

April 2003

Volume 46.7

The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League

Spring Business Meeting – May 1, 2003 at Motorola 7PM

Playoffs – May 17, 2003 9AM Sharp

CICL Open – May 17, 2003 9AM

League Banquet – June 13th, 2003 6 PM
at Bohemian Crystal in Westmont

Food ! Trophies ! Special Awards !
Speed Chess Tournament !

And a full-length feature : "The Return of Al Chow"
FM Al Chow again reviews his favorite games

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NEWS

The 6th annual CICL Winter Blitz was held Saturday, April 12th, at Oberweis Dairy in Arlington Heights. Five players competed in a double round robin format.

Final standings:

1. Michael Rauchman (Getco)	6/8 (won playoff)
2. Joseph Cygan (Motorola Kings)	6/8 (lost playoff)
T3. Charles Dobrovolsky (Lucent Chargers)	4/8
T3. Len Augsburger (Motorola Kings)	4/8
5. Carl Reid (Case)	0/8

Rauchman and Cygan finished tied in the round robin and are hereby named "CICL Winter Blitz Co-Champions" for 2003. Rauchman then finished first in the tournament by winning a one game tiebreak playoff over Cygan following the double round robin.

Regards,
Len.

=====

Just want to let you know that the BP Chess Club is now forming. I sent out a plan to our entire employee population in preparation for joining CICL this coming August.

Thanks,
Maynard Manila
Nitriles Business Unit - Heterogeneous Oxidation
Process/Product Development
bp Naperville Complex

=====

JJC Chess Club to host 4-round Swiss this week

APRIL 26 USCF RATED OPEN SAT. AT JJC BLDG J EXECUTIVE DINING ROOM J-1006 4 Round Swiss, Reg: 9:30 - 10am, Rounds 10:30, 1:30, 4:00, 7:00
Game in 70 minutes, Entry fee:\$15 by 4/20 (postmark), All \$5 more at site, All paid entries eligible for drawing for chess book (\$15 value!) Prizes based on entries:**1st \$120, 2nd \$70, A,B,C,D, E/F/Unrated \$50, Top junior (under 16): Chess book (\$12 value), 2nd Junior: Chess Medal,**
Advance entries: Stephen Decman 1418 Devonshire Drive, Joliet, IL 60435,
1/2 point bye available if requested no later than 15 minutes before round, Maximum 2 byes. For full details check website below.

UPCOMING EVENTS: Master simul May 24 for details check website.

JJC Chess Club website : www.jjc.edu/clubs/chess











Alumni Aces win East Division on tie-break

Alumni Aces have won the East Division title on tie-break.

The first tie-break on head-to-head match point saw Alumni Aces and Getco tied at 1-1. In the second tie-breaker on head-to-head game points, both teams still tied 6-6. But on the third tie-breaker on game points, Alumni Aces beat Getco 39-34.5

Here's the **East Division** cross-table as of April 22, 2003

compiled by ruben r. reyes

TEAM	Alumn		Getco		Readr		Citgrp		Lburn		Match Points	Game Points	Rank
Alumni Aces			4	2	4	5	6	6	6	6	7.0	39.0	1
Getco	2	4			3.5	4.5	5	5.5	4	6	7.0	34.5	2
The Reader	2	1	2.5	1.5			3		4.5		1.5	14.5	3
Citadel Group	0	0	1	.5	3				2	4	1.5	10.5	4
Leo Burnett	0	0	2	0	1.5		4	2			1	9.5	5

3 teams vie for title, 2nd place in North Division

Motorola Kings, Motorola Knights, and Excaliburs are in the hunt for the Division title and second place in the North Division.













Everything depends on what happens in the Kings at Excaliburs last round encounter.

If the Kings draw the match, the Knights take the Division crown by virtue of a head-to-head 1.5-0.5 tie-break win over the Kings and the Kings take second place. Should the Kings win the match, then the Kings take the Division title and the Knights take second place.

If Excaliburs, however, wins the match then Excaliburs take 1st place from a 1.5-0.5 head-to-head tie-break advantage over the Knights. The Knights then take second.

Here's the **North Division** cross table as of April 22, 2003.

compiled by ruben r. reyes

TEAM	Knights		U.O.P.		Kings		Excalb		Kemper		North		Match Points	Game Points	Rank
Motorola Knights			4	2.5	3	5	3	2.5	5.5	6	4	4.5	7.0	40.0	1
U.O.P.	2	3.5			3	2	4	3	3	5	6	6	6.5	37.5	2
Motorola Kings	3	1	3	4			5		3.5	3	6	5	6.5	33.5	3
Excaliburs	3	3.5	2	3	1				5	5	4	5.5	6.0	32.0	4
Kemper Insurance	.5	0	3	1	2.5	3	1	1			5	4	3.0	21.0	5
Northrop	2	1.5	0	0	0	1	2	.5	1	2			0	10.0	6

Pawns take first on tie-break in Near West Division

The **Pawns** have taken first place in the Near West Division on tie-break.

The Pawns and Chargers are tied at 7.5 match points each. However, the Pawns beat the Chargers in head-to-head match point tie-break 2.5-1.5

Here's the cross table for the **Near West Division** as of April 22, 2003.

Team Name	Pawns				Chargers				CCDOC				Case				Match Points	Game Points	RANK
Pawns					4	3.5	3	1	3.5	2	3.5	2.5	3	3	5.5	3.5	7.5	38.0	1
Chargers	2	2.5	3	5					1.5	3.5	4	1.5	5.5	5.5	5	5	7.5	44.0	2
CCDOC	2.5	4	2.5	3.5	4.5	2.5	2	4.5					4.5	2	5	3	6.5	40.5	3
Case	3	3	0.5	2.5	0.5	0.5	1	1	1.5	4	1	3					2.5	21.5	4

compiled by ruben r. reyes

2nd Place still undecided in Far West Division

Second place in the Far West Division is still undecided.

Argonne **Rooks** and **Fermilab** are currently tied for 2nd. But the Rooks still have one more match to play against top ranked Tyros.

The Rooks take second as long as they don't lose to the Tyros. If the Rooks lose, Fermilab takes 2nd on head-to-head match point tie break 2.5-1.5 over the Rooks.

Here's the cross-table for the **Far West Division** as of April 22, 2003.

Team Name	Tyros				Fermilab				Rooks				Dragons				Match Points	Game Points	RANK
Tyros					4	4.5	5.5	3.5	3.5	5	4		5.5	4.5	4	4	11.0	48.0	1
Fermilab	2	1.5	0.5	2.5					3	4	3.5	2	3	3	4	6	5.5	33.5	2-3
Rooks	2.5	1	2		3	2	2.5	4					4	4.5	3.5	4.5	5.5	35.0	2-3
Dragons	0.5	1.5	2	1	3	3	2	0	2	1.5	1.5	1.5					1.0	19.5	4

compiled by ruben r. reyes

PLAYOFF UPDATE - SEEDINGS / 1st ROUND PAIRINGS

One playoff pairing is set, the rest depend on the results of the two matches being played on April 30th.

Here are the Playoff Standings:

Near West

- 1) Pawns 6-3-3 .625
- 2) Chargers 7-4-1 .625 (Pawns win tie break on head to head match points)

East

- 1) Aces 7-1-0 .875
- 2) GETCO 7-1-0 .875 (Aces win tie break on total game points, head to head match and game points were even)

Far West

- 1) Tyros 11-0-0 with 1 match remaining
- 2) Rooks or Fermi
Fermi is 4-5-3 .458
Rooks are 5-5-1 with one match left against Tyros.
If Rooks win or draw they are 2nd place; if they lose then they finish tied with Fermi and Fermi gets 2nd place on head to head match points.

North

Knights are 6-2-2 .700, done
Kings are 5-1-3
Excaliburs are 5-2-2

Kings and Excaliburs still must play

If Kings win then 1) Kings 750, 2) Knights 700
if Excal wins then 1) Excal 700, 2) Knights 700
(Excal wins tie break on head to head)
If draw then 1) Knights 700, 2) Kings 700
(Knights win head to head tiebreak with Kings)

The **PLAYOFF SEEDINGS** are then

- 1) Tyros (Even if they lose to Rooks they have highest winning percentage)
- 2) Aces (857)
- 3) N 1st place (750 or 700)
- 4) Pawns (625)
- 5) GETCO (857)
- 6) N 2nd place (700)
- 7) Chargers (625)
- 8) FW 2nd place (542, 500 or 458)

1st ROUND PAIRINGS are

GETCO @ Tyros
North Division 2nd place @ Aces
Chargers @ North Division 1st place
Far West 2nd place @ Pawns

SPRING BUSINESS MEETING

The Spring Business meeting will be held at
Motorola Schaumburg campus, **Door 11** **7:00pm on Thursday, May 1st.**

To get to Motorola:

- 1) Take I-90 to I-53/290.
- 2) Go north on I-53/290 to Algonquin street exit (first exit north of I-90).
- 3) Go west on Algonquin (turn right, since the exit ramp does a 270 degree turn).
Take this a few miles.
- 4) Just after you pass Meacham road you'll see Motorola on the left hand side (big, hard to miss). Turn in the second entrance on the left.
- 5) You'll see a guard gate. If it's open, just go through. Otherwise talk to the guard or press the button and tell them you are going to a chess meeting in IL02 conference room B.
- 6) Enter in the second door on the left of the huge building on your left. It is **labeled door 11**. The guard there will be expecting you. I'll come down and escort people. But you can also have the guard page me at (888)647-1026 with a return number of 11 and I'll come to door 11 to pick you up.

If you have questions or concerns, please contact:
Jim Thomson (847)538-5408 during normal working hours.

