

# The Chicago Chess Player

**The Official Bulletin of the Chicago Industrial Chess League**



Spring Meeting: Apr 03, 2002  
Playoffs: May 18, 2002  
Banquet: Jun 07, 2002

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with contributions from Art Olsen, Pat Sajbel, Lenny Spiegel,  
Jim Duffy, and Frank Suerth

## CICL OFFICERS

**President Irwin Gaines** [Fermi] Gaines@fnal.gov  
 Fermilab MS 120 W: (630) 840-4022  
 P.O. Box 500 H: (630) 420-1452  
 Batavia IL 60510 Fax: (630) 840-2783

**Secretary Wayne Ellice** (Pawns) Wayne.ellice@grace.com  
 Grace Division W: (773) 838-3215  
 4099 W. 71st Street Fax (773) 838-3243  
 Chicago IL 60629

**Treasurer Len Spiegel** (Fermi) Lenny@fnal.gov  
 Fermilab MS 220 W: (630) 840-2809  
 Baravia IL 60510 H: (630) 208-4738

**Ratings Chairman Art Olsen** (Kemper)  
 714 E. Algonquin Road, #1102 aolsen14@home.com  
 Arlington Heights, IL 60005  
 FAX: to EPS OTS, G-5 at W: (847) 320-2420  
 (847) 320-4464 H: (847) 437-9819

### Bulletin/Games Editor, Webmaster

**Tom Friske** (Alumni Excaliburs) tfriske@interaccess.com  
 1035 E. Algonquin Road W: (847) 788-4315  
 Des Plaines IL 60016 H: (847) 299-1033

**Trophy Chairman Marty Franek** (Alumni Aces)  
 9044 S. 51<sup>st</sup> Avenue mjfranek@megsinet.net  
 Oaklawn IL 60453-1730 W: (312) 353-0397  
 H: (708) 636-3714

**Publicity Chairman, Pat Sajbel** POSAJBEL@uop.com  
 UOP 25 East Algonquin Road W: (847) 391-2134  
 Des Plaines, IL 60017-5017 H: (847) 506-9302

**Banquet Chairman Pablo Diaz** (Lucent Tyros)  
 Lucent Technologies w: 630-979-3014  
 1960 Lucent Lane  
 7G-417  
 Naperville, Illinois 60566-7033

## DIVISIONAL CHAIRMEN

**North Division Jim Thomson** thomson@iden.comm.mot.com  
 141 Rosewood Drive W: (847) 538-5408  
 Roselle, IL 60172 H: (630) 307-2414

**Near West Division Carl Reid** (Case)  
 2289 Grand Dr. hyde65@juno.com  
 Northbrook IL 60062 W: 773 481-7726

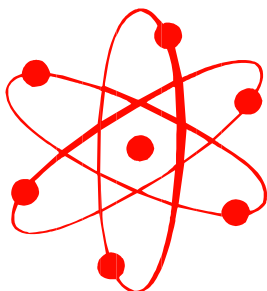
**East Division Jim Duffy** jim\_duffy@chi.leoburnett.com  
 152 Greenway W: (312) 220-3252  
 Streamwood, IL 60107 H: (847) 497-8141

**Far West Division Bob Buchner** (Lucent Tyros)  
 1316 Kallien Court buchner@lucent.com  
 Naperville, IL 60540 W: (630) 979-7707  
 H: (630) 428-7707

**Website** [www.tomhq.com/cicl.htm](http://www.tomhq.com/cicl.htm)

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## A CHAIN REACTION

Our former Ratings Chairman, Charlie Ward, who now resides in Missouri, relayed news from a Florida paper about one of our teams, Fermilab, and chessplayers in Switzerland. Man, talk about a small world !...

Fermilab was challenged to a match by their fellow physicists at the CERN facility in Switzerland. Thanks to technology, each board played a game with White and Black without need to travel (nuts!). Sorry to report the good guys lost, but Lenny Spiegel commented to them it actually made them even— CERN were the better chess-players, but Fermi remains the better physicists!

If you're curious about the details, more information on the Internet match can be found on the Fermilab chess club web site— <http://www.fnal.gov/orgs/chess/>  
and the CERN counterpart site- <http://chess.cern.ch/tournaments/fermilab2001.en.shtml>

- Lenny

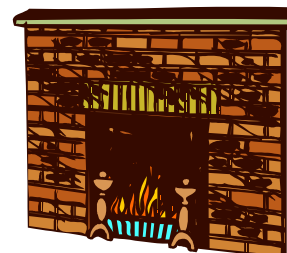
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## *Christmas Leftovers*

A group of chess enthusiasts checked into a hotel and were standing in the lobby discussing their recent tournament victories. After about an hour, the manager came out of the office and asked them to disperse.

"But why?" they asked, as they moved off.

"Because," he said, "I can't stand chess nuts boasting in an open foyer."



"Match Results - as of January....."

A couple words about the shabby state of our website is in order. The webmaster reports that due to increased control at his worksite, he is no longer able to update from there. And, due to increased control at his web provider, was no longer able to update from home. In other words, locked out completely.

The provider has made the necessary adjustments and the webmaster is setting up at home to provide current news and Match Reports. We should be back online soon!

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Finally, Dwayne Satterlee (from our CASE team) has died recently following emergency bypass surgery. As of presstime, no biographical remarks have been received.

## CICL DRAWS MATCH!

**The Elmhurst Chess Club** is arguably the strongest club in the suburbs, so it's not surprising the CICL has struggled against them in the past! This year, however, we showed some depth, with most of our points coming from the lower-half of the boards. Oddly, we had the rating advantage on the upper-half boards!

**Jim Duffy** (Leo Burnett) had the heavy duty of being last to finish and having the match rest on his result. We're happy to report he was able to gain a draw by recognizing a three-fold repetition of position in a Pawn-down Queen ending!

Here's the board-by-board match-ups:

BOARD	CICL Player	Team	Rating	CICL Result	ECC Player	Rating
1	Stevanovic, Mike	UOP	2232	<b>0.5</b>	Tennant, Stevan	2221
2	Spiegel, Lenny	Fermi	2074	<b>0.0</b>	Thomas, Ed	1951
3	Fridman, Yuri	Knights	2029	<b>1.0</b>	Cohen, Larry	1933
4	Friske, Tom	Excaliburs	2000	<b>0.0</b>	Hart, Vincent	1871
5	Sajbel, Pat	UOP	1823	<b>0.5</b>	Cohen, Howard	1855
6	Lechnick, Jay	UOP	1790	<b>1.0</b>	David, George	1738
7	Walker, Arnie	Northrop	1781	<b>0.0</b>	Wakerly, Ralph	1655
8	Easton, Richard	Kemper	1734	<b>1.0</b>	Potts, Kevin	1650
9	Balicki, Jeff	Knights	1728	<b>1.0</b>	Padilla, Rudy	1636
10	Duffy, Jim	LeoBurn	1726	<b>0.5</b>	Djordjevic, Vladim	1613
11	Dittmer, M	Fermi	1650	<b>0.0</b>	Widelka, Adam	1501
12	Reid, Carl	Case	1494	<b>0.0</b>	Chen, Byron	1257
13	LaForge, Wayne	Chargers	UNR	<b>1.0</b>	Blaskovic, Robert	UNR

Special thanks to **Pat Sajbel** for faithfully scheduling this event!

— Jim Duffy, on scene reporter

## League Standings as of February 7

### NEAR WEST DIVISION 02-07-2002

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
LUCENT TECH. CHARGERS	7	0	0	27.0	7.0	1.000
PAWNS	4	3	1	26.5	4.5	0.563
COOK CO. DEPT. OF CORR	2	5	0	17.5	2.0	0.286
CASE	1	6	1	19.0	1.5	0.188

### FAR WEST DIVISION 02-07-2002

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
LUCENT TECH. TYROS	3	2	2	20.0	4.0	0.571
LUCENT TECH. DRAGONS	4	2	0	19.5	4.0	0.667
ARGONNE ROOKS	2	3	2	22.5	3.0	0.429
FERMILAB	1	3	2	16.0	2.0	0.333

### NORTH DIVISION 02-07-2002

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
UOP	5	0	1	23.0	5.5	0.917
EXCALIBURS	3	1	2	22.0	4.0	0.667
MOTOROLA KNIGHTS	2	2	2	21.5	3.0	0.500
MOTOROLA KINGS	2	2	2	18.5	3.0	0.500
KEMPER INSURANCE	1	4	1	12.5	1.5	0.250
NORTHROP	1	5	0	10.5	1.0	0.167

### EAST DIVISION 02-07-2002

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
ALUMNI ACES	4	0	1	25.0	4.5	0.900
WOLVERINE TRADING	2	1	2	16.5	3.0	0.600
CITADEL GROUP	2	1	1	12.0	2.5	0.625
THE READER	2	3	0	7.0	2.0	0.400
LEO BURNETT	0	5	0	8.5	0.0	0.000

## Top Ten by Division / Most Improved Players

### NEAR WEST DIVISION TOP TEN

JAKSTAS, K	PAWNS	2108C
WILLIAMS, K	CCDOC	2102
WARREN, J	CHRGR	2086Q
MARCOWKA, R	CHRGR	1989D
STINSON, M	CHRGR	1952C
ELLICE, W	PAWNS	1902
KALE, S	CASE	1864C
FRAATS, D	CASE	1861C
DOBROVOLNY, C	CHRGR	1825C
ROSLEY, D	CHRGR	1790

### FAR WEST DIVISION TOP TEN

DORIGO, T	FERMI	2169
BENEDEK, R	ROOKS	2117D
SPIEGEL, L	FERMI	2074D
TEGEL, F	DRGNS	2064T
HILL, R	ROOKS	2006C
DIAZ, P	TYROS	1983C
LUDWIG, T	DRGNS	1932C
GUIO, J	TYROS	1928C
STOLTZ, B	TYROS	1927C
PEHAS, A	DRGNS	1910C

### NORTH DIVISION TOP TEN

WOLF, D	MKING	2320
INUMERABLE, F	EXCLB	2292C
STEVANOVIC, M	UOP	2239D
MORRIS, R	MKNGT	2173
BUERGER, E	UOP	2049T
MELNIKOV, I	MKING	2025
FRIDMAN, Y	MKNGT	2018
WALLACH, C	MKING	2001
FRISKE, T	EXCLB	2000C
SIWEK, M	KEMPR	1997C

### EAST DIVISION TOP TEN

VOLYNSKIY, G	WOLVE	2539*
REYES, R	ALUMN	2286D
BENESA, A	ALUMN	2237
JASAITIS, A	WOLVE	2147D
LANG, R	READR	2080
SANTIAGO, T	ALUMN	2030
GAZMEN, E	ALUMN	2024
SAGALOVSKY, L	WOLVE	1981
CZERNIECKI, A	ALUMN	1959D
ALLEN, H	ALUMN	1936

### MOST IMPROVED PLAYERS

APPLEBERRY, T	CCDOC	71
VIGANTS, A	NORTH	70
THOMSON, J	MKNGT	70
SALERNO, S	DRGNS	69
CYGAN, J	MKING	65
O'DELL, DW	PAWNS	57
BOLDINGH, E	UOP	54
MOSSBRIDGE, A	KEMPR	53
HILL, R	ROOKS	48
FRAATS, D	CASE	47

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## Match Results

### 17-JAN-02 MOTOROLA KNIGHTS

2.5 UOP

3.5

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 FRIDMAN, Y	2029-11	0	STEVANOVIC, M	2232 7 1
2 THOMSON, J	1924 31	1	BUERGER, E	2063-14 0
3 SAMELSON, C	1939-16	0	BOLDINGH, E	1907 16 1
4 AUGSBURGER, L	1723-12	0	LECHNICK, J	1790 18 1
5 BALICKI, J	1728 7	.5	SAJBEL, P	1823 -4 .5
6 ALFONSO, E	1586 9	1	VAN ZILE, C	1338 -9 0

### 17-JAN-02 MOTOROLA KINGS

1.5 EXCALIBURS

4.5

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 MELNIKOV, I	2034 -9	0	INUMERABLE, F	2286 6 1
2 WALLACH, C	2002 -1	.5	FRISKE, T	2000 0 .5
3 PIPARIA, J	1870-18	0	SOLLANO, E	1940 18 1
4 CYGAN, J	1799 24	1	KOGAN, G	1819-16 0
5 BOLLAPRAGADA, S	0 0	0	SULLIVAN, J	1734 0 1
6 GONCHAROFF, N	1692-13	0	WEITZ, R	1601 19 1
7 RABINOVICH, E	1341-35	0	PHELPS, D	1118 35 1 (MKNGT)
8 GRYPARIS, J	1495-33	0	MARSHALL, K	1328 33 1 (MKNGT)

### 17-JAN-02 NORTHROP

2

KEMPER INSURANCE

4

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 WALKER, A	1781 13	.5	SIWEK, M	2006 -9 .5
2 VIGANTS, A	1672-12	0	EASTON, R	1734 19 1
3 BURIAN, D	1605-11	0	MOSSBRIDGE, A	1692 17 1
4 GOTHIER, S	1388 12	.5	OLSEN, A	1585 -8 .5
5 ELEK, G	1076 -5	0	LAMBIRIS, J	1448 5 1
6 GOTHIER, N	0 0	1	ROSZKOWSKI, D	0 0 0

### 01-JAN-02 COOK CO. DEPT. OF CORR

2

PAWNS

4

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 WILLIAMS, K	2079 13	1	ELLICE, W	1921-13 0
2 SEATON, E	1669 0	1F		0 0 0F
3 ALEXANDER, W	1744-28	0	FABIJONAS, R	1664 18 1
4 HALL, A	1478-23	0	O'DELL, DW	1471 15 1
5 JACKSON, S	1388-17	0	MIKULECKY, B	1474 11 1
6 APPLEBERRY, T	1418 0	0	ABDALLAH, D	0 0 1
7 SANDEFUR, B	1163-21	0	FALCON, L	1182 21 1 (CCDOC)
8 MCGEE, L	1030 0	0	NEU, E	0 0 1 (CCDOC)
9 STEEL, B	0 0	0	TRINIDAD, P	946 0 1 (CCDOC)

## Match Results

### 14-JAN-02 PAWNS

2.5 LUCENT TECH. CHARGERS 3.5

ROUND 7

BD	RATINGS	SCORE	RATINGS	SCORE
1 JAKSTAS,K	2120 -2	.5	WARREN,J	2085 1 .5
2 ELLICE,W	1908-18	0	MARCOWKA,R	1977 12 1
3 O'DELL,DW	1486 -4	0	DOBROVOLNY,C	1821 4 1
4 ABDALLAH,D	0 0	1	THOMAS,J	1547 0 0
5 MIKULECKY,B	1485 0	.5	STAMM,V	1481 0 .5
6 SHALABI,M	0 0	.5	DOBR,K	1430 0 .5

### 17-JAN-02 COOK CO. DEPT. OF CORR

2 CASE

4

ROUND 7

BD	RATINGS	SCORE	RATINGS	SCORE
1 WILLIAMS,K	2092 10	1	KALE,S	1874-10 0
2 SEATON,E	1669-12	0	FRAATS,D	1843 8 1
3 HALL,A	1455 -8	0	WHITE,H	1711 6 1
4 ROJO,V	1503-17	0	KLINEFELTER,H	1588 11 1
5 JACKSON,S	1371-15	0	REID,C	1494 10 1
6 APPLEBERRY,T	1418 22	1	ZOELLNER,J	1414-15 0
7 MCGEE,L	1030 36	1	KANAS,W	1272-24 0

### 22-JAN-02 PAWNS

3.5 CASE

2.5

ROUND 8

BD	RATINGS	SCORE	RATINGS	SCORE
1 JAKSTAS,K	2118-10	.5	FRAATS,D	1851 10 .5
2 ELLICE,W	1890 12	1	WHITE,H	1717 -8 0
3 O'DELL,DW	1482 20	1	KLINEFELTER,H	1599-20 0
4 ABDALLAH,D	0 0	0	REID,C	1504 0 1
5 MIKULECKY,B	1485 11	1	ZOELLNER,J	1399-11 0
6	0 0	0F	KANAS,W	1248 0 1F

