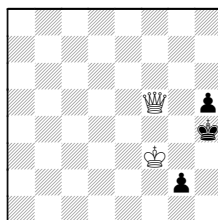
White forces mate with 72.Kf4! g2  
(72...Kh3 73.Qxg3#) 73.Qg3#

72...Kh3 73.Qf5+



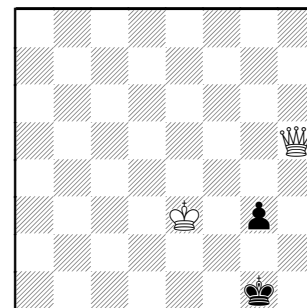
73...Kg2

73...Kh4 74.Kf3 (74. Qf4+ Kh3) 74...g2



75.Qg6 (75.Kxg2?? stalemate !)

74.Qf3+ Kh2 75.Qxh5+ Kg1



76.Qh3

Another mate is 76.Kf3 g2 (76...Kf1  
77.Qh1#) 77.Kg3 Kf1 78.Qd1#

76...g2 77.Kf3 1-0

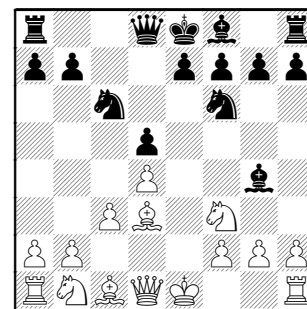
Match tally:  
WOMBATS 1.5 -- HEDGEHOGS 3.5

### BOARD 3

Zolkos,A (1732) –  
Smith,Mack (1985)

[B13]

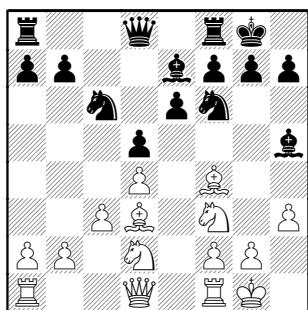
1.e4 c6 2.d4 d5 3.exd5 cxd5 4.Nf3 Nc6  
5.c3 Nf6 6.Bd3 Bg4



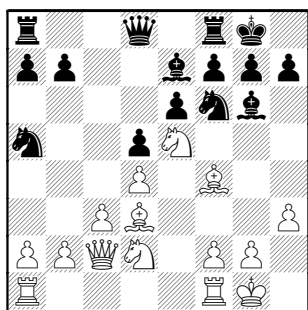
7.h3 maybe sending the Bishop in range of g6 only helps Black.

7.Bf4 idea Nbd2, Qc2, Ng5, etc

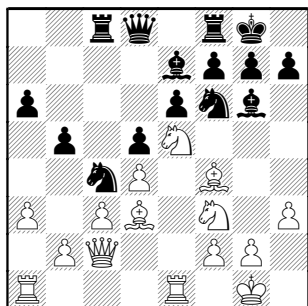
7...Bh5 8.Bf4 e6 9.Nbd2 Be7  
10.0-0 0-0



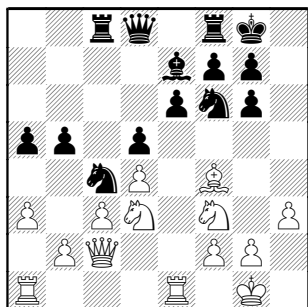
11.Qb3 Na5 12.Qc2 Bg6 13.Ne5



13...Rc8 14.Ndf3 a6 15.Rfe1 b5 16.a3 Nc4



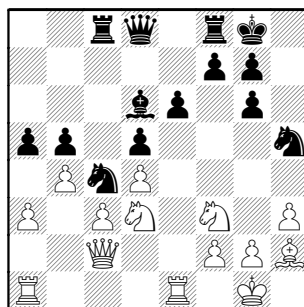
17.Bxg6 hxg6 18.Nd3 a5



19.b4 White can block the c3-Pawn weakness with Nc5

No good would be 19.b3 Nxa3 20.Qb2 b4

19...Nh5 20.Bh2 Bd6

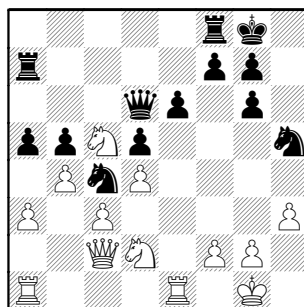


21.Bxd6

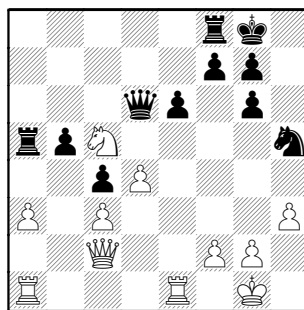
21.Nfe5 might get dicey after 21...Qg5.

But really bad is 21.Nde5? axb4 22.axb4 Nxe5 23.dxe5 Bxb4

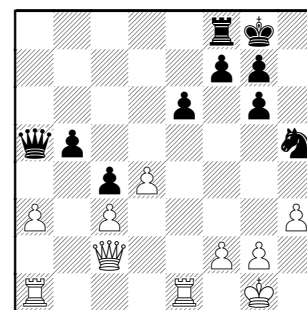
21...Qxd6 22.Nc5 Ra8 23.Nd2 [23.Ne5] 23...Ra7



24.Nxc4! spotting a tactic 24...dxc4 25.bxa5 Rxa5



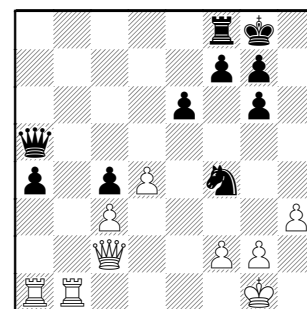
26.Nb7 Qb6 27.Nxa5 Qxa5



28.a4 [28.Re5 idea a3-a4] 28...Nf4 29.Reb1

29.Re5 Nd5;  
29.axb5 Qxb5 30.Reb1 Qd5;  
29.Qe4 Nd3 idea bxa, Qxc3

29...bxa4



30.f3

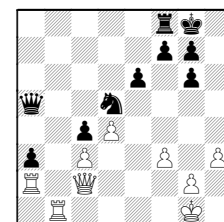
30.Rxa4? Qg5

(30...Qd5 31.f3 and then Rbb4, Qc2)

31.f3 Nxb3+

30...Rd8 [30...Ra8]

Black might have more play with 30...a3 31.Ra2 idea Rba1, Qc1 31...Nd5



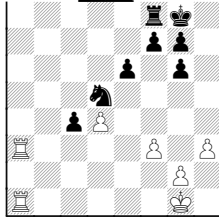
as he should have a passer. 32.Rba1

(32.Rc1 Rb8 idea Rb3)

32...Qxc3 33.Qxc3

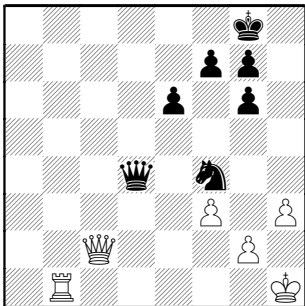
(33.Qe4 probably gives White more threats)

33...Nxc3 34.Rxa3 Nd5



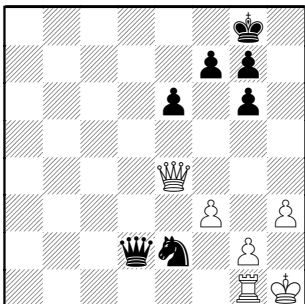
The Knight is perfectly placed to hold the passer at c3. A Rook trade would be favorable for him as he could get his King into it and he has an extra Pawn on both wings.

31.Rxa4 Qxc3 32.Rxc4 Qe3+ 33.Kh1 Rxd4 34.Rxd4 Qxd4



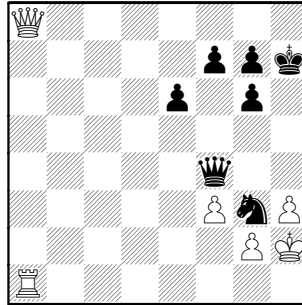
With all Pawns on same side as board, the Knight is at least as good as a Rook. A draw could be agreed here, but the match was up for grabs (Yet, good luck getting a win from here!).

35.Qe4 Qd6 36.Rc1 Qd2 37.Rg1 Ne2



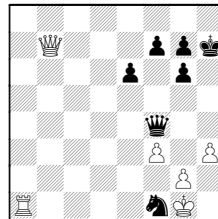
fork threat at g3 and attacking Rook

38.Qa8+ Kh7 39.Ra1 Ng3+ 40.Kh2 Qf4



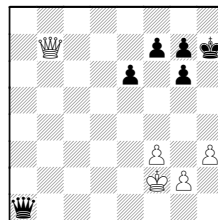
41.Qa4 wisely keeping the Rook protected

Something like 41.Qb7 doesn't help much 41...Nf1+ 42.Kg1



42...Qh2+ 43.Kf2

(43.Kxf1 Qh1+ 44.Kf2 Qxa1

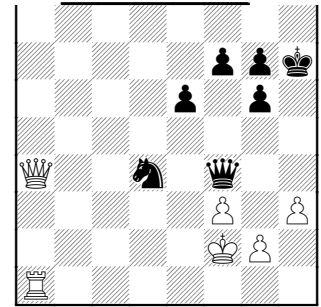


45.Qxf7 is interesting, but not that scary 45...Qf6)

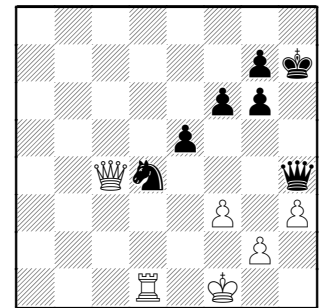
43...Ng3 44.Qxf7

(Note not 44.Qc7?? "winning" Knight ?? 44...Ne4+ and Qxc7)

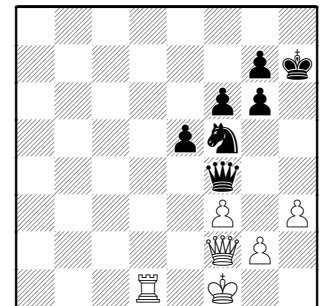
41...Ne4+ 42.Kh1 Ng3+ 43.Kg1 Ne2+ 44.Kf2 Nd4



45.Rd1 e5 46.Qc4 Qh4+ 47.Kf1 f6



48.Qd3 Qg3 49.Qe3 Nf5 50.Qf2 Qf4



51.Re1 Qc4+ 52.Kg1 1/2-1/2

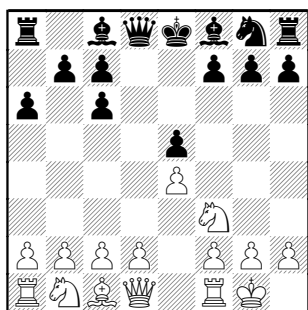
**FINAL MATCH TALLY:  
WOMBATS 2 - HEDGEHOGS 4**

#### EXHIBITION GAME

Chavez,Alejandro (1415) -  
Coombes,Neil (1301) [C68]

This is quite an interesting game ! Both sides have their chances.

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 5.0-0

**5...Bg4**

This Bishop is one of Black's key pieces (White traded his light-squared Bishop), so he shouldn't trade it away.

[5...f6; 5...Bd6; 5...Qd6

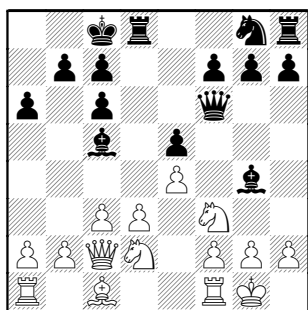
**6.d3**

I would be tempted to chase the Bishop 6.h3 since the center is fairly stable 6...Bh5 7.g4 but not sure how safe the King would be.

**6...Bc5**

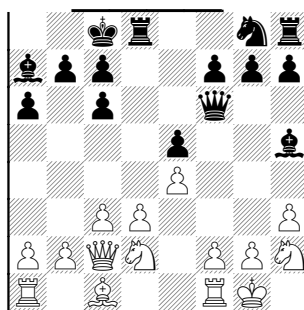
6...c5 uses the doubled Pawn to confine d3-d4, he can always play c7-c6 to hold d5.

**7.c3 Qf6 8.Nbd2 0-0-0 9.Qc2**

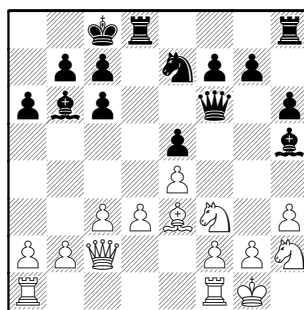


**9...Ba7** anticipating White's d3-d4

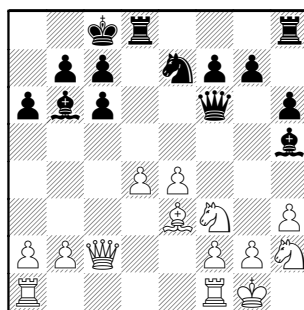
**10.h3 Bh5 11.Nh2**



**11...Ne7 12.Ndf3 h6 13.Be3 Bb6**

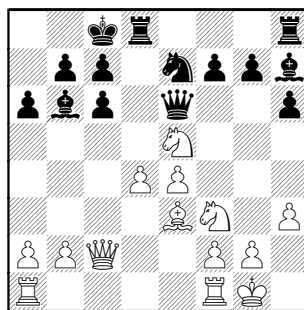


**14.d4 exd4 15.cxd4**

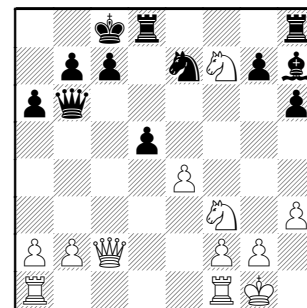


White's center wouldn't go mobile if Black had played c6-c5 earlier.