Current Standings**NEAR WEST DIVISION 04-22-2003**

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
LUCENT TECH. CHARGERS	7	4	1	44.0	7.5	0.625
PAWNS	6	3	3	38.0	7.5	0.625
COOK CO. DEPT. OF CORR	6	5	1	40.5	6.5	0.542
CASE	1	8	3	21.5	2.5	0.208

FAR WEST DIVISION 04-22-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
LUCENT TECH. TYROS	11	0	0	48.0	11.0	1.000
FERMILAB	4	5	3	35.0	5.5	0.458
ARGONNE ROOKS	5	5	1	33.5	5.5	0.500
LUCENT TECH. DRAGONS	0	10	2	19.5	1.0	0.083

NORTH DIVISION 04-22-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
MOTOROLA KNIGHTS	6	2	2	40.0	7.0	0.700
UOP	5	2	3	37.5	6.5	0.650
MOTOROLA KINGS	5	1	3	33.5	6.5	0.722
EXCALIBURS	5	2	2	32.0	6.0	0.667
KEMPER INSURANCE	2	6	2	21.0	3.0	0.300
NORTHROP	0	10	0	10.0	0.0	0.000

EAST DIVISION 04-22-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
ALUMNI ACES	7	1	0	39.0	7.0	0.875
GETCO	7	1	0	34.5	7.0	0.875
THE READER	1	4	1	14.5	1.5	0.250
CITADEL GROUP	1	5	1	10.5	1.5	0.214
LEO BURNETT	1	6	0	9.5	1.0	0.143

Top Ten by Division / Most Improved Players**NEAR WEST DIVISION TOP TEN**

WILLIAMS, K	CCDOC 2199
JAKSTAS, K	PAWNS 2130C
WARREN, J	CHRGR 2046Q
MARCOWKA, R	CHRGR 1947D
ELLICE, W	PAWNS 1872C
FRAATS, D	CASE 1862C
KALE, S	CASE 1854C
DOBROVOLNY, C	CHRGR 1841C
MCCARTHY, D	CHRGR 1830
ROSLEY, D	CHRGR 1809

FAR WEST DIVISION TOP TEN

STEIN, P	TYROS 2262
GARZON, G	FERMI 2203
BENEDEK, R	ROOKS 2151T
DORIGO, T	FERMI 2141
TEGEL, F	DRGNS 2068T
HILL, R	ROOKS 2056C
DIAZ, P	TYROS 2035C
SPIEGEL, L	FERMI 1972D
LUDWIG, T	DRGNS 1932C
PEHAS, A	DRGNS 1906C

NORTH DIVISION TOP TEN

WOLF, D	MKING 2332
INUMERABLE, F	EXCLB 2260C
STEVANOVIC, M	UOP 2206D
MORRIS, R	MKNGT 2196
FRIDMAN, Y	MKNGT 2142
FRISKE, T	EXCLB 2056C
MELNIKOV, I	MKING 2031
BUERGER, E	UOP 2031T
WALLACH, C	MKING 2001
LEONG, G	KEMPR 1999C

EAST DIVISION TOP TEN

VOLYNSKIY, G	GETCO 2575*
BENESA, A	ALUMN 2247
JASAITIS, A	GETCO 2107D
LANG, R	READR 2081
GAZMEN, E	ALUMN 2050
SANTIAGO, T	ALUMN 2042
BROCK, B	READR 2041
RAUCHMAN, M	GETCO 1971*
SAGALOVSKY, L	GETCO 1955
ALLEN, H	ALUMN 1950

MOST IMPROVED PLAYERS

JACKSON, S	CCDOC 155
AILES, T	FERMI 135
EASTON, R	KEMPR 132
HALL, A	CCDOC 104
WILLIAMS, K	CCDOC 101
MC GEE, L	CCDOC 89
GRUDZINSKI, J	ROOKS 88
MCCARTHY, D	CHRGR 76
PIPARIA, J	MKING 71
DUFFY, J	LBURN 65

Match Results

27-MAR-03 CITADEL GROUP

.5 GETCO

5.5

ROUND 9

BD	RATINGS	SCORE	RATINGS	SCORE
1 HAYHURST, W	1878 14	.5	JASAITIS, A	2117 -9 .5
2 SENSAT, J	1677 -7	0	SAGALOVSKY, L	1982 7 1
3 FOLEY, M	1299 0	0	SEET, P	0 0 1
4 YOUNG, A	0 0	0	KOSMICKE, J	0 0 1
5 VOSS, M	0 0	0	WARD, CH	1320 0 1
6	0 0	0F	WILLIAMS, S	0 0 1F

08-APR-03 LEO BURNETT

0

ALUMNI ACES

6

ROUND 10

BD	RATINGS	SCORE	RATINGS	SCORE
1 DUFFY, J	1815 -4	0	BENESA, A	2243 4 1
2 FULKERSON, R	1414 -1	0	SANTIAGO, T	2041 1 1
3 BANNON, B	1249 -1	0	ALLEN, H	1949 1 1
4 SAWIN, B	1179 -2	0	FRANK, M	1705 2 1
5 SEIDEN, J	0 0	0	FRANEK, M	1745 0 1
6	0 0	0F	CZERNIECKI, A	1914 0 1F

10-APR-03 GETCO

4.5

THE READER

1.5

ROUND 10

BD	RATINGS	SCORE	RATINGS	SCORE
1 JASAITIS, A	2108 -1	.5	LANG, R	2079 2 .5
2 SAGALOVSKY, L	1989-34	0	BRASWELL, I	1787 34 1
3 SEET, P	1819 11	1	CAPUTO, J	1627-11 0
4 KRATKA, M	1649 16	1	SULLIVAN, C	1540-16 0
5 MORAN, B	1494 8	1	MARSH, M	1215 -8 0
6 MAZO, S	0 0	1F		0 0 0F

20-MAR-03 MOTOROLA KNIGHTS

6

KEMPER INSURANCE

0

ROUND 9

BD	RATINGS	SCORE	RATINGS	SCORE
1 FRIDMAN, Y	2136 14	1	SIWEK, M	1997 -9 0
2 MORRIS, R	2167 3	1	MOSSBRIDGE, A	1724 -3 0
3 THOMSON, J	1979 3	1	OLSEN, A	1521 -2 0
4 BALICKI, J	1775 1	1	MASHKEVICH, I	1126 -1 0
5 AUGSBURGER, L	1772 0	1	ROSZKOWSKI, D	0 0 0
6 KARANDIKAR, S	1591 0	1	VAIL, M	0 0 0
7 PHELPS, D	1191 17	.5	BENFORADO, E	1517-17 .5 (MKNGT)

Match Results

03-APR-03 NORTHROP

.5 EXCALIBURS

5.5

ROUND 9

BD	RATINGS	SCORE	RATINGS	SCORE
1 WALKER, A	1798 -9	0	FRISKE, T	2050 6 1
2 VIGANTS, A	1658 -4	0	SOLLANO, E	1988 4 1
3 BURIAN, D	1543 10	.5	KOGAN, G	1817-10 .5
4 SEGALIS, G	0 0	0	SULLIVAN, J	1811 0 1
5 GOTHIER, S	1353-12	0	BROTSOS, J	1523 8 1
6	0 0	0F	SUERTH, F	1522 0 1F

08-APR-03 UOP

3.5 MOTOROLA KNIGHTS

2.5

ROUND 10

BD	RATINGS	SCORE	RATINGS	SCORE
1 STEVANOVIC, M	2223-17	0	MORRIS, R	2170 26 1
2 BUERGER, E	2028 3	.5	FRIDMAN, Y	2150 -8 .5
3 REVELLON, L	1972 1	.5	THOMSON, J	1982 -1 .5
4 BOLDINGH, E	1859 11	1	BALICKI, J	1776-17 0
5 SAJBEL, P	1803 -1	.5	AUGSBURGER, L	1772 1 .5
6 LECHNICK, J	1721 14	1	KARANDIKAR, S	1591-14 0

15-APR-03 KEMPER INSURANCE

4 NORTHROP

2

ROUND 10

BD	RATINGS	SCORE	RATINGS	SCORE
1 LEONG, G	1992 7	1	WALKER, A	1789-11 0
2 EASTON, R	1881 10	1	VIGANTS, A	1654 -6 0
3 HUGHES, N	1713-21	0	BURIAN, D	1553 21 1
4 WANG, G	1624 7	1	GOTHIER, S	1341 -7 0
5 OLSEN, A	1519 0	0	SEGALIS, G	0 0 1
6 MASHKEVICH, I	1125 23	1	ELEK, G	1130-23 0

24-MAR-03 CASE

2.5 PAWNS

3.5

ROUND 10

BD	RATINGS	SCORE	RATINGS	SCORE
1 FRAATS, D	1856 10	.5	JAKSTAS, K	2125-10 .5
2 WHITE, H	1696 -7	0	ELLICE, W	1895 7 1
3 KLINEFELTER, H	1577 -9	0	FABIJONAS, R	1719 9 1
4 PARAOAN, E	1614 16	1	LITVINAS, A	1643-16 0
5 REID, C	1506 13	1	MIKULECKY, B	1467-13 0
6 DYCZKOWSKI, R	1492-22	0	ABDALLAH, D	1503 22 1
7 ZOELLNER, J	1333 -9	0	JACKSON, S	1494 13 1 (CCDOC)

Match Results

02-APR-03 PAWNS

1

LUCENT TECH. CHARGERS

5

ROUND 11

BD		RATINGS	SCORE		RATINGS	SCORE
1	JAKSTAS, K	2115 12	1	WARREN, J	2054 -8	0
2	ELLICE, W	1902-14	0	MARCOWKA, R	1927 14	1
3	FABIJONAS, R	1728-11	0	DOBROVOLNY, C	1824 11	1
4	LITVINAS, A	1627 -8	0	MCCARTHY, D	1807 12	1
5	O'DELL, DW	1482 -4	0	ROSLEY, D	1803 6	1
6	ABDALLAH, D	1525-22	0	STAMM, V	1532 15	1
7	MIKULECKY, B	1454 13	1	DOBR, K	1414 -9	0

31-MAR-03 CASE

3

COOK CO. DEPT. OF CORR

3

ROUND 11

BD		RATINGS	SCORE		RATINGS	SCORE
1	FRAATS, D	1866 -4	0	WILLIAMS, K	2198 6	1
2	WHITE, H	1689 16	1	ALEXANDER, W	1709-24	0
3	KLINEFELTER, H	1568 18	1	SEATON, E	1633-27	0
4	REID, C	1519-17	0	HALL, A	1472 26	1
5	DYCKOWSKI, R	1470 25	1	JACKSON, S	1507-25	0
6	ZOELLNER, J	1324-13	0	APPLEBERRY, T	1369 20	1

14-APR-03 LUCENT TECH. CHARGERS

5

CASE

1

ROUND 12

BD		RATINGS	SCORE		RATINGS	SCORE
1	WARREN, J	2046 0	1F	FRAATS, D	1862 0	0F
2	MARCOWKA, R	1941 6	1	WHITE, H	1705 -6	0
3	DOBROVOLNY, C	1835 6	1	KLINEFELTER, H	1586 -6	0
4	MCCARTHY, D	1819 11	1	PARAOAN, E	1630 -8	0
5	STAMM, V	1547-17	0	REID, C	1502 17	1
6	THOMAS, J	1571 12	1	DYCKOWSKI, R	1495-18	0
7	DOBR, K	1405 7	1	ZOELLNER, J	1311-11	0

21-APR-03 COOK CO. DEPT. OF CORR

3.5

PAWNS

2.5

ROUND 12

BD		RATINGS	SCORE		RATINGS	SCORE
1	WILLIAMS, K	2204 -5	.5	JAKSTAS, K	2127 3	.5
2	HUNTER, M	1858 24	1	ELLICE, W	1888-16	0
3	ALEXANDER, W	1685 25	1	FABIJONAS, R	1717-16	0
4	SEATON, E	1606-22	0	LITVINAS, A	1619 14	1
5	ROJO, V	1483-23	0	O'DELL, DW	1478 15	1
6	APPLEBERRY, T	1389 30	1	ABDALLAH, D	1503-30	0
7	PLEASANCE, M	0 0	1	MIKULECKY, B	1467 0	0
8	MCGEE, L	1114 41	1	REID, C	1519-27	0 (CASE)
9	JACKSON, S	1482 23	1	REID, C	1492-15	0 (CASE)
10	JACKSON, S	1505 21	1	REID, C	1477-14	0 (CASE)

