

The Chicago Chess Player

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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

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

Bulletin/Games Editor, Webmaster

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

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

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

Ratings Chairman Art Olsen (Kemper)
 aolsen14@home.com W: (847) 320-2420
 714 E. Algonquin Road, #J102 H: (847) 437-9819
 Arlington Heights, IL 60005
 FAX: to EPS OTS, G-5 at (847) 320-4464

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

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

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With contributions from:

Art Olsen, Ryan Schultz, and Tony Jasaitis

From the Editor :

OK, you caught me... yea, things were kinda quiet a couple weeks back. Ever since we went electronic, I've wondered how many loyal members were cold-shouldered by not delivering the Bulletin hard-copy. Then, when few responded to those extra events, I began wondering if the word was getting out at all!

The final blow was an email stating "it would be good if an announcement was made when the Bulletin was available online". Now I thought I'd faithfully done this for years! So that's when the mind started churning a way to survey the members/ readers.

As those on the email list know, there were two messages sent from this CICL office: one requesting an informal survey of Bulletin reading habits, another as a test (with an acknowledge request attached); knowing all along that this would be a very crude survey. As it turned out, the ack-request is handled or outright ignored; if most hadn't responded manually, I would've never heard back. But I also understand that some don't respond to emails if they have nothing to say on the subject; I do that as well!

Overall, between the two emails, replies were received for all but six teams, and half of these I know their habits, so it was enough to get a rough idea of what's up!

1) We cannot assume everyone has a computer! Those not in tech jobs, retired, or on an Alumni team are particularly not into PDFs.

2) As you'd expect, few read it cover-to-cover, but many have their favorite parts.

3) Also not earth-shattering is, very generally, the more-active players read it more.

So there is definitely a case to be made to publish hard-copy (3-5 copies ?) to each team to catch these left behind. The Lucent teams work around the situation by placing a downloaded copy on a local company server so it's available on their LAN. Maybe other companies would allow the same; there are still the non-tech companies, however, and alumni.

Thanks for your responses and patience! It was great hearing various comments along the way, of course, but I now have a better understanding of who is the reading audience!

Tom Friske, Bulletin Editor

DUES ARE "OVER"-DUE !!

Just a reminder that the annual dues should've been received - or at least postmarked - by the end of November. It was agreed at the fall business meeting that the dues would be unchanged from last year - \$70, which includes one non-refundable banquet ticket. Checks should be made out to the Chicago Industrial Chess League (or "CICL") and mailed to me at

807 Wood Ave
Geneva, IL 60134

Thanks,

Lenny Spiegel, Treas.
(630)840-2809

HARD-COPY BULLETINS:

You pay extra on the Dues Submission Form, but please remember to also send Name & Address info along with the dues payment! This is the method a mailing list is generated.

As far as real news goes... the news is there is no news! No update on the CICL vs BAL match, but I'd still like to see it happen.

ABOUT THE RATINGS SYSTEM

From time-to-time, questions concerning our Ratings calculations and how it stacks up against the USCF are posed. Over the years these have been answered, but new members that have come along and others can't find the references.

So I dug through the **CICL Archive CD #1** and have re-published the relevant pages from old Bulletins :

1) Apparently around the 1990-1991 season, the ratings were adjusted to bring into closer mirror of the USCF. The first three following pages are that write-up from the November 1990 Bulletin.

2) The actual ratings tables and how to use them were not included, however. The final two pages following are these along with how Art uses them from the November 1995 Bulletin.

Ratings Chairman's Report

Although the season is still young, two teams have already incurred two forfeits on upper boards, and have thus forfeited the right to start a clock in the absence of a player at the start of a match. These two teams are Rockwell and A&B Radio, both in the Near West Division. In future matches, if any players are not present at the end of the grace period, these two teams must shift their lineups upward to fill any empty roster slots, and take forfeits on the lower boards.

One other team has a single upper board forfeit: Alumni Central, of the East Division.

CICL RATINGS CHANGES

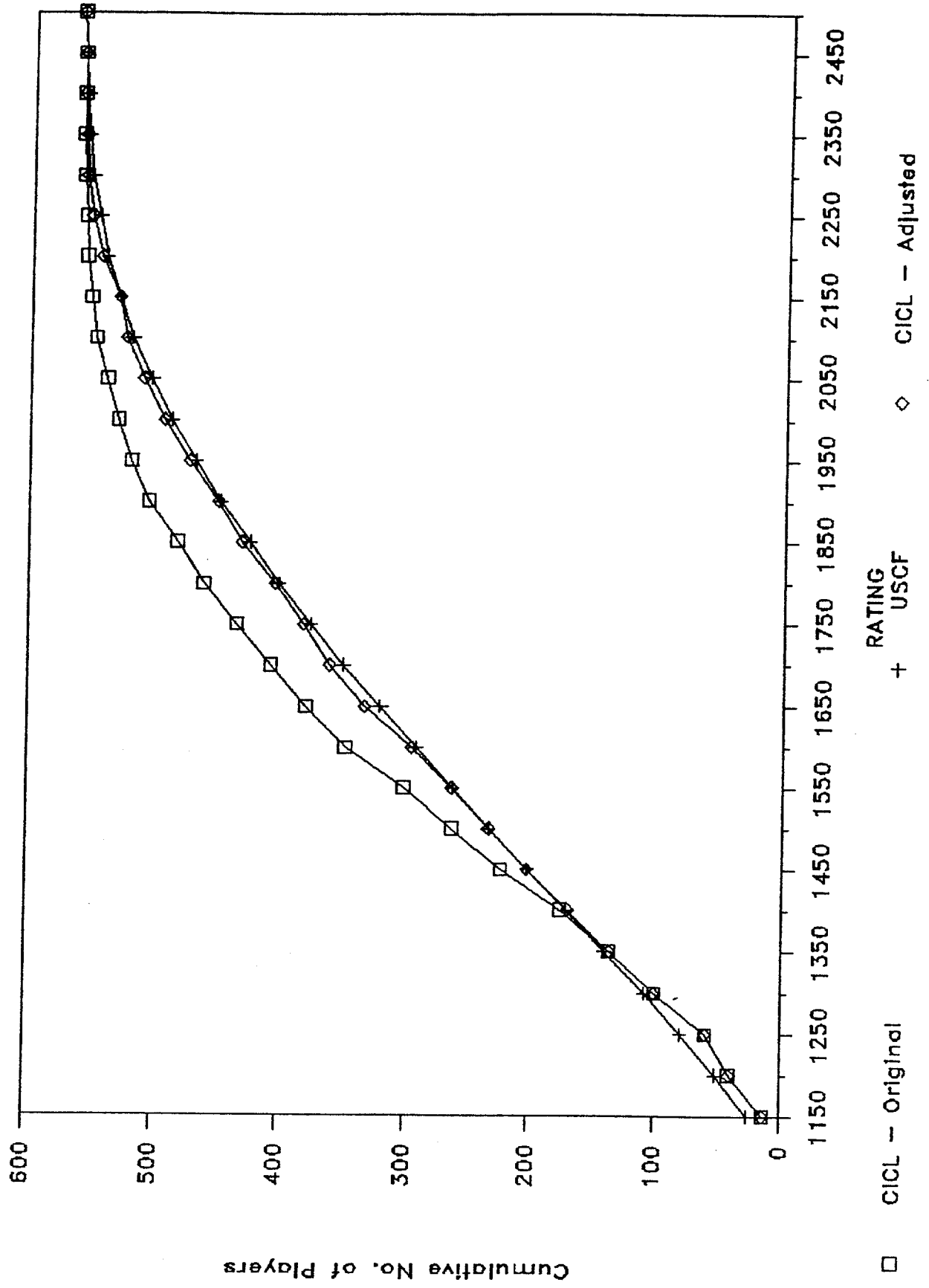
Following a discussion at the summer business meeting, the CICL ratings system was investigated, to compare it with the USCF rating system, in order to determine the effect of ignoring rating attrition in the administration of the CICL ratings. The result of this investigation has resulted in a series of upward rating changes involving CICL players rated 1350 or higher.

The distribution of CICL ratings was found to be substantially different than USCF ratings; there was a higher proportion of ratings in the interval 1350-1650, and a deficiency of ratings above 1800. (The data for the USCF rating system was obtained from an article in the October 1990 issue of Scientific American.) Although the median CICL rating was some 60 rating points lower than the median USCF rating, simply adding the 60 points to all CICL ratings would not have reconciled the differences in distribution.

The graph demonstrates this difference in shape; it presents the number of players rated at or below the values on the horizontal axis, for 562 rated CICL players. (Players entering the CICL rating system with established USCF ratings and having subsequently played less than five rated games in CICL competition have been removed from the data.) The USCF data has been normalized to the total of 562 players. The difference in shape between the two curves is clear.

After some study, a rule for adjusting the ratings of CICL players was determined that results in a distribution nearly identical to that of the USCF; the results are also shown in the graph. Ratings between 1350 and 1700 have been increased by an amount proportional to the excess above 1350, up to a 110 point increase at 1700. From 1700 up to 2000, ratings were increased at a slower rate, up to a maximum of 150 points for a rating of 2000. Above 2000, the amount of added rating points decrease as the rating increases, until at 2500 there is no change to existing ratings. This can be summarized in the following table:

CICL-USCF Ratings Comparison



Old Rating	Increase	New Rating
1350	0	1350
1525	55	1580
1700	110	1810
1850	130	1980
2000	150	2150
2250	75	2325
2500	0	2500

Players entering the CICL with established USCF ratings had to be handled specially, as the rating changes described above were made to bring CICL ratings into correspondence with USCF ratings. Players starting in the CICL with established USCF ratings and with only a few games played in the CICL in effect already have ratings at or near the new scale. Such players currently active in USCF play and with five or fewer rated CICL games were given either their old CICL rating or their current USCF rating, whichever was higher. Those active in the USCF and with from five to nine rated CICL games were given a rating increase intermediate between this base and the amount calculated as described above. Players starting from a USCF rating but not active in the USCF for two years prior to their most recent CICL activity and with fewer than five rated CICL games were given a rating increase proportional to the number of rated CICL games; such players with five or more CICL games received the standard increase.

Rating data for currently unrated players, stored in the rating system, was also updated so that when unrated players achieve a rating it will be consistent with the new rating scale.

These ratings changes should result in equivalence between CICL and USCF ratings, with the result of past rating attrition removed from our system.

THE RATING SYSTEM EXPLAINED

Rating charts I, II, and III regulate the number of ratings points gained or lost by a rated player with a result against another rated player, depending on the rating difference and the number of games recorded by the player. The number of ratings points gained by one player does not equal the number lost by the other if they are on different charts.

Table I (Rating Differences) is used to produce the initial rating for a player who has results against five or more rated players, where those results are mixed (i.e. not all losses or all wins). The initial rating is calculated as:

$$R = A + D(P),$$

where R is the initial rating, A is the average of the opponent's ratings for all rated games,

$P = (\text{No. of wins} + 0.5 \times \text{No. of draws}) / (\text{Total no. of rated games})$, and D(P) is taken from the table.

Table I - Rating Differences

(For Initial ratings)

P	D(P)	P	D(P)	P	D(P)	P	D(P)	P	D(P)
1.00	*	.80	240	.60	72	.40	-72	.20	-240
.99	679	.79	230	.59	65	.39	-80	.19	-251
.98	589	.78	220	.58	57	.38	-87	.18	-262
.97	538	.77	211	.57	50	.37	-95	.17	-273
.96	501	.76	202	.56	43	.36	-102	.16	-284
.95	470	.75	193	.55	36	.35	-110	.15	-296
.94	444	.74	184	.54	29	.34	-117	.14	-309
.93	422	.73	175	.53	21	.33	-125	.13	-322
.92	401	.72	166	.52	14	.32	-133	.12	-336
.91	383	.71	158	.51	7	.31	-141	.11	-351
.90	366	.70	149	.40	0	.30	-149	.10	-366
.89	351	.69	141	.49	-7	.29	-158	.09	-383
.88	336	.68	133	.48	-14	.28	-166	.08	-401
.87	322	.67	125	.47	-21	.27	-175	.07	-422
.86	309	.66	117	.46	-29	.26	-184	.06	-444
.85	296	.65	110	.45	-36	.25	-193	.05	-470
.84	284	.64	102	.44	-43	.24	-202	.04	-501
.83	273	.63	95	.43	-50	.23	-211	.03	-538
.82	262	.62	87	.42	-57	.22	-220	.02	-589
.81	251	.61	80	.41	-65	.21	-230	.01	-677
								.00	*

P is the obtained percentage score

D(P) is the rating point difference by which the player exceeds his competition

* indicates an indeterminate value.

Rating Chart I

(5-99 Rated Games)

<u>Rating Difference</u>	<u>High wins</u>	<u>Low wins</u>	<u>Draw</u>
0-15	22	23	1
16-30	21	24	2
31-46	20	25	3
47-62	19	26	4
63-78	18	28	5
79-94	18	28	6
95-111	16	29	7
112-129	15	30	8
130-147	14	31	9
148-165	13	32	10
166-185	12	33	11
186-206	11	34	12
207-229	10	35	13
230-253	9	36	14
254-279	8	37	15
280-309	7	38	16
310-342	6	39	17
343-381	5	40	18
382-429	4	41	19
430-492	3	42	20
493-585	2	43	21
586-779	1	44	22
780 +	0	45	23

Rating Chart II

(100-299 Rated Games)

<u>Rating Difference</u>	<u>High wins</u>	<u>Low wins</u>	<u>Draw</u>
0 - 11	15	15	0
12 - 34	14	16	1
35 - 58	13	17	2
59 - 82	12	18	3
83-107	11	19	4
108-133	10	20	5
134-161	9	21	6
162-190	8	22	7
191-223	7	23	8
224-259	6	24	9
260-301	5	25	10
302-351	4	26	11
352-416	3	27	12
417-511	2	28	13
512-708	1	29	14
709 +	0	30	15

Rating Chart III

(300 + Rated Games)

<u>Rating Difference</u>	<u>High wins</u>	<u>Low wins</u>	<u>Draw</u>
0 - 17	10	10	0
18 - 52	9	11	1
53 - 88	8	12	2
89-126	7	13	3
127-168	6	14	4
169-214	5	15	5
215-269	4	16	6
270-338	3	17	7
339-438	2	18	8
437-636	1	19	9
637 +	0	20	10

Current Standings

NEAR WEST DIVISION 12-10-2002

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
PAWNS	3	1	2	19.0	4.0	0.667
COOK CO. DEPT. OF CORR	3	3	0	20.0	3.0	0.500
LUCENT TECH. CHARGERS	2	3	0	15.0	2.0	0.400
CASE	1	2	2	12.0	2.0	0.400

FAR WEST DIVISION 12-10-2002

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
LUCENT TECH. TYROS	5	0	0	23.5	5.0	1.000
ARGONNE ROOKS	2	2	1	14.5	2.5	0.500
FERMILAB	1	2	1	10.5	1.5	0.375
LUCENT TECH. DRAGONS	0	4	0	5.5	0.0	0.000

NORTH DIVISION 12-10-2002

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
UOP	2	0	2	16.0	3.0	0.750
MOTOROLA KNIGHTS	2	0	2	15.5	3.0	0.750
MOTOROLA KINGS	2	0	2	15.5	3.0	0.750
EXCALIBURS	2	1	1	14.0	2.5	0.625
KEMPER INSURANCE	0	3	1	7.0	0.5	0.125
NORTHROP	0	4	0	4.0	0.0	0.000

EAST DIVISION 12-10-2002

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
ALUMNI ACES	3	0	0	14.0	3.0	1.000
GETCO	2	1	0	11.0	2.0	0.667
THE READER	1	1	1	9.5	1.5	0.500
LEO BURNETT	1	2	0	7.5	1.0	0.333
CITADEL GROUP	0	3	1	6.0	0.5	0.125

Top Ten / Most Improved Players

NEAR WEST DIVISION TOP TEN

JAKSTAS, K	PAWNS	2142C
WILLIAMS, K	CCDOC	2137
WARREN, J	CHRGR	2073Q
MARCOWKA, R	CHRGR	1970D
ELLICE, W	PAWNS	1894C
DOBROVOLNY, C	CHRGR	1855C
KALE, S	CASE	1854C
FRAATS, D	CASE	1851C
ALEXANDER, W	CCDOC	1696
WHITE, H	CASE	1686C

FAR WEST DIVISION TOP TEN

STEIN, P	TYROS	2263
BEZZUBOV, V	FERMI	2217
DORIGO, T	FERMI	2168
BENEDEK, R	ROOKS	2111T
TEGEL, F	DRGNS	2096T
KOZLOVSKY, M	FERMI	2082
HILL, R	ROOKS	2051C
DIAZ, P	TYROS	2029C
SPIEGEL, L	FERMI	1972D
PEHAS, A	DRGNS	1931C

NORTH DIVISION TOP TEN

WOLF, D	MKING	2320
INUMERABLE, F	EXCLB	2275C
STEVANOVIC, M	UOP	2210D
MORRIS, R	MKNGT	2138
FRIDMAN, Y	MKNGT	2130
MELNIKOV, I	MKING	2068
FRISKE, T	EXCLB	2051C
WALLACH, C	MKING	2042
BUERGER, E	UOP	2032T
SIWEK, M	KEMPR	2001C

EAST DIVISION TOP TEN

VOLYNSKIY, G	GETCO	2569*
BENESA, A	ALUMN	2253
JASAITIS, A	GETCO	2106D
LANG, R	READR	2098
GAZMEN, E	ALUMN	2055
SANTIAGO, T	ALUMN	2019
ALLEN, H	ALUMN	1992
SAGALOVSKY, L	GETCO	1962
RZESZUTKO, R	ALUMN	1922C
ROGERS, N	READR	1916

MOST IMPROVED PLAYERS

AILES, T	FERMI	81
HALL, A	CCDOC	78
MELNIKOV, I	MKING	73
JACKSON, S	CCDOC	64
MARSH, M	READR	56
PIPARIA, J	MKING	50
GARDNER, M	NORTH	41
WILLIAMS, K	CCDOC	39
DIAZ, P	TYROS	39
DUFFY, J	LBURN	38

Match Results

06-NOV-02 THE READER**3****CITADEL GROUP****3**

ROUND 3

BD	RATINGS	SCORE		RATINGS	SCORE
1 LANG, R	2111-13	.5	HAYHURST, W	1887 13	.5
2 BROCK, B	0 0	.5	HTOO, M	1727 0	.5
3 BRASWELL, I	1760 0	1	WANG, A	0 0	0
4 SULLIVAN, C	1552-12	0	SENSAT, J	1724 12	1
5 MARSH, M	1164 33	1	FOLEY, M	1333-33	0
6 BROIHIER, M	1117 0	0F	YOUNG, A	0 0	1F

06-NOV-02 GETCO**2****ALUMNI ACES****4**

ROUND 3

BD	RATINGS	SCORE		RATINGS	SCORE
1 VOLYNSKIY, G	2562 7	1	BENESA, A	2260 -7	0
2 JASAITIS, A	2114 12	1	SANTIAGO, T	2037-18	0
3 SAGALOVSKY, L	1970-18	0	GAZMEN, E	2037 18	1
4 SEET, P	0 0	0	RZESZUTKO, R	1922 0	1
5 RAUCHMAN, M	2007-25	0	ALLEN, H	1967 25	1
6 KRATKA, M	1674 -9	0	CZERNIECKI, A	1908 6	1
7 WARD, CH	1324 -4	0	FRANEK, M	1740 3	1
8 JASAITIS, A	2126-12	.5	FRANEK, M	1743 12	.5

20-NOV-02 GETCO**5****CITADEL GROUP****1**

ROUND 4

BD	RATINGS	SCORE		RATINGS	SCORE
1 JASAITIS, A	2114 -8	.5	HAYHURST, W	1900 13	.5
2 SAGALOVSKY, L	1952 10	1	SENSAT, J	1736-10	0
3 SEET, P	0 0	.5	WANG, A	0 0	.5
4 KRATKA, M	1665 0	1	KOGAN, M	0 0	0
5 LANSING, J	1509 0	1	YOUNG, A	0 0	0
6 WILLIAMS, S	0 0	1	VOSS, M	0 0	0

02-DEC-02 LEO BURNETT**1.5 THE READER****4.5**

ROUND 4

BD	RATINGS	SCORE		RATINGS	SCORE
1 DUFFY, J	1784 0	.5	BROCK, B	0 0	.5
2 FULKERSON, R	1415 0	1F		0 0	0F
3 BANNON, B	1231-25	0	MARSH, M	1197 25	1
4 SAWIN, B	1189 -5	0	SULLIVAN, C	1540 5	1
5	0 0	0F		0 0	1F
6	0 0	0F		0 0	1F

Match Results

19-NOV-02 UOP

3

MOTOROLA KINGS

3

ROUND 4

BD	RATINGS	SCORE	RATINGS	SCORE
1 STEVANOVIC, M	2216 -6	.5	MELNIKOV, I	2058 10 .5
2 REVELLON, L	1987-20	0	WALLACH, C	2029 13 1
3 BUERGER, E	2024 8	1	SAMELSON, C	1943-12 0
4 BOLDINGH, E	1902-17	0	PIPARIA, J	1865 25 1
5 LECHNICK, J	1712 -4	.5	GONCHAROFF, N	1665 1 .5
6 MICKLICH, F	1644 8	1	GRYPARIS, J	1482 -8 0

21-NOV-02 KEMPER INSURANCE

.5

MOTOROLA KNIGHTS

5.5

ROUND 4

BD	RATINGS	SCORE	RATINGS	SCORE
1 SIWEK, M	2011-10	0	MORRIS, R	2123 15 1
2 HUGHES, N	1738 -6	0	THOMSON, J	1986 9 1
3 WANG, G	1667-20	0	BALICKI, J	1709 20 1
4 OLSEN, A	1540 9	.5	AUGSBURGER, L	1771 -9 .5
5 WIRTZ, R	1323-19	0	MARSHALL, K	1377 19 1
6 MASHKEVICH, I	0 0	0	PHELPS, D	1155 0 1

28-NOV-02 EXCALIBURS

4

NORTHROP

2

ROUND 4

BD	RATINGS	SCORE	RATINGS	SCORE
1 SOLLANO, E	2008-10	.5	WALKER, A	1745 15 .5
2 KOGAN, G	1828-22	0	VIGANTS, A	1646 22 1
3 SULLIVAN, J	1781 7	1	BURIAN, D	1571 -7 0
4 WEITZ, R	1635 6	1	GOTHIER, S	1379 -8 0
5 BROTSOS, J	1527 0	1	GOTHIER, N	0 0 0
6 SUERTH, F	1518-13	.5	ELEK, G	1053 20 .5

11-NOV-02 CASE

3

PAWNS

3

ROUND 4

BD	RATINGS	SCORE	RATINGS	SCORE
1 FRAATS, D	1861 -5	0	JAKSTAS, K	2128 5 1
2 KALE, S	1867-13	0	ELLICE, W	1914 19 1
3 WHITE, H	1670 -1	.5	LITVINAS, A	1638 1 .5
4 KLINEFELTER, H	1577 20	1	FABIJONAS, R	1688-20 0
5 DYCZKOWSKI, R	1511 -3	.5	O'DELL, DW	1478 1 .5
6 REID, C	1514 13	1	MIKULECKY, B	1468-13 0
7 ZOELLNER, J	1358 6	1	WEISNER, T	1130-10 0

Match Results

18-NOV-02 LUCENT TECH. CHARGERS 3.5 COOK CO. DEPT. OF CORR 2.5

ROUND 4

BD	RATINGS	SCORE	RATINGS	SCORE
1 WARREN, J	2072 1	.5	WILLIAMS, K	2123 -4 .5
2 MARCOWKA, R	1972 7	1	ALEXANDER, W	1760-10 0
3 DOBROVOLNY, C	1827 9	1	SEATON, E	1689-14 0
4 THOMAS, J	1560-20	0	HALL, A	1432 30 1
5 STAMM, V	1509 15	1	ROJO, V	1520-23 0
6 DOBR, K	1451-11	0	JACKSON, S	1429 24 1
(CASE) 7 REID, C	1527 0	1	ROJO, B	0 0 0
(CASE) 8 KLINEFELTER, H	1597 6	1	APPLEBERRY, T	1362 -9 0

20-NOV-02 LUCENT TECH. CHARGERS 2.5 PAWNS 3.5

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 MARCOWKA, R	1979 -9	0	JAKSTAS, K	2133 9 1
2 DOBROVOLNY, C	1836 19	1	ELLICE, W	1933-29 0
3 RADAVICIUS, E	1597 0	1F	LITVINAS, A	1639 0 0F
4 THOMAS, J	1540 5	.5	FABIJONAS, R	1668 -5 .5
5 STAMM, V	1524-17	0	O'DELL, DW	1479 17 1
6 DOBR, K	1440-10	0	MIKULECKY, B	1455 14 1

26-NOV-02 COOK CO. DEPT. OF CORR 4 PAWNS 2

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 WILLIAMS, K	2119 10	1	ELLICE, W	1904-10 0
2 ALEXANDER, W	1750-28	0	FABIJONAS, R	1663 19 1
3 HUNTER, M	0 0	1	ABDALLAH, D	1503 0 0
4 HALL, A	1462 25	1	O'DELL, DW	1496-16 0
5 ROJO, V	1497-24	0	MIKULECKY, B	1469 16 1
6 PLEASANCE, M	0 0	1F	SHALABI, M	0 0 0F
7 ROJO, B	0 0	0	MC GEE, L	1066 0 1 (CCDOC)

02-DEC-02 CASE 4 COOK CO. DEPT. OF CORR 2

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 FRAATS, D	1856 -5	0	WILLIAMS, K	2129 8 1
2 KLINEFELTER, H	1603 18	1	SEATON, E	1675-27 0
3 WHITE, H	1669 17	1	ALEXANDER, W	1722-26 0
4 PARAOAN, E	1615 10	1	HALL, A	1487-15 0
5 REID, C	1527 12	1	JACKSON, S	1453-18 0
6 ZOELLNER, J	1364-10	0	ROJO, V	1473 16 1
7 DYCZKOWSKI, R	1508 13	1	APPLEBERRY, T	1353-13 0
8 KANAS, W	1217 0	1	ROJO, B	0 0 0

Match Results

29-OCT-02 FERMILAB

4

ARGONNE ROOKS

2

ROUND 3

BD	RATINGS	SCORE	RATINGS	SCORE
1 SPIEGEL, L	1992-10	0	BENEDEK, R	2101 10 1
2 GAINES, I	1756 -5	0	HILL, R	2037 5 1
3 GOMEZ, G	1760 23	1	BAURAC, D	1760-15 0
4 AILES, T	1552 16	1	GRUDZINSKI, J	1455-16 0
5 CEASE, H	1295 0	1F	0 0	0F
6 SCHULTZ, R	1255 0	1F	0 0	0F

13-NOV-02 LUCENT TECH. DRAGONS 1.5

LUCENT TECH. TYROS

4.5

ROUND 4

BD	RATINGS	SCORE	RATINGS	SCORE
1 TEGEL, F	2081 15	1	STEIN, P	2283-34 0
2 LUDWIG, T	1926-12	0	DIAZ, P	2007 12 1
3 ALTSHULLER, D	1768 9	.5	GUIO, J	1908 -6 .5
4 EUSTACE, D	1530-10	0	SMITH, BR	1638 16 1
5 BREYER, A	1333 -6	0	HAHNE, D	1656 4 1
6 DAS, B	0 0	0	LAFORGE, W	1427 0 1

19-NOV-02 ARGONNE ROOKS

3

FERMILAB

3

ROUND 4

BD	RATINGS	SCORE	RATINGS	SCORE
1 BENEDEK, R	2111 6	1	SPIEGEL, L	1982-10 0
2 HILL, R	2042 0	0	GARZON, G	0 0 1
3 SUAREZ, E	1940-40	0	AILES, T	1568 40 1
4 BAURAC, D	1745 2	1	CEASE, H	1295 -3 0
5 DECMAN, S	1570-26	0	SCHULTZ, R	1255 39 1
6 GRUDZINSKI, J	1439 0	1	MOEHS, D	0 0 0

26-NOV-02 LUCENT TECH. TYROS

5

ARGONNE ROOKS

1

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 STEIN, P	2249 14	1	BENEDEK, R	2117 -6 0
2 GUIO, J	1902 -9	0	HILL, R	2042 9 1
3 DIAZ, P	2019 10	1	SUAREZ, E	1900-15 0
4 STOLTZ, B	1868 10	1	BAURAC, D	1747-10 0
5 HAHNE, D	1660 7	1	GRUDZINSKI, J	1439-10 0
6 SMITH, BR	1654 0	1F	0 0	0F

The Chicago Chess Player

December 2002

Ratings as of December 10th

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABDALLAH, D	PAWNS	2	2	0	1503#	DUFFY, J	LBURN	2	0	1	1784
AILES, T	FERMI	3	1	0	1608	DYCKOWSKI, R	CASE	3	1	1	1521
ALBERS, M	KEMPR	0	0	0	0000/0	EAMAN, R	LBURN	1	0	0	1863
ALEXANDER, W	CCDOC	2	3	1	1696	EASTON, R	KEMPR	1	0	0	1796
ALFONSO, E	MKNGT	2	1	0	1586	ELEK, G	NORTH	0	2	1	1073
ALLEN, H	ALUMN	2	0	0	1992	ELLICE, W	PAWNS	4	2	0	1894C
ALLEN, R	UOP	0	0	0	1179#	EUSTACE, D	DRGNS	0	4	0	1520C
ALMAULA, J	MKING	0	0	0	1288#	FABIJONAS, R	PAWNS	3	2	1	1682D
ALTSHULLER, D	DRGNS	0	2	1	1777	FALCON, L	CCDOC	0	0	0	1203#
APPLEBERRY, T	CCDOC	0	4	0	1340	FINKELSHTEYN, S	WOLVE	0	0	0	0000/1
AUGSBURGER, L	MKNGT	2	1	1	1762C	FOLEY, M	CITGR	0	2	0	1300#
BALICKI, J	MKNGT	4	1	0	1729	FRAATS, D	CASE	0	4	1	1851C
BANNON, B	LBURN	2	1	0	1206	FRANEK, M	ALUMN	2	0	1	1755D
BARNARD, G	CITGR	0	0	0	1179*	FRANK, M	ALUMN	1	0	0	1679
BAURAC, D	ROOKS	3	2	0	1737D	FRIDMAN, Y	MKNGT	2	0	1	2130
BENEDEK, R	ROOKS	3	2	0	2111T	FRISKE, T	EXCLB	1	2	0	2051C
BENESA, A	ALUMN	1	2	0	2253	FULKERSON, R	LBURN	1	1	0	1415*
BENFORADO, E	MKNGT	1	0	0	1578	GAINES, I	FERMI	0	2	0	1751D
BEZZUBOV, V	FERMI	0	0	0	2217	GARDNER, M	NORTH	1	0	0	1255*
BLACKMON, E	DRGNS	0	0	0	1718C	GARZON, G	FERMI	1	0	0	0000/1
BOLDINGH, E	UOP	2	2	0	1885C	GAZMEN, E	ALUMN	3	0	0	2055
BOLLAPRAGADA, S	MKING	0	0	0	1516#	GOLCHERT, B	ROOKS	0	0	0	1875
BRASWELL, I	READR	1	1	0	1760	GOLLA, R	ALUMN	0	0	0	1813D
BREYER, A	DRGNS	0	4	0	1327*	GOMEZ, G	FERMI	1	0	1	1783
BROCK, B	READR	0	0	2	0000/2	GONCHAROFF, N	MKING	1	1	2	1666V
BROIHIER, M	READR	0	1	0	1117	GOTHIER, N	NORTH	0	3	0	0000/5
BROTSOS, J	EXCLB	1	0	0	1527D	GOTHIER, S	NORTH	0	4	0	1371
BUCHNER, R	TYROS	0	0	0	1729C	GOULET, W	MKNGT	1	1	0	0000/2
BUERGER, E	UOP	3	1	0	2032T	GRUDZINSKI, J	ROOKS	3	2	0	1429*
BURIAN, D	NORTH	0	4	0	1564C	GRYPARIS, J	MKING	2	2	0	1474C
BUTLER, E	ROOKS	0	1	0	1270*	GUIO, J	TYROS	1	1	2	1893C
CARTER, L	READR	0	0	0	1499C	HAHNE, D	TYROS	5	0	0	1667C
CASTILLA, H	FERMI	0	0	0	0000/2	HALL, A	CCDOC	3	1	2	1472
CEASE, H	FERMI	1	2	0	1292	HAYHURST, W	CITGR	0	2	2	1913
CHRISTOTEK, L	FERMI	2	0	0	0000/3	HELGESON, M	WOLVE	0	0	0	0000/1
CISKO, G	FERMI	0	0	0	1601	HILL, R	ROOKS	4	1	0	2051C
COLLINS, G	DRGNS	0	0	0	0000/0	HIRSCH, D	NORTH	0	0	0	0000/2
CUMMUTA, P	KEMPR	0	0	0	1469C	HTOO, M	CITGR	0	1	1	1727*
CYGAN, J	MKING	1	0	0	1814	HUGHES, N	KEMPR	2	2	0	1732C
CZERNIECKI, A	ALUMN	1	1	0	1914D	HUNTER, M	CCDOC	4	0	1	0000/4
DAS, B	DRGNS	0	2	0	0000/2	INUMERABLE, F	EXCLB	2	0	0	2275C
DAVIDSON, M	ALUMN	2	0	0	1622	JACKSON, S	CCDOC	3	1	0	1435
DECMAN, S	ROOKS	0	1	0	1544D	JAKSTAS, K	PAWNS	3	0	2	2142C
DIAZ, P	TYROS	5	0	0	2029C	JASAITIS, A	GETCO	1	0	2	2106D
DITTMER, M	FERMI	0	0	0	1630#	KALE, S	CASE	0	1	0	1854C
DOBR, K	CHRGR	1	3	1	1430Q	KANAS, W	CASE	1	2	0	1217C
DOBROVOLNY, C	CHRGR	3	2	0	1855C	KARANDIKAR, S	MKNGT	0	1	0	1541*
DOMINGUEZ, R	LBURN	0	1	0	1307*	KARPIERZ, J	TYROS	0	1	0	1242
DORIGO, T	FERMI	0	0	0	2168	KAUFFMANN, T	WOLVE	0	0	0	0000/0
DUBILIRER, G	MKING	0	0	0	0000/2	KISH, C	CITGR	0	0	0	0000/1

