

# *The Chicago Chess Player*

The Official Bulletin of the Chicago Industrial Chess League



Photograph by Patrice Connelly

## *The Game is afoot!*

Inside this Issue:  
Fall Business Meeting Minutes  
Division Schedules  
Contact Information

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**Editor's Note:**

Welcome back to another great season! This year is off to a good start after a very thorough (and very long) Fall Business Meeting! Thanks to League Secretary Jerry Thomas for his detailed minutes. And a round of applause to Games Editor Tom Friske for his final installment of the 2011 Play-Off Games- find in this issue the round three games for your reading enjoyment!

As always, feel free to submit stories, games, chess news, and information about local chess events to the bulletin. Please email submissions to [Bulletin@ChicagoChessLeague.org](mailto:Bulletin@ChicagoChessLeague.org).

Best to all,  
Patrice Connelly  
CICL Bulletin Editor  
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**East Division Contact Information** compiled by East Division Chairman Tony Jasaitis

----- AMARS contact info: -----

AMA Rogue Squadron (likely to rename): Merged Team - Alumni only (subject to rating cap)

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AMARS Captain: Rob Eaman [sixty\\_four@yahoo.com](mailto:sixty_four@yahoo.com)  
c:312-351-0096

AMARS Alternate Contact: Bill Brock [billbrock1958@gmail.com](mailto:billbrock1958@gmail.com)

----- AMATS Contact info: -----

AMA Tornado Snakes: Company Team

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(subject to rating cap)

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----- CITGR Contact info: -----

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CITGR Captain: Vlatko Primorac [citadelchessteam@gmail.com](mailto:citadelchessteam@gmail.com)

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CITGR Alternate Contact: Matthias Pfau [citadelchessteam@gmail.com](mailto:citadelchessteam@gmail.com)

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----- CITUC Contact info: -----

Citadel + University of Chicago: Merged Team

(subject to rating cap)

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DRW Trading + Alumni: Merged Team

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LOYLA Captain: Mark Wojdyla [markwojdyla1@gmail.com](mailto:markwojdyla1@gmail.com); [mwojdyla@luc.edu](mailto:mwojdyla@luc.edu)

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Northwestern University: Company team

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**Fermi:** Lenny Spiegel [lenny@fnal.gov](mailto:lenny@fnal.gov)

**JJCCC:** Jon Abernathy [jwabernathy1@hotmail.com](mailto:jwabernathy1@hotmail.com)

**Pawns:** Joe Sinople [jsinople@yahoo.com](mailto:jsinople@yahoo.com), Matt Holloway [matth22182@yahoo.com](mailto:matth22182@yahoo.com), (and formerly [fabijonasr@sbcglobal.net](mailto:fabijonasr@sbcglobal.net) who passed the reins)

**Rooks:** Dave Baurac [baurac@anl.gov](mailto:baurac@anl.gov)

**StCCC:** Jeff Wiewel [jwiewel@ntnusa.com](mailto:jwiewel@ntnusa.com)

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**Molex/Aurora:** Victor Zaderej [Victor.Zaderej@molex.com](mailto:Victor.Zaderej@molex.com), [alumisu@yahoo.com](mailto:alumisu@yahoo.com) (Darin Link - the likely captain receiving a lot of initial information/advice from Victor) (probably would host DGCC, Dragons, Pawns, Rooks, StCCC)

**Note\*** St. Xavier's captain last year was Chris Abney ([iHeedib@aol.com](mailto:iHeedib@aol.com)  
[i.abney@mymail.sxu.edu](mailto:i.abney@mymail.sxu.edu)) in the event the Tyros or a club are interested in trying to pick up some of their players.

**North Division Contact Information** compiled by North Division Chairman Jim Thomson

1. **Walgreen Forks:** (Walgreens + Alumni) Captain Norm Hughes  
[nhughes6434@sbcglobal.net](mailto:nhughes6434@sbcglobal.net)

Acting captain in Sep and Oct is Tom Friske  
[tgfriske@gmail.com](mailto:tgfriske@gmail.com).

2. **UOP:** (UOP + Alumni) Captain Art Olsen  
[aolsen14@comcast.net](mailto:aolsen14@comcast.net).

3. **Excaliburs:** (D. Lee Law Offices + Alumni) Captain David Lee  
[d-lee@davidleelaw.com](mailto:d-lee@davidleelaw.com).

4. **Aon Renaissance Knights:** (Aon Hewitt + Ren Knights) Captain Andy Mosley  
[andy.mosley@aonhewitt.com](mailto:andy.mosley@aonhewitt.com).

5. **Motorola Kings:** (Motorola Solutions) Captain Nik Goncharoff  
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6. **Motorola Knights:** (Motorola Solutions) Captain Jim Thomson  
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## East Division Schedule

SCHEDULE							
Rnd	Play By	2011	(A)	(B)	(C)	(D)	(E)
1	9/30	<a href="#">CITUC</a>	<a href="#">CITUC at AMATS</a>	<a href="#">TLZOO at DRW</a>	<a href="#">LOYLA at CITGR</a>	<a href="#">AMARS 4.0 BCBS 2.0</a>	<a href="#">NWEST 3.5 CHPTT 2.5</a>
2	10/14	<a href="#">DRW</a>	<a href="#">CITUC at TLZOO</a>	<a href="#">BCBS at DRW</a>	<a href="#">LOYLA at CHPTT</a>	<a href="#">AMARS at NWEST</a>	<a href="#">CITGR at AMATS</a>
3	10/28	<a href="#">LOYLA</a>	<a href="#">CITUC at CITGR</a>	<a href="#">DRW at NWEST</a>	<a href="#">LOYLA at AMARS</a>	<a href="#">CHPTT at AMATS</a>	<a href="#">TLZOO at BCBS</a>
4	11/11	<a href="#">AMARS</a>	<a href="#">CITUC at BCBS</a>	<a href="#">LOYLA at DRW</a>	<a href="#">AMATS at AMARS</a>	<a href="#">NWEST at TLZOO</a>	<a href="#">CITGR at CHPTT</a>
5	12/2	<a href="#">NWEST</a>	<a href="#">CHPTT at CITUC</a>	<a href="#">DRW at AMATS</a>	<a href="#">LOYLA at TLZOO</a>	<a href="#">BCBS at NWEST</a>	<a href="#">AMARS at CITGR</a>
6	1/20	<a href="#">CHPTT</a>	<a href="#">NWEST at CITUC</a>	<a href="#">DRW at CITGR</a>	<a href="#">BCBS at LOYLA</a>	<a href="#">CHPTT at AMARS</a>	<a href="#">AMATS at TLZOO</a>
7	2/3	<a href="#">BCBS</a>	<a href="#">AMARS at CITUC</a>	<a href="#">CHPTT at DRW</a>	<a href="#">NWEST at LOYLA</a>	<a href="#">BCBS at AMATS</a>	<a href="#">TLZOO at CITGR</a>
8	2/17	<a href="#">CITGR</a>	<a href="#">LOYLA at CITUC</a>	<a href="#">DRW at AMARS</a>	<a href="#">AMATS at NWEST</a>	<a href="#">TLZOO at CHPTT</a>	<a href="#">BCBS at CITGR</a>
9	3/9	<a href="#">TLZOO</a>	<a href="#">DRW at CITUC</a>	<a href="#">AMATS at LOYLA</a>	<a href="#">AMARS at TLZOO</a>	<a href="#">NWEST at CITGR</a>	<a href="#">CHPTT at BCBS</a>
10	4/15	<a href="#">AMATS</a>	<a href="#">TBD at TBD</a>	<a href="#">TBD at TBD</a>	<a href="#">TBD at TBD</a>	<a href="#">TBD at TBD</a>	<a href="#">TBD at TBD</a>

## North Division Schedule

6 Team Schedule								
Round	End Date	Forks	UOP	Excaliburs	Kings	Knights	Aon-Ren	
1	Wed, Sep 21	@Aon-Ren	@Knights	Kings	@Excaliburs	UOP	Forks	
2	Tue, Oct 11	Knights	Excaliburs	@UOP	Aon-Ren	@Forks	@Kings	
3	Mon, Oct 31	@Kings	@Aon-Ren	Knights	Forks	@Excaliburs	UOP	
4	Fri, Nov 18	@Excaliburs	Kings	Forks	@UOP	Aon-Ren	@Knights	
5	Fri, Dec 16	UOP	@Forks	@Aon-Ren	Knights	@Kings	Excaliburs	
6	Fri, Jan 20	Aon-Ren	Knights	@Kings	Excaliburs	@UOP	@Forks	
7	Fri, Feb 10	@Knights	@Excaliburs	UOP	@Aon-Ren	Forks	Kings	
8	Fri, Mar 02	Kings	Aon-Ren	@Knights	@Forks	Excaliburs	@UOP	
9	Fri, Mar 23	Excaliburs	@Kings	@Forks	UOP	@Aon-Ren	Knights	
10	Fri, Apr 13	@UOP	Forks	Aon-Ren	@Knights	Kings	@Excaliburs	

## West Division Schedule

Reversing as much as we can we have the following host / visiting teams

Fermi / DGCC, Rooks, Dragons, Wombats, Molex-Aurora  
 StCCC / Fermi, Pawns, Tyros, JJCCC  
 Tyros / Fermi, Rooks, Pawns, Dragons, Molex-Aurora  
 Dragons / DGCC, StCCC, Wombats, JJCCC  
 DGCC / Tyros, StCCC, Wombats, Pawns  
 Rooks / DGCC, Dragons, StCCC, Wombats  
 Pawns / Fermi, Rooks, Dragons, JJCCC  
 JJCCC / Fermi, DGCC, Rooks, Tyros, Molex-Aurora  
 Wombats / Pawns, Tyros, StCCC, JJCCC, Molex-Aurora  
 Molex-Aurora (MlxACC) / DGCC, Dragons, Pawns, Rooks, StCCC

Round finish dates will be revised to give extra time in the bad travel months (plus an additional initial week due to the schedule revision):

9/30, 10/21, 11/11, 12/02, 1/13, 2/10, 3/2, 3/23, 4/13

### Round one (9/30)

Fermi@JJCCC StCCC@Wombats DGCC@Dragons Rooks@Pawns  
 MlxACC@Tyros

### Round two (10/21)

Wombats@Fermi Pawns@StCCC Tyros@JJCCC DGCC@MlxACC Dragons@Rooks

### Round three (11/11)

Dragons@Fermi StCCC@Rooks DGCC@JJCCC MlxACC@Wombats  
 Pawns@Tyros

### Round four (12/02)

Rooks@Fermi StCCC@MlxACC JJCCC@Dragons Pawns@DGCC Tyros@Wombats

### Round five (1/13)

Fermi@StCCC JJCCC@Wombats Pawns@MlxACC DGCC@Rooks Dragons@Tyros

### Round six (2/10)

DGCC@Fermi Tyros@StCCC JJCCC@Pawns Dragons@MlxACC Wombats@Rooks

### Round seven (3/2)

MlxACC@Fermi StCCC@Dragons Rooks@JJCCC Tyros@DGCC  
 Pawns@Wombats

### Round eight (3/23)

Fermi@Pawns StCCC@DGCC MlxACC@JJCCC Wombats@Dragons  
 Rooks@Tyros

### Round nine (4/13)

Fermi@Tyros JJCCC@StCCC Rooks@MlxACC Wombats@DGCC Dragons@Pawns

## CHICAGO INDUSTRIAL CHESS LEAGUE

Fall Business Meeting of August 31, 2011

At: Lucent Indian Hill in Naperville

### Attendees:

Jonathan Abernathy (Joliet Junior College)	Jeff Balicki (Motorola Knights)
Greg Bungo (DGCC)	Aaron Burgess (BCBS IL)
Chuck Dobrovolny (ALU Tyros)	Wayne Ellice (Wombats)
Paul Freidel (CICL Treasurer)	Tom Friske (Walgreens Forks)
Matthew Hollaway (Pawns)	Irwin Gaines (President, Fermi)
Norm Hughes (Walgreen Forks)	Tony Jasaitis (TradeLink)
David Lee (Excaliburs)	Andy Mosley (Aon Hewitt)
Art Olsen (UOP)	Joe Sinople (Pawns)
Brian Smith (DGCC)	Lenny Spiegel (Fermi)
Jerry Thomas (Secretary, ALU Dragons)	Jim Thomson (Motorola Knights)
Matt Vail (Publicity Chair, ALU Tyros)	Jeff Wiewel (STCC)
Katherine Zack (Banquet Chair, Wombats)	

### MINUTES

President Irwin Gaines called the meeting to order at 7:06 P.M.

#### **1. OFFICERS REPORTS:**

##### **A. President – Irwin Gaines**

Irwin welcomed everyone to the meeting and said there were several issues involving the rating update and merged teams proposals and people had various viewpoints on them. He knows that everyone has the league's best interests in mind and asked for courteous discussions. Each attendee gave their league position and team they represented.

##### **B. Secretary – Jerry Thomas**

Jerry said there were no changes to the spring business meeting minutes. The minutes were published in the bulletin. Tom Friske said the most current constitution will be available shortly on the web.

##### **C. Treasurer – Paul Freidel**

Paul Freidel presented the treasurer's report. The 2010-11 year had a \$36.47 deficit with larger one-time expenses for trophies. The budget (see the web site) shows the final figures. We have about \$2,000 in the bank and expect to run a small deficit each year to gradually reduce this.

The proposed 2011-12 Fall Budget is based on the same number of teams, no change in dues, another USAT team entry (special expense), and a scoresheet order.

The treasurer's report and proposed CICL 2011-12 Fall Budget were unanimously approved. The CICL 2011-12 Fall Budget and the approved dues form are on the CICL web site.

**Team captains should submit their team dues payment to:**

**Paul Freidel  
212 Perry St.  
Elgin, IL 60123**

**D. Division Chairmen:****North-Jim Thompson, Chairman**

Jim said that Hewitt in Lincolnshire cannot field a team and would like to combine with Rem Knights to form a different type of combined team. North Shore chess club where the playoffs were held would like to enter a team. They have 12-14 players, but want all matches to be held at their place. Jim is waiting for an email response about that issue. All of the other teams from last year are returning.

**East-Tony Jasaitis, Chairman**

Tony said the East has 7 continuing teams for sure and possibly 9. Tony is leaving the Hedgehogs and captaining a new company team TradeLink. He emailed the current Hedgehogs to see if they will still continue the Hedgehog team, but they have not responded. He is also trying to make a combination of Trading Technologies and Chopper Trading work as a combined team and will call for a league email vote for admission if and when it gels. Citidel has excess players who would like to combine with University of Chicago to form a new team.

**West-Jeff Wiewel, Chairman**

Jeff was elected division chairman by the west division captains in the spring. The St. Xavier University and BP/Molex teams are dropping out. All other teams are returning leaving 9 teams in this division. Post meeting: Jeff contacted Molex and Aurora Chess Club about a two-entity team. Both parties expressed interest. Jeff will do more checking. St. Xavier is tougher to hook up with anybody.

**2. OTHER REPORTS:****A. Bulletin Editor-Pat Connelly (in absentia)**

Pat thanks Tom Friske for all his help. This is the first time ever we have had 3 bulletins in the summer – June, July, and August. 10 bulletins were produced this season with an average of 44 pages. Pat's artistic flair was evidenced in several of the covers. The attendees gave Pat a round of applause to thank her for her excellent bulletin work.

**B. Games Editor-Tom Friske**

Tom thanked league experts for their support and with analysis of their games.

**C. Webmaster-Tom Friske**

Tom revised the match report form with pop-ups for adds and an email of info to the Ratings chair. The current match report form is Version 3.1 and only works with the Internet Explorer Browser. Team captains should contact Tom Friske if they need the login and password to access the match report form.

Tom added a link to Brian Smith's [CICL Hall of Fame page describing the league founders, the Dargis Award honorees, and the championship winners for each season](#). **He said it was excellent and everyone should take a look at it.**

**D. Rating Chair-Jeff Balicki**

Jeff said the CICL completed the first season under the new rating programs and reports. He is still waiting for the summer tournament results to rate them. New season rosters will include known roster only players with no CICL games and will be indicated by a special symbol. Player information including these will be sent to the online match entry tool for easier match entry.

Corrected End of Season rating reports will be sent out adjusting the rating of 26 players from 1 to 11 rating points. As a result of the adjustments, a new League MIP was determined and the trophy chairman will follow-up on an award.

Jeff will send out a list of USCF ids to all captains asking them to verify these with their players.

**E. Publicity Chairman-Matt Vail (report and discussion)**

Matt said this year the focus of new team pursuit continued in 2 areas – professional community and socially in the chess community.

Professionally, letters went to 12 companies in the areas of technology, consulting, and insurance.

Socially, I attended the Chicago Chess Class Championship, the Chicago Open, and two chess.com "Chess Meet" ups.

This coming year I will continue to focus on the above areas and add "rivalries" – such as competing law firms, consulting organizations, etc.

Matt mentioned that, typically, a site takes 1 year to put together a team of 6 players.

**F. Banquet Chairman-Katherine Zak**

Katherine said our banquet went really well and wanted feedback. Attendees said the new food choices were a definite improvement. Several attendees commented favorably on the activities for non-chess players. Another attendee asked if sodas could be included in the price. Katherine replied that this restaurant does not include soft drinks. Katherine will email a request for banquet feedback to all league members.

After some discussion, the attendees agreed that the banquet should stay on the first Friday in June.

**F. Trophy Chairman-Chuck Dobrovolny**

Chuck has 2 replacement face plates and 7 small correction face plates for captains. He also had small trophies for AMARS which he will give to them. The new traveling trophy has been given from Motorola to the Downers Grove chess club. Chuck will order a new most improved player trophy. A short story about it will be added to the next bulletin.

**3. ELECTIONS and APPOINTMENTS**

- A. Bulletin Editor** Patrice Connelly agreed to continue.
- B. Games Editor** Tom Friske agreed to continue.
- C. Webmaster** Tom Friske agreed to continue
- D. Ratings Chair** Jeff Balicki agreed to continue
- E. Publicity Chair** Matt Vail agreed to continue
- F. Banquet Chair** Katherine Zack agreed to continue
- G. New Trophy Chair** Chuck Dobrovolny agreed to continue

**4. OLD BUSINESS**

**A. Approval of new Company Team**

The new TradeLink team captained by Tom Jasaitis was unanimously approved for entry into the league in the East Division. They have 10 players and a home site. Their abbreviation will be “TLZOO” (zookeepers).

**B. Rating update proposal**

Jim Thomson explained the proposal for determining an initial player rating. This proposal covers players with no games played in the last season. Examples were described where the use of other sources was not appropriate, but attendees agreed that the team captain could in those cases contact the rating’s chairman with questions and get the rating revised. *Brian Smith asked if a difference report could be created for initial ratings. Jeff, the ratings chairman, said no, this would be too much additional effort at this time and the information is already available using existing reports. Jeff suggested he would take a look at this in the future.*

The Rating update proposal was unanimously approved.

**C. Merged Teams proposal**

Irwin went over the reasons behind this proposal, in general, to stop losing teams and in an effort to make a more consistent set of team rules. Also, it is needed for Matt to understand what kinds of organizations to contact for new teams.

There was a rather lengthy discussion of what combination of organizations, clubs, and companies should be allowed to form a team. Also raised was the issue of whether once combined, would there be a path to split apart that combination if problems occurred.

The proposal was amended in Section IV Team Structure bullet 1(b) defining a team with an additional sentence. **If it is 2 organizations, one must be a company team.**

Vote: 13 For, 2 Against, 2 Abstain – amendment approved

The issue of combining any types of multiple organizations to form a team will be placed on the Spring Business meeting agenda.

Amendment to reword Section IV A.5 dealing with alumni type teams failed.

Vote: 2 For, 6 Against, 7 Abstain – amendment failed

Amendment to drop the 48 hour prior to match notification for entering non-roster new players in Section IV C.5 failed.

Vote: 2 For, 13 Against, 0 Abstain – amendment failed

Amendment to change the 48 hour prior to match notification for entering non-roster new players to be for Boards 1-3 only Section IV C.5 passed. Team captains are expected to notify President, Division chairman, Ratings Chairman, and other captains in their division of all players playing who are not on their roster. If any of those players play on boards 1-3, this notification needs to be 48 hours before the match.

Vote: 11 For, 1 Against, 0 Abstain – amendment approved

**With the 2 passed amendments, the entire Merged Teams proposal was approved by a Vote of: 13 For, 0 Against, 2 Abstain.**

#### **D. Playoff eligibility, competitive balance**

No proposals, item dropped.

### **5. NEW BUSINESS**

#### **A. New teams/new status**

##### **1. East Division**

The entry of the Citadel and University of Chicago combined team with a rating cap was unanimously approved. The captain is from Citidel and their home site is Citidel.

Under the new merged team rules, Trading Technologies can combine with Chopper Trading as a combined team. Tony Jasaitis will email them. They are not a new team, so no vote on their entry is necessary.

##### **2. North Division**

The entry of the Hewitt and Ren Knights combined team with a rating cap was unanimously approved. Hewitt has 4 regular and 4 part time players. Ren Knights has 8-9 players. The captain is from Hewitt and their home site is Hewitt.

##### **3. West Division**

As mentioned in the Division Chair report, St. Xavier University and BP/Molex teams are dropping out.

#### **B. Distribute:**

- **Score sheets** Tony Jasaitis distributed score sheets to the teams that needed them.
- **Match result sheets** Tony Jasaitis distributed match sheets to the teams that needed them.

The meeting was adjourned at 11:35 P.M. – **our longest meeting ever. Special thanks to Irwin for chairing and moving along the extensive discussions.**

Jerry Thomas, Secretary September 7, 2011

## CICL Dues Form

Below are the assessments to each CICL team for the 2011-12 season. Please complete the form below and return it with a check made payable to the Chicago Industrial Chess League. Unless your team is making its payment late, the total assessment will typically total **\$75** for the season.

Team Name: \_\_\_\_\_ Captain: \_\_\_\_\_

Annual Basic Dues per 6-player Team	<b>\$50.00</b>	_____
Penalty if postmarked after 11/30/11	\$5.00	_____
Penalty if postmarked after 12/31/11	\$10.00	_____
Awards Banquet Ticket ( <u>1 required per team</u> )	<b>\$25.00</b>	_____
	<b>Total</b>	<b>\$</b> _____

The CICL encourages you to pay team dues before 11/30/11. If you are not able to pay team dues before 11/30/11, please inform the treasurer. Any funds included with late payments in excess of the required amount will be considered a donation to the treasury.

Send payment with form to the following address:

Paul Freidel  
212 Perry St.  
Elgin, IL 60123

# The Complete Games of the 2011 Playoffs

## ROUND THREE

Thanks to wins from the leaders, the Swiss System had produced only two contenders for the title. Both the Downers Grove Chess Club and Motorola Knights charged into the last round undefeated. There would be, however, a wild, 3-way tie possibility between the Hedgehogs, St Charles Chess Club, Rogue Squadron, and loser of the title match !

Once again, your reporter was busy with Captain duties and games of his own, so the details are sparse. The matches are presented in ascending order of importance.

### MATCH 1

## Walgreen Forks at Pawns

This proper pairing of the two winless teams would be called the "Toilet Bowl" if the players had shown any attitude of resignation. But in CICL Playoff tradition, most just want to play ! Most.. because the Fork's eighth board was tired of hanging around, so the Captain told him to go home, thinking there were two others still out to lunch. Confusion reigned again, as the two returned to announce they weren't going to play.. and left the team suddenly with only five boards. Somehow, however, the Walgreen team won ?!

### BOARD 1

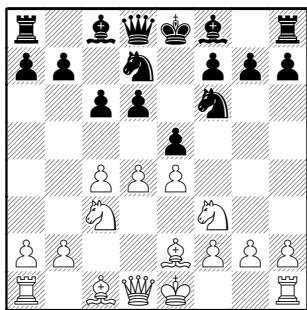
Friske, Tom (2030) – Caveney, Jeff (2084) [A55]

1.d4 Nf6 2.c4 c6 3.Nf3 d6

I should've been prepared for this! He played similarly the first round, as I'd watched !

3...d5 is a QGD Slav, if Black desired

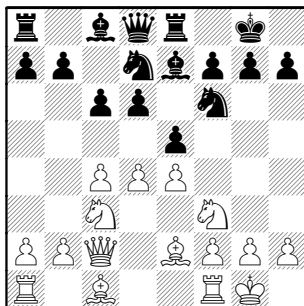
4.Nc3 Nbd7 5.e4 e5 6.Be2



I just play my side as a KID Classical. If

he plays the Old Indian (he did), I'm assuming the Bishop just gets in the way of his pressure/defence on the e-file (it did, but it didn't really matter).

6...Be7 7.0-0 0-0 8.Qc2 [8.Re1] 8...Re8



As expected a couple moves back. Black has gained nothing on a KID. In fact, he doesn't have f7-f5.

8...a6 is popular (in fact, Jeff played this way in our first meeting of the 2011-2012 season).

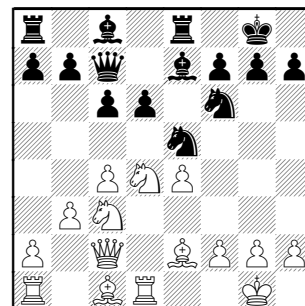
9.Rd1 Qc7 10.b3 The long diagonal seemed best for my Bishop.

Other more popular moves are: 10.Bg5 ;

10.h3; 10.Rb1

10...exd4 Thanks for opening the line for my Bishop ! (We break away from my database at this point). But, of course, it doesn't necessarily spell an advantage.

11.Nxd4 Ne5



In the first-round game (Morris-Caveney), White was overly concerned with this placement. My take is that I will get a free tempo to attack with (eventually) f2-f4.

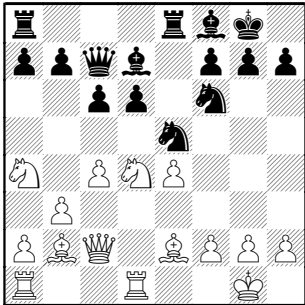
12.Bb2 Bf8 13.Na4?! have no idea what the threat was here..maybe c4-c5

With the board full of pieces, my circuits almost blow out. So I turn to my silicon



partner for suggestions...  
 13.h3 and a2-a4 next, then re-organize  
 Rooks to e1 and d1.

13...Bd7



14.f3 Decided to solidify e4, keeping Ne5  
 from advancing, and play Queenside.  
 Usually, in this type of position, Black

plays on that area, as well.

I show how short my planning was. My  
 last move was to threaten 14.c5? but  
 now I realized it pulls the Queen from e4.  
 14...dxc5 15.Nxc5 Bxc5 16.Qxc5 Nxe4

14...Rad8 15.Rac1

15.c5 d5 breaks up my center while my  
 pieces have no focus.

Rybka suggests 15.Nc3 practically  
 saying "Admit it doesn't work".

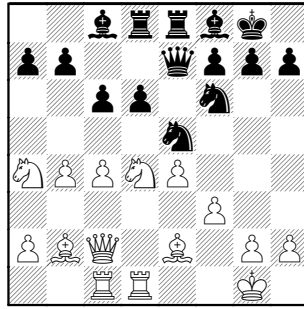
15...Bc8 16.b4

Rybka wants to struggle for the e-file  
 16.Re1

But it also glanced at 16.Qc3 g6 Can I  
 take advantage of the loose f6-Knight  
 and temporarily open diagonal ? 17.f4?  
 Nxe4

This is the weak point of White's setup,  
 tying up any active play !

16...Qe7 d6-d5 is on the menu



But the Queen also looks down the e-file  
 to the Bishop, add threats to the d6-d5  
 break

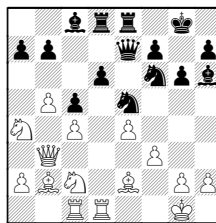
17.Qb3 idea b5 and if c6-c5 then  
 Nc2,Nc3-d5

17...g6 I had to laugh-- he's building a  
 KID position after the fact. But it was a  
 bit frustrating to see all these "wasted"  
 tempi and what do I have for it ? In fact,  
 Rybka now begins to rate Black better,  
 even if by a few hundredths of a Pawn !

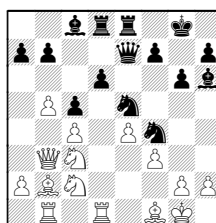
17...Nh5 starts some pressure to the  
 King

18.Rc3 Anticipating Bf8-h6, but gets in  
 the way of the Nc3-d5 maneuver. My  
 mind was decidedly foggy--Black has  
 many ways to organize and I was trying  
 to stay flexible. Now things are getting  
 bunched up on my side !

Again, when ready to execute a plan, a  
 deeper look rejects it ! 18.b5 c5 19.Nc2  
 Bh6 (found only now)



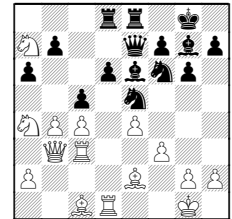
20.Rb1 Nh5 21.Nc3 Nf4 22.Bf1



White's pieces look a bit silly. 22...Qg5  
 23.Nd5? Nh3+ 24.Kh1 Nf2+

18...Bg7 19.Bc1 He didn't take it, so I  
 do. 19...h6

Rybka gives the green light to center  
 play-- 19...c5 20.Nb5 a6 21.Na7 Be6

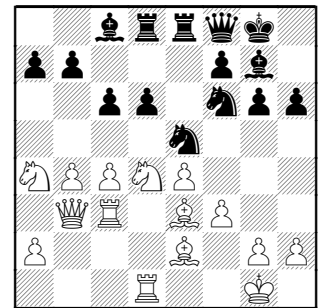


22.b5 Nfd7

20.Be3 to a square, unprotected by  
 Pawns, but the pieces do back it up (but  
 still, does it tie them down?). So I've  
 followed along in KID fashion, except my

pieces aren't poised to open the  
 Queenside.

20...Qf8



It was around here I had to start fighting  
 the fact that White has tried to build an  
 advantage, but really hasn't succeeded.

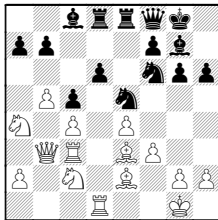
I know I keep talking about the KID, so  
 let's take stock here. Black usually would  
 be planning for f7-f5, but here, that's not  
 coming soon thanks to the White  
 Queen's placement (Black could dodge the  
 diagonal, however, see his next  
 move). But, still, his pieces are  
 concentrated in the center, ready for a  
 d6-d5 break.

From White's view, he is ahead on the standard Queenside play, yet the odd placement of the a4-Knight and c3-Rook (note, on an open diagonal) make the Pawn breaks on b5 or c5 questionable. Additionally, I must be aware of the somewhat loose nature of my Bishops.

**21.h3** f4,Rcd3 comes into view

21.c5? d5;

21.b5 c5 22.Nc2



and Nb2-d3-f4-d5 becomes possible (as I only see at home in August!). But, still, nothing that exciting.