Match Results

20-MAR-03 LUCENT TECH. TYROS				4	LUCENT TECH. DRAGONS				1
ROUND 10									
	BD		RATINGS	SCORE			RATINGS	SCORE	
1	STEIN, P	2258	12	1	TEGEL, F	2080	-5	0	
2	DIAZ, P	2048	2	1	EUSTACE, D	1565	-2	0	
3	STOLTZ, B	1900	2	1	KOMORAVOLU, K	1431	-3	0	
4	GUIO, J	1895	0	0F	BREYER, A	1318	0	1F	
5	SMITH, BR	1692	0	1F		0	0	0F	
6		0	0	0F		0	0	0F	

24-MAR-03 ARGONNE ROOKS			4	FERMILAB		2
ROUND 10						
	BD	RATINGS	SCORE		RATINGS	SCORE
1	BENEDEK, R	2136 12	1	GARZON, G	2215-28	0
2	HILL, R	2060-19	0	SPIEGEL, L	1970 19	1
3	SUAREZ, E	1846 18	1	GOMEZ, G	1781-18	0
4	BAURAC, D	1701-19	0	AILES, T	1617 28	1
5	DECMAN, S	1541 18	1	STAPLES, C	1614-27	0
6	GRUDZINSKI, J	1500 11	1	BOLSHOV, A	1314-11	0

03-APR-03 FERMILAB				4	LUCENT TECH. DRAGONS				2
ROUND 11									
	BD		RATINGS	SCORE			RATINGS	SCORE	
1	GARZON, G		2187 15	1	TEGEL, F		2075 -7	0	
2	SPIEGEL, L		1989-18	0	LUDWIG, T		1914 18	1	
3	GOMEZ, G		1763-14	0	PEHAS, A		1896 10	1	
4	AILES, T		1645 17	1	EUSTACE, D		1563-12	0	
5	STAPLES, C		1587 13	1	KOMORAVOLU, K		1428-13	0	
6	MOEHS, D		1380 19	1	BREYER, A		1318-19	0	

07-APR-03 LUCENT TECH. TYROS				4	ARGONNE ROOKS				2
ROUND 11									
BD		RATINGS		SCORE		RATINGS		SCORE	
1	STEIN, P	2270	-8	.5	BENEDEK, R	2148	3	.5	
2	DIAZ, P	2050	-15	0	HILL, R	2041	15	1	
3	STOLTZ, B	1902	-8	.5	BAURAC, D	1682	8	.5	
4	GUIO, J	1895	3	1	GRUDZINSKI, J	1511	-4	0	
5	SMITH, BR	1692	0	1F		0	0	0F	
6	HAHNE, D	1619	0	1F		0	0	0F	

21-APR-03 LUCENT TECH. DRAGONS				0	FERMILAB				6
ROUND 12									
	BD		RATINGS	SCORE			RATINGS	SCORE	
1	EUSTACE, D	1551	-1	0	GARZON, G	2202	1	1	
2	KOMORAVOLU, K	1415	-2	0	SPIEGEL, L	1971	1	1	
3	BREYER, A	1299	-3	0	GAINES, I	1742	2	1	
4		0	0	0F	GOMEZ, G	1749	0	1F	
5		0	0	0F	AILES, T	1662	0	1F	
6		0	0	0F	STAPLES, C	1600	0	1F	

Current Ratings

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABDALLAH, D	PAWNS	3	4	0	1473*	FRISKE, T	EXCLB	3	3	2	2056C
AILES, T	FERMI	7	3	1	1662	FULKERSON, R	LBURN	1	3	0	1413*
ALEXANDER, W	CCDOC	5	6	1	1710	GAINES, I	FERMI	1	3	0	1744D
ALFONSO, E	MKNGT	3	1	0	1592	GARDNER, M	NORTH	1	3	1	1267*
ALLEN, H	ALUMN	3	1	1	1950	GARZON, G	FERMI	4	2	1	2203
ALTSHULLER, D	DRGNS	0	3	1	1744	GAZMEN, E	ALUMN	6	1	0	2050
APPLEBERRY, T	CCDOC	4	5	0	1419	GOMEZ, G	FERMI	2	4	2	1749
AUGSBURGER, L	MKNGT	4	2	3	1773C	GONCHAROFF, N	MKING	5	2	2	1681V
BALICKI, J	MKNGT	8	2	1	1759	GOTHIER, N	NORTH	0	4	0	0000/6
BANNON, B	LBURN	3	3	0	1248	GOTHIER, S	NORTH	0	9	0	1334
BAURAC, D	ROOKS	4	5	2	1690D	GOULET, W	MKNGT	1	1	0	0000/2
BENEDEK, R	ROOKS	6	2	3	2151T	GRUDZINSKI, J	ROOKS	8	3	0	1507*
BENESA, A	ALUMN	4	3	1	2247	GRYPARIS, J	MKING	3	3	1	1468C
BENFORADO, E	MKNGT	2	2	1	1500	GUIO, J	TYROS	5	2	2	1898C
BOLDINGH, E	UOP	5	4	0	1870C	HAHNE, D	TYROS	6	2	1	1619C
BOLSHOV, A	FERMI	0	3	0	1303	HALL, A	CCDOC	5	3	3	1498
BRASWELL, I	READR	3	2	0	1821	HAYHURST, W	CITGR	0	4	3	1892
BREYER, A	DRGNS	1	9	0	1296*	HILL, R	ROOKS	8	3	0	2056C
BROCK, B	READR	0	0	3	2041	HTOO, M	CITGR	0	1	1	1744*
BROIHIER, M	READR	1	2	0	1156	HUGHES, N	KEMPR	3	6	0	1692C
BROTSOS, J	EXCLB	4	2	0	1531D	HUNTER, M	CCDOC	7	0	1	1882#
BUERGER, E	UOP	5	3	1	2031T	INUMERABLE, F	EXCLB	3	1	2	2260C
BURIAN, D	NORTH	1	8	1	1574C	JACKSON, S	CCDOC	8	2	1	1526
BUTLER, E	ROOKS	0	1	0	1270*	JAKSTAS, K	PAWNS	4	1	5	2130C
CAPUTO, J	READR	0	1	1	1616	JASAITIS, A	GETCO	2	0	5	2107D
CEASE, H	FERMI	1	3	2	1310	KALE, S	CASE	0	1	0	1854C
CHRISTOTEK, L	FERMI	2	0	0	0000/3	KANAS, W	CASE	1	4	0	1200C
CYGAN, J	MKING	2	0	2	1814	KARANDIKAR, S	MKNGT	4	2	0	1577*
CZERNIECKI, A	ALUMN	2	1	0	1914D	KARPIERZ, J	TYROS	0	1	0	1242
DAS, B	DRGNS	0	2	0	0000/2	KLINEFELTER, H	CASE	6	8	0	1580C
DAVIDSON, M	ALUMN	3	0	0	1626	KOGAN, G	EXCLB	3	4	2	1807C
DECMAN, S	ROOKS	2	2	0	1559D	KOGAN, M	CITGR	0	3	0	0000/3
DIAZ, P	TYROS	9	2	0	2035C	KOMORAVOLU, K	DRGNS	3	5	1	1413*
DOBR, K	CHRG	4	6	2	1412Q	KOSMICKE, J	GETCO	1	0	0	0000/1
DOBROVOLNY, C	CHRG	7	4	1	1841C	KRATKA, M	GETCO	5	2	0	1665*
DOMINGUEZ, R	LBURN	0	1	0	1307*	LAForge, W	TYROS	2	1	0	1405
DORIGO, T	FERMI	0	1	0	2141	LANG, R	READR	1	1	3	2081
DUFFY, J	LBURN	3	3	1	1811	LANSING, J	GETCO	2	1	1	1484
DYCKOWSKI, R	CASE	4	6	1	1477	LECHNICK, J	UOP	6	2	2	1735
EAMAN, R	LBURN	1	0	0	1863	LEONG, G	KEMPR	3	1	1	1999C
EASTON, R	KEMPR	5	0	1	1891	LERNER, T	CITGR	0	1	0	897
ELEK, G	NORTH	1	5	2	1107	LITVINAS, A	PAWNS	2	5	2	1633D
ELLICE, W	PAWNS	5	4	2	1872C	LUDWIG, T	DRGNS	1	3	0	1932C
EUSTACE, D	DRGNS	2	8	2	1550C	MARCOWKA, R	CHRG	6	5	1	1947D
FABIJONAS, R	PAWNS	6	4	1	1701D	MARSH, M	READR	2	4	0	1207
FOLEY, M	CITGR	0	4	0	1299*	MARSHALL, K	MKNGT	1	1	0	1360
FRAATS, D	CASE	0	6	4	1862C	MASHKEVICH, I	KEMPR	4	5	0	1148#
FRANEK, M	ALUMN	4	0	2	1745D	MAZO, S	GETCO	0	0	0	0000/0
FRANK, M	ALUMN	6	0	0	1707	MCCARTHY, D	CHRG	7	0	0	1830
FRIDMAN, Y	MKNGT	5	1	2	2142	MC GEE, L	CCDOC	4	1	0	1155*

Current Ratings

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
MELNIKOV, I	MKING	4	2	3	2031	SEIDEN, J	LBURN	0	1	0	0000/1
MICKLICH, F	UOP	3	1	0	1647D	SENSAT, J	CITGR	1	6	0	1670*
MIKULECKY, B	PAWNS	4	5	3	1467C	SIWEK, M	KEMPR	2	5	2	1988C
MOEHS, D	FERMI	2	2	0	1399#	SMITH, BR	TYROS	6	0	2	1692C
MOONEY, M	MKING	0	1	0	0000/0	SOLLANO, E	EXCLB	3	2	4	1992C
MORAN, B	GETCO	1	0	0	1502	SPIEGEL, L	FERMI	3	6	3	1972D
MORRIS, R	MKNGT	4	2	2	2196	STAMM, V	CHRGR	6	3	3	1530T
MOSSBRIDGE, A	KEMPR	0	2	1	1721	STAPLES, C	FERMI	1	3	0	1600
O'DELL, DW	PAWNS	2	2	5	1493C	STEELE, B	CCDOC	2	2	0	933#
OELHAFEN, A	EXCLB	0	1	1	1238	STEIN, P	TYROS	5	2	4	2262
OLSEN, A	KEMPR	1	7	2	1519C	STEVANOVIC, M	UOP	3	3	4	2206D
PARA, A	FERMI	0	0	1	1497	STOLTZ, B	TYROS	6	1	1	1894C
PARAOAN, E	CASE	3	6	0	1622C	SUAREZ, E	ROOKS	2	3	2	1864
PATEL, SU	CITGR	0	1	0	0000/2	SUBECK, J	KEMPR	1	3	0	1366*
PEHAS, A	DRGNS	1	3	3	1906C	SUERTH, F	EXCLB	3	1	1	1522C
PHELPS, D	MKNGT	3	1	1	1208*	SULLIVAN, C	READR	2	4	0	1524C
PIPARIA, J	MKING	6	0	3	1911	SULLIVAN, J	EXCLB	6	1	0	1811D
PLEASANCE, M	CCDOC	2	2	0	0000/3	TEGEL, F	DRGNS	3	6	2	2068T
RABINOVICH, E	MKING	2	0	0	1320	THOMAS, J	CHRGR	5	2	1	1583D
RADAVICIUS, E	CHRGR	0	0	3	1597D	THOMSON, J	MKNGT	4	2	4	1981
RADUCAN, S	MKNGT	0	1	0	0000/0	TRINIDAD, P	CCDOC	0	1	0	1016*
RAUCHMAN, M	GETCO	1	3	0	1971*	VAIL, M	KEMPR	1	2	0	0000/3
REID, C	CASE	7	8	3	1463C	VAN ZILE, C	UOP	0	1	0	1336
REVELLON, L	UOP	5	2	3	1973	VIGANTS, A	NORTH	1	6	0	1648C
ROJO, B	CCDOC	1	6	0	882#	VOLYNSKIY, G	GETCO	2	0	0	2575*
ROJO, V	CCDOC	2	7	0	1460	VOSS, M	CITGR	0	3	0	0000/2
ROSLEY, D	CHRGR	2	0	0	1809	WALKER, A	NORTH	0	6	4	1778
ROSZKOWSKI, D	KEMPR	0	3	0	0000/3	WALLACH, C	MKING	4	4	1	2001
RZESZUTKO, R	ALUMN	4	1	0	1926C	WANG, A	CITGR	1	3	1	0000/4
SACKS, D	UOP	3	0	0	1828	WANG, G	KEMPR	2	4	0	1631*
SAGALOVSKY, L	GETCO	4	3	0	1955	WARD, CH	GETCO	1	1	0	1320
SAJBEL, P	UOP	1	1	1	1802C	WARREN, J	CHRGR	0	3	3	2046Q
SALERNO, S	DRGNS	1	1	0	1462*	WEISNER, T	PAWNS	0	1	0	1120
SAMELSON, C	MKING	3	4	0	1919D	WEITZ, R	EXCLB	3	3	0	1626C
SANTIAGO, T	ALUMN	3	1	0	2042	WHITE, H	CASE	4	4	3	1699C
SAVCIC, V	TYROS	0	3	0	1116*	WILLIAMS, K	CCDOC	9	0	3	2199
SAWIN, B	LBURN	0	5	0	1177*	WILLIAMS, S	GETCO	1	1	0	0000/2
SCHULTZ, R	FERMI	1	2	0	1294*	WIRTZ, R	KEMPR	1	5	1	1314*
SEATON, E	CCDOC	3	8	0	1584	WOLF, D	MKING	1	0	1	2332
SEET, P	GETCO	5	1	1	1830#	YOUNG, A	CITGR	0	3	0	0000/2
SEGALIS, G	NORTH	1	2	0	0000/3	ZOELLNER, J	CASE	2	8	0	1300D