**15...Bg6 16.Ng4 Qe6 17.Nge5 Bh7**

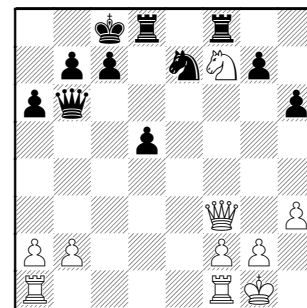


**18.d5! cxd5** note c7-Pawn pinned, so **19.Bxb6** mate threat forces **19...Qxb6** **20.Nxf7**

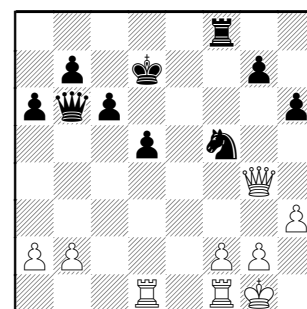


Nice little series !

**20...Bxe4 21.Qe2 Bxf3 22.Qxf3 Rhf8**



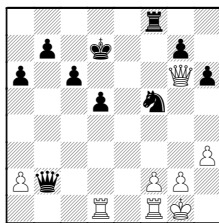
The pin seems to save Black's bacon, but... **23.Qg4+ Rd7 24.Ne5** "pin and win" **24...Nf5 25.Nxd7 Kxd7 26.Rad1 c6**



All said, Black is nowhere near losing here. The 4-2 Queenside should provide Black with some counterplay.

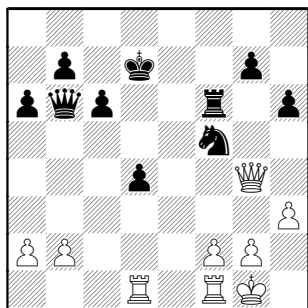
**27.Qg6** Threat is apparently g4, then Qxg7+ **27...Rf6**

27...Qxb2



just happens to cover g7, but White has 28.Rb1 and Rxb7+ next (28.g4? Nd6)

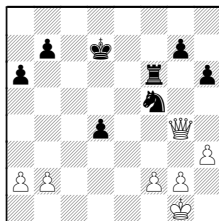
**28.Qg4** [28.Qh7 keeps the g2-g4 threat]  
**28...d4**



This turns out to be the true losing move.

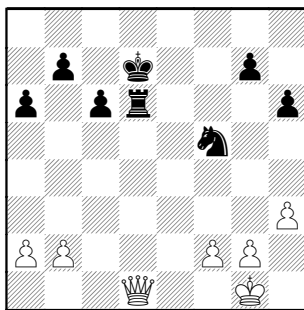
**29.Rxd4+!** Qxd4 **30.Rd1** Qxd1+

30...c5 might give Black more counterplay 31.Rxd4+ cxd4



idea g6, Rd6, etc 32.Qe4 threatens Qxb7+ or g4, however

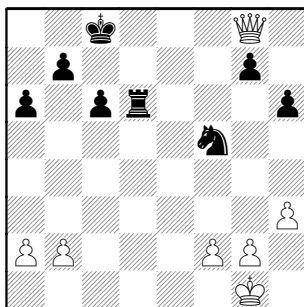
**31.Qxd1+ Rd6**



**32.Qb3** White uses his Queen to the max !! **32...Kc8** Black no longer has a defence !

32...Kc7 33.Qf7+ idea Qxf5

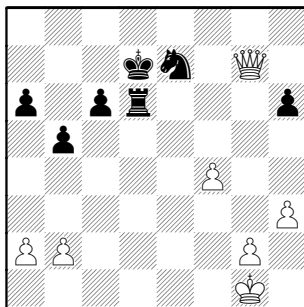
**33.Qg8+**



**33...Kd7**

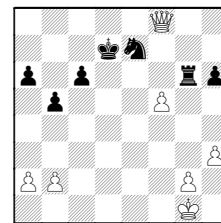
33...Rd8 34.Qe6+ also wins the Knight

**34.Qf7+ Ne7** **35.Qxg7 b5** **36.f4**



**36...Rg6** **37.Qf7** **Kd6**

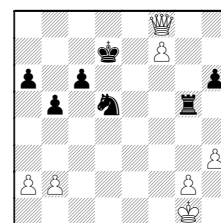
No better is 37...Kd8 38.Qf8+ Kd7 39.f5



39...Rg5 see the 39..Rd6 line. The Rook is trying to take away the g7 square.

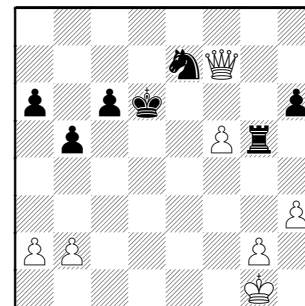
(39...Rd6 40.f6 Nd5 41.f7 Nc7 42.Qg7 wins)

40.f6 Nd5 41.f7



idea Qe8+, f7-8Q 41...Nc7 42.Qxh6 Rf5 43.f8Q

**38.f5** **Rg5**



**39.Qe6+ Kc5** **40.Qxe7+ 1-0**

## MATCH 4 - Thursday, May 12, 2011

### St Charles Chess Club at AMA Rogue Squadron

The final match of the Round was played at the bustling North Loop homesite for the AMA Rogue Squadron. None too early; I was getting as tired of asking to leave work early as the boss was allowing me to go ! Chicago is a great place to visit, but does take a bit of effort during rush hour.

My main goal for the night was to get an inside look on what brought the AMARS team into playoff contention; seemed like a good story was in the making. (The idea to examine the roster from last year hadn't yet occurred – see last month's write-up). In so doing, another of the many roving-reporter perks was re-discovered; this time in the form of spending some time chatting with players I don't ever see during the season. After reviewing their games all year, it almost seems like I know people. It was good waiting downstairs with Mark Frank, getting acquainted with news from the East and, later, warming him up with a few skittles games.

Chicagoland was well-represented tonight. Fred Furtner, not playing, was on hand from Naperville. St Charles teammates were arriving from various, deep suburbs, some guy was wearing a Packers cap that made me wonder if he was a Wisconsinite (who would wear a Green Bay hat in Bears territory ??). But Mark had pointed out that the current Rogues were a wild conglomerate of AMA, Leo Burnett, and the Alumni Aces. It was likely the first trip to the big party for many of the players !

The real story of this match turned out not to be the home site, or the roster pairings, or anything about the players as much as about the Time Control. With both Captains wanting to assure getting to bed at a decent hour, they'd agreed to play the match at Game/90. An innocent enough decision, but the sudden-death aspect clearly affected half of the boards' result.

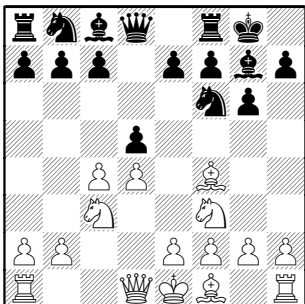
As the lights were turned out, St Charles CC had eked out yet another playoff win. But the dazed and confused looks on their faces made it obvious that they weren't quite sure what had happened, either. Wild finishes in the last seconds of the final two contests were the only difference.

**BOARD FINISHING ORDER: 3, 5, 2, 1, 4, 6**

#### BOARD 3

Allen,Hence (1764) –  
Suits,John (1856) [D92]

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Nf3 Bg7  
5.Bf4 0–0



6.Qd2

6.e3

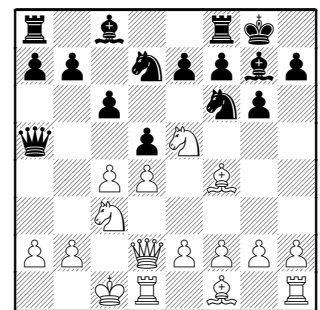
6...c6

6...Ne4 7.Qe3

(7.Nxe4 dxe4 wins the d-Pawn)

7...Nxc3 (7...Bf5 8.Nxd5) 8.Qxc3 (8.bxc3 dxc4) 8...c5

7.0–0–0 Qa5 8.Ne5 Nbd7

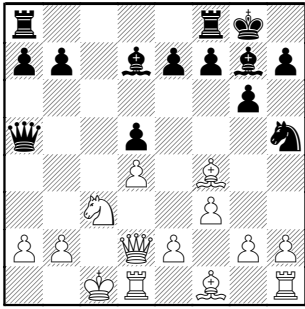


**9.f3** This seems too slow and takes squares away from the pieces.

**9...Nh5 10.Nxd7 [10.Bh6]**

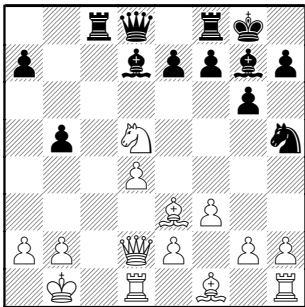
**10...Bxd7 11.cxd5** opening lines before finishing development, is scary.

**11...cxd5**



b5-b4 is fairly obvious threat **12.Be3**  
I guess he wants to overprotect d4, but  
how does he expect to activate his  
Kingside ?

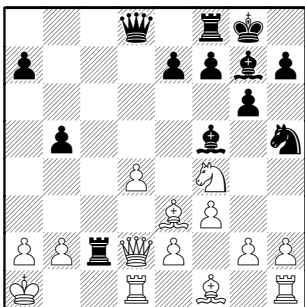
**12...Rac8 13.Kb1 b5 14.Nxd5 Qd8**



**15.Nf4 Bf5+ 16.Ka1**

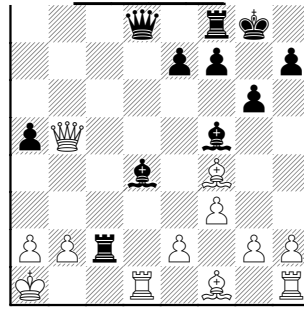
[16.Nd3 Bxd4 17.Bxd4 Qxd4 18.e4]

**16...Rc2**

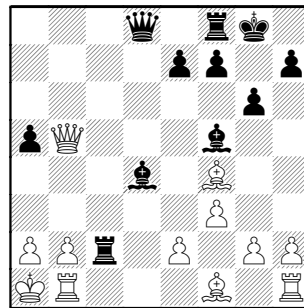


Now Black has the initiative

**17.Qb4 a5 18.Qxb5 Nxf4 19.Bxf4 Bxd4**



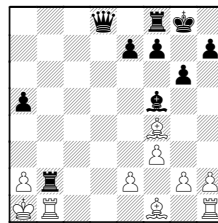
**20.Rb1**



**20...Rc5**

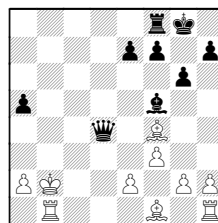
**A)** I thought there was a kill here with  
20...Bxb2+?

**A1)** viewing stuff like: 21.Qxb2 Rxb2



**A11)** 22.Rxb2 Qd1+ 23.Rb1 Qxb1#

**A12)** 22.Kxb2 Qd4+



and Black wins the Rook 23.Ka3

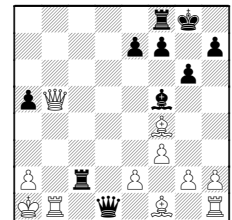
(23.Kc1 Qc3+ 24.Kd1 Rd8+ 25.Bd2  
Qxd2#) 23...Bxb1 with mate coming,  
immediately with Qb4#;

**A13)** 22.e4 stops mate, but is hopeless.

**A2)** 21.Rxb2 At home, now, however I  
see 21...Qd1+

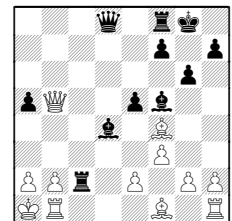
(What I missed was 21...Rc1+ fails to  
22.Bxc1)

22.Rb1



still wanting to blunder with 22...Rc1?

