

November 2002

Volume 46.2

The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League

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with contributions from Art Olsen, Norm Hughes, Stan Ilic, Jim Brotsos,
Chuck Dobrovolny, Yuri Fridman, Chris Wallach, and
Brian Smith

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Greetings, dear Reader!

In the past month, I've been constantly reminded of both the downside and benefits of publishing electronically, especially via the Internet. Originally, the natural publicity given by hits on a net search engine seemed a boon for a growing organization. But use of personal information contained in these bulletins has reminded me of the lack of responsibility some in the "community" have. It may come that we'll have to password-protect the website and put that stuff behind locked doors. Great (groan) another project...

On the plus side, however, is the ability to keep in contact with each other and you'll monthly get updates on what has crossed my desk. The news page that follows details progress on the match-challenges from the BAL (New York Bankers' League) and a couple of prospective teams. Of course you'll find the normal CICL reports, as well.

From there on, I gotta tell you, things take a dive into deep waters! A lot of studies and chess fun were worked on over the passed summer and have matured. So the Features section is packed to overflowing... and appears to be that way for another issue as well.

OK, I admit the bulk down there is the 27-page, first-half installment of the final part of the Rook Sacrifice study. I can read your thoughts that it's a bit much...but these are presented in knowing there is something for everyone! As the introduction states, I desperately tried to cut things down, but we benefit so much from the availability of Internet material! And, as the devoted will find, there are ample examples that will increase your chess understanding! The cost is only a few meg of disk-space and a bit of time to study it all. Personally, I'm looking forward to spending many lunchtimes mastering the stuff—it's one thing to review for publication, another to actually remember some it.

Really, though, anyone skipping over these pages are missing out. Part of the size is due to the care taken to provide full games from as many openings as possible. This is a cheap way for you to improve your understanding of your favorites! All the examples are worthy of study, but I was impressed by the number of novelties Tal introduced in seemingly well-analyzed positions. And, of course, that exchange sac comes around and puts a new spin to it!

Time, time, time... we say we don't have enough? But do we really invest it, or just spend it?

I'm just baffled by the lack of volunteers for CICL positions and these minor coordination needs (particularly the outside challenges) as they're only as hard as saying "I'll do it!". You wouldn't be alone—the Officers would support your efforts! I originally got on a rant here ending "this isn't the TFCL ("Tom Friske Chess League") so I'm more and more tempted to stop filling in for coordination (i.e. President) and interaction with outside contacts (i.e. Publicity)", but it hides my real point. Despite the constant work of Team Captains, Division Chairmen, and some of the League Officers.... **the CICL is drifting !!** Maybe we're just satisfied to play a few games, call it a season, and let it go at that. But we could be so much more with a little energetic help!

Tom Friske, Bulletin Editor

CICL Members Make Great Tournament Players!

Most any Chicagoland tournament will feature various players from the CICL! At the Midwest Class last month, your roving reporter watched **Arnulfo Benesa** (*Alumni Aces*), **Ely Sollano** (*Excaliburs*) (battling for 1st place of 'A' class), **Mike Stevanovic** (*UOP*), **Kaz Jakstas** (*Pawns*), **Dean Arnuld** (*former UOP consultant*), and **Al Vigants** (*Northrop*) sparring on the 8x8 battlefield.

Our own **Ely Sollano** won \$333 (3-way tie for Class A #1) Labor Day weekend at the Illinois Open.

New Team Updates

Two new teams have formed since the season began and thus are available for exhibition matches. We welcome the University of Chicago hailing from Hyde Park and Volkswagen of Libertyville!

Contact information has been sent to Team Captains so match arrangements can be made at their convenience. *If you would like to greet and encourage these teams to continue*, please contact the Editor.

An Apple + \$100 = F-U-N !!

Updating the BAL challenge match information– We have received interest from six players which should assure the ability to meet the New York Banker's League challenge! Somewhere in the uncertainty, one of their teams donated a \$100 prize for the winning side! So, suddenly, there's cash involved!

Our next step is to phone-conference with Larry Agee (recognize the name, anyone ?) and associates from BAL to arrange match conditions. We also need to find an Internet venue.

A volunteer is needed to represent the CICL in this venture. A member from Fermilab would be of great help so we could tap your experience with the CERT team matches. This should be a Publicity or President duty, but I've only heard from myself on this one... so contact the Editor.

WE ARE NOT ALONE!!

Brian Smith (*Lucent Tyros*) has written an excellent article detailing his discovery of **other US city Team-Chess Leagues!** Find it elsewhere in the current issue !

Part of the curiosity expressed by Larry Agee of BAL, and interests this writer, is the possibility of forming a national team-chess competition between these city leagues (if not a formal national league). We're just spouting ideas here, but does it spark your interest?

An Interesting Sideline

I am a member of the *Chess Collectors International* and have been collecting chessmen from around the world for 48 years. Last Spring I was asked to display some of my chessmen at the Edgebrook Branch of the Chicago Public Library in my neighborhood.

The exhibition was intended to draw interest to the library's children's chess classes and the adult club meeting there weekly. This display of 9 sets was on exhibit for about 10 weeks. The showing was successful enough that I was asked to present another group of my chessmen for exhibit at that library.

I placed another 14 sets from my collection in the lobby of the library on Sept. 12th. These will be on display for another month.

One of these sets (from Kenya) was also displayed last month at the Liberty Museum in Philadelphia. This was part of a display of ethnic sets that was assembled by CCI members during their biennial convention held there.

The Edgebrook Branch Library is at 5331 W. Devon Av., 1 block east of Central Av. The display cases are right at the entrance.

Best regards, **Jim Brotsos** (*Excaliburs*)

DUES ARE DUE !!

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

807 Wood Ave
Geneva, IL 60134

Thanks,

Lenny Spiegel, Treas.
(630)840-2809

KUDOS

I know they're listed elsewhere, but I ran out of room around the "Games as annotated" section to properly express my thanks and excitement to the contributors of that column. You guys came through in spades!!

I hope others will now understand the range of depth annotations can take-- from simple to detailed lines.

Let's keep those contribs coming!

About Other City Leagues

After hearing about New York City's chess team league challenge to Chicago's chess team league, I nosed around the NYC league's website to compare/contrast how it works, looking for potential ideas to improve the CICL.

After more investigation on the internet, I discovered there are at least five city chess team leagues in the USA. All have various approaches to running a team chess league. City/regional chess team leagues also seem to be very popular in the United Kingdom and India, not to mention the scholastic and collegiate leagues in the USA. I didn't look much at those websites, but did notice the University of Chicago has a very strong lineup that competes in intercollegiate team matches.

Attached below are "thumbnail sketches" of each of the 5 leagues.

Ideas for consideration on how to improve the CICL follow:

- Enter match results online (each captain has a password). Also, as an option, game score sheets (e.g. upload a PGN file to CICL website). Personally, the first thing I do after a match is enter my game into a PC which is quicker, and more accurate than a 3rd party trying to read my handwriting.
(*Entering match results online is "mostly completed", but I've said that for a year now. --Webmaster*)

- Provide for a mechanism to modify league ratings to realign to a more current USCF rating.

For example, the NYC league rules state:

(6) If, during a "period of BAL inactivity" (defined as one year in which a player plays fewer than 3 BAL games), a player's USCF rating increases to more than 100 points above his BAL rating, his USCF rating shall become his BAL Rating. This adjustment will take effect upon the player's return to BAL play.

Alternatively, use the USCF to rate all games.

(*An article describing our rating system in detail is planned for next month. --Editor*)

- Have a fixed night of the week when matches are played. This would make the scheduling, negotiating, and player-availability thing easier and more predicable.

- All the other big leagues have divisions based on team playing strength. Would probably require more teams, with fewer counting boards per team, (e.g. four counting boards). And require opening up membership to any team, e.g. teams from area clubs, or colleges. But think of the number of participants if the major clubs (Elmhurst, Tuley Park, St. Charles, U of C, etc.) sent a few teams each, and the smaller clubs or college teams sent just one team. Lots more participation, and more competitive as divisions are based on team strength.

- Have some form of ongoing contact/competition/organization with the other city's team leagues. At a minimum, I'd like to email the thumbnail sketches attached below to each league contact.

Brian Smith (Lucent Tyros)

(*My thanks to Brian for his work and insight. Some interesting material the CICL should study. His summaries follow --Editor*)

US CITY TEAM-CHESS LEAGUES:

Chicago: "CICL", the Chicago Industrial Chess League

URL: <http://www.tomhq.com/cicl.htm>

Contact: league president Irwin Gaines gaines@fnal.gov

Size: 204 players listed, 19 teams

When founded: 1957

Ratings system: own system (similar to USCF)

Number of counting boards: 6 (no max or min roster size per team)

Organization: 4 divisions by geographic location.

Each division determines number of matches.

The date of each match is negotiated within a timeframe.

Top two team from each division eligible for 3 round swiss playoff tournament for overall league championship.

Team eligibility: 2 of the 19 teams are alumni teams, i.e. former members of defunct regular teams, and the rest are from companies. But rules allow for merging of teams across companies when teams shrink too small.

Time Control: 45 move in 90 minutes, then 30 in 60. (In playoffs, 45/90 then G/60).

New York: "BAL", the Banker's Chess League

URL: <http://www.skyweb.net/~kerryr/>

Contact: no officers listed on website, but their webmaster and the captain of one of the teams is Kerry Redinger kerryr@skyweb.net

Size: 360 players listed, 24 teams(six per division)

When founded: (no indication)

Ratings system: own, but can realign with a more current USCF rating

Number of counting boards: 4 (max roster per team is 12 players)

Organization: 4 divisions by strength, average lineup played at any match must be below the division's cap.

Division caps are unlimited, 2000, 1825, 1650

Each division plays each other team in that division 3 times during the regular season, i.e. 15 rounds.

The website mentions playoffs, but this may be obsolete.

Team eligibility: about 8 of the 24 teams are club teams, i.e. no restrictions on membership, and the rest are from banking-related companies. There are extra restrictions when adding to club team rosters.

Time control: Game in 75 minutes.

(Continued, next page)

About Other City Leagues

Pittsburgh: "PCL", the Pittsburgh Chess League

URL: <http://www.pitt.edu/~schach/ChessPA/ChessLeague/wpapcl.htm>

Contact: match director Tom Martinak martinak_tom_m@hotmail.com

Size: about 300 players, 35 teams

When founded: 1959

Ratings system: all games are USCF rated

Number of counting boards: 4 (team roaster must be between 6 and 19)

Organization: 4 divisions by strength, average of top 4 players is used to seed into division.

Division (breakpoints at about: unlimited, 1800, 1600, 1400.)

Top 3 divisions have 8 teams, play each other team once per season, and lowest division plays a 5 round swiss. One match played per month.

All games played on one Sunday afternoon per month, always at same location (on U of Pitt campus).

Team eligibility: no restrictions.

Time control: 30 in 90, then G/60.

Washington, D.C.: "DCCL", the D.C. Chess League

URL: <http://www.dccchess.org/>

Contact: Executive Director Elias Mallis bretqoi@hotmail.com

Size: 24 teams last Winter season, 12 teams last Summer season

When founded: (no indication)

Ratings system: all games USCF rating

Number of counting boards: In Winter season: 4 in divisions A,B,C, 6 in Open division

In Summer season: 4 for all.

Organization: 4 divisions by strength. All players in A must be rated lower than 2000, in B < 1800, in C < 1600. (Exception: a team may have one top player rated up to 100 points above limit (e.g. up to 2100 in A).)

No rating restrictions in Open division.

One game played per month, on a Friday night, at various locations (home team's) 1 or 2 rounds played against each other team in division. No playoffs.

Winter season is Oct. thru May, Summer is June thru Sept.

Team eligibility: no restrictions.

Time control: 40/100, then 25/60.

Las Vegas: the Las Vegas Chess League

URL: <http://www.nevadachess.org/lvcl.htm>

Contact: ?, can email to: lvcl@nevadachess.org

Size: 6 teams

When founded: This is there first season!

Ratings system: (no info)

Number of counting boards: 4

Organization: double round robin (i.e. a 10 match season)

Team eligibility: none(?)

Time control: (no info)

Current Standings

NEAR WEST DIVISION 11-13-2002

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
PAWNS	2	0	1	10.5	2.5	0.833
COOK CO. DEPT. OF CORR	2	1	0	11.5	2.0	0.667
LUCENT TECH. CHARGERS	1	2	0	9.0	1.0	0.333
CASE	0	2	1	5.0	0.5	0.167

FAR WEST DIVISION 11-13-2002

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
LUCENT TECH. TYROS	3	0	0	14.0	3.0	1.000
ARGONNE ROOKS	2	0	0	8.5	2.0	1.000
LUCENT TECH. DRAGONS	0	3	0	4.0	0.0	0.000
FERMILAB	0	2	0	3.5	0.0	0.000

NORTH DIVISION 11-13-2002

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
UOP	2	0	1	13.0	2.5	0.833
MOTOROLA KINGS	2	0	1	12.5	2.5	0.833
MOTOROLA KNIGHTS	1	0	2	10.0	2.0	0.667
EXCALIBURS	1	1	1	10.0	1.5	0.500
KEMPER INSURANCE	0	2	1	6.5	0.5	0.167
NORTHROP	0	3	0	2.0	0.0	0.000

EAST DIVISION 11-13-2002

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
ALUMNI ACES	2	0	0	10.0	2.0	1.000
LEO BURNETT	1	1	0	6.0	1.0	0.500
GETCO	1	0	0	4.0	1.0	1.000
CITADEL GROUP	0	2	0	2.0	0.0	0.000
THE READER	0	1	0	2.0	0.0	0.000

Top Ten by Division / Most Improved Players

NEAR WEST DIVISION TOP TEN

JAKSTAS, K	PAWNS	2128C
WILLIAMS, K	CCDOC	2123
WARREN, J	CHGR	2072Q
MARCOWKA, R	CHGR	1972D
ELLICE, W	PAWNS	1914C
KALE, S	CASE	1867C
FRAATS, D	CASE	1861C
DOBROVOLNY, C	CHGR	1827C
ALEXANDER, W	CCDOC	1760
SEATON, E	CCDOC	1689

FAR WEST DIVISION TOP TEN

STEIN, P	TYROS	2283
BEZZUBOV, V	FERMI	2217
DORIGO, T	FERMI	2168
BENEDEK, R	ROOKS	2101T
KOZLOVSKY, M	FERMI	2082
TEGEL, F	DRGNS	2081T
HILL, R	ROOKS	2037C
DIAZ, P	TYROS	2007C
SPIEGEL, L	FERMI	1992D
SUAREZ, E	ROOKS	1940

NORTH DIVISION TOP TEN

WOLF, D	MKING	2320
INUMERABLE, F	EXCLB	2275C
STEVANOVIC, M	UOP	2216D
FRIDMAN, Y	MKNGT	2130
MORRIS, R	MKNGT	2123
MELNIKOV, I	MKING	2058
FRISKE, T	EXCLB	2051C
WALLACH, C	MKING	2029
BUERGER, E	UOP	2024T
SIWEK, M	KEMPR	2011C

EAST DIVISION TOP TEN

BENESA, A	ALUMN	2260
LANG, R	READR	2111
SANTIAGO, T	ALUMN	2037
GAZMEN, E	ALUMN	2037
ALLEN, H	ALUMN	1967
RZESZUTKO, R	ALUMN	1922C
ROGERS, N	READR	1916
CZERNIECKI, A	ALUMN	1908D
HAYHURST, W	CITGR	1887
EAMAN, R	LBURN	1863

MOST IMPROVED PLAYERS

MELNIKOV, I	MKING	63
JACKSON, S	CCDOC	58
REVELLON, L	UOP	46
SEATON, E	CCDOC	44
SULLIVAN, C	READR	41
GARDNER, M	NORTH	41
ELLICE, W	PAWNS	41
HALL, A	CCDOC	38
DUFFY, J	LBURN	38
EASTON, R	KEMPR	37

Match Results

27-SEP-02 CITADEL GROUP

0

ALUMNI ACES

6

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 HAYHURST, W	1919 -5	0	BENESA, A	2290 5 1
2 HTOO, M	1734 -7	0	GAZMEN, E	2022 7 1
3 WANG, A	0 0	0	SANTIAGO, T	2037 0 1
4 SENSAT, J	1779-14	0	RZESZUTKO, R	1912 10 1
5 KOGAN, M	0 0	0	ALLEN, H	1967 0 1
6 FOLEY, M	1341 -8	0	DAVIDSON, M	1612 8 1
7 YOUNG, A	0 0	0	FRANEK, M	1740 0 1

02-OCT-02 LEO BURNETT

2

GETCO

4

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 DUFFY, J	1746 38	1	RAUCHMAN, M	2045-38 0
2 FULKERSON, R	1381 -7	0	KRATKA, M	1667 7 1
3 DOMINGUEZ, R	1319-12	0	LANSING, J	1497 12 1
4 BANNON, B	1231 0	1	WILLIAMS, S	0 0 0
5	0 0	0F	SEET, P	0 0 1F
6	0 0	0F	WARD, CH	1324 0 1F

15-OCT-02 ALUMNI ACES

4

THE READER

2

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 BENESA, A	2295-35	0	LANG, R	2076 35 1
2 GAZMEN, E	2029 8	1	BRASWELL, I	1768 -8 0
3 ALLEN, H	1967 0	1F	LITTLE, C	1275 0 0F
4 CZERNIECKI, A	1936-28	0	SULLIVAN, C	1511 41 1
5 FRANK, M	1677 2	1	MARSH, M	1166 -2 0
6 DAVIDSON, M	1620 2	1	BROIHIER, M	1119 -2 0

16-OCT-02 CITADEL GROUP

2

LEO BURNETT

4

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 HAYHURST, W	1914-27	0	EAMAN, R	1836 27 1
2 WANG, A	0 0	0	DUFFY, J	1784 0 1
3 SENSAT, J	1765-41	0	FULKERSON, R	1374 41 1
4 KOGAN, M	0 0	0	BANNON, B	1231 0 1
5	0 0	1F		0 0 0F
6	0 0	1F		0 0 0F

Match Results

18-SEP-02 MOTOROLA KNIGHTS

3

EXCALIBURS

3

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 MORRIS, R	2173-18	0	INUMERABLE, F	2249 12 1
2 FRIDMAN, Y	2110 20	1	FRISKE, T	2073-13 0
3 THOMSON, J	2016-24	0	SOLLANO, E	1998 24 1
4 AUGSBURGER, L	1755 19	1	KOGAN, G	1849-19 0
5 BALICKI, J	1700-19	0	SULLIVAN, J	1755 13 1
6 ALFONSO, E	1586 26	1	WEITZ, R	1640-17 0
7 GOULET, W	0 0	0	PHELPS, D	1169 0 1 (MKNGT)

19-SEP-02 MOTOROLA KINGS

6

NORTHROP

0

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 MELNIKOV, I	1995 9	1	WALKER, A	1762 -9 0
2 WALLACH, C	2049 4	1	VIGANTS, A	1663 -3 0
3 SAMELSON, C	1964 3	1	BURIAN, D	1580 -3 0
4 PIPARIA, J	1840 3	1	GOTHIER, S	1392 -3 0
5 GONCHAROFF, N	1679 0	1	GOTHIER, N	0 0 0
6 GRYPARIS, J	1479 4	1	ELEK, G	1058 -4 0

19-SEP-02 UOP

3

KEMPER INSURANCE

3

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 STEVANOVIC, M	2252-24	0	SIWEK, M	2002 24 1
2 BUERGER, E	2028-16	0	EASTON, R	1759 37 1
3 REVELLON, L	1941 11	1	MOSSBRIDGE, A	1755-11 0
4 BOLDINGH, E	1912-23	0	HUGHES, N	1702 23 1
5 LECHNICK, J	1718 13	1	OLSEN, A	1554 -8 0
6 MICKLICH, F	1639 5	1	WIRTZ, R	1350 -7 0
(Board 7 is an Exhibition match.)				
7 TRUFANOV, D	1377	0	MASHKEVICH, I	UNR 1

03-OCT-02 MOTOROLA KNIGHTS

3

MOTOROLA KINGS

3

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 FRIDMAN, Y	2130 -5	.5	WALLACH, C	2053 5 .5
2 MORRIS, R	2155-32	0	MELNIKOV, I	2004 32 1
3 THOMSON, J	1992-10	.5	PIPARIA, J	1843 10 .5
4 AUGSBURGER, L	1774-14	0	CYGAN, J	1793 21 1
5 BALICKI, J	1681 22	1	GONCHAROFF, N	1679-10 0
6 ALFONSO, E	1612 15	1	GRYPARIS, J	1483-10 0
(Board 7 is an Exhibition match.)				
7 MARSHALL, K	1377	0	MELNIKOV, N	1 1
8 PHELPS, D	1169-14	0	RABINOVICH, E	1306 14 1
9 BENFORADO, E	1555 23	1	KARANDIKAR, S	1564-23 0 (MKNGT)
10 GOULET, W	0 0	1	RADUCAN, S	0 0 0 (MKNGT)

Match Results

17-OCT-02 KEMPER INSURANCE

1

EXCALIBURS

5

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 LEONG, G	1961-11	0	FRISKE, T	2060 11 1
2 SIWEK, M	2026 0	.5	SOLLANO, E	2022 1 .5
3 HUGHES, N	1725-11	0	KOGAN, G	1830 11 1
4 OLSEN, A	1546-12	0	WEITZ, R	1623 12 1
5 MASHKEVICH, I	0 0	0	SUERTH, F	1518 0 1
6 WIRTZ, R	1343 -6	.5	OELHAFEN, A	1252 6 .5
7 ROSZKOWSKI, D	0 0	1F	SULLIVAN, J	1768 0 0F

09-OCT-02 NORTHROP

0

UOP

6

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 WALKER, A	1753 -3	0	STEVANOVIC, M	2228 2 1
2 VIGANTS, A	1660 -3	0	BUERGER, E	2012 2 1
3 BURIAN, D	1577 -3	0	REVELLON, L	1952 5 1
4 GOTHIER, N	0 0	0	BOLDINGH, E	1889 0 1
5 GOTHIER, S	1389 -4	0	SACKS, D	1801 4 1
6 ELEK, G	1054 -1	0	LECHNICK, J	1731 1 1

29-OCT-02 EXCALIBURS

2

UOP

4

ROUND 3

BD	RATINGS	SCORE	RATINGS	SCORE
1 INUMERABLE, F	2261 14	1	STEVANOVIC, M	2230-14 0
2 FRISKE, T	2071-20	0	REVELLON, L	1957 30 1
3 SOLLANO, E	2023-15	0	BUERGER, E	2014 10 1
4 KOGAN, G	1841-13	0	BOLDINGH, E	1889 13 1
5 SULLIVAN, J	1768 13	1	LECHNICK, J	1732-20 0
6	0 0	0F	SACKS, D	1805 0 1F

28-OCT-02 MOTOROLA KNIGHTS

4

NORTHROP

2

ROUND 3

BD	RATINGS	SCORE	RATINGS	SCORE
1 FRIDMAN, Y	2125 5	1	WALKER, A	1750 -5 0
2 THOMSON, J	1982 4	1	BURIAN, D	1574 -3 0
3 AUGSBURGER, L	1760 11	1	VIGANTS, A	1657-11 0
4 BALICKI, J	1703 6	1	GOTHIER, S	1385 -6 0
5 ALFONSO, E	1627-41	0	GARDNER, M	1214 41 1
6	0 0	0F	ELEK, G	1053 0 1F

Match Results

07-NOV-02 MOTOROLA KINGS

3.5

KEMPER INSURANCE

2.5

ROUND 3

BD	RATINGS	SCORE	RATINGS	SCORE
1 MELNIKOV, I	2036 22	1	SIWEK, M	2026-15 0
2 WALLACH, C	2058-29	0	LEONG, G	1950 20 1
3 SAMELSON, C	1967-24	0	HUGHES, N	1714 24 1
4 PIPARIA, J	1853 12	1	WANG, G	1679-12 0
5 GONCHAROFF, N	1669 -4	.5	OLSEN, A	1534 6 .5
6 GRYPARIS, J	1473 9	1	WIRTZ, R	1337-14 0
7 MOONEY, M	0 0	0	MASHKEVICH, I	0 0 1
(MKNGT) 8 BALICKI, J	1709 0	1	ROSZKOWSKI, D	0 0 0
(Board 9 is an Exhibition match.)				
9 MELNIKOV, N		0	MARSHALL, K	1377 0 0

