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The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League



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Inside This Issue

CICL Officer List
Table of Contents

ECC vs CICL Match is Scheduled !

League Standings
Most Improved Players
Top Ten by Division
Match Results
Ratings

FEATURES

Games as reviewed by the Games Editor
Games as annotated by their Players

with contributions from Art Olsen and Pat Sajbel

MARK YOUR CALENDARS! SPREAD THE WORD!

The Elmhurst Chess Club vs. CICL match date is set for

SUNDAY, FEBRUARY 23, 2002

No pro football conflicts!

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 on the Elmhurst College campus.

Directions will be provided as the dates draws near.

Feel free to call me if you have questions.

Pat Sajbel

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Match Details:

CICL vs. Elmhurst Chess Club

Date: Sunday, February 23, 2002

Time: 7:00 p.m. Start

Please plan to **arrive & check in between 6 PM and 6:45 PM.**

We hope to fix the lineup and start the match at 7:00 p.m.

Location: Elmhurst College, Elmhurst , IL

Time control: 40/90, SD/30.

Please bring sets and clocks!

-Pat Sajbel & Roger Birkeland

Current Standings**NEAR WEST DIVISION 01-26-2003**

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
PAWNS	3	1	3	22.0	4.5	0.643
COOK CO. DEPT. OF CORR	4	3	0	25.0	4.0	0.571
LUCENT TECH. CHARGERS	3	3	1	23.5	3.5	0.500
CASE	1	4	2	13.5	2.0	0.286

FAR WEST DIVISION 01-26-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
LUCENT TECH. TYROS	6	0	0	27.0	6.0	1.000
ARGONNE ROOKS	2	3	1	17.0	2.5	0.417
FERMILAB	1	2	3	16.5	2.5	0.417
LUCENT TECH. DRAGONS	0	4	2	11.5	1.0	0.167

NORTH DIVISION 01-26-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
MOTOROLA KINGS	4	0	2	25.5	5.0	0.833
UOP	3	1	2	23.0	4.0	0.667
MOTOROLA KNIGHTS	3	1	2	22.0	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 01-26-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
ALUMNI ACES	5	0	0	26.0	5.0	1.000
GETCO	4	1	0	20.5	4.0	0.800
THE READER	1	2	1	12.0	1.5	0.375
LEO BURNETT	1	4	0	7.5	1.0	0.200
CITADEL GROUP	0	4	1	6.0	0.5	0.100

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

WILLIAMS, K	CCDOC	2144
JAKSTAS, K	PAWNS	2139C
WARREN, J	CHGR	2075Q
MARCOWKA, R	CHGR	1971D
ELLICE, W	PAWNS	1897C
KALE, S	CASE	1854C
FRAATS, D	CASE	1846C
DOBROVOLNY, C	CHGR	1826C
ROSLEY, D	CHGR	1803
MCCARTHY, D	CHGR	1778

FAR WEST DIVISION TOP TEN

STEIN, P	TYROS	2253
BEZZUBOV, V	FERMI	2217
DORIGO, T	FERMI	2141
BENEDEK, R	ROOKS	2115T
TEGEL, F	DRGNS	2105T
KOZLOVSKY, M	FERMI	2082
DIAZ, P	TYROS	2045C
HILL, R	ROOKS	2035C
SPIEGEL, L	FERMI	1975D
PEHAS, A	DRGNS	1927C

NORTH DIVISION TOP TEN

WOLF, D	MKING	2340
INUMERABLE, F	EXCLB	2257C
STEVANOVIC, M	UOP	2214D
MORRIS, R	MKNGT	2151
FRIDMAN, Y	MKNGT	2118
FRISKE, T	EXCLB	2071C
MELNIKOV, I	MKING	2050
WALLACH, C	MKING	2048
BUERGER, E	UOP	2028T
SOLLANO, E	EXCLB	1996C

EAST DIVISION TOP TEN

VOLYNSKIY, G	GETCO	2569*
BENESA, A	ALUMN	2261
JASAITIS, A	GETCO	2103D
LANG, R	READR	2067
GAZMEN, E	ALUMN	2062
BROCK, B	READR	2041
SANTIAGO, T	ALUMN	2019
SAGALOVSKY, L	GETCO	2004
ALLEN, H	ALUMN	1992
RZESZUTKO, R	ALUMN	1923C

MOST IMPROVED PLAYERS

AILES, T	FERMI	129
HALL, A	CCDOC	104
EASTON, R	KEMPR	84
JACKSON, S	CCDOC	64
GARDNER, M	NORTH	60
BALICKI, J	MKNGT	60
MELNIKOV, I	MKING	55
DIAZ, P	TYROS	55
MARSH, M	READR	53
WILLIAMS, K	CCDOC	46

Match Results**17-DEC-02 THE READER****2.5 GETCO****3.5****ROUND 5**

BD	RATINGS	SCORE		RATINGS	SCORE
1 BROCK, B	2036	5	.5	JASAITIS, A	2106 -3 .5
2 LANG, R	2098-31	0		SAGALOVSKY, L	1962 31 1
3 BRASWELL, I	1760	35	1	RAUCHMAN, M	1982-35 0
4 SULLIVAN, C	1545	0	0	SEET, P	0 0 1
5 MARSH, M	1222	-3	0	KRATKA, M	1665 3 1
6 BROIHIER, M	1117	41	1	LANSING, J	1509-41 0

19-DEC-02 ALUMNI ACES**6****LEO BURNETT****0****ROUND 5**

BD	RATINGS	SCORE		RATINGS	SCORE
1 BENESA, A	2253	3	1	DUFFY, J	1799 -3 0
2 GAZMEN, E	2055	1	1	FULKERSON, R	1415 -1 0
3 FRANK, M	1679	2	1	SAWIN, B	1184 -2 0
4 CZERNIECKI, A	1914	0	1F		0 0 0F
5 RZESZUTKO, R	1922	0	1F		0 0 0F
6 FRANEK, M	1755	0	1F		0 0 0F

16-JAN-03 ALUMNI ACES**6****CITADEL GROUP****0****ROUND 6**

BD	RATINGS	SCORE		RATINGS	SCORE
1 BENESA, A	2256	5	1	HAYHURST, W	1913 -5 0
2 GAZMEN, E	2056	6	1	SENSAT, J	1726 -6 0
3 RZESZUTKO, R	1922	1	1	FOLEY, M	1300 -1 0
4 CZERNIECKI, A	1914	0	1	VOSS, M	0 0 0
5 FRANEK, M	1755	0	1	PATEL, SU	0 0 0
6 FRANK, M	1681	0	1	LERNER, T	897 0 0

14-JAN-03 GETCO**6****LEO BURNETT****0****ROUND 6**

BD	RATINGS	SCORE		RATINGS	SCORE
1 SAGALOVSKY, L	1993	11	1	DUFFY, J	1796-11 0
2 RAUCHMAN, M	1947	0	1F	FULKERSON, R	1414 0 0F
3 SEET, P	0	0	1	BANNON, B	1206 0 0
4 KRATKA, M	1668	3	1	SAWIN, B	1182 -3 0
5 LANSING, J	1468	0	1F		0 0 0F
6 KOSMICKE, J	0	0	1F		0 0 0F

Match Results

10-DEC-02 MOTOROLA KNIGHTS

4

UOP

2

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 MORRIS, R	2138 5	.5	STEVANOVIC, M	2210 -3 .5
2 FRIDMAN, Y	2130 16	1	BUERGER, E	2032 -7 0
3 THOMSON, J	1995 -2	.5	REVELLON, L	1967 2 .5
4 BALICKI, J	1729 21	1	LECHNICK, J	1708-21 0
5 AUGSBURGER, L	1762-13	0	SACKS, D	1805 20 1
6 BENFORADO, E	1578 9	1	VAN ZILE, C	1345 -9 0
7 PHELPS, D	1155 36	1	MARSHALL, K	1396-36 0 (MKNGT)

12-DEC-02 NORTHROP

1

KEMPER INSURANCE

5

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 WALKER, A	1760 14	.5	SIWEK, M	2001 -9 .5
2 VIGANTS, A	1668-10	0	EASTON, R	1796 15 1
3 BURIAN, D	1564 -8	0	HUGHES, N	1732 8 1
4 GARDNER, M	1255 20	.5	MOSSBRIDGE, A	1744-20 .5
5 GOTHIER, S	1371 -8	0	WANG, G	1647 8 1
6 ELEK, G	1073 -3	0	OLSEN, A	1549 2 1
(KEMPR) 7 MASHKEVICH, I	0 0	1	ROSZKOWSKI, D	0 0 0

19-DEC-02 MOTOROLA KINGS

5

EXCALIBURS

1

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 WOLF, D	2320 20	1	INUMERABLE, F	2275-13 0
2 MELNIKOV, I	2068 -2	.5	FRISKE, T	2051 1 .5
3 WALLACH, C	2042 6	1	SULLIVAN, J	1788 -6 0
4 SAMELSON, C	1931 18	1	SOLLANO, E	1998-18 0
5 PIPARIA, J	1890 -6	.5	KOGAN, G	1806 4 .5
6 CYGAN, J	1814 12	1	WEITZ, R	1641 -8 0
7 GRYPARIS, J	1474-13	0	BROTSOS, J	1527 13 1
8 GONCHAROFF, N	1666 6	1	SUERTH, F	1505 -9 0
(Board 9 is an Exhibition match.)				
9 RABINOVICH, Y	1320	0	MELNIKOV, N	1

14-JAN-03 NORTHROP

1

MOTOROLA KINGS

5

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 WALKER, A	1774 16	.5	MELNIKOV, I	2066-16 .5
2 GOTHIER, N	0 0	0	WALLACH, C	2048 0 1
3 BURIAN, D	1556 -3	0	SAMELSON, C	1949 3 1
4 GARDNER, M	1275 -1	0	PIPARIA, J	1884 1 1
5 GOTHIER, S	1363 -7	0	GONCHAROFF, N	1672 3 1
6 ELEK, G	1070 19	.5	GRYPARIS, J	1461-12 .5

Match Results

21-JAN-03 KEMPER INSURANCE

1

UOP

5

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 SIWEK, M	1992 -7	0	STEVANOVIC, M	2207 7 1
2 EASTON, R	1811 32	1	REVELLON, L	1969-32 0
3 HUGHES, N	1740 -5	0	BUERGER, E	2025 3 1
4 WANG, G	1655 -9	0	BOLDINGH, E	1885 6 1
5 OLSEN, A	1551 -5	0	SAJBEL, P	1814 5 1
6 SUBECK, J	1381 -7	0	LECHNICK, J	1687 7 1
7 WIRTZ, R	1304 0	0	MASHKEVICH, I	0 0 1 (KEMPR)

23-JAN-03 EXCALIBURS

3.5

MOTOROLA KNIGHTS

2.5

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 INUMERABLE, F	2262 -5	.5	MORRIS, R	2143 8 .5
2 FRISKE, T	2052 19	1	FRIDMAN, Y	2146-28 0
3 SOLLANO, E	1980 16	1	THOMSON, J	1993-23 0
4 KOGAN, G	1810-18	0	AUGSBURGER, L	1749 18 1
5 BROTSOS, J	1540 -7	0	BALICKI, J	1750 10 1
6 SUERTH, F	1496 19	1	BENFORADO, E	1587-28 0

16-DEC-02 LUCENT TECH. CHARGERS

5.5

CASE

.5

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 WARREN, J	2073 0	1F	KALE, S	1854 0 0F
2 MARCOWKA, R	1970 4	1	KLINEFELTER, H	1621 -4 0
3 DOBROVOLNY, C	1855 -7	.5	WHITE, H	1686 7 .5
4 ROSLEY, D	1790 13	1	PARAOAN, E	1625 -8 0
5 MCCARTHY, D	1754 9	1	DYCZKOWSKI, R	1521 -9 0
6 STAMM, V	1507 16	1	REID, C	1539-16 0
7 DOBR, K	1430 5	1	KANAS, W	1217 -7 0

