

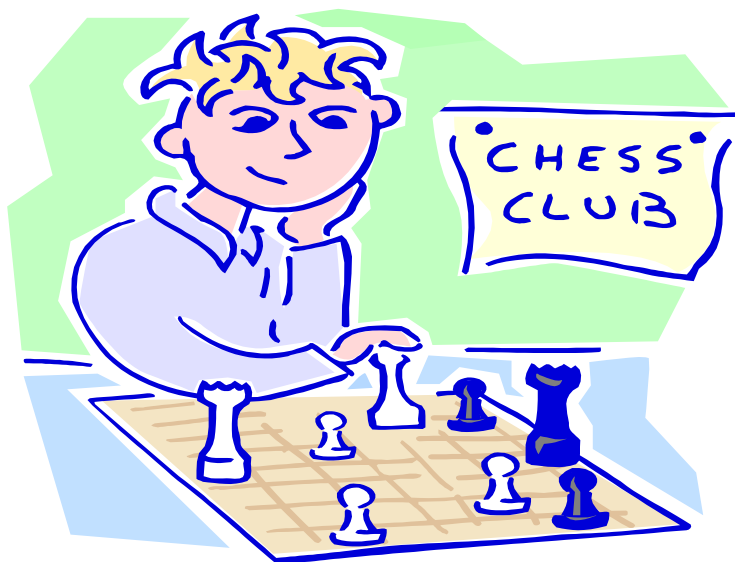
February 2003

Volume 46.5

The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League

CICL vs ECC MATCH



February 23 at 6:30 PM

Details and Maps inside

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
Batavia 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 mjfranek@megsinet.net
Oaklawn IL 60453-1730 W: (312) 353-0397
H: (708) 636-3714

Banquet Chairman *Pablo Díaz* (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

Proud Member of :



Contents

Volume 46.5

CICL Officers List

Table of Contents

Words from the Editor

ECC v CICL Match Announcement

Current League Standings

Top Ten Players by Division

Most Improved Players

Match Results

Current Ratings

FEATURES

On Computers and Chess

A couple of articles on Man v Machine Match

Games as reviewed by Tom Friske

Words from The Editor

I'd like to take a few lines to catch up on things around the Editor's Desk.

FIRST, I hope you are now aware that the annual ECC v CICL match is coming very soon... this weekend (if you're reading this the week it was published!) It's always fun to play a game with an unknown player. The ECC has some strong ones, so it's always worth an evening. Fortunately, there's no conflict with NFL schedules as some previous years. So I urge you to make the trip!

NEXT, a quick note to let you know... yes, the website is lagging a bit again. I've managed to be treated to losing my connection to the Internet (DirecTV no longer offers DSL service), so I've been stuck since last issue was published.

AND THEN, are you remembering the prize for best annotated game ? There was a flurry of them early on, but haven't received any for a couple months. The end of the season will soon be here, so get a start now!

FINALLY, a reminder to send gamescores and Match Results to this office! The past couple months, most results have only come with the monthly publication from Art. I'd prefer to keep everyone updated weekly through the website. Your help is appreciated!

Happy Pawn-pushing,

Tom Friske, Bulletin Editor

P.S. To all that still print Bulletins: If you've had any problems, please write the Editor with how they were solved. We are attempting to debug something with last month's issue. Help is needed!

Mark your calendars! Spread the word!

The **Elmhurst Chess Club vs. CICL** match date is set for
SUNDAY, FEBRUARY 23, 2003

The ECC is one of the strongest clubs in the state, and draws players from a wide area of the Chicago Metro area. This has always been a friendly, but tough, match for the CICL. We need all the players that we can get. Please spread the word to your teammates.

The match will again be held at the Frick Center on the Elmhurst College campus. Directions and other details are provided below. Feel free to call me if you have questions.

Games will count towards your CICL Centurion award status, but will not be CICL rated.

Pat Sajbel
Work: Phone: (847) 391-2134
email: posajbel@uop.com
Home: Phone: (847) 506-9302

Match Announcement

CICL vs. Elmhurst Chess Club

Date: Sunday, February 23, 2003

Time: 7:00 p.m. Start

Please plan to arrive & check in by 6:30PM. Play some skittles!!
We hope to fix the lineup and start the match at 7:00 p.m.

Location: Elmhurst College, Elmhurst, IL

Building: The Frick Center (the Elmhurst College student union). This is on the south end of the parking lot just West of the library. A new dorm has been built in the middle of the parking lot. There is other parking nearby.

Directions: Listed next page (map also attached as reproduced from the January 1999 bulletin)

Time control: 40/90, SD/30.

Please bring sets and clocks!

Directions to Elmhurst Chess Club

Elmhurst is practically the crossroads of the Chicago area. It's near the intersection of 1-294, 1-290 & the East-West Toliway (Hwy. 88). Some exits are a bit tricky when you get close to Elmhurst.

Going South on 1-294:

Shortly after passing O'Hare Airport,
Take a right turn exit to 1-290 West towards Rockford then
IMMEDIATELY take the next right turn exit to North Ave. (Route 64) West
-Refer to Map -Take
North Ave. West to Maple Ave., turn left
After Maple Ave. turns into Prospect Ave. Turn right on Alexander.
Enter parking off Alexander

Going South on Route 83:

Turn left onto North Ave. (Route 64) East
-Refer to Map -Take
North Ave. to West Ave., turn right.
Take West Ave. to Alexander, turn left.

Going West on 1-290 (Eisenhower Expressway):

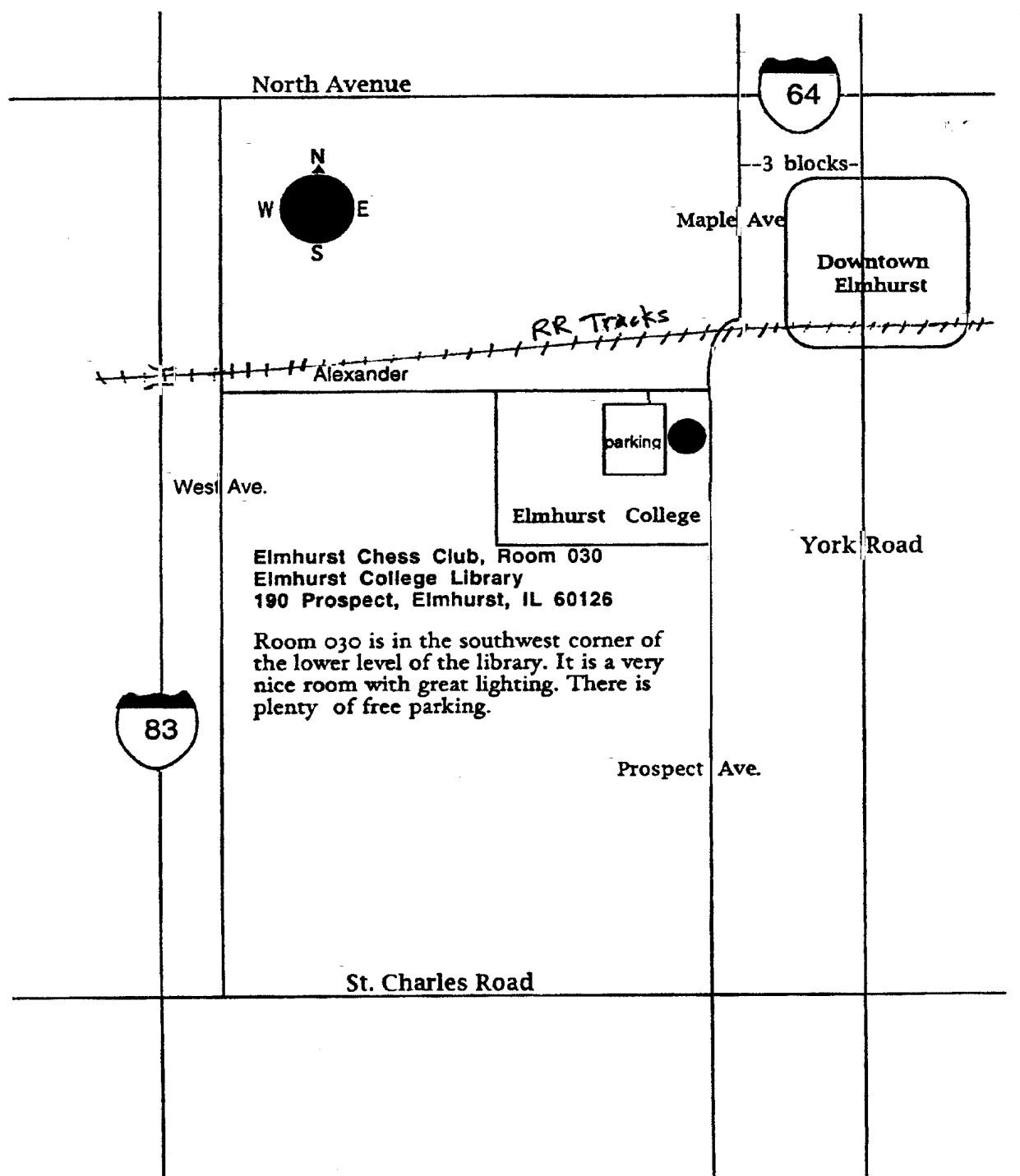
Continue PAST exit for 1-294 and take
Right turn exit for St. Charles Rd. West
-Refer to Map -Take
St. Charles Rd. to Prospect Ave., turn right
Take Prospect Ave. to Alexander, turn left

Going North on 1-294:

Exit right to 1-290 West towards Rockford
Exit right for St. Charles Rd. West
-Refer to Map -Take
St. Charles Rd. to Prospect Ave., turn right
Take Prospect Ave. to Alexander, turn left

If you're coming from any other direction, you probably live or work in the West suburbs and know how to get on Route 83, North Ave. or St. Charles Road. If you don't, please contact me..

Map to Elmhurst Chess Club



Current Standings**NEAR WEST DIVISION 02-15-2003**

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
PAWNS	4	1	3	27.5	5.5	0.688
LUCENT TECH. CHARGERS	4	3	1	27.5	4.5	0.563
COOK CO. DEPT. OF CORR	4	4	0	27.0	4.0	0.500
CASE	1	5	2	14.0	2.0	0.250

FAR WEST DIVISION 02-15-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
LUCENT TECH. TYROS	7	0	0	32.5	7.0	1.000
ARGONNE ROOKS	3	3	1	20.5	3.5	0.500
FERMILAB	1	3	3	17.0	2.5	0.357
LUCENT TECH. DRAGONS	0	5	2	13.0	1.0	0.143

NORTH DIVISION 02-15-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
MOTOROLA KNIGHTS	4	1	2	27.0	5.0	0.714
MOTOROLA KINGS	4	1	2	26.5	5.0	0.714
UOP	3	1	2	23.0	4.0	0.667
EXCALIBURS	3	2	1	18.5	3.5	0.583
KEMPER INSURANCE	1	4	1	13.0	1.5	0.250
NORTHROP	0	6	0	6.0	0.0	0.000

EAST DIVISION 02-15-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
ALUMNI ACES	6	0	0	31.0	6.0	1.000
GETCO	4	1	0	20.5	4.0	0.800
THE READER	1	3	1	13.0	1.5	0.300
LEO BURNETT	1	4	0	7.5	1.0	0.200
CITADEL GROUP	0	4	1	6.0	0.5	0.100

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

WILLIAMS, K	CCDOC	2162
JAKSTAS, K	PAWNS	2139C
WARREN, J	CHRGR	2067Q
MARCOWKA, R	CHRGR	1950D
ELLICE, W	PAWNS	1895C
KALE, S	CASE	1854C
FRAATS, D	CASE	1848C
DOBROVOLNY, C	CHRGR	1836C
ROSLEY, D	CHRGR	1803
MCCARTHY, D	CHRGR	1791

FAR WEST DIVISION TOP TEN

STEIN, P	TYROS	2273
BEZZUBOV, V	FERMI	2217
GARZON, G	FERMI	2193
DORIGO, T	FERMI	2141
BENEDEK, R	ROOKS	2125T
TEGEL, F	DRGNS	2095T
KOZLOVSKY, M	FERMI	2082
DIAZ, P	TYROS	2057C
HILL, R	ROOKS	2038C
SPIEGEL, L	FERMI	1963D

NORTH DIVISION TOP TEN

WOLF, D	MKING	2340
INUMERABLE, F	EXCLB	2257C
STEVANOVIC, M	UOP	2214D
MORRIS, R	MKNGT	2167
FRIDMAN, Y	MKNGT	2136
FRISKE, T	EXCLB	2071C
WALLACH, C	MKING	2037
MELNIKOV, I	MKING	2032
BUERGER, E	UOP	2028T
SOLLANO, E	EXCLB	1996C