**21...Kh8**

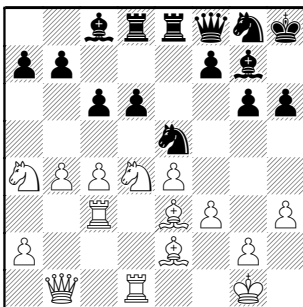
I wasn't sure about the sacrificial nature of some combination of c5, Nh5, Nxf3+ to discover against the c3-Rook. But was aware it would give me material compensation 21...c5

**22.Qb1**

On move, suddenly realized 22.f4? Nxe4;

Rybka: 22.Rc2

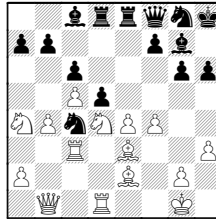
**22...Ng8**



**23.Rb3** seeing gorillas here (in the form of a pinned Knight at d4 after c6-c5

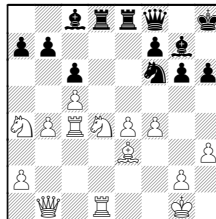
23.f4 Nd7 24.Rcd3? Rxe4;

A Rybka line is 23.c5 d5 24.f4 Nc4



taking advantage of the e3-Bishop's "underprotectedness"

25.Bxc4 dxc4 26.Rxc4 Nf6

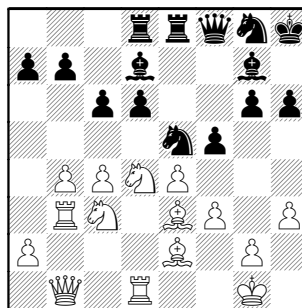


27.e5 Nd5 is rated better for Black, despite the (slight) material difference

**23...Bd7** My Knight at a4 now is in jeopardy. **24.Nc3**

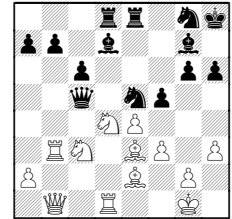
24.Ra3 Ignored by Rybka, CB-engine suggests 24...c5 25.bxc5 dxc5 26.Nb5 which Rybka rates as a Pawn plus for White

**24...f5**



**25.Nc2**

**A)** My way. 25.c5 dxc5 26.bxc5 Qxc5?

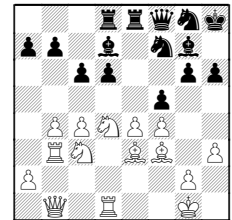


Over the board, stopped here, missing some good continuations.

(Rybka: 26...f4 Black isn't really worse after 27.Bf2 Bc8)

27.Nc2 (27.Rxb7? Qxc3; 27.Nxf5 Rybka agrees this is a kill.)

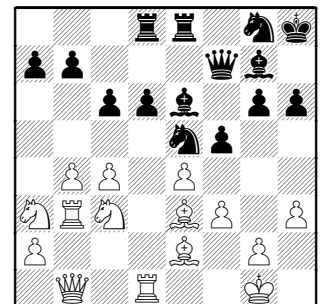
**B)** Rybka knocks Black back with 25.f4 Nf7 26.Bf3



This is the kind of position I wanted from the start, but didn't find over the board. Even so, it's rated at less than a half-Pawn...which may be enough for a GM.

I love broad Pawn centers-- my adage has always been: "Build Pawn centers as White; blast them away as Black!".

**25...Be6 26.Na3 Qf7**



**27.Bxa7**

When e-file clears with trades, e4 is found too weak. I was only concentrating on Queenside threats.

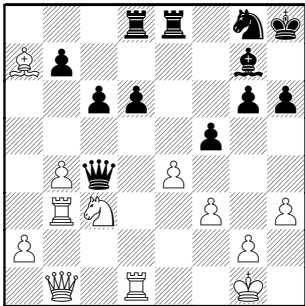
27.b5 was my other choice, and Rybka says "much better!".

**27...Nxc4** bringing things back even !

27...b5 bring things to a head, based off my hanging Bishop

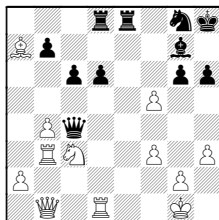
**28.Bxc4 Bxc4 29.Nxc4 Qxc4**

idea Bxc3 or fxe



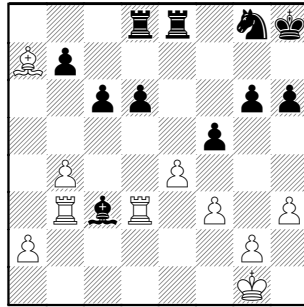
**30.Qd3**

30.exf5



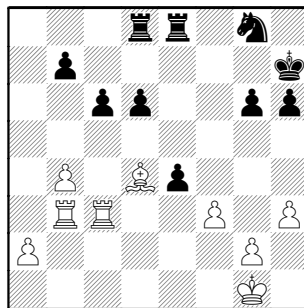
30...Bxc3? 31.Rxc3! [Rybka] with idea Bd4+(I only looked at 31.Rc1 Qa6)

**30...Qxd3 31.Rxd3 Bxc3**



Oddly, going a Pawn down wakes me up and I pretty well plan all of the coming counterplay. Of course, things are much easier to calculate with the reduction of forces and less dynamic nature of the play. A superb example of what would be termed "the technical phase".

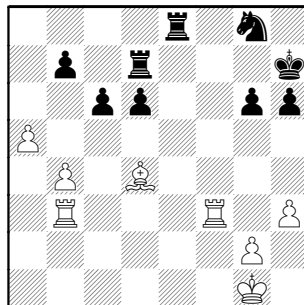
**32.Rdxc3** This Rook, because eventual Rxe4 attacks b4-Pawn. Plus b4-b5 might work at some point. **32...fxe4 33.Bd4+ Kh7**



**34.a4!** No need to waste a move recapturing, White is down a Pawn either way. Sending Pawn to undermine c6.

34.fxe4 Rxe4 White wastes a second tempo moving the Bishop

**34...Rd7 35.a5 exf3 36.Rxf3**



Hoping to tie Rooks down to defence while weakening Queenside.

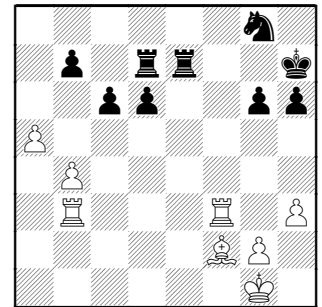
**36...Re4**

OK, so now I really have to decide about Bishop. Least he spent a move doing it.

**37.Bf2**

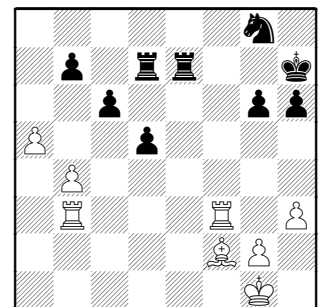
Queenside play ready and his extra Pawn is stifled. Also covers e1 from checks. Brought back memories of a win against the Knights late in the regular season !

**37...Ree7**



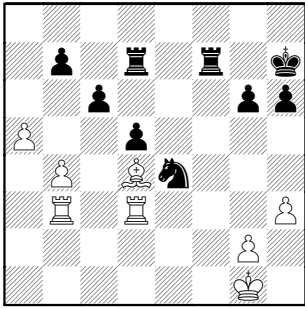
Yea! Tempo gain for me !

**38.Bg3 d5 39.Bf2**



The advance of the d-Pawn has immobilized the whole chain ! Now to attack it.

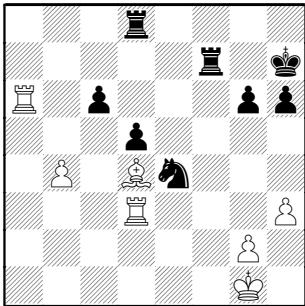
**39...Rf7 40.Rfd3** maintaining blockade **40...Nf6 41.Bd4 Ne4**



Seems ideal placement, but Knight has no forward moves !

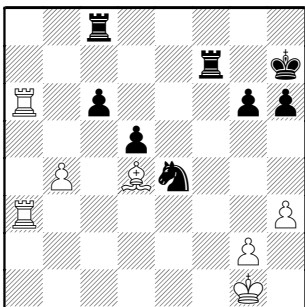
42.Ra3 looking for Ra8-h8#

42...Rd8 43.a6 bxa6 44.Rxa6



OK! Have a two targets (Pawn and King) !

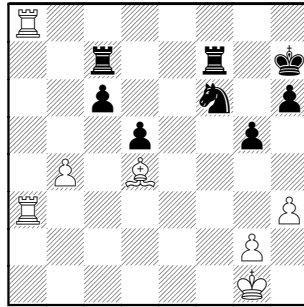
44...Rc8 45.Rda3 to invade, his Rooks can't hold both home ranks



45...g5 46.Ra7

Mate is still on the menu, if Kg6, and g4,Rg7#

46...Rcc7 47.Ra8 psyche! 47...Nf6

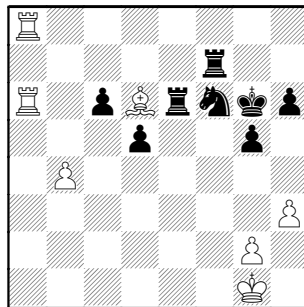


48.R3a6

48.g4 After the game several of us discussed my other option, but White still doesn't force anything. 48...Ng8 idea Ne7,Rc8 was the main defensive method

48...Kg6 49.Be5 weak c6, but all I do is chase his pieces to better squares. The main change is that no Rook guards the 3rd rank, so his Ne4 will now invade with Rooks' assist.

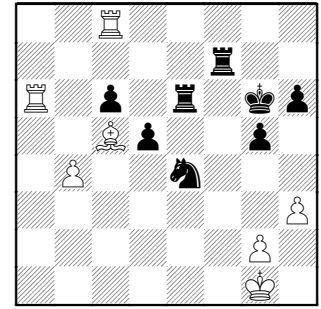
49...Rce7 50.Bd6 Re6



51.Bc5

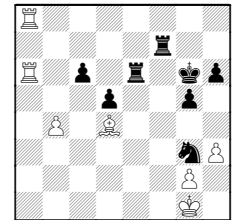
51.Rxc6 was supposed to work 51...Ne4 pins and wins 52.Raa6 idea Bc5 52...Rff6 (Rxc6 was planned with Knight on f6, so this move wasn't possible then. Didn't have Knight moved in my mind !)

51...Ne4 52.Rc8



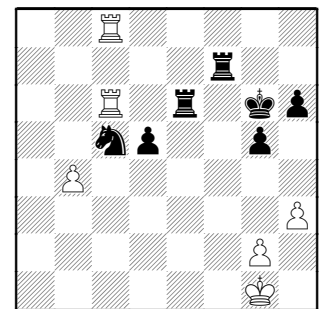
found a theme based off the pin along the 6th

52.Bd4 Ng3



with 3rd rank left unguarded, Black has some serious threats.. beginning with Ne2+ fork and longterm Re1-h1# if g3-Knight becomes protected.

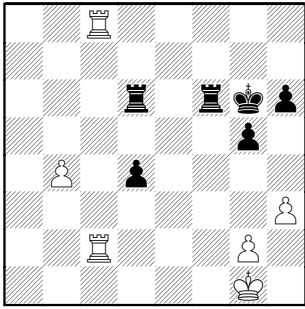
52...Nxc5 [52...Rff6? 53.Bd4] 53.Raxc6!



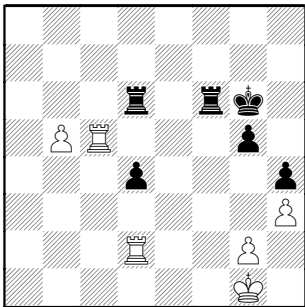
Gaining a Pawn, maybe getting a Rook trade on top of it.

53...Rff6 54.Rxc5 Rd6 55.Rc2 covering the 2nd rank, so there are no invasion points on f-file

55...d4



**56.R8c5** keeping his King from walking to protect his passer [56.Rd2 Kf5] **56...h5**  
**57.Rd2** now Rc4 will win his passer, the King is a square too far away **57...h4**  
**58.b5**



forcing draw either by advancing again or Rc6 pin

**58...Rde6** idea Re1+,Rf1-h1#

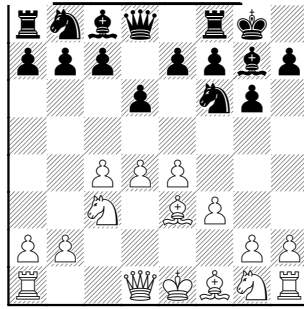
**59.Rc6** A Rook trade is forced, whereupon his passer dies. I would then just have to keep his King from advancing (using my Rook across, say, the 4th rank.

An extremely fun draw. Jeff wrapped it up the best "You had compensation for the Pawn, but nothing else!". 1/2-1/2

**BOARD 2**

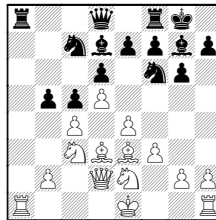
Holloway, Matt (1793) - Levenson, Steve (1961) [E81]

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f3 0-0 6.Be3



**6...Na6 7.Qd2 c5 8.d5 Nc7 9.Bd3 a6 10.Nge2 Bd7 11.Bh6**

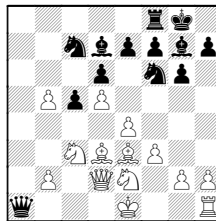
**11.a4** is a common way to contest the threatened b7-b5 **11...b5 12.axb5 axb5**



**A) 13.0-0 b4 14.Nb5**

**B) 13.Kf2;**

**C) 13.Rxa8 Qxa8 14.cxb5 Qa1+**

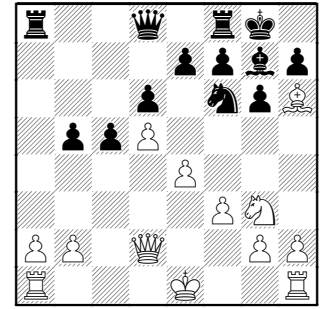


15.Qc1 Qxc1+ 16.Nxc1 Rb8

**11...b5 12.Ng3**

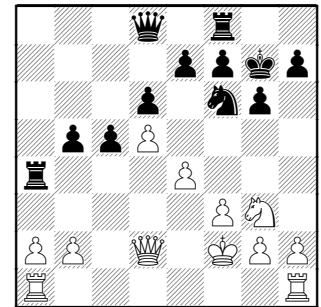
**12.cxb5 axb5 13.Bxb5** transposes to Benko Gambit play

**12...bxc4 13.Bxc4 Bb5 14.Nxb5 [14.b3] 14...Nxb5 15.Bxb5 axb5**



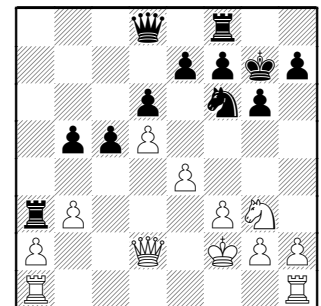
As earlier, Black has pressure down the a-file, similar to the Benko Gambit, but here... without sacrificing a Pawn.

**16.Bxg7 Kxg7 17.Kf2 Ra4**



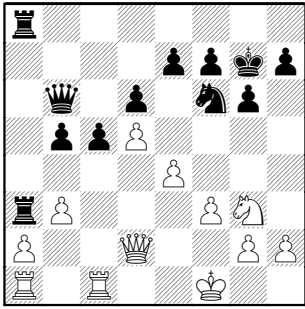
**18.b3?! makes some weak squares**

**18...Ra3**



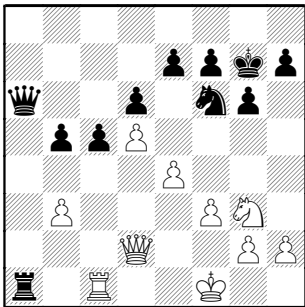
Setting a2-Pawn as a target. In some circumstances, Rxb3 may break through (if Black has pressure down the a-file, pinning the a2-Pawn).

**19.Rhc1 Qb6 20.Kf1 Rfa8**



21.Rc2? Oops, White walked into a tactic as mentioned move 18.

21...Rxb3 22.axb3 Rxa1+ 23.Rc1 Qa6

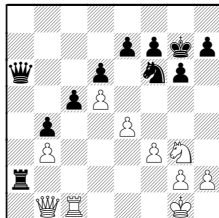


24.Qb2 This might have been White's plan when playing 18 b3, looking toward the King.

24...Ra2 chasing her off, classic problems to King because of ownership of the 2nd rank.

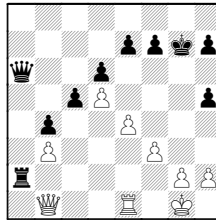
25.Qb1 Qa3

A) A direct attack on the King isn't conclusive: 25...b4+ 26.Kg1



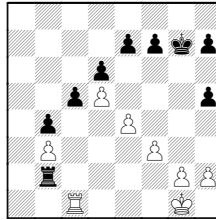
A1) 26...Kg8 idea Nh5 27.Re1 (27.Rc2?? Ra1) 27...Qa3;

A2) 26...Nh5 27.Nxh5+ gxh5 28.Re1



28...Qa3 idea Rb2 29.Re3

(29.Qc1? idea Qg5+ 29...Qxc1 30.Rxc1 Rb2

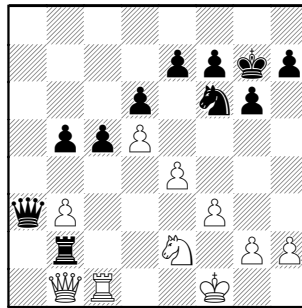


wins another Pawn

29...Rb2 30.Qc1 Rxb3 (30...Qa2) 31.Qxa3 Rxa3 32.Rxa3 bxa3

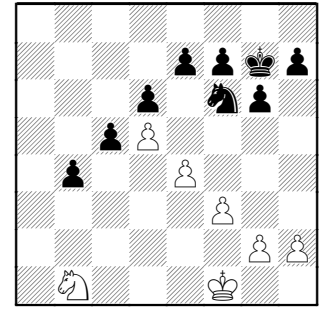
B) 25...h5 hides the ..b4+, Qe2 idea a move deeper

26.Ne2 Rb2

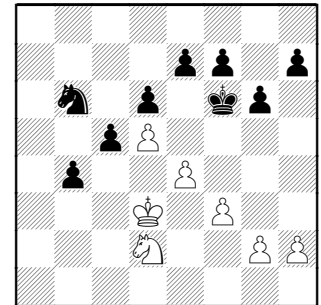


27.Qd3 Rxb3 28.Rc3 Not good... White needs every piece possible to block the passers.

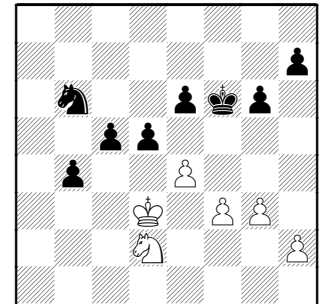
28...Rxc3 29.Qxc3 Qxc3 30.Nxc3 b4 31.Nb1



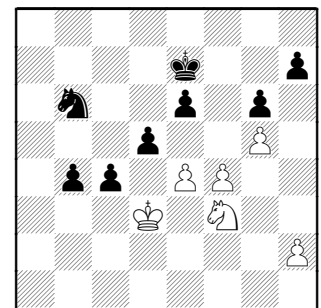
31...Nd7 32.Ke2 Kf6 33.Kd3 [33.f4] 33...Nb6 34.Nd2



34...e6 35.dxe6 fxe6 36.g3 d5

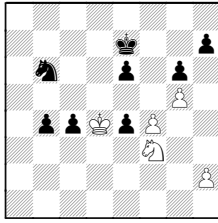


37.f4 Ke7 38.g4 Kf6 39.g5+ Ke7 40.Nf3 c4+

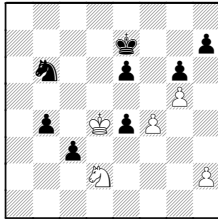


41.Kc2

41.Kd4 dxe4

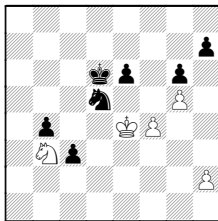


42.Nd2 (42.Kxe4 b3 and the b-Pawn queens) 42...c3



43.Nb3 and Black has some work ahead (43.Nxe4 c2 and the c-Pawn queens)

43...e3 44.Kxe3 Nd5+ 45.Ke4 Kd6

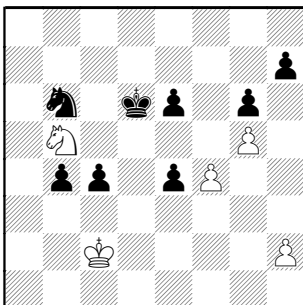


White's King is tied to the f3-Pawn, so

Black's King is unopposed and can invade via c4 or a4.

46.h3 Kc6 47.Ke5 Kb5 48.Kxe6 Nxf4+ 49.Kf7 Kc4

41...dxe4 42.Nd4 Kd6 43.Nb5+



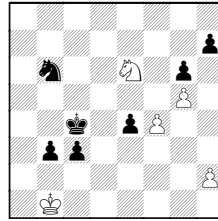
43...Kc6

43...Kc5 44.Nc7 b3+

A) 45.Kb1

A1) 45...e3 is the most simple 46.Nxe6+ Kd5 White's own Pawns block the Knight's return !;

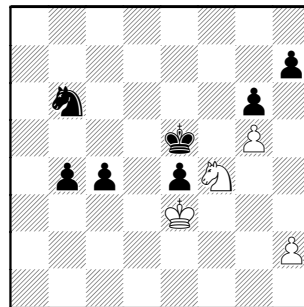
A2) 45...c3 46.Nxe6+ Kc4



47.Nc7 so if c2+,Kc3 there's Nb5+)

B) 45.Kc3 Nd5+ is easy

44.Nd4+ Kd5 45.Ne2 e5 46.Kd2 exf4 47.Nxf4+ Ke5 48.Ke3

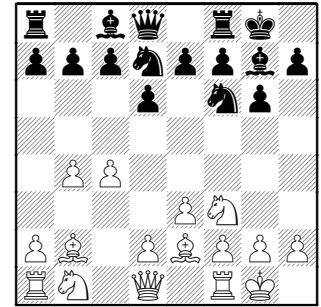


48...Nd5+ 0-1

**BOARD 3**

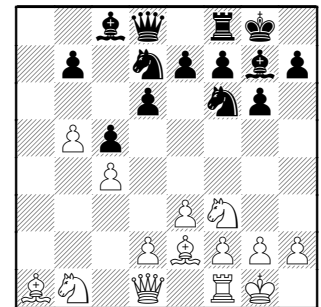
Granata, Mike (1875) – Edeus, Dan (1754) [A15]

1.Nf3 Nf6 2.b4 OK, back to his odd stuff which he so loves.... (see comments from Round 2). 2...g6 3.Bb2 Bg7 4.c4 0-0 5.e3 d6 6.Be2 Nbd7 7.0-0



If/When d2-d4 gets played, we have some kind of KID with the b2-Bishop a bit oddly placed (normally at a3 or e3).

7...c5 8.b5 a6 9.a4 axb5 10.axb5 Rxa1 11.Bxa1

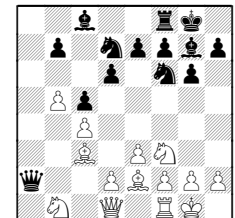


11...b6 Opens the Bishop, but b6 is a very weak point

Black could try capturing the open file 11...Qa5 12.Bc3

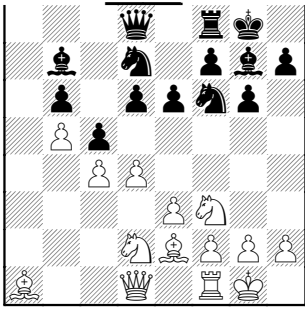
(12.Bb2 Qa2 13.Qc2 but don't get too cute!-- 13...Ne4? 14.Qxe4 Qxb2 15.Qxe7)

12...Qa2



idea Nb6,Be6,Ra8 gets things going

12.d4 Bb7 13.Nbd2 e6

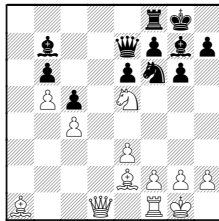


14.dxc5 [14.Nb3] 14...Nxc5 15.Nb3 Qe7  
16.Nfd4

16.Nxc5 dxc5

(16...bxc5 I guess Black threatens to undermine the passer with d6-d5.)

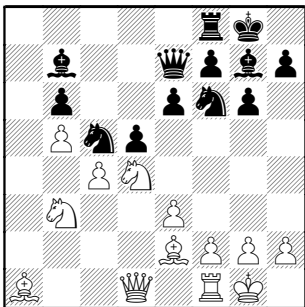
17.Ne5



with idea Bf3, gains the c6 square for an outpost. The d-file has no entry points

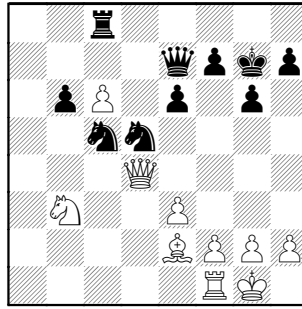
(after Qc2... and Rd1 if Black tries to double with Qd6)

16...d5!

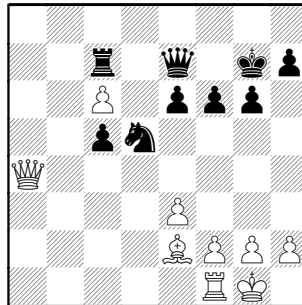


Black doesn't have this option with the 16 Nxc5 analysis line.

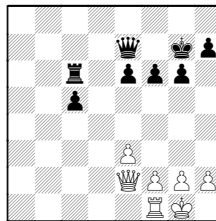
17.Nc6 a bit desperate, for no apparent reason 17...Bxc6 18.bxc6 Rc8 19.cxd5 Nxd5 20.Bxg7 Kxg7 21.Qd4+



21...f6 22.Nxc5 bxc5 23.Qa4 so does the Pawn survive or not ? 23...Rc7?!

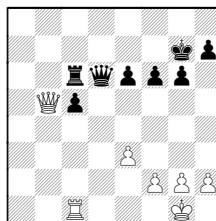


Missing el forko.. 23...Nc3 says NO!!  
24.Qa6 Nxe2+ 25.Qxe2 Rxc6



May take some work, with the heavy pieces on board.

26.Qb5 Qd6 27.Rc1



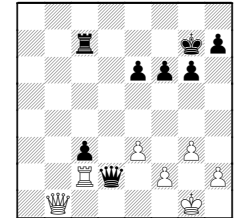
Black's easiest method is to get the Queens off. But barring that.... An example of the problems is

A) CB-engine suggests 27...Qd2 28.Qc4 (28.Rf1)

B) 27...c4

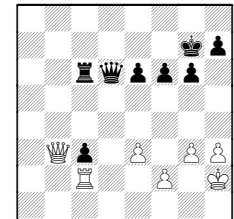
B1) 28.Rxc4?? Qd1#

B2) Rybka starts off judging 28.Qb1 c3 29.g3 Qd2 30.Rc2 Rc7



much better for Black, but the play does develop only by my Pawn-expansion idea

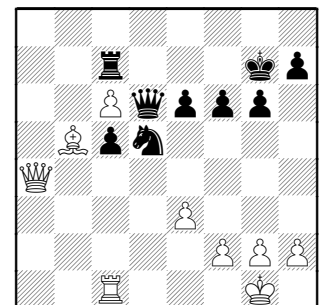
B3) 28.h3 c3 29.Qb3 Qd2 30.Rc2 Qd1+ (30...Qe1+ 31.Kh2) 31.Kh2 Qd6+ 32.g3



32...Qc7 and not seeing how either side makes progress. Maybe Black expands his Pawns to create attacks on the King.

(32...Qd5? 33.Rxc3; 32...Qd3?? 33.Qb7+)

24.Rc1 Qd6 25.Bb5

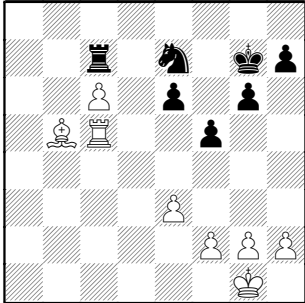




25...f5

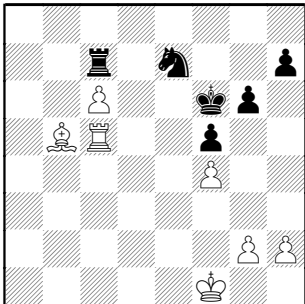
25...Ne7 26.Qc4

26.Qc4 Ne7 27.Qxc5 Qxc5 28.Rxc5

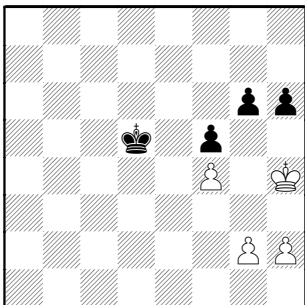


28...Kf6 29.Kf1 [29.f4] 29...e5 freeing e6 for the King

30.f4 exf4 31.exf4



31...Ke6 looks like a draw to me 32.Kf2 Kd6 33.Rc1 Nxc6 34.Bxc6 Rxc6 35.Rxc6+ Kxc6 36.Kg3 Kd5 37.Kh4 h6



38.g4? but how to defend f4 ? 38...Ke4 39.Kg3? This second error loses the game.

It did take some time for me **discover a forced draw**, however.

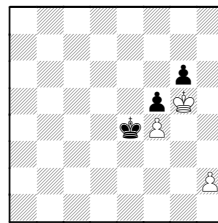
**A)** No different from game is 39.gxf5 gxf5 40.Kg3. What you need to see at move 38 is that Black has two squares from which to attack f4. White has only one to defend it, so loses.

Also 40.Kh5 Kxf4 41.Kxh6 Kg4 wins easily

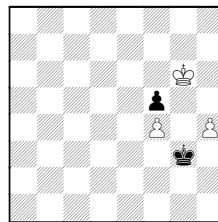
**B)** Can White allow the loss of the f-Pawn and reach a draw ?

39.g5!! I believe I found a draw !!