23-SEP-02 PAWNS

4

LUCENT TECH. CHARGERS

2

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 JAKSTAS, K	2129 9	1	MARCOWKA, R	1979 -9 0
2 ELLICE, W	1873 21	1	DOBROVOLNY, C	1856-14 0
3 LITVINAS, A	1655 -3	.5	RADAVICIUS, E	1584 3 .5
4 FABIJONAS, R	1681 9	1	THOMAS, J	1536 -9 0
5 ABDALLAH, D	1512-24	0	STAMM, V	1496 16 1
6 MIKULECKY, B	1470 -1	.5	DOBR, K	1454 0 .5

15-OCT-02 PAWNS

3

CASE

3

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 JAKSTAS, K	2138-10	.5	FRAATS, D	1869 10 .5
2 ELLICE, W	1894 9	1	PARAOAN, E	1643 -6 0
3 LITVINAS, A	1652-14	0	WHITE, H	1672 14 1
4 FABIJONAS, R	1690 11	1	KLINEFELTER, H	1591-11 0
5 O'DELL, DW	1475 3	.5	REID, C	1540 -3 .5
6 MIKULECKY, B	1469-13	0	DYCZKOWSKI, R	1517 19 1
7 ABDALLAH, D	1488 15	1	ZOELLNER, J	1363-10 0

21-OCT-02 COOK CO. DEPT. OF CORR

4.5

CASE

1.5

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 WILLIAMS, K	2098 10	1	FRAATS, D	1879 -7 0
2 SEATON, E	1645 22	1	PARAOAN, E	1637-15 0
3 ALEXANDER, W	1730 20	1	WHITE, H	1686-13 0
4 ROJO, V	1566-22	0	KLINEFELTER, H	1580 14 1
5 HALL, A	1394 9	.5	REID, C	1537 -6 .5
6 JACKSON, S	1371 32	1	DYCZKOWSKI, R	1536-32 0
7 APPLEBERRY, T	1406-26	0	ZOELLNER, J	1353 17 1
8 HUNTER, M	0 0	1	KANAS, W	1222 0 0
9 ROJO, V	1544 0	0	PLEASANCE, M	0 0 1 (CCDOC)
10 TRINIDAD, P	1016 0	0	STEELE, B	0 0 1 (CCDOC)

Match Results

28-OCT-02 COOK CO. DEPT. OF CORR 4.5 LUCENT TECH. CHARGERS 1.5

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 WILLIAMS, K	2108 14	1	MARCOWKA, R	1970 -9 0
2 SEATON, E	1667 33	1	DOBROVOLNY, C	1842-22 0
3 ALEXANDER, W	1750-10	.5	RADAVICIUS, E	1587 7 .5
4 ROJO, V	1544-24	0	THOMAS, J	1527 16 1
5 HALL, A	1403 29	1	STAMM, V	1512-20 0
6 JACKSON, S	1403 26	1	DOBR, K	1454-11 0
7 ROJO, B	0 0	1	STEELE, B	934 0 0 (CCDOC)
8 HUNTER, M	0 0	1	PLEASANCE, M	0 0 0 (CCDOC)
9 HUNTER, M	0 0	.5	HALL, A	1432 0 .5(CCD0C)

04-NOV-02 PAWNS

3.5 COOK CO. DEPT. OF CORR

2.5

ROUND 3

BD	RATINGS	SCORE	RATINGS	SCORE
1 JAKSTAS, K	2128 0	.5	WILLIAMS, K	2122 1 .5
2 ELLICE, W	1903 11	1	SEATON, E	1700-11 0
3 FABIJONAS, R	1701-13	0	ALEXANDER, W	1740 20 1
4 LITVINAS, A	1638 0	0	HUNTER, M	0 0 1
5 ABDALLAH, D	1503 0	1	PLEASANCE, M	0 0 0
6 MIKULECKY, B	1456 12	1	APPLEBERRY, T	1380-18 0
(CCDOC) 7 STEELE, B	934 0	1	ROJO, B	0 0 0

04-NOV-02 CASE

.5 LUCENT TECH. CHARGERS

5.5

ROUND 3

BD	RATINGS	SCORE	RATINGS	SCORE
1 FRAATS, D	1872-11	0	MARCOWKA, R	1961 11 1
2 PARAOAN, E	1622 -7	0	DOBROVOLNY, C	1820 7 1
3 WHITE, H	1673 -3	.5	RADAVICIUS, E	1594 3 .5
4 KLINEFELTER, H	1594-17	0	THOMAS, J	1543 17 1
5 REID, C	1531-17	0	STAMM, V	1492 17 1
6 ZOELLNER, J	1370-12	0	DOBR, K	1443 8 1
7 DYCZKOWSKI, R	1504 7	1	KANAS, W	1222 -5 0 (CASE)

24-SEP-02 FERMILAB

2 LUCENT TECH. TYROS

4

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 SPIEGEL, L	1986 11	.5	STEIN, P	2306-17 .5
2 STAPLES, C	1639 -5	0	DIAZ, P	1990 4 1
3 AILES, T	1527-15	0	HAHNE, D	1643 10 1
4 PARA, A	1487 10	.5	SMITH, BR	1643-10 .5
5 SCHULTZ, R	1274-14	0	LAFORGE, W	1413 14 1
6 CEASE, H	1278 22	1	KARPIERZ, J	1264-22 0
7 CHRISTOTEK, L	0 0	1	SAVCIC, V	1116 0 0
8 CHRISTOTEK, L	0 0	1	SAVCIC, V	1116 0 0

Match Results

26-SEP-02	LUCENT TECH. DRAGONS	2	ARGONNE ROOKS	4
ROUND 1				
BD	RATINGS	SCORE	RATINGS	SCORE
1 TEGEL, F	2074 11	1	BENEDEK, R	2102-16 0
2 LUDWIG, T	1949-12	0	HILL, R	2014 12 1
3 ALTSHULLER, D	1792-14	0	SUAREZ, E	1927 14 1
4 EUSTACE, D	1548 -7	0	BAURAC, D	1746 7 1
5 BREYER, A	1371-19	0	GRUDZINSKI, J	1419 19 1
6 KOMORAVOLU, K	0 0	1F	BUTLER, E	1270 0 0F

16-OCT-02	LUCENT TECH. TYROS	4.5	FERMILAB	1.5
ROUND 2				
BD	RATINGS	SCORE	RATINGS	SCORE
1 STEIN, P	2289 7	1	SPIEGEL, L	1997 -5 0
2 DIAZ, P	1994 6	1	GAINES, I	1762 -6 0
3 GUIO, J	1914 -7	.5	GOMEZ, G	1750 10 .5
4 STOLTZ, B	1891-27	0	AILES, T	1512 40 1
5 HAHNE, D	1653 3	1	CEASE, H	1300 -5 0
6 SMITH, BR	1633 5	1	SCHULTZ, R	1260 -5 0
7 SAVCIC, V	1116 0	0	MOEHS, D	0 0 1

17-OCT-02	ARGONNE ROOKS	4.5	LUCENT TECH. DRAGONS	1.5
ROUND 2				
BD	RATINGS	SCORE	RATINGS	SCORE
1 BENEDEK, R	2086 15	1	TEGEL, F	2085-10 0
2 HILL, R	2026 11	1	LUDWIG, T	1937-11 0
3 SUAREZ, E	1941 -1	.5	PEHAS, A	1931 0 .5
4 BAURAC, D	1753 7	1	EUSTACE, D	1541 -7 0
5 GRUDZINSKI, J	1438 17	1	BREYER, A	1352-17 0
6 BUTLER, E	1270 0	0	KOMORAVOLU, K	0 0 1

07-NOV-02	LUCENT TECH. DRAGONS	.5	LUCENT TECH. TYROS	5.5
ROUND 3				
BD	RATINGS	SCORE	RATINGS	SCORE
1 TEGEL, F	2075 6	.5	STEIN, P	2296-13 .5
2 ALTSHULLER, D	1778-10	0	DIAZ, P	2000 7 1
3 EUSTACE, D	1534 -4	0	STOLTZ, B	1864 4 1
4 BREYER, A	1335 -2	0	GUIO, J	1907 1 1
5 KOMORAVOLU, K	0 0	0	HAHNE, D	1656 0 1
6 DAS, B	0 0	0	SMITH, BR	1638 0 1

Current Ratings

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABDALLAH, D	PAWNS	2	1	0	1503#	DYCKOWSKI, R	CASE	2	1	0	1511
AILES, T	FERMI	1	1	0	1552	EAMAN, R	LBURN	1	0	0	1863
ALBERS, M	KEMPR	0	0	0	0000/0	EASTON, R	KEMPR	1	0	0	1796
ALEXANDER, W	CCDOC	2	0	1	1760	ELEK, G	NORTH	0	2	0	1053
ALFONSO, E	MKNGT	2	1	0	1586	ELLICE, W	PAWNS	3	0	0	1914C
ALLEN, H	ALUMN	1	0	0	1967	EUSTACE, D	DRGNS	0	3	0	1530C
ALLEN, R	UOP	0	0	0	1179#	FABIJONAS, R	PAWNS	2	1	0	1688D
ALMAULA, J	MKING	0	0	0	1288#	FALCON, L	CCDOC	0	0	0	1203#
ALTSHULLER, D	DRGNS	0	2	0	1768	FINKELSHTEYN, S	WOLVE	0	0	0	0000/1
APPLEBERRY, T	CCDOC	0	2	0	1362	FOLEY, M	CITGR	0	1	0	1333#
AUGSBURGER, L	MKNGT	2	1	0	1771C	FRAATS, D	CASE	0	2	1	1861C
BALICKI, J	MKNGT	3	1	0	1709	FRANEK, M	ALUMN	1	0	0	1740D
BANNON, B	LBURN	2	0	0	1231	FRANK, M	ALUMN	1	0	0	1679
BARNARD, G	CITGR	0	0	0	1179*	FRIDMAN, Y	MKNGT	2	0	1	2130
BAURAC, D	ROOKS	2	0	0	1760D	FRISKE, T	EXCLB	1	2	0	2051C
BENEDEK, R	ROOKS	1	1	0	2101T	FULKERSON, R	LBURN	1	1	0	1415*
BENESA, A	ALUMN	1	1	0	2260	GAINES, I	FERMI	0	1	0	1756D
BENFORADO, E	MKNGT	1	0	0	1578	GARDNER, M	NORTH	1	0	0	1255*
BEZZUBOV, V	FERMI	0	0	0	2217	GAZMEN, E	ALUMN	2	0	0	2037
BLACKMON, E	DRGNS	0	0	0	1718C	GOLCHERT, B	ROOKS	0	0	0	1875
BOLDINGH, E	UOP	2	1	0	1902C	GOLLA, R	ALUMN	0	0	0	1813D
BOLLAPRAGADA, S	MKING	0	0	0	1516#	GOMEZ, G	FERMI	0	0	1	1760
BRASWELL, I	READR	0	1	0	1760	GONCHAROFF, N	MKING	1	1	1	1665V
BREYER, A	DRGNS	0	3	0	1333*	GOTHIER, N	NORTH	0	2	0	0000/4
BROIHIER, M	READR	0	1	0	1117	GOTHIER, S	NORTH	0	3	0	1379
BROTSOS, J	EXCLB	0	0	0	1527D	GOULET, W	MKNGT	1	1	0	0000/2
BUCHNER, R	TYROS	0	0	0	1729C	GRUDZINSKI, J	ROOKS	2	0	0	1455*
BUERGER, E	UOP	2	1	0	2024T	GRYPARIS, J	MKING	2	1	0	1482C
BURIAN, D	NORTH	0	3	0	1571C	GUIO, J	TYROS	1	0	1	1908C
BUTLER, E	ROOKS	0	1	0	1270*	HAHNE, D	TYROS	3	0	0	1656C
CARTER, L	READR	0	0	0	1499C	HALL, A	CCDOC	1	0	2	1432
CASTILLA, H	FERMI	0	0	0	0000/2	HAYHURST, W	CITGR	0	2	0	1887
CEASE, H	FERMI	1	1	0	1295	HELGESON, M	WOLVE	0	0	0	0000/1
CHRISTOTEK, L	FERMI	2	0	0	0000/3	HILL, R	ROOKS	2	0	0	2037C
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	0	1727*
CUMMUTA, P	KEMPR	0	0	0	1469C	HUGHES, N	KEMPR	2	1	0	1738C
CYGAN, J	MKING	1	0	0	1814	HUNTER, M	CCDOC	3	0	1	0000/3
CZERNIECKI, A	ALUMN	0	1	0	1908D	INUMERABLE, F	EXCLB	2	0	0	2275C
DAS, B	DRGNS	0	1	0	0000/1	JACKSON, S	CCDOC	2	0	0	1429
DAVIDSON, M	ALUMN	2	0	0	1622	JAKSTAS, K	PAWNS	1	0	2	2128C
DECMAN, S	ROOKS	0	0	0	1570D	JASAITIS, A	WOLVE	0	0	0	2114D
DIAZ, P	TYROS	3	0	0	2007C	KALE, S	CASE	0	0	0	1867C
DITTMER, M	FERMI	0	0	0	1630#	KANAS, W	CASE	0	2	0	1217C
DOBR, K	CHGR	1	1	1	1451Q	KARANDIKAR, S	MKNGT	0	1	0	1541*
DOBROVOLNY, C	CHGR	1	2	0	1827C	KARPIERZ, J	TYROS	0	1	0	1242
DOMINGUEZ, R	LBURN	0	1	0	1307*	KAUFFMANN, T	WOLVE	0	0	0	0000/0
DORIGO, T	FERMI	0	0	0	2168	KISH, C	CITGR	0	0	0	0000/1
DUBILIRER, G	MKING	0	0	0	0000/2	KLINEFELTER, H	CASE	1	2	0	1577C
DUFFY, J	LBURN	2	0	0	1784	KOGAN, G	EXCLB	1	2	0	1828C

Current Ratings

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
KOGAN, M	CITGR	0	2	0	0000/2	RADAVICIUS, E	CHRGR	0	0	3	1597D
KOMORAVOLU, K	DRGNS	1	1	0	0000/2	RADUCAN, S	MKNGT	0	1	0	0000/0
KOZLOVSKY, M	FERMI	0	0	0	2082	RAUCHMAN, M	GETCO	0	1	0	2007#
KRATKA, M	GETCO	1	0	0	1674*	REID, C	CASE	0	1	2	1514C
KUBIT, K	NORTH	0	0	0	0000/3	REVELLON, L	UOP	3	0	0	1987
LAFORGE, W	TYROS	1	0	0	1427	ROGERS, N	READR	0	0	0	1916
LAMBIRIS, J	KEMPR	0	0	0	1453	ROJO, B	CCDOC	1	1	0	0000/2
LANG, R	READR	1	0	0	2111	ROJO, V	CCDOC	0	3	0	1520
LANSING, J	GETCO	1	0	0	1509	ROSZKOWSKI, D	KEMPR	0	1	0	0000/2
LARSEN, B	KEMPR	0	0	0	0000/1	RZESZUTKO, R	ALUMN	1	0	0	1922C
LECHNICK, J	UOP	2	1	0	1712	SACKS, D	UOP	1	0	0	1805
LEONG, G	KEMPR	1	1	0	1970C	SAGALOVSKY, L	WOLVE	0	0	0	1970
LITTLE, C	READR	0	0	0	1275	SAJBEL, P	UOP	0	0	0	1814C
LITVINAS, A	PAWNS	0	2	1	1638D	SALERNO, S	DRGNS	0	0	0	1426*
LUDWIG, T	DRGNS	0	2	0	1926C	SAMELSON, C	MKING	1	1	0	1943D
MAGEE, M	CITGR	0	0	0	0000/4	SANDEFUR, B	CCDOC	0	0	0	1110*
MANN, D	CITGR	0	0	0	0000/1	SANDLER, M	CITGR	0	0	0	0000/4
MARCOWKA, R	CHRGR	1	2	0	1972D	SANTIAGO, T	ALUMN	1	0	0	2037
MARSH, M	READR	0	1	0	1164	SAVCIC, V	TYROS	0	3	0	1116*
MARSHALL, K	MKNGT	0	0	0	1377	SAWIN, B	LBURN	0	0	0	1189*
MASHKEVICH, I	KEMPR	1	1	0	0000/1	SCHULTZ, R	FERMI	0	2	0	1255*
MC GEE, L	CCDOC	0	0	0	1066*	SEATON, E	CCDOC	2	1	0	1689
MCKINNEY, T	KEMPR	0	0	0	1217	SEDA, J	CITGR	0	0	0	0000/2
MELNIKOV, I	MKING	3	0	0	2058	SEET, P	GETCO	0	0	0	0000/0
MICKLICH, F	UOP	1	0	0	1644D	SENSAT, J	CITGR	0	2	0	1724*
MIKULECKY, B	PAWNS	1	1	1	1468C	SHALABI, M	PAWNS	0	0	0	0000/4
MOEHS, D	FERMI	1	0	0	0000/3	SIWEK, M	KEMPR	1	1	1	2011C
MOLINA, J	FERMI	0	0	0	1560#	SMITH, BR	TYROS	2	0	1	1638C
MOONEY, M	MKING	0	1	0	0000/0	SOLLANO, E	EXCLB	1	1	1	2008C
MORENZ, P	CITGR	0	0	0	0000/2	SOSSI, M	LBURN	0	0	0	1612
MORRIS, R	MKNGT	0	2	0	2123	SPIEGEL, L	FERMI	0	1	1	1992D
MOSSBRIDGE, A	KEMPR	0	1	0	1744	STAMM, V	CHRGR	2	1	0	1509T
MOTTA, H	FERMI	0	0	0	1872	STAPLES, C	FERMI	0	1	0	1634
MYERS, E	KEMPR	0	0	0	0000/1	STEEL, B	CCDOC	0	0	0	0000/1
NEU, E	CCDOC	0	0	0	0000/1	STEELE, B	CCDOC	2	1	0	934#
NOEL, F	CCDOC	0	0	0	0000/3	STEIN, P	TYROS	1	0	2	2283
O'DELL, DW	PAWNS	0	0	1	1478C	STEVANOVIC, M	UOP	1	2	0	2216D
OELHAFEN, A	EXCLB	0	0	1	1258	STOLTZ, B	TYROS	1	1	0	1868C
OLEARY, R	WOLVE	0	0	0	0000/1	SUAREZ, E	ROOKS	1	0	1	1940
OLSEN, A	KEMPR	0	2	1	1540C	SUBECK, J	KEMPR	0	0	0	1381*
OTTE, R	WOLVE	0	0	0	0000/1	SUERTH, F	EXCLB	1	0	0	1518C
PARA, A	FERMI	0	0	1	1497	SULLIVAN, C	READR	1	0	0	1552C
PARAOAN, E	CASE	0	3	0	1615C	SULLIVAN, J	EXCLB	2	0	0	1781D
PATEL, SU	CITGR	0	0	0	0000/1	TEGEL, F	DRGNS	1	1	1	2081T
PEHAS, A	DRGNS	0	0	1	1931C	THOMAS, G	TYROS	0	0	0	1563C
PHELPS, D	MKNGT	1	1	0	1155*	THOMAS, J	CHRGR	2	1	0	1560D
PIPARIA, J	MKING	2	0	1	1865	THOMSON, J	MKNGT	1	1	1	1986
PLEASANCE, M	CCDOC	1	2	0	0000/2	TRINIDAD, P	CCDOC	0	1	0	1016*
PODOKSIK, E	CITGR	0	0	0	1280	TRUFANOV, D	UOP	0	0	0	1566#
RABINOVICH, E	MKING	1	0	0	1320	VALDEZ, C	TYROS	0	0	0	1418*

Current Ratings

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
VAN ZILE, C	UOP	0	0	0	1345	WEITZ, R	EXCLB	1	1	0	1635C
VENSKE, D	READR	0	0	0	1729	WHITE, H	CASE	1	1	1	1670C
VIGANTS, A	NORTH	0	3	0	1646C	WILLIAMS, K	CCDOC	2	0	1	2123
VOLYNSKIY, G	WOLVE	0	0	0	2562*	WILLIAMS, S	GETCO	0	1	0	0000/2
WALKER, A	NORTH	0	3	0	1745	WIRTZ, R	KEMPR	0	2	1	1323*
WALLACH, C	MKING	1	1	1	2029	WOLF, D	MKING	0	0	0	2320
WALSH, W	ROOKS	0	0	0	1494C	YACOUT, A	ROOKS	0	0	0	1549
WANG, A	CITGR	0	2	0	0000/2	YOUNG, A	CITGR	0	1	0	0000/1
WANG, G	KEMPR	0	1	0	1667#	ZOELLNER, J	CASE	1	2	0	1358D
WARREN, J	CHGR	0	0	0	2072Q						

/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

NONE

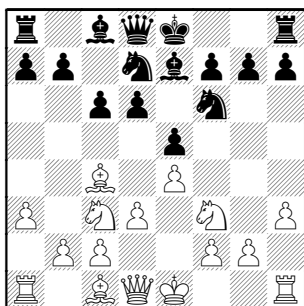
TEAMS WITH 1 UPPER BOARD FORFEIT

CHICAGO READER

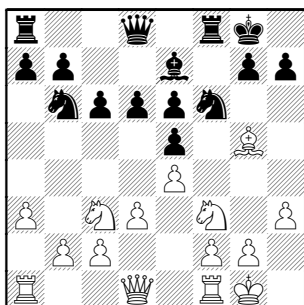
Games as reviewed by Tom Friske

Radavicius,E (1584) - Litvinas,A [C24]
Chargers - Pawns, 23.09.2002

1.e4 e5 2.Bc4 Nf6 3.d3 Be7 4.h3 c6 5.Nc3 d6 6.a3 Nbd7 7.Nf3



7...Nb6 8.Ba2 Be6 9.Bxe6 fxe6 10.0-0 0-0 11.Bg5



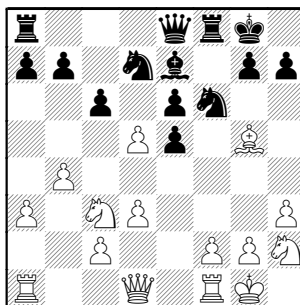
Black's center Pawn mass should be pushed!

11...Qe8

11...Qc7 supports e5, making -d5 an immediate threat

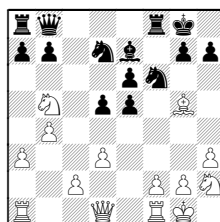
12.Nh2 Nbd7 (12...d5) 13.b4 d5 14.exd5

Diagram



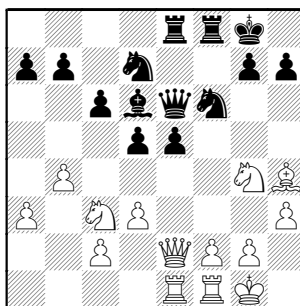
14...exd5

14...cxd5 15.Nb5 Qb8



with idea of Rc8, a6, etc.
Black owns the entire board.
And then Bd6 also sets up tricks against h2.