EAST DIVISION TOP TEN

VOLYNSKIY, G	GETCO	2569*
BENESA, A	ALUMN	2249
JASAITIS, A	GETCO	2103D
LANG, R	READR	2079
GAZMEN, E	ALUMN	2070
BROCK, B	READR	2041
SANTIAGO, T	ALUMN	2019
SAGALOVSKY, L	GETCO	2004
ALLEN, H	ALUMN	1992
RZESZUTKO, R	ALUMN	1926C

MOST IMPROVED PLAYERS

AILES, T	FERMI	120
JACKSON, S	CCDOC	97
EASTON, R	KEMPR	84
HALL, A	CCDOC	83
DIAZ, P	TYROS	67
BALICKI, J	MKNGT	65
WILLIAMS, K	CCDOC	64
GARDNER, M	NORTH	60
MCGEE, L	CCDOC	52
MARSH, M	READR	49

Match Results

13-FEB-03 THE READER

1

ALUMNI ACES

5

ROUND 7

BD	RATINGS	SCORE		RATINGS	SCORE
1 LANG, R	2067 12	.5	BENESA, A	2261-12	.5
2 BRASWELL, I	1795 -8	0	GAZMEN, E	2062 8	1
3 CAPUTO, J	0 0	.5	ALLEN, H	1992 0	.5
4 SULLIVAN, C	1545 -5	0	RZESZUTKO, R	1923 3	1
5 BROIHIER, M	1158 -2	0	FRANK, M	1681 2	1
6 MARSH, M	1219 -4	0	DAVIDSON, M	1622 4	1

05-FEB-03 MOTOROLA KINGS

1

MOTOROLA KNIGHTS

5

ROUND 7

BD	RATINGS	SCORE		RATINGS	SCORE
1 MELNIKOV, I	2050-18	0	FRIDMAN, Y	2118 18	1
2 WALLACH, C	2048-11	0	MORRIS, R	2151 16	1
3 SAMELSON, C	1952-14	0	THOMSON, J	1970 21	1
4 PIPARIA, J	1885 -8	.5	AUGSBURGER, L	1767 5	.5
5 CYGAN, J	1826 -5	.5	BALICKI, J	1760 5	.5
6 GONCHAROFF, N	1675-14	0	KARANDIKAR, S	1541 31	1
(Board 7 is an Exhibition match.)					
7 MELNIKOV, N		0	MARSHALL, K	1360 0	1

28-JAN-03 PAWNS

5.5 CASE

.5

ROUND 8

BD	RATINGS	SCORE		RATINGS	SCORE
1 ELLICE, W	1897 -2	.5	FRAATS, D	1846 2	.5
2 FABIJONAS, R	1704 0	1F	REID, C	1506 0	0F
3 ABDALLAH, D	1503 0	1F	PARAOAN, E	1618 0	0F
4 O'DELL, DW	1482 0	1F	DYCKZKOWSKI, R	1512 0	0F
5 MIKULECKY, B	1483 0	1F	ZOELLNER, J	1345 0	0F
6 SHALABI, M	0 0	1F		0 0	0F
7 MIKULECKY, B	1483 0	.5	O'DELL, DW	1482 0	.5 (PAWNS)

05-FEB-03 COOK CO. DEPT. OF CORR

2

LUCENT TECH. CHARGERS

4

ROUND 8

BD	RATINGS	SCORE		RATINGS	SCORE
1 WILLIAMS, K	2144 18	1	WARREN, J	2075 -8	0
2 HUNTER, M	1827 31	1	MARCOWKA, R	1971-21	0
3 ALEXANDER, W	1713-15	0	DOBROVOLNY, C	1826 10	1
4 SEATON, E	1628-13	0	MCCARTHY, D	1778 13	1
5 HALL, A	1498-21	0	STAMM, V	1521 14	1
6 ROJO, V	1503-20	0	THOMAS, J	1545 13	1
7 MCGEE, L	1078 40	1	DOBR, K	1436-18	0
8 JACKSON, S	1435 33	1	KLINEFELTER, H	1605-22	0 (CASE)
9 APPLEBERRY, T	1354-13	0	REID, C	1506 9	1 (CASE)

Match Results

* **Gustavo Garzon's first CICL game** on November 19th **was re-rated** using
 * his FIDE rating of 2200 as his initial CICL rating. **Three additional**
 * **games were affected** by this change and were re-rated as well. All
 * **four re-rated games** are shown below.

19-NOV-02 ARGONNE ROOKS
 ROUND 4

FERMILAB

BD	RATINGS	SCORE		RATINGS	SCORE
2 HILL,R	2042 -9	0	GARZON,G	2200 13	1

26-NOV-02 LUCENT TECH. TYROS
 ROUND 5

ARGONNE ROOKS

BD	RATINGS	SCORE		RATINGS	SCORE
2 GUIO,J	1902-10	0	HILL,R	2033 10	1

06-JAN-03 ARGONNE ROOKS
 ROUND 6

LUCENT TECH. TYROS

BD	RATINGS	SCORE		RATINGS	SCORE
2 HILL,R	2043-16	0	DIAZ,P	2029 16	1
3 SUAREZ,E	1885-22	0	GUIO,J	1892 15	1

05-FEB-03 FERMILAB
 ROUND 7

.5

LUCENT TECH. TYROS

5.5

BD	RATINGS	SCORE		RATINGS	SCORE
1 GARZON,G	2213-20	0	STEIN,P	2253 20	1
2 SPIEGEL,L	1975-12	0	DIAZ,P	2045 12	1
3 GOMEZ,G	1793-17	0	STOLTZ,B	1878 11	1
4 AILES,T	1656 -9	0	GUIO,J	1907 6	1
5 STAPLES,C	1634-20	0	SMITH,BR	1670 20	1
6 CEASE,H	1292 18	.5	HAHNE,D	1655-12	.5

06-FEB-03 LUCENT TECH. DRAGONS
 ROUND 7

1.5

ARGONNE ROOKS

3.5

BD	RATINGS	SCORE		RATINGS	SCORE
1 TEGEL,F	2105-10	0	BENEDEK,R	2115 10	1
2 PEHAS,A	1927-11	0	HILL,R	2027 11	1
3 EUSTACE,D	1518 9	.5	BAURAC,D	1749 -9	.5
4 BREYER,A	1350-16	0	GRUDZINSKI,J	1451 16	1
5 KOMORAVOLU,K	0 0	1F		0 0	0F
6	0 0	0F		0 0	0F

The Chicago Chess Player

February 2003

Current Ratings as of February 15th

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABDALLAH, D	PAWNS	2	2	0	1503#	DORIGO, T	FERMI	0	1	0	2141
AILES, T	FERMI	5	2	0	1647	DUBILIRER, G	MKING	0	0	0	0000/2
ALBERS, M	KEMPR	0	0	0	0000/0	DUFFY, J	LBURN	2	2	1	1785
ALEXANDER, W	CCDOC	3	4	1	1698	DYCKOWSKI, R	CASE	3	3	1	1512
ALFONSO, E	MKNGT	2	1	0	1586	EAMAN, R	LBURN	1	0	0	1863
ALLEN, H	ALUMN	2	0	1	1992	EASTON, R	KEMPR	3	0	0	1843
ALLEN, R	UOP	0	0	0	1179#	ELEK, G	NORTH	0	3	2	1089
ALMAULA, J	MKING	0	0	0	1288#	ELLICE, W	PAWNS	4	2	2	1895C
ALTSHULLER, D	DRGNS	0	3	1	1744	EUSTACE, D	DRGNS	1	5	1	1527C
APPLEBERRY, T	CCDOC	1	5	0	1341	FABIJONAS, R	PAWNS	4	2	1	1704D
AUGSBURGER, L	MKNGT	3	2	2	1772C	FALCON, L	CCDOC	0	0	0	1203#
BALICKI, J	MKNGT	6	1	1	1765	FINKELSHTEYN, S	WOLVE	0	0	0	0000/1
BANNON, B	LBURN	2	2	0	1206	FOLEY, M	CITGR	0	3	0	1299*
BARNARD, G	CITGR	0	0	0	1179*	FRAATS, D	CASE	0	5	2	1848C
BAURAC, D	ROOKS	4	2	1	1740D	FRANEK, M	ALUMN	3	0	1	1755D
BENEDEK, R	ROOKS	4	2	1	2125T	FRANK, M	ALUMN	4	0	0	1683
BENESA, A	ALUMN	3	2	1	2249	FRIDMAN, Y	MKNGT	4	1	1	2136
BENFORADO, E	MKNGT	2	1	0	1559	FRISKE, T	EXCLB	2	2	1	2071C
BEZZUBOV, V	FERMI	0	0	0	2217	FULKERSON, R	LBURN	1	2	0	1414*
BLACKMON, E	DRGNS	0	0	0	1718C	GAINES, I	FERMI	0	2	0	1751D
BOLDINGH, E	UOP	3	2	0	1891C	GARDNER, M	NORTH	1	1	1	1274*
BOLLAPRAGADA, S	MKING	0	0	0	1516#	GARZON, G	FERMI	1	1	0	2193
BOLSHOV, A	FERMI	0	2	0	1314	GAZMEN, E	ALUMN	6	0	0	2070
BRASWELL, I	READR	2	2	0	1787	GOLCHERT, B	ROOKS	0	0	0	1875
BREYER, A	DRGNS	1	5	0	1334*	GOMEZ, G	FERMI	1	1	2	1776
BROCK, B	READR	0	0	3	2041	GONCHAROFF, N	MKING	3	2	2	1661V
BROIHIER, M	READR	1	2	0	1156	GOTHIER, N	NORTH	0	4	0	0000/6
BROTSOS, J	EXCLB	2	1	0	1533D	GOTHIER, S	NORTH	0	6	0	1356
BUCHNER, R	TYROS	0	0	0	1729C	GOULET, W	MKNGT	1	1	0	0000/2
BUERGER, E	UOP	4	2	0	2028T	GRUDZINSKI, J	ROOKS	5	2	0	1467*
BURIAN, D	NORTH	0	6	0	1553C	GRYPARIS, J	MKING	2	3	1	1449C
BUTLER, E	ROOKS	0	1	0	1270*	GUIO, J	TYROS	3	1	2	1913C
CAPUTO, J	READR	0	0	1	0000/1	HAHNE, D	TYROS	5	1	1	1643C
CARTER, L	READR	0	0	0	1499C	HALL, A	CCDOC	4	2	2	1477
CASTILLA, H	FERMI	0	0	0	0000/2	HAYHURST, W	CITGR	0	3	2	1908
CEASE, H	FERMI	1	3	2	1310	HELGESON, M	WOLVE	0	0	0	0000/1
CHRISTOTEK, L	FERMI	2	0	0	0000/3	HILL, R	ROOKS	5	2	0	2038C
CISKO, G	FERMI	0	0	0	1601	HIRSCH, D	NORTH	0	0	0	0000/2
COLLINS, G	DRGNS	0	0	0	0000/0	HTOO, M	CITGR	0	1	1	1744*
CUMMUTA, P	KEMPR	0	0	0	1469C	HUGHES, N	KEMPR	3	3	0	1735C
CYGAN, J	MKING	2	0	1	1821	HUNTER, M	CCDOC	6	0	1	1858#
CZERNIECKI, A	ALUMN	2	1	0	1914D	INUMERABLE, F	EXCLB	2	1	1	2257C
DAS, B	DRGNS	0	2	0	0000/2	JACKSON, S	CCDOC	4	1	0	1468
DAVIDSON, M	ALUMN	3	0	0	1626	JAKSTAS, K	PAWNS	3	0	3	2139C
DECMAN, S	ROOKS	0	2	0	1534D	JASAITIS, A	GETCO	1	0	3	2103D
DIAZ, P	TYROS	7	0	0	2057C	KALE, S	CASE	0	1	0	1854C
DITTMER, M	FERMI	0	0	0	1630#	KANAS, W	CASE	1	4	0	1200C
DOBR, K	CHGR	2	4	2	1418Q	KARANDIKAR, S	MKNGT	1	1	0	1572*
DOBROVOLNY, C	CHGR	4	3	1	1836C	KARPIERZ, J	TYROS	0	1	0	1242
DOMINGUEZ, R	LBURN	0	1	0	1307*	KAUFFMANN, T	WOLVE	0	0	0	0000/0