**B1) First**, Not 39...hxg5+?? 40.Kxg5

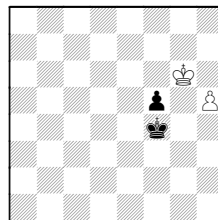


idea h4, Kxg6 with a passer of his own 40...Kf3 41.h4 Kg3 42.Kxg6



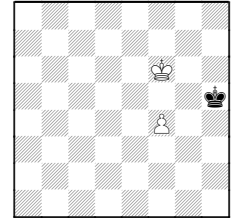
42...Kxh4

(42...Kxf4?? 43.h5)



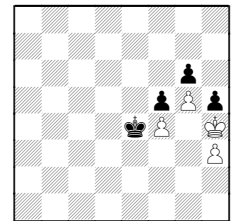
queens in time to win !! [White queens in 3, Black to move needs 5]

43.Kxf5 Kh5 44.Kf6



and wins

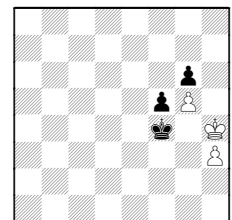
**B2) So the amazing draw comes about after 39...h5 only move, then 40.h3!!**



**Black can't take on f4 or play Kf3 due to STALEMATE !!**

40...Ke3 41.Kg3 Ke2

(41...Ke4 42.Kh4 repeats; 41...h4+ doesn't change anything ! 42.Kxh4 Kxf4)

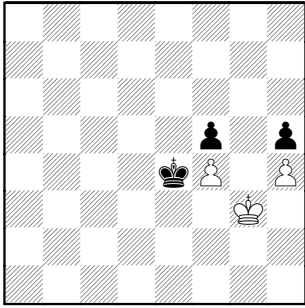


STALEMATE)

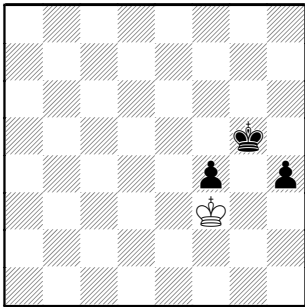
42.Kh4 Kf2 is also STALEMATE

(or 42...Ke3 43.Kg3 repeats)

39...Ke3 40.h3 Ke4 41.h4 h5 42.gxh5 gxh5



43.Kh3 Kxf4 44.Kg2 Kg4 45.Kf2 Kxh4 46.Kf3 Kg5 47.Kg3 h4+ 48.Kf3 f4



49.Kf2 Kg4 50.Kg2 h3+ 51.Kf2 h2 52.Kg2 h1Q+ 53.Kxh1

WHITE RESIGNED

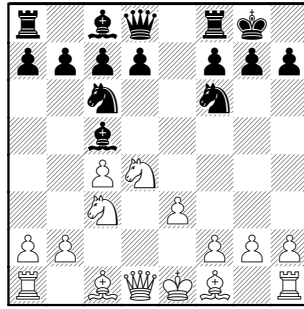
Since 53...Kf3 54.Kg1 Ke2 escorts the Pawn

0-1

**BOARD 4**

Vitkauskas,V (1697) – Persons,Josh (1580) [A28]

1.c4 e5 2.Nc3 Nf6 3.Nf3 Nc6 4.d4 exd4 5.Nxd4 Bc5 6.e3 0-0



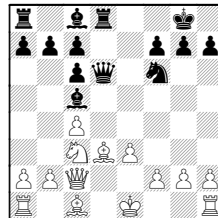
7.Nxc6?! As is usually the case with an early trade, this opens the board for Black with his gain in a tempo. [7.Be2]

7...dxc6 8.Be2

White could grab the diagonal to the King 8.Bd3 idea Qc2,0-0,Rd1 eventually b3,Bb2 to attack 8...Qd6

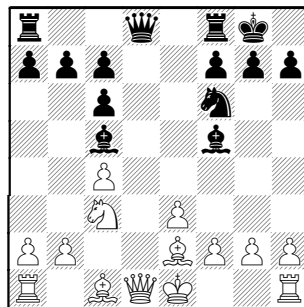
(8...Bg4 9.Qc2)

9.Qc2 Rd8



10.Ke2 might be asking for it, however 10...Bg4+ 11.f3 weakens e3, but not seeing how to exploit it

8...Bf5

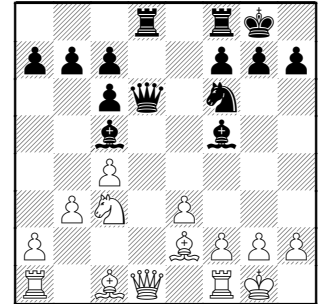


9.0-0

9.Qb3 not just to hit b7, but making

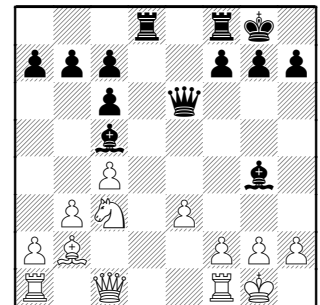
0-0,Rd1 come quickly. Yet the dark-square Bishop is going make the backrank troublesome.

9...Qd6 10.b3 Rad8



11.Bb2 Qe6 12.Qc1 the White pieces are running out squares ! It's hard to find alternatives, too ! [12.Qe1]

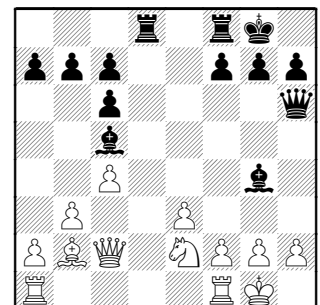
12...Ng4 13.Bxg4 Bxg4



14.Qc2 Qh6

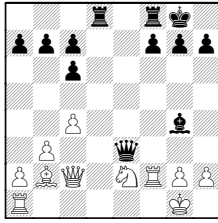
14...Bf5 15.Qc1 (15.Qe2? Bd3) 15...Rd7 to double

15.Ne2?



15...Bxe3! tactics, Tactics, TACTICS !!  
16.Qc3

16.fxe3 Qxe3+ 17.Rf2

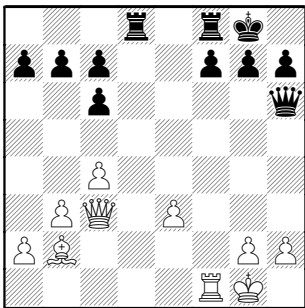


17...Rd2 Black will come out 2 Pawns up  
18.Bc1 (18. Qc1 Rxe2 19.Qxe3 Rxe3)  
18...Rxc2 19.Bxe3 Rxe2

16...Bxe2 17.fxe3

17.Rfe1 Bxf2+ 18.Kxf2 Bh5

17...Bxf1 18.Rxf1



18...f6 freeing the Queen to attack e3 or King  
19.Bc1 Qg6 20.c5

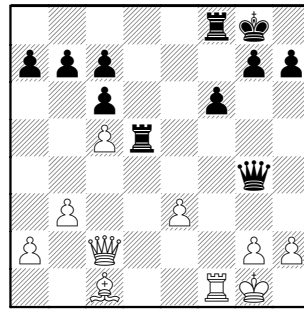
This can't be right. Gives up a pivot on d5 (as in Rd5-g5) and blocks the Bishop's best diagonal. Probably thinking about Qa5 Pawn snatching.

20...Qg4

I would've jumped on it straight-away.  
20...Rd5

21.Qc2 so much for Qa5

21...Rd5



22.Rf3 not good to abandon backrank

22.e4 covering g5 while attacking Rook  
22...Rd4 brings the Pawn under attack;

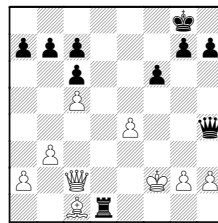
22.Bb2 idea Bd4

22...Rfd8 23.e4

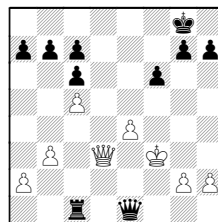
[23.Rh3?? Qd1+ drops the Bishop]

23...Rd1+ 24.Kf2

No better is 24.Rf1 Rxf1+ 25.Kxf1 Rd1+  
26.Kf2 Qh4+

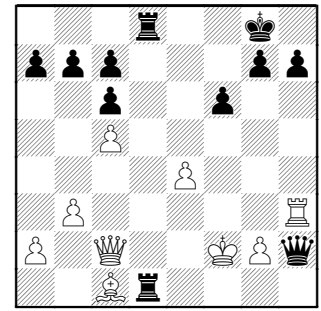


27.Ke2 Qe1+ again, winning the Bishop  
28.Kf3 Rxc1 29.Qd3

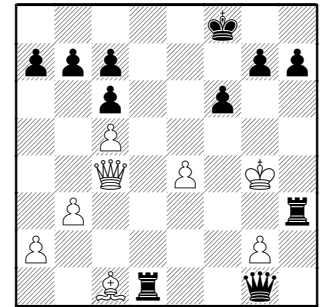


Idea Qd8+ or Qc4+ 29...Qd1+ bye-bye, queenie

24...Qh4+ 25.Rg3 Qxh2 26.Rh3



26...Qg1+ 27.Kg3 R8d3+ All aboard !!  
28.Kg4 Rxh3 29.Qc4+ Kf8



30.Kxh3

30.Qe6?? idea Qc8+ for draws

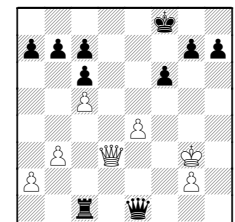
30...Qxg2+ for mates

30...Rxc1 31.Qd3

31.Qe6 that draw idea again 31...Rc3+ probably mates, at least trades Queens

31...Qxc5

He could harass the King to see what happens. "Check, it may be mate", right ?? 31...Qh1+ 32.Kg3 (32.Kg4 Qxg2+) 32...Qe1+



33.Kf4

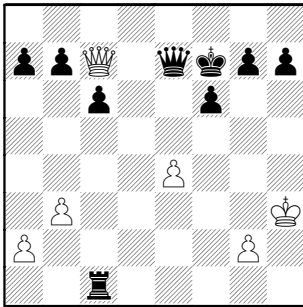
(33.Kh2 Qh4+ trades Queens;  
33.Kh3?? Rc3;  
33.Kg4 Qd1+ trades Queens)

33...g5+

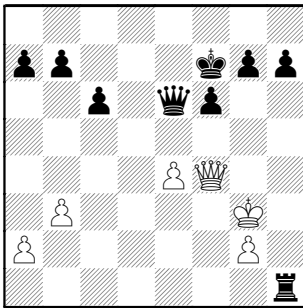
(33...Qh4+ 34.Kf3 Qh5+ idea Qd1)

34.Kf5 Qf1+ trades Queens

32.Qd8+ Kf7 33.Qxc7+ Qe7



34.Qf4 Rh1+ 35.Kg4 Qe6+ 36.Kg3

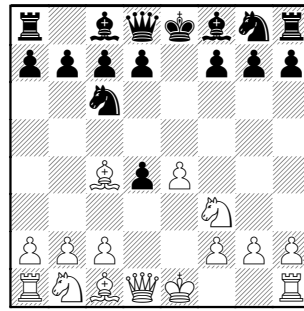


36...Qe5 0-1

**BOARD 5**

Bian, Mike (1486) –  
Kukuruza, Vasyi (1671) [C50]

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4

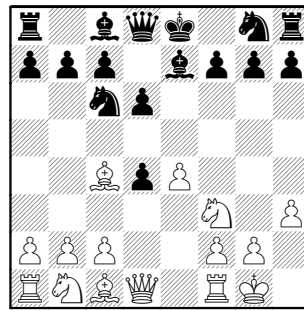


4...Be7

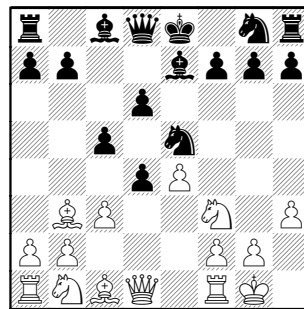
But Black shouldn't chase the Knight  
4...Na5 5.Bxf7+ Kxf7 6.Ne5+ Ke8  
7.Qh5+;

Also popular are 4...Bc5; or 4...Nf6

5.0-0 d6 6.h3

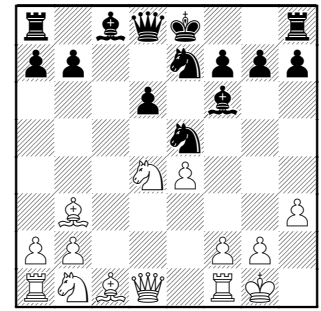


6...Ne5 7.Bb3 c5 8.c3



So White really intends to gambit the Pawn 8...Bf6 and Black really intends to ignore it.

9.cxd4 cxd4 10.Nxd4 Ne7

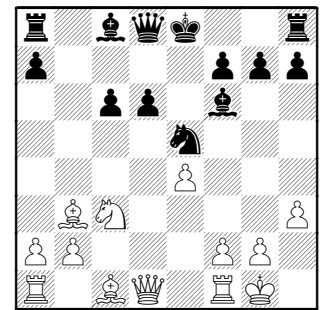


I'd rate the opening a success for White. Black's pieces don't impress (central Knight has no forward moves, blocks a Bishop) and the d6-Pawn is a natural target. Let's see how this plays out.

11.Nc3

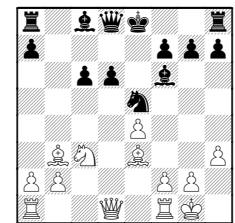
11.Nb5 seems safe enough, the Knight could be a monster on d6

11...N7c6 12.Nxc6 bxc6



13.f4 weakens the diagonal to the King !

13.Be3

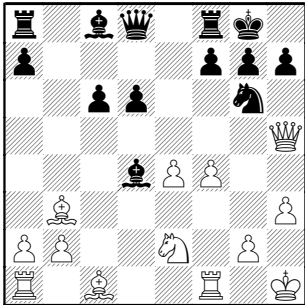


idea Qd2, R?d1 starts pressurizing the weakness but counterplays ensues with 13...Ba6! 14.Re1 Nc4 introducing Nxb2, Bxc3 or Nxe3

13...Ng6 14.Qh5 geesh, direct attack...

but not seeing how to force the Knight from blocking f7 attack (not to mention Black's 0-0).

14...Bd4+ 15.Kh1 0-0 16.Ne2

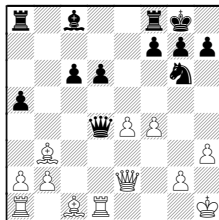


16...Qb6 17.Nxd4 Qxd4 18.Qe2 a5 idea Ba6, Walgreen-Skewering [18...Re8] 19.Qc4

19.Bd2 idea Bc3 19...Qxb2;

19.Be3 Qxe4;

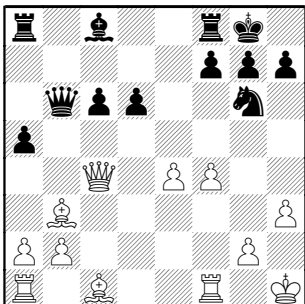
19.Rd1



keep progressing, who defends d6 ? 19...Qf6 attacks f4

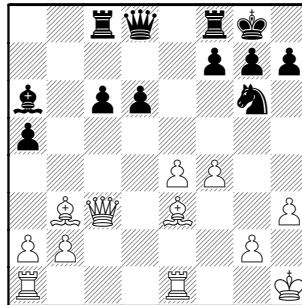
(19...Ba6 20.Qe1; 19...Qc5 20.Be3 Qb4)

19...Qb6



Ba6 still threatens that skewer

20.Re1 Ba6 21.Qc3 Rac8 22.Be3 Qd8

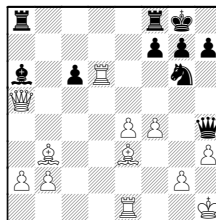


23.Rad1 Qh4 24.f5?! Always be skeptical of breaking the center duo ! Black now has e5 and e4.

..Especially when there's ways to snarf free Pawn(s) ! 24.Rxd6 Nxf4 25.Bxf4 Qxf4 26.Rxc6;

24.Qxa5 takes a Pawn while hitting a loose piece 24...Ra8 25.Qg5

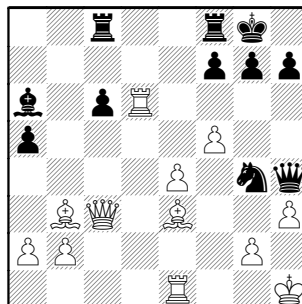
Or, here, 25.Rxd6



might even be possible, don't see what Black attacks with the Bishop discovery.

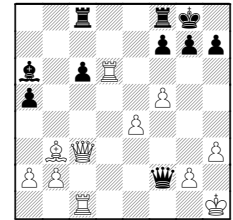
But both of his Rooks look a bit loose. 25...Nxf4 26.Bxf4 Qxf4 27.Qd2)

24...Ne5 25.Rxd6 Ng4

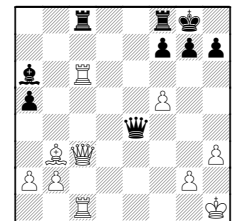


cute, but where's its next move ? 26.Bc5 Nf2+ 27.Kg1? overrating the Bishop or missing the reply ?

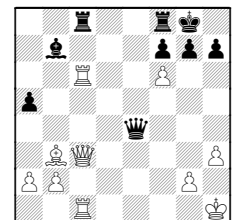
27.Bxf2 Qxf2 28.Rc1 doesn't look too bad



28...Qf4 29.Rxc6 Qxe4

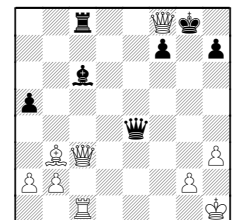


30.f6! Bb7



If the Rooks moves, Qxg2# 31.fxg7

A) 31...Bxc6 32.gxf8Q+

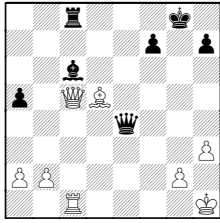


32...Kxf8 (32...Rxf8?? 33.Qxc6)

33.Qc5+

(too bad no time for 33.Qh8+ Ke7 34.Qxc8?? Qxg2#)

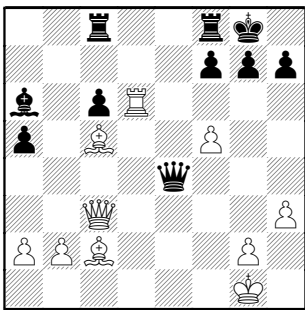
33...Kg8 (33...Ke8 34.Bd5!) 34.Bd5!!



[thanks, CB-engine !] My way was 34.Qg5+ defending while attacking)

**B)** 31...Rfe8 32.Qc4. White is just enough faster ! Of course, ideas are Qxf7# and Qxe4

27...Nxe4 The Forks are forked and cursed.... 28.Rxe4 Qxe4 29.Bc2



White does have the Bishop pair and plenty of targets to comfort him.

29...Qe2

29...Qc4 trading Queens might be a good idea to kill White's possibilities

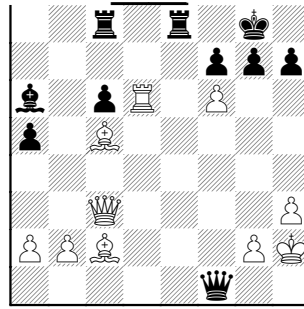
30.f6

I can't find a tactic to justify the forced trade: 30.Bd3 Bxd3

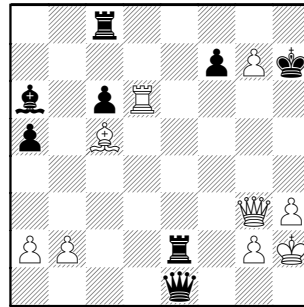
(30...Qd1+ puts the Queen on same line as the d6-Rook, so the Bishop trade is forced)

31.Rxd3 Rfe8

30...Qf1+ 31.Kh2 Rfe8

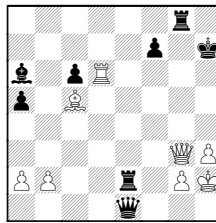


32.fxg7 missing the threat ! 32...Re2  
33.Bxh7+ Kxh7 34.Qg3 Qe1

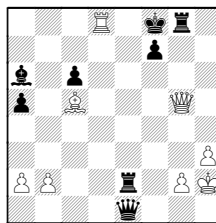


35.Qg4 Definitely turned on Rybka to prove my analysis in this possibility-laden position !!

**A)** 35.g8Q+ Rxcg8

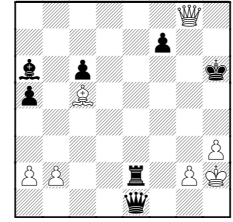


**A1)** 36.Qh4+ [problem is, Qxh4 defends pretty well] 36...Kg7 ignoring Qxh4 just to show a beautiful mate... 37.Qg5+ Kf8 (37...Kh8 38.Rh6#) 38.Rd8#!



A nice use of double-check !!

**A2)** 36.Rh6+ Kxh6 37.Qxg8



idea is Bf8+,Qg4# but can be defended with 37...Re8

**B)** So let's apply those previous ideas in a different order! 35.Rh6+ Kxh6 (35...Kg8?? 36.Rh8#)

**B1)** 36.Qd6+ Re6 (36...Kxg7 37.Bd4+ Kh7 38.Qf6)

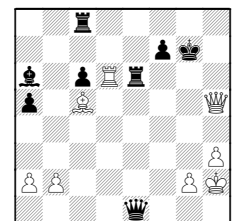
**B2)** 36.Qf4+ Kh7 (36...Kxg7? 37.Qg5+ is a draw !!)

37.Qf5+ Kg8 38.Qh5 idea Qh8# or Qg5+-h5+ perpetual 38...Rxcg2+!! 39.Kxcg2 Qe2+ kills the Queen and White's hopes !

**C)** Of course, Rybka immediately finds 35.Qg5 idea Rh6+-h8# I was still under the impression that Black had to keep checking or he'd get mated. Black's last move changed that.

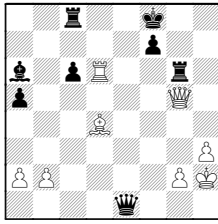
ALL MOVES WIN FOR WHITE !

The most surprising suggestion was 35...Re6 36.Qh5+ Kxcg7



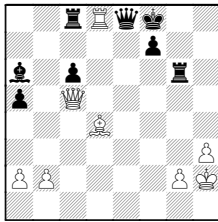
37.Qg5+ Rg6 only way to stop mate (in 9, trumpets the electric show-off)

38.Bd4+ Kf8



39.Rd8+ never would found this... being a Rook down and we trade pieces ??

C1) 39...Qe8 40.Qc5+



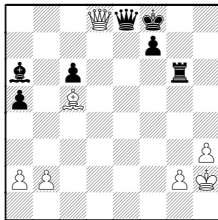
"mate in 7" 40...Kg8 41.Qe5! Beautiful ! Can I say that about a computer move?

41...Kh7

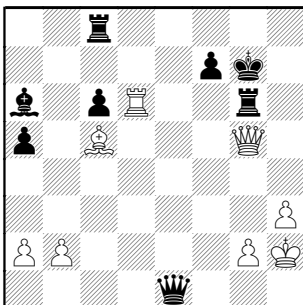
(41...f6 42.Qxe8+ Kg7 43.Qf8+ Kh7 44.Qh8#)

42.Rxe8 Rxe8 43.Qh5+ Rh6 (43...Kg8 44.Qh8#) 44.Qxf7#

C2) 39...Rxd8 40.Qxd8+ Qe8 41.Bc5+



35...Re6 36.Qh5+ Kxg7 37.Qg5+ Rg6

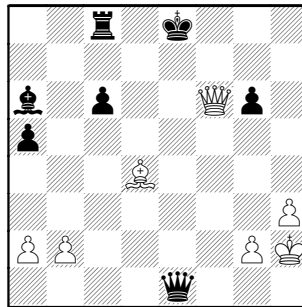


38.Rxg6+?

38.Bd4+ Brings home the full point, just like Rybka's line after 35 Qg5.

38...fxg6 39.Bd4+ so he didn't completely miss it... Why ever would one trade pieces with a raging attack ?? Probably time trouble, but still...

39...Kf7 40.Qf6+ Ke8



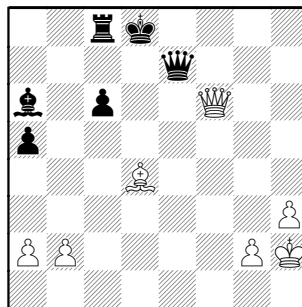
41.Qxg6+

No progress from 41.Qh8+ Kd7 42.Qg7+ Qe7

41...Kd8 42.Qf6+

42.Qd6+ Ke8 43.Qg6+ seems to make a draw

42...Qe7



43.Qh8+

43.Bb6+ Kd7 (43...Ke8 44.Qh8+ Kd7 45.Qd4+?? Qd6+ forces Queen trade, a Rook up) ;

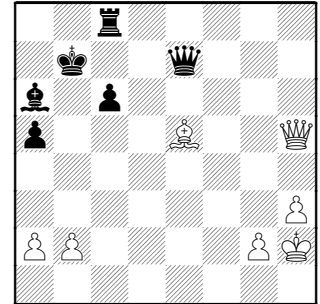
Engines keep wanting Queen on the 5th rank, here and every move after.

43.Qf5

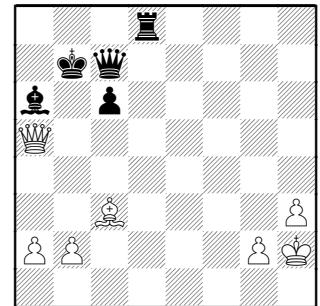
43...Kc7

43...Kd7 dodges any more checks

44.Be5+ Kb7 45.Qh5



45...Re8 46.Bc3 Rd8 47.Qxa5 Qc7+



48.Qxc7+

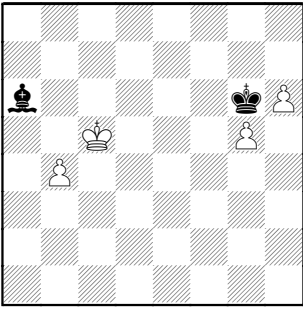
White actually played Qg5, not realizing he was in check ! His opponent called him on this and an argument ensued. The TD ruled that the Queen had been touched, so must make a legal move. The funny part of it is that calling the rule probably put him in a worse position ! White will be a piece down, but ample compensation with three extra Pawns.

48...Kxc7 49.Ba5+ Kd7 50.Bxd8 Kxd8





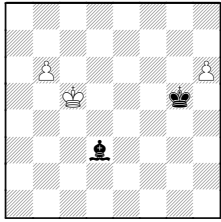
66.Kc5 Bxa6 67.b4



Exactly like the slightly faster 62. a6, except the passer is one file further away and queens on a dark square... all of which doesn't mean a hill of beans.

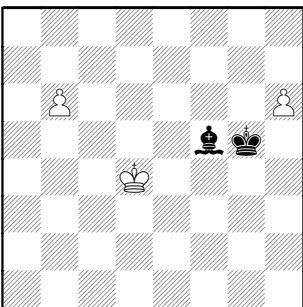
67...Bd3 68.Kd4 arrrggg

68.b5 idea b6,Kd6-c7,b7,etc 68...Kxg5 69.b6



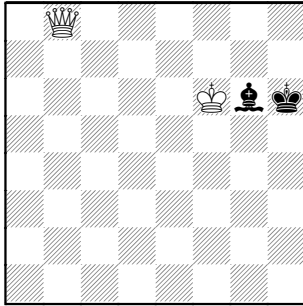
The Bishop is overloaded

68...Bf5 69.b5 Kxg5 70.b6



OK, same difference as 68 b5

70...Kxh6 71.b7 Kg5 72.b8Q Kh6 73.Ke5 Bg6 74.Kf6



mate threatens 74...Bh5 1-0

**BOARD 6**  
Fabijonas,Ray - (no one)

Board forfeited by the Forks. 1-0

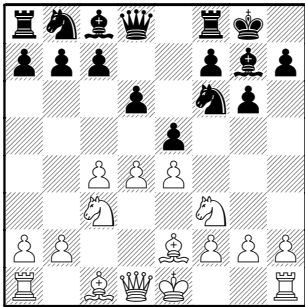
**FINAL MATCH TALLY**  
FORKS 4  
PAWNS 2

**MATCH 2**  
**AMA Rogue Squadron at Wombats**

**BOARD 1**

**Brock,Bill (1962) – Tennant,Steve (2268) [E97]**

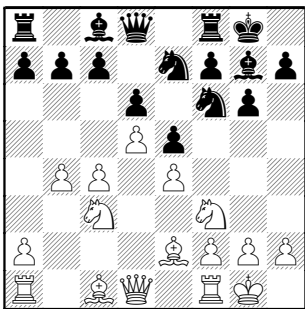
**1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 0–0 6.Be2 e5**



**7.0–0**

See previous round where Steve's opponent played 7.d5 followed by Bg5. That move also avoids the reply of current game, not that it matters.

**7...Nc6 8.d5 Ne7 9.b4**



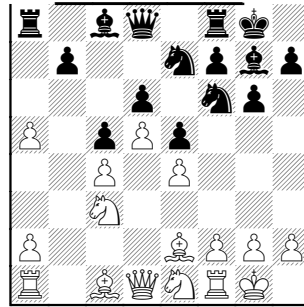
**9...c6**

[9...Nh5; 9...a5; 9...Ne8]

**10.Ne1 [10.a4; 10.Nd2]**

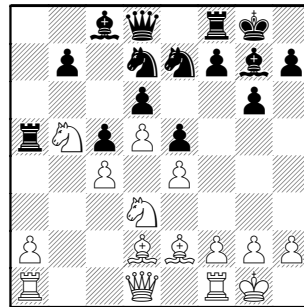
**10...a5 [10...cxd5]**

**11.bxa5 c5**



So Black has killed White's Queenside counterplay and can begin his normal stuff, where he has the advantage.

**12.Bd2 Rxa5 13.Nd3 Nd7 14.Nb5**



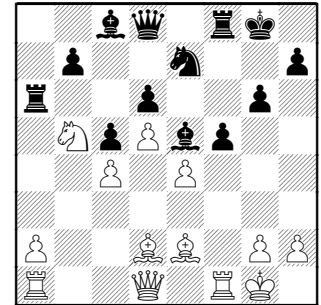
The Knight has no future here and will take time to get back into the game. Black will eventually move his d7-Knight to free the Rook from defense.

**14...Ra6 15.f4** Opening the g7-Bishop and the e5 square seems wrong to me.

15.f3;

In Internet games, I play with 15.g4 to force open some lines to Black's King as his pieces take several moves to get aggressive; tempos I use to get my Rooks placed. Black's pieces are usually eventually more active.

**15...f5 16.fxe5 Nxe5 17.Nxe5 Bxe5**

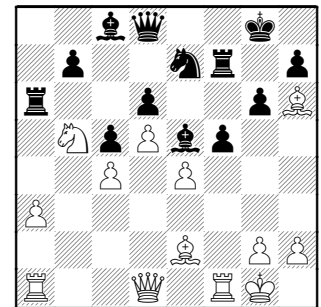


**18.Bh6**

18.Bc3 threatens to make the d-Pawn passed, but the a6-Rook can zoom into the action !

**18...Rf7** Black's pieces are all on good squares... I'd expect Black to play Kh8,Ng8-f6 to build the rest of the common Kingside play. But Steve is a much better tactician than me !