13-JAN-03 COOK CO. DEPT. OF CORR

5

CASE

1

ROUND 7

BD	RATINGS	SCORE	RATINGS	SCORE
1 WILLIAMS, K	2137 7	1	FRAATS, D	1851 -5 0
2 ALEXANDER, W	1696 17	1	KLINEFELTER, H	1617-12 0
3 SEATON, E	1648-20	0	WHITE, H	1693 13 1
4 HUNTER, M	0 0	1	DYCZKOWSKI, R	1512 0 0
5 HALL, A	1472 26	1	REID, C	1523-17 0
6 ROJO, V	1489 14	1	ZOELLNER, J	1354 -9 0
7 APPLEBERRY, T	1340 14	1	KANAS, W	1210-10 0
8 STEELE, B	934 -1	0	PARAOAN, E	1617 1 1
9 ROJO, B	895-12	0	MC GEE, L	1066 12 1 (CCDOC)

Match Results

15-JAN-03 LUCENT TECH. CHARGERS

3

PAWNS

3

ROUND 7

BD		RATINGS	SCORE		RATINGS	SCORE
1	WARREN, J	2073	2 .5	JAKSTAS, K	2142	-3 .5
2	MARCOWKA, R	1974	-3 .5	ELLICE, W	1894	3 .5
3	DOBROVOLNY, C	1848	-22 0	FABIJONAS, R	1682	22 1
4	STAMM, V	1523	-2 .5	O'DELL, DW	1480	2 .5
5	MCCARTHY, D	1763	15 1	LITVINAS, A	1639	-10 0
6	DOBR, K	1435	1 .5	MIKULECKY, B	1485	-2 .5

19-DEC-02 FERMILAB

3

LUCENT TECH. DRAGONS

3

ROUND 5

BD		RATINGS	SCORE		RATINGS	SCORE
1	SPIEGEL, L	1972	5 .5	TEGEL, F	2096	-3 .5
2	GOMEZ, G	1783	10 .5	PEHAS, A	1931	-6 .5
3	AILES, T	1608	33 1	ALTSHULLER, D	1777	-33 0
4	BOLSHOV, A	1349	-12 0	EUSTACE, D	1520	8 1
5	CEASE, H	1292	0 0	KOMORAVOLU, K	0	0 1
6	MOEHS, D	0	0 1F		0	0 0F

06-JAN-03 ARGONNE ROOKS

2.5

LUCENT TECH. TYROS

3.5

ROUND 6

BD		RATINGS	SCORE		RATINGS	SCORE
1	BENEDEK, R	2111	4 .5	STEIN, P	2263	-10 .5
2	HILL, R	2051	-16 0	DIAZ, P	2029	16 1
3	SUAREZ, E	1885	-22 0	GUIO, J	1893	15 1
4	BAURAC, D	1737	12 1	HAHNE, D	1667	-12 0
5	DECMAN, S	1544	-10 0	SMITH, BR	1654	16 1
6	GRUDZINSKI, J	1429	22 1	LAFORGE, W	1427	-22 0

22-JAN-03 LUCENT TECH. DRAGONS

3

FERMILAB

3

ROUND 6

BD		RATINGS	SCORE		RATINGS	SCORE
1	TEGEL, F	2093	12 1	DORIGO, T	2168	-27 0
2	PEHAS, A	1925	2 .5	SPIEGEL, L	1977	-2 .5
3	EUSTACE, D	1528	-10 0	AILES, T	1641	15 1
4	BREYER, A	1327	23 1	BOLSHOV, A	1337	-23 0
5	KOMORAVOLU, K	0	0 .5	CEASE, H	1292	0 .5
6		0	0 0F	SCHULTZ, R	1294	0 1F

The Chicago Chess Player

January 2003

Ratings as of January 26th

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABDALLAH, D	PAWNS	2	2	0	1503#	DUBILIRER, G	MKING	0	0	0	0000/2
AILES, T	FERMI	5	1	0	1656	DUFFY, J	LBURN	2	2	1	1785
ALBERS, M	KEMPR	0	0	0	0000/0	DYCZKOWSKI, R	CASE	3	3	1	1512
ALEXANDER, W	CCDOC	3	3	1	1713	EAMAN, R	LBURN	1	0	0	1863
ALFONSO, E	MKNGT	2	1	0	1586	EASTON, R	KEMPR	3	0	0	1843
ALLEN, H	ALUMN	2	0	0	1992	ELEK, G	NORTH	0	3	2	1089
ALLEN, R	UOP	0	0	0	1179#	ELLICE, W	PAWNS	4	2	1	1897C
ALMAULA, J	MKING	0	0	0	1288#	EUSTACE, D	DRGNS	1	5	0	1518C
ALTSHULLER, D	DRGNS	0	3	1	1744	FABIJONAS, R	PAWNS	4	2	1	1704D
APPLEBERRY, T	CCDOC	1	4	0	1354	FALCON, L	CCDOC	0	0	0	1203#
AUGSBURGER, L	MKNGT	3	2	1	1767C	FINKELSHTEYN, S	WOLVE	0	0	0	0000/1
BALICKI, J	MKNGT	6	1	0	1760	FOLEY, M	CITGR	0	3	0	1299*
BANNON, B	LBURN	2	2	0	1206	FRAATS, D	CASE	0	5	1	1846C
BARNARD, G	CITGR	0	0	0	1179*	FRANEK, M	ALUMN	3	0	1	1755D
BAURAC, D	ROOKS	4	2	0	1749D	FRANK, M	ALUMN	3	0	0	1681
BENEDEK, R	ROOKS	3	2	1	2115T	FRIDMAN, Y	MKNGT	3	1	1	2118
BENESA, A	ALUMN	3	2	0	2261	FRISKE, T	EXCLB	2	2	1	2071C
BENFORADO, E	MKNGT	2	1	0	1559	FULKERSON, R	LBURN	1	2	0	1414*
BEZZUBOV, V	FERMI	0	0	0	2217	GAINES, I	FERMI	0	2	0	1751D
BLACKMON, E	DRGNS	0	0	0	1718C	GARDNER, M	NORTH	1	1	1	1274*
BOLDINGH, E	UOP	3	2	0	1891C	GARZON, G	FERMI	1	0	0	0000/1
BOLLAPRAGADA, S	MKING	0	0	0	1516#	GAZMEN, E	ALUMN	5	0	0	2062
BOLSHOV, A	FERMI	0	2	0	1314	GOLCHERT, B	ROOKS	0	0	0	1875
BRASWELL, I	READR	2	1	0	1795	GOLLA, R	ALUMN	0	0	0	1813D
BREYER, A	DRGNS	1	4	0	1350*	GOMEZ, G	FERMI	1	0	2	1793
BROCK, B	READR	0	0	3	2041	GONCHAROFF, N	MKING	3	1	2	1675V
BROIHIER, M	READR	1	1	0	1158	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	4	2	0	1451*
BURIAN, D	NORTH	0	6	0	1553C	GRYPARIS, J	MKING	2	3	1	1449C
BUTLER, E	ROOKS	0	1	0	1270*	GUIO, J	TYROS	2	1	2	1908C
CARTER, L	READR	0	0	0	1499C	HAHNE, D	TYROS	5	1	0	1655C
CASTILLA, H	FERMI	0	0	0	0000/2	HALL, A	CCDOC	4	1	2	1498
CEASE, H	FERMI	1	3	1	1292	HAYHURST, W	CITGR	0	3	2	1908
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	2	0	2035C
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	1744*
CYGAN, J	MKING	2	0	0	1826	HUGHES, N	KEMPR	3	3	0	1735C
CZERNIECKI, A	ALUMN	2	1	0	1914D	HUNTER, M	CCDOC	5	0	1	1827#
DAS, B	DRGNS	0	2	0	0000/2	INUMERABLE, F	EXCLB	2	1	1	2257C
DAVIDSON, M	ALUMN	2	0	0	1622	JACKSON, S	CCDOC	3	1	0	1435
DECMAN, S	ROOKS	0	2	0	1534D	JAKSTAS, K	PAWNS	3	0	3	2139C
DIAZ, P	TYROS	6	0	0	2045C	JASAITIS, A	GETCO	1	0	3	2103D
DITTMER, M	FERMI	0	0	0	1630#	KALE, S	CASE	0	1	0	1854C
DOBR, K	CHRGR	2	3	2	1436Q	KANAS, W	CASE	1	4	0	1200C
DOBROVOLNY, C	CHRGR	3	3	1	1826C	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	1	0	2141	KAUFFMANN, T	WOLVE	0	0	0	0000/0

The Chicago Chess Player

January 2003

Ratings as of January 26th

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	4	0	1605C	PIPARIA, J	MKING	4	0	2	1885
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	CHRG	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	3	3	2	1506C
LAMBIRIS, J	KEMPR	0	0	0	1453	REVELLON, L	UOP	3	2	1	1937
LANG, R	READR	1	1	1	2067	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	5	0	1503
LECHNICK, J	UOP	3	2	1	1694	ROSLEY, D	CHRG	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	3	0	0	1923C
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	2	0	1952D
MARCOWKA, R	CHRG	3	3	1	1971D	SANDEFUR, B	CCDOC	0	0	0	1110*
MARSH, M	READR	2	2	0	1219	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	CHRG	2	0	0	1778	SAWIN, B	LBURN	0	3	0	1179*
MC GEE, L	CCDOC	2	0	0	1078*	SCHULTZ, R	FERMI	1	2	0	1294*
MCKINNEY, T	KEMPR	0	0	0	1217	SEATON, E	CCDOC	2	4	0	1628
MELNIKOV, I	MKING	3	0	3	2050	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	2	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	4	0	1	1670C
MORENZ, P	CITGR	0	0	0	0000/2	SOLLANO, E	EXCLB	2	2	2	1996C
MORRIS, R	MKNGT	1	2	2	2151	SOSSI, M	LBURN	0	0	0	1612
MOSSBRIDGE, A	KEMPR	0	1	1	1724	SPIEGEL, L	FERMI	0	3	3	1975D
MOTTA, H	FERMI	0	0	0	1872	STAMM, V	CHRG	4	2	1	1521T
MYERS, E	KEMPR	0	0	0	0000/1	STAPLES, C	FERMI	0	1	0	1634
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	2	1	3	2253
O'DELL, DW	PAWNS	1	1	3	1482C	STEVANOVIC, M	UOP	2	2	2	2214D
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	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	2	0	1545C
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	1	2	2105T
PEHAS, A	DRGNS	0	0	3	1927C	THOMAS, G	TYROS	0	0	0	1563C

Ratings as of January 26th

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
THOMAS, J	CHRG	2	2	1	1545D	WANG, G	KEMPR	1	3	0	1646*
THOMSON, J	MKNGT	2	2	2	1970	WARD, CH	GETCO	0	1	0	1320
TRINIDAD, P	CCDOC	0	1	0	1016*	WARREN, J	CHRG	0	0	2	2075Q
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	5	0	2	2144
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	1	1	2048	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

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

PAWNS

LEO BURNETT

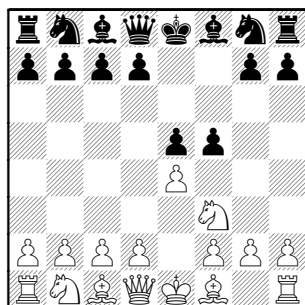
CASE

Games as reviewed by Tom Friske

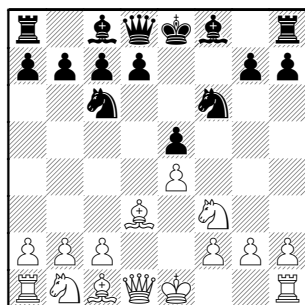
**Goncharoff,N (1665) –
Balicki,J (1709)** [C40]
Kings–Knights, 03.10.2002

An interesting game where a middlegame decision on Pawn structure becomes a loss in the endgame.