### 07-JAN-02 LUCENT TECH. DRAGONS

5

ARGONNE ROOKS

1

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 TEGEL,F	2060 12	1	BENEDEK,R	2145-19 0
2 LUDWIG,T	1941 3	.5	HILL,R	2017 -3 .5
3 PEHAS,A	1898 15	1	GOLCHERT,B	1897-22 0
4 ALTSHULLER,D	1789 -4	.5	BAURAC,D	1733 2 .5
5 EUSTACE,D	1578 17	1	DECMAN,S	1615-17 0
6 SALERNO,S	1347 19	1	BUTLER,E	1300-19 0



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## Match Results

**21-JAN-02 ARGONNE ROOKS**

**5**

**LUCENT TECH. DRAGONS**

**1**

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 BENEDEK,R	2126 13	1	TEGEL,F	2072 -8 0
2 HILL,R	2014 12	1	LUDWIG,T	1944-12 0
3 SUAREZ,E	1831 6	.5	PEHAS,A	1913 -3 .5
4 BAURAC,D	1735 2	.5	ALTSHULLER,D	1785 -4 .5
5 DECMAN,S	1598 15	1	EUSTACE,D	1595-15 0
6 BUTLER,E	1281 0	1	BREYER,A	0 0 0

**05-FEB-02 LUCENT TECH. TYROS**

**4**

**ARGONNE ROOKS**

**2**

ROUND 7

BD	RATINGS	SCORE	RATINGS	SCORE
1 DIAZ,P	1961 22	1	BENEDEK,R	2139-22 0
2 STOLTZ,B	1907 20	1	HILL,R	2026-20 0
3 GUIO,J	1948-20	0	SUAREZ,E	1837 29 1
4 BUCHNER,R	1751 22	1	BAURAC,D	1737-14 0
5 HAHNE,D	1647-35	0	GRUDZINSKI,J	1425 35 1
6 SMITH,BR	1649 5	1	BUTLER,E	1281 -5 0

( \* CHICAGO READER WAS PENALIZED 1 GAME POINT FOR THE BOARD 2 UPPER \* )  
 ( \* BOARD FORFEIT. THE BOARD 2 FORFEIT IS CHICAGO READER'S 3RD UPPER \* )  
 ( \* BOARD FORFEIT THIS SEASON. \* )

**08-JAN-02 THE READER**

**0**

**CITADEL GROUP**

**5**

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 LANG,R	2083 0	0F	MORENZ,P	0 0 1F
2 ROGERS,N	1916 0	0F	HAYHURST,W	1894 0 1F
3 SULLIVAN,C	1508 0	0	HTOO,M	0 0 1
4 CARTER,L	1510 0	0	SENSAT,J	0 0 1
5 BROIHIER,M	1136 0	0	MAGEE,M	0 0 1
6 MARSH,M	1167 0	1	FOLEY,M	0 0 0

( \* CHICAGO READER WAS PENALIZED 1 GAME POINT FOR THE BOARD 2 UPPER \* )  
 ( \* BOARD FORFEIT. \* )

**15-JAN-02 THE READER**

**-1**

**WOLVERINE TRADING**

**5**

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 LANG,R	2083 -3	0	VOLYNSKIY,G	2536 3 1
2	0 0	0F	JASAITIS,A	2147 0 1F
3 SULLIVAN,C	1508 -3	0	SAGALOVSKY,L	1978 3 1
4 MARSH,M	1167 -3	0	KRATKA,M	1612 3 1
5 BROIHIER,M	1136 -5	0	LANSING,J	1498 5 1
6	0 0	0F		0 0 0F

## Match Results

17-JAN-02 ALUMNI ACES

5.5 LEO BURNETT

.5

ROUND 6

BD	RATINGS	SCORE		RATINGS	SCORE
1 BENESA,A	2233	4	1	EAMAN,R	1825 -4 0
2 SANTIAGO,T	2047-17		.5	DUFFY,J	1726 17 .5
3 GAZMEN,E	2023	1	1	FULKERSON,R	1398 -1 0
4 ALLEN,H	1935	1	1	BANNON,B	1249 -1 0
5 FRANK,M	1733	4	1	DOMINGUEZ,R	1311 -4 0
6 DAVIDSON,M	1609	0	1F	SAWIN,B	1189 0 0F

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Current Ratings as of February 7

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABDALLAH, D	PAWNS	2	1	0	0000/3	DOMINGUEZ, R	LBURN	1	1	2	1307*
AILES, T	FERMI	3	1	0	1553	DORIGO, T	FERMI	0	0	1	2169
ALBERS, M	KEMPR	0	1	0	0000/0	DUBILIRER, G	MKING	1	1	0	0000/2
ALEXANDER, W	CCDOC	3	3	0	1716	DUFFY, J	LBURN	1	3	1	1743
ALFONSO, E	MKNGT	3	1	1	1595	DUNCAN, M	PAWNS	0	0	0	0000/1
ALLEN, H	ALUMN	3	0	0	1936	EAMAN, R	LBURN	0	3	1	1821
ALLEN, R	UOP	0	1	0	1179#	EASTON, R	KEMPR	1	2	0	1753
ALMAULA, J	MKING	0	0	1	1288#	ELEK, G	NORTH	1	4	0	1071
ALTSHULLER, D	DRGNS	3	1	2	1781	ELLICE, W	PAWNS	4	3	1	1902
ANDRESEN, T	EXCLB	0	0	0	1735C	ERIKSON, M	ROOKS	0	0	0	0000/0
APPLEBERRY, T	CCDOC	5	2	0	1440	EUSTACE, D	DRGNS	4	2	0	1580C
APTEKAR, S	STFRD	0	0	0	1607#	FABIJONAS, R	PAWNS	3	2	1	1682D
AUGSBURGER, L	MKNGT	2	1	1	1711C	FALCON, L	CCDOC	2	0	0	1203#
BALICKI, J	MKNGT	5	1	2	1735	FINKELSHEYN, S	WOLVE	0	1	0	0000/1
BANNON, B	LBURN	0	5	0	1248	FITZGERALD, M	FERMI	0	0	0	1244*
BARGERSTOCK, D	STFRD	0	0	0	1783C	FOLEY, M	CITGR	2	1	0	0000/2
BARNARD, G	CITGR	1	1	0	1179*	FOREMAN, T	TRDLK	0	0	0	0000/1
BARTHOLF, P	TRDLK	0	0	0	0000/2	FRAATS, D	CASE	2	3	3	1861C
BAURAC, D	ROOKS	2	3	2	1723D	FRANEK, M	ALUMN	1	0	2	1716D
BENEDEK, R	ROOKS	3	2	1	2117D	FRANK, M	ALUMN	2	0	1	1737
BENESA, A	ALUMN	4	1	0	2237	FRIDMAN, Y	MKNGT	1	4	1	2018
BLACKMON, E	DRGNS	0	1	0	1717C	FRISKE, T	EXCLB	3	1	2	2000C
BOLDINGH, E	UOP	4	0	1	1923C	FULKERSON, R	LBURN	2	2	0	1397*
BOLLAPRAGADA, S	MKING	0	2	0	0000/4	GAINES, I	FERMI	2	3	0	1752D
BRAUNDMEIER, B	KEMPR	0	0	0	1249#	GALINSKY, V	TRDLK	0	0	0	0000/0
BREYER, A	DRGNS	2	1	0	0000/3	GARCIA, J	ROOKS	0	0	0	1227*
BROIHIER, M	READR	0	3	1	1131	GARDNER, M	NORTH	1	0	0	1237#
BROTSON, J	EXCLB	3	0	1	1538D	GASTON, K	CASE	0	0	0	1251
BUCHNER, R	TYROS	2	2	1	1773	GAZMEN, E	ALUMN	3	1	0	2024
BUERGER, E	UOP	3	2	1	2049T	GOKHALE, P	MKING	0	0	0	0000/0
BURIAN, D	NORTH	1	3	2	1594C	GOLCHERT, B	ROOKS	0	1	0	1875
BUTLER, E	ROOKS	4	3	0	1276*	GOLLA, R	ALUMN	1	0	0	1813D
CARTER, L	READR	1	1	0	1510C	GOMEZ, G	FERMI	2	1	0	1726
CASTILLA, H	FERMI	1	0	0	0000/2	GONCHAROFF, N	MKING	1	3	2	1679Q
CEASE, H	FERMI	0	0	0	1222*	GOTHIER, N	NORTH	1	0	0	0000/0
CHIN, M	KEMPR	0	0	0	0000/0	GOTHIER, S	NORTH	0	3	2	1400*
CHRISTIAN, R	DRGNS	0	0	0	1753C	GRANT, M	STFRD	0	0	0	0000/1
CHRISTOTEK, L	FERMI	0	1	0	0000/1	GRUDZINSKI, J	ROOKS	1	0	0	1460*
COLLINS, G	DRGNS	0	1	0	0000/0	GRYPARIS, J	MKING	3	3	0	1462C
CUMMUTA, P	KEMPR	0	1	0	1486C	GRYZIAK, L	STFRD	0	0	0	0000/2
CVETKOVICH, R	STFRD	0	0	0	0000/7	GUIO, J	TYROS	0	3	1	1928C
CYGAN, J	MKING	3	0	0	1823	HAHNE, D	TYROS	2	3	0	1612C
CZERNIECKI, A	ALUMN	1	1	0	1959D	HALL, A	CCDOC	0	2	1	1447
DAVIDSON, M	ALUMN	1	0	0	1609	HANDSCHKE, D	KEMPR	0	0	0	0000/2
DECMAN, S	ROOKS	2	1	0	1613D	HAYHURST, W	CITGR	1	2	0	1894
DIAZ, P	TYROS	2	4	1	1983C	HELFER, A	STFRD	0	0	0	0000/8
DILLON, M	STFRD	0	0	0	0000/2	HELGESON, M	WOLVE	0	1	0	0000/1
DITTMER, M	FERMI	0	1	1	0000/2	HERREN, R	MKNGT	0	0	0	0000/2
DOBR, K	CHGR	5	1	1	1430Q	HILL, R	ROOKS	5	1	1	2006C
DOBROVOLNY, C	CHGR	5	1	1	1825C	HIRSCH, D	NORTH	0	2	0	0000/2

# The Chicago Chess Player

February 2002

Current Ratings as of February 7

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
HTOO, M	CITGR	2	0	0	0000/1	MOLINA, J	FERMI	1	3	2	1533#
HUGHES, N	KEMPR	0	2	0	1749C	MORENZ, P	CITGR	0	0	0	0000/0
HUNTER, M	CCDOC	1	0	0	0000/0	MORRIS, R	MKNGT	0	0	0	2173
INUMERABLE, F	EXCLB	5	0	1	2292C	MOSSBRIDGE, A	KEMPR	3	1	0	1709
JACKSON, S	CCDOC	0	5	1	1356	MOTTA, H	FERMI	0	1	0	1872
JAKSTAS, K	PAWNS	2	0	5	2108C	MYERS, E	KEMPR	1	1	0	0000/1
JASAITIS, A	WOLVE	4	0	0	2147D	NEU, E	CCDOC	1	0	0	0000/1
KALE, S	CASE	0	1	0	1864C	NOEL, F	CCDOC	1	1	0	0000/3
KANAS, W	CASE	1	6	0	1248C	O'DELL, DW	PAWNS	5	2	0	1502C
KARANDIKAR, S	MKNGT	2	2	0	1573*	OELHAFEN, A	EXCLB	0	2	0	1240
KARPIERZ, J	TYROS	0	0	1	1270	OGASAWARA, L	DRGNS	0	0	0	1823C
KAUFFMANN, T	WOLVE	1	0	0	0000/0	OLEARY, R	WOLVE	0	1	0	0000/1
KESTNER, M	DRGNS	0	0	0	1431	OLSEN, A	KEMPR	1	3	2	1577C
KIERSCH, M	READR	0	0	0	0000/3	OTTE, R	WOLVE	0	2	0	0000/1
KIM, J	TRDLK	0	0	0	0000/2	PARAOAN, E	BKAMI	0	0	0	1643C
KLINEFELTER, H	CASE	1	3	2	1579C	PEHAS, A	DRGNS	1	0	1	1910C
KOGAN, G	EXCLB	3	1	2	1803C	PERKINS, D	CCDOC	0	0	0	1663#
KOSMICKE, J	STFRD	0	0	0	0000/1	PHELPS, D	MKNGT	1	0	1	1153#
KRAS, T	BKAMI	0	0	0	2151	PIPARIA, J	MKING	1	2	1	1852
KRATKA, M	WOLVE	2	3	0	1615*	PLEASANCE, M	CCDOC	0	1	0	0000/0
KREMPETZ, K	FERMI	0	0	0	0000/2	PODOKSIK, E	CITGR	1	1	0	1280
KUBIT, K	NORTH	0	2	0	0000/2	RABINOVICH, E	MKING	1	3	1	1306
LAFORGE, W	CHRGR	2	1	0	1366	RADAVICIUS, E	CHRGR	1	1	1	1612D
LAMBIRIS, J	KEMPR	2	0	0	1453	RAUCHMAN, M	WOLVE	1	1	0	0000/1
LANG, R	READR	0	2	1	2080	REID, C	CASE	4	3	0	1504C
LANSING, J	WOLVE	2	0	1	1503	RENDE, D	UOP	0	0	0	1631*
LARSEN, B	KEMPR	0	1	0	0000/1	REYES, R	ALUMN	0	0	0	2286D
LECHNICK, J	UOP	3	1	2	1808	RIFFLE, D	FERMI	0	0	0	0000/2
LEONG, G	KEMPR	1	2	1	1990C	ROBB, D	TRDLK	0	0	0	0000/1
LITTLE, C	READR	1	2	0	1275	ROGERS, N	READR	1	2	0	1916
LITVINAS, A	ALUMN	0	0	0	1655D	ROJO, V	CCDOC	1	2	1	1486
LOHJA, N	NORTH	0	0	0	0000/4	ROSLEY, D	CHRGR	0	0	0	1790
LOSOFF, A	BKAMI	0	0	0	1863C	ROSZKOWSKI, D	KEMPR	0	4	0	0000/9
LOWRY, D	STFRD	0	0	0	0000/3	RZESZUTKO, R	ALUMN	1	0	0	1905C
LUDWIG, T	DRGNS	0	4	2	1932C	SACKS, D	UOP	0	0	0	1833
MAGEE, M	CITGR	1	1	0	0000/2	SAGALOVSKY, L	WOLVE	3	1	0	1981
MANN, D	CITGR	0	1	0	0000/1	SAJBEL, P	UOP	0	3	1	1819C
MARCOWKA, R	CHRGR	3	2	1	1989D	SALERNO, S	DRGNS	3	0	2	1366*
MARSH, M	READR	1	2	0	1164	SAMELSON, C	MKNGT	2	3	0	1923D
MARSHALL, K	MKNGT	3	1	1	1361*	SANDEFUR, B	CCDOC	0	2	0	1142*
MCCARTHY, D	CHRGR	0	0	0	1754	SANDLER, M	CITGR	0	1	0	0000/0
MC GEE, L	CCDOC	3	3	0	1066*	SANTIAGO, T	ALUMN	3	0	1	2030
MCKAY, P	PAWNS	0	0	0	1406*	SATTERLEE, D	CASE	2	1	1	1588D
MCKINNEY, T	KEMPR	0	1	0	1245	SAVCIC, V	TYROS	2	1	0	1125*
MELNIKOV, I	MKING	1	3	2	2025	SAWIN, B	LBURN	1	2	1	1189*
MICKLICH, F	UOP	3	1	1	1678D	SCHOONOVER, M	UOP	0	0	0	1307*
MIKULECKY, B	PAWNS	2	2	3	1496C	SCHULTZ, R	FERMI	0	5	0	1204*
MILLER, K	STFRD	0	0	0	0000/1	SEATON, E	CCDOC	0	4	0	1657
MITMAN, S	STFRD	0	0	0	0000/1	SEDA, J	CITGR	0	2	0	0000/2
MOEHS, D	FERMI	1	0	0	0000/1	SENSAT, J	CITGR	2	2	0	0000/4