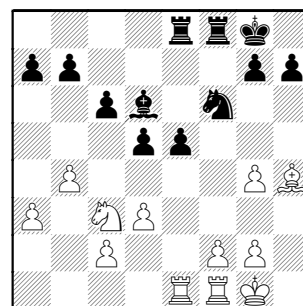
15.Ng4 Bd6 16.Qe2 Qe6 17.Bh4 Rae8 18.Rae1



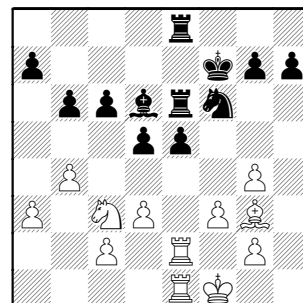
18...Nxg4

18...Nh5 heads for f4

19.Qxg4 Qxg4 20.hxg4 Nf6

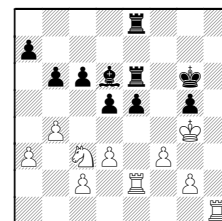


21.f3 b6 22.Bg3 Bb8 23.Re2 Re6 24.Rfe1 Rfe8 25.Kf1 Kf7 26.Kf2 Bd6 27.Kf1



27...Nd7

27...g5 stops any Pawn breaks against Pe5 with idea of h5. 28.Kf2 h5 29.gxh5 Nxh5 30.Rh1 Nxg3 31.Kxg3 Kg6 32.Kg4



Games as reviewed by Tom Friske

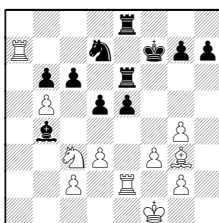
idea of Rh5 32...Rf6 33.Rh5?
Rf4+

28.Nd1

28.b5!? loosens things
28...Bxa3 29.Ra1

(29.bxc6 Rxc6 30.Nxd5
making an outside passer is
probably good for Black)

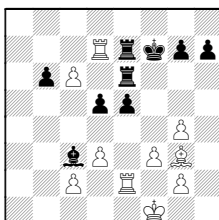
29...Bb4 30.Rxa7



30...Bxc3
(30...R8e7 31.bxc6)

31.Rxd7+ R8e7 32.Rxe7+

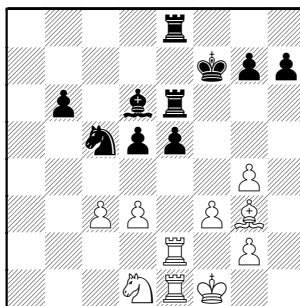
(32.bxc6



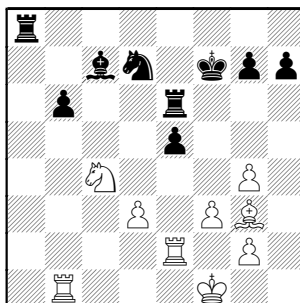
32...Rxd7
(32...Rxc6 33.Rxe7+
Kxe7 34.Bxe5)
33.cxd7 Ke7 looks equal)

32...Kxe7 33.bxc6 Rxc6
34.Bxe5 White is up a Pawn

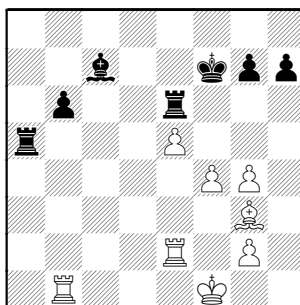
28...a5 **29.c3** **axb4** **30.axb4**
c5 **31.bxc5** **Nxc5**



32.Nb2 **Nd7** **33.Rb1** **Ra8**
34.c4 **dxc4** **35.Nxc4** **Bc7**



36.d4! the Pawn is pinned to
loose c7 - Bishop **36...Ra4**
37.Nxe5+ **Nxe5** **38.dxe5** **Ra5**
39.f4



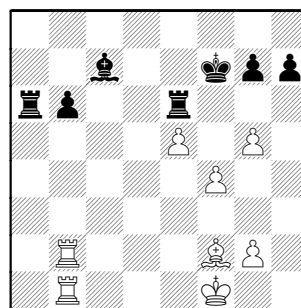
39...Rd5

39...Re8 idea of g5! 40.g5

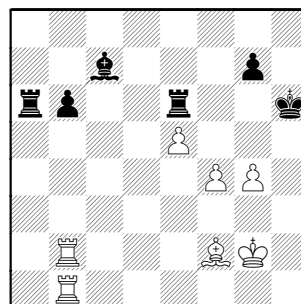
40.Bf2 **Ra5**

40...g5! 41.f5 Rxe5 42.Rxe5
Rxe5 43.Bxb6 Bxb6 44.Rxb6
h5 45.gxh5 Rxf5+

41.Reb2 **Ra6** **42.g5**



finally securing e5 - Pawn
42...Kg6 **43.g4** **h5** **44.gxh6**
Kxh6 **45.Kg2**



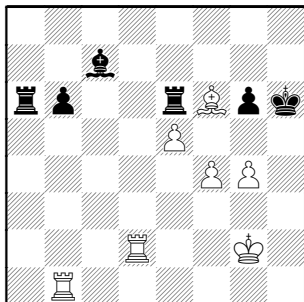
45...Rc6

45...g5 46.f5 Rxe5 47.Bxb6

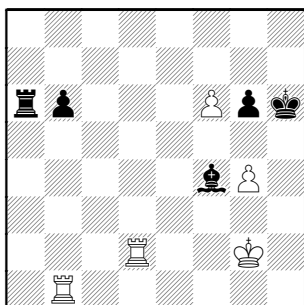
46.Bg3 **g6** **47.Re2** **Re6**
48.Rd2 **Re7** **49.Bh4** **Re6**

Games as reviewed by Tom Friske

50.Bf6

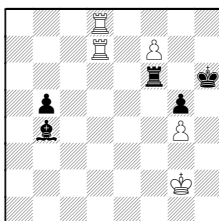


50...Rxf6!? 51.exf6 Bxf4



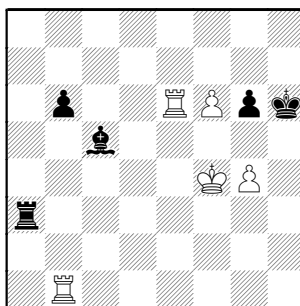
**52.Re2 [52.Rdb2 Be3]
52...Bd6 53.Re6**

53.Re8 idea of Rd1, Rd7 and queening f-Pawn 53...g5
54.Rd1 b5 55.Rd8 Bb4 56.f7 Rf6 57.R1d7

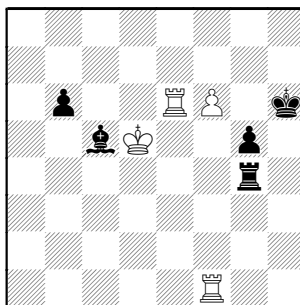


Black holds since 57...Kg7?
58.Rg8+

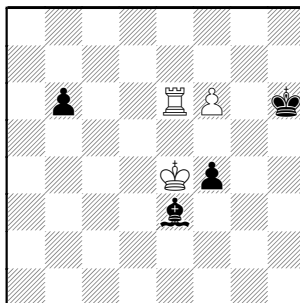
**53...Bc5 54.Kf3 [54.Rd1]
54...Ra3+ 55.Kg2 [55.Kf4]
55...Ra2+ 56.Kf3 Ra3+
57.Kf4**



**57...g5+ 58.Ke4 Ra4+
59.Kd5 Rxd4 60.Rf1**



**60...Rf4 61.Rxf4 gxf4 62.Ke4
Be3**

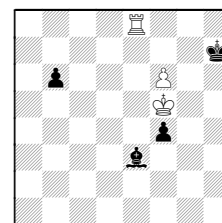


Not 62...Kg5? 63.f7 with Re8,
f8(Q) following

63.Re8?

63.Kf5 White wins as his King
is shut out. I outline a few
winning lines. 63...b5

63...Kh7 64.Re8



64...Bc5
(64...Bc1 65.f7)

65.Kxf4 Kg6 66.Ke5 Kf7
67.Rc8 Bb4
(67...Bf8 68.Rc7+ Kg8
69.Kf5 b5 70.Kg6 b4
71.Rb7 Bd6

Alternatives highlight that
Black problems are holding f8
as well as avoiding mate:

(71...Bc5 72.Rb8+ Bf8
73.f7+ Kh8 74.Rxf8#)

72.Rb8+ Bf8 73.f7+ Kh8
74.Rxf8#)

68.Rc7+ Kf8
(68...Kg6 69.Rg7+ Kh6
70.Ke6 Bc3 71.Rg2 b5
72.f7 Bg7
(72...Bb4 73.Rg8)

73.Rxg7 Kxg7 74.Ke7)
69.Ke6)

64.Re8 mate threat! 64...Kh7

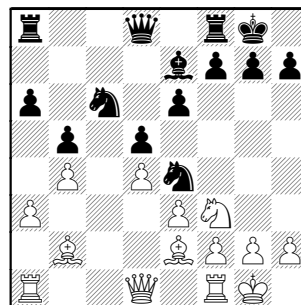
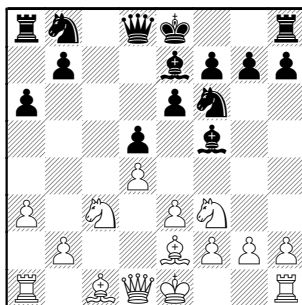
Games as reviewed by Tom Friske

65.f7 wins Bishop and game

At any rate, White allowed the Black King into the game and so could not make progress:

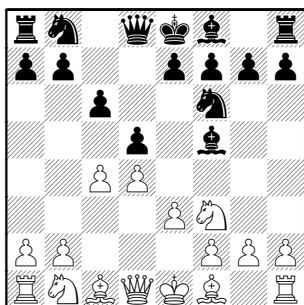
63...Kg6 64.Ke5 f3 65.Rg8+ Kf7 66.Rg7+ Kf8

DRAW AGREED ½-½



Reid,C (1540) - O'Dell,D (1475) [D12]
Case-Pawns, 15.10.2002

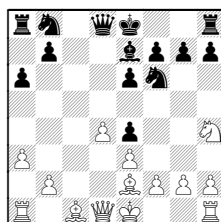
1.d4 d5 2.Nf3 Nf6 3.e3 Bf5 4.c4 c6



9.Nh4

"Knights on the rim" if Black can cover f3 with a Pawn, the h4-Knight is stranded.

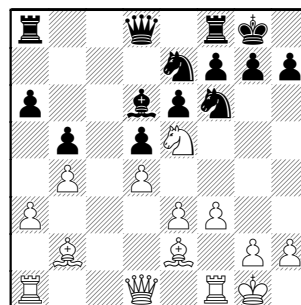
9...Be4 10.Nxe4 Nxe4



Black can force things by endangering the wandering Knight: 10...dxe4

At least the "bad" Bishop fights Black's freeing move - e5

14...Bd6 15.Ne5 Ne7 16.f3 Nf6



A transposition to QGD Slav. White has better center, but Black's pieces are active.

5.cxd5

The Exchange Variation tends to be a little too symmetric, as this game shows.

5...cxd5 6.Nc3 a6 7.Be2 e6 8.a3 Be7

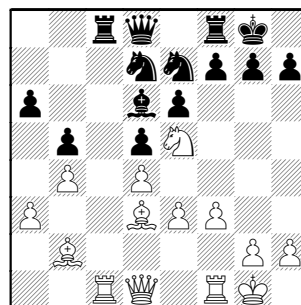
11.g3

11.Qc2? Nd5 (to win Nh4) 12.g3 Bxh4 13.gxh4 Qxh4

11...Nd5 12.Ng2 and an eventual f3

11.Nf3 0-0 12.0-0 Nc6 13.b4 b5 14.Bb2

17.Bd3 Rc8 18.Rc1 Nd7

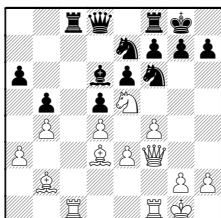


Games as reviewed by Tom Friske

19.Qd2

19.f4 f6!? loosens g6 20. Nf3

Or 19 f4 Nf6?! 20.Qf3



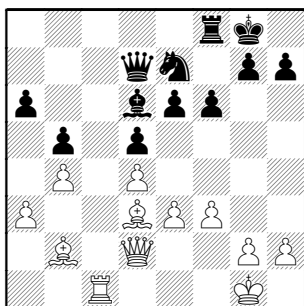
and White can consider g4, etc

19...f6 20.Rxc8 Qxc8 21.Rc1 the c-file gives White a minimal edge

21...Qb7 22.Nxd7

Each trade gives Black more space and lessens hopes of pressure, so maybe 22.Ng4 with idea Nf2 and e4

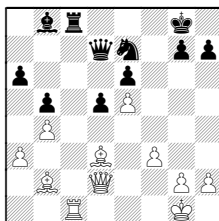
22...Qxd7



23.e4 Bb8 24.e5 Nc6

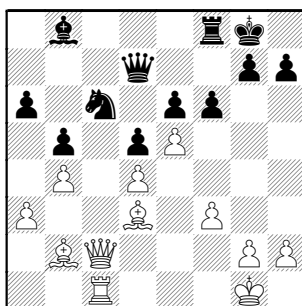
Black improves his Pawn structure after 24...fxe5

25.dxe5 Rc8



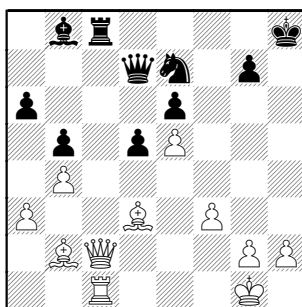
and has hope in an ending using his d - passer.

25.Qc2!



hits c6 - Knight and h7

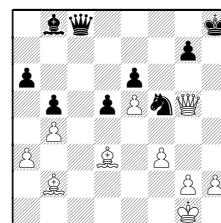
25...Ne7 26.Bxh7+ Kh8 27.Bd3 fxe5 28.dxe5 Rc8



But now, White has the endgame advantage due to his Bishops and 4-2 Kingside.

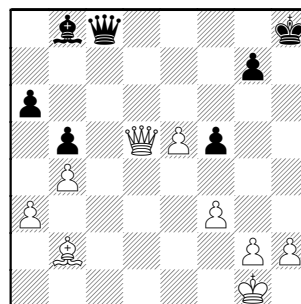
29.Qd2 Nf5 30.Bxf5 Don't see the Knight doing much!

30.Rxc8+ Qxc8 31.Qg5



Black can't stop invasions. Note the coordinated Bishop-pair controls c-file. The main White threat is Qh5+ and playing g-Pawn to g6.

30...exf5 31.Rxc8+ Qxc8 32.Qxd5

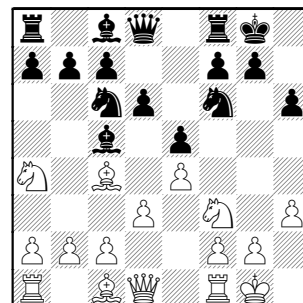
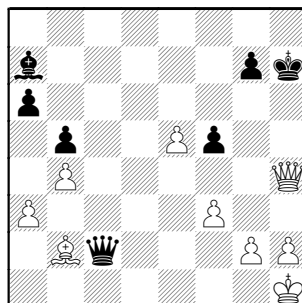


White could win this if not for one tiny problem...the diagonal to King.

White, to move, could take a time out to control it: 32.Qd4

with idea of e6, hitting g7.
White must look out for Ba7
(pinning Queen) tricks,
however.

32.Qc3 is probably best, the
Bishop ending with 4 vs 2
shouldn't be too hard, with the
main goal being to get it to a
Pawn ending (or advancing
Pawns to create connected
passers.)

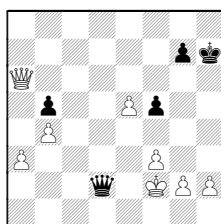


32...Ba7+ 33.Kh1

Safer is 33.Kf1 Qc2 34.Qa8+
Kh7 35.Qxa7 Qb1+! so
Bishop capture is with check
and forks

Not 35...Qxb2? 36.Qe3 White
probably wins!

(Not a time to be greedy
36.Qxa6? Qc1+ 37.Kf2 Qd2+



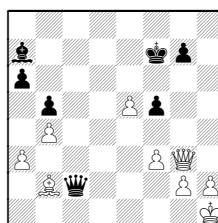
38.Kg3 Qg5+=)

36.Kf2 Qxb2+ 37.Kf1 Qxe5

33...Qc2 34.Qd8+ Kh7
35.Qh4+

35...Kg8 missing a chance

35...Kg6 36.Qg3+ Kf7



Black tries to run away from
checks, so Qxb2 and Qb1#
become threats.

37.e6+ Ke8
(37...Kf8? 38. Qxg7+ mates !)

38. Qg6+ Kd8 39. e7+! Kxe7
40. Qxg7+ and h4 next.

36.Qd8+ Kh7 ½-½

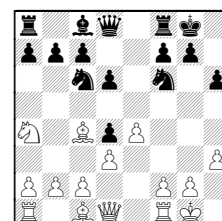
Mikulecky,B (1470) -
Dyczkowski,R (1517) [C55]
Pawns - Case

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6
4.d3 h6 5.0-0 Bc5 6.h3 0-0
7.Nc3 d6 8.Na4

see previous game, Black can
play similarly

8...Bb6

8...Bd4 9.Nxd4 exd4



with idea of a6 and b5.
Compared to previous game,
White's Bishop at c4 causes
him greater headaches.

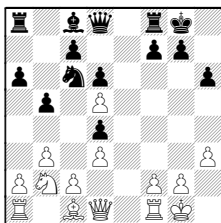
10.b3 only way to free Na4

10.c3? a6 11.Bb3 to dodge
pin 11...b5 traps N

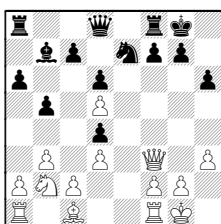
10.Bb5? Ne7! 11.b3 a6
12.Bc4 b5

10...a6 11.Nb2 b5 12.Bd5
Nxd5 13.exd5

Diagram follows

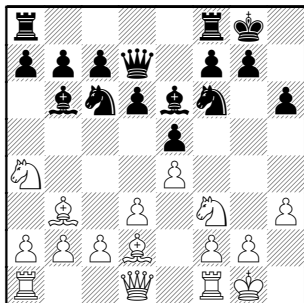


13...Ne7 14.Qf3 Bb7



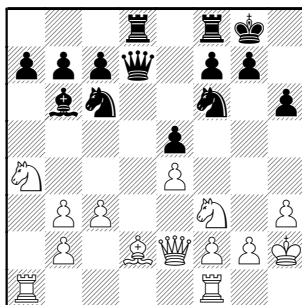
to win d5 - Pawn, but...
15.Qg4! threatening Qxd4 or Bxh6

9.Bd2 Be6 10.Bb3 Qd7

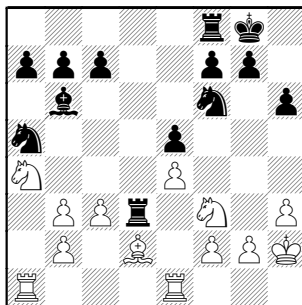


Black hopes for Bxh3, Qxh3, Ng4

11.Kh2 Rad8 12.c3 d5
13.Qe2 dxe4 14.dxe4 Bxb3
15.axb3



15...Qd3 16.Rfe1 Na5
17.Qxd3 Rxd3

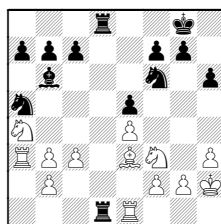


18.Ra3

18.Rad1 Rfd8 pins d2 - Bishop, making Nb3 all the worse

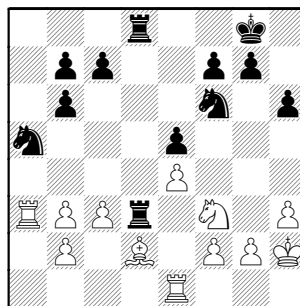
18...Rfd8 19.Nxb6

19.Bc1 Rd1 20.Be3



20...Rxe1 21.Nxe1 Bxe3
22.fxex3 Nxe4

19...axb6



20.c4

20.Be3 Nxe4 21.Bxb6!

20...Rxd2 21.Nxd2 Rxd2
22.f3 Rxb2 23.Rd1

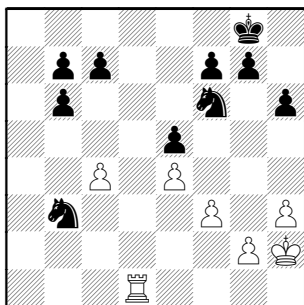
23.Re3 idea of Rd3 23...Nh5!
24.Rd3

(24.Kg1 Nf4 hitting g2, stopping g3 (because then Nxh3+), and stopping Rd3

24...Nf4 25.Rd8+ Kh7 26.Rd7
Rxg2+ 27.Kh1 c6 28.Rxf7
Rb2 Black is shooting Pawns like ducks.

23...Rxb3 24.Rxb3 Nxb3

Games as reviewed by Tom Friske

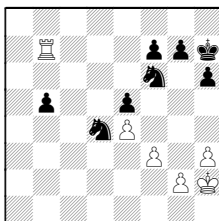


We'd expect 2N+2P to beat a Rook.

25.Rd7?? Yikes!!

25.Rd8+ Kh7 26.Rb8

26.Rc8 (to weaken b6) 26...c6
27.Rb8 b5 28.cxb5 cxb5
29.Rxb7 Nd4



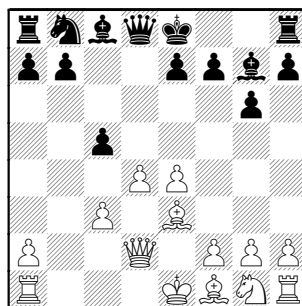
and Black wins by getting a Knight to cover b4 while something holds Pawns.)

26...Nc5
(26...c6? 27.Rxb7)

0-1

**Friske,T (2073) -
Leong,G (1961)** [D85]
Excaliburs - Kemper,
17.10.2002

**1.d4 Nf6 2.c4 g6 3.Nc3 d5
4.cxd5 Nxd5 5.e4 Nxc3
6.bxc3 Bg7 7.Be3 c5 8.Qd2**



**8...cxd4 9.cxd4 0-0 10.Nf3
Nc6**

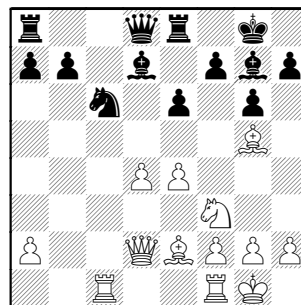
10...Bg4 11.Ng5 follows
Karpov - Kasparov, 1990
match

11.Be2 e6
Normally heralds b6, Bb7
development, so ...

12.Rc1
Seeing if we can make trouble
on c6

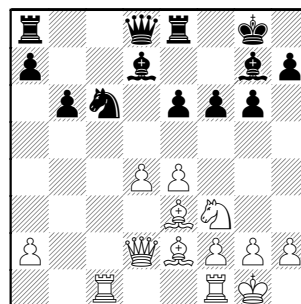
12...Bd7 13.0-0 Re8
Now d7 - Bishop is running out
of squares, becomes key very
soon!

14.Bg5



Probing. Will Black move
Queen or block?

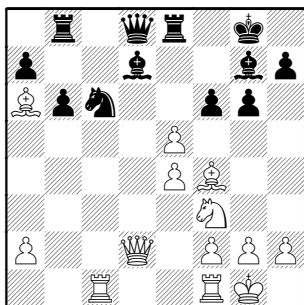
14...f6 15.Be3
Mission accomplished. g7 -
Bishop has lost immediate
contact with e5 (see game
continuation, move #18) and
e6 is weakened. **15...b6**



16.Ba6
Standard stuff, the light
squares become a problem.
Immediate threat is Bb7,
forking.

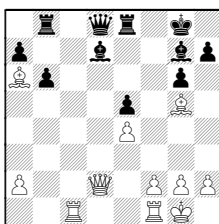
16...Rb8 White needs to be
mindful of possible b5, Rb6
winning that Bishop! **17.Bf4**
Pretty well forces the game
line **17...e5 18.dxe5**

Games as reviewed by Tom Friske



18...fxe5

No good is 18...Nxe5 19.Nxe5 fxe5 20.Bg5



wins a piece 20...Bf6

20...Re7 21.Rfd1! Qe8 22.Bxe7 Qxe7 23.Qxd7

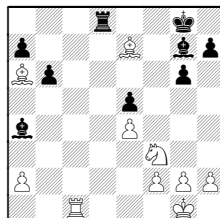
21.Bxf6 Qxf6 22.Qxd7

19.Bg5 As Gee said, "this is what I get for my passive moves" **19...Ne7**

19...Qc7 looks awkward, but only way to survive

20.Rfd1 And the troubled d7-Bishop (see Black's 12th and 13th moves) forces a piece demise. **20...h6**

The curious can prove all the variations. The longest being: 20...Ba4 21.Qxd8 Rbxd8 22.Rxd8 Rxd8 23.Bxe7

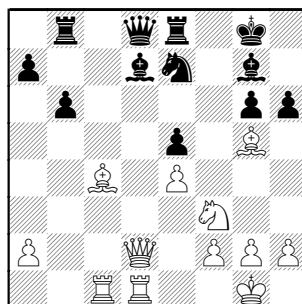


23...Rd7

23...Re8 24.Ba3

24.Rc8+?! Kf7

21.Bc4+!



