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NEAR WEST DIVISION 11-05-2000

TEAM NAME				GAME MATCH		PCT
	W	L	D	POINTS	POINTS	
COOK CO. DEPT. OF CORR	2	0	0	9.5	2.0	1.000
PAWNS	1	1	0	5.0	1.0	0.500
LUCENT TECH. CHARGERS	1	1	0	5.0	1.0	0.500
CASE	0	2	0	3.5	0.0	0.000

FAR WEST DIVISION 11-05-2000

TEAM NAME				GAME MATCH		PCT
	W	L	D	POINTS	POINTS	
LUCENT TECH. TYROS	2	0	0	8.5	2.0	1.000
LUCENT TECH. DRAGONS	2	0	0	8.0	2.0	1.000
ARGONNE ROOKS	0	2	0	4.0	0.0	0.000
FERMILAB	0	2	0	3.5	0.0	0.000

NORTH DIVISION 11-05-2000

TEAM NAME				GAME MATCH		PCT
	W	L	D	POINTS	POINTS	
MOTOROLA KNIGHTS	3	0	0	12.5	3.0	1.000
UOP	2	1	0	12.0	2.0	0.667
KEMPER INSURANCE	2	1	0	10.0	2.0	0.667
MOTOROLA KINGS	1	2	0	9.5	1.0	0.333
EXCALIBURS	1	2	0	8.5	1.0	0.333
NORTHROP	0	3	0	1.5	0.0	0.000

EAST DIVISION 11-05-2000

TEAM NAME				GAME MATCH		PCT
	W	L	D	POINTS	POINTS	
ALUMNI ACES	3	0	0	13.0	3.0	1.000
TRADELINK/MYCHAELS	1	1	1	10.0	1.5	0.500
LEO BURNETT	1	1	0	8.5	1.0	0.500
BANK AMERICA ILLINOIS	1	1	0	5.5	1.0	0.500
THE READER	0	1	1	4.0	0.5	0.250
STAFFORD TRADING	0	2	0	1.0	0.0	0.000

21-SEP-00 THE READER	1	ALUMNI ACES	5
ROUND 1			
BD	RATINGS	SCORE	RATINGS SCORE
1 ROGERS, N	1905 -3	0	REYES, R 2335 2 1
2 VENSKE, D	1743 -8	0	CZERNIECKI, A 1997 6 1
3 SULLIVAN, C	1553 -5	0	ALLEN, H 1927 5 1
4 CARTER, L	1504 -7	0	FRANK, M 1812 7 1
5 BROIHIER, M	1127 44	1	GOLLA, R 1834-29 0
6 SMITH, S	0 0	0	LITVINAS, A 1655 0 1

12-OCT-00 TRADELINK/MYCHAELS	3	THE READER	3
ROUND 2			
BD	RATINGS	SCORE	RATINGS SCORE
1 VOLINSKIY, G	0 0	1	ROGERS, N 1902 0 0
2 JASAITIS, A	2142 3	1	VENSKE, D 1735 -4 0
3 SAGALOVSKY, L	1979 3	1	SULLIVAN, C 1548 -3 0
4 WARD, CH	1309-11	0	CARTER, L 1497 11 1
5 STAFFORD, G	0 0	0	BROIHIER, M 1171 0 1
6 SMITH, JO	0 0	0	MARSH, M 1145 0 1

12-OCT-00 BANK AMERICA ILLINOIS	2	ALUMNI ACES	4
ROUND 2			
BD	RATINGS	SCORE	RATINGS SCORE
1 KRAS, T	2144 34	1	REYES, R 2337-23 0
2 KOGAN, G	1866-14	0	CZERNIECKI, A 2003 9 1
3 FRAATS, D	1820-15	0	ALLEN, H 1932 15 1
4 LOSOFF, A	1829 15	1	FRANK, M 1819-22 0
5 PARAOAN, E	1622 -8	0	GOLLA, R 1805 8 1
6	0 0	0	FRANEK, M 1757 0 1F

18-OCT-00 LEO BURNETT	6	STAFFORD TRADING	0
ROUND 2			
BD	RATINGS	SCORE	RATINGS SCORE
1 EAMAN, R	1800 23	1	BARGERSTOCK, D 1805-23 0
2 DUFFY, J	1670 0	1	HELPER, A 0 0 0
3 SOSSI, M	1558 0	1	DILLON, M 0 0 0
4 FULKERSON, R	1423 0	1	CVETKOVICH, R 0 0 0
5 BANNON, B	1225 0	1	MITMAN, S 0 0 0
6 DOMINGUEZ, R	1299 0	1	LOWRY, D 0 0 0

01-NOV-00 ALUMNI ACES	4	TRADELINK/MYCHAELS	2
ROUND 3			
BD	RATINGS	SCORE	RATINGS SCORE
1 BENESA, A	2266 0	0	VOLINSKIY, G 0 0 1
2 REYES, R	2314 8	1	JASAITIS, A 2145 -8 0
3 GAZMEN, E	2023-25	0	SAGALOVSKY, L 1982 25 1
4 CZERNIECKI, A	2012 0	1	WARD, CH 1298 -1 0
5 GOLLA, R	1813 0	1	BARTHOLF, P 0 0 0
6 FRANK, M	1797 0	1	KRATKA, M 0 0 0
7 FRANEK, M	1757 0	1	ROBB, D 0 0 0

05-OCT-00 KEMPER INSURANCE

5

NORTHROP

1

ROUND 2

BD	RATINGS	SCORE		RATINGS	SCORE
1 SIWEK, M	2038-10	.5	WALKER, A	1762 15	.5
2 HUGHES, N	1809 -8	.5	VIGANTS, A	1618 12	.5
3 EASTON, R	1735 14	1	BURIAN, D	1591 -9	0
4 OLSEN, A	1557 14	1	GOTHIER, S	1417-14	0
5 CUMMUTA, P	1486 4	1	ELEK, G	1079 -4	0
6 BRAUNDMEIER, B	1249 0	1F		0 0	0F
7 SHIREY, S	0 0	1	BRAUNDMEIER, B	1249 0	0 (KEMPR)

05-OCT-00 MOTOROLA KNIGHTS

4.5

EXCALIBURS

1.5

ROUND 2

BD	RATINGS	SCORE		RATINGS	SCORE
1 MORRIS, R	2152 31	1	INUMERABLE, F	2290-21	0
2 FRIDMAN, Y	2019 20	1	FRISKE, T	1987-20	0
3 SAMELSON, C	1956-16	0	SOLLANO, E	1930 24	1
4 THOMSON, J	1734 31	1	SULLIVAN, J	1872-21	0
5 BALICKI, J	1571 34	1	ANDRESEN, T	1762-34	0
6 KARANDIKAR, S	0 0	.5	WEITZ, R	1624 0	.5
7 MARSHALL, K	1366-10	0	SUERTH, F	1584 7	1
(MKING) 8 GRYPARIS, J	1418 30	1	BROTSOS, J	1545-20	0
9 PHELPS, D	0 0	0	OELHAFEN, A	1263 0	1

05-OCT-00 MOTOROLA KINGS

2.5

UOP

3.5

ROUND 2

BD	RATINGS	SCORE		RATINGS	SCORE
1 WOLF, D	2286 -2	.5	STEVANOVIC, M	2258 1	.5
2 MELNIKOV, I	1998-20	0	BUERGER, E	2039 13	1
3 WALLACH, C	2024 -8	.5	SAJBEL, P	1901 5	.5
4 PIPARIA, J	1857-22	0	LECHNICK, J	1866 22	1
5 CYGAN, J	1697 32	1	BOLDINGH, E	1850-21	0
6 GONCHAROFF, N	1724 -3	.5	MICKLICH, F	1628 4	.5
7 RABINOVICH, E	1279 26	1	SCHOONOVER, M	1333-26	0

10-OCT-00 UOP

6

NORTHROP

0

ROUND 3

BD	RATINGS	SCORE		RATINGS	SCORE
1 BUERGER, E	2052 5	1	WALKER, A	1777 -8	0
2 LECHNICK, J	1888 8	1	VIGANTS, A	1630 -8	0
3 BOLDINGH, E	1829 6	1	BURIAN, D	1582 -6	0
4 SACKS, D	1829 4	1	GOTHIER, S	1403 -4	0
5 RENDE, D	1734 0	1	GARDNER, M	0 0	0
6 MICKLICH, F	1632 1	1	ELEK, G	1075 -2	0

19-OCT-00	EXCALIBURS	4.5	MOTOROLA KINGS	1.5
ROUND 3				
BD	RATINGS	SCORE	RATINGS	SCORE
1 INUMERABLE, F	2269 6	1	WALLACH, C	2016 -9 0
2 FRISKE, T	1967-31	0	PIPARIA, J	1835 31 1
3 SOLLANO, E	1954-14	.5	GONCHAROFF, N	1721 6 .5
4 SULLIVAN, J	1851 10	1	CYGAN, J	1729-15 0
5 ANDRESEN, T	1728 13	1	ALFONSO, E	1564-13 0
6 WEITZ, R	1624 8	1	GRYPARIS, J	1448-12 0
7 SUERTH, F	1591 0	0	BOLLAPRAGADA, S	0 0 1
8 BROTSOS, J	1525 7	1	RABINOVICH, E	1305-10 0
25-OCT-00	MOTOROLA KNIGHTS	4.5	KEMPER INSURANCE	1.5
ROUND 3				
BD	RATINGS	SCORE	RATINGS	SCORE
1 MORRIS, R	2183-10	.5	SIWEK, M	2028 6 .5
2 FRIDMAN, Y	2039 21	1	LEONG, G	2023-14 0
3 SAMELSON, C	1940 -6	.5	HUGHES, N	1801 6 .5
4 THOMSON, J	1765 21	1	EASTON, R	1749-21 0
5 AUGSBURGER, L	1714 21	1	MOSSBRIDGE, A	1685-21 0
6 BALICKI, J	1605 -3	.5	OLSEN, A	1571 3 .5
7 MARSHALL, K	1356-22	0	SUBECK, J	1362 22 1
8 KARANDIKAR, S	0 0	1	SHIREY, S	0 0 0
9 PHELPS, D	0 0	0	CHIN, M	0 0 1
03-OCT-00	PAWNS	4	CASE	2
ROUND 2				
BD	RATINGS	SCORE	RATINGS	SCORE
1 JAKSTAS, K	2102 3	1	WHITE, H	1700 -3 0
2 ELLICE, W	1862 7	1	KLINEFELTER, H	1574 -5 0
3 MIKULECKY, B	1506-13	0	SATTERLEE, D	1564 13 1
4 O'DELL, DW	1507 14	1	REID, C	1486-14 0
5 LASKY, N	1362 0	0F	KANAS, W	1306 0 1F
6 WEISNER, T	1074 0	1F		0 0 0F
10-OCT-00	COOK CO. DEPT. OF CORR	3.5	CASE	1.5
ROUND 1				
BD	RATINGS	SCORE	RATINGS	SCORE
1 WILLIAMS, K	2047 5	1	WHITE, H	1697 -4 0
2 ALEXANDER, W	1644 -5	.5	KLINEFELTER, H	1569 3 .5
3 SEATON, E	1636 19	1	SATTERLEE, D	1577-12 0
4 HALL, A	1481-23	0	REID, C	1472 15 1
5 TRINIDAD, P	0 0	1	GASTON, K	1248 0 0
6	0 0	0F		0 0 0F