**B)** All that "20..Bxb2?" analysis makes  
me want to rid myself of the f4-Bishop,  
so... 20...e5



to chase the Bishop off c1

**B1)** 21.Bh6?? g5! 22.Bxf8 Bxb2+ now  
will mate (see 20..Bxb2? above)

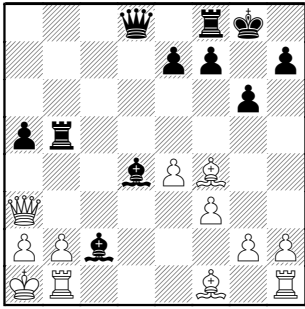
**B2)** 21.Bxe5 Rc5 does win the Bishop,  
however (21...Bxb2+ allows 22.Bxb2)

**B3)** 21.e3 kills the whole theme

**21.Qa4** now Qd8-d1+ isn't possible  
**21...Bc2**

This must be where I tried 21...Bxb2+?  
22.Kxb2 (22.Rxb2 Rc1+ 23.Rb1 Rxb1#)  
22...Qb6+ 23.Ka1 Qf6+ 24.Rb2 Rc1+  
25.Bxc1

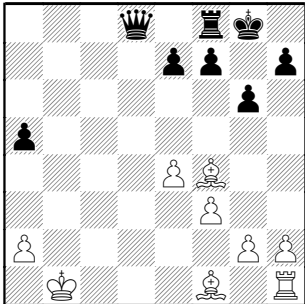
22.Qa3 Rb5 23.e4



23...Bxb2+ hee-hee, finally ! 24.Qxb2 Rxb2 25.Kxb2

25.Rxb2 Qd1+ 26.Rb1 Qxb1#

25...Bxb1 26.Kxb1



26...Qd1+ 27.Kb2 Rc8 0-1

Match tally:  
StCCC 1 -- AMARS 0

## BOARD 5

Frank, Mark (1652) –  
Smith, Derek (1618)

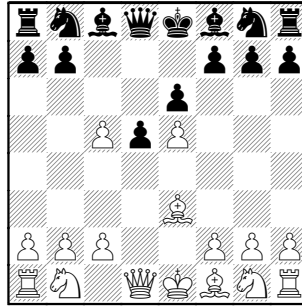
[B12]

This was another of my favorite games of the Round. White gets an impressive center, Black tears it down. But that's just the introduction to an open battle which Black can't seem to survive.

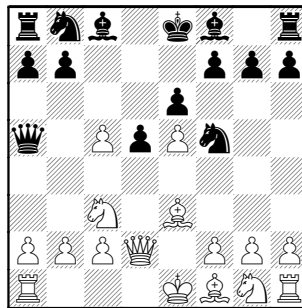
1.e4 c6 2.d4 d5 3.e5 c5 4.dxc5

4.c3 transposes to a French Advance (after e7-e6), but the Caro-Kann move order gives Black the option of 4...Bf5 (4...Nc6 is the main move, however)

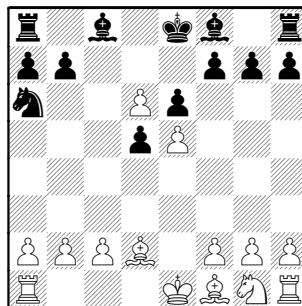
4...e6 [4...Nc6 5.Bb5 (5.Nf3 Bg4) ] 5.Be3



5...Ne7 [5...Nc6] 6.Nc3 Nf5 7.Qd2 Qa5



8.Nb5 Qxd2+ 9.Bxd2 Na6 10.Nd6+ Nxd6 11.cxd6



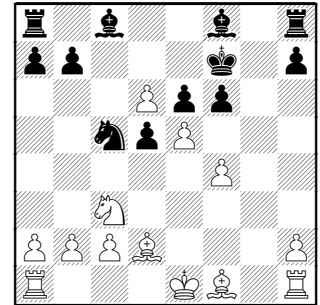
A promising start for White !

11...f6 12.f4 Nc5 13.Ne2 apparently concerned about a Knight landing on e4, but forcing away the d5-Pawn takes away its support.

13.c4 keeps harping away at Black's center 13...fxe5 14.fxe5 Nd7 15.Nf3

(14...Ne4 15.Be3 idea cxd and 0-0-0. Maybe including Nf3-d4 first gets the pieces flowing, instead of opening Black's pieces.)

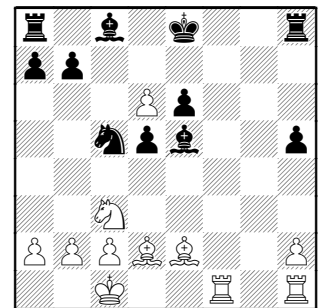
13...Kf7 14.Nc3 g5 15.g3 gxf4 16.gxf4



16...Bg7 Black has succeeded in counter-attacking the center ! 17.Be2

17.Be3 idea Bd4 17...Nd7 and White really wishes his Knight was on f3.

17...h5 18.0-0-0 fxe5 19.fxe5 Bxe5 20.Rdf1+ Ke8



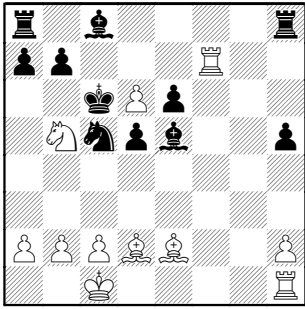
So, for a measly Pawn, White has superior development and a King to attack.

21.Nb5 Kd7

21...Kd8 doesn't attack the d6-Pawn, but lets the Bishop out. He can play a7-a6 next move to remove d6-Pawn protector.

22.Rf7+ Kc6

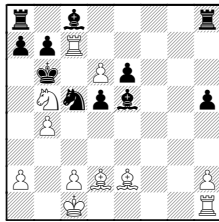




scary place for the King !

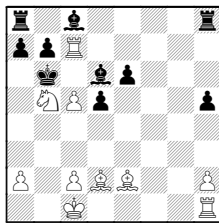
**23.b4**

I was seeing some good stuff after  
23.Rc7+ Kb6 24.b4



but the White pieces seem too precarious. So it was time to give Rybka a call and let him do the dirty work--

**A) 24...Bxd6 25.bxc5+**



25...Bxc5

(25...Ka6?? 26.Nxd6+ b5 27.Bxb5#)

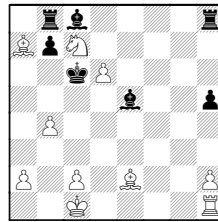
26.a4 idea a5+ 26...a5

**B) 24...Na6 25.Be3+ d4 26.Nxd4**

(26.Bxd4+ Bxd4 27.Nxd4 Nxc7)

26...Nxc7 (26...Bxd6 27.Nxe6+ is a kill)  
27.Nf3+

(27.Nxe6+ Kc6 28.Nxc7 Rb8 29.Bxa7



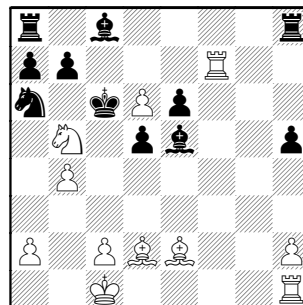
29...Bxd6 30.Bxb8 Bxc7 31.Bxc7 Kxc7)

27...Kc6 28.Nxe5+ Kxd6

(28...Kd5 29.Rd1+ Kxe5 30.Bd4+ and Bxh8)

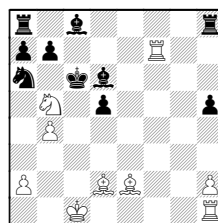
But all that would take calculating skills and nerves of silicon, so White chooses another path...

**23...Na6**



**24.a4**

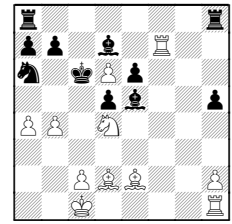
I thought 24.c4 was better, to open more lines to the King 24...Bxd6 25.cxd5+ exd5



26.Rf6 Rd8 stopped here, not completely convinced, but Rybka finds 27.Kb2 opening the c-file for the dormant Rook.

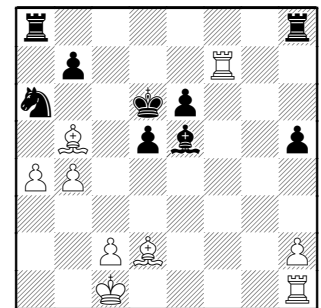
**24...Bd7 25.Nxa7+** idea b5+ forking

Rybka loves 25.Nd4+



25...Kxd6 (25...Bxd4? 26.Bb5+ idea Rxd7+) 26.Nf3

**25...Kxd6 26.Nb5+ Bxb5 27.Bxb5**

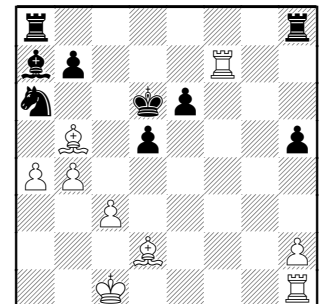


idea Rd7#, of course !

**27...Bd4**

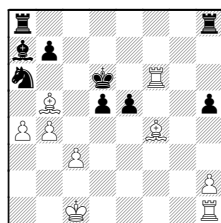
27...Rad8 28.Bg5 (28.Rxb7)

**28.c3 Ba7**



**29.Re1!** mate on d7 is back, but now Bf4+ also has more force

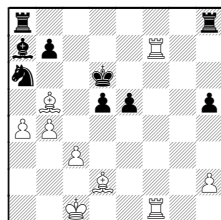
I expected 29.Bf4+ e5 30.Rf6+



30...Ke7 31.Bxe5

29...e5 30.Rd7+

30.Ref1 will mate

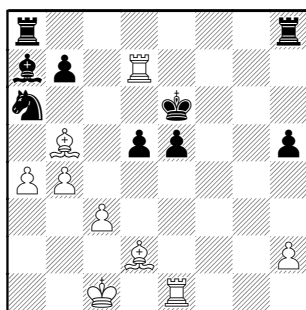


30...e4

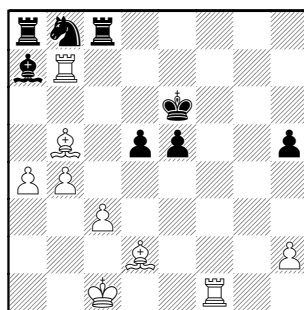
(30...Rh6 31.Bxh6;  
30...d4 31.R1f6+ Kd5 32.Bd3 idea c4#  
or Rd7#)

31.R1f6+ Ke5 32.Bf4#

30...Ke6



31.Rxb7 [31.Bf4] 31...Nb8 32.Rf1 Rc8



33.Rh7

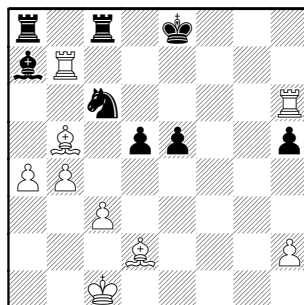
33.Rbf7 re-introduces the R1f6 #

33...Nc6 34.Rh6+ Kd7

34...Ke7 35.Bg5+

35.Rf7+ Ke8 just happens to pin the Knight, so Nc6-e7 can't interrupt the Rook-on-the-7th. [35...Kd8 36.Rh8#]

36.Rb7



idea Rh8# 1-0

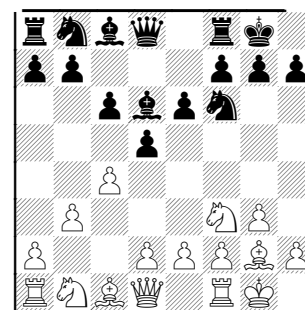
Match tally:  
StCCC 1 -- AMARS 1

## BOARD 2

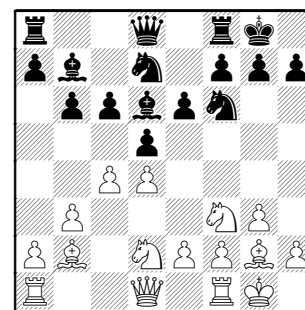
Acosta,Mariano (2149) -  
Braswell,Isaac (1863) [E01]

Match was at G/90. Black started 20 minutes late.

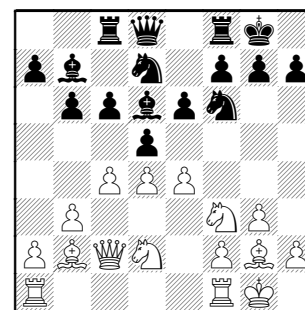
1.Nf3 d5 2.c4 c6 3.g3 Nf6 4.Bg2 e6  
5.0-0 Bd6 6.b3 0-0



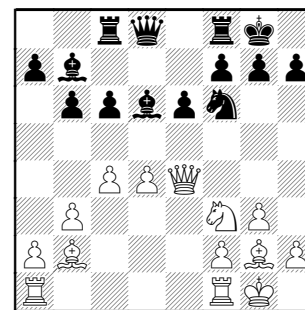
7.Bb2 Nbd7 8.d4 b6 9.Nbd2 Bb7



10.Qc2 Rc8 11.e4



11...dxe4 12.Nxe4 Nxe4 13.Qxe4 Nf6



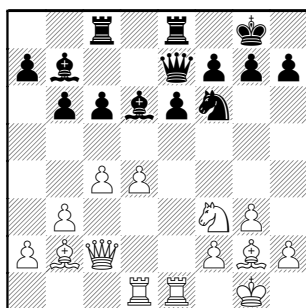
I haven't commented because both sides have built a fairly standard position, of their own choice.

## 14.Qc2

I guess the Queen is safe on the c-file, despite the c8-Rook.

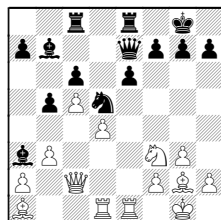
14.Qh4 idea Ng5 with or without d5 may generate an attack. The Queen can retreat to h3 if needed.