**19.a3**

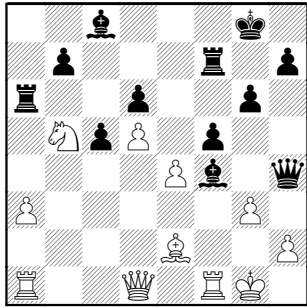


**19...Nxd5!** Missing stuff like this always makes me crazy-- it's right out in front of you !!

**20.cxd5 Qh4** forking h2 and Bh6 **21.Bf4**

21.Bd2?? Bxh2+ 22.Kh1 Bg3+ 23.Kg1 Qh2#

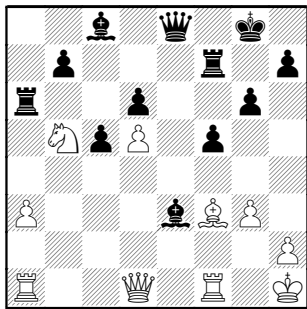
**21...Bxf4 22.g3**



22...Be3+ 23.Kh1

Sacrificing to the gods doesn't always placate them... 23.Rf2 Bxf2+ 24.Kxf2 Qxh2+ with fxe following

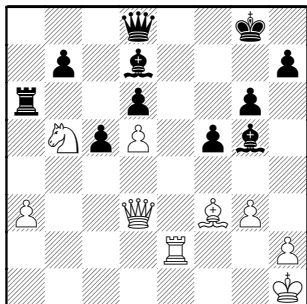
23...Qxe4+ 24.Bf3 Qe8



25.Qd3 Bg5

25...f4 frees the c8-Bishop, maybe helps expose the King especially since his Bh3 forces protection away from White's Bishop. 26.Rae1 Qf8 dodging the pin and hammering down on Bishop and Rook

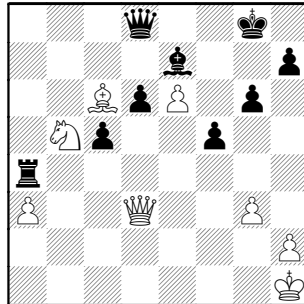
26.Rae1 Qd8 27.Re2 Re7 28.Rfe1 Rxe2 29.Rxe2 Bd7



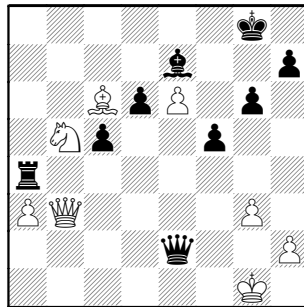
30.Re6 Bxe6 31.dxe6 I guess White

hopes to make his passer count.

31...Be7 32.Bxb7 Ra4 33.Bc6



33...Qa5 34.Kg2 Qe1 35.Qb3 [35.Nxd6? Rd4] 35...Qe2+ 36.Kg1



36...Rc4 mate threatens 37.Nc3 to block doesn't work 37...Qe3+ wins the Knight 0-1

BOARD 2 MISSING

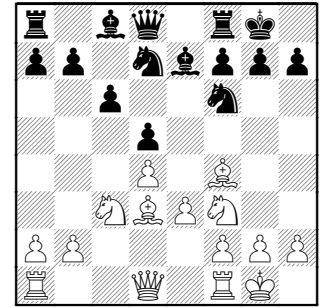
BOARD 3

Allen,Hence (1764) – Ellice,Wayne (1776) [D35]

1.d4 d5 2.c4 e6 3.Nf3

If White intends to play the Exchange Variation (see 5th move), this Knight is often better developed to e2 (so it go on to g3 to support e3-e4.

3...Nf6 4.Nc3 Be7 5.cxd5 exd5 6.Bf4 0-0 7.e3 c6 8.Bd3 Nbd7 9.0-0



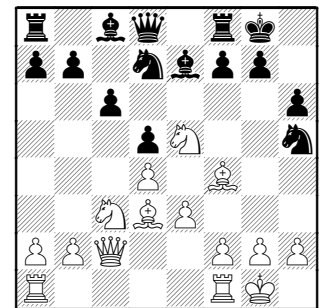
9...h6

9...Nh5 but if White plays 10.Qc2 Black has to play 10...h6 anyways (10...Ndf6 11.Bg5)

10.Qc2

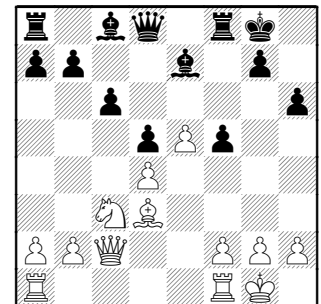
10.h3 preserves the dark-squared Bishop

10...Nh5 11.Ne5



If this was White's intent at move 3, then the Queen's Knight is better routed from b1 to d2 and maybe f3.

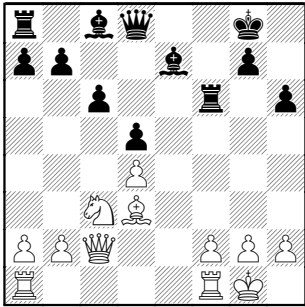
11...Nxf4 12.exf4 Nxe5 13.fxe5 f5



14.exf6

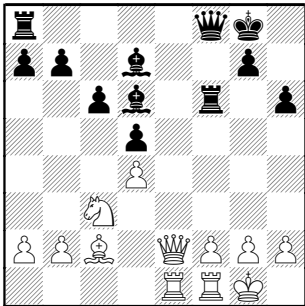
The f-Pawn blocks White's favorite diagonal, but also has left some light-squared holes and can be a target itself. White can play g2-g4 to open lines if necessary and prepared. So maybe 14.Ne2 heading for f4 and g6

14...Rxf6



Black has a lot of space compared to just one move back (compare previous diagram).

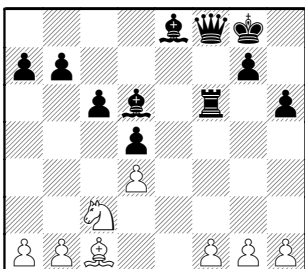
15.Rae1 Qf8 16.Qe2 Bd6 17.Bc2 Bd7



18.Qd1

The Queen gets chased after 18.Qd3 Bf5

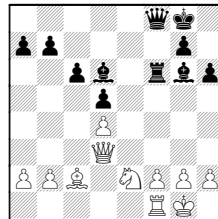
18...Re8 19.Rxe8 Bxe8



All said, Black only has the hopes of using the Bishop pair in attacking the King. So that implies White should prepare his defences.

20.Bb3

20.Ne2 Bh5 21.Qd3 Bg6

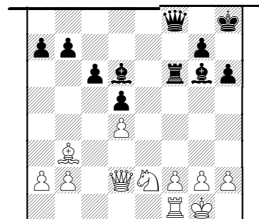


22.Qb3 Looks like White forces another trade.

20...Kh8 21.Ne2 Bh5 22.f3

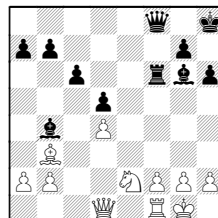
White can't defend dark squares, so moving the Pawn off them weakens his position.

22.Qd3 Bg6 23.Qd2



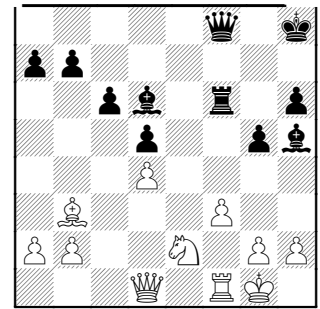
23...Bb4 A "threat", but just to show that White can defend.

24.Qd1 Bh5 25.Qd3 Bg6 26.Qd1



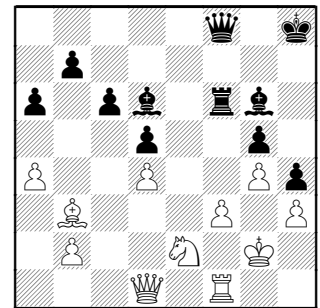
26...Be4 27.Ng3

22...g5

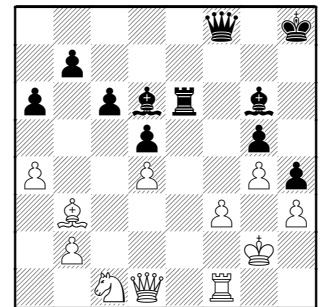


[22...Qb8 forces another weakness]

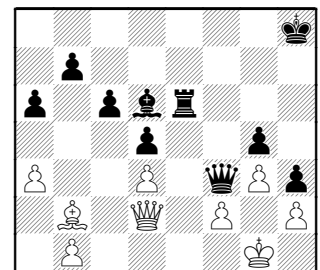
**23.g4** now the f-file is also weakened, f3 particularly. **23...Bg6 24.Kg2 a6 25.h3 h5 26.a4 h4**



27.Nc1 Re6



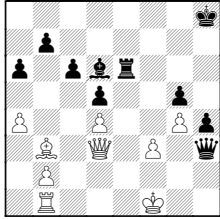
28.Nd3 Bxd3 29.Qxd3 Qf4





30.Rg1

All roads lead to mate 30.Rb1 Qg3+ 31.Kf1 (31.Kh1?? Qh2#) 31...Qxh3+



A) =32.Kg1 Bh2+ 33.Kf2 (33.Kh1 Bg3+) 33...Bg3+;

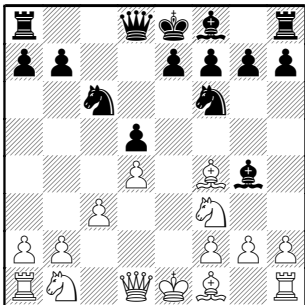
B) 32.Kf2 Bg3+ 33.Kg1 Qh2+ 34.Kf1 Qf2#

30...Qg3+ 0-1

BOARD 4

Zolkos, Adrian (1732) – Eaman, Rob (1770) [B13]

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.Nf3 Nc6 5.c3 Bg4 6.Bf4 Nf6

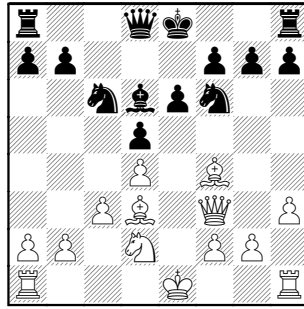


7.h3

7.Nbd2 idea Qc2, dodging the pin without the game's Pawn move;

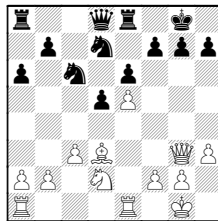
7.Bd3

7...Bxf3 8.Qxf3 e6 9.Nd2 Bd6 10.Bd3



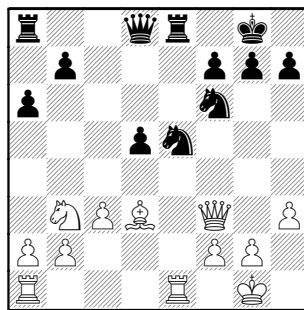
10...a6 11.0-0 0-0 12.Rfe1 Re8 13.Nb3

13.Be5 blocks Black's natural Pawn break (as he plays next) 13...Bxe5 14.dxe5 The e-Pawn is a bit weak, which can be traced back to White's 7th move (in other words, a Knight on f3 would have been helpful). 14...Nd7 15.Qg3



idea Nf3 15...Rc8 16.f4? Qb6+

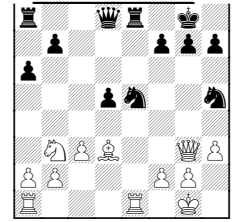
13...e5 14.dxe5 Bxe5 15.Bxe5 Nxe5



White does have, however, an isolated Pawn to look forward to trading into an ending. 16.Qd1

16.Qg3 forces Black to make a decision

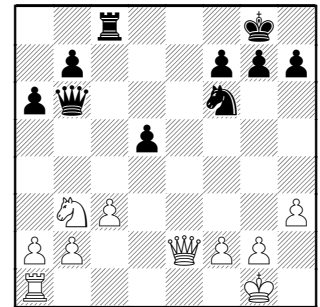
16...Nh5



Black's Knights miraculously survive without support.

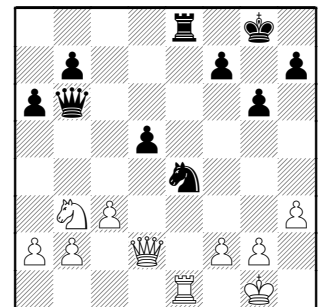
16...Qb6 17.Qc2 Rac8 18.Re2 over-protecting b2 and preparing to double

18...Nxd3 19.Qxd3 Rxe2 20.Qxe2



20...Re8 21.Qd2 Ne4 22.Re1 g6

22...Nxd2?? Of course this allows a backrank mate. 23.Rxe8#



23.Qd4

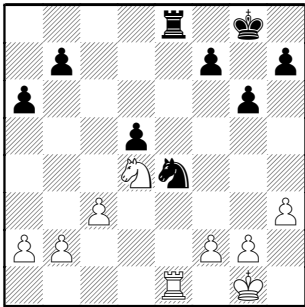
After analysis of the rest of the game, i.e. the coming Knight ending, it becomes obvious that trading Queens here isn't

the right decision).

23.Qxd5? Qxf2+ 24.Kh2 Qxe1;

23.Qf4 idea Nd4, hoping for f2-f3 as the e4-Knight is pinned to the hanging e8-Rook. Although, in this particular position, Black can retreat his Knight to d6 or f6, simultaneously defending his Rook.

23...Qxd4 24.Nxd4



So we get to examine an IQP ending. White has the better Pawn structure, but Knights work best in defending the isolate. Also, the ideal place for the King would be d6, but he can't across the e-file due to f2-f3. The first problem, then, is the pin along the e-file.

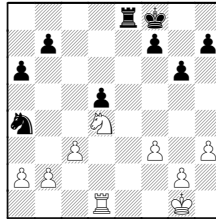
24...Kf8

24...Nf6 would be another way. It's interesting here that White's Knight has no forward moves, so will spend a tempo or two before producing threats. That fact implies White's only threatening piece is his Rook, so he should never trade it.

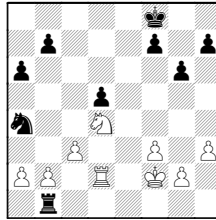
25.f3 Nc5 hoping for Na4 in a Knight ending (or so I thought)

26.Rxe8+ As stated earlier, White should keep the Rook, his only piece that would have a future. But proving that intuitive theory shows White is already clearly worse:

A) No good is 26.Rd1 defending until he can arrange his pieces 26...Na4

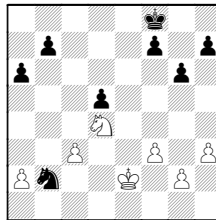


27.Rd2 doesn't actually defend b2, but 27...Re1+ 28.Kf2 Rb1



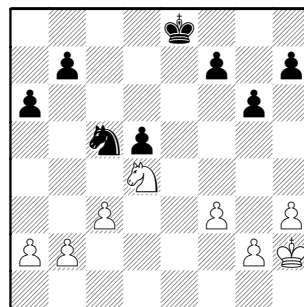
29.Ne2 Rxb2 30.Rxd5? Nxc3; 26.Kf2? Nd3+

B) So maybe best is 26.Kf1 gaining a couple tempi on the Knight ending 26...Rxe1+ 27.Kxe1 Nd3+ 28.Ke2 (28.Kd2 Nf4) 28...Nxb2



Yet the Knight mobility still tells as in the game.

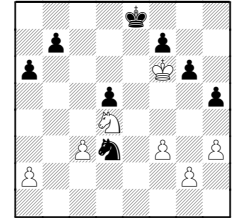
26...Kxe8 27.Kh2



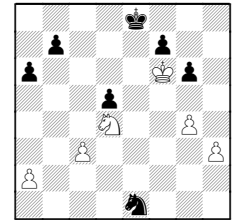
27...Kd7

27...Na4 wins a Pawn... or does it ?

A) I guess White could invade with his King. 28.Kg3 Nxb2 29.Kf4 Nd3+ (29...Ke7 30.Ke5) 30.Kg5 h5 31.Kf6

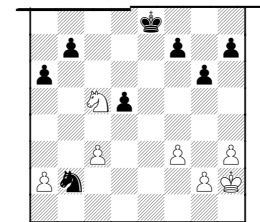


Black can hardly move. A Knight move, especially, allows Kf6-e5 winning the isolate. 31...Ne1 (31...Nc5 32.Ke5) 32.g4 hxg4 33.fxg4



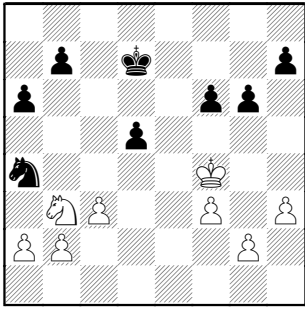
White makes an outside passer with h4-h5. 33...Ng2 stopping h3-h4 and protecting the isolate via the Nf4+ fork 34.Nf3 idea h3-h4

B) 28.Nb3 Nxb2 29.Nc5



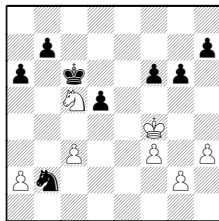
29...Nd1 30.Nxb7 Nxc3 31.Nc5 a5

28.Kg3 Na4 29.Kf4 f6 30.Nb3



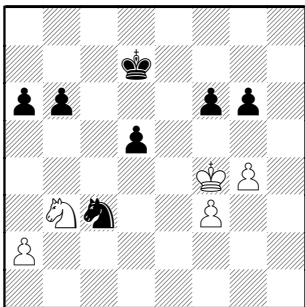
30...b6

30...Nxb2 31.Nc5+ Kc6



32.Ne6 idea Nf8 32...Na4 does make a passer, however

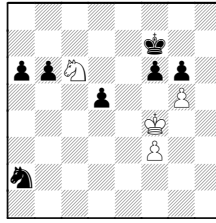
31.h4 Nxb2 32.h5 Nd1 33.hxg6 hxg6 34.g4 Nxc3



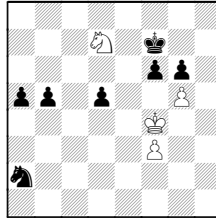
Black's patient defense has stopped any counterplay by White, and he is now clearly better. The Knights' mobility has been the difference (as noted at move 24).

35.g5 fxg5+

Looks like White's Knight is still useless after 35...Ke7 36.Nd4 Nxa2 37.Nc6+ Kf7

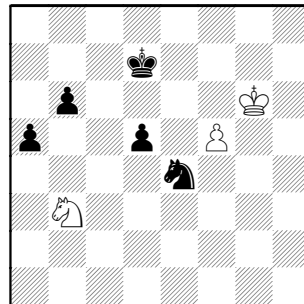


38.Nb8 a5 39.Nd7 b5

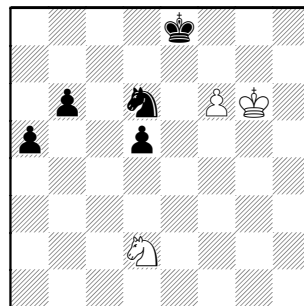


36.Kxg5 Nxa2 37.Kxg6 Nc3 38.f4 a5 39.f5 Ne4

Black's connected passers require immediate attention, so White has no time for capturing on f6.



40.Nd2 the Knight's first threat is sacrificial ! 40...Nd6 41.f6 Ke8



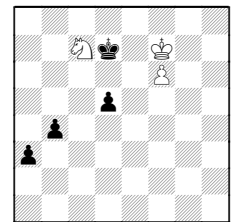
42.Kg7 a4 43.Nf3 a3

Quite a bit of analysis was required for me to agree with Black's play. I thought White can't use his Knight in supporting his passer, but look what happens... 43...b5

A) First of all, we can throw away 44.Ng5? a3 45.f7+ Nxf7 46.Nxf7 a2

B) 44.Nd4 b4 45.Nb5 Nf7 46.Nc7+ Kd7 47.Kxf7

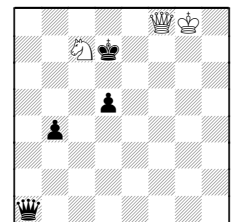
B1) 47...a3



Maybe White's best shot is after 48.Kg6

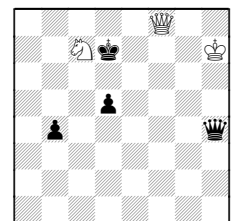
(48.Kg7? the a-Pawn queens with CHECK ! 48...a2 49.f7 a1Q+;

48.Kg8 a2 49.f7 a1Q 50.f8Q



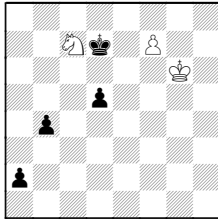
50...Qg1+ Black wants to trade Queens, play Kxc7, and queen

51.Kh7 Qh2+ 52.Kg6 Qg3+ 53.Kh7 Qh4+

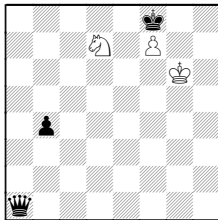


54.Kg6 Kxc7 I'd expect Black to win this)

48...a2 49.f7



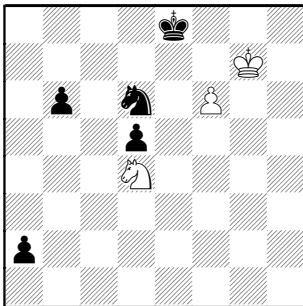
49...Ke7 50.Nxd5+ Kf8 51.Nf6 a1Q 52.Nd7+



52...Ke7 53.f8Q+ Kxd7 54.Qxb4 and a dead draw;

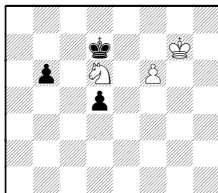
**B2)** If the reader follows the 47..a3 line (B1) to its end, it becomes obvious that White has more chances with 47...b3 as Black now won't have a Qxb4 threat.

44.Nd4 a2



45.Nb5 [45.Nb3 d4] 45...Nxb5

45...a1Q pinning f-Pawn 46.Nxd6+ Kd7

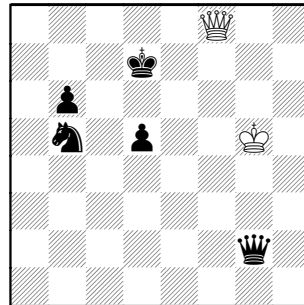


47.Nb5

(47.Nf5 Ke6 winning the passer; 47.Kg6? Qxf6+! 48.Kxf6 Kxd6 is easy)

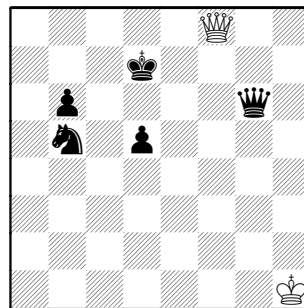
47...Ke6 48.Nc7+ Kd7 (48...Kf5 49.Nxd5) 49.Nb5 Qg1+ with the standard K+Q v K ending technique

46.f7+ Kd7 47.f8Q a1Q+ Black now only needs to be careful (easier said than done for me!). 48.Kh6 Qh1+ 49.Kg5 Qg2+



Of course the King can't cross the f-file

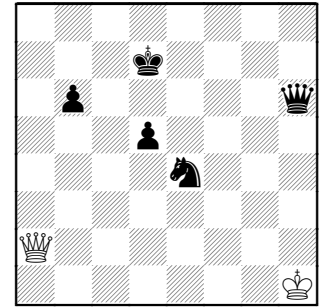
50.Kh4 Qe4+ 51.Kh3 Qe6+ 52.Kg2 Qg6+ 53.Kh1



53.Kf2 is apparently the only way

53...Nd6 54.Qf2 Ne4 note that any move that trades Queens is an easy win, even if that involves sac'ing the Knight with it.

55.Qa2 Qh6+

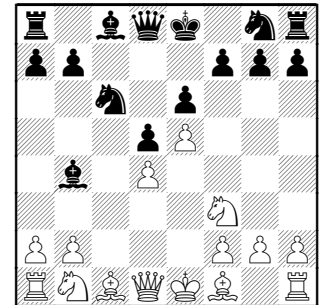


56.Kg1 [56.Kg2 Qd2+] 56...Qc1+ idea Qd2+ 0-1

**BOARD 5**

Frank, Mark (1652) [C02]

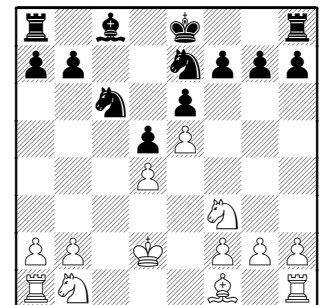
1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 cxd4 6.cxd4 Bb4+



7.Bd2 French battles concentrate on dark squares, so White should keep his.

[7.Nc3 idea a3]

7...Qb6 8.Bxb4 Qxb4+ 9.Qd2 Qxd2+ 10.Kxd2 Nge7



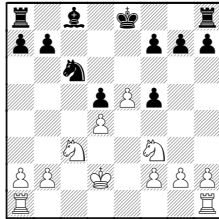


The normal focal point for Black is d4,  
but here maybe the King can help its  
defence. **11.Nc3**

A very interesting line for White is  
**11.Bd3 Nf5**

(11...Nb4 chases the Bishop off, even if  
temporarily)

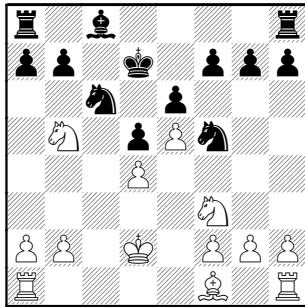
**12.Bxf5 exf5 13.Nc3**



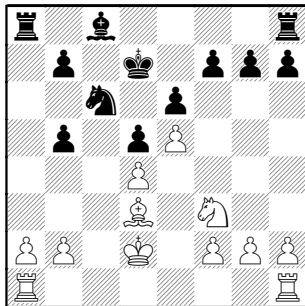
**13...Be6 14.Nb5** with, at least, a possible  
outpost at d6;

11.Na3 gives the option of defending d4  
from c2

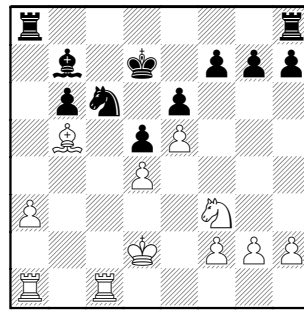
**11...Nf5 12.Nb5 Kd7**



**13.Bd3 a6 14.Bxf5 axb5 15.Bd3**

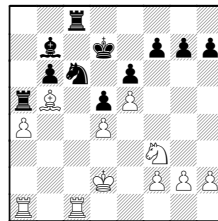


**15...b4 16.Rhc1 b6 17.Bb5 Bb7 18.a4  
bxa3 19.bxa3**



**19...Rhc8**

**19...Ra5** threatens to double on the a-file  
**20.a4 Rc8**

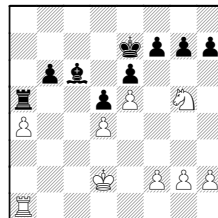


improves on game because the a1-Rook  
hangs after Rxc6, making b6-b5  
possible.

**21.Ng5 Ke7 22.Bxc6**

(22.Nxh7? f6 traps Knight)

**22...Rxc6 23.Rxc6 Bxc6**

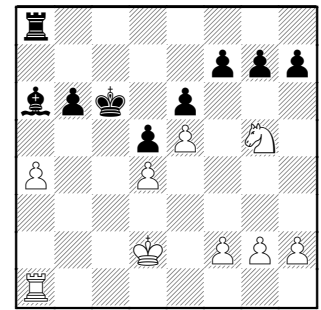


winning the a-Pawn **24.Rb1 Ra6** idea  
Bxa4 and Bb5 if necessary

**20.a4 Ba6**

As usual, it's advisable to break pins  
immediately to kill tactics. **20...Ke7!** idea  
Na5-c4

**21.Bxc6+ Rxc6 22.Rxc6 Kxc6 23.Ng5**



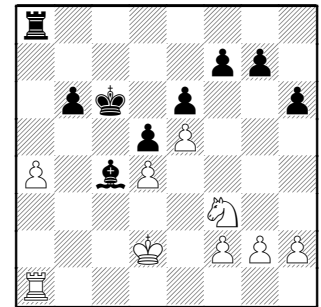
**23...h6**

**23...f6? 24.exf6**

(24.Nxh7? Rh8 traps the Knight;  
24.Nxe6 fxe5 25.Nxg7 Rg8 26.Ne6  
Rxc6)

**24...gxf6 25.Nxe6 Kd6 26.Nf4**

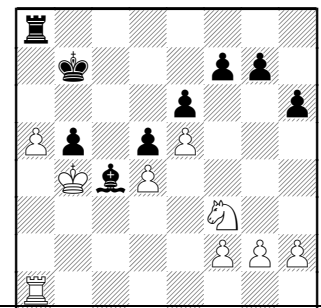
**24.Nf3** [24.Nxf7 Rf8 25.Nd6 Rxf2+]  
**24...Bc4**



**25.Kc3 Kb7**

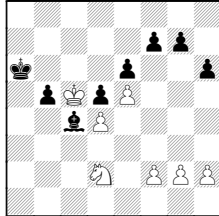
**25...b5? 26.axb5+ Kb7 27.Rxa8 Kxa8  
28.Kb4**

**26.Kb4 b5 27.a5**



27...Ka6

27...Kc6 28.a6 Kb6 29.Nd2 Rxa6  
30.Rxa6+ Kxa6 31.Kc5



invading to e7 and beyond

28.Rc1

The King can't invade 28.Kc5 Rc8+  
29.Kd6 b4 30.Ke7 Rc7+ 31.Kf8 f5

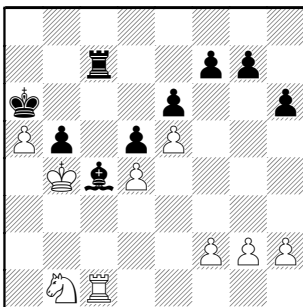
28...Rc8 pinning the Bishop

28...Kb7 29.Ra1

(Again, the King can't advance 29.Kc5  
Rxa5 30.Kd6 Kb6 31.Ke7 Ra7+)

29...Ka6 repeats

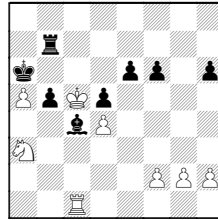
29.Nd2 Rc7 30.Nb1



the hanging Rook makes Na3-xb5 a possibility

30...f6 31.exf6 gxf6 32.Nc3

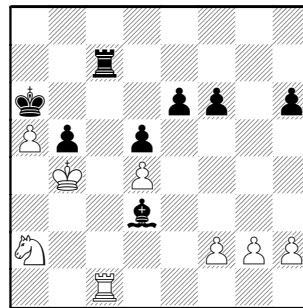
32.Na3 Rb7 33.Kc5?



**A)** 33...b4 34.Nxc4 dxc4 35.Rxc4  
(35.Kxc4?? Rc7+) 35...b3 36.Rc1 b2  
37.Rb1 Kxa5 38.Kd6 Rb6+;

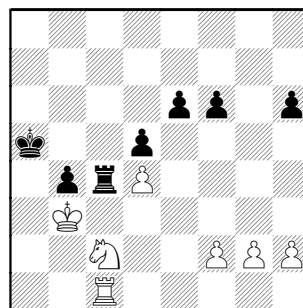
**B)** 33...Kxa5 34.Kd6 Rb6+ 35.Kc5 b4  
36.Nxc4+ dxc4 37.Kxc4 Rc6+

32...Bd3 33.Na2



33...Bc2? self-pinning [33...Bc4] **34.Ka3**  
**Rc4** missing the threat or overrating the passer ?