The Chicago Chess Player

February 2003

Current Ratings as of February 15th

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
KISH, C	CITGR	0	0	0	0000/1	PHELPS, D	MKNGT	3	1	0	1191*
KLINEFELTER, H	CASE	4	5	0	1583C	PIPARIA, J	MKING	4	0	3	1877
KOGAN, G	EXCLB	1	4	1	1792C	PLEASANCE, M	CCDOC	1	2	0	0000/2
KOGAN, M	CITGR	0	3	0	0000/3	PODOKSIK, E	CITGR	0	0	0	1280
KOMORAVOLU, K	DRGNS	2	1	1	0000/4	RABINOVICH, E	MKING	1	0	0	1320
KOZLOVSKY, M	FERMI	0	0	0	2082	RADAVICIUS, E	CHGR	0	0	3	1597D
KRATKA, M	GETCO	4	1	0	1671*	RADUCAN, S	MKNGT	0	1	0	0000/0
KUBIT, K	NORTH	0	0	0	0000/3	RAUCHMAN, M	GETCO	0	3	0	1947#
LAForge, W	TYROS	2	1	0	1405	REID, C	CASE	4	3	2	1515C
LAMBIRIS, J	KEMPR	0	0	0	1453	REVELLON, L	UOP	3	2	1	1937
LANG, R	READR	1	1	2	2079	ROGERS, N	READR	0	0	0	1916
LANSING, J	GETCO	2	1	0	1468	ROJO, B	CCDOC	1	5	0	883#
LARSEN, B	KEMPR	0	0	0	0000/1	ROJO, V	CCDOC	2	6	0	1483
LECHNICK, J	UOP	3	2	1	1694	ROSLEY, D	CHGR	1	0	0	1803
LEONG, G	KEMPR	1	1	0	1970C	ROSZKOWSKI, D	KEMPR	0	2	0	0000/2
LERNER, T	CITGR	0	1	0	897	RZESZUTKO, R	ALUMN	4	0	0	1926C
LITTLE, C	READR	0	0	0	1275	SACKS, D	UOP	2	0	0	1825
LITVINAS, A	PAWNS	0	3	2	1629D	SAGALOVSKY, L	GETCO	3	1	0	2004
LUDWIG, T	DRGNS	0	3	0	1914C	SAJBEL, P	UOP	1	0	0	1819C
MAGEE, M	CITGR	0	0	0	0000/4	SALERNO, S	DRGNS	0	0	0	1426*
MANN, D	CITGR	0	0	0	0000/1	SAMELSON, C	MKING	3	3	0	1938D
MARCOWKA, R	CHGR	3	4	1	1950D	SANDEFUR, B	CCDOC	0	0	0	1110*
MARSH, M	READR	2	3	0	1215	SANDLER, M	CITGR	0	0	0	0000/4
MARSHALL, K	MKNGT	1	1	0	1360	SANTIAGO, T	ALUMN	1	1	0	2019
MASHKEVICH, I	KEMPR	3	2	0	0000/3	SAVCIC, V	TYROS	0	3	0	1116*
MCCARTHY, D	CHGR	3	0	0	1791	SAWIN, B	LBURN	0	3	0	1179*
MC GEE, L	CCDOC	3	0	0	1118*	SCHULTZ, R	FERMI	1	2	0	1294*
MCKINNEY, T	KEMPR	0	0	0	1217	SEATON, E	CCDOC	2	5	0	1615
MELNIKOV, I	MKING	3	1	3	2032	SEDA, J	CITGR	0	0	0	0000/2
MICKLICH, F	UOP	2	0	0	1652D	SEET, P	GETCO	2	1	1	0000/3
MIKULECKY, B	PAWNS	3	2	3	1483C	SENSAT, J	CITGR	1	4	0	1720*
MOEHS, D	FERMI	1	1	0	0000/4	SHALABI, M	PAWNS	0	0	0	0000/4
MOLINA, J	FERMI	0	0	0	1560#	SIWEK, M	KEMPR	1	3	2	1985C
MOONEY, M	MKING	0	1	0	0000/0	SMITH, BR	TYROS	5	0	1	1690C
MORENZ, P	CITGR	0	0	0	0000/2	SOLLANO, E	EXCLB	2	2	2	1996C
MORRIS, R	MKNGT	2	2	2	2167	SOSSI, M	LBURN	0	0	0	1612
MOSSBRIDGE, A	KEMPR	0	1	1	1724	SPIEGEL, L	FERMI	0	4	3	1963D
MOTTA, H	FERMI	0	0	0	1872	STAMM, V	CHGR	5	2	1	1535T
MYERS, E	KEMPR	0	0	0	0000/1	STAPLES, C	FERMI	0	2	0	1614
NEU, E	CCDOC	0	0	0	0000/1	STEELE, B	CCDOC	2	2	0	933#
NOEL, F	CCDOC	0	0	0	0000/3	STEIN, P	TYROS	3	1	3	2273
O'DELL, DW	PAWNS	1	1	4	1482C	STEVANOVIC, M	UOP	2	2	2	2214D
OELHAFEN, A	EXCLB	0	0	1	1258	STOLTZ, B	TYROS	3	1	0	1889C
OLEARY, R	WOLVE	0	0	0	0000/1	SUAREZ, E	ROOKS	1	3	1	1863
OLSEN, A	KEMPR	1	3	2	1546C	SUBECK, J	KEMPR	0	1	0	1374*
OTTE, R	WOLVE	0	0	0	0000/1	SUERTH, F	EXCLB	2	1	1	1515C
PARA, A	FERMI	0	0	1	1497	SULLIVAN, C	READR	2	3	0	1540C
PARAOAN, E	CASE	2	4	0	1618C	SULLIVAN, J	EXCLB	3	1	0	1782D
PATEL, SU	CITGR	0	1	0	0000/2	TEGEL, F	DRGNS	3	2	2	2095T
PEHAS, A	DRGNS	0	1	3	1916C	THOMAS, G	TYROS	0	0	0	1563C

Current Ratings as of February 15th

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
THOMAS, J	CHRGR	3	2	1	1558D	WANG, G	KEMPR	1	3	0	1646*
THOMSON, J	MKNGT	3	2	2	1991	WARD, CH	GETCO	0	1	0	1320
TRINIDAD, P	CCDOC	0	1	0	1016*	WARREN, J	CHRGR	0	1	2	2067Q
TRUFANOV, D	UOP	0	0	0	1566#	WEISNER, T	PAWNS	0	1	0	1120
VALDEZ, C	TYROS	0	0	0	1418*	WEITZ, R	EXCLB	2	2	0	1633C
VAN ZILE, C	UOP	0	1	0	1336	WHITE, H	CASE	3	1	3	1706C
VENSKE, D	READR	0	0	0	1729	WILLIAMS, K	CCDOC	6	0	2	2162
VIGANTS, A	NORTH	1	4	0	1658C	WILLIAMS, S	GETCO	1	1	0	0000/2
VOLYNSKIY, G	GETCO	1	0	0	2569*	WIRTZ, R	KEMPR	0	4	1	1304*
VOSS, M	CITGR	0	2	0	0000/1	WOLF, D	MKING	1	0	0	2340
WALKER, A	NORTH	0	3	3	1790	YACOUT, A	ROOKS	0	0	0	1549
WALLACH, C	MKING	4	2	1	2037	YOUNG, A	CITGR	0	2	0	0000/2
WALSH, W	ROOKS	0	0	0	1494C	ZOELLNER, J	CASE	2	4	0	1345D
WANG, A	CITGR	0	3	1	0000/3						

RATINGS 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

(All rights to the following article belong to the New York Times, as copied from their Internet website).

Are chess players now pawns of computers?

Amy Harmon/NYT

The New York Times-- Saturday, February 1, 2003

Experts disagree on pros and cons

As **Garry Kasparov**, the world's leading chess player, stands tied with a powerful computer program in a chess match in New York, public imagination has again been captured by the spectacle of humankind battling to assert its supremacy over machines.

But chess players say a more profound concern is centered on how computers are changing the way people play the game with one another. As players of every level increasingly rely on computer assistance to plan their moves, some fear the intellectual rigor of the game long valued as a level playing field for the mind is being watered down.

"We don't work at chess anymore," **Evgeni Bareev**, the eighth-ranked player in the world, told ChessBase Magazine recently. "We just look at the stupid computer, we follow the latest games and find small improvements. We have lost depth."

When Kasparov famously lost his species' chess crown to a huge IBM computer called Deep Blue in 1997, chess was still played very much the

way it had been for centuries. But as advances in computing speed have enabled software on a standard PC to rival the supercomputers of an earlier era, a generation of human players have since been seduced into dependence on silicon assistance.

A version of Deep Junior, the chess program that beat Kasparov in one game this week and played him to a draw in a second, can be purchased for \$50, as can several rival programs with names like Fritz and Shredder. Players use such software to analyze the strength of any particular move, and to simulate an opponent's possible responses.

Online databases of 2 million or more games let players examine and memorize the favorite moves of an opponent they know they will be facing in a tournament. As the Internet replaces clubs as the main venue for games, some estimate that computer-human tag teams are playing half of the hundreds of thousands of games played online each day. The most serious players feel compelled to download and study the 1,000 or so games played around the world each week that are immediately annotated and made

available on the Internet. Absorbing such huge amounts of information, some say, detracts from an ability to concentrate intensely on developing a personal style or strategy.

"People don't experiment as much anymore," said **Maurice Ashley**, a grandmaster from New York who is providing commentary for the Kasparov-Deep Junior match. "That's a loss." Even Kasparov, the most passionate defender of human superiority, now pays a team of chess grandmasters to scour the Internet daily for new moves. His brain trust spends long hours churning through simulations of thousands of moves that he and any other player memorize before going into tournaments, because his opponents have the same computer program. Some aficionados see the increasing use of technology in chess as a positive development for the game.

The availability of online information democratizes the game, many chess fans say. They argue that the ability to quickly simulate moves on computers has emboldened people to try more daring strategies, with their software's blessing. "The combination of man and computer is much more powerful than either on its own," said **Frederic Freidel**, the founder of Chessbase, the leading developer of chess software. Kasparov has promoted the idea of "advanced chess," where humans compete by openly using computer

software during the game, and he has participated in such matches.

But others say chess is becoming more like checkers, a game where so much is known or memorized that it often ends in a draw. They complain that players have become slaves to their software, so fascinated with the myriad possibilities it presents that they forget the strategies they have worked out on their own. "What's happening with chess is it's gradually losing its place as the par excellence intellectual activity," said **Hans Berliner**, a former world correspondence chess champion. "Chess is winding down."

The Telegraph (London)

Garry draws with machine

by Malcolm Pein

(Filed: 02/10/2003)

Garry Kasparov was happy to settle for a draw against the computer program Deep Junior in the sixth and final game of the Fide Man v Machine World Championship held at the New York Athletic Club and the match ended 3-3 with one win for each side and four draws.

Kasparov had hoped to erase the memory of his defeat against Deep Blue, also at New York five years ago but after a promising start - he won the first game - he found the computer increasingly difficult to handle. The world number one missed a win in game two and an advantage in game

three turned into a disastrous loss. Kasparov then tried curling up in a Hedgehog type position in game four and tempting the machine forward but that strategy nearly ended in disaster.

Game five was perhaps the most galling for the former world champion as Deep Junior proved itself ready to sacrifice material for unclear complications, something normally materialistic programs are not supposed to do. There was so much confusion on the board that Kasparov headed for the draw again.

To add to the psychological pressure on the world number one the historical omens were not good for him. Against Deep Blue Kasparov also won the first game, lost one and then there were draws before he played disastrously and lost the sixth and final game.

After the final game Kasparov said: "Of course I wanted to win, but the top priority on my agenda today was not to lose." Kasparov was black and played his favourite Sicilian Najdorf. The computer did not really know what to do but played fairly sensibly. Kasparov offered a draw on move twenty three after making a bold sacrifice of rook for knight that gave him the edge. However computers tend to feel they have the advantage if they have more pieces and the programmers declined the offer because the program told them through its evaluation - a number in which plus one is equivalent to an extra pawn - that it liked its position.

Five moves later Kasparov had won a couple of pawns and the programmers Amir Ban and Shay Bushinsky offered a draw,

which was accepted. The Programmers took home \$250,000, half of the prize fund and Kasparov received the same amount plus his \$500,000 start fee.