Ratings as of December 10th

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
KLINFELTER, H	CASE	4	2	0	1621C	PODOKSIK, E	CITGR	0	0	0	1280
KOGAN, G	EXCLB	1	3	0	1806C	RABINOVICH, E	MKING	1	0	0	1320
KOGAN, M	CITGR	0	3	0	0000/3	RADAVICIUS, E	CHGR	0	0	3	1597D
KOMORAVOLU, K	DRGNS	1	1	0	0000/2	RADUCAN, S	MKNGT	0	1	0	0000/0
KOZLOVSKY, M	FERMI	0	0	0	2082	RAUCHMAN, M	GETCO	0	2	0	1982#
KRATKA, M	GETCO	2	1	0	1665*	REID, C	CASE	3	1	2	1539C
KUBIT, K	NORTH	0	0	0	0000/3	REVELLON, L	UOP	3	1	0	1967
LAFORGE, W	TYROS	2	0	0	1427	ROGERS, N	READR	0	0	0	1916
LAMBIRIS, J	KEMPR	0	0	0	1453	ROJO, B	CCDOC	1	4	0	895#
LANG, R	READR	1	0	1	2098	ROJO, V	CCDOC	1	5	0	1489
LANSING, J	GETCO	2	0	0	1509	ROSZKOWSKI, D	KEMPR	0	1	0	0000/2
LARSEN, B	KEMPR	0	0	0	0000/1	RZESZUTKO, R	ALUMN	2	0	0	1922C
LECHNICK, J	UOP	2	1	1	1708	SACKS, D	UOP	1	0	0	1805
LEONG, G	KEMPR	1	1	0	1970C	SAGALOVSKY, L	GETCO	1	1	0	1962
LITTLE, C	READR	0	0	0	1275	SAJBEL, P	UOP	0	0	0	1814C
LITVINAS, A	PAWNS	0	2	2	1639D	SALERNO, S	DRGNS	0	0	0	1426*
LUDWIG, T	DRGNS	0	3	0	1914C	SAMELSON, C	MKING	1	2	0	1931D
MAGEE, M	CITGR	0	0	0	0000/4	SANDEFUR, B	CCDOC	0	0	0	1110*
MANN, D	CITGR	0	0	0	0000/1	SANDLER, M	CITGR	0	0	0	0000/4
MARCOWKA, R	CHGR	2	3	0	1970D	SANTIAGO, T	ALUMN	1	1	0	2019
MARSH, M	READR	2	1	0	1222	SAVCIC, V	TYROS	0	3	0	1116*
MARSHALL, K	MKNGT	1	0	0	1396	SAWIN, B	LBURN	0	1	0	1184*
MASHKEVICH, I	KEMPR	1	2	0	0000/2	SCHULTZ, R	FERMI	1	2	0	1294*
MC GEE, L	CCDOC	1	0	0	1066*	SEATON, E	CCDOC	2	3	0	1648
MCKINNEY, T	KEMPR	0	0	0	1217	SEDA, J	CITGR	0	0	0	0000/2
MELNIKOV, I	MKING	3	0	1	2068	SEET, P	GETCO	0	1	1	0000/1
MICKLICH, F	UOP	2	0	0	1652D	SENSAT, J	CITGR	1	3	0	1726*
MIKULECKY, B	PAWNS	3	2	1	1485C	SHALABI, M	PAWNS	0	0	0	0000/4
MOEHS, D	FERMI	1	1	0	0000/4	SIWEK, M	KEMPR	1	2	1	2001C
MOLINA, J	FERMI	0	0	0	1560#	SMITH, BR	TYROS	3	0	1	1654C
MOONEY, M	MKING	0	1	0	0000/0	SOLLANO, E	EXCLB	1	1	2	1998C
MORENZ, P	CITGR	0	0	0	0000/2	SOSSI, M	LBURN	0	0	0	1612
MORRIS, R	MKNGT	1	2	0	2138	SPIEGEL, L	FERMI	0	3	1	1972D
MOSSBRIDGE, A	KEMPR	0	1	0	1744	STAMM, V	CHGR	3	2	0	1507T
MOTTA, H	FERMI	0	0	0	1872	STAPLES, C	FERMI	0	1	0	1634
MYERS, E	KEMPR	0	0	0	0000/1	STEEL, B	CCDOC	0	0	0	0000/1
NEU, E	CCDOC	0	0	0	0000/1	STEELE, B	CCDOC	2	1	0	934#
NOEL, F	CCDOC	0	0	0	0000/3	STEIN, P	TYROS	2	1	2	2263
O'DELL, DW	PAWNS	1	1	2	1480C	STEVANOVIC, M	UOP	1	2	1	2210D
OELHAFEN, A	EXCLB	0	0	1	1258	STOLTZ, B	TYROS	2	1	0	1878C
OLEARY, R	WOLVE	0	0	0	0000/1	SUAREZ, E	ROOKS	1	2	1	1885
OLSEN, A	KEMPR	0	2	2	1549C	SUBECK, J	KEMPR	0	0	0	1381*
OTTE, R	WOLVE	0	0	0	0000/1	SUERTH, F	EXCLB	1	0	1	1505C
PARA, A	FERMI	0	0	1	1497	SULLIVAN, C	READR	2	1	0	1545C
PARAOAN, E	CASE	1	3	0	1625C	SULLIVAN, J	EXCLB	3	0	0	1788D
PATEL, SU	CITGR	0	0	0	0000/1	TEGEL, F	DRGNS	2	1	1	2096T
PEHAS, A	DRGNS	0	0	1	1931C	THOMAS, G	TYROS	0	0	0	1563C
PHELPS, D	MKNGT	2	1	0	1155*	THOMAS, J	CHGR	2	2	1	1545D
PIPARIA, J	MKING	3	0	1	1890	THOMSON, J	MKNGT	2	1	1	1995
PLEASANCE, M	CCDOC	1	2	0	0000/2	TRINIDAD, P	CCDOC	0	1	0	1016*

Ratings as of December 10th

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
TRUFANOV, D	UOP	0	0	0	1566#	WARD, CH	GETCO	0	1	0	1320
VALDEZ, C	TYROS	0	0	0	1418*	WARREN, J	CHRG	0	0	1	2073Q
VAN ZILE, C	UOP	0	0	0	1345	WEISNER, T	PAWNS	0	1	0	1120
VENSKE, D	READR	0	0	0	1729	WEITZ, R	EXCLB	2	1	0	1641C
VIGANTS, A	NORTH	1	3	0	1668C	WHITE, H	CASE	2	1	2	1686C
VOLYNSKIY, G	GETCO	1	0	0	2569*	WILLIAMS, K	CCDOC	4	0	2	2137
VOSS, M	CITGR	0	1	0	0000/0	WILLIAMS, S	GETCO	1	1	0	0000/2
WALKER, A	NORTH	0	3	1	1760	WIRTZ, R	KEMPR	0	3	1	1304*
WALLACH, C	MKING	2	1	1	2042	WOLF, D	MKING	0	0	0	2320
WALSH, W	ROOKS	0	0	0	1494C	YACOUT, A	ROOKS	0	0	0	1549
WANG, A	CITGR	0	3	1	0000/3	YOUNG, A	CITGR	0	2	0	0000/2
WANG, G	KEMPR	0	2	0	1647#	ZOELLNER, J	CASE	2	3	0	1354D

RATINGS PAGES - LEGEND

/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

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

CHICAGO READER

TEAMS WITH 1 UPPER BOARD FORFEIT

(NONE)

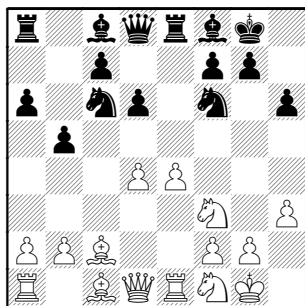
Augsburger, L (1755) -

Kogan, G (1849)

[C87]

Knights - Excaliburs, 18.09.2002

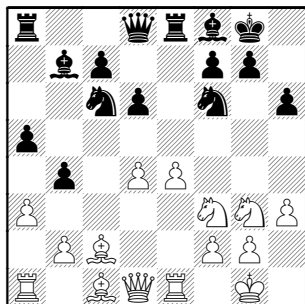
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6
5.0-0 Be7 6.Re1 0-0 7.c3 d6 8.h3 b5
9.Bc2 Re8 10.d4 exd4 11.cxd4 h6
12.Nbd2 Bf8 13.Nf1



13...Bb7 14.Ng3

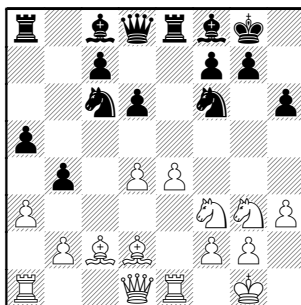
14.a3 to prepare Qd3 threatening e5, which kicks f6 - Knight making Qh7#

14...a5 More common is Na5 or Nb8-d7 to counter the Pawn center with - c5. **15.a3 b4**



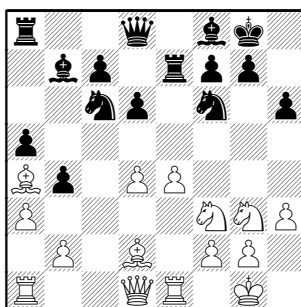
White soon shows these Pawn moves only weaken them!

16.Qd3 too late! **16...Ba6 17.Qd1 Bc8 18.Bd2**



Threatens axb as Black's a - Pawn is pinned to loose a8 - Rook

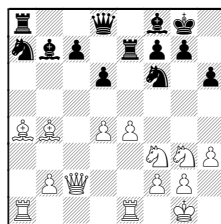
18...Bb7 19.Ba4 Re7



20.d5

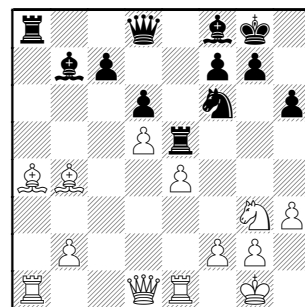
With Black cramped, White should probably build other threats. But he goes for a win of Pawn.

20.Qc2 hits c6 - Knight another time, but also protects e4. So White gets Nf5 in. 20...Na7 (20...Qd7? 21.d5) 21.axb4 (21.Nf5? Rxe4) 21...axb4 22.Bxb4



and now d6 - Pawn is pinned, so e5 looks strong.

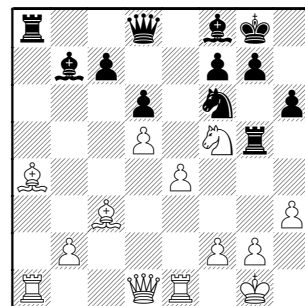
20...Ne5 21.Nxe5 Rxe5 22.axb4 axb4 23.Bxb4



23...Qe7 taking the Rook's only retreat! **24.Bc3**

24.f4 Rxe4 25.Nxe4 Nxe4 26.Qd3 f5

24...Rg5 25.Nf5 Qd8

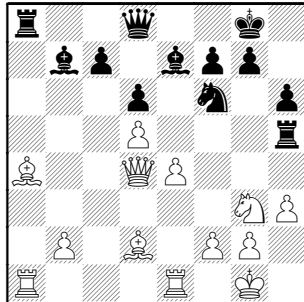


26.Qd4

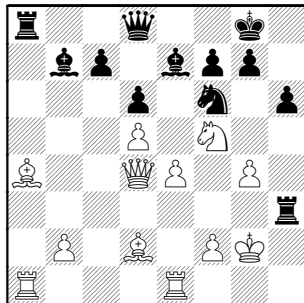
26.f4 Rg6 27.Kh2 (idea of Nh4)

26...Be7 27.Bd2 Rh5 28.Ng3

GAMES as reviewed by Tom Friske



28...Rh4 [28...Re5 29.f4] **29.Nf5 Rh5**
30.g4 Rxh3 31.Kg2



31...Nxg4 oops **32.Qxg7#**

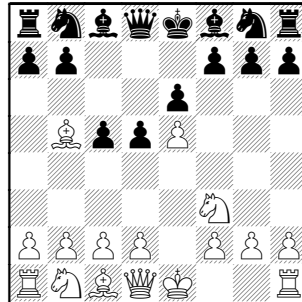
A good example of why the Ruy Lopez is nicknamed the "Spanish Torture".

1-0

Mossbridge,A (1755) -
Revellon,L
Kemper - UOP, 19.09.2002

[C00]

1.e4 e6 2.Nf3 d5 3.e5 c5 4.Bb5+



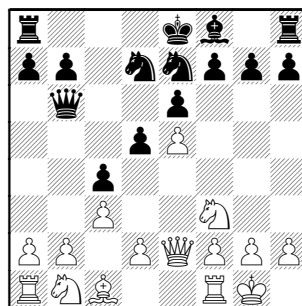
A bit of a surprise, White gives Black an opportunity to rid himself of the problem Bishop.

4...Bd7 5.Qe2 Qb6 Taking control of d4 keeps White from contesting the center. White has a very bad side of a French Defense.

6.Bxd7+

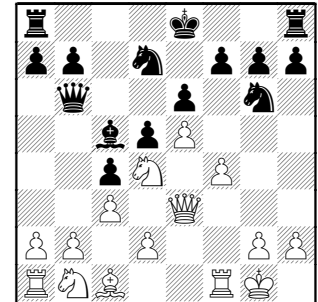
6.Bd3 simply loses Bishop to 6...c4

6...Nxd7 7.0-0 Ne7 8.c3 c4



Could be to clear c5 for the Knight, heading on to the nice squares d3 or e4

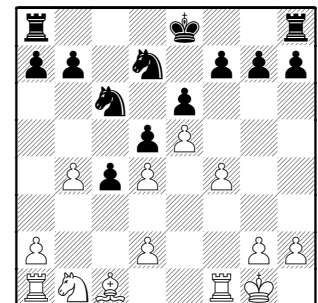
9.Nd4 Ng6 10.f4? Bc5 this tension is also OK, however **11.Qe3**



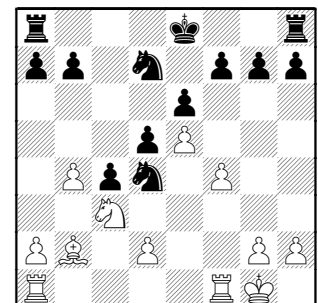
11...Ne7 12.b4 Bxd4

Much better is **12...cxb3 13.axb3**
(Or if **13.Ba3** trying to break pin
13...b2! 14.Bxb2 Nf5)
13...Nf5

13.Qxd4 Qxd4+ 14.cxd4 Nc6



Black wins a Pawn. **15.Nc3 Nxd4**
16.Bb2



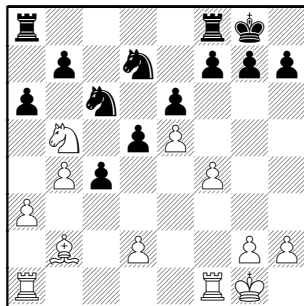
GAMES as reviewed by Tom Friske

16.a4 with idea of Ba3 and b5, to place Bishop on its best diagonal.

16...Nc6

How about 16...Nc2 to win another Pawn and head for d3!

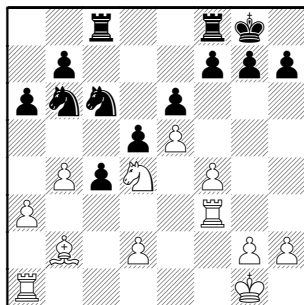
17.Nb5 0-0 18.a3 a6



19.Nd4

19.Nd6 might be insecure placing after an eventual -f6.

19...Rac8 20.Rf3 Nb6



21.b5 Nxd4

21...axb5 22.Nxb5 to fork on d6

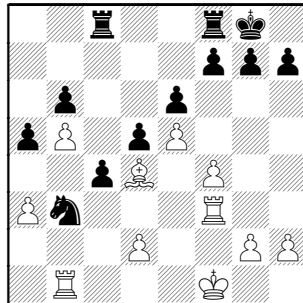
22.Bxd4 Nd7 23.Rb1 a5 24.Bc3

24.b6 to isolate a5 - Pawn, and attack it with Bc3 24...Rc6 proving b6 - Pawn also weak, with Ra8 - 6 coming to win it

24...b6 25.Bd4 Nc5 26.Kf1?

Maybe White expected Nd3

26...Nb3!

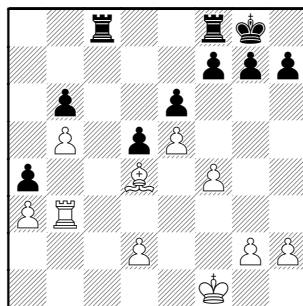


hitting loose squares d4 and d2 (also a forking square)

27.Rfxb3

27.Bc3 d4

27...cxb3 28.Rxb3 a4

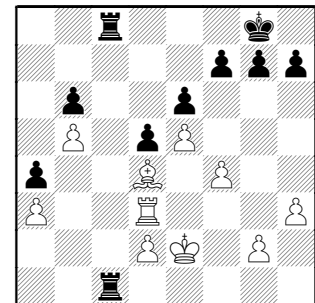


29.Rc3

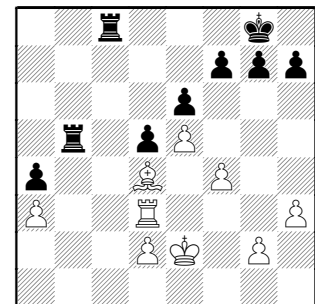
29.Rb4 Rc4 30.Rxc4 dxc4 31.Bxb6 Rb8

29...Rc4 30.Rd3 Rfc8 31.h3 Rc1+

32.Ke2

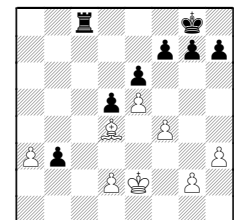


32...Rb1 33.Bxb6 Rxb5 34.Bd4



34...Rc4

Not as easy is 34...Rb3 35.Rxb3 axb3



36.Kd1 Ra8 37.Bc5

35.Rc3

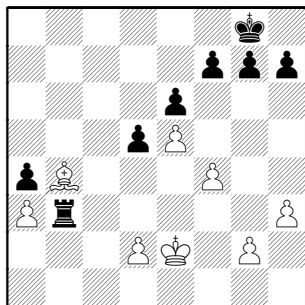
Choices are no better:

A) 35.g3 Rb3 36.Rxb3 axb3 37.Bc3
(37.Bb2 Rc2) 37...d4 or

GAMES as reviewed by Tom Friske

B) 35.Kd1 Rb3
(35...Rb1+ 36.Ke2 Rg1 37.g3) 36.Rxb3
axb3 37.Bb2 Rxf4

35...Rxc3 36.Bxc3 Rb3 37.Bb4



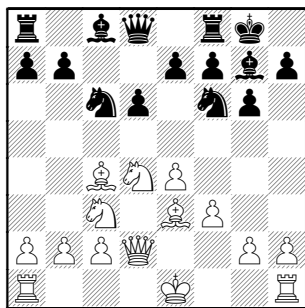
37...Rxb4!

The resulting a-passer can't be stopped! **0-1**

Micklich,F (1639) -
Wirtz,B (1350)
UOP - Kemper, 19.09.2002

[B77]

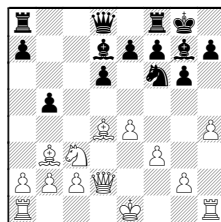
1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4
Nf6 5.Nc3 g6 6.Be3 Bg7 7.f3 0-0
8.Qd2 Nc6 9.Bc4



9...a6 may be a wasted move

Black seems to need a tempo, so I checked out *Nunn's Chess Openings*

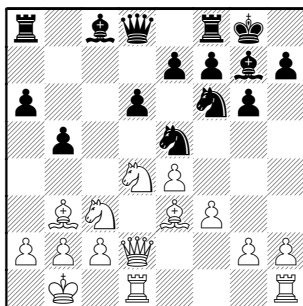
which gives 9...Bd7 10.Bb3 Nxd4
(10...Rc8 11.0-0-0) 11.Bxd4 b5 12.h4



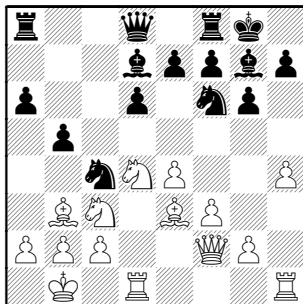
and apparently h5 is not an immediate threat so 12...a5 13.a4

(Note Bd7 supported b5 making a6 move not necessary.)

10.Bb3 Ne5 11.0-0-0 b5 12.Kb1

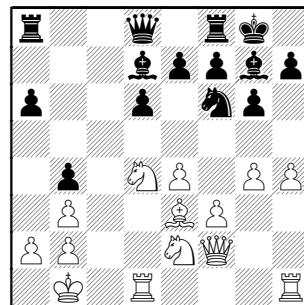


12...Nc4 13.Qf2 Bd7 14.h4



14...b4 15.Nce2 Na5 16.g4 Nxb3

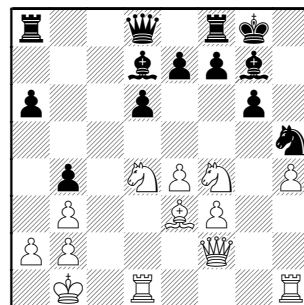
17.cxb3



17...h5

17...h6 18.g5 Nh5 19.gxh6 Bh8

18.gxh5 Nxh5 19.Nf4?!



19...Nxf4

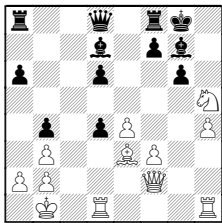
The tactics fly, Black should come out on top if he concentrates on defense.

Here, it looks like Black is worse after 19...e5? 20.Nxh5

20.Nf5 exf4 (20...gxf5? 21.Nxh5)

20...exd4

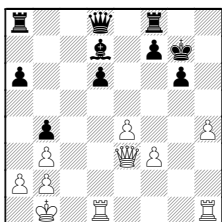
Diagram follows



21.Bg5 when 21..f6 is the best reply

There are two alternatives:

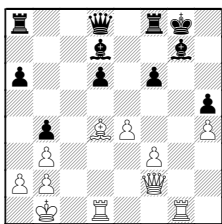
a) 21.Nxg7 dxe3 22.Qxe3 Kxg7



23.h5 Rh8 24.Rdg1

Or

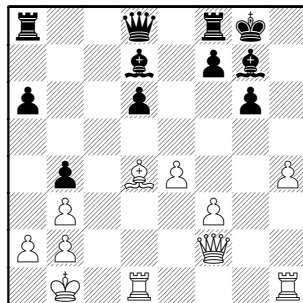
b) 21.Bxd4 gxh5 22.Rhg1
(22.Bxg7 Kxg7) 22...f6



23.Qg3 Qe7 24.Qg6 Be8

We re-join game from last column:

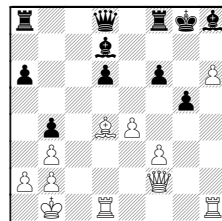
20.Bxf4 e5 21.Be3 exd4 22.Bxd4



Despite the material imbalance, Black's King is under pressure!

22...Bxd4??

Black needs the Bishop for defense:
22...f6 23.h5 g5 24.h6 Bh8

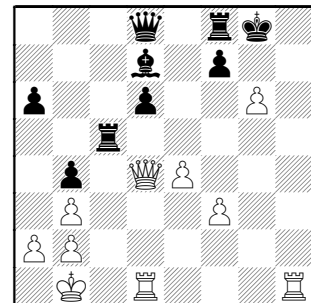


25.f4

(25.Qh2 looking toward Qxd6 or Qh5-g6+ 25...Be8 26.h7+ Kf7 27.Qh5+ Ke7)

But from the game diagram, Fritz likes
22...Bh6! 23.h5 g5

23.Qxd4 Rc8 24.h5 Rc5 25.hxg6



BLACK RESIGNED

The finish might be:

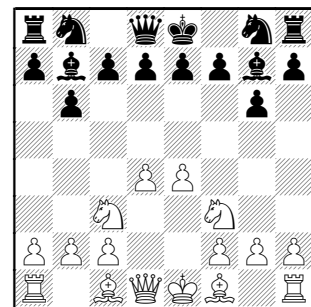
25...fxg6 26.Rh8+ Kf7 27.Rh7+ Ke8 28.Qg7 threatens Qxg6+, the Black Queen tied to Bd7, and Rxd6 also threatened

1-0

Stamm,V (1496) - Abdullah,D (1512) [B00]
Chargers - Pawns, 23.09.2002

1.e4 b6 2.d4 g6 3.Nf3 [3.c4]

3...Bb7 4.Nc3 Bg7

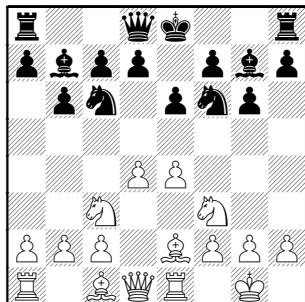


5.Be2

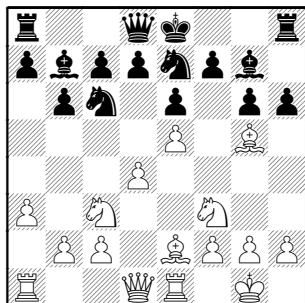
5.Bc4 e6 and the Bishop gets kicked after -d5 6.d5!?

GAMES as reviewed by Tom Friske

5...e6 6.0-0 Nc6 7.Re1 Nf6



8.e5 Ng8 9.Bg5 Nge7 10.a3 h6



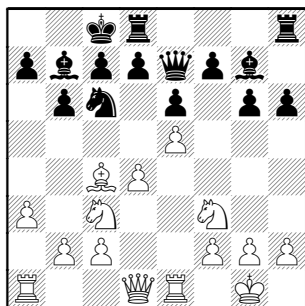
11.Bxe7

One of those chess decisions: trade or allow opponent a strong piece?

I'd prefer to keep the Bishop on for attack

11.Bd2 Nd5 12.Ne4 with c4 next, or 11.Bf4 with Qd2 to follow

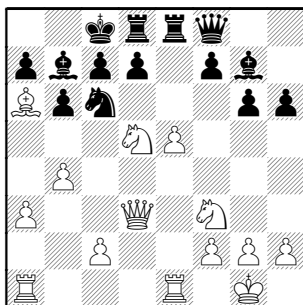
11...Qxe7 12.Bc4 0-0-0



13.d5

White's pieces aren't concentrated, so this exchange opens Black onto the advanced e5 Pawn.

13...exd5 14.Nxd5 Qc5 15.Qd3 Rhe8 16.b4 Qf8 17.Ba6



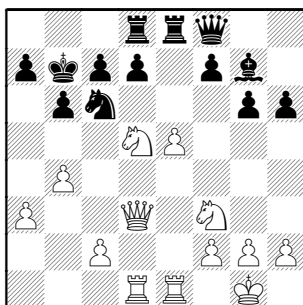
17...Kb8

17...Nxe5 18.Qc3? threatening Qxc7# and winning e5 - Knight ?
(Fails, so just go 18.Nxe5 Bxe5)

18...Nxf3+ 19.Qxf3 Bxa6
(19...Bxa1?? a bit greedy 20.Nxb6+! cxb6 21.Qxb7#)

20.Ne7+ with idea of Qa8# (20.Nf6 Bb7) 20...Kb8 Black is easily winning

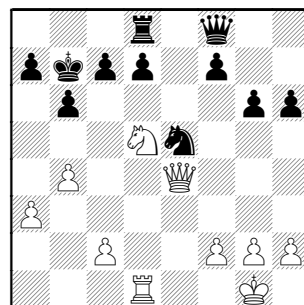
18.Bxb7 Kxb7 19.Rad1



19...Bxe5 20.Nxe5 Rxe5

This appears to be where Black loses control of events 20...Nxe5 is probably better, as White shows

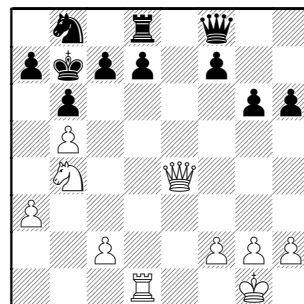
21.Rxe5 Nxe5 22.Qe4



22...Nc6 [22...Kb8 23.Qxe5] 23.b5 Nb8

Better is 23...Na5 with hopes of re-entering fun via c4 24.Nb4+ c6 (24...Kb8?? 25.Na6+ Kc8 26.Qa8#)

24.Nb4+



24...c6 pretty well forced, c6 is not yet critical

I still was curious, however, about the interesting line:
24...Kc8? 25.Qa8 thought to play

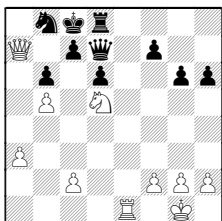
GAMES as reviewed by Tom Friske

Na6 next

25...d6 26.Na6

(White can also take Pawn: 26.Qxa7 Rd7 but this blocks the King's escape!

(But here, instead, 26...Qe7 27.Nd5 Qd7 28.Re1



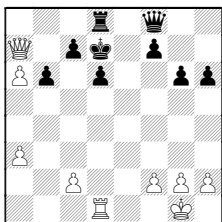
and Re7 will win Queen due to White's mate threat on c7

Like 28...Re8? 29.Rxe8+ Qxe8 30.Qxc7#)

(Also after the analysis 26 Qxa7 try 26...Re8? 27.Nd5)

So after analysis 26, Qxa7 Rd7... 27.Nc6! And White wins Knight or mates on backrank after 28. bxc followed by Qa8#

After 26. Na6, then,
26...Kd7 27.Qxa7 Nxa6 28.bxa6



and Black can take over the corner
28...Ra8 29.Qb7 Qc8

The point of that fore-going column was to show that Blacks 24...c6 was best

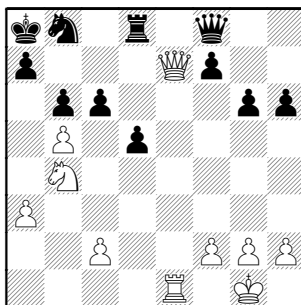
25.Re1 d5!?

This allows Black to free himself, at expense of a Pawn

26.Qe7+

26.Qf3 maintains threats to weak Pawns and King

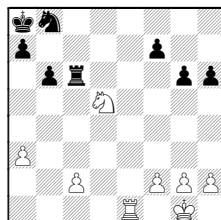
26...Ka8



27.bxc6

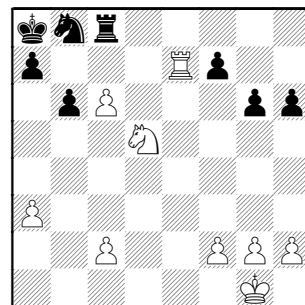
27.Qxf8 Rxf8 28.bxc6 Rc8
(28...Rd8? 29.c7)

29.Nxd5 (29.Re7 Nxc6) 29...Rxc6



Black holds an edge with a slightly better Pawn structure, and White needs a tempo to give his King an escape.

27...Qxe7 28.Rxe7 Rc8 29.Nxd5



29...Nxc6

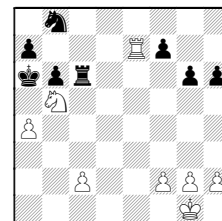
It appears the Rook can setup defence from the 6th rank:

29...Rxc6 30.Nc7+

(30.Nb4 Rf6 with a5,Na6,etc; or

30.Ne3 f5 with idea of Na6 - c7,Kb7 and begin hitting the weak Queenside. Objectively, this position is even since Black's Kingside will require constant care.

30...Kb7 31.Nb5+ Ka6 32.a4



32...Ka5 33.Rxa7+ Kb4 34.Rxf7 Kxa4 Black is still fighting!

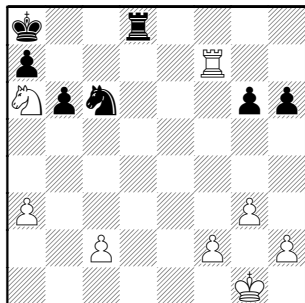
30.Rxf7 Rd8 31.Nc7+ Kb8 32.Na6+ Ka8

Of course, 32...Kc8 33.Rc7#

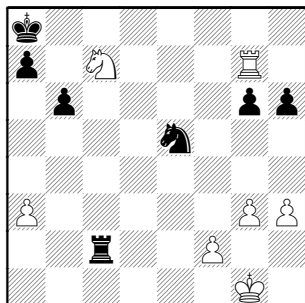
33.g3

GAMES as reviewed by Tom Friske

the Kingside?



**33...Ne5 34.Rg7 Rd2 35.h3 Rxc2
36.Nc7+**

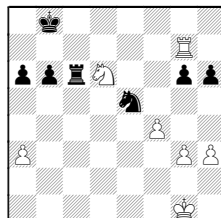


36...Kb8

Black should judge any possibility of making a passer will be balanced by Whites strong Rook, especially his Kingside Pawns. So the conclusion is a draw is the best outcome.

This would involve 36...Kb7 37.Nb5+ and wins a7 - Pawn as in analysis to move 29, but Black frees his King which is more important. Black probably wanted to get his 2-1 Pawn majority moving, but not likely to succeed until King is available to support it

37.Nb5 a6 38.Nd6 b5 but what about

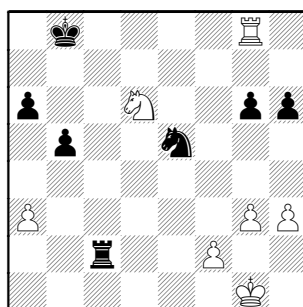


39...Rxd6
(39...Nf3+ 40.Kf2)

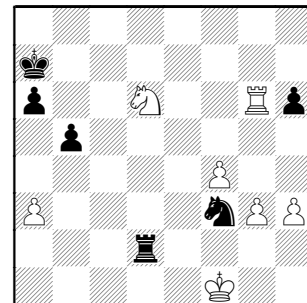
40.fxe5 Re6 41.Kf2

Black loses once the White King reaches e4, so.. 41...Rxe5 42.Rxg6 and White's active Rook maintains the initiative

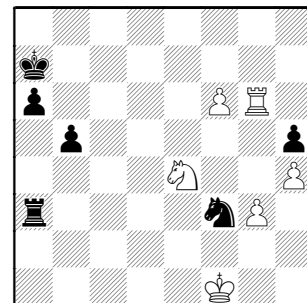
39.Rg8+



**39...Ka7 40.f4 Nf3+ 41.Kf1 Rd2
42.Rxg6**



**42...h5 43.Ne4 Rh2 44.h4 Ra2
45.f5 Rxa3 46.f6**



A clear example of "quality of Pawns", the f-Pawn has no obstructions and can hardly be stopped, whereas the b-passer needs extra moves (support) to make it home.

46...Ne5 47.Rg7+? the trick is to force Knight to the 7th where it can be pinned!

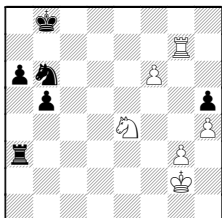
47.Rg5! wins quickly 47...Nf7 and now White pins with 48. Rg7

Other Knight moves (in response to 47. Rg5!) are equally futile:

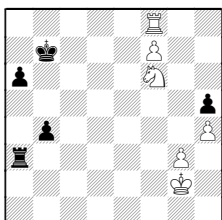
a)47...Nd7 48.Rg7 Rd3 49.Nc5;

b) 47...Nf3 48.f7;

c) The longest line, 47...Nc4 48.Kg2 (and the passer is on to coronation) 48...Nb6 (idea of Nd7 - f8) 49.Rg7+! Kb8



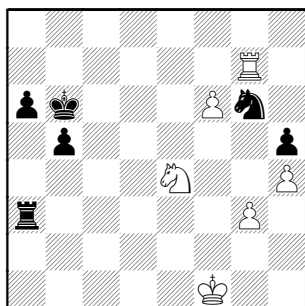
50.f7 Nd7 51.Nf6! Nf8 52.Rg8 b4 53.Rxf8+ Kb7



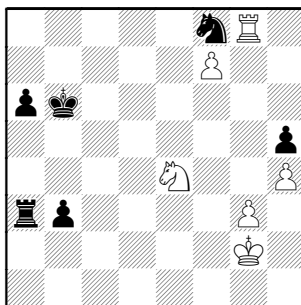
This is similar to game, but the b-passer is less advanced. 54.Re8 b3 55.f8Q b2 56.Qb4+

Back to the game...