/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

V - QUINTUPLE CENTURION

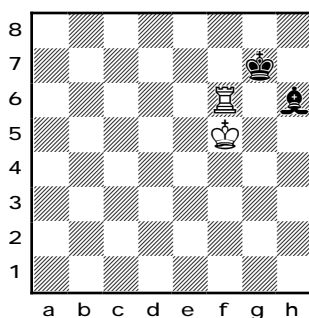
The Finishing Touch

- ruben r. reyes

Diagram #1 is from **Tal-Zidkov** in **Round 18** of the **USSR Final in 1972**. Tal had just sacrificed his h-pawn: **89.h6+ Bxh6**.

What White now proceeds to do is a superb example of how to win a **R vs. B** ending.

Diagram #1



White to Play and win

Here's a summary of how White wins this ending:

- drive the K to the edge of the board, towards the corner square whose color is the same as the B.
- Force the B to interpose to a R check.
- Win the B by placing the K in zugzwang with a R move to force the K to move away from the B.

Now watch a fine finish unfold.

1.Rg6+ Kh7

Black's K has been driven to the edge of the board towards a corner square of the same color as the B.

2.Kf6

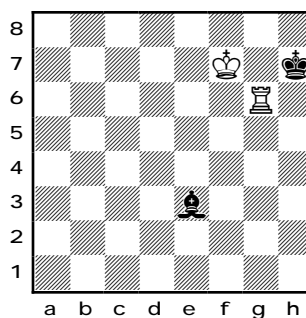
The K heads for f7. Why? So that when the R checks on the h-file, Black would be compelled to interpose with the B.

2...Be3

Black looks for a spot where his B can't be attacked with gain of tempo by White's rook headed for the square h5, h4, h3, h2, or h1.

A similar result comes out after 2...Bf8 3.Kf7 when Black must hide his B from being attacked by the R to gain tempo to go to the h-file.

3.Kf7



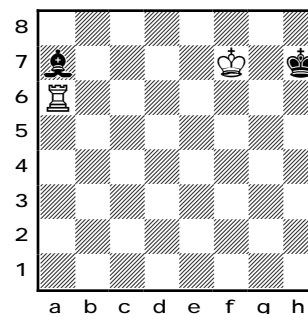
White's K is now in position.

His next task is to render a check on the h-file with the rook without losing tempo. To do this task, the R will seek out the B.

3...Ba7

The B tries to hide from the R

4.Ra3



4...Bb8

Going to any other square would allow the R to reach the h-file with tempo via an attack on the B.

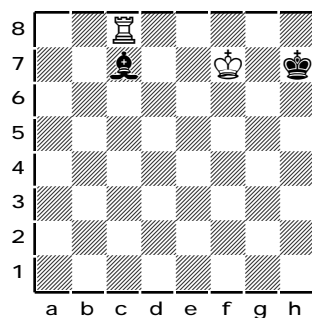
For example, if 4...Be3, then White attacks the B with Ra3 so that when the B moves away, White gets in 6.Rh3 without loss of tempo.

5.Ra8

To flush the B out into the open where the R can attack the B again to gain tempo going to the h-file.

5...Bc7 6.Rc8

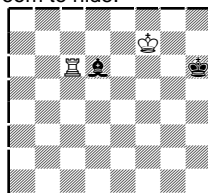
(See diagram next page)



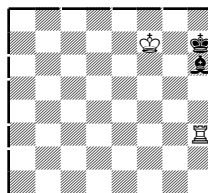
Position after 6.Rc8

The B has run out of room to hide.

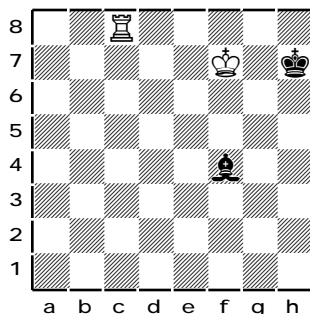
If now 6...Bd6 (or 6...Bb6), then 7.Rc1 (threatening 8.Rh1+) wins as 7...Kh6 8.Rc6 wins the B (*diagram right*)



If 7...Bf4 (after 6...Bd6 7.Rc1), then 8.Rh1+ Bh6 9.Rh3 wins *diagram right* as it's mate next move (9...Kh8 Rxh3#)



6....Bf4



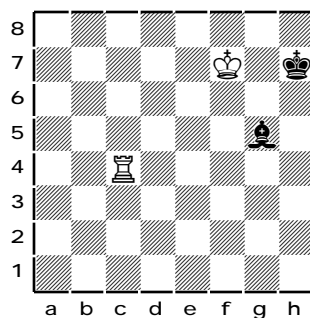
If 6...Be5 (or 6...Ba5) then 7.Rc5, B-any 8.Rh5 wins

If 6...Bg3 then 7.Rc3, B-any 8.Rh3 wins.

If 6...Bh2, then 7.Rc3 still allows the R to reach the h-file with tempo because of the threat: 8.Rh3+ forking K and B.

7.Rc4 Bg5

Nice. White's prevented from playing 8.Rh4+.

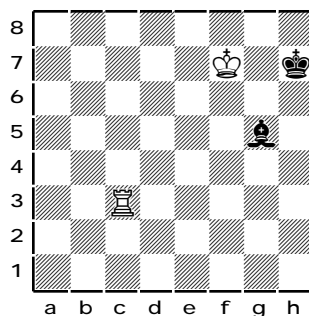


Position after 7...Bg5

But.....

8.Rc3! 1-0

Final Position



There's no defense left. If 8...Kh6 then 9.Rh3+ (*diagram right*) 9...Bh4 10.Rxh4+ wins

If 8...Bh6 9.Rh3 (*diagram right*) 9...Kh8 10.Rxh6 is mate; or 8...Be3 (or 8...Bd2) 9.Rh3+Bh6 (*diagram right*) 10.Rh1 Kh8 11.Rxh6# is mate).

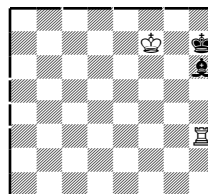
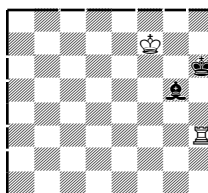
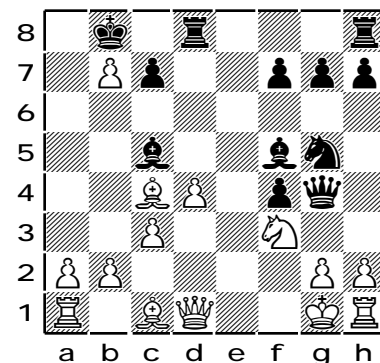


Diagram #2

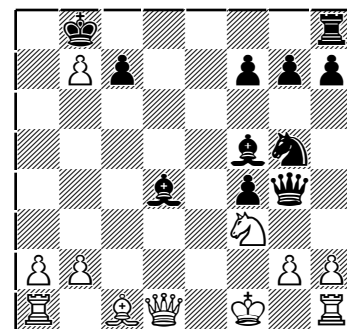


Black to Play and win

1...Rxd4!! 2.cxd4

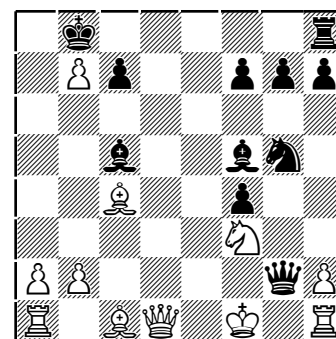
Forced. Black threatened 2...Rd8#. Not 2.Nxd4 because of 2...Qxd8+

2...Bxd4+ 3.Kf1



If 3.Qxd4 then 3...Nxf3+ followed by 4...Nxd4 wins. And if 3.Nxd4 then simply 3...Qxd1+ and 4.Qxd4 also wins.

3...Qxg2+!!! 0-1



What a finish!! It's mate next move after 4.Kxg2 (4...Bh3#) or 4.Ke1 (4...Qf2#) ♔

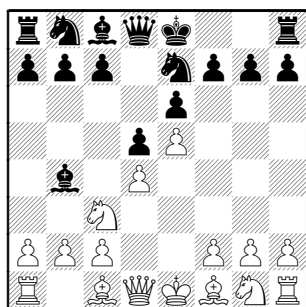
White seems to have things under control in Diagram #2.

But watch how Black tears White's position to shreds.

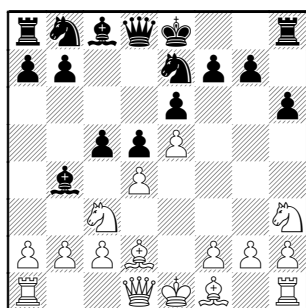
GAMES as reviewed by Tom Friske

Breyer,A (1350) –
Bolshov,A (1314) [C16]
Dragons–Fermi, 22.02.2003

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 Ne7



5.Nh3 Unusual, but not necessarily inferior! a3, f4, Qg4, Nf3, Nge2 are all alternatives. 5...h6 6.Bd2 c5?!