14...Qe7 15.Rfe1 Rfe8 16.Rad1



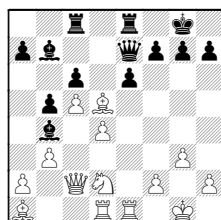
16...Ba3 17.Ba1 b5 18.Bh3

Interesting is 18.c5 squishing both Black Bishops 18...Nd5



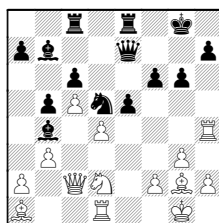
19.Nd2 idea Ne4-d6 19...Bb4 20.Re5 idea Rh5, Ne4-d6

(20.Bxd5



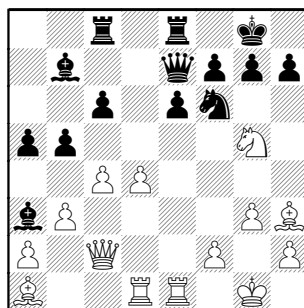
forces 20...cxd5 but the c-passer will be undermined by an eventual e6-e5)

20...f6 21.Rh5 g6 (21...e5? 22.Qxh7+) 22.Rh4 e5

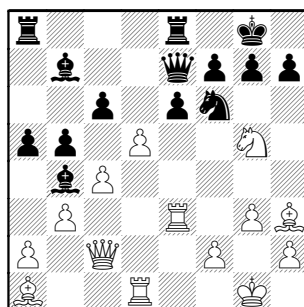


(22...Bxd2) 23.Ne4

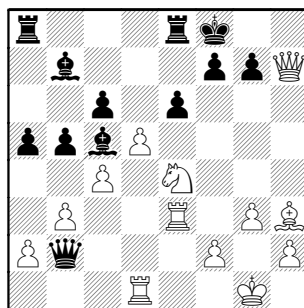
18...a5 19.Ng5



19...Bb4 20.Re3 Ra8 21.d5

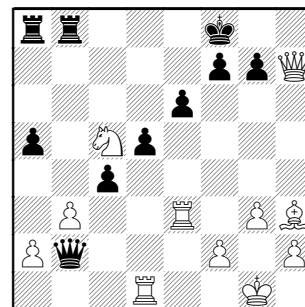


21...Bc5 22.Bxf6 Qxf6 23.Qxh7+ Kf8 24.Ne4 Qb2

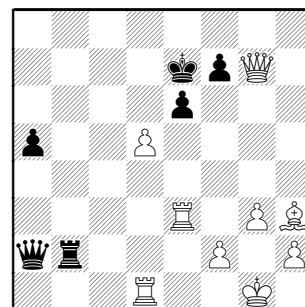


Black was ready to flag. Blitz rest of game.

25.Nxc5 cxd5 26.Nxb7 Reb8 27.Nc5 bxc4



28.Nd7+ Ke7 29.Nxb8 Rxb8 30.bxc4 Qxa2 31.cxd5 Rb2 32.Qxg7



Black flagged 1-0

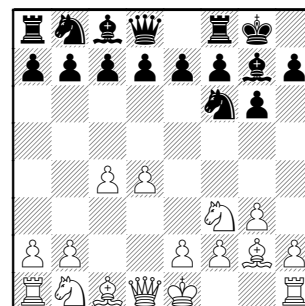
Match tally:  
StCCC 2 -- AMARS 1

## BOARD 1

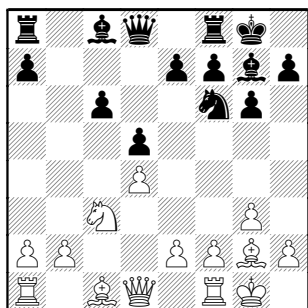
Brock,Bill (1962) –  
Wiewel,Jeff (2147)

[D73]

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



5...c6 6.0-0 d5 7.cxd5 cxd5 8.Ne5 Nc6  
9.Nxc6 bxc6 10.Nc3

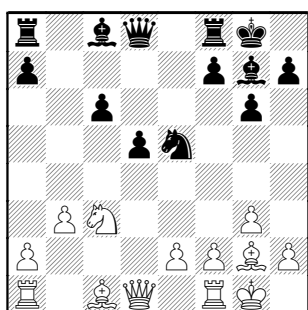


A standard position of the variation (one I've studied, but never understood). Black has the backward Pawn on open file, worse yet stopped by the strong d4-Pawn. But, even if the c-Pawn advances, seems White's Bishop comes alive. Then there's White's 2-1 Queenside. These positional problems psyche me out as Black !

10...Nd7 But this was totally new to me...  
I learned a ton from both side's play !!

[10...Bf5; 10...Ba6; 10...e6; 10...a5]

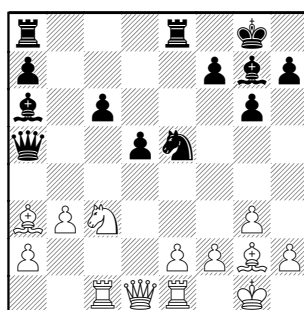
11.b3 [11.Be3; 11.e3; 11.e4]  
11...e5 12.dxe5 Nxe5



Suddenly, I started liking Black's center duo, especially expecting ..Be6 and maybe c6-c5.

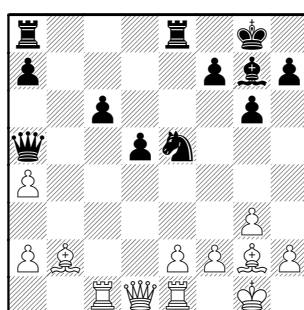
13.Ba3 Re8 14.Rc1 Ba6 (another effective placement I would've missed)

15.Re1 Qa5

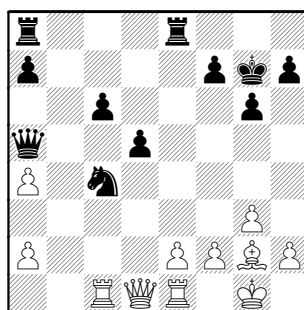


16.Na4 doesn't really solve the Ba3 problem, now two pieces are pinned.

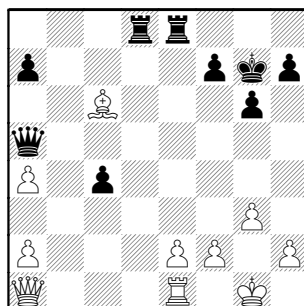
16...Bb5 17.Bb2 Bxa4 18.bxa4



18...Nc4 19.Bxg7 Kxg7



20.Rxc4! dxc4 21.Bxc6 the point to move #20 21...Rad8 22.Qa1+

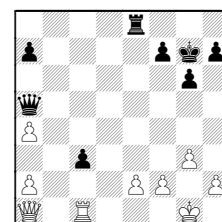


22...f6 opening the 7th rank felt wrong to me, so I engage Rybka to verify...

A) The attempt without my little silicon friend was 22...c3 23.Bxe8

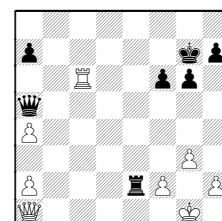
(23.Rc1 Rxe2 24.Rxc3 Kg8)

23...Rxe8 24.Rc1



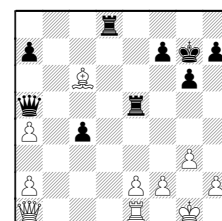
24...Rc8

( Similar would be 24...Rxe2 25.Rxc3 f6  
26.Rc6



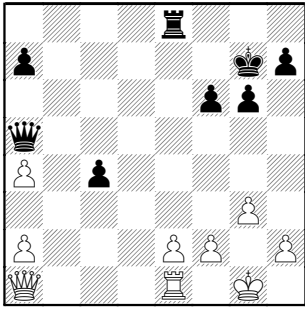
26...Qe5 27.Qxe5 Rxe5 28.Rc7+)

B) Rybka suggests 22...Re5



B1) 23.f4 Qc5+ (23...c3)  
B2) 2nd favorite is 23.Bb5 c3  
B3) and favors 23.Rc1 f6

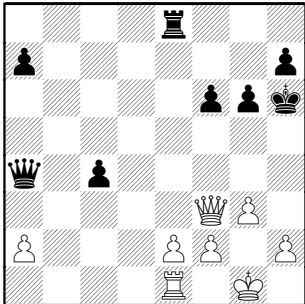
23.Bxe8 Rxe8



Rybka rates this completely equal. Interesting, because I rate the c-passer as a major threat.

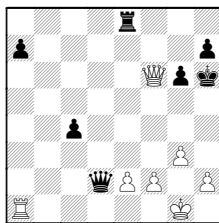
Both sides were fighting the clock around here. **The rest of the game is Rybka's comments.** (I get lost on open boards and still overrate Black's Pawns !)

24.Qb1 Qxa4 [24...Re7] 25.Qb7+ Kh6  
26.Qf3



26...Qxa2 [26...Re6] 27.Qxf6 Qd2  
28.Qh4+

28.Ra1

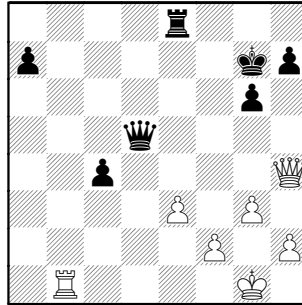


28...a5 (28...c3?? 29.Qh4+ will mate)  
29.e3 but is still only rated at a third-of-a-Pawn for White.

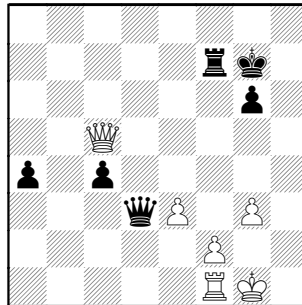
28...Kg7 29.Rb1

29.Ra1 is more forcing 29...a5 30.Qxc4

29...Qd5 30.e3



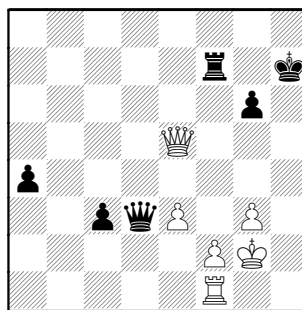
30...Re4 31.Qh3 Re7 32.Qc8 Rf7  
[32...Qf5] 33.h4 a5 [33...Qd2 threatens  
to win a couple Pawns] 34.h5 Qd3  
35.Rf1 a4 36.hxg6 hxg6 37.Qc5



37...c3

37...Qc3 protects King and keeps the White Rook away from the passers. So, as it turns out, the passers are scary.... just must save the King first ! (Big surprise, huh?)

38.Qe5+ Kh7 39.Kg2



39...a3 pure time error

Only defence is 39...Rf5 40.Rh1+ Rh5 and after a Rook trade, White can force the draw

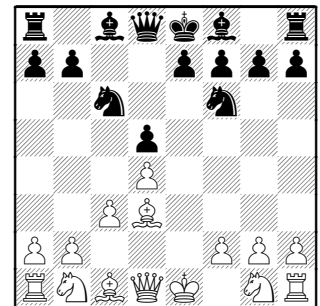
40.Rh1+ 1-0

Match tally:  
StCCC 2 -- AMARS 2

## BOARD 4

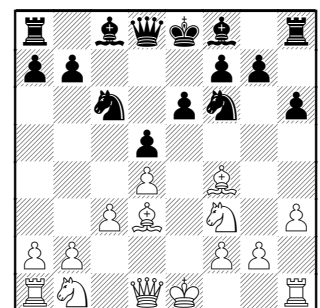
Von Hatten, Jeremy (1802) -  
Eaman, Rob (1770) [B13]

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.Bd3 Nc6  
5.c3 Nf6



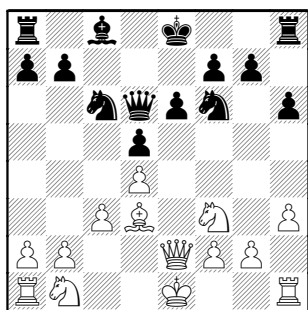
This is actually a French Exchange with colors reversed, so White is a move up (in a position that's rated equal in the French!). The keys in that line are to establish e5 (here, with Bf4) and Nge2. Even if White plays Nf3, Black's Bc8-g4 can be solved easily with Nbd2 and Qc2

6.h3 Not needed 6...h6 7.Nf3 e6 8.Bf4



8...Bd6 I would immediately think it wrong to trade my good Bishop, but White is the one that misses his.

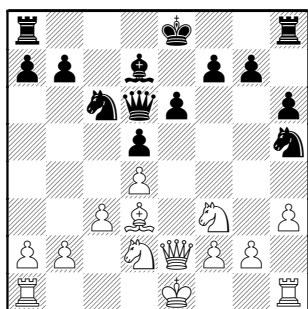
9.Bxd6 Qxd6 10.Qe2



maintaining e5 and e4 10...Bd7

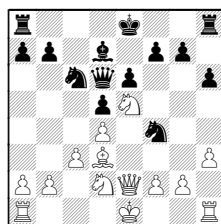
10...a6 idea b5, to follow with b5-b4 or Na5-c4

11.Nbd2 Nh5



The early Bishop trade has made f4 weak. 12.g3

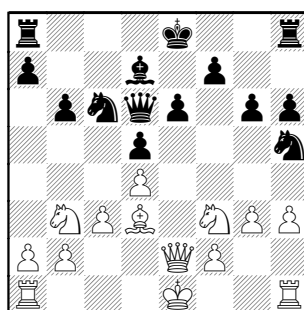
12.Ne5?? idea Qxh5 12...Nf4



13.Qg4 (13.Qe3 Nxg2+ a truly Frisky Knight) 13...Nxe5! wins two pieces, if not

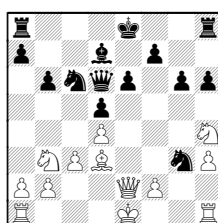
the Queen ! 14.Qxf4?? Nxd3+ forking/discovering

12...g6 to protect the Knight, apparently 13.Nb3 b6



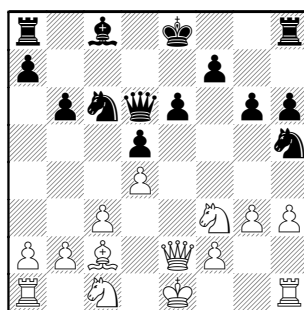
14.Bc2

14.Nh4 idea Nxg6, but allows 14...Nxg3



15.fxg3 Qxg3+ idea Qxh4 16.Qf2 Qxd3

14...Bc8 15.Nc1



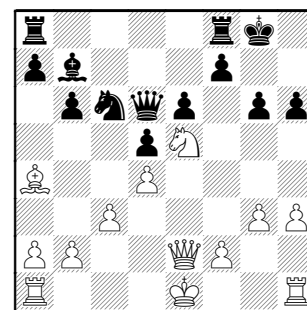
15...Bb7 [15...a5 idea Ba6,b5-b4] 16.Nd3 Nf6 17.Nde5 Nd7 18.Ba4 No long-term threat here.