16-OCT-00 LUCENT TECH. CHARGERS 0 COOK CO. DEPT. OF CORR 6
ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 ROSLEY, D	1799 -9	0	WILLIAMS, K	2052 9 1
2 RADAVICIUS, E	1594-13	0	ALEXANDER, W	1639 20 1
3 THOMAS, J	1572-11	0	SEATON, E	1655 17 1
4 DOBR, K	1484-12	0	JACKSON, S	1418 27 1
5 LAFORGE, W	1289 0	0	MCGEE, L	0 0 1
6	0 0	0F	TRINIDAD, P	981 0 1F

03-OCT-00 LUCENT TECH. TYROS 3.5 FERMILAB 2.5
ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 BUCHNER, R	1925 8	.5	SPIEGEL, L	2045 -5 .5
2 DIAZ, P	1986-26	0	GAINES, I	1667 26 1
3 HAHNE, D	1576 16	1	AILES, T	1469-16 0
4 VALDEZ, C	0 0	0	STAPLES, C	1533 0 1
5 KARPIERZ, J	1218 0	1	FITZGERALD, M	0 0 0
6 SAVCIC, V	1099 29	1	CEASE, H	1205-29 0

05-OCT-00 ARGONNE ROOKS 2 LUCENT TECH. DRAGONS 4
ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 HILL, R	2033-12	0	TEGEL, F	2093 8 1
2 GREEN, D	1877 -9	0	LUDWIG, T	2035 9 1
3 SUAREZ, E	1873 13	1	ALTSHULLER, D	1710-13 0
4 BAURAC, D	1725-13	0	DOBROVOLNY, C	1767 13 1
5 DECMAN, S	1648-17	0	EUSTACE, D	1590 26 1
6 YACOUT, A	1553 18	1	KESTNER, M	1485-18 0

17-OCT-00 FERMILAB 1 LUCENT TECH. TYROS 5
ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 SPIEGEL, L	2040 -3	.5	DIAZ, P	1960 3 .5
2 AILES, T	1453 20	.5	BUCHNER, R	1933-20 .5
3 STAPLES, C	1533 -6	0	STOLTZ, B	1859 4 1
4 FITZGERALD, M	0 0	0	HAHNE, D	1592 0 1
5 CEASE, H	1176 -5	0	THOMAS, G	1527 5 1
6 SCHULTZ, R	0 0	0	KARPIERZ, J	1218 0 1

19-OCT-00 LUCENT TECH. DRAGONS 4 ARGONNE ROOKS 2
ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 TEGEL, F	2101 8	1	HILL, R	2021-12 0
2 LUDWIG, T	2044-22	0	GREEN, D	1868 22 1
3 BLACKMON, E	1771 0	0F	SUAREZ, E	1886 0 1F
4 ALTSHULLER, D	1697 23	1	BAURAC, D	1712-16 0
5 EUSTACE, D	1616 11	1	GRUDZINSKI, J	1411-11 0
6 SALERNO, S	1308 0	1F		0 0 0F

NEAR WEST DIVISION TOP TEN

JAKSTAS, K	PAWNS 2105C
WARREN, J	CHRGR 2088Q
MARCOWKA, R	CHRGR 2071D
WILLIAMS, K	CCDOC 2061
STINSON, M	CHRGR 1944C
ELLICE, W	PAWNS 1869
KALE, S	CASE 1860C
ROSLEY, D	CHRGR 1790
MCCARTHY, D	CHRGR 1774*
WHITE, H	CASE 1693C

FAR WEST DIVISION TOP TEN

BEZZUBOV, V	FERMI 2346
STEIN, P	TYROS 2316
BENEDEK, R	ROOKS 2173D
DORIGO, T	FERMI 2171
TAMEZ, I	TYROS 2162
TEGEL, F	DRGNS 2109T
SPIEGEL, L	FERMI 2037D
LUDWIG, T	DRGNS 2022C
GUIO, J	TYROS 2022C
HILL, R	ROOKS 2009C

NORTH DIVISION TOP TEN

WOLF, D	MKING 2284
INUMERABLE, F	EXCLB 2275C
STEVANOVIC, M	UOP 2259D
WONG, P	EXCLB 2195C
MORRIS, R	MKNGT 2173
MININ, S	NORTH 2125
FRIDMAN, Y	MKNGT 2060*
BUERGER, E	UOP 2057T
SIWEK, M	KEMPR 2034C
LEONG, G	KEMPR 2009C

EAST DIVISION TOP TEN

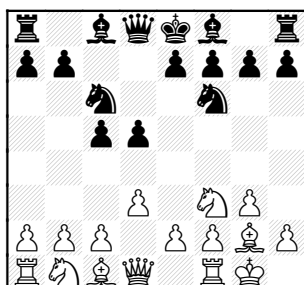
REYES, R	ALUMN 2322D
BENESA, A	ALUMN 2266
KRAS, T	BKAMI 2178
JASAITIS, A	TRDLK 2137D
FRIESEMA, W	BKAMI 2062
CZERNIECKI, A	ALUMN 2012D
SAGALOVSKY, L	TRDLK 2007
GAZMEN, E	ALUMN 1998
ALLEN, H	ALUMN 1947
RZESZUTKO, R	ALUMN 1904C

MOST IMPROVED PLAYERS

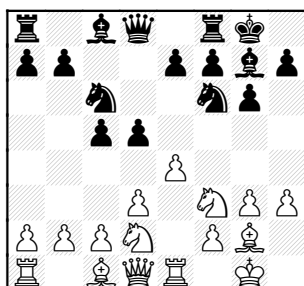
THOMSON, J	MKNGT	85
FRIDMAN, Y	MKNGT	68
EAMAN, R	LBURN	64
OLSEN, A	KEMPR	47
BROIHIER, M	READR	44
LECHNICK, J	UOP	38
FULKERSON, R	LBURN	37
EUSTACE, D	DRGNS	37
SEATON, E	CCDOC	36
MORRIS, R	MKNGT	29

Helfer, A -
Ward, C [A08]
 Stafford - TradeLink,
 19.09.2000

1.Nf3 d5 2.g3 c5 3.Bg2 Nc6
4.0-0 Nf6 5.d3



5...g6 6.Nbd2 Bg7 7.e4 0-0
8.Re1 Bg4 9.h3 Bc8



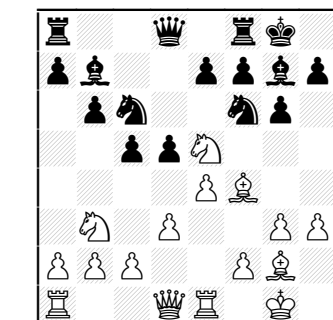
10.Nb3

White can sneak this Knight into Kingside via f1, looking to play Nh2-g4 or simply Ne3.

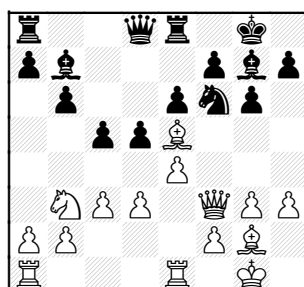
10...b6

threatening to win a Pawn by: 11-de 12 de Qxd1 13 Rxd1 Nxe4

11.Bf4 Bb7 12.Ne5



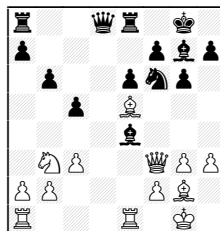
12...Nxe5 13.Bxe5 e6 14.c3
Re8 15.Qf3



15...Qe7

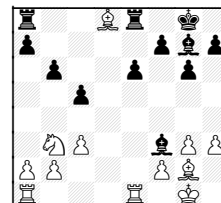
15...dxe4!? 16.dxe4
 (16.Bxf6 loses at least a Pawn
 16...exf3 17.Bxd8 Raxd8)

16...Bxe4



A couple interesting possibilities are:

A) 17.Bxf6 Bxf3 18.Bxd8



18...Bxg2

(18...Raxd8 19.Bxf3 finds Black a piece down)

19.Bxb6

(White remains down a Pawn if he plays 19.Kxg2 Raxd8)

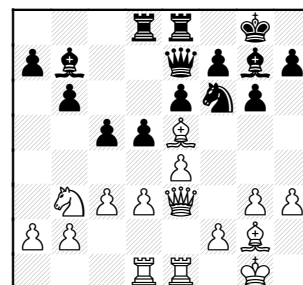
19...axb6 20.Kxg2 Material is even, but once again the Knight is sickly. Black is better placed, but needs to watch White's 3-2 Pawn. White can play a4-5 and start trouble!

Returning to bottom previous column...

B) White might try 17.Rxe4

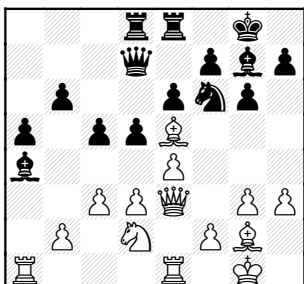
17...Nxe4 18.Qxe4 with idea Qxa8. Normally two pieces are better than Rook, but the Knight at b3 isn't worth much now.