47...Kb6 48.Re7 Ng6 49.Rg7



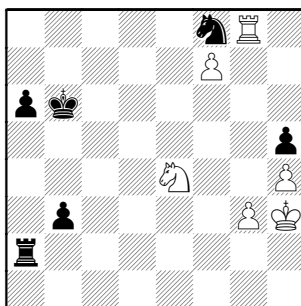
49...Nf8 50.Kg2 b4 51.f7 b3 52.Rg8



52...Ra2+

52...Ne6 53.Rb8+ Ka7 and Black can advance his a-passer

53.Kh3



53...b2

53...Ne6 54.Rb8+ wins passer

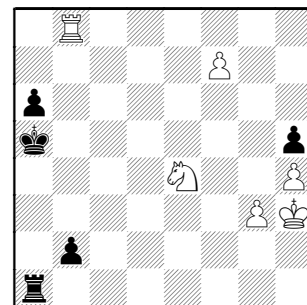
54.Rxf8 Ka5

A couple alternatives:

A) 54...b1Q 55.Rb8+ wins Queen; or

B) 54...Kb7 55.Rb8+ (55.Nd2 Ra1) 55...Kxb8 56.f8Q+

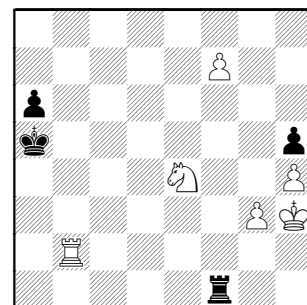
55.Rb8 Ra1



56.Rxb2

56.f8Q b1Q 57.Rxb1 Rxb1 58.Qd8+ Kb4 (58...Ka4 59.Nc3+) 59.Qb8+ Kc4 60.Qxb1

56...Rf1



57.Rf2 Rh1+ 58.Kg2

Both sides played excellently - - sometimes a win is merely a tempo or a more active piece, as White showed.

1-0

GAMES as reviewed by Tom Friske

**Fulkerson,R (1381) -
Kratka,M (1640)**
Reader - Getco, 2002

[C64]

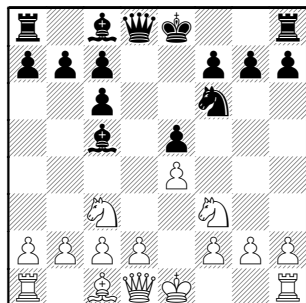
White has secured the extra Pawn.
9...Ng4 10.Qe2

with idea of Bc5

**1.e4 e5 2.Nc3 Nc6 3.Nf3 Bc5 4.Bb5
Nf6 5.Bxc6 dxc6**

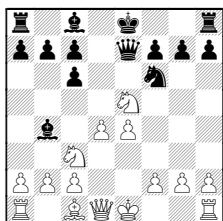
10.0-0 Qd6 11.g3 and White may have
trouble on his light squares
(Here, 11.f4? Qd4+ 12.Kh1 Nf2+)

**18...Nd7 19.Rhf1 a5 20.Qxc5 Nxc5
21.Be3**

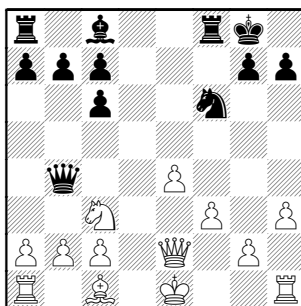


6.Nxe5 Qd4

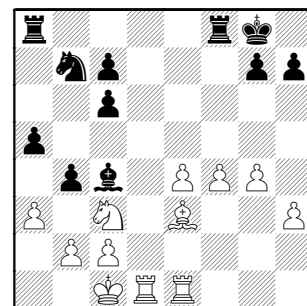
If 6...Qe7 7.d4 Bb4



**10...f5 11.h3 Nf6 12.f3 [12.0-0] 12...fxe4
13.dxe4 Qb4**

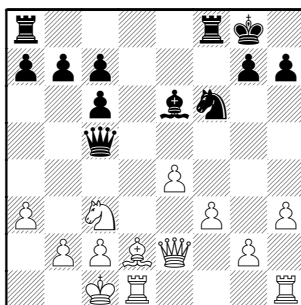


21...Nb7 22.f4 Bc4 23.Rfe1 b4

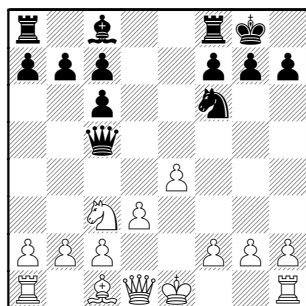


with idea of -c5; 6...0-0 idea of Re8

14.a3 Qa5 15.Bd2 Qc5 16.0-0-0 Be6

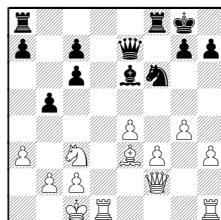


7.Nd3 0-0 [7...Bb6] 8.Nxc5 Qxc5 9.d3

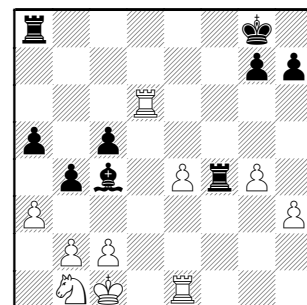


17.g4 b5 18.Qe3

18.Be3 Qe7 19.Qf2

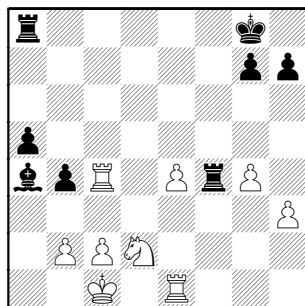


**24.Nb1 [24.Ne2] 24...Nd6 25.Bc5
Rxf4 26.Bxd6 cxd6 27.Rxd6 c5**

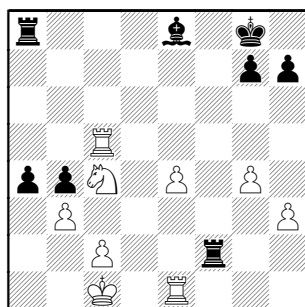


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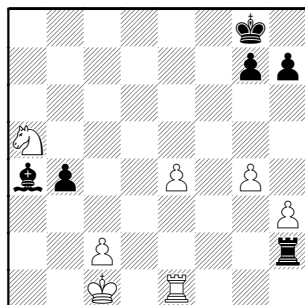
28.Nd2 Bf7 29.a4 c4 30.Rc6 Be8
31.Rxc4 Bxa4



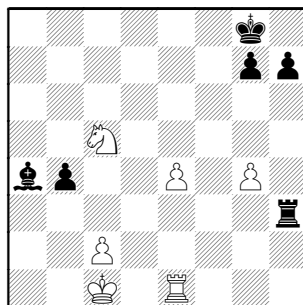
32.Rc5 Rf2 33.b3 Be8 34.Nc4 a4



35.Ra5 Rxa5 36.Nxa5 Rh2 [36...a3]
37.bxa4 Bxa4 hitting c2, of course

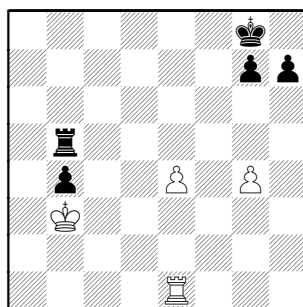


38.Nb3 Rxh3 39.Nc5?

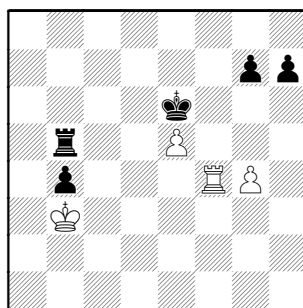


39...Bxc2! nice 40.Kxc2 Rc3+ 41.Kb2
Rxc5

The ending is won for Black 42.Kb3 Rb5



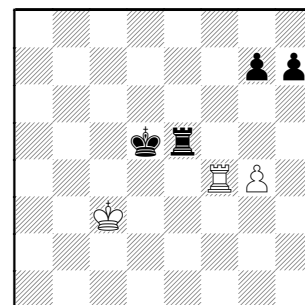
43.e5 Kf7 44.Re4 Ke6 45.Rf4 a trap



45...Rb7

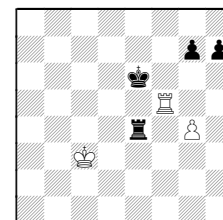
45...Kxe5? 46.Rf5+ loses Rook; Or
45...Rxe5! as in game

46.Re4 Rb5 47.Rf4 Rxe5! 48.Kxb4
Kd5 49.Kc3

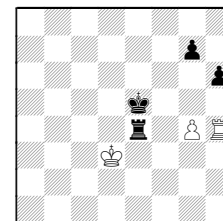


49...h6

49...Re4 50.Rf5+ Ke6



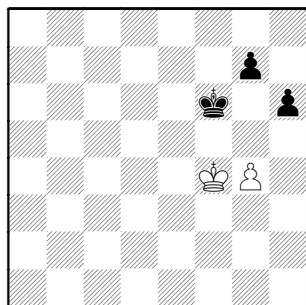
51.Rh5 (51.Rg5 Kf6)
51...h6 52.Rh4 (52.g5 Re5)
52...Ke5 (52...Kf6 53.g5+) 53.Kd3



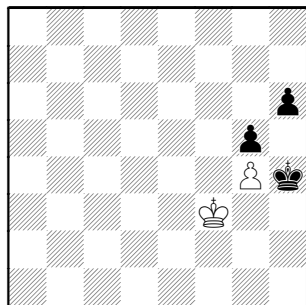
53...Ra4 (53...Kf4 54.g5+) 54.Ke3
Ra3+ 55.Kf2 Kf4

50.Kd3 Kd6 51.Kd4 Re6 52.Re4
Rxe4+ 53.Kxe4 Ke6 54.Kf4 Kf6

GAMES as reviewed by Tom Friske



55.Ke4 Kg5 56.Kf3 Kh4 57.Kf4 g5+
58.Kf3

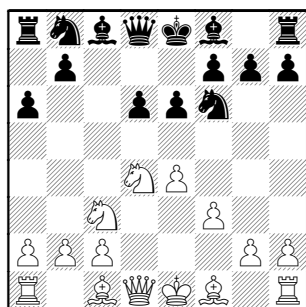


58...Kh3 0-1

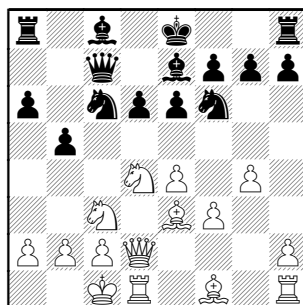
Benedek,R (2102) -
Tegel,F (2074)
Rooks - Dragons, 26.09.2002

[B90]

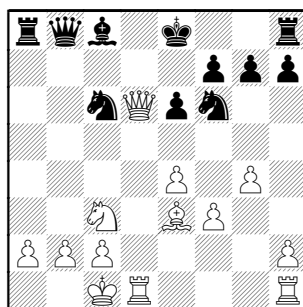
1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4
Nf6 5.Nc3 a6 6.f3 e6



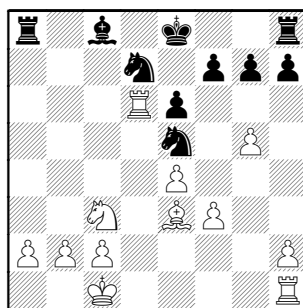
7.Be3 Be7 8.Qd2 Nc6 9.g4 Qc7
10.0-0 b5



11.Bxb5!? axb5 12.Ndxb5 Qb8!
13.Nxd6+ Bxd6 14.Qxd6

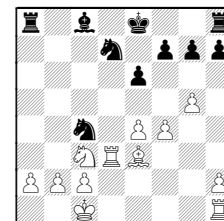


14...Qxd6 15.Rxd6 Ne5 16.g5 Nfd7



17.Rd4

17.f4 Nc4 18.Rd3

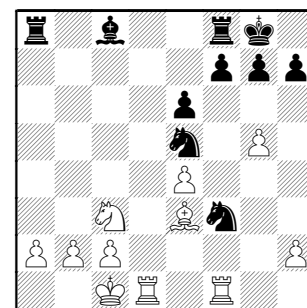


18...e5

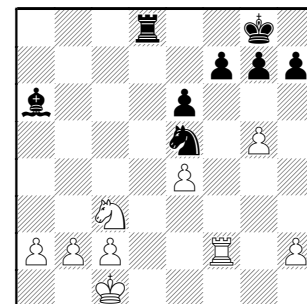
(If 18...Ba6 hoping for a discovery
19.Bd4)

19.f5 Bb7 and Nd6 next to win e4 -
Pawn 20.Re1 Nd6 21.Bf2

17...Nxf3 18.Rdd1 0-0 19.Rhf1
Nde5



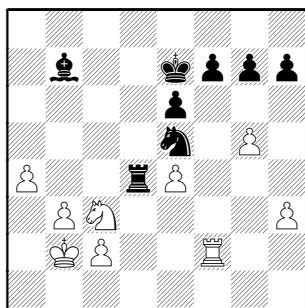
20.Bf4 Ba6 21.Rf2 Rfd8 22.Rxd8+
Rxd8 23.Bxe5 Nxe5



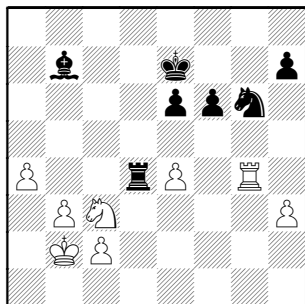
24.h3

White has built a position where he can freely advance his passers. Now the question will be proved: is it enough for the piece? GMs say No!

24...Kf8 25.b3 Bb7 26.Kb2 Ke7 27.a4 Rd4



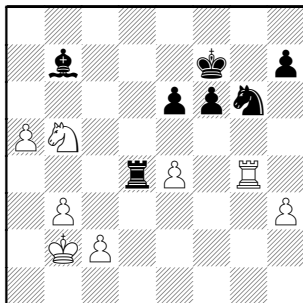
28.Rf4 [28.Re2 Nf3] 28...Ng6 29.Rg4 f6 30.gxf6+ gxf6



31.a5 Kf7

Overprotects Knight so now ready to chase Rook with h5. But White has a forcing move

32.Nb5!



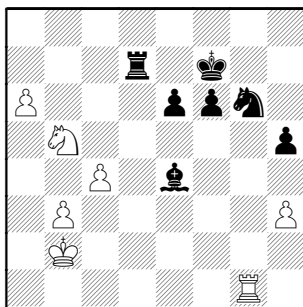
32...Rd7

32...Rxe4? 33.Rxe4 Bxe4 34.Nd6+ wins the Bishop and the f6-Pawn, as White threatens to queen

33.c4 h5

33...Rd3 doesn't threaten anything yet since Rook is needed to stop d6-fork

34.Rg1 Bxe4 35.a6



Another example of "quality of passers". White's Knight has made some useful threats, but now blocks the natural b-Pawn advance. Black's extra piece is useful and he has connected passers himself! As he shows, especially, the path is secured for the f-passer.

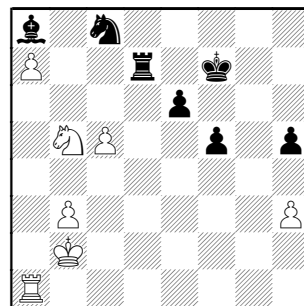
35...Ne7 36.c5 threatening that Nd6-fork

again!

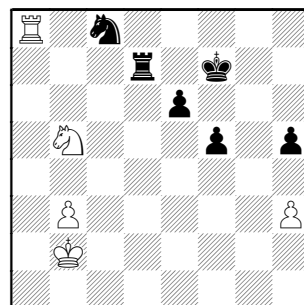
36...Nc8 Assuring the White Knight stays in the way, but it will cost a piece. Often, returning the material for a better endgame is the best way.

Bishop moves don't resolve the issues: 36...Ba8 37.Nd6+ Kf8 38.b4; Or 36...Bd3? 37.a7

37.Ra1 f5 [37...Ba8] 38.a7 Ba8

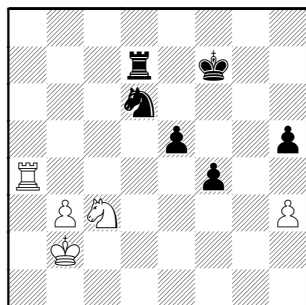


39.c6 Bxc6 40.a8Q Bxa8 41.Rxa8

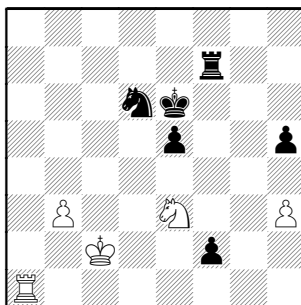


Another highlight is White's King is cut off from helping against passers.

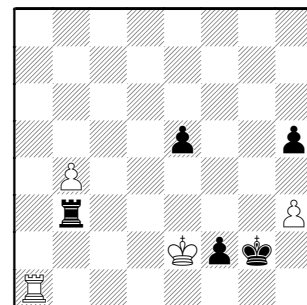
41...Nd6 42.Nc3 f4 43.Ra4 e5



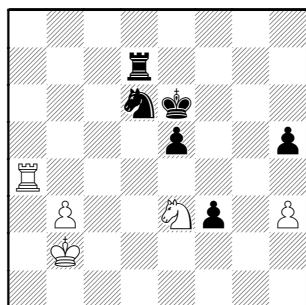
**44.Nd5 f3 45.Ne3 Kf6 46.Nd5+ Ke6
47.Ne3**



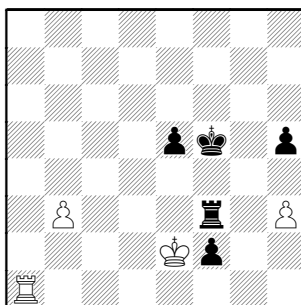
**49...Rf3 50.Kd2 Nf5 51.Nxf5 Kxf5
52.Ke2**



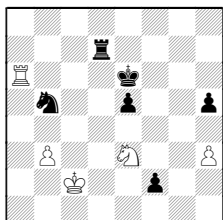
48...f2 49.Kc2 Rf7



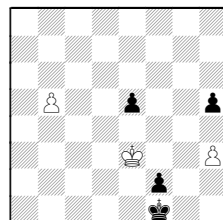
**52...Kf4 53.Rf1 Kg3 (threatening Kg2,
Re3+!) 54.b4 Rb3**



48...Nb5 to keep King away 49.Ra6+



54...Kg2 55.b5 Re3+ 56.Kxe3 Kxf1



49...Kf7 50.Rh6
(50.Ra5 Nd4+ 51.Kd3? Nxb3+)

57.b6 Ke1 58.b7 f1Q 59.b8Q

49.Ra1

55.Ra1 Kg2

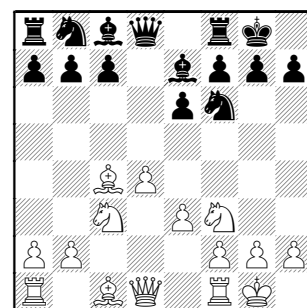
The finish is Rb2+ and queens **0-1**

Hahne,D (1643) -
Komoravolu,K [D26]
Tyros - Dragons, 07.11.2002

**1.d4 d5 2.c4 dxc4 3.Nf3 Nf6 4.e3
e6 5.Bxc4 Be7**

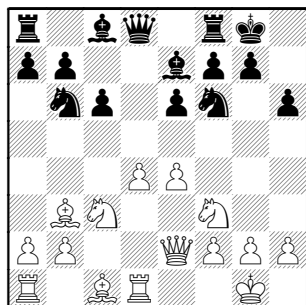
5...c5 begins hammering on the
center

6.0-0 0-0 7.Nc3

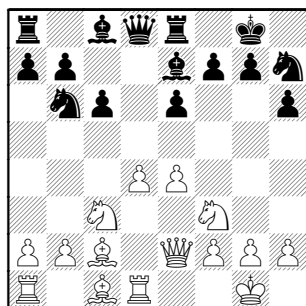


**7...c6 8.Qe2 Nbd7 9.e4 Nb6
10.Bb3 h6 11.Rd1**

GAMES as reviewed by Tom Friske



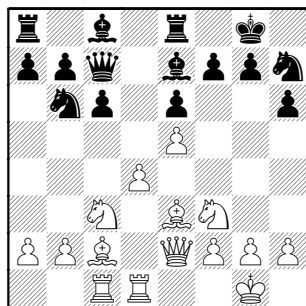
11...Re8 12.Bc2 Nh7



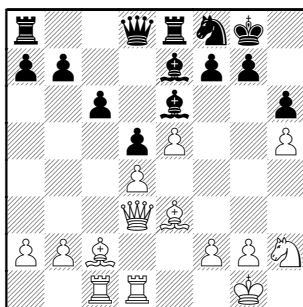
13.Be3

13.Qd3 causes some pretty violent threats, like e5. If Black plays -f5, exf followed by g4 really causes headaches. 13...Nf8 and maybe White's best is to re-route c3-Knight: Ne2-f4-h5

13...Qc7 14.Rac1 Bf6 15.e5 Be7

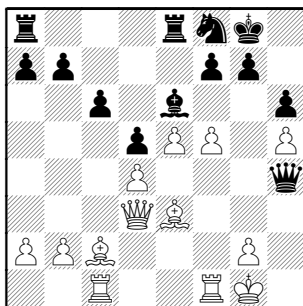


16.h4 Qd8 17.Qd3 White has re-arranged pieces on Black's time. 17...Nf8 18.h5 Nd5 19.Nxd5 exd5 20.Nh2 Be6

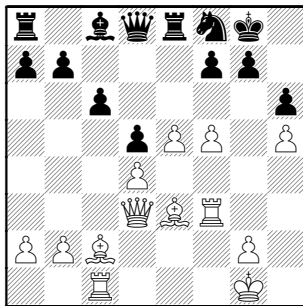


21.f4 Bh4 22.Rf1
22.f5 Bd7 23.Ng4 Bg5

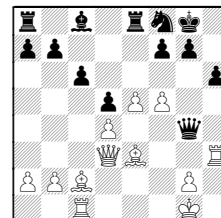
22...Bg3 trying to trade, but White owns too much space, with mobile Pawns.
23.f5 Bxh2+ 24.Kxh2 Qh4+ 25.Kg1



25...Bc8 26.Rf3 Qd8



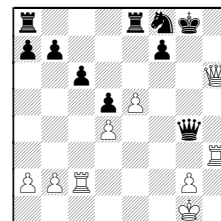
Crafty helped me wade through the tactics after 26...Qxh5 27.Rh3 Qg4



28.Bxh6 Bxf5! (28...gxh6 29.Rg3)
And it appears best is 29.Qxf5
29...Qxf5 30.Bxf5 gxh6 31.Rxh6
with a minimal advantage due to the Kingside space

A couple 29th-move alternates after the analysis line 28 Bxh6 Bxf5! :
a) 29.Qg3? Qxd4+;

b) 29.Qd2? Bxc2 30.Rxc2 gxh6
31.Qxh6

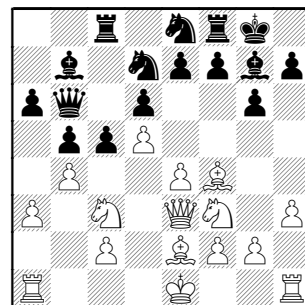
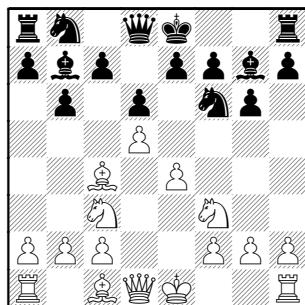
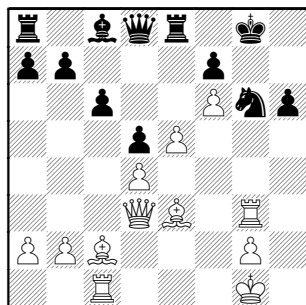


31...Qg7
(31...Qd1+ 32.Kh2 Qxc2 33.Qh8#)

Back to game (diagram just at left)

27.f6 finally cracking the Pawn shield

27...g5 28.hxg6 Nxg6 29.Rg3



BLACK RESIGNED in consideration of the threatened exchange sac

After **29...Qd7** to try to cover h7

30.Rxg6+ fxg6 31.Qxg6+ Kh8

[31...Kf8 32.Bxh6+] **32.f7** hitting Rook while threatening Qh7#

1-0

7.Qd3

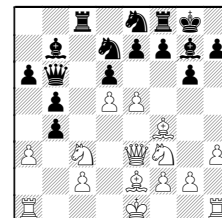
Probably to take command of a6. I'd prefer Qe2 so the Bishop can stay on the diagonal

7.0-0 prepares Re1,e5,Nxe5 pointing at f7 but maybe Black just trades with 7...Ba6

7...0-0 8.Be3 doesn't fit with other moves, indeed, White moves it to f4 soon. **8...c5 9.h3 Nbd7 10.Bf4**

15.e5 to block the diagonal, but now d5 - Pawn is loosened **15...dxe5**

But look at 15...cxb4!



O'Dell,D (1475) - Stamm,V (1496)

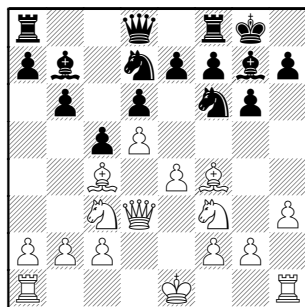
[B00]

Pawns - Chargers, 20.11.2002

This game was an excellent example of both sides missing opportunities. Then, an endgame where one side takes chances to win instead of making an easier draw, and loses because of it (when all along his best play would result in a more difficult draw).

1.e4 b6 2.d4 Bb7 3.Nc3 Nf6 4.d5 makes a target

4...d6 5.Bc4 g6 6.Nf3 Bg7



10...Ne8 11.Qe3 a6 12.a3

White appears to want to maintain e6, but moves Be2 next, so this move is a waste. One plan or the other, please!

12...b5 13.Be2 Qb6 14.b4 Rc8!

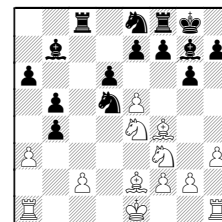
We can already say "Black wins" as White simply has no reply! The move hits the loose Knight, which, if moved, allows Bxd5 or Rxc2. White's Qxb6 helps hit d5 after Nxb6.

16.Qxb6

(16.axb4? Qxe3 17.Bxe3 Rxc3)

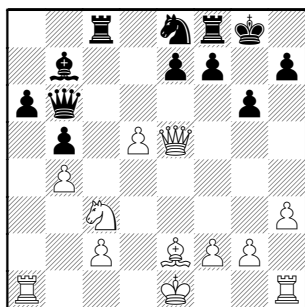
16...Nxb6 17.Ne4 (17.axb4 Rxc3)

17...Nxd5



hitting loose Bishop and discovering Rook onto c2 - Pawn

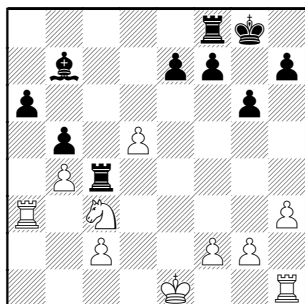
16.Nxe5 Nxe5 17.Bxe5 Bxe5 18.Qxe5 cxb4 19.axb4



Black has simply traded away the pieces which caused all the pressure, and left White with a strong Queen, so...**19...Qd6**

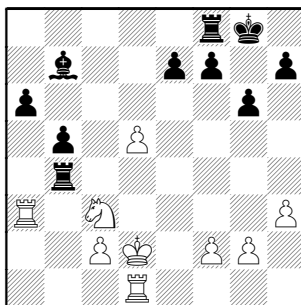
19...Qf6 is more forceful as it also hits c3 again. After **20. Qxf6 Nxf6** White cannot hold both Knight and Pawns

20.Qxd6 Nxd6 21.Ra3 Nc4 22.Bxc4 Rxc4



Now White has traded, leaving himself with two weak Pawns, so one will drop

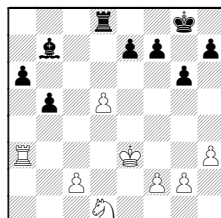
23.Kd2 Rxb4 24.Rd1



Black has a supported passer, so should trade as much as possible to exploit it.

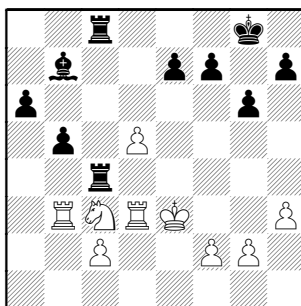
24...Rf4

So better is **24...Rd4+ 25.Ke3 (25.Ke2 Rxd1 26.Kxd1 Rd8) 25...Rxd1 26.Nxd1 Rd8**



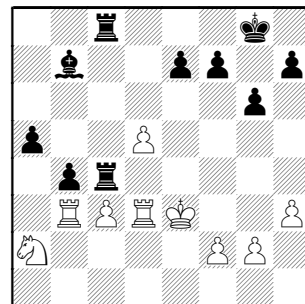
and can centralize King to harass the (artificially) isolate d - Pawn or move on to support a - passer

25.Ke3 Rc4 26.Rb3 Rfc8 27.Rd3

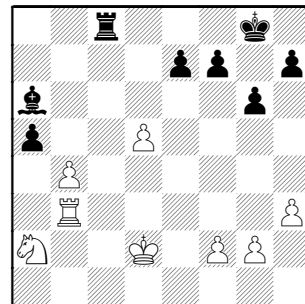


White is completely tied up, so again Black has time to advance King and support the passer.

27...b4 28.Na2 a5 29.c3!



and, just like that, White has re-gained control! **29...Ba6 30.cxb4 Rc2 31.Rd2 Rxd2 32.Kxd2**



Black should be realistic and aim for a draw, meaning: get rid of Pawns! At least, don't allow an outside passer

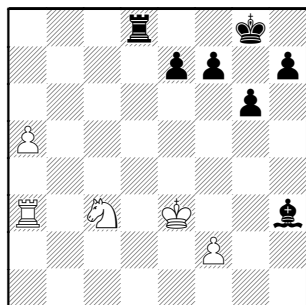
32...Bb7

[32...axb4 33 Rxb4 (Nxb4 Rb8) Bf1!]

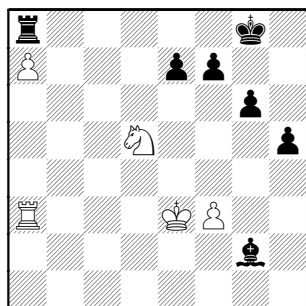
33.Nc3 Rd8 34.bxa5 Bxd5 35.Ra3 [35.Nxd5]

35...Bxg2+ 36.Ke3 Bxh3

GAMES as reviewed by Tom Friske



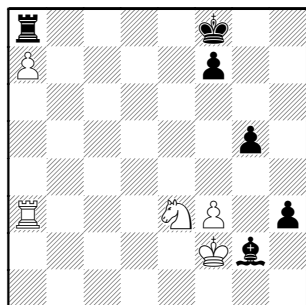
37.a6 Bg2 38.f3 h5 39.a7 Ra8 40.Nd5



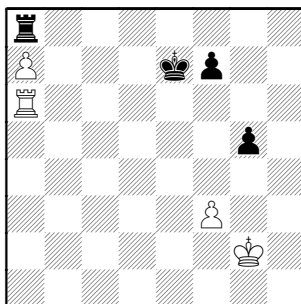
40...h4 Black apparently believed his passer wins 41.Nxe7+

More simple (and forcing) is 41.Nc7 h3 42.Kf2

41...Kf8 42.Nd5 h3 43.Kf2 g5 44.Ne3



44...Ke8 45.Nxg2 hxg2 46.Kxg2 Ke7 47.Ra6



47...Kf8

I believe Black draws by making his own passer. He can sac his passer as long as his King can make it to a7 ahead of the opposition's King.

Let us play some moves that build the key positions:

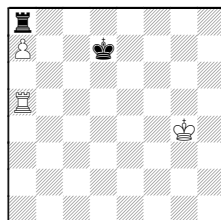
47...f5 48.Ra5

(We ignore 48. Kg3 g4 49 f4 because it will transpose back into our mainline)

48...g4 49.f4

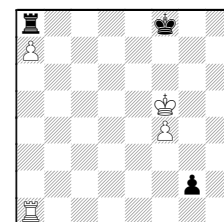
(Obviously 49.Rxf5 gxf3+ 50.Kxf3 Rxa7 simply frees the Rook.

The third alternative demonstrates the easiest draw: 49.fxg4 fxg4 50.Kg3 Kd7 51.Kxg4



51...Kc6= the last Pawn is doomed)

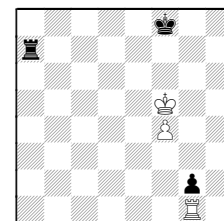
So we continue White strategy of maintaining f-Pawn. After 49 f4: 49...Kf6 50.Ra6+ Kg7 51.Kg3 Kh7 52.Kh4 Kg7 53.Kg5 g3 54.Kxf5 g2 55.Ra1 Kf8!



all lines are drawn except 56.Ke5 which loses after 56...Rxa7! if White allows 57. Rxa7?? g1Q.

So draw #1 is:

a) 56.Rg1 Rxa7



Black will permanently seal off King with Kf7 followed by Ra5+ or Ra6

And draw #2 is:

b) 56.Kf6 Ke8

(The point of 56. Kf6 is the simple mate: 56...Rxa7?? 57.Rxa7 g1Q 58.Ra8#) 57.Ke6 Kf8 58.f5 g1(Q) 59.Rxg1 Rxa7 is drawn because Black owns the queening square, right ?!

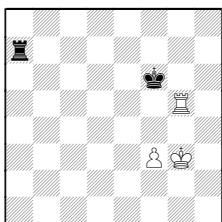
I plead to those with superior experience to inform me of errors as I have a habit of mis-evaluating such play. One of these days my intuition will be informed enough to confidently evaluate at a glance! Stupid Fritz overrates the passer!!

GAMES as reviewed by Tom Friske

On to the game...

