

The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League

End of Season Nears...

**Mark your Calendars for
all the Post-Season Activities:**

Spring Business Meeting – April 2, 2003 7PM

Playoffs – May 17, 2003 9AM Sharp

CICL Open – May 17, 2003 9AM

League Banquet – June 13th, 2003

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Words from The Editor

Even though I was a benefactor, it was a little disconcerting to see two alumni teams win the "Industrial League" championship last season! Wasn't there a time they weren't even eligible for trophies, let alone the title ?

But not to worry this season! I can't remember a season when the playoff jostling was more hotly contested; each division appears to have something to say. The Excaliburs may not even make the playoffs. Meanwhile the Alumni Aces definitely will find competition from the Lucent Tyros and division-rival Getco (whom recently beat them) !

All the details and mathematical shots are calculated by Ruben Reyes. See his wrap-up in the following pages.

This is also the time of season the website becomes useful as it will reflect the news that happens weekly! Please mark your calendars as noted on the cover, and keep an eye on the website for the actual meeting

place for each event.

I hope no one is angered by my new habit of ripping off the Internet. I troll out there often, but only recently went into any depth on most sites. This month I've included an article published on ChessCafe.com. Please visit (and join) these sites as they have quite a bit of unbelievably cheap lessons and tidbits! ChessCafe features articles by Bruce Pandolfini, Yasser Seirawan, Tim Krabbe, and a half-dozen others. Well-worth a visit !

Finally, please note my work phone number has changed to 847-914-8448 .

Good Luck to all in the coming games!

Tom Friske, Bulletin Editor











Title, Playoff spot battle heats up

The fight for the Division title and 2nd spot to the playoffs is heating up.

In the East Division, **Alumni Aces** and **Getco** may be headed towards a first place tie.

At press time, Alumni has one match left against Leo Burnett while Getco has two matches remaining, one against The Reader and another against Citadel Group.

If both teams win their respective assignments, both would end up with 7 match points apiece. As both teams are tied in head-to-head match as well as game point tie-break, the team with the most game points gets to be East Division champion. Here's the **East Division** cross table as of March 18, 2003.

compiled by ruben r. reyes											Match	Game	
TEAM	Alumn		Getco		Readr		Citgrp		Lburn		Points	Points	Rank
Alumni Aces			4	2	4	5	6	6	6		6	33.0	1
Getco	2	4			3.5		5		4	6	5	24.5	2
The Reader	2	1	2.5				3		4.5		1.5	13.0	3
Citadel Group	0	0	1		3				2	4	1.5	10.0	4
Leo Burnett	0		2	0	1.5		4	2			1	9.5	5

In the North Division the race for the division title and 2nd place is tight, involving Motorola Kings, Motorola Knights Excaliburs and UOP.













The Knights can clinch the Division title with a win over UOP and Kemper and achieve an unbeatable score of 8.0 match points.

The Kings can take first place if the Kings beat Excaliburs to finish with 7.5 points and the Knights lose to either UOP or Kemper. But if the Knights draw against UOP and beat Kemper to finish with a final tally of 7.5, the Knights get to be Division champion on tie-break. The Knights have a 1.5-0.5 head-to-head tie break points over the Kings.

Excaliburs is a long shot to win the title. First the Excaliburs must beat the Kings and Northrup for a total score of 7.0 and hope that the Knights can score only one match point in the last 2 games. If Excaliburs and the Knights tie at 7.0, the Excaliburs win by virtue of a 1.5-0.5 head-to-head tie break point advantage.

The fight for 2nd place and a spot in the playoffs is a toss up among the Kings, Knights, UOP and Excaliburs.

Here's the **North Division** cross table as of March 18, 2003.

compiled by ruben r. reyes															
TEAM	Kings		Knights		U.O.P.		Excalb		Kemper		North		Match Points	Game Points	Rank
Motorola Kings			3	1	3	4	5		3.5	3	6	5	6.5	33.5	1
Motorola Knights	3	5			4		3	2.5	5.5		4	4.5	6.0	31.5	2
U.O.P	3	2	2				4	3	3	5	6	6	5.5	34	3
Excaliburs	1		3	3.5	2	3			5	5	4		5.0	26.5	4
Kemper Insurance	2.5	3	.5		3	1	1	1			5		2.0	17.0	5
Northrop	0	1	2	1.5	0	0	2		1				0	7.5	6

Pawns leading in Near West Division

The **Pawns** have a match point lead with 3 rounds to go in the Near West Division. The Chargers and CCDOC are close behind.

The race for the Division title is too close to call at this time as 1 point separates 1st from 2nd and 1.5 points between 1st and 3rd and only half a point between 2nd and 3rd.

Here's the cross table for the Near West Division as of March 18, 2003.

Team Name	Pawns				Chargers				CCDOC				Case				Match Points	Game Points	RANK
Pawns					4	3.5	3		3.5	2	3.5		3	3	5.5		6.5	31	1
Chargers	2	2.5	3						1.5	3.5	4	1.5	5.5	5.5	5		5.5	34	2
CCDOC	2.5	4	2.5		4.5	2.5	2	4.5					4.5	2	5		5.0	34	3
Case	3	3	0.5		0.5	0.5	1		1.5	4	1						2.0	15	4

compiled by ruben r. reyes

Tyros clinch Far West Division title

Lucent Technologies **Tyros** have clinched the Far West Division title with 3 more rounds to go. The Tyros are so far unbeaten and untied in all of their 9 matches.

The positioning for 2nd place between Argonne Rooks and Fermilab can be interesting. The Rooks have 2 matches left against the division champion Tyros and one against Fermilab. Fermilab have 2 matches left against division last place Dragons and one against the Rooks.

The Rooks have lost twice to the Tyros while Fermilab has drawn twice with the Dragons. Fermilab has a 2-1 match point edge over the Rooks in their last 3 meetings.

Here's the cross-table for the Far West Division as of March 18, 2003.

Team Name	Tyros				Rooks				Fermilab				Dragons				Match Points	Game Points	RANK
Tyros					3.5	5			4	4.5	5.5	3.5	5.5	4.5	4		9.0	4.0	1
Rooks	2.5	1							3	2	2.5		4	4.5	3.5	4.5	4.5	27.5	2
Fermilab	2	1.5	0.5	2.5	3	4	3.5						3	3			3.5	23	3
Dragons	0.5	1.5	2		2	1.5	1.5	1.5	3	3							1.0	16.5	4

compiled by ruben r. reyes

The end-of-season festivities soon begin !

I have not received any specifics to place of meeting, but the dates for our season finale are defined by day of month. So I can announce....

Spring Business Meeting (1st Wednesday of April): **April 2nd.**

As always, although the business begins at 7PM, you can bring a chess set and play a few starting at 6PM. So make an evening of it! Also be prepared to suggest and elect key officers; as well as planning the Playoffs.

Playoffs and CICL Open (3rd Saturday of May): **May 17th.**

The playoff section is by invitation only (1st and 2nd place from each division, or by tie-break), but ALL CICL MEMBERS should attend! Those not needed for the playoffs can participate in the Open section, a chance to meet and play players from other divisions and win some quick cash! A cash prize will be awarded 1st and 2nd place Open winners again this year.

All games start at 9AM sharp and play ends around 6PM. Reserve the day now and watch for the final details!

League Banquet, June 13th.

Again, no details yet. Last year, a great crowd enjoyed the meal, prizes, speed games, and Al Chow's lesson. He has been requested to return this year ! Don't miss this chance to see the whole League and congratulate the season winners !

The Annual Winter Blitz was being scheduled, but apparently ran into a snag.... last word was a possibility for an April weekend. The website will announce this once (and if) it happens.

Current Standings**NEAR WEST DIVISION 03-18-2003**

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
PAWNS	5	1	3	31.0	6.5	0.722
LUCENT TECH. CHARGERS	5	4	1	34.0	5.5	0.550
COOK CO. DEPT. OF CORR	5	5	0	34.0	5.0	0.500
CASE	1	6	2	15.0	2.0	0.222

FAR WEST DIVISION 03-18-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
LUCENT TECH. TYROS	9	0	0	40.0	9.0	1.000
ARGONNE ROOKS	4	4	1	27.5	4.5	0.500
FERMILAB	2	4	3	23.0	3.5	0.389
LUCENT TECH. DRAGONS	0	7	2	16.5	1.0	0.111

NORTH DIVISION 03-18-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
MOTOROLA KINGS	5	1	3	33.5	6.5	0.722
MOTOROLA KNIGHTS	5	1	2	31.5	6.0	0.750
UOP	4	2	3	34.0	5.5	0.611
EXCALIBURS	4	2	2	26.5	5.0	0.625
KEMPER INSURANCE	1	5	2	17.0	2.0	0.250
NORTHROP	0	8	0	7.5	0.0	0.000

EAST DIVISION 03-18-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
ALUMNI ACES	6	1	0	33.0	6.0	0.857
GETCO	5	1	0	24.5	5.0	0.833
THE READER	1	3	1	13.0	1.5	0.300
CITADEL GROUP	1	4	1	10.0	1.5	0.250
LEO BURNETT	1	5	0	9.5	1.0	0.167

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

WILLIAMS, K	CCDOC 2198
JAKSTAS, K	PAWNS 2125C
WARREN, J	CHRGR 2054Q
MARCOWKA, R	CHRGR 1927D
ELLICE, W	PAWNS 1895C
FRAATS, D	CASE 1856C
KALE, S	CASE 1854C
DOBROVOLNY, C	CHRGR 1824C
MCCARTHY, D	CHRGR 1807
ROSLEY, D	CHRGR 1803

FAR WEST DIVISION TOP TEN

STEIN, P	TYROS 2258
BEZZUBOV, V	FERMI 2217
GARZON, G	FERMI 2215
DORIGO, T	FERMI 2141
BENEDEK, R	ROOKS 2136T
KOZLOVSKY, M	FERMI 2082
TEGEL, F	DRGNS 2080T
HILL, R	ROOKS 2060C
DIAZ, P	TYROS 2048C
SPIEGEL, L	FERMI 1970D

NORTH DIVISION TOP TEN

WOLF, D	MKING 2332
INUMERABLE, F	EXCLB 2260C
STEVANOVIC, M	UOP 2223D
MORRIS, R	MKNGT 2167
FRIDMAN, Y	MKNGT 2136
FRISKE, T	EXCLB 2050C
MELNIKOV, I	MKING 2031
BUERGER, E	UOP 2028T
WALLACH, C	MKING 2001
SIWEK, M	KEMPR 1997C

EAST DIVISION TOP TEN

VOLYNSKIY, G	GETCO 2575*
BENESA, A	ALUMN 2243
JASAITIS, A	GETCO 2117D
LANG, R	READR 2079
GAZMEN, E	ALUMN 2050
SANTIAGO, T	ALUMN 2041
BROCK, B	READR 2041
SAGALOVSKY, L	GETCO 1982
RAUCHMAN, M	GETCO 1971*
ALLEN, H	ALUMN 1949

MOST IMPROVED PLAYERS

JACKSON, S	CCDOC 123
EASTON, R	KEMPR 122
WILLIAMS, K	CCDOC 100
AILES, T	FERMI 90
GRUDZINSKI, J	ROOKS 81
HALL, A	CCDOC 78
BALICKI, J	MKNGT 75
ELEK, G	NORTH 72
PIPARIA, J	MKING 71
DUFFY, J	LBURN 69

Match Results

ADDENDUM:

* John Caputo's first CICL game on February 13th was re-rated using
 * his USCF rating of 1608 as his initial CICL rating.

13-FEB-03 CHICAGO READER
 ROUND 4

ALUMNI ACES

BD	RATINGS	SCORE	RATINGS	SCORE
2 CAPUTO, J	1608 19	.5	ALLEN, H	1992-19 .5

03-MAR-03 ALUMNI ACES

2

GETCO

4

ROUND 8

BD	RATINGS	SCORE	RATINGS	SCORE
1 BENESA, A	2249 -6	0	VOLYNSKIY, G	2569 6 1
2 GAZMEN, E	2070-20	0	JASAITIS, A	2103 14 1
3 SANTIAGO, T	2019 22	1	SAGALOVSKY, L	2004-22 0
4 ALLEN, H	1973-24	0	RAUCHMAN, M	1947 24 1
5 RZESZUTKO, R	1926 0	0	SEET, P	0 0 1
6 FRANK, M	1683 22	1	KRATKA, M	1671-22 0
7 FRANEK, M	1755-10	.5	LANSING, J	1468 16 .5

04-MAR-03 LEO BURNETT

2

CITADEL GROUP

4

ROUND 7

BD	RATINGS	SCORE	RATINGS	SCORE
1 DUFFY, J	1785 30	1	HAYHURST, W	1908-30 0
2 FULKERSON, R	1414 0	0F	HTOO, M	1744 0 1F
3 BANNON, B	1206 43	1	SENSAT, J	1720-43 0
4 SAWIN, B	1179 0	0	WANG, A	0 0 1
5	0 0	0F	FOLEY, M	1299 0 1F
6	0 0	0F	VOSS, M	0 0 1F

11-FEB-03 UOP

6

NORTHROP

0

ROUND 7

BD	RATINGS	SCORE	RATINGS	SCORE
1 STEVANOVIC, M	2214 2	1	WALKER, A	1790 -4 0
2 BUERGER, E	2028 0	1F	KUBIT, K	0 0 0F
3 REVELLON, L	1937 4	1	BURIAN, D	1553 -3 0
4 BOLDINGH, E	1891 1	1	GARDNER, M	1274 -1 0
5 SACKS, D	1825 3	1	GOTHIER, S	1356 -3 0
6 LECHNICK, J	1694 1	1	ELEK, G	1089 -1 0

Match Results

18-FEB-03 EXCALIBURS

5

KEMPER INSURANCE

1

ROUND 7

BD		RATINGS	SCORE		RATINGS	SCORE
1	INUMERABLE, F	2257 5	1	SIWEK, M	1985 -5	0
2	FRISKE, T	2071 -4	.5	LEONG, G	1970 4	.5
3	SOLLANO, E	1996 -6	.5	EASTON, R	1843 10	.5
4	SULLIVAN, J	1782 13	1	HUGHES, N	1735-13	0
5	KOGAN, G	1792 6	1	OLSEN, A	1546 -6	0
6	WEITZ, R	1633 6	1	SUBECK, J	1374 -8	0
7	BROTSOS, J	1533 0	1	MASHKEVICH, I	0 0	0
8	SUERTH, F	1515 7	1	WIRTZ, R	1304-10	0
9	OELHAFEN, A	1258-20	0	WIRTZ, R	1294 20	1
(KEMPR) 10	SUBECK, J	1366 0	1	VAIL, M	0 0	0

25-FEB-03 UOP

3

EXCALIBURS

3

ROUND 8

BD		RATINGS	SCORE		RATINGS	SCORE
1	STEVANOVIC, M	2216 2	.5	INUMERABLE, F	2262 -2	.5
2	BUERGER, E	2028 11	1	FRISKE, T	2067-17	0
3	REVELLON, L	1941 4	.5	SOLLANO, E	1990 -2	.5
4	BOLDINGH, E	1892-19	0	KOGAN, G	1798 19	1
5	SAJBEL, P	1819-16	0	SULLIVAN, J	1795 16	1
6	LECHNICK, J	1695 19	1	WEITZ, R	1639-13	0
7	MICKLICH, F	1652 10	1	BROTSOS, J	1533-10	0

26-FEB-03 KEMPER INSURANCE

3

MOTOROLA KINGS

3

ROUND 8

BD		RATINGS	SCORE		RATINGS	SCORE
1	SIWEK, M	1980 17	1	MELNIKOV, I	2032-26	0
2	LEONG, G	1974 18	1	WALLACH, C	2037-18	0
3	EASTON, R	1853 28	1	SAMELSON, C	1938-19	0
4	HUGHES, N	1722 -9	0	PIPARIA, J	1877 13	1
5	WANG, G	1646-22	0	GONCHAROFF, N	1661 10	1
6	OLSEN, A	1540-19	0	GRYPARIS, J	1449 19	1
7	MASHKEVICH, I	0 0	0	RABINOVICH, E	1320 0	1
(* Board 8 is an exhibition match. *)						
8	ROSKOWSKI, D	0 0	0	MELNIKOV, N	0 0	0
9	SUBECK, J	1366 0	0	VAIL, M	0 0	1 (KEMPR)