16.Qe3 Rad8 17.Rad1

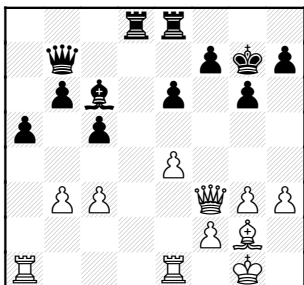


17...a5 18.a4 Now this Pawn's an easy target

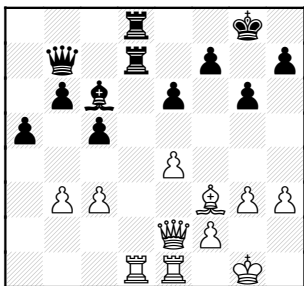
18...Qd7 19.Ra1 Bc6 20.Nd2 Bxa4



21.b3 Bc6 22.Qf3 dxe4 23.Nxe4 Nxe4 24.Bxg7 Kxg7 25.dxe4 Qb7

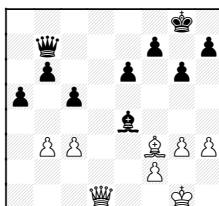


Very clean, Black has forced a winning position! **26.Qe3 Rd7 27.Rad1 Rd8 28.Qe2 Kg8 29.Bf3**

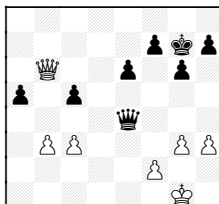


29...h5

29...Rxd1 30.Rxd1 Rxd1+ 31.Qxd1 Bxe4

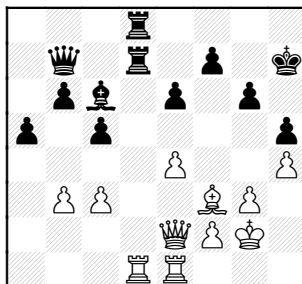


Black seems to win another Pawn, but **32.Qd8+ Kg7 33.Bxe4 Qxe4 34.Qxb6**



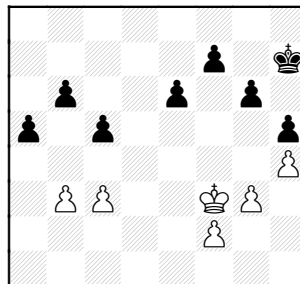
An interesting Queen ending **34...Qe1+ 35.Kg2 Qxc3**

30.h4 Kh7 31.Kg2

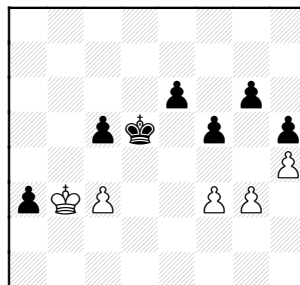


Now White has allowed the line analyzed at move 29, but he can't mess up Black's Queenside!

31...Rxd1 32.Rxd1 Rxd1 33.Qxd1 Bxe4 34.Qe2 Bxf3+ 35.Qxf3 Qxf3+ 36.Kxf3



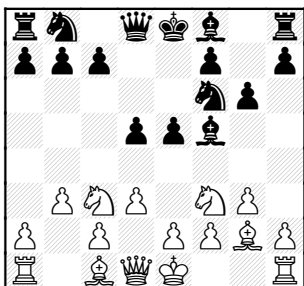
Doesn't get much easier than this! **36...Kg7 37.Ke4 Kf6 38.Kf4 b5 39.Ke4 a4 40.bxa4 bxa4 41.Kd3 Ke5 42.f3 a3 43.Kc2 Kd5 44.Kb3 f5**



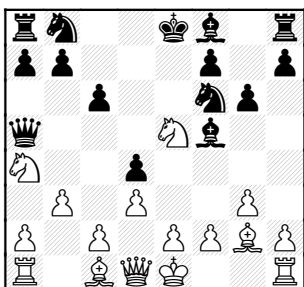
0-1

Cvetkovich, R - Smith, J [A00]
Stafford - TradeLink,
19.09.2000

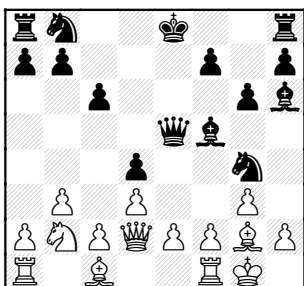
1.g3 Nf6 2.Bg2 e5 3.b3 d5 4.d3 Bf5 5.Nc3 g6 6.Nf3



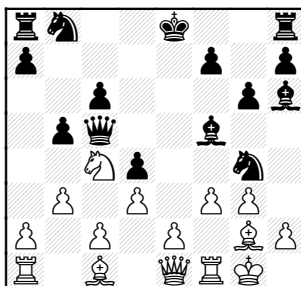
6...c6 seems to miss threat to Pe5 7.Nxe5 d4! 8.Na4 Qa5+



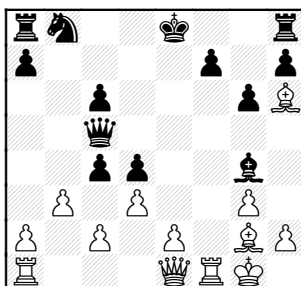
Oh, I get it! Black forks King and Ne5! 9.Qd2 Qxe5 10.0-0 Ng4 11.Nb2 Bh6



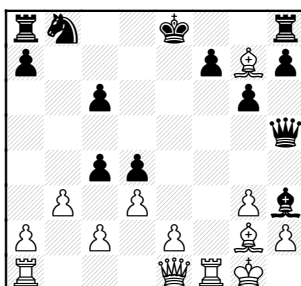
12.Qe1 Qc5 13.Nc4 b5 14.f3!?



Tricky stuff, White wants to undermine h6 - Bishop support. 14...bxc4 Doesn't solve the Bh6 problem. 15.fxg4 Bxg4 better Bxc1 and allow White to choose a Bishop to recapture 16.Bxh6



Material is back even, but Black pieces lack coordination. 16...Qh5 17.Bg7 Bh3



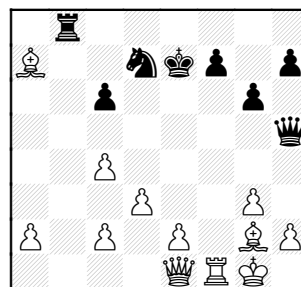
18.Bxh3

After 18.Bxh3 Bxg2 19.Kxg2 Qd5+ 20.Kg1 Black is a Rook down.

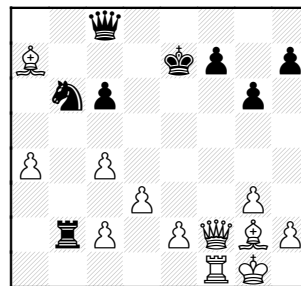
18...Rg8 19.Bxd4 Qd5

19...Qxh3 20.bxc4 Isn't that great either

20.Bf2 Nd7 21.Bg2 Qh5 22.bxc4 Rb8 23.Rb1 Ke7 24.Rxb8 Rxb8 25.Bxa7



25...Rb2 26.Bf3 Qh3 27.a4 Nb6 28.Bg2 Qc8 29.Qf2

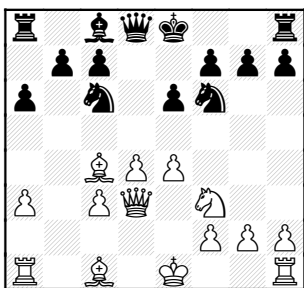


forking Nb6 and Pf7 29...Qb7 30.Qxf7+ Kd6 31.Qxb7 Nxa4 32.Qxc6+ Ke7 33.Bc5+ Kd8 34.Rf8#

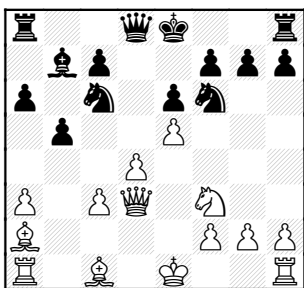
1-0

Marshall, K -
Suerth, F (1584) [D24]
 MKnights - Excaliburs,
 05.10.2000

1.d4 d5 2.c4 dxc4 3.Nf3 e6
4.Nc3 Nf6 5.e4 Nc6 6.Bxc4
Bb4 7.Qd3 a6 8.a3 Bxc3+
9.bxc3



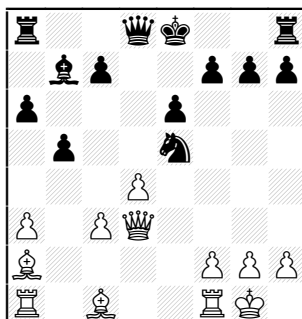
9...b5 10.Ba2 Bb7 11.e5



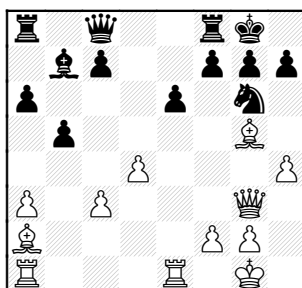
11...Nd7

11...Nd5 is more active, but Black spots a trick based off White's unprotected Queen.

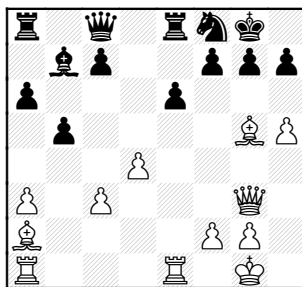
12.0-0 Ndx5 13.Nxe5 Nxe5



Black nicely won a Pawn.
14.Qg3 Ng6 15.Re1 0-0
16.Bg5 Qc8 17.h4

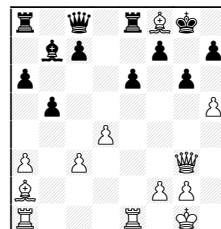


Very good, White starts loosening Black's King.
17...Re8 18.h5 Nf8



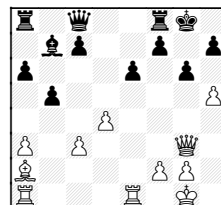
19.Bf6

Lets explore the attack after 19.Bh6, forcing an immediate breakdown 19...g6 20.Bxf8!?

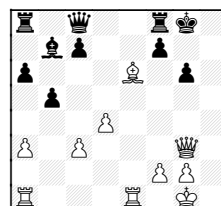


Removing defender of e6 and g6.

First of all, notice cannot go 20...Rxf8?