Current Ratings as of February 7

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
SERRANO,B	PAWNS	0	0	0	1438#	THOMAS,G	TYROS	1	1	0	1563C
SHALABI,M	PAWNS	1	2	1	0000/4	THOMAS,J	CHRGR	2	2	0	1547D
SHIREY,S	KEMPR	0	0	0	0000/4	THOMSON,J	MKNGT	5	1	0	1955
SIEGEL,R	BKAMI	0	0	0	1490C	TOERNER,G	STFRD	0	0	0	0000/0
SITAR,K	BKAMI	0	0	0	1563	TRINIDAD,P	CCDOC	1	3	0	946*
SIWEK,M	KEMPR	1	2	2	1997C	TRUFANOV,D	UOP	1	0	0	1566#
SMITH,BR	TYROS	1	0	2	1654C	VALDEZ,C	TYROS	0	5	0	1418*
SMITH,JO	TRDLK	0	0	0	0000/5	VAN ZILE,C	UOP	2	1	1	1329
SMITH,S	READR	0	0	0	0000/4	VENSKE,D	READR	1	0	0	1740
SOLLANO,E	EXCLB	3	3	0	1958	VIGANTS,A	NORTH	3	3	0	1660C
SOSSI,M	LBURN	0	1	0	1612	VOLYNSKIY,G	WOLVE	2	0	0	2539*
SPIEGEL,L	FERMI	3	2	1	2074D	VORA,C	STFRD	0	0	0	0000/3
STAFFORD,G	TRDLK	0	0	0	0000/2	WALKER,A	NORTH	1	3	3	1794
STAMM,V	CHRGR	3	1	2	1481D	WALLACH,C	MKING	3	0	3	2001
STAPLES,C	FERMI	1	0	1	1591	WALSH,W	ROOKS	0	0	0	1494C
STEEL,B	CCDOC	0	1	0	0000/1	WARD,CH	TRDLK	0	0	0	1324
STEELE,B	CCDOC	0	1	0	0000/4	WARREN,J	CHRGR	1	1	4	2086Q
STEVANOVIC,M	UOP	3	0	2	2239D	WEISNER,T	PAWNS	0	0	0	1130
STINSON,M	CHRGR	0	0	0	1952C	WEITZ,R	EXCLB	3	2	0	1620C
STOLTZ,B	TYROS	5	1	0	1927C	WHITE,H	CASE	3	3	1	1709C
SUAREZ,E	ROOKS	2	1	1	1866	WILLIAMS,K	CCDOC	3	0	4	2102
SUBECK,J	KEMPR	1	1	0	1383*	WIRTZ,R	KEMPR	0	2	0	1322#
SUERTH,F	EXCLB	1	1	0	1525C	WOLF,D	MKING	0	0	1	2320
SULLIVAN,C	READR	2	3	0	1505	YACOUT,A	ROOKS	1	2	0	1549
SULLIVAN,J	EXCLB	1	4	1	1734D	ZOELLNER,J	CASE	2	5	1	1388C
TEGEL,F	DRGNS	2	2	2	2064T						

/x - UNRATED; x RATED GAMES

# - 5 TO 9 RATED GAMES

\* - 10 TO 24 RATED GAMES

C - CENTURY CLUB MEMBER

D - DOUBLE CENTURION

T - TRIPLE CENTURION

Q - QUAD CENTURION

## UPPER BOARD FORFEITS

Each team is allowed 2 upper board forfeits per season.  
After the 2nd upper board forfeit, the team is penalized  
one extra game point for each such forfeit in the match.

## TEAMS WITH 2 OR MORE UPPER BOARD FORFEITS

CCDOC

CHICAGO READER

## TEAMS WITH 1 UPPER BOARD FORFEIT

ALUMNI ACES

LEO BURNETT

ARGONNE ROOKS

PAWNS

## The Art of Sacrificing Rooks

### Part 5 - Introducing the Exchange Sacrifice

by Tom Friske

As we examined the Rook sacrifice last season, it was obvious that a logical progression would involve an examination of positions when the Rook captures a minor piece ("sacrificing the exchange", in chess lingo). Once one gets used to giving up a Rook for a Pawn (as examined then), trading it away for a full minor piece feels like an equal trade! And it almost is, as this continuation of the series will prove.

But where to start?! If you're as much the GM-game reviewer as I, you'll readily agreed the exchange sacrifice is the most common way a seemingly balanced position can be twisted into knots of complications! And in a single move sometimes! This is good! The present series need not be overly specific, as the student can easily find good study material. We will, however, define the battles that should be considered by the discerning player.

Since there is a fair number of references to our theme, we'll content ourselves with four main sources: **Positional Sacrifices** by GM Neil McDonald, Cadogan 1995, **Sacrifices in the Sicilian** by David N. L. Levy, 2<sup>nd</sup> ed., Batsford 1980, a CB database of Tal's games, and the trusty search engine of ChessBase 7 and 8. (Incidentally, we'll describe some of CB's useful features later in the series).

#### IT'S ALL IN YOUR MIND!

Before entering in the body of our study, let's get a feel for why the exchange sacrifice is such a strong weapon.

1. It is a sacrifice.  
Purposely giving up material and causing your opponent to actually

think is a good way to open him to a mistake!

2. Its positions are imbalanced. As we will examine, the exchange sac is generally not a cut-throat, do-or-die sacrifice. Piece activity, Pawn mobility, and endgame knowledge are necessary in its evaluation. Of course, most chess decisions require these skills, but the nature of this sacrifice highlights those elements. Furthermore, quiet and equal positions become complex!

3. It is often intuitive. The nature described above does not readily lend itself to calculation of specific moves. The positional changes will require technique to convert into useful threats. This often becomes a long-term plan consisting of multiple goals.

4. It can lead to a draw. The material imbalance, of itself, is not enough to lead to a loss (or win). Are you willing to accept a draw for this game? A draw is often the "worst-case" scenario resulting from the exchange sacrifice

Sound too theoretical ? Don't jump ship yet! These are the considerations you'll learn as we progress!

Grandmaster Mikhail Tal is usually the first player mentioned in discussions of tactics. But I've noted that his speculative (i.e. those that cannot immediately be evaluated) sacrifices are always based on the confidence that he could translate the position into at least a draw. He would only risk the half-point. Of course, sometimes he missed and lost, but his thought

always seemed to be "if this doesn't work, I'll be happy to draw".

So all these areas will be examined during this part of our Rook sacrifice series! Always remember that **this subject cannot be mastered** from book study! You must play these situations to really understand their application!

We'll complete our examination of the exchange sacrifice by studying five areas:

1) Comparison/Contrast of the pieces, 2) Basic exchange-down endgames, 3) Typical middlegame themes, 4) Using ChessBase material-search engine, and lastly, 5) Example pairs from the games of Mikhail Tal.

#### SECTION 1.

##### A Comparison/Contrast of Pieces

This sounds simple, and it is. But let's make a few definitions we can reference later!

#### 1. Traditional values

We all know the table: P=1 point, N=3 points, B=3-3.3 points, R=5 points, Q=9 points, K=infinite. It's much too rigid, of course, but let's at least review a few fairly common adages concerning relative point values for exchange-down situations. (If you need more depth here, don't hesitate to ask a teammate! These considerations help in many situations.)

**2 minors vs Rook** (6 pts vs 5) is normally better for the minors. If for no other reason, that side has more choice of plans! But, of course, that side has the ability to force two units of attack when the other side only has one. If the

exchange sac is part of a combination that will win a second piece, we'd expect the sac to be worthwhile.

**1 minor vs Rook** (3 pts vs 5) is quite dependent on the position. As we will soon mention, the power of Bishop, Knight, or Rook requires the additional information of positional characteristics.

One fact, however, we'll always need to keep in mind is that **usually the minor vs R ending without Pawns is drawn**. Evaluation of the coming Pawn play is a major factor.

**1 minor + 1 Pawn vs Rook** (4 v 5) is, as would be expected, better than without the Pawn (!), but often not quite enough to make a difference. How easily the Pawn can advance, and if passed, are major factors.

**1 minor + 2 Pawns v Rook** (5 v 5) is the traditional exchange-down

compensation. Once again, however, the quality of the Pawns is a major factor. Unlike the +1P scenario, however, **if the 2 Pawns are connected and passed, usually the Rook is out-matched**. There is also the possibility of transforming into a favorable minor + 1 Pawn ending.

***As all chess adages, these truths depend on the situation!***

2. Review of individual pieces  
This is most easily done in the form of a table, so one has been created at the bottom of the page.

But let's apply these simple facts to exchange-sac specifics.

## Rook

It has superior mobility. If the extra Rook has many weaknesses to attack, we'd expect the sacrifice to be questionable. As seen in table, Pawns are especially vulnerable.

It mates easily. Is the King going to be attacked along a file or rank?

Its mobility can be easily lessened. If the extra Rook cannot reach open lines, we'd expect the exchange sacrifice to be a definite possibility. (Main factor being, of course, if the minors' mobility is unaffected by position).

In pure endgames, the Rook can be sacrificed for the opponent's Pawns, creating a draw as a lone minor cannot mate.

## Bishop

Poor supporter of Pawn advances. Due to its inability to support every square in the Pawn's path, it will usually need help. If a blockade of a Pawn is established on the wrong color for Bishop, it will never be able to break it.

Easy to make it useless.  
Simply placing pieces on wrong-

## A Comparison of Chess Pieces

<u>Piece</u>	<u>Mobility</u>	<u>Strengths</u>	<u>Weaknesses</u>
Rook	Long-range	Quickly reach distant squares On open board, unaffected by location Good weapon against Pawns	Path easily blocked Second-highest value, it must yield to all attacks
Bishop	Long-range	Quickly reach some distant squares Good blockader of Pawns	Can only attack one color of squares Path easily blocked Must maneuver to cover edge squares
Knight	Mid-range	Attack not affected by immediate squares Excellent blockader of Pawns  Can attack any square (given time!)	Needs multiple moves to cross board Attacks only one color of squares (on a single move) Alternates the color of attacked squares
Pawn	Short-range	Can become a Queen (news, huh?) Lowest ranked piece, so its attacks matter Easily sacrificed Can force lines open	Advances slowly Cannot clear a path for itself Easily blocked Usually needs constant help

colored squares gives the Bishop nothing to do except waste moves (not always a bad thing!).

## Knight

Fair supporter of Pawn advances. It can support any square, but takes time to help advance to next square.

It doesn't travel well.

The Knight struggles when there's action in multiple areas, and the farther apart, the worse it helps. If the position requires active pieces, we'd expect the Knight to be difficult and the exchange to be less promising.

## 3. Pieces compared.

Let's get into a few imbalances. Our conclusions are a direct result of the foregoing facts.

## Bishop vs Knight

The all-time classic. What can really be defined here? We'll examine their relation with Rooks next, but what help can be given for the times when one must choose to sacrifice for Bishop or Knight?

Most players know to consider the blocked nature of the Pawn structure. "Knights if blocked, Bishops if not" but, still, consideration must be given to the color of key squares. The Bishop is helpless against half the board.

If Pawn advances are the key, we need to closely examine the possibility of blockades. In situations where one can be made, the Knight is the piece which can fight a blockade.

If attacks will be involved, we'd need to consider if diagonal attacks are successful and choose the Bishop. How close to the attack can the support be? If it must be from

far away, the Knight probably isn't the choice. Yet if the Queen needs support, very often a Knight coordinates easily.

## Bishop vs Rook

Finally, we get to an exchange-sac scenario!!

The Rook has superior mobility and can visit any square, so the Bishop will generally lose the battle. The Rook can "hide" from the Bishop by simply playing on wrong-colored squares. Furthermore, once chased away from protecting a specific square, the Bishop requires more maneuvering to reach it from a different diagonal.

The Bishop generally needs support. In this ending, a common winning theme is for the Rook and its King to coordinate in forcing the Bishop to a square that the Rook can then attack (as in making a Bishop-King fork or pin with Rook).

The Bishop is useful in blocking checks given by the Rook. Whereas in a Rook vs Rook ending the interposition would offer a trade, the lower-rated Bishop provides a stable cover. Care must be given to this situation, however, as the standard winning procedure in this endgame is to return the exchange, translating into a favorable Pawn ending!

## Knight vs Rook

This one is most tricky!

The Knight most always needs support and thus can fairly easily be forced onto a inferior square.

Since the Knight can reach any square, however, with care and maneuvering can battle evenly with the Rook when supporting a Pawn. Assuming, of course, the Knight can be protected.

As stated earlier, in wide-ranging action, the Knight is often helpless defending multiple weaknesses, whereas a Rook can often do it simultaneously !

Well, the foregoing sure has been a lot of generalizations and theory! But an understanding of these concepts is mandatory for our exploration into actual game scenarios!

It's time to switch gears and look at some actual positions!

## SECTION 2.

### Basic Endgames

The latest issues of Chess Informant were the catalyst for this study, as a couple games there vividly put the theory into practice.

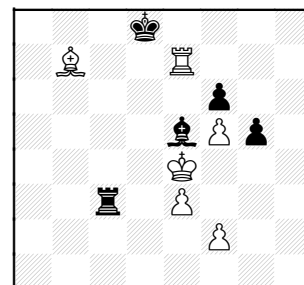
### The standard exchange sac win

As stated above, the standard compensation is "Minor+mobile Pawn" or "Minor+connected passers". Let's look at some game examples. (Brackets give Chess Informant volume # / game #)

### EXAMPLE 1.

#### Atalik - Dautov

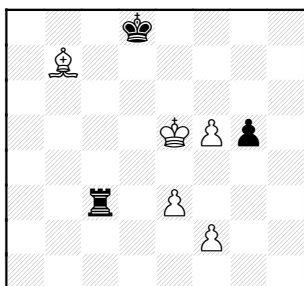
Ohrid, 2001 [C182/336]



White is already a Pawn up and locates another.

48.Rxe5 fxe5 49.Kxe5

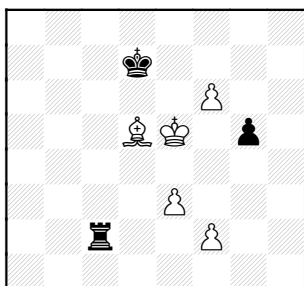




All the basic requirements exist: mobile connected passers, and dark-square support to complement the Bishop.

**49...Ke7 50.Bd5** covering one of the squares for the Pawn's advance. Note that GMs usually prepare the Pawn's path before advancing it.

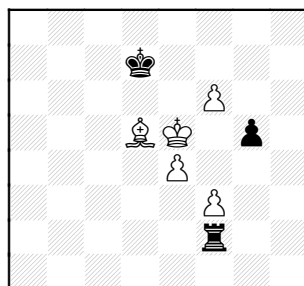
**50...Rc2 51.f6+ Kd7**



Black keeps the King as active as possible, knowing he can blockade by Ke7 if the Pawn advances.

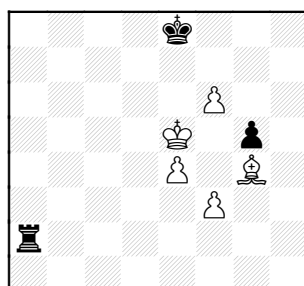
**52.f3** setting Black's Pawn, protecting his own

**52...Re2 53.e4 Rf2**



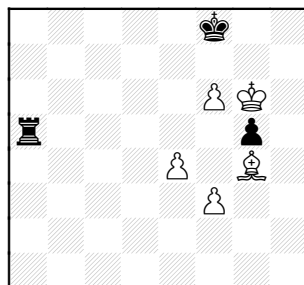
**54.Be6+ Ke8 55.Bg4**

Note the Bishop plays a key defensive role more than helping the passer. **55...Ra2**



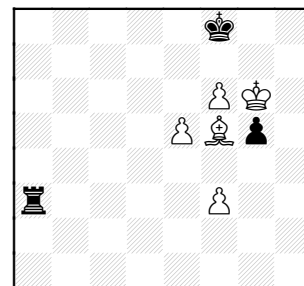
In many endings, Rooks attempt to keep checking. Here, the White King can hide.