Match Results

05-MAR-03 NORTHROP

1.5 MOTOROLA KNIGHTS

4.5

ROUND 8

BD	RATINGS	SCORE		RATINGS	SCORE
1 WALKER, A	1786	12 .5	THOMSON, J	1991-12	.5
2 VIGANTS, A	1658	0 0F	AUGSBURGER, L	1772	0 1F
3 BURIAN, D	1550	-7 0	BALICKI, J	1765	10 1
4 GARDNER, M	1273	-6 0	ALFONSO, E	1586	6 1
5 SEGALIS, G	0	0 0	KARANDIKAR, S	1572	0 1
6 ELEK, G	1088	42 1	BENFORADO, E	1559-42	0

13-MAR-03 MOTOROLA KINGS

4 UOP

2

ROUND 9

BD	RATINGS	SCORE		RATINGS	SCORE
1 WOLF, D	2340	-8 .5	STEVANOVIC, M	2218	5 .5
2 MELNIKOV, I	2006	25 1	BUERGER, E	2039-11	0
3 WALLACH, C	2019-18	0	REVELLON, L	1945	27 1
4 PIPARIA, J	1890	21 1	BOLDINGH, E	1873-14	0
5 CYGAN, J	1821	-7 .5	LECHNICK, J	1714	7 .5
6 GONCHAROFF, N	1671	10 1	MICKLICH, F	1662-15	0
(MKNGT) 7 KARANDIKAR, S	1572	19 1	REID, C	1515-13	0 (CASE)

17-FEB-03 CASE

1 LUCENT TECH. CHARGERS

5

ROUND 9

BD	RATINGS	SCORE		RATINGS	SCORE
1 FRAATS, D	1848	8 .5	WARREN, J	2067	-6 .5
2 PARAOAN, E	1618	-4 0	MARCOWKA, R	1950	4 1
3 WHITE, H	1706-10	0	DOBROVOLNY, C	1836	10 1
4 KLINEFELTER, H	1583	-7 0	MCCARTHY, D	1791	10 1
5 REID, C	1502	1 .5	STAMM, V	1535	-1 .5
6 DYCKZKOWSKI, R	1512-20	0	THOMAS, J	1558	13 1
7 ZOELLNER, J	1345-12	0	DOBR, K	1418	8 1

26-FEB-03 PAWNS

3.5 COOK CO. DEPT. OF CORR 2.5

ROUND 9

BD	RATINGS	SCORE		RATINGS	SCORE
1 JAKSTAS, K	2139-14	0	WILLIAMS, K	2162	21 1
2 ELLICE, W	1895	0 1F	HUNTER, M	1858	0 0F
3 FABIJONAS, R	1704	15 1	ALEXANDER, W	1698-22	0
4 LITVINAS, A	1629	14 1	SEATON, E	1615-22	0
5 O'DELL, DW	1482	0 .5	HALL, A	1477	1 .5
6 MIKULECKY, B	1483-16	0	JACKSON, S	1468	23 1

Match Results

12-MAR-03 LUCENT TECH. CHARGERS 1.5 COOK CO. DEPT. OF CORR 4.5

ROUND 10

BD	RATINGS	SCORE	RATINGS	SCORE
1 WARREN, J	2061 -7	0	WILLIAMS, K	2183 15 1
2 MARCOWKA, R	1954-27	0	SEATON, E	1593 40 1
3 DOBROVOLNY, C	1846-22	0	ALEXANDER, W	1676 33 1
4 MCCARTHY, D	1801 6	1	HALL, A	1478 -6 0
5 STAMM, V	1534 -2	.5	JACKSON, S	1491 3 .5
6 DOBR, K	1426-12	0	APPLEBERRY, T	1341 28 1
(CASE) 7 REID, C	1503 3	1	MC GEE, L	1118 -4 0
(CASE) 8 KLINEFELTER, H	1576 1	1	ROJO, B	883 -1 0

19-FEB-03 ARGONNE ROOKS 4.5 LUCENT TECH. DRAGONS 1.5

ROUND 8

BD	RATINGS	SCORE	RATINGS	SCORE
1 BENEDEK, R	2125 9	1	TEGEL, F	2095 -9 0
2 HILL, R	2038 10	1	PEHAS, A	1916-10 0
3 SUAREZ, E	1863-17	.5	EUSTACE, D	1527 11 .5
4 BAURAC, D	1740-26	0	SALERNO, S	1426 39 1
5 DECMAN, S	1534 7	1	BREYER, A	1334-11 0
6 GRUDZINSKI, J	1467 0	1	KOMORAVOLU, K	0 0 0

19-FEB-03 LUCENT TECH. TYROS 3.5 FERMILAB 2.5

ROUND 8

BD	RATINGS	SCORE	RATINGS	SCORE
1 STEIN, P	2273-28	0	GARZON, G	2193 28 1
2 DIAZ, P	2057-19	0	SPIEGEL, L	1963 19 1
3 STOLTZ, B	1889 9	1	GAINES, I	1751 -9 0
4 GUIO, J	1913 9	1	GOMEZ, G	1776-14 0
5 SMITH, BR	1690 -3	.5	AILES, T	1647 3 .5
6 HAHNE, D	1643 0	1	MOEHS, D	0 0 0

10-MAR-03 FERMILAB 3.5 ARGONNE ROOKS 2.5

ROUND 9

BD	RATINGS	SCORE	RATINGS	SCORE
1 GARZON, G	2221 -6	.5	BENEDEK, R	2134 2 .5
2 SPIEGEL, L	1982-12	0	HILL, R	2048 12 1
3 GOMEZ, G	1762 19	1	BAURAC, D	1714-13 0
4 AILES, T	1650-33	0	GRUDZINSKI, J	1467 33 1
5 STAPLES, C	1614 0	1F		0 0 0F
6 BOLSHOV, A	1314 0	1F		0 0 0F

Match Results

13-MAR-03 LUCENT TECH. DRAGONS				2	LUCENT TECH. TYROS				4
ROUND 9									
	BD		RATINGS	SCORE			RATINGS	SCORE	
1	TEGEL, F		2086 -6	0	STEIN, P		2245 13	1	
2	PEHAS, A		1906-10	0	DIAZ, P		2038 10	1	
3	EUSTACE, D		1538 27	1	GUIO, J		1922-27	0	
4	SALERNO, S		1465 -3	0	STOLTZ, B		1898 2	1	
5	BREYER, A		1323 -5	0	SMITH, BR		1687 5	1	
6	KOMORAVOLU, K		1395 36	1	HAHNE, D		1643-24	0	

CICL at Elmhurst College Chess Club February 23, 2003

CICL	Rating	*Team	Score	ECC	Rating**	Score
Mike Stevanovic	2214	UOP	0	Dejan Maksimovic	2270	1
Elly Sollano***	1996	Excaliburs	1	Steve Tennant	2230	0
Dean Around***	~1950	UOP Alumnus	1	Robert Loncarevic	2060	0
Wayne Ellice	1895	Pawns	0	Jim Lahvic	2050	1
Bob Stoltz***	1889	Tyros	1	Larry Cohen	2000	0
Chuck Dobrovolny	1836	Chargers	0	Ed Thomas	1960	1
Pat Sajbel	1819	UOP	0	Vince Hart	1958	1
Hardy White	1706	Case	0	Chris Nienart	1957	1
Frank Micklich	1652	UOP	1	Howard Cohen	1887	0
Howard Klinefelter	1583	UOP	1	Chris Baumgartner	1750	0
Art Olsen	1546	Kemper	0	Kevin Potts	1729	1
Carl Reid	1515	Case	0	Vlad Djordjevic	1690	1
John Zoellner	1345	Case	0	Mark Engelen		1

CICL Total 5

ECC Total 8

Current Ratings

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	3	1	1617	DUBILIRER, G	MKING	0	0	0	0000/2
ALBERS, M	KEMPR	0	0	0	0000/0	DUFFY, J	LBURN	3	2	1	1815
ALEXANDER, W	CCDOC	4	5	1	1709	DYCZKOWSKI, R	CASE	3	4	1	1492
ALFONSO, E	MKNGT	3	1	0	1592	EAMAN, R	LBURN	1	0	0	1863
ALLEN, H	ALUMN	2	1	1	1949	EASTON, R	KEMPR	4	0	1	1881
ALLEN, R	UOP	0	0	0	1179#	ELEK, G	NORTH	1	4	2	1130
ALMAULA, J	MKING	0	0	0	1288#	ELLICE, W	PAWNS	4	2	2	1895C
ALTSHULLER, D	DRGNS	0	3	1	1744	EUSTACE, D	DRGNS	2	5	2	1565C
APPLEBERRY, T	CCDOC	2	5	0	1369	FABIJONAS, R	PAWNS	5	2	1	1719D
AUGSBURGER, L	MKNGT	3	2	2	1772C	FALCON, L	CCDOC	0	0	0	1203#
BALICKI, J	MKNGT	7	1	1	1775	FINKELSHTEYN, S	WOLVE	0	0	0	0000/1
BANNON, B	LBURN	3	2	0	1249	FOLEY, M	CITGR	0	3	0	1299*
BARNARD, G	CITGR	0	0	0	1179*	FRAATS, D	CASE	0	5	3	1856C
BAURAC, D	ROOKS	4	4	1	1701D	FRANEK, M	ALUMN	3	0	2	1745D
BENEDEK, R	ROOKS	5	2	2	2136T	FRANK, M	ALUMN	5	0	0	1705
BENESA, A	ALUMN	3	3	1	2243	FRIDMAN, Y	MKNGT	4	1	1	2136
BENFORADO, E	MKNGT	2	2	0	1517	FRISKE, T	EXCLB	2	3	2	2050C
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	3	0	1742D
BOLDINGH, E	UOP	4	4	0	1859C	GARDNER, M	NORTH	1	3	1	1267*
BOLLAPRAGADA, S	MKING	0	0	0	1516#	GARZON, G	FERMI	2	1	1	2215
BOLSHOV, A	FERMI	0	2	0	1314	GAZMEN, E	ALUMN	6	1	0	2050
BRASWELL, I	READR	2	2	0	1787	GOLCHERT, B	ROOKS	0	0	0	1875
BREYER, A	DRGNS	1	7	0	1318*	GOMEZ, G	FERMI	2	2	2	1781
BROCK, B	READR	0	0	3	2041	GONCHAROFF, N	MKING	5	2	2	1681V
BROIHIER, M	READR	1	2	0	1156	GOTHIER, N	NORTH	0	4	0	0000/6
BROTSOS, J	EXCLB	3	2	0	1523D	GOTHIER, S	NORTH	0	7	0	1353
BUCHNER, R	TYROS	0	0	0	1729C	GOULET, W	MKNGT	1	1	0	0000/2
BUERGER, E	UOP	5	3	0	2028T	GRUDZINSKI, J	ROOKS	7	2	0	1500*
BURIAN, D	NORTH	0	8	0	1543C	GRYPARIS, J	MKING	3	3	1	1468C
BUTLER, E	ROOKS	0	1	0	1270*	GUIO, J	TYROS	4	2	2	1895C
CAPUTO, J	READR	0	0	1	1627	HAHNE, D	TYROS	6	2	1	1619C
CARTER, L	READR	0	0	0	1499C	HALL, A	CCDOC	4	3	3	1472
CASTILLA, H	FERMI	0	0	0	0000/2	HAYHURST, W	CITGR	0	4	2	1878
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	7	2	0	2060C
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	5	0	1713C
CYGAN, J	MKING	2	0	2	1814	HUNTER, M	CCDOC	6	0	1	1858#
CZERNIECKI, A	ALUMN	2	1	0	1914D	INUMERABLE, F	EXCLB	3	1	2	2260C
DAS, B	DRGNS	0	2	0	0000/2	JACKSON, S	CCDOC	5	1	1	1494
DAVIDSON, M	ALUMN	3	0	0	1626	JAKSTAS, K	PAWNS	3	1	3	2125C
DECMAN, S	ROOKS	1	2	0	1541D	JASAITIS, A	GETCO	2	0	3	2117D
DIAZ, P	TYROS	8	1	0	2048C	KALE, S	CASE	0	1	0	1854C
DITTMER, M	FERMI	0	0	0	1630#	KANAS, W	CASE	1	4	0	1200C
DOBR, K	CHGR	3	5	2	1414Q	KARANDIKAR, S	MKNGT	3	1	0	1591*
DOBROVOLNY, C	CHGR	5	4	1	1824C	KARPIERZ, J	TYROS	0	1	0	1242
DOMINGUEZ, R	LBURN	0	1	0	1307*	KAUFFMANN, T	WOLVE	0	0	0	0000/0

Current Ratings

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	5	6	0	1577C	PIPARIA, J	MKING	6	0	3	1911
KOGAN, G	EXCLB	3	4	1	1817C	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	3	2	1	1431#	RABINOVICH, E	MKING	2	0	0	1320
KOZLOVSKY, M	FERMI	0	0	0	2082	RADAVICIUS, E	CHRGR	0	0	3	1597D
KRATKA, M	GETCO	4	2	0	1649*	RADUCAN, S	MKNGT	0	1	0	0000/0
KUBIT, K	NORTH	0	0	0	0000/3	RAUCHMAN, M	GETCO	1	3	0	1971*
LAForge, W	TYROS	2	1	0	1405	REID, C	CASE	5	4	3	1506C
LAMBIRIS, J	KEMPR	0	0	0	1453	REVELLON, L	UOP	5	2	2	1972
LANG, R	READR	1	1	2	2079	ROGERS, N	READR	0	0	0	1916
LANSING, J	GETCO	2	1	1	1484	ROJO, B	CCDOC	1	6	0	882#
LARSEN, B	KEMPR	0	0	0	0000/1	ROJO, V	CCDOC	2	6	0	1483
LECHNICK, J	UOP	5	2	2	1721	ROSLEY, D	CHRGR	1	0	0	1803
LEONG, G	KEMPR	2	1	1	1992C	ROSZKOWSKI, D	KEMPR	0	2	0	0000/2
LERNER, T	CITGR	0	1	0	897	RZESZUTKO, R	ALUMN	4	1	0	1926C
LITTLE, C	READR	0	0	0	1275	SACKS, D	UOP	3	0	0	1828
LITVINAS, A	PAWNS	1	3	2	1643D	SAGALOVSKY, L	GETCO	3	2	0	1982
LUDWIG, T	DRGNS	0	3	0	1914C	SAJBEL, P	UOP	1	1	0	1803C
MAGEE, M	CITGR	0	0	0	0000/4	SALERNO, S	DRGNS	1	1	0	1462*
MANN, D	CITGR	0	0	0	0000/1	SAMELSON, C	MKING	3	4	0	1919D
MARCOWKA, R	CHRGR	4	5	1	1927D	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	2	1	0	2041
MASHKEVICH, I	KEMPR	3	4	0	1126#	SAVCIC, V	TYROS	0	3	0	1116*
MCCARTHY, D	CHRGR	5	0	0	1807	SAWIN, B	LBURN	0	4	0	1179*
MC GEE, L	CCDOC	3	1	0	1114*	SCHULTZ, R	FERMI	1	2	0	1294*
MCKINNEY, T	KEMPR	0	0	0	1217	SEATON, E	CCDOC	3	6	0	1633
MELNIKOV, I	MKING	4	2	3	2031	SEDA, J	CITGR	0	0	0	0000/2
MICKLICH, F	UOP	3	1	0	1647D	SEET, P	GETCO	3	1	1	0000/4
MIKULECKY, B	PAWNS	3	3	3	1467C	SEGALIS, G	NORTH	0	1	0	0000/1
MOEHS, D	FERMI	1	2	0	1380#	SENSAT, J	CITGR	1	5	0	1677*
MOLINA, J	FERMI	0	0	0	1560#	SHALABI, M	PAWNS	0	0	0	0000/4
MOONEY, M	MKING	0	1	0	0000/0	SIWEK, M	KEMPR	2	4	2	1997C
MORENZ, P	CITGR	0	0	0	0000/2	SMITH, BR	TYROS	6	0	2	1692C
MORRIS, R	MKNGT	2	2	2	2167	SOLLANO, E	EXCLB	2	2	4	1988C
MOSSBRIDGE, A	KEMPR	0	1	1	1724	SOSSI, M	LBURN	0	0	0	1612
MOTTA, H	FERMI	0	0	0	1872	SPIEGEL, L	FERMI	1	5	3	1970D
MYERS, E	KEMPR	0	0	0	0000/1	STAMM, V	CHRGR	5	2	3	1532T
NEU, E	CCDOC	0	0	0	0000/1	STAPLES, C	FERMI	0	2	0	1614
NOEL, F	CCDOC	0	0	0	0000/3	STEELE, B	CCDOC	2	2	0	933#
O'DELL, DW	PAWNS	1	1	5	1482C	STEIN, P	TYROS	4	2	3	2258
OELHAFEN, A	EXCLB	0	1	1	1238	STEVANOVIC, M	UOP	3	2	4	2223D
OLEARY, R	WOLVE	0	0	0	0000/1	STOLTZ, B	TYROS	5	1	0	1900C
OLSEN, A	KEMPR	1	5	2	1521C	SUAREZ, E	ROOKS	1	3	2	1846
OTTE, R	WOLVE	0	0	0	0000/1	SUBECK, J	KEMPR	1	3	0	1366*
PARA, A	FERMI	0	0	1	1497	SUERTH, F	EXCLB	3	1	1	1522C
PAROAN, E	CASE	2	5	0	1614C	SULLIVAN, C	READR	2	3	0	1540C
PATEL, SU	CITGR	0	1	0	0000/2	SULLIVAN, J	EXCLB	5	1	0	1811D
PEHAS, A	DRGNS	0	3	3	1896C	TEGEL, F	DRGNS	3	4	2	2080T