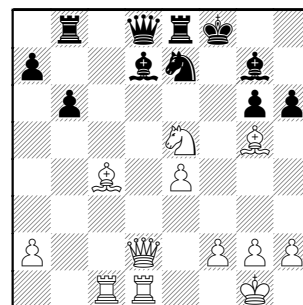
Thanks to that earlier f6 move by Black and the recent Ne7 which blocked e6 protection, White dodges the b6 trap and probes King.

21...Kf8?

21...Kh7 22.Qxd7 Qxd7 23.Rxd7 hxd7 24.Nxd7 Kh8 25.Rc3;

I thought his best was 21...Kh8 22.Bxh6 threat Ng5-f7+ forking 22...Bxh6?? 23.Qxh6#

22.Nxe5!

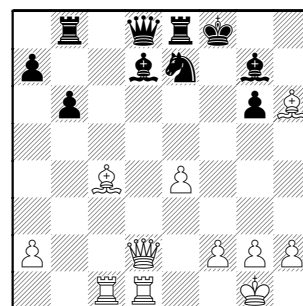


Not too deep, I'm removing a defender of f4 so the piece comes back after Qf4+

22...Bxe5

22...hxg5 23.Nxd7+ forces loss of Queen

23.Bxh6+ Actually, when making Nxe5 move, thought this would be mate! **23...Bg7**



24.Qf4+

BLACK RESIGNED

Considering 24...Nf5 25.exf5 threatens Qd6+, Qxd7 and also fxg+

25...Qf6 26.Rxd7

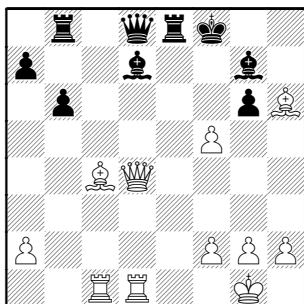
But driving home realized my 24th move (see last diagram) could have been more forcing with...

24.Qd4! taking advantage of pinned Bishop, with Qxg7 mate in the works, so...

24...Nf5

24...Bxh6?? 25.Qh8+ Ng8
26.Qxg8+ Ke7 27.Qf7#

25.exf5



mate still threatened

25...Qe7

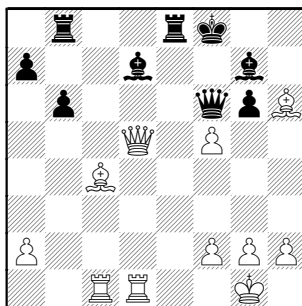
25...Qf6?? 26.Qxf6#, or

25...Re7? 26.Qf6+ Ke8
27.Bxg7 and mate isn't far away

26.Qd5! So Qg8 mates

26.Bxg7+ Qxg7 27.Qxd7

26...Qf6



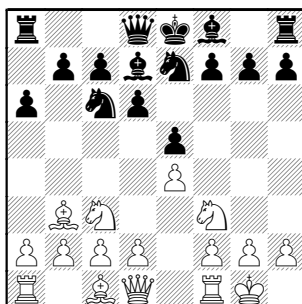
so King can escape via e7, but...

27.Re1 Be6 cheapest way to stop mate **28.Bxg7+ Kxg7**
29.fxe6

1-0

Suerth,F (1518) - Mashkevich,I [C60]
Excaliburs - Kemper,
17.10.2002

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nge7 4.Nc3 a6 5.Ba4 d6 6.0-0 Bd7 7.Bb3



7...Bg4?

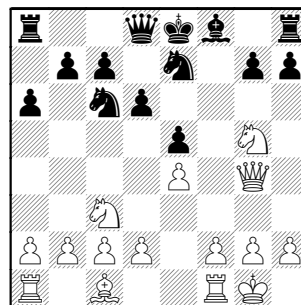
Always remember: a pin to Queen is NOT ABSOLUTE, meaning the pinned piece can legally move.

Also a factor here is Black has place Bishop on an unprotected (loose) square...always a hint for possible tactics!

8.Bxf7+! Kxf7

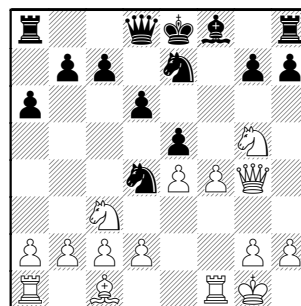
8...Kd7 minimizes harm
9.Nxe5+? Nxe5

9.Ng5+ Ke8 10.Qxg4



the weak light squares will be trouble

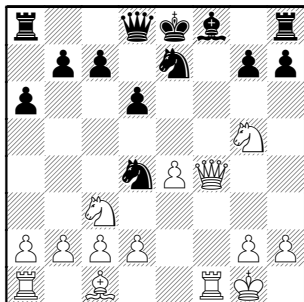
10...Nd4 11.f4



Games as reviewed by Tom Friske

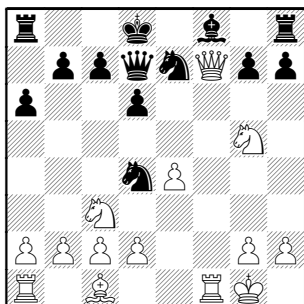
Nicely played, White opens Rook to help on f7. The c2-Pawn is a small price to pay.

11...exf4 12.Qxf4



White combines Nf7 fork threat with possibilities after Qf7+. Working two plans simultaneously is usually a win.

12...Qd7 dodges fork, misses backrank problems. **13.Qf7+ Kd8**



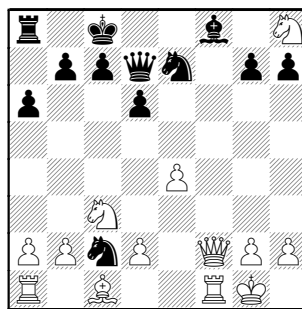
14.Qf2!

Very clever! White frees f7 for Knight fork, after which the backrank trades gain MORE than a piece after 14 Qxf8+.

Hitting the loose Knight forces the issue!

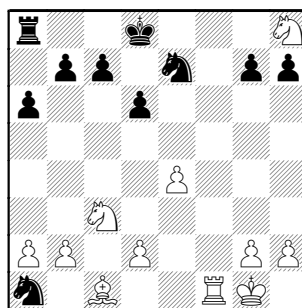
I would've stupidly jumped on the immediate win of piece:
14.Qxf8+ Rxf8 15.Rxf8+ Qe8
16.Rxe8+ Kxe8

14...Nxc2 15.Nf7+ Kc8
16.Nxh8



16...Nxa1 17.Qxf8+ BLACK RESIGNED....

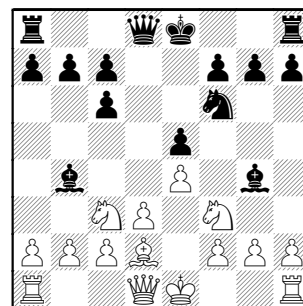
Of course, the finish is
17...Qd8 18.Qxd8+ Kxd8



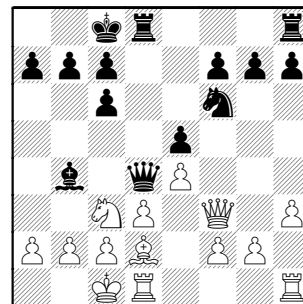
19.Rf8+ Kd7 20.Rxa8.
A mean way to greet a new player to the League!! Be nice, Frank!! **1-0**

Wirtz,R (1350) -
Oelhafen,A (1252) [C65]
Kemper - Excaliburs,
17.10.2002

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6
4.Bxc6 dxc6 5.Nc3 Bg4 6.d3
Bb4 7.Bd2



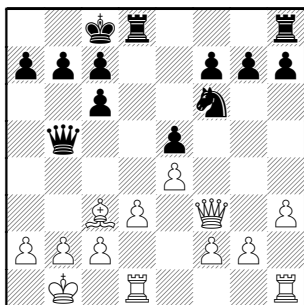
7...Qd4 8.h3 Bxf3 9.Qxf3
0-0-0 10.0-0-0



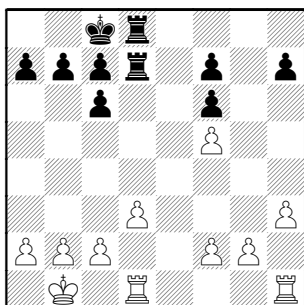
10...Bxc3 only helps White

10...c5 idea of c4 uses doubled Pawn constructively

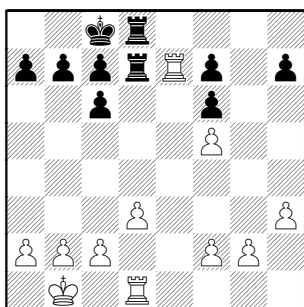
11.Bxc3 Qa4 12.Kb1 Qb5



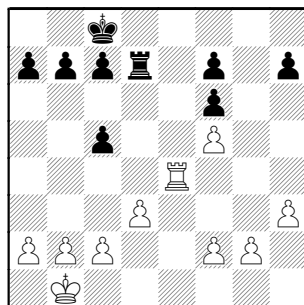
**13.Qf5+ Rd7 14.Bxe5 Rhd8
15.Bxf6 Qxf5 16.exf5 gxf6**



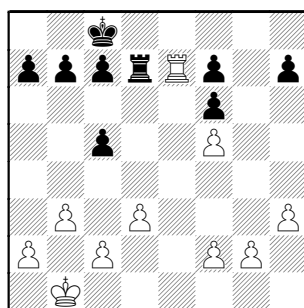
**17.Rhe1 Rd4 18.Re7 R8d7
19.Re8+ Rd8 20.Re7 R4d7**



**21.Rde1 Rxe7 22.Rxe7 Rd7
23.Re4 c5**



24.b3 Rd5 25.Re7 Rd7



As I watched this game "live", I couldn't believe my eyes! An unusual Pawn ending where one side has eight Pawns and the other seven! Then there are the three sets of doubled Pawns!

26.Re4

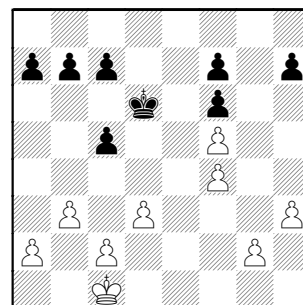
DRAW AGREED

Being a Pawn up, White needn't fear the Pawn ending and could explore a little.

A very instructive position exists, the main theme being White creating a passer and

running King to opposite side of board.

So enter the Pawn Ending:
**26.Rxd7 Kxd7 27.Kc1 Kd6
28.f4!**



idea b5 - 4, to advance the extra Pawn.

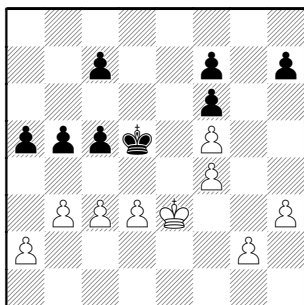
If Black King heads for Kside, White's goes Qside!

What else is interesting, the doubled Pawns on the f-file cutoff Black from arriving through the center, he must concede it to White!!

28...Kd5 the following lines aren't forced, but highlight White's main ideas **29.Kd2 b5**

(29...Kd4 30.c3+)

30.c3 a5 31.Ke3



White centralizes King after c4+ and d4, if necessary.

31...a4 32.c4+! Kc6

32...bxc4 33.bxc4+ Kd6 34.d4 and after White wins h-Pawn, he'll have the outside passer, so Black's King is overloaded stopping passers on both sides of board.

33.bxa4 bxc4 34.dxc4 Kb6
(34...h5 35.g4)

35.g4

(35.Ke4 c6;
35.Kd3 Ka5)

35...Ka5

(35...h6 36.h4 Ka5 37.g5 fxg5
38.fxg5 hxg5 39.hxg5)

**36.g5 Kxa4 37.h4 Ka3 38.h5
Kxa2 39.g6 fxg6 40.fxg6
hxg6 41.hxg6**

½-½

*If you're curious and wanting to learn Pawn endings, a recommended method is to find a chess friend and set the board at the starting position **without any pieces!** The object is to be the first to force one of your Pawns to your last rank.*

Watch upcoming issues for a series on Pawns !

CHESSBASE UPDATE

In *The Chicago Chess Player*, April 2002, I described some helpful features of the ChessBase product (Version 8 is the latest full release). Due to space constraints, another aid was not mentioned.

MEDALS

Ever get a CB database from someone and see colored boxes, just before the result of the games list display? Well, those rectangles I thought were some kind of flag are actually "Medals", a way of indicating game themes. What makes this so special is that there is a search option to select a theme to be hit in that search.

SEEING IT IS BEST

1. Open up ChessBase (at least release 7), open a database, and double-click on games list to open any game.

2. Now right-click your mouse while cursor on a move in the move list. You will get a drop-down menu with special features.

3. Run mouse over "Special Annotations " and follow over its right-pointing arrow.

4. Click on first item "Select Medals".

5. You see the various themes that can be flagged. Click all that apply for the game at the current move and hit OK.

6. Now save the change by using File→Replace and close the game window.

You will now see those colors on the game list. Each color represents a theme of the "Medals" list.

NOW SEARCH IT

From the games list screen, hit the "Filter game" icon to see the Search panel (the April 2002 issue displays it). Note at bottom-right there is a selection box labelled "Medals".

Click the box and you will see the now-familiar "Medals" list. Clicking any of these creates that hit as a requirement for the game search!

USE IT!

I've gotten the habit of flagging any of the themes as I review games. My code for Rook sacs is checking the "Sacrifice" and "User" boxes (which creates Red+Light Blue flags).

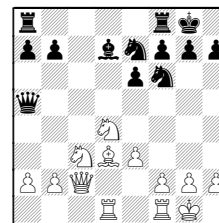
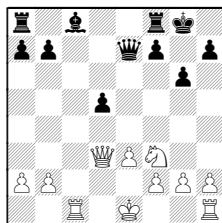
Look for a constant update in upcoming Bulletins of interesting Grandmaster Rook sacrifices !

GAMES as annotated by The Players!!

Kras, T (2175) - Ilic, S (2148) [D61]
BankAm-Tyros pl (1), 10.05.2001

Notes by Stan Ilic

1.d4 d5 2.c4 e6 3.Nc3 Be7 4.Nf3 Nf6 5.Bg5 Nbd7 6.e3 0-0 7.Qc2!? Akiba
Rubinstein's idea **7...c5!?**

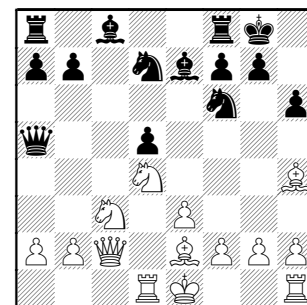
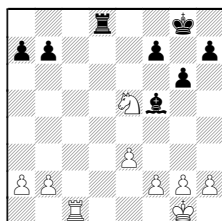
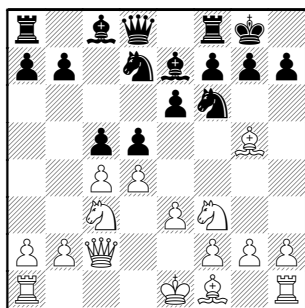


14...Bf5
(ed.:) 14...Rd8)

14.Ne4 Nfd5=

15.Qxd5 Rfd8 16.Qe5 Qxe5 17.Nxe5
Rac8 18.0-0 Rxc1 19.Rxc1

10.Be2! h6 11.Bh4 cxd4 12.Nxd4



starting to open the c-file to the Queen

19...Rd2

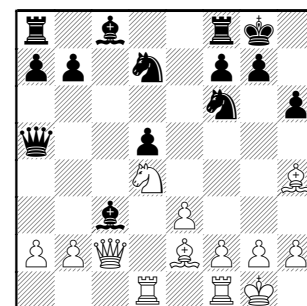
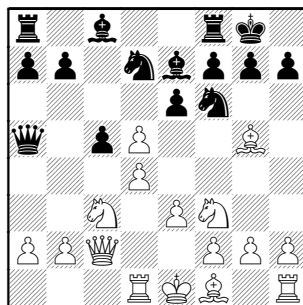
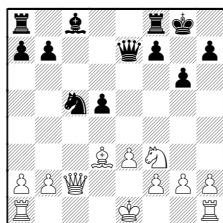
Alternatives are
7...c6 8.Rd1; 7...h6; 7...b6

8...Qa5 9.cxd5

12...Bb4 13.0-0 Bxc3

8.Rd1

18.cxd5 Nxd5 9.Bxe7 Qxe7 10.Nxd5
exd5 11.Bd3 g6 12.dxc5 Nxc5



9...exd5?!

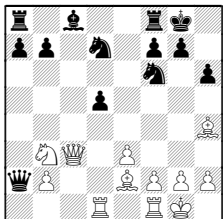
13.Rc1 Nxd3+ 14.Qxd3

9...Nxd5 10.Bxe7 Nxe7 11.Bd3 Nf6
12.0-0 cxd4 13.Nxd4 Bd7

14.bxc3?

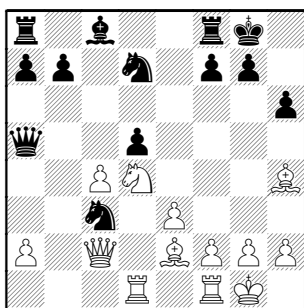
GAMES as annotated by The Players!!

14.Nb3! Qxa2? 15.Qxc3

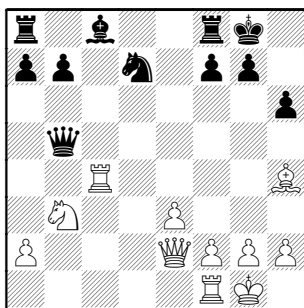


and next traps Queen with Ra1

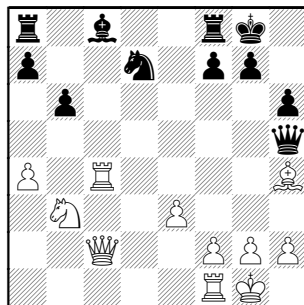
14...Ne4 15.c4 Nc3



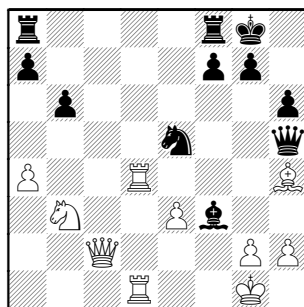
16.Nb3 Qb4 17.Rd4 Nxe2+ 18.Qxe2
dxc4 19.Rxc4 Qb5



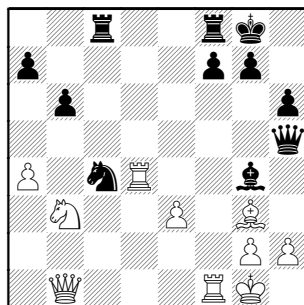
20.Qc2 b6 21.a4 Qh5



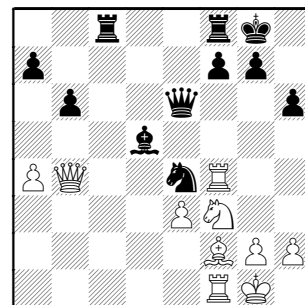
22.Rd1?? Ne5 23.Rcd4 Bg4! 24.f3
Bxf3



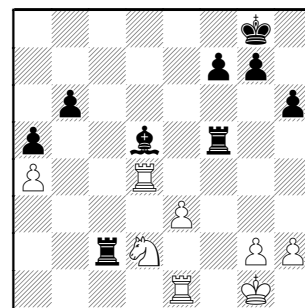
25.Rf1 Rac8 26.Qb1 Bg4 27.Bg3
Nc4



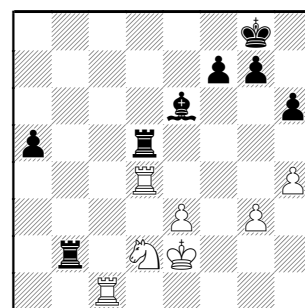
28.Bf2 Be6 29.Rh4 Qg5 30.Qe4 Nd6
31.Qb4 Bd5 32.Rg4 Qe5 33.Nd4 Ne4
34.Nf3 Qe6 35.Rf4



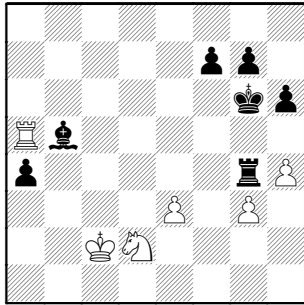
35...Nxf2 36.Kxf2 Rc2+ 37.Nd2 a5
38.Qd4 Re8 39.Re1 Qe5 40.Qxe5 Rxe5
41.Rd4 Rf5+ 42.Kg1



42...Rg5 43.g3 Re5 44.Kf2 Rh5 45.Kg1
Rb2 46.Rc1 Be6 47.h4 b5 48.axb5
Rhxb5 49.Kf1 Rd5 50.Ke2



50...a4 51.Rc8+ Bxc8 52.Rxd5 Ba6+
53.Kd1 Bb5 54.Rd8+ Kh7 55.Ra8
Kg6 56.Kc1 Rb4 57.Kc2 Rg4 58.Ra5



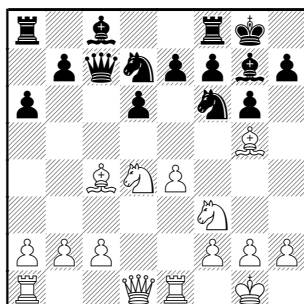
58...Bd7 59.Ra6+ f6 60.Ra7 Bf5+
0-1

GAMES as annotated by The Players!!

Seaton,E (1625) -
Dobrovolny,C (1845) [B28]
CCDOC - Chargers, 10.2002

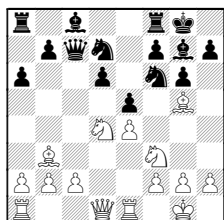
Notes by Chuck Dobrovolny

1.e4 c5 2.Nf3 a6 3.d4 cxd4 4.Nxd4
d6 5.Bg5!? g6 6.Bc4 Bg7 7.0-0
Nf6 8.Nd2 0-0 9.Re1 Nbd7 10.N2f3
Qc7



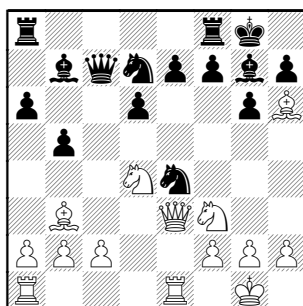
11.Bb3?
Taking b3 from the d4 - Knight
11...b5?

11...e5



wins Pawn after 12.Ne2 Nxe4

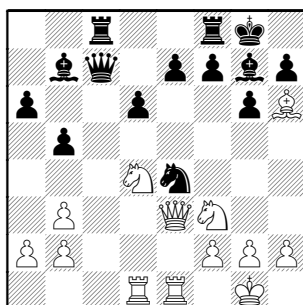
12.Qd2 Bb7 [12...e5 still possible]
13.Bh6? Nxe4 14.Qe3



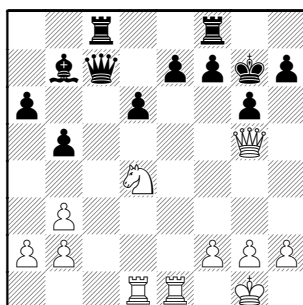
14...Ndc5

14...Bxh6 15.Qxh6 but can White get
Ng5 in to make Qxh7# ?

15.Rad1 Nxb3 16.cxb3 Rac8??



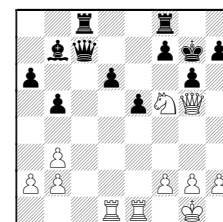
Oblivious to threats down the e - file
17.Bxg7 Kxg7 18.Ng5! Nxe5 19.Qxg5



19...Kh8??