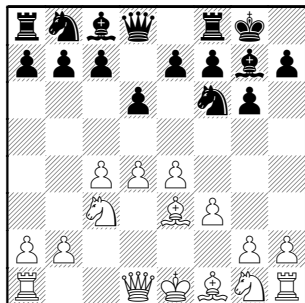
The Israeli's claimed their program, which runs on a simple PC is better than Deep Blue which was backed up by hundreds of parallel processors and needed its own room. We will never know because after Deep Blue's victory its creators mothballed it and it will likely never play again.

The match created enormous interest in New York and was held under the patronage of Mayor Bloomberg and hosted by X3D a new technology company who create three dimensional media and games products. For the first time the major sports network ESPN covered the final game live and disrupted the normal diet of American Football, Golf and Basketball with a three and half hour program. It was the first coverage of a live game on US television since the epic cold war encounter between Bobby Fischer and Boris Spassky in 1972.

This was the second Man v Machine contest in the last four months, the world champion Vladimir Kramnik battled the program Deep Fritz to a 4-4 draw in Bahrain last October and also found the strain of playing a silicon opponent that plays some elements of the game perfectly and some abjectly, a considerable strain.

**Franek,M (1740) –
Ward,C [E82]**
Aces-Getco, 06.11.2002

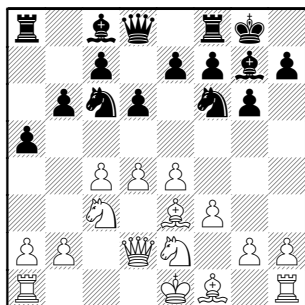
**1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4
d6 5.f3 0-0 6.Be3**



6...b6

An unusual move in this position, as it weakens c6. White can clamp it with Nge2, d5, Nd4. If Black trades at d5, White has more pressure yet with cxd, and an eventual Rc1.

7.Qd2 Nc6 8.Nge2 a5



9.b3

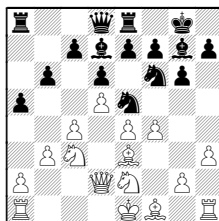
Not necessary, maybe White was worried about an eventual Ba6, hitting c4.

A couple standard ideas are
9.Rc1 begins pressure down c-file.
Or maybe
9.Nc1 with idea of Nd3 and c5

9...Bd7 10.h3 Probably with the idea of kicking c6-Knight with d5. **10...e6**

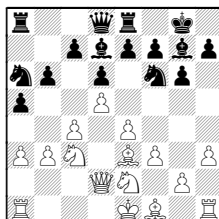
10...Re8 11.d5 Nb4

11...Ne5? 12.f4



Demonstrating the purpose of 10. h3, the e5-Knight has no safe move.

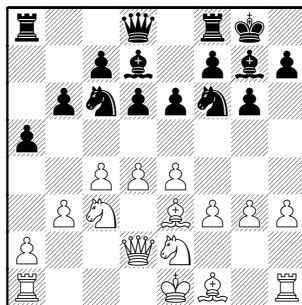
12.a3 Na6



Black tries for ideal placement of Knight at c5.

13.Rb1 Nc5 14.b4 axb4 15.axb4 Na4

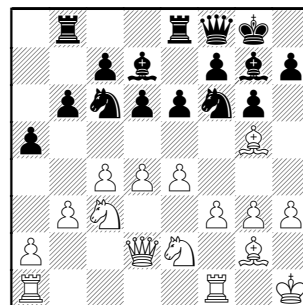
11.g3



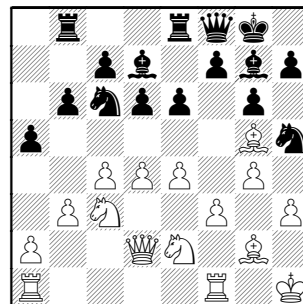
To develop f1-Bishop, but normal is Nc1-d3, allowing the Bishop out.

The downside to 10. h3 is the weakness of g3.

**11...Re8 12.Bg5 Qe7 13.Bg2 Qf8
14.0-0 Rab8 15.Kh1**

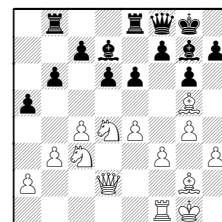


15...Nh5 16.g4



16...Nxd4 17.gxh5

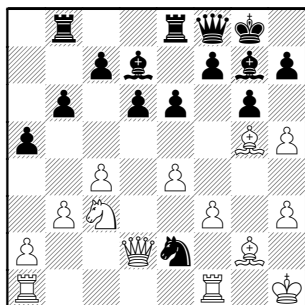
17.Nxd4 Ng3+ 18.Kg1 Nxf1 19.Rxf1



GAMES as reviewed by Tom Friske

In the previous analysis line, material is even, but White will need to be patient to properly place his (extra) Knights.

17...Nxe2

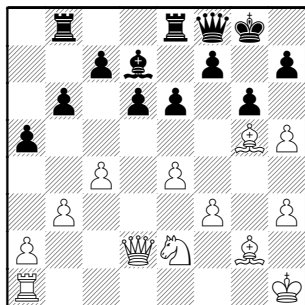


Black seems to win material by attacking Knight and threatening Ng3+ fork.

18.Nxe2

18.Qxe2 Bxc3 19.Rad1 White can play on, but Black has the better position and a Pawn

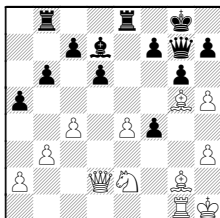
18...Bxa1 19.Rxa1



White needs to open position for his Bishops to start working.

19...Qg7 20.Rg1 e5 21.Bf1

21.f4 exf4

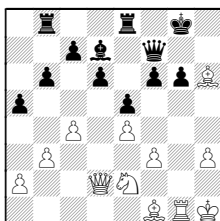


22.Bxf4 with idea of Nc3-d5, White's minors start causing trouble around Black's King

But not 22.Nxf4? heading for d5 22...f6 23.Bh4 g5

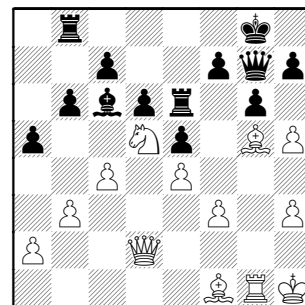
21...Re6

21...f6 22.Bh6 Qf7 23.hxg6 hxg6

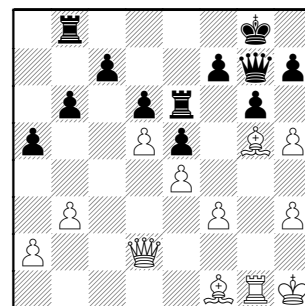


Black can get counterplay down h-file with a rearrangement like Qh7, Kf7, Rh8

22.Nc3 Bc6 23.Nd5



23...Bxd5 24.cxd5!



Excellent! White hits Rook, finally opens c-file, opens formerly bad Bishop, and takes over immediately.

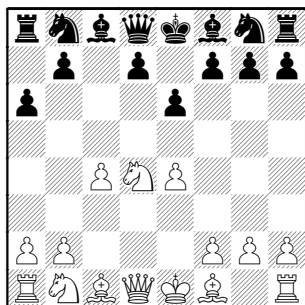
24...Ree8 25.Bb5

White will trap the Rook in two moves: Be7 and Bd7.

1-0

Sagalovsky (1970) – Senset (1724) [B41]
Getco-Citadel, 20.11.2002

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 a6 5.c4



5...Bc5 6.Nb3

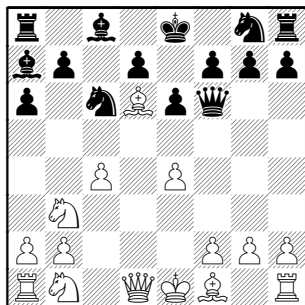
Kicks Bishop, but the Knight will take a long time to get back into play

6...Ba7 7.Bf4

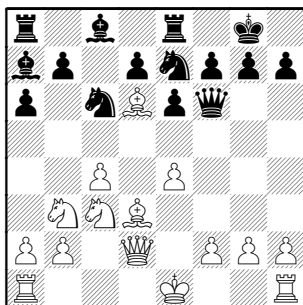
7.Qg4 trying to take advantage of Bishop's absence 7...Qf6 8.Qg3 building with Nc3, Bg5. An eventual e5 may cause trouble to d6. Maybe Black could go Nc6 and Bb8!

8.Nc3? (idea of Bg5) 8...Nh6 (8...Bxf2+) 9.Qg3

7...Nc6 8.Bd6 Qf6



9.Qd2 Nge7 10.Nc3 0-0 11.Bd3 Re8



12.0-0

12.f4 and 0-0-0 get the attack rolling.

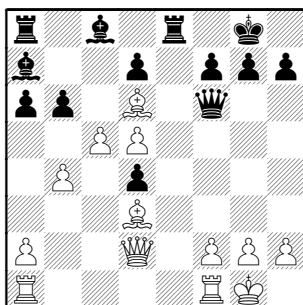
12...e5

Discovering on loose Bishop

13.c5

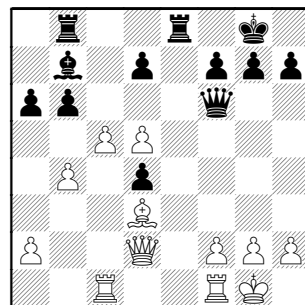
13.Be2 Nd4
13.Bxe7 Nxe7

13...b6 14.Nd5 Nxd5 15.exd5 Nd4 16.Nxd4 exd4 17.b4



The trading sequence has increased White's position. Black's formerly proud King's Bishop is suddenly quite useless.

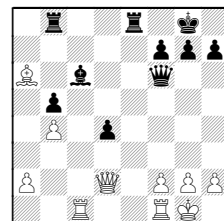
17...Bb8 18.Bxb8 Rxb8 19.Rac1 Bb7



20.d6

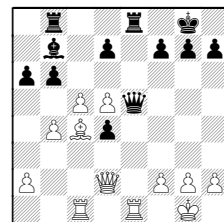
Oddly, Black has no way of getting his Queen to hit g2.

Trying to make a 2-1 Queenside majority is a mistake:
20.c6 dxc6 21.dxc6 Bxc6 22.Bxa6 b5



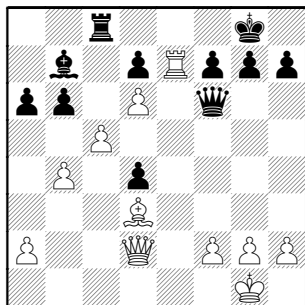
The White Bishop is in trouble
23.Qc2 Rb6

Maybe better, from game diagram top of column, however, is:
20.Bc4 Qe5 (20...Re5 21.Qxd4) 21.Rfe1



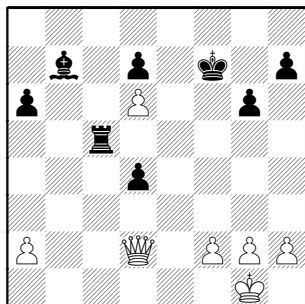
21...Qh5 22.Qxd4

20...Rbc8 21.Rfe1 Re5 22.Rxe5
Qxe5 23.Re1 Qf6 24.Re7



24...bxc5 25.bxc5 g6
25...Rxc5?? 26.Re8#

26.Bc4 Rxc5 27.Rxf7 Qxf7
28.Bxf7+ Kxf7

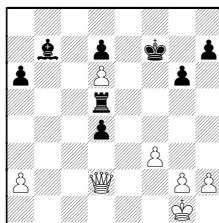


I'd expect the d-passer to be
enough for Black to hold on.

29.f3
29.Qxd4?? Rc1+

29...Rc4

I am deeply interested in saving the
passer with 29...Rd5!

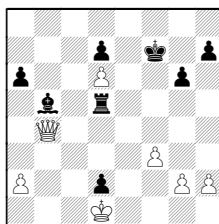


Sure seems strong to win a Pawn and
hold the passer. There are several lines:

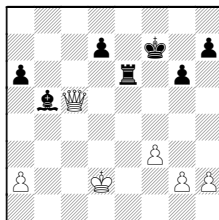
A) 30.Qe2 idea of Qe7+ 30...Rxd6 31.Qe5
Rd5 32.Qc7 Bc6 33.Qa7 d3! (33...a5)

B) 30 Qb4 Bc6 idea of d3, etc and Ke6
due to weak d6

31.Kf2 (31.Qb6?? d3) 31...d3 32.Ke1 d2+
33.Kd1 Bb5



threatening Be2+ and queening.
34.Qe4 Rxd6 35.Qf4+ Ke7 36.Qe5+ Re6
37.Qc5+ Kf7 38.Kxd2

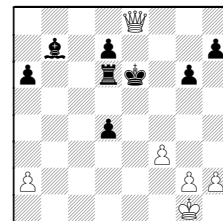


Black may be equal, but the d-passer
could become interesting!