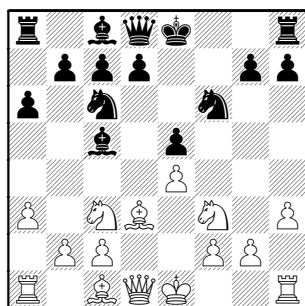
1.e4 e5 2.Nf3 f5



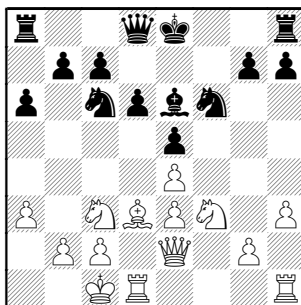
3.d3 fxe4 4.dxe4 Nf6 5.Bd3 Nc6



6.a3 Be7 7.Nc3 a6 8.h3 Bc5

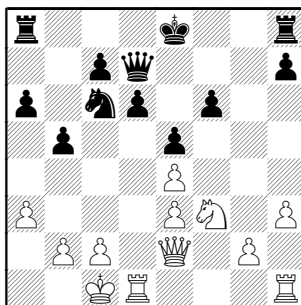


9.Be3 Bxe3 10.fxe3 d6 11.Qe2 Be6
12.0-0-0



White's doubled Pawns are near impossible to attack; meanwhile they cover key squares. The downside is White has limited opportunities for creating open lines. Play now centers around the d5 square, but Black will build position by 0–0–0 and expand Kingside, hoping to get at the doublets in the endgame. White can only defend.

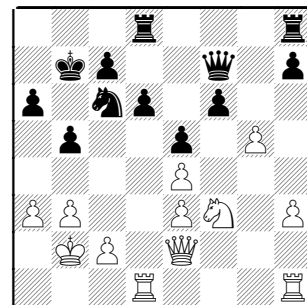
12...Qd7 13.Bc4 b5 14.Bxe6 Qxe6
15.Nd5 Qd7 16.Nxf6+ gxf6



17.g4

To stop –f5 break, but now g4 can be attacked with Rdg8, and h5.

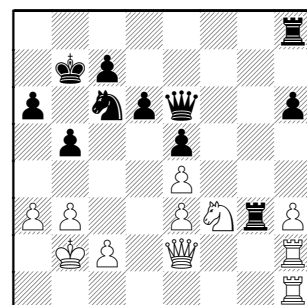
17...Qf7 18.b3 0-0-0 19.Kb2 Kb7 20.g5



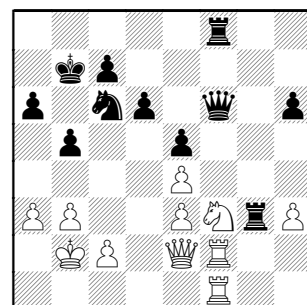
20...h6

20...f5 creates possibilities after –d5 and Qg7. White's 2-1 Pawn majority is easily blocked and could become another weakness.

21.gxf6 Qxf6 22.Rhf1 Qe6 23.Rh1
Rdg8 24.Rh2 Rg3 25.Rdh1



25...Qf6 26.Rf2 Rf8 27.Rhf1

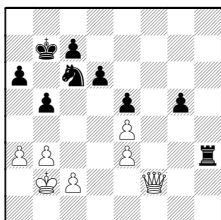


Games as reviewed by Tom Friske

27...Qg7

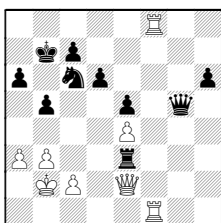
Not 27...Rhx3 28.Ng5! Qxg5

28...Qxf2? 29.Rxf2 Rxf2 30.Qxf2
hxg5



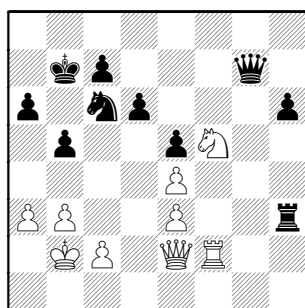
31.Qg2

29.Rxf8 Rxe3

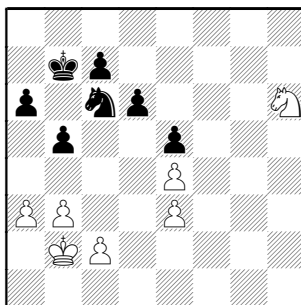


Black could have 3 Pawns for the exchange, but where would his Queen be safe from the roaming Rooks?

28.Nh4 Rxf2 29.Rxf2 Rxh3 30.Nf5



**30...Qg6 31.Rg2 Qh5 32.Qxh5 Rxh5
33.Rg6 Rh3 34.Rxh6 Rxh6 35.Nxh6**

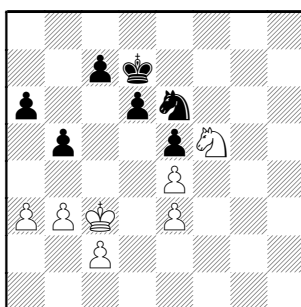


The doublets remain difficult to attack, especially with the White King a couple moves from defending them. Black can attempt to squeeze White by bringing his King to f3 and Knight onto one of the loose Pawns.

35...Nd8

35...Ne7 36.Nf5 Ng8 to get Nf6 in sometime, and re-route his K

**36.Nf5 Ne6 37.Kc3 Kc6 38.Ne7+ Kd7
39.Nf5**

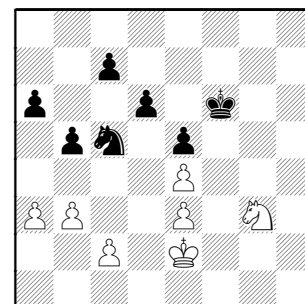


39...Nc5

39...Ng5 is more secure place. In addition, Black will probably want to advance the c-Pawn to create a second

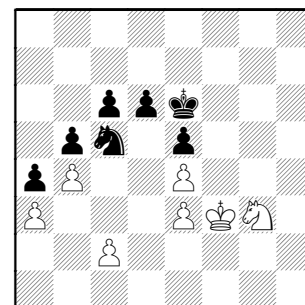
weakness.

**40.Ng3 Ke6 41.Kd2 Kf6 42.Ke2 Ke6
[42...Ne6] 43.Kd2 Kd7 44.Kc3 Kc6
45.Kd2 Kd7 46.Kc3 Ke6 47.Kd2 Kf6
48.Ke2**



With the time control passed, both sides return to the position as after move 42.

**48...Kg5 49.Kf3 a5 50.Ne2 Kf6
51.Nc3 c6 52.Ne2 Ke6 53.Ng3 a4
54.b4**

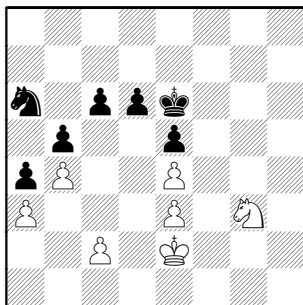


Black only needs to get his Knight to c4.

54...Na6 55.Ke2

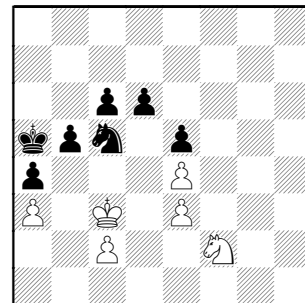
Games as reviewed by Tom Friske

63...Nb6??



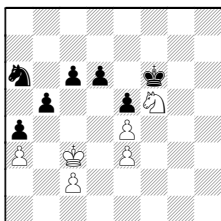
(with idea of Nc4) 64.Nd3#

76.Kc3 Nc5 77.Nf2 Ka5



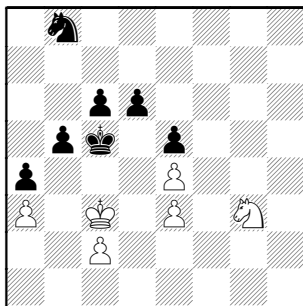
55...Nxb4! good for a Pawn 56.Kd2 Na6 57.Kc3 Kd7

57...Kf6 sends the King around the wing. 58.Nf5



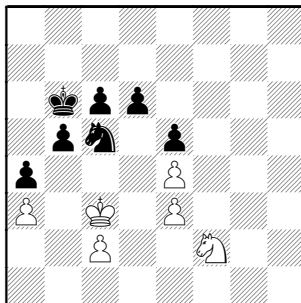
58...d5 59.exd5? Kxf5

58.Nf5 Kc7 59.Ng3 Kb6 60.Nf5 Kc5 61.Ng3 Nb8



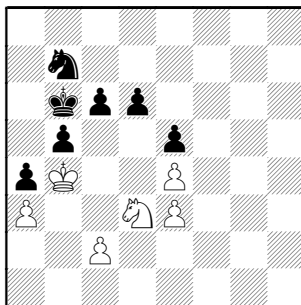
62.Ne2 Nd7 63.Nc1 Nf6

64.Nd3+ Kb6 65.Nf2 Nd7 66.Kb4 Nc5 67.Kc3



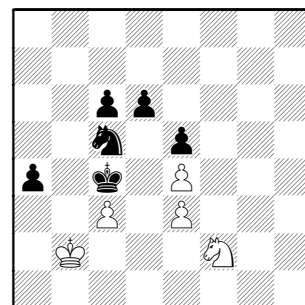
67...Nb7 67...Ka5 68.Kb2 b4

68.Nd3 Na5 69.Nb2 Kc5 70.Nd3+ Kb6 71.Nb2 Nb7 72.Nd3 Na5 73.Nb2 Nb7 74.Nd3 Kc7 75.Kb4 Kb6

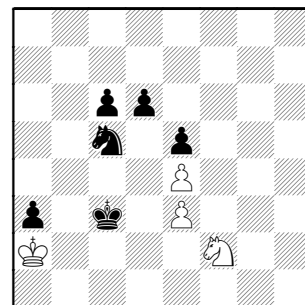


Zugzwang!!

78.Kb2 b4 79.axb4+ Kxb4 80.c3+ Kc4



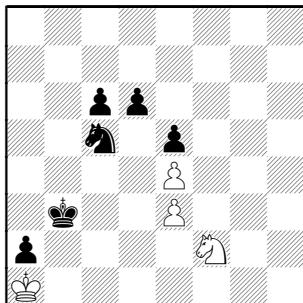
81.Kc2 a3 82.Kb1 Kxc3 83.Ka2



83...Kb4 83...Kd2 84.Kxa3 Kxe3

Games as reviewed by Tom Friske

84.Ka1 Kb3 85.Kb1 a2+ 86.Ka1

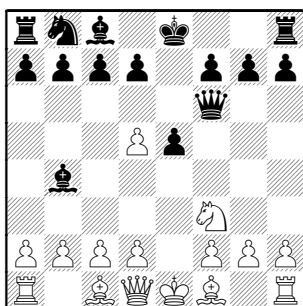


86...Ka3 87.Nd3 Nb3# 0-1

Seemingly a long game, but the result was known at least 30 moves back !

Alfonso,E (1586) –
Gryparis,J (1482) [C42]
Knights-Kings, 03.10.2002

1.e4 e5 2.Nf3 Nf6 3.Nc3 Bb4 4.Nd5
Nxd5 5.exd5 Qf6

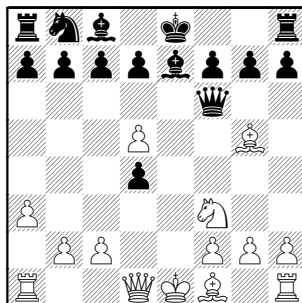


Early Queen adventures often come to harm.

6.a3 Be7

Blocking a Queen retreat, but she appears to have plenty of squares.

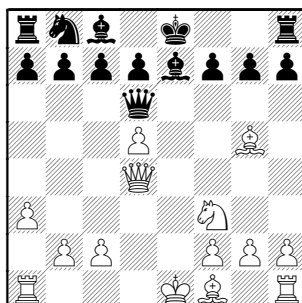
7.d4 exd4 8.Bg5



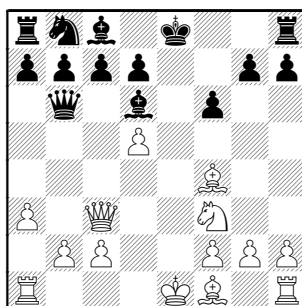
8...Qd6

A free development move is granted after 8...Qg6 9.Bd3 Qd6, but maybe Black can play 9...Qh5 10.Bxe7 (10.Qe2 f6) 10...Kxe7 11.Qe2+ Kd8 idea of Re8

9.Qxd4

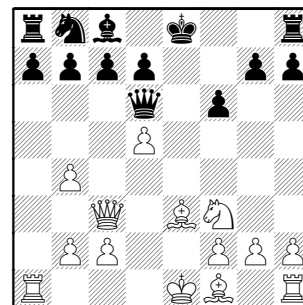


(g7 is hit) 9...f6 10.Bf4 Qb6 [10...Qc5] 11.Qc3 Bd6

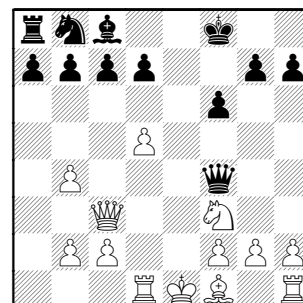


Taking the last safe square from his Queen !