48.Kg3 Kg7

48...f5 may still draw 49.Rf6+ Ke7
50.Rxf5
(50.Ra6 g4 as examined earlier)
50...Rxa7 51.Rxg5 Kf6

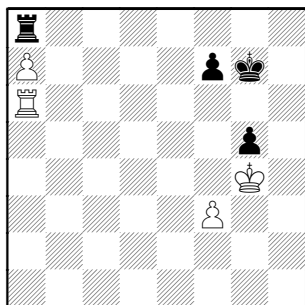


52.f4 Ra1 =, ready to harass King from behind

52. Kf4 (or Kg4) is a typical blunder, Black simply checks King off protection with 52... Ra4+

Finally, after 42. Rook along 4th rank, Black still goes 42... Ra1 to check or 42... Ra6 to maintain King in front of passer

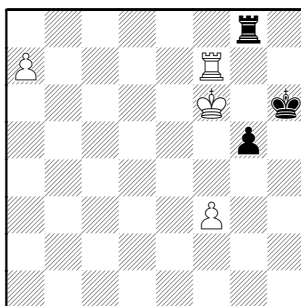
49.Kg4



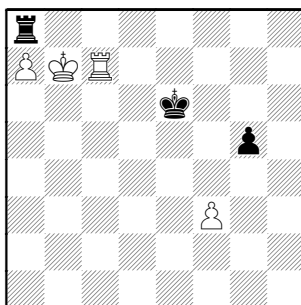
White plays the best plan; his active King is trouble.

49...f6 50.Kf5 Kh6 51.Rxf6+ Kh5
[51...Kg7]

52.Rf7 Kh6 53.Kf6 Rg8



54.Ke6 Ra8 55.Kd6 Kg6 56.Rc7 Kf6
57.Kc6 Ke6 58.Kb7



58...Kd6 59.Rc8 1-0

CHESBASE RULES!!!

Faithful readers will have noticed my constant reference to ChessBase features. I was one of the original purchasers of the CB1.0 many years ago and have contributed ideas to the programmers. I like to think it was my suggestion of "blindfold chess" that led to the "Training" tab of the Game Notation

window!

Part of my support grew from the open attitude they had to listening and the "Tech Notes" written by Steve Lopez (of ChessBase USA). In the early days, we chatted on the phone quite a bit (on the 800 line, no less) and not just about CB! Turns out he's a strong Expert OTB. I've caught him on the discussion groups from time-to-time and count him a "cyber-buddy".

So the little expertise I do claim with CB is all attributed to Steve, and he knows it!

Check out www.chessbase.com and look for the "Tech Notes" tab over on the left navigation column!

Among the tricks there are some of the features I've already discussed: Material Search, Medals, etc. But he has a ton of tricks, and from obsolete versions for you ChessBase Lite (v6.0) cheapskates! The archives go back for many years.

He details stuff like making your ECO keys more specific for those pet variations, how to use CB to learn a new opening, how to write your own FritzBook entirely with CB, on and on and on....

Well, you get the idea. All these things sound like time hogs, but, once learned, make your study time more efficient. In the long run, you're Golden!

Have fun, as always!

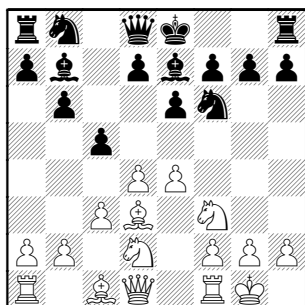
GAMES as annotated by The Players!!

**Jasaitis,T (2114) -
Santiago,T (2037)**
Getco - Aces, 06.11.2002

[B00]

Notes by Tony Jasaitis

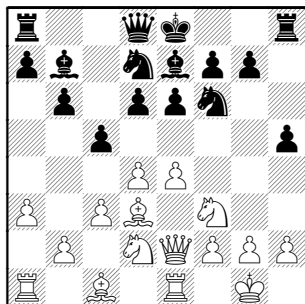
1.e4 b6 2.d4 Bb7 3.Bd3 e6 4.Nf3 c5
5.c3 Nf6 6.Nbd2 Be7 7.0-0



7...h5?

Such moves should not be undertaken without firm control of the center. Also, now the Black King has no safe haven.

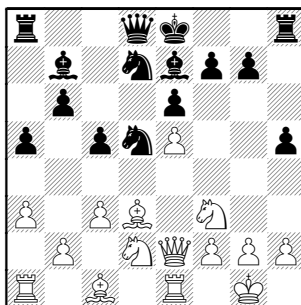
8.Re1 d6 9.Qe2 Nbd7 10.a3



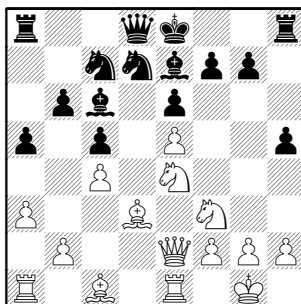
With an eye to depriving the f6 - Knight of any good squares when it is kicked around by e4 and c4. Also invites Black's response which further guarantees his King has no refuge. Black should reply ...e5 to minimize the opening of lines for White's

superior forces.

10...a5 11.e5 dxe5 12.dxe5 Nd5



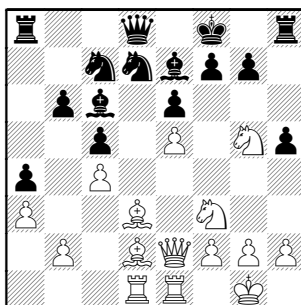
13.Ne4 Bc6 14.c4 Nc7



15.Bd2

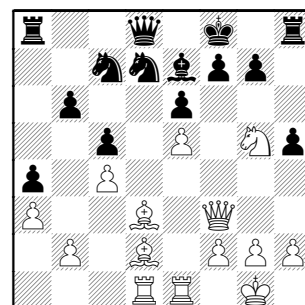
Also fine is 15.Bf4 but I wanted my Queen to have freer access to Black's King.

15...a4 16.Rad1 Kf8 17.Neg5



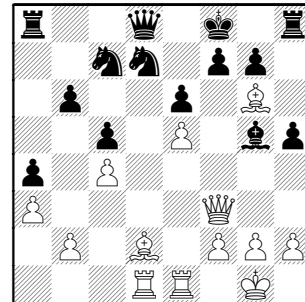
With the idea to eliminate Black's only decent piece with 18. Be4. Also pressures light squares around the King.

17...Bxf3 18.Qxf3!?



Has White blown a piece at g5 ?!

18...Bxg5 19.Bg6!



19...Nxe5

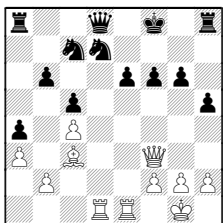
First, Black could overload the Queen with 19...Qe7 which simply allows 20.Bxg5

Or, Black could offer to return the material with:

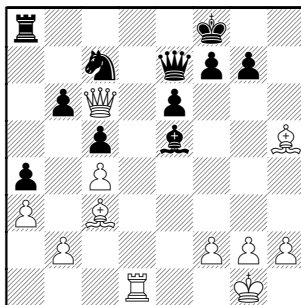
19...Bf6 20.Bc3! fxg6 21.exf6 gxf6

Diagram follows

GAMES as annotated by The Players!!

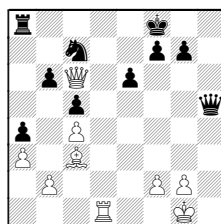


22.Rxd7!



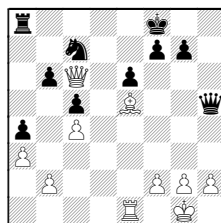
24...Bxc3

After 24...Bxh2+ 25.Kxh2 Qh4+ 26.Kg1 Qxh5



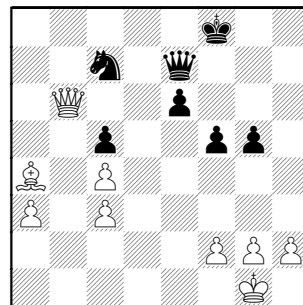
27.Rd7 Rc8 28.Qb7
(28.Rxc7 Qd1+ 29.Kh2 Qh5+=) ;

Or after 24...Qh4 25.Bxe5 Qxh5
26.Re1



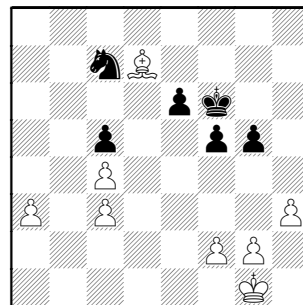
Black must lose a piece

25.bxc3 Rd8 26.Qxb6 Rxd1+ 27.Bxd1
g5 28.Bxa4 f5



[Ed: White is two Ps up, but they're not exactly mobile. A little care is yet needed to nurture a full point.]

29.h3 Kf7 30.Qc6 Kf6 31.Qd7 Qxd7
32.Bxd7

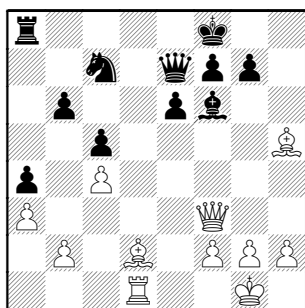


[Ed: If Black could only manoeuvre Knight to a5 or a7, things would be difficult. But the Bishop can assure it doesn't get the necessary light square it will cross!]

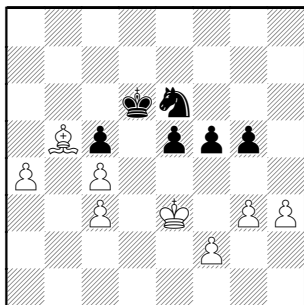
32...Ke7 33.Bb5 Kd6 34.Kf1 e5
35.Ke2 Ne6 36.g3 Ke7 37.Ke3 Kd6
38.a4

Diagram follows

23.Qc6! Be5 24.Bc3



GAMES as annotated by The Players!!



48.h5 1-0

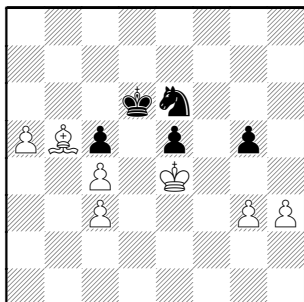
Personal to Tony: No cash for you! I had to comment the last third. Or was it all too obvious to you ?! : +)

**Schultz,R (1255) -
Decman,S (1570)
19.11.2002**

[B09]

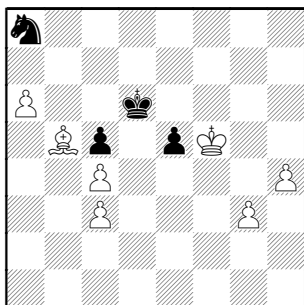
[Ed: White can make passers on both wings. Black's defense is overloaded.

**38...f4+ 39.Kf3 fxg3 40.fxg3 Kc7
41.a5 Kd6 42.Ke4**



[Ed: The final invasion. Black is in zugzwang.]

**42...Nc7 43.Kf5 Ne6 44.a6 Nc7
45.Kxg5 Ke6 46.h4 Kd6 47.Kf5 Na8**

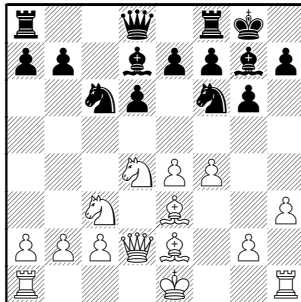


Notes by Ryan Schultz

**1.e4 d6 2.d4 g6 3.Nc3 Nf6 4.f4 Bg7
5.Nf3 0-0**

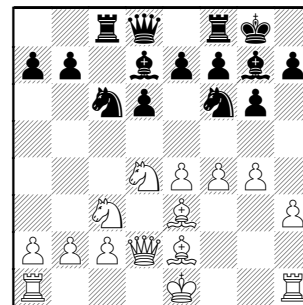
A Pirc Defense, Austrian Attack

**6.h3 c5 7.Be3 cxd4 8.Nxd4 Nc6
9.Qd2 Bd7 10.Be2**



The position has transposed to a Sicilian Dragon, but the White structure is a little out of sorts from a Yugoslav Attack. And in the f4 lines, White usually plays for e5 instead of h3-expansion.

10...Rc8 11.g4!?



At the time, this seemed risky. And after the next three or four moves, I honestly felt it was a mistake. After the match, my opponent agreed. However, upon further review, it may not be that bad.

11...Nb4

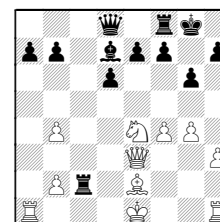
With the obvious threat of -Nxe4! unleashing an avalanche of pressure on the Queenside.

12.Bf3

White has many options:

A) 12.0-0-0 Rxc3! A familiar theme for Dragoneers. There is no good response after this against the threatened Nx2+. Thanks for the Knight !

B) 12.a3! Nxe4 13.Nxe4 Bxd4
14.axb4 Bxe3 15.Qxe3 Rxc2



White is up the piece for two pawns, but his queenside is shattered.

GAMES as annotated by The Players!!

White probably has the advantage, but careful play is needed since his king is vulnerable. Call it Unclear.

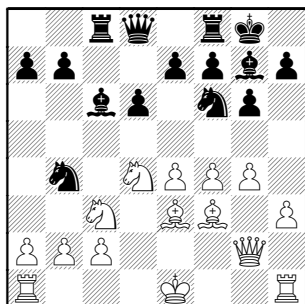
C) 12.0-0 This is really not an option given White's desire to storm the kingside with his pawns.

D) Others. Better may be 12. Kf2! Or maybe defend d4 by either Bf3 or Bd3, but possibly too conservative.

Back to the game...

12...Bc6? Keeping pressure on e4, but inconsistent with Rc8. [12...e5]

13.Qg2



Waiting to castle, defending e4 and protecting against Nxc2+. Could the queen possibly be overworked?

Here, the simple 13. a3 is better.

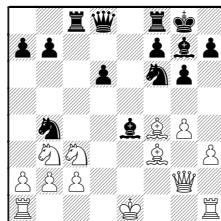
13...e5

Finally. I was waiting for this the last few moves. My opponent remarked afterwards that this was the break, and should have been played sooner.

14.Nb3? [14.Nxc6] **14...Nd7**

With this move, Black's knight plans to jump around to c4 via b6. But it takes three moves, giving White ample time to recuperate. Besides, the tactics are there!

So after 14...exf4 15.Bxf4 Bxe4!

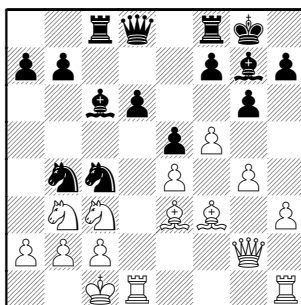


Black's attack is in full swing. He would be salivating at the possibilities; tactically yummy.

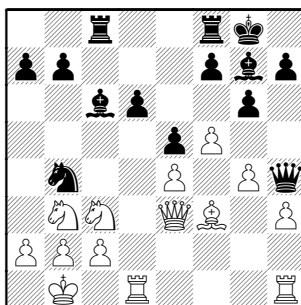
15.f5!

Putting a stop to any dragon bishop trickery for good, and preparing the assault on g6. White has finally equalized.

15...Nb6 16.0-0-0 Nc4



17.Qe2 Nxe3 18.Qxe3 Qh4 19.Kb1

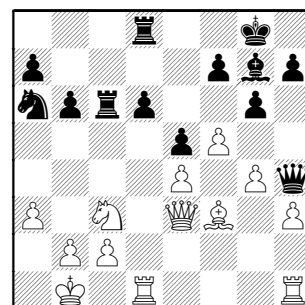


dodging pin after Bh6!

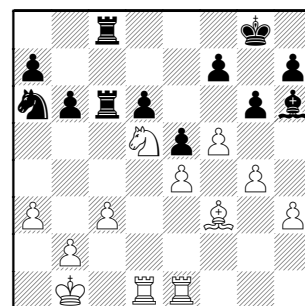
19...Rfd8 20.a3 Na6 21.Na5

[21.Qxa7 is possible, but not useful]

21...b6 22.Nxc6 Rxc6



23.Nd5! Rdc8 24.c3 Bh6 25.Qe1 Qxe1 26.Rhxe1



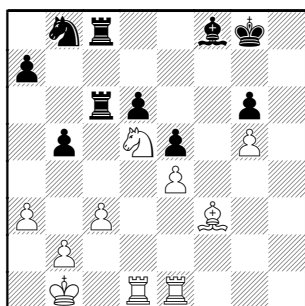
26...Bf8 prevents Ne7+ fork **27.h4 Nb8?** [27...Nc7]

28.h5? [28.g5 followed by h5]

28...b5

This is a mistake because after 28...g5 White would feel as if the rug was pulled right out from under his feet.

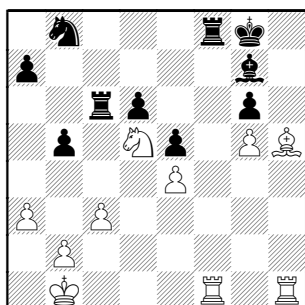
29.hxg6 hxg6 30.fxg6 fxg6 31.g5



A necessary preparatory move that does two things:

- a) gets the light squared bishop back in play
- b) gives the knight on d5 a place to hop to!

**31...Kf7 32.Rh1 Bg7 33.Rdf1! Rf8
34.Bh5+ Kg8**



BLACK RESIGNS

(with 5 seconds left on his clock).
Had time permitted, play would have continued with mate in 4.

**35.Ne7+ Kh8 [35...Kh7 36.Bxg6#]
36.Bxg6+ Bh6 37.Rxh6+ Kg7
38.Rh7# 1-0**

Nice upset, Ryan! And thanks for walking through it for us!

YOUR GAME
SHOULD HAVE
BEEN PLACED
HERE !!!

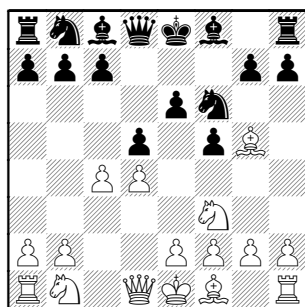
Please
don't ever
forget it
again!!!

Summer Fun Ended, unfortunately!!

Friske,T (1891) - Kaufman,A (2164) [A84]
Levy mem (Denver) (3), 20.04.2002

1.d4 f5 Why did I know I'd see a Dutch after problems in skittles??

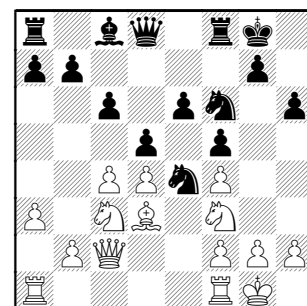
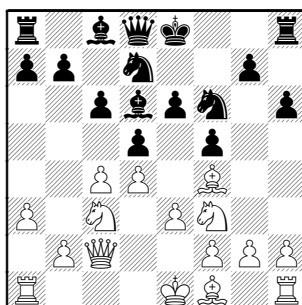
2.c4 Nf6 3.Nf3 e6 4.Bg5 Decide to just develop a QGD and count the f-file as weakened. **4...d5**



7.Nc3

7.Ne5!? but just didn't want to move piece twice 7...Qa5+ 8.Nc3 (8.b4? Bxb4+) 8...Ne4 9.b4 Nxc3

7...Nbd7 8.Qc2 h6 xg6 9.Bf4



13.Ne5!?

Had realized possibilities of P sac, thinking Rad1 traps Q. Hadn't really intended to give it here.

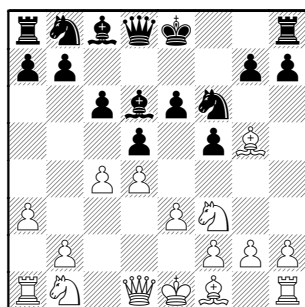
13...dxc4 14.Bxc4 Qxd4 15.Rad1 Qb6

Now the a2-g8 diagonal and Pe6 join the Top Weaknesses list.

5.e3 c6 6.a3

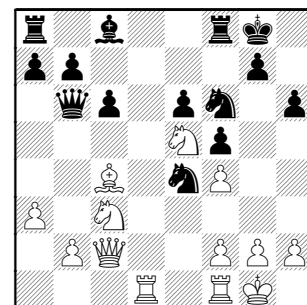
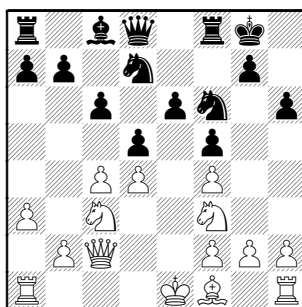
Just in case he wants to try Bb4. But I'm ready to expand Qside. From studying Alekhine games, remembered this is another Dutch weakness: the Black Queenside is dormant.

6...Bd6



More QGD stuff. I stop e5 for good and open line to Pe6.

9...Bxf4 10.exf4 0-0



16.Na4

To get Q off diagonal so as to play f3, but the N takes a lot of work to re-introduce

Maybe more is 16.Kh1 idea f3

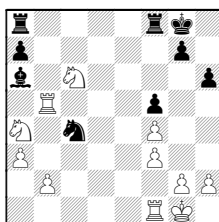
11.Bd3 [11.Nd2 ...f3] 11...Ne4 12.0-0 Ndf6

16...Qc7 17.f3 Nd6 18.Ba2 Nd5?

Summer Fun Ended, unfortunately!!

here 22...bxa4 23. Rxd6 is obvious.

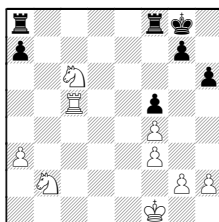
From analysis diagram, however, things can get messy:
22...Nc4 23.Rxb5? Ba6



24.Rc5

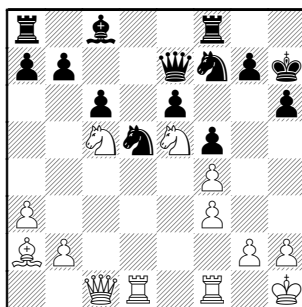
Not 24.Ra5? Nxa5
 (24...Ne3 25.Rxa6 Nxf1 26.Kxf1)
 25.Nxa5 Bxf1 26.Kxf1 and White is two exchanges down!

24...Nxb2 25.Nxb2 Bxf1 26.Kxf1



23.Rxd6+

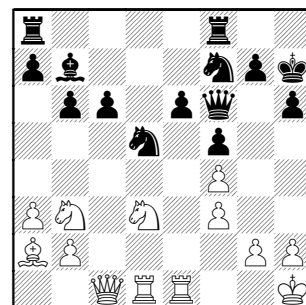
19...Kh7 20.Kh1 Qe7 21.Nc5 Nf7



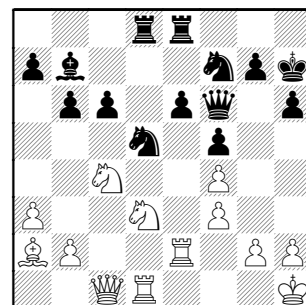
22.Ned3

Thought he was lacking space, otherwise would've traded: 22.Nxf7 Qxf7 23.Nd3 ...Ne5

22...b6 23.Nb3 Bb7 24.Rfe1 Qf6



25.Nd2 Rad8 26.Nc4 Rfe8 27.Re2



saw reply, but judged no problem

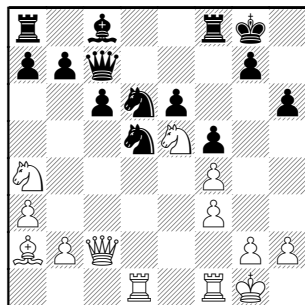
27...Ba6

He has 9 minutes to reach move 40

28.Ree1

Wanted to re - think the whole idea. I'm concentrating on stopping e5 at this point.

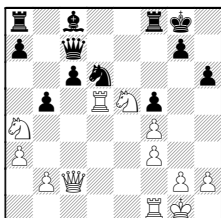
**28...Nd6 29.Nce5 c5 (d5 is weak)
 30.Nf2 Bb7**



Totally missed this. Now Pf4 is weak

19.Qc1?

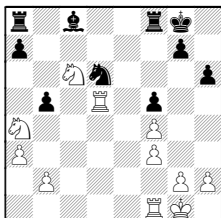
Sure wanted to play 19.Bxd5 exd5 20.Rxd5! but there's a problem...
20...b5



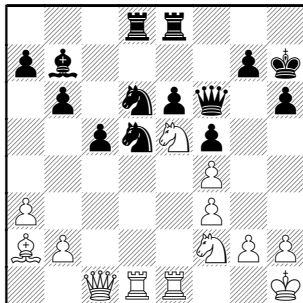
If the N retreats, the c6 - Pawn pin is broken.. But I didn't go deeper (even after 8 min)!!! 21.Qxc6!!

Amazingly three pieces hang:
 Ra8,Qc7,Nd6

21...Qxc6 22.Nxc6



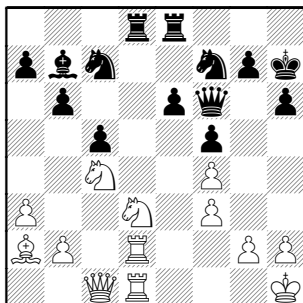
Summer Fun Ended, unfortunately!!



31.Re2

Now that d5 and d8 are potential targets, I'll double Rooks

31...Nf7 32.Nc4 Ba6 33.Red2
33...Bb7 34.Nd3 Nc7



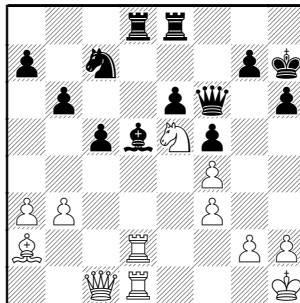
35.Nde5 Bd5

35...Nxe5? 36.fxe5 Qe7 37.Nd6

36.Nxf7

Hated to trade, but just didn't see how to create a weakness. I switch to blockade of his majority.

36...Qxf7 37.Ne5 Qf6 38.b3

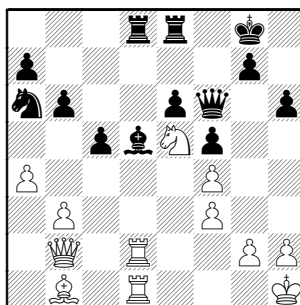


Hoping to play the moves Qc2,Bb1,g4

38...Nb5 and next Nd4 hits weak Pb3
39.Qb2 Nc7 " 40.a4 Na6

Seconds to spare. I was happy to let N sit at b4, didn't see any threats from over there.

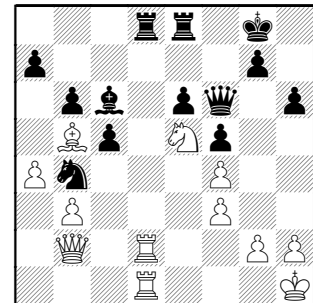
41.Bb1 Kg8



42.Bd3

42.Qc2 idea is g4 42...Nb4;
Or 42.g4!? But there are Pawn probs

42...Nb4 43.Bb5!? Bc6!



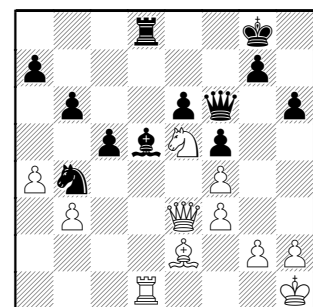
This wasn't supposed to be possible!

44.Be2

At #43 realized if all else fails, I'd play this. Had to realize
44.Rxd8 Rxd8 45.Rxd8+ Qxd8
46.Bxc6?? Qd1# and

44.Bxc6 Nxc6 45.Nxc6?? Qxb2 are both no good

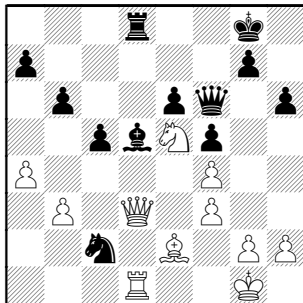
44...Rxd2 45.Qxd2 Bd5 46.Qe3? x c2
46...Rd8



47.Kg1? wanted to avoid mates, but this walks into N forks as next move analysis will show

47...Nc2 48.Qd3 best move, even if lining up with d8 - Rook

Summer Fun Ended, unfortunately!!

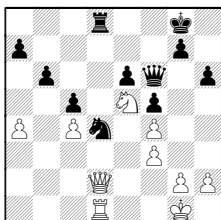


Proud to take time and find this. The Q stays in contact with all key squares: b3, f3, e2

Other Queen placements do not solve all my problems:

A) 48.Qc3 Nd4 xPb3, Be2 49.Bc4 Bxc4 50.Qxc4 (50.bxc4?? Ne2+) or

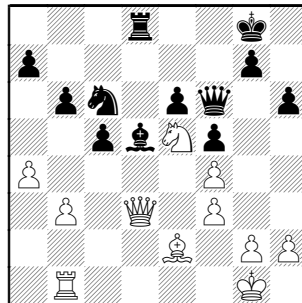
B) 48.Qd2 Nd4 49.Bc4 (49.Bf1 Bxb3) 49...Bxc4 50.bxc4



50...Nxf3+ 51.gxf3
(51.Nxf3 Rxd2 52.Rxd2 Qa1+ 53.Kf2 Qxa4)

51...Rxd2 52.Rxd2 Black can undermine N and the Q should dominate.

48...Nd4 49.Rb1 Nc6

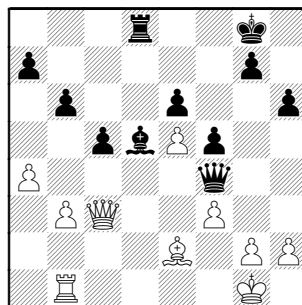


Nuts, goodbye sweet N!

50.Qe3 Nxe5 51.fxe5 Qg5 52.Qc3

I determined I'd survive if Queens on but found 52.f4?? allows Qxg2#

52...Qf4

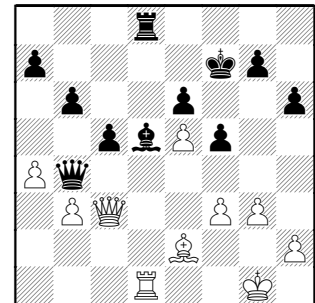


53.Rd1!

Returning to battle only open file since Rd8 hangs

53...Kf7 54.g3! Planning to follow with Bc4 and Qd3, further hitting weak d5, Rd8. But I'd missed that Qb4 hits my loose Q!

54...Qb4

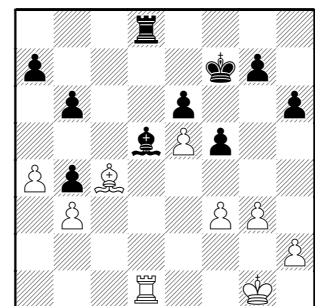


saying "Let's see what happens.."

55.Qxb4!

I hadn't planned to trade, but realized I can force a promising R ending. I won't lose!!

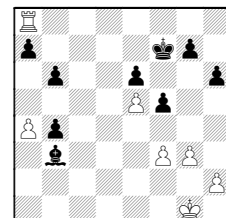
55...cxb4 56.Bc4!



due to pin **56...Ke7**

Wondered about the omnipresent Rooksac:

56...Bxc4 57.Rxd8 Bxb3 58.Ra8



Summer Fun Ended, unfortunately!!

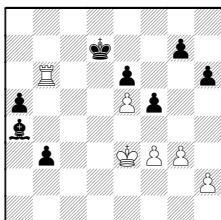
58...a5

(58...Bxa4? 59.Rxa7+ Kg6 60.Rxa4)

59.Rb8 Bxa4 60.Rxb6 b3

(60...Bd7 61.Kf2)

61.Kf2 Ke7 62.Ke3 Kd7



63.Kd4 (63.Kd2 Kc7 64.Ra6 b2)

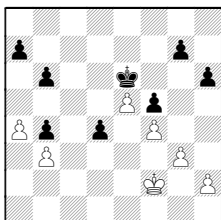
63...Kc7 64.Kc5 and wins

57.Bxd5 exd5

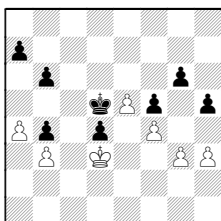
I thought he can force an immediate

draw after 57...Rxd5 58.Rxd5 exd5

59.Kf2 Ke6 60.f4 d4



61.Ke2 Kd5 62.Kd3 g6 63.h3 h5



64.h4

and no move changes result:

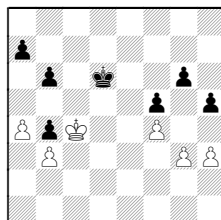
A) 64.Ke2 a6

(of course 64...Ke4?? 65.e6 queens)

65.Kf3 a5 not 66.g4? fxg4+ 67.hxg4

h4-+

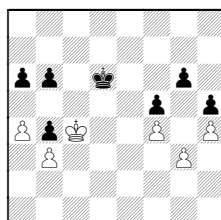
B) 64.e6 Kxe6 65.Kxd4 Kd6 66.Kc4



66...a5 67.Kd4 Ke6

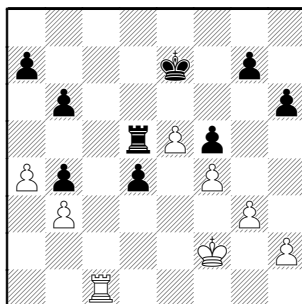
C) 64...a6 65.e6 Kxe6 66.Kxd4 Kd6

67.Kc4



67...a5 68.Kb5 Kc7

58.Rc1! d4 59.Kf2 Rd5 60.f4



60...Rd7 61.Ke2 d3+ 62.Kd2?

sure thought this is a win

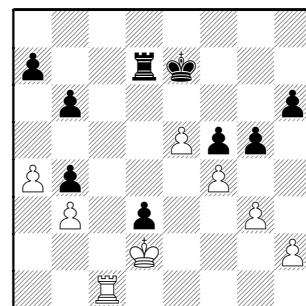
I do win easily with 62.Ke3!

his Rook can't invade! 62...Ke6

(62...d2 63.Rd1) 63.Rd1 Rc7 64.Rxd3

Rc2 65.h4 Rg2 66.Kd4

62...g5!



63.Rc6? ...Rhx6-h7+ -xc7/xa7 without taking time to realize sub-threat of Rd4

Alternatives:

A) 63.Rc4 a5 64.h4 gxh4 65.gxh4 h5

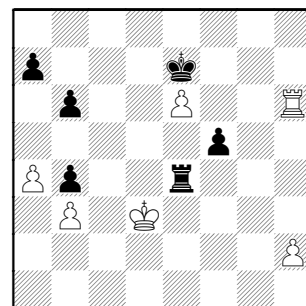
66.Rc6 Rd4 67.Rh6 Rxf4 68.Rxh5

Re4 69.Kxd3;

B) The best 63.Re1! ...Re3 63...gxf4

63...gxf4 64.gxf4 Rd4 65.Rxh6 Rxf4

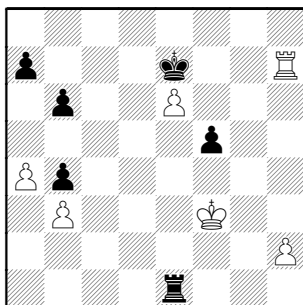
66.Kxd3 Re4 67.e6



Summer Fun Ended, unfortunately!!