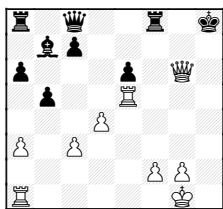


21.hxg6 hxg6
 (21.. fxg6?? 22 Bxe6+ wins Queen)
 22.Bxe6!



threatening Qxg6+ and of course Bxc8

22...fxe6 23.Qxg6+ Kh8 24.Re5



to mate next with Rh5 24...Bf3 what else? 25.gxf3

(25.Qh6+ mates in 5 with Rg5+ Rg7+ Qg6+ etc)

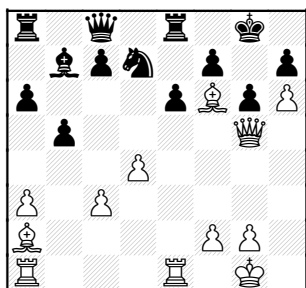
25...Rg8 26.Rh5#;

So from analysis diagram

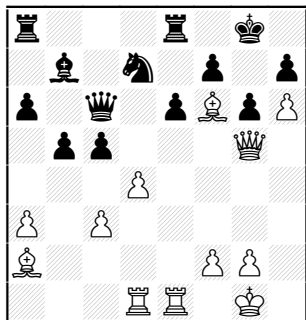
top of last column, 20...Kxf8 21.h6 with idea Qe5-g7

Back to the game....

19...g6 20.Qg5 Nd7 21.h6



21...c5 22.Rad1 Qc6

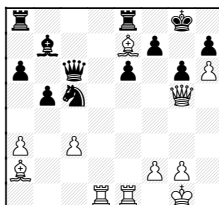


23.d5

White can force play after 23.dxc5 Nxc5

(23...Qxc5 24.Rxd7 wins a piece)

24.Be7

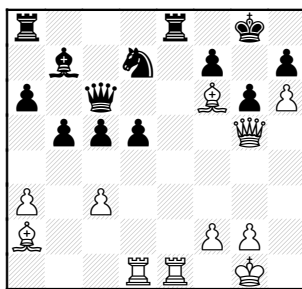


freeing f6 for Queen! 24...Rxe7 (24...Nd7 25.Rxd7!! Qxd7 26.Qf6 and mates next)

25.Rd6 (to stop attack on g2. And threatens 26 Qf6 to mates)

But 25.. Qe8 26 Qf6 Qf8 defends!

23...exd5

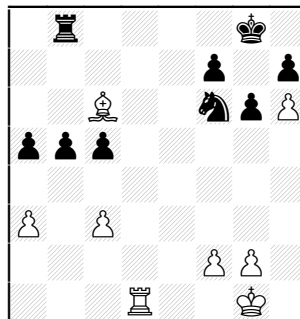


discovering double attack on Bf6

24.Rxe8+ Rxe8 25.Bxd5 Qxf6

White has seen deeper than the f6 attack.

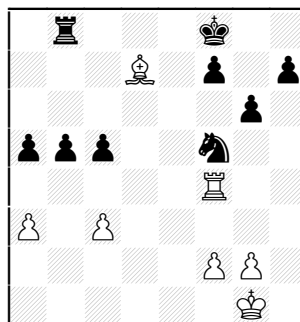
26.Qxf6 Nxf6 27.Bxb7 a5 28.Bc6 Rb8



Black secures his extra Pawn
29.Re1 Kf8 30.Re3 Ng4

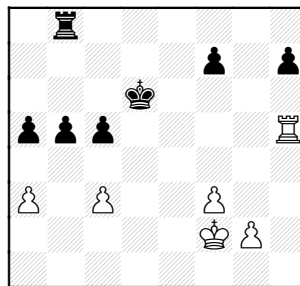
30...b4 is more forcing 31.cxb4 cxb4

31.Rf3 Nxh6 32.Rf4 Nf5 33.Bd7

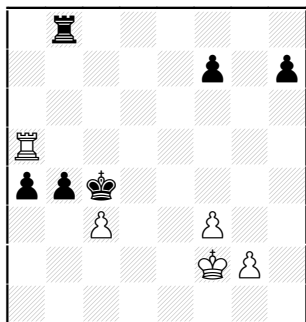


Please push the passer!

33...Kg7 34.Bxf5 gxf5 35.Rxf5 Kf8 36.f3 Ke7 37.Rh5 Kd6 38.Kf2



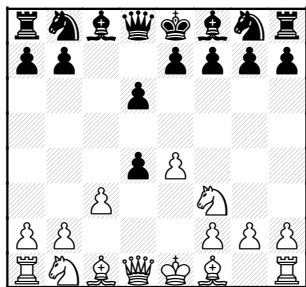
38...b4 39.axb4 a4 40.Rh6+
Kd5 41.Ra6 cxb4 42.Ra5+
Kc4



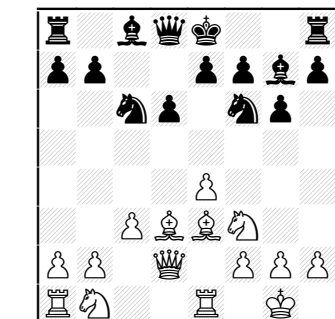
43.Rxa4 Kxc3 44.Ra1 Kb2
45.Rh1 Kc2 46.Rxh7 b3 0-1

**Boldingh, E (1846) -
Cygan, J (1640)** [B53]
UOP - MKings, 05.10.2000

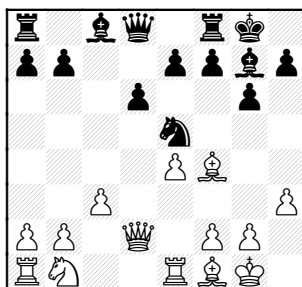
1.e4 c5 2.Nf3 d6 3.d4 cxd4
4.c3



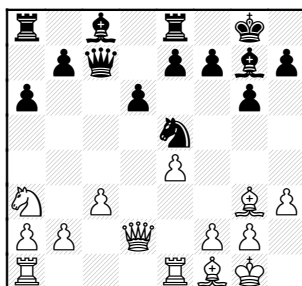
4...d3 5.Bxd3 g6 6.0-0 Bg7
7.Re1 Nc6 8.Be3 Nf6 9.Qd2



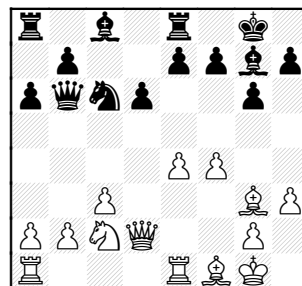
9...Ng4 10.Bf4 0-0 11.h3
Nge5 12.Nxe5 Nxe5 13.Bf1



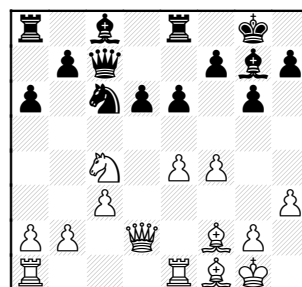
13...Re8 14.Bg3 Qc7 15.Na3
a6



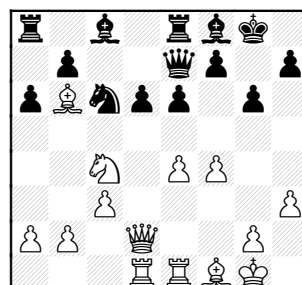
16.f4 Nc6 17.Nc2 Qb6+



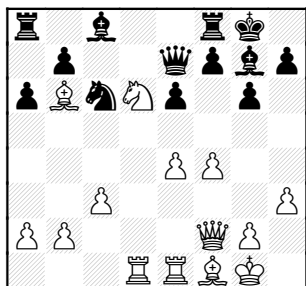
18.Ne3 e6 White doesn't have
to be asked twice to start
attacking the weak d6 - Pawn!
19.Bf2 Qc7 20.Nc4



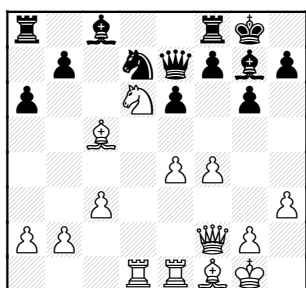
20...Bf8 21.Bb6 Qe7
22.Rad1



22...Bg7 23.Nxd6 Rf8 24.Qf2

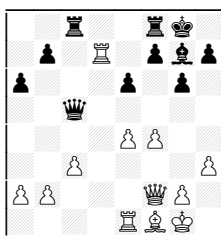


24...Nb8 25.Bc5 Nd7



26.Ba3
keeping Bishop for discovery

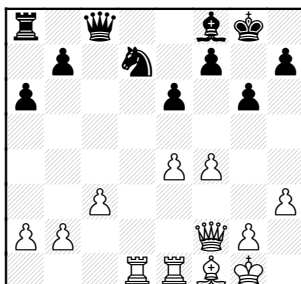
26.Nxc8 Qxc5 27.Rxd7 Raxc8



28.Rxb7 White cleans up

Or, another try from game position,
26.Nxb7 wins a second Pawn and
forces trades 26...Nxc5 27.Nxc5
(If 27.Qxc5? Qxb7 White has
dropped a piece!)

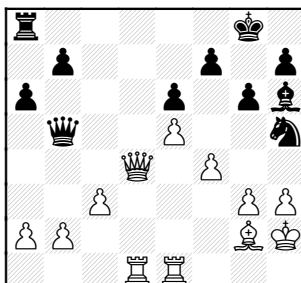
26...Qd8 27.Nxc8 Qxc8
28.Bxf8 Bxf8



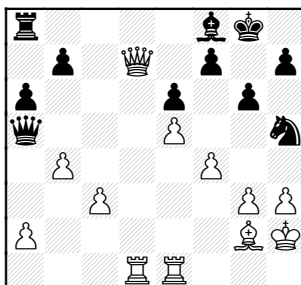
29.Qd2

Of course 29.Qd4?? allows Bc5
pinning

29...Nf6 30.e5 Nh5 31.Kh2
Bh6 32.g3 Qc5 33.Qd4 Qc6
34.Bg2 Qb5

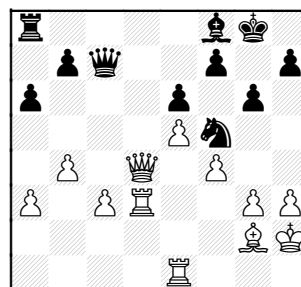


35.b3 Bf8 36.Qd7 Qa5 37.b4

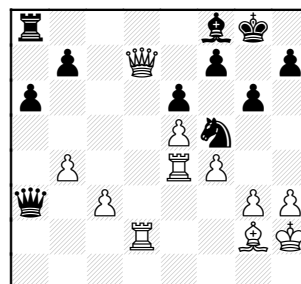


White would like Black Queen
off her protection of d8 so he
can play Qxb7, and follow
with Rd7.