12.Be3 Bb4 13.axb4 Qd6

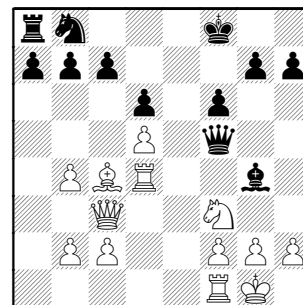


14.Rd1 0-0? 15.Bc5 Qf4 16.Bxf8 Kxf8



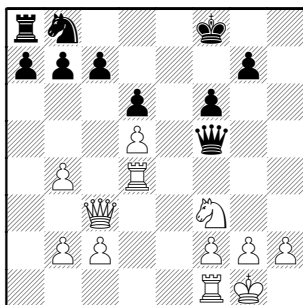
and White brought home the full point...

17.Bc4 d6 18.0-0 Bg4 19.Rd4 Qf5

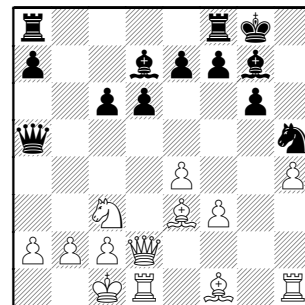
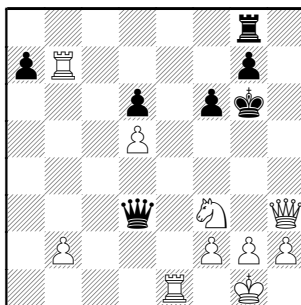


Games as reviewed by Tom Friske

More Queen problems! 20.Bd3 Qd7
21.Bxh7 Bf5 22.Bxf5 Qxf5



33...Rg8 34.Rxb7 Qd3 35.Qh3+ Kg6
36.Qg4+ Kh6 37.Qh3+ Kg6

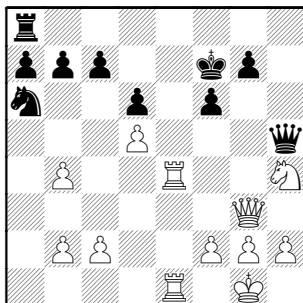


14.Bd4 Bxd4 15.Qxd4 c5 16.Qe3
Be6

23.Re1 Na6 24.Nh4

24.b5 Nc5 25.b4 misplaces the
Knight

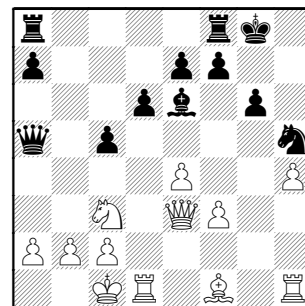
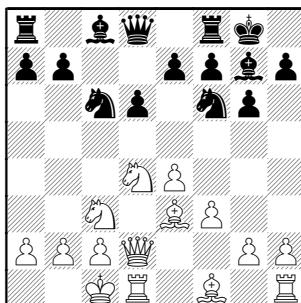
24...Qh5 25.Qg3 Kf7 26.Rde4



38.Nh4+ 1-0

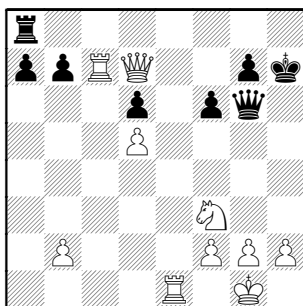
Altshuller,D (1777) –
Ailes,T (1608) [B76]
Dragons–Fermilab, 19.12.2002

1.e4 c5 2.Nf3 g6 3.d4 cxd4 4.Nxd4 Nf6
5.Nc3 d6 6.Be3 Bg7 7.f3 0-0 8.Qd2
Nc6 9.0-0-0

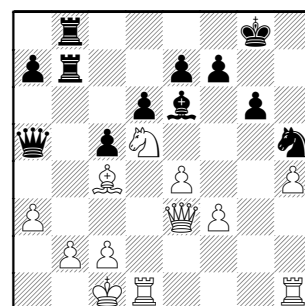


17.a3 [17.Kb1 Rab8] 17...Rab8
18.Nd5 Rb7 19.Bc4 Rfb8

27.Re7+ Kg8 28.Qh3 Nxb4 29.Rxc7
Nxc2 30.Rxc2 Kh7 31.Nf3+ Qh6
32.Qd7 Qg6 33.Rc7



9...Bd7 10.g4 Qa5 11.h4 h5 12.gxh5
Nxh5 13.Nxc6 bxc6



20.Qh6 Bxd5
20...Rxb2?? 21.Nxe7#

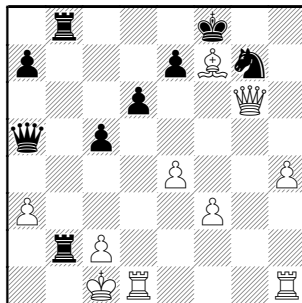
21.Bxd5 Rxb2 22.Qxg6+ Ng7

Games as reviewed by Tom Friske

26...Rg8 27.Qxb3)

From analysis diagram, bad is:
27.Rb1? Qd4+

23...Kf8



24.Bb3? idea of Qf7#, of course
24...R2xb3

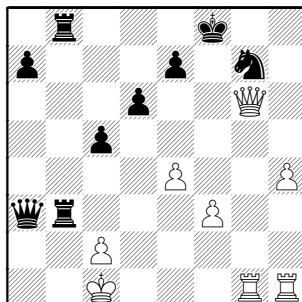
WHITE RESIGNED

Probably none too soon...

He could try **25.Rdg1**

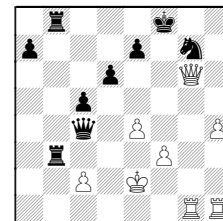
(But not 25.cxb3?? Qc3+ 26.Kb1 Rxb3+
27.Ka2 Qb2#)

25...Qxa3+



26.Kd1

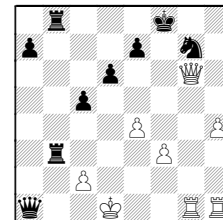
After 26.Kd2, Qb4+ 27.Ke2 Qc4+



28.Kf2 Qxc2+

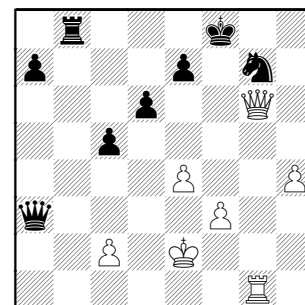
26...Rb1+

26...Qa1+

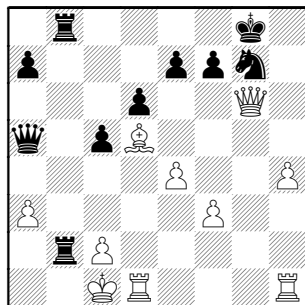


27.Ke2 both Qa1 and Rb3 hang

27.Ke2 Rxd1 28.Rxd1



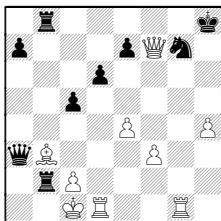
28...Qc3 0-1



23.Bxf7+

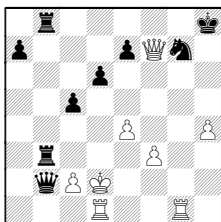
Not much different after 23.Qxf7+
Kh8 24.Bb3 Qxa3 25.Kd2 Qb4+ .

But how about a different 25th move:
25.Rhg1? (Mate threat!)



25...R2xb3+
25...Rg8?? 26.Qxg8#

26.Kd2 Qb2!



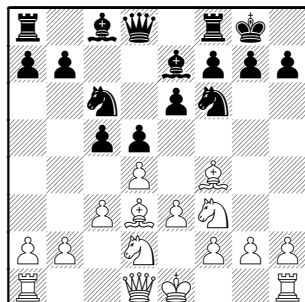
protecting g7 and pinning c2-Pawn

With Queen on a3, other Black plans
come to harm:
(26...Qa5+ 27.Ke2;

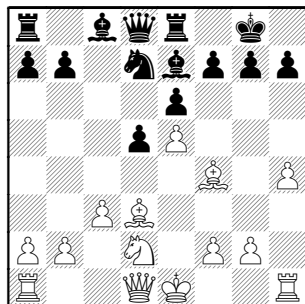
Games as reviewed by Tom Friske

Baurac,D (1737) –
Gomez,G (1783) [D02]
Rooks–Fermilab, 29.10.2002

1.d4 d5 2.Nf3 Nf6 3.Bf4 e6 4.e3 c5
5.c3 Nc6 6.Bd3 Be7 7.Nbd2 0-0



8.h4 Re8 9.Ne5 cxd4 10.exd4 Nxe5
11.dxe5 Nd7



12.Bxh7+

What's the hurry? The Queen and Knight need time to develop, so Black will have time to defend.

A) 12.Qh5 Nf8;

B) 12.g4 Bxh4 13.g5
13.Bg3 Bxg3 14.Bxh7+ Kf8 15.fxg3
Qg5

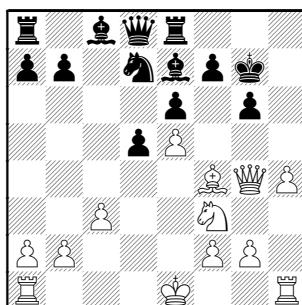
13...Bxg5 14.Qh5 (14.Bxh7+ Kf8)
14...Bxf4 15.Qxh7+ Kf8 16.Qh8+

Ke7 17.Qxg7

C) Simple development probably best:
12.Nf3 idea of g4, etc

D) Looking to h7 with 12.Qc2 meets the
standard defense of 12... Nf8

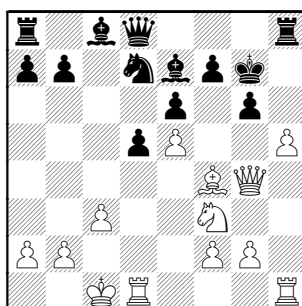
12...Kxh7 13.Qh5+ Kg8 14.Nf3 g6
15.Qg4 Kg7



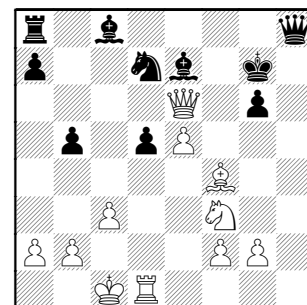
16.h5 Rh8

I believe Black can defend with 16...Nf8
17.hxg6 (17.h6+ Kh7)
17...Nxc6 18.Qh5 (18.Bh6+ Kg8)
18...Rh8 19.Bh6+ Kg8

17.0-0-0



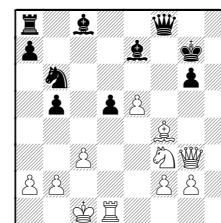
17...b5? [17...Nf8] 18.hxg6 fxg6
19.Rxh8 Qxh8 20.Qxe6?



20...Qf8! 21.Be3

A) 21.Qxd5? Qxf4+

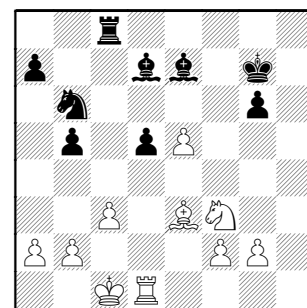
B) Best is 21.Qg4 Nb6 22.Qg3



idea of Rh1, Bh6+

21...Nb6 22.Qc6? Bd7 23.Qb7
Action along 7th rank toward King
and the Bxb6 possibilities forces
Black's hand. Of course, all trades
favor Black.