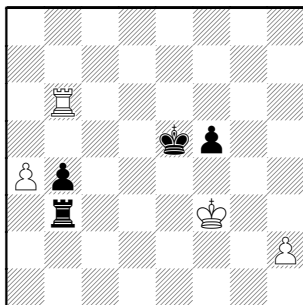
The P ending is won for White

67...Rg4 68.Ke3 Re4+ 69.Kf3 Re1
he has 2 min to sudden-death loss,
me 12 **70.Rh7+**



To create another outside passer,
but didn't think about my K
placement. Where does he go to
avoid checks and block f-passer?

70...Kxe6 71.Rxa7 Rb1 72.Rb7 Ke5
73.Rxb6 Rxb3+

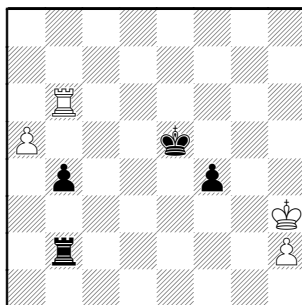


I probably should've just advanced
my a-passer, but I wasn't seeing
how to avoid checks and offered a
draw. Maybe just do anything and
watch that flag! He has under 2
minutes...

DRAW AGREED

Afterwards, I certainly have tried to
find a win. Some random lines:

74.Kg2 f4 75.a5 Rb2+ 76.Kh3



76...b3!

76...Rb3+? 77.Kg4 after game,
realized I hide K on opposite side of P
77...Ra3

(77...Ke4 78.h4
(78.Re6+ Kd5 79.Re8 f3 80.Kg3 Ra3
81.h4 Rxa5 82.Rb8 Kc4 83.Kxf3 b3
84.Kg4 Kc3=)

78...f3 79.Kg3 Ke3 80.Re6+ Kd2
81.h5 Ra3 82.a6 b3 83.Rb6 Kc2

(83...b2 84.h6 b1Q 85.Rxb1 Rxa6
86.Rh1 Ra8 87.h7 Rh8 88.Kxf3+-)

84.h6 b2 85.h7+- f2+
(85...Rxa6 86.Rxb2+ Kxb2 87.h8Q+)

86.Kxf2 Rh3 87.a7) 78.a6 b3 79.h4 b2
80.Rxb2

(80.h5 b1Q 81.Rxb1 Rxa6 82.Kg5
Ra2 83.Re1+ Kd4 84.Kxf4+-)

80...Rxa6 81.Kg5
(81.Re2+ Kf6 82.Kxf4 Ra4+ 83.Kg3=)

81...Ra4 (81...Ra1 82.Re2+)

82.Re2+ Kd6 83.h5 f3 84.Rf2 Ra3

85.h6 Ke7 86.h7 Ra8 87.Rxf3+-

77.a6

77.Rb4 Ra2 78.Rxb3 Rxa5 79.Rb8
Kf6= 80.Rg8 Kf7 81.Rg4 Ra4 82.Kh4
Kf6 83.Kh5 Kf5 84.h4 Kf6

77...Ra2 78.Rxb3

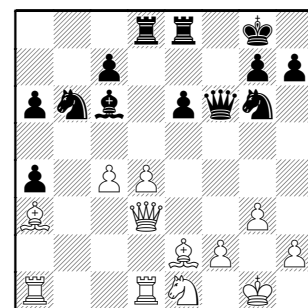
78.Kg4 Rxh2 79.a7 (79.Rxb3 Ra2)
79...Ra2

78...Rxa6 79.Kg4 Kf6= ½-½

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31.07.2002

21...Rad8

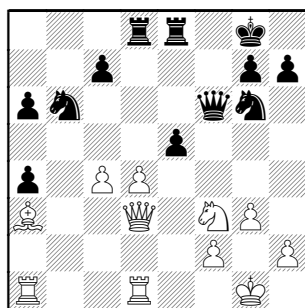


22.Bf3?!

Played quickly, not respecting the
pressure from Rook toward Queen

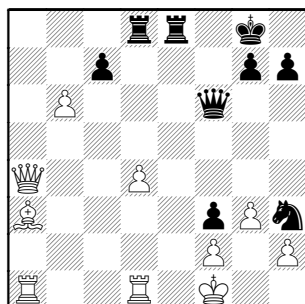
22...Bxf3 23.Nxf3 e5

Summer Fun Ended, unfortunately!!



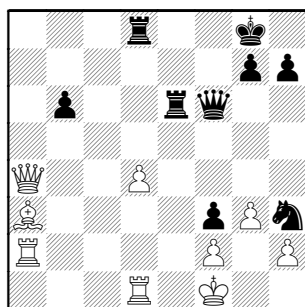
24.c5 What else? He gets e4 fork and easy pressure (24. Qc3)

24...e4 25.Qxa6 exf3 26.cxb6 Nf4 27.Qxa4 Nh3+ 28.Kf1



28...cxb6?
(28...Re2 wins with Rxf2+ threat)

29.Ra2 Re6



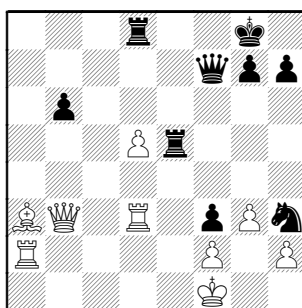
30.d5 Ree8?

30...Re5 followed by Rde8 and Re2

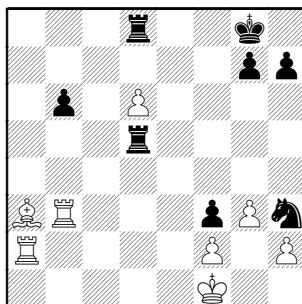
31.Qb3 Qf7 32.Rd3 with Pf3 gone, K is safe

If 32.Qxb6 Rxd5

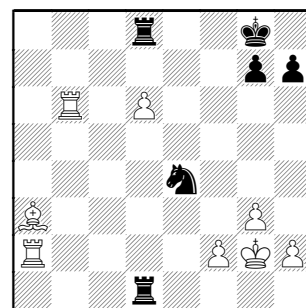
32...Re5



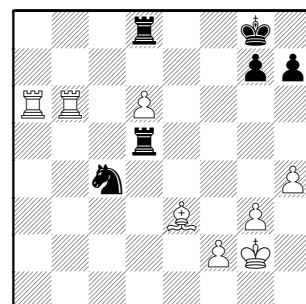
33.d6! now no time for tricks by Black
33...Qxb3 34.Rxb3 Rd5?



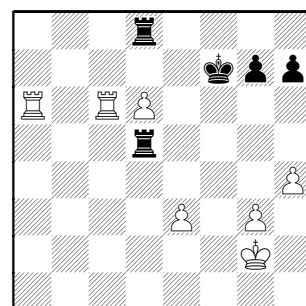
35.Rxf3± Rd1+ 36.Kg2 Ng5 37.Rb3 Ne4 38.Rxb6



38...Rf8 [38...Ra8 ...Rd3] **39.Bb4! Rd8 40.Raa6 Rd4 41.h4** nothin' but time now **41...Nd2 42.Bc5 Rd5 43.Be3 Nc4**

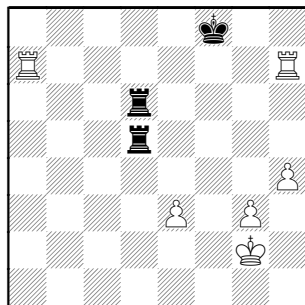


44.Rc6 Nxe3+ 45.fxe3 Kf7??



46.Ra7+! trading isolate for his other Ps **46...Kg8 47.Rcc7!+- R8xd6 48.Rxg7+ Kf8 49.Rxh7**

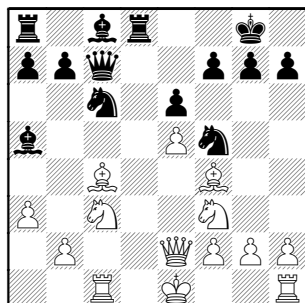
Summer Fun Ended, unfortunately!!



49...Rd2+ 50.Kh3 Re2?? 51.Rh8#
Black checkmated 1-0

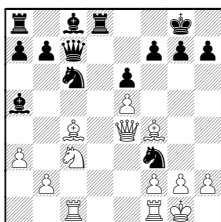
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14...Nf5



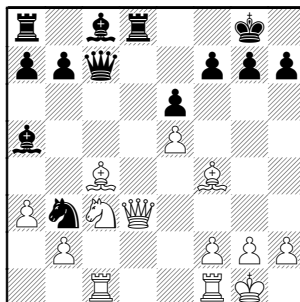
15.0-0!? saw everything, just
misjudged the weakness of Bc4
15...Nfd4 16.Nxd4?

16.Qe4 Nxf3+



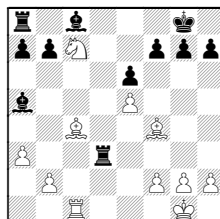
17.Qxf3
(17.gxf3 Rd4 18.Qe2 Rxf4)
17...Nd4 18.Qd3

16...Nxd4 17.Qd3 Nb3



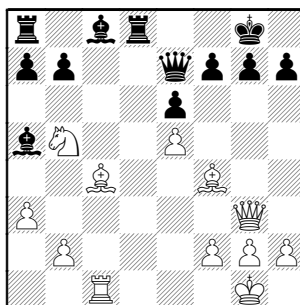
18.Nb5!? purposely sacing exch
18...Nxc1 19.Rxc1 Qe7

19...Rxd3 20.Nxc7



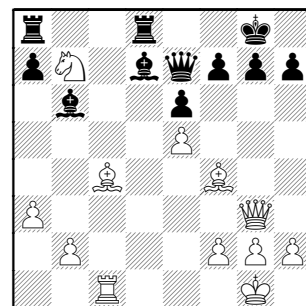
expecting Ra8 or Rd3 to fall

20.Qg3



All Wh pieces attack, Bl is trapped
Qside

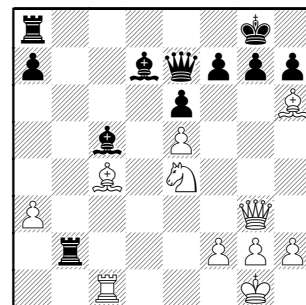
20...Bb6 21.Nd6 Bd7 22.Nxb7?!



Moving off c8 allows Rdc8

22...Rdb8
22...Rdc8 23.Nd6 Rc5?!

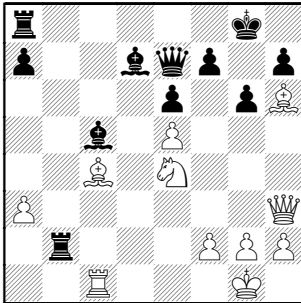
23.Nd6 Bc5 24.Ne4 Rxb2 25.Bh6



25...g6
25...Qf8? 26.Nf6+ Kh8 27.Nxd7

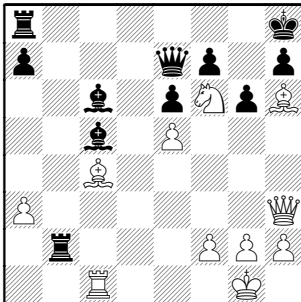
26.Qh3

Summer Fun Ended, unfortunately!!



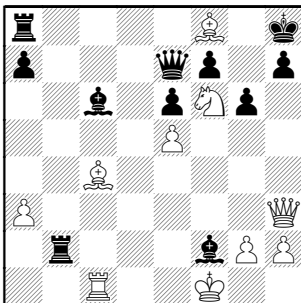
Looking to mate in 6:
Nf6+, Nxh7, Bg5+ - f6, Qh8#

26...Bc6 27.Nf6+ Kh8



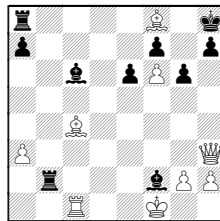
28.Bf8! Low on time with Bishops
aiming for my King!
(28.Nxh7 Bxf2+ 29.Kh1 or
28.Be3 h5)

28...Bxf2+ 29.Kf1



29...h5

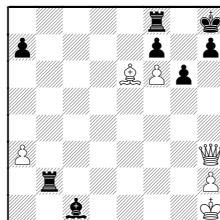
I think he could do better with:
29...Qxf6 30.exf6



30...Rxf8 31.Qh6??

Better is 31.Bxe6 Bxg2+ 32.Qxg2

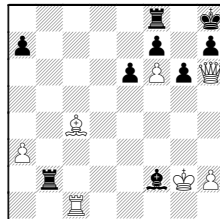
(If 32.Kxg2 Be3+ 33.Kh1 Bxc1



end sub - analysis)

After 32 Qxg2 analysis:
32...fxe6 33.Qg5

31...Bxg2+! 32.Kxg2



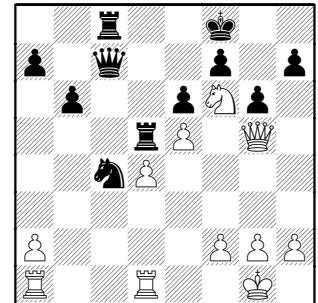
32...Be3+

30.Bxe7 Bb6 31.Be2! Black resigns
...Nxh5! **1-0**

guest690 - ME

ICC 2 12 u Internet Chess Club,
20.09.2002

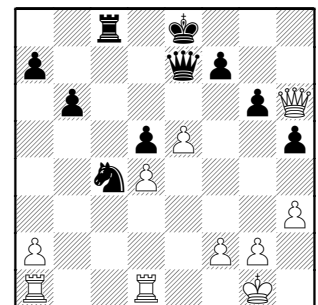
23.Nf6



23...h5!?

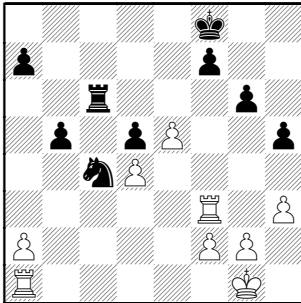
Pretty sure here. The 2-1 majority,
nicely planted c4-Knight, no open
lines for Rooks, and no Black Pawn
targets should add-up to at least a
draw

**24.Nxd5 exd5 25.h3 Qe7 26.Qh6+
Ke8**

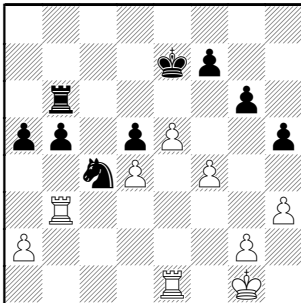


**27.Rd3 Rc6 28.Rf3 b5 29.Qh8+ Qf8
30.Qxf8+ Kxf8**

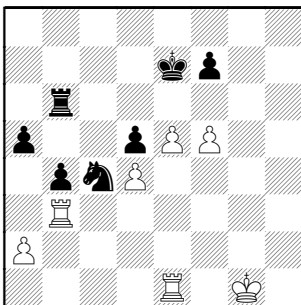
Summer Fun Ended, unfortunately!!



31.Re1 Ke7 32.Rb3 Rb6 33.f4
[33.Reb1? Nd2] **33...a5**



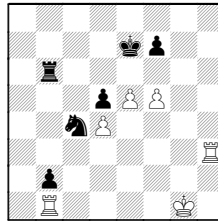
34.g4 hxg4 35.hxg4 b4 36.f5 gxf5
37.gxf5



37...Rh6!? to create a second weakness, and just wanted a more active Rook

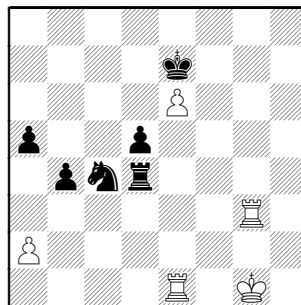
Continuing obviously: 37...a4 38.Rh3

b3 39.axb3 axb3 40.Rb1 b2

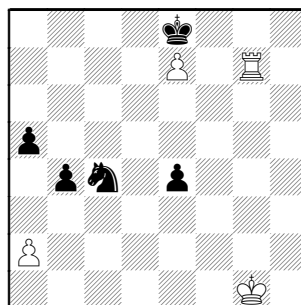


...Nd2 41.Rh2
(41.Rh7 Nd2) 41...Ra6 ...Ra1
42.Rhxb2 Nxb2 43.Rxb2²

38.Rg3 Rh4 39.e6? fxe6 40.fxe6
Rxd4



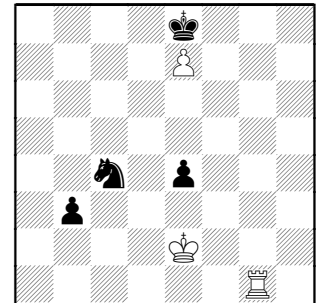
The passer can't be saved after ..Re4
41.Rg7+ Ke8 42.e7 Re4 43.Rxe4
dxe4



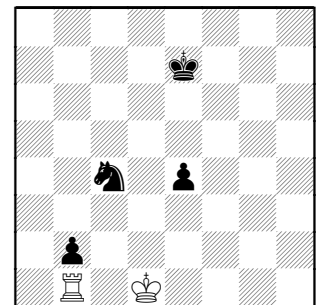
Full compensation for exchange, but

can I advance the passers? Ideally, we'd want them to be connected. And will the Knight survive?

44.Kf2 a4 45.Ke2 b3 46.axb3 axb3
47.Rg1



The draw is booked, now can I make a win?**47...b2 48.Rb1 Kxe7µ 49.Kd1**



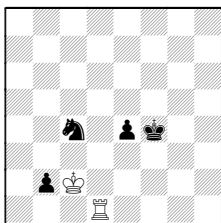
49...e3?

Only considering the Pawn is protected here. The key to winning is to keep a box around White's pair; the move played gives d3 to White.

Here we go into a mess of analysis:

49...Ke6 50.Kc2 free Rook 50...Ke5
51.Rd1 (51.Re1 Kd4) 51...Kf4

Summer Fun Ended, unfortunately!!



52.Rf1+
(52.Kb3? b1Q+! 53.Rxb1 Nd2+-+)
52...Ke3 53.Re1+

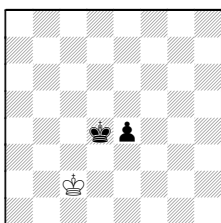
After a ton of study, I realized the win is possible bringing my King to a2.
So 53...Kd4!

If 53...Kf3 54.Rf1+ Ke2
(54...Kg3 55.Re1 e3 56.Kd3 Na3 57.Kxe3=)
55.Rf8 e3 56.Rc8 b1Q+! 57.Kxb1 Nd2+ 58.Kc2 Nf3 59.Re8 Kf2 60.Rxe3=

54.Rd1+ Kc5 55.Re1

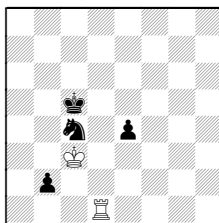
Alternatives:

a) 55.Rb1? Na3+
(55...Kb4 56.Kd1 Kc3 57.Ke2 Kc2)
56.Kxb2 Nxb1 57.Kxb1 Kd4 58.Kc2

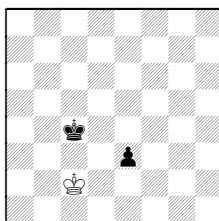


A won position we will visit from several lines
58...Ke3 59.Kd1 Kf2

Another try after 54 Rd1+ Kc5:
b) 55.Kc3

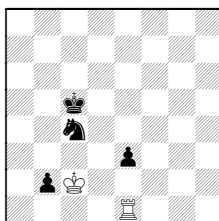


55...Kb5 outflanking as 56.Kb3? b1Q+ 57.Rxb1 Nd2+ 58.Kc2+ Nxb1 59.Kxb1 Kc4 60.Kc2 e3



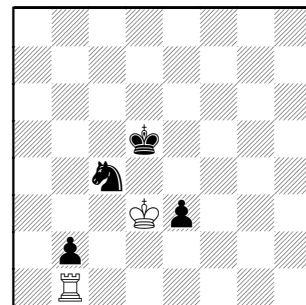
Black wins after all replies 61.Kc1 (61.Kd1 Kd3 62.Ke1 e2) 61...Kc3 62.Kd1 Kd3 63.Ke1 e2

So, from top diagram this column, after 55...Kb5 White inserts 56.Re1 55...e3



56.Kc3 draws as Knight is tied to e3 and Black King tied to the Knight

Not much better was the game finish:
50.Ke2 Kd6 51.Kd3 Kd5



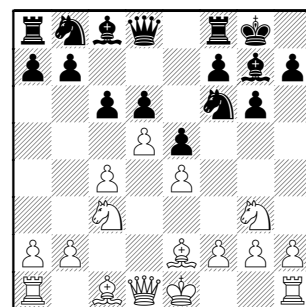
One move too late, thanks to my 49th **52.Rxb2 Nxb2+ 53.Kxe3** Game drawn because neither player has mating material ½-½

Friske,T (1899) - Chow,A (2389) [E70]
Illinois op (2), 31.08.2002

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nge2

So I'm playing one of the most noted Chicago players...a great time to test my theory that it doesn't matter who I play if I find the best moves. At least I probably have more experience with this line!

5...0-0 6.Ng3 e5 7.d5 c6 8.Be2



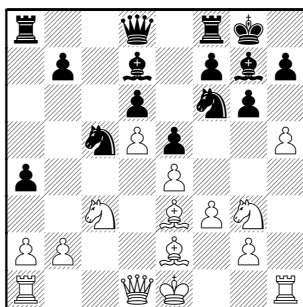
Summer Fun Ended, unfortunately!!

8...cxd5 9.cxd5 a5 10.Be3?!

To take away Qb6, but the real stuff revolves around Bg5. I'm a little rusty with this line!

Book is 10.h4 or 10.a4

10...Na6 11.h4 Nc5 12.h5 Bd7 13.f3 a4



But this I've never seen. Immediately realized his plan is Qa5 to hit the diagonal a5-e1

14.Qd2 quite happy with Be3 now

14...Qa5 Always hold options - - I decide it's time to castle. But realized the h-Pawn rally looks a little bizarre and wasteful.

15.h6? But the P proves weak.

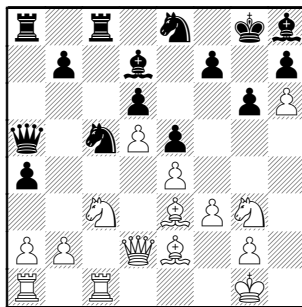
The book line where this is recommended is in a position where White can immediately place Rooks on open b-file. Here, White has no counterplay and so Black has time to corral P.

Book is unbelievably **15.0-0-0** to double Rooks on h-file.

Al suggested **15.hxg6 fxg6 16.0-0** and Black doesn't have -f5 to

undermine the P center. The book dismisses this with "accomplishes nothing", but I still agree with Al.

15...Bh8 16.0-0 Rfc8 17.Rfc1 Ne8



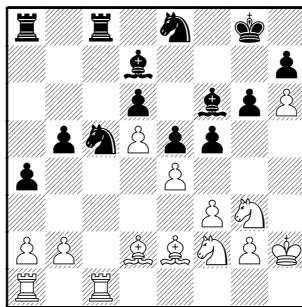
18.Kh2 some lines I want to play Bxc5 and I'm running from checks (Qxc5+)

18...b5

18...f5? 19.exf5 gxf5 20.Bxc5 Rxc5 21.Qg5+ and the hP suddenly proves useful

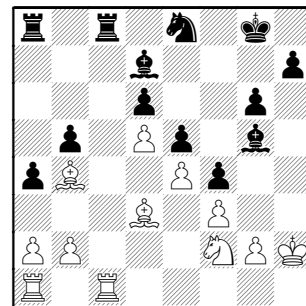
19.Nd1 trying to blockade Ps, but allowing -f5 when the Qs are off. I'm depending on winning a Qside P to make up for h-Pawn (although I hadn't realized f5-4 breaks its protection).

19...Qxd2 20.Bxd2 f5 21.Nf2 Bf6



The "trapped" B sure came to life quickly!

22.Nd3 f4 23.Nh1 Nxd3 24.Bxd3 Bg5 25.Nf2 Bxh6 26.Bb4 Bg5



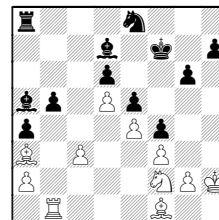
The guy has 5 minutes to make 14 moves, but his position is so easy....

27.Rc3 to double on open f b. I'm so focused on winning back a P, never considered a blockade to draw!

27...Rxc3 28.bxc3 hoping to win Pb5. I still think (we agreed) White can draw this
Maybe the simple 28.Bxc3 is better.

28...Bd8 2 minutes for his next 11 moves. I thought I was going to win that P!! **29.Nd1?**

29.Bf1 Kf7 30.Ba3 Ba5 31.Rb1



31...Rb8

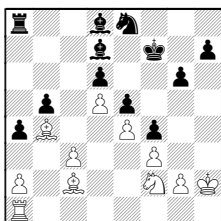
Summer Fun Ended, unfortunately!!

(31...Bxc3 32.Bxb5 Rb8 33.Bd3 Rxb1 34.Bxb1 Bb5 Not much room for White to move)

32.Nd1 (32.c4 b4 33.Nd3 b3) 32...Nc7

If 32...h5 Al mentioned he could get his King to Queenside, and advance his Kingside and White is hard pressed to survive.

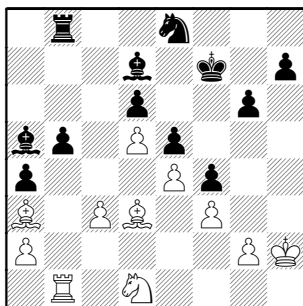
Returning to game Nd1? choices: 29.Bc2 Kf7



30.Ba3 Ba5 31.Rb1? Bxc3 (31...Rb8? 32.c4 b4 33.Nd3 wins back a P)

The best was probably 29.Rb1 Al: " At least would have made me have to figure some lines"

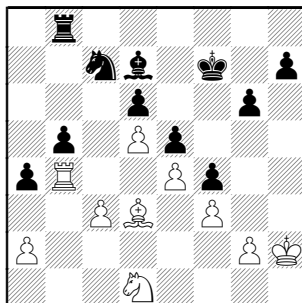
29...Kf7 30.Ba3? depending on c4 to win P **30...Ba5 31.Rb1 Rb8**



32.Bb4?

Had planned 32.c4 at #30, missed simple 32...b4

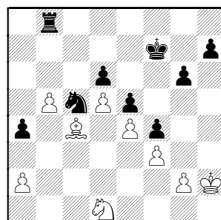
32...Bxb4 33.Rxb4 Nc7



34.Rb1

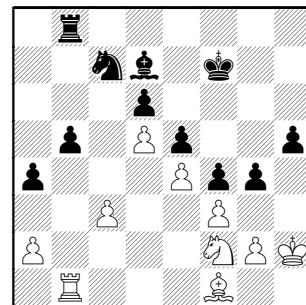
I'd planned 34.c4 missing the simple 34...Na6 35.Rb1 b4

If, instead of 35 Rb1, (35.Rxb5 Bxb5 36.cxb5 Nc5 37.Bc4



The Rook will invade down c-file.)

34...g5 35.Bf1 to cover h3
35...h5 36.Nf2 g4



Threatens g3+ fork **37.Nd3**

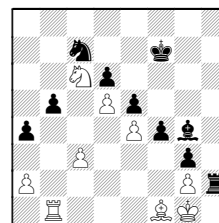
37.fxg4 hxg4 somehow saw this as connected passers!

38.Nd3 g3+ 39.Kg1 Bg4 40.Nb4 Rh8

(40...f3 41.gxf3 Bxf3 42.Bg2; or 40...Kg6 idea of Kg5, f3 since King can then help defend with Kg4.)

41.Nc6 f3

(41...Rh2

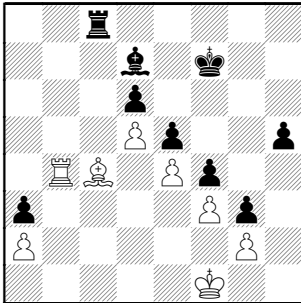


42.Bxb5?? Nxb5 43.Rxb5 f3 44.gxf3 Bxf3 ...Rh1#)

42.gxf3 Bxf3 43.Bg2

37...Na6 38.Nb4? Nxb4 39.Rxb4 g3+ 40.Kg1 Rc8 41.c4 bxc4 42.Bxc4 a3 43.Kf1?

Summer Fun Ended, unfortunately!!



43...Rxc4! WHITE RESIGNED

A tad embarrassing to miss a Rooksac!!... still didn't get it, oh well... after a while realized **44.Rxc4 Bb5**

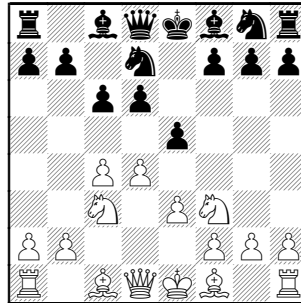
Al was a great sport and offered to analyze the game. I was characteristically argumentative (and over-optimistic) about my chances, but he really gave a lesson! Next thing we know, over an hour had passed and we were eating down-time before the next round.

0-1

Friske,T (1899) - Stevanovic,M (2150) [A41]
Illinois op (Round 5), 01.09.2002

Oh no! My CIGL friend.. and he loves wild positions!

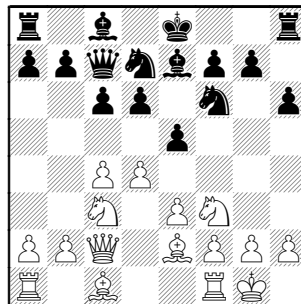
1.d4 d6 2.c4 e5 3.e3 Nd7 4.Nc3 x e4 4...c6 5.Nf3



Even if he gets - e4 in, I'm mentally prepared to do the f3 thing, realizing it is a Reversed French.

5...Ngf6 6.Qc2 x e4 6...Be7 7.Be2?! 7.Bd3 worried about e4-fork, but how will it happen? This is the book position!

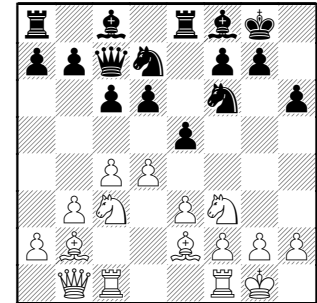
7...h6 why? 8.0-0 Qc7



9.b3

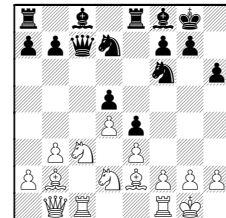
Last round, one of the GMs played 9.e4. His B was on d3, of course!

9...0-0 10.Bb2 Re8 11.Rac1 Bf8 12.Qb1



12...Qd8

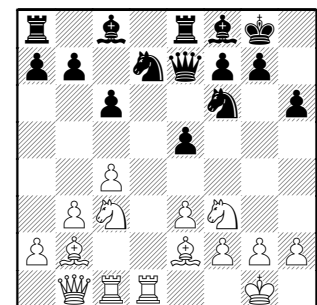
Of course my strong opponent wouldn't fall into 12...e4? 13.Nd2 d5 14.cxd5 cxd5



15.Nxd5, twice hitting Qc7

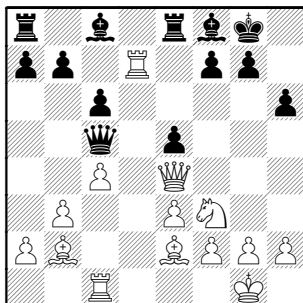
13.dxe5? totally misjudged the way his pieces unwind, especially his #16 (13.e4 exd4 14.Nxd4 d5)

13...dxe5 14.Rfd1 [14.Nd2 ...Nce4] **14...Qe7**



Summer Fun Ended, unfortunately!!

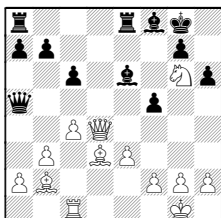
15.Ne4 [15.Nd2 e4] **15...Nxe4**
16.Qxe4 Qc5 17.Rxd7!?



I get great play against his K, but he's no dummy and defends tenaciously!! I considered it for 21 minutes **17...Bxd7 18.Nxe5 Be6**

18...f6? 19.Nxd7 Rxe4 20.Nxc5±

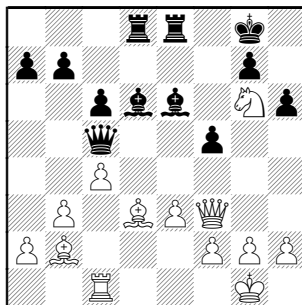
I'd though his best was **18...Qa5 19.Bd3 f5 20.Qd4 Be6 21.Ng6**



and jumped as I didn't see how he stops Nxf8, Qxg7# **21...Rad8** looks pretty convincing
(Even 21...Qc7 holds)

19.Bd3 f5 as planned, but now Qd4 doesn't work **20.Qf3** when I sac'd, thought at worst I'd have play against f-Pawn and the light squares. Still seems promising.

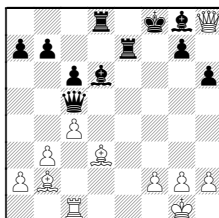
20...Bd6 21.Ng6 Rad8



22.Bc2

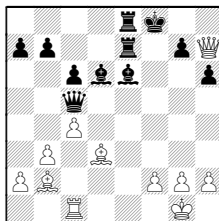
Next move or so wondered about **22.e4!?** fxe4 **23.Qxe4 Rd7**

(23...Bf7 24.Ne7+ Rxe7 25.Qh7+ Kf8 26.Qh8+ Bg8



27.Bh7 Kf7 28.Qxg7+)

24.Ne7+ Rdx7 25.Qh7+ Kf8



26.Qh8+ Bg8 and didn't see anything else, but **27.Bh7??** Idea is Qxg8# Allows mate **27...Re1+!**

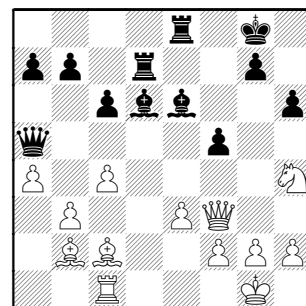
(The original thought was 27...Kf7 28.Qxg7+ Ke6 29.Qg4+ Kf7=)

22...Qa5

Transposing to analysis line from my #17 !!

23.a4 but only now realized d2 would be a place for his Rook

23...Rd7 24.Nh4 Looking at f5 - Pawn



24...Rf7 hmm, so much for d2 problem

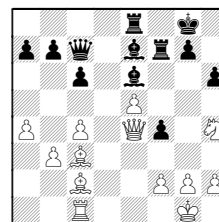
25.e4 f4 26.Bc3 Qc7 I considered this full comp for exchange, but things go wrong quickly

27.Ng6 Now looking at e5

Almost played **27.e5** and was kicking myself for the rest of the game but after game analysis, he immediately showed me **27...Be7** hitting Nh4

The trick is **27...Bxe5? 28.Qe4 Bxc3?? (28...g5 29.Bxe5) 29.Qh7+ Kf8 30.Ng6#**

28.Qe4



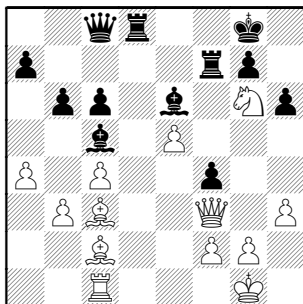
Summer Fun Ended, unfortunately!!