**56.Kf5 Ra5+ 57.Kg6 Kf8**



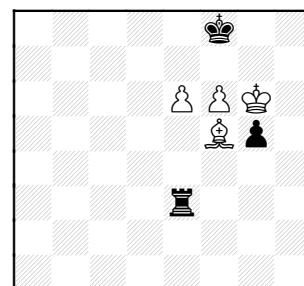
White's last problem is to advance the e-passer

**58.Bf5 Ra3 59.e5!**



the f-Pawn is of no consequence

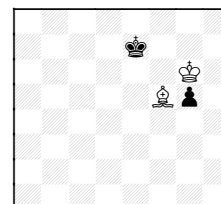
**59...Rxf3 60.e6 Re3**



Key move!! Black can sac the Rook if he wins both White Pawns.

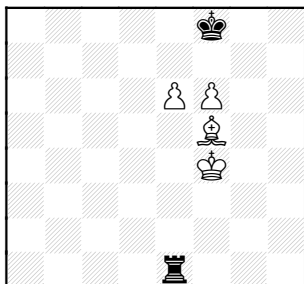
**61.Kxg5**

**61.e7+?? Rxe7 62.fxe7+ Kxe7**



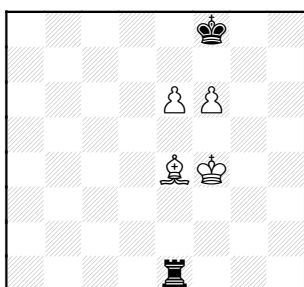
is a dead draw

61...Re1 62.Kf4



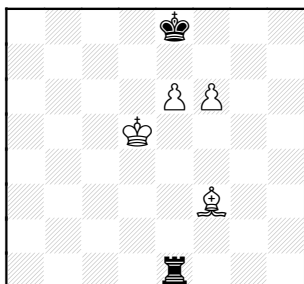
The King begins a journey to aid support of e7.

62...Ke8 63.Bg6+ Kf8 64.Be4



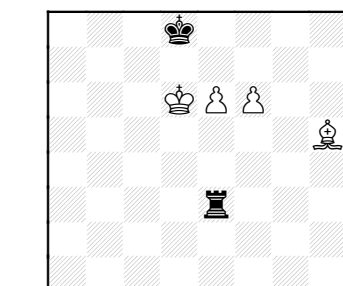
The Bishop allows the King to advance through e5.

64...Ke8 65.Ke5 Kf8 66.Kd5 66...Ke8 67.Bf3

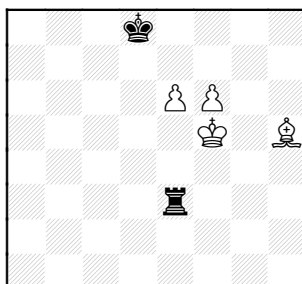


covering d1 and ready for Bh5 so that e7+ and e8(Q).

67...Re3 68.Bh5+ Kd8 69.Kd6

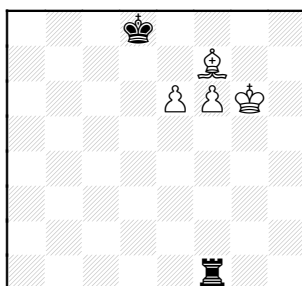


69...Rd3+ 70.Ke5 Re3+ 71.Kf5



Black's King no longer can block the Pawns.

71...Re1 72.Bf7 Rf1+ 73.Kg6



Black has no defense.

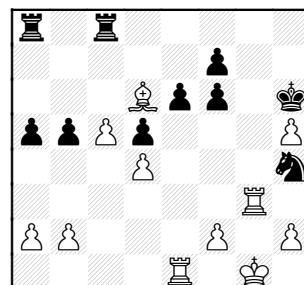
White either plays e7+ and queens, or walks his King to f8 to advance the Pawn

1-0

## EXAMPLE 2.

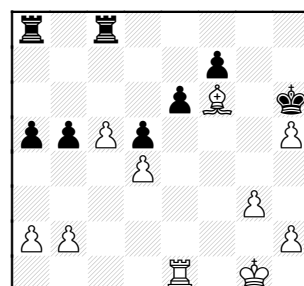
**Kramnik - Morozevich**

Dortmund, 2001 [C182/338]



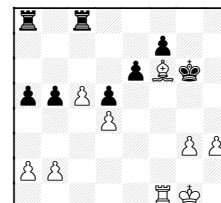
White is already a Pawn up and it is a protected passer, but there's no way to force it through. Watch a GM at work!

28.Be7! will win a Pawn, as it's pinned to Knight. But it allows 28...Nf5 29.Bxf6 Nxf6 30.fxfg3



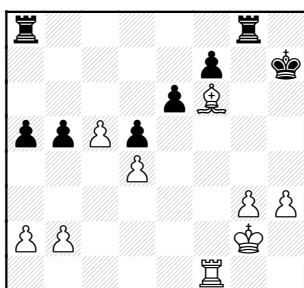
30...Rg8

If 30...Kxh5 31.h3 Kg6 32.Rf1



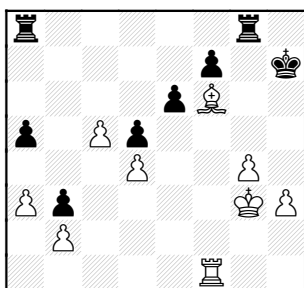
White maintains the blockade and covers the h-Pawn's queening square. Black's Rooks are useless.

**31.Kg2 Kxh5 32.h3 Kg6 33.Rf1 Kh7**

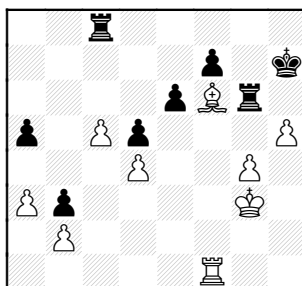


Note that although only the h-Pawn is a passer, it does have light-square support. Without the g-Pawn, the result would likely be a draw.

**34.g4 b4 35.Kg3 b3 36.a3**



**36...Rac8 37.h4 Rg6 38.h5**

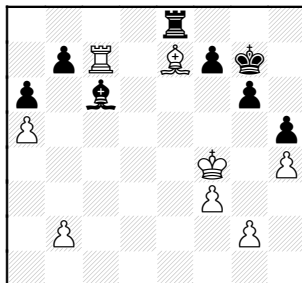


## BLACK RESIGNED

White creates another passer after 38...Rgg8 39.Be5 Rgf8 40.Bd6 forcing the Rook from f7 support **1-0**

## EXAMPLE 3.

**Skembris - Nikolaidis**  
Kavala, 2001 [C182/348]

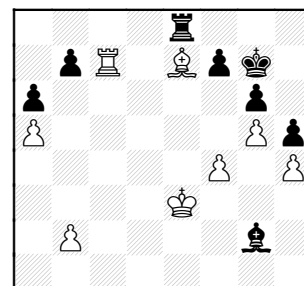


Although White has plenty of space, he has no obvious breakthrough. Watch the GM approach to this position!

**37...Kg8 38.g4 Kg7**

38...hxcg4 39.fxg4 allows an outside passer and White can attack the weak f7-Pawn.

**39.g5 Kg8 40.Ke3 Kg7 41.f4 Bg2**

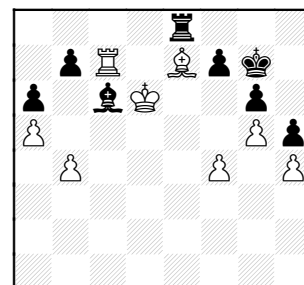


While Black has marked time, White has improved his Pawns and insured Black cannot break out from the Kingside. Another good example of how useless a Bishop can become, as mentioned in the above essay section.

**42.Kd4**

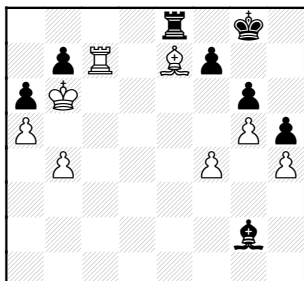
The final step to White's plan is now clear. The King will attack the b7-Pawn and then sac the exchange. Black is defenseless.

**42...Bf3 43.Ke5** don't understand this move **43...Bg2 44.Kd6 Bc6 45.b4**



A key move. White advances the supporting Pawn while Black still has nothing to do. In endgames, always go slow! Take time to improve when the opponent can't counterattack!

45...Kg8 46.Kc5 Bf3 47.Kb6 Bg2

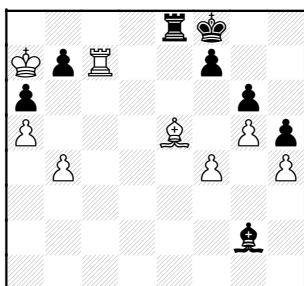


The completion of the journey, but White finds a couple more details to work on while Black sits helpless.

48.Ka7 White takes time to avoid Re6+ after the Bishop moves.

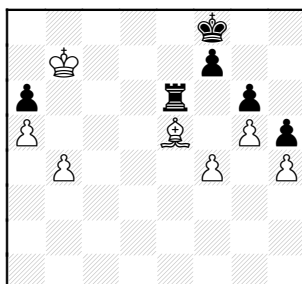
48...Bf3 49.Bf6 Bg2 50.Be5! Now he blocks the Rook from attacking Kingside!

50...Kf8 51.Bd6+ Kg8 52.Be5 Kf8



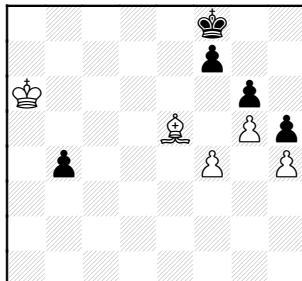
White has double-checked his plan and is ready to rock.

53.Rxb7 Bxb7 54.Kxb7 Re6

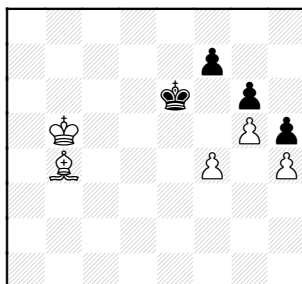


55.b5! Sacrificing to obtain a mobile passer. This example shows when the "minor+1 Pawn" is full compensation! Note also, White will queen first, and with check, so the Black passer isn't a problem. White's Bishop is reserved to block checks at c7.

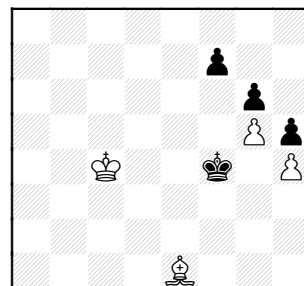
55...axb5 56.a6 Rxa6 absolutely forced 57.Kxa6 b4



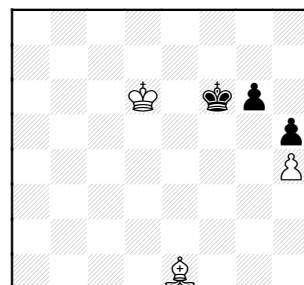
58.Bd6+ Ke8 59.Bxb4 Kd7 60.Kb5 Ke6



Black hopes to keep his opponents King away from f7-Pawn. Once again, note the uselessness of the Bishop in attack! 61.Kc4 Kf5 62.Bd2 Kg4 63.Be1 Kxf4



64.Kd5 Kf5 65.Kd6 f6 66.gxf6 Kxf6

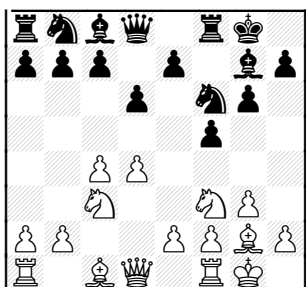


67.Bd2 assuring his last Pawn will remain. Black is reduced to King moves, and White will be able to win Black's Pawns. Of additional note, here, is that the Bishop is the same color as the queening square. In edge-Pawn endings, it is a draw if the Bishop is opposite color of queening square! The whole exchange sacrifice hinged on this fact!! 1-0

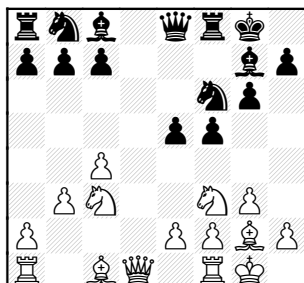
**Next month**, we'll get into some middle-game positions and see what other trouble the exchange sac can make!

Stoltz (1883) -  
 Altschuller (1769) [A87]  
 Dragons-Tyros Lucent (3),  
 07.11.2001

1.d4 f5 2.Nf3 Nf6 3.g3 g6  
 4.Bg2 Bg7 5.c4 0-0 6.0-0 d6  
 7.Nc3



White wants to get in e4,  
 Black goes for e5.  
 7...Qe8 8.b3 e5 9.dxe5 dxe5



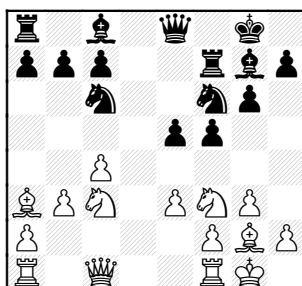
## 10.Ba3

This only helps Black get Rook into action and White's Bishop has three (!) diagonals from which to choose! It's too early to decide.

10.Qc2 with idea Rd1 or e4.  
 Also protects c3-Knight.  
 Maybe White didn't like 10...f4  
 with idea of Bf5 11.e4 tries to  
 make e5-Pawn a target, but

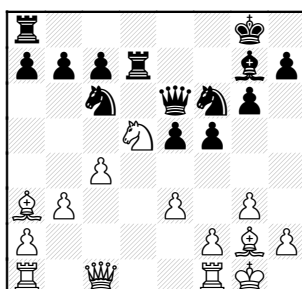
maybe the f3 square  
 becomes weak (after Black's  
 moves fxg, Bg4, Qf7, etc)

10...Rf7 11.Qc1 Nc6 12.e3

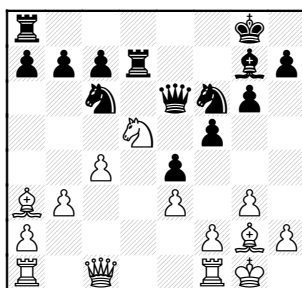


White is concerned to stop  
 f5-4, but in so doing allows  
 Black the better play.

12...Be6 13.Ng5 Rd7  
 14.Nxe6 Qxe6 15.Nd5



15...e4



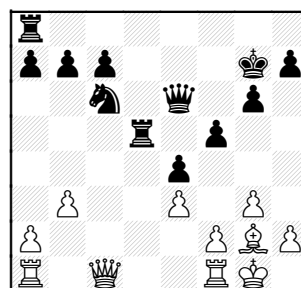
A powerful move! The  
 obvious threat is Nxd5 to  
 discover the diagonal (and  
 win a Pawn). But in addition,  
 White's Kingside is frozen and  
 out of the game.