Current Ratings

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
THOMAS, G	TYROS	0	0	0	1563C	WANG, A	CITGR	1	3	1	0000/4
THOMAS, J	CHRGR	4	2	1	1571D	WANG, G	KEMPR	1	4	0	1624*
THOMSON, J	MKNGT	3	2	3	1979	WARD, CH	GETCO	0	1	0	1320
TRINIDAD, P	CCDOC	0	1	0	1016*	WARREN, J	CHRGR	0	2	3	2054Q
TRUFANOV, D	UOP	0	0	0	1566#	WEISNER, T	PAWNS	0	1	0	1120
VAIL, M	KEMPR	1	1	0	0000/2	WEITZ, R	EXCLB	3	3	0	1626C
VALDEZ, C	TYROS	0	0	0	1418*	WHITE, H	CASE	3	2	3	1696C
VAN ZILE, C	UOP	0	1	0	1336	WILLIAMS, K	CCDOC	8	0	2	2198
VENSKE, D	READR	0	0	0	1729	WILLIAMS, S	GETCO	1	1	0	0000/2
VIGANTS, A	NORTH	1	4	0	1658C	WIRTZ, R	KEMPR	1	5	1	1314*
VOLYNSKIY, G	GETCO	2	0	0	2575*	WOLF, D	MKING	1	0	1	2332
VOSS, M	CITGR	0	2	0	0000/1	YACOUT, A	ROOKS	0	0	0	1549
WALKER, A	NORTH	0	4	4	1798	YOUNG, A	CITGR	0	2	0	0000/2
WALLACH, C	MKING	4	4	1	2001	ZOELLNER, J	CASE	2	5	0	1333D
WALSH, W	ROOKS	0	0	0	1494C						

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
 NORTHROP

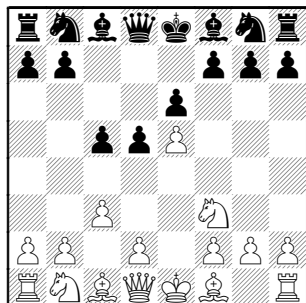
TEAMS WITH 1 UPPER BOARD FORFEIT

PAWNS
 LEO BURNETT
 CASE
 CCDOC

Marcowka,B (1970) –
Ellice,W (1894)
Chargers-Pawns, 14.01.2003

[C00]

1.e4 e6 2.c3 d5 3.e5 c5 4.Nf3

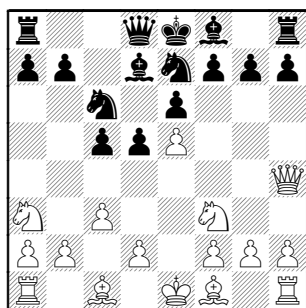


This will be a normal Advance French when (if) White plays d4. So Black could try Nc6 and Qc7 hitting the e5-Pawn.

4...Ne7

Now the French -f6 theme is not available.

5.Qa4+ Bd7 6.Qh4 Nbc6 7.Na3

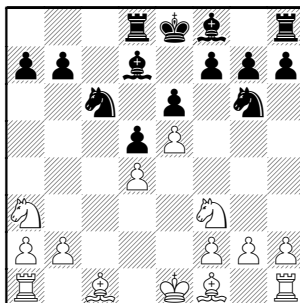


Main idea is Nb5-d6#

7...Ng6

7...a6 with idea of Qc7 and Ng6 to triple-attack e5, hitting Queen en route. In the meantime, the a3-Knight will struggle to join the game.

8.Qxd8+ Rxd8 9.d4 cxd4 10.cxd4



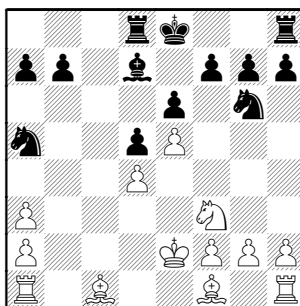
10...Bb4+ 11.Ke2

Not sure why not 11.Bd2

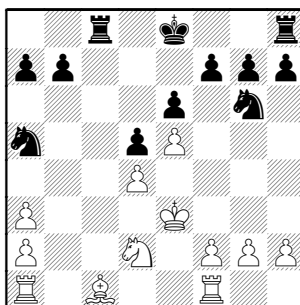
11...Bxa3

Again, after 11...a6 the Knight remains sickly

12.bxa3 Na5



13.Nd2 Bb5+ 14.Ke3 Bxf1 15.Rxf1 Rc8

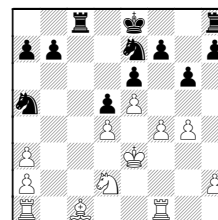


16.f4

Blocking the c1-Bishop, hoping for f5. If Black can maintain a Rook at c2 and stop White's Kingside expansion, White will have a hard time.

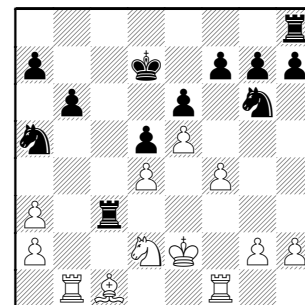
16...Rc3+

After 16...Ne7 17.g4 g6

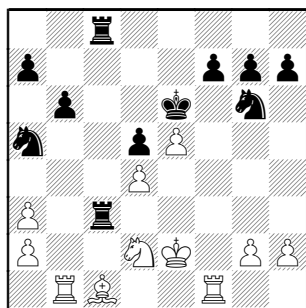


the White counterplay is DOA and Black can think about invading via c3 or c2.

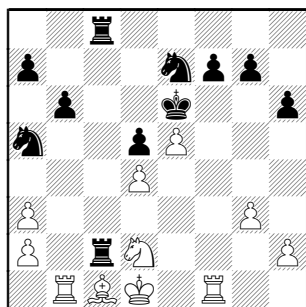
17.Ke2 Kd7 18.Rb1 b6



19.f5 exf5 20.Rxf5 Ke6 21.Rf1 Rhc8

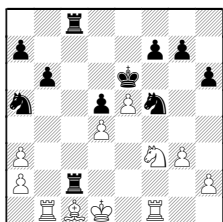


22.g3 Rc2 23.Kd1 Ne7 24.Nf3 h6
25.Nd2



25...R8c7

25...Nf5 26.Nf3



(Note 26.Bb2? allowed Ne3+)

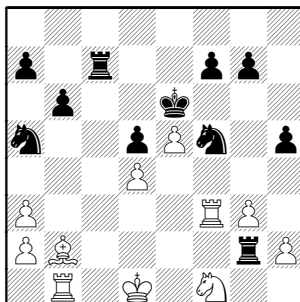
26...Rxa2

Black has Nc4 hitting a4-Pawn, or Nc6 hitting d4-Pawn.

Now 27. Bb2 to trap Rook allows Ne3+.

From analysis diagram, however, not 26...Nc4?! 27.Kxc2 Nce3+ 28.Kd3 Nxf1 as Black hasn't made progress

26.Rf3 Nf5 27.Bb2 h5 28.Nf1 Rg2



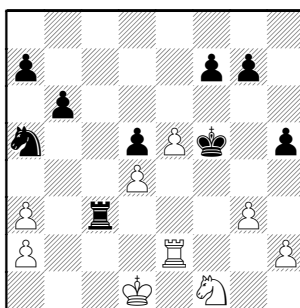
29.Rxf5! Rxb2!

After 29...Kxf5? 30.Ne3+ White has won a piece

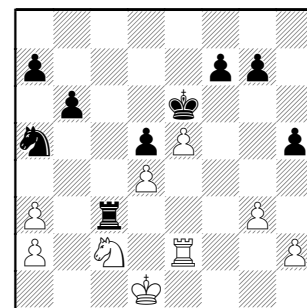
30.Rxb2

30.Rxf7? Rxb1+

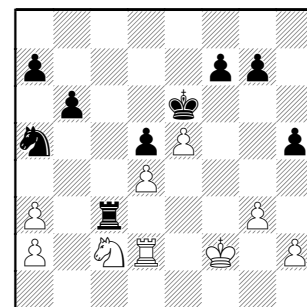
30...Kxf5 31.Re2 Rc3



32.Ne3+ Ke6 33.Nc2

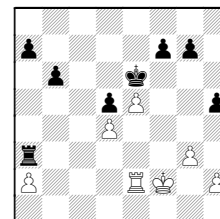


33...Rd3+ (33...b5 idea of Nc4)
34.Rd2 Rf3 35.Ke2 Rc3 36.Kf2



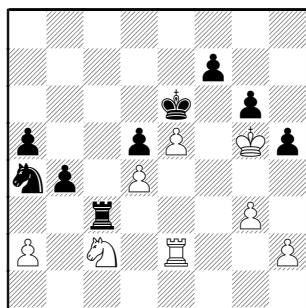
36...Nc4 37.Re2 a5

Not sure what's wrong with
37...Nxa3 38.Nxa3 Rxa3



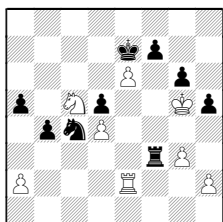
39.Rc2 Kd7

38.a4 Nb2 39.Kg2 Nxa4 40.Kh3 b5
41.Kh4 g6 42.Kg5 b4



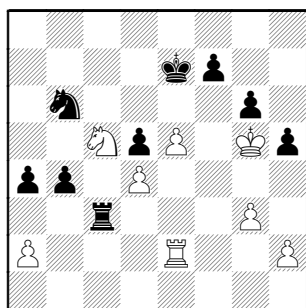
43.Na1 Nb6 44.Nb3 a4

44...Nc4 45.Nc5+ Ke7 46.e6 Rf3

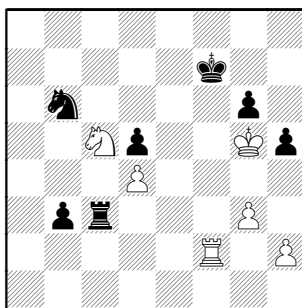


Black needs to make a second weakness (first is the threat of making a passer), so maybe that would be the d4-Pawn. Idea of Ne3-f5.

45.Nc5+ Ke7



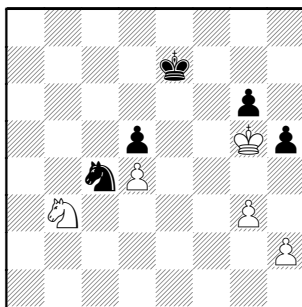
46.e6 b3 47.axb3 axb3 48.exf7+ Kxf7 49.Rf2+



49...Ke7

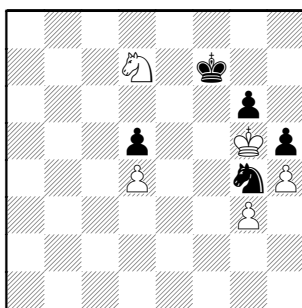
49...Kg7 allows 50.Ne6+ Kh7 51.Nf8+

50.Rb2 Nc4 51.Rxb3 Rxb3 52.Nxb3



The draw is now obvious. Black needs only to assure opposing King does not invade.

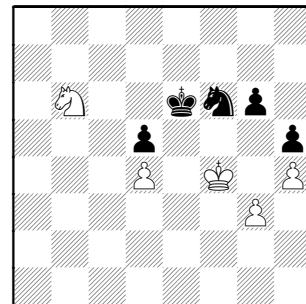
52...Kf7 53.h3 Nd6 54.h4 Ne4+ [54...Nf5 55.g4] 55.Kf4 Nf2 56.Nc5 Ng4 57.Kg5 Ne3 58.Nd7 Ng4



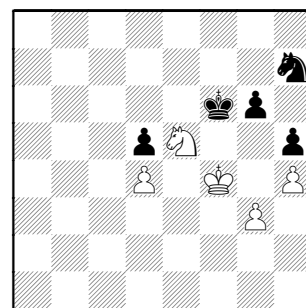
59.Nc5

59.Nb6 Nf6 60.Kf4 Ke6 61.Kg5 Kf7=

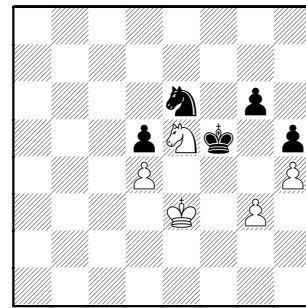
59...Nf6 60.Kf4 Ng4 61.Nd7 Ke6 62.Nb6 Nf6



63.Na4 Nh7 64.Nc5+ Kf6 65.Nd7+ Ke6 66.Ne5 Kf6



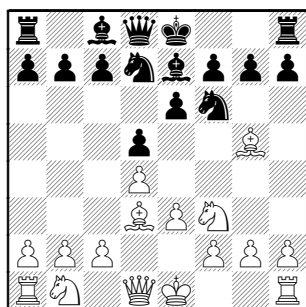
67.Nf3 Nf8 68.Ke3 Kf5 69.Ne5 Ne6



70.Kd3 g5 71.hxg5 Nxg5 72.Ke3 Ne4
1/2-1/2

Easton,R (1843) –
Revelon ,L (1937) [D03]
Kemper-UOP, 21.01.2003

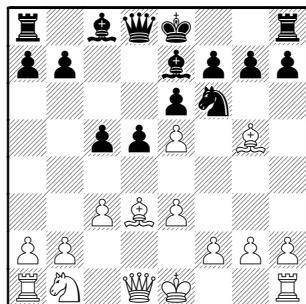
1.d4 Nf6 2.Nf3 e6 3.Bg5 d5 4.e3
Nbd7 5.Bd3 Be7



6.Ne5!?

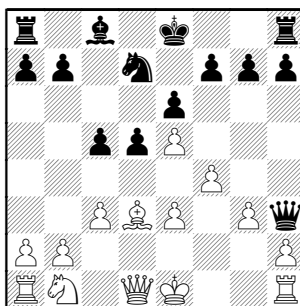
A bit early? But the Pawn structure
sure turns out well for White.