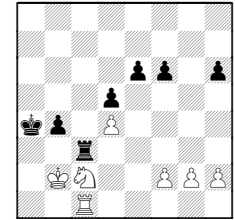
35.Nb4+ Kxa5 36.Nxc2 [36.Rxc2?  
Rxb4] 36...b4+ 37.Kb3



37...e5

37...Rc3+ 38.Kb2

**A)** 38...Ka4



**A1)** 39.Nxb4? Rxc1 (39...Kxb4 40.Rxc3)  
40.Kxc1 Kxb4 41.Kd2 Kc4 42.Ke3 Kc3;

**A2)** 39.Ra1+ Kb5

**B)** 38...Kb5

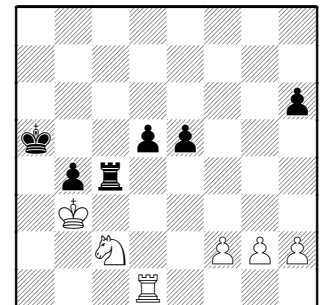
**B1)** 39.Na3+ Ka4 40.Rxc3 bxc3+ 41.Ka2  
Kb4 42.Nc2+ Kc4 43.Ka3 Kd3 44.Kb3  
Ke2 45.f4 Kf2 46.g4 Kf3

(46...Kg2? 47.h4 Kg3 48.g5 fxg5 49.fxg5  
hxg5 50.hxg5)

47.f5 e5 48.Kxc3;

**B2)** easiest is 39.Ne3 Rd3 40.Rd1

38.dxe5 fxe5 39.Rd1



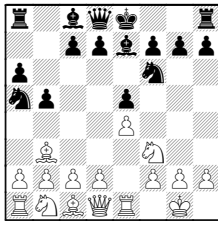
39...d4?? 40.Kxc4 Ka4 41.Ra1# 1-0

**BOARD 6**

Connelly, Patrice (1606) – [C97]  
Duffy, Jim (1615)

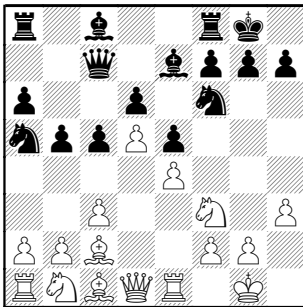
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6  
5.0-0 Be7 6.Re1 b5 7.Bb3 0-0

I've had 7...Na5?

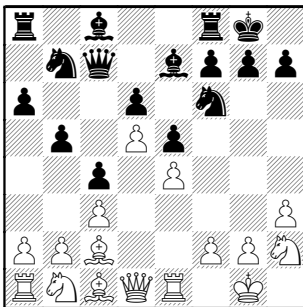


played against me online, and only now realize 8.Nxe5

8.c3 now Na5 won't trade away the Bishop 8...d6 9.h3 Na5 10.Bc2 c5 11.d4 Qc7 12.d5



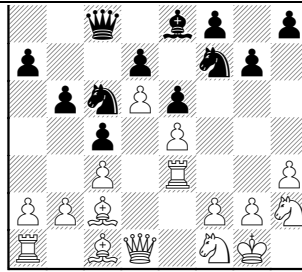
12...Nb7 idea c4,Nc5 13.Nh2 c4



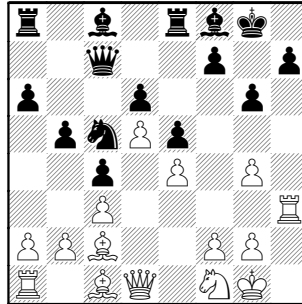
14.Re3

Maybe get the other Knight in the action before lifting the Rook into attacking position. 14.Nd2

14...Nc5 15.Nd2 Re8 16.Ndf1 g6



17.Ng4 Nxg4 18.hxg4 Bf8 19.Rh3



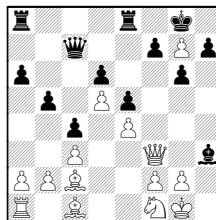
19...Nd7

19...h5 might be interesting, since Pawn is more or less pinned (less if White wants to sac exchange for Pawn and somewhat open King)

20.Qf3 Bg7 21.Bh6

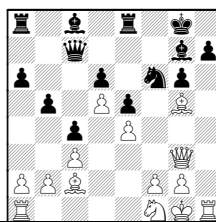
21.g5 idea Qg3-h4 21...f6

(21...Nf6? 22.gxf6 Bxh3 23.fxg7)



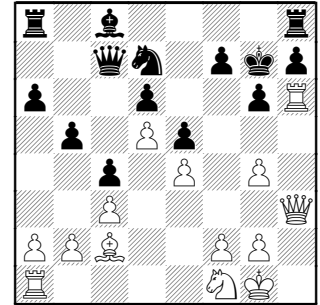
idea Bg5 is definite compensation for a Rook)

22.Qg3 fxg5 23.Bxg5 Nf6 24.Rh1



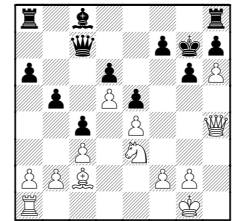
but Black is defending

21...Bxh6 22.Rxh6 Kg7 23.Qh3 Rh8



24.Ne3 Nf6 25.Rh4

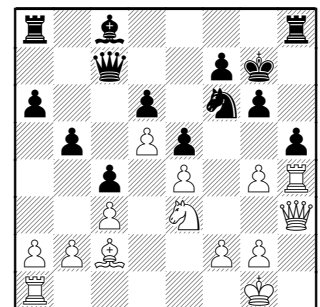
**A)** 25.Qh4 idea g5,Bd1 25...Ng8 26.g5 Nxh6 27.gxh6+



27...Kf8 (27...Kg8? 28.Qf6 wins) 28.Qf6 Rg8 and Qe7 repels White's hopes.

**B)** 25.g3 idea Kg2,Rh1 or f4.e5 builds the pressure

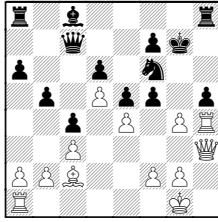
25...h5



26.Qg3

A) 26.Qh1 Bxg4 27.f3 Bd7

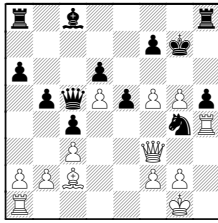
B) 26.Nf5+ gxf5



B1) 27.g5 Ng4 28.exf5

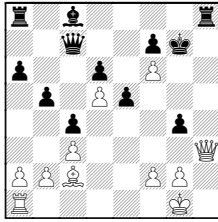
(28.Rxh5 Rxh5 29.Qxh5 Qc5 counterattacking)

28...Qc5 29.Qf3



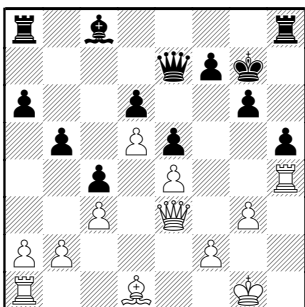
idea Qe4, f6+, g6 or g3, Kg2, Rh1 may crash through

B2) Worse is 27.exf5 idea g5 27...Nxg4 28.Rxg4+ hxg4 29.f6+



29...Kg8 (29...Kxf6 30.Qxh8+ Ke7) 30.Qe3 idea Qg5+-g7+-xh8 30...Rh5

26...Nxg4 27.Bd1 Nxe3 28.Qxe3 Qe7 29.g3

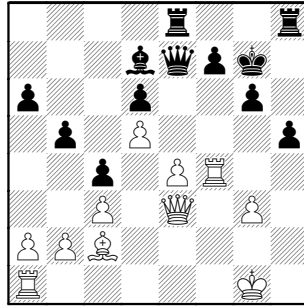


Black has no worries

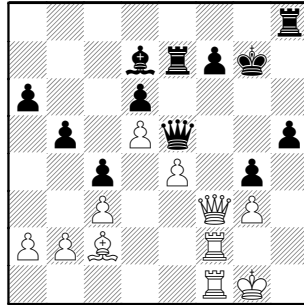
29...Bd7 30.f4 exf4

30...f6 31.f5 gxf5 opens counterattacking lines

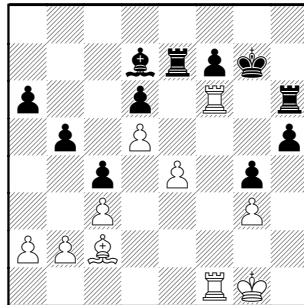
31.Rxf4 Rae8 32.Bc2



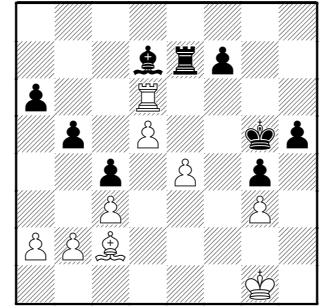
32...g5 [32...f5] 33.Rf2 Qe5 34.Raf1 Re7 35.Qf3 g4



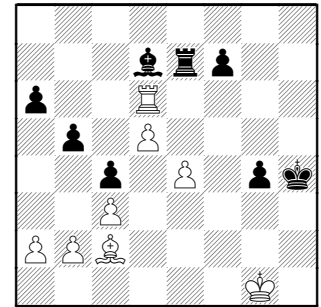
36.Qf6+ Qxf6 37.Rxf6 Rh6



38.Rxh6 Kxh6 39.Rf6+ Kg5 40.Rxd6



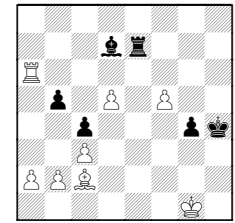
40...h4 41.gxh4+ Kxh4



42.Rf6

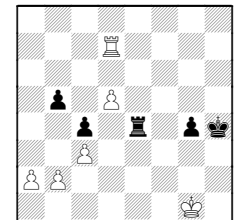
42.Rxa6 f5 43.Ra7

(43.exf5?)



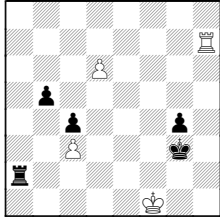
43...Re2 wins the Bishop)

43...fxe4 44.Bxe4 Rxe4 45.Rxd7



I prefer Black here.  
45...Re2 (45...Kg3 46.Kf1) 46.Rh7+ Kg3

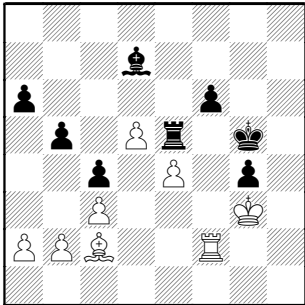
mate threat ! 47.Kf1 Rxb2 48.d6 Rxa2



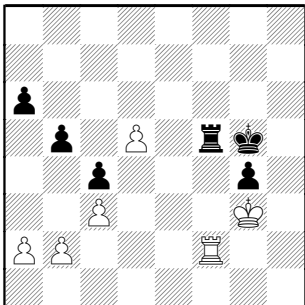
A) 49.d7 Rd2

B) 49.Ke1 Ra8 and the Black King is free to roam

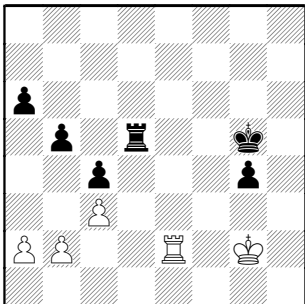
42...Kg5 43.Rf2 f6 44.Kg2 Re5 45.Kg3



45...f5 46.exf5 Bxf5 47.Bxf5 Rxf5



48.Rd2 Rf3+ 49.Kg2 Rd3 50.Re2 Rxd5



1/2-1/2

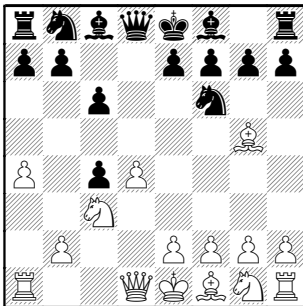
**FINAL MATCH TALLY**  
**WOMBATS 2.5**  
**AMARS 3.5**

**MATCH 3**  
**St Charles Chess Club at Hedgehogs**

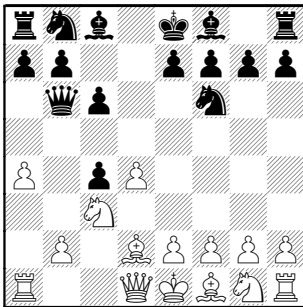
**BOARD 1**

Wiewel, Jeff (2147) – Franklin, D (2206) [D10]

1.d4 Nf6 2.c4 c6 3.Nc3 d5 4.Bg5 dxc4 5.a4



5...Qa5 6.Bd2 Qb6

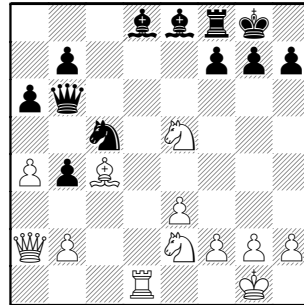


7.e3 e6 8.Bxc4 c5 [8...Qxb2 9.Rb1 Qa3]

9.Nf3 Nc6 10.d5 exd5 11.Bxd5 Nb4 12.Bc4 Be6 13.Bb5+ Bd7 14.0-0 a6

15.Bc4 Be7 16.Qb3 0-0 17.Ne2 Ne4 18.Rfd1 Rad8

19.Bxb4 cxb4 20.Ne5 Be8 21.Rxd8 Bxd8 22.Rd1 Nc5 23.Qa2



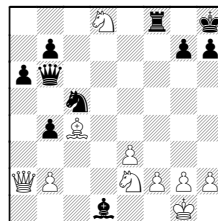
23...Bf6

23...Nxa4? 24.Nd7!

There are too many pitfalls associated with snatching the Pawn: 23...Bxa4

A) 24.Nd7? Bxd7

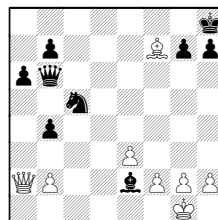
B) 24.Nxf7? Bxd1 25.Nxd8+ Kh8



26.Nf7+

After 26.Nf4 Rxd8 Black is a Rook up

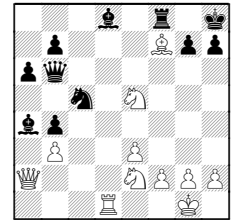
26...Rxf7 27.Bxf7 Bxe2



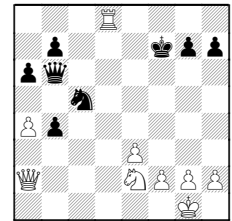
Black is a piece up

C) 24.Bxf7+ Kh8

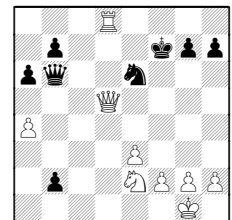
(24...Rxf7?? 25.Qxf7+ Kh8 26.Qf8#)



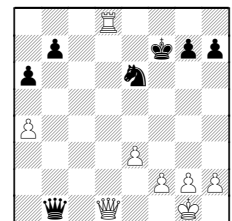
C1) 25...Rxf7? 26.Nxf7+ Kg8 27.Rxd8+ Kxf7 28.bxa4+



28...b3 29.Qd2 (29.Qb2 Qxd8) 29...b2 30.Qd5+ Ne6

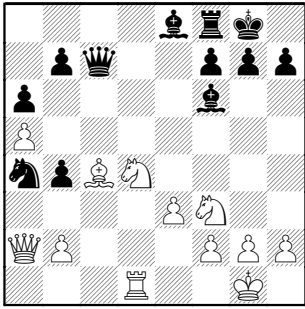


31.Nc3 b1Q+ 32.Nxb1 Qxb1+ 33.Qd1

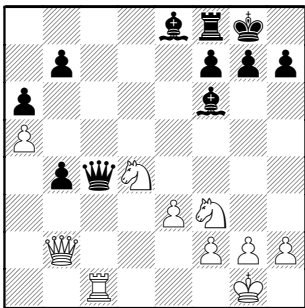


C2) 25...Bb5

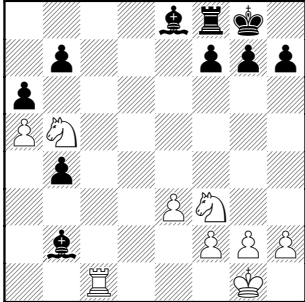
24.a5 Qc7 25.Nf3 Na4 26.Ned4



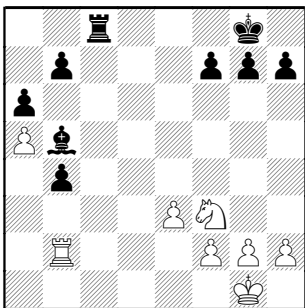
26...Nxb2 27.Qxb2 Qxc4 28.Rc1



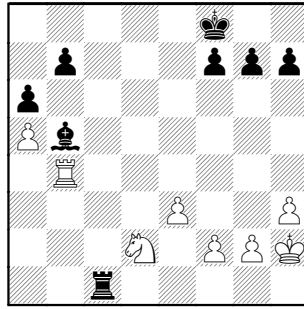
28...Qb5 29.Nxb5 Bxb2



30.Rb1 Bxb5 31.Rxb2 Rc8



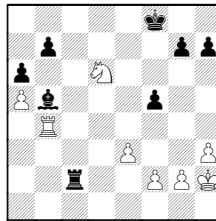
32.h3 Rc4 33.Nd2 Rc1+ 34.Kh2 Kf8  
35.Rxb4



35...Rc2 Another example of the strength of a Rook on opponent's 2nd rank.

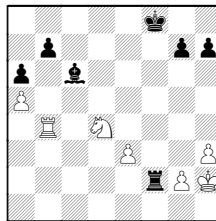
36.Rd4

36.Ne4 holding f2 with idea of Nd6  
36...f5 37.Nd6



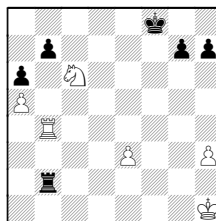
A) 37...Bc6!? looking to g2 38.Nxf5  
(38.Nxb7 Rxf2 is the same problem)

38...Rxf2 and g2 drops off 39.Nd4



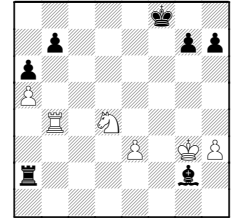
Black has a forced discovery coming, so White must kill the Bishop (in so doing, happens to protect his Rook). 39...Bxg2

(39...Rxf2+ 40.Kh1 Rb2+? 41.Nxc6



If this didn't hold the Rook, it would be over.)

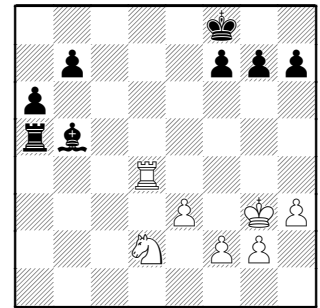
40.Kg3 Ra2



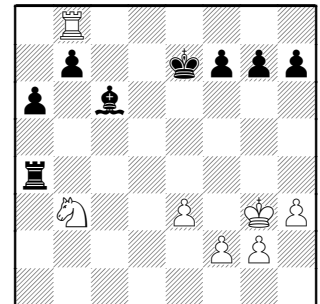
and CB-engine suggests 41.e4 as 41...Bxe4? 42.Ne6+ wins the Bishop

B) Not as convincing would be 37...Rxf2  
38.Nxb5 axb5 39.Rxb5 Ra2 40.Rxf5+

36...Ra2 37.Kg3 Rxa5

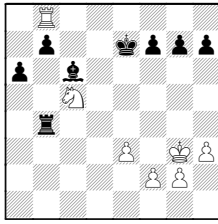


White's hurtin' for certain... 38.Nb3 Ra4  
39.Rd8+ Ke7 40.Rb8 Bc6

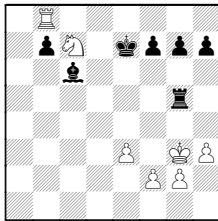


41.Nd4

41.Nc5 Rb4



42.Nxa6 Rb5 43.Nc7 Rg5+

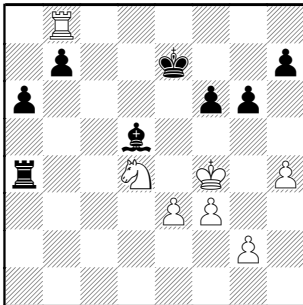


and White's Knight is useless.

41...Bd5 42.f3 g6 doesn't hurt to restrict the Knight

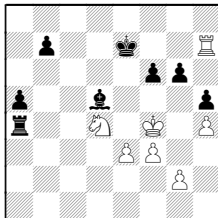
42...b5 43.Nf5+ Kf6 44.e4

43.Kf4 f6 44.h4



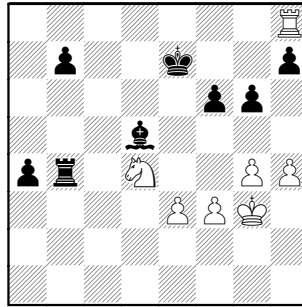
44...a5 [44...b5] 45.g4

45.Rh8 h5 46.Rh7+



46...Kf8 47.Rd7

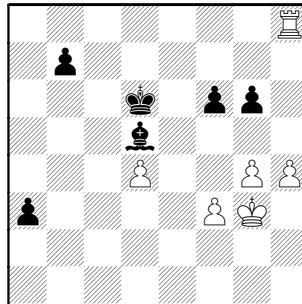
45...Rb4 46.Rh8 a4 47.Kg3



47...Rxd4!! 48.exd4 a3 49.Rxh7+

49.Rc8 a2 50.Rc1 b5 is much the same, White can't stop the b-Pawn from queening.

49...Kd6 50.Rh8

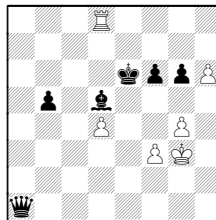


50...b5 51.h5 gxh5

51...a2 actually works 52.h6

(52.hxg6 brings the Pawn's queening square onto the Bishop's diagonal)

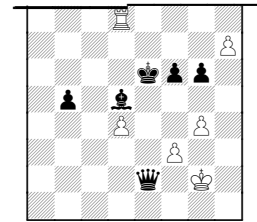
52...a1Q 53.Rd8+ Ke6



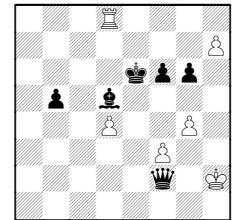
A) 54.h7 Qe1+ 55.Kg2

(55.Kf4?? Qc1+ 56.Kg3 Qc7+ winning the Rook)

55...Qe2+



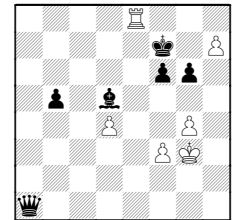
A1) 56.Kh1 Qf1+ 57.Kh2 Qf2+



58.Kh3 (58.Kh1 Bxf3#) 58...Qxf3+  
59.Kh4 Qh1+ 60.Kg3 Qxh7

A2) 56.Kg1 Qe3+ 57.Kh2 Qh6+

B) 54.Re8+ Kf7 55.h7



55...Qg1+

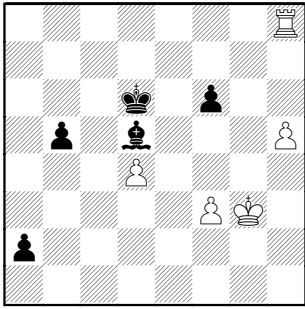
(55...Kxe8 56.h8Q+ Black is a piece up, but why allow the Queen ?)

56.Kh3 (56.Kf4 Qh2+ and Qxh7)

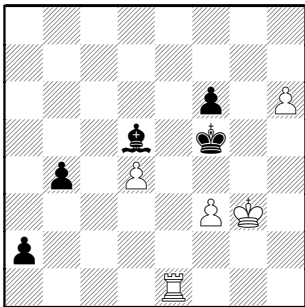
56...Qh1+ 57.Kg3 Qxh7



52.gxh5 a2



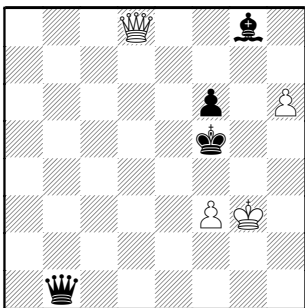
53.Rd8+ Ke6 54.Re8+ Kf5 55.Re1 b4  
56.h6



56...Bg8

56...Kg6 57.Rh1 Kh7 and queens

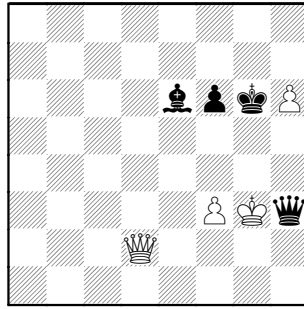
57.d5 b3 58.d6 b2 59.d7 b1Q 60.Rxb1  
axb1Q 61.d8Q



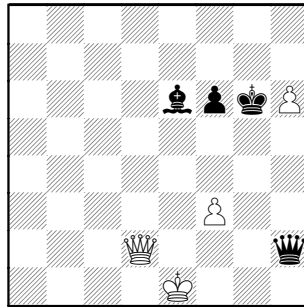
61...Qg1+ 62.Kh3 Be6 63.Qd2

63.Qd3+ Kg5+ and Kxh6  
63.h7 Kg6+ and Kxh7

63...Kg6+ 64.Kh4 Qh1+ 65.Kg3 Qh3+

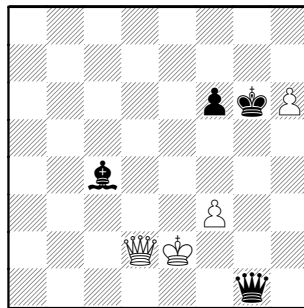


66.Kf2 [66.Kf4?? Qxh6+ and Qxd2]  
66...Qh2+ 67.Ke1



I would've played Qxd2 without thinking..  
look at the payoff for Black—

67...Qg1+! 68.Ke2 Bc4+!

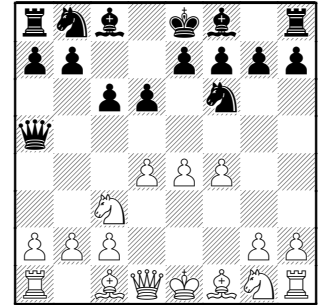


winning the Queen instead of trading  
**69.Qd3+ Bxd3+ 70.Kxd3** There's a real  
beauty to chess, even in reduced  
positions !! 0-1

**BOARD 2**

Rauchman,Michael (2039) -  
Acosta,Mariano (2149) [B07]

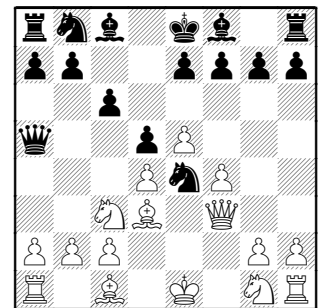
1.e4 d6 2.d4 Nf6 3.Nc3 c6 4.f4 Qa5



5.e5 [5.Bd3; 5.Bd2] 5...Ne4 6.Qf3 d5

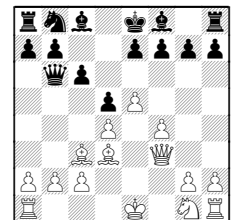
6...Nxc3 maintains the center tension

7.Bd3



7...f5

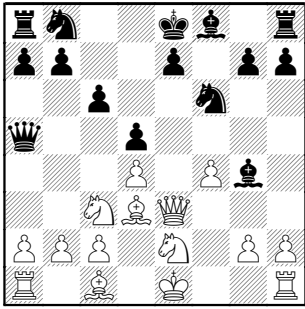
7...Nxc3 8.Bd2 Qb6 9.Bxc3



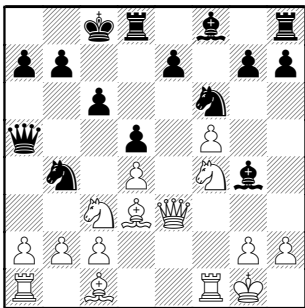
is a different position, but no help for  
Black

8.exf6 Nxf6 9.Nge2 Bg4 not a  
convincing spot for the Bishop

10.Qe3

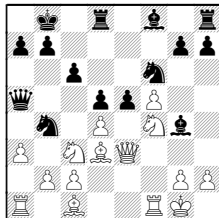


10...Na6 11.0-0 Nb4 12.f5 0-0-0 13.Nf4

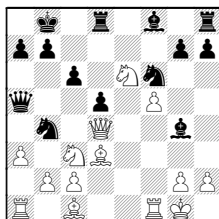


13...Kb8 14.a3 can Black ignore this since the a-Pawn is pinned ? 14...Nxd3

14...e5!?

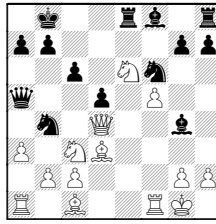


15.Ne6 (15.dxe5?? Bc5) 15...exd4 16.Qxd4



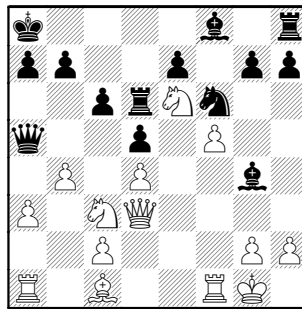
and Bc5 isn't possible while e6-Knight stays (16.Qf4+ Bd6)

16...Re8

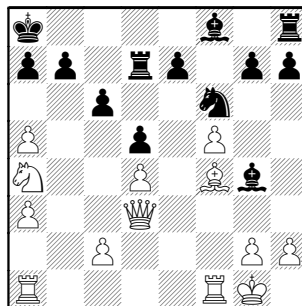


idea Rxe6, Bc5 17.Kh1

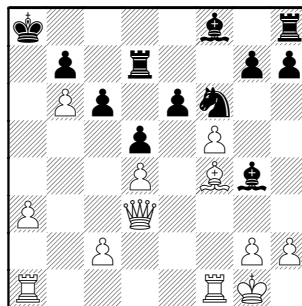
15.Qxd3 Ka8 16.Ne6 Rd6 17.b4



17...Rxe6? <oops, game over> 18.bxa5 Rd6 19.Bf4 Rd7 20.Na4



20...e6 How else does Black activate his Kingside? He's simply busted. 21.Nb6+ axb6 22.axb6

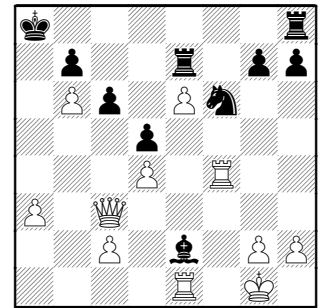


Queen to a4 or a5 mate themes appear.. and backrank problems due to weak h8-Rook

22...Bd6 23.Qc3 Bxf4 24.Rxf4

24.Qa5+ Kb8 25.Qa7+ Kc8 26.Qa8+? Bb8

24...Be2 to block at a6 25.fxe6 Re7 26.Re1

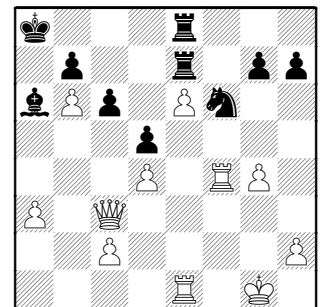


Black's central problems don't go away.