37...Qb6 38.Qd4 Qc7 39.Rd3
Ng7 40.a3 Nf5



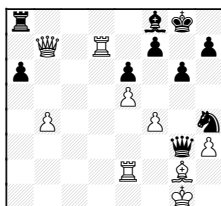
41.Qd7 Qc4 42.Re4 Qa2
43.Rd2 Qxa3



44.Qxb7 Qxc3 White
apparently flagged as the
score ends.

White doesnt have time for 45.Rd7
Qxg3+ 46.Kg1 Nh4 with mate threat
47.Re2

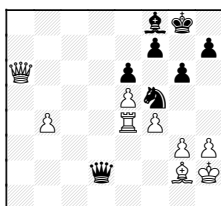
(See diagram next..)



And White's Queen is overloaded! It must protect Rook at d7 and remain covering Black's check Nf3+ which sets up perpetual check Nh2+.

So a deflection sac suggests itself:
47...Ra7!! 48.Qxa7 (48.Qc6 Rxd7)
48...Nf3+ 49.Kf1 Nh2+ is perpetual check

From end-of-game position, a safe continuation could be:
45.Qxa8 45...Qxd2 46.Qxa6

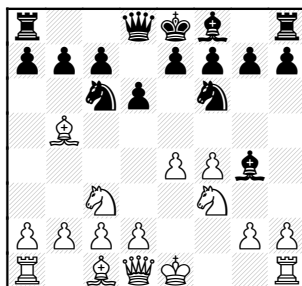


looks clean for White

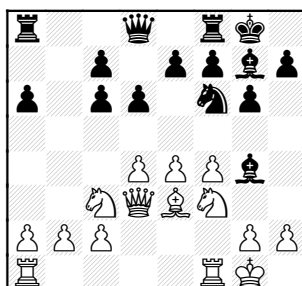
0-1

Diaz, P (1996) -
Gaines, I (1691) [A00]
Tyros - Fermi, 03.10.2000

1.Nc3 Nf6 2.e4 d6 3.f4 Bg4
4.Nf3 Nc6 5.Bb5



5...a6 6.Bxc6+ bxc6 7.d4 g6
8.0-0 Bg7 9.Qd3 0-0 10.Be3

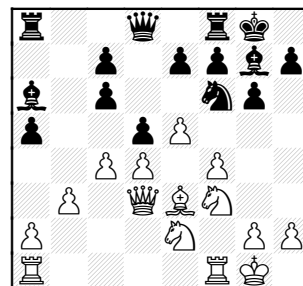


Good ol' Pablo always get these unique positions!
Seems like Black has better prospects with the open Queenside. Let's see what happens..

10...Bc8

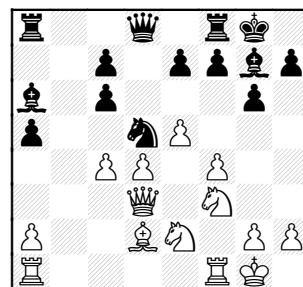
I'm shocked, but by looking ahead, Black intends to re-deploy with eventual Ba6!

11.Ne2 a5 12.c4 Ba6 13.b3
d5 14.e5

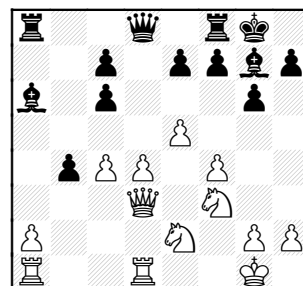


Normally, we'd hate Black's Pawn structure, but sometimes doubled Pawns in the center are helpful as they cover a lot of squares in a concentrated area.

14...dxc4 Freeing a great square for the Knight!
15.bxc4 Nd5 16.Bd2



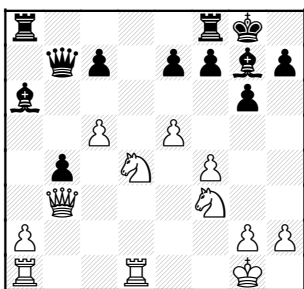
16...Nb4 17.Qc3 Nd5 18.Qd3
Nb4 19.Bxb4 axb4 20.Rfd1



20...c5!

Since after dc, with Queens off Black has Pawn targets at c4 and a2.

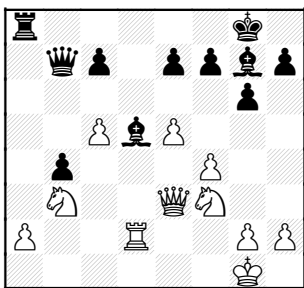
**21.Qb3 cxd4 22.Nexd4 Qb8
23.c5 Qb7**



24.Rab1 Rab8

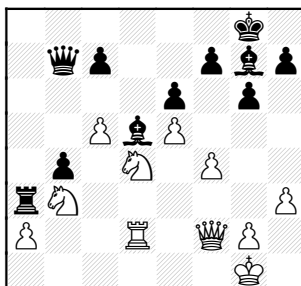
24...Rfb8 maintains a Rook looking at a2 25.Nc2 Qc6

**25.Qe3 Bc4 26.Rd2 Ra8
27.Nb3 Rfd8 28.Rbd1 Rxd2
29.Rxd2 Bd5**



After a long journey, the unopposed Bishop reaches Easy Street! If only his other brother could wake up and live next door at c5!

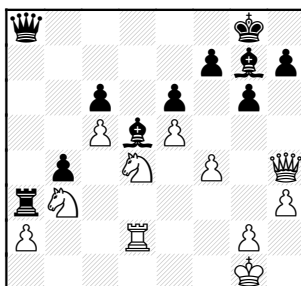
30.h3 e6 31.Qf2 Ra3 32.Nfd4



32...c6

Seems wrong to lock out Queen. The g7-Bishop has a way into game: Bf8-e7 but no real threats.

33.Qh4 Qa8



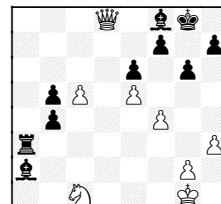
34.Nc1 Bxa2 35.Nb5

This is the kind of stuff with which Pablo toasts me! Threats are Nxa3 and Rd8+ **35...Bd5**

Very calmly played, Black's Pawn and activity cancel the exchange down!

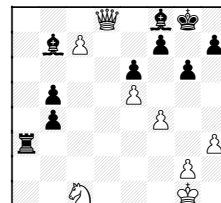
Pardon me for stepping in, but I couldn't resist examining the possibility of letting the Queen go...35...cxb5? 36.Rd8+ Qxd8

37.Qxd8+ Bf8



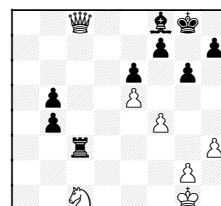
is materially equal, but Black will be forced to give up something for the c-passer.

Now It seemed White couldn't advance the passer after 38.c6 Bd5 39.c7 Bb7



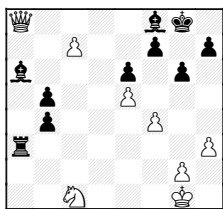
40.Qb8

(But not 40.c8Q Bxc8 41.Qxc8 Rc3



Black wins the Knight and can probably escort a b-passer)

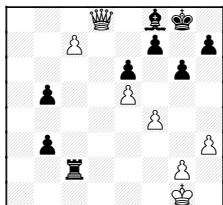
40...Ba6 41. Qa8
Diagram cometh.....



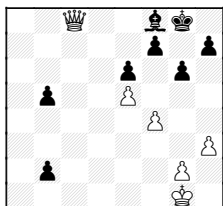
White's plan is Nd3, then Nxb4 to make c8(Q) possible since Black's Rook hangs if White plays BxQc8 !

41...Rc3 42.Ne2 (42.Qxa6 Rxc1+ 43.Kh2 Rxc7) 42...Rxc7 43.Qxa6 and can Black get the passer home?

Interested in another idea? Go back to right after Black gives up Queen (37- Bf8 of analysis line), an amusing line White can force a win is 38.Nxa2 38...Rxa2 39.c6 Rc2 40.c7 b3



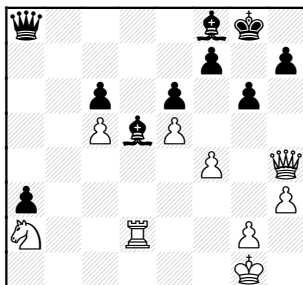
41.c8Q Rxc8 42.Qxc8 b2 A real Cinderella story- pauper dreams of becoming Queen!



and only a Queen could stop the passer from c8: 43.Qc2

Well, jump back a couple columns and re-join the game score:

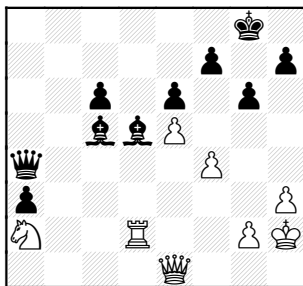
36.Nxa3 bxa3 37.Na2 Bf8



38.Kh2

Black can stack up on c5 anyhow, since the Rook is tied to Knight's defense: 38 Qf2 Qa5 39 Rc2 Bxa2 deflects the Rook

38...Bxc5 39.Qe1 Qa4

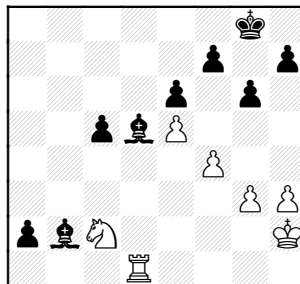


White's defense is overloaded.

40.g3 Bd4

Oh no, another passer ready to roll!