C) White's best appears to be
30.Qf4+ Kg7

**Other King moves lead to
trouble:**

C1) 30...Ke6 31.Qf8 Rxd6 32.Qe8+



32...Kd5
(32...Kf6 33.Qb8)

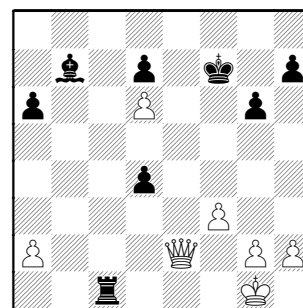
33.Qe4+ Kc5 34.Qxb7 d3 35.Qc7+
Kd5 36.Qc3 Ke6

Sooner or later the Queen will have to
block the passer!;

C2) 30...Ke8 31.Qf6 and Black must
give up Rook to stop mate.

In the game, Black quickly
succumbs to the fast-moving
Queen:

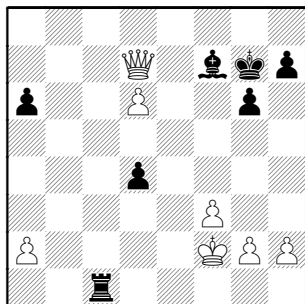
30.Qe2 Rc1+



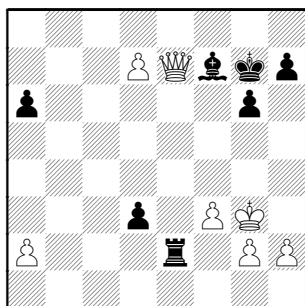
GAMES as reviewed by Tom Friske

Black's pieces are scattered, and so the Queen shines.

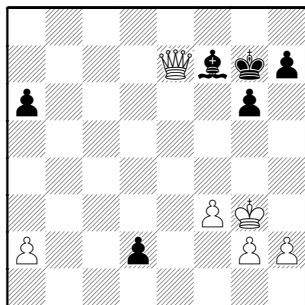
31.Kf2 Bd5 32.Qe7+ Kg8 33.Qe8+ Kg7 34.Qxd7+ Bf7



35.Qe7 Rc2+ 36.Kg3 d3 37.d7 Re2



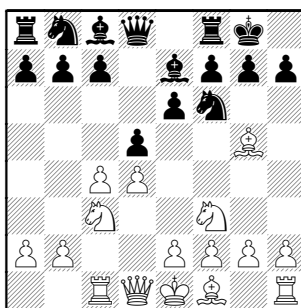
38.d8Q Rxe7 39.Qxe7 d2



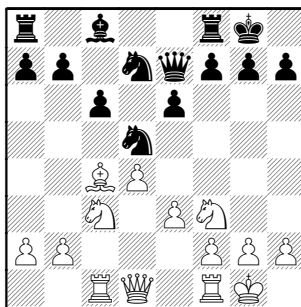
40.Qd7 g5 41.Qxd2 Kg6 42.h4 Kh5 43.Qxg5# 1-0

Brock,B (2068) –
Duffy,J (1784) [D67]
Reader-LBurn (4.1), 02.12.2002

1.d4 d5 2.c4 e6 3.Nc3 Be7 4.Nf3 Nf6 5.Bg5 0-0 6.Rc1



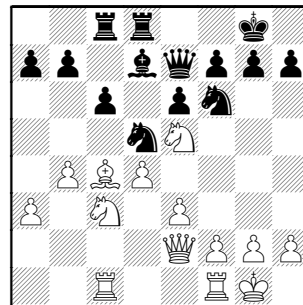
6...c6 7.e3 Nbd7 8.Bd3 dxc4 9.Bxc4 Nd5 10.Bxe7 Qxe7 11.0-0



11...N7f6 12.a3 Rd8 13.Qe2

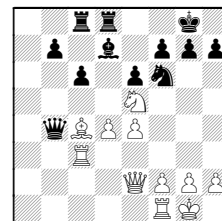
13.Qc2 with idea of Nce2 (covers f4) and e4. But White also has the standard attack built with Ba2-b1, Ng5 or Ne5, Nce2-g3-h5, etc.

13...Bd7 14.Ne5 Rac8 15.b4

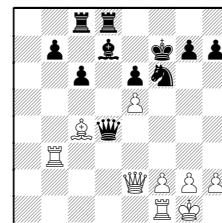


to stop c5, but presents a point to attack. 15...a5! 16.Bxd5

Sac'ing a Pawn for attack almost works: 16.e4?! Nxc3 17.Rxc3 axb4 18.axb4 Qxb4

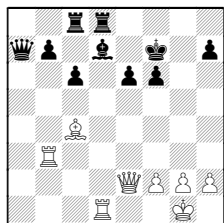


19.Rb3 Qd6 20.Nxf7 Kxf7 21.e5 Qxd4



22.Rd1 Qe4! and Black holds the important e6-square

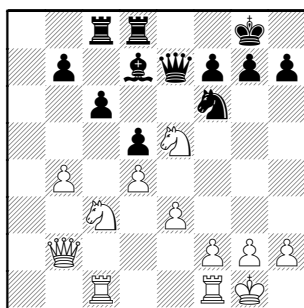
An example of why the Queen is needed can be shown after 22...Qa7? 23.exf6 gxf6



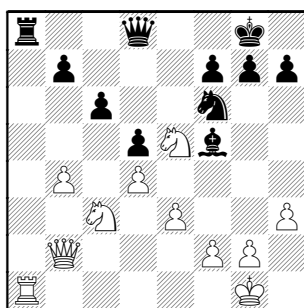
24.Rxd7+!

And White crashes in (and cashes in, as well!) with Qxe6+ next.

16...exd5 17.Qb2 axb4 18.axb4

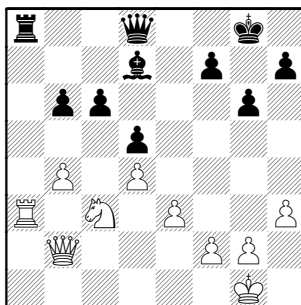


18...Ra8 19.Ra1 Bf5 20.Rxa8 Rxa8
21.Ra1 Qd8 22.h3

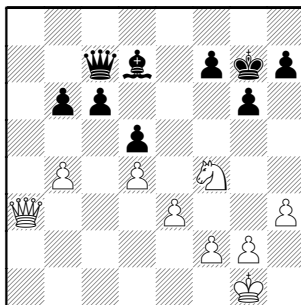


White would like to get b5 in.

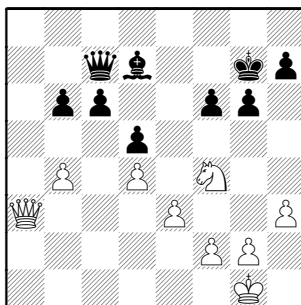
22...Nd7 23.Nxd7 Bxd7 24.Ra5 b6
25.Ra3 g6



26.Ne2 Qc8 27.Qa1 Rxa3 28.Qxa3 Qc7
29.Nf4 Kg7



30.Nd3 f6 31.Nf4

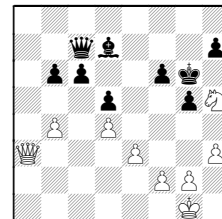


Black has defended well and is fairly safe,
but now allows his Pawns to be broken.

31...Bc8

Attempting to kick Knight home doesn't

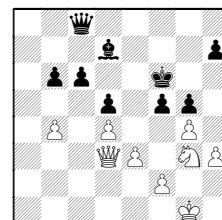
seem to help. 31...g5 32.Nh5+ Kg6



33.g4

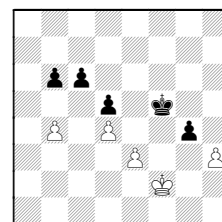
(33.Ng3 f5;
33.Qd3+? Bf5)

33...f5 34.Qd3 and Ng3 next
34...Qc8 35.Ng3 Kf6



I still don't see anything too
promising for either side.

The Pawn ending is even after
36.gxf5 Bxf5 37.Nxf5 Qxf5 38.Qxf5+
Kxf5 39.f3 h5 40.Kf2 g4 41.fxg4+
hxg4



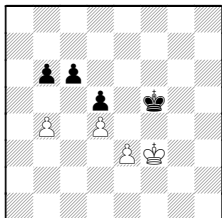
Although there certainly are some
possible devastating mistakes...
42.hxg4+

(42.h4?? Kg6 43.Kg3 Kh5 44.Kf4

GAMES as reviewed by Tom Friske

Kxh4-+)

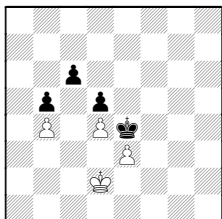
42...Kxg4 43.Kg2 Kf5 44.Kf3



44...b5 45.Ke2

(45.Kg3?? Ke4 46.Kf2 Kd3 47.Kf3 Kc4)

45...Ke4 46.Kd2

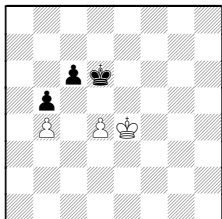


46...Kf5

(46...Kf3?? 47.Kd3 Kg4 48.e4!+- dxe4+ 49.Kxe4 Kg5 50.Ke5)

47.Kd3 Kf6=

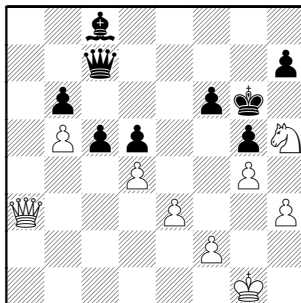
(47...Ke6 48.e4 dxe4+ 49.Kxe4 Kd6)



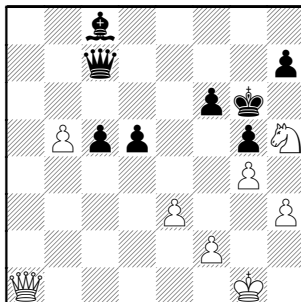
50.Ke3 (50.Kf5?? Kd5-+) 50...Kd5 51.Kd3)

Back to the game...

32.b5! g5 33.Nh5+ Kg6 34.g4 c5!



35.dxc5 bxc5 36.Qa1

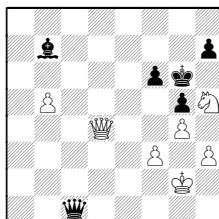


36...d4?

36...Qe5 37.Qa8 Qe6 38.b6 Qd7

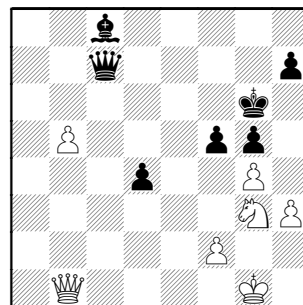
37.exd4 cxd4 38.Qb1+

38.Qxd4 Qc1+ 39.Kg2 (39.Kh2 Qc7+)
39...Bb7+ 40.f3



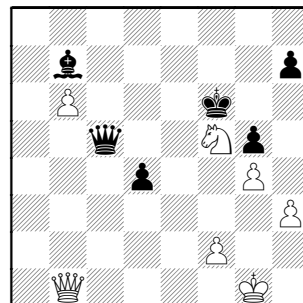
40...Qc2+ 41.Qf2 Qb3 42.b6

38...f5 39.Ng3



In contrast with move #31 analysis, here White wins any Pawn ending resulting from trades on f5.

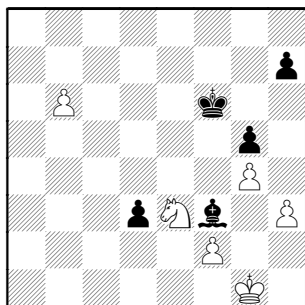
39...Qc5 40.Nxf5 Kf6 41.b6 Bb7



42.Qe1

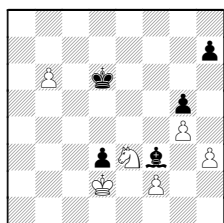
42.Qb2 Qc3 (42...Ke5) 43.Qxc3 dxc3=

42...d3 43.Qe3 Qxe3 44.Nxe3 Bf3

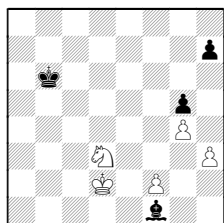


45.Kh2

45.Kf1 Ke5 46.Ke1 Kd6 47.Kd2

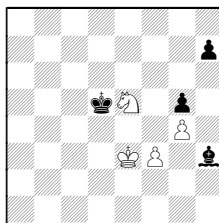


47...Be2 48.Nc4+ Kc6 49.Nb2 Kxb6
50.Nxd3 Bf1



Black wins a Pawn, but his King is too far away.