This seems to be where the tide turns against White.

18.Ng4 tempts Black to play h6-h5 and give White the g5 square.

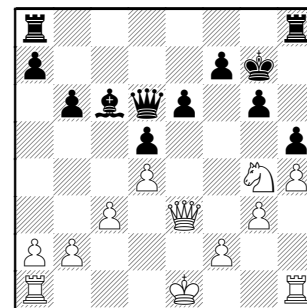
18.0-0 idea Rae1, sets up possible Knight sac on g6

18...Ndxg3 19.Nxe5 0-0



20.Bxc6 The Bishop is needed to attack the King, but the die was already cast.

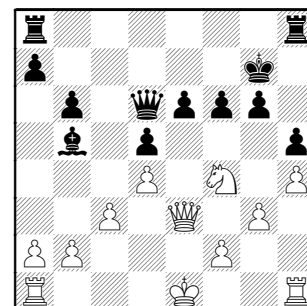
20...Bxc6 21.Qe3 Kg7 22.Ng4 Rh8 23.h4 h5



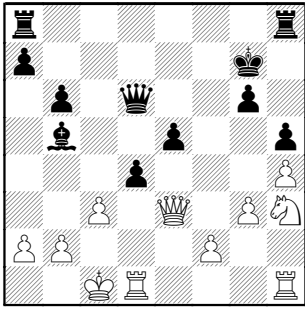
24.Ne5 f6 25.Nd3

Hindsight suggests 25.Nxc6 might take the sting out of Black's possibilities

25...Bb5 26.Nf4



26...e5 27.dxe5 fxe5 28.Nh3 d4 29.0-0-0

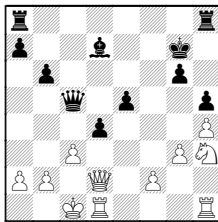


White's play has only improved Black's possibilities; even castling hasn't really protected the King.

**29...Rad8**

29...Qc5 dodges Rook, pins c3-Pawn, and White Queen hangs.. all giving Black time for Bd7-f5 to support d4-d3

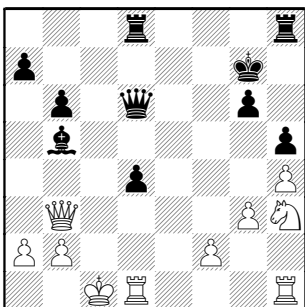
30.Qd2 (30.Qf3? Bc6) 30...Bd7



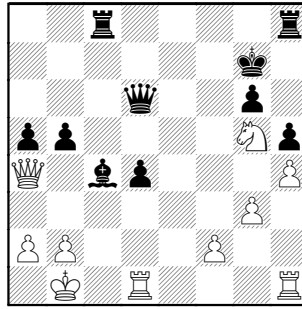
31.Kb1 Bf5+ 32.Ka1 d3 (32...Rhd8)

But the game continuation worked well for Black, too !

**30.cxd4 exd4 31.Qb3**



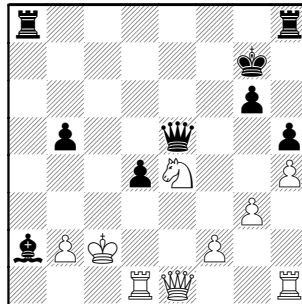
**31...Rc8+ 32.Kb1 Bc4 33.Qa4 a5  
34.Ng5 b5!**



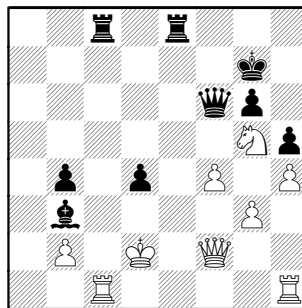
**35.Qxa5 Ra8 36.Ne4 Qe5**

36...Qc6! sets up a discovery on the King, with mate ! 37.Qe1 (Knight was hanging) 37...Bxa2+ 38.Ka1 Bb3+ 39.Kb1 Qc2#

**37.Qe1 Bxa2+ 38.Kc2**

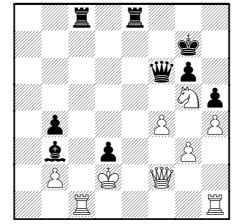


**38...Rac8+ 39.Kd2 b4** [39...Rhe8]  
**40.Ng5 Qf6 41.f4 Rhe8 42.Qf2 Bb3  
43.Rc1**



**43...Bg8**

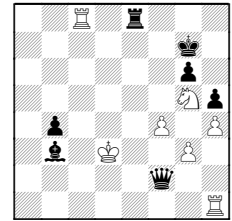
43...d3!!



idea Qxb2+-xQf2 or Re2+-xf2

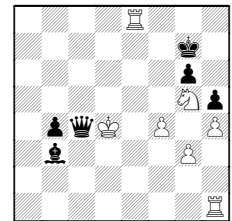
**A) 44.Kxd3?? Rcd8+ 45.Qd4 Rxd4#**

**B) 44.Rxc8 Qxb2+ 45.Kxd3 Qxf2**



**46.Rxe8**

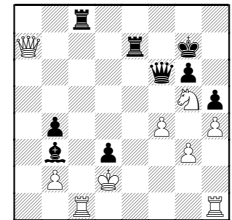
**B1) 46...Qc2+ 47.Kd4 Qc4+**



48.Ke3 (48.Ke5? Qe2+ 49.Kd6 Qxe8)  
48...Qc6 forks the Rooks

**B2) 46...Qxg3+**

**C) Looks like the Queen can't help out--  
44.Qa7+ Re7**



**C1) 45.Qxe7+ Qxe7 46.Rhe1** (46.Rxc8  
Qe2+ 47.Kc1 d2+) 46...Qb7

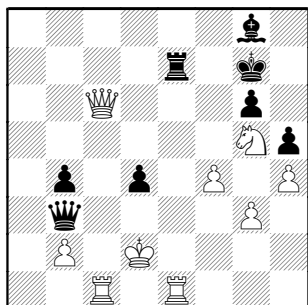
**C2) 45.Qa1 Qd4** idea Qe3# or Re2# or  
Qf2#

**44.Qf3** Now, after Qb7+, interposing with Re7 allows Qxc8

**44...Qd6** [44...Qa6] **45.Qb7+ Re7**

Also dropping a Rook is **45...Kh8**  
**46.Rxc8**

**46.Qxc8 Qd5 47.Qc6 Qb3 48.Rhe1**



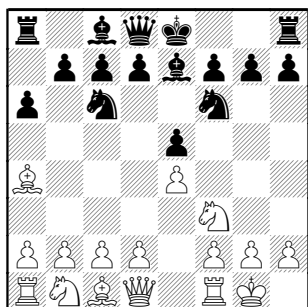
**48...Re3 49.Qd7+ Kh8 50.Qxd4+** and mates 1-0

Match tally:  
StCCC 3 -- AMARS 2

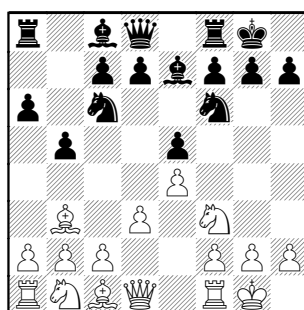
### BOARD 6

Janssen, Gary (1553) –  
Duffy, Jim (1615) [C84]

**1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6**  
**5.0-0 Be7**

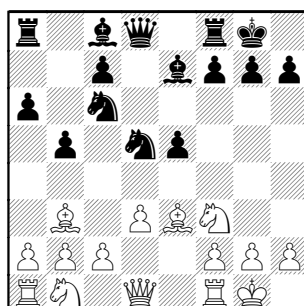


**6.d3 [6.Re1] 6...b5 7.Bb3 0-0**

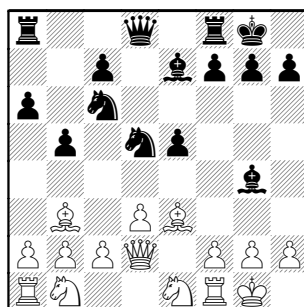


**8.Be3** The Bishop is vulnerable here. [8.c3] **8...d5** Black takes advantage of White's slow play with the standard

freeing move. **9.exd5 Nxd5**



**10.Qd2 Bg4 11.Ne1**



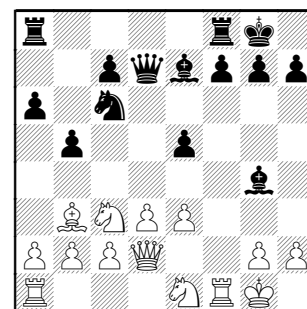
**11...Nxe3** The Bishop had no moves, while the Knight was ideally placed ! I wouldn't trade here.

Too aggressive is **11...f5** idea f5-f4

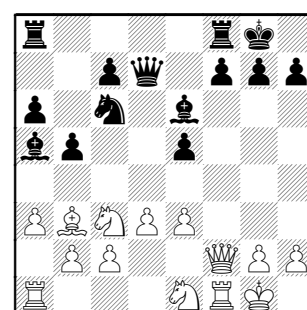
**A) 12.g3 g5 (12...Bh3 13.Ng2)**

**B) 12.Nc3!** takes advantage of the pin, thanks to Black's last move

**12.fxe3** the trade also gave White the f-file **12...Qd7 13.Nc3**



**13...Bb4 14.a3 Ba5 15.Qf2 Be6**

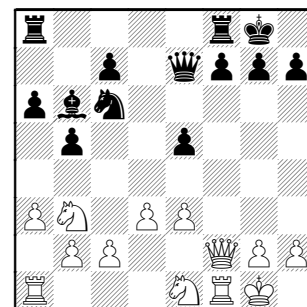


Now f5 becomes possible, with the idea of f5-f4 since exf4 allows Bb6 pinning/winning Queen.

**16.Ne4 Bxb3**

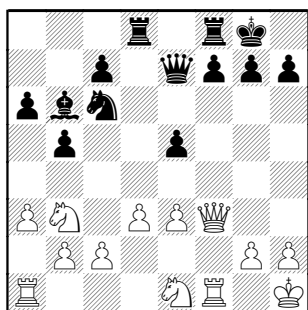
16...f5? 17.Nc5 forking;  
16...Bb6 idea f5-f4, etc

**17.Nc5 Qe7 18.Nxb3 Bb6**

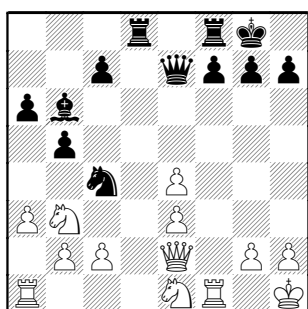


**19.Kh1 Rad8 20.Qf3**



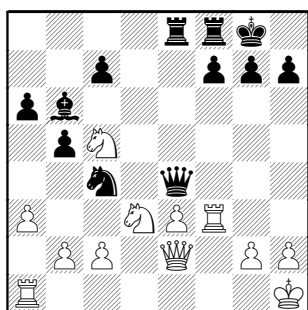


20...e4! 21.dxe4 Ne5 22.Qe2 Nc4



nicely winding into White's base.