26...Ba6

26...Rxe6? 27.Qa5+ Kb8 (27...Ba6 28.Rxe6) 28.Qa7+ Kc8 29.Qa8+ Kd7 30.Qxh8

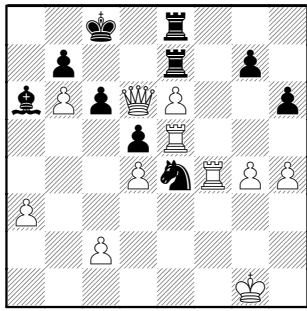
27.g4 Rhe8



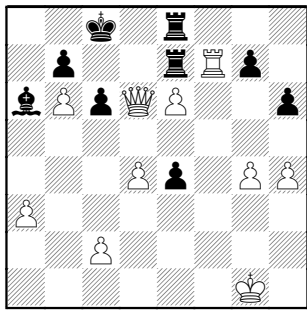
28.Qc5! more backrank problems 28...h6

28...Rxe6 not desirable to trade when down, anyhow... 29.Rxe6 Rxe6 30.Qf8+ Re8 31.Qxg7

29.Re5 Kb8 30.Qd6+ Kc8 31.h4 Ne4



32.Rxe4 dxe4 33.Rf7



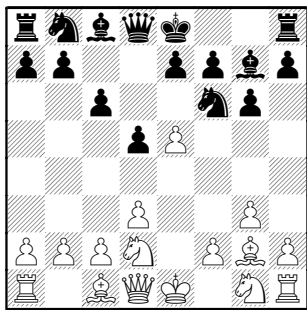
mate or loss of material 1-0

BOARD 3 MISSING

BOARD 4

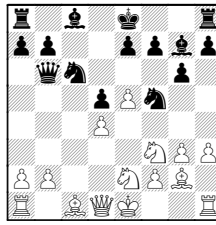
Jasaitis, Tony (1900) – Von Hatten, Jeremy (1802) [B10]

1.e4 c6 2.d3 d5 3.Nd2 g6 4.g3 Bg7 5.Bg2 Nf6 6.e5



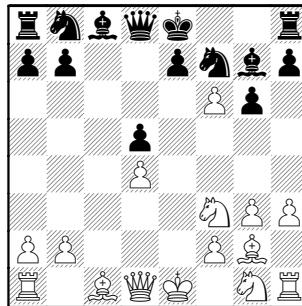
6...Ng4 7.d4 c5 8.h3 Nh6 9.c3 cxd4 10.cxd4 f6

French Defense style play against d4 doesn't succeed: 10...Nf5 11.Ne2 Nc6 12.Nf3 Qb6



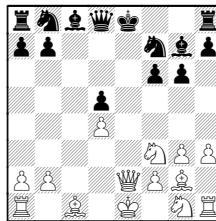
13.g4

11.Ndf3 Nf7 12.exf6



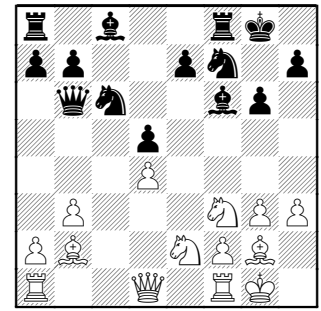
12...Bxf6

12...exf6 is OK, Black will get to the open e-file before White 13.Qe2+

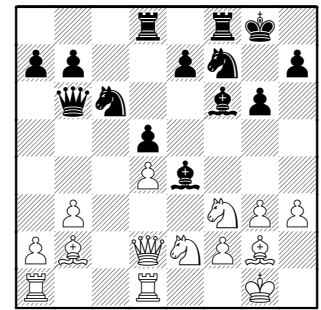


but how does g1-Knight get out ?  
13...Qe7 14.Qxe7+ (14.Be3 0-0)  
14...Kxe7 maybe d5-Pawn is too weak

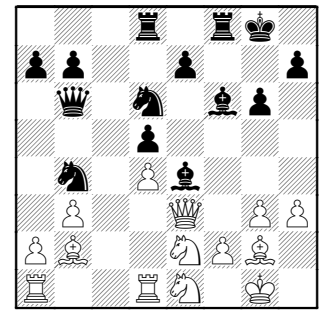
13.Ne2 Qb6 14.0-0 0-0 15.b3 Nc6 16.Bb2



16...Bf5 17.Qd2 Be4 18.Rfd1 Rad8



19.Qe3 Nb4 20.Ne1 Nd6

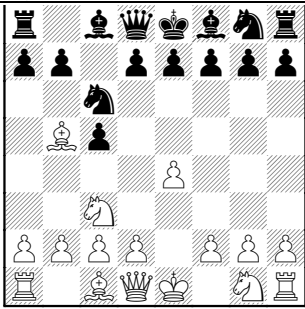


Rest of score unusable. White's move skipped, but White did win. 1-0

BOARD 5

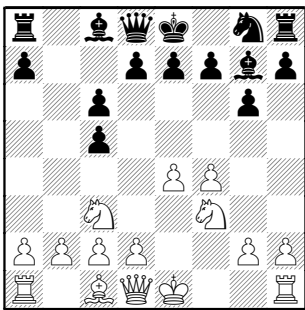
Janssen, Gary (1553) - Shepardson, Tom (1619) [B23]

1.e4 c5 2.Nc3 Nc6 3.Bb5

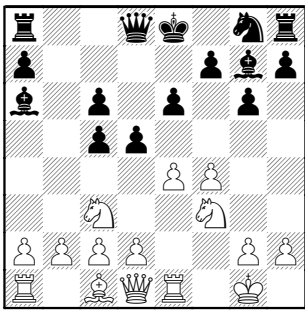


White hopes his Bishop loss is compensated by center control and a more active Knight.

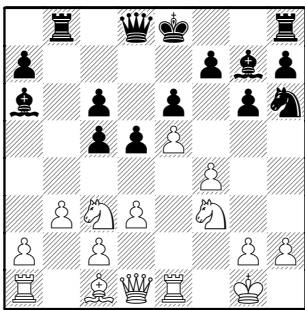
3...g6 4.Bxc6 bxc6 5.f4 Bg7 6.Nf3



6...d5 7.0-0 Ba6 8.Re1 e6

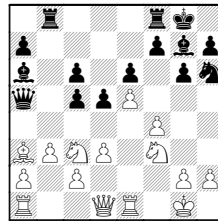


9.e5 Nh6 10.d3 Rb8 11.b3

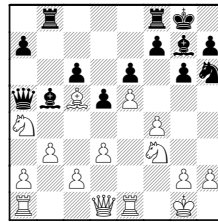


11...Bf8 so how will Black castle ?

11...0-0 12.Ba3 Qa5



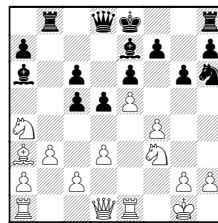
13.Na4 Bb5 14.Bxc5



14...Rfd8 idea Bxa4,Qxc5 (14...Bxa4 15.Bxf8) 15.Qd2]

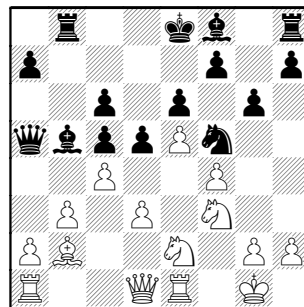
12.Ba3 Bb5

12...Be7 idea 0-0 13.Na4



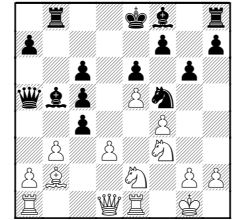
13...c4 (13...Qa5 idea Bb5 14.Qd2) 14.Bxe7 Qxe7

13.Ne2 Qa5 14.Bb2 Nf5 15.c4



15...Ba6

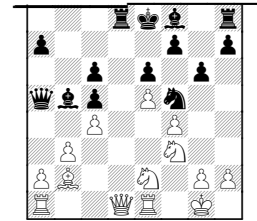
15...dxc4



16.dxc4 (=16.bxc4 Bxc4 17.Bc3)

A) 16...Bxc4? 17.Bc3 (17.bxc4? Rxb2)

B) 16...Rd8

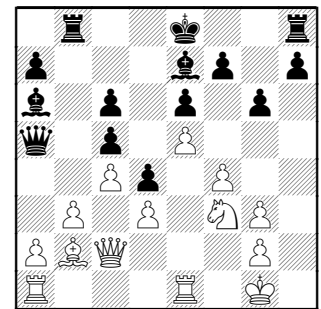


B1) 17.Qc2 Ne3 18.Qb1

(18.Qc3? Qxc3 19.Nxc3 Nc2)

B2) 17.Qb1 Ba6 18.Rd1

16.Ng3 Nxc3 17.hxc3 Be7 18.Qc2 d4

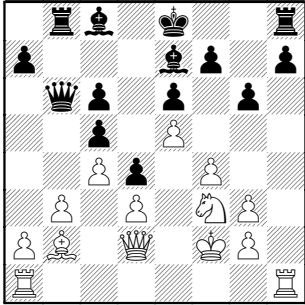


White opening desire has been fulfilled ! The mobility between his Knight and Black's useless Bishop is obvious. Worse yet, there's nothing Black can do about it. White is essentially a piece up. Black's only active plan is the minority attack (a7-a5-a4) to target b3.

19.Qd2 Qb6 good, hitting b3. He'd love

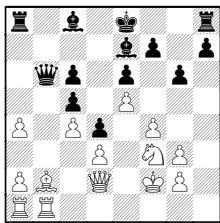
to play Bxc4 if it opens the b-file (can't see that happening any time soon!).

20.Kf2 Bc8 21.Rh1



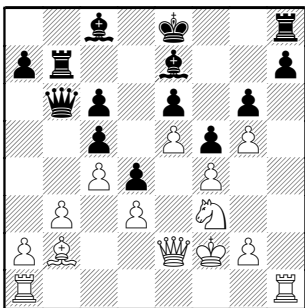
21...Rb7

21...a5 idea a4, but will White benefit from the open a-file ? or stuff like 22.Rhb1 a4 23.bxa4 Ra8



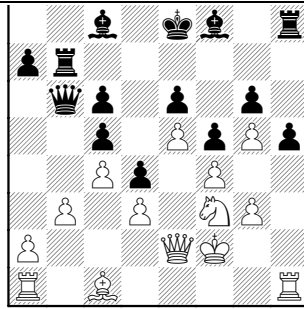
24.Bxd4

22.g4 f6 23.Qe2 f5 24.g5



24...Bf8 opening the 7th rank for his Rook, and help on h6

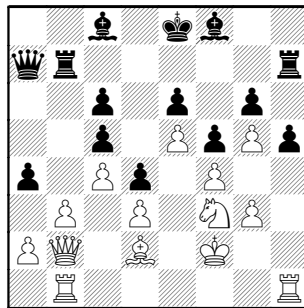
25.Bc1 h5 26.g3



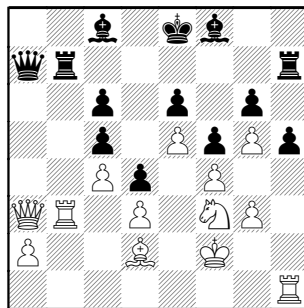
26...Rhh7 Black has made great progress in mobilizing his army. Yet he has a glaring weakness at g6. 27.Qb2 a5

27...Rhc7 28.Nh4 Kf7 and doesn't get in the Rook's way

28.Rb1 Qa7 29.Bd2 a4



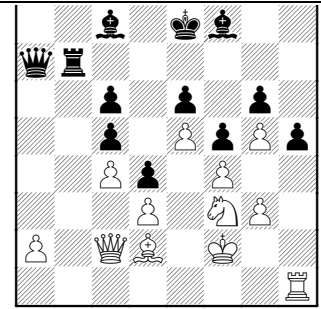
30.Qa3 axb3 31.Rxb3



31...Rxb3

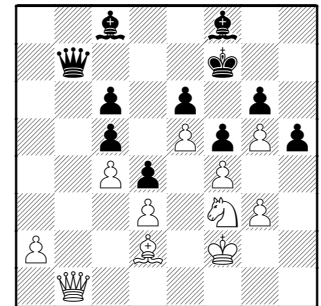
31...Qxa3 32.Rxa3 Rb2 33.Ra8 Kd8 34.Nh4 (34.Ra1 Kc7 idea Kb7) 34...Rg7

32.Qxb3 Rb7 33.Qc2



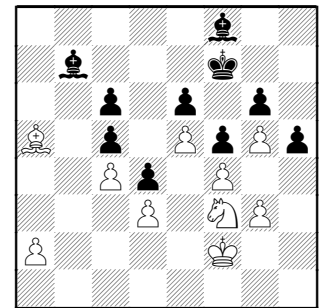
33...Kf7 [33...Qb6 34.Bc1 Be7] 34.Rb1 If Black was just going to trade everything away, why open the lines in the first place ?

34...Rxb1 35.Qxb1 Qb7



Again, if Black is going to settle for a draw, he could've earlier kept all the lines closed.

36.Qxb7+ Bxb7 37.Ba5



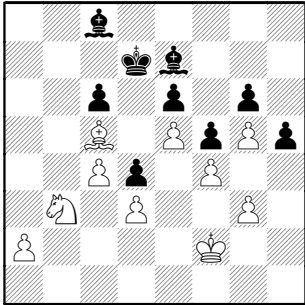
37...Bc8 overprotecting e6.. see later in game

37...Be7 and just move the King back-and forth between f7 & g7. But White can bring his Knight b3 to win the c5-Pawn with Bb6-xc5 (whereupon a4-5-6

comes into view.

38.Nd2 Ke8 39.Nb3 is just in time to stop Bd8 39...Kd7 40.Bb6 Kc8 41.Bxc5 Bd8 42.Nxd4 Kd7

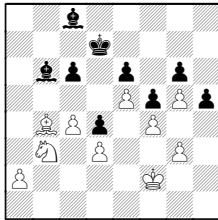
38.Nd2 Ke7 39.Nb3 Kd7 40.Bb6 Be7 41.Bxc5



41...Bxc5 As usual, DO NOT TRADE pieces when down material !

41...Bd8!

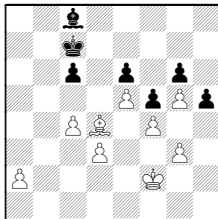
A) 42.Bb4 Bb6!



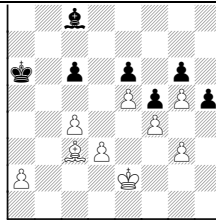
A1) 43.Bc5 Bd8 repeats;

A2) 43.Nc5+

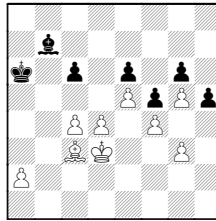
A2a) The opposite-Bishop ending will take some work to prove. I can see White winning another Pawn, however. 43...Bxc5 44.Bxc5 Kc7 45.Bxd4



45...Kb7 46.Ke2 Ka6 47.Bc3



A2a1) 47...Kb6 48.d4 Bb7 49.Kd3 Ka6



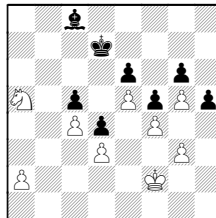
A2a11) 50.a4 Kb6 51.d5 cxd5 52.cxd5 Bxd5 53.Kd4 Ka6 (53...Kc6 54.Ba5 Bb3) 54.Kc5 heading for f7;

A2a12) 50.d5 cxd5 51.c5 Kb5 controlling the light squares 52.Kd4;

A2a2) 47...c5 48.d4 cxd4 49.Bxd4 Ka5 50.Kd3 Ka4 51.Bc5;

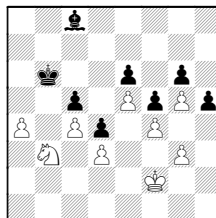
A2b) 43...Kc7 44.a4

A3) 43.Ba5 Bxa5 only now, when there is a benefit 44.Nxa5 c5



Black secures his Pawns, opens a line for his Bishop, and has room to bring his King into the defence.

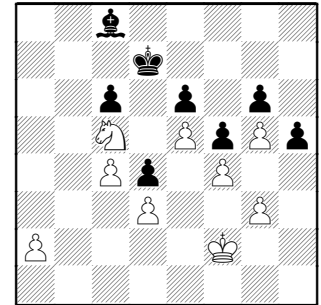
45.Nb3 Kc6 46.a4 Kb6



47.a5+ Kc6 I'm not seeing how White makes progress here.

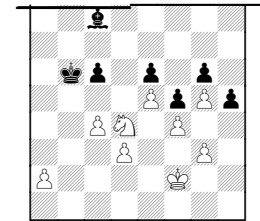
B) 42.Bxd4 Kc7 is similar to other lines where White wins the d-Pawn.

42.Nxc5+



42...Kc7 Thanks to his 37th 43.Nb3 c5 allowing White another passer, and it's protected !

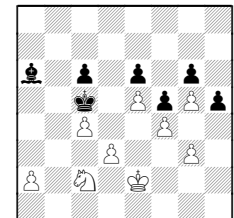
43...Kb6 44.Nxd4



44...Kc5 45.Nc2

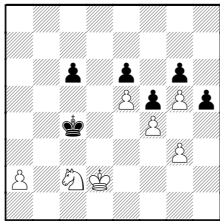
(45.Nb3+ Kb4 Black will win back a Pawn.)

45...Ba6 46.Ke2



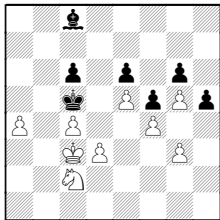
46...Bc8

(46...Bxc4 just to do something with the Bishop 47.dxc4 Kxc4 48.Kd2



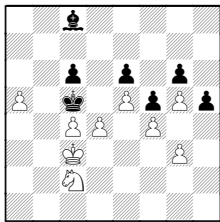
48...c5 49.a4 and the passer queens !!)

47.Kd2 Ba6 48.Kc3 Bc8 49.a4



49...Kb6

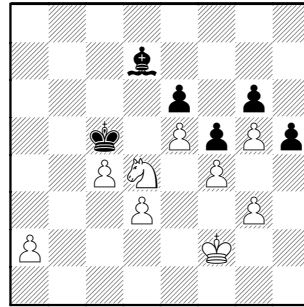
(49...Ba6?? 50.a5 Bc8 51.d4#



50.d4 Ka5 51.Kb3 Ba6 52.Ne3 Bb7  
53.c5 Ba6

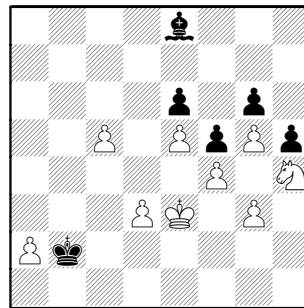
(53...Bc8 54.Nc4+ Ka6 55.Nb6 Bb7  
56.Kb4 Ka7 57.Ka5 Kb8 58.Nd7+ Kc7  
59.Nf8 finally hitting g6 !!)

44.Nxc5 Kb6 45.Nb3 Bd7 46.Nxd4 Kc5



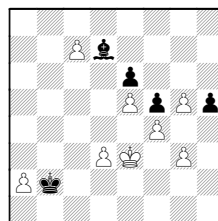
Black could have had a similar position with a Pawn at c6 (see analysis line 43..Kb6)

47.Ke3 [Here 47.Nc2 fails 47...Ba4]  
47...Kb4 48.Nf3 Kc3 49.Nh4 Be8 50.c5 Kb2



51.c6

51.Nxg6? Bxg6 52.c6 Be8 53.c7 Bd7



54.a4 Kb3 55.a5 Bc8 56.Kd4 Kb4

51...Bxc6 52.Nxg6 Kxa2 53.Nf8  
BLACK RESIGNED The Knight vs Bishop theme lasted from start to finish !!

53...Be8 [53...Bd5 54.g6] 54.Nxe6

[54.g6 Kb3 55.g7 Bf7 56.Nh7 Kc3

57.Nf6]  
1-0

BOARD 6

Hedgehogs-StCCC

StCCC forfeits

1-0

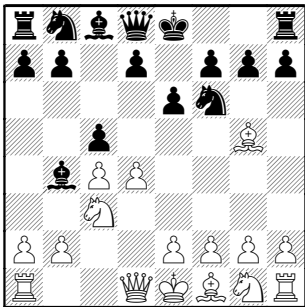
**CHAMPIONSHIP TITLE MATCH**  
**Downers Grove Chess Club at Motorola Knights**

**PRESENTED IN Board-finishing order: 6.2.4.1.5.3**

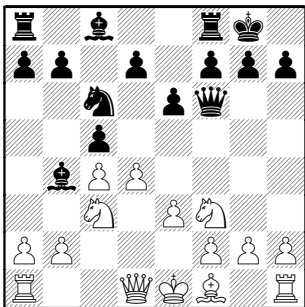
**BOARD 6**

**Cherkassky, Georgiy (1764) - Romanowitz, Caleb (1447) [E30]**

**1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Bg5 c5**



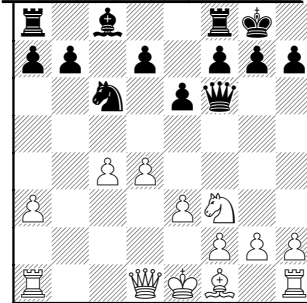
**5.Bxf6 [5.d5] 5...Qxf6 6.e3 Nc6 7.Nf3 0-0**



**8.a3**

8.Bd3 is possible, d4 is still defended with the Bxh7+ discovery. White can castle next, breaking the pin without a2-a3.

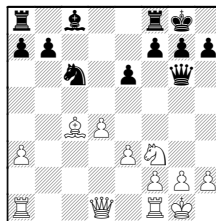
**8...Bxc3+ 9.bxc3 cxd4 10.cxd4**



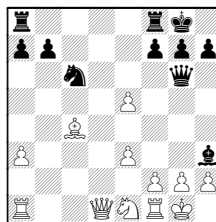
One advantage to White's way is he has an extra center Pawn.

**10...d5 11.c5** (or had an extra center Pawn)

I'd concentrate on finishing my development **11.Bd3 dxc4 12.Bxc4 Qg6 13.0-0**

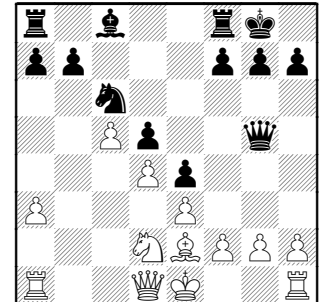


**13...e5 14.dxe5 Bh3 15.Ne1**



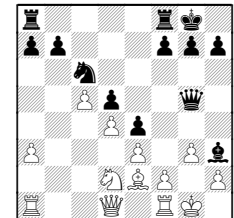
**15...Nxe5 16.Be2** and eventually Kh1 should be safe enough. Black does have a 2-1 Queenside Pawn advantage, however.

**11...e5 12.Be2** White's timing is off..  
**12...e4 13.Nd2 Qg5**



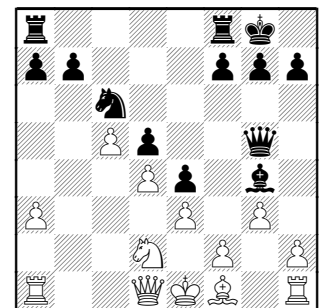
**14.g3**

Now castling is obviously a mistake. **14.0-0?! Bh3 15.g3**



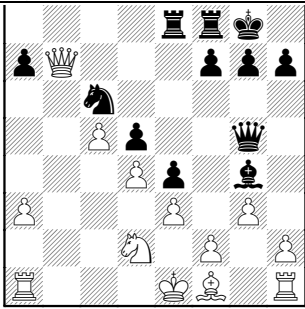
Maybe White prefers the Bishop to Rook here.

**14...Bh3 15.Bf1 Bg4**

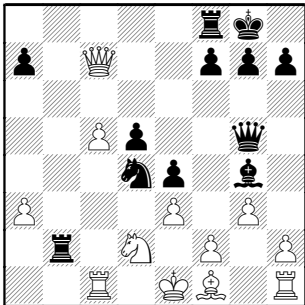


**16.Qb3 Rae8! 17.Qxb7**





17...Nxd4! Nice energy! Black threatens to overload the uncastled position with e4-e3. 18.Rc1 Rb8 19.Qc7 Rb2

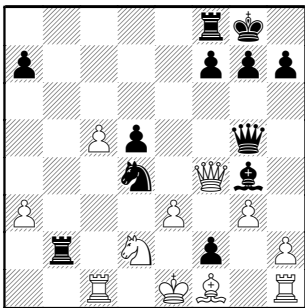


pinning the e-Pawn, with main idea Nc2+

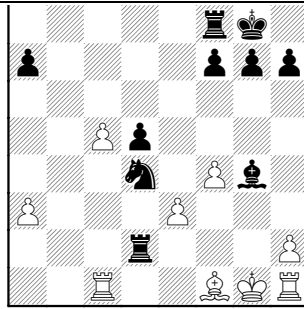
20.f4 doesn't solve the problem

20.Qa5 Nc2+ 21.Rxc2 Rxc2

20...exf3 21.Qf4 [21.Kf2? Rxd2+] 21...f2+



22.Kxf2 [22.Qxf2 Nc2+] 22...Rxd2+ 23.Kg1 Qxf4 24.gxf4



24...Nf3#

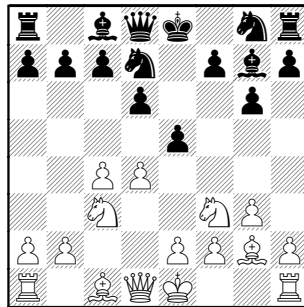
A good example why Caleb was the League MIP and a magnificent 6th board.... not only playing well but contributing 450 rating points to the club's cap average. 0-1

**BOARD 2**

Morris, Robert (2206) – Bungo, Greg (2119) [A41]

Comments by Rob Morris marked with [RM].

1.d4 g6 2.Nf3 Bg7 3.c4 d6 4.Nc3 Nd7 5.g3 e5 6.Bg2



6...f5

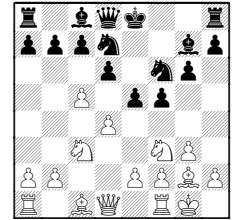
[RM] Is he trying to get a jump on KID expansion ?

[Editor] The fianchetto position is popular for its flexibility in defence, so I'd expect this to be premature.

7.Ng5

[RM] Perhaps I overestimated my

position though as a clear refutation eluded me in analysis. 7.0-0 idea Ng5 7...Ngf6 "something tame" 8.c5

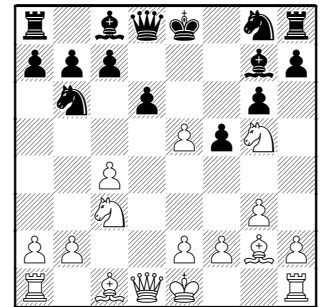


After this all I could think was ... Ouch ... Black's in trouble.

7...Nb6

[RM] suggests 7...Nf8 as an improvement. 8.Bd5 then looks interesting.

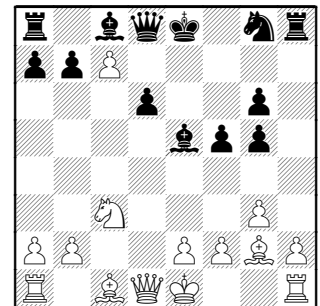
8.dxe5



8...Bxe5

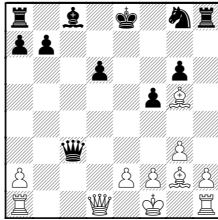
8...dxe5? 9.Qxd8+ Kxd8 10.Nf7+

9.c5 The Pawn is still pinned, just like previous move. 9...h6 10.cxb6 hxg5 11.bxc7

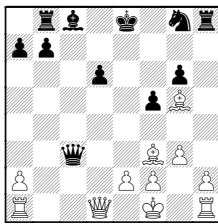


11...Bxc3+ not immediately required

11...Qxc7 12.Bxg5 Bxc3+ 13.bxc3  
Qxc3+ 14.Kf1

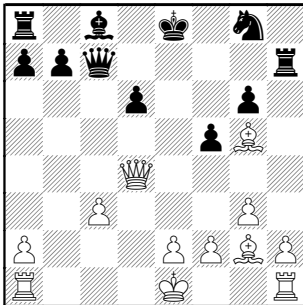


White is still better. He can play Bf3,Kg2 to tidy-up the backrank. 14...Rb8 15.Bf3

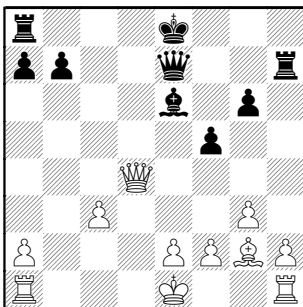


15...f4 I dunno if Black's open lines are worth a Pawn or two. 16.Bxf4 Bh3+

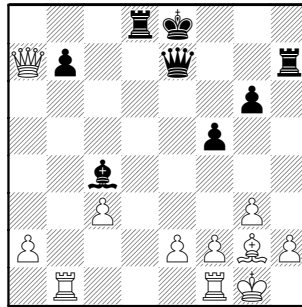
12.bxc3 Qxc7 13.Qd4 Rh7 14.Bxg5



14...Ne7 15.Bf4 geesh, what a mess  
15...Be6 16.Bxd6 Qd7 17.Bxe7 Qxe7



18.Rb1 The hits keep comin' !! 18...Rd8  
19.Qxa7 Bc4 20.0-0



[RM] As I recall, time wasn't a factor. It seemed to me the resignation was premature (happy to take it though!) however, with proper play my position was surely won. Still ... technique was required as every line I look at trades down to a 2 rook endgame with me up 3 or so pawns but with at least 1 passive rook. Fortunately one active rook was all I really should need. 1-0

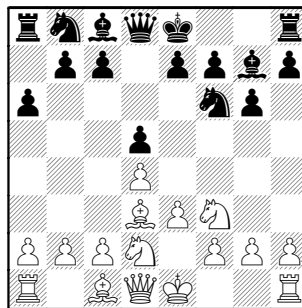
**BOARD 4**

Balicki,Jeff (1799) – Tan,Gaddiel (1806) [D04]

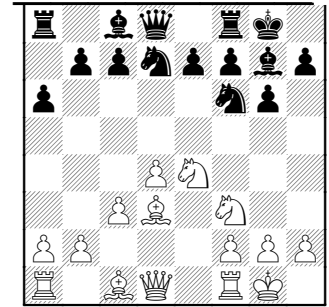
1.d4 d5 2.Nf3 Nf6 3.e3 a6

Who says b5 needs covering ? Myabe Black anticipates dxc, b5... but the assumption is based on c2-c4 being played.