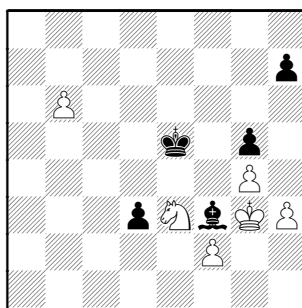
51.Ke3 Bxh3 52.Ne5 Kc5 53.f3 Kd5



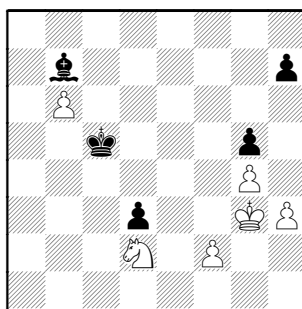
54.Nf7

Even though White regains the extra Pawn, this is probably a draw as well.

45...Ke5 46.Kg3

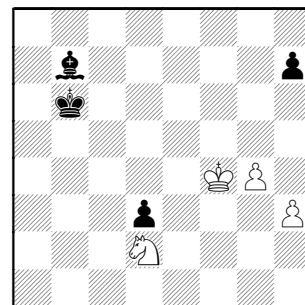


46...Bb7 47.Nf1 Kd6 48.Nd2 Kc5



White is practically forced to trade a pair of Pawns. Thus, the draw is very near.

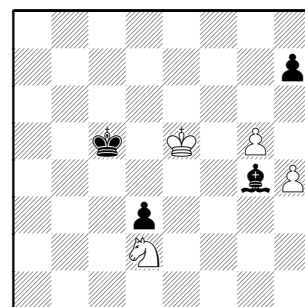
49.f4 gxf4+ 50.Kxf4 Kxb6



51.g5

The White King is needed to fight passer: 51.Kg5? Kc5
(51...Bd5 52.Kh6 Bg8 53.Kg7)
52.Kh6 Kd4 53.Kxh7 Ke3 54.Nc4+ Ke2 55.h4 Bd5-+
(55...d2? 56.Nxd2 Kxd2=) 56.Na3 d2

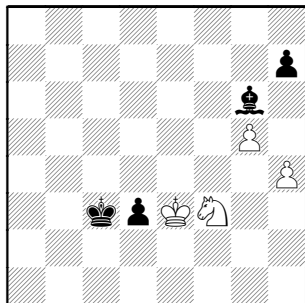
51...Kc5 52.Ke5 Bc8 53.h4 Bg4



54.Kf4 Bh5 55.Ne4+ Kd4 56.Nd2 Bg6 57.Nf3+ Kc3 58.Ke3

GAMES as reviewed by Tom Friske

easily

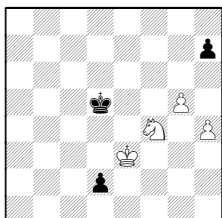


58...Kc4 59.Ne5+ Kd5 60.Nxd3

White misses a won Pawn ending:

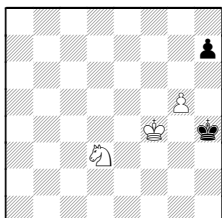
60.Nxg6 hxg6

If Black tries to deflect King with 60...d2 to gain a tempo on the coming analysis, then 61.Nf4+!



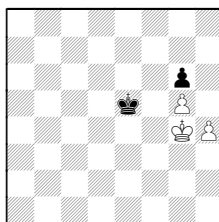
61...Ke5 62.Nd3+!
White holds the extra piece

62...Kf5 63.Kxd2 Kg4 64.Ke3 Kxh4
65.Kf4



65...Kh5 66.Kf5 and White wins

61.Kxd3 Ke5 62.Ke3 Kf5 63.Kf3 Ke5
64.Kg4

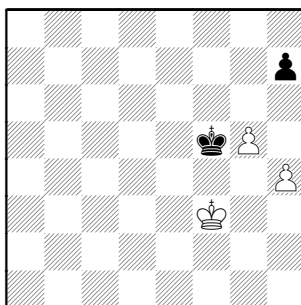


64...Ke6 (64...Ke4? 65.h5)

65. h5! gxh+
(65...Kf7 66. h6 wins as White eventually gets Kxg6)

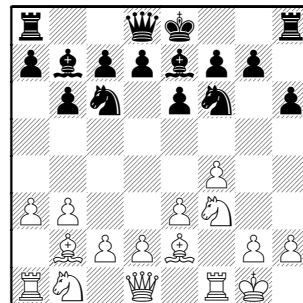
66. Kxh5 Kf7 67 Kh6 wins

60...Bxd3 61.Kxd3 Ke5 62.Ke3 Kf5
63.Kf3

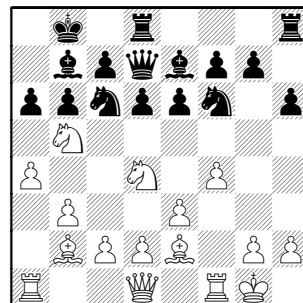


63...h6 1/2-1/2

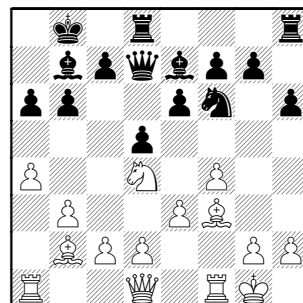
Benforado,E (1578) –
Karandikar,S (1541) [A02]
Knights, 03.10.2002
1.f4 Nf6 2.b3 e6 3.Bb2 Be7 4.Nf3 Nc6
5.e3 b6 6.Be2 h6 7.0-0 Bb7 8.a3



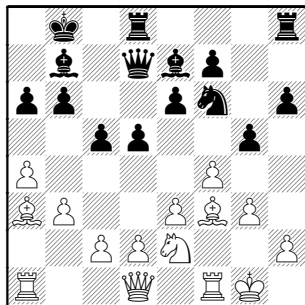
8...d6 9.Nc3 Qd7 10.a4 0-0-0
11.Nb5 Kb8 12.Nfd4 a6



13.Nxc6+ Qxc6? 14.Bf3! d5
15.Nd4 Qd7



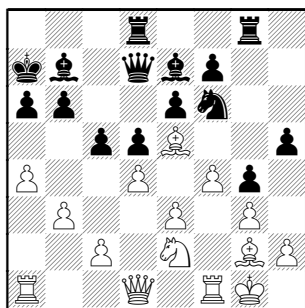
16.Ba3 c5 17.Ne2 g5 18.g3



18...g4

18...gxf4 19.exf4 d4 and coming Rdg8, h5-4 looks interesting

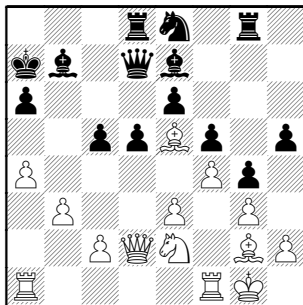
19.Bg2 h5 20.Bb2 Rhg8 21.Be5+ Ka7 22.d4



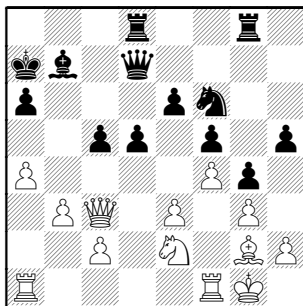
22...Ne8

22...Ne4 threatens -f6 to trap the e5-Bishop or to play h4
23.dxc5 Bxc5 24.Bd4 Be7

23.dxc5 bxc5 24.Qd2 f6 25.Bc3 f5 26.Be5

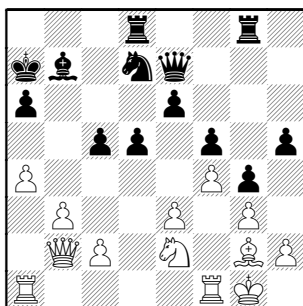


26...Bf6? [26...h4] 27.Bxf6 Nxf6 28.Qc3

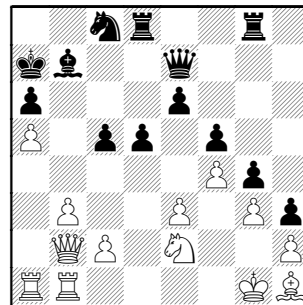


We are treated to an excellent example of the problems with a weak color complex, caused by Black's voluntary trading of the dark-squared Bishops.

28...Qe7 29.Qe5 Nd7 30.Qb2



30...h4 31.Rfb1 h3 32.Bh1 Nb6 33.a5 Nc8

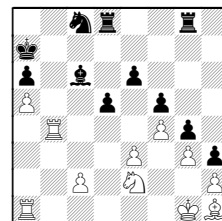


34.b4

34.c3 with idea of b4-5 opening pressure down b-file without trading Queens.

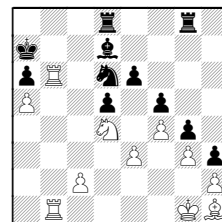
34...c4??

A) 34...cxb4! 35.Qxb4 Qxb4 36.Rxb4 Bc6



Favors Black because his opponent's Bishop is worthless. He need not fear open lines with the Queens off.

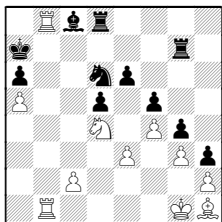
37.Nd4 Bd7 38.Rab1 Nd6 39.Rb6



GAMES as reviewed by Tom Friske

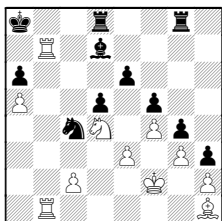
39...Nc4!

39...Bc8 (to trade Rooks with Rg7-b7) 40.Rb8! Rg7?



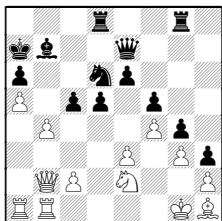
41.Nxe6!

40.Rb7+ Ka8 41.Kf2



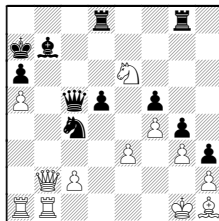
41...Rb8 and wins
(or maybe even 41...Nxa5 42.R7b6 Ka7)

From the game, last page, Black can also temporarily give a Pawn:
B) 34...Nd6



to cover b5 35.bxc5 Nc4 36.Qb4

(36.Nd4 Qxc5 37.Nxe6??



37...Qxe3+ 38.Kf1 Nd2#)

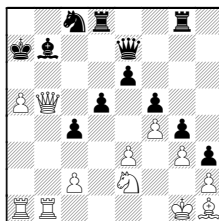
36...Rc8 37.Nd4 Rge8

Returning to game, the mobile Pawn is devastating:

35.b5 It now appears Black has no defense. **35...Nd6**

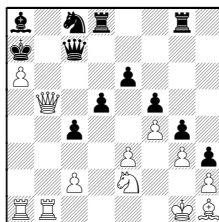
35...Qc5 36.bxa6 Bxa6 (36...Kxa6 37.Qxb7#) 37.Qb8#

Also not working is 35...axb5 36.Qxb5



36...Qc7
(36...Rd6?? 37.a6 Rxa6 38.Rxa6+ Bxa6 39.Qb8#;
And also 36...Nd6?? 37.Qb6+ Ka8 38.a6)

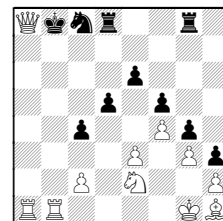
37.a6 Ba8



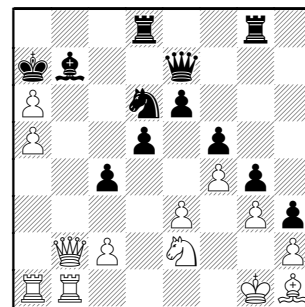
38.Qb7+!! Qxb7

(38...Bxb7?? 39.axb7+ Kb8 40.Ra8#)

39.axb7+ Kb8 40.bxa8Q+

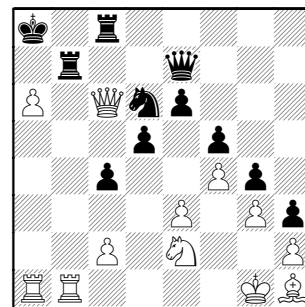


The game finish is not much longer:
36.bxa6



36...Rb8
36...Bxa6? 37.Qb6+ Ka8 38.Qxa6+

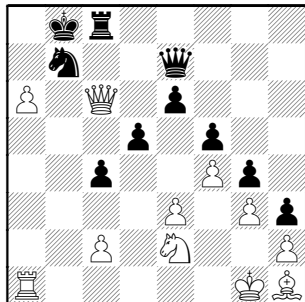
37.Qb6+ Ka8 38.axb7+ Rxb7
39.Qc6 Rc8 40.a6