Of course really wrong is  
 15...Nxd5 16.Bxd5 forcing  
 Black to give up material

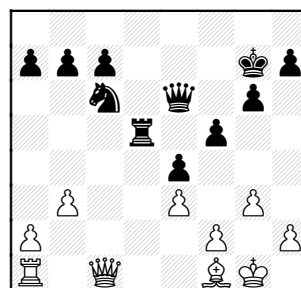
## 16.Bb2

But here 16.Nf4 first would  
 save the Pawn

16...Nxd5 17.Bxg7 Kxg7  
 18.cxd5 Rxd5

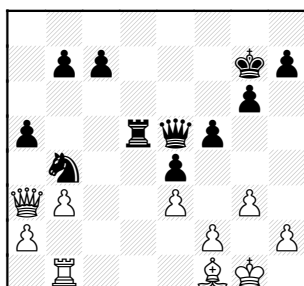


Black has the pleasure of  
 being up a Pawn with a  
 straight-forward plan to  
 trading to the ending (double  
 Rooks, re-position Knight  
 with Ne5-d3 (or Nf3)  
 19.Rd1 Rad8 20.Rxd5 Rxd5  
 21.Bf1

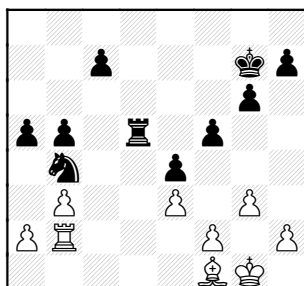


Threatening Bc4

21...Qe5 22.Rb1 Nb4 23.Qa3 a5

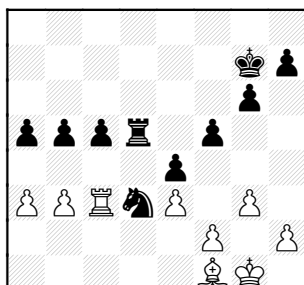


24.Qb2 Qxb2 25.Rxb2 b5



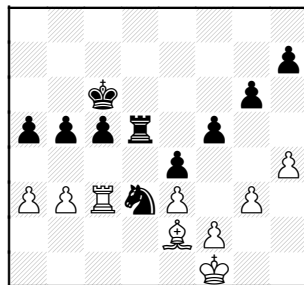
Black keeps playing moves to continually squeeze White's pieces.

26.a3 Nd3 27.Rc2 c5 28.Rc3

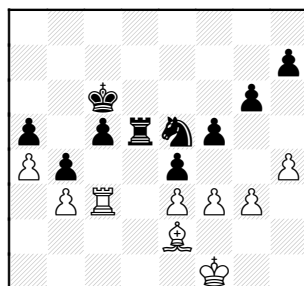


Note White's King can't get out of corner. So Black is playing a piece (King) up!

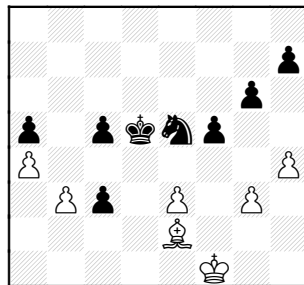
28...Kf6 29.h4 Ke5 30.Be2 Kd6 31.Kf1 Kc6



32.f3 Ne5 33.a4 b4

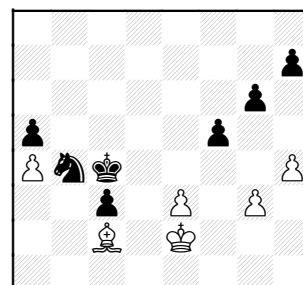


34.fxe4 bxc3 35.exd5+ Kxd5



White can't get his Bishop to Black's only light-squared weakness (Ph7) due to the perfectly placed Knight!

36.Bd1 c4 37.bxc4+ Kxc4 38.Bc2 Nd3 39.Ke2 Nb4

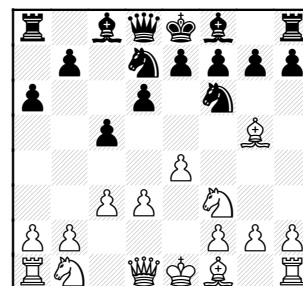


The Bishop is run out of moves since Bb1 or Bd1 allows c2.

**WHITE RESIGNED**

40.Kd1 Nxc2 41.Kxc2 Kb4  
Black makes an outside passer which deflects his opponent's King. **0-1**

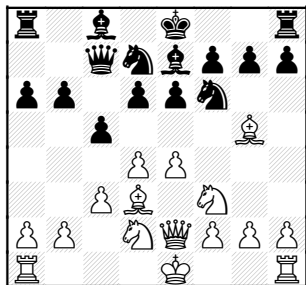
Volynsky (2529) -  
Benesa, A (2225) [B50]  
Wolverine-Aces, 15.11.2001  
1.e4 c5 2.Nf3 d6 3.c3 Nf6  
4.d3 a6 5.Bg5 Nbd7



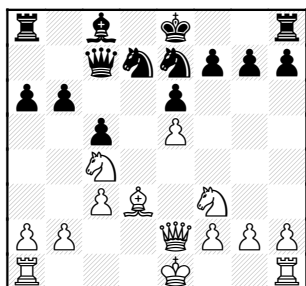
6.Nbd2 e6 7.d4

A major change of plan! One would think Black would benefit from the extra move.

7...Qc7 8.Bd3 Be7 9.Qe2 b6



10.e5! dxe5 11.dxe5 Nd5  
12.Bxe7 Nxe7 13.Nc4



Black's position suddenly looks drafty! 13...Ng6

The Black King is stuck in the center! 13...0-0 14.Bxh7+

And, now, ignoring sac...  
A) 14...Kh8 15.Be4 Bb7  
16.Ng5 and mates after g6

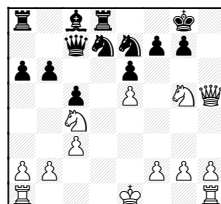
A1) 17.Bxg6 fxg6  
(17...Nxg6 18.Qh5+) 18.Nxe6;

or A2) 17.Qg4 Kg7 18.h4 and White will expose the King.;

Accepting the sac leads to mate in all variations:

B) 14...Kxh7 15.Ng5+

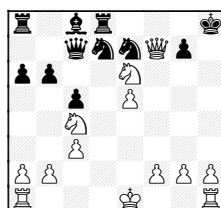
B1) 15...Kg8 16.Qh5 Rd8



17.Qxf7+

Black defends after 17.Qh7+  
Kf8 18.Qh8+ Ng8

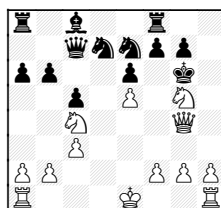
17...Kh8 18.Nxe6



Black can't survive 18...Rg8  
(18...Nf5 19.Qxf5) 19.Qh5#;

Finally, the King cannot survive in front of Pawns, either:

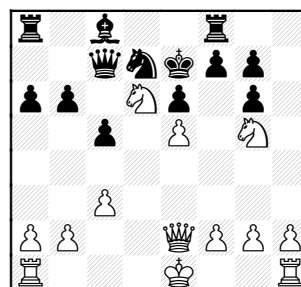
B2) 15...Kg6 16.Qg4



with idea of Nxe6+ and White will mate.

So back to game, with Black not castling...

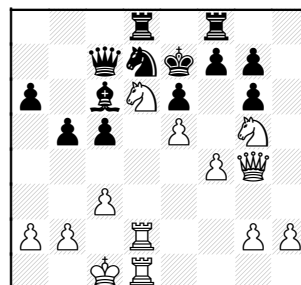
14.Nd6+ Ke7 15.Bxg6 hxg6  
16.Ng5 Rf8



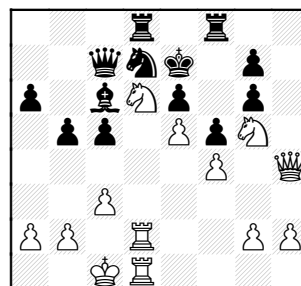
17.0-0-0 Bb7 18.Rd2 Rad8  
19.Rhd1 Bc6

Trying to block d-file with  
19...Bd5 allows 20.c4

20.f4 b5 21.Qg4



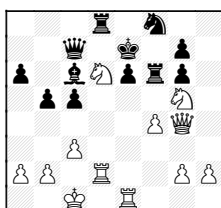
21...f5 22.Qh4!



Fun stuff! White threatens a discovery that Black cannot stop!

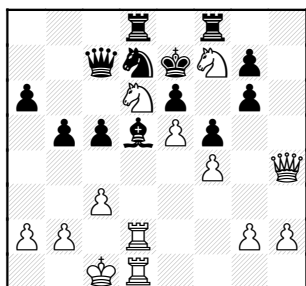
Not convincing is 22.exf6+ Rxf6  
Surely not 22...gxf6 23.Qxe6#

23.Re1 Nf8



and Black forces a couple key exchanges.  
*But avoid 23...Bd5? 24.Rxd5!*

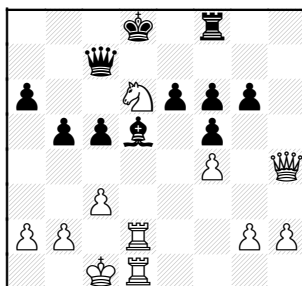
22...Bd5 23.Ngf7+



23...Nf6

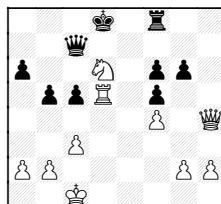
The only way to stop mate!

24.exf6+ gxf6 25.Nxd8 Kxd8



26.c4

It appears White can win more convincingly with  
26.Rxd5! exd5 27.Rxd5

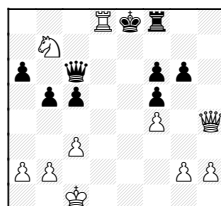


which forces another discovery! Black will lose immediately if he tries to get Queen away from Knight discovery with 27...Qc6

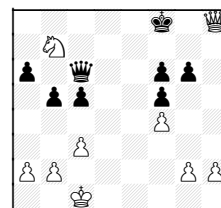
Moving out of Rook attack now with 27...Ke7?? allows 28.Qe1+ Kd7 29.Nxb5+

28.Nb7+! Ke8  
28...Kc8 29.Rxc5 wins Queen

29.Rd8+



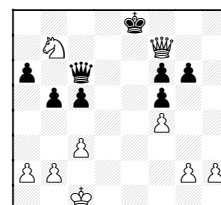
29...Ke7 30.Rxf8 Kxf8  
31.Qh8+



31...Ke7  
Simply 31...Kf7 32.Nd8+ forks

32.Qg7+ Ke8  
Again 32...Ke6?? 33.Nd8+

33.Qf7+!!

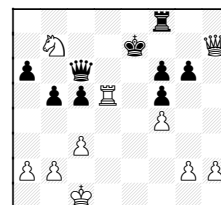


and White forces fork!

**Returning to first analysis diagram**, and after 27...Qc6 28 Nb7+, the other King move is 28...Ke7

(Now, OK, but not convincing is 29.Qe1+ Qe6  
(or 29...Kf7 30.Nd8+)

So best 29.Qh7+



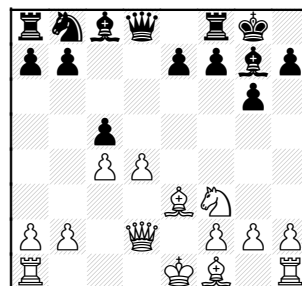
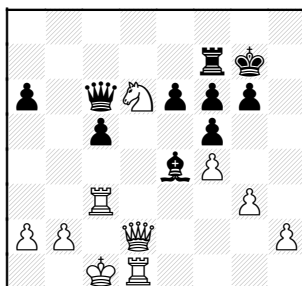


and everything finishes nicely:  
29...Ke6

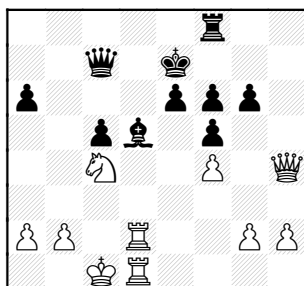
Alternatives are no better:  
 29...Rf7? 30.Qxf7+ Kxf7  
 31.Nd8+;

nor 29...Ke8 30.Rd8#

30.Rd6+ forces Queen off

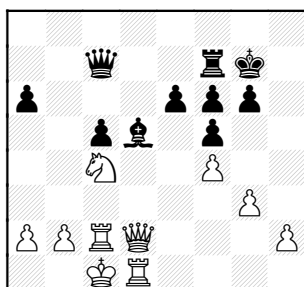


26...bxc4 27.Nxc4 Ke7



White is a Rook up and only needs to be careful.

28.Rc2 Rf7 29.Qf2 Kf8 30.g3  
Kg7 31.Qd2

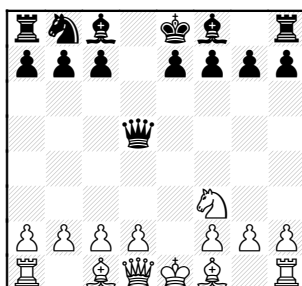


31...Be4 32.Rc3 Qc6 33.Nd6

33...Bd5 [33...Rd7 34.Ne8+]  
34.Nxf7 1-0

Lechnick, J -  
 Balicki, J [B01]  
 UOP - Knights, 20.09.2001

1.e4 d5 2.exd5 Nf6 3.Nc3  
 Nxd5 4.Nxd5 Qxd5 5.Nf3



5...g6 6.d4 Bg7 7.Be3

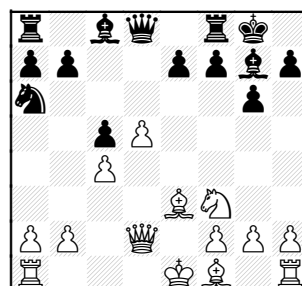
7.c4 If Qd8 White has space, but trouble placing his Bishops.

Or 7...Qa5+ 8.Bd2 Qb6 9.Bc3  
 White gets long diagonal and pressure to g7

7...0-0 8.Qd2 c5 9.c4 Qd8

White is much better than the 7 c4 mentioned above.

10.d5 Na6



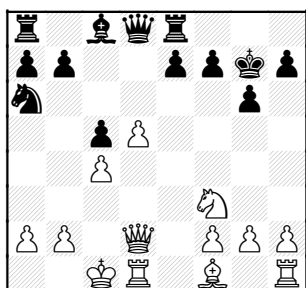
11.Bh6 I'd rather get the King's butt in the corner.

I like to probe fianchetto positions with 11.h4 h5

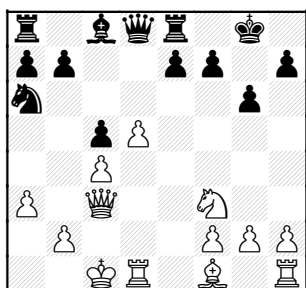
Very interesting is 11...Re8 idea of e6, opening against the White King 12.Bd3 e6 13.Be4 and f1 is a fairly safe place for the King

12.Bd3 at least looks good, but g6 is definitely weakened.

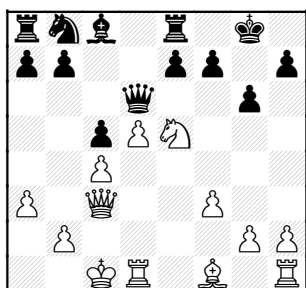
11...Re8 12.Bxg7 Kxg7  
13.0-0



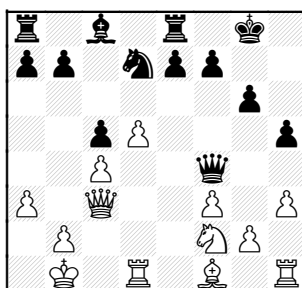
13...Nb4 14.a3 Na6 15.Qc3+ Kg8



16.Ne5 Qd6 17.f3  
idea g4,h4-5 17...Nb8



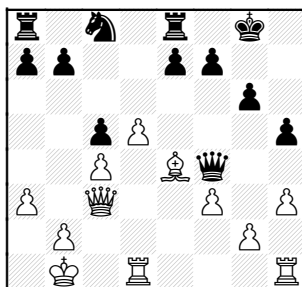
18.h3 Nd7 19.Ng4 h5 20.Nf2  
Qf4+ 21.Kb1



21...Nb6 Black better get  
some hay for this horse, he's  
doing a lot of frolicking!  
22.Ne4

22.Ka2 avoids Black's ability  
to make trades from the pin

22...Bf5 23.Bd3 Bxe4  
24.Bxe4 Nc8

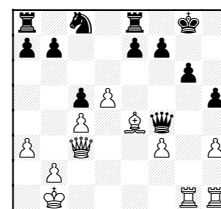


25.Rhg1

White need not be concerned  
with the Pawn.  
25.g3! Qxg3?