28...g5 and my attack is over

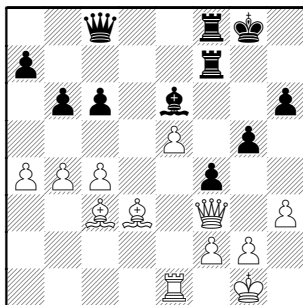
27...Qc8 now f5 is covered, so Pe5 theme won't work. Also ...Bg4 and Queen gets kicked around

28.h3 xg4 and luft **28...Rd8 29.Nh4** hadn't realized his reply to my "attack", so I try to repeat into the position after realizing e5, Qe4 does hit f5 enough to stop - Bf5 reply.

29...b6!? didn't understand, seems to weaken Pc6 **30.e5 Be7 31.Ng6 Bc5**



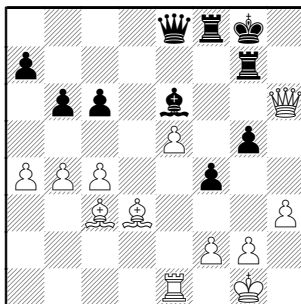
32.Re1 decided to buckle down and hope I could escort the passer **32...Re8 33.b4?! 8 minutes for 7 moves**, but I don't have an active plan **33...Bf8 34.Nxf8 Rxf8 35.Bd3 g5!?**



Saw this coming, not just chess-wise, but because I know he loves to expand Ps in front of his King!

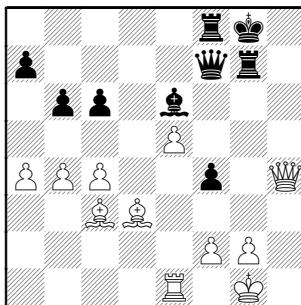
36.Qh5 sure thought he'd blundered, but afterwards said he was baiting me in time trouble.

36...Rg7 37.Qxh6?! Planning to retreat with Qh5-e2 **37...Qe8**



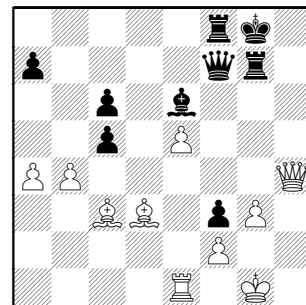
Now worried for trapped Q, but I have a couple moves... but no clock!!

38.h4 gxh4 39.Qxh4 Qf7



Suddenly realized weakness is Pc4, but he's seen deeper

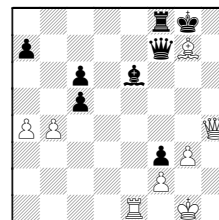
40.c5? with 46 seconds to spare **40...f3 [40...Bd5 41.Be4] 41.g3 bxc5!**



The theme of Rg4-xa4 is suddenly in my sight, so...

42.Bc4! trying to move blockade **42...cxb4**

The (desperation) find was 42...Bxc4 43.e6 Bxe6 44.Bxg7

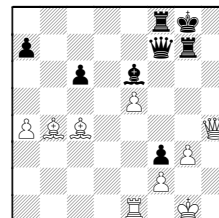


44...Qxg7 45 Rxe6

(If 44...Kxg7 45.Qg5+ the only way to stop perpetual is with a Queen interposition, after which Rxe6 regains the piece!)

43.Bxe6

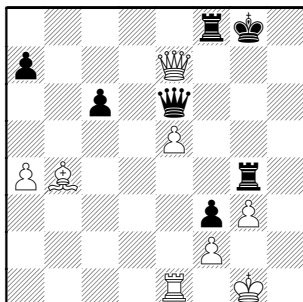
Only now see 43.Bxb4



Summer Fun Ended, unfortunately!!

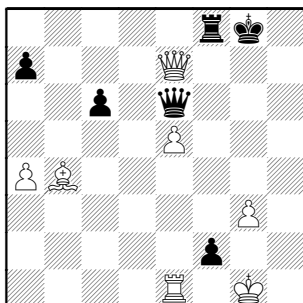
because of 43...Rg4? But totally missing 44.Qxg4+! Bxg4 45.Bxf7+ Rxf7

43...Qxe6 44.Bxb4 Rg4 45.Qe7



45...Rxf7 I'd considered the Rooksac since it was possible (move 37 on), but the whirlwind of events has forced me away from defending against it.

46.fxf3 f2+



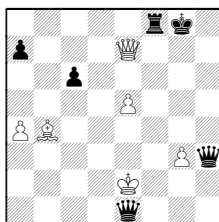
WHITE RESIGNED, as I thought he can force mate.

What I didn't realize was that the B can recapture if the Queen checks, and also protects Pg3. After a little convincing, a spectator made me realize I hadn't considered all defenses; we spent an hour after the

game with the following analyses:

47.Kf1 Qc4+

The obvious check is no good. In a heated OTB scenario, there's lots of mistakes to be made after 47...Qh3+? 48.Ke2 fxe1Q+

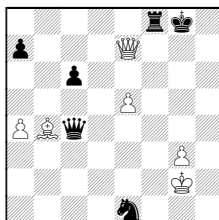


49.Bxe1 KEY MOVE!!! found by my new chess friend 49...Qg2+ 50.Kd1 and we were just not sure here...

48.Kg2 f1Q+! appears to be only move that's immediately decisive

A) White can survive after 48...fxe1Q?? 49.Qxf8+ Kh7 50.Qf5+ (50.Bxe1) ;

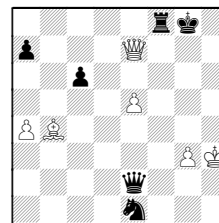
B) So how about the underpromotion 48...fxe1N+?



49.Bxe1 stops Rf2 just long enough!

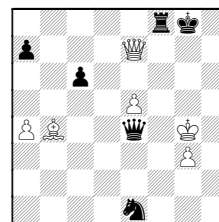
(a) 49.Kg1 Qf1+ 50.Kh2 Qg2#;

b) 49.Kh2 Qe2+ 50.Kh3



50...Qh5+ 51.Qh4 Black wins

c) 49.Kh3 Qf1+ 50.Kh4 Qh1+ 51.Kg4 Qe4+

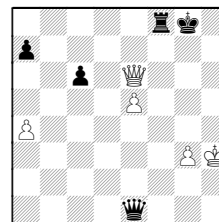


52.Kh3 Qh7+ Black again wins)

49...Qe2+

(49...Qf1+ 50.Kh2 Qxe1?? 51.Qg5+= Kf7 52.Qf6+ Ke8 53.Qe6+ transposing to mainline analysis)

50.Kh3 Qxe1 51.Qe6+



with perpetual check

So if Black fought all that OTB and found 48.. f1(Q)+ (back to middle last column) the quick finish was **49.Rxf1 Qxf1+ 50.Kh2 Rf2#**
0-1

The Art of Sacrificing Rooks, Part 7.2

Tal's Rook Sacrifices, concluded

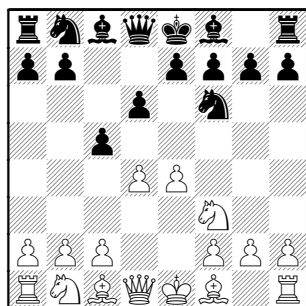
by Tom Friske

GAME 20.

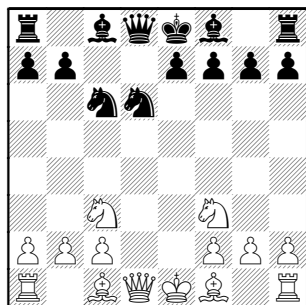
Tal,M (2615) -
Gheorghiu,F (2455)
Riga izt (13), 1979

[B53]

1.e4 c5 2.Nf3 d6 3.d4 Nf6



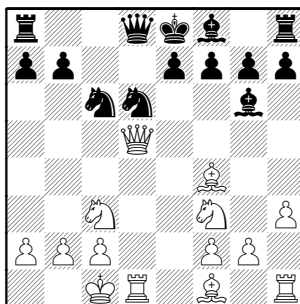
4.dxc5 Nxe4 5.cxd6 Nxd6 6.Nc3 Nc6



7.Bf4 Novelty Bg4 8.h3 Bh5 9.Qd5 Bg6²

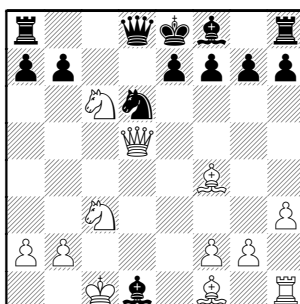
9...Bxf3 10.Qxf3 e5 11.Qe2²

10.0-0-0



10...Bxc2 11.Nd4?+
11.Bb5 Nxb5 12.Nxb5μ

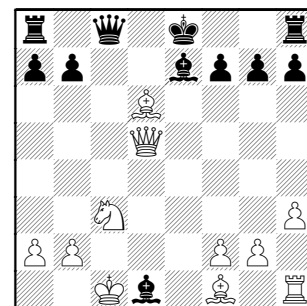
11...Bxd1 12.Nxc6



12...Qc8??±

The sacrifice confused things, with a psychological effect! Black survives after 12...Bb3! 13.axb3 Qb6=

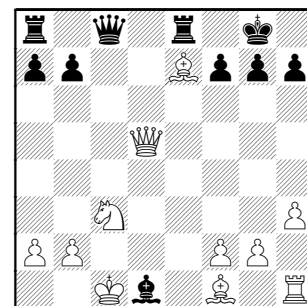
13.Nxe7! Bxe7 14.Bxd6



14...0-0+ -
14...Ba4 15.Bxe7 Kxe7 16.Qe4+

15.Bxe7
15.Kxd1? Rd8 16.Bd3 Rxd6+-

15...Re8



16.Bc4±

16.Bd3 Bb3 17.Qe4 f5 18.Qxf5 Qxf5
19.Bxf5 Rxe7 20.axb3 Rf8±

16...Bh5

Tal's Rook Sacrifices, Part 2

16...Rxe7 17.Rxd1

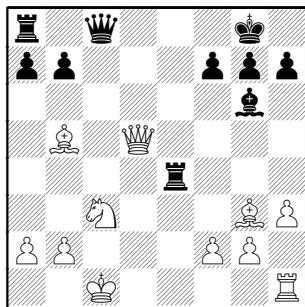
Not 17.Kxd1? Rd7-+ neither
17.Nxd1? Rd7 18.Qe4 b5-+

17...Qc7 18.Qd4±

17.Bh4

Worse yet is 17.Qxh5 Qxc4 18.Qh4
Qe6²

17...Bg6 18.Bb5 Re4 19.Bg3



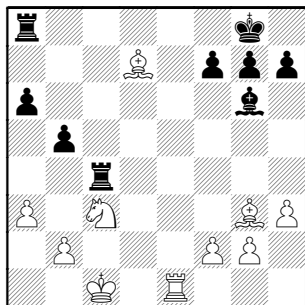
19...a6

19...Qe6 20.Qxe6
(20.Qxb7 Re1+ 21.Rxe1 Qxe1+
22.Nd1 Rd8μ)

20...Rxe6 21.Rd1 White wins

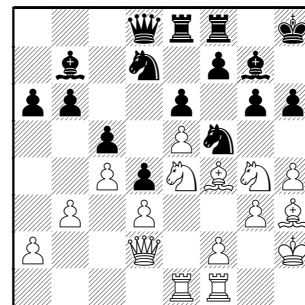
20.Bd7 Qc4 21.Qxc4±
21.Qxb7!? Rf8+ -

21...Rxc4 22.Re1 b5 23.a3



For those interested in this piece-
crazy ending, here's the remaining
moves:

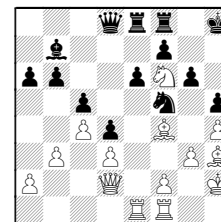
23...h5+ - [23...Rd8 24.Rd1±] **24.Be5**
Rd8 25.Rd1 Kh8 26.g4 f6 27.Bg3
Be8 28.Bxe8 Rxe8 29.gxh5 Kh7
[29...a5 30.Kc2+ -] **30.Rd5 Ree4**
[30...Re2 31.h4+ -] **31.Kd2** [31.Rd6
f5+ -] **31...Red4+ 32.Rxd4 Rxd4+**
33.Ke3 Rc4 34.Kd3 Rc5 35.Kd4
Rc4+ 36.Kd3= [1 36.Kd5+ -] **36...Rc5**
37.b4 Rxh5 38.h4 Kg6 39.Kd4 Rf5
[39...Kf5 40.Ne4+ -] **40.Ke4** White
gets the initiative **40...Rh5 41.Nd5 Kf7**
42.Nc7 Rh6 43.Kd5 [43.Nxa6 f5+
44.Kxf5 Rxa6μ] **43...g5 44.hxg5 fxg5**
45.Kc5 Ke7 46.Nd5+ Kd7 47.Nc7=
[1 47.Nb6+ Kd8 48.a4 bxa4
49.Nxa4+ -] **47...Rc6+±** [47...Ke7
48.Kd4 Kd7+ -] **48.Kd5 g4 49.Ke4**
Kc8+ - [49...Rxc7 50.Bxc7 Kxc7
51.Kf5+ -] **50.Kf5 Kb7 51.Kxg4** The
passed pawn on f2 quickly leads to
threats **51...Rc3 52.Ne6 Rxa3 53.Bc7**
Kc6 54.Ba5 Ra2 55.f4 Kd5 56.Ng5
Rg2+ 57.Kf5 Ra2 58.Kg6 Rxa5
[58...Rc2 59.f5 Ke5 60.f6+ -] **59.bxa5**
b4 60.f5 b3 61.Nf3 b2 62.Nd2 Kd4
63.f6 Kd3 64.Nb1 [64.Nb1 Kc2 65.f7
Kxb1 66.f8Q+ -] **1-0**



27...h5 28.Ng6 Bxe4±

28...Nxf6 29.exf6 Bxe4

But definitely not 29...Bxf6?? 30.Nxf6



30...e5 31.Bg5 White wins+ -

(Actually even after 31.Bxe5?! Rxe5
32.Rxe5 Qxf6 White is OK)

30.fxg7+ Nxg7 31.Rxe4 f6+ -

GAME 21.

Rodriguez,R -
Tal,M (2615)
Riga izt (17), 1979

[C00]

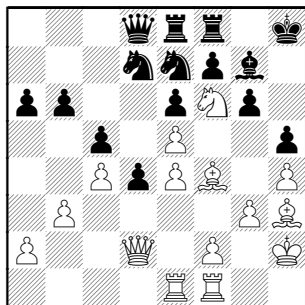
29.dxe4²

29.Nxe8!? Bxd3 30.Qxd3 Rxe8
31.a3²

29...Ne7

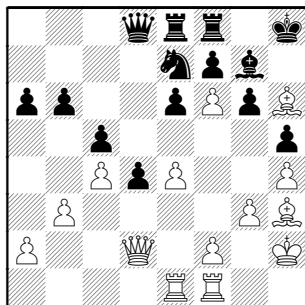
White has just lined-up another attack
to h6 with **27.Qd2** :

Tal's Rook Sacrifices, Part 2

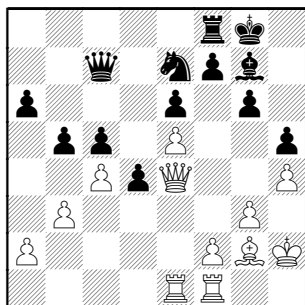


Instead of retreating to e7, Black could try the piece sac 29...Nxh4 30.gxh4 Nxf6 31.exf6 Bxf6 32.Bh6²

30.Bh6 Nxf6 31.exf6



Do you see the mate threat? 31...Bxf6 32.Bxf8 Rxf8 33.e5 Bg7 34.Bg2= [34.Qd3 Qd7²] 34...Qc7 35.Qf4 Kg8 36.Qe4 b5



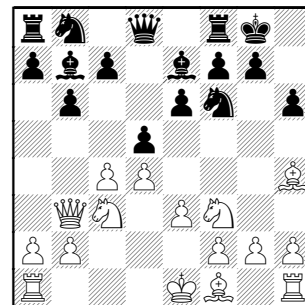
Black got Queenside lines and eventually was able to support the d-passer to win 37.Re2 bxc4 38.bxc4 Rb8 39.Rc1 Rb6 40.Qa8+ Kh7 41.Qe4 Rb4 42.Kg1 Nf5 43.Bh3 Nh6 44.f4 Qa5 45.Qd3 Ra4 46.Qd2 Rb4 47.Kg2 Qb6 48.Qd3 Bf8 49.Kg1 Qa5 50.a3 Rb8 51.Ra2= [51.Ree1 Rb2²] 51...Be7± [51...Qa4!? 52.Qd1 Qxd1+ 53.Rxd1 Rb3=] 52.Kh2² [52.Raa1 Rb2±] 52...Bd8 53.Rg1 Qa4 54.Qc2 Qxc2+ 55.Rxc2 Ba5 56.Rcc1 Rb2+ 57.Kh1 d3 [57...Nf5 58.Bxf5 gxf5 59.Rb1=] 58.Rb1 Rc2 59.Rbc1³ [59.Rgc1 Re2=] 59...Re2 60.Rb1 d2 61.Rgd1³ [61.Rb7!?=] 61...Bc3= [61...Nf5 62.Bxf5 gxf5 63.Kg1μ] 62.Rf1³ [62.Rg1 Nf5 63.Bxf5 exf5μ] 62...a5 63.Rb3 Re1 64.Rb1 Re2= [64...Ng4 65.Bxg4 hxg4 66.Kg2³] 65.Rb3 Bd4 66.Rd3μ [66.a4!?³] 66...a4 67.Rdf3 [67.g4 hxg4 68.Bg2 Nf5-+] 67...Ng4 Do you see the mate threat? 68.Bxg4 hxg4 [1 68...Re1 69.Rd3 Rxf1+ (69...hxg4?! 70.Kg2 Re2+ 71.Kh1-+) 70.Kg2 Rg1+ (70...hxg4? 71.Kxf1 Bc3 72.Ke2+-) 71.Kh2 hxg4 72.Rxd2 Ra1-+] 69.Rd3 Kh6 [69...Kh6 70.h5 gxh5-+ (<70...Kxh5 71.f5-+) ; 69...Kg7 70.h5-+] 0-1

GAME 22.

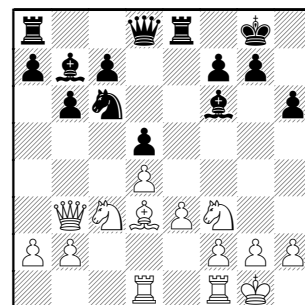
Polugaevsky, L (2620) -
Tal, M (2640)
Alma Ata cq (1), 1980

[D58]

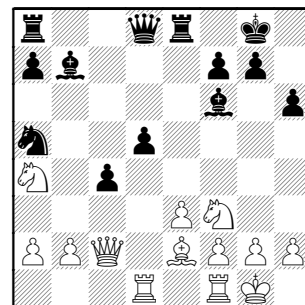
1.Nf3 Nf6 2.c4 e6 3.Nc3 d5 4.d4 Be7
5.Bg5 0-0 6.e3 h6 7.Bh4 b6 8.Qb3
Bb7



9.Bxf6= [9.Rc1 Nbd7²] 9...Bxf6 10.cxd5 exd5 11.Rd1 Re8 12.Bd3 Nc6² [12...c6!?=] 13.0-0=

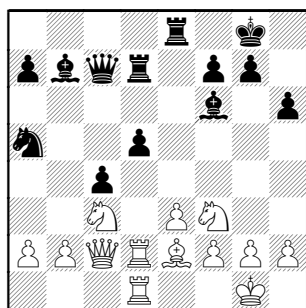


[13.Qxd5!? Bxd4 14.Qf5²] 13...Na5 14.Qc2 c5 15.dxc5 bxc5 16.Na4 c4 17.Be2

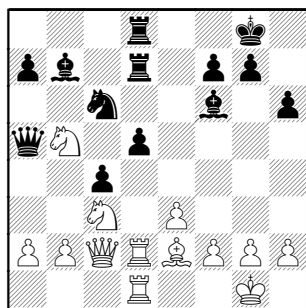


17...Qc7 18.Nc3 Rad8 19.Rd2 Rd7 20.Rfd1

Tal's Rook Sacrifices, Part 2

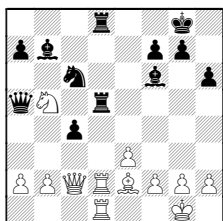


Increasing the pressure on the backward pawn **20...Red8 21.Nd4 Nc6 22.Ndb5 Qa5**

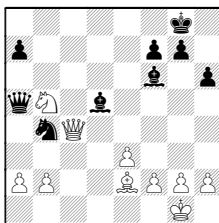


23.Bxc4

23.Nxd5 Rxd5!

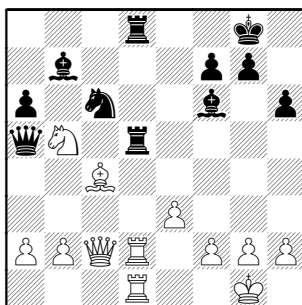


24.Rxd5 Rxd5 25.Rxd5 Nb4 26.Qxc4 Bxd5



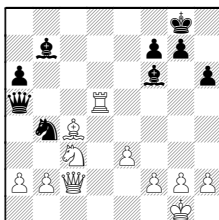
27.Qc8+ Qd8 28.Qxd8+ Bxd8 Black is better

23...a6 24.Nxd5 Rxd5



25.Rxd5 Rxd5 26.Bxd5

26.Rxd5 Nb4 27.Nc3



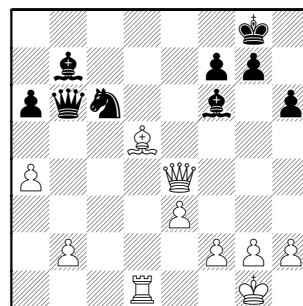
27...Bxd5

*Not 27...Nxc2?? 28.Rxa5 Bd8 29.Rc5+-
Or 27...Nxd5 28.Qe4 Kf8 29.Nxd5±*

26...Qxb5 27.a4! Qb6

27...Qxb2? 28.Qxb2! Bxb2 29.Rb1+-

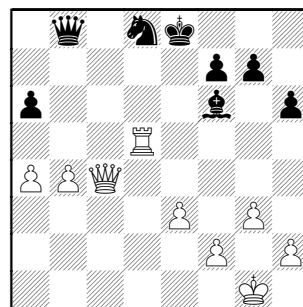
28.Qe4



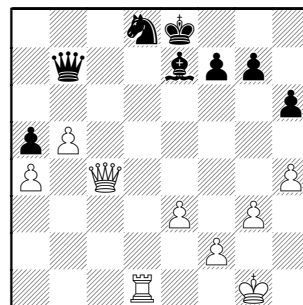
Do you see the mate threat?

28...Nd8 29.Bxb7 Nxb7 30.b4 Kf8

[30...Qc7 31.h3±] 31.Rd7 Nd8 32.g3 Qb8 33.Qc4 Ke8 34.Rd5



White intends b5 **34...Qb7 35.b5 a5 36.h4 Be7 37.Rd1**



Tal's Rook Sacrifices, Part 2

37...Ne6

37...Qf3 38.Qd5 Qg4 39.Rd4±

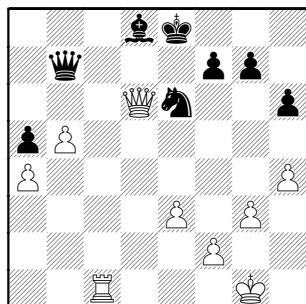
38.Qc3 Bb4 39.Qe5

39.Qc6+!? Qxc6 40.bxc6±

39...Be7 40.Rc1 Bf6

40...Ba3 41.Rc4±

41.Qd6 Bd8



42.Qa6

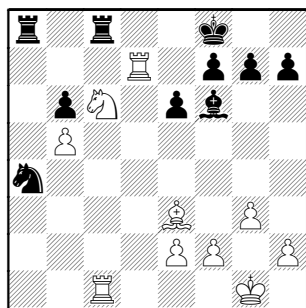
42.Qa6 Qxa6 43.bxa6+- **1-0**

GAME 23.

Tal,M (2640) -
Sturua,Z (2450)
SU, 1980

[E19]

A standard QID, after trades, White advanced b - Pawn with outpost c6:



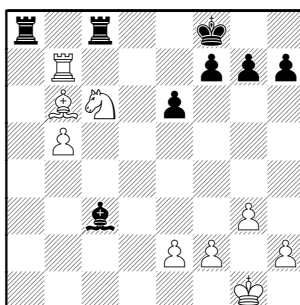
29.Rb7= Attacks the isolani on b6

[29.Kg2 Nc3=]

29...Nc3 30.Rxc3

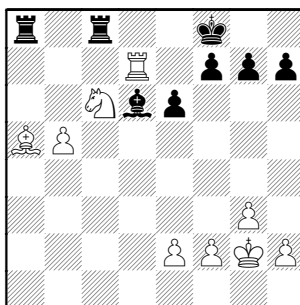
[30.Kf1 Nxb5 31.Bxb6 Nd6³]

30...Bxc3 31.Bxb6



31...Bf6 32.Ba5 Be7 33.Kg2 Bd6

34.Rd7



34...Ba3 35.Rd3 Be7 ½-½

GAME 24.

Bronstein,D (2520) -

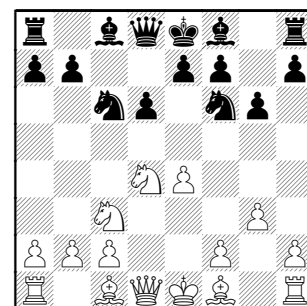
Tal,M (2640)

Tbilisi sim (5), 1982

[Fritz 5.00 (5s)]

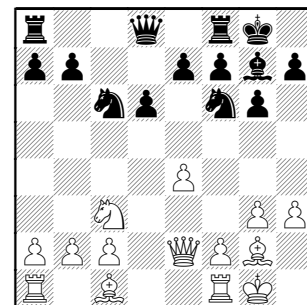
[B70]

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4
Nf6 5.Nc3 g6 6.g3 Nc6

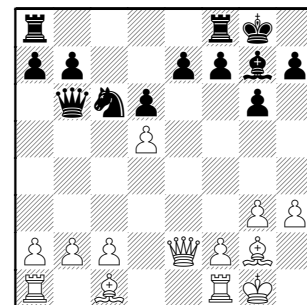


7.Nde2 Bg4 8.Bg2 Bg7 9.0-0 0-0

10.h3 Bxe2 11.Qxe2



11...Qb6N 12.Nd5 Nxd5 13.exd5

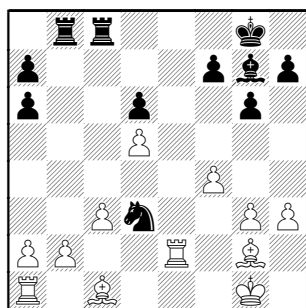


13...Ne5² [13...Nd4 14.Qd3=]

14.c3 Rfc8 15.Re1 Qa6±

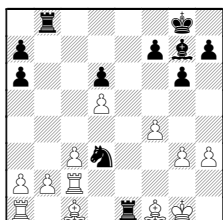
[15...e6 16.Bf4²] **16.Qxa6 bxa6 17.f4**
Nd3 18.Rxe7 Rab8 19.Re2

Tal's Rook Sacrifices, Part 2



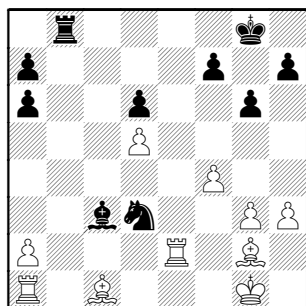
19...Rxc3??+-

Our hero misses a defensive resource,
so he should just continue with:
19...Re8 20.Rc2 Re1+ 21.Bf1



21...Nxc1 22.Raxc1 Rxc1 23.Rxc1
Rxb2=

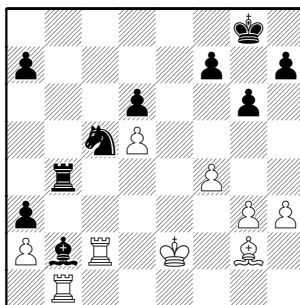
20.bxc3 Bxc3



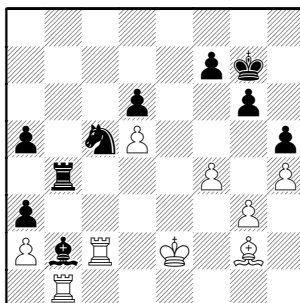
21.Bb2±

Apparently, the sac had its
psychological effect... simply winning is
21.Be4 !

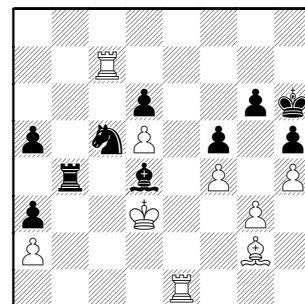
**21...Bxb2 22.Rd1 Nc5 23.Rc2 a5
24.Kf1 a4 25.Rb1 a3 26.Ke2 Rb4**



**27.Kd1² [27.Re1!±] 27...Kg7
28.Ke2= [28.Bh1 Na4²] 28...a5±
[¹ 28...Kg8!±] 29.h4= [¹ 29.Re1!±]
29...h5±**



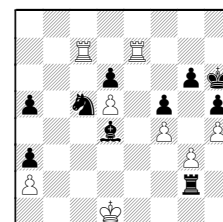
**33.Ke3³ [¹ 33.Rc6!±²] 33...Bd4+
34.Kd3 Nc5+**



**35.Kc2
35.Rxc5 Bxc5 36.Re2 Rb2µ**

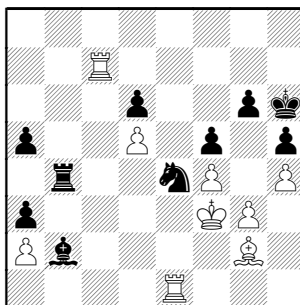
35...Rb2+ 36.Kd1 Bf6=

36...Rxb2 37.Ree7

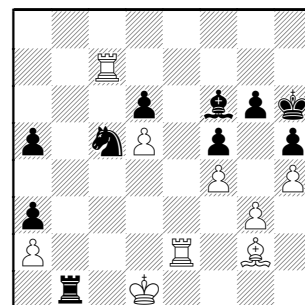


37...g5 38.hxg5+ Kg6=

[29...Na4!±] **30.Kf3= [¹ 30.Rd1!±]
30...Ne4 31.Re1 f5± [¹ 31...Nc3!±]
32.Rc7+ Kh6**



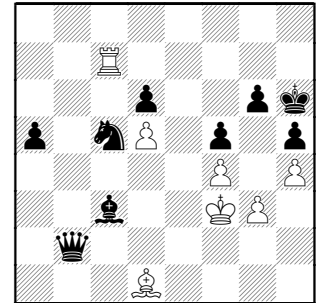
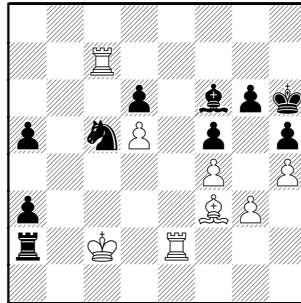
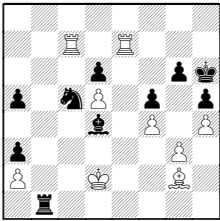
37.Re2 Rb1+



Tal's Rook Sacrifices, Part 2

38.Kc2??-+

Better is 38.Kd2 Bd4 39.Ree7

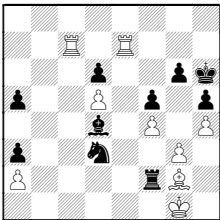


The passed pawn on a3 quickly leads to threats

45...Be1 46.Be2 Qc3+ 47.Kg2 Qxg3+ 48.Kh1

threatening mate 39...Rb2+ 40.Kc1

Black has the better of it after
40.Ke1 Nd3+ 41.Kf1 Rf2+ 42.Kg1



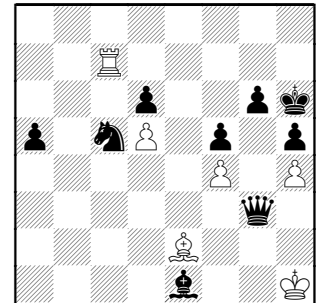
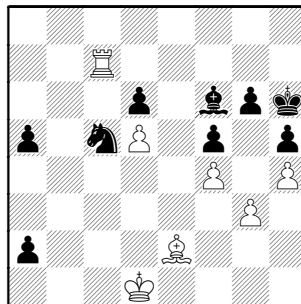
40.Kd1

40.Kb1 Ra1+ 41.Kc2 a2-+

40...Rxe2 41.Bxe2

41.Kxe2 a2 42.Rc6 a1Q 43.Rxc5 Qa2+ 44.Ke1 dxc5-+

41...a2



42...Re2+ (42...Rxa2+ 43.Kh2 g5=)
43.Kh2 Rxe7 44.Rxe7 Nc1

48...Ne4 49.Rh7+ Kxh7 50.Bxh5
Nf2# **0-1**

So, back to analysis after 40. Kc1:

40...Nd3+ 41.Kd1 Nf2+ 42.Kc1 Nd3+
43.Kd1 Nf2+ 44.Kc1 Nd3+=

In the game, Tal demonstrated the downside of 38. Kc2

38...Ra1! 39.Bf3 Rxa2+

WHITE RESIGNED

Threatening mate... how?

The finish might be:

42.Ke1 a1Q+ 43.Bd1 Bc3+ 44.Ke2 Qb2+ 45.Kf3

GAME 25.