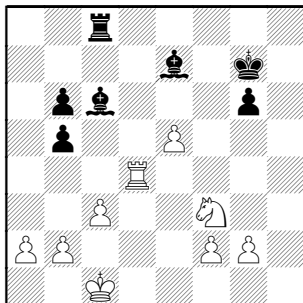
23...Qc8 24.Qxc8 Rxc8



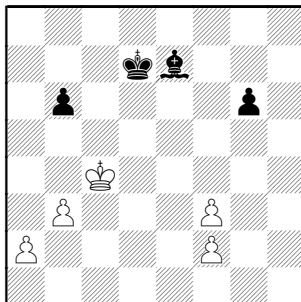
Games as reviewed by Tom Friske

25.Bxb6 axb6 26.Rxd5 Bc6 27.Rd4

32.e7 Kf7



31.e6 Rxd7 32.exd7 Be7 33.Kc2 Kf6
34.Kd3 Ke6 35.b3 Kxd7 36.c4 bxc4+
37.Kxc4



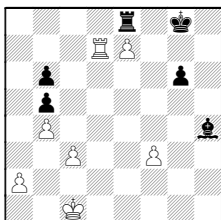
27...Bxf3

27...Bc5 transposes to game 28.Rd2
(28.Rf4 Bxf2 idea of Be3+ forking)
28...Rf8

28.gxf3 Bc5 29.Rd2 Rf8 30.Rd7+
Rf7

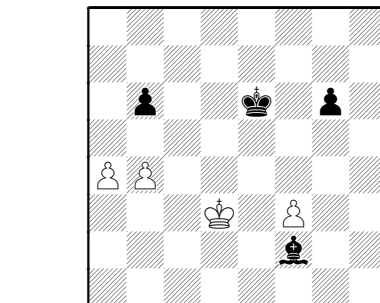
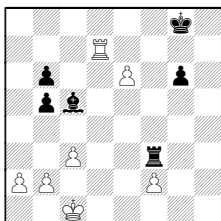
Quicker is 30...Kg8 31.e6

If 31.b4 Bxf2 32.e6 Bh4 33.e7 Re8



34.Rd8 Kf7 winning the Pawn

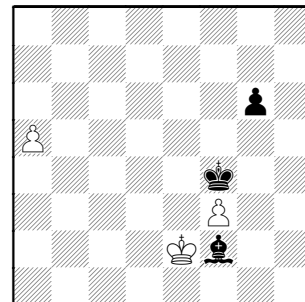
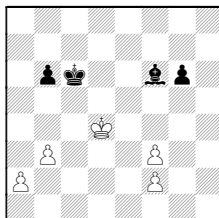
31...Rxf3



40...Ke5 41.a5 bxa5 42.bxa5 Kf4
43.Ke2

37...Bc5

Black could try to blockade the Pawn
majority:
37...Kc6 38.Kd4 Bf6+



43...Be3 44.a6 g5 0-1

39.Kc4 (39.Ke4 Kc5) 39...b5+ 40.Kb4
Be7+ 41.Kc3 b4+!

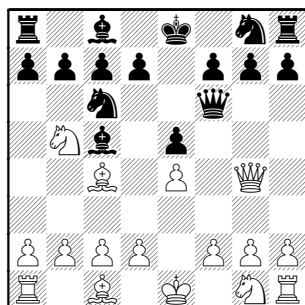
38.b4 Bxf2 39.a4 Ke6 40.Kd3

Rauchman, M (1982) –
Braswell, I (1760)
[C25]

GETCO-Reader, 17.12.2002

1.e4 e5 2.Bc4 Bc5 3.Nc3 Nc6 4.Qg4
Qf6 5.Nb5
Such a cheap, but powerful threat!

Games as reviewed by Tom Friske

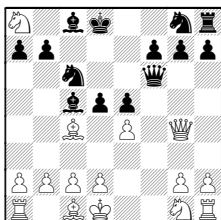


5...Qxf2+

Black can steal a Pawn with 5...Bxf2+ 6.Kd1 Bb6 and the two weak points (c7 and g7) are OK.

6.Kd1 Nf6

Can Black just sac the exchange? 6...Qf6 7.Nxc7+ Kd8 8.Nxa8 d5



The thought is to win Bishop now, and the a8-Knight later. For now, White has to move Queen.

9.Qe2 dxc4 10.Qxc4 Be6 11.Qe2 (11.Qxc5?? Qf1#) 11...Nd4 (or maybe 11...Kc8 to get Knight)

7.Qxg7 Nd5

Alternatives:

A) 7...Bb6 8.Qxh8+

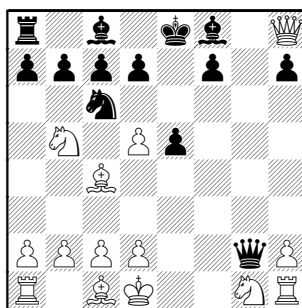
B) 7...Rg8 8.Bxf7+

C) 7...Rf8 8.Nf3 (f6-Knight hangs) or just fork with 8.Nc7+

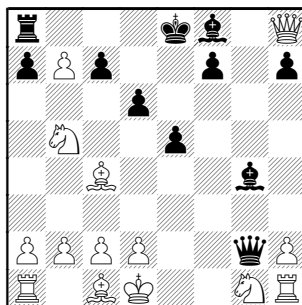
8.exd5
8.Bxd5?? Qf1#

8...Bf8
8...Rf8 9.Nxc7+ (or 9.dxc6)

9.Qxh8 Qxg2



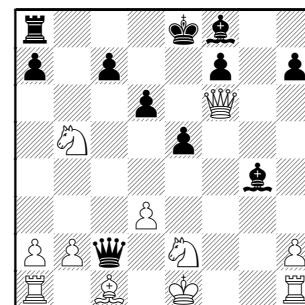
10.dxc6 d6 11.cxb7 Bg4+



12.Ke1 Qxb7 13.Qf6 Qe4+

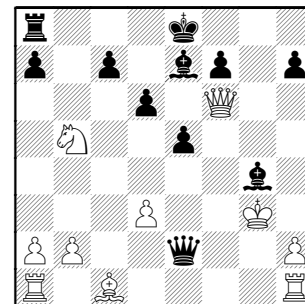
13...Qxh1 14.Qxf7+ Kd8 15.Qxf8+ Kd7

14.Ne2 Qxc4 15.d3 Qxc2



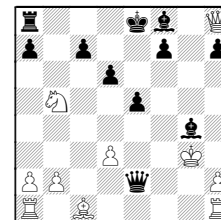
And now White grabs his King to play 0-0, which is illegal. Since he touched King, had to move it...

16.Kf2 Qxe2+ 17.Kg3 Be7



18.Qh8+ Kd7?

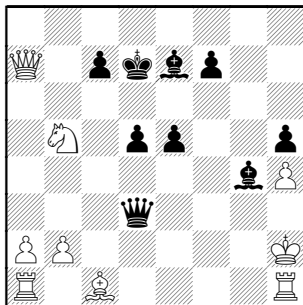
18...Bf8!



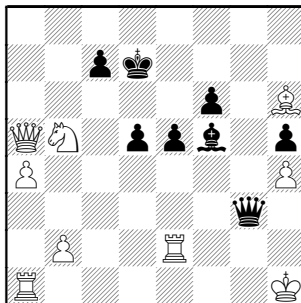
19.Bh6?? Qf3+ 20.Kh4 Qh3+ 21.Kg5 Qh5+ 22.Kf6 Qxh6#

Games as reviewed by Tom Friske

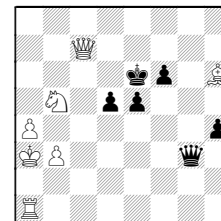
19.Qxa8 h5 20.h4 Qxd3+ 21.Kh2 d5
22.Qxa7



29...Bh3 30.a4 Qg3+ 31.Kh1 Bf5
32.Re2



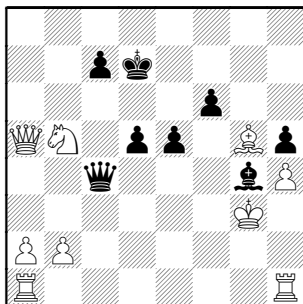
There is mate after 41...h4??
42.Qxc7+ Ke6



(42...Ke8 43.Nd6#) 43.Nd4+! exd4
44.Qxg3 hxg3 45.Rg1

42.Rc1 0-1

22...Qc2+ 23.Kg3 Qc4 24.Qa5 Bg5
25.Bxg5 f6



White must have flagged here, as the
result was recorded 0-1.

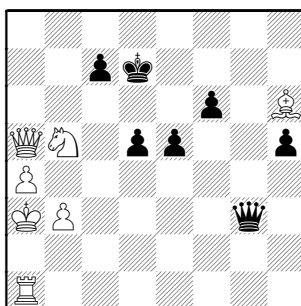
The finish might go:
32...Be4+ 33.Rxe4! Qf3+ 34.Kg1
If 34.Kh2 Qf2+
(34...Qxe4 35.Qxc7+) 35.Kh1 Qf3+ and
again perpetual.

34...Qg3+ 35.Kf1 Qf3+ 36.Ke1 Qxe4+
37.Kd2

The King will find safety Queenside

37...Qg2+ 38.Kc3 Qg3+ 39.Kb4
39.Kc2? Qg6+ 40.Kb3 Qxh6 41.Qxc7+

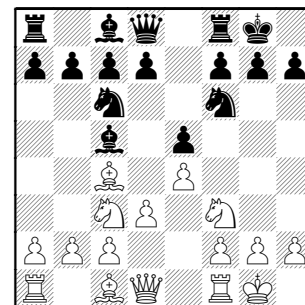
39...Qxh4+ 40.Ka3 Qg3+ 41.b3



41...e4

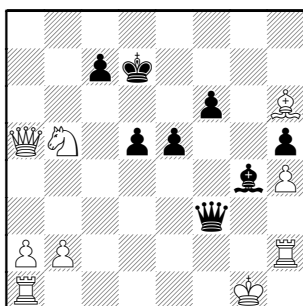
Dyczkowski,R (1521) –
McCarthy,D [C50]
Case-Chargers, 16.12.2002

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.0-0
Nf6 5.Nc3 0-0 6.d3

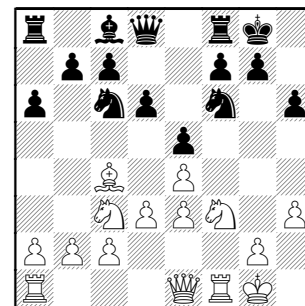


26.Bh6
26.Bxf6 Qf4+ with perpetual check

26...Qc2 27.Rh2 Qd3+ 28.Kf2 Qf3+
29.Kg1

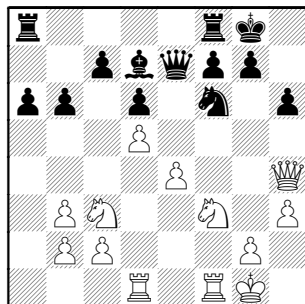


6...h6 7.h3 a6 8.Be3 Bxe3 9.fxe3 d6
10.Qe1



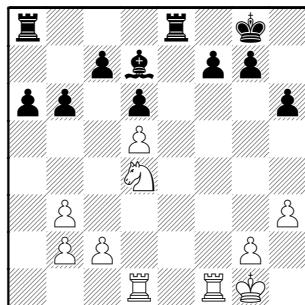
Games as reviewed by Tom Friske

10...Na5 11.Bb3 Nxb3 12.axb3 Be6
13.Rd1 Qd7 14.Qh4 b6 15.d4 exd4
16.exd4 Qe7 17.d5 Bd7



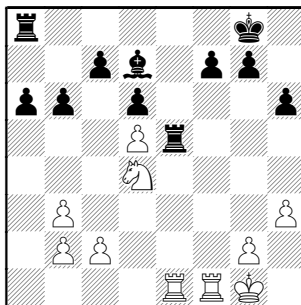
18.Nd4 Nxd5! 19.Qxe7
otherwise e4-Pawn becomes a
target after -Nxc3

19...Nxe7 20.Nd5 Nxd5 21.exd5
Rfe8



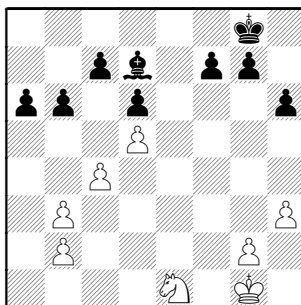
The extra Pawn is hard to convert,
being in King's field. White is OK if
not for the loose d5-Pawn.