7.Nb5!

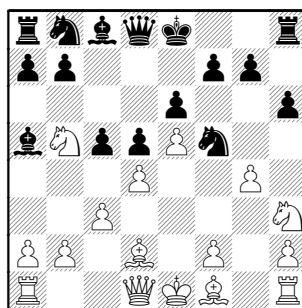
Very good, White realizes nice outpost at d6.

7...Nf5 Only temporarily covers the key square

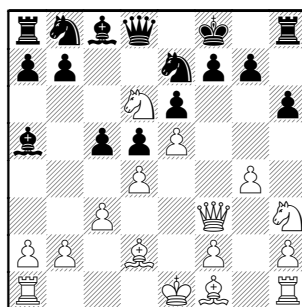
8.c3!

8.Bxb4 cxb4 9.g4

8...Ba5 9.g4



9...Ne7 10.Nd6+ Kf8 11.Qf3



11...f5 12.g5

No need to release the tension on f5

12.exf6? Qxd6

(Others are clearly bad:

12...gxf6 13.Qxf6+ Kg8 14.Qf7#;

12...Ng6 13.fxg7+ Kxg7 14.Qf7#;

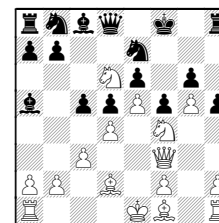
12...g6 13.fxe7+ Kxe7)

13.fxe7+ Kxe7.

Another game alternative to attack light squares with. 12.Bd3, but g6 looks good for now.

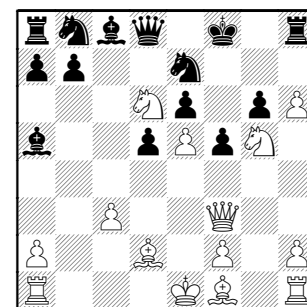
12...cxd4

Or 12...h5 13.Nf4 g6



Keeps lines closed and threatens a6 followed by Bc7 to win Pawn on d6.

13.gxh6 dxc3 14.bxc3 g6 15.Ng5

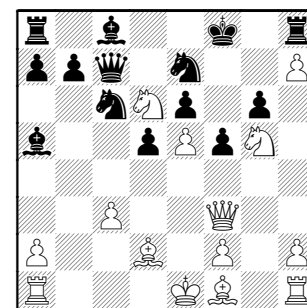


The position is about even. White's formation is scattered, but he has nicely placed Ns, space and a chance at Black's King with h4–5.

15...Qc7

15...Rhxh6? 16.Nxe6+ Bxe6 17.Bxh6+

16.h7 Nbc6

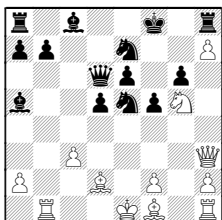


GAMES as reviewed by Tom Friske

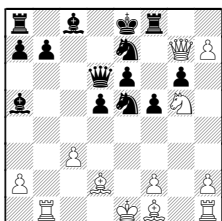
17.Rb1 Nd8?

Black misses a sure way to stay in it with 17...Nxe5 hitting Queen and threatening Qxd6.

18.Qh3 Qxd6

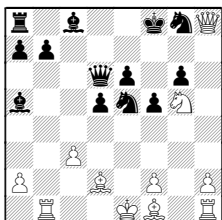


19.Qh6+ Ke8 20.Qg7 Rf8



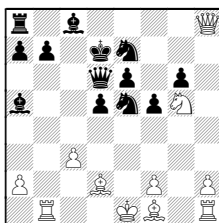
21.h8Q

Also interesting is 21.Qxf8+ Kxf8
22.h8Q+ Ng8



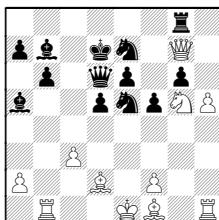
23.Nh7+ Kf7 24.Bh6 Nxh6 25.Ng5+
Ke7 26.Qxh6

21...Rxh8 22.Qxh8+ Kd7



Tough to judge. Black unwinds with b6, followed by Bb7. But White, to move, opens Kingside and King's Rook with h4-5.

23.h4 b6 24.h5 Bb7 25.Qg7 Rg8

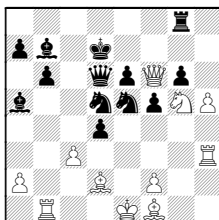


26.Qh6

A) 26. Qh7 allows d4, but a bad way

B) is 26.Qf6? d4! discovering on Rook
27.Rh3
(27.cxd4? Ng4 28.Qf7 Bxh1)

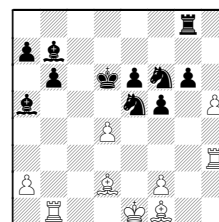
27...Nd5



and wins the Queen! So 28.Nf7 Nxf6

(28...Qc7 29.Qxe5, or
28...Nxf7? 29.Qxf7+)

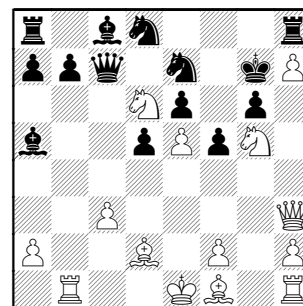
29.Nxd6 Kxd6 30.cxd4



Black is winning

So White should play 26. Qh6 and
26...Ng4 27.Qh7 Nf6 28.Qf7 Nxh5

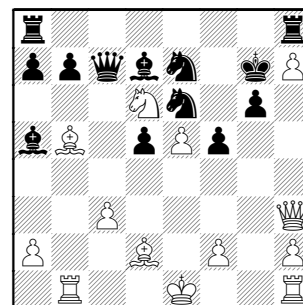
18.Qh3 Kg7??



19.Bb5

19.Nxe6+ is immediately possible
19...Bxe6 20.Qh6#

19...Bd7 20.Nxe6+! Nxe6



GAMES as reviewed by Tom Friske

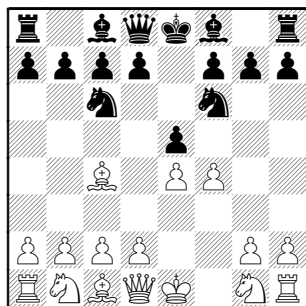
21.Qh6# 1-0

Guio,J (1913) –
Eustace,D (1527)

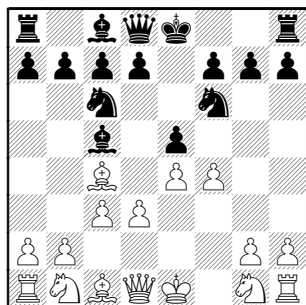
[C30]

Tyros–Dragons, 12.03.2003

1.e4 e5 2.f4 Someone's looking for fun
stuff! 2...Nc6 3.Bc4 Nf6

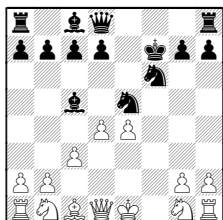


4.d3 Bb4+ 5.c3 Bc5



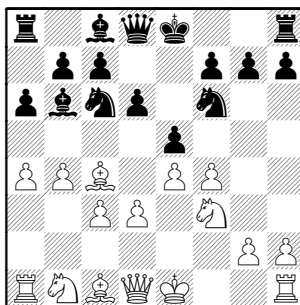
6.Nf3

6.Bxf7+ Kxf7 7.fxe5 Nxe5 8.d4



Not sure who this favors, but would
expose Black's King a bit.

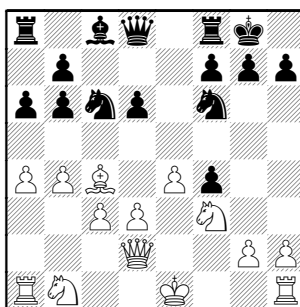
6...d6 7.b4 Bb6 8.a4 a6



9.Qe2

White has to do something about the
strong b6–Bishop.

9...0-0 10.Be3 exf4 11.Bxb6 cxb6
12.Qd2



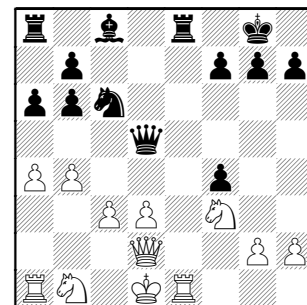
12...d5! Nicely done. Black forces
lines open while the opponent's King
is uncastled! 13.exd5

13.Bxd5 Nxd5 14.exd5 Re8+ is similar
to game

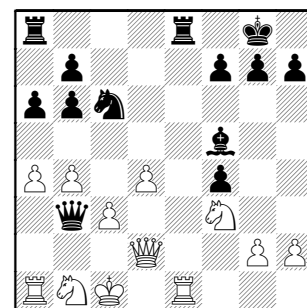
13...Re8+ 14.Kd1 This doesn't turn
out well

14.Kf2 Ng4+ idea of Ne3 but White
has d5 threat first

14...Nxd5 15.Bxd5 Qxd5 16.Re1

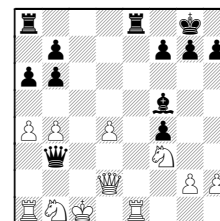


16...Bf5 17.d4 How else to hold
Pawn? 17...Qb3+ 18.Kc1



18...Nxb4! 19.Ne5

19.cxb4



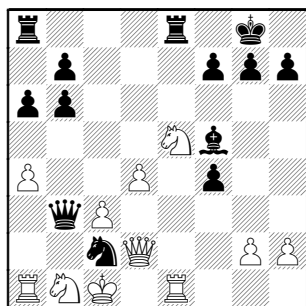
19...Bxb1! (19...Rac8+) 20.Rxb1

GAMES as reviewed by Tom Friske

No better is 20.Rxe8+ Rxe8 21.Rxb1
Rc8+

20...Rac8+ 21.Qc3 Qxc3+ 22.Kd1
Qc2#

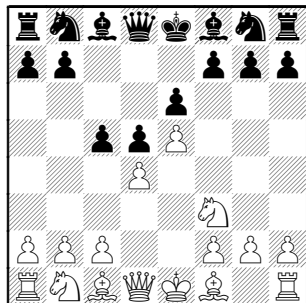
19...Nc2



A nice upset for Black! 0-1

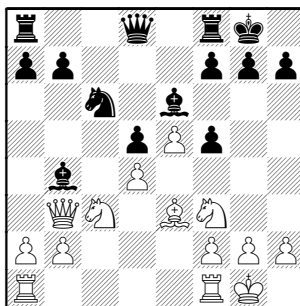
Kogan,G (1817) –
Burian,D (1543) [C02]
Excaliburs–Northrop, 03.04.2003

1.e4 c6 2.d4 d5 3.e5 e6 4.Nf3 c5



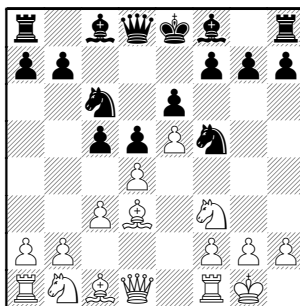
5.c3 Ne7 6.Bd3 Nbc6 7.0-0 Nf5

10...Bb4 11.Nc3 0-0 12.Qb3 Be6



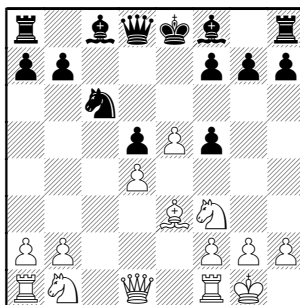
13.Rac1 Rc8 14.a3 Ba5 15.Qxb7
Bb6

20

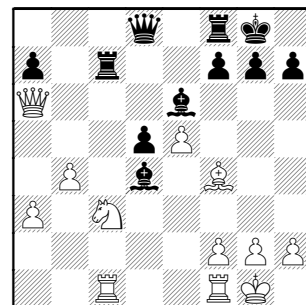


8.Bxf5
8.g4!? Nh6 9.Bxh6 gxh6

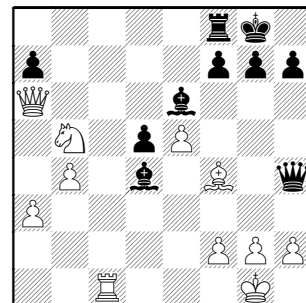
8...exf5 9.Be3 cxd4 10.cxd4



16.b4 f4 17.Bxf4 Rc7 18.Qa6 Nxd4
19.Nxd4 Bxd4

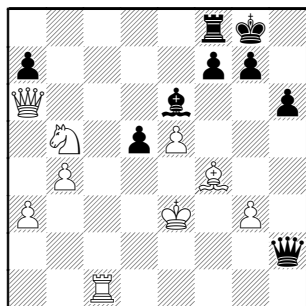


20.Nb5 Rxc1 21.Rxc1 Qh4?!