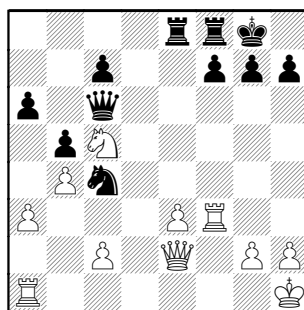
23.Nd3 Qxe4 24.Rf3 Rde8 25.Nbc5



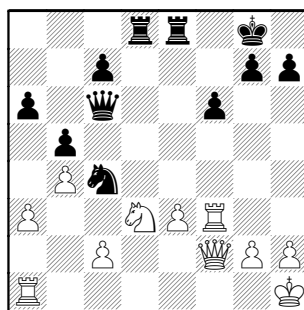
25...Bxc5

Again, Black trades away a promising piece 25...Qc6! 26.Nxa6 (26.b4 makes Pa3 weak) 26...Nxe3

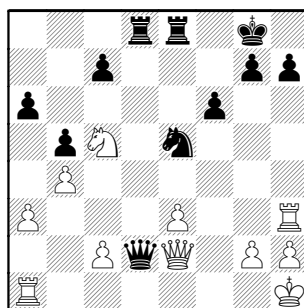
26.Nxc5 Qc6 27.b4



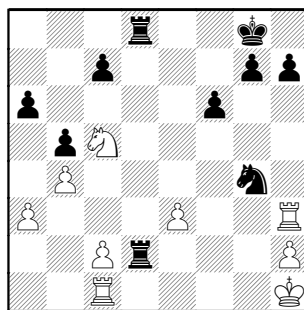
27...Rd8 [27...a5] 28.Nd3 Rfe8 29.Qf2 f6



30.Rh3 Ne5 31.Nc5 Qd6 32.Qe2 Qd2



33.Qxd2 [33.Qh5 Qxc2 34.Nxa6]  
33...Rxd2 34.Rc1 Red8 [34...Nc4 hits  
two Pawns] 35.g4 Nxc4

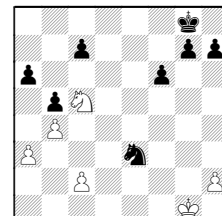


idea Nf2+ forking 36.Rg3 Rd1+ 37.Rg1

37.Rxd1 Rxd1+

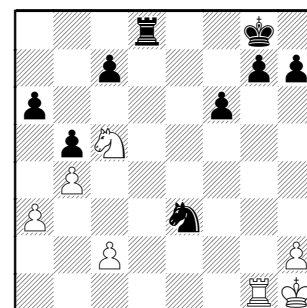
A) 38.Kg2 38...Rd2+ 39.Kh3 Nf2+  
40.Kh4 g5+ 41.Kh5

B) 38.Rg1 Rxd1+ 39.Kxg1 Nxe3

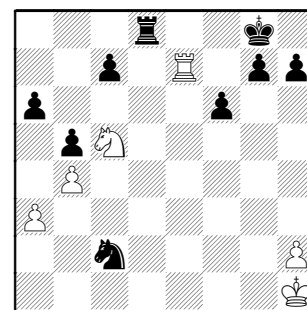


is worse for White than the game (where one pair of Rooks remain ... see position after game move #38)

37...Rxd1+ 38.Rxd1 Nxe3



39.Re1 Nxc2 40.Re7

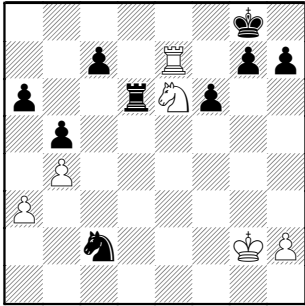


40...Rd1+! just gives White an extra move to bring out King, but gains the tempo back with a Knight check ! Black

actually gains a winning position because of this one "meaningless" check!

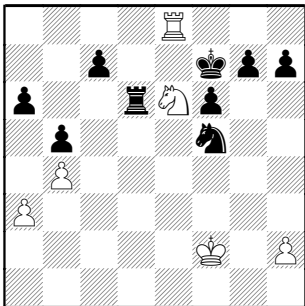
40...Rd6 41.Ne6 and Black doesn't have time for Ne3-f5 as in game

41.Kg2 Rd6 42.Ne6?

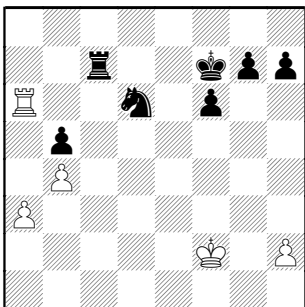


Blunders a piece ! 42...Ne3+ thanks to Black's 40th move!

43.Kf2 Nf5 44.Re8+ Kf7



45.Nxc7 Rd7 46.Rc8 Nd6 47.Ra8 Rxc7 48.Rxa6



The roving reporter roved too much! Fascinated by this and the other final contest, it never occurred to him that

neither side was recording moves; maybe he should be of service ? (But, then, White was expected to resign very soon).

But, coming back to the board a few minutes later, we find that Black somehow blundered his Rook and the Queenside Pawns had been exterminated (pesky buggers).

By then it had been determined that StCCC only needed a draw to win match, so Gary sac'd back the exchange into a Pawn ending that was actually won for his opponent (huh? <gasp!>) who misplayed it into a draw.

Which all doesn't reflect on the players, but, rather the end of a G/90 control.

1/2-1/2

## FINAL MATCH TALLY:

StCCC 3.5 -- AMARS 2.5

## ROUND ONE RECAP

### Teams with 1 point:

Downers Grove CC  
Motorola Knights  
St Charles CC  
Hedgehogs

## ROUND TWO PAIRINGS

Hedgehogs at DGCC

Motorola Knights at StCCC

SSCC Pawns at SSCC Wombat

Walgreen Forks at AMARS

**Look for more analysis in the August 2011 issue where we will continue with the ROUND TWO battles !!**

# Downers Grove Chess Club Tournament Report

7/27/2011

By Daniel Parmet - TD and Chicago Blaze Manager.

*"Some part of a mistake is always correct."* - Savielly Tartakower

Downers Grove Chess Club held its 8th tournament this past Saturday July 23rd. 51 players participated in the event including **10 masters**! The co-winners of the event were Chicago Blaze teammates IM Angelo Young and NM Trevor Magness with 3.5/4. They split the first and second prize taking home \$248 each. 3rd place saw a ten way tie for \$15 each (3rd, 4th and 5th prizes combined). Due to the great turnout, the event's prize fund totaled \$645! The following participants scored 3-1: IM Mateusz Bobula, FM Albert Chow, FM Aung Thant Zin, NM Petros Karagianis, NM Sam Schmakel, Expert Jeff Dixon, Expert Thomas Ulrich, FM Aleksandar Stannov, DGCC Expert Gregory Bungo, and Expert Matthew Waller. Other prize winners included Best CIGL Player: DGCC Expert Gaddiel Tan, Best U2000 Mikhail Korenman, Best U1800 Mohammad Khalid Khan, Best U1600 Shayna Provine, Best U1200 Sunil Kalhatgi, 1st Upset Rachel Ulrich 567 pts for Round2 win over NM Steven Tennant (game featured below), 2nd Upset Aidan Kolar 519 pts for Round2 win over Sunil Kalhatgi.

The event was Chief TDed by DGCC Daniel Parmet and assisted by DGCC President Brian Smith. The event ran smoothly with some refreshments for the participants and even 2 Chicago Blaze Hats were raffled as a surprise extra! In this tournament report, we are blessed with annotations from victors IM Angelo Young and NM Trevor Magness. Another bonus contributor is NM Petros Karagianis, whom has graciously annotated his upset win over Polish IM Mateusz Bobula in the second round.



### Game1: Round 1. NM Karagianis (2215) - IM Bobula (2366)

(notes primarily by NM Karagianis and help from NM Gopal Menon)

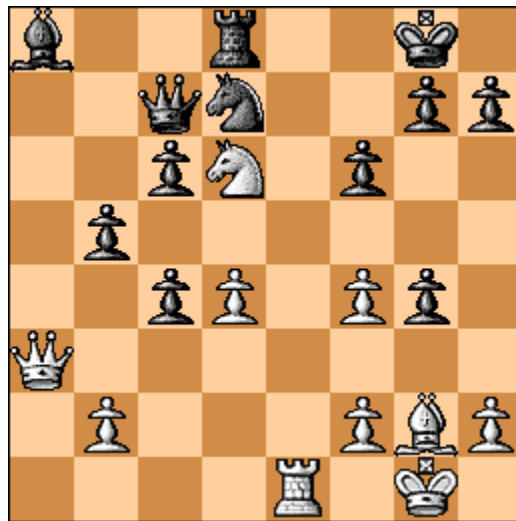
**1. d4 d5 2. c4 e6 3. g3 c6 4. Bg2 dxc4 5. Nf3 b5** So, black wants to hold onto the pawn and white wishes to play for pressure. **6. Ne5 Bb7 7. a4 a6 8. Nc3** Castling is probably better. Nc3 is aggressive but the knight can be pushed around or ignored, and may prefer the a3 square anyway. (8. O-O f6 (8... Qc8) (8... Nf6)) **8... f6 9. Ng4** Leaving the bishop diagonal open. Of course, white also has ideas of e4, Ne3, and the break on d5. **9... Ne7 10. O-O** (10. axb5 axb5 11. Rxa8 Bxa8 12. Nxb5 Fails to cxb5 13. Bxa8 Qa5+) **10... Nf5** A very annoying move at first sight. White can't "play simple" with a move like e3 or Be3 because h5 snares the knight. **11. axb5 axb5 12. Rxa8 Bxa8 13. Bf4!** The most active move and a very strong one. White clears the way for operations on the a-file. (13. Nxb5 cxb5 14. Bxa8 Qxd4 favors black.) **13... Bd6** (13... Nd7 14. e4 Nd6 Probably is better for white. I could now consider a number of moves: 15.

Qa1 (15. e5) (15. d5)) **14. Qa1!** A somewhat strange idea that is quite powerful. **14... Nd7 15. e4**  
Forceful moves seem best here. Qa7 or Qa6 both are worth consideration but the timing of such  
an invasion is difficult to judge. e4, on the other hand, was marginally easier to calculate. **15...  
Bxf4 16. exf5 exf5 17. Re1+** I wanted to check before recapturing to give black more to  
consider. **17... Kf7 18. gxf4 fxg4**



**19. Ne4!** For the entire course of the game, I had the sensation that black's "minuses" would come back to haunt him. Let's list them: the temporarily entombed queen's bishop, lack of development caused by many pawn moves in the opening, a shaky central presence, and awkward piece placement. It seems Ne4! is quite strong. Still, there is a lot to prove, as the variations following black's 19th move show. **19... Qc7?** Probably the losing move. A more critical try was definitely Rf8. (19... Rf8 20. Nd6+ Kg8 21. Qa7 Black is in a strange bind. No knight, queen, or rook move help him, but wasting a move might be surprisingly effective as it's not simple to see how white continues the attack. f5 I analyzed this game with NM Gopal Menon. Most of the comments and lines here are from our attempts. We thought f5 may be reasonable to open up the black queen and also allow ...Nf6. 22. h3 creating luft from back rank

threats, perhaps opening the bishop... but really played because, what else? gxh3 (22... h5 looks bad in light of 23. Re6 and Rg6, maybe.) 23. Bxh3 g6 (23... Qh4 Turns out not to be playable in light of Qxd7 followed by Qe6+ and Nf7, but leads to some interesting lines for humor's sake. 24. Bg2! White cannot allow c5. The bishop on a8 must be kept passive. Qd8 What else?! 25. Re3 (25. Bh3 Gopal pointed out there could be a humorous draw by repetition here: Qh4 26. Bg2 Qd8) 25... g6 preparing Nf6 26. Nxb5 Black is ready to unravel with ...Nf6, so white has to try something. cxb5 27. Bxa8 Nf6 28. Bc6 Qd6 29. Bxb5 I have no idea how accurate any of this is. You are witnessing real, live two-NM analysis. We worked this out over a beer and chips. Qxf4 30. Bxc4+ Kh8 31. Qe7I feel like white is better in most of the lines/moves here, but all of the positions are rich with possibilities, as was the game.) 24. Re3 Nf6 25. Nxf5!) **20. Qa3 Rd8** (Again 20... Rf8 is probably the correct rook move. 21. Nd6+ Kg8 22. Re7 c5 23. Ne8 Qd8) **21. Nd6+ Kg8**



**22. Ne8!** A nice finishing move, and not easy to spot. **b4 23. Qxb4 Qb7 24. Qe7 Rxe8 25. Qxe8+ Nf8 26. Re7 1-0**

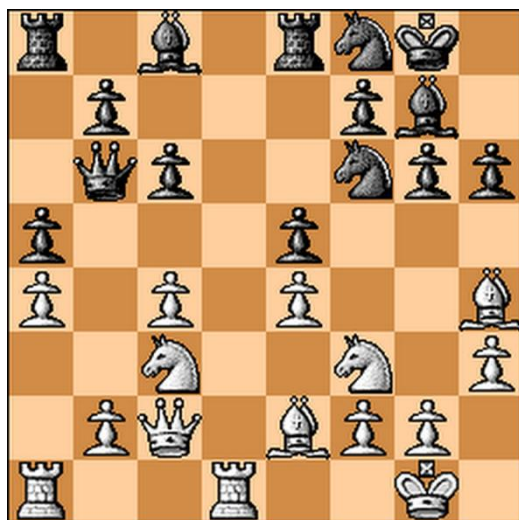
Tournament Victor IM Angelo Young annotates his last round win over NM Petros Karagianis (the only person to enter the round on a perfect 3-0 score!).