22.Rde1 unprotects Pawn Re5!



23.c4
23.Rxe5 dxe5 would give Black a strong
passer

23...Rae8 24.Nf3 Rxe1 25.Rxe1 Rxe1+
26.Nxe1



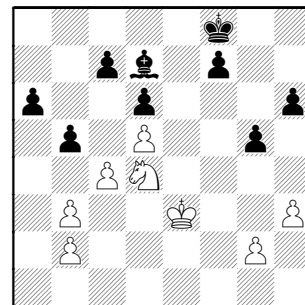
26...Bf5 27.Nf3 b5 28.Kf2
28.Nd4 Bd3

28...g5

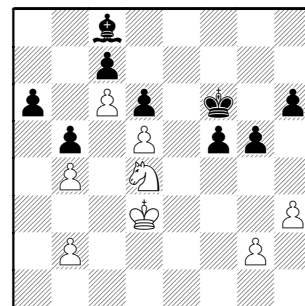
28...Bd3! 29.Ke3
(After 29.cxb5 Bxb5 White's Pawns are
a mess)

29...Bf1 30.Ne1 bxc4 31.bxc4 Bxc4

29.Ke3 Kf8 30.Nd4 Bd7

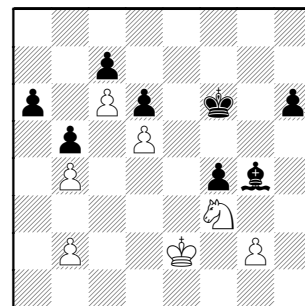


31.Kd3 f5 32.b4 Kf7 33.c5 Kf6
34.c6 Bc8



35.Nf3 f4 36.Ke2
36.Ke4 Bf5+ 37.Kd4 Bh7

36...g4 [36...h5] 37.hxg4 Bxg4



0-1

Games as reviewed by Tom Friske

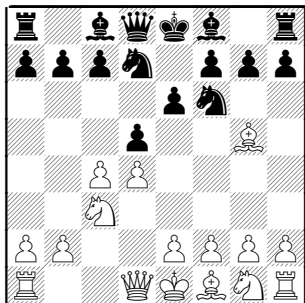
Gothier,N –

Brotsos,J (1527)

[D51]

Northrop–Excaliburs, 27.11.2002

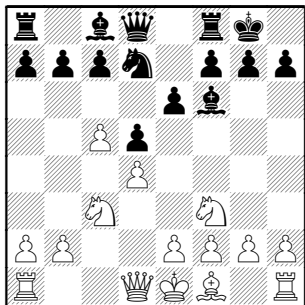
1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5
Nbd7



5.c5

Not only a wasted tempo, but after the thematic –e5 push, this Pawn becomes weak.

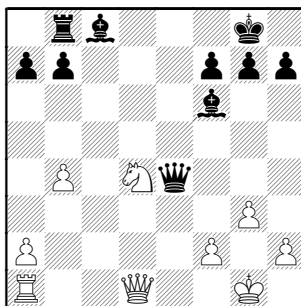
5...Be7 6.Nf3 0-0 7.Bxf6 Bxf6



8.g3

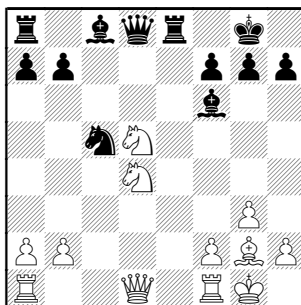
8.e3 helps protect d4 and attempts to cut the f6–Bishop's options.

8...c6 9.Bg2 e5 10.e4 exd4 11.
Nxd4

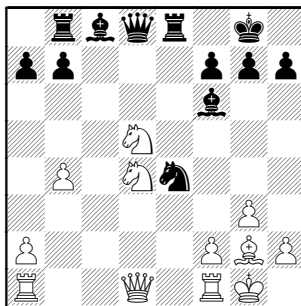


White probably depends on his pressure to d5, but Black has the initiative and uses it.

11...Re8 12.0-0 Nxc5 13.exd5 cxd5
14.Nxd5



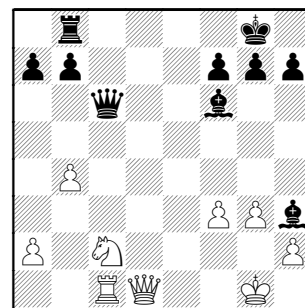
14...Rb8 prepares a Bishop move 15.b4
Ne4



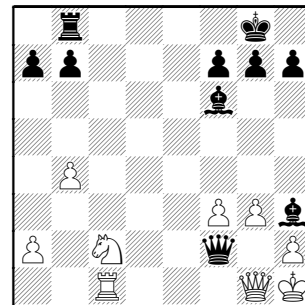
16.Re1 the pin can be dissolved
[16.Nxf6+ Nxf6 is equal] 16...Qxd5
17.Rxe4 Rxe4 18.Bxe4 [18.Qd3 Qxd4
19.Qxe4 (19.Qxd4 Rxd4) 19...Qxa1+]
18...Qxe4

Black has won a piece, and could win another due to the d4–Knight pin, but Black also spots some problems with the King's defenses.

19.Nc2 Bh3! mate threat, of course
20.f3 Qc6 21.Rc1



21...Qb6+ 22.Kh1 Qf2 mate threat,
again 23.Qg1



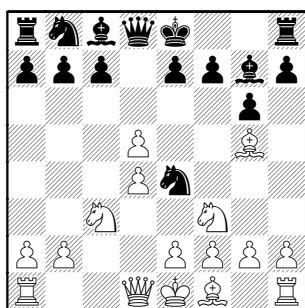
23...Qxf3+ 24.Qg2 Qxg2# 0-1

Games by The Players!!

Melnikov, I (2058) – Friske, T (2051) [D91]
Kings–Excaliburs, 19.12.2002

The Excaliburs needed 2.5 points out of the 4 games to be played tonight. But I was thinking any loss loses the match (it actually takes two).

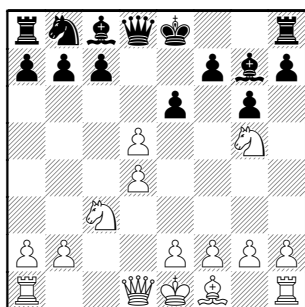
1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Nf3 Bg7 5.Bg5 Ne4 6.cxd5



6...Nxc3

6...Nxc3 7.bxc3 Qxd5 is the boring way...

7.Nxc3 e6



This is the trick that gives Black a chance, hitting loose Knight while attempting to win back the Pawn. But there's some fun stuff ahead.

8.Qa4+
Sure don't remember this, however.

Indeed, GM Suetin gives it a ?! Thinking my outcome won't affect match result, I was in the mood to experiment... and also watching a teammate already going down in flames!

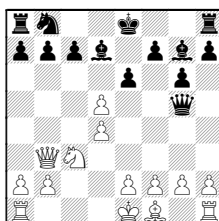
Book gives 8.Qd2 or 8.Nf3 as best. In skittles games, dealt with 8.h4

But not 8.Nce4? (as later in game) 8...exd5

8...Kf8
No mention in "The Complete Gruenfeld", hmmm must not be "complete", every move isn't discussed!

The two lines Suetin sites (and all lines better for Black) are:

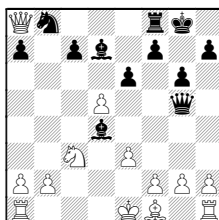
A) 8...Bd7 9.Qb3 Qxg5!



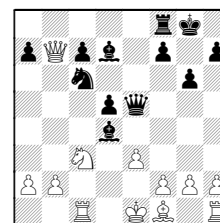
10.Qxb7 0-0 11.Qxa8

The exchange sac is a frequent visitor in Gruenfeld games.

Bxd4 12.e3



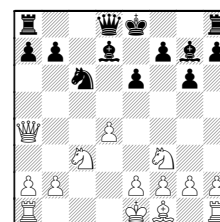
12...Qe5 13.Rc1 exd5 14.Qb7 Nc6



"with a dangerous [Black] initiative"

The other Suetin line is:

B) 8...c6! 9.dxc6 Nxc6 10.Nf3 Bd7

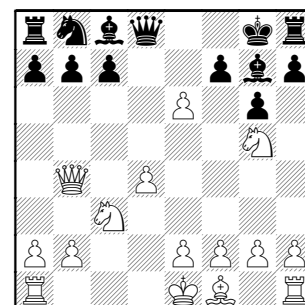


Back to game...

9.Qb4+

Don't remember this theme from the little study I have with this line. [Ed: Of course, you're out of the book, loser]

9...Kg8 [9...Ke8] 10.dxe6



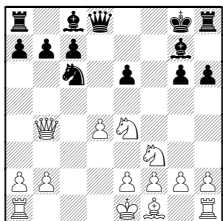
10...fxe6

10...Qxg5?? 11.e7 Nc6 12.e8Q+

Games by The Players!!

11.Nce4 Nc6

I could try to hold e6 with 11...h6 Questioning the Knight, but didn't like the Pawns lined up loose. Especially g6 is a target. But maybe I dodge the coming mess. 12.Nf3 Nc6

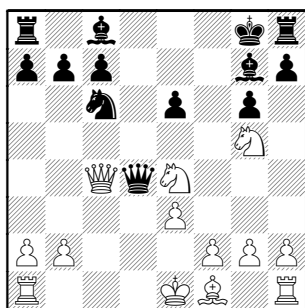


It sure seems Black wins a Pawn at d4. The Kingside weakness is not that scary yet.

12.Qc4 Qxd4

The other point: with Queens off, Black can start a counterattack while White figures how to finish development.

13.e3

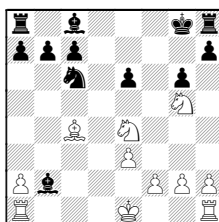


13...Qd5?

Only considering Queen stops 0-0-0, didn't value his reply. At this move, I liked the multiple ideas of still watching g5-Knight and possibilities after Qa5+, so abandoned the Qxc4 plan. And if he trades, the bad Pawn

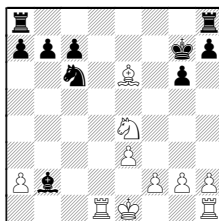
becomes strong and my c8-Bishop springs to life.

At my 10th, I'd planned 13...Qxc4 14.Bxc4 Bxb2



and it seemed about equal 15.Rb1

15.Rd1 Kg7 16.Nxe6+ Bxe6 17.Bxe6

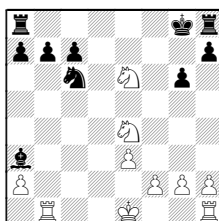


Black has 3-1 Queenside Pawns and development

17...Rab8 18 Rd7+ is kinda annoying (17...Rad8 18.Rb1; or 17...Rhe8 18.Bd5)

15...Be5

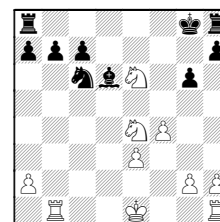
15...Ba3 16.Bxe6+ Bxe6 17.Nxe6



and Pb7, Pc7 are attacked

The last Bishop retreat (after being questioned with 15.Rb1):
15...Bg7 16.Nxe6

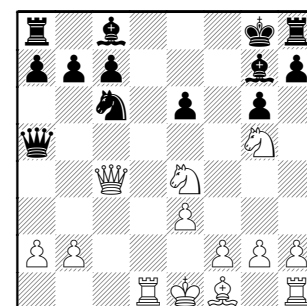
16.f4 Bd6 17.Bxe6+ Bxe6 18.Nxe6



18...Kf7 19.N4g5+ Kf6 idea of h6

Back to game, bottom of 1st column:

14.Rd1 Qa5+



depending on Knight to cover d8

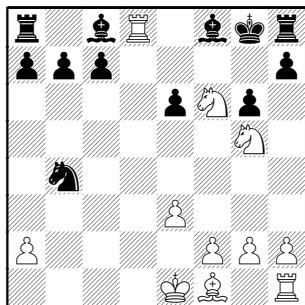
15.b4

saw this, but didn't realize my Knight is overloaded.