22.g3 Bxf2+ 23.Kxf2 Qxh2+ 24.Ke3
(24.Kf3 Qh5+ 25.Kg2 Qe2+ 26.Kg1)

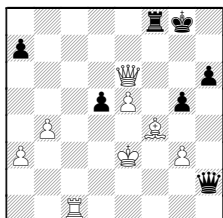
24...h6



25.Nd4 Qb2

It appears Black exposes his King with
25...g5 26.Nxe6 fxe6
 (26...gxf4+? 27.Nxf4)

27.Qxe6+

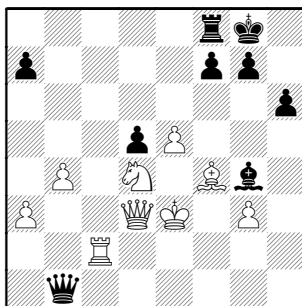


27...Kh8 28. Qe7
 (27...Kg7 28.Qg4 a)

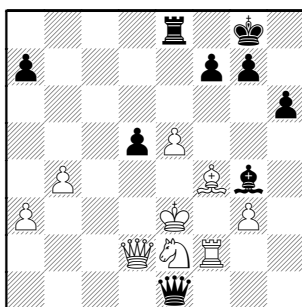
28.Qe7+ Rf7;

Or instead, 28.Qxd5? gxf4+ 29.gxf4
 (29.Kd3 Qxg3+) 29...Qxf4+ 30.Ke2
Qxc1

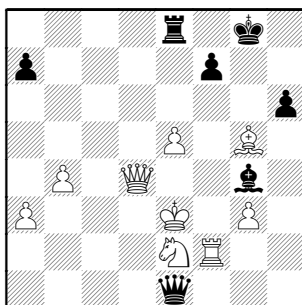
26.Rc2 Qb1 27.Qd3 Bg4



28.Rf2 Qe1+ 29.Ne2 Re8 30.Qd2

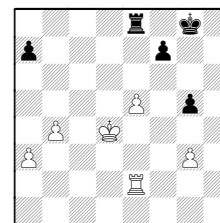


30...d4+ 31.Qxd4 g5 It appears this
 loses another piece, but... **32.Bxg5**



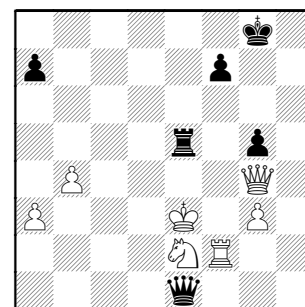
32...hxc5

Trying to get something for piece with
 32...Bxe2 33.Rxe2 Qg1+ 34.Ke4
 Qxd4+ 35.Kxd4 hxc5



The outside passer will tell

33.Qxg4 Rxe5+



White has no good square for his
 King!

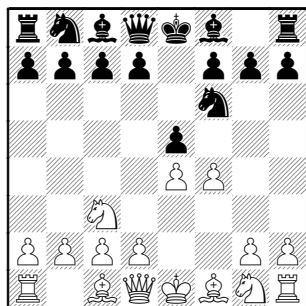
34.Kf3 [34.Kd4 Rxe2 35.Qxg5+]
34...Qh1+ 35.Rg2

Qf1+/Qh1+ is a perpetual ½-½

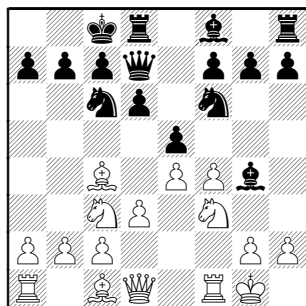
Ailes, T (1617) –
Eustace, D (1565) [C29]
 Fermilab–Dragons, 03.04.2003

1.e4 e5 2.Nc3 Nf6 3.f4

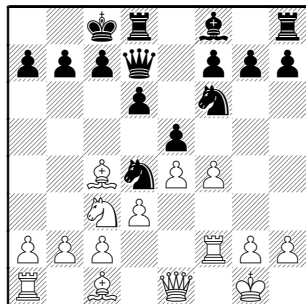
(Diagram follows)



3...Nc6 4.Nf3 d6 5.Bc4 Bg4 6.0-0 Qd7
7.d3 0-0-0

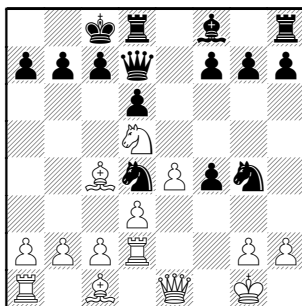


8.Qe1?! Bxf3 9.Rxf3 Nd4 10.Rf2



(10.Rf1 would allow Nxc2)

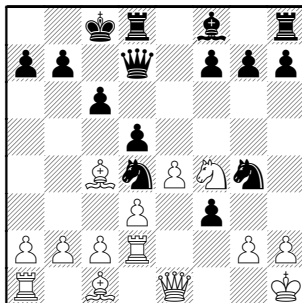
10...Ng4 11.Rd2 exf4 12.Nd5



Black has nicely won a Pawn and immediately finds a good use for it!

12...f3! 13.Kh1
13.gxf3 Nxf3+ forks a bunch

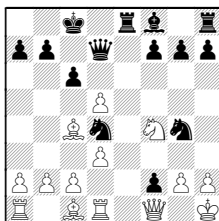
13...c6 14.Nf4 d5!



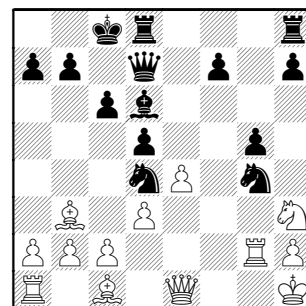
15.Bb3

15.exd5 Re8 16.Qf1
(16.Qd1 f2 ΔRe1;
16.Qg1? f2 17.Qf1 Re1)

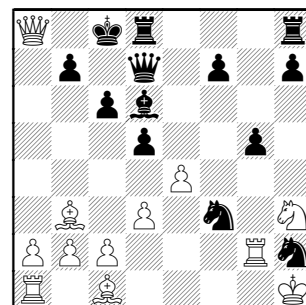
16...f2 17.Rd1 (and Pc2 hangs)



15...g5 16.Nh3 [16.Nh5] 16...fxg2+
17.Rxg2 Bd6

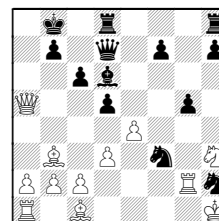


18.Qg1 Nf3 19.Qxa7 Ngxh2 20.Qa8+



20...Bb8

20...Kc7 21.Qa5+ Kb8



22.Be3 d4

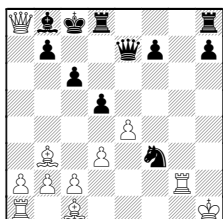
21.Nxg5 Qc7

Not 21...Qd6 idea of Qh6, Ng4+, etc.

GAMES as reviewed by Tom Friske

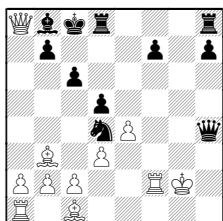
22.Nxf7 forks, and the undeveloped Bishop covers h6

But the concept works with 21...Qe7!
idea of Qh4+ 22.Nxf3 Nxf3



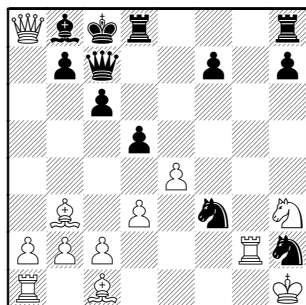
23.Rf2
(23.Rg3? Qh4+ 24.Kg2 Qxg3+)

23...Qh4+ 24.Kg2 Nd4



idea of Qh2+-Qh1# 25.Kf1?? Qh1#

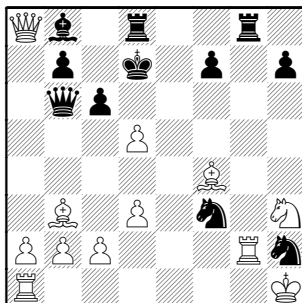
22.Nh3



22...Kd7
22...Rdg8? 23.Bf4 Qe7 24.Qxb8+

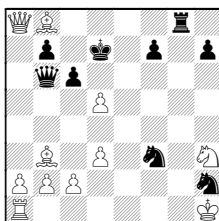
23.exd5
23.Bf4 Qb6 24.Bxh2 Bxh2

23...Rhg8 24.Bf4 Qb6



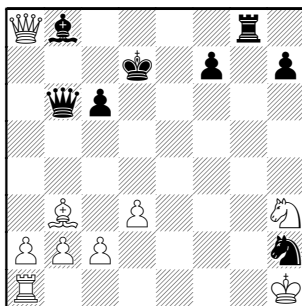
25.dxc6+

25.Rxg8 Rxg8 26.Bxb8+-



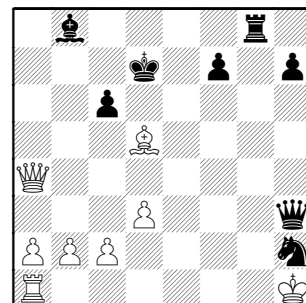
idea of Qh7,Bxh2 26...cxd5
(26...Qd8 27.Qxb7+;
26...Rg1+? 27.Nxg1)
27.Bxd5 Qh6 28.Qxb7+

25...bxc6 26.Rxg8 Rxg8 27.Bxh2
Nxh2



28.Qa4! Qe3 29.Bd5!! This brilliant move appears to turn the tables.

29...Qxh3



Knight-discovery mates, so White must check or attack Black Queen.