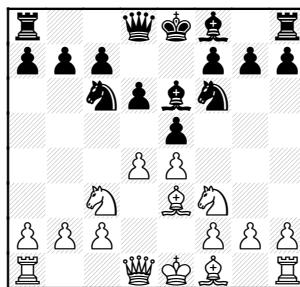
41.Qd1 Qxd1 42.Rxd1 Bb2 43.Nb4 c5 44.Nc2 a2



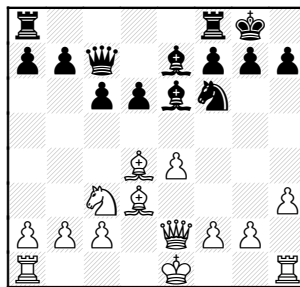
A nice upset by a 300-point underdog! **0-1**

Savcic, V (1099) - Cease, H (1205) [C44]
Tyros - Fermi, 03.10.2000

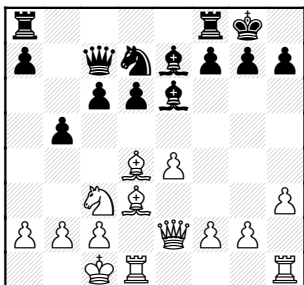
1.e4 e5 2.d3 Nc6 3.Nf3 d6 4.Be3 Nf6 5.Nc3 Be6 6.d4



6...exd4 7.Nxd4 Nxd4 8.Bxd4 Be7 9.Bb5+ c6 10.Bd3 0-0 11.h3 Qc7 12.Qe2



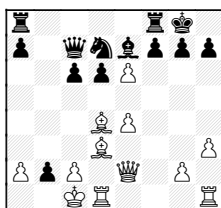
12...Nd7 13.0-0-0 The game shows White's King is more safe after 0-0. **13...b5**



14.b3 White is rightly concerned with Black's threat of b4 followed by Bxa2. But this move weakens the dark squares and provides an obvious Pawn target.

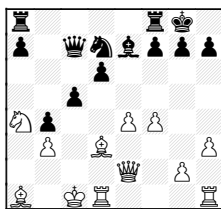
14.f4 threatening f5, trapping Bishop
14...b4 15.Na4

Definitely not 15.f5 bxc3 16.fxe6
cxb2+



Black has open lines to his opponent's King and is a good Pawn up.

15...Bxa2 16.b3 trapping the Bishop
16...Bxb3 17.cxb3 c5 18.Ba1



White's King is safe enough and can stop Black's c-Pawn breakthrough at c4.

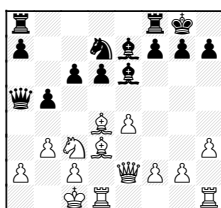
If 14.Kb1 Qa5 and the Pawn at is still threatened by Black's b4 attack.

14...a5

Black's attack is red-hot with -c5, forcing the Bishop off d4 and rifling the open space around the King with Bf6. Unfortunately, -c5 unprotects the b-Pawn and allows White the move Nxb5, also hitting Queen. If the Queen wasn't attacked, White couldn't play Nxb5 due to cxd4 threat!

Black would like to play 14...c5 but 15.Nxb5 (hits Queen!) Qa5 16.Bb2 Qxa2

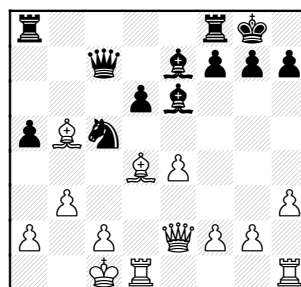
So maybe Black should play 14...Qa5



since he now threatens a2-Pawn, weak c3-square (tying Bd4 to its defense)-- making c5 a killer. Also

just happens to stop White's game continuation of 15 Nxb5!? because of a2-Pawn problem.

15.Nxb5 White hopes his Bishops and safe King compensate for the material disadvantage. **15...cxb5 16.Bxb5 Nc5**



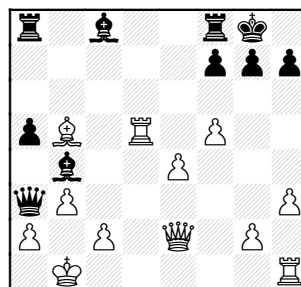
17.Bxc5

It seems wrong for White to trade away his best piece. White needs to get some threats..and f4 is a good one, forcing Be6 off the key diagonal

17...Qxc5 18.f4 d5

Not realizing the Pawn can't be defended here.

19.f5 Bc8 20.Rxd5 Qa3+ 21.Kb1 Bb4

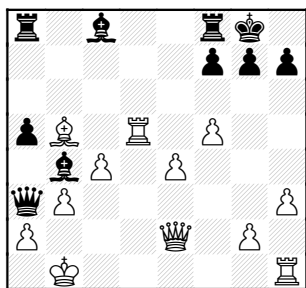


threatening Bc3, then Qb2#, of course

22.c4

Probably best, but now b5-Bishop is totally out of game. White could play 22 Qd1 (with idea of Qc1), but why trade Black's out-of-play, trapped Queen?

22...Bb7 23.Rd7 Bc8 24.Rd5



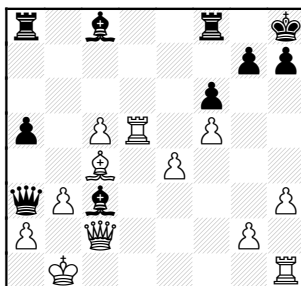
24...f6

24...Be7 with idea Bf6 keeps pressure to White's King and allows his Queen back into the game. is stopped by 25.e5

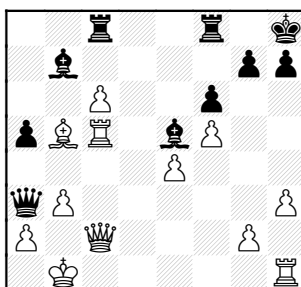
25.c5! Bc3

Not 25...Bxc5 allowing 26.Qc4 with threat to Bishop and King 26...Bb4 27.Rhd1 with idea Rd8 followed by Qf7

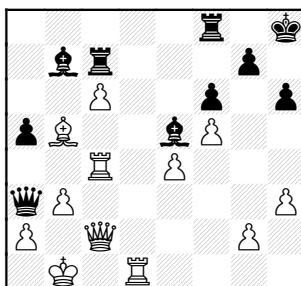
26.Bc4 Kh8 27.Qc2



White is lining up to get the maximum from the c-passer
27...Be5 28.Bb5 Bb7 29.c6 Rac8 30.Rc5



30...h6 31.Rd1 Rc7 32.Rc4



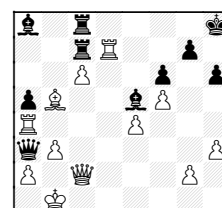
Now cxb is really a threat!

32...Ba8 33.Ra4

33.Rd7 threatening to trap Queen with Ra4 33...Rfc8

(33...Rxd7 34.cxd7 With threats of Rc8 followed by Rxf8+, then Qc8 or game continuation Ra4. The Pawn at d7 stops Rc8 themes!)

34.Ra4

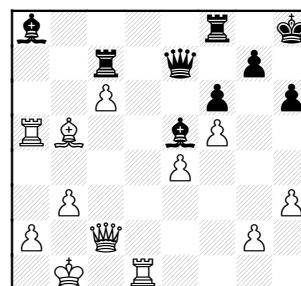


34...Qf8

(34...Rxd7? 35.cxd7 Rxc2 36.d8Q+)

35.Rxc7 Rxc7 36.Rxa5 trades favor White's Pawns

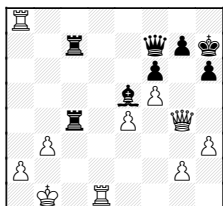
33...Qe7 34.Rxa5



White has abandoned c-Pawn
34...Rfc8 35.Ba6 Rxc6 36.Qe2 R8c7 37.Bc4 Bb7

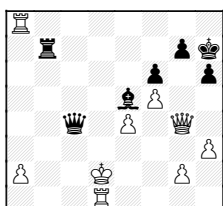
White seems to be losing the grip a bit,

Maybe Black takes over 37...Rxc4
38.Rxa8+ Kh7 39.Qg4 Qf7



with idea Rc2-b2+ , Since
40.Rd2?? Rc1# and

40.bxc4?? Rb7+ 41.Kc1 or Kc2
41...Qxc4+ 42.Kd2

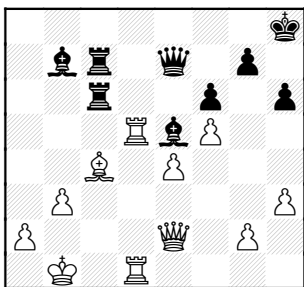


42...Rb2+ 43.Ke1

Not 43.Ke3 Qc3+ 44.Rd3 Qe1+
45.Kf3 Qf2#

43...Bc3+

In the game, Black can
definitely win after
38.Rad5

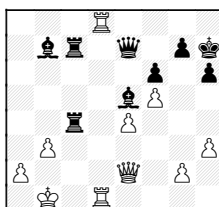


38...Rc8? missing a game-
turner!

38...Rxc4! 39.Rd8+

If 39.Qxc4 Rxc4 40.bxc4 Qb4+
41.Kc2 Qxc4+ 42.Kb1 Bxd5

39...Kh7



and the Rook remains poison!
40.bxc4

40.Qg4 (threatening Qg6#)
40...Bxe4+!