19...e5 still saves the day

(editor finds) 20.Nf5+

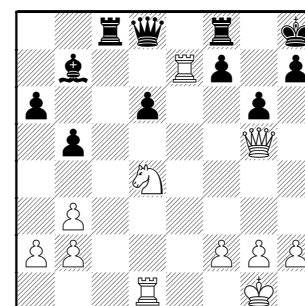


20...Kg8

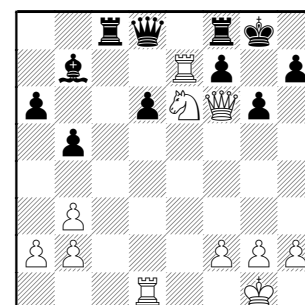
20...Kh8?? 21.Qf6+ Kg8 22.Qg7#

21.Ne7+ winning the exchange

20.Rxe7 Qd8??



21.Qf6+ Kg8 22.Ne6



GAMES as annotated by The Players!!

White will mate next move **1-0**

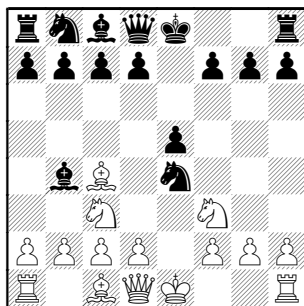
Boldingh,E - Hughes,N [C42]
CICL North (1), 19.09.2002

Notes by Norm Hughes

This game is a tactical nightmare.
On what was seen, on what was not
seen, and the twilight zone.

1.e4 e5 2.Nf3 Nf6
The Petroff Defense

3.Nc3 Bb4 4.Bc4 but this
transposes to a Vienna Game
4...Nxe4



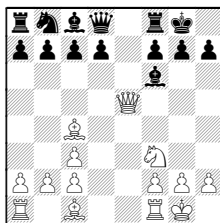
The normal moves are 4. ..., O-O
and 4. ..., Nc6

5.Bxf7+?!

Two alternatives:

A) 5.Qe2 Nxc3 6.dxc3 Be7 7.Qxe5
0-0 8.0-0 Bf6

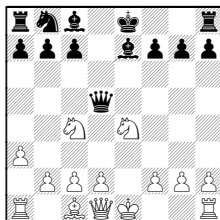
Diagram follows



9.Qh5 g6 10.Qh6 Bg7 11.Qf4²;

The second alternative is:

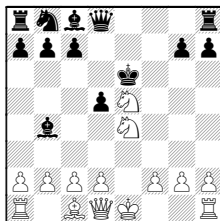
B) 5.Nxe4 d5 6.a3 Be7 7.Nxe5 dxc4
8.Nxc4 Qd5



9.d3 f5 10.Ng3 Qxg2 11.Bg5²

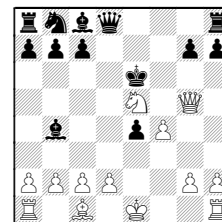
Returning to game, bottom last column:
5...Kxf7 6.Nxe5+?

6.Nxe4 d5 7.Nxe5+ Ke6



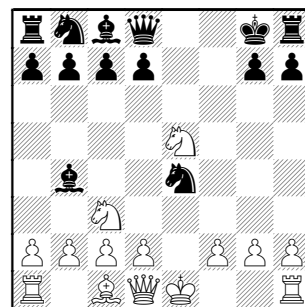
8.f4 dxe4 9.Qg4+ Kf6
(9...Ke7 10.Qxg7+ Ke6 11.Qf7+ Kd6
12.Qc4 Rf8 13.Qxb4+- White has the
attack)

10.Qg5+ Ke6 11.Qg4+ Kf6 12.Qg5+ Ke6



with perpetual check

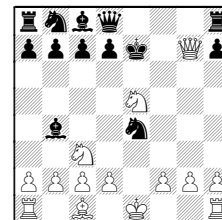
Back to the game... after **6...Kg8**
the position is:



My opponent thought that I had to
play the King to e6 or f6 to survive
and this was why he went into the 5.
Bxf7+ variation.

6...Ke6 7.Qg4+ Kxe5

After 7...Ke7 8.Qxg7+



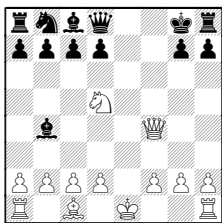
8...Ke8

GAMES as annotated by The Players!!

If instead 8...Ke6 9.Qf7+ Kxe5
10.d4+ Kd6 11.Bf4+ Kc6 12.Qc4+
Kb6 13.Qb5#.

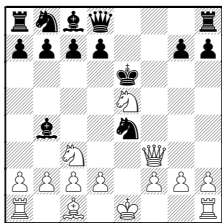
Or also 8...Kd6 9.Nf7+ and the
queen drops 9.Qf7#

8.Qxe4+ Kf6 9.Nd5+ Kf7 10.Qf4+
Kg8



11.Nxb4 Qe8+ 12.Kd1±

Another try from last game move:
6...Kf6 7.Qf3+ Ke6
(if 7 ...Kxe5, then we have the same
position above after 8. Qxe4+)

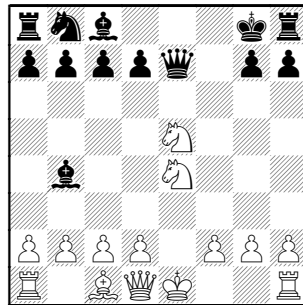


Now it's mate in 5. 8.Qf7+ Kxe5
9.d4+ Kd6 10.Bf4+ Kc6 11.Qc4+
Kb6 12.Qb5#

7.Nxe4

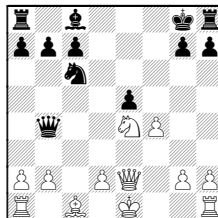
Ed went into a 25 min. think for this
move. What else can he play? The
die has been cast.

7...Qe7



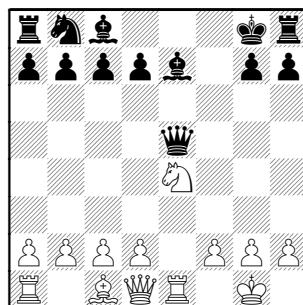
8.0-0 Another 25 min. think. Ouch!

8.f4 In the postgame analysis we both
rejected this because of 8... d6, however
upon further review 9.c3 dxe5 10.cxb4
Qxb4 11.Qe2 Nc6



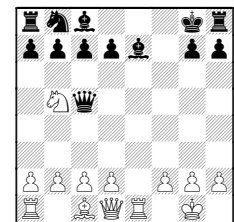
12.a3 Qa4 13.0-0 Qd4+ 14.Qe3=

8...Qxe5 9.Re1 Be7



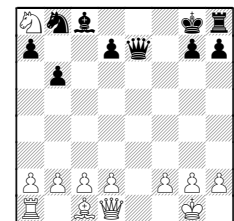
10.d4

10.Nc3 Qd6 11.Nb5 Qc5



12.d4

After 12.Rxe7 Qxe7 13.Nxc7 b6
14.Nxa8

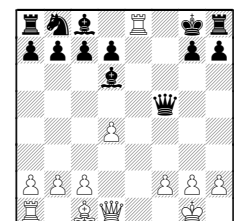


White is only temporarily up material
14...Bb7 15.Nxb6 Qe4 16.Qf1 axb6
17.d3³)

12...Qxb5 13.Rxe7

10...Qf5 11.Ng3

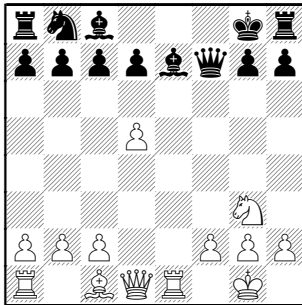
11.Nd6 Bxd6 (ed.: cxd or Qf8 are
interesting) 12.Re8+



GAMES as annotated by The Players!!

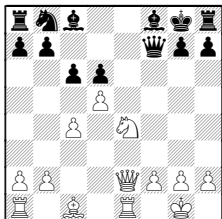
12...Bf8 13.Rxc8 h6 14.c3 Kh7
15.Rxc7μ

11...Qf7 12.d5



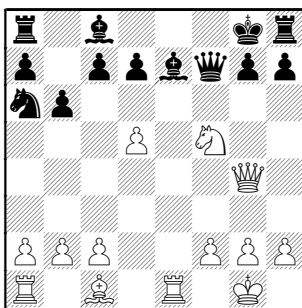
12...b6 there was discussion on the merits of this move

12...d6 13.Qe2 Bf8 14.c4 c6 15.Ne4



15...Na6 16.Be3 cxd5 17.Ng5 Qf5+

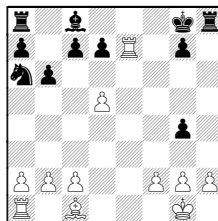
13.Qg4 Na6 14.Nf5



14...h5! Ed said he did not see this move. 15.Qf3 Another long think for this move. Ed was in time trouble. He has less then 5 min. to meet time control.

15.Qxg7+ Qxg7 16.Nxg7 Bb4 17.c3
Kxg7 18.cxb4 Nxb4 19.Bf4+;

15.Nxe7+ Qxe7 16.Rxe7 hxc4

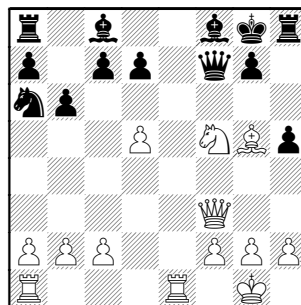


17.Bd2 d6 18.Rae1 Bf5 19.c4μ

15...Bf8

15...Bd6 16.Bg5 Bb7 17.Re7 Qxd5

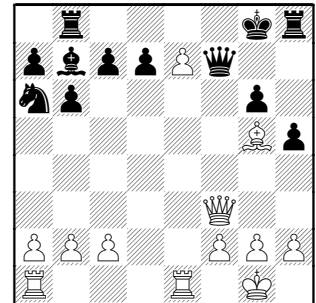
16.Bg5



16...g6

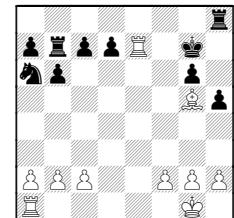
(Ed.: What's the down side of 16...Bb7 stopping d6 and backrank problems ?
17.Ne7+ Bxe7 18.Rxe7
18.Qxf7+ Kxf7 19.Rxe7+ Kg6
18...Qxf3 (Fritz likes Bxd5) 19.gxf3)

17.d6 Rb8 18.Ne7+ Bxe7 19.dxe7
Bb7



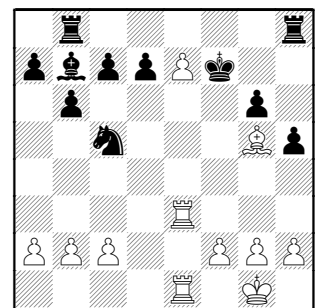
20.Qxf7+

20.Qxb7 Rxb7 21.e8Q+ Qxe8
22.Rxe8+ Kg7 23.Re7+



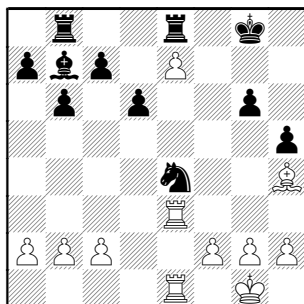
23...Kg8 24.Rd1 c5 25.Rd6+ - with only seconds left this was hard to see.

20...Kxf7 21.Re3 Nc5 22.Rae1



GAMES as annotated by The Players!!

22...Rhe8 23.Rg3 Ne4 24.Rf3+ Kg8
25.Bh4 d6 26.Rfe3

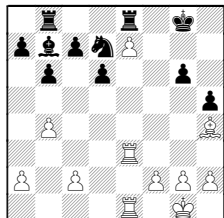


WHITE FLAGGED

Possible continuations are:

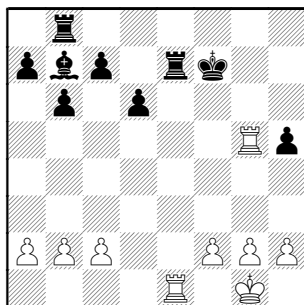
26...g5

26...Nc5 27.b4 Nd7



28.f4 a6 29.Kf2 Kf7 30.Bg5 d5

27.Bxg5 Nxg5 28.Rg3 Kf7 29.Rxg5
Rxe7

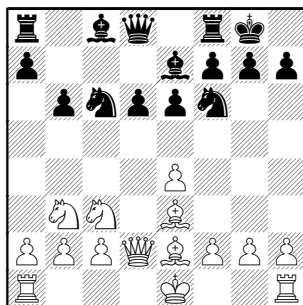


30.Rg7+ Kxg7 31.Rxe7+ Kf6 32.Rxc7
Be4 with Black's advantage 0-1

Cliff Wallach (2050) - Yuri Fridman (2110) [B83]
Motorola Kings- Motorola Knights,
03.10.2002

Notes by the Players: Yuri Fridman, unless marked "CW" for Cliff Wallach

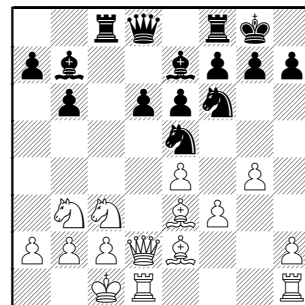
1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6
5.Nc3 d6 6.Be2 Be7 7.Be3 0-0 8.Qd2
Nc6 9.Nb3 b6



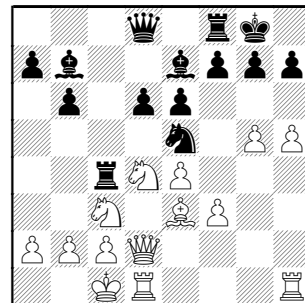
White planned Kingside castling before 9...b6. But now the White King will look reasonably safe on the Queenside because a6 and b5 costs Black an extra tempo (CW).

White's plan is 0-0-0, then Pawn attack on the kingside. Black will seek counterchances on the queenside, first preparing a typical Sicilian freeing move d5. Black also wouldn't mind exchanging some pieces to relieve pressure.

10.0-0-0 Bb7 11.f3 Rc8 12.g4 Ne5



13.g5 Nfd7 14.h4 Nc4 15.Bxc4
Rxc4 16.h5 Ne5 17.Nd4



Last move looks too slow. Black has less counterplay after 17.Qf2 Rc8 18.Kb1 Nc4 19.Bc1 d5 20.g6 (CW)

17...Rc8

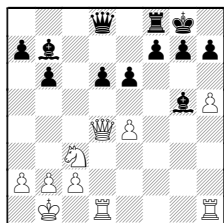
Both sides execute according to their plans. But at this point Black had an interesting chance to change the game pattern by sacrificing exchange:

17...Rxd4!? 18.Qxd4

Or 18.Bxd4?! Nxf3 19.Qf2 Nxd4 20.Qxd4 Bxg5+ 21.Kb1

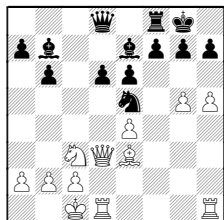
Diagram follows:

GAMES as annotated by The Players!!



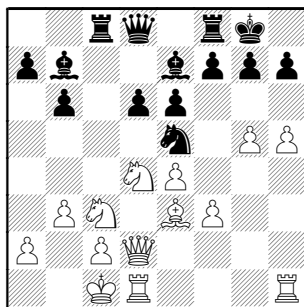
21...Bf6 22.Qxd6 Qxd6 23.Rxd6
Bxc3 24.bxc3 Bxe4³ with a nice
endgame for Black

18...Nxf3 19.Qd3 Ne5



And Bxg5 will follow with equal
chances.

18.b3

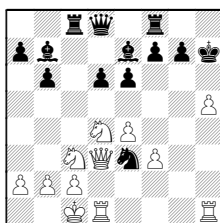


The logic behind this move was to
keep the Black knight out of c4 and
save a tempo for the attack. While it
weakens queenside, it preserves
White's dark squared bishop and

allows the kingside attack to proceed. In
these types of positions, speed tends to
be more important than material. (CW)

Suspicious looking move - creates
weaknesses in White's queenside. But
without it, how to prevent Nc4,
exchanging important bishop? Or other
ideas of queenside initiative (Rxc3, or
Nxb2, etc., after some preparation).

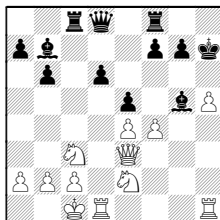
For example: 18.g6 Nc4 19.gxh7+ Kxh7
20.Qd3 Nxe3



21.Qxe3

Black also successfully defends after
21.e5+ Nf5 22.Nxf5 exf5 23.Qxf5+ Kh8
24.Rdg1 - CW

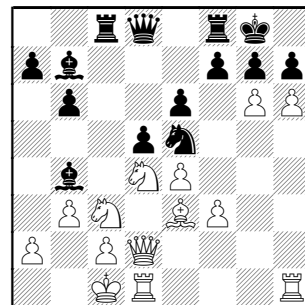
21...e5! 22.Nde2 Bg5 23.f4



23...exf4 24.Nxf4 Re8
Black is doing just fine.

18...d5

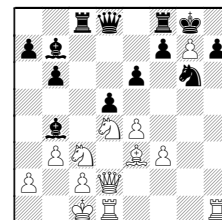
Now the question is - who is faster in
creating more dangerous stuff. Play is
very sharp, and cost of each move is at
the max. **19.g6 Bb4 20.h6**



An interesting picture. Five pawns
are lined up in front of the Black
king. White seem to be first in
creating a very dangerous attack.
Now it is necessary to stop the most
immediate threats to open the king

20...fxg6

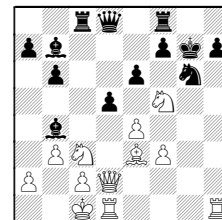
Better than 20...Nxg6?! 21.hxg7



21...Kxg7

21...Re8 22.Qh2 Qh4 23.Qxh4
Nxh4 might be a better defense

22.Nf5+!



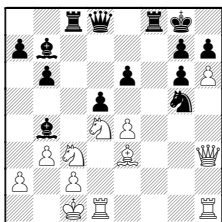
GAMES as annotated by The Players!!

22...Kg8
22...exf5 23.Bd4+ f6 24.Qh6+

23.Qh2 and White wins.

21.hxg7

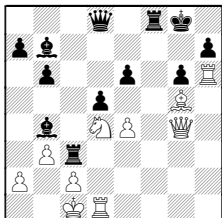
21.Qh2 is weaker: 21...Nxf3!
22.Qh3 Ng5!



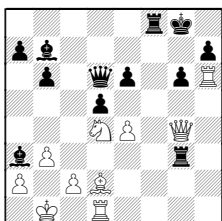
23.Bxg5

23.Qh4? Ba3+ 24.Kb1 Nxe4μ.

Or 23.Qg4 gxh6 24.Rxh6 Rxc3
 25.Bxg5



25...Qd6 26.Bd2 Ba3+ 27.Kb1 Rg3

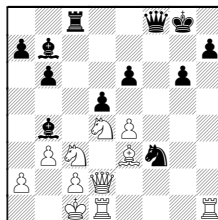


an.DIAG. Black has advantage.

23...Qxg5+ 24.Kb1 Rxc3 25.Qxe6+ Rf7
26.Qe8+ (26.hxg7 Qe7) 26...Bf8
27.hxg7 Rxg7 28.Qxf8+ (or 28...Qe7)
28...Kxf8 29.Ne6+ Ke7 30.Nxg5 Rg3
31.Nxh7 dxe4μ. Black must win this
 endgame.

21...Bxc3

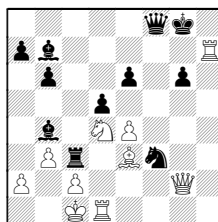
Another possible defense: 21...Nxf3!?
22.gxf8Q+ Qxf8



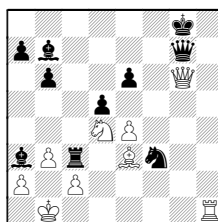
23.Qg2
 (23.Nxf3? Bxc3 winning queen or
 mating.)

23...Bxc3

(23...Rxc3? allows 24.Rxh7!



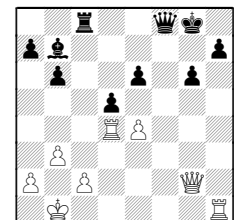
24...Ba3+ 25.Kb1 Kxh7 26.Rh1+ Kg8
27.Qxg6+ Qg7



28.Qxe6+ Qf7 29.Rh8+)

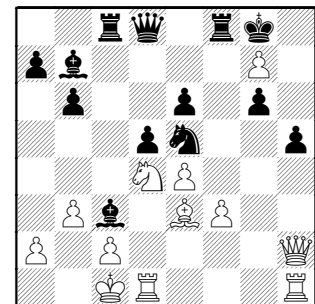
24.Kb1
 (or 24.Nb5 Bg7 25.Qh3 Qf6
 26.Qxh7+ Kf8÷)

24...Bxd4 25.Bxd4 Nxd4 26.Rxd4÷



The position is complex, with
 chances for both sides

In the game, after
22.Qh2 h5 we reached

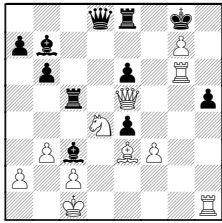


23.gxf8Q+

or 23.Qxe5 Re8 24.Rdg1
 (24.Bg5 Bxd4 25.Rxd4 Qc7
 26.Qxc7 Rxc7³)

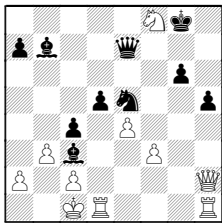
24...dxe4 25.Rxg6 Rc5

Diagram next...



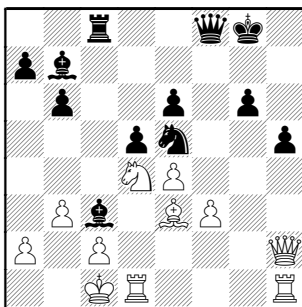
Black defense holds; the game is equal.

Another weaker alternative to the game move (see last page) is:
23.Nxe6 Qe7 24.gxf8Q+ Rxf8
25.Bc5 bxc5 26.Nxf8 c4



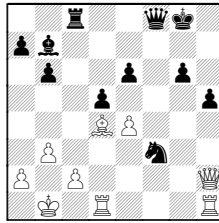
Black has strong counterattack.

23...Qxf8

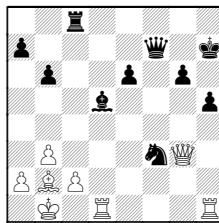


24.Nb5

Better than 24.Kb1 Bxd4 25.Bxd4 Nxf3



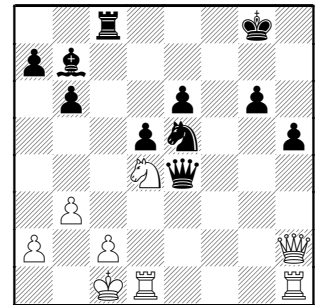
26.Qg3 Kh7 27.Bb2 Qf7! 28.exd5
(28.e5 d4!μ) 28...Bxd5



26.Nxd4

26.Rxd4? a6 27.Qxe5 Qxh1+
28.Kb2 Qh3³

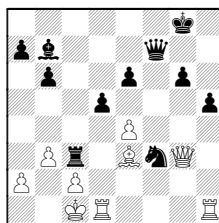
26...Qxe4



The threat Nd2 is unpleasant, and Black seems to have the initiative here.

24...Qxf3

worse 24...Nxf3 25.Qg3 Qf7 26.Nxc3
Rxc3



27.Rxh5 with a strong attack

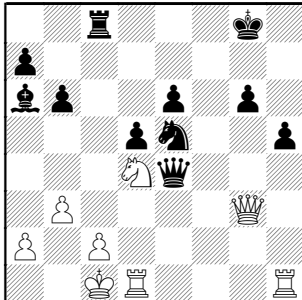
25.Bd4 Bxd4

The thick smoke has settled a little. The White attack is almost over, and Black's chances start looking good, with centralized pieces and many extra pawns. Neither of White's rooks can get to e1 because of Nd3+. Nxe6 is impossible because of Ng4. But it is only move 26, and, naturally, after previous sharp play, time trouble is quite severe. The opponents scramble to find the best moves, succeeding so far, but that will not last long.

Black now threatens Nd3+.

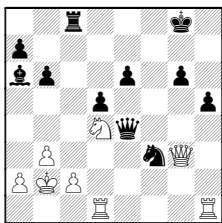
GAMES as annotated by The Players!!