40...Kb8

40...Rxc6 41.axb7+ Kb8 42.Ra8+
Kc7 43.b8Q+

41.Rxb7+ Nxb7

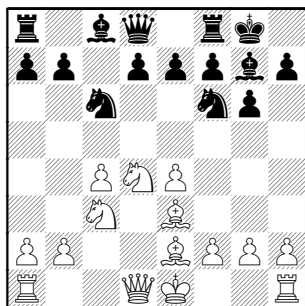


42.a7+ and mates with Qxc8# 1-0

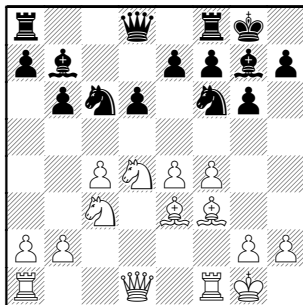
Fridman,Y (2130) –
Buerger,E (2032)
Knights–UOP, 10.12.2002

[B38]

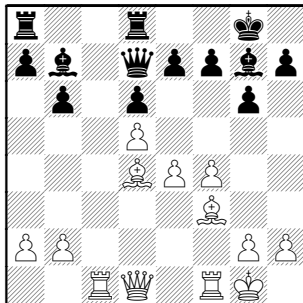
1.e4 c5 2.Nf3 Nc6 3.d4 cxd4
4.Nxd4 g6 5.c4 Bg7 6.Be3 Nf6
7.Nc3 0-0 8.Be2



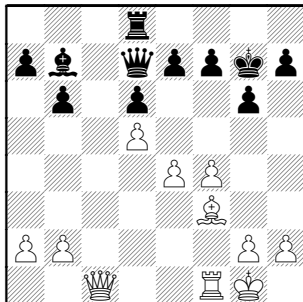
8...b6 9.0-0 Bb7 10.f4 d6 11.Bf3



11...Qd7 12.Rc1 Rfd8 13.Nd5 Nxd5
14.cxd5 Nxd4 15.Bxd4

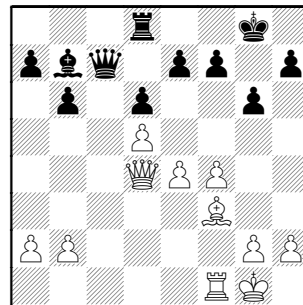


15...Rac8 16.Bxg7 Rxc1 17.Qxc1 Kxg7



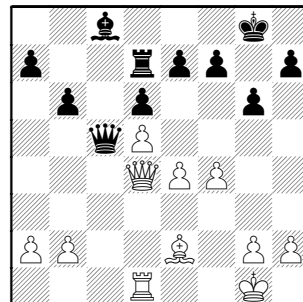
and, since Rc8 is coming....

18.Qd1 Qc7 19.Qd4+ Kg8

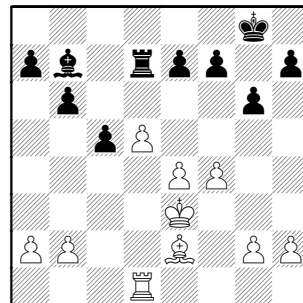


20.Bg4! Black can't immediately
activate his Rook

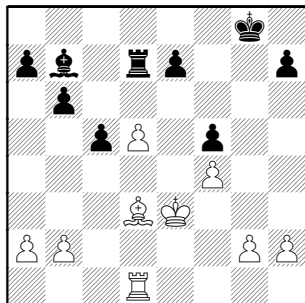
20...Qc5 21.Rd1 Bc8 22.Be2 Rd7



23.Qxc5 dxc5 Probably hoping to
eventually make an outside passer.
24.Kf2 Bb7 25.Ke3

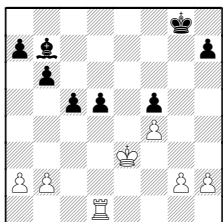


25...f5?! 26.exf5 gxf5 27.Bd3!



27...Bxd5?

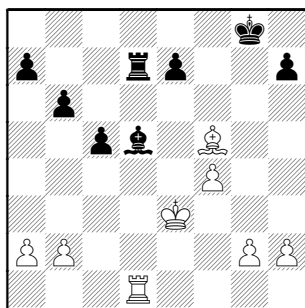
27...Rxd5!? 28.Bc4 e6 29.Bxd5
exd5



Is interesting because Black can make the requisite connected passers as compensation. But will the Rook invade on the e-file ?

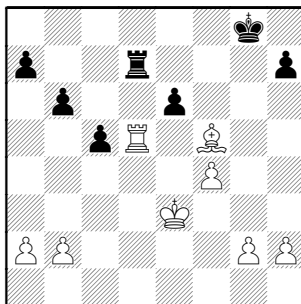
30.Re1 (30.Kd3 d4 31.g3 Be4+ 32.Kc4 a6) 30...d4+ 31.Kf2 Be4

28.Bxf5!



The threat is Rxd5 to setup Be6+ fork. Yet the Bishop also hits the Rook, of course!

28...e6? oddly, the Pawn is pinned!!
29.Rxd5!

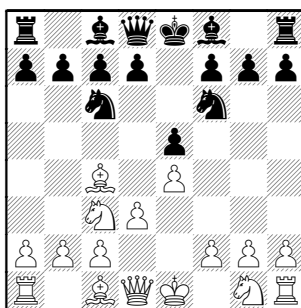


anyhow!! 1-0

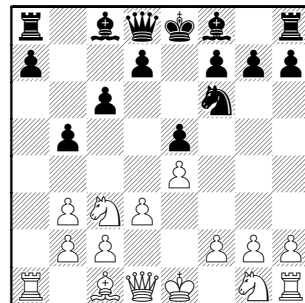
Sullivan,C (1545) –
Seet,P
Reader-GETCO, 17.12.2002

[C28]

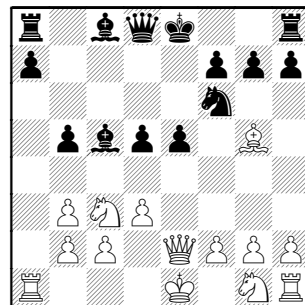
1.e4 e5 2.Bc4 Nc6 3.Nc3 Nf6 4.d3



4...Na5 5.Bb5 c6 6.Ba4 b5 7.Bb3 Nxb3
8.axb3



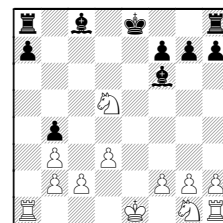
8...d5 9.Bg5 Bc5 10.exd5 cxd5
11.Qe2



11...b4 12.Na4

White could win a Pawn, but doesn't force anything 12.Qxe5+ Qe7
(12...Be6 13.Na4 Bd6 14.Qe2)

13.Qxe7+ Bxe7 14.Bxf6 Bxf6
15.Nxd5



15...Be5
16...Bxb2 16.Ra2

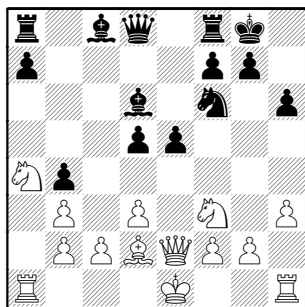
GAMES as reviewed by Tom Friske

(16.Nc7+? Kd8 17.Nxa8 Bxa1 and the Knight is lost after –Bb7)

16...Be5 17.f4 (17.Nxb4? Bc3+)
17...Bd6 Black's Bishop pair will be very active

16.f4 is similar, but White has an extra Pawn

12...Bd6 13.Nf3 0-0 14.h3 h6
15.Bd2

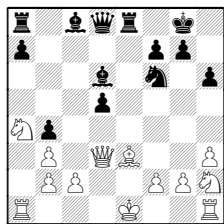


15...e4! 16.Nh2 Qc7

Black can stop White from castling!

16...exd3 17.Qxd3
(17.cxd3 Re8 18.Be3 d4)
17...Re8+ 18.Kd1

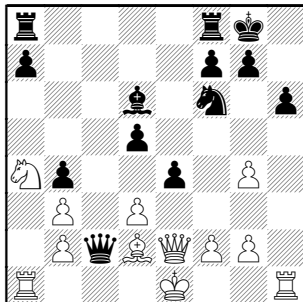
(18.Be3?)



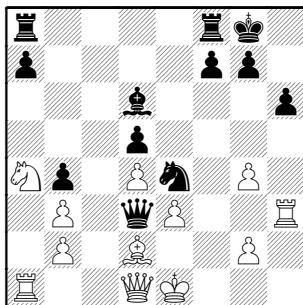
18...Bxh2! 19.Rxh2 d4)

18...a5 with idea of –Ba6 and trouble at e2

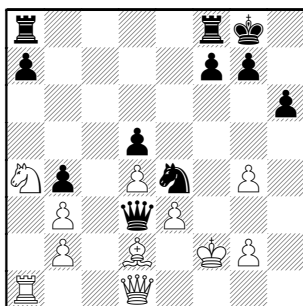
17.Ng4? Bxg4 18.hxg4 Qxc2



19.d4 e3 20.fxe3 Ne4
threatening Ng3 fork and doubling on d2–
Bishop
21.Qd1 Qd3 22.Rh3

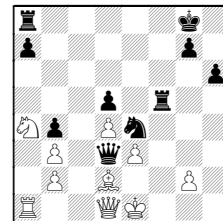


22...Bg3+ 23.Rxg3 forced 23...Nxg3
24.Kf2 Ne4+



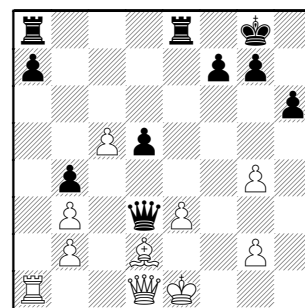
25.Ke1 forced 25...Rfe8

25...f5! 26.gxf5? Rxf5

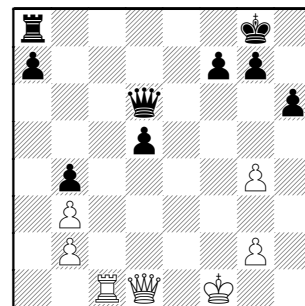


threatening Rf1# immediately and
Raf8 long-term

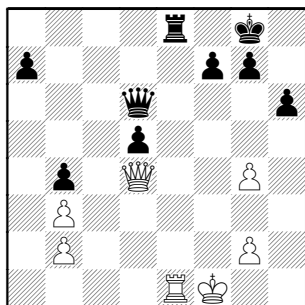
26.Nc5 Nxc5 27.dxc5



27...Rxe3+ 28.Bxe3 Qxe3+ 29.Kf1
Qxc5 30.Rc1 Qd6



31.Qd4 Re8 32.Re1



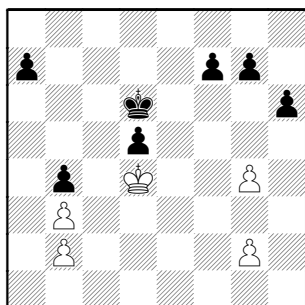
32...Qf6+!

The Pawn ending is fairly easy

33.Qf2

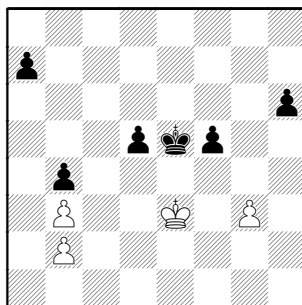
33.Qxf6 Rxe1+ 34.Kxe1 gxf6 and White will soon be reduced to only (retreating) King moves

33...Rxe1+ 34.Kxe1 Qxf2+ 35.Kxf2 Kf8 36.Ke3 Ke7 37.Kd4 Kd6



Black has plenty of Pawn moves and thus White cannot hold the opposition.

38.g3 g6 39.Ke3 Ke5 40.Kd3 f5 41.gxf5 gxf5 42.Ke3



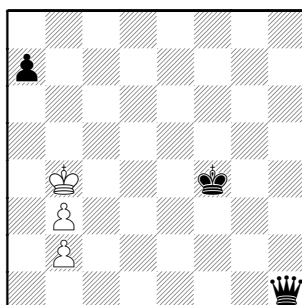
42...h5

42...d4+ 43.Kd3 Kd5 and White will retreat again. Black forces White's King to first rank and then turns left to win the g-Pawn.