40...Qb4+ 41.Kc1

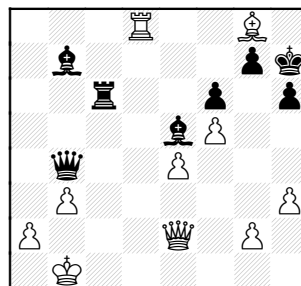
41.Kc2 Rxc4+ 42.Kd3 Qc3#

41...Rxc4+ White loses

Game continued (back to top
of this column)
39.Rd7 Qb4

39...Qf8 must be played but allows
40.Rxb7

**40.Rd8+ Rxd8 41.Rxd8+
Kh7 42.Bg8+**



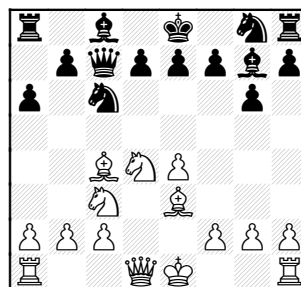
Black resigned, as 42...Kh8 43.Bf7+
Kh7 44.Bg6#

An interesting game!
1-0

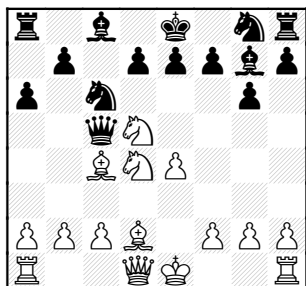
**Seaton, E (1651) -
Thomas, J (1572) [B34]**

CCDOC - Chargers,
16.10.2000

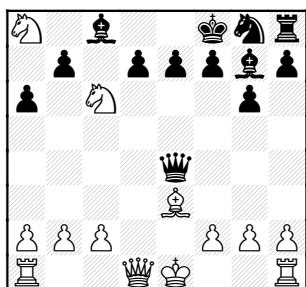
**1.e4 c5 2.Nc3 Nc6 3.Nf3 g6
4.d4 cxd4 5.Nxd4 Bg7 6.Be3
a6 7.Bc4 Qc7**



8.Nd5 Qa5+ 9.Bd2 9...Qc5



seems Black should get plenty for the exchange sac
10.Nc7+ Kf8 11.Nxc6 Qxc4 12.Nxa8 Qxe4+ 13.Be3



13...Qxc6

Not 13...dxc6?? 14.Qd8#

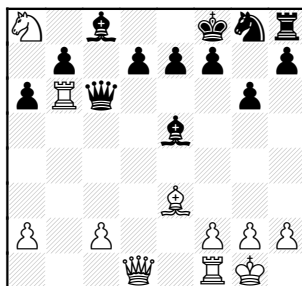
nor 13...bxc6 doesn't help and a6-Pawn is fatally weak

14.0-0

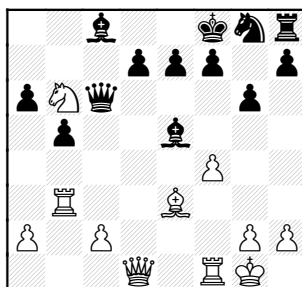
It's now apparent the a8-Knight will survive!

14...Bxb2 opens lines for opponent!

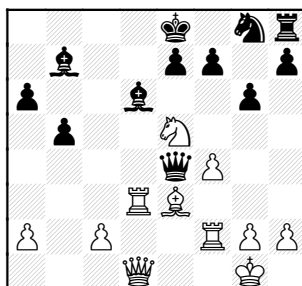
15.Rb1 Be5 16.Rb6



16...Qc4 17.Rb3 Qc6 18.f4 b5 19.Nb6



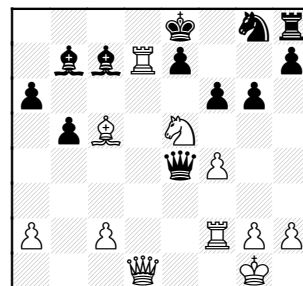
19...Bb7 weakens d7! **20.Rf2 Bc7 21.Nxd7+ Ke8 22.Rd3 Bd6 23.Ne5 Qe4**



24.Bc5! Bc7

24...Bxc5?? 25.Rd8#

25.Rd7 f6

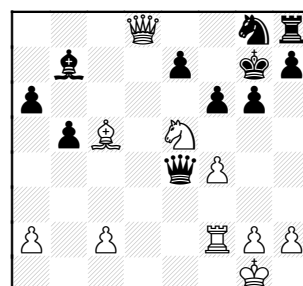


26.Rd8+

A bit quicker is 26.Rxe7+! mate cometh after 26...Nxe7 27.Qd7+ Kf8 28.Qxe7+ Kg8 29.Qf7#

BLACK RESIGNED

anyhow, as 26...Bxd8 27.Qd7+ Kf8 28.Qxd8+ Kg7

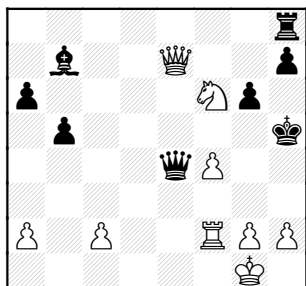


29.Bxe7 (threat is Qf8#)
29...Nxe7

(No help is 29... Qe1+ 30 Rf1 Qe3+ 31 Kh1)

30.Qxe7+ Kh6 31.Ng4+ Kh5 32.Nxf6+

(Diagram next page)



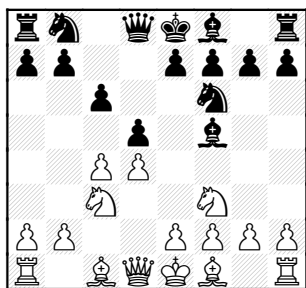
32...Kh6

(32...Kh4 33.Nxe4+ and Qg5#)

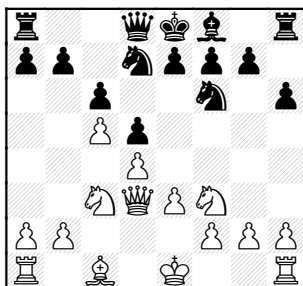
33.Ng4+ Kh5 34.Qg5# **1-0**

Ellice, W (1856) - Alexander, W (1646) [D15]
Pawns - CCDOC, 06.11.2000

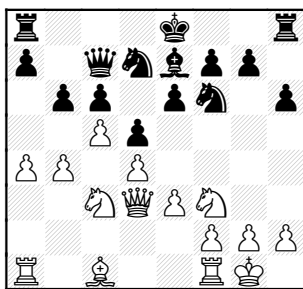
1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.Nf3 Bf5



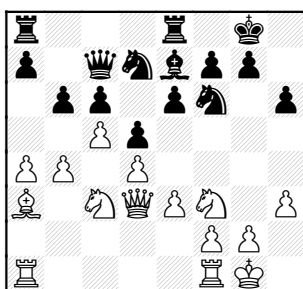
5.e3 h6 6.Bd3 Bxd3 7.Qxd3 Nbd7 8.c5



8...Qc7 9.b4 e6 10.a4 b6 11.0-0 Be7



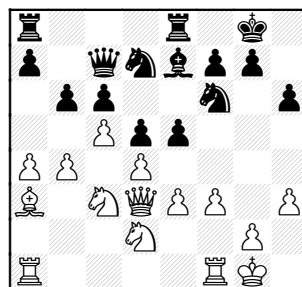
12.h3 0-0 13.Ba3 Rfe8



Black is preparing the -e5 Pawn break, which he can play anytime. White would like to pressure the backward Pawn at c6, but with 14 cb Nb6 Black has the option to block c-file with Nc4. Thus White's prep move 14 Nd2,

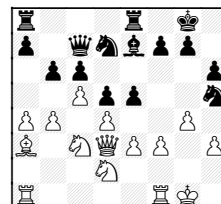
also removing Knight from a fork after Black's e5 - 4.

14.Nd2 e5 15.f3



hmm, weakens the dark squares **15...Bf8** probably looking to weak Pawn at e3.

Seems this is where Black loses any solid threats. 15...Nh5 with idea Bh4 looks scary, especially with all White's pieces on Queenside!
16.g4?

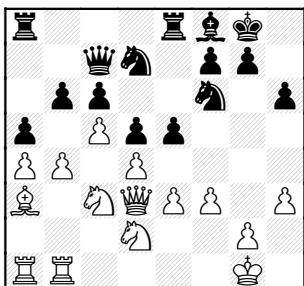


16...exd4 followed by Qg3+

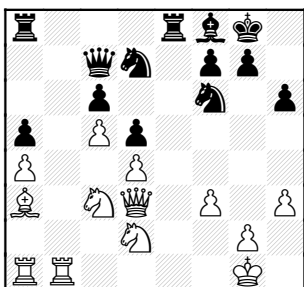
16.Rfe1 a5

Black shouldn't help open lines where White's pieces are!

17.Reb1



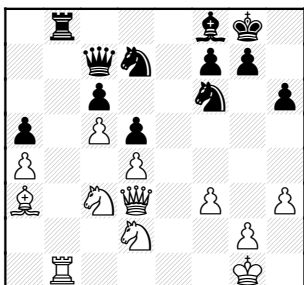
**17...exd4 18.exd4 bxc5
19.bxc5**



19...Reb8

If 19...Re6 to double Rooks with Rae8, 20.Re1 cancels that. So maybe Black should instead go 19...Nh5 hoping for 20 Ne2, then he can double on e-file unopposed!

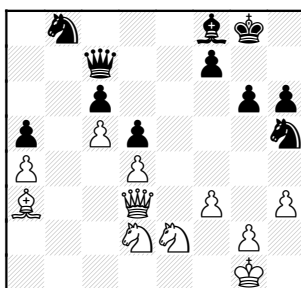
20.Rxb8 Rxb8 21.Rb1



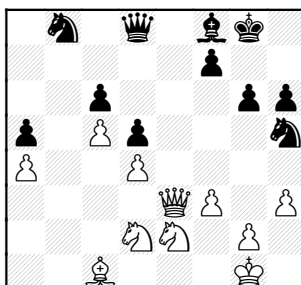
21...g6

21...Re8 leaves White scrambling to cover e-file and all those Kingside darksquares Black can attack with Queen, Knights (Nh5 still screams to be played!) and maybe the sleeping Bishop. White has no entry squares along b-file

22.Rxb8 Nxb8 23.Ne2 Nh5

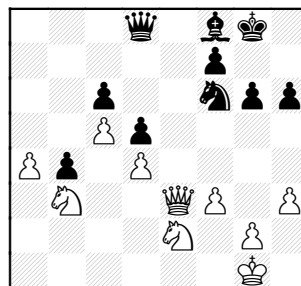


Well, now there's fewer pieces to with which to pressure! **24.Qe3 Qd8 25.Bc1**



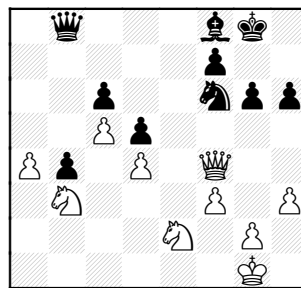
setting up to hit weakie at a5

25...Nf6 26.Nb3 Na6 27.Bd2 Nb4 28.Bxb4 axb4



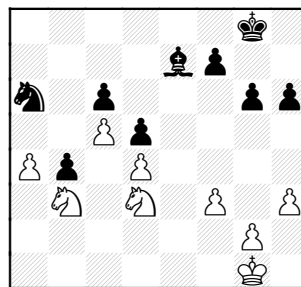
Black isn't prepared for an ending since his minors are so far from the action!