Tal,M (2640) -

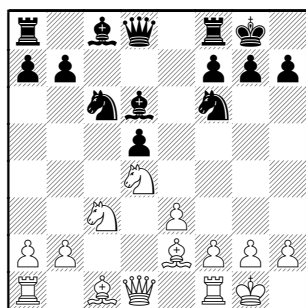
Agzamov,G

Sochi (10), 1984

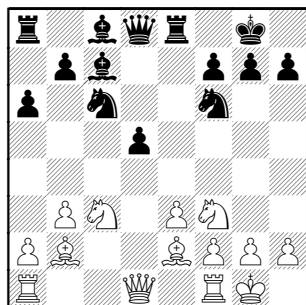
[D32]

1.c4 c5 2.Nf3 Nf6 3.Nc3 e6 4.e3 Nc6 5.d4 d5 6.cxd5 exd5 7.Be2 cxd4 8.Nxd4 Bd6 9.0-0 0-0

Tal's Rook Sacrifices, Part 2



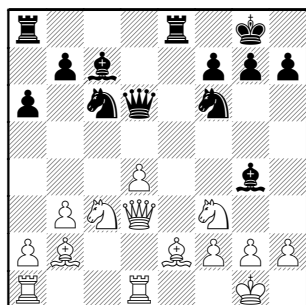
10.Nf3 Attacking the isolated pawn
10...a6 11.b3 Re8 12.Bb2 Bc7



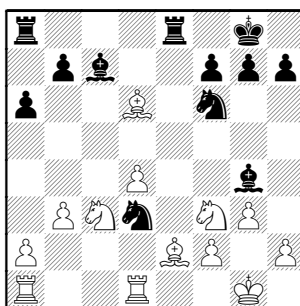
13.Qd3N Qd6 14.Rfd1 Increasing the pressure to d5 **14...d4²**

14...Nb4!? 15.Ba3 Nxd3 16.Bxd6 Bxd6 17.Rxd3 Be6=

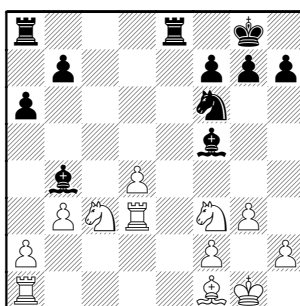
15.exd4 Bg4



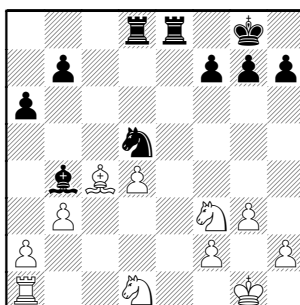
16.g3 Nb4 17.Ba3 Nxd3 18.Bxd6



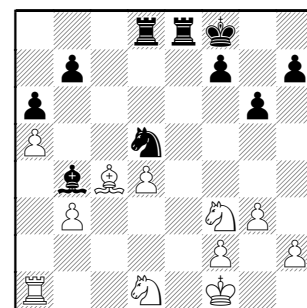
18...Bxd6 19.Rxd3 Bb4 20.Bf1 Bf5



21.Nd1 Bxd3 22.Bxd3 Nd5 23.Bc4 Rad8



24.a4 Kf8 25.Kf1 g6 26.a5



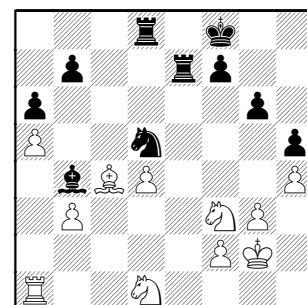
26...Re7

26...Ne7 27.Ra4 Bc5 28.dxc5 Rxd1+ 29.Kg2μ

27.h4

27.Ra4 Nc3 28.Rxb4 Nxd1μ

27...h5 28.Kg2



28...Kg7

28...Nf6 29.Ra4 Bd6 30.Ne3μ

29.Kf1

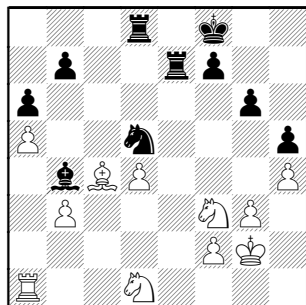
29.Ra4 Nc3 30.Rxb4 Nxd1μ

29...Kf8=

Maybe 29...Nf6!?μ

30.Kg2

Tal's Rook Sacrifices, Part 2



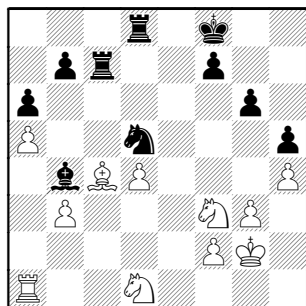
30...Kg7=

Another chance for 30...Nf6!?

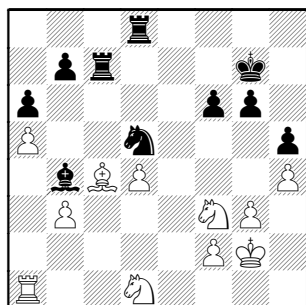
31.Kf1 Rc7

31...Nf6 32.Ra2μ

32.Kg2 Kf8

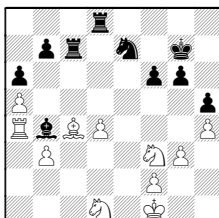


33.Kf1 [33.Ra4 Be7μ] 33...Kg7=
[¹ 33...Ne7μ] **34.Kg2 f6**



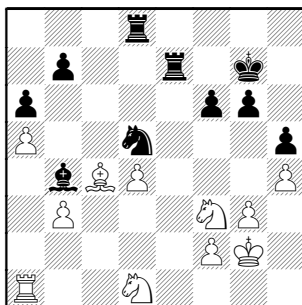
35.Kf1 [35.Ra4 Be7μ] 35...Re7

35...Ne7 36.Ra4



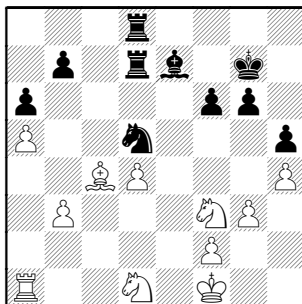
36...Bc5 37.dxc5 Rxd1+ 38.Ke2μ

36.Kg2



Instead 36.Ra4 Nc3 37.Rxb4 Nxd1μ

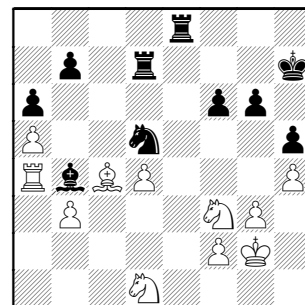
36...Rc7= [¹ 36...Nc7!?!μ] 37.Kf1
Rcd7 38.Ra4 Be7 39.Ra1



39...Bb4=

Better is 39...Bf8!?!μ

40.Ra4 Be7= [40...Bf8!?!μ] 41.Ra1
Bf8 42.Kg2 Kh7 43.Ra4 Re8 44.Ra1
Bb4 45.Ra4 Be7 46.Ra1 Bb4=
[¹ 46...Bd8!?!μ] **47.Ra4**



47...Bf8=

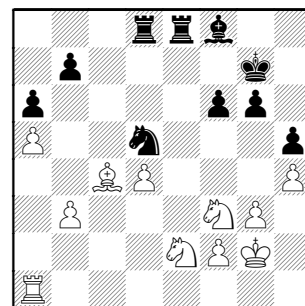
47...Nc3!?! 48.Rxb4 Nxd1³

48.Ra1 Nb4 49.Nc3 Kg7 50.Ra4
50.d5 Bd6μ

50...Rdd8

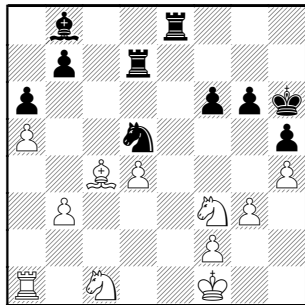
50...Bd6 51.Kh3μ

51.Ne2 Nd5 52.Ra1



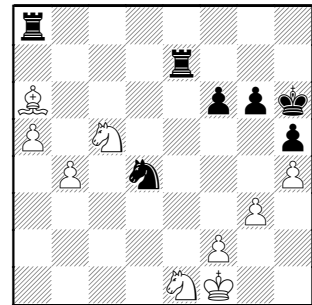
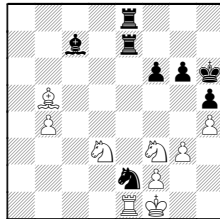
52...Kh6 53.Kf1 Rd7 54.Kg2 Be7
55.Kf1 Bd8 56.Ra4 Bc7 57.Ra1 Bb8
58.Nc1

Tal's Rook Sacrifices, Part 2



64.Bxa6 Bxe1

Worse is: 64...Bxa5 65.b4 Bc7 66.Bb5



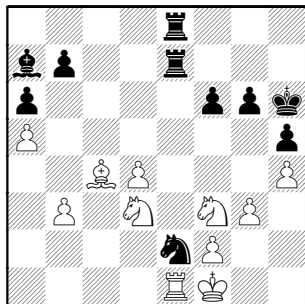
58...Nc3

58...Nb4 59.Ra4 Nc6 60.Ne2μ

59.Nd3 Ba7 60.Rc1 Ne2³

60...Ne4 61.d5μ

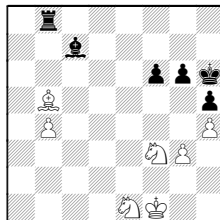
61.Re1 Rde7



66...Nxc3+ 67.fxc3 Rxe1+ 68.Nfxe1²

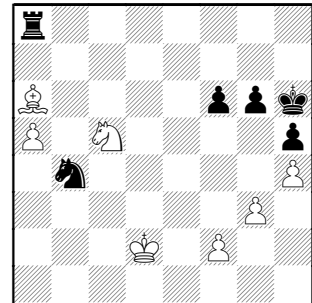
67...Rxe1+ 68.Kxe1 Nc2+ 69.Kd2
Nxb4

(Note the careless 68.Ndxe1?! Rb8

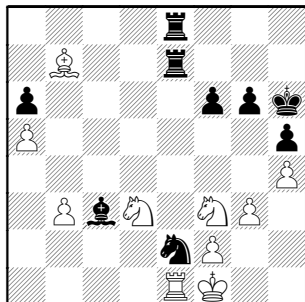


69. Bd7 Rxb4 is only equal)

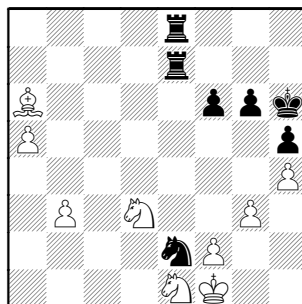
65.Nfxe1



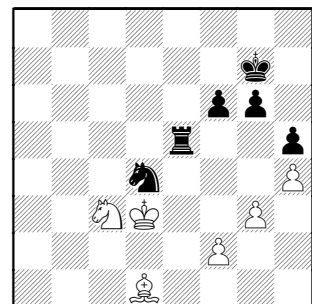
62.Bd5 [62.d5 Nc3³] 62...Bxd4
63.Bxb7 Bc3



70.Bc4 Rxa5 71.Ne4 Kg7 72.Be2
Nc6 73.Nc3 Nd4 74.Bd1 Re5
75.Kd3



65...Ra8 66.Nc5 Nd4 67.b4

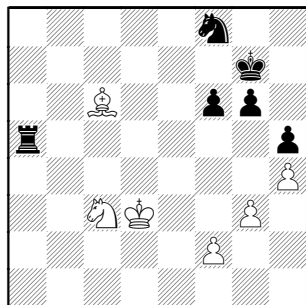


75...Ne6 76.Bf3 Ra5 77.Bd5 Nf8
78.Bc6

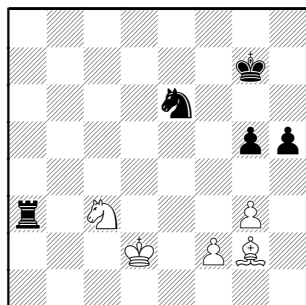
Tal's Rook Sacrifices, Part 2

BLACK WINS after either:

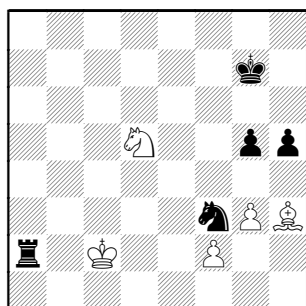
85...g4 86.Bf1 Rd2+



78...g5 79.hxg5 fxg5 80.Bg2 Ra3
81.Kd2 Ne6

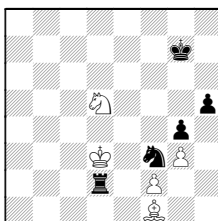


82.Nd5 [82.Nb5 Ra2+ 83.Ke3 Kf6-+]
82...Nd4 83.Bh3 [83.Nb4 h4-+]
83...Nf3+ 84.Kc2 Ra2+



85.Kd3 [85.Kc3 Rxf2 86.Bd7 Kf7-+]
85...g4

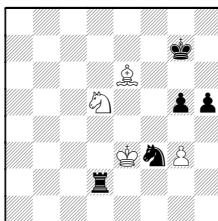
WHITE RESIGNED



87.Kc4 Rxf2-+

- Or -

85...Rxf2?! 86.Ke3 Rd2 87.Be6-+

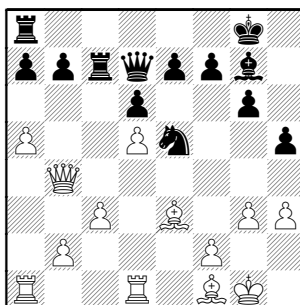


0-1

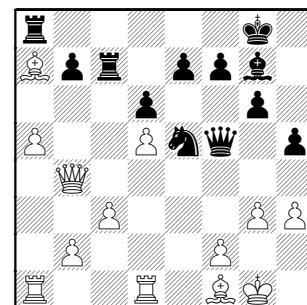
GAME 26.

Kudrin,S (2515) -
Tal,M (2640)
Titograd, 1984

[B70]



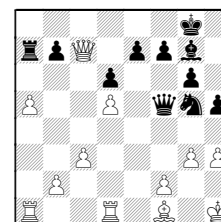
19...Qf5 [19...Nf3+ 20.Kh1=]
20.Bxa7



20...Rxa7 White is winning

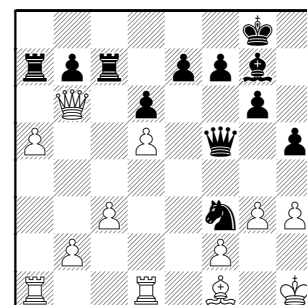
So maybe 20...Nf3+!? 21.Kh1 Ne1±

(Definitely not 21...Rxa7? 22.Qb6
Ng5 23.Qxc7



23...Qxf2 24.Bg2 White wins)

21.Qb6 Nf3+ 22.Kh1

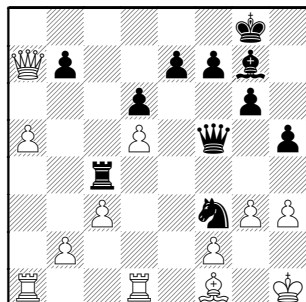


Tal's Rook Sacrifices, Part 2

22...Rc4?

22...Ng5 23.Qxc7 Qxf2+-

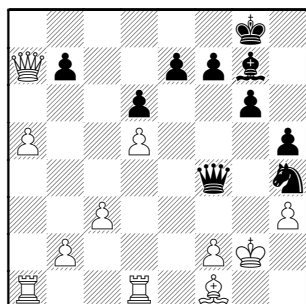
23.Qxa7



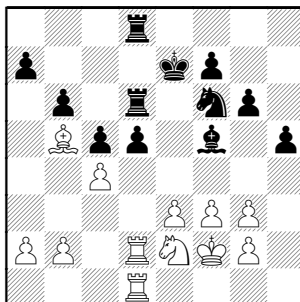
23...Rh4 [23...Qc8+ -] 24.gxh4 Qf4

Threatening mate... how?

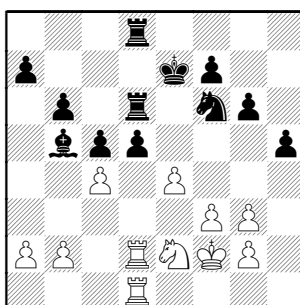
25.Kg2 Nxh4+



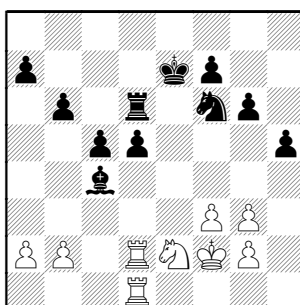
**26.Kg1 [26.Kh1 Nf3 mates] 26...Nf3+
27.Kg2 Nh4+ ½-½**



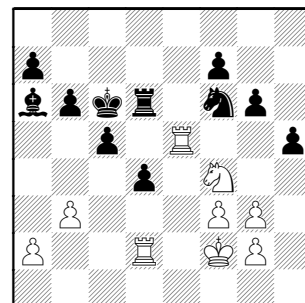
**27...Bd7 28.e4³ [28.Nf4 Bxb5 29.cxb5
d4=] 28...Bxb5**



29.e5 Bxc4 30.exd6+ Rxd6



31.b3 Ba6 32.Nf4 d5 seems the pivot of the position **32...d4 33.Re1+ Kd7 34.Re5 Kc6**

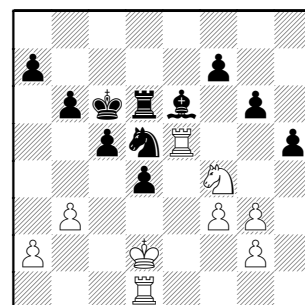


35.Rd1

35.Re7 Rd7
(35...g5 36.Nd3 Rd7? 37.Ne5+)

36.Re5

35...Bc8 36.Ke2 Be6 37.Kd2 Nd5



38.Nxd5μ

I would try to maintain a blockade with Nd3, and double Rs on the e-file, but Black's Ne3 is troublesome.

A couple tries from diagram:
38.Nxe6 Rxe6 39.Rxe6+ fxe6μ

Or after 38.Nd3 b5

GAME 27.

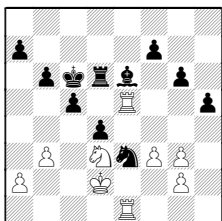
**Pribyl,J (2460) -
Tal,M (2640)**
Tallinn (3), 1985

[A46]

Black has obtained the standard material compensation for exchange. His extra Pawns are part of a majority, but it will take some work to get them moving.

Tal's Rook Sacrifices, Part 2

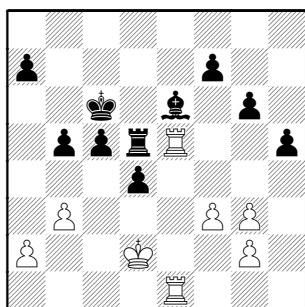
(Probably worse is 38...Ne3 39.Re1



39...f6 40.R5xe3 dxe3+ 41.Rxe3)

39.Nb2 Ne3 40.Rc1 Nxg2

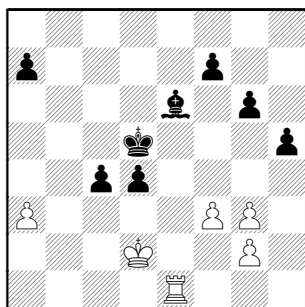
38...Rxd5 39.Rde1 b5



40.Rxd5+

If 40.R5e4 c4 41.bxc4 bxc4μ;
Or 40.Rxe6+ fxe6 41.Rxe6+ Rd6 isn't
any better

40...Kxd5 41.a3 c4 42.bxc4+ bxc4



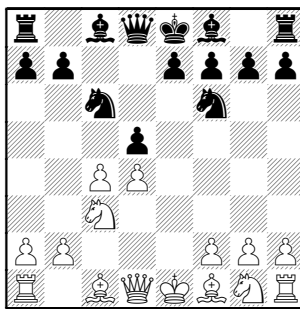
43.Rb1 [43.Kc2 c3+] 43...c3+ 44.Ke1
0-1

GAME 28.

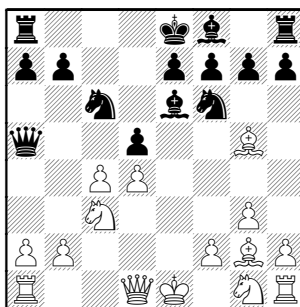
Tal,M (2640) -
Hodgson,J (2500)
Sochi (15), 1986

[B13]

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4
Nf6 5.Nc3 Nc6



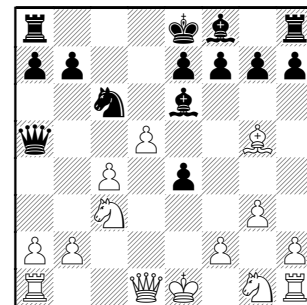
6.Bg5 Be6 7.g3 Qa5 8.Bg2



8...Ne4±

8...Qb6 9.Bxf6 exf6 10.cxd5 Qxb2+ -]

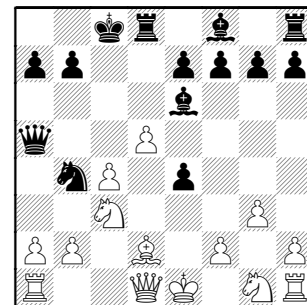
9.Bxe4 dxe4 10.d5



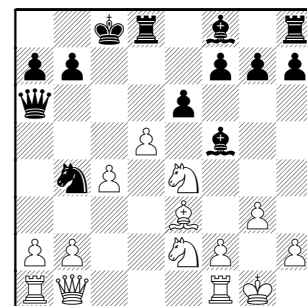
10...0-0-0+

10...Bc8 11.dxc6 bxc6 12.Bd2+-

11.Bd2 Nb4



12.Nxe4 Bf5 13.Qb1 Qb6 14.Ne2 e6
15.Be3= Qa6 16.0-0



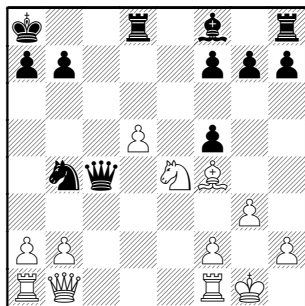
16...Kb8

[16...Qxc4?? 17.Rc1 exd5

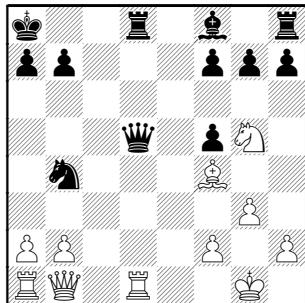
Tal's Rook Sacrifices, Part 2

18.Bxa7+-]

17.Nd4 Qxc4 18.Nxf5 exf5 19.Bf4+ Ka8

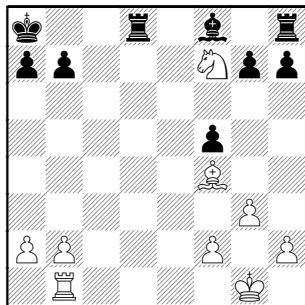


20.Ng5 Qxd5 21.Rd1

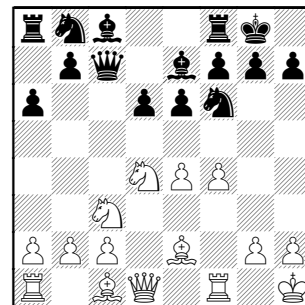
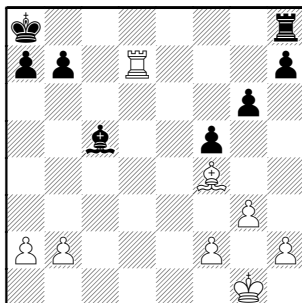
21...Nd3²

21...Qxd1+ 22.Qxd1 Rxd1+ 23.Rxd1=

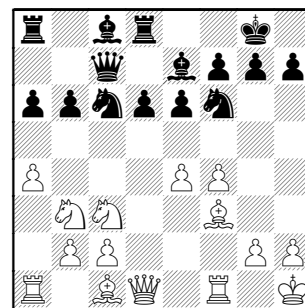
22.Rxd3 Qxd3 23.Nxf7 Qxb1+ 24.Rxb1



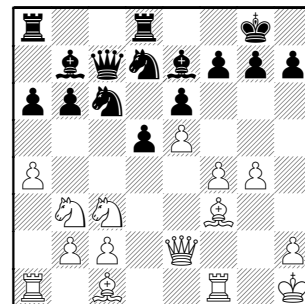
24...Bc5 25.Nxh8 Rxh8 26.Rd1 g6 27.Rd7



10.a4 Rd8 11.Bf3 Nc6 12.Nb3 b6



13.Qe2N Bb7 14.g4 d5 15.e5 Nd7

16.Be3³

16.Rd1 d4 17.Ne4 Rac8=

16...Ndxe5 17.fxe5 d4

and White was on his way to winning the ending 27...a6 28.Kf1 h6 [28...Rc8 29.h3²] 29.h4 Ka7 30.Bd2² [30.f3 Bb6±] 30...h5 31.b4 [31.a4 Re8²] 31...Bb6 32.Bg5 Rc8 33.a4 a5 34.bxa5 Bxa5 35.Rd6 Rc6 36.Rxc6 bxc6 37.Ke2 Ka6 38.Kd3³ [38.Be7 Bb6 39.Bb4 f4=] 38...Bb6 39.Be3 Bc7 [39...Bxe3 40.fxe3 Ka5 41.Kc3³] 40.Kc4 Bd6 41.Bd2 Kb6 42.Bb4 Bb8 43.Bd2 Bd6 44.Bf4³ [44.a5+!? Ka6 45.Bb4=] 44...Ba3= [44...Bxf4 45.gxf4 Ka6 46.Kc5+-] 45.Bg5 Ka5 46.Kb3 Bc5 47.Be3 Bd6 48.Bd2+ Ka6 49.Bb4 Bb8 50.Kc4 Kb6 51.f4 Ka6 52.Kc5 Kb7 53.Be1 Bc7 54.a5 [54.a5 Bb8 55.a6+ Kxa6 56.Kxc6+-] 1-0

GAME 29.

Arnason, J (2545) -

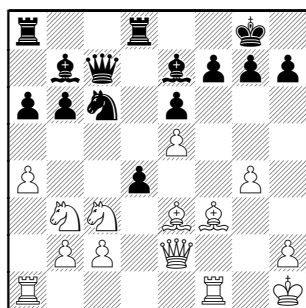
Tal, M (2605)

[B85]

Yurmala, 1987

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.f4 e6 7.Be2 Be7 8.0-0 0-0 9.Kh1 Qc7

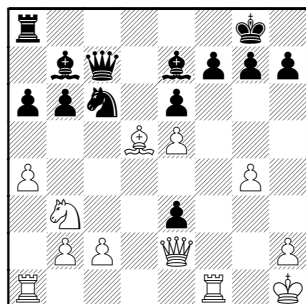
Tal's Rook Sacrifices, Part 2



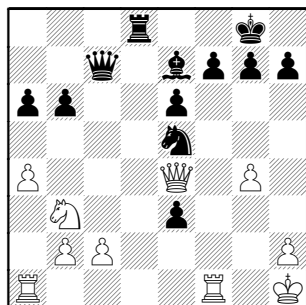
18.Nd5

18.Nxd4 Nxd4 19.Bxd4 Rxd4³

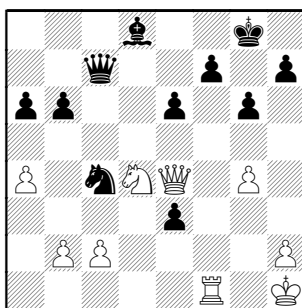
18...Rxd5 19.Bxd5 dxe3



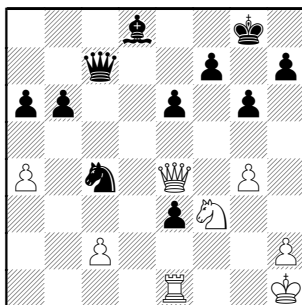
20.Be4 Nxe5 21.Qg2 Bxe4 22.Qxe4 Rd8



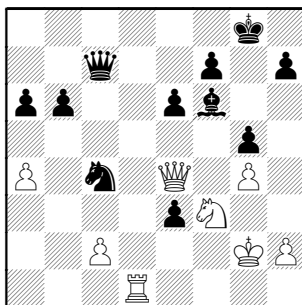
23.Rad1 g6³ [23...Rc8 24.Nc1]
24.Rxd8+ Bxd8 25.Nd4 Nc4



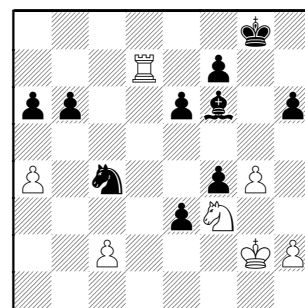
26.Rd1+ [26.Re1!? Nxb2 27.Rxe3]
26...Nxb2 27.Re1 Nc4 28.Nf3



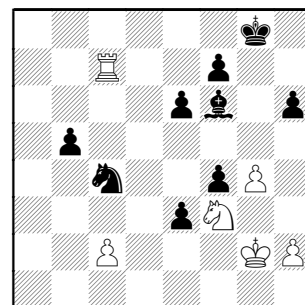
28...Bf6 29.Rd1 g5 30.Kg2



30...Qf4 31.Qxf4 31...gxf4 32.Rd7 h6

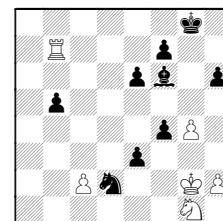


33.Rc7 [33.Ng1 a5] 33...b5
 [¹ 33...Nb2!?-+] **34.axb5 [34.Rc6 Nd2 35.Rxa6 e2-+] 34...axb5**



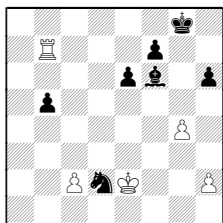
35.Rc5-+ White intends g5

After the lengthy 35.Ng1 Nd2 36.Rb7

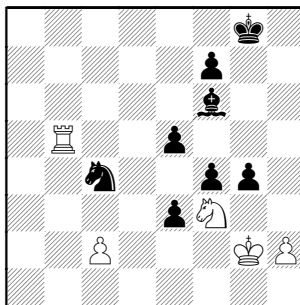


36...e2 37.Nxe2 f3+ 38.Kf2 fxe2
 39.Kxe2

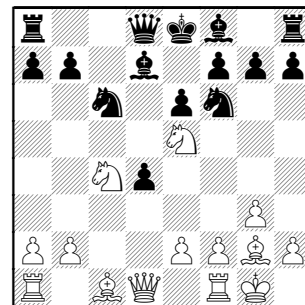
Tal's Rook Sacrifices, Part 2



39...Ne4 Black still wins

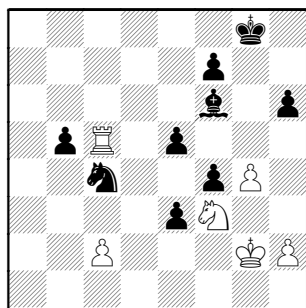


38.Rb8+ [38.Ne1 e4 39.Kh1 f3-+]
38...Kg7 39.Ne1 Bh4 40.Rc8

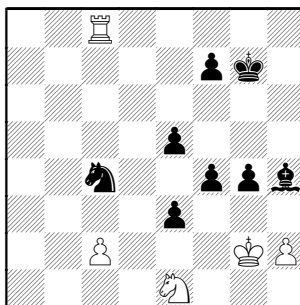


9...Bc5 10.Qb3 0-0 11.Bf4 Qc8
12.Rfd1 Rd8 13.Rac1 Nd5

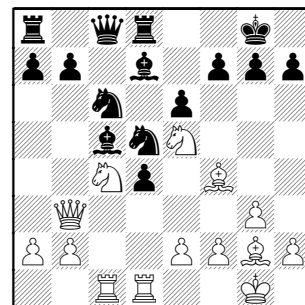
35...e5



36.g5 [1 36.Rxb5 e4 37.Ng1-+]
36...hgx5

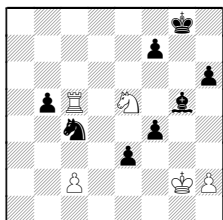


40...Nd2 [40...Nd2 41.Kh1 Bxe1-+]
0-1



14.Nxf7 Kxf7 15.Ne5+

Not as strong as 36...Bxg5?! 37.Nxe5

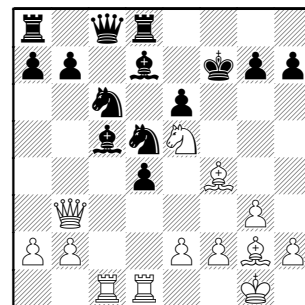


37...Bh4 38.Kf3 Nd2+ 39.Ke2

GAME 30.

Tal,M (2615) -
Sokolov,A (2595)
Brussels SWIFT, 1988

[E04]

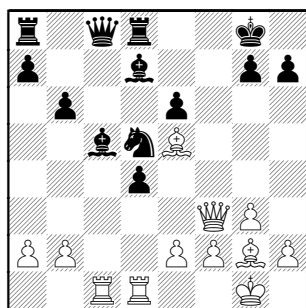


15...Nxe5 16.Bxe5 b6 17.Qf3+ Kg8

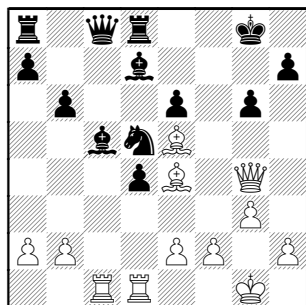
37.Rxb5 g4

1.d4 Nf6 2.c4 e6 3.g3 d5 4.Bg2 dxc4
5.Nf3 c5 6.0-0 Nc6 7.Ne5 Bd7 8.Na3
cxd4 9.Naxc4

Tal's Rook Sacrifices, Part 2

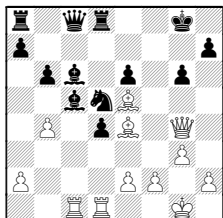


18.Qg4 d4 seems the pivot of the position **18...g6 19 Be4**

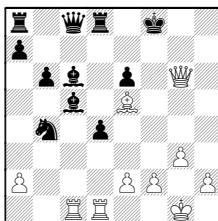


19...Be8

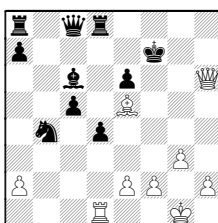
Maybe break the diagonal pressure with 19...Bc6 20.b4



20...Nxb4 21.Bxg6 hxg6 22.Qxg6+ Kf8

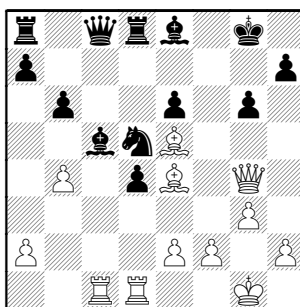


23.Rxc5 bxc5 24.Qh6+ (24.Qg7+) 24...Kf7

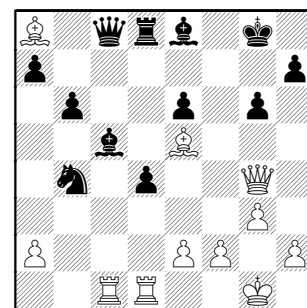


25.Qh7+ Ke8 26.Qg8+ Kd7 27.Qg7+ ½-½ Olafsson,H - Dokhoian,Y/Erevan 1988/CBM 08

20.b4

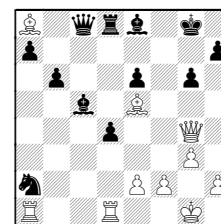


20...Nxb4 21.Bxa8



21...Qxa8?+-

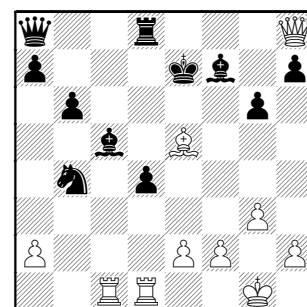
A bit of fight after 21...Nxa2 22.Ra1



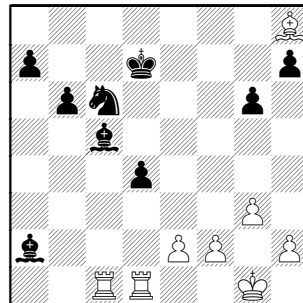
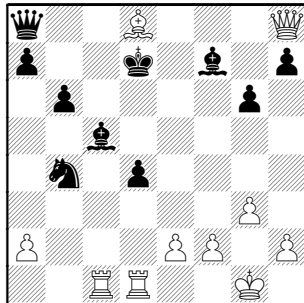
22...Ba4±

(But not 22...Qxa8? 23.Qxe6+ Kf8 24.Qf6+ Bf7 25.Rxa2+-)

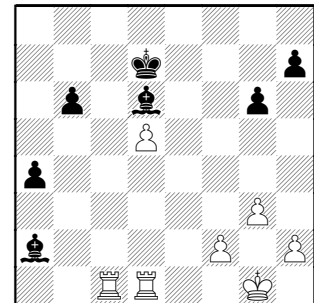
22.Qxe6+ Bf7 23.Qf6 Do you see the mate threat? **23...Kf8 24.Qh8+ Ke7**



25.Bf6+ Kd7 26.Bxd8

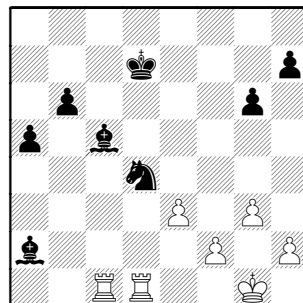


29.e3 a5 30.Bxd4 Nxd4

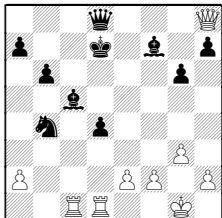


33.Rc6 [33.Rd2 Bb3+ -] 33...Bc5
34.Rc1 [34. h3! ?]