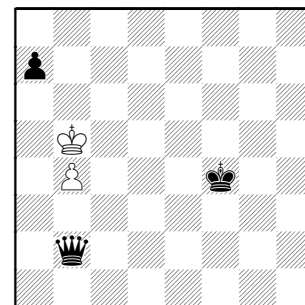
43.Kd3 f4

Faster is 43...d4 44.Kc4?? Ke4 45.Kxb4 Ke3 queening quickly

44.gxf4+ Kxf4 45.Kd4 h4 46.Kxd5 h3 47.Kc5 h2 48.Kxb4 h1Q



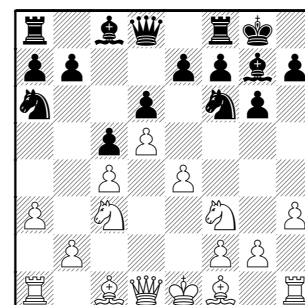
49.Ka4 Qa1+ 50.Kb5 Qxb2 51.b4



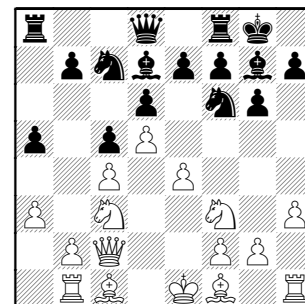
51...Ke5 52.Ka6 Kd6 53.Kxa7 0-1

Walker,A (1745) – Sollano,E (2008) [E90]
Northrop-Excaliburs, 27.11.2002

1.c4 Nf6 2.Nf3 d6 3.d4 g6 4.Nc3 Bg7 5.e4 0-0 6.h3 Na6 7.a3 c5 8.d5

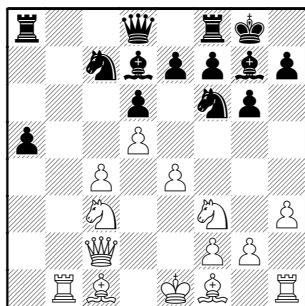


8...Nc7 9.Rb1 a5 10.Qc2 Bd7

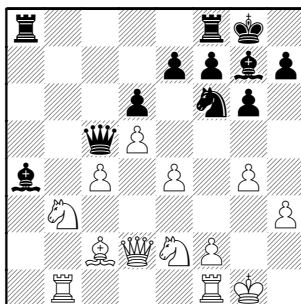


GAMES as reviewed by Tom Friske

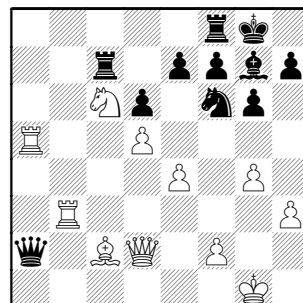
11.b4 cxb4 12.axb4 b6 13.bxa5
bxa5



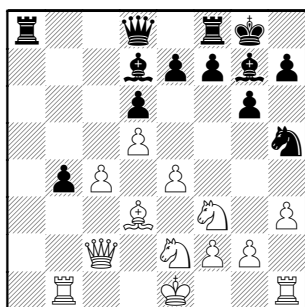
20.g4 Nf6 21.Nfd4 Qb6 22.Bc2 Qc5
23.Nxb3



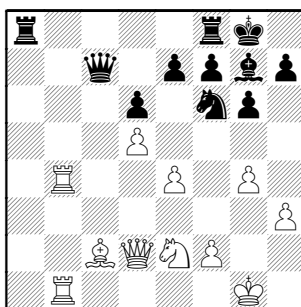
30.R1b3 Qa2 31.Ra5



14.Bd3 Na6 15.Ba3 Nh5 16.Ne2
Nb4 17.Bxb4 axb4



23...Bxb3 [23...Qxc4] 24.Rxb3 [24.Bxb3
Nxe4] 24...Qxc4 25.Rb4 Qc7 26.Rfb1



31...Nxe4 32.Qe2

White can win a piece here.

32.Qd3 Nc5

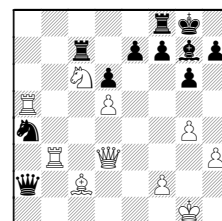
(32...Qxa5 33.Nxa5 Nc5 34.Qc4)

33.Rxa2 Nxd3 34.Bxd3

32...Nc3 33.Rxc3

33.Qd3 maintains Queen trap

33...Na4

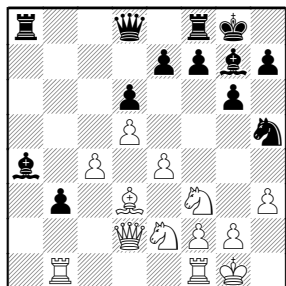


18.0-0

White can snatch the Pawn, but it
doesn't effect the result.

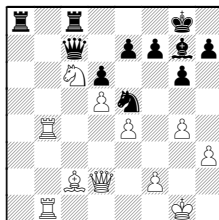
18.Rxb4 Qa5 (18...Ra1+ 19.Rb1
Qa5+ 20.Qd2) 19.Qd2 Qa1+
20.Rb1

18...Ba4 19.Qd2 b3



26...Rac8

26...Rfc8 27.Nd4 Nd7 28.Nc6 Ne5



29.Rb7? Qxb7! 30.Rxb7 Nf3+-+

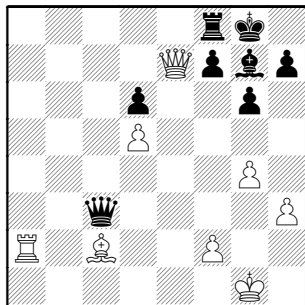
27.Nd4 Qc5?! Advancing Queen puts her
in jeopardy. 28.Nc6 Rc7 29.Rb5 Qa3

34.Rb1! again winning a piece

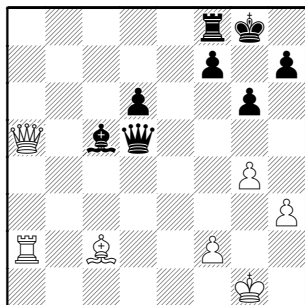
33...Qb2 34.Nxe7+ Rxe7 35.Qxe7
Qxc3 36.Ra2

GAMES as reviewed by Tom Friske

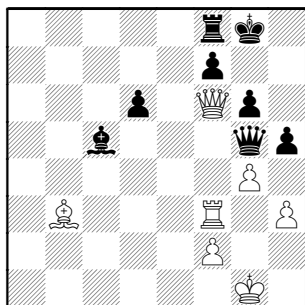
45...Qxf6 46.Rxf6 Kg7 47.g5 d5 48.Bxd5



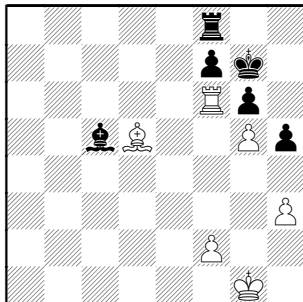
36...Be5 37.Kg2 Qc4 38.Qa7
Qxd5+ 39.Kg1 Bd4 40.Qa5 Bc5



It's hard to make progress against
the heavy pieces and opposite
Bishops. 41.Ra3 Qd4 42.Rf3 Qd5
43.Qc3 Qg5 44.Bb3 h5 45.Qf6



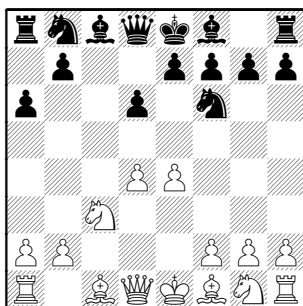
Tripling on f7 and, if Black Queen
runs, White has Qxg6+



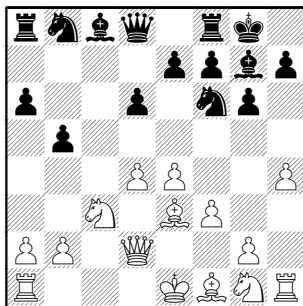
48...Be7 49.Rf3 Bxg5 1/2-1/2

Gazmen, B (2055) –
Sensat, J (1726) [B22]
Aces–Citadel, 16.01.2003

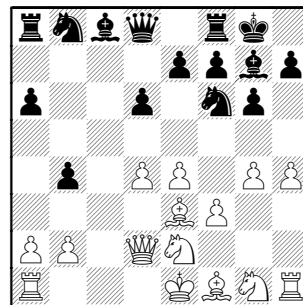
1.e4 c5 2.c3 d6 3.d4 cxd4 4.cxd4 Nf6
5.Nc3 a6



6.f3 g6 7.Be3 Bg7 8.Qd2 0-0 9.h4 b5



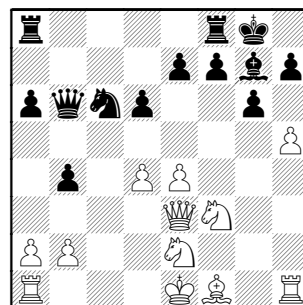
10.g4 b4 11.Nce2



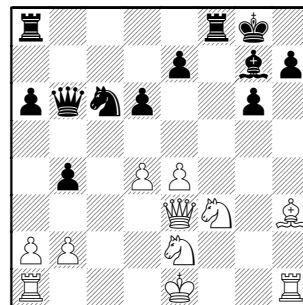
11...Bxg4? simply too aggressive
12.fxg4 Nxg4 13.h5

13.Bf4 e5 14.Bg3

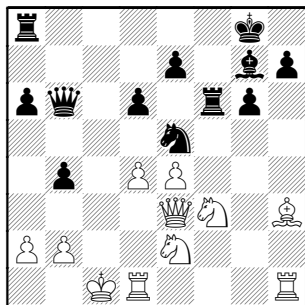
13...Nxe3 14.Qxe3 Qb6 15.Nf3 Nc6



16.hxg6 fxg6 17.Bh3



17...Rf6 18.0-0-0 Ne5



24.Nd5! Qc5

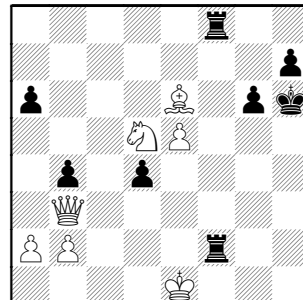
The sacrifice is sound:

A) 24...exd5 25.Qxd5+ and Qxa8 next

B) 24...Qc6?? 25.Ne7+

C) 24...Qb7 25.Nf6+ and e6-Pawn will fall

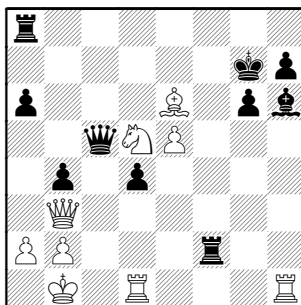
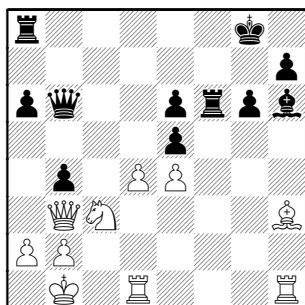
25.Bxe6+ Kg7



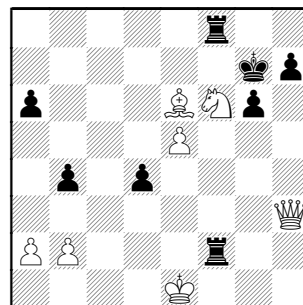
19.Nxe5

19.Qb3+ Nf7; 19.dxe5?? Qxe3+

19...dxe5 20.Qb3+ e6 21.Nc3 Bh6+ 22.Kb1



31.Qh3+ Kg7 32.Nf6



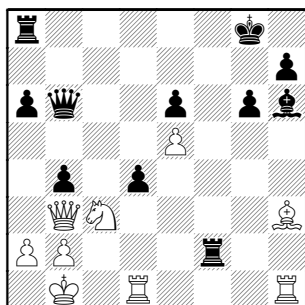
26.Rxh6!!

Removing a defender. White shows the Rooksac is clearing a path for Queen, not the other Rook!

26...Kxh6 27.Rc1!

White will take over the 7th rank!

22...exd4 23.e5 Rf2



27...Qxc1+

27...Qf8 28.Qh3+ Kg7 29.Rc7+ Kh8 30.Rxh7#

28.Kxc1 Rf1+ 29.Kd2 Rf2+ 30.Ke1 Raf8

Mate threat at h7 and cutting off f2-Rook

32...h6 33.Kxf2 1-0