6...c5 7.c3 Nxe5 8.dxe5



8...Nd7 9.Bxe7 Qxe7 10.f4 Qh4+
11.g3 Qh3

15.0-0



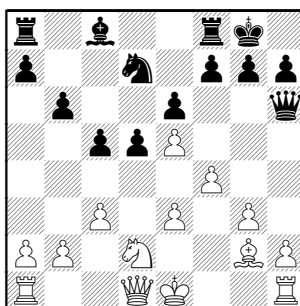
White has an edge as Black's minors
don't have a promising future.
Meanwhile, White can build a natural
Kingside attack after Nd2–f3–g5, etc.

12.Bf1

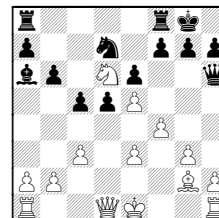
12.Kf2 to cover g2, and then Nd2 with
idea of Nf3–g5. If Black stops Ng5
with h6, White has Be2 threatening to
trap Queen with Bg4. All White's
moves listed, however, build a
Kingside attack while Black's are just
weakening.

12...Qh6 13.Nd2 b6 14.Bg2!? 0-0

Ba6, then Bd3, gets Bishop in front of
formation



15.Nc4?! The follow-up Nd6 ideally
places the Knight. 15...Ba6 16.Nd6

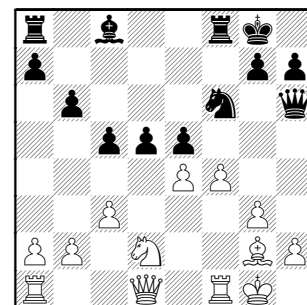


But Black undermines it with 16...f6

15...f6 16.exf6 Nxf6 17.e4

But now 17.Nc4! would seat it at e5.

17...e5

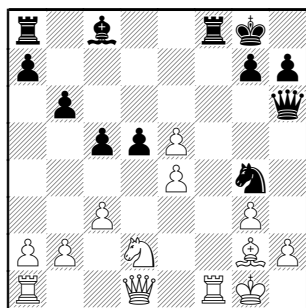


18.fxe5

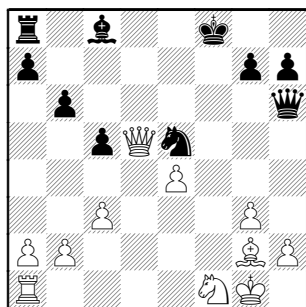
After 18.exd5? hasn't White won a
Pawn ? 18...Ng4! threatening Ne3 fork
and Qxh2#

Not as effective is 18...exf4 19.Rxf4
Bb7 20.c4

18...Ng4

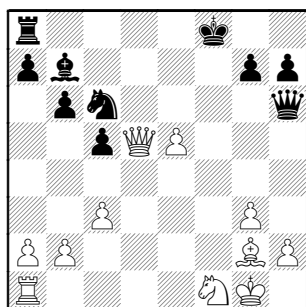


19.Rxf8+! Kxf8 20.Nf1 Nxe5 21.Qxd5

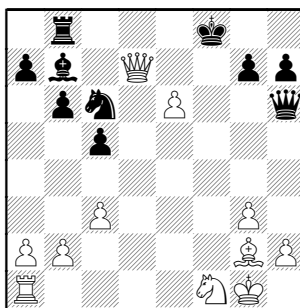


hitting two loose pieces

21...Nc6 22.e5 Bb7



23.Qd7 Rb8 24.e6

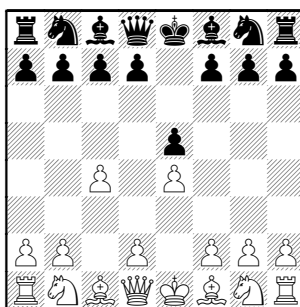


White has two killer threats: Qf7# or win the Rook with Bxc6 followed by Qd6+.

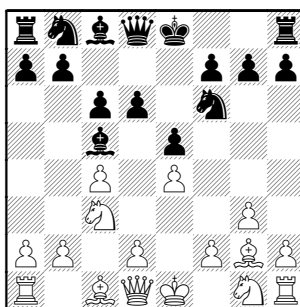
1-0

Weitz,R (1633) –
Subeck,J (1374) [C20]
Excaliburs–Kemper, 18.02.2003

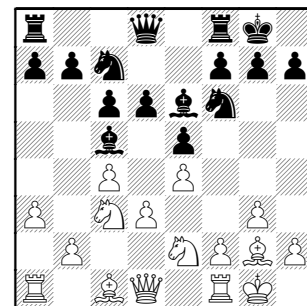
1.e4 e5 2.c4



2...Nf6 3.Nc3 Bc5 4.g3 d6 5.Bg2 c6



6.Nge2 0-0 7.0-0 Be6 8.d3 Na6 9.a3 Nc7



10.b4!?

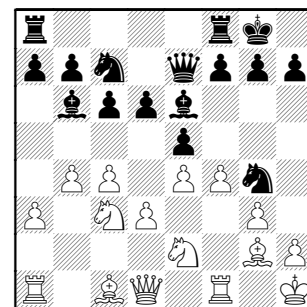
I have quite a bit of interest in White's play as I am a big fan of this Botvinnik English variation. Yes, Ron has cleverly transposed to an English position from a double Kingpawn opening! His experience has yielded an interesting idea: killing possible Queenside activity before concentrating on his real plan.

10...Bb6 11.Kh1

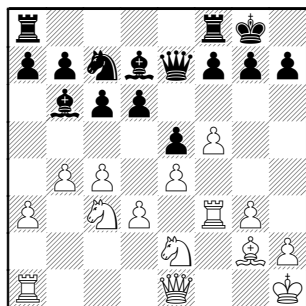
Heralding White's true intentions-- f4 is obviously being prepared

11.h3 slows Blacks counterattack, but maybe weakens King a little.

11...Qe7 12.f4 Ng4



13.Qe1 Ne3 14.Bxe3 Bxe3 15.f5 Bd7
16.Rf3 Bb6

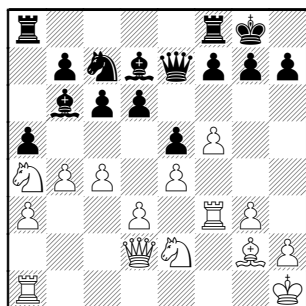


White is building a dream position.

17.Qd2 a5

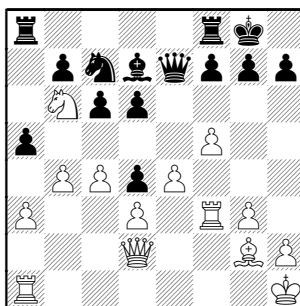
17...Ne8 with idea of Bd8 and Qg5 prepare a defense. Placing Knight at f6 and getting -b5 in will start some center action that White will have to respect.

18.Na4!



Black's last move weakened b6, and White immediately takes advantage of it!

18...Bd4 19.Nxd4 exd4 20.Nb6

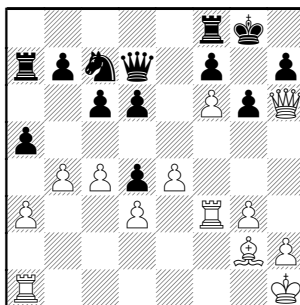


White has a positionally won game and a Pawn will come with it.

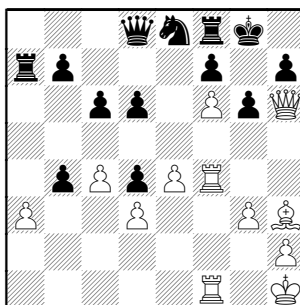
20...Ra7 21.Nxd7

21.f6 gxf6 22.Qh6 Ne8

21...Qxd7 22.f6 g6 23.Qh6

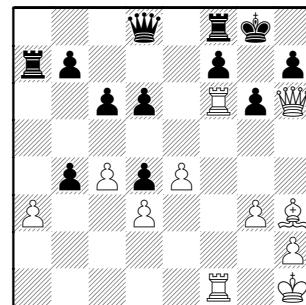


23...Ne8 24.Bh3 Qd8 25.Raf1 axb4
26.Rf4



Mate threatens with Rh4, then Qh7#

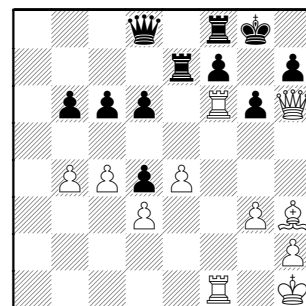
26...Nxf6 27.Rxf6



Now Be6 is in sight since fxe allows Rf8+ and then mate

27...b6

The a7-Rook joins the defence
28.axb4 Re7



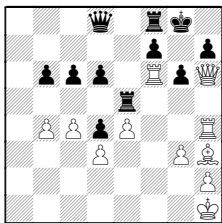
29.Qf4?

29.R1f4! Wins quickly due the same Rh5, Qxh7# threat White had seen three moves ago.

Black has no defence:

A) 29...Qa8 30.Rh4 Qa1+ 31.Bf1 and the mate threat is unstoppable

B) 29...Re5 30.Rh4 (diagram next)



30...Rh5

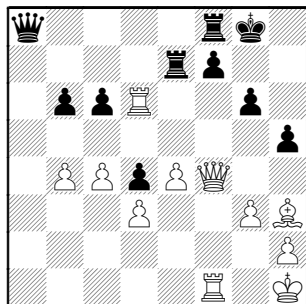
Of course 30...Qxf6?? 31.Qxh7# .

Trying to let King walk to e7 allows
30...Rfe8 31.Qxh7+ Kf8 32.Rxf7#

31.Rxh5 gxf5 32.Bf5 and mates

C) 29...g5 30.Bf5! Rfe8 31.Qxh7+ Kf8
32.Qh8#

29...h5 30.Rxd6 Qa8

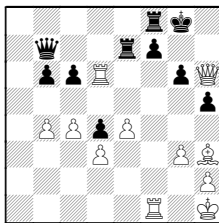


31.Qf6 White is in wipe-out mode

I am enchanted by the possibility of a
Rooksac with Rxg6+ after

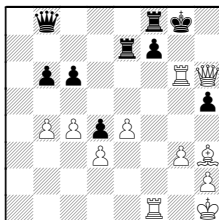
31.Qh6! Qb8

But not 31...Qb7?? which weakens the
backrank: (Diagram follows)

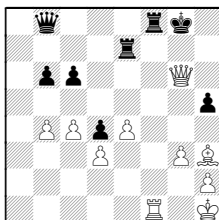


allowing 32.Rxg6+! fxg6 33.Rxf8#

32.Rxg6+!



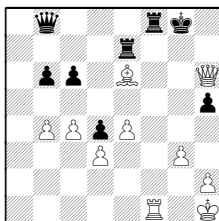
Forces a winning Pawn ending!
32...fxg6 33.Qxg6+



33...Kh8

33...Rg7?? 34.Be6+ Kh8 35.Qh6+
Rh7 36.Rxf8+ Qxf8 37.Qxf8#

34.Qh6+ Kg8 35.Be6+!



Clearing the 6th rank with check has
made this possible!

35...Rxe6

(35...Rff7 36.Qg6+ wins a Rook)

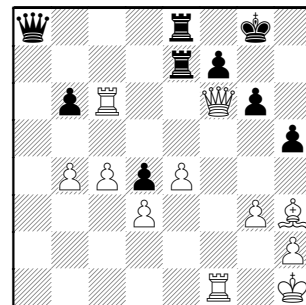
36.Qxe6+ Kh8

The other move is the same result:
36...Kg7 37.Qe7+ Kg8 38.Qg5+ Kh8
(38...Kh7 39.Qe7+ Kg8 40.Rxf8+ Qxf8
41.Qxf8+ Kxf8)

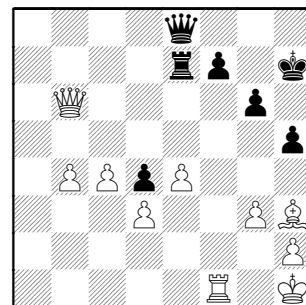
39.Qh6+ Kg8 40.Rxf8+ Qxf8
41.Qxf8+ Kxf8

37.Qh6+ again trading away at f8

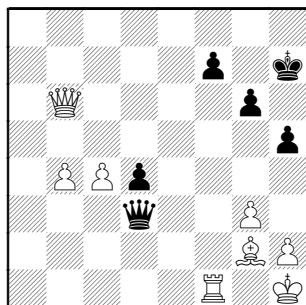
31...Rfe8 32.Rxc6



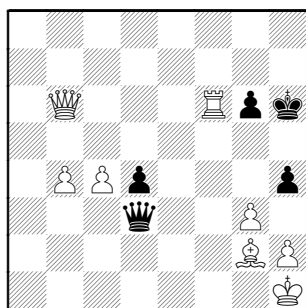
**32...Kh7 33.Rc8 Qa4 34.Rxe8 Qxe8
35.Qxb6**



35...Rxe4? 36.dxe4 Qxe4+ 37.Bg2 Qd3



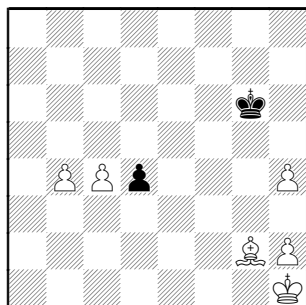
38.Rxf7+ Kh6 39.Rf6 h4



40.gxh4

The Rxg6+ theme is possible now

40...Qc2 41.Rxg6+! Qxg6 42.Qxg6+ Kxg6

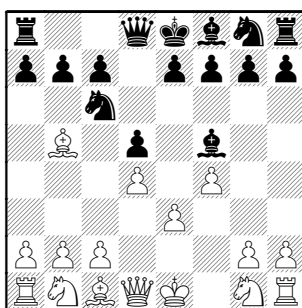


43.Be4+ Kh5 44.Kg2 Kxh4 45.b5 Kg4 46.b6 Kf4 47.Bh7

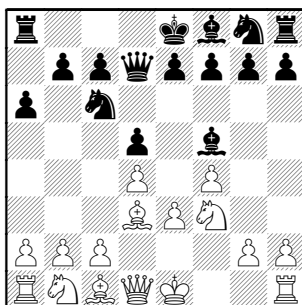
A pretty, complete game by White !
1-0

Hall,A (1477) – O'Dell,D (1482) [A03]
CCDOC-Pawns, 26.02.2003

1.f4 d5 2.d4 Nc6 3.e3 Bf5 4.Bb5



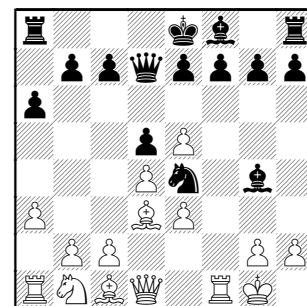
4...Qd6 5.Nf3 a6 6.Bd3 Qd7



7.a3

Immediately 7.Ne5 as after Knight trade a3 has no point.

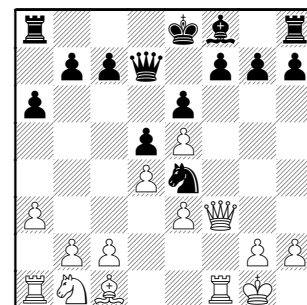
7...Nf6 8.Ne5 Nxe5 9.fxe5 Ne4 10.0-0 Bg4



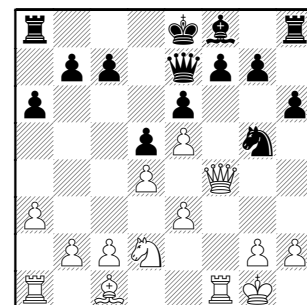
11.Be2

11.Qe1 idea is Nd2 to force away the centralized Knight. The suggested Queen move saves the important attacking Bishop, which will be needed to attack h7 if Black plays 0-0, or b5 (and a6) if Black plays 0-0-0.