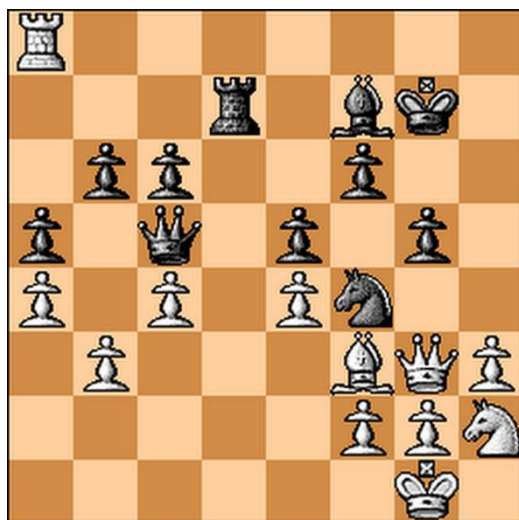
**Game 2: Round 4. NM Karagianis (2215) - IM Young (2392) (notes by IM Young)**

**1. d4** The final game in a must win situation. **Nf6 2. c4 g6 3. Nc3 Bg7 4. Bg5** Torre Attack ... I also play this for white. **h6 5. Bh4 d6 6. Nf3 Nbd7 7. e3 O-O 8. Be2 c6 9. h3 a6 10. a4 Qb6**  
**11. Qc2 a5 12. O-O Re8 13. Rfd1 Nf8 14. e4 e5 15. dxe5 dxe5** I totally missed White's next move





**16. Bxf6! Bxf6 17. Rd6 Bg7** (17... Be6 18. Nd5 Bxd5 19. exd5 Be7 20. c5 Qc7 21. dxc6 Bxd6 22. cxd6 Qxc6 -+) **18. Nd5! Qc5 19. Nc7 Qxd6 20. Nxe8 Qc5 21. Nxc7 Kxc7 22. Qc3 f6 23. Rd1 Be6 24. Nh2 Re8 25. b3 Re7 26. Rd8 Rd7 27. Ra8 b6 28. Bg4 h5 29. Be2 Bf7** (29... Qd4 30. Qxd4 exd4 31. Bd3 Bf7 (31... c5 32. Rb8 Rd6 33. f4 Nd7 34. Rb7=) 32. Rb8 Ne6 33. Kf1 Nf4 (33... Nc5 34. Ke2 Rb7 35. Rxb7 Nxb7 36. Nf3 c5 must be the best choice for Black.) 34. Be2) **30. Qg3 Kh7 31. Qh4 Kg7 32. Qg3** I have to gamble. A draw won't give me anything. **Ne6 33. Bxh5 Nf4 34. Bf3 g5** reached the critical position with White to move! See if you can find a good plan for White!





**35. h4** (35. Nf1! Rd3 36. Ne3 Rxb3 (36... Be6!?) 37. Nf5+! (37. h4 is also good +-) 37... Kh7 38. Ra7 and White is winning+-) (35. Ng4 Nh5 36. Qh2 Qb4 37. g3) **35... Rd3 36. Qg4?? -+ Be6!!**  
 Queen is trapped! **37. Ra7+** (37. Qg3 Ne2+ 38. Bxe2 Rxc3+-) **37... Kf8 38. Ra8+ Ke7 39. hxg5 Bxg4 40. gxf6+ Kxf6 41. Nxg4+ Ke7 42. a7+ Kd8 43. Rg7 Qd6 44. Ne3 Rxe3 45. fxe3 Qc5 46. Kf2 Nd3+ 47. Ke2 Nc1+ 48. Kf2 Qb4 49. g4 Qd2+ 50. Kg3 Qxe3 51. Rf7 Ne2+ 52. Kh4 Qh6#**  
**0-1** Although I won; Pete gave me a good fight!

NM Trevor Magness, the tournament's co-victor, presents his round 3 draw with Expert Thomas Ulrich.

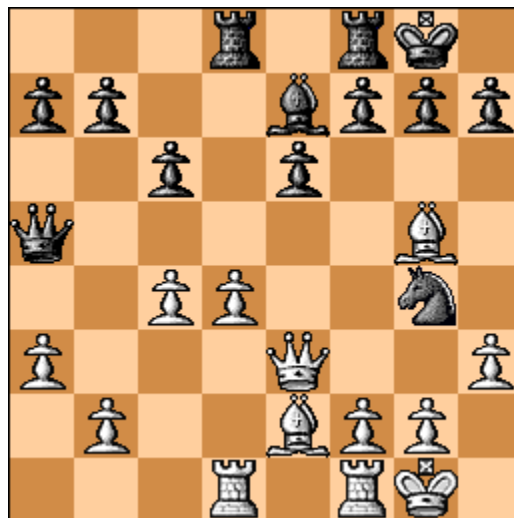


### **Game 3. Round 3. NM Magness (2220) - Ulrich (2162) (Notes by NM Magness)**

**1. e4 c6** A surprise. I was expecting Tommy to play the Sicilian, as in our previous two encounters with these colors. **2. Nf3 d5 3. Nc3** This is the Two Knights variation of the Caro-

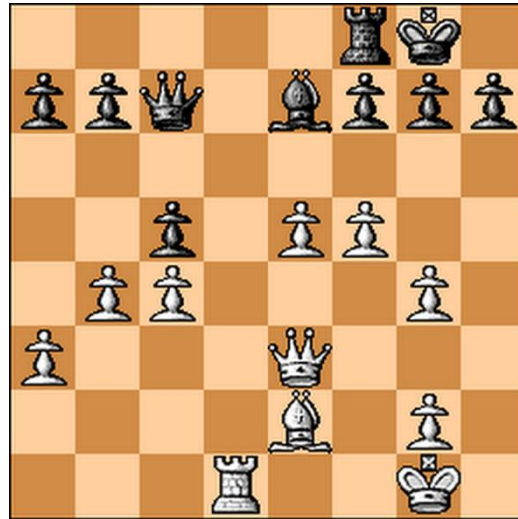
Kann, aiming to snare the bishop pair. **Bg4** Activating the light-squared bishop, which is one of the ideas of the Caro-Kann when compared to the French defense. (Developing the bishop to f5, as in the main line, is no longer advisable. 3... dxe4 4. Nxe4 Bf5 5. Ng3 Bg6? 6. h4 h6 7. Ne5! One of the points of the move 2.Nf3 compared to 3.Nc3. Black now runs into big trouble. Bh7 8. Qh5 g6 9. Bc4! e6 10. Qf3+/- with a large advantage for white.) **4. h3 Bxf3** This gives up the bishop pair, but after Bh5 white probably has a small advantage. Meanwhile, the bishop pair does not necessarily give white an advantage here. Firstly, the position could wind up being rather closed, and secondly, black's light-squared bishop is usually the weakest piece in c6-d5-e6 pawn structures. (4... Bh5 5. exd5 cxd5 6. Bb5+ Nc6 7. g4 Bg6 8. Ne5 Rc8 9. d4 e6 10. h4 f6 11. Nxc6 hxg6 12. Qd3 is another line, which gives white a small advantage.) **5. Qxf3 e6 6. Be2** (White's most popular plan here consists of 6. d3 when white can later continue with Bd2 and g4, playing on the kingside. With Be2 white keeps the option open of playing d4, meanwhile simply developing and castling kingside.) **6... Nf6 7. O-O Nbd7 8. d3** (8. d4 was more accurate. The d3 pawn, e2 bishop setup works best here when white can bring his queen to g3, targeting the g7 pawn and d6 square while opening up the possibility of f4. However, due to the delay with Be2 and 0-0 white will no longer have the chance to make this maneuver. dxe4 9. Nxe4 Nxe4 10. Qxe4 Nf6 and white has a bit of an edge, though black's position is solid and has no problems.) **8... Qc7** Discouraging Qg3. Now it is considerably harder for white to find a strong plan. (8... Bd6 is slightly stronger in my opinion, when Ne5 looks particularly threatening. d6 looks like the best square for the bishop, while it is less certain that the queen will be happiest on c7.) **9. d4!?** A funny move to play after 8.d3, but I didn't want to waste too many of my precious 60 minutes finding a decent idea in the closed structure and so offered an exchange into a structure that I knew was about equal. In fact, the tempo has not been totally lost for white. When black captures

twice on e4 and plays Nf6, the d4 pawn will no longer be attacked, allowing the white queen to retreat to the f3 square (this is usually not possible in this line). From here white will then be able to gain his tempo back by either playing Bf4 (against Be7) or Bg5 (against Bd6). White probably keeps a very small advantage. **9... dxe4 10. Nxe4 Nxe4 11. Qxe4 Bd6 12. c4 Nf6 13. Qf3 O-O 14. Bg5** gaining back the lost tempo. **14... Be7 15. Rad1 Rad8** White has the preferable position, with the two bishop advantage and a space advantage in the center. Both sides can now play for a timely break in the center - white with d5 (or possibly f4-f5), and black with c5 or e5. **16. Qe3** guarding the d4 pawn and the e5 square, while also protecting against any discoveries from the f6 knight. (For example, 16. Rd2 Rd7 17. Rfd1 could be met by Ne4!? 18. Qxe4 Bxg5 19. Rd3 Bf6=) **16... Qa5** Black is going for an interesting tactic that trades of the f6 knight for the g5 bishop. However, this idea gives white some interesting possibilities. (16... Rd7 was a more solid option, albeit leaving white with a safe advantage.) **17. a3 Ng4?! The idea. Tommy offered a draw with this move.** The draw offer makes some sense as after this move there will be opposite colored bishops and presumably not a whole lot of imbalances . . .



**18. hxc4!** So, White takes the opportunity to make one! White intends to respond to either recapture with f4, gaining a good space advantage. If black is not careful he could get rolled. (18. Bxc4 would not offer white much. Bxc5 19. f4 Bf6 20. f5 exf5 21. Rxf5 Qc7 and unless white can make something of his current slight lead in development, black will be perfectly fine.) **18... Bxc5** (18... Qxc5 would have been a risky decision. On the one hand, black's queen could take more part in the fight against the kingside pawns, but on the other hand, white could supercharge his attack by gaining tempos against the queen. For example, 19. f4 Qg6 20. g5 h6 21. Bd3 Qh5 22. Kf2 (threatening Rh1) Qh4+ 23. g3 (23. Kf3 hxc5 24. Rh1 gxf4 25. Rxc4 fxe3 26. Rh8+! (26. Bh7+? Kh8 27. Be4+?? Bxc4 -) 26... Kxc8 27. Rh1+ Kg8 28. Bh7+ Kh8 29. Be4+ +=) 23... Qh2+ 24. Kf3 Qxb2 25. gxh6 and Black's king is not feeling too happy.) **19. f4 Be7 20. f5** White hopes to pick up the e6 pawn, which is surprisingly hard to defend. **20... e5?** hoping to take advantage of the c5 square and the positions of the White queen and king down the g1-a7 diagonal, however, White can solve these problems and end up a clear pawn ahead. In the end position, Black has good chances to set up a blockade, so this move was better than a number of Black's options. (20... exf5 21. Qxe7 Rde8 22. Qxb7 Rxe2 23. gxf5 and White has the advantage.) (20... Rd6? 21. c5 +-and the pawn falls) (20... c5 21. fxe6 cxd4 22. exf7+ Rxf7 23. Qe6 Bf6 24. Bf3 +- with a great position for White.) (20... Rfe8! looks like Black's strongest move. After 21. fxe6 Bf6 22. exf7+ Kxf7 23. Qf2 Kg8 Black has managed to activate all of his pieces and has compensation for the lost pawn.) **21. b4!** winning a pawn. (21. dxe5?? Bc5 -+ is not exactly what White wants.) (21. Qxe5? would also be ineffective after Qxe5 22. dxe5 Bc5+ 23. Kh1 Rde8 24. Rd7 Rxe5 25. Bf3 Rb8 Black would win back his pawn with a draw soon to come.) **21... Qc7** (21... Qb6? 22. c5 would only help White.) **22. dxe5 Rxd1 23. Rxd1 c5!** a good idea. Black hopes to draw white's pawns to light squares. This will allow him to set up a

dark-square blockade, which, considering the opposite colored bishops and the likelihood of the major pieces getting traded off on the d-file, would give black could chances to draw the position.



**24. b5** not exactly what White wants to do, but there does not seem to be any better options. (24. Qc3 Rd8 25. Rxd8+ Bxd8 26. Bf3 cxb4 27. axb4 a5 28. bxa5 Qxa5 29. Qxa5 Bxa5 30. Bxb7 Bc7 31. e6 fxe6 32. fxe6 Kf8 33. Kf2 Ke7 34. Bd5 Bb6+ 35. Ke2 Kd6= with a blockade.) (24. f6 gxf6 25. Bd3 this attempt to start up a kingside attack is interesting, but does not work. Qxe5 26. Qh6 Qd4+ 27. Kh2 (27. Kh1 f5! throws a wrench in white's attack.) 27... Qd6+! 28. Kh1 f5! 29. Qxd6 Bxd6 30. Bxf5=) (24. Rd5!? cxb4 25. axb4 Bxb4 26. Qxa7 would have activated White's pieces and gained a stable advantage. Considering the success of Black's blockade in the game, this may have been the way to go.) **24... f6!?** carrying the idea of a dark square blockade even further. Unlike c5 this carries some risk, but it will be hard for White to break through Black's fortress. **25. e6?** Considering the end of the game this looks too cooperative. (25. Rd5!? +/- could have been considered, maintaining the central tension, and hoping to make use of the rook instead of acquiescing to a queen and bishop endgame.) **25... Rd8 26. Rxd8+ Qxd8** White needs

to penetrate with his king to have a chance of winning, but even this is difficult to do. **27. Kf2 Kf8 28. Bf3 b6 29. Bd5 h6 30. Kg3 Qd6+ 31. Kf3 Qh2 32. Qe1 h5 33. Qg3** After this the draw is straightforward, but in any case white didn't have much chance to make progress. **Qxg3+ 34. Kxg3 hxg4 35. Kxg4 Bd8 36. Bc6 Ke7 37. Kh5 Kf8 38. Kg6 Be7 39. Kh7 Bd8 40. Bf3 Be7 41. Kg6 Bd8 42. Bb7 Be7 43. Kh5 Bd8 44. a4 Ke7 45. Bc6 Kf8 46. g4 Be7 47. Kh4 Bd8 48. Kg3 Ke7 49. Kf4 Kd6 50. Ke4 1/2-1/2**

Round 2 saw IM Angelo Young paired with FM Albert Chow.