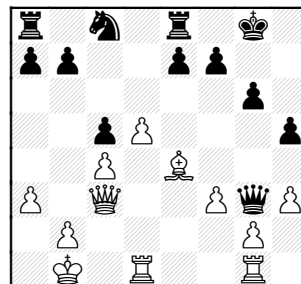
25...Qf6 26.Qc2 builds  
pressure

26.Rdg1 Qf4



27.Bxg6! fxg6?? 28.Rxg6+  
and mates with Qg7#

25...Qg3



The Queen is tough to expel  
from g3, and the Kingside  
expansion is at a standstill

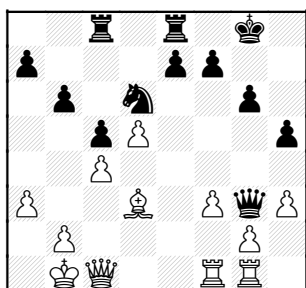
26.Qe3

26.Qc1 idea of f4 and then  
Rd3. There's also a later  
possible Qh6

26...b6 27.Qc1 Oh, sorry,  
now he found it 27...Nd6  
28.Bd3 Rac8

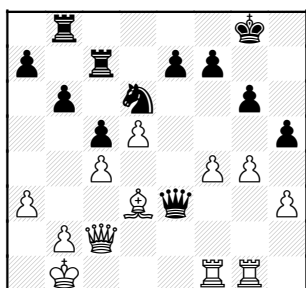
28...Rad8 with idea of e6

29.Rdf1



29...Rc7 30.Qc2  
30.f4? Qxd3+

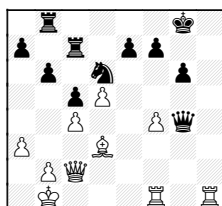
30...Rb8 31.f4 Qe3 32.g4



32...h4

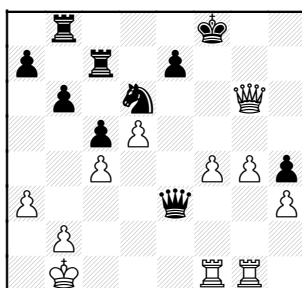
Grabbing Pawns once again helps White:

32...Qxh3 33.gxh5 Qxh5  
34.Rh1 Qg4



35.Rfg1 Qxf4 36.Bxg6 looks like a win

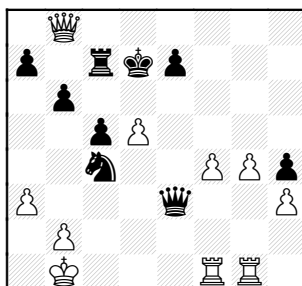
33.Bxg6 fxg6 34.Qxg6+ Kf8



35.Qh6+ Ke8 seems the King runs to safety, but 36.Qh8+ Kd7 37.Qxb8

Sure would like to know how early Black planned the following combination!

37...Nxc4



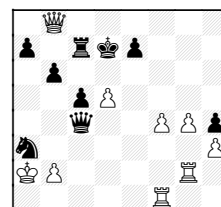
with idea of Qe2, Qb2#  
38.Ka1 Qd4!

38...Qd2 39.Rb1 Qxf4 40.g5 the passer is strong!

39.Rb1

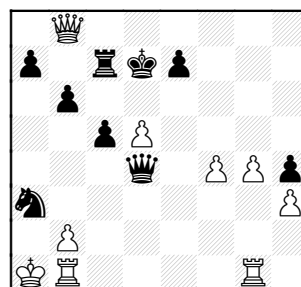
Using the Rooks laterally is no good:  
39.Rg2 Nxa3 40.Ka2 Qc4+

(Diagram follows...)



Black wins back the exchange with Qxf1 next and White's position falls apart.

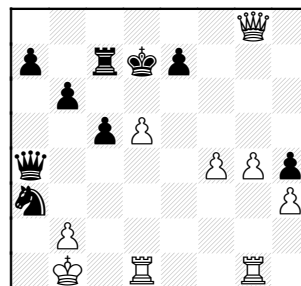
39...Nxa3



Nicely done! 40.Rbd1 Qa4  
41.Qg8

41.bxa3 Qxa3+ is a draw by perpetual check

41...Nc2+ 42.Kb1 Na3+!

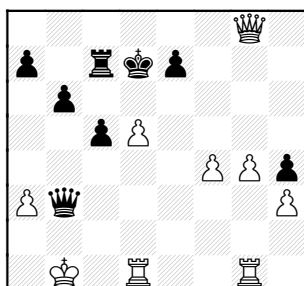


43.bxa3

43.Kc1?? Qc2#

43...Qb3+ 44.Kc1 Qc3+

45.Kb1 Qb3+



46.Ka1 Qxa3+ 47.Kb1 Qb3+

A fine example of how a draw can be as satisfying as a win!!  
1/2-1/2

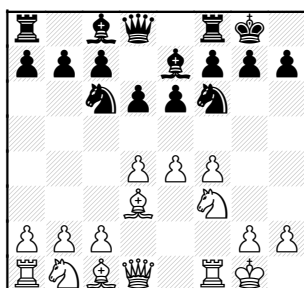
Sajbel,P - Kogan,G [B07]

UOP-Excaliburs, 13.12.2001

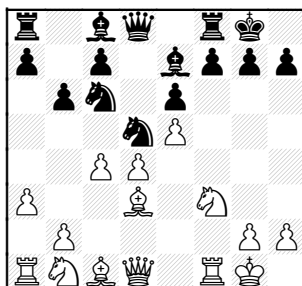
1.e4 d6 2.d4 Nc6 3.f4 e6

4.Nf3 Nf6 5.Bd3 Be7 6.0-0

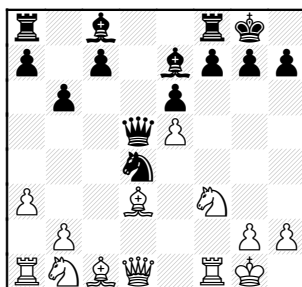
0-0



7.e5 dxe5 8.fxe5 Nd5 9.a3  
b6 10.c4

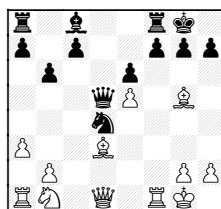


10...Nxd4 too fancy for so  
early in the game 11.cxd5  
Qxd5



12.Bxh7+

White could save his Bishop  
for the attack 12.Ng5 with  
idea of Bxh7+ or Be4  
12...Bxg5 13.Bxg5



13...Qxe5 14.Qh5 g6 15.Qh4  
White already has some good  
prospects against the King.

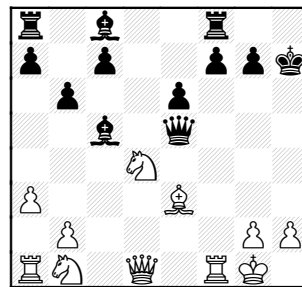
Or another alternative to the  
game is 12.Nxd4 Qxd4+

12...Bc5 13.Be3 Qxe5 isn't  
any better

13.Kh1 Qxe5 14.Qf3, and  
Qh3 next. Once again, the  
extra piece will be handy to  
use in an attack.

12...Kxh7 13.Nxd4 Bc5

14.Be3 Qxe5



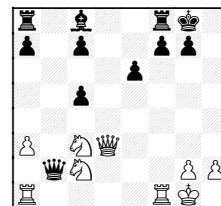
15.Qd3+

White knows Rd8 is coming,  
so how about 15.Qe1! Since  
Bxd4 fails to 16.Qh4+ Kg8  
17.Bxd4

15...Kg8 16.Nc3

Usually it's best to break pins  
as soon as possible and  
White has a chance here with  
16.Nc2 Bxe3+

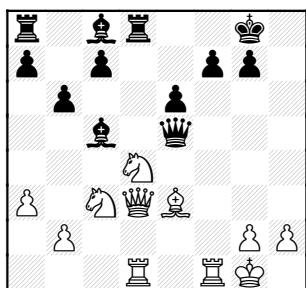
Dangerous is 16...Qxb2  
17.Bxc5 bxc5 18.Nc3



with idea of trapping Queen with Rfb1

17.Nxe3 Oxb2 18.Qc3 but maybe Black's extra Pawns cause trouble

16...Rd8 17.Rad1



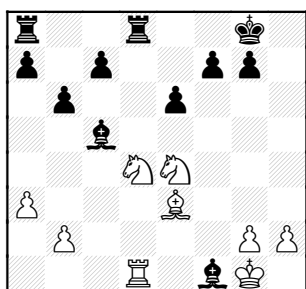
17...Ba6!

A nice find, White's Queen is way too busy.

18.Qe4

18.Qxa6 Qxe3+ 19.Kh1 Bxd4

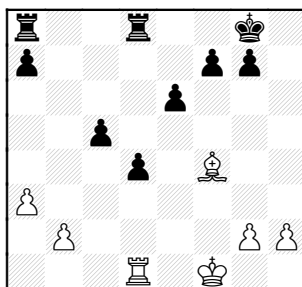
18...Qxe4 19.Nxe4 Bxf1



20.Nxc5? oops, Black's reply threatens another piece  
20...bxc5

Also good is 20...Bc4 and after any Knight move, c5! wins a piece as d1-Rook hangs!

21.Kxf1 cxd4 22.Bf4 c5

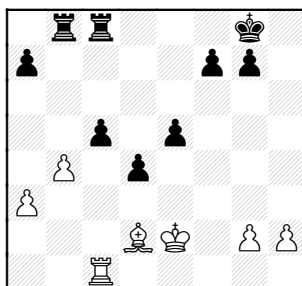


White probably could get satisfaction by packing the set or throwing it at his opponent, but playing on isn't going to do it.

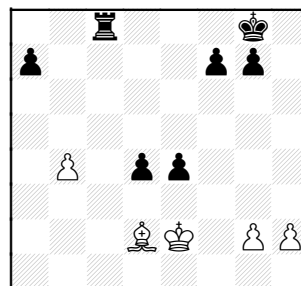
23.Ke2 e5

Cute, the Pawn is protected by the move Re8, pinning

24.Bd2 Rab8 25.Rc1 Rdc8 26.b4



26...cxb4 27.Rxc8+ Rxc8  
28.axb4 e4

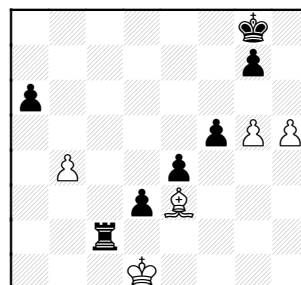


it's over. Black can simply play Rc2,Rxd2 and advance his K

29.g4 Rc2 30.Kd1 d3

30...Rxd2+ 31.Kxd2 Kh7  
32.h4 Kg6 is also easy

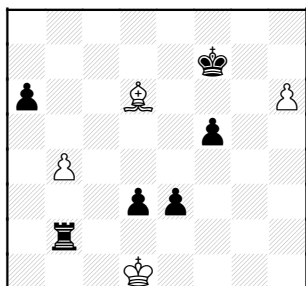
31.h4 f6 32.Be3 a6 33.g5 f5  
34.h5



34...Rh2 35.h6 gxh6 36.gxh6  
Kf7

36...Kh7 and Rxh6 next

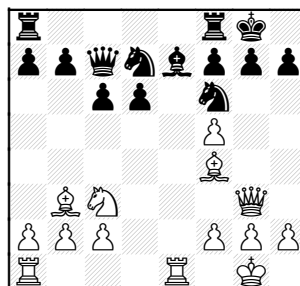
37.Bf4 Rb2 38.Bd6 e3



11.Qg3 looking at weak g7 -  
Pawn 11...Nbd7

How about castling?  
11...0-0 12.h3 Bh5 13.Bh6  
Bg6

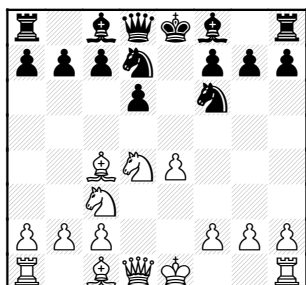
If 11...0-0-0 12.Bxf7 d5?



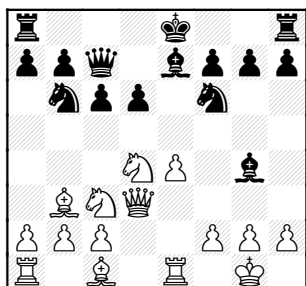
39.Ke1 d2+ [39...Rb1#]  
40.Kd1 Rb1+ 41.Ke2 d1Q+  
0-1

Schultz,B (1241) -  
Savcic,V (1093) [C41]  
Fermi-Tyros, 13.12.2001

1.e4 e5 2.Nf3 d6 3.d4 exd4  
4.Nxd4 Nf6 5.Nc3 Nbd7  
6.Bc4



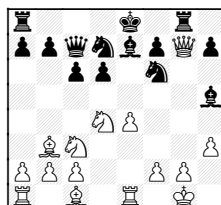
6...Nb6 7.Bb3 c6 8.0-0 Bg4  
9.Qd3 Be7 10.Re1 Qc7



attempting to trap Bishop with  
Rh8 13.Qxc7+ Kxc7 14.exd5  
Rh8 15.Be6

12.Bf4

12.h3 Bh5 13.Qxg7?! Rg8



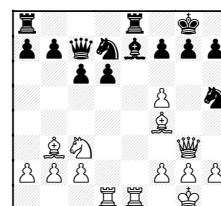
14.Qh6 Black has pressure  
down g-file.

12...0-0 13.Nf5 Bxf5 14.exf5

14...Rae8

14...Rfe8 is a common way of  
clearing the opened files, with  
idea of Bf8 which also  
continues holding d6.

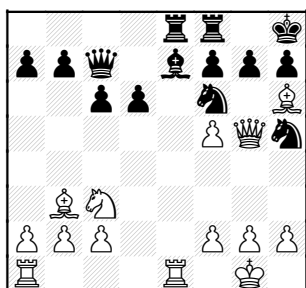
15.Rad1 wins the weak d6 -  
Pawn since attempting to  
trade with 15...Nh5?



16.Bxd6! Nxg3 17.Bxc7 and  
both Black Knights hang

15.Bh6?  
[15.Rad1 still works]

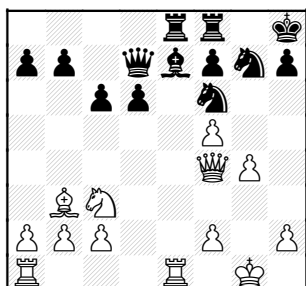
15...Nh5 16.Qg4 Ndf6  
17.Qg5 Kh8



Black calmly defends, the h6-Bishop is trapped  
**18.Bxg7+**

Note trying to wheeze out with 18.g4 loses to 18...gxh  
19.gxh Rg8, pinning Queen

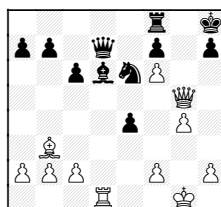
**Nxg7 19.Qf4 Qd7 20.g4**



**20...d5**  
keeping White's Bishop and Knight out of play and making possible Bd6

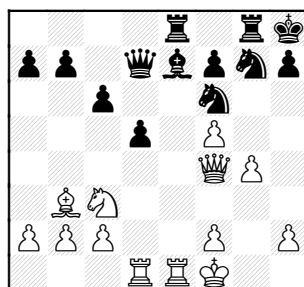
**21.Rad1 Rg8**

**21...Bd6 22.Qg5 Ne4**  
**23.Nxe4 Rxe4 24.Rxe4 dxe4**  
**25.f6 Ne6**



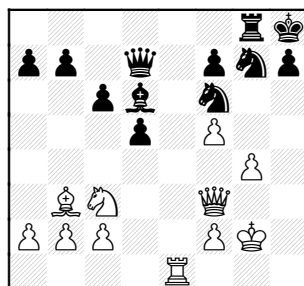
Black has made some exchanges without harming possibilities.