11...Bxe2 12.Qxe2 e6 13.Qf3

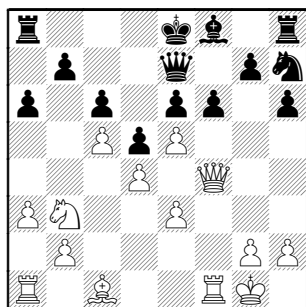


13...h6 14.Nd2 Ng5 15.Qf4 Qe7



Be7 is the natural square for the Bishop, but would block protection of f7.

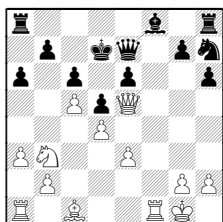
16.c4 c6 17.c5 Nh7 18.Nb3 f6!?



About the only way to finish development, but happens to be a good start to counterattacking White's center.

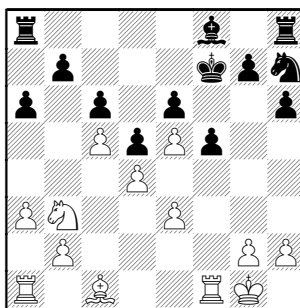
19.Qg4 f5

It appears Black can breakup the center Pawns with 19...fxe5 but White has the good 20.Qh5+ Kd7 21.Qxe5



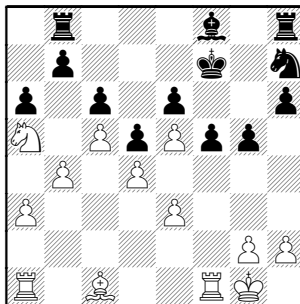
White would love to have that Bishop back on d3 here!

20.Qh5+ Qf7 21.Qxf7+ Kxf7



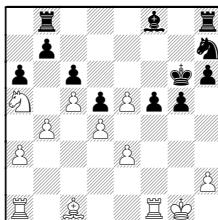
White has the better of it as Black has no open lines or targets. White can open the f-file with g4 at a convenient time.

22.Na5 [22.g4 g6] 22...Rb8 23.b4 g5



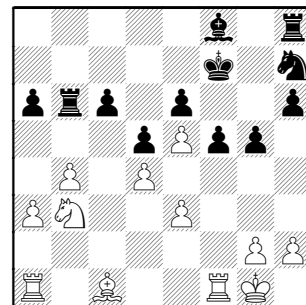
24.Nb3

24.g4 Kg6 the only way to save a Pawn 25.gxf5+ exf5



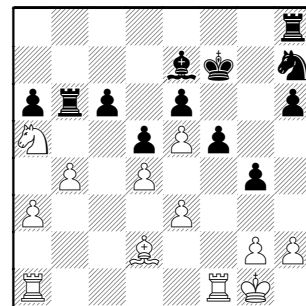
White has increased his endgame chances by creating a protected center passer.

24...b6 25.cxb6 Rxb6



Black has cleared some space, but now the c6-Pawn is a problem. White could double Rooks on c-file, play Na5, and find a convenient time to play b5 (probably supported by Pa4 move).

26.Na5 Be7 27.Bd2 g4



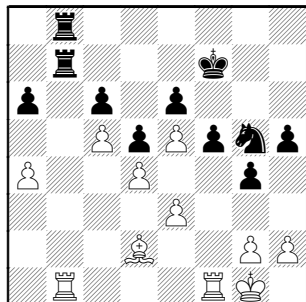
28.Nb3

White decides to open b-file, but I would prefer to first play Rfc1 so as to recapture on c5 with Rook and maintain pressure on backward Pawn. As it turns out White makes good use of the new opening.

28...Ng5

Black is defending well; he directs his pieces to active squares. Unfortunately, he lacks space. The King will soon be needed to defend c6 and is too far away.

29.Nc5 h5 30.a4 Bxc5 31.bxc5 Rb7
32.Rab1 Rhb8

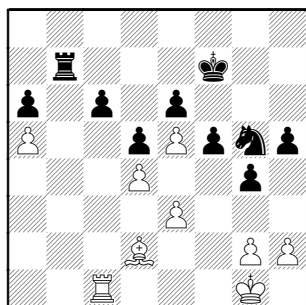


Black now wins a Pawn, but watch how White manipulates the position!

33.Rb6 Rxb6 34.cxb6 Rxb6 35.a5

35.Ba5 keeps the Bishop active without changing White's excellent plan.

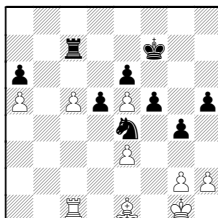
35...Rb7 36.Rc1



Here's where Black disparately needs some help defending c6.

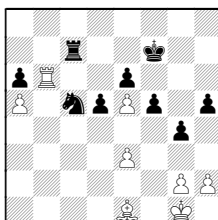
36...Rc7

Maybe he could try 36...Ne4! 37.Be1 c5! 38.dxc5 Rc7



39.Bb4

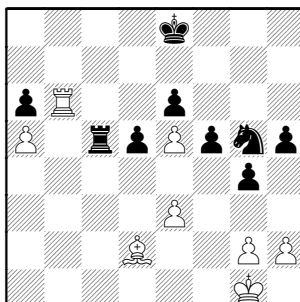
After 39.Rb1 Nxc5 40.Rb6



(with idea of Bb4, Bxc5,Rxa6)
40...Nd7 41.Rxa6 Nxe5 then blockade passer with Nc6, and bring King over. Although this will probably cost the h-Pawn, Black is a Pawn up.

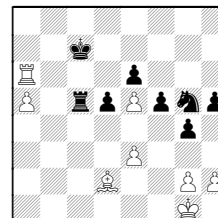
39...Ke8 Black can probably win passer and White's other Pawns are a mess.

37.Rb1 c5 idea is c4, of course
38.dxc5 Rxc5 39.Rb7+ Ke8 40.Rb6



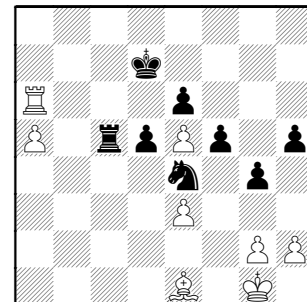
40...Ne4

Since the Knight helps hold e6, better is 40...Kd7 41.Rxa6 Kc7



Black can keep an eye on the passer and begin to attack the loose e5-Pawn (after Kb7, Nf7) which will promise a Black passer (but still might not be enough to win)

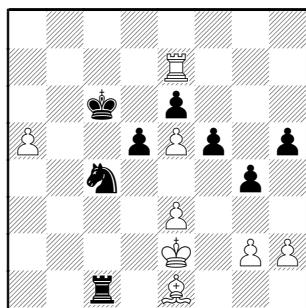
41.Be1 Kd7 42.Rxa6



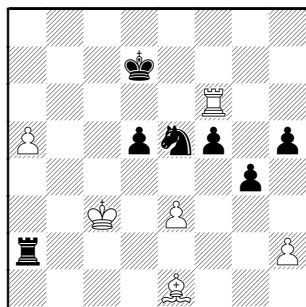
42...Rc1

It is interesting Black has time for this! He is causing new weaknesses while making the standard maneuver of "Rook behind passer".

43.Kf1 Nd2+ 44.Ke2 Nc4 45.Ra7+ Kc6 46.Re7

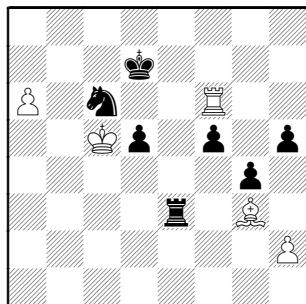


46...Rc2+ 47.Kd3 The active King will be White's saving grace! **47...Rxg2 48.Rxe6+ Kd7 49.Rf6 Nxe5+ 50.Kc3 Ra2**



The squirmishes have eliminated some Pawns, making the draw very near.

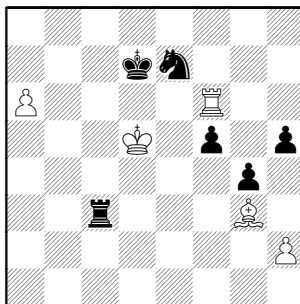
51.Bg3 Ra3+ 52.Kb4 Rxe3 53.a6 Nc6+ 54.Kc5



54...Rc3+

54...d4? 55.Rd6+ (55.Rxc6? Rc3+ 56.Kxd4 Rxc6) 55...Kc7 56.Rxc6+

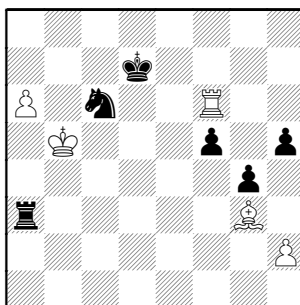
55.Kxd5 Ne7+



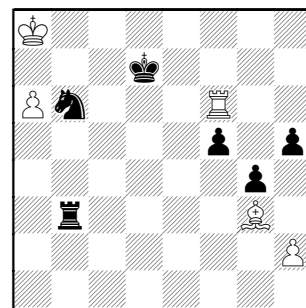
56.Kd4 Ra3

With queening square opposite color of Bishop, the passer loses most of its potential.

57.Kc4 Nc6 58.Kb5



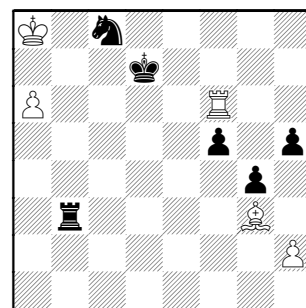
58...Na7+ 59.Kb6 Nc8+ 60.Kb7 Rb3+ 61.Ka8 Nb6+



62.Ka7

[62.Kb8 Nd5+ 63.Ka8 Nxf6]

62...Nc8+ [62...Nd5? 63.Rd6+] Ka8

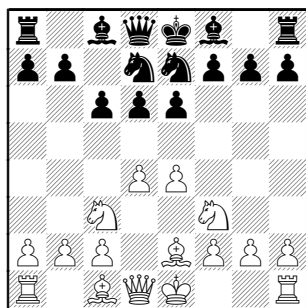


An interesting position, Black has a 3-1 majority, but has no apparent way of advancing it. 1/2-1/2

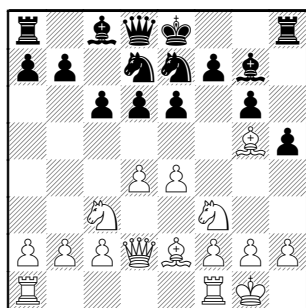
Mikulecky,B (1483) – Jackson,S (1468) [B12]
Pawns-CCDOC, 26.02.2003

A fairly complex game. Win or lose, the players should be pleased to have worked through it as there are many interesting turns.

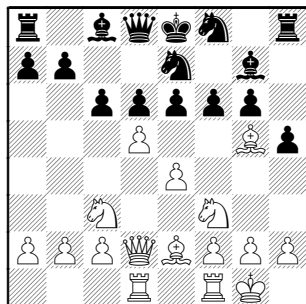
1.d4 c6 2.e4 e6 3.Nf3 d6 4.Nc3 Nd7 5.Be2 Ne7



6.Bg5 g6 7.0-0 Bg7 8.Qd2 h5

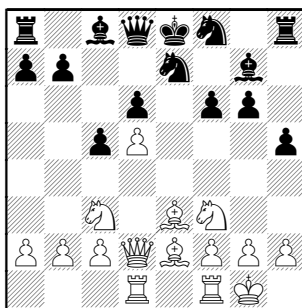


9.Rad1 Nf8 10.d5 f6



It's hard to believe Black can survive this Pawn position.

11.Be3 exd5 12.exd5 c5



The formation vaguely resembles a Benoni structure (f6 doesn't belong, but does help the defence, although blocking the g7-Bishop. From Benoni theory, we know **the key weak spot** is the d6-Pawn.

13.h3

The threat would be Bf4, then Nb5 to win the d6-Pawn.

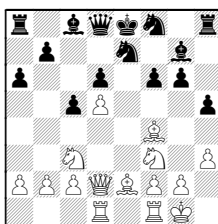
Not an immediate 13.Bf4 g5 14.Bg3? h4 traps Bishop

But an improvement may be 13.h4 stops Black's coming expansion. White has no immediate plans for either the f3-Knight or e2-Bishop, so Black's Bg4 move isn't particularly effective.

13...a6 14.Rfe1 possibly the wrong Rook

(14.Rde1 idea of Bd3, Nh5, f4-5)

But better yet is 14.Bf4



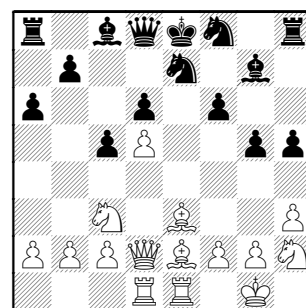
idea of Ne4

14...Bf5

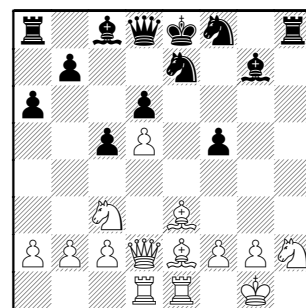
(14...Bd7? idea of Nc8 15.Bxd6 -or- 14...f5 gives Black a lot of Kingside holes)

15.Nh4 at least gaining the Bishop pair.

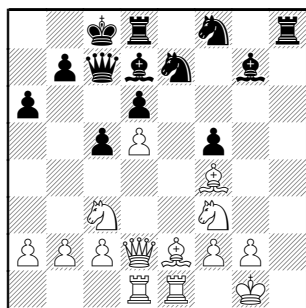
14...g5 15.Nh2



15...g4 16.hxg4 hxg4 17.Nxg4 f5 18.Nh2



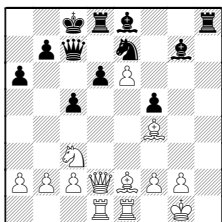
18...Bd7 19.Bf4 Qc7 20.Nf3 0-0-0



21.Bc4

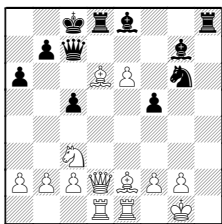
21.Ng5 threatens Nf7 not only to fork Rooks, but to hit that weak e6-square!
21...Be8 Black must cover f7!

22.Ne6 Nxe6 23.dxe6



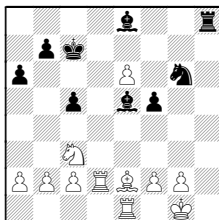
White is looking strong by continuing to take over d5 with Bf3 followed-up with Nd5/Bd5. Bxd6 may work as well.

For example: 23...Ng6 24.Bxd6



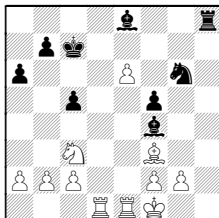
24...Bh6

Black could try to win via pin: 24...Be5
 25.Bxc7 Rxd2 26.Rxd2 Kxc7



Black threatens to win with Bh2+, then Bf4 hitting d2-Rook and discovering Rh1# threat. But it is White's move!

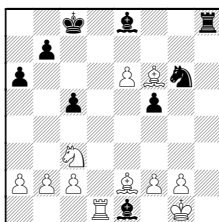
27.Bf3
 (27.g3? Bc6 idea Rh1# 28.f3 Bxg3)
 27...Bh2+ 28.Kf1 Bf4 29.Rdd1



29...Rh1+ 30.Ke2

So returning to analysis mainline, bottom last column, after 24...Bh6:

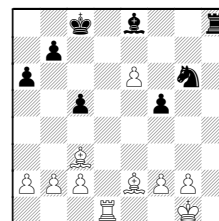
25.Bxc7 (25.Qxh6!) 25...Bxd2
26.Bxd8 Bxe1 27.Bf6!



ideas of Bxh8 or Rxe1

27...Bxc3 28.Bxc3

Not 28.Rd8+? Kc7 29.Bxh8 Kxd8
 (29...Bxh8? 30.Rxe8)



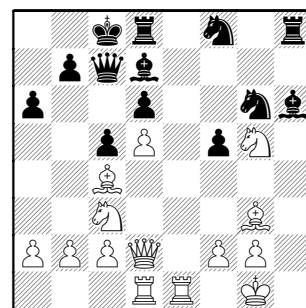
White has two extra Pawns and the Bishop pair, which should be enough to win. f6 is a dominating square for the Bishop.