15...Qxb4+

Missing his coming 19th move, thought my King had an escape.

16.Qxb4 Nxb4 17.Rd8+ Bf8 18.Nf6+

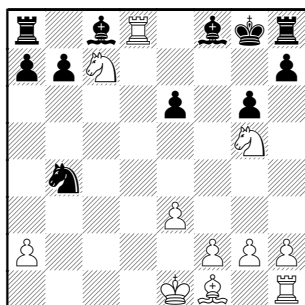


Ah, well, everything's forced, so look for a way to bail out and make the extra Pawn(s) and Bishop-pair work.

18...Kg7 19.Ne8+ Kg8

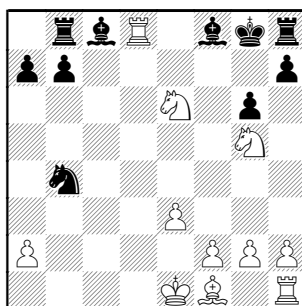
At my 14th, had planned 19...Kh6 missing the simple 20.Nf7+ as in my mind had Knight on f6, not f7!

20.Nxc7



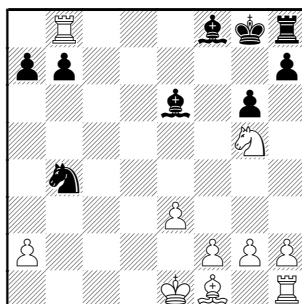
Man, I hate Knights!

20...Rb8 21.Ncxe6



Something's gotta give, he threatens Rxf8# Hey, what happened to Kg7 move, that stupid Knight is in the way!

21...Bxe6 22.Rxb8



So I survive, barely, and fall back on a little exchange-sac study done once or twice recently.

My Bishop hangs, and I have to decide if I want to save the b-Pawn and try to win his a-Pawn, or simply create a isolate a-passer. With the Bishop-pair already covering the advance squares in front of the passer, the invitation is there to push it now!

22...Bxa2 23.Rxb7 a5 24.Rc7

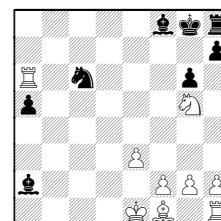
Apparently concerned about Nc2+, but I doubt his King would be in trouble. In fact, it would send him closer to passer.

White has about 15 minutes to make 20 moves.

24.Ra7 Nc6

The Knight hangs after 24...Nc2+?
25.Kd2 (25.Kd1 Bb3)

25.Ra6

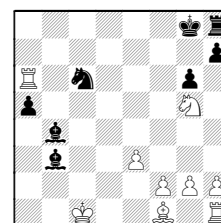


25...Bb4+

Key move: the Knight has freed the square for the Bishop

The Bishop cannot help: **25...Bd5?**
26.e4

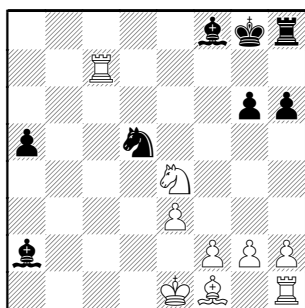
26.Kd1 (26.Ke2? Bc4+) 26...Bb3+
27.Kc1



24...h6

Wanted f7 or e6 for my Bishop, and then my King can reach g7 to allow my Rook out. The fun thing is White has trouble on the dark squares because of the opening choice way back move 6!

25.Ne4 Nd5



Freeing b4 for Bishop, but maybe it belongs on the long diagonal via g7.

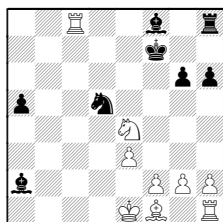
26.Rc8

Maybe the Rook belongs behind the passer.

26...Kg7 Cheapo threat of Bb4+, winning the Rook, but I had to look at other King move as well.

A) 26...Kh7 discarded simply because the King moves away from center.

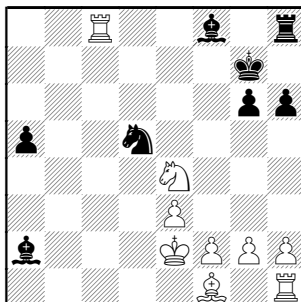
B) But for the rest of the game beating myself from deciding against 26...Kf7



However, I realized my Rook hangs, so Bb4 would no longer be possible once there is no check!

So 27. Ke2 as in game. And now I see that the threat is 28.Ra8! to eliminate my passer and hopes.

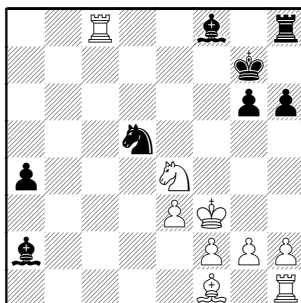
27.Ke2



to get King off a dark square

I was expecting 27.Rc6 a4 28.Bb5 Bb3 29.Ra6 a3 30.Ke2

27...a4 28.Kf3



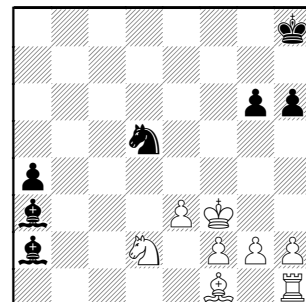
Now I was kicking myself for 26 Kg7 because Bg7 here would gain the queening square and attack his Rook, keeping him from putting it behind passer. But there's a second entry square to the long diagonal, and I have the tempo to get it there!

28...Ba3

Sure hated to block the passer a second time!

29.Rxh8 Kxh8 This position could have had my King at f7 and Bishop at h8, an obvious improvement for Black!

30.Nd2



Threatening Bb5 (or Bc4) and trading one of the nasty Bishops

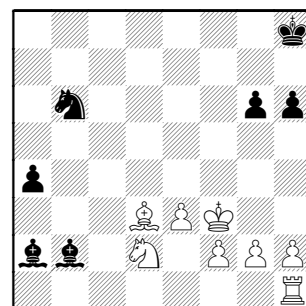
30...Nb6!

Now Bb5 doesn't threaten anything and my a2-Bishop can retreat. Also stops his Bc4 to force the Bishop trade.

Cute fact: the Knight is unattackable, even though not protected! The dark squares are pure magic!!

31.Bb5 Bb2 assuring the Rook can't invade (yet) and the Pawn's coronation ceremony is squares away.

32.Bd3



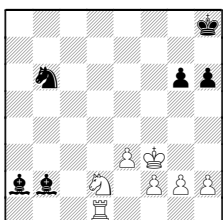
He has a minute left for 13 moves, Black has around 15 minutes.

Games by The Players!!

32...a3?

Geez... if I'd simply sat back in my chair and moved my left arm, I might have realized there is a hanging Pawn. In my mind, everything "over there" are on dark squares. Well, two out of three ain't bad..

Simple is 32...Bf7 33.Rd1 a3 I smell perfume... 34.Bb1 a2 35.Bxa2 Bxa2

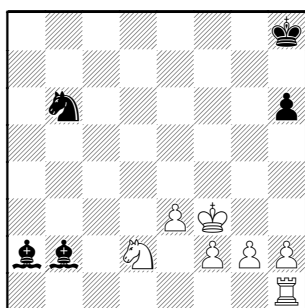


Is similar to game, but the extra Pawn doesn't hurt.

33.Bxg6 Be6 34.Bb1 a2

Didn't find an immediate trick, so save the time to plan defense of the coming Pawn on-rush.

35.Bxa2 Bxa2

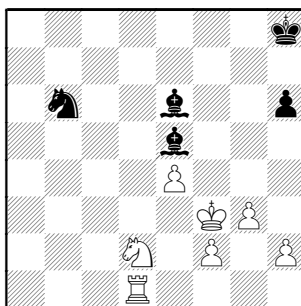


Remember: don't move a2-Bishop until Rb1 doesn't skewer a piece! Didn't want to depend on Na4 to protect b2-Bishop.

36.Rd1 Be5 37.g3

Not necessary as 37.Ne4 Bxh2? 38.g3 traps Bishop. I was simply placing Bishop on what I thought could be a blockade square.

37...Be6 38.e4

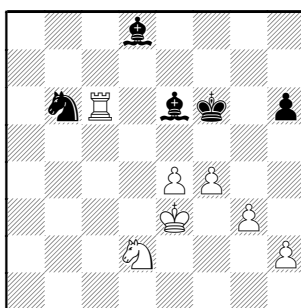


Only now realized coming f4 will gain tempo attacking e5-Bishop

38...Kg7 39.Ke3 Kf6 40.f4 Bc7

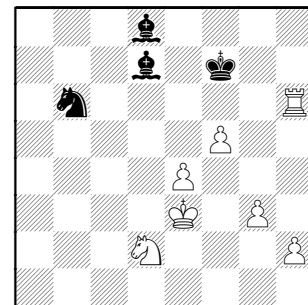
Trying to defend entry square from Rook, but running out of space for Bishop.

41.Rc1 Bd8 42.Rc6



Cheapo threat of f5, winning Bishop

42...Kf7 setting a trap, and his falling flag forced him to snap out the succession: **43.f5 Bd7 44.Rxh6??**



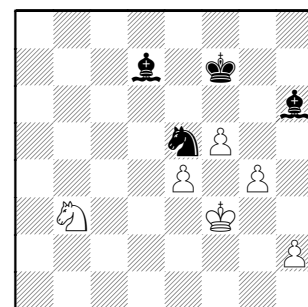
44...Bg5+ 45.Kf3 Bxh6

Well, at least he made the time control.

The trick here is that I don't want to trade his Knight for one of my Bishops, because I'm not sure if I can remember the B+N mate!

Right now, his Knight hangs, so...

46.Nb3 Nc4 reaching a fine blocking square **47.g4 Ne5+**

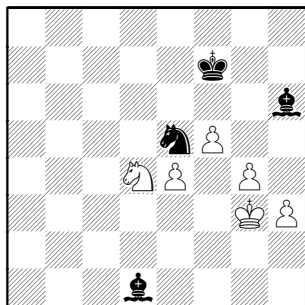


48.Kg3 abandoning the e-Pawn, now how to get Bishop behind the Pawn mass?

48...Ba4! 49.Nd4 Bd1 50.h3

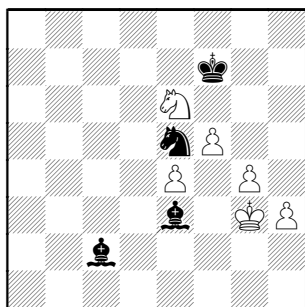
(Diagram follows)

Games by The Players!!

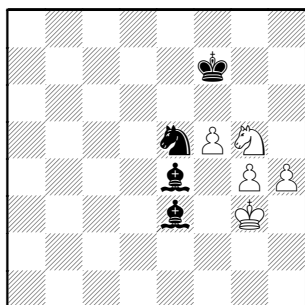


and the entire Pawn formation is blocked! Now I round up the Pawns, but miss a little tactic. I HATE KNIGHTS!!

50...Be3 forcing Knight off c2 duties and cutting off King from returning
51.Ne6 Bc2



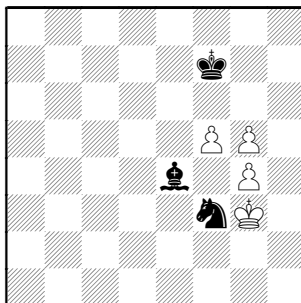
52.h4 Bxe4 53.Ng5+



Just hadn't realized that h4 also protected g5! The Bishop had stopped this!

53...Bxg5 Forced. Now for the first time in my chess career, I'm gonna have to demonstrate the B+N mate.

54.hxg5 Nf3!