27.Qg3! Ba6



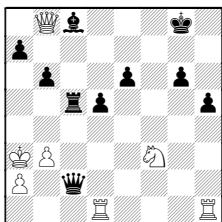
28.Kb2 (or 28.Kb1 Nf3 - see comment to the next move)
28...Nd3+? Miscalculation.

The right move is 28...Nf3!

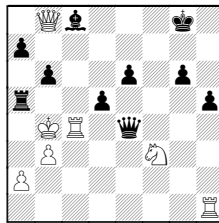


Game could continue: 29.Qxf3

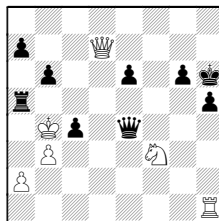
Worse 29.Nxf3 Qxc2+ 30.Ka3 Rc5
White king is in danger, but immediate mate can be prevented:
31.Qb8+ Bc8



32.Rc1 Ra5+ 33.Kb4 Qe4+ 34.Rc4

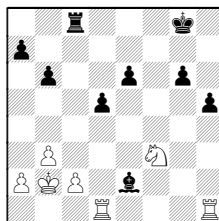


White still might have some drawing chances after 34...dxc4 35.Qxc8+ Kg7 36.Qd7+ Kh6

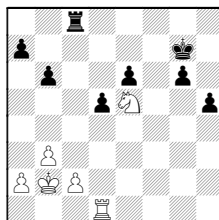


37.Qd2+ g5 38.Re1 or 38.Qd8

29...Qxf3 30.Nxf3 Be2



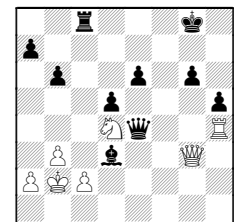
31.Ne5 Bxd1 32.Rxd1 Kg7



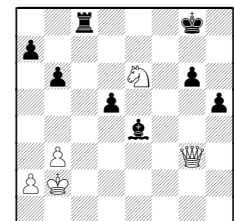
This endgame is unclear as both sides have good chances to win or lose.

29.cxd3?

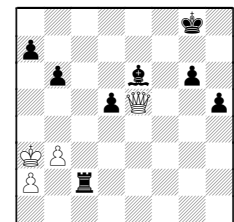
Missed opportunity: 29.Rxd3! Bxd3
(29...Qxh1? 30.Qxg6+ with mate in a few moves) 30.Rh4



The Black Queen is suddenly trapped in the middle of the board. Both opponents in time trouble missed this. Black can attempt to resist, but chances are slim:
30...Bxc2 31.Rxe4 Bxe4 32.Nxe6



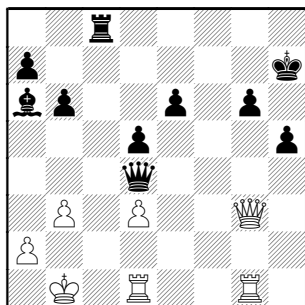
32...Bf5 33.Qe5 Rc2+ 34.Ka3 Bxe6



If the rook was now on the 7th rank, protecting pawn a7, there would be a real hope. But it is not the case after 35.Qxe6+

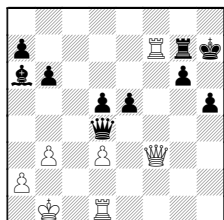
29...Qxd4+ 30.Kb1 Kh7 31.Rhg1

GAMES as annotated by The Players!!

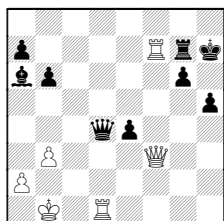


31...g5? Last mistake of the game. Either player had about three minutes for remaining 14 moves. White now forces draw (Black, for some reason, didn't expect that), perhaps the fairest conclusion for this entertaining game.

Black preserved winning chances playing simply 31...Rg8 The game could follow: 32.Rg1 e5 33.Rf7+ Rg7 34.Qf3

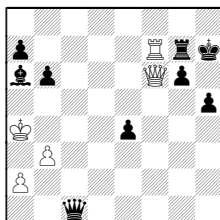


34...e4 35.dxe4 dxe4



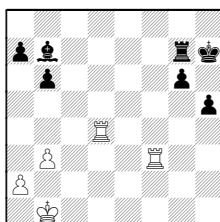
36.Rxd4

A funny line is 36.Qf6? Qxd1+ 37.Kb2 Qd2+ 38.Ka3 Qc1+ 39.Ka4



39...Bb5+! 40.Kxb5 Qc5+ 41.Ka6 Qa5+ 42.Kb7 Qd5+-+

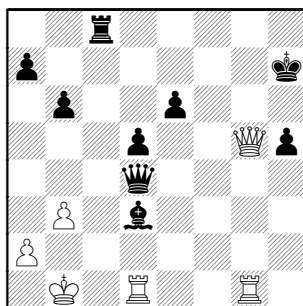
36...exf3 37.Rxf3 Bb7



Black has better endgame.

The game, however, is now dead:

32.Qxg5 Bxd3+



33.Rxd3 Qxd3+ 34.Ka1 ½ - ½

The Games Editor thanks this month's contributors!

With these excellent examples, everyone should now understand that a few simple notes are as interesting as deep analysis. Two of the games were a result of the players' collaboration.

Did you play an interesting game? Don't wait! Analyze it and submit it! Get notes from your opponent directly after the game!

Remember, at season's end a \$25 prize will be awarded for best notes!

The Boldingh-Hughes and Wallach-Fridman games were submitted as entries for the "Best Annotated Game" contest.



Chess Lesson

by ruben r. reyes

Development: Vital for Attack/Defense

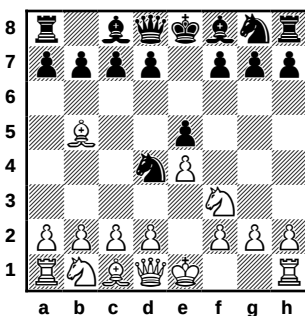
A vital ingredient in good defense or in a successful attack is development.

This is why one has to pay attention to development in all phases of the game - opening, middlegame, and endgame.

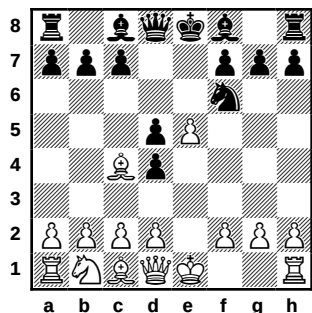
Gaining superiority in number of pieces on the board does not guarantee a win if only a few of a player's pieces are active.

The following game illustrates how development plays a vital role in both attack and defense.

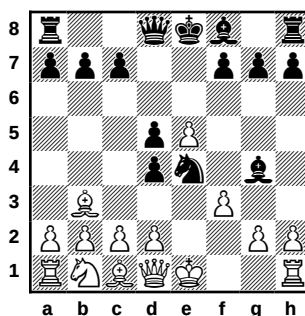
1.e4 e5 2.Nf3 Nc6 3.Bb5 Nd4



4.Nxd4 exd4 5.Bc4 Nf6 6.e5 d5



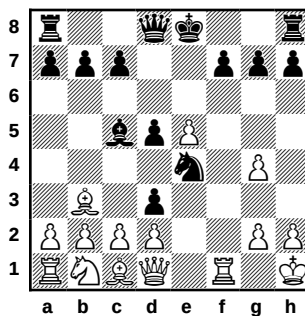
7.Bb3 Bg4 8.f3 Ne4



9.O-O d3

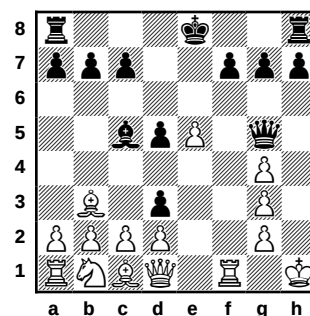
Black activates his f-bishop while the d-pawn blocks off the development of White's c-bishop and a-rook.

10.fxg4 Bc5+ 11.Kh1



11....Nb3+

12.hxg3 Qg5



Threatening mate in 1 (13...Qh6#)

13.Rf5

The only move left for White to stop mate as 13...Qh6+ now is met by 14.Rh5.

13...h5!

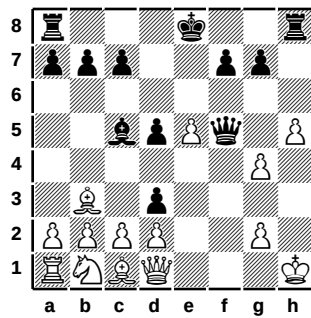
Black doesn't bother saving his Q and goes right on threatening mate. If now 14.Rxg5 then 14...hxg4+ 15.Rh5 Rxh5# is mate.

14.gxh5 Qxf5 15.g4

(See diagram next page)

Again, the only move left for White to avoid getting mated as Black threatened 15...Rxh5+ 16.Qxh5 Qxh5# mate.

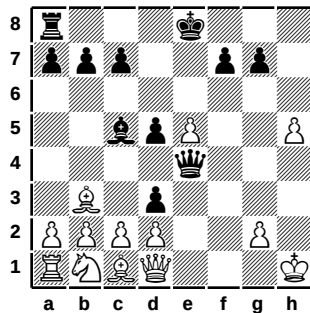
Now White seems to have stopped Black's attack dead in its tracks.



15....Rxh5+!

Black continues to pour on the attack

16.gxh5 Qe4!!



The threat's 17...Qh4#.

17.Qf3

The only move to stave off mate. 17.Qg1 doesn't work as 17...Qh4+ 18.Qh2 Qe1+ 19.Qg1 Qxg1# is still mate.

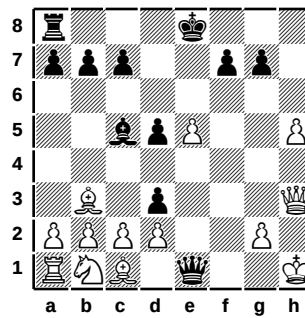
17...Qh4+!

But first, Black forces White to occupy h3 with the Q so that (as we'll see in the ensuing play) White's K can't escape the mating net thru that particular square.

18.Qh3 Qe1+

(See diagram next column)

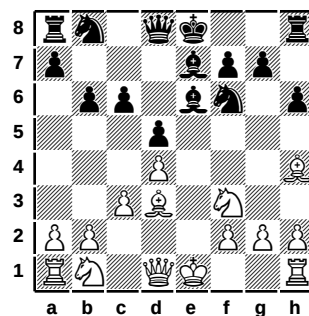
And it's mate in 3: **19.Kh2 Bg1+ 20.Kh1** (note that White's K can't escape via h3) **20...Bf2+ 21.Kh2 Qg1#** is mate.



The turning of point of many games is when one side gets behind in development.

Check out the position below which was reached after:

1.e4 b6 2.Bc4 e6 3.d4 d5 4. exd5 exd5 5.Bd3 Nf6 6.Bg5 h6 7.Bh4 Be7 8.c3 Be6 9. Nf3 c6.



Position after 9.....c6

10.Ne5

It is good practice to castle first before triggering any skirmish with a minor piece.

Here White immediately occupies a N outpost while preventing Black from making the developing move ...Nbd7.

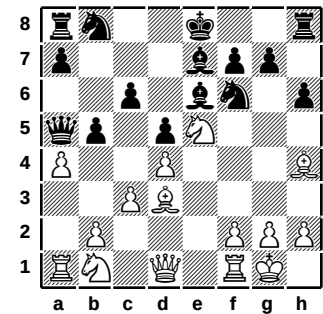
10...b5

It is good practice to castle first before getting entangled into tactical and strategical

skirmishes.

The text prevents the move c4.

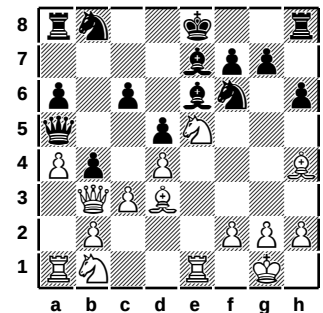
11.a4 Qa5 12.0-0



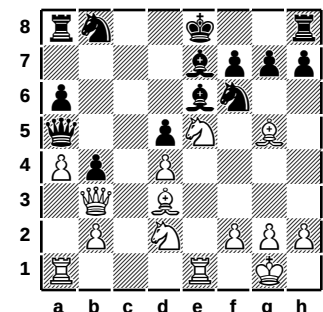
By castling, White has developed his h-rook. It is important now for Black to catch up in development by castling.

12...b4 13.Qb3 a6 14.Re1

Black has neglected castling and the development of his h-rook.



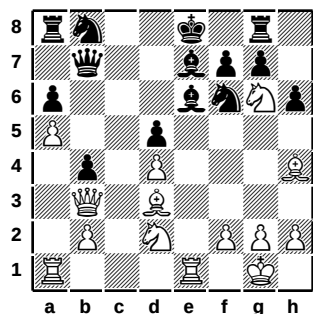
14...c5 15.cxb4 cxb4 16.Nd2



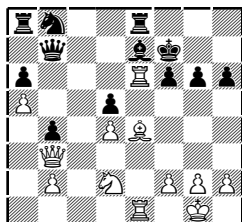
16...Qb6

Black's continued delaying of completing his development by 16...0-0 now causes him problems.

17.a5 Qb7 18.Ng6 Rg8

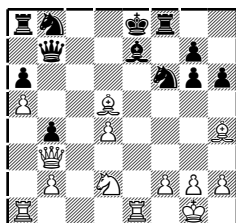


After 18...fxg6 19.Bxf6 gxf6 20.Rxe6 Kf7 21.Rae1 Re8 22.Be4!! Black's in big trouble (see diagram right) as Black loses his Q after 22....Kxe6 (23.Bxd5+ and 24.Bxb7) or 22....dxe4 (23.Rb6+ and 24.Rxb7)

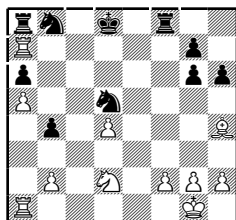


19.Rac1

19.Bf5 puts more pressure on Black's K in the center. The trick is the line 19...fxg6 20.Bxe6 Rf8 21.Bxd5 (see diagram right).

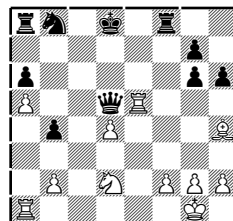


If now 21...Qxd5, then 22.Rxe7ch Kd8 (22...Kxe7 23.Qxd5 loses the Q) 23.Qxd5 Nxd5 24.Ra2+ wins (see diagram right).

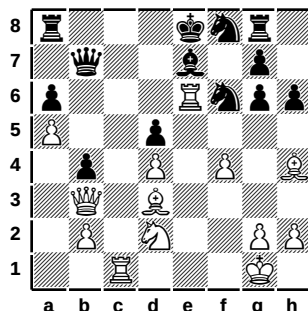


And if 21...Nxd5 (instead of 21... Qxd5), then 22.Qxd5! Qxd5 23.Rxe7+ Kd8 24.

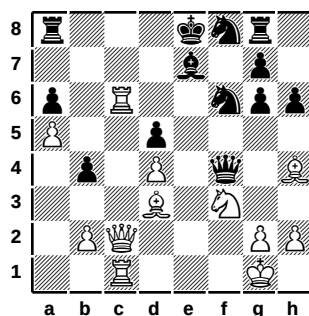
Re5+ wins (see diagram right).



19...Nbd7 20.f4 fxg6 21.Rxe6 Nf8



22.Rec6 Qd7 23.Qc2 Qg4 24.Nf3 Qxf4



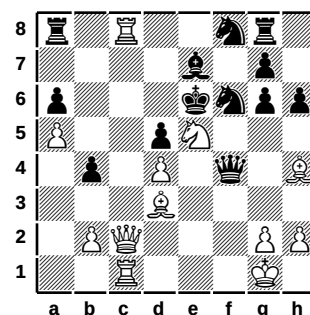
25.Rc8+ Kf7

If 25...Rxc8 then 26.Qxc8+ Kf2 27.Ne5+ would force Black to give up Q for N: 27... Qxe5 28.dxe5

Now the simple 26.Rxa8 wins for White as he'd be ahead in both material and development. However, White smells a mate.

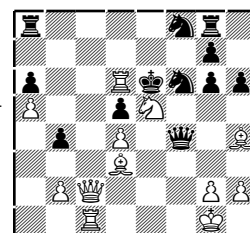
26.Ne5+ Ke6

(See diagram next page)

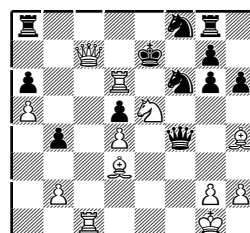


The position is a mate in 5.

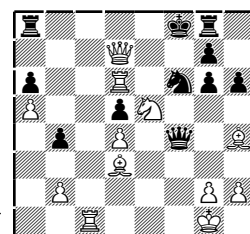
27.Rc6+ is the key move



27...Bd6 28.Rxd6+ (see diagram right)



28...Ke7 (if 28... Kxd6 then 29.Qc7+ Ke6 30.Rc6# is mate) 29.Qc7+ see diagram right)



29...Nfd7 30.Qxd7+ Kf8 (see diagram right)

And now either 31.Nxg6# or 31.Qf7# is mate.

What this game illustrates is that neglecting development to pursue tactical or strategic considerations may lead to disaster.

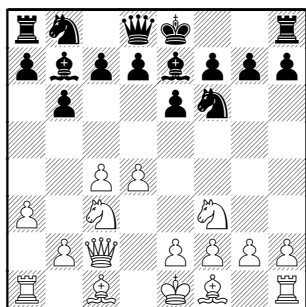
(NOTE: In the actual CIGL game, White did not see the mate in 5 and actually lost - possibly the result of time pressure:

27.Qc6+ Bd6 28.Rxa8 Qxh4 29.Rxa6 Qxd4+ 30.Kh1 Qh4 31.Qc8+? (31.Qxd6# is mate) 31...N6d7 32.Nxd7?? Qxh2# 0-1)

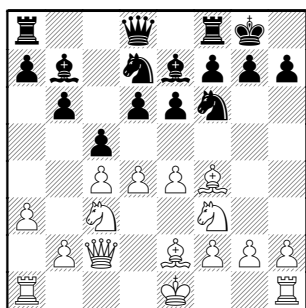
"More Summer Fun" by Tom Friske

Friske, T (1899) -
Estrada, C (1833) [E12]
Continental op (2), 09.08.2002

1.d4 Nf6 2.c4 e6 3.Nf3 b6
4.a3 Bb7 5.Nc3 Be7 6.Qc2

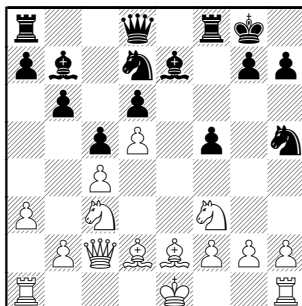


6...0-0?! 7.e4 d6 8.Bf4
holding e5 before castling long
8...Nbd7 9.Be2 c5



10.d5 exd5 11.exd5 Nh5
12.Bd2 f5?!

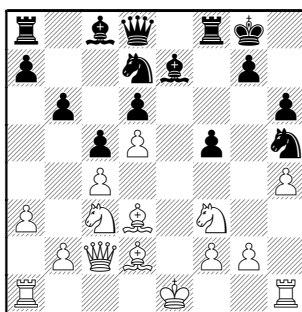
I assumed this a fatal
weakening of the Kingside, but
watch what happens !



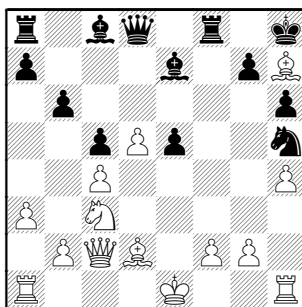
13.h4!? To setup Ng5 and tempt h6
to weaken g6 (with idea of Bd3)

13.0-0-0 was scared of 13...a6 idea
of b5, etc 14.h4 h6 15.Bd3±

13...h6 Now e6,g6,h7 all weak
14.Bd3 Bc8!

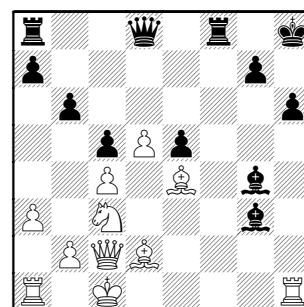


15.Bxf5 Ne5 16.Bh7+ Kh8 17.Nxe5
dxe5



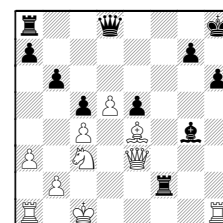
18.Be4 if only I was 0-0-0!
18.0-0-0 Rxf2 19.Qg6 Nf6 xBh7 but I
didn't look at 20.Qg3 Rxd2! 21.Rxd2
Kxh7 22.Qxe5 Bd6©

18...Bxh4 I had judged this a
mistake, seeing the sac is forced
19.g3 Nxg3 20.fxg3 Bxg3+ 21.Kd1
Bg4+ 22.Kc1



22...Rf2 23.Qd3 breaking the pin,
sure thought this consolidates
23...Bf4 24.Bxf4 played immediately,
only considered Rxf4

Now, when analyzing, see 24.Be3!
Bxe3+ 25.Qxe3

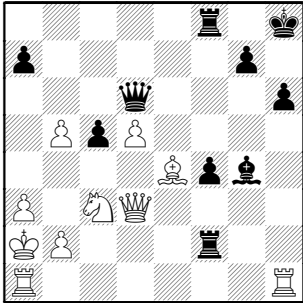


25...Qf6 26.Re1 Rf1 27.Kc2

24...exf4
now he has advanced passer. I
underestimated Rf2 pressure along
2nd rank

"More Summer Fun" by Tom Friske

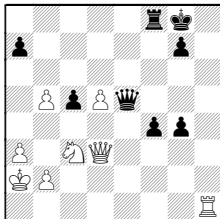
25.Kb1 b5?! I guess he opens
b-file to hit b2 **26.cxb5 Qd6**
27.Ka2 Rf8 Diagram next



28.Raf1 Rxf1 29.Rxf1 trying to
hold the light-squared
blockade

29...Qe5 30.Bf3 Bf5

30...h5 31.Bxg4 hxg4 32.Rh1+
Kg8



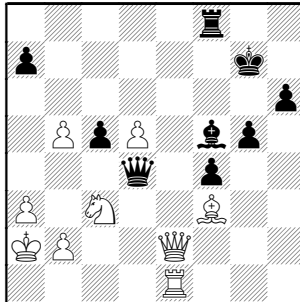
33.d6
(33.Qh7+ Kf7)

31.Qd1 g5 32.Re1 Qd4

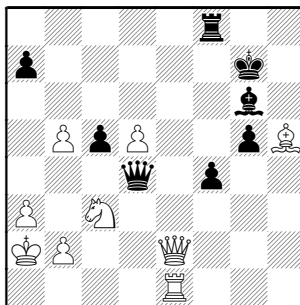
33.Qe2

sure thought I was ready to
invade

33...Kg7!



34.Bh5 to get Qe7+
34.Qe7+ immediately allows Rf7]
34...Bg6 35.Bg4 h5!? 36.Bxh5

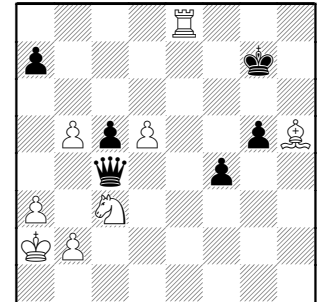


I totally missed **36...Re8!? 37.Qxe8**
Bxe8 38.Rxe8

If 38.Bxe8, then g4

I realized I could give up a piece for
one passer, but how about the
other?? Hoping to get my d-passer
moving since only his Q is left to
stop it.

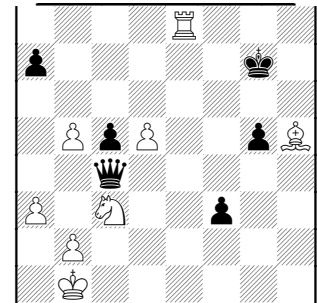
38...Qc4+



39.Ka1 Qf1+ 40.Ka2 Qc4+ 41.Kb1

Going for it. I wasn't sure if I could
hold the passers, but my passer is so
close!