21...Neg6 22.Bg3

22.Bg5 but maybe White considered an eventual Nh7, chasing it away

I prefer 22.Bh2 idea of Ng5-e6

22...Bh6 23.Ng5

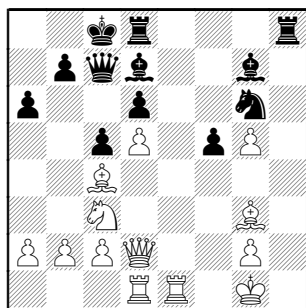


Pins are to be broken, not played!

No better is 23.Qd3? b5 24.Bb3 c4

OK is 23.Qe2 Re8 24.Qf1 f4 25.Bh2.

23...Nh7 24.f4 Nxc5 25.fxc5 Bg7



Black has significantly opened White's position. In times when you feel like you're in trouble, take a break, and reset your resolve. White's play shows he is beginning to lose the thread.

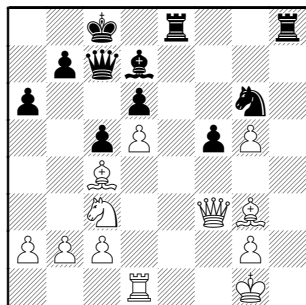
26.Qf2?

26.Ne2 covers d4 and f4, and also opens Queen, creating a b4 theme. Black will have constant threats against the King, however.

26...Bd4 yup, Black is aware. **27.Re3** Another pin?

27...Bxe3
27...Rhe8 28.Rde1

28.Qxe3 Rde8 29.Qf3



Another unfortunate placement, and Black immediately shows why!

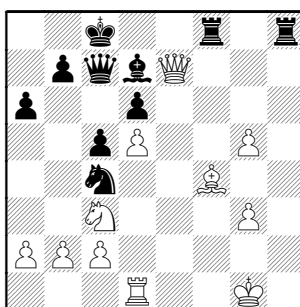
29...f4

Not just hitting Bishop, but threatening to win another exchange with Bg4 skewer.

30.Bxf4 Another pin? **30...Ref8 31.g3 Ne5 32.Qe3?** abandoning Bishop

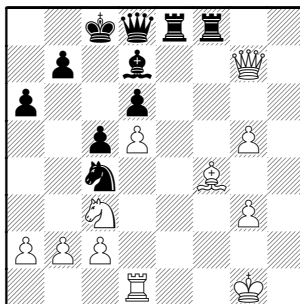
32.Qe2 Bg4 or 32.Qf1

32...Nxc4 33.Qe7



A Rook down, White's only hope was to advance g-passer. Black shows the game is up.

33...Re8 34.Qf7 Rhf8 35.Qg7 Qd8

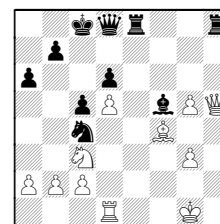


36.Qg6

36.b3 Ne3 37.Rd2 Bf5 to trap Q with Re7 followed by Rh8.

36...Bf5 37.Qh5 Qe7

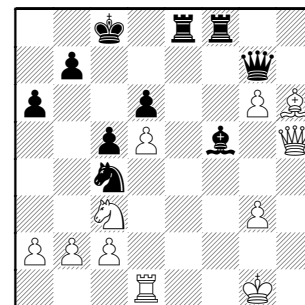
37...Rh8



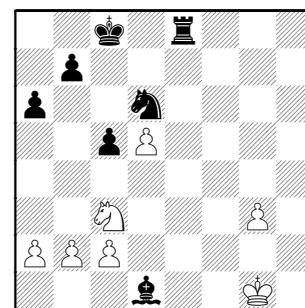
38.Qf3

(38.Qf7?? Ref8 39.Qg7 Rh7 traps it) **38...Qe7** and threatens Qh7

38.g6 Qg7 [38...Rh8? 39.Qxf5+] **39.Bh6**



39...Bxg6 40.Bxg7
(40. Qh3+ Bf5? 41. Qxf5+! wins a piece. If 40...Qd7 41 Qxd7+, 42 Bxf8.) **Bxh5 41.Bxf8 Bxd1 42.Bxd6 Nxd6**



43.Nxd1 oops **43...Re1+ 44.Kf2 Rxd1**
White soon resigned. 0-1

Samelson,C (1938) –
Easton,R (1843)

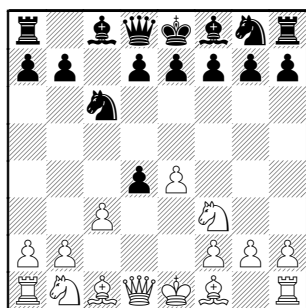
[B32]

Kings-Kemper, 26.02.2003

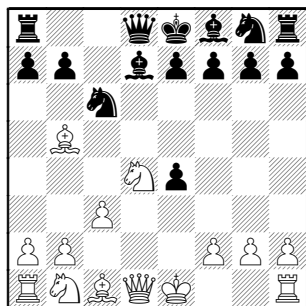
Notes by Richard Easton

This game helped Kemper draw a match on 2/26/2003 with a tough Motorola Kings team.

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.c3

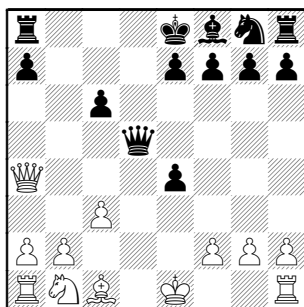


4...d5 5.Nxd4 dxe4 6.Bb5 Bd7



7.Nxc6 Bxc6 8.Bxc6+ bxc6

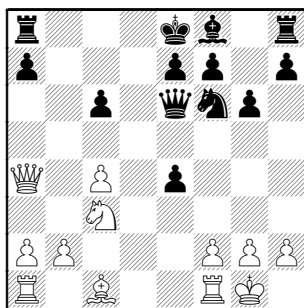
9.Qa4 Qd5



10.c4

Better is 0-0 as White's move blocks his Queen's reach to center and beyond.

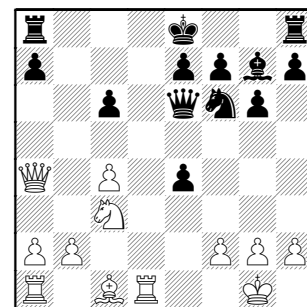
10...Qe6 11.0-0 Nf6 12.Nc3 g6



13.Rd1

13.Re1 Looking at Pawn and maybe Queen. Immediate idea is Bg5 and Nxe4, so 13...h6

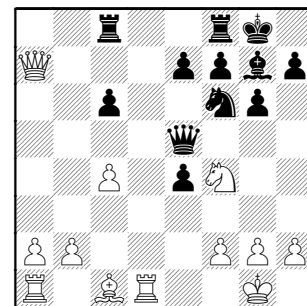
13...Bg7



14.Nd5!

Nicely using pin of Pawn. Of course, the idea is Nc7, at least forking Rook and Queen.

14...Rc8 15.Nf4 Qe5 16.Qxa7 0-0

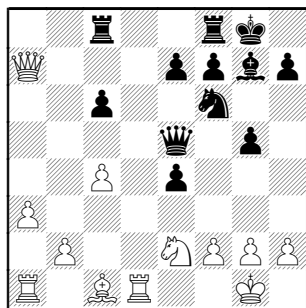


Material is even, but White is better due to passed a pawn and 3-1 majority on the queenside. Black must win or get an advantage in the middlegame, since the endgame is lost.

17.a3

I thought was a bit slow

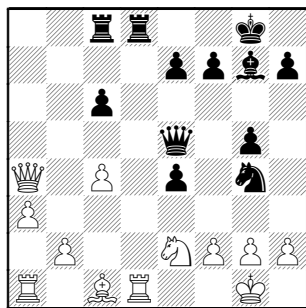
17...g5 18.Ne2



18...Rfd8

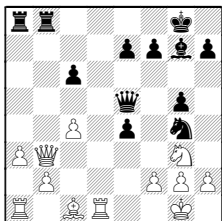
18...h6 is better to protect g5 Pawn

19.Qa4 Ng4



20.h3

Better is 20.Ng3 Ra8 21.Qb3 Rdb8

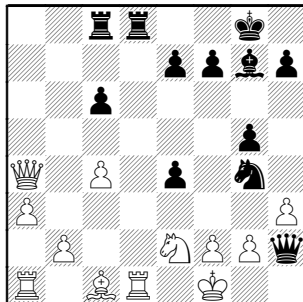


22.Qc2

20...Qh2+

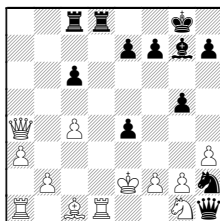
better is 20...Qh1+ 21 Ng1 Nh2 22 Kmoves Qxg2 and black wins

21.Kf1



21...Ne5

Quicker is 21...Qh1+ 22.Ng1 Nh2+ 23.Ke2

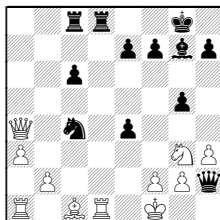


23...Qxg2

22.Rxd8+

22.Ng3 Now or next move

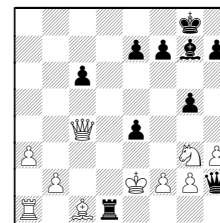
[**Editor steps in:**
22...Nxc4?!



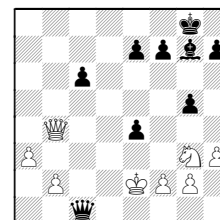
23.Rxd8+

(23.Qxc4? Rxd1+ 24.Ke2)

23...Rxd8 24.Qxc4 Rd1+ 25.Ke2



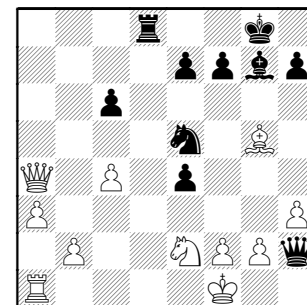
25...Qg1 26.Qb4 Rxc1 27.Rxc1 Qxc1



28.Qb8+ Bf8 White is better. 29.Nxe4 Qc2+ 30.Nd2

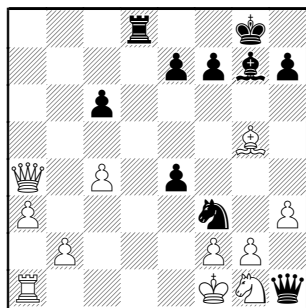
Editor steps out....]

22...Rxd8 23.Bxg5

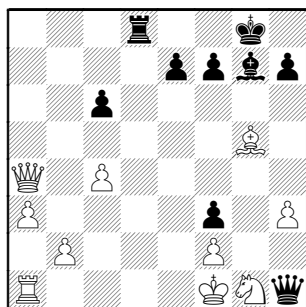


Now, **FIND THE COMBINATION** which wins in a very pretty manner for Black!

23...Qh1+ 24.Ng1 Nf3!



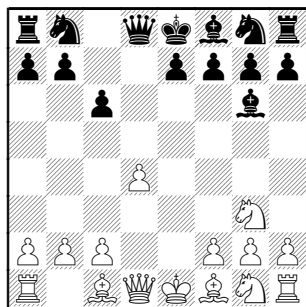
25.gxf3 exf3



Mate comes with Qg2+ followed by Qxg1# 0-1

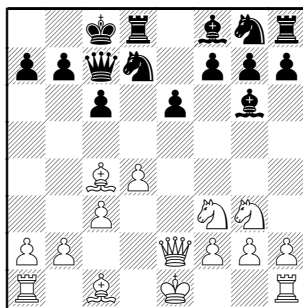
Williams, K (2162) – ?? [B18]
CCDOC-??, 2003
Notes by Kent Williams

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4
Bf5 5.Ng3 Bg6



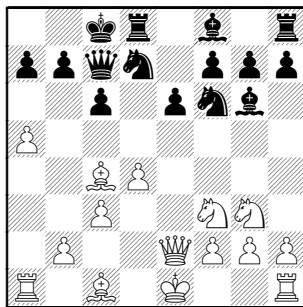
I felt really good about bringing an extra attacker to the kingside. Black probably was excited about getting the light-squared Bishop activated.

6.Nf3 Nd7 7.c3 Qc7 8.Bc4 e6 9.Qe2
0-0-0



Black is going to pawnstorm the Kingside and White the Queenside.

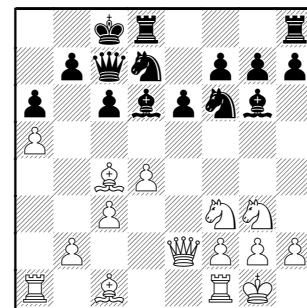
10.a4 Ngf6 11.a5



To stop Nb6. 11...a6

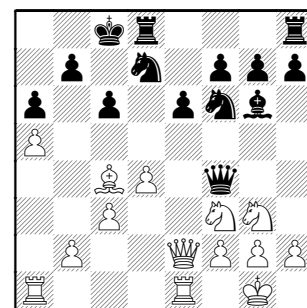
11...Bd6
Idea of e5, with or without Rde8.

12. 0-0 Bd6

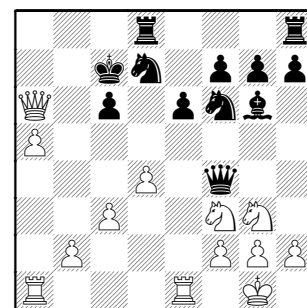


If Black can get e5 in, White's Queen will be quite uncomfortable

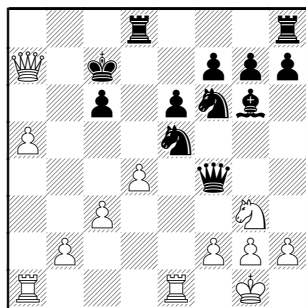
13.Re1 Bf4 14.Bxf4 Qxf4



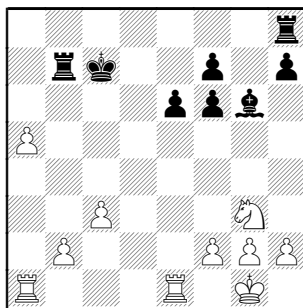
15.Bxa6! bxa6 16.Qxa6+ Kc7



17.Ne5!
Taking the Black Queen out of the defense of her monarch.
17...Nxe5 18.Qa7+

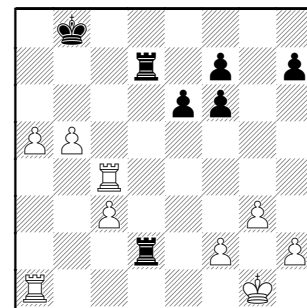


18...Kc8 (only move) 19.dxe5

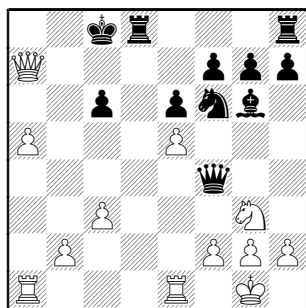


3 passed Pawns, so the rest is a "matter of technique", as they say!