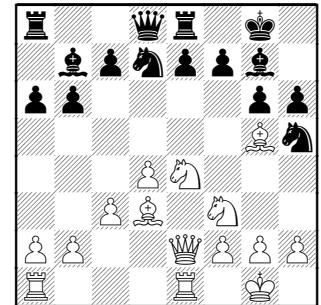
4.Nbd2 g6 5.Bd3 Bg7



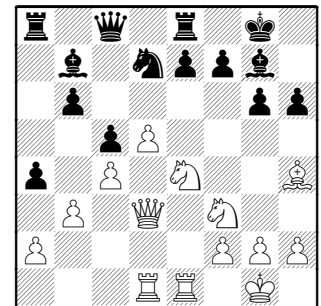
6.c3 0-0 7.e4 dxe4 8.Nxe4 Nbd7 9.0-0



9...b6 10.Re1 Bb7 11.Qe2 Re8 12.Bf4  
Nh5 13.Bg5 h6



14.Bh4 [14.Bd2] 14...Nf4 15.Qd2 Nxd3  
16.Qxd3 a5 Yup, his 3rd move was a waste. 17.Rad1 Qc8 18.b3 c5 19.d5 a4  
20.c4

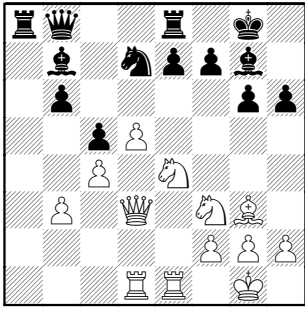


All said, both sides have their possibilities.

20...axb3 21.axb3 Qb8

21...Ra3 idea Qa8-a5

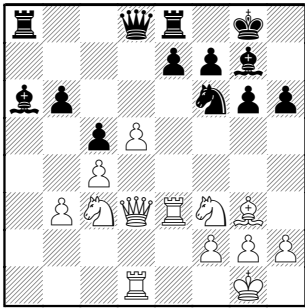
22.Bg3



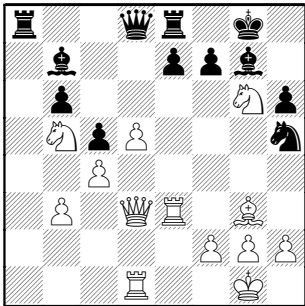
22...Qd8

22...Ne5 is possible, forcing at least another minor trade

23.Nc3 Ba6 24.Re3 Nf6



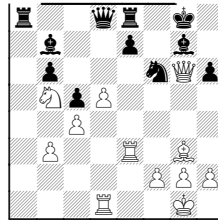
25.Ne5 covers g4 and runs to c6 outpost  
25...Bb7 26.Nb5 Nh5 27.Nxg6!!



Exploding a quiet game into a raging attack !!

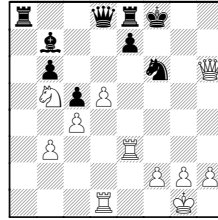
27...Nxg3 killing the Knight's entry to c7

27...fxg6 28.Qxg6 Nf6  
(28...Nxg3 would be similar to the game)



A) 29.Bf4

A1) 29...Kf8 30.Bxh6 Bxh6 31.Qxh6+



31...Kg8

(31...Kf7 32.Rg3 Rg8 33.Rdd3?? Ra1+)

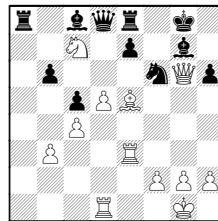
32.Rg3+ Kf7 33.Qg7#

A2) 29...Kh8 30.Bxh6 Bxh6 31.Qxh6+ Nh7 32.Rh3

A3) 29...e5 30.Bxh6 Re7 31.Rg3 Qf8

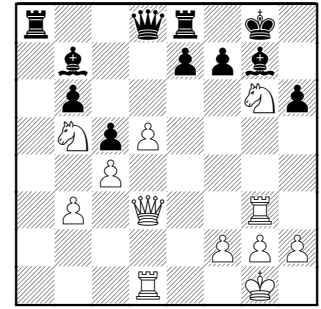
B) 29.Nc7 is the obvious threat. After some gazing, I suddenly see the real idea is to play Ne6 ! and mate!!

Rybka gave me the hint with 29...Bc8  
30.Be5 idea Bxf6, Nxe8



30...Rf8 31.Rg3 (31.Nxa8)

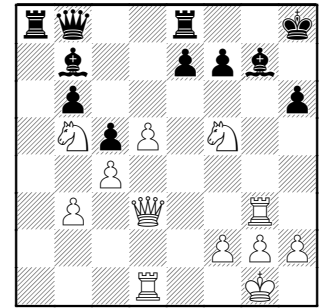
28.Rxg3



Now g7 desperately needs defence.  
28...Qb8

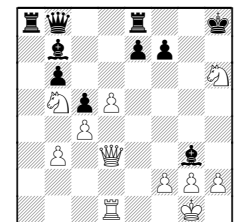
Rybka's 28...e5 gives Black access to the 7th rank, but also makes a center passers (for both sides!).

29.Nh4 Kh8 30.Nf5



30...Bf8

30...Be5 Rybka again! 31.Nxh6!!  
(31.Rh3) 31...Bxg3



32.Nxf7+ Kg7

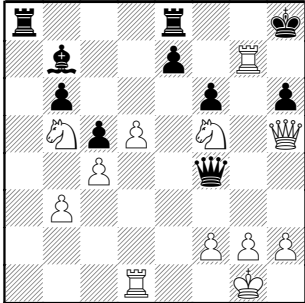
(32...Kg8 33.Qg6+ Kf8 34.Ng5 mates)

33.fxg3 Kxf7 34.Qh7+ mates

31.Qc3+ f6 32.Qf3 idea Qg4-g8#

32.Nfd6! idea Nf7+ or Qxf6+ (if Black captures)

32...Bg7 33.Rxg7 Qe5 34.Qh5 Qf4

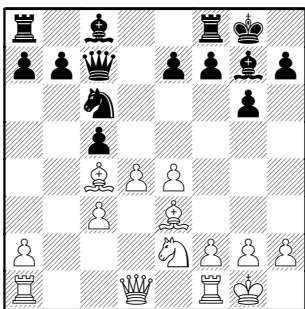


35.g3 Qxf5 36.Qxh6+ 1-0

**BOARD 1**

Klug, Steffan (2165) –  
Fridman, Yuri (2265) [D87]

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.cxd5 Nxd5  
5.e4 Nxc3 6.bxc3 Bg7 7.Bc4 c5 8.Ne2  
Nc6 9.Be3 0-0 10.0-0 Qc7



11.dxc5 Not the way to pursue advantage against the Gruenfeld.  
11...Rd8

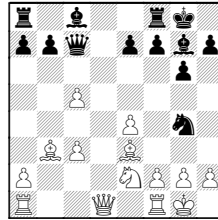
Black can re-capture the Pawn straight-away with the standard 11...Ne5 and Black is already better in all variations.

12.Bb3

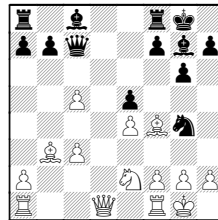
The game move 12.Qb3 has no threat with the Rook at home on f8. 12...Ng4

Of course, if 12.Bf4 Qxc5

12...Ng4

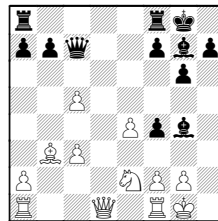


chasing off the protector of c5, possibly with the help of e7-e5 13.Bf4 e5



14.h3 exf4 15.hxg4 Qxc5

(or even 15...Bxg4

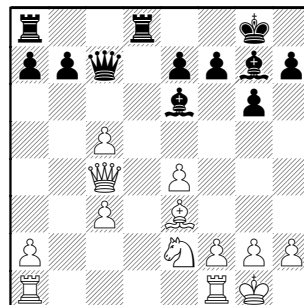


16.f3 Qxc5+)

12.Qc2 Ne5 13.Qb3 Nxc4

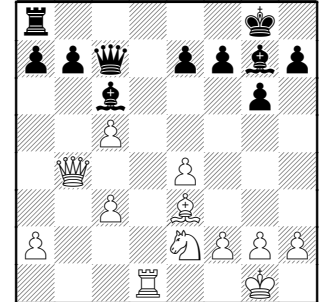
It's already too late for 13...Ng4 due to 14.Bxf7+

14.Qxc4 Be6



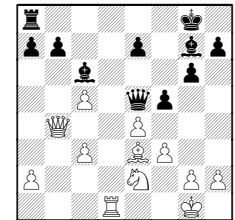
Similar positions are usually full compensation for the Pawn, as we'll see.

15.Qa4 Bd7 16.Qb4 Bc6 17.Rad1 Rxd1  
18.Rxd1



18...Rd8

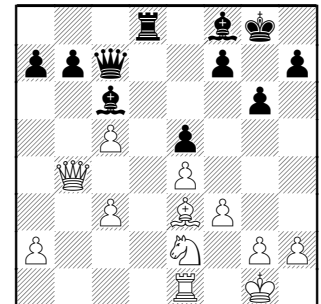
18...Qe5 19.f3 unprotecting e3-Bishop (19.Ng3 Qxc3) 19...f5



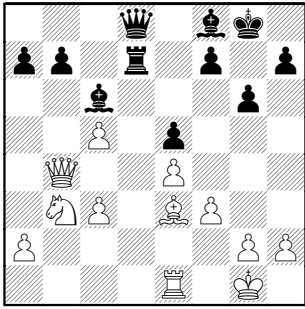
White has Pawn weaknesses on 2/3 of the board.

20.Bd4 Qe6 hits a2 while maintaining attack to e4

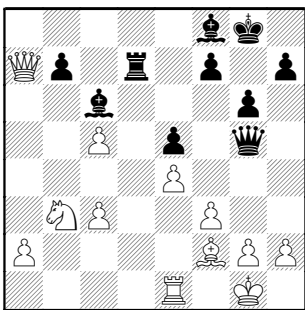
19.Re1 e5 probably to cut the Knight's options 20.f3 making c4,Nc3-d5 possible, the downside to Black moving the e-Pawn two squares (it's often needed to guard d5) 20...Bf8



21.Nc1 [21.c4 idea Nc3-d5] 21...Rd7  
22.Nb3 Qd8

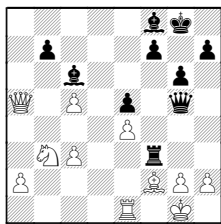


23.Qa5 Qh4 24.Bf2 Qg5 25.Qxa7



25...Rd3 hitting the c3 and f3 Pawns  
26.h4

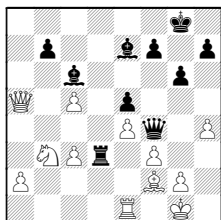
White shouldn't delay chasing the Queen. 26.Qa5 Rxf3



27.h4 Qg4

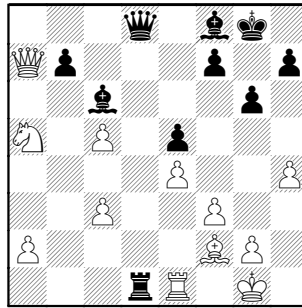
26...Qd8

26...Qf4 targeting f3 and h4 27.Qa5 Be7

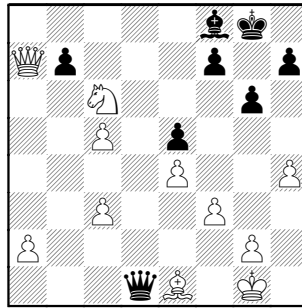


28.Nc1 Rd7 29.Be3 Qxh4

27.Na5 Rd1

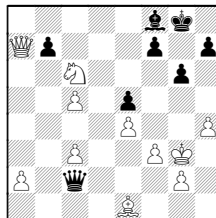


28.Nxc6 Rxe1+ 29.Bxe1 Qd1



30.Kf1

Perpetual checks may come from 30.Kf2 Qc2+ 31.Kg3



31...Qc1 (31...bxc6 32.Qc7) 32.Nxe5 Qxe1+ 33.Kg4

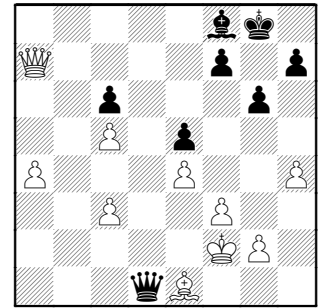
(33.Kh2 Qxh4+=;  
33.Kh3 Qh1+ 34.Kg4 h5+ 35.Kf4 Bh6+  
36.Kg3 Qe1+=)

33...h5+ 34.Kg5 Qg3+ 35.Kf6 Bg7+  
36.Ke7 Qxe5+

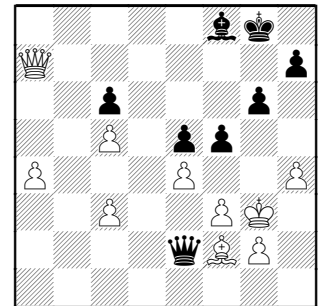
30...Qd3+ 31.Kg1 Qd1 32.Kf2 bxc6

32...Qc2+ see analysis at 30. Kf2 33.Ke3 Bh6+ 34.f4 Bxf4+ 35.Kf3

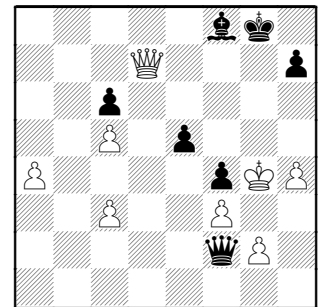
33.a4



33...Qd3 34.Kg3 Qe2 35.Bf2 f5



36.exf5 gxf5 37.Qd7 f4+ 38.Kg4 Qxf2



39.Qe6+ Kh8 40.Qxe5+ 1/2-1/2

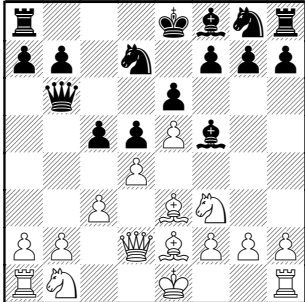
**BOARD 5**

Wakerly,Ralph (1872) -  
Augsberger,Len (1782) [B12]

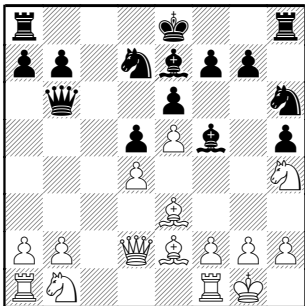
1.e4 c6 2.d4 d5 3.e5 Bf5 4.Be3

[4.Nf3; 4.Nc3; 4.g4 makes some fun]

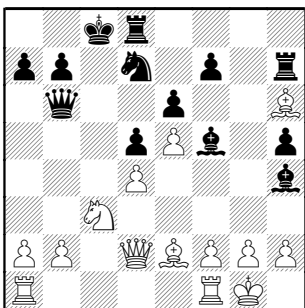
4...e6 5.c3 [5.Nd2] 5...Nd7 6.Nf3 Qb6  
7.Qd2 c5 8.Be2



8...h5 9.0-0 Nh6 10.Nh4 cxd4 11.cxd4  
Be7



12.Bxh6 Bxh4 13.Bxg7 Rh7 14.Bh6 0-0  
0-0 15.Nc3 Nb5-d6+ is now available

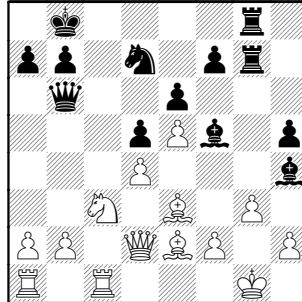


15...Rg8 16.Rfc1

16.Bxh5 seems a bit greedy, but does

control the open file

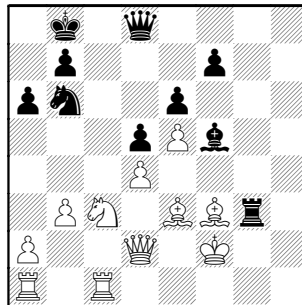
16...Kb8 17.Be3 Rhg7 18.g3



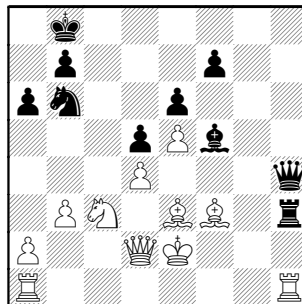
18...a6 19.Bxh5 Qd8 20.Bf3 Nb6

20...Nf8 sends the Knight on a long journey to h3 via h7 and g5.. but any trades will favor White's two-pawn material advantage.

21.b3 Now the Knight is really out of play. 21...Bxg3 22.fxg3 Rxg3+ ummmm... 23.hxg3 Rxg3+ 24.Kf2



[24.Bg2? Bh3] 24...Qh4 25.Rh1 Rh3+ 26.Ke2



26...Rxf3 1-0

**BOARD 3**

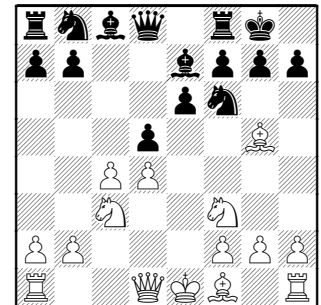
Dugovic,Daniel (1894) -  
Thomson,Jim (2005) [B14]

This turned out to be last game of match played. The result of this game would also be the result of the match and Championship !!

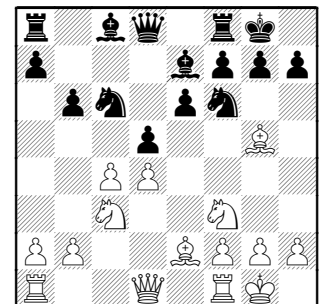
1.c4 c6

When researching for the best reply to the English Opening, a Master once advised to not play it-- instead, play a Queen's Gambit Declined setup (with e6 and/or c6). Before that, I'd never understood why the books even mention c7-c6.

2.e4 d5 3.exd5 cxd5 4.d4 and the transition to Queen's Gambit theory is complete. 4...Nf6 5.Nf3 e6 6.Bg5 Be7 7.Nc3 0-0

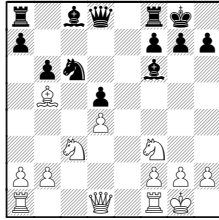


8.Be2 There are three more popular moves in my DB [8.Bd3; 8.Rc1; 8.c5] 8...Nc6 9.0-0 b6



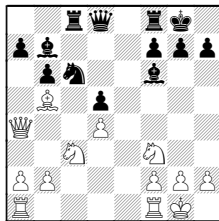
**10.Ne5**

As White, I'd be tempted to try and take advantage of the light-square weaknesses made by Black's last move. 10.Bxf6 Bxf6 11.cxd5 exd5 12.Bb5



If Black moves the Knight, Ne5 may have strength (with Re1 support).. if Black defends the Knight, White has natural posts to further attack it such as Qa4, Rac1. Note that tactics arise because Black's Queen is already tied down to her d5-Pawn.

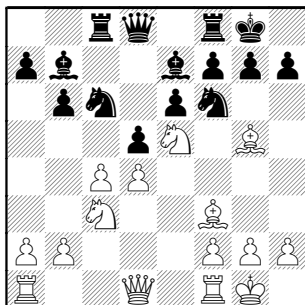
12..Bb7 13.Qa4 Rc8



14.Bxc6 Bxc6 15.Qxa7?? Ra8 trapping Queen !

10...Bb7 setting up dxc,Nb4-d5

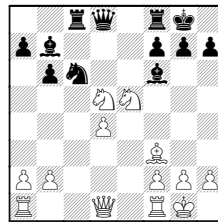
11.Bf3 pinning and targeting the d-Pawn  
11...Rc8



At first glance, it seems trades now kill the game, but Black clearly has the better play from the opposite Bishop themes.

**12.Bxf6 Bxf6 13.Nxc6**

Massive trades also result from 13.cxd5 exd5 14.Nxd5

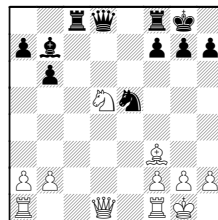


**A)** Black drops a Pawn after 14...Nxe5?  
15.Nxf6+ Qxf6

(15...gxf6 16.dxe5 Bxf3 17.Qxf3 fxe5 18.Qg3+)

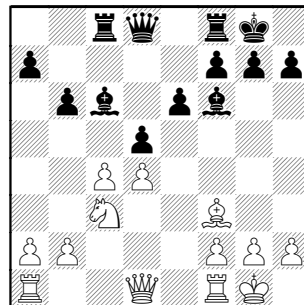
16.dxe5 Qe7

**B)** 14...Bxe5 15.dxe5 Nxe5

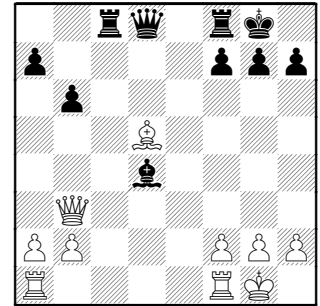


16.Nf6+ Qxf6 17.Bxb7

13...Bxc6



**14.cxd5 Bxd5 15.Nxd5 exd5 16.Qb3 Bxd4 17.Bxd5**



First reaction is "a draw could be agreed here", but Black does get an initiative started.

17...Qf6 hitting f2 and b2, freeing the way for his other Rook. 18.Rab1 Rc5 tying Queen down, while doubling Rooks

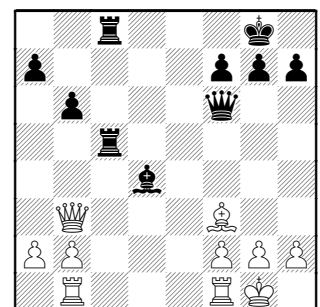
18...Rfd8;

18..Rc7 maintains 2nd rank while preparing to double on c-file with idea Rc2 for another hit on b2. 19.Qa3 idea b3 or b4

**19.Bf3**

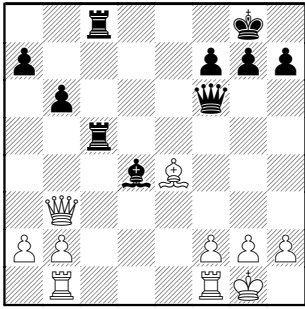
19.Be4 defends c2, but Bishop is kinda hanging in open space

**19...Rfc8**



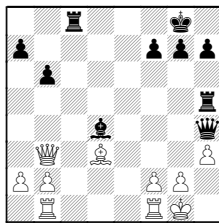
Rc2 threatens

**20.Be4**



20...g6

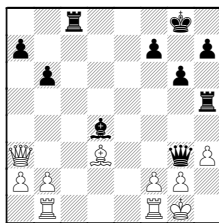
20...Qh4 21.Bd3 Rh5 22.h3



22...Qg3 would be a killer, with idea Rxf3, if not for... 23.Bxf7+ winning Queen

21.Qa3 R8c7

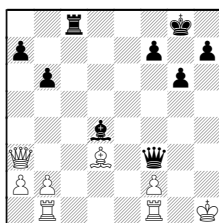
A) 21...Qh4 22.Bd3 (Rybka kills my idea with 22.Qf3) 22...Rh5 23.h3 Qg3



A1) 24.Bxg6? Qxg6;

A2) 24.Qxa7?? Rxf3 and Qh2#;

A3) 24.Kh1?? Rxf3+ 25.gxf3 Qxf3+ 26.Kg1 Qg3+ 27.Kh1 Qf3+



28.Kg1

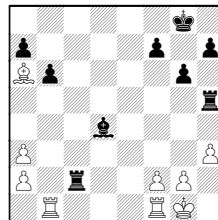
(28.Kh2?? Be5+ 29.Kg1 Qg4+ 30.Kh1 Qh3+ 31.Kg1 Qh2#)

28...Be5! 29.Bxg6 Qg4+ 30.Kh1 Qh4+ 31.Kg2 Qh2+ 32.Kf3;

A4) 24.Ba6 Qxa3

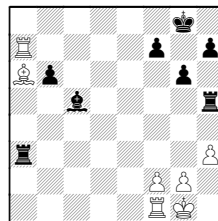
(24...Rxf3?? no time for this ! 25.Qxg3 Rxf3 26.Bxc8)

25.bxa3 Rc2

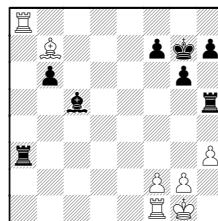


Black does win a Pawn, but the opposite Bishops will lean toward a draw.

26.Rbd1 Bc5 27.Rd7 Rxa2 28.Rxa7 Rxa3



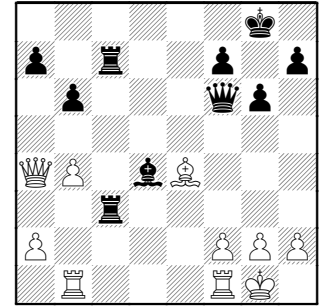
29.Ra8+ Kg7 30.Bb7



I'd keep the maximum material on board. 30...Rd3 idea Rd2;

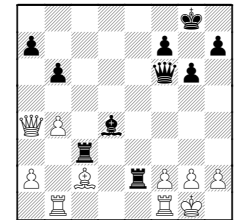
B) Rybka notices a standard backrank theme 21...Qxf2+! 22.Kh1 (22.Rxf2?? Rc1+--+) 22...Qh4

22.b4 Rc3 23.Qa4

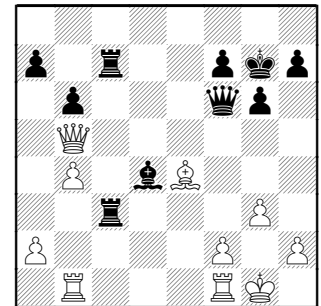


23...Qf4 chasing the Bishop off c2

23...Re7 stops White's reply 24.Bc2 Re2



24.Qe8+ Kg7 25.g3 Qf6 Re7 fork is threatened 26.Qb5



26...Qe5 Definitely wrong for Black to offer a Queen trade.

26...Re7;

26...h5 idea h4 to open the h-file to the King

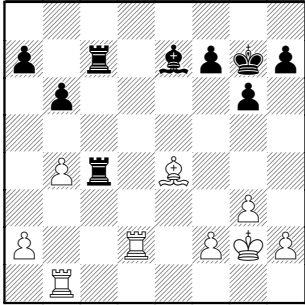
27.Qxe5+ Bxe5 28.Rfd1

28.Bd5 protects a base Pawn, with idea

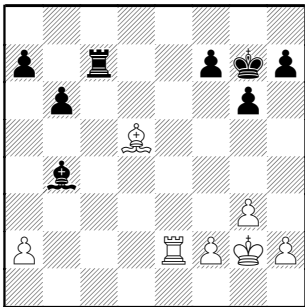


Bb3 to permanently cover c2

28...Bf6 29.Kg2 Be7 30.Rd2 R3c4



31.Bd5 Rxb4 32.Rxb4 Bxb4 33.Re2

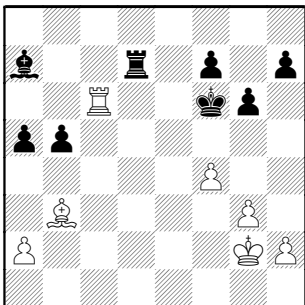


Somewhere around here, this was the last game of the match still going. Tough to win this symmetrical position with opposite Bishops !

33...Kf6 34.Re4 Bc5

34...a5 idea Rc2, then Bc5 35.Rf4+ defending f2 and attacking f7

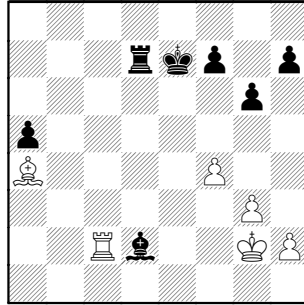
35.f4 Rd7 36.Bb3 a5 37.Re8 b5 38.Rc8 Ba7 39.Rc6+



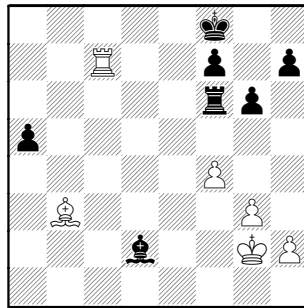
39...Ke7 40.a4 bxa4

Pawns trades are one step closer to peace, but 40...b4 is no better 41.Ra6

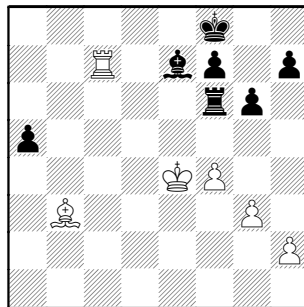
41.Bxa4 Be3 [41...h5 42.Ra6] 42.Rc3 Bd2 43.Rc2



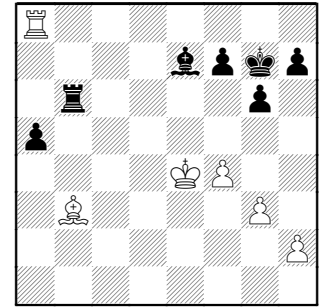
43...Rd6 44.Rc7+ Kf8 45.Bb3 Rf6



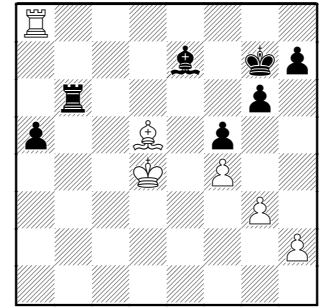
46.Kf3 Bb4 47.Ke4 Be7



48.Rc8+ Kg7 49.Ra8 Rb6

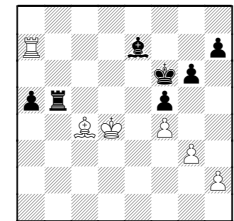


50.Bd5 f5+ 51.Kd4

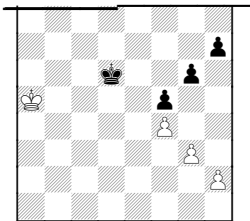


51...a4

51...Rb5 52.Ra7 Kf6 53.Bc4



Must Black's Rook retreat? 53...Rc5 54.Rxe7 Rxc4+ 55.Kxc4 Kxe7 56.Kb5 Kd6 57.Kxa5



57...Kd5 58.Kb4 Ke4 59.Kc3 Kf3 60.Kd3 Kg2 61.Ke3 Kxh2 62.Kf2 I believe is drawn.] 1/2-1/2

**ERRATA**

*Any person hates admitting to errors, but, on the other hand, the Editors love to receive feedback from observant readers!*

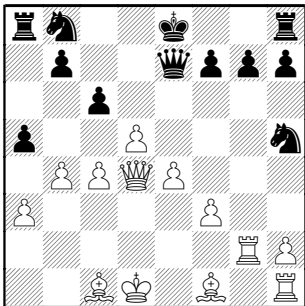
*The old adage about "the longer the analysis, the more errors" holds up and we challenge you all to find any mistakes. I'm sure this issue will be like shooting fish in a barrel !*

*For sake of accuracy, please review those corrections we've received to date !!*

**Error #1**

**In the first round game between Steve Tennant and David Franklin**

Steve was walking us through his thoughts and reached this move-18 position:



**18...axb4 19.axb4**

**Steve's comment here was**  
"Possibly 19.d6 is better"

the Games Editor lazily left off the "**possibly**" which mistakenly changes the intended evaluation.