29.Qd2 Qb8 30.Qf4



The Black Queen is the only piece that can guard the b-Pawn - -and Nf6 hangs. Black is in trouble.

30...Nd7 31.Qxb8 Nxb8 32.Nf4 Be7 33.Nd3 Na6



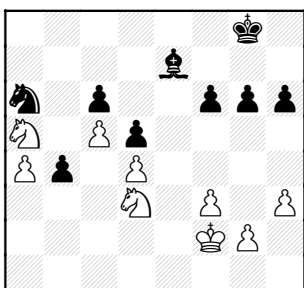
34.Kf2

34.Na5 wins a Pawn immediately, but no need to rush

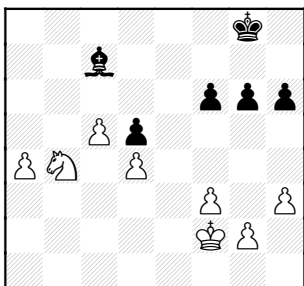
34...f6

34...Bd8 stops Na5 but then 35.Ne5

35.Na5



35...Bd8 walking into a fork
36.Nxc6 Bishop and Pawn hang
36...Bc7 37.Ncxb4
Nxb4 38.Nxb4

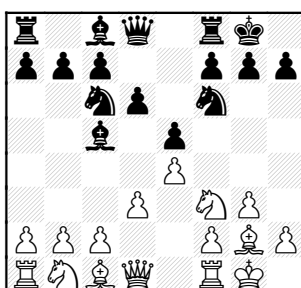


1-0

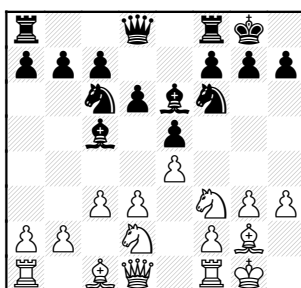
Czerniecki, A (1969) - Ward, C [C44]
 Aces - Tradelink, 01.11.2000

This game is a nice example of a positional advantage giving birth to tactics and attack!

1.e4 e5 2.Nf3 Nc6 3.d3 Nf6 4.g3 Bc5 5.Bg2 d6 6.0-0 0-0



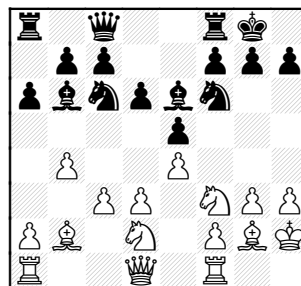
7.Nbd2 Bg4 8.h3 Be6 9.c3



9...Qc8

If, instead, -Qd7 the Queen sits on his Bishop's only flight square, making White's eventual d4 threaten a trap of this piece!

10.Kh2 Bb6 11.b4 a6 12.Bb2

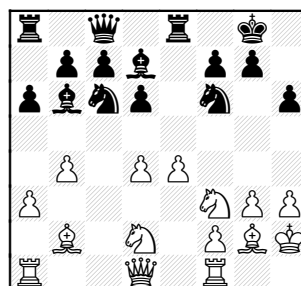


12...Bd7

Played to get away from a possible White Pawn fork with d5, but Black has a move before it's possible. His setup is so inflexible, however, there's not much to work on. For example, -d5 to get space and fight for center, would weaken his Pawn at e5, so that's out!

Maybe 12...Ne7 To get -c5 in, or to expand Kingside Pawns since most of Black's pieces point that direction! White has quick counters in the center, however!

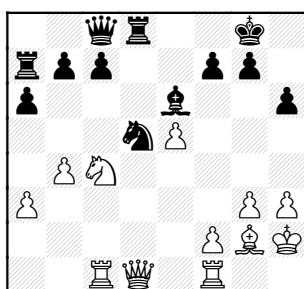
13.a3 h6 14.d4 exd4 15.cxd4 Re8



After protecting e4, White can just choose a target and sit on Black. An obvious one is

Pawn at c7. A plan may be: double (triple?) on c-file, Nc4, d5, etc. Black has no space to rearrange his pieces to meet the threat.

**16.e5 dxe5 17.dxe5 Nd5
18.Nc4 Be6 19.Rc1 Ba7
20.Nd4 Nxd4 21.Bxd4 Rd8
22.Bxa7 Rxa7**

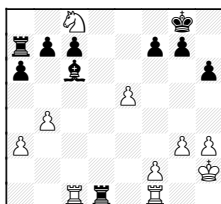


23.Qe2

I enjoyed examining the tactics after 23.Bxd5, but they just miss:

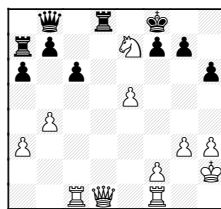
First the point of curiosity is highlighted after, 23...Bxd5 24.Nb6! Qb8

(Not 24...Bc6 25.Nxc8 Rxd1



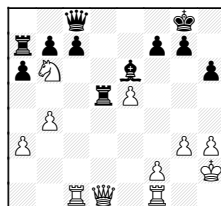
26.Nxa7)

25.Nxd5 c6 26.Ne7+ Kf8



27.Nxc6 Rxd1 28.Nxb8 Rd8 29.Nc6 bxc6 30.Rxc6 and White has won three Pawns

Returning to game position, after my 23 Bxd5 the obvious reply 23...Rxd5 still proves that 24.Nb6 ?



doesn't quite work! 24...Rxd1 25.Nxc8 Rxc1 White drops a piece

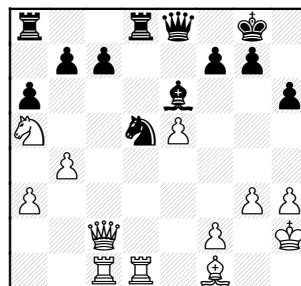
The move 24.Qc2 (instead of 24 Nb6?) looks strong as it points to c7, supports f4-5, and also now 25. Nb6! is a real threat as the c-Pawn is pinned and White Queen is safe!

Back to the game...

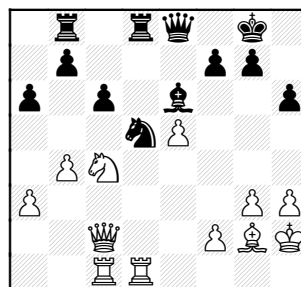
23...Qd7

I'm looking for some Queenside Pawn move so Black can free pieces (like Raa8, Rac8, c5), but they all make a weak square on which White can immediately jump!

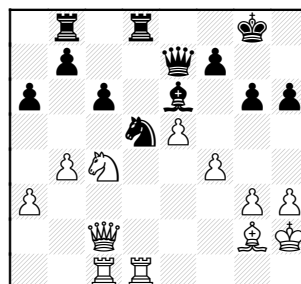
**24.Rfd1 Qb5 25.Qc2 Raa8
26.Bf1 Qe8 27.Na5**



Looks like progress!
27...Rab8 28.Bg2 c6 29.Nc4



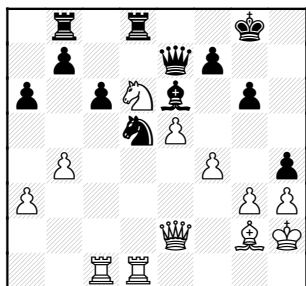
Directly heading for the freshly weakened d6-square!
29...Qe7 30.f4 g6



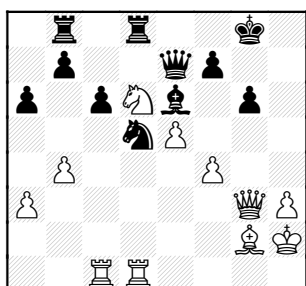
31.Qe2

31.Qf2 protects f4-Pawn threatening g4, then f5

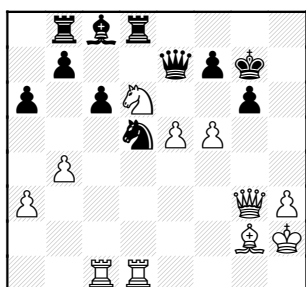
31...h5 32.Nd6 h4



33.Qf3 hxc3+ 34.Qxc3

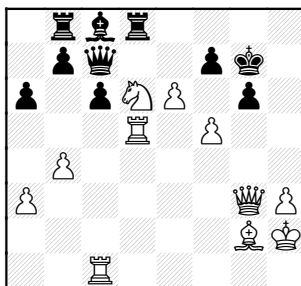


Look out! g6-Pawn is pinned!
34...Kg7 35.f5 Bc8



36.Rxd5! Removing guard of f6: threat is f6+ forking, of course!

36...Qc7 37.e6



Now a Knight can discover on unguarded Queen!

37...cxd5 oops! 38.Rxc7 1-0

A MEAT-ONLY DIET

I, like many amateur players, don't need much excuse to buy another chessbook! Even study some! A major delight this past summer was the lessons learned from GM Alex Yermolinsky's book **Road to Chess Improvement** recently published by Gambit.

One of the main features is Yermo's willingness (and ability) to simply explain some complex positions. Another is an open-minded approach to chess, in new and old positions, that just inspires one to BE CREATIVE!!

In three sections, the book covers areas I need help: Reacting properly to turning points in a game and/or emotional shifts, some common problems

resulting from 1 d4 openings, and finally, complex middlegames-with special emphasis on trading lines.

A couple quotes to whet your appetite:

Chess-players are often presented with a problem: how to choose between several moves that seem equally attractive (or unattractive, depending on the situation). Certain moves we make automatically, because they are forced; certain positions we play in the 'cruise control mode', because they are trivial; but every so often our database of knowledge along with our computing ability is not enough to provide us with a clear answer...During the game we are exposed to surges of emotions: elation, fear, hate, indifference, boredom, desperation. And we still have decisions to make. (Yermo introduces a method to track these types of situations so as to get a hold of what your tendencies are.)

Chess is a hard enough game to present you with a challenge, and the last thing we need is a worry about 'doing the right thing', which means following the positional rules that are, in fact, not more than statistical probabilities, distorted by the selection criteria chosen by authors of chess books...The traditional scientific approach to studying chess is not going to do you any good... (and Yermo goes into some common structures, teaching by themes instead of specific moves).

A great book to make you look at chess from a completely new angle!