24.b4 Rd8 25.Ne4



29...Rb2 30.Rb4 Rc2 31.a6 Rxc3
32.b6 Rd8 33.Ra2 Rfc8 34.Kg2 Rc3
35.Kh3 Rdc6 36.Rab2 Rd6 37.Kg4
Rc5



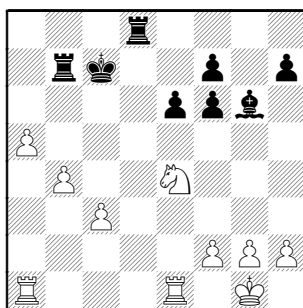
19...Rd7

19...Nd5 20.a6 idea of Qb7# 20...Rd7
21.Qa8+

20.Qa6+

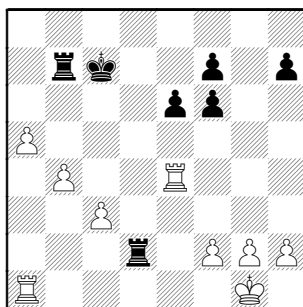
20.Qa8+ Kc7 21.Qxh8 and the Queen
is out of the game.

20...Rb7 21.exf6 gxf6 22.Qxc6+ Qc7
23.Qxc7+ Kxc7

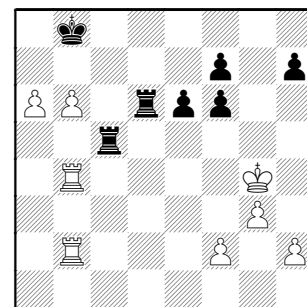


Forcing the Bishop off helps make
the endgame easier

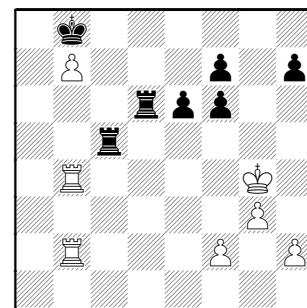
25...Bxe4 26.Rxe4 Rd2



27.Rc4+ Kb8 28.g3 Rbd7 29.b5



Taking the Rook off the backrank
allows the last flurry. 38.a7+ Kb7
39.a8Q+ Kxa8 40.b7+ Kb8



41.Ra2 Black will lose a Rook or allow
the Pawn to queen. 1-0

"I Beat Bobby Fischer"

Without a moment's hesitation Bobby Fischer pushed his king pawn forward two squares in the opening that he has used in 99 percent of his professional games. Goncharoff thought a few moments, then moved his queen bishop's pawn forward. Automatically Fischer brought out his king knight and watched smugly as Goncharoff continued to develop the Sicilian defense.

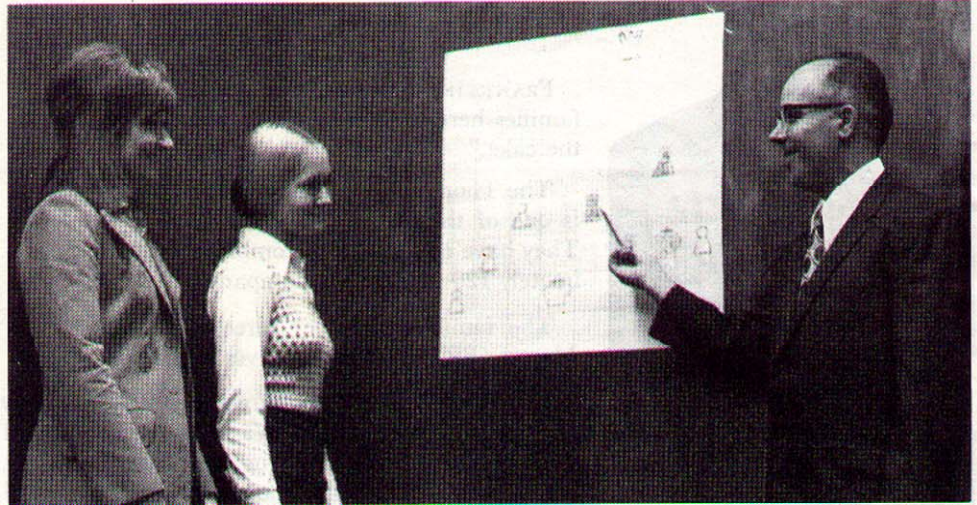
Goncharoff's fourth move, P-K4, surprised Fischer slightly. Goncharoff was deviating from the traditional defense with a move which, while considered weak by chess theoreticians, upset Fischer's smooth-flowing opening game.

Fischer quickly resumed his aggressive play. Goncharoff, meanwhile, seemed to be wasting moves, jockeying his queen from square to square trying to force a confrontation with Fischer's queen. Fischer knew that he, as the stronger player, would have the advantage in a complicated game, and Goncharoff was trying to simplify early. The champion finally decided that Goncharoff's tenacious queen was a thorn in his side, and on the eleventh move the players exchanged these most powerful pieces on the board.

Now Bobby Fischer began to show why he had become the youngest grandmaster in the history of the game. His white pieces assaulted his opponent relentlessly, never even giving Goncharoff breathing room to castle his king to safety. By the thirtieth move, Fischer's rook and Goncharoff's knight were the only major pieces left on the board.

It was at this moment that Fischer made a decision that was to prove fatal to him. Never one to accept poisoned pawns at the outset of a game, Fischer now chose to solidify his advantage by moving on Goncharoff's unprotected queen-side pawns. Goncharoff made no pretense at defense; instead he launched his knight on a long voyage across the board.

Three moves later, Fischer suddenly realized that something was wrong. While he had been scooping up inconsequential pawns, his opponent had been positioning his diminished arsenal for a do-or-die



Susan Bartucci (L) and Karen Kulis listen as Nik Goncharoff explains how he used his pawns, the most humble of chess pieces, to defeat champion Bobby Fischer.

thrust by his king bishop's pawn.

Fischer desperately tried to swing back on the attack, but it was too late. There was nothing he could do to prevent the solitary black pawn from reaching the other end of the board, where the lowly foot soldier would be reincarnated as a mighty queen. Fischer frantically tried to check his opponent into a mistake, but Goncharoff's position was impregnable. After thirty-eight moves, Fischer picked up his king and laid it on its side.

FRANKLIN PARK SOUTH—The above is an account of a game in 1964 between 20 year Motorolan Nik Goncharoff and the then U.S. Chess Champion Bobby Fischer. Although this description of the game is accurate, one other detail should be mentioned. While Bobby Fischer was losing to Nik, he was also losing to three other players, drawing against eleven, and beating 56 in a simultaneous chess exhibition.

The fact that Fischer was playing 71 players at the same time colors the victory somewhat, but it still took an exceptional player to beat the man who was to become chess champion of the world. Nik, a research engineer in the Automotive division, has been a Class A (1800+ tournament points) or Class B (1600+ tournament

points) player for the past 12 years. In 1967, he was the Class B champion of Illinois, and in 1971 was Class B champion of greater Chicago. Nik is active in the Motorola Chess Club (Chicago) and the Chicago Industrial Chess League, groups in which he has been both president and a leading player.

"The most I was hoping for was a draw," said Nik of his game with Fischer, "but when I saw him go after my pawns I knew I had a chance to win. What made the victory especially nice was that I was the first player in the room to beat him."

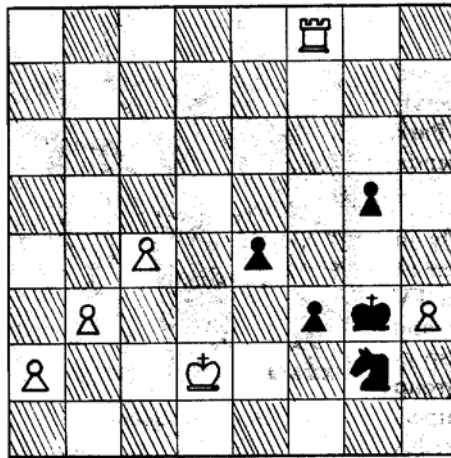
Nik added that Fischer did not live up to his reputation as a temperamental eccentric. "Bobby was very polite to everyone," said Nik. "He shook hands and congratulated me on my victory, and stopped to autograph the score sheet before moving on to his next game."

Unlike Bobby Fischer, Nik has other interests in addition to chess. He is taking courses through Motorola towards an MBA. He enjoys swimming and tennis with his wife Natalie and sons Walter and Paul.

Nik is also a member of the Institute of Electrical and Electronics Engineers. He has received six patents while at Motorola, and is currently President of the Franklin Park Chapter of the Motorola Engineering Club.

Fischer Goes Fishing

Goncharoff (black)



Fischer (white)

Bobby Fischer
White

Nik Goncharoff
Black

1. P-K4

P-QB4

2. N-KB3

N-QB3

3. P-Q4

PxP

4. NxP

P-K4

5. N-N5

P-QR3

6. N-Q6 ch

BxN

7. QxB

Q-B3

8. Q-R3

Q-K2

9. Q-KN3

Q-B3

10. N-B3

Q-N3

11. QxQ

RPxQ

12. N-Q5

R-N1

13. B-K3

KN-K2

14. O-O-O

P-QN4

15. P-KB4

B-N2

16. B-K2

P-Q3

17. P-KR3

P-B4

18. B-B3

K-B2

19. KR-B1

QR-Q1

20. PxBP

NPxP

21. NxN

KxN

22. PxP

K-K3

23. B-N5

PxP

24. BxR

RxB

25. RxR

NxR

26. BxB

NxB

27. R-B3

P-N4

28. R-QB3

P-R4

29. R-B7

N-Q3

30. P-QN3

P-B5

31. R-B5

N-B4

32. RxNP

N-K6

33. RxRP

NxNP

34. R-R8

P-B6

35. K-Q2

P-K5

36. R-K8 ch

K-B4

37. P-B4

K-B5

38. R-B8 ch

K-N6

39. Resigns



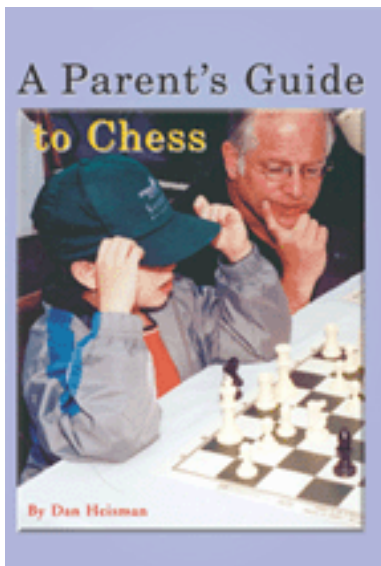
An Improvement Plan

Dan's Saying of the Month: *"No one gets good at chess quickly and without a lot of work; if that was possible I could not be a full-time chess instructor. There are no full-time tic-tac-toe instructors."*

COLUMNISTS

Novice Nook

Dan Heisman



One of the most popular ChessCafe.com articles ever was Michael de la Maza's *400 Points in 400 Days*. Because I thought this two-part article was interesting, I helped Michael get it published at ChessCafe.com, and now he has expanded it into the book *Rapid Chess Improvement*. The reason for the article's popularity was its title and subject: in the chess community almost everyone is attracted by the prospect of becoming a much more respected and capable player – especially in a short period. I would estimate that over 90% of the chess media is purchased with this goal at least partly in mind.

Readers of *Novice Nook* know that I generally agree with Michael's theory about tactics being the number one component for any improvement program. However, I do not agree with all of Michael's theories, so I thought it might be interesting to publish a general improvement program so that readers could make their own comparison. Fortunately or unfortunately, everyone is different, so what works for one person may likely fail with another so, like the process suggested in an earlier *Novice Nook* on *A Generic Thought Process*, the one presented in this article will only work for some. Reasonable modifications to fit a particular reader's lifestyle or learning preferences may be beneficial. For example, some people process information more effectively via auditory means (ear) rather than visual (eye), so, watching videos rather than reading similar books is more beneficial for them.

Therefore, I consider the method in this article a good "middle of the road" strategy. One thing Michael's theory and mine have in common is the premise that "To make an improvement program work correctly, it requires quite a bit of dedication and work." Doing a program



halfheartedly, especially the tactics study and following the Real Chess discipline, is likely to result in much less improvement per unit time spent on other aspects.

Practice

This article also gives me a chance to amplify on one of the most popular *Novice Nooks: Chess Books and Prerequisites*. In that article I dealt with the issue of “chess material must be learned in a non-random fashion” in a generic manner; here I will do so more specifically as part of an overall improvement program.

First let’s consider the two aspects of theory and practice. In order to maximize the benefits of each, these two should be approached in a balanced manner. I discussed practice a couple of months ago in the column *The Road to Carnegie Hall*, so here I will just provide an overview. Throughout your period of study you should:

1. Play as many slow games (60 5 or preferably slower) as possible,
2. Join a local club and play as many OTB tournaments as possible,
3. On-line, join the Slow Time Control Bunch (<http://web.willamette.net/~ckmate/STCHome.html>), the Online Chess League at <http://www.chessville.com/ocl/index.htm>, or something similar to help you find slow games,
4. Play as much as possible against opposition where 67-75% of your games are against those somewhat better than yourself (up to 200 rating points) and the rest against opposition not less than 50 rating points below yourself.
5. Go over these games in the skittles room with your opponent and possibly a strong player from your club, and later with an instructor, or at least a strong chess program (even ChessMaster 8000 will do) to try to find what you did wrong, win or loss. With this input, hopefully you will be able to modify whatever problems you encountered to do better in the future – a key part of improvement. Also, look up each opening in a book or chess database to ask yourself, “If someone played the same moves again against me, where would I improve?” (see Step 3 below on learning specific opening lines).

Note: The JR Masterman High School team in Philadelphia has won

the National HS Championship five of the last seven years. *Their graduates are regularly up around the 2000 rating level, so obviously their system works.* Steve Shutt, an expert level player, is the coach. Steve has all his players play regularly in big, important tournaments all year round, usually playing at least one section above where their rating would indicate. For example, a Masterman player rated 1500 almost always plays no lower than the Under-1800 section at the World Open or Foxwoods. Steve feels that playing players below a certain level is counterproductive because they will not punish you for your mistakes and you will get unwelcome positive reinforcement if you should happen to win. It is noteworthy that Masterman players also get *a regular dose of lower rated players* when they play for scholastic championships. So Steve's formula includes playing frequently against mostly stronger players but never ducking weaker competition. If a tournament has a time limit faster than 90 0, that usually means it is too fast and may also lead to bad habits; slower time limits are the norm. All of Steve's "improvement" practices seem very similar to my suggestions for obtaining the kind of experience one needs for long-term gains in playing strength.

Theory

The other side of improvement is theory. Theory consists of inputting information from external sources to improve your chess knowledge or capabilities. This can be reading books, taking lessons, watching videos, doing problems on software, etc.

At the start, the key to theory is to concentrate on the "Big Five". In college basketball, this is the informal Philadelphia "league" of the University of Pennsylvania, Temple, LaSalle, Villanova, and St. Joseph's. But here I am referring to the five major things a "beginning" chess player needs to learn well in order to play at a strong intermediate (1700-2000) level:

1. Tactics (not only recognizing quickly basic motifs such as pins, double attacks and removal of the guard, but also knowing basic checkmate methods such as king and queen vs. king, and king and rook vs. king).
2. Activity (using all the pieces efficiently all the time)
3. Time Management (learning the correct pacing of not only entire games at different time limits, but also which moves to take more than average time and which ones not to waste time)
4. Thought Process (part of which consists of playing what I

termed “Real Chess”)

5. General Principles (for example, “In the opening don’t move the same piece twice unnecessarily” and “In the endgame the king is a strong piece - use it.”)

The member of the Big Five which is most independent of the others is Thought Process. One could argue that if you do the other four well, you are likely a reasonable player no matter how messed up your Thought Process is. You could also reason the other way: that if you do the other four well, your Thought Process must at least be decently organized. I would buy both of these arguments, but in my experience, I’ve seen that working on a student’s thought process is an important method of helping them achieve better results and also helping them find a more proficient way of doing Tactics, Time Management, etc.

If you can do all five of those decently well, then you are likely already a pretty good player. In fact, here is a big secret: *if you don’t do each of these five at least moderately well, you can read 1,000 chess books and never get much better!* Too many players make the mistake of glossing over important basic skills as if they now know them and then spend a lifetime reading things that provide diminishing returns and almost no improvement. Get these five down cold and you will be amazed at how great and confidently you can play, even if your natural chess skills of memory, deductive logic, and visualization are no more than average.