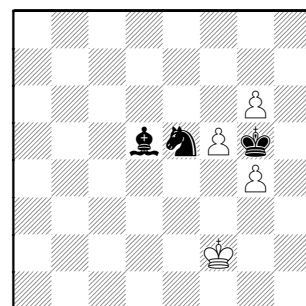


Now it is obvious why the Bishop had to protect g8, otherwise White has g7 here.

58.Kf2

If **58.g7 Ne5!** to avoid the draw after **58...Kf6? 59.g8Q! Bxg8 60.Kxf3=**

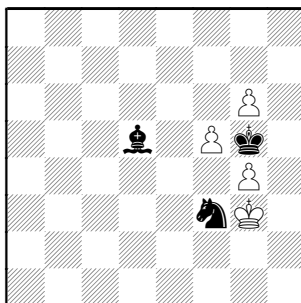
58...Ne5!



Proud to plan the winning of all Pawns here! When g5 falls, the rest go with it. The only trick is to assure a Pawn doesn't run when my King advances in capturing.

55.Kf4 Bd5! assuring g8 is covered, his King is forced away from Pawns as their advance allows my King to advance and blockade.

56.g6+ Kf6 57.Kg3 Kg5

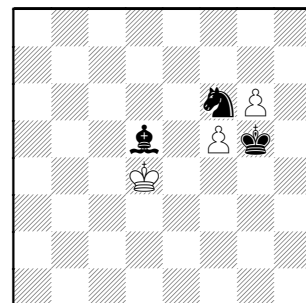


Let the Knight capture so the King continues to stop f6. I was amazed how easy this is!

59.Ke3

59.Kg3 Nxc4 and the Knight also stops f6. So if **60.f6 Nxf6** (Of course, **60...Kxf6? 61.Kxg4=**)

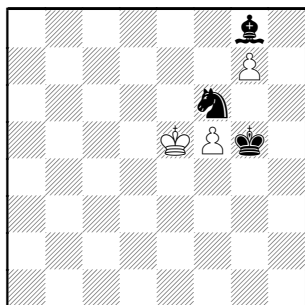
59...Nxc4+ 60.Kd4 Nf6!



Games by The Players!!

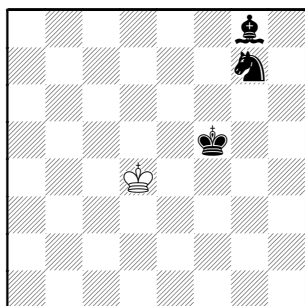
Now two units hit g8, so his lone King can't help queen and he only has one square that protects f5. Zugzwang is near!

61.Ke5 Bb3 62.g7 Bg8



Anywhere on diagonal is fine, but the Knight protects it, and the King protects the Knight. Blocking Pawn also forces all King moves

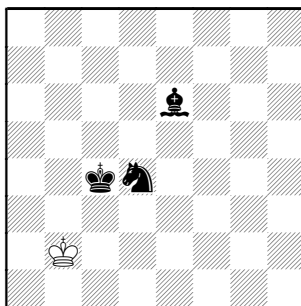
63.Kd6 Kxf5 64.Kc5 Ne8 65.Kd4 Nxf7



Well, here we go. I know the theory, but the final technique is hazy.

There are three steps: 1) drive King to any edge of board and the hardest defense is to put defending King in opposite-color corner from Bishop, 2) force King to corner-square of Bishop's color, 3) deliver mate.

66.Kc5 Ke5 67.Kc6 Be6 68.Kc5 Nf5 69.Kb4 Kd4 70.Ka3 Kc4 71.Kb2 Nd4



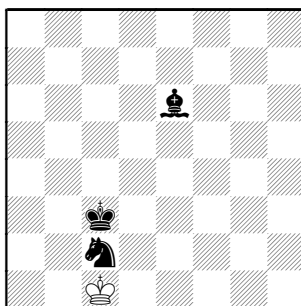
72.Ka1 That was easy!

STEP 1 accomplished.

My opponent believed this to be a draw, so he just headed to the corner!

Now I gotta figure how to escort the King away from corner.

72...Kc3 73.Kb1 Nc2 Success! The King can't reach corner. **74.Kc1**



And now, I can't find the method.

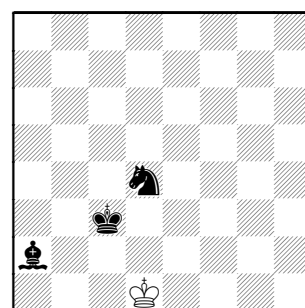
Meanwhile, Nic is commenting "The match is over", "We're number one!! now because we won tonight", "Let's go home!"... and it's true, I'm too tired and stupid to realize the rest, so

DRAW AGREED.

Of course, arriving home, opened "Basic Chess Endings" by Reuben Fine only to see this EXACT POSITION in the book with the announcement mate in 19!

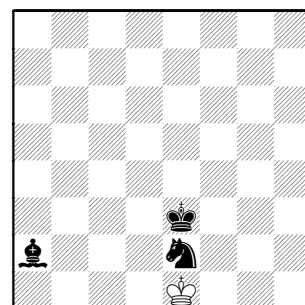
THE B+N MATE

74...Ba2 For those that need the review, like me: **75.Kd1 Nd4**



76.Ke1 seems King escapes via f2

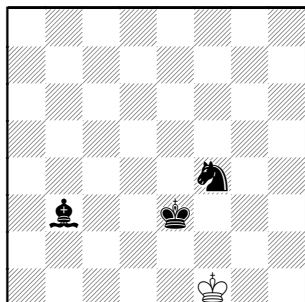
OTB, got stuck how to continue after **76.Kc1** book is **76...Ne2+ 77.Kd1 Kd3 78.Ke1 Ke3**



79.Kd1 Bb3+ 80.Ke1

The method is now obvious, the Knight and Bishop successively keep King from heading back toward "safe" corner.

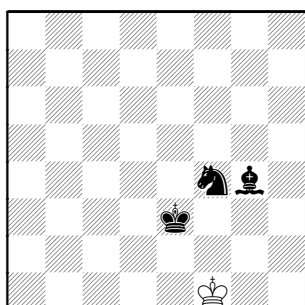
80...Nf4 81.Kf1



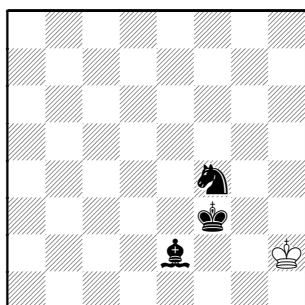
81...Be6 This is a key maneuver to winning that I only now understand.

At g4 the Bishop will stop the King from going to either dark-squared corner (by covering d1 and h3) !

82.Ke1 Bg4 83.Kf1

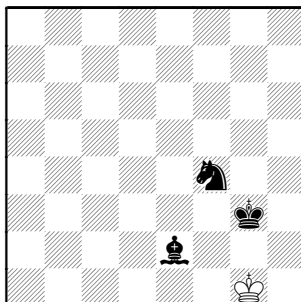


83...Be2+ 84.Kg1 (84.Ke1 Nd3#)
84...Kf3 85.Kh2



STEP TWO complete.

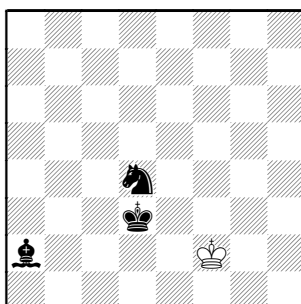
The King is trapped in the mating corner. So now, rearrange pieces to mating configuration. 85...Kf2 86.Kh1 Kg3 87.Kg1



that's it!! 87...Nh3+ 88.Kh1 Bf3#

We will refer back to these lines as we continue the mainline, when the King tries to squirt free toward the mating corner:

76...Kd3 77.Kf2

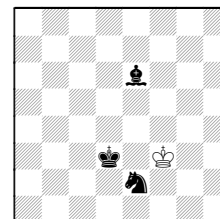


And this is the other position that stumped me OTB. It again appears the King escapes.

77.Kd1 Ne2 78.Ke1 Ke3 79.Kd1 Bb3+ 80.Ke1 returns to analysis (see 76. Kc1)

77...Ne2 78.Kg2

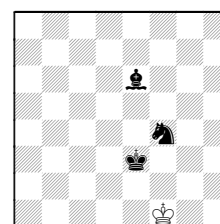
78.Kf3 Be6!



That key move again!

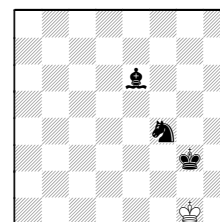
79.Kf2

79.Kg2 requires a different Knight path 79...Ke3 80.Kf1 Nf4



81.Kg1
(81.Ke1 Bg4 should now be familiar)

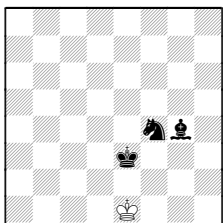
81...Ke2 82.Kh2 Kf2 83.Kh1 Kg3
84.Kg1



84...Bh3 85.Kh1 Bg2+ 86.Kg1 Ne2#

So rejoining after 79. Kf2, top of this column:

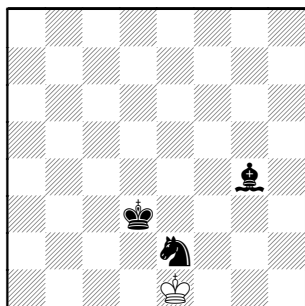
79...Bg4 80.Kf1 Ke3 81.Ke1 Nf4



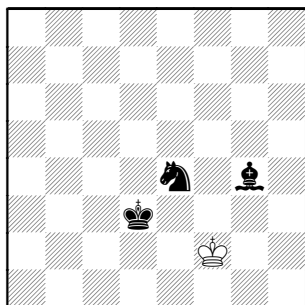
and we've again arrived at move 76 analysis

So now we conclude the mainline, (where the King heads for corner with 78 Kg2) bottom of middle column last page:

78...Be6 As we've seen in analysis, the key move! **79.Kf3 Bh3 80.Kf2 Bg4 81.Ke1**



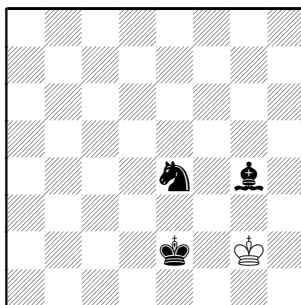
81...Ng3 this is another point of confusion: this formation requires a different Knight maneuver. **82.Kf2 Ne4+**



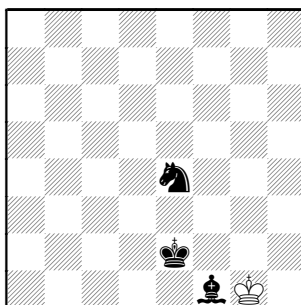
Again, completing the mating formation.

STUDY THE WAY Knight and Bishop form a box around the King!!

83.Ke1 Ke3 84.Kf1 Kd2 85.Kg2 Ke2

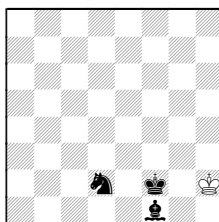


86.Kg1 Bh3 87.Kh2 Bf1 88.Kg1



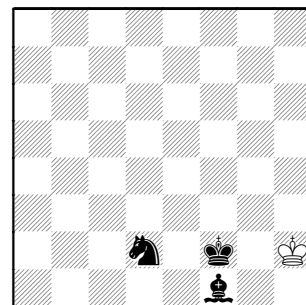
88...Nd2
CONCENTRATE on the escaping squares!! **89.Kh2**

89.Kh1 Kf2 90.Kh2



90...Nf3+ 91.Kh1 Bg2#

89...Kf2



g3 is covered, it's over

90.Kh1 Bg2+
NOT 90...Nf3 stalemate!

91.Kh2 Nf3#

The quickie notes were moves that are missing from BCE and confused me in younger days. Always thought the book missed obvious moves... I didn't apply other variations to the positions!

And, also, always thought the mate is delivered by Bishop to cornered King, but there's also the mate last seen, delivered by Knight!

NEVER MEMORIZE moves!! There was a lot of them here.

Once you envision the box made by the Knight and Bishop, it should be obvious which is free to move to a new post closer to corner.

You can allow the King to run off edge, as long as you cutoff the further escape squares