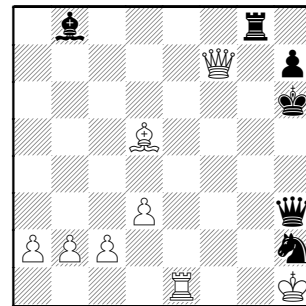
30.Qxc6+ Ke7
30...Kd8 31.Qf6+ Kc8 32.Qc6+

31.Re1+

31.Bg2! Qh4
(31...Qh5 32.Re1+ Kd8
(32...Kf8 33.Re8+ Kg7 34.Qc3+
similar to game is 34...Kh6 [Note that
34...Kg6 allows 35.Rxg8+])
33.Qd5+)

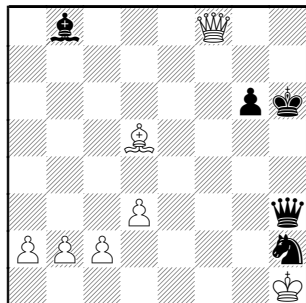
32.Kg1 (32.Qe4+!?)

31...Kf8 32.Qe8+ Kg7 33.Qxf7+ Kh6



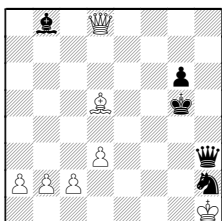
GAMES as reviewed by Tom Friske

34.Re6+ [34.Qxg8 Nf3#] 34...Rg6
[34...Kg5 35.Qxg8+] 35.Rxg6+ hxg6
36.Qf8+



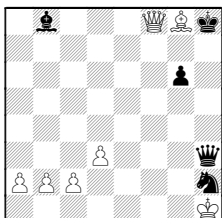
36...Kg5

36...Kh5 37.Qh8+ Kg5 38.Qd8+



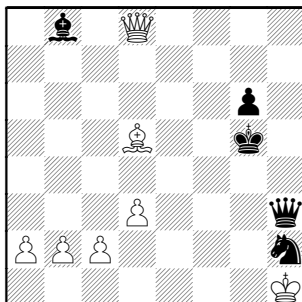
Black's King can't walk onto c8-h3 or b8-h2 diagonals !!

From game position, Black can stumble into mate: 36...Kh7 37.Bg8+ Kh8



38.Bf7+ Kh7 39.Qg8+ Kh6 40.Qxg6#

37.Qd8+

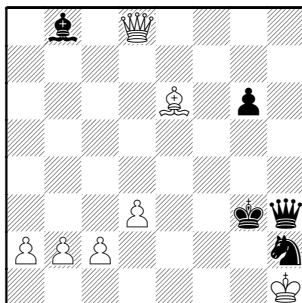


37...Kg4

White has the same problems described in move 36 analysis:

37...Kf4 38.Qxb8+ Ke3 39.Qxh2;
37...Kf5 38.Qc8+ Ke5 39.Qxh3;
37...Kh5 38.Qh8+ Kg4 39.Be6+

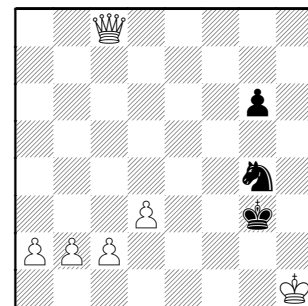
38.Be6+ Kg3



39.Bxh3

39.Qxb8+! Kh4 40.Qh8+ Kg3
41.Qxh3+

39...Kxh3 40.Qxb8 Ng4 41.Qc8 Kg3



42.Qxg4+ Kxg4 43.a4

That was quite a counter-attack by White !!

1-0

GAMES as reviewed by The Players

Wallach,C – Morris,R
Kings–Knights, 06.02.2003

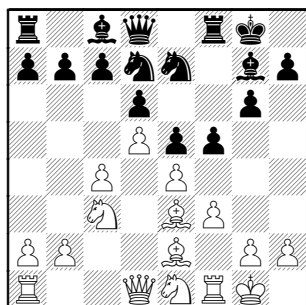
[E99]

12...f4 13.Bf2 g5 14.Rc1 Ng6 15.cxd6
cxd6 16.Nb5

19...Qxb6 20.Bxb6 gxf3 21.gxf3 Bh3
22.Ng2

Notes by Robert Morris

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6
5.Nf3 0-0 6.Be2 e5 7.0-0 Nc6 8.d5
Ne7 9.Ne1 Nd7 10.Be3 f5 11.f3

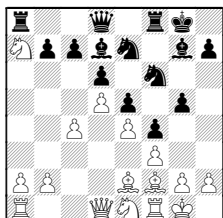


So far so book. At his point Black falls asleep and basically forgets what the Kings Indian Defense is about.

Black's delusions are based on playing too fast and a vague memory of the game that continued 11... f4

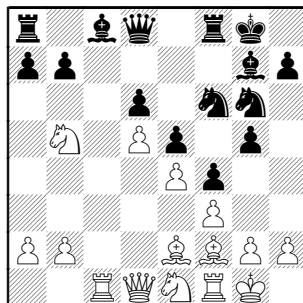
11...Nf6?

(11...f4 12.Bf2 g5 13.Nb5 Nf6 14.Nxa7
Bd7



Benjamin–Nunn, Hastings 1987/88)

12.c5 Of course. The knight belonged on d7 in order to slow white. Moving it to f6 prematurely just asks for the following body blows.

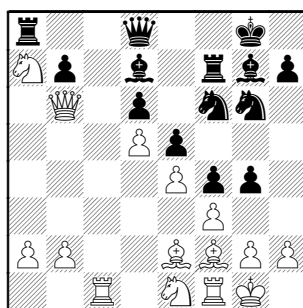


16...Rf7

Does black's position ever stink!
White's main threat was of course Nc7 followed by Ba7 winning the rook.

Sure 16... b6 could "stop" that however the weakening of c6 and a6 would be tantamount to begging white to play Nd3 followed by Nb4 and Nc6. It's hard to believe that sequence would be any more palatable than what follows.

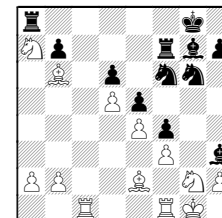
17.Nxa7 Bd7 18.Qb3 g4 19.Qb6



Seems wrong to me as it puts the queen out of communication with the kingside.

19...Qf8

Since black's position is lost after



it's time to surrender the queenside and hope to make something happen on the other side of the board.[

[Ed.] 22...Nh4 23.Nxh4 Bxf1 24.Bxf1 is better yet for White.

20.Rc7?!

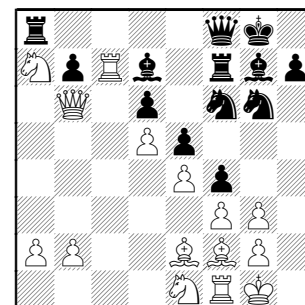
Although it seems hard to believe, this may be a mistake.

(I sure didn't suspect so during the game but what is it they say about "Hindsight ...")

The analysis presented below shows that, because white's kingside is still in knots, the game isn't as one sided as it seemed at the time.

Perhaps white should try the odd looking 20 Nd3, untangling the kingside and fighting for f4.

20...g3 21.hxg3



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21...Nh5

With the queenside in ruins black must find play immediately and therefore offers another pawn sac.

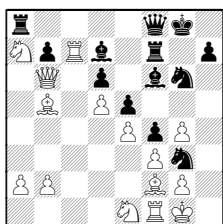
Note that: 21...fxg3 22.Bxg3 Nh5 23.Bf2 (but it might allow a resource in 23.Bh2) 23...Nhf4 transposes to the game position

22.gxf4

After 22.g4 Ng3 white is weak on the kingside dark squares in an incredibly complicated position. He'll have to find a clever answer to an upcoming 23...Bf6.

For instance: 23.Bc4

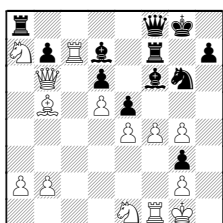
(If white varied with 23.Bb5? Bf6!



24.Bxg3

(24.Bxd7?? loses to 24...Ne2+ 25.Kh2 Qh6+ 26.Bh4 Qxh4#)

24...fxg3 25.f4

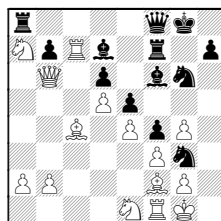


to provide "luft" and allow Nf3 25...Bd8 26.Bxd7 Rxd7 and, since he

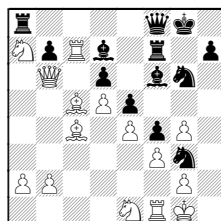
will win the rook on c7, blacks advantage is overwhelming.)

Returning to mainline analysis:

23...Bf6



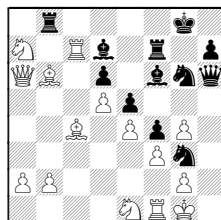
White can try 24.Bc5!



Note that White's 24th was probably forced as we examine alternatives

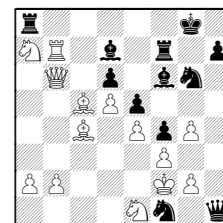
A) 24.Qxb7, B) 24.Rxb7, C) 24.Bxg3:

A) 24.Qxb7? Rb8 25.Qa6 Qh6 26.Bb6



26...Bd8 black is better.

B) Similarly: 24.Rxb7? Qh6 25.Bc5 Qh1+ 26.Kf2 Nxf1



27.Bxf1

(Otherwise Bh4 and Ne3 will be VERY tough to meet because of the threat Qxe1)

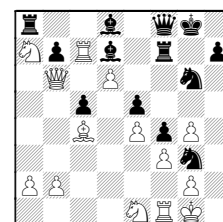
27...dxc5 black is better in a still complicated position.

C) 24.Bxg3? fxg3 25.f4 Bd8 black should win.

(If instead 25...Qh6 26.Rf3 avoids mate)

So after the best 24. Bc5!

Black can try 24...dxc5 25.d6 Bd8

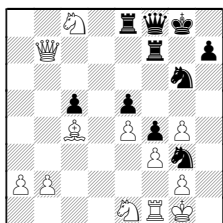


26.Qxb7 Bxc7 27.dxc7 with a position that requires headache medicine for both sides.

Black could continue 27...Re8 28.c8Q Bxc8 29.Nxc8

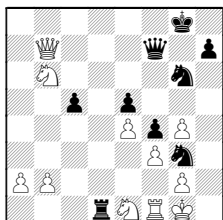
(Diagram follows)

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29...Rd8
(29...Rxc8? 30.Bxf7+ Qxf7? 31.Qxc8+)

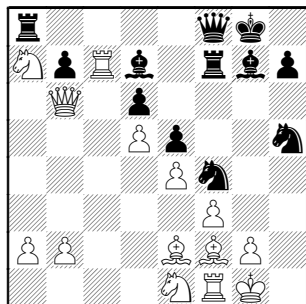
30.Nb6 Rd1 31.Bxf7+ Qxf7



after the ensuing queen trade white's kingside pieces will be hog-tied.

We return to game (from bottom of 2nd page back)

22...Ngxf4



That a knight should recapture is without question. Black must press hard before white has time to untangle his kingside pieces and consolidate on the queenside.