Let’s put this same argument another way: two things you can learn in chess are to pace yourself to take almost all your time every game and the preferred 11th move for White in the main line of the Caro-Kann. But even though these are two separate things one could learn, you have to also buy the fact that one is approximately 10,000 times more important than the other! I am sure you would agree if I were talking about two paper bills: \$1 and \$10,000, but a gut feeling that two concepts in chess can be so disparate in value is a little harder to grasp.

Don’t believe me? I have heard from students about instructors teaching players rated 1200-1300 Philidor and Lucena positions. Yet I know someone who lost an easily drawable Philidor position because he did not know the technique and never heard of it. My point? That player was me: I had been playing tournament chess for 5½ years and my USCF rating was about 2100! Sure, if I had known the technique I would not have lost, but the point is that I got to 2100 without ever

even hearing about the Philidor draw because such specific knowledge is only marginally useful (not useless!) and I was pretty good at each of the Big Five. So if your goal is improvement, go ahead and read your 1,000 chess books if you really think doing so will help, but I claim that if you don't master the basics pointed out in this column and in *Everyone's 2nd Chess Book*, then you are likely wasting quite a bit of your time.

It is also worth noting that if you are not the naturally careful type, you will have to work extra hard at trying to be careful. The attributes of carefulness, perseverance, confidence, enjoying chess study (and not just play), and willingness to tolerate and learn from losses cannot really be taught. However, all of these traits can be improved with self-discipline and the realization that getting better is usually a lot more than just playing some games and reading some books.

With that background, how do we start our improvement program? Let's assume you are a beginner and you will be using books, software and, eventually, a good instructor. For each Step, I will give an approximate end rating and the approximate the amount of time it would take from before Step 1 until the end of the Step, assuming ~10 hours study time per week (excluding practice). Oh, and one last note before we begin Step 1: results will be strongly diminished if you can't abandon your fears about losing and your rating. Any good improvement program will include enough practice that you will be faced with plenty of losses and the need to endure times when your rating goes down. That's life; it happens – no one goes straight up. So if multiple setbacks cause discouragement and not determination, it's going to be one long path...

Step 1: Getting a Good Start (800-900; 1 month). Make sure you have learned to play correctly. This includes all of the basic rules (castling, en passant, draws, etc.), as well as moving the pieces. The book I recommend is *The Complete Idiot's Guide to Chess* (2nd Edition) by GM Patrick Wolff. Full of good tips for beginners and even players who don't think they are beginners. For adults, this should take their rating to 800-900 USCF.

After/during reading Wolff, it is also a great time to also extensively practice board vision (de la Maza calls these Chess Vision) exercises. You can find examples of these in *Everyone's 2nd Chess Book* and also in *Rapid Chess Improvement*. These exercises are a great way to increase your understanding, in terms of both possibilities and

quickness, of what pieces can do on a chessboard.

Step 2: Starting Down the Paths Correctly (1100-1200; 6 months).

This may be the key Step, because if you take the important points in this Step lightly, the steps forever after will seem slow and stifling. After Wolffing down your first book, limit yourself to about three books at a time. I suggest a tactics book (because that is key), a game book to pick up general principles, and a “talky” book to learn general principles and other guidelines. For Step 2 my suggestions are:

1. *Chess Tactics for Students* by John Bain (or Al Woolum’s *The Chess Tactics Handbook* if you already own that, or even better CT-ART 3.0 software if you like doing problems on a computer). The key is to do basic tactical motif problems over and over (de la Maza suggests seven times, so choose a number higher than two!) until you can get them almost by sight. By the way, if you are using Bain’s book, don’t look at more than “White to Play...” or “Black to Play...” as the rest of his problem statement is too much of a hint. Don’t spend more than 5 minutes or so on any problem; *the goal isn’t to solve them correctly, but rather to get as many problem and solution patterns into your brain in a short a time as possible*. If you spend too little time doing a problem, then you won’t remember the problem pattern at all. If you follow any advice at all from this entire article, then learning basic tactics well, *just as you would learn your multiplication tables*, is the single most important thing. Richard Teichmann, one of the world’s great players in the late 19th century, said “Chess is 99% tactics”. He may have been exaggerating a little but, if so, it wasn’t by much, so keep this relative importance in mind.
2. *Logical Chess Move by Move* by Irving Chernev, and
3. *Everyone’s 2nd Chess Book* by Dan Heisman. This book will help you in many ways that don’t appear in other books, like developing board vision, basic tactical counting and piece value, learning how to think correctly, understanding commonly misunderstood rules, etc. This book is also important to prevent you from getting into too many bad habits.

If you are also playing lots of slow games, by the time you finish these three books (and assuming you have done Bain or CT-ART 3.0 several times in a short period), you should be well on your way to a rating of 1100-1200 or much more. At this point you are probably ready to read all of my archived *Novice Nooks* plus my three pre-Novice Nook

articles on ChessCafe.com (two of which are the key *The Secrets to Real Chess* and *Time Management During a Chess Game*), if you have not done so already! Keep working on your time management and thought process until you can pace yourself to use almost all of your time every game at most any slow time limit – but don't play too slowly, either!

Step 3: Tactics are not the Only Thing in Chess (1400-1500; 18 months). At this point you should learn more about positional play, endgames, opening principles, etc. There are several basic positional texts and everyone likes different ones. For example, Ludek Pachman's *Modern Chess Strategy* is straightforward. *My System* by Aron Nimzovich quickly gets murky, but is of course a classic. Even the underrated *Point Count Chess* by Horowitz and Mott-Smith is really excellent if you don't pay too much attention to the point count method. Just make sure the text you pick covers different types of pawns – isolated, doubled, backward, passed, etc. – open files, weak squares etc. in a comprehensive way, for example showing both when and why certain pawn formations are weak, but also counterexamples of when similar structures may be strong. (If you already own it, you can also use the interesting *The Logical Approach to Chess* by Euwe, Blaine, and Rumble)

The game book should likely be something like Chernev's *The Most Instructive Games of Chess Ever Played*. Following that generic anthology, a great way to continue learning principles through game books is to start playing out ones with annotations by the player, such as *Marshall's Best Games of Chess* by Frank Marshall. For the endgame you can start with Pandolfini's *Endgame Course* by Bruce Pandolfini, or the dryer Chess Endings, *Essential Knowledge*, by Yuri Averbakh. It goes without saying that you should keep doing tactical problems – for example, *Combination Challenge!* by Hays and Hall is a good second book.

At this point you can also start to learn some opening lines. I would start by picking some lines that are either tactical or suit your style. As a reference you can use *Nunn's Chess Openings* by – you guessed it – John Nunn, or *Modern Chess Openings 14* by Nick deFirmian. Take a few minutes to learn the “tabiyas” (standard table-setting moves) of the main lines in your opening. One or two main lines are enough to start. Then every time you play a game, slow or fast, look up the game and find what you would do differently if your opponent played the same move. This deepens your tree slowly but very surely. Most of my

students do not do this, but they would learn a lot more if they did! Interestingly, I have been suggesting this method for years and, in his book, de la Maza suggests a very similar method of learning openings (he does not mention the part about learning the main lines first), and I don't believe he got this from anything I wrote. But this coincidence shows that the method, while slow, is very logical and seems to work well. Doing a lot of work on specific opening lines before your rating gets to 1300-1400 USCF is likely counterproductive, except perhaps to learn to 1) avoid traps, 2) learn the first 4-5 moves of an opening, or 3) to get examples of good general opening principles.

Step 4: Consolidation Phase (1600-1700; 24 months): At this point you are starting to learn general principles, but you will often get confused as to how they are used. Three books that should help tremendously at this point would be *The Amateur's Mind* by Jeremy Silman, *Elements of Positional Evaluation* by Dan Heisman, and *The Improver's It's Your Move* by Chris Ward. These three books should help straighten out what is important and what is not in the important areas of evaluation and planning. Game books might include *Alekhine's Best Games of Chess* by Alexander Alekhine (two volumes)

After reading these books, at this point your rating should be 1400-1500 if you have also played 200+ slow games at your local clubs and tournaments. You are also might consider hiring a decent instructor, rated 2000 or better, to go over your games with you, make sure you are practicing good time management, that your thinking process is correct. See next month's Novice Nook for more on this!

At this point you are adequate tactically and if you want to improve further, need to be well balanced in the Big Five. If you are not playing enough slow games against strong competition, you will probably never get much better if you do not start doing so regularly. If you are still losing pieces to simple combinations more than you should, then reading more positional and endgame texts will be counterproductive. If you have not learned a good thinking process, you will similarly be stuck at a low rating. If you don't pace yourself well in games, then you will never hit your full potential. If you are still not developing your rooks regularly in the opening, you probably won't get good games against any strong players, etc. So at this point you will either need an instructor or need to go back and review the most basic things you should know and be practicing. Reading 200 more chess books will only confuse you. This is also the reason why a person with a

1300-1600 rating “jumping in” to this improvement program in the middle may not work – you may think you are “too strong” to learn the basic good habits that form the solid basis for any real improvement!

In my experience as a full-time instructor, *almost all players lose the overwhelming majority of their games not because of things they don't know, but because of not consistently applying things they do know.* Examples might include failing to:

1. Look for all their opponent's possible checks, captures, and threats before they commit to a move, each and every move (“Real Chess”)
2. Look for a better move if they see a good one,
3. Develop their rooks as part of the opening,
4. Use their king in the endgame
5. Take their time when they have plenty of time, or
6. When way ahead in material, follow the precepts given in the Novice Nook *When You're Winning it's a Whole Different Game*

These problems are almost never solved by reading more chess books, so why waste your time doing so? In life we call this penny-wise and pound-foolish. So it is worth repeating: *reading new chess books won't help you if you aren't doing the important things right that you learned in basic texts.* For example, almost all of my students playing under 1700 strength do *not* do all of the basic things that are advised here, so reading Silman's *How to Reassess Your Chess* won't help them much at all (especially the imbalances of bishop versus knight which are emphasized after the first 52 pages)! Just as taking 30 minutes on a move often results in more confusion than just taking 10, reading 1000 chess books is rarely better than reading 30-50 good and appropriate ones and actually trying to apply what they say, move after move, game after game. As I said earlier, but can't emphasize enough: *If you fail to consistently and correctly practice one or more of the Big Five, reinforcing the others or adding new areas to improve will likely not do you much good.* Remember this if you get stuck for too long at any one level.

At this level openings start to play a bigger part, so having an opening book specifically addressing each opening you normally play is often *de rigueur*.

Now suppose you are doing everything correctly and you are ready for

the next phase, then I would recommend:

Step 5: Intermediate Play: Your Games Start to Look Reasonable (1700-1800; 36 months). The biggest difference between intermediate play and beginner play is that not all games are (or could be) won on tactics. Sure, Michael de la Maza is right that if you are a better tactical player you are likely going to win no matter what your rating, but there are many games played at the 1600+ level where the winner actually wins the game without the losing player just making a *bad* tactical mistake. Note I did not say “most” or “all”! Tactics still predominate, so don’t forget to keep studying them.

So first let me recommend an excellent tactical text: *The Art of Attack* by Vukovic. This is a classic work about how to probe for weak points, the idea behind the classical bishop sacrifice, etc. Highly recommended. Need some advanced tactical puzzles? First go through Lev Albur’s terrific *Chess Training Pocket Book* at least three times and then finally try *John Nunn’s Puzzle Book* (can you guess the author?). If you started as I suggested and have done all of this then, with a firm foundation on the basic motifs, you should be doing tactics at around the 2000 level. All of this board vision cannot be absorbed and assimilated in 6 months but, in conjunction with playing lots of slow games, you can get there in 2-5 years.

Another overlooked point is that while many books are on offense, just as often you are on the other side playing defense, so *The Art of Defense* by Andrew Soltis is a worthwhile text. Despite its arcane nomenclature and descriptive notation, a wonderful text at this level (or possibly even Step 4) is *Pawn Power in Chess* by Hans Kmoch. If you need advanced general opening encyclopedias, then a step up from *Nunn’s Chess Openings* is the Five-Volume *Encyclopedia of Chess Openings* from the *Informant* series. Game books at this level could include *My 60 Memorable Games* by Bobby Fischer, the *Life and Games of Mikhail Tal* by Tal or *Botvinnik’s One Hundred Selected Games* by Mikhail Botvinnik.

Step 6: On towards Expert (1800-2000; ?): For players approaching “A” class, such books as Silman’s *How to Reassess Your Chess* (after the first 52 pages, which are more basic) and his even more helpful *How to Reassess Your Chess Workbook* are very good. The book that seems destined to replace the classic *Fine Basic Chess Endgames* for stronger players is the modern, comprehensive *Fundamental Chess Endings* by Mueller and Lamprecht. To help improve your evaluation

and planning skills, consider Max Euwe's *Judgement and Planning in Chess* and Chris Ward's *It's Your Move*, a more advanced version of *Improver's It's Your Move*. For dessert try John Watson's wonderful *Secrets of Modern Chess Strategy*. Continue your game book study with works like *The Test of Time* by Garry Kasparov, *Jon Speelman's Best Games* by Speelman, *Fire on Board: Shirov's Best Games* by Alexei Shirov, and the classic *Zurich 1953* by David Bronstein. Personally I loved the out-of-print *Thought and Choice in Chess* by Adrian deGroot, but it is not really a chess book at all, but more like the definitive PhD thesis on the subject.

Yes, there are lots of other good books (some love the deep thoughts in Jonathan Rowson's original work *The Seven Deadly Chess Sins*, for example), but you really don't have to read them all unless you want to earn your Eagle Scout *Chess Book* badge. And of course if you feel that you can easily substitute a book or three for the ones I mentioned, by all means do so. But please don't read 200 more at the expense of really learning and applying the lessons in the more important ones.

An essential activity for players who are nearing expert is to play regularly against experts (and masters, if possible) and to analyze their games with strong players. Once your rating gets within earshot of 2000, the need to play carefully on every move becomes apparent, and the best way to learn to do this is to play against players who will punish you each time you don't.

Some Rewards?!

So good luck! Let me know how it goes. The first 1,000 players to try this method for at least a year get a free autograph if they also own a copy of the least known of my six books, *The Computer Analyzes the Fried Liver/Lolli* (for readers who are not aware, this offer is meant to be humorous since that work is only available as a downloadable ChessBase "book"!). So how about the first 50 players to make expert using this method get an invitation to my annual pizza party at the World Open.

Reader Question: One further question I have is regarding how to decide on players I know nothing about. For example, you recommend Morphy and Marshall as good starting points [for "personal game collections"], but what about when I open up 500 Master Games of Chess by Tartakower and in the "open games"

section (which I would assume would be more tactical in nature, especially since it's mostly games from old masters), do I assume that players before Morphy were essentially pure tactical and combinative in nature, and are thus good games to study at first? If you could advise along these lines, such as maybe "pretty much all players before player X were all tactics, then from player X to player Y, only player X and Z used positional ideas, and after player Y the universal style was born..." and so on, I would appreciate it.

Answer: Yes, before Morphy everyone was pretty tactical; the quality of play did not get too positional until Steinitz (1866-1894). Reti, Breyer, and Nimzovich were credited with discovering Hypermodern Chess around the time of WWI. Botvinnik brought in the "scientific method" in the 1930's and 40's. Petrosian and Karpov perfected "no lose" positional chess, and Kasparov started the modern "if it works, do it" method popular (and complicated) now. Game collections by author:

All around players: Fischer, Gligoric, Spassky.

Counterattackers: Lasker, Korchnoi

Intuitive sacrificers: Tal, Spielmann (not Jon!)

Generally good annotators: Nunn, Speelman (Jon), Larsen, Kasparov

Most famous "My games" authors: Alekhine, Fischer, Botvinnik

Questions from readers are welcome. Dan teaches on the ICC as *Phillytutor*.

[Order](#) Dan's new book *A Parent's Guide to Chess*



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