26...Nc6??+-



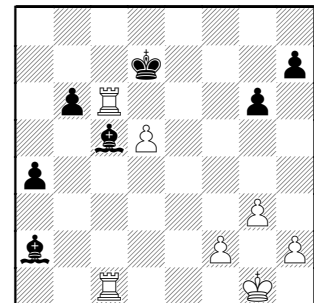
Black is also busted after 26...Qxd8



31.exd4

31.Rxd4+ Bxd4 32.exd4 Kd6²

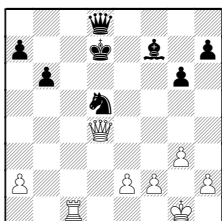
31...Bd6 32.d5



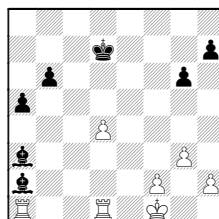
34...Bd4?+-

Better 34...Bxd5 35.R6xc5 bxc5
36.Rxc5 Kd6±

27.Rxd4+! Bxd4 28.Qxd4+ Nd5+-



32.Kf1 Ba3 33.Ra1



33...Bc4+ 34.Kg2 Bb2+-

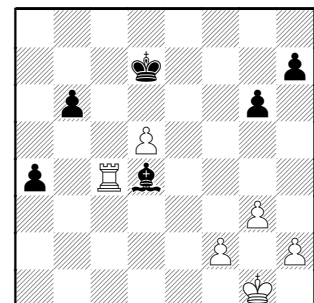
32...a4

27.Bf6 Qxh8 28.Bxh8 Bxa2

35.R6c4

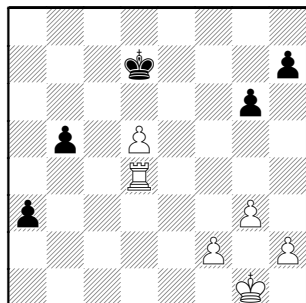
35.R6c2!? Bb3 36.Rd2 Bc5+-

35...Bxc4 36.Rxc4



Tal's Rook Sacrifices, Part 2

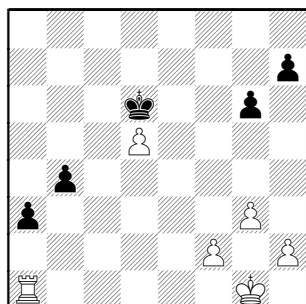
36...b5?+ - [1 36...Bf6 37.Rxa4 Kd6±]
37.Rxd4 a3



38.Rd1

38.Rh4 h5 39.Rf4 Kd6 40.Rf6+ Kxd5
 41.Rxg6 Kc4+ -

38...b4 39.Ra1 Kd6

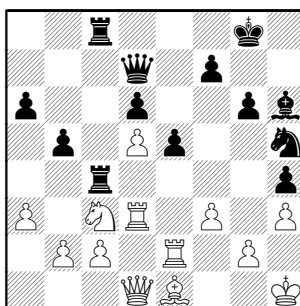


40.Kf1 Kxd5 41.Ke2
 [41.Ke2 Kc4 42.Kd2+ -] **1-0**

GAME 31.

Rodriguez,D -
 Tal,M (2615)
 Saint John II, 1988

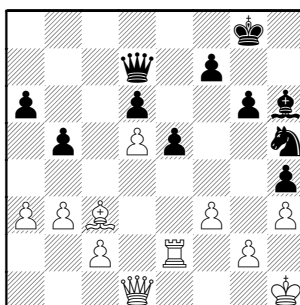
[B53]



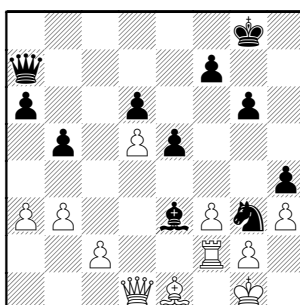
38.b3³

38.Re4 Nf4 39.Rde3 f5 40.Rxc4
 Rxc4μ

38...Rxc3= [38...R4c7 39.a4+]
39.Rxc3 Rxc3 40.Bxc3

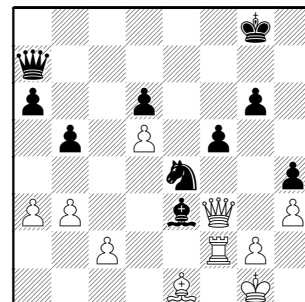


40...Ng3+ 41.Kg1 Qa7+ 42.Rf2 Be3
43.Be1



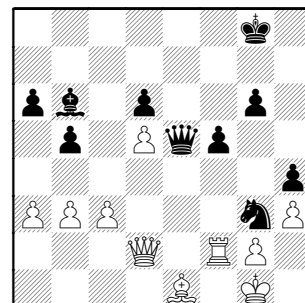
43...e4²
 43...Qc5 44.b4 Qc4 45.Qd3=

44.fxe4 Nxe4 45.Qf3 f5



46.Kf1 Ng3+ 47.Kg1 Qd4 48.c3 Qe5
 Black is in command

49.Qd1 Bb6 50.Qd2



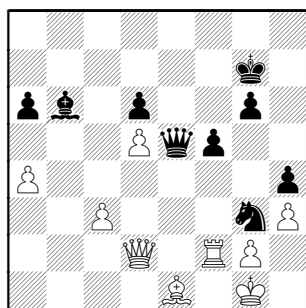
50...Kg7³

Black has better with 50...Ne4!?
 51.Qd1 Nxc3 52.Bxc3 Qxc3+

51.a4μ [51.c4!?³]

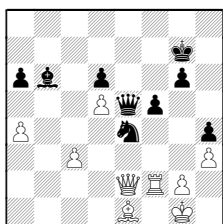
51...bxa4 52.bxa4

Tal's Rook Sacrifices, Part 2



52...Kf6³

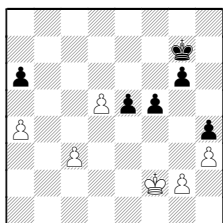
Stronger is 52...Ne4!? 53.Qe2



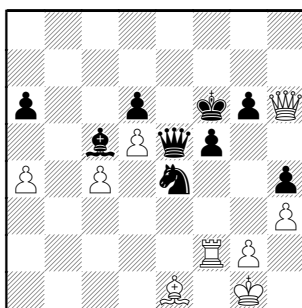
53...Kh7μ

(Being greedy blows it!

53...Nxf2 54.Qxe5+ dxe5 55.Bxf2 Bxf2+ 56.Kxf2±

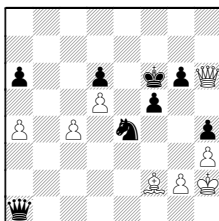


55.c4 Ne4 54.Qc1 Bc5 55.Qh6



[1 55.a5-+] 55...Nxf2 Threatening mate... how?

Use the right piece! After 55...Bxf2+?! 56.Bxf2 Qa1+ 57.Kh2

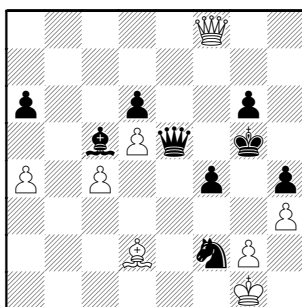


57...Qe5+

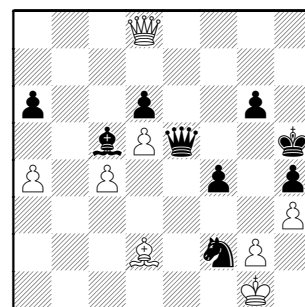
57...Nxf2?? 58.Qh8+ Kg5 59.Qxa1

58.Kg1 Qa1+ 59.Kh2 Qe5+ 60.Kg1=

56.Qf8+ [56.Qxh4+?? Kg7 57.Kf1 Nd1-+] 56...Kg5 57.Bd2+ f4



The mate threat is Ng4 58.Qd8+ [58.Kf1 Ne4 59.Qd8+ Nf6-+] 58...Kh5



59.Qd7??

59.Kf1 Qd4 60.Qe7 Qxd2 61.Qh7+ Kg5 62.Qe7+ Kh6 63.Qxh4+ Kg7 64.Qe7+ Kh8 65.Qe8+ Kh7 66.Qe7+ Kg8 67.Qe8+ Kg7 68.Qe7+ Kh6 69.Qh4+ Kg7 70.Qe7+=

59...Qa1+

59...Qa1+ 60.Be1 Qxe1+ 61.Kh2 Qh1#

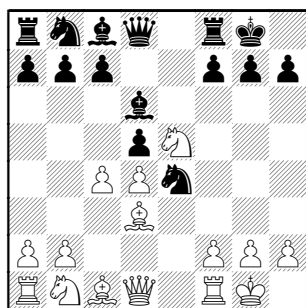
0-1

GAME 32.

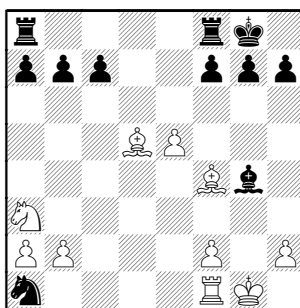
Tal,M (2615) - Yusupov,A (2620) [C43]
Saint John blitz (3), 1988

1.e4 e5 2.Nf3 Nf6 3.d4 Nxe4 4.Bd3 d5 5.Nxe5 Bd6 6.0-0 0-0 7.c4

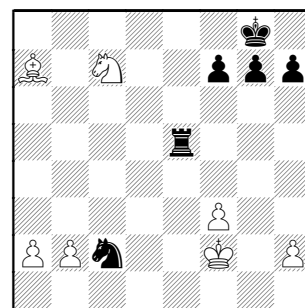
Tal's Rook Sacrifices, Part 2



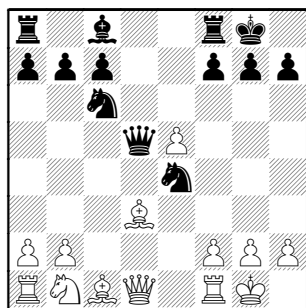
7...Bxe5 8.dxe5 Nc6 9.cxd5 Qxd5



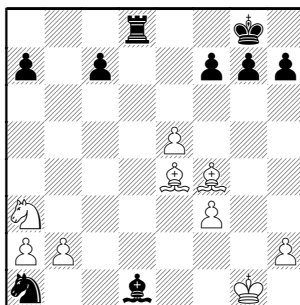
15...Rad8 16.Bxb7 Rd1 17.Rxd1
Bxd1 18.Be4 Rd8 19.f3



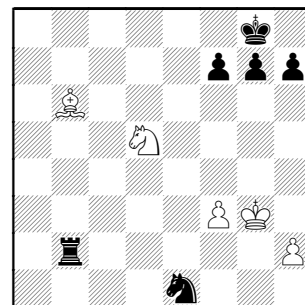
26...Ra5 27.Bb6 Rxa2 28.Nd5 Rxb2
29.Kg3 Ne1



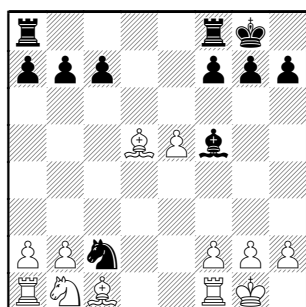
Black creates threats along the open
d-file 10.Qc2 Nb4 11.Bxe4 Nxc2
12.Bxd5 Bf5



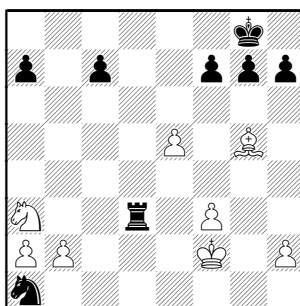
19...Be2μ [19...Rb8 20.Bc1-+]
20.Bg5-+ [20.Kf2 Ba6μ] 20...Rd1+
21.Kf2 Bd3 22.Bxd3 Rxd3



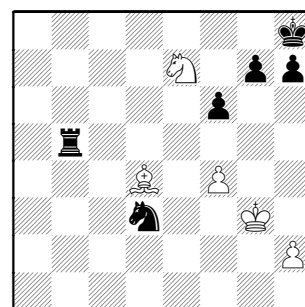
The material difference hardly
matters. In fact, White apparently
won on time move 39.



13.g4 Bxg4 14.Na3N Nxa1 15.Bf4

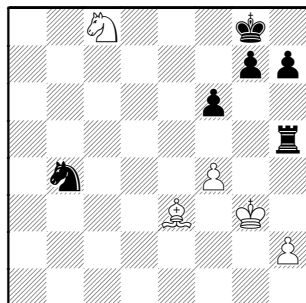


23.Nb5 Rd5 Black gets a strong
initiative 24.Nxc7 Rxe5 25.Be3 Nc2
26.Bxa7



30.Ne7+ [30.Be3 Rg2+ 31.Kh3 h6-+]
30...Kh8 [30...Kf8 31.Ba5-+] 31.Bf2
Nd3 32.Bd4 Rb5 33.f4 f6

34.Kf3 Nb4 35.Nc8 Kg8 36.Be3 Rh5
37.Kg3



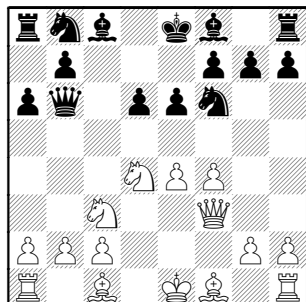
37...Nd5 38.Bd2 g6 39.Nd6
[39.Nd6 Kf8 40.Ne4+] 1-0

GAME 33.

Tal,M (2615) -
Zaichik,G (2500)
Tbilisi (1), 1988

[B82]

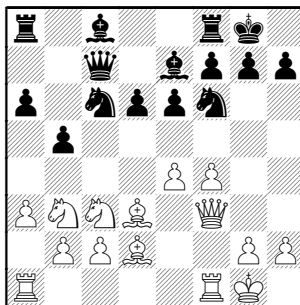
1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4
Nf6 5.Nc3 e6 6.f4 a6 7.Qf3 Qb6



8.a3 Nc6

8...Qxd4?? 9.Be3 traps Queen

9.Nb3 Qc7 10.Bd3 Be7N 11.Bd2 0-0
12.0-0 b5

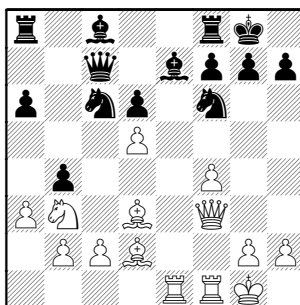


13.Rae1 [13.Rfd1 Bb7²]

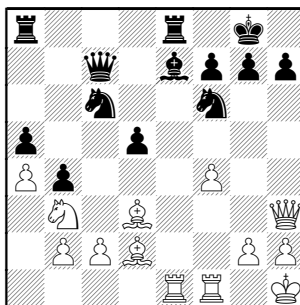
13...b4 14.Nd5μ

Better is 14.axb4!? Nxb4 15.Re3=

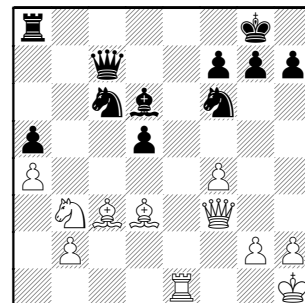
14...exd5 15.exd5



15...Bg4 16.Qg3 Nxd5± [16...Qb6+
17.Be3 Qc7 18.dxc6 bxa3 19.bxa3
Qxc6±] 17.Qxg4 Nf6 18.Qh3 d5
19.a4 Rfe8 20.Kh1 a5



21.Qf3 Bd6 22.c4 bxc3 23.Bxc3
Rxe1 24.Rxe1



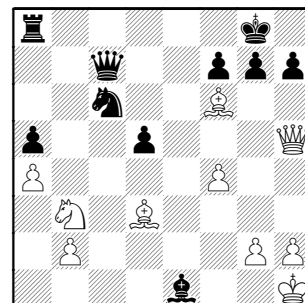
24...Bb4

Less accurate is 24...Bxf4 25.Bxf6
gxf6 26.Qxd5+-

25.Bxf6μ

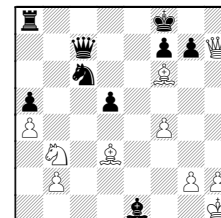
How about 25.Re2!? Bxc3 26.bxc3²

25...Bxe1 26.Qh5



Mate threatens! 26...gxf6

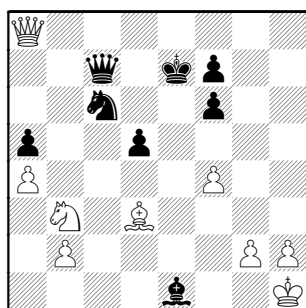
After 26...Kf8 27.Qxh7!



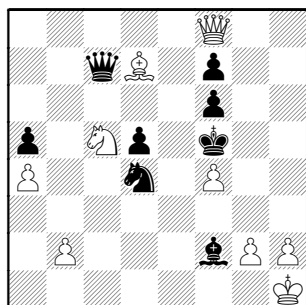
Tal's Rook Sacrifices, Part 2

27...gxf6 28.Qh8+ Ke7 29.Qxa8±

27.Qxh7+ Kf8 28.Qh8+ Ke7 29.Qxa8

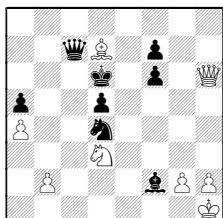


29...Bf2 30.Bb5 Nd4 31.Qe8+ Kd6
32.Qf8+ Ke6 33.Nc5+ Kf5 34.Bd7+



34...Ne6

34...Kxf4?? 35.Qh6+ Ke5 36.Nd3+ Kd6

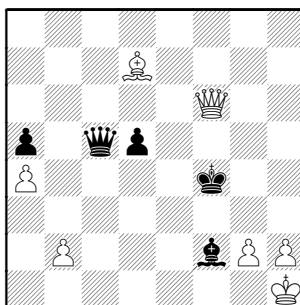


37.Bg4+-

At this point, alternatives are no better
(37.Nxf2?! Kxd7 38.Ng4 Qc2
39.Nxf6+ Kc6=

37.Qxf6+ Kxd7 38.Qxf2 Ne6+-

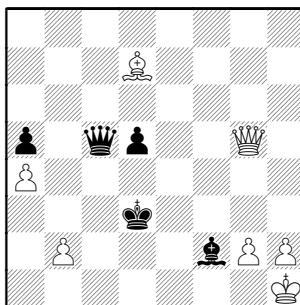
35.Qxf7 Qxc5 Do you see the mate threat? 36.Qxe6+ Kxf4 37.Qxf6+



The passed pawn on g2 will become decisive

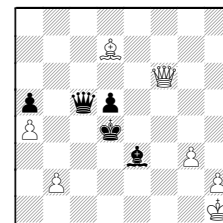
37...Ke3 38.Qg5+
38.Qf3+ Kd2 39.g3 Be3+-

38...Kd3



39.Be6

39.g3 Be3 40.Qf5+ Kd4 41.Qf6+
Diagram

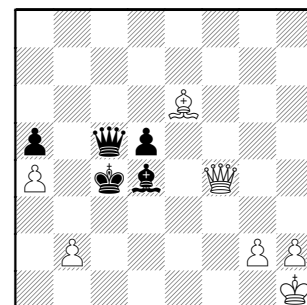


41...Kd3 42.Bf5+ Kd2+-

39...Kc4

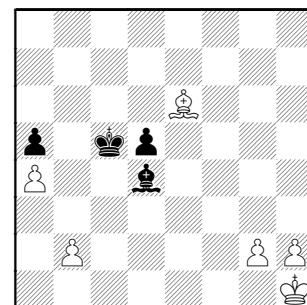
39...Be3 40.Qf5+ Kd4 41.Qf6+
Kd3+-

40.Qf4+ [40.Qd2!? Bd4+-] 40...Bd4



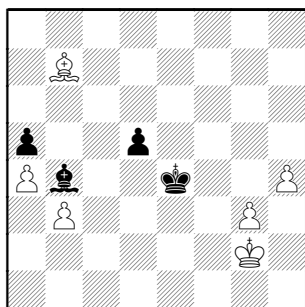
[40...Qd4 41.Qc1+ Kd3 42.Qd1+ Ke3
43.Qf3+ Kd2 44.g4+-]

41.Qc1+ [41.h4!? Kb3+-] 41...Kb4
Threatening mate: Qxc1 42.Qxc5±
[42.Qd1!?+-] 42...Kxc5

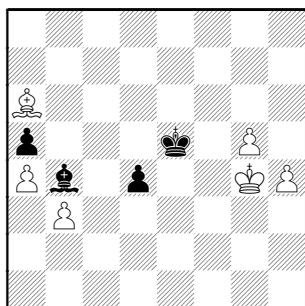


Tal's Rook Sacrifices, Part 2

43.b3 Kd6 44.Bc8 Ke5 45.g3 Ke4
[45...Bc5 46.g4±] 46.Kg2 Bc5 47.Bb7
Bb4 48.h4

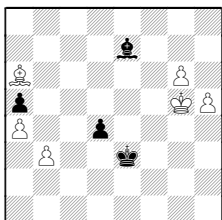


48...Bc3 49.Kh3 Be1 [49...Ke5
50.Kg4±] 50.g4 Ke5 51.g5 d4 52.Ba6
Bb4 53.Kg4



53...Ke4 54.g6 Bf8 55.Kg5

The finish is Ke3 56.h5 Be7+

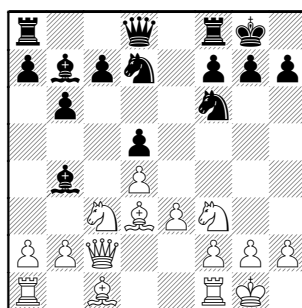


57.Kh6 Bf8+ 58.Kh7+- 1-0

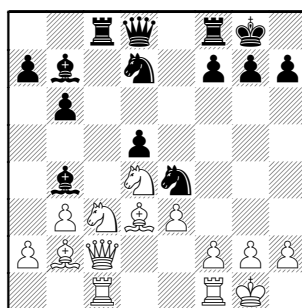
GAME 34.

Beliavsky,A (2620) -
Tal,M (2585) [E52]
 Aker Brygge (4), 1989

1.d4 e6 2.c4 Nf6 3.Nc3 Bb4 4.e3 0-0
5.Bd3 d5 6.Nf3 b6 7.0-0 Bb7 8.cxd5
exd5 9.Qc2 Nbd7

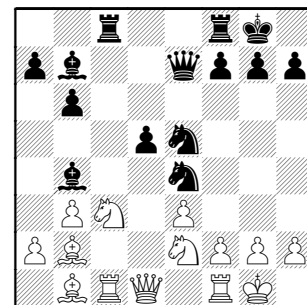


10.b3N c5 11.Bb2 Rc8 12.Rac1 cxd4
13.Nxd4 Ne4

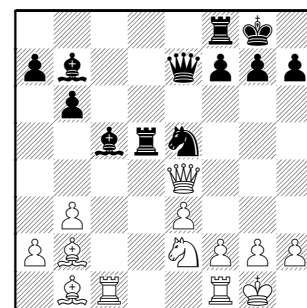


14.Nde2
 [14.Ndb5 Qh4²]

14...Ne5 15.Qd1 Qe7 16.Bb1

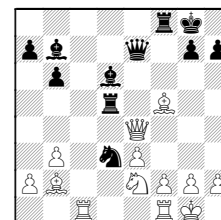


Attacking the isolated pawn on d5
16...Rcd8² [16...Ng4!?=] 17.Qd4
Bc5 18.Nxd5 Rxd5 19.Qxe4



Threatening mate: Qxh7 **19...f5**
20.Qf4 Bd6 21.Bxe5

21.Bxf5 Nd3 22.Qe4

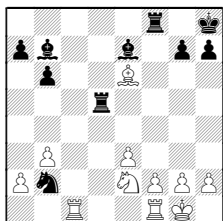


22...Rxf5

22...Nxb2? 23.Qxe7 Bxe7 24.Be6+

Tal's Rook Sacrifices, Part 2

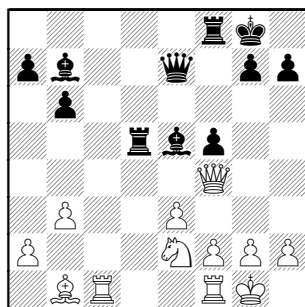
Kh8



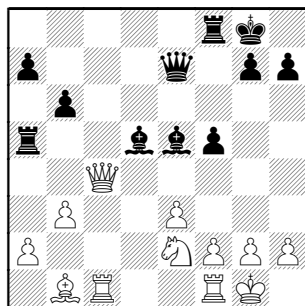
25.Rc7±)

23.Qxe7 Bxe7μ

21...Bxe5



22.Qa4 Ra5 23.Qc4+ Bd5 24.Qd3 Be4
25.Qc4+ Bd5

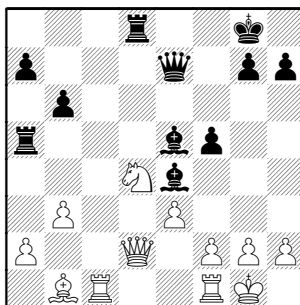


26.Qd3

26.Qc2 Be4 27.Qd1 Bxb1 28.Rxb1

Rd8=

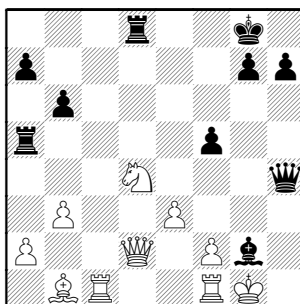
26...Be4 27.Qd2 Rd8 28.Nd4



28...Bxh2+??+-

28...Bxg2 29.Kxg2 Qg5+ 30.Kh1
Rxd4+-

29.Kxh2 Qh4+ 30.Kg1 Bxg2

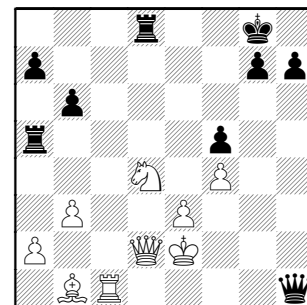


Threatening mate... how?

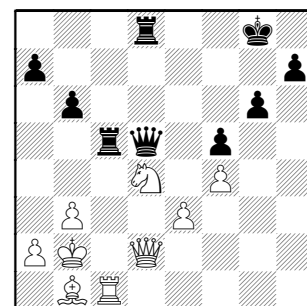
31.f4μ

A better defense is 31.Kxg2!? Qg4+
32.Kh1 Qh5+ 33.Kg1 Qg4+ 34.Kh2
Qh4+ 35.Kg2 Qg4+ 36.Kh1 Qh4+
37.Kg2=

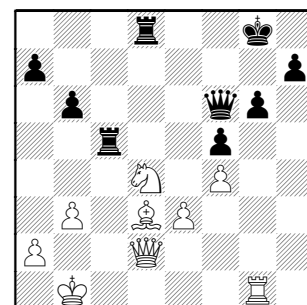
31...Bxf1 32.Kxf1 Qh1+ 33.Ke2



33...Qg2+² [33...Qh5+ 34.Ke1=]
34.Kd3 Qd5 35.Kc3 Rc5+ 36.Kb2
g6

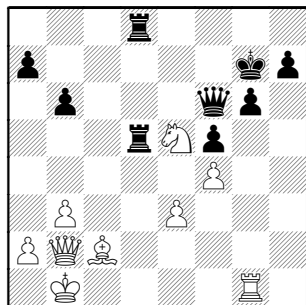


37.Rg1 Qd6 38.Bd3 Qf6 39.Kb1



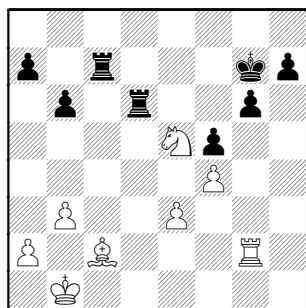
39...Re8?+- [¹ 39...Rdc8=] 40.Nf3²
Better is 40.b4!? Rc7 41.Bxf5+-

40...Rd8 41.Ne5 Kg7 42.Qb2 Rcd5
43.Bc2=

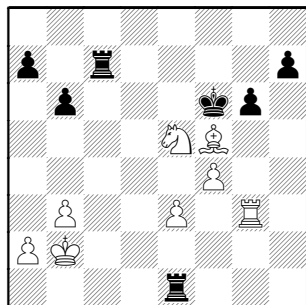


[43.Rc1 b5²]

43...Rc8 44.Rg2 Rc7 45.Qa3 Qd6±
 [¹ 45...Qh4!? 46.Qc1 Rdc5=] **46.Qxd6**
 Do you see the mate threat? **46...Rxd6**



47.Bxf5 Rd1+ 48.Kb2 Re1 49.Rg3
Kf6±



[49...Re2+ 50.Ka3²] ½-½

SERIES SUMMARY

The Rook certainly is an active piece, not suited to just sit on the edge of the board! We've seen plenty of examples of how this piece can be creatively used.

In the original sections (two seasons ago, already!), we examined some fairly undocumented uses as part of forced sequences. Certain positions allow a Rook to be sacrificed for immediate returns: setting up tactics, forced combinations, and especially attacks against the King involving mate. **Emphasis here** was placed on the Rook's ability to clear long lines for the remaining pieces and its deflection power.

Once these possibilities were uncovered, *it was logical to examine the Exchange Sacrifice*-- giving up the Rook for a Minor Piece. After a discussion of the general compensation desired, we studied some basic endgames with this imbalance to emphasize its finer points, both negative and positive. In the next installment, game positions were examined as an introduction to the themes created by this strategy. Specific effort was exerted in Sicilian

Defence games, as these positions naturally lend to associated tactics.

Finally, for entertainment, we reviewed some of Tal's combinations based off spirited Rook moves. But we were also amazed and challenged by his display of chess fireworks!! To this great Grandmaster, it was just another day at the office.

In all cases, the definitive consideration for compensation was **the mobility of the extra Pawn(s)**. A single, mobile Pawn for either side was often enough to secure the advantage. In addition, we showed many examples that highlighted the battle for mobility-- which sometimes remains balanced despite the material difference, and results in a draw. Often, however, the Exchange Sacrifice is a forcing method to create a weakness which, in turn, pays final dividends.

Hopefully, this series has introduced new possibilities for all players. For the less experienced, basic themes began a deeper understanding of the game. Concentration on unfathomable Grandmaster games challenged even the strongest player. Everyone, however, comes away believing there are no chess boundaries!

Rook Sacrifice Series - Opening Index

Organization over several years' of studies was difficult, so find an index to the Openings encountered in quoted games, whether complete or fragments. Hopefully, this will assist those that wish to review combinations from positions they encounter more frequently.

The index is ordered by ECO, with the Opening Names and Variations listed in-line. The game is specified by the format of MMMYY/PP(Ref), where MMM is a character month of bulletin, YY is the trailing digits of year, PP is the page number of that issue, and, finally, (Ref) is the example or game number (if listed). For example, the first entry "Nov02/75(13)" indicates the ECO A16 will be found on PDF page 75 of the November 2002 bulletin, and is titled Game or Example 13. *(Incidentally, use Acrobat Reader's "Document->Go to Page" menu paths to go directly to a specific page!)*

A

ECO	Opening	Bulletin		ECO	Opening	Bulletin
A16	English	Nov02/75(13)		A62	Fianchetto Benoni	Nov02/74(12)
A46	Trompowsky	Dec02/71(27)		A70	Modern Benoni	Nov02/61(4)
A56	Benoni	Nov02/65(8)		A80	Anti-Dutch	Feb01/45(4.3)

B

ECO	Opening	Bulletin		ECO	Opening	Bulletin
B04	Alekhine	Nov02/72(11)		B70	Sicilian Dragon	Dec02/64(24)
B13	Caro-Kann	Dec02/72(28)		B70		Dec02/70(26)
B18	Classical Caro-Kann	Nov02/71(10)		B74	Sic Classic Dragon	Nov02/58(1)
B36	Sicilian Dragon	Nov02/64(6)		B79	Yugoslav Dragon	Apr02/42(3.14)
B53	Sicilian Hungarian	Dec02/60(20)		B81	Keres Schevenigen	Nov02/83(19)
B53		Dec02/78(31)		B82	Sic Schevenigen	Nov02/70(9)
B67	Sic Richter-Rauzer	Nov02/60(3)		B82		Dec02/81(33)
B68		Nov02/81(17)		B85	Sic Schevenigen	Dec02/73(29)
				B88	Sicilian Najdorf	Apr02/41(3.13)

SPECIAL NOTE: SICILIAN fans will want to consult the "Sicilian Middlegames" study, April 2002 pages 27-41.

C

ECO	Opening	Bulletin		ECO	Opening	Bulletin
C00	Misc French	Dec02/61(21)		C80	Open Spanish	Nov02/82(18)
C18	French Winawer	Apr02/18(1.1)		C95	Spanish, Breyer	Nov02/77(14)
C43	Petroff (Russian)	Dec02/79(32)		C95		Nov02/78(15)
C44	Misc Double KPawn	Nov02/66(7)				

D

ECO	Opening	Bulletin		ECO	Opening	Bulletin
D13		Feb02/16		D30	Tartakower QGD	Apr01/35(6.5)
D15		Feb02/18		D31	Orthodox QGD	Nov02/79(16)
D17	Slav	Apr02/20(1.3)		D32	Tarrasch QGD	Dec02/66(25)
D27		Feb02/19		D58	Tartakower QGD	Dec02/62(22)
D30	Tartakower QGD	Mar01/42		D97	Russian Gruenfeld	Apr02/19(1.2)

E

ECO	Opening	Bulletin		ECO	Opening	Bulletin
E01	Catalan	Nov02/59(2)		E46	Nimzo-Indian, Rubinstein	Nov02/62(5)
E04	Open Catalan	Dec02/75(30)		E52	Modern Nimzo-Indian	Dec02/83(34)
E19	Queen's Indian	Dec02/64(23)				