**22.Kf1**

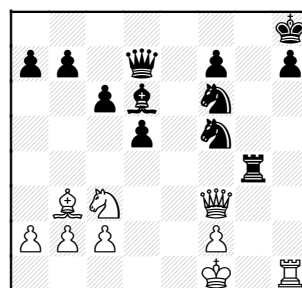


**22...Bd6 23.Qf3 Rxe1+**  
**24.Rxe1 Bxh2**  
now White has some hopes of using the opened h-file

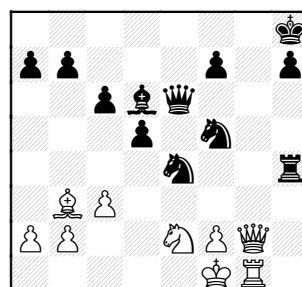
**25.Kg2 Bd6**



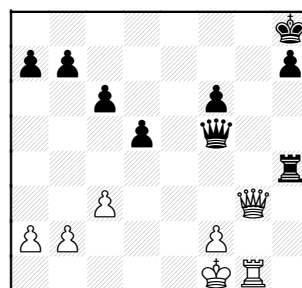
**26.Rh1** missing a small tactic  
**26...Nxf5! 27.Kf1 Rxc4**



Black is cleaning house  
**28.Ne2 Qe6 29.c3 Rh4**  
**30.Rg1 Ne4 31.Qg2**



**31...f6 32.Bc2 Neg3+**  
Black gives back a Knight, but trades to an easy +2Pawn ending.  
**33.Nxg3 Bxg3 34.Bxf5 Qxf5**  
**35.Qxg3**



**35...Qh3+!**

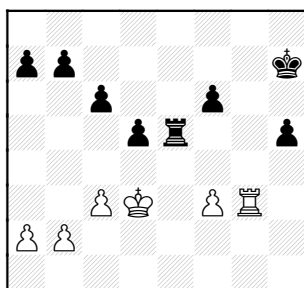
GAMES as reviewed by Tom Friske

Chess is so much fun-- in 4 short moves Black has totally wiped out White's hopes

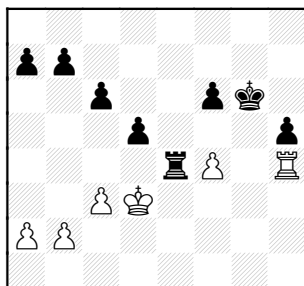
**36.Ke2 Qxg3 37.Rxg3 Re4+ 38.Kd2 h5 39.f3 Re5**

Or maybe 39...Re7 idea of Rg7

**40.Kd3 Kh7**



**41.f4 Re4 [41...Re7] 42.Rh3 Kg6 43.Rh4**

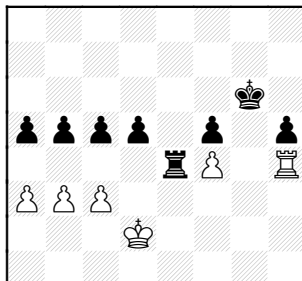


Fills a good square for Blacks King **43...f5**

43...a5 idea of b5-4. In endgames, always remember to create weaknesses (to opponent!) which are far apart so you overwhelm the defence

**44.b3 c5** OK, sorry, Black does start in. **45.Kc2 b5**

**46.Kd2 a5 47.a3**



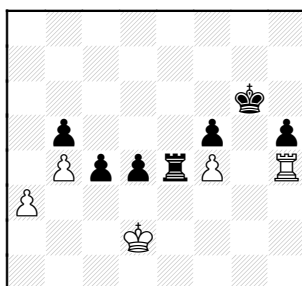
**47...c4 48.b4**

48.bxc4 Rxc4 with idea of Ra4 49.Kc2 d4!

**48...axb4 49.cxb4**

49.axb4 d4 and Black will maneuver Rook to b-file, winning easily

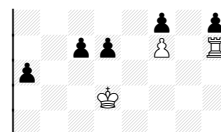
**49...d4**



connected passers definitely wrap-up

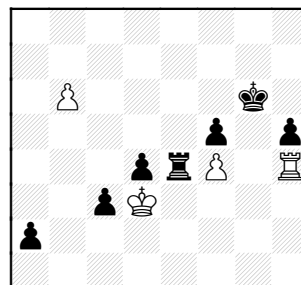
**50.a4 c3+**

Not bad is 50...bxa4 51.b5 a3 52.b6 Re6 53.b7 Rb6

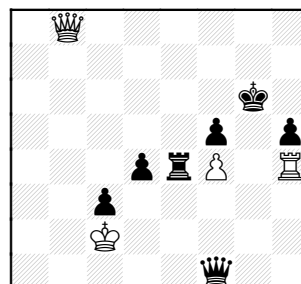


**54.Rh3 a2 55.Ra3 Rxb7 56.Rxa2 h4**

**51.Kd3 bxa4 52.b5 a3 53.b6 a2**



**54.b7 a1Q 55.b8Q Qf1+ 56.Kc2**



**56...Qe2+ 57.Kc1 Qd2+**

**58.Kb1**

A complete game by Black!  
**0-1**

**Ellice,W (1921) - White,H (1711) [D26]**

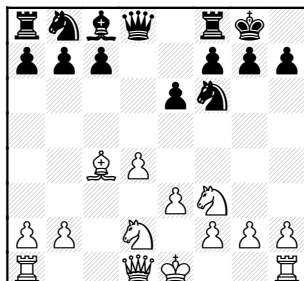
Pawns-Case, 22.01.2002

**1.d4 d5 2.c4 dxc4 3.e3 Nf6**

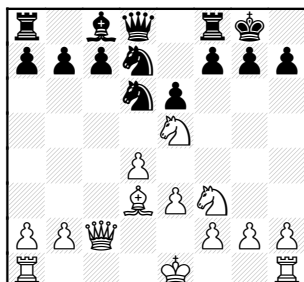
**4.Bxc4 e6 5.Nf3 Bb4+ 6.Bd2**



Bxd2+ 7.Nbxd2 0-0



8.Ne5 Nbd7 9.Ndf3 Ne4  
10.Qc2 Nd6 11.Bd3



White can get the attack going, save 0-0-0, or maybe even leave King in center.

11...g6

11...h6 12.g4! with idea of h4 and g5

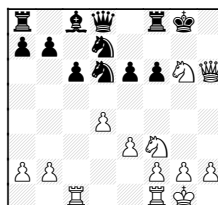
12.Rc1 [12.h4] 12...c6 13.0-0

a Kingside Pawn storm is weakened as the h-Rook doesn't participate

13...f6

14.Bxg6!? fxe5

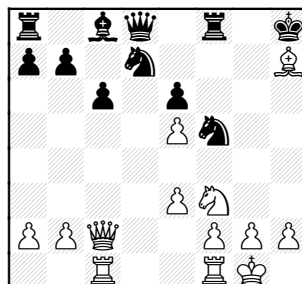
14...hxg6 15.Qxg6+ Kh8  
16.Qh6+ Kg8 17.Ng6



17...Nf7! at least forces White to regroup for a few moves

(But not 17...Rf7 18.Qh8# nor 17...Re8 18.Qh8+ Kf7 19.Qh7#)

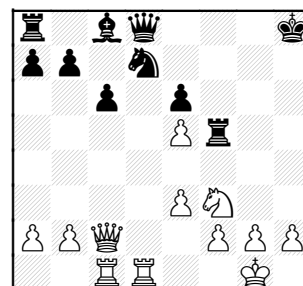
15.Bxh7+ Kh8 16.dxe5 Nf5



White already has three

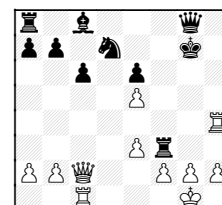
Pawns for his Knight, but the added benefits of Black's exposed King and snarled Queenside total to a big plus.

17.Bxf5 Rxf5 18.Rfd1



18...Qg8 threat of Rxf3, of course 19.Rd4! Qf7

19...Rxf3? 20.Rh4+ Kg7

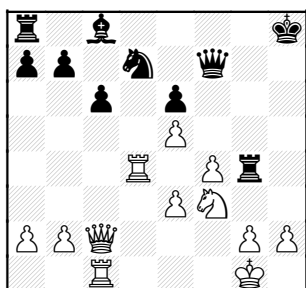


21.Rg4+ wins Queen (21.gxf3)

20.Nh4

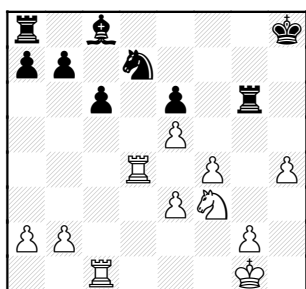
20.Rcd1 begins to overload Black's Queen, and threatens Rooks to invade via g- and h-files

20...Rg5 21.f4 Rg4 22.Nf3



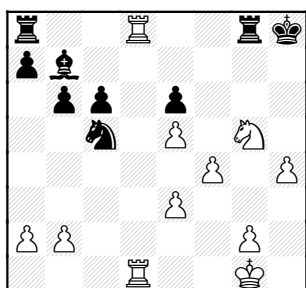
White has made an outpost at g5 for his Knight. It could've been a killer if Rh4+ had earlier been inserted.

22...Qg6 23.Qxg6 Rxd6  
24.h4



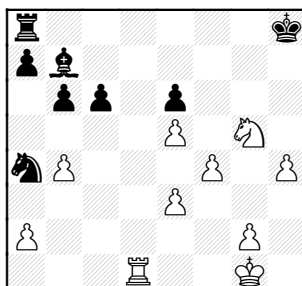
Even with Queens off, White's advantage remains.

24...b6 25.Ng5 Nc5 26.Rd8+  
Rg8 27.Rcd1 Bb7

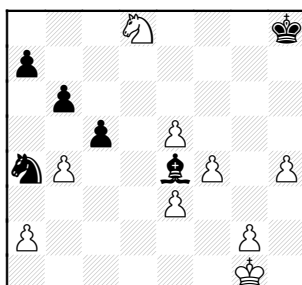


But now b7-Bishop and e6-Pawn are weak.

28.Rxa8 Rxa8 29.b4 Na4



30.Rd7 Rb8 31.Nxe6 c5  
32.Rd8+ Rxd8 33.Nxd8 Be4



34.Nf7+

34.g4 gets the Pawns marching 34...Kg7 35.f5 Kf8 36.h5

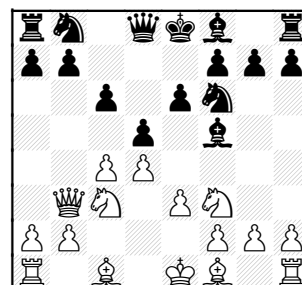
34...Kg8 35.Nd6 Bc6 36.a3  
cxb4 37.axb4 Kf8

Moves lost in time scramble. Black created passer, White played e4 and marched King to c4. **BLACK RESIGNED** move 49 1-0

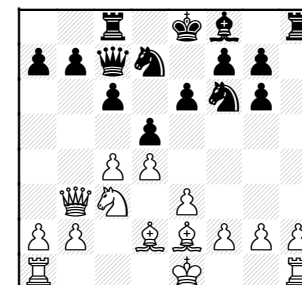
Marshall,K (1339) -  
Brotsos,J (1531) [D12]

Knights-Excaliburs,  
29.11.2001

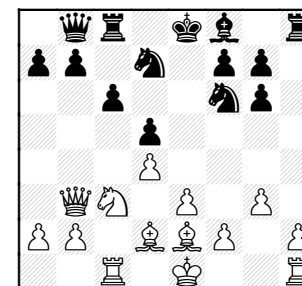
1.d4 d5 2.c4 c6 3.Nc3 Nf6  
4.Nf3 Bf5 5.e3 e6 6.Qb3



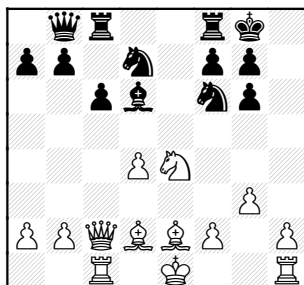
6...Qc7 7.Be2 Nbd7 8.Bd2  
Rc8 9.Nh4 Bg6 10.Nxg6  
hxg6



11.g3 Qb8 12.cxd5 exd5  
13.Rc1



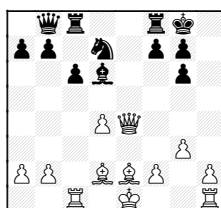
13...Bd6 14.Qc2 0-0 15.e4  
dxe4 16.Nxe4



16...Bc7

Not seeing anything better for  
Black trying to open the e-file  
with tempo:

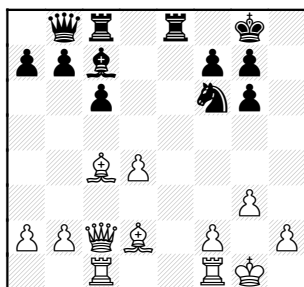
16...Nxe4 17.Qxe4



17...Rce8

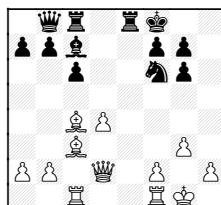
(17...Rfe8 18.Qf3 c5) 18.Qd3

17.Nxf6+ Nxf6 18.0-0 Rfe8  
19.Bc4



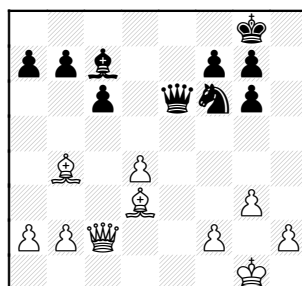
19...Re4 20.Bc3 Kf8 21.Bd3  
Re6 22.Rce1

Maybe 22.Bc4 Ree8 23.Qd2

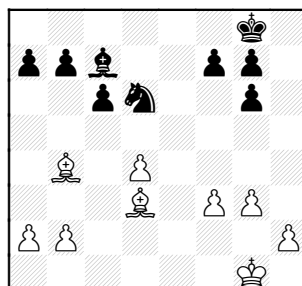


with idea Qg5, to try and  
soften Black's King

22...Rce8 23.Rxe6 Rxe6  
24.Re1 Qe8 25.Bb4+ Kg8  
26.Rxe6 Qxe6



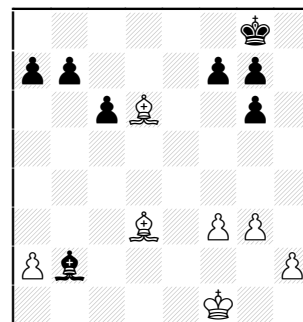
27.Bc4 Qe4 28.Qxe4 Nxe4  
29.f3 Nd6 30.Bd3



30...Bb6?

A real surprise! Black judges  
the connected outside  
passers are worth a piece, but  
should not work out!

31.Bxd6 Bxd4+ 32.Kf1 Bxb2



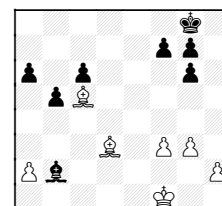
33.a4?

A precious tempo spent on  
accelerating Black's Pawns!

A better idea is to blockade  
the Pawns on White squares  
so the unopposed (light-  
squared) Bishop can pick  
them off!

33.Bb8 a5

No better is 33...a6 34.Ba7 b5  
35.Bc5

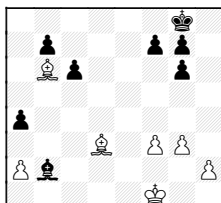


and Be4 next

34.Bc7 a4

(34...Ba3 35.Bb6)

35.Bb6

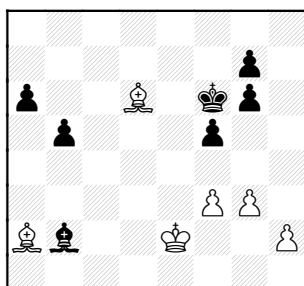


White has established a blockade and can bring King for cleanup duties.