41...f3



I was expecting him to look to
immediately escort passers- like
41...Qd3+ 42.Kc1 Qf5 and g4 next

42.Kc2!

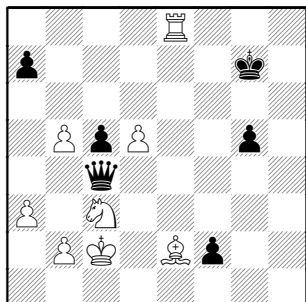
42.Bxf3 Qf1+ 43.Ka2 Qxf3

42...f2

42...g4?? 43.Re4+ - Qf1 44.Bxg4]

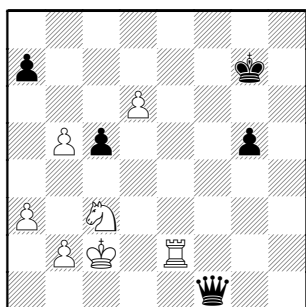
43.Be2

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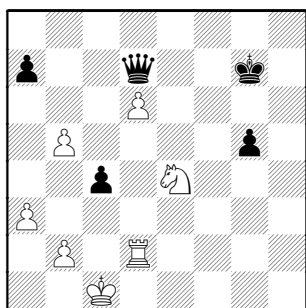


43...Qxe2+ 44.Rxe2
mission accomplished.. my
passer is ready to roll, his is
too slow

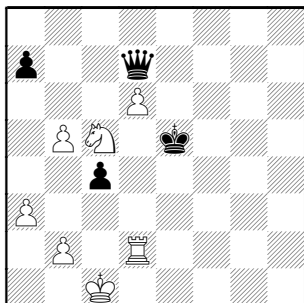
44...f1Q 45.d6



45...c4? 46.Rd2! Qf5+ 47.Kd1
to cut off his passer **47...Qf1+**
48.Kc2 Qf5+ 49.Kc1 Qd7
50.Ne4



...Nc5/Nxg5 50...Kf7 51.Nxg5+-
Kf6 52.Ne4+ Ke5 53.Nc5



53...Qxd6 54.Rxd6 Kxd6 55.Na4
1-0

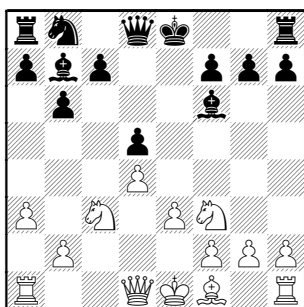
Friske, T (1899) -
Sagovia, J (2038) [E12]

Continental op (3), 10.08.2002

1.d4 e6 2.c4 Nf6 3.Nf3 b6 4.a3 Bb7
5.Nc3 d5

I view this as a transposition to
Tartakower QG, even though the
opening moves were a standard
Queens Indian.

6.Bg5 Be7 7.Bxf6 Bxf6 8.cxd5
exd5 9.e3



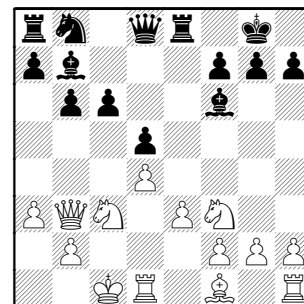
Base position, kinda. White has a3,
but Black doesn't have 0-0 (or h6) so
I'm saying I'm at least a tempo up.
Black has committed his Bishop
early.

9...0-0 10.Qb3 not sure of rest of the
line... but I remember this slows
down his Qside due to hanging b7 -
Bishop

10...Re8
10...c5? 11.dxc5

11.0-0-0 trusting myself.. if Qside is
slow, I have time for Kingside
counterplay

11...c6

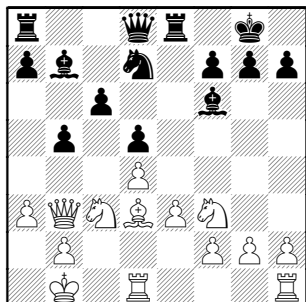


12.Bd3

12.h4 (and g4 next) follows a
suggestion from a similar line in GM
Marovic, Play the Queens Gambit,
page120

12...Nd7 13.Kb1 b5

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After game, he admits to not knowing this position, so the transposition from QID has worked!

14.Qc2 probing to see P position, wasn't sure if g4 or h4 first

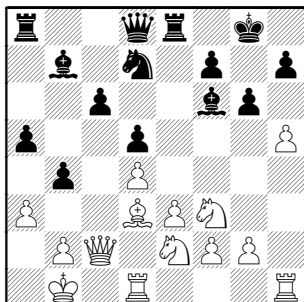
Didn't like **14.g4 c5!** Amazing how I saw this immediately from simply remembering game from 2-3 years back!! **15.dxc5 d4!** (Or even **Nxc5**) And there are weaknesses of **Nc3, Nf3**, and the long diagonal

But maybe prepare with **14.Rhg1**

14...g6 Well, I have a target now.. **15.h4! a5**

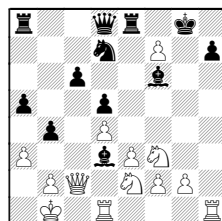
Had to chuckle.. we both believe our attack is stronger!

16.Ne2! toward action and away from b4 fork ...if ...b4, a4 **16...b4** only now realized ...Ba6 and my B sac is a goner, so.. **17.h5**



17...bxa3?

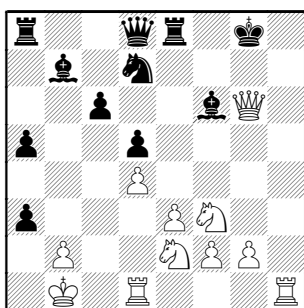
17...Ba6 18.hxg6 Bxd3?? 19.gxf7+



19...Kxf7

A) **19...Kg7 20.fxe8N+**, or
B) **19...Kh8 20.fxe8Q+ 20.Qxd3** and Ph7 is fatally weak

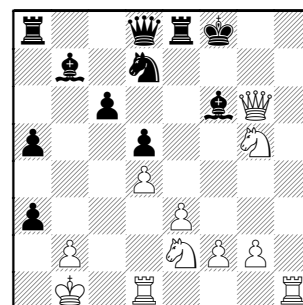
18.hxg6 hxg6 19.Bxg6 fxg6 20.Qxg6+



20...Kf8

20...Bg7 21.Rh7 Re7 22.Rdh1+- (idea is Rh8#)

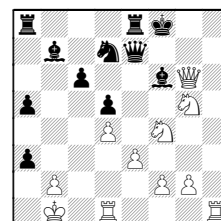
21.Ng5!



Twin threats of **Qf7#** and, at least, **Nh7+** getting full compensation.

21...Re7 only move

Bad is **21...Qe7 22.Nf4+-**



22...Qg7 (flight square) **23.Nge6+**

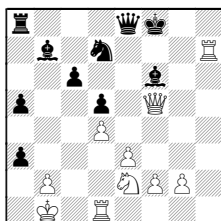
22.Rh3?

I was telling myself this may be too slow. My idea is **Rdh1** and/or **Rf3** but I missed a simple win. I decided **Bf6** is enemy #1.

Got lost considering **22.Nh7+** as I'd planned move #17 **22...Rxh7™** **23.Rxh7 Qe8™** and at my move #22 I only considered **Qxe8** and **Qh6+**, not liking his two-Bishop potential

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At analysis after game, my opponent showed the one-move winner 24.Qf5!!+-

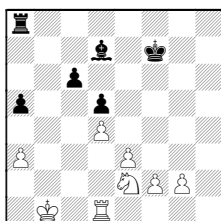


Forcing an ending as the weakness of Nd7 also weakens pinned Bf6, main threat being Rxd7 followed by Qxf6

24...Bc8

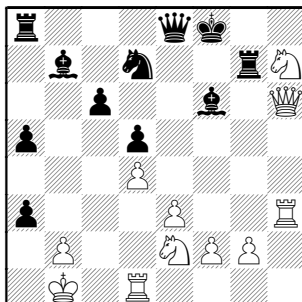
If 24...Kg8 25.Qxd7
(Worse is 25.Rxd7 Bc8 26.Qxf6)

25.Rxd7 Bxd7 26.Qxf6+ Qf7™
(26...Kg8 27.Rh1) 27.Qxf7+ Kxf7 28.bxa3



is fairly easy

22...Qe8 I was hoping his K is boxed in **23.Qh6+ Rg7 24.Nh7+**



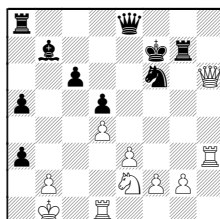
24...Kf7™

24...Ke7?? 25.Nxf6 Nxf6
26.Qxg7+-

Or 24...Kg8 25.Nxf6+ Nxf6 26.Qxf6
Rxc7?? 27.Rh8#

25.Rf3??

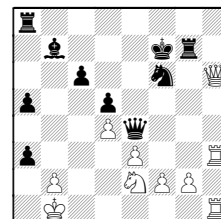
Now realized 25.Nxf6 as planned move #22 25...Nxf6



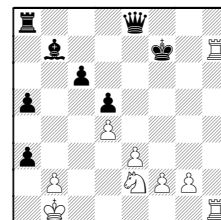
26.Rdh1 as planned #22

If 26.Rf3 as in game, Rg6 27.Qh7+ Rg7 28.Qf5? Rg6 (Whenever he wants, he knew he had 28...Qe4+) 29.Rh1

26...Qe4+



If, instead, 26...Rh7?? 27.Qxh7+ Nxh7 28.Rxh7+



28...Kf8
(28...Kg6?? 29.R1h6+ Kf5 30.Ng3+ Kg4 31.Rg7+ Qg6+ 32.Rgxc6#)

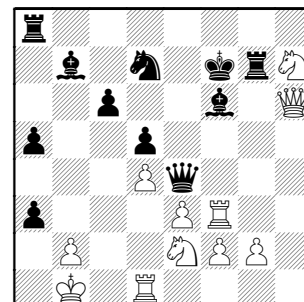
29.Rh8+ Ke7 30.R1h7+! Kf6 31.Rxe8 Rxe8 32.Rxb7

Continuing analysis from bottom last column:

27.Kc1
(27.Ka2 Qc2 28.Rb1 Qxe2)
27...axb2+ 28.Kxb2 Rb8μ

The game ended immediately:

25...Qe4+ (Rxh7 next) 0-1



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Sloan,S (1952) -

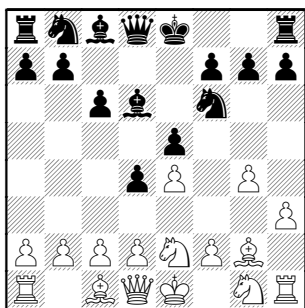
Friske,T (1899)

[A00]

World op (6), 06.07.2002

Geesh...another Black against a known former Expert+. Sam is the disliked contributor to the Internet news groups. Chessically interesting, however.

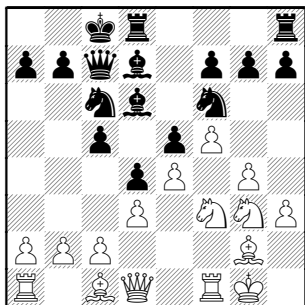
1.g4 Oh, great! **1...d5** **2.Bg2** **c6** **3.h3** **e5** **4.e4** **Nf6** **5.Nc3** **d4** decided to build the wedge **6.Nce2** **Bd6**



7.f4 since Pd4 is weak after exf **7...Qc7** hoping better development will pay

7...exf4 **8.Nxd4** **Be5** **9.Nf5** (threats of Nxg7+ or Nf3)

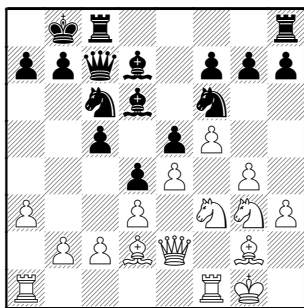
8.d3 **c5** **9.f5** **Nc6** **10.Nf3** **Bd7** **11.Ng3** **0-0-0** **12.0-0**



12...Rdg8

12...Kb8 is a normal waiting move, creating Rc8 possibility and then c4. But I wasn't sure about attracting Qside play, even though all his pieces are Kingside.

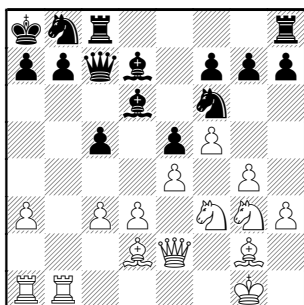
13.a3 **Kb8** now realized I had no choice **14.Bd2** **Rc8** **15.Qe2**



15...Ka8!

Finding a plan to activate pieces: Nb8,c4,Ba4/Bb5

16.Rfb1 **Nb8** **17.c4!** **dxcc3** **18.bxc3**



18...Ba4

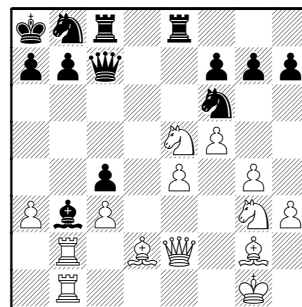
A) **18...Rhe8** **19.c4**

B) **18...Nc6** ...**Na5** but then c4 frees Bd2

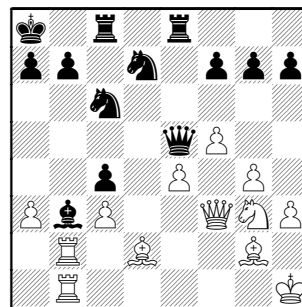
C) **18...c4** **19 d4** **ed** **20 e5**

19.Rb2 **c4** to block b-file, but I'm not sure if Bishop is well posted there. At this time it blocks 2 Rooks, but what happens later? As Sam said after the game "Well, I just have to work around it!"

20.d4 **Rhe8** **21.Rab1** **Bb3** **22.dxe5** **Bxe5** **23.Nxe5**

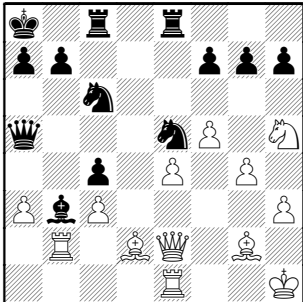


23...Qxe5 [**23...Rxe5** **24.Bf4**] **24.Qf3** **Nc6** **25.Kh1** **Nd7**



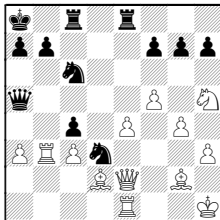
26.Re1 **Qa5** **27.Nh5** **Nde5** **28.Qe2**

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28...Red8

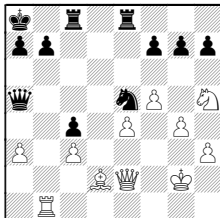
28...Nd3 29.Rxb3



29...Nxe1
(only considered 29...cxb3?
30.Qxd3)

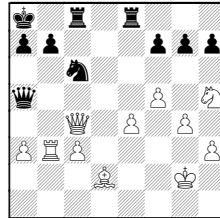
30.Qxc4

(30.Rb1 Nxc2 31.Kxc2 Ne5



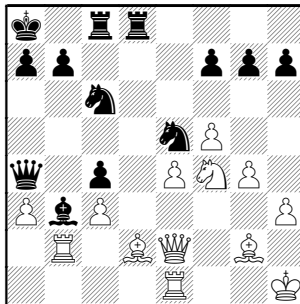
32.Nxc7 Red8)

30...Nxc2 31.Kxc2



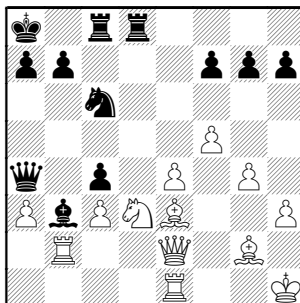
and who knows what happens from here? Better than the game, though

29.Nf4 Qa4



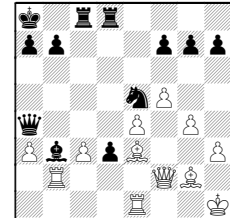
Trying for the backrank themes seen in game. I'm just not seeing how to convert my space advantage. I feel a piece down because of Bb3.

30.Be3 Nd3 31.Nxd3



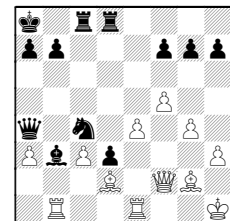
31...Rxd3? It becomes obvious both Rooks are to defend backrank

I glanced at 31...cxd3! 32.Qf2 but missed 32...Ne5 (Nc4 next)



33.Bd2
(33.Bf4 Nc4 34.Rbb1 d2-+
33.Rbb1 Nc4 34.Bd4 d2)

33...Nc4 34.Rbb1



and expected his Bishop pair sweeping toward my King was not good

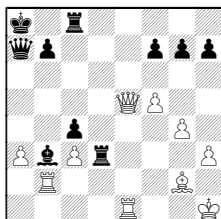
32.e5 Rcd8

The clock is bothering me even though I have 23 minutes for 10 moves

Trading with 32...Nxe5 33.Bxa7 Qxa7 34.Qxe5 only highlight probs:

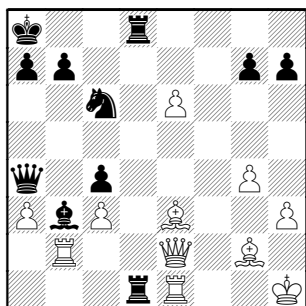
(Diagram follows)

"More Summer Fun" by Tom Friske



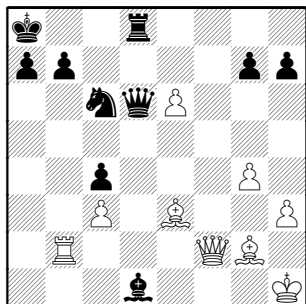
Square b7 and the 7th,8th ranks are all weak

33.e6 fxe6 34.fxe6 Rd1



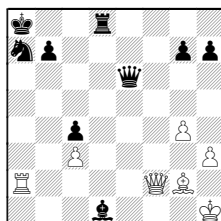
going for the game continuation through #37

35.Kh2 Qxa3 idea Rxe1,Qxb2
36.Rxd1 Bxd1 [36...Rxd1
 37.Qf2] **37.Qf2 Qd6+ 38.Kh1**



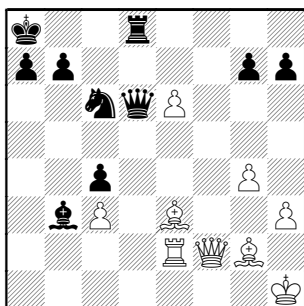
38...Bb3?? I've lost my head

38...Qxe6 39.Bxa7!? (39.Ra2 a6)
 39...Nxa7 40.Ra2



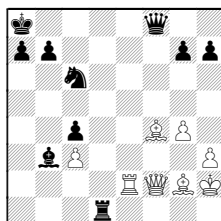
I'd earlier looked for Bishop sac themes, missed one here: 40...Ba4!!
41.Rxa4 Rd1+ 42.Kh2

39.Re2!+-



39...Qe7?? with a minute left

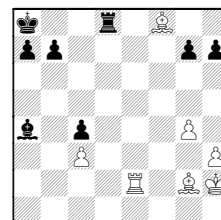
Stupid... I was looking to sac N, maybe I should sac exch 39...Qxe6
 40.Bg5 Rd1+ 41.Kh2 Qd6+ 42.Bf4
 Qf8



43.Bg3 (hitting backrank) 43...Rd8!
 44.Qxf8 Rxf8 45.Bxc6 bxc6 46.Re7
 a5

40.Bc5 Rd1+ 41.Kh2 Qe8 42.e7
Ba4 ...Nb8,Re1 43.Qf8 Nb8

After 43...Nxe7 44.Bxe7 Qxf8
45.Bxf8 Rd8



(45...g6 46.Re7)
46.Bxg7

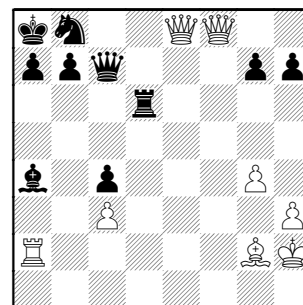
If 46.Re7 Rxf8 47.Rxb7 Rc8
48.Rxg7+ (48.Rb4+ Bc6) 48...Kb8
49.Rb7+ Ka8 50.Rxh7+ Kb8
51.Rb7+ Ka8 52.Rc7+ Kb8 53.Rxc8+
Kxc8

44.Ra2 Qd7 missing his final move

44...Re1 45.Qxe8 Bxe8 46.Rxa7#
 44...Na6 45.Rxa4

45.e8Q Qc7+

45...Qxe8 46.Qxe8 Bxe8 47.Rxa7#
46.Bd6 Rxd6



idea of Re1+ **47.Qe5! 1-0**

Salazar,J (1851) -

Friske,T (1899)

[C01]

World op (8), 07.07.2002

1.e4

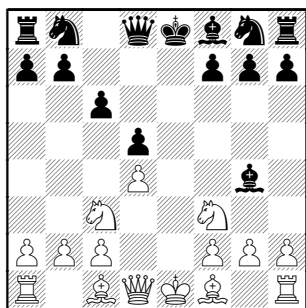
45 minutes late, and leaves immediately after playing. Must've been playing skittles... GO SLOW, Tommy!!

1...e6 2.d4 d5 3.exd5 Perfect!

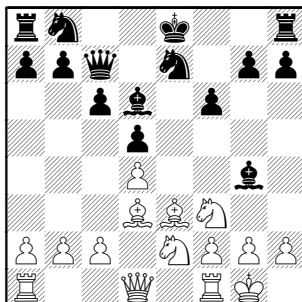
I have the formula for unbalancing this position! Hopefully, he's not one of the guys I've practiced on ICC!

3...exd5 4.Nc3 c6 Not

confident about Bb4 as studied from Nimzowitsch games **5.Nf3 Bg4**



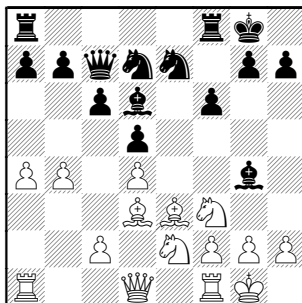
6.Bd3!? Bd6 **7.0-0 Ne7 8.Ne2** ×f4 **8...Qc7** and he actually thought about **9.Bg5 f6 10.Be3**



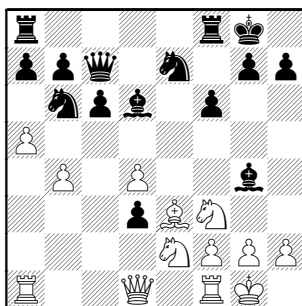
10...Nd7

10...Bxf3 11.gxf3 Bxh2+ 12.Kh1 ×f4 **12...Bd6** and I wasn't confident about this position?! I guess I wasn't considering **0-0-0**

11.b4!? 2 Ps hang?? **11...0-0 12.a4?** this is too much

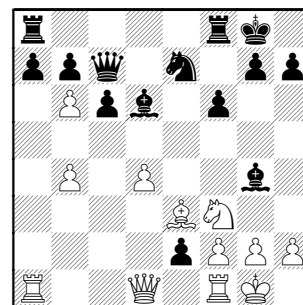


12...Nb6 13.c4? dxc4μ 14.a5 cxd3!?



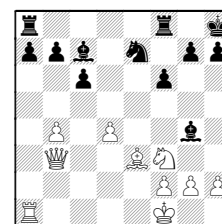
We both missed Qb3+ possibilities. Now I'm caught in his blitz pace...

15.axb6 dxe2!?

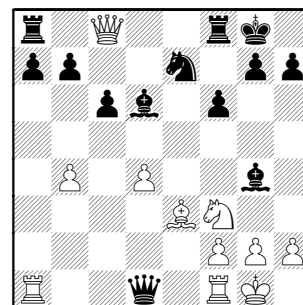


16.bxc7??

16.Qb3+™ Kh8 17.bxc7 exf1Q+ 18.Kxf1 Bxc7



16...exd1Q 17.c8Q??