The knight on f4 is transformed into an eight tentacled octopus with its ability to reach out in all directions. The problem is which knight is best.

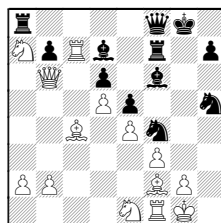
The game choice stemmed from the belief that controlling the forward dark squares (g3) and clearing the g file for the rook or queen are both essential if Black is to dream up some kind of attack.

The main reason I could see for trying N(5)xf4 is to retain control of h5 however, in light of what appears to be an imminent Bf6, additional control of h5 seems unnecessary.

23.Bb5

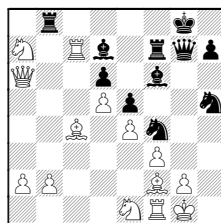
This allows black to get the key check in on e2 however, amazingly enough, the alternatives may not be better:

23.Bc4 Bf6



We examine four white choices:
24Qxb7, 24 Qb3, 24 Bc5, 24

A)24.Qxb7 Rb8 25.Qa6 Qg7

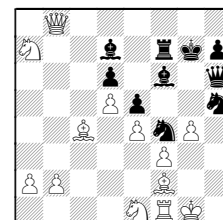


white can lose by either 26.g4 Bxg4 or 26.Rxd7 Rxd7

B) 24.Qb3 Qg7 25.Qxb7 Raf8 26.Nc6 Nxg2 black's attack is overwhelming.

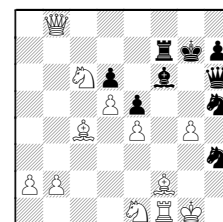
C) 24.Bc5 dxc5 25.Rxb7
Note d6 doesn't work here since black controls e6 with the octopus on f4

Or 24. Bc5 Qg7 25.g4 Qh6 26.Rb8+ Rxb8 27.Qxb8+ Kg7



28.Nc6
(28.gxh5 Qg5+ black has at least a perpetual but he can probably play for a win.)

28...Bxg4! 29.fxg4 Nh3+

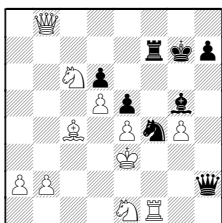


30.Kg2
(30.Kh2 Nxf2 31.Rxf2 Ng3+ mates)

30...N5f4+ 31.Kf3 Nxf2 32.Kxf2 Qh2+ 33.Ke3 Bg5

Diagram follows:

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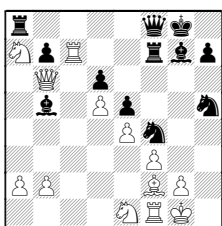
and the discovered check will be lethal.;

From the game line, all lines are virtually identical if white tries 23.Bd1 Proof of this is left to the reader as an exercise. ;-)

23...Rxa7?

Black clearly makes a mistake here. This move was motivated by the desire to stabilize the queenside in what I feared was a losing position.

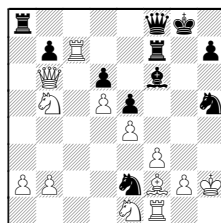
I now believe I was just flat out wrong and best is 23...Bxb5



when white has 2 choices
A) 24. Nxb5? or B) 24. Rxf7

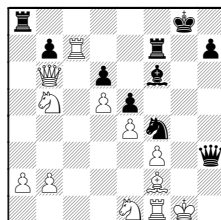
A) 24.Nxb5? Ne2+ 25.Kh2 Bf6

(Diagram follows)



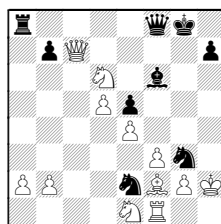
White's obvious defense is: 26.Be3

Other lines include: 26.g3 Nh4 27.gxf4 Qh6+ 28.Kg2 Nxf4+ 29.Kg1 Qh3

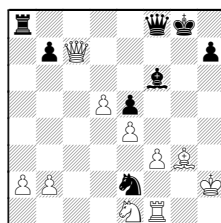


(idea of Ne2#) 30.Bh4
(30.Nc3 Kh8 idea of Rg8+, etc)

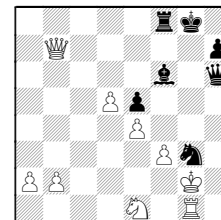
Or another try from top diagram above
26.Nxd6 Rxc7 27.Qxc7 Nhg3!



(idea of Qh6#) 28.Nf5 Nxf5 29.g3 Nfxg3 30.Bxg3

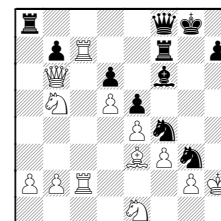


30...Qh6+ 31.Kg2 Nxg3 32.Qxb7 Rf8 33.Rg1

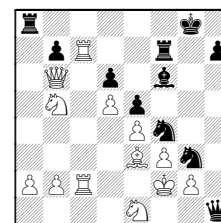


33...Nxe4 34.Kf1+ black will win the rook and his attack rage on.

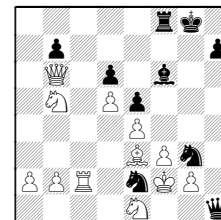
So, after 26. Be3 (top last column)
26...Nhg3! 27.Rf2 Nf4 28.Rfc2



and mate in 6 follows with 28...Qh6+
29.Kg1 (29.Kxg3 Qh4#)
29...Qh1+ 30.Kf2



30...Nfe2!! 31.Rc8+ Rf8 32.Rxf8+
Rxf8

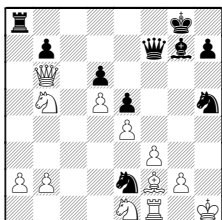


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33.Rxe2 Nxe4+ 34.fxe4 Bh4#

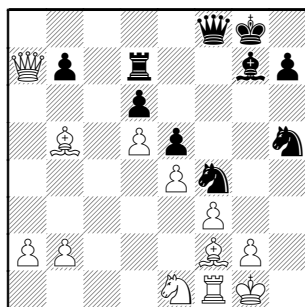
B) 24 Rxf7 Ne2+ 25.Kh1
(25.Kh2? Qxf7 white has no adequate way to meet Qh5)

25...Qxf7 26.Nxb5



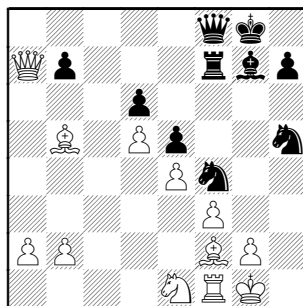
26...Nhg3+ 27.Bxg3 Nxf3+ 28.Kg1
Nxf1 29.Kxf1 Qd7 and the position is roughly equal.

24.Rxd7 Rxd7 25.Qxa7



I got my wish. (Be careful what you wish for.) The queenside is stable but black's attack has also lost much of its strength. Adding insult to injury I'm now forced to waste a tempo defending the remaining rook.

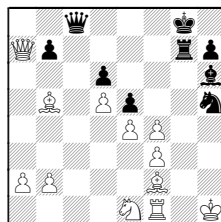
25...Rf7



26.Be3

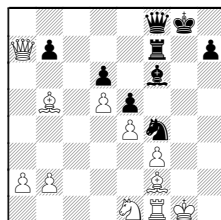
As Cliff pointed out after the game simply 26.g3 and it would have been a different game My plan was 26...Bf6

(The alternative 26...Bh6 27.gxf4 Rg7+ 28.Kh1 Qc8



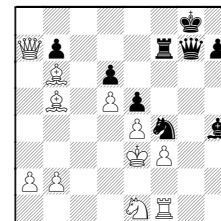
(idea Qh3#) 29.f5 is no better for black.)

27.gxf4 Nxf4



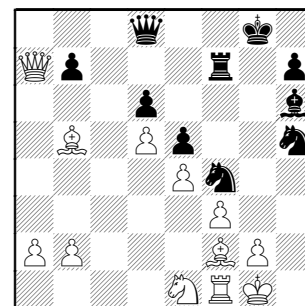
but white can meet this with: 28.Bb6

Qg7+ 29.Kf2 Bh4+ 30.Ke3



30...Bxe1 31.Rxe1 Ng2+ 32.Kd2 Nxe1 white is simply better

26...Qd8 27.Bf2? Bh6



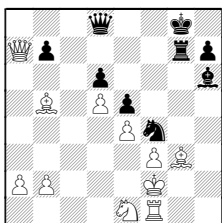
Apparently white believes that move 26 was a mistake. While, during the game, I thought so too, in hindsight his move 27 is an even bigger inaccuracy. At this point white had only 23 minutes left to make time control. Black however still has 50 min. The looming time trouble is starting to effect white

28.g3? Rg7?

Of course I contemplated 28...Nxg3 29.Bxg3 Rg7 30.Kf2

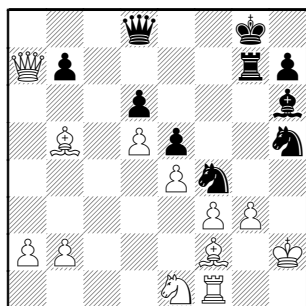
(Diagram follows)

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but I thought I was going to have a tough time keeping white from escaping to the queenside. Nevertheless, this was the better choice as, otherwise white can try to make a stand on the light squares with g4.

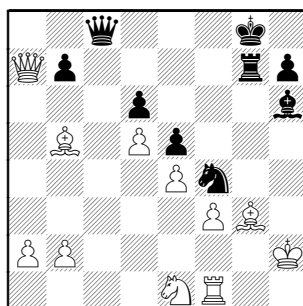
29.Kh2?



Cliff indicated that he chose this instead of 29. g4 because he wanted to play "positionally". Unfortunately for him this just loses tactically. g4 is a much tougher nut to crack.

29...Nxb3 30.Bxb3 Qc8!

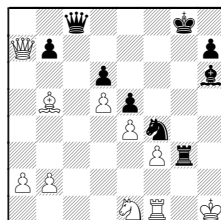
Diagram



31.Kg1

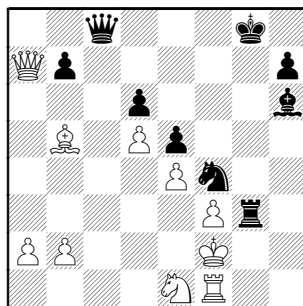
In time pressure white folds quickly

But the alternative isn't really much better: 31.Kh1 Rxb3



32.Qf2 (32.Rf2 Qc1) 32...Rh3+ 33.Kg1 Rh5 and Black will win material

31...Rxb3+ 32.Kf2

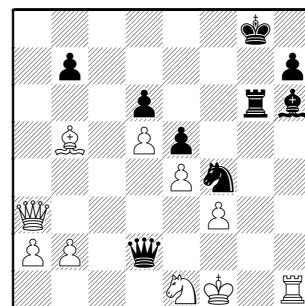


32...Rg6?

Black misses the forced mate starting

with 32...Rg2+ 33.Nxb3 Qc2+ etc. however it really doesn't matter as white is busted. The finish is only a matter of time.

33.Rh1 Qc1 34.Qa3 Qd2+ 35.Kf1



35...Ng2! 36.Qc3 Ne3+ 0-1