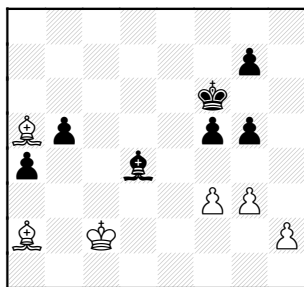
**33...a6 34.Be4**

Another wasted tempo!  
34.Bc5 or ; 34.a5

**34...f5 35.Bb1 Kf7 36.Ba2+ Kf6 37.Ke2 b5 38.axb5 cxb5**



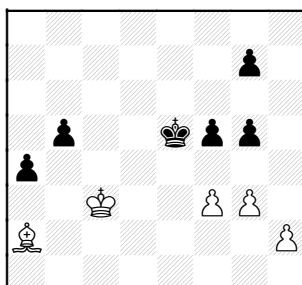
**39.Kd3 [39.Bb4] 39...a5  
40.Kc2 Bd4 41.Bc7 a4  
42.Ba5 g5**



**43.Bc3**

If 43.Bb4 g4 with idea of Bg1.  
But not the immediate  
43...Bg1, White has 44.h3

**43...Bxc3 44.Kxc3 Ke5**

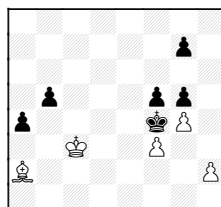


One way for White to win here is to not allow the Black King to advance onto either wing. Eventually Black will run out of Pawn moves and White gains zugzwang.

**45.Kb4**

Black has a draw if he can remove White's f- and g-Pawns. It's then the classic edge-Pawn and Bishop of wrong (opposite of queening square) color! Black places King at g7 and cannot be forced away from h8.

So bad is: 45.g4? Kf4!



46.gxf5

46.Bd5 fxg4 47.fxg4 Kxg4 is still that draw!

46...Kxf3

Also drawn is 46...Kxf5  
47.Kb4 Kf4 48.Bd5 Ke3  
49.Kxb5 a3

47.Bd5+

47.Kb4? Kg2 48.Kxb5 Kxh2  
49.Kxa4 g4 draws as White's King is one square too far away

47...Kg4

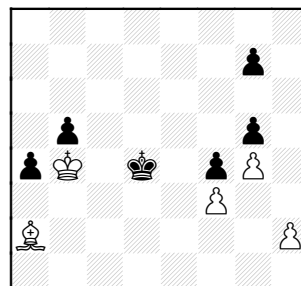
47...Kf2 48.Kb4 g4 49.Kxb5 draws as well

48.Kb4

48.Be6 with idea of f6+!  
48...Kf4 with idea of Ke5, Kf6, and g6. White cannot win.

48...Kxf5 Once again, Black has accomplished the drawn position.

**45...f4? allowing Pawns on light squares should lose!  
46.g4 Kd4**



## 47.Kxb5

Other tries are too slow:

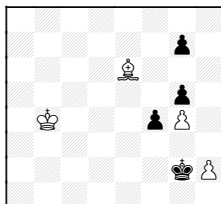
47.Bf7 Ke3 48.Bd5 Kd4  
49.Bc6 Ke3 50.Kc3 Ke2  
51.Kd4 a3

Also:

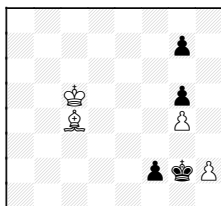
47.Bb1 Ke3 48.Be4 Kd4 the  
White Bishop is still  
overloaded

## 47...Ke3 48.Bd5

White can only draw after  
48.Kxa4 Kxf3 49.Be6 Kg2  
50.Kb4



Black can force Bishop now  
or later -- either way draws:  
**A)** 50...f3 51.Kc5 f2 52.Bc4



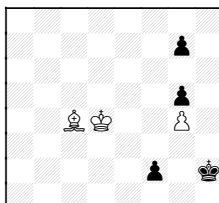
## 52...f1Q

52...Kxh2? loses! 53.Kd4 Kg3  
54.Ke3 Kg2 55.Ke4  
and we transpose to move 51  
(of actual game) analysis.)

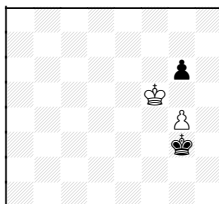
53.Bxf1+ Kxf1 54.Kd4 Kg2  
55.Ke4 Kxh2 56.Kf5 and this  
joins line B, next:

The Take-Bishop-Later line:

**B)** 50...Kxh2 51.Kc5 f3  
52.Kd4 f2 53.Bc4



The slow, scary draw is:  
**B1)** 53...Kg2 54.Ke5 f1Q  
55.Bxf1+ Kxf1 56.Kf5 Kg2  
57.Kxg5 Kg3 58.Kf5 g6+!



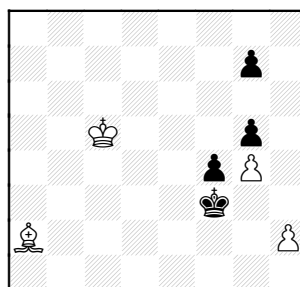
## 59.Kxg6

The Pawn down ending is  
also equal: 59.Kg5 Kf3  
60.Kh4 Kf4 61.Kh3 g5 62.Kh2  
Kxg4 63.Kg2

So Black should just remove  
the last White Pawn:  
**B2)** 53...Kg3 with idea Kxg4,  
again draws.

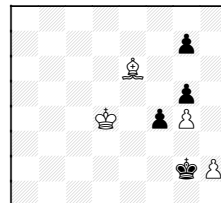
So White is on the right path  
so far!  
**48...a3 49.Kc5**

Definitely worse is 49.Kb4 a2  
50.Bxa2 Kxf3 51.Be6 Ke3  
52.Bd5 f3  
**49...a2 50.Bxa2 Kxf3**



**51.h3** But this is a step in the  
wrong direction. The h-Pawn  
is not part of the win, as we  
now discover.

White should still win this  
51.Be6 Kg2 52.Kd4



**White's trick** is to use King  
to win Black's g-Pawns, sac  
the Bishop for the passer, and  
queen the g-Pawn!

**Lets try an analysis of this  
fascinating ending! Black  
has two tries:**

A) Getting Pawns off, B) Get  
Bishop off

## A) 52...Kxh2 53.Ke5 f3

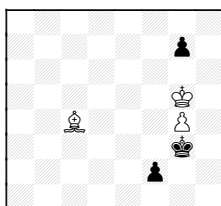
If Black attempts to avoid  
following moves by protecting

g5-Pawn, White can still force the same win!  
 53...Kg3 54.Kf5 Kh4 55.Bd5 Kg3  
 56.Kxg5 f3 57.Kf5 f2 58.Bc4  
 is similar to the analysis line after move 57

54.Bd5

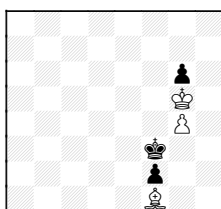
No different is 54.Kf5 f2  
 55.Bc4 Kg3 56.Kxg5

54...Kg3 55.Kf5 f2 56.Bc4 Kf3  
57.Kxg5 Kg3

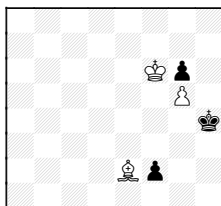


58.Kf5 Kh4

Or trying to deflect King also fails 58...g6+ 59.Kg5 Kf3  
 60.Bf1

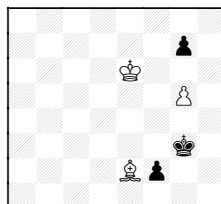


60...Kg3 61.Be2 Kh3 62.Kf4  
 Kh4 63.g5 Kh3 64.Ke5 Kh4  
 65.Kf6



65...f1Q+ 66.Bxf1 Kh5  
 67.Be2+ White wins Pawn.

59.g5 Kh5 60.Bf1 Kh4 61.Be2  
Kg3 62.Ke6



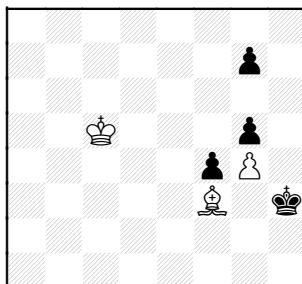
62...Kf4 63.g6 Kg5 64.Kf7  
Kh6 65.Bf1 Kg5 66.Kxg7

And the Get-Bishop-off line:  
**B) 52...f3 53.Ke5** is similar to previous analysis

**51...Kg3 52.Bd5**

White can still get that win with: 52.Kd4 f3 53.Ke5 f2  
54.Bc4

**52...Kxh3 53.Bf3**

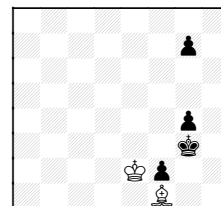


White can at least draw here!  
53.Be6 f3 54.Kd4 f2 55.Bc4

Kxg4

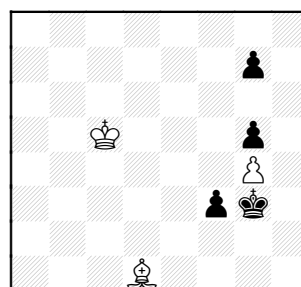
Even 55...Kg2 transposes back to the analysis- Black loses

56.Ke3 Kg3 57.Bf1 g4 58.Ke2



Black will eventually have to move his King and allow Kxf2, drawing.

**53...Kg3 54.Bd1 f3**



**55.Bxf3?**

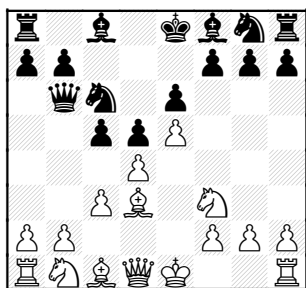
Too early! White's King is too far away, so Black wins easily. The rest is obvious.

Again, 55.Kd4 Kxg4  
55...Kg2 56.Ke5 f2 57.Be2  
 Black loses  
56.Ke3 draws

55...Kxf3 56.Kd4 Kxg4  
57.Ke3 Kg3 58.Ke2 Kg2  
59.Ke1 g4 60.Ke2 g3 61.Ke1  
Kh1 0-1

Diaz,P (1984) -  
Spiegel,L (2051) [C02]  
Tyros-Fermi, 13.12.2001

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

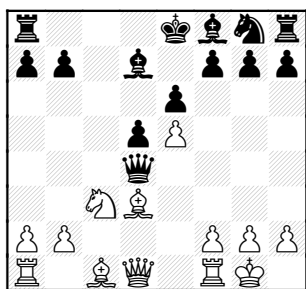


A standard French. The d4-Pawn is temporarily poison by a well-known trap.

6...Bd7

Remember the common trap:  
6...cxd4 7.cxd4 Nxd4 8.Nxd4  
Qxd4 9. Bb5+ winning Queen

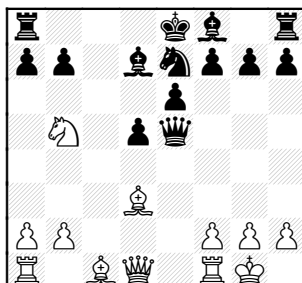
7.0-0 cxd4 8.cxd4 Nxd4  
9.Nxd4 Qxd4 10.Nc3



allowing Black a second  
Pawn, which can be eaten if  
he knows the lines.

10...Ne7 I thought I knew this  
gambit, but this is news.

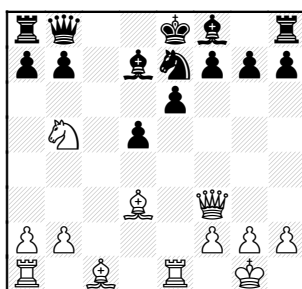
11.Nb5 Qxe5



12.Re1

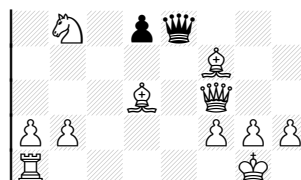
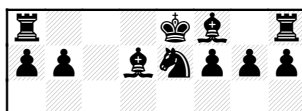
12.Qf3 Qb8 13.Bf4 hoping for  
Nc7+ next 13...e5 is good for  
Black, just like the game

12...Qb8 13.Qf3



The game has transposed  
back to what my references  
call the mainline, except that  
each side has made an extra  
move. White has Nb5 and  
Black has Ne7. In the  
"mainline", the game reply  
would lose the d5-Pawn.

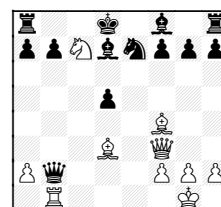
13...e5 14.Rxe5? this doesn't  
turn out well 14...Qxe5 15.Bf4



The Rook sac is based on a  
coming Nc7+ fork  
15...Qxb2 forcing White take  
care of his Rook 16.Rb1

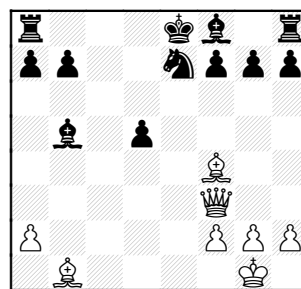
16.Re1 Bxb5 wins another  
piece;

Or if 16.Nc7+ Kd8 17.Rb1



17...Qxa2 18.Nxa8 White is  
three Pawns down.

16...Qxb1+! Fun stuff  
17.Bxb1 Bxb5



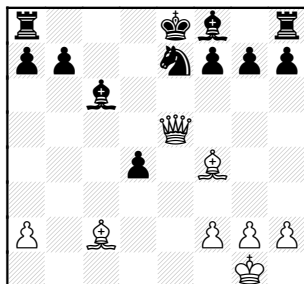
Time to evaluate. Black has  
half of White's army for the  
Queen, but his forces aren't  
exactly mobilized. But what  
can White attack?

GAMES as reviewed by Tom Friske

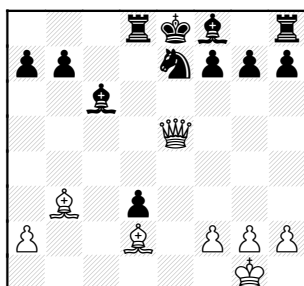
18.Qe3 d4

18...Bd7 with idea of  
Be6,Nc6,Be7, etc

19.Qe5 Bc6 20.Bc2



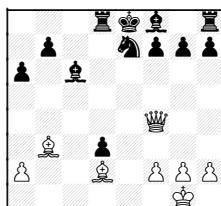
20...Rd8 21.Bb3 d3 22.Bd2



22...a6 23.h4

to loosen the Kingside Pawns

Interesting is 23.Qf4



hitting f7 23...Bd5

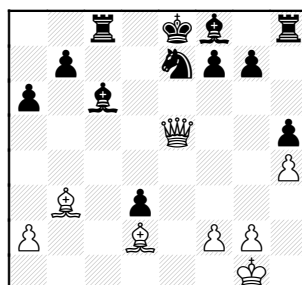
23...Nd5 24.Qe5+ Be7  
25.Qxg7 Bf6

24.Bxd5 Nxd5

24...Rxd5 25.Qb8+ Rd8  
26.Qxb7

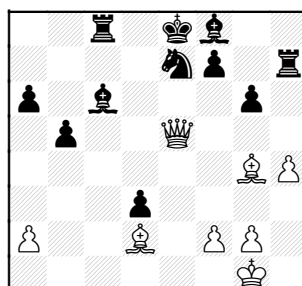
25.Qe5+

23...h5! 24.Ba5 Rc8 25.Bd2

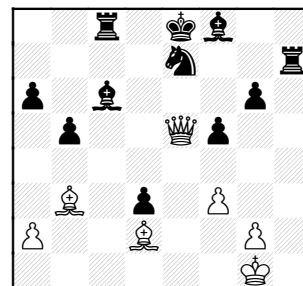


25...b5 26.Bd1 Rh7 27.Bxh5  
exposing himself to problems  
down the h-file

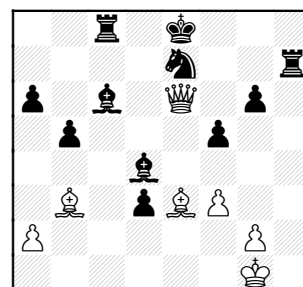
27...g6 28.Bg4



28...f5 29.Bd1 Rxh4 30.f3  
Rh7 31.Bb3



31...Bg7 32.Qe6 Bd4+  
33.Be3



White's Queen is now pinned  
to Be3 defence, so...

33...Bd7 0-1

Thanks for the lesson, Lenny.  
Hey, Siwek, where are you  
hiding? Let's play another!!