#### Game 4: Round 2. IM Young (2392) - FM Chow (2215)

**1. d4 d5 2. Nf3 Nf6 3. c4 e6 4. Nc3 Be7 5. Bg5 O-O 6. Rc1 h6 7. Bf4 Nbd7 8. e3 c5 9. Qb3 dxc4 10. Bxc4 a6 11. a4 cxd4 12. exd4 Nb6 13. O-O Bd7 14. Be2 Nbd5 15. Bg3 Qb6 16. Qxb6 Nxb6 17. a5 Nbd5 18. Ne5 Rfd8 19. Bf3 Be8 20. Rfd1 Bb4 21. Nc4 Rac8 22. Nb6 Nxb6 23. axb6 Bc6 24. Bc7 Bxf3 25. gxf3 Rd7 26. Na4 Nd5 27. Nc5 Bxc5 28. dxc5 Re8 29. c6 bxc6**

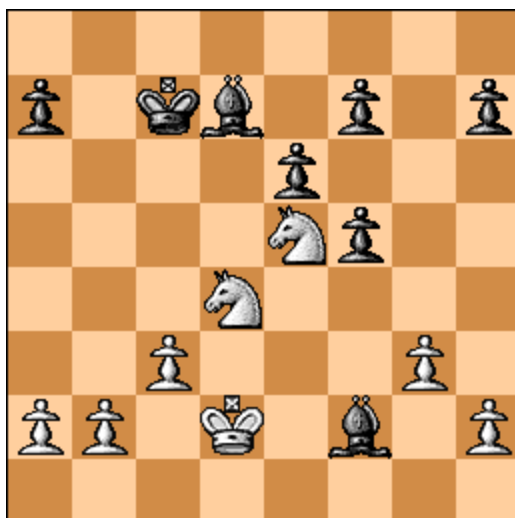


30. Rxc6 Nxb6 31. Rxd7 Nxd7 32. Rxa6 Rc8 33. Ra7 Nf6 34. Rb7 Nd5 35. Bd6 Rc6 36. Bg3 Rc1+ 37. Kg2 Rb1 38. h4 h5 39. Bd6 Kh7 40. Rxf7 Rxb2 41. Be5 Re2 42. Rxg7+ Kh6 43. Rg5 Ne3+ 44. Kh3 Rxf2 45. Kg3 Rg2+ 46. Kf4 Nd5+ 47. Ke4 Rxg5 48. hxg5+ Kxg5 49. Bh2 Kf6 50. Be5+ Kg6 51. Bg3 Ne7 52. Ke5 Kf7 53. Bf2 Ng6+ 54. Ke4 Kf6 55. Bd4+ e5 56. Bf2 h4 57. Ke3 Kf5 58. Be1 h3 59. Kf2 e4 60. fxe4+ Kxe4 1/2-1/2 (Parmet: The game had a wild time scramble towards the end). After Angelo won the tournament, Chow said, "I was the only one to slow you down!"

It is time for a beautiful display of endgame technique from NM Steven Tennant's Round1 encounter with Mikhail Korenman. Their game reached the following position after white's 25th move Ne5:



**Game 5: Round 1. Korenman (1989) - NM Tennant (2243) (Notes by Expert Parmet)**



In an equal endgame, Black makes the correct decision to part with the bishop pair.

White proceeds to be outplayed by superior endgame technique. **25... Bxd4 26. cxd4 Be8 27.**

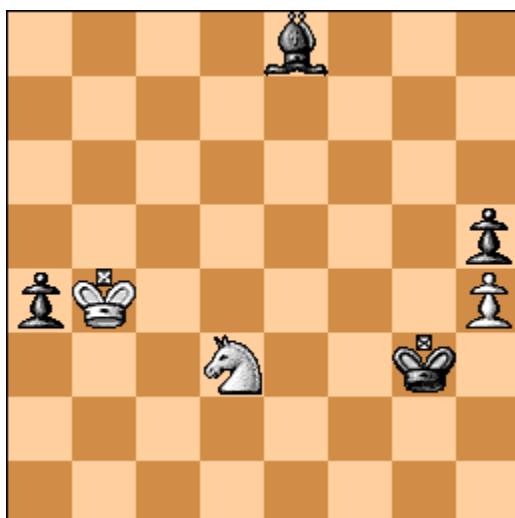
**Kc3 f6 28. Nd3 Kd6 29. b4 e5 30. Nc5 Kd5 31. dxe5 fxe5 32. Kd3 f4 33. gxf4 exf4 34. Ke2**

**Kc4 35. Nd3 f3+ 36. Kd2 Bg6 37. Ne5+ Kxb4 38. Nxf3 Ka3 39. Kc3 a5 40. Nd2 Kxa2 41.**

**Nc4 a4 42. Kb4 Bf7 43. Nd6 Bb3 44. Nb5 Kb2 45. Na3 h5 46. h4 Kc1 47. Kc3 Kd1 48. Kd3**

**Bf7 49. Nb5 Be8 50. Nd6 Bg6+ 51. Kc3 Ke2 52. Nc4 Kf2 53. Ne5 Be8 54. Nd3+ Kg3 55. Kb4**

Black has achieved a completely winning position! Know thy endgame! In this position try to calculate the win to the end!





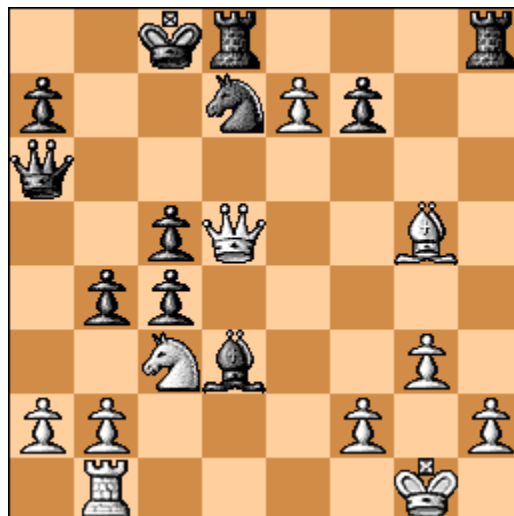
Unfortunately, after an impressive endgame display, Black blundered with **55... Kxh4??** (55... a3! 56. Kxa3 Bg6 57. Ne5 Bf5 58. Kb3 Kxh4 59. Kc3 Kg3 60. Kd4 h4 61. Ke3 h3 62. Nf3 Bc8-+) (55... Kg4 wins as well 56. Ka3 Bb5 57. Nf2+ Kxh4-+) **56. Nf4 Kg4 57. Nxb5!=** and Black is left with the wrong color bishop for the rook pawn! **Kxh5 58. Ka3 Kg4 59. Ka2 Kf4 60. Ka3 Ke3 61. Ka2 Kd2 62. Ka1 Kc2 63. Ka2 Bf7+ 64. Ka1 Kb3 65. Kb1 Be6 66. Ka1 1/2-1/2**

Okay since now we had our lesson in the endgame, it is time for KNOW THY THEORY! Featuring Round 4 encounter between Akshay Indusekar and NM Sam Schmakel in nothing less than a Semi Slav Botvinnik variation!:

**Game 6: Round 4. Indusekar (1699) - NM Schmakel (2190)** (Notes by Expert Parmet)

**1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 e6 5. Bg5 dxc4 6. e4 b5 7. e5 h6 8. Bh4 g5 9. Nxb5 hxb5 10. Bxb5 Nbd7 11. g3 Bb7 12. Bg2 Qb6 13. exf6 O-O-O 14. O-O c5 15. d5 b4 16. Rb1 Qa6 17. dxe6 Bxb2 18. e7 Bxf1 19. Qd5 Bxe7 20. fxe7 Bd3**

Sam indicated after the game that white's next move was new to him. He proclaimed, "Know they Theory." This position has been featured over 20 times including a 1996 encounter between GMs Topalov and Kramnik.



**21. Bf4?? -+ (21. Ne4 Bxb1 22. Nd6+ Kc7 23. Bf4 Kb6 24. Nxc4+ Kb5 25. Nd6+ Kb6 26.**

**exd8=B+ Rxd8 27. Nc4+ Kb5 28. Nd6+ Kb6 29. Nc4+ Kb5 { 1/2-1/2 Topalov,V (2750) -**

**Kramnik,V (2765)/Dortmund 1996/CBM 054}) (21. exd8=Q+ Rxd8 is also equal.) 21... Qb7!**

**22. Qd6?? bxc3 23. exd8=Q+ Rxd8 24. bxc3 and a beautiful mate ensues Qxb1+ 25. Kg2 Qf1+**

**26. Kf3 Qe2+ 27. Kg2 Be4+ 28. Kh3 Qh5# 0-1**

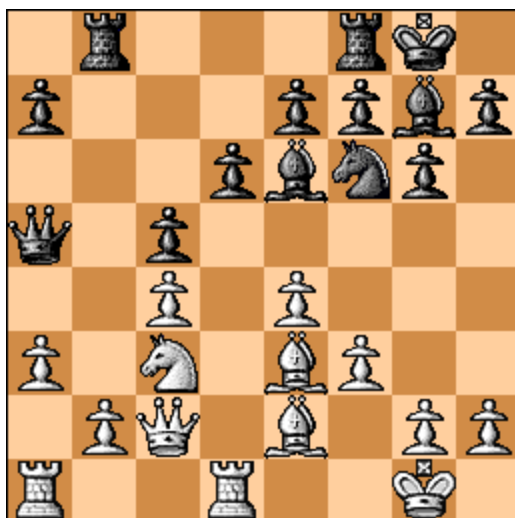
The biggest upset of the tournament came from Rachel Ulrich in her Round 2 encounter with NM Steven Tennant. Their game:



**Game 7: Round 2. Ulrich (1676) - NM Tennant (2243)**

**1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 g6 5. c4 Nf6 6. Nc3 d6 7. f3 Bg7 8. Be3 O-O 9. Be2**

**Bd7 10. O-O Qa5 11. Nxc6 bxc6 12. Qc2 Rab8 13. Rfd1 Be6 14. a3 c5**



**15. b4! cxb4 16. axb4 Qd8** (Parmet: 16... Qxb4 17. Rdb1 and the Queen is trapped) **17. b5 Rb7**  
**18. Rxa7 Rxa7 19. Bxa7 Qc7 20. Be3 Bxc4 21. Nd5 Nxd5 22. exd5 Rc8 23. Rc1 e6 24. Qxc4**  
**Qxc4 25. Rxc4 Rb8 26. dxe6 fxe6 27. Rc6 Bf8 28. b6 Kf7 29. Rc7+ Kf6 30. b7 d5 31. Ba6**  
**Bd6 32. Rd7 Be5 33. Ba7 Rh8 34. h3 g5 35. Kf2 h5 36. Be2 h4 37. Bd3 Bg3+ 38. Ke2 Be5 39.**  
**Rh7 Rg8 40. Bb5 Bd6 41. Rd7 Be5 42. Bb6 Rb8 43. Bc6 Rg8 44. Bc7 Rf8 45. Bxe5+ Kxe5 46.**  
**Rc7 Kd6 47. Rc8 1-0**

IM Angelo Young "would like to thank Brian Smith, Daniel Parmet and DGCC for a very nicely organized event." Participant FM Albert Chow had some very positive remarks about the event, "The field was deep and strong! The refreshments were a nice touch." NM Petros Karagianis concurred, "Let me know when you do another one. ANY tournament you get that kind of master turnout to I will make the drive for." Jim Ulrich had this to say, "I liked your tournament. I think it was run well and I look forward to coming back again sometime." Everyone seemed to enjoy themselves. Some participants were already asking when the next event would be! Stay tuned to Downers Grove Chess Club Website:

<http://sites.google.com/site/downersgrovechess/> for the news on our next event.



A picture of the playing hall.





Round 2. Top 2 boards. Left to Right. IM Angelo Young, FM Albert Chow, NM Petros Karagianis and IM Mateusz Bobula



Round 3. Top 2 Boards. Left to Right. NM Trevor Magness, Expert Thomas Ulrich, NM Sam Schmakel and NM Petros Karagianis.



Round 1. NM Trevor Magness begins his tournament victory on Board 6 facing Chengliang Luo.



Round 1. DGCC Expert Gaddiel Tan vs IM Mateusz Bobula





Round 1. Front to Back Left to Right. FM Aleksandar Stannov vs Expert Jeff Dixon. Expert Aakaash Meduri vs FM Aung Thant Zin. NM Steven Tennant vs Mikhail Korenman.

Photo credit to DGCC TD Daniel Parmet. Again, I would like to personally thank each person who contributed analysis on their games for this article (IM Angelo Young, NM Trevor Magness, NM Petros Karagianis and NM Gopal Menon). Thanks to all the participants, I hope to see you all again next time!

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