Sorry about that !!

**Error #2**

Rob Morris filled in his missing game from Round 2, and offered some analysis.. as follows.

**Acosta,Mariano – Morris ,Rob [E01]**  
StCCC-Knights Board 2  
Playoff Round 2, 5-14-2011

**NOTES BY Robert Morris**

Going into this game it seemed that SCCC was having trouble getting their 6th board to the playoffs. This knowledge, combined with my own miserable performance of late, led to very conservative play on my part.

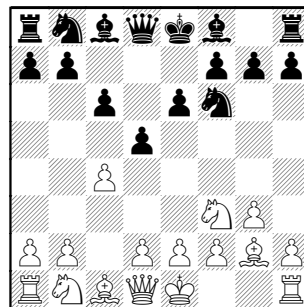
**1.Nf3 d5 2.c4 e6 3.g3 c6 4.Bg2**

Believe it or not I've never looked at this position before (I'm accustomed to white having played d4) and I seriously debated taking the pawn for a few minutes.

In unfamiliar situations we tend to assume the pawn is untouchable however I found myself thinking about how often it can be captured in related mainstream openings. (Catalan, Slav, QGA, etc.)

Still, given that we were the likely beneficiaries of a forfeit on board 6 and my play had been terrible for the last several rounds, I was a bit more risk averse than usual.

**4...Nf6**

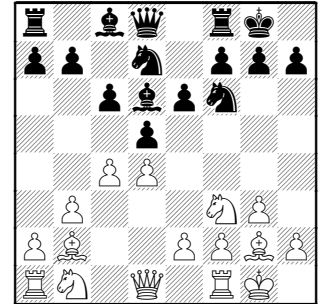


**5.b3**

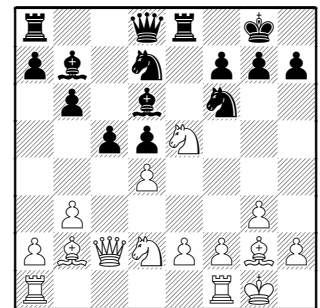
Played so quickly (I seem to recall thinking it was his fastest move of the opening) I found myself wondering afterwards if I was correct that 4 ... dxc4 might have been something he didn't really want to see.

Looking at it with a computer my suspicions have been confirmed that taking would merely have led to a different, more unbalanced, game ... Not better (or worse) than the game continuation but, perhaps, a bit more interesting.

**5...Bd6 6.Bb2 Nbd7 7.d4 0-0 8.0-0**



**8...b6 9.Nbd2 Bb7 10.Qc2 c5 11.cxd5 exd5 12.Ne5 Re8!?**

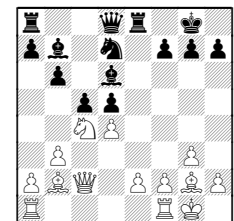


My database lists this as a novelty. 12...Rc8 has been played before

**13.Ndf3?!**

White has a couple of interesting options:

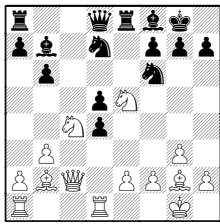
**A) 13.Nxd7 Nxd7 14.Nc4**



14...Bf8 15.Rad1 The pressure on the d-pawn will be awkward for black. White

retains a very slight advantage in an interesting position.

B) 13.Ndc4 Bf8 14.Rfd1 cxd4

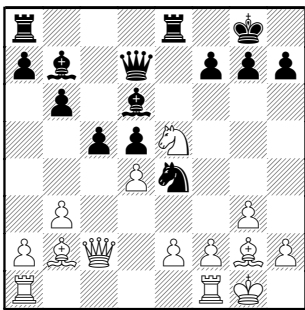


forces black into an isolani position in which it seems the d-pawn is already blocked. Rybka calls it equal (doesn't even evaluate this idea as "best" however) OTB ... it would have been an interesting way for white to create long term imbalances.

13...Ne4 14.Nxd7 Played after 19 minutes of thought. (47 min left for white 65 min left for black)

Given the long think at this point it seemed that Mr. Acosta was struggling to find a tangible advantage.

14...Qxd7 15.Ne5?!

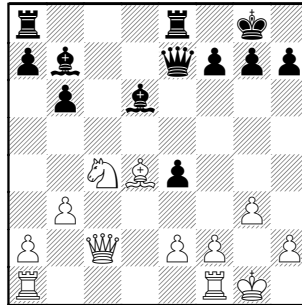


So this is what he was pondering. Unfortunately this only forces the black queen to a slightly better square and, eventually, lets the knight be a bit of a target should it make its way to c4 ... if black plays it right.

15...Qe7?! A minor inaccuracy since once white's knight reaches c4 black would prefer to play Be7 and then apply pressure on the c-file.

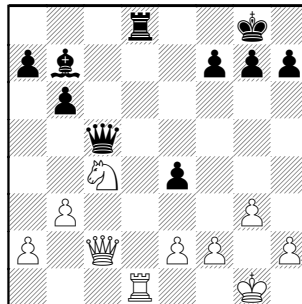
White now used another 10 min of his remaining time. After move 16 White has 33 min left to Black's 57 min.

16.Bxe4 dxe4 17.Nc4 cxd4 18.Bxd4

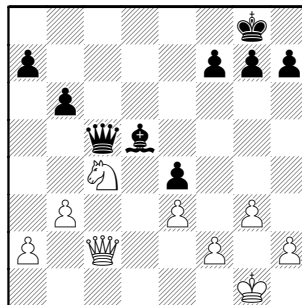


It now becomes obvious why 15...Qe6 would have been a slight improvement.

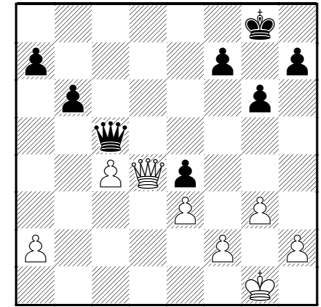
18...Bc5 19.Rfd1 Red8 20.Bxc5 Qxc5 21.Rxd8+ Rxd8 22.Rd1



22...Rd4 23.e3 Rd5 24.Rxd5 Bxd5



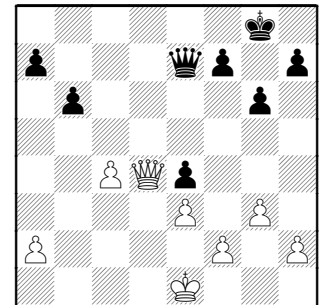
25.Qd2 Bxc4 26.bxc4 g6 27.Qd4



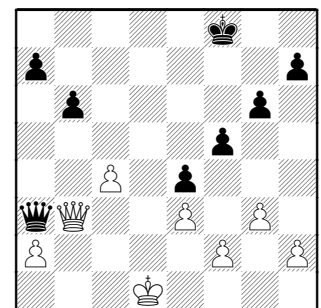
27...Qf5?! Black is drifting a bit. While the position remains dead equal this move has no real plan behind it

27...Qe7 secures all key points in black's position and retains the option of actively attacking the queenside. While the computer considers this and the game move to be completely equal (evaluation of 0.0 in MANY different lines) Qe7 would have been a better sign that black had some idea/plan.

28.Kf1 Qe6 29.Ke1 Qe7



30.Kd1 Qa3 31.Qd2 Kf8 32.Qc2 f5 33.Qb3



During the game it seemed like the

queen trade would draw. Sure the outside potential passer looks imposing but I can never seems materializes if white plays correctly. (i.e. doesn't capture but instead makes sure his pawn is on b4 and king has acces to b3)

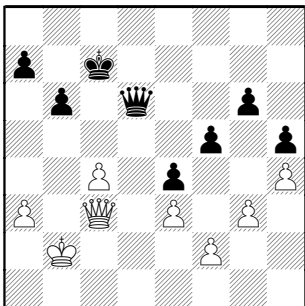
Unfortunately things had taken a bit of an awkward turn for the team. While the forfeit on board 6 was in the books so was a loss on board 4. Furthermore, board 5 looked about even after an early pawn extra pawn was dropped by Jeff, Yuri (board 1) appeared to be slightly worse and Board 3 was up material but a win didn't appear to be a foregone conclusion.

Since the K & P endgame seemed drawn I decided to roll the dice with queens. (Though a win looked very unlikely.)

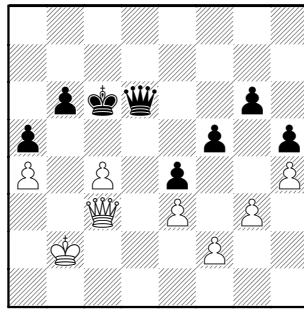
**33...Qd6+ 34.Kc2 Ke7**

My computer points out that a more aggressive approach might be to try invading with the black king on g4 & h3. I never seriously considered this option during the game and while it might be marginally better the position is still very close to equal.

**35.a3 Kd8 36.Qc3 h5 37.h4 Kc7 38.Kb2**

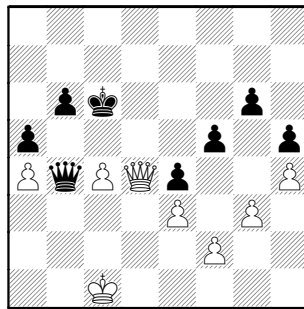


**38...a5 39.Kc2 Kc6 40.Qb3 Qc5 41.Qc3 Qd6 42.Kb2 Kc5 43.a4 Kc6**



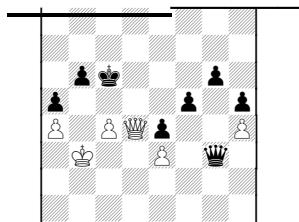
Both sides could die of boredom about here and white nearly did. My guess is that Mr. Acosta assessed the match situation the same as I did. By this time Yuri's draw (board 1) was in the books and Jim (board 3) had either won or was all but certain to. Finally Jeff was far more likely to win or draw than he was to lose. In short ... a draw here would all but guarantee (we would only need a draw on Jeff's board) my team the win and time was short.

White over-presses with: **44.Qd4? Qb4+ 45.Kc1**



**45...Qxa4?** Apparently one bad time pressure blunder deserves another. Black's advantage is obvious and probably winning.

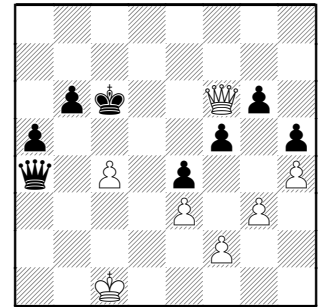
As I recall it seemed to me that **45...Qe1+ 46.Kc2 Qxf2+ 47.Kb3 Qxg3**



would leave black's queen out of play

and his king exposed so I thought perpetual checks were likely. Apparently I missed the fact that black queen can come to his majesty's aid via the h2-b8 diagonal. The time pressure demon had struck again.

**46.Qf6+**



Here I hallucinate my way into a perpetual. Frankly I no longer even recall what on earth I was thinking since the draw is very obvious. Perhaps the realization that a draw was enough and well in hand caused me to lose what little focus I had.

**46...Kc5? 47.Qe5+ Kxc4 48.Qd4+ Kb5 49.Qd7+ 1/2-1/2**

**Error #3**

The gamescore for another second Round pairing between Gaddiel Tan and Tony Jasaitis, Tony got garbled to the point where the moves were way off those actually played. Gaddiel sent in the actual moves of the encounter:

**Tan-Jasaitis**

**[A85]**

DGCC-Hedgehogs po (2.3), 14.05.2011

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

**] 4...b6 5.f3 Be7 6.Nh3 d6 7.e3 0-0 8.Bd3 e5 9.0-0 Qe8 10.d5 Qh5 11.Nf2 g5 12.Re1 a5 13.b3 Bd7 14.Ne2 Na6 15.Qc2 f4 16.exf4 gxf4 17.Nxf4 Qf7 18.N4h3 Nc5 19.Bf1 Kh8 20.Ng5 Qg7 21.Kh1 Nh5 22.Nge4 Bf5 23.Be3 Rg8 24.b4 Nxe4 25.Nxe4 Bxe4 26.Qxe4 Raf8 27.Ra2 Nf4 28.bxa5 bxa5 29.Rb1 Qh6 30.Rb7 Bd8 31.c5 Rg5 32.cxd6 cxd6 33.Rb8 Rh5 34.g3 1-0**



# Player Ratings

Sunday, September 25, 2011

Team                      Player                      W   L   D   Rating

## AMARS

FRANKLIN,D	o	o	o	2203
BROCK,B	o	o	o	2017
BRASWELL,I	o	o	o	1936*
EAMAN,R	o	o	o	1817C
FRANK,M	o	o	o	1661C
DUFFY,J	o	o	o	1628C
ACEVEDO,U	o	o	o	1506
FULKERSON,R	o	o	o	1481
FINE,A	o	o	o	1294*

## AMATS

HARRIS,M	o	o	o	1850*
FURTNER,F	o	o	o	1538
MEYER-ABBOTT,B	o	o	o	1424
MASITI,J	o	o	o	1362*
SOVA,ANDREW	o	o	o	1336*
FARMER,B	o	o	o	1324#
GRUDZINSKI,T	o	o	o	1300#
MEHDI,SYED	o	o	o	1277#
MEYER,C	o	o	o	1164*
HARPER,M	o	o	o	1123*
IRBY,L	o	o	o	1102*
BAROT,N	o	o	o	968#

## AONRK

CAVENEY,J	o	o	1	2127
COHEN,L	o	o	1	2019
COHEN,H	1	o	o	1870
GAWRON,J	o	o	o	1798?
GHAIBEH,AYMAN	o	o	o	1696*
BARRERA,JORGE	o	1	o	1612#
GILBERT,S	o	1	o	1527#
MOORE,A	o	o	o	1420#
JANCORAS,Z	1	o	o	1417#
STILES,J	o	1	o	1221*
VILLVAIAM,R	o	o	o	1200?
GROSSMAN,P	o	o	o	1200?
MOSLEY,A	o	1	o	1051*

## BCBS

KHAN,M	o	o	o	1811*
BRUNO,R	o	o	o	1590*
GUIDRY,D	o	o	o	1574*
GUIU,C	o	o	o	1537*
SAN MIGUEL,L	o	o	o	1514*
BURGESS,A	o	o	o	1495*
STURGEON,V	o	o	o	1487#
MATA,S	o	o	o	1463
THOMPSON,GZ	o	o	o	1462*
WONG,A	o	o	o	1374#
LACHOWIEC,S	o	o	o	1291#
PETTIS,D	o	o	o	1223#
GUEVARRA	o	o	o	1200?
MORANO,B	o	o	o	1100?

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Team                      Player                      W   L   D   Rating

Team	Player	W	L	D	Rating
<b>CHPTT</b>	LAWRENCE,D	1	0	0	2190*
	GHOLIZADEH,R	1	0	0	1802#
	HUNTER,JOSH	0	0	1	1535*
	KHLUS,V	0	0	0	1498*
	GOTTEMOLLER,A	0	1	0	1323*
	KAY,R	0	0	0	1200?
	BOOSTRUM,A	0	0	0	1200?
	JIANG,W	0	1	0	1164#
	VISSER,JOUBERT	0	1	0	1145*
	KONTCHOU,T	0	1	0	1103#
	WILK,M	0	0	0	1050*
<b>CITGR</b>	ONG,K	0	0	0	1839
	MUHS,A	0	0	0	1716
	KUNHIRAMAN,P	0	0	0	1575
	PRIMORAC,V	0	0	0	1565
	SENSAT,J	0	0	0	1530
	LE,DUC	0	0	0	1515
	SHAH,A	0	0	0	1345#
	SHEVCHUK,E	0	0	0	1325*
	LARSON FREEMAN,T	0	0	0	1176*
	PARRA,J	0	0	0	1065*
<b>CITUC</b>	PFAU,M	0	0	0	2074
	BLEDSE,S	0	0	0	2011?
	RAND,S	0	0	0	1980?
	MEI,M	0	0	0	1881?
	FRANCUS,M	0	0	0	1866?
	DEVENPORT,S	0	0	0	1865?
	ANTONYAN,E	0	0	0	1400?
	QI,YUAN	0	0	0	1200?
	SHAHZAMAN,K	0	0	0	1200?
	PROKOPOWICZ,P	0	0	0	1148
<b>DGCC</b>	KLUG,S	0	0	1	2163
	BUNGO,G	1	0	0	2067*
	EGERTON,J	1	0	0	2031
	DUGOVIC,D	0	0	0	1925*
	WAKERLY,R	0	0	0	1883
	POTTS,K	0	0	1	1851
	TAN,GADDIEL	0	0	0	1841*
	PARMET,D	0	0	0	1773*
	WHITED,W	1	0	0	1689#
	MANEY,A	0	0	0	1644#
	SMITH,BR	1	0	0	1627C
	VECANSKI,D	0	0	0	1581*
	ROMANOWITZ,C	0	0	0	1500*
	KIRKSY,M	0	0	0	1048?

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Team                      Player                      W   L   D   Rating

DRGNS						EXCLB					
	TEGEL,F	o	o	1	2029Q		HART,V	1	o	o	2126
	LUDWIG,T	o	1	o	1958D		LEE,D	o	1	o	1875
	MARCOWKA,R	o	1	o	1848T		DOWELL,E	o	1	o	1796
	PARKER,L	o	o	1	1733		ENGELEN,M	o	1	o	1747
	EUSTACE,D	o	1	o	1555D		WEITZ,R	1	o	o	1623D
	THOMAS,J	o	o	o	1479D		VIGANTS,A	o	o	1	1582C
	KOMORAVOLU,K	o	o	o	1440		SIEGEL,R	o	o	o	1498C
	STAMM,V	o	1	o	1412T		SUERTH,F	o	o	o	1495D
	BREYER,A	o	o	o	1355		REID,C	o	1	o	1479D
DRW						FERMI					
	TSYGANOV,I	o	o	o	2300?		KOZLOVSKY,M	o	o	o	2082
	HAYHURST,W	o	o	o	1945		SERGATSKOV,D	o	o	o	2039
	GORODETSKIY,E	o	o	o	1882		SPIEGEL,L	o	o	o	1973T
	GORODETSKIY,S	o	o	o	1760		MOTTA,H	o	o	o	1872
	GUGENHEIM,O	o	o	o	1578		GAINES,I	o	o	o	1743T
	BEDER,B	o	o	o	1575*		STRAIN,D	o	o	o	1582*
	CAPUTO,W	o	o	o	1552#		DEGRAFF,B	o	o	o	1536
	RYAN,P	o	o	o	1530#		FISCHLER,M	o	o	o	1333#
	REDMOND,M	o	o	o	1456*		MHASHILKAR,P	o	o	o	1310*
	KOMBLEVITZ,A	o	o	o	1078*		DRENDEL,B	o	o	o	956*
	MILLER,O	o	o	o	877#						

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Team                      Player                      W   L   D   Rating

Team	Player	W	L	D	Rating
<b>FORKS</b>					
	INUMERABLE,F	0	0	0	2152C
	FRISKE,T	0	0	1	2022D
	SANTIAGO,T	0	0	1	1981C
	LEVENSON,S	0	1	0	1944
	SOLLANO,E	0	0	0	1922C
	GRANATA,M	1	0	0	1881
	BIALON,D	0	0	0	1724
	ANSARI,N	1	0	0	1596
	HUGHES,N	0	0	0	1568D
	BIAN,M	1	0	0	1509*
	NICK,X	0	0	0	1210*
	KACZYNSKI,W	0	0	0	1091*
<b>JJCCC</b>					
	ABERNATHY,J	0	0	0	1560*
	BRUCE,K	0	0	0	1451*
	LEDFORD,J	0	0	0	1177*
	THOMPSON,G	0	0	0	1169*
	RAINEY,R	0	0	0	1105*
	CRAIG,S	0	0	0	1055*
	EMORY,I	0	0	0	1020?
	MARCHERT SR,J	0	0	0	1004*
	SHORES,B	0	0	0	835#
<b>LOYLA</b>					
	GURCZAK,J	0	0	0	2130?
	PUZANOV	0	0	0	1680?
	GONZALEZ,D	0	0	0	1600?
	CLARK,I	0	0	0	1442*
	ZACHAR,T	0	0	0	1432#
	DIMOPOULOS,P	0	0	0	1383*
	GLIWA,D	0	0	0	1324#
	JOHNSON,Z	0	0	0	1257#
	SOLOMON,S	0	0	0	1167#
	WOJDYLA	0	0	0	1149#
	REITER,J	0	0	0	954#
<b>MKING</b>					
	AITIPAMULA,J	1	0	0	2060*
	MELNIKOV,I	0	1	0	2008C
	WALLACH,C	1	0	0	1941C
	PIPARIA,J	1	0	0	1929C
	CYGAN,J	0	1	0	1760
	GONCHAROFF,N	0	0	1	1517S
	ALFONSO,E	0	0	0	1489
	RABINOVICH,E	1	0	0	1481
	GRYPARIS,J	0	0	0	1380C

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Team                      Player                      W   L   D   Rating

**MKNGT**

FRIDMAN,Y	0	0	1	2259C
MORRIS,R	1	0	0	2203C
THOMSON,J	0	1	0	2003C
BALICKI,J	1	0	0	1846C
AUGSBURGER,L	0	0	0	1774C
CHERKASSKY,G	1	0	0	1726
KARANDIKAR,S	0	0	0	1662
DUONG,R	1	0	0	1504*
BABINEC,J	0	0	0	1327

**MLXAC**

OBERWEIS,J	0	0	1	1898#
WANG,A	0	0	1	1888#
JARRETTE,P	0	0	0	1800?
REICH,T	0	0	0	1720
ZADEREJ,V	0	0	0	1637
MCGOWAN,D	0	0	0	1489
FELDMAN,W	0	0	0	1469?
RUFUS,B	0	0	0	1454
MATHEWS,K	0	1	0	1395#
ZARRIS,J	0	1	0	1344#
DEICHMANN,E	0	0	1	1301
LINK,D	0	1	0	1263#
MANILA,M	0	0	0	1095
MUELLER,R	0	1	0	1024*

**NWEST**

MCVAY,K	0	1	0	1911#
DATLA,S	0	0	0	1877*
KRAVIK,P	0	0	0	1796*
MODI,P	0	0	1	1749*
SHEKHTMAN,L	0	1	0	1672*
GINZBURG,D	1	0	0	1493*
LOU,J	1	0	0	1471*
KIM,C	0	0	0	1316#
WEINFELD,M	1	0	0	1298#
ANDERSON,E	0	0	0	1286#
BI,TAO	1	0	0	1254*
GLIEBE,M	0	0	0	1200?
WU,S	0	0	0	1179#
BABCOCK,S	0	0	0	1067#

**PAWNS**

MENON,G	0	0	0	2200*
KORENMAN,M	0	0	0	1966*
LATIMER,E	0	0	0	1916T
EDEUS,D	0	0	0	1759*
HOLLAWAY,M	0	0	0	1756*
KUKURUZA,V	0	0	0	1653*
ALBOROVAS,K	0	0	0	1548?
HARPER,C	0	0	0	1460*
FABIJONAS,R	0	0	0	1441T
JACKSON,WILLIAM	0	0	0	1376*
O'DELL,DW	0	0	0	1351D
WEBER,A	0	0	0	1200?
SINOPLA,J	0	0	0	859*

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Team                      Player                      W   L   D   Rating

ROOKS						STCCC					
	BENEDEK,R	o	o	o	2090T		MARSHALL,J	o	o	o	2258
	HILL,R	o	o	o	1909D		SHAW,T	o	o	o	2209?
	SUAREZ,E	o	o	o	1883C		ACOSTA,M	o	o	o	2134*
	BAURAC,D	o	o	o	1703T		WIEWEL,J	o	o	o	2129
	YACOUT,A	o	o	o	1580		SPLINTER,J	o	o	o	2126
	DECMAN,S	o	o	o	1519T		FREIDEL,P	o	o	o	1947
	GWEKOH,R	o	o	o	1430*		SUITS,J	o	o	o	1867
	KUHLMANN,S	o	o	o	1388*		VON HATTEN,J	o	o	o	1817
	RAMANATHAN,N	o	o	o	1256*		AILES,T	o	o	o	1808
	HLOHOWSKYJ,I	o	o	o	1033*		MEISSEN,B	o	o	o	1766*
	NARAYARANASAMI,S	o	o	o	800#		KOLB,S	o	o	o	1608*
							SMITH,D	o	o	o	1598*
							JANSSEN,G	o	o	o	1574
							ALBERTS,W	o	o	o	1569
							PADILLA,R	o	o	o	1565
							GIERTZ,C	o	o	o	1474#
							CRISSMAN,J	o	o	o	1463#
							KELLEY,G	o	o	o	1381#
							GREER,J	o	o	o	1376*
							POWERS,E	o	o	o	1375*
							BALES,R	o	o	o	1365*
							BOURIS,B	o	o	o	1217#
							RIES,G	o	o	o	1109#
							WIEWEL,M	o	o	o	1004?

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Team                      Player                      W   L   D   Rating

Team	Player	W	L	D	Rating
<b>TLZOO</b>	SMITH,M	0	0	0	1930
	JASAITIS,A	0	0	0	1905T
	KRATKA,M	0	0	0	1615
	COOMBES,N	0	0	0	1276*
	SCHWARTZ,BRIAN	0	0	0	1247#
	GALE,M	0	0	0	1128#
	REGAS,T	0	0	0	1100?
	CROSBY,N	0	0	0	1036*
	RESNICK,R	0	0	0	1000?
	MCENEANY,T	0	0	0	994*
	RORVICK,C	0	0	0	978#
<b>TYROS</b>					
	DIAZ,P	0	0	1	1978D
	GUIO,J	0	0	1	1826D
	STOLTZ,B	0	0	0	1824D
	DOBROVOLNY,C	1	0	0	1719D
	BUCHNER,R	0	0	0	1650C
	HAHNE,D	1	0	0	1648D
	DENMARK,T	0	0	0	1615
	VAIL,M	0	0	0	1597
	KRUEGER,J	0	0	0	1467#
	MCPHAIL,C	0	0	1	1417*
	KURUVILLA,E	1	0	0	1384*
	BYRNE,M	1	0	0	1326
	KARPIERZ,J	0	0	0	1293
<b>UOP</b>	LEONG,G	0	0	1	1955D
	SIWEK,M	0	0	0	1936D
	BOLDINGH,E	0	1	0	1910D
	VAN MEER,J	0	0	0	1898
	EASTON,R	0	0	0	1823C
	NGUYEN,M	1	0	0	1818#
	SAJBEL,P	0	0	0	1798C
	LECHNICK,J	0	0	0	1634C
	MOSSBRIDGE,A	0	0	0	1599
	SCHWANBECK,S	0	0	0	1572#
	OLSEN,A	0	1	0	1511C
	LAMBIRIS,J	0	0	0	1453
	LANG,P	0	0	0	1229#
	RAMOS,J	0	1	0	1183*
	RAMIREZ,A	0	1	0	1080#
<b>WMBAT</b>	TENNANT,S	0	0	0	2266
	PANNER,G	0	0	0	2105#
	WEBER,L	0	0	0	2074
	FREITAG,T	0	0	0	2005
	ELLICE,W	0	0	0	1780D
	ZOLKOS,A	0	0	0	1748
	FRANEK,M	0	0	0	1664T
	CONNELLY,P	0	0	0	1612*
	RAJSKY,J	0	0	0	1540*
	MIKULECKY,B	0	0	0	1389D
	SPITZIG,M	0	0	0	1322
	ZACK,K	0	0	0	800#

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## Greetings!

Renaissance Knights continues to grow and expand our services and we are asking for your help.

We are in need of chess teachers, grant writer and volunteers. If you or someone you know may be interested in one of these positions, please contact us today.

## Dynamic Chess Teachers Wanted!

Teachers needed for the North side of Chicago and the North/Northwest suburbs.

We are seeking individuals who possess both a passion for chess and a love for working with children. Must be reliable, have a positive attitude, be professional and have your own transportation. The hours range between 1:00 p.m. and 5:00 p.m. Experience in teaching is valued but not required. We are in need of dynamic teachers in Chicago and the suburbs.

This is an excellent part-time job for students, teachers, or anyone who loves to play and teach chess! If you feel that you could make chess fun for kids of all ages, please reply with:

- Resume
- Location
- Availability
- Applicable experience with chess and children
- References
- Contact information

## Volunteers Needed

Are you a savvy butterfly in the world of social networking? Would you like to help K-8th grade students in under-privileged schools be successful in school and life? Help Renaissance Knights get on the cutting edge of social networking to help us raise awareness about our program and what we do for school aged youth across Chicagoland.

Renaissance Knights is seeking an individual or two to help craft and deliver messaging to appropriate social networking applications as well as messaging via email marketing to the organization's current constituency. Volunteers will play a direct role in the development of messages as well as the creation of information to be posted.

Also, we are always looking for volunteers to help with our events.

## Donate

## Part Time Grant Writer Wanted!

We are seeking an experienced part-time grant writer. The candidate will acquire and maintain sound knowledge and understanding of the organization of grants, proposals and general business writing is essentials.

Renaissance Knights is a nonprofit educational organization that engages and empowers at-risk youth by utilizing the many educational benefits of chess to develop skills necessary for success in school and life among inner-city public school children.

We are committed to making chess an important part of our community. We provide affordable, fun and high quality chess education through school and community based programs. The most important aspect of our mission is to develop in-school and after-school scholastic chess programs.

**Position Summary:** The Grant Writer position is a vital part of Renaissance Knights development team. The individual will work closely with the Executive Director to research funding sources, write grant proposals and reports, maintain funder files and grant calendars and more. Must be detail oriented, deadline driven and highly motivated.

**Essential Duties and Responsibilities**

- Assist in all aspects of grant tracking and administration.
- Write grant proposals and reports.
- Research potential grants and funders.
- File and maintain files/documents/contracts.
- Strong interpersonal and communication skills and the ability to work effectively with a wide range of constituencies in a diverse community.



Thank you for your continued support of Renaissance Knights and our programs. We are looking forward to another great school year of chess.

Sincerely,

**David Heiser**

**Renaissance Knights**

Sheila Heiser / PO Box 1074 / Northbrook, Illinois 60065 / 773-844-0701



We look to you during this critical time to ensure that our programs will reach underserved students in our participating Chicago Public Schools. Will you make a tax-deductible donation now to help us fulfill our promises to these deserving students?

Renaissance Knights Chess Foundation is a 501(c)(3) non-profit educational organization committed to making chess an important part of our community.

### [Our Accomplishments](#)

### [Annual Report](#)

Like us on [Facebook](#) 

## Contact Us

E-mail:  
renknights@aol.com

Phone: 773-844-0701