Threat is? **17...Qxf1+ 0-1**

The Art of Sacrificing Rooks

Part 7.1 - Tal's Rook Sacrifices

by Tom Friske

This final installment for the Rooksac series seemed a logical final study. If Grandmaster Mikhail Tal was the most-noted tactician, it would follow an examination of his Rook sacrifices is icing on a cake ! And how hard can it be to find the best with ChessBase's material-search functions (refer to the April 2002 issue) ?

Well, Tal played a lot of games(!) and even CB "cuts it down" to around 500 Rook sacs! A scan of these games, brought the candidates down to 100; I was hoping for no more than 15 key examples. Here, we present, in two issues, the most interesting 37 games.

As far as organization of these goes, the author wanted to group by types of compensation or theme, but Tal mixes it up so much that it was quite impossible! So we leave the original order-- chronologically by date played. At the very end of the study (next month), an ECO-ordered index will be provided, in hopes that the games will also increase the understanding of your favorite openings.

Since gathering and reviewing was quite enough work, no notes have been added. Those there are as in the source, the Tal games collection annotated by Junior5, obtained from the Internet, probably <http://www.pitt.edu/~schach/Archives/>

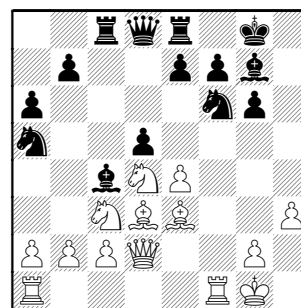
If you get stuck on an unannotated sequence, ask a teammate or write the author! He was often sidetracked asking "Why not...?" and wore out his silicon friend, Fritz.

The point to this introduction is simple: For a GM, creative Rook moves are part of the flow. As stated in the original study, the Exchange Sacrifice, especially, is one of the most common ways for a seasoned chessplayer to create an imbalance. Judging its validity, however, is a completely different task which often is not immediately known (or planned).

So we conclude the study, presenting these chess games in the same way the 4th-of-July grand finale ends the fireworks display! Readers can react and involve themselves in a similar manner. Some will sit back and "ooo and aaah" as the tactics burst unexpectedly from different areas of the board. Others will get involved with "lighting the rocket", actually trying to start mastering such combinations through trial and error in their games. There is plenty here, though, for those that wish to discover the possibilities of creating the entire program; mastering the principles, they will mix their ideas in a multitude of threats that overcome their opponents. The positions and attacks Tal generates are truly a board-filling burst of chess fireworks!

Game 1.

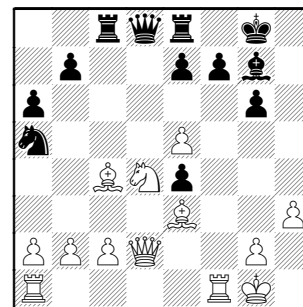
Tal,M (2640) - Ripatti [B74]
SU ch jr, 1949



17.e5

17.exd5 Nxd5 18.Bxc4 Nxc4³

17...Ne4 18.Nxe4 dxe4 19.Bxc4



19...Nxc4

19...Rxc4?! 20.Qf2 Rf8 21.Rad1

20.Qf2 Nxe5

20...Nxe3?? 21.Qxf7+! Kh8
22.Ne6+ -

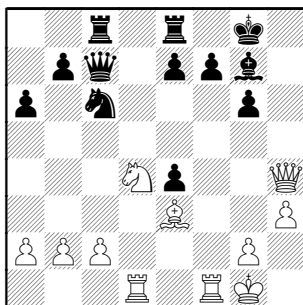
21.Rad1 Qc7 22.Qh4

22.Bf4!? e6 23.Rfe1³

TAL'S Rook Sacrifices, Part 1

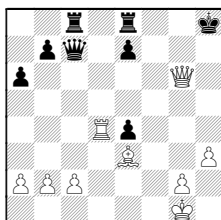
22...Nc4!? 23.Qxe4 e5μ
(23...Nxb2 24.Rxf7 Qe5
25.Rxg7+ Qxg7 26.Ne6±)

22...Nc6³



23.Rxf7 Kxf7

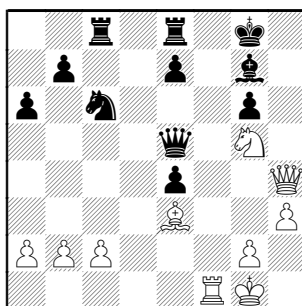
The student can discover that ignoring the sac doesn't help much. 23...Nxd4 24.Rxg7+ Kxg7 25.Qh6+ Kg8 26.Qxg6+ Kh8 (26...Kf8 27.Rf1+) 27.Rxd4



Idea of Rxe4,Rh4#

27.Qh6+ Kg8;
27.Bh6 e5 28.Qf6+ Kh7;
27.Bxd4+ e5; 27.Qh6+ Kg8=
27...Qc6 28.Qh5+ Kg8 29.Rd5

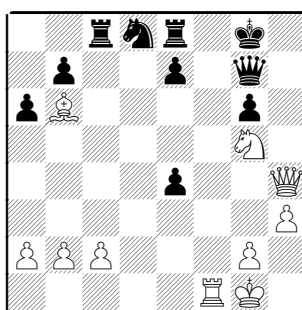
**24.Rf1+ Kg8 25.Ne6 Qe5
26.Ng5**



Mate threatens
26...Bh6 27.Qxh6 Qg7 28.Qh4

Less good is 28.Nxe4 Qxh6
29.Bxh6 Nb4μ

28...Nd8² [28...Rf8!?=] 29.Bb6=

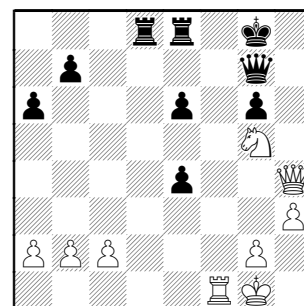


(29.c3!?)²)

29...e6??+-
(Better is 30.Ba5 e3)

30.Bxd8??=
(Better is 30.Nxe4 Rf8 31.Nf6+ Rxf6 32.Qxf6 Qxf6 33.Rxf6+-)

30...Rcxd8



31.Nxe6³ [31.c3!? Rf8 32.Nf7=]
31...Rxe6??±

Better is 31...Qxb2 32.Nxd8 Qd4+ 33.Kh1 Qxd8
(Not 33...Rxd8 34.Qg5²)
34.Qxd8 Rxd8³

32.Qxd8+ Kh7 33.Qh4+²
[33.Rf4 g5 34.Rg4 Qe7
35.Qxe7+ Rxe7 36.Rxg5 e3+-]

33...Kg8 34.Rd1 Re8
[34...Qxb2?? 35.Rd8+ Kf7
36.Qh7+ Kf6 37.Qh8+ Kg5
38.Rd5+ Re5 39.Rxe5+ Qxe5
40.Qxe5+ Kh6 41.h4+-]

35.Rd8 Qf7 36.b3 e3 37.Rxe8+ Qxe8 38.Kf1 Qe5 39.Qd8+ Kg7 40.Qd7+ Kh6 41.Qxb7 ½-½

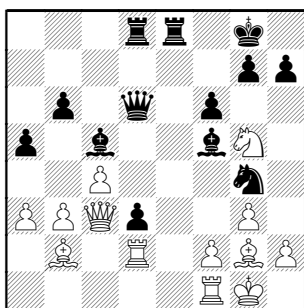
GAME 2.

**Saigin -
Tal,M (2640)**
Riga (8), 1954

[E01]

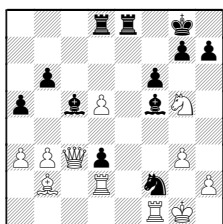
At move 25, the following position was reached:

TAL'S Rook Sacrifices, Part 1



[25.Rfd1!?³] **25...Ne3³**

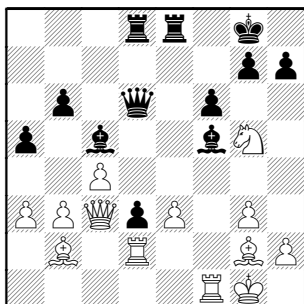
25...Nxf2!? 26.Bd5+ Qxd5
27.cxd5



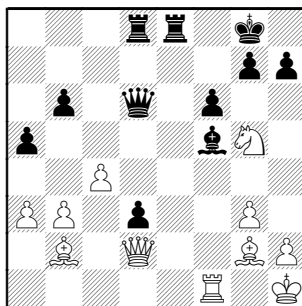
27...Ne4+ 28.Qxc5 bxc5
(28...Nxd2? 29.Qc7 Rd7 30.Qf4
Rxd5 31.Qxd2+-)

29.Nxe4 Bxe4+

26.fxe3



26...Bxe3+ 27.Kh1 Bxd2
28.Qxd2

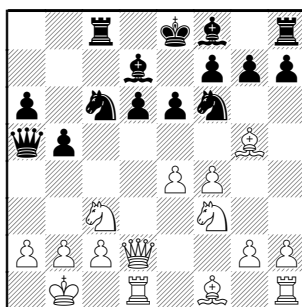


28...Re2 29.Qc3 Rxc2!
[29...Rxc2 30.Kxc2 Qd7μ] **0-1**

GAME 3.

Tal,M (2640) -
Furman,S [B67]
Riga SU ch, 1955

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4
4.Nxd4 Nf6 5.Nc3 d6 6.Bg5 e6
7.Qd2 a6 8.0-0-0 Bd7 9.f4 Rc8
10.Nf3 Qa5 11.Kb1 b5



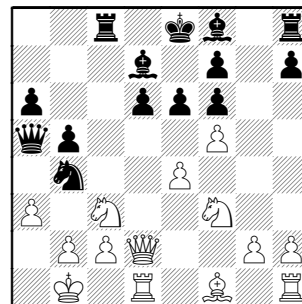
12.Bxf6=

12.e5 Nd5 13.Nxd5 Qxd2
14.Rxd2 exd5 15.Rxd5 dxe5
16.Nxe5 Be6²

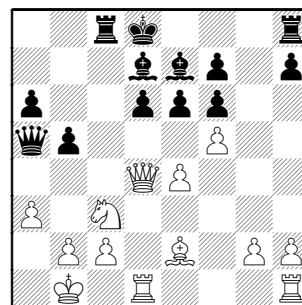
12...gxf6 13.f5³
13.e5!? fxe5 14.fxe5=

13...Nb4²
13...b4!? 14.fxe6 fxe6³

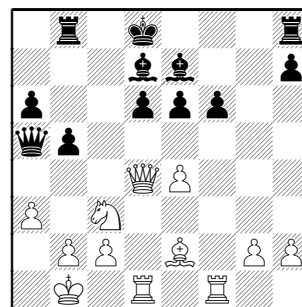
14.a3



14...Nc6 15.Nd4 Nxd4 16.Qxd4
Be7 17.Be2 Kd8±



17...exf5!? 18.exf5 Bxf5±
18.Rhf1 Rb8 19.fxe6 fxe6



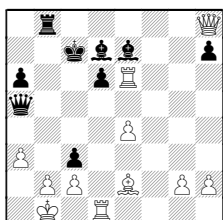
TAL'S Rook Sacrifices, Part 1

20.Rxf6! b4?

20...Qb6 21.Rf7 Qxd4 22.Rxd4 h6±;
20...Bxf6 21.Qxf6+ Kc7 22.Qe7

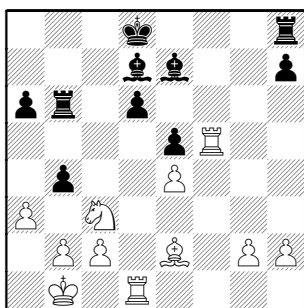
21.Rf5

Better is 21.Rxe6! bxc3
22.Qxh8+ Kc7



23.Qxb8+ Kxb8 24.Rxe7 cxb2
25.Kxb2+-
(25.Rxd7?! Qxa3 26.c3 Qa1+
27.Kc2 Qa4+ 28.Kxb2 Qxd7=)

21...e5 22.Qa7 Qb6 23.Qxb6+ Rxb6

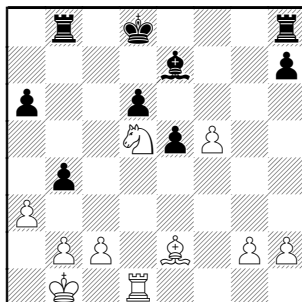


24.Nd5 Bxf5 25.exf5

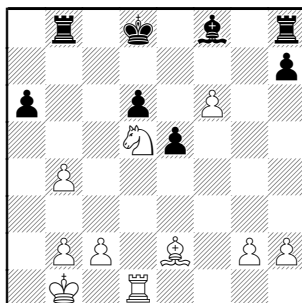
The f-Pawn quickly becomes a deadly force.

But not 25.Nxb6?! Bxe4 26.axb4 Rf8 27.Bxa6 Bxg2²

25...Rb8



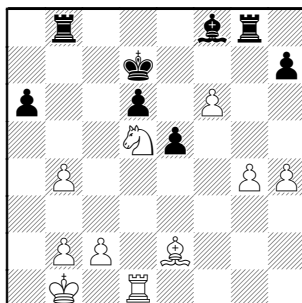
26.f6 Bf8 27.axb4



27...Kd7+-

27...Ra8 28.Nb6 Ra7 29.Nc4±

28.g4 Rg8 29.h4±

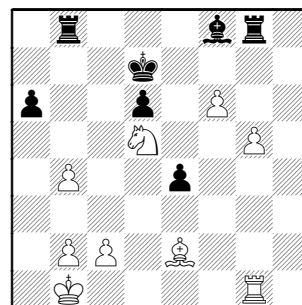


[29.h3!? h5+-] **29...h6 30.Rg1 30...e4**
Better 30...Kc6!? 31.Bc4 Rh8+-

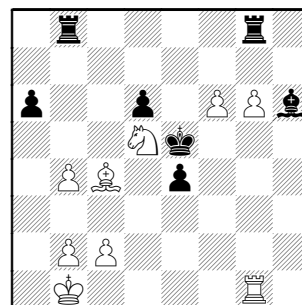
31.g5 hxg5

31...Kc6 32.Bc4 hxg5 33.hxg5+-
(33.Rxg5?! Rh8±)

32.hxg5



32...Ke6 33.Bc4 Ke5 34.g6 Bh6



35.Ne7 Rgd8

35...Rge8 36.g7 Bxg7 37.fxg7
(37.Rxg7?! Kxf6 38.Rf7+ Kg5+-)
37...Rxe7 38.g8Q Rxg8
39.Rxg8+-

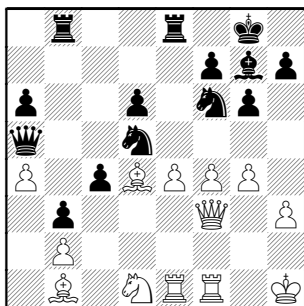
36.g7 [36.g7 d5 37.Bxa6+-] **1-0**

GAME 4.

Mititelu,G (2300) - Tal,M (2640) [A70]
Reykjavik Wch tt, 1957

TAL'S Rook Sacrifices, Part 1

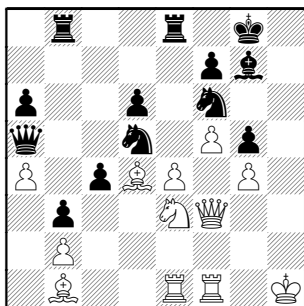
30...Nbx d5



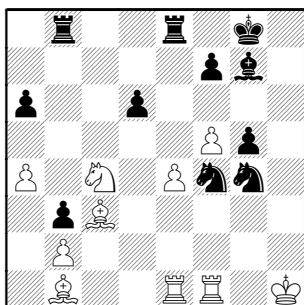
31.f5μ

31.Nc3 Nxc3 32.Bxc3 Qxa4μ

**31...g5 32.h4 h6 33.hxg5 hxg5
34.Ne3**



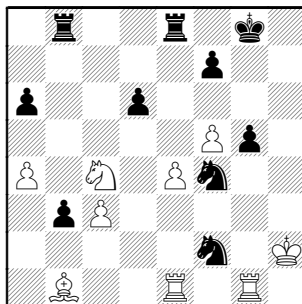
**34...Nf4 35.Nxc4 Qb4 36.Qc3
Qxc3 37.Bxc3 Nxg4**



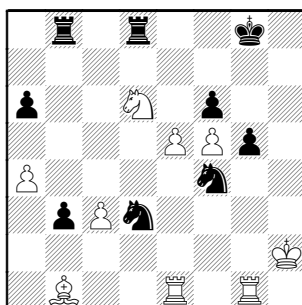
38.Rg1?+-

38.Bd2 Ne5 39.Bxf4 Nxc4 40.f6
Bxf6 41.Bxd6μ

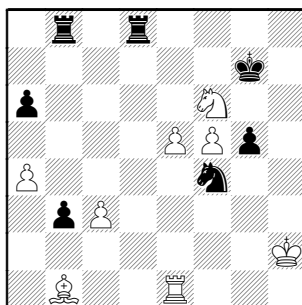
38...Bxc3 39.bxc3 Nf2+ 40.Kh2



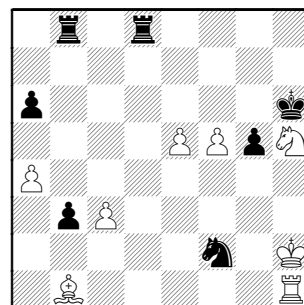
**40...f6 41.Nxd6 Red8 42.e5
N2d3**



**43.Ne4 Nxe1 44.Nxf6+ Kg7
45.Rxe1**



**45...Nd3 46.Nh5+ Kh6 47.Rh1
Nf2**



48.Rf1 Rd1 0-1

48...Rd1 49.Rxd1 Nxd1-+;
48...Ng4+!? 49.Kg3 Nxe5
50.Nf6-+

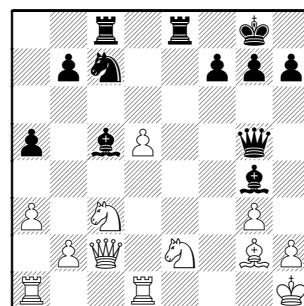
GAME 5.

Mitetelu -

Tal, M (2640)

[E46]

Varna Wch tt student, 1958



20.d6 Bxe2+-

20...Bf5 21.Qa4 Rxe2

22.Nxe2+-

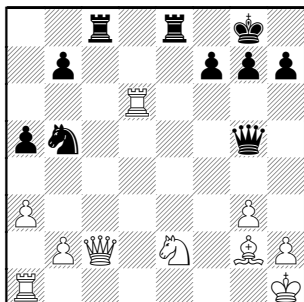
22.dxc7?! Rxb2 23.Rd5 b6³

(23...Rxc7? 24.Rxc5 b5

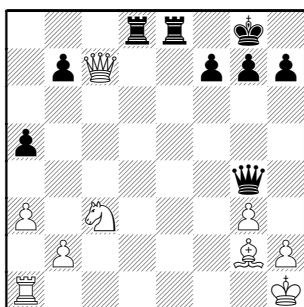
25.Rxb5 Rxb5 26.Qxb5+ -)

TAL'S Rook Sacrifices, Part 1

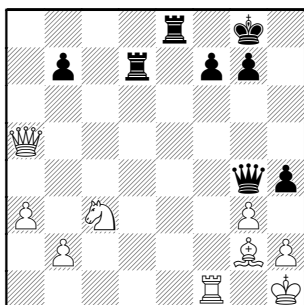
21.Nxe2 Bxd6 22.Rxd6 Nb5



**23.Qd2 Qg4 24.Nc3 Nxd6
25.Qxd6 Rcd8 26.Qc7**



**26...h5± [26...Qf5!?²] 27.Rf1
Rd7 28.Qxa5 h4**



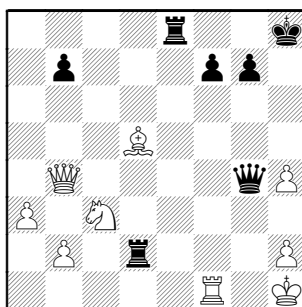
29.gxh4=

29.Rf4 Rd2 30.Qb5
30.Rxg4?? Re1+ 31.Bf1 Rxf1#

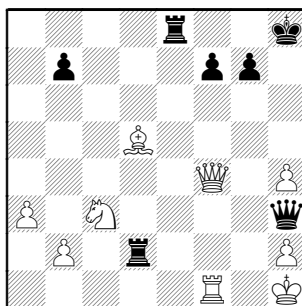
30...Re1+ 31.Rf1 Rxf1+ 32.Qxf1
hxg3 33.Qe1 Rxb2 34.hxg3
Qh5+ 35.Kg1 Qc5+ 36.Kh1
Qxa3 37.Nb5=

29...Rd2 30.Bd5
30.Bxb7?? Qh3 31.Ne2 Rdx2
32.Rf2 Re1+ 33.Qxe1 Rxe1+
34.Rf1 Qxf1#

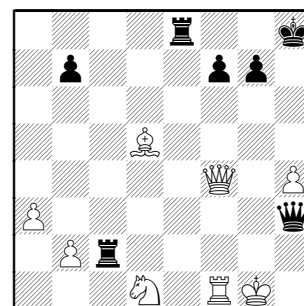
30...Kh8±
Better is 30...Qf4! 31.Bg2 Qg4=
31.Qb4²



[31.Bxb7 Qxh4 32.Qc7 Qh3±]
31...Qh3 32.Qf4

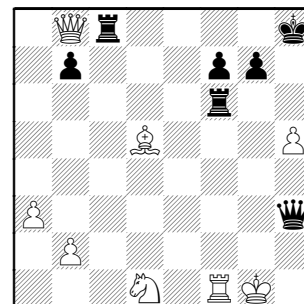


32...Rxh2+ 33.Kg1 Rc2
threatening Te3 **34.Nd1??µ**



34.Bf3 Rxb2 35.Ne4±

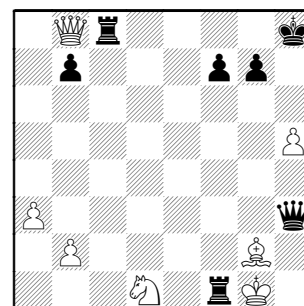
**34...Re6! 35.h5 Rf6 36.Qb8+
Rc8**



37.Bg2

37.Qxc8+ Qxc8 38.Rxf6 Qg4+
39.Bg2 gxf6 40.Nf2 Qxh5
41.a4-+

37...Rxf1+!



TAL'S Rook Sacrifices, Part 1

37...Rxf1+ 38.Bxf1 Qg4+
(38...Rxb8 39.Bxh3 Rd8
40.Nf2±) 39.Kf2 Qd4+ 40.Ke1
Rxb8-+;

37...Rxb8 38.Bxh3 Rxf1+
39.Kxf1+-

0-1

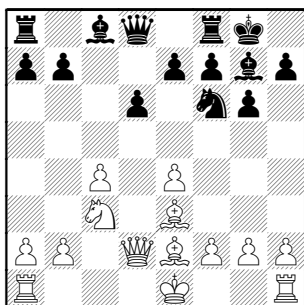
GAME 6.

Tal,M (2640) -

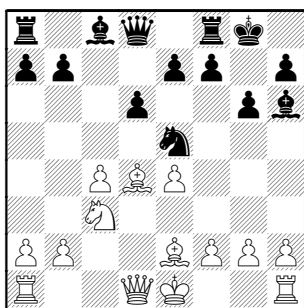
Gurgenidze,B (2390) [B36]

Tbilisi SU ch, 1959

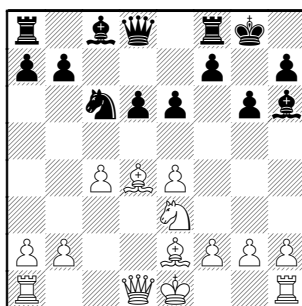
1.e4 c5 2.Nf3 Nc6 3.d4 cxd4
4.Nxd4 g6 5.c4 Nf6 6.Nc3 Nxd4
7.Qxd4 d6 8.Be2 Bg7 9.Be3
0-0 10.Qd2



10...Ng4 11.Bd4 Bh6 12.Qd1
Ne5

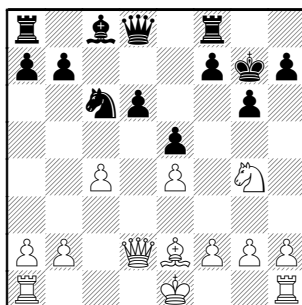


13.Nd5 e6 14.Ne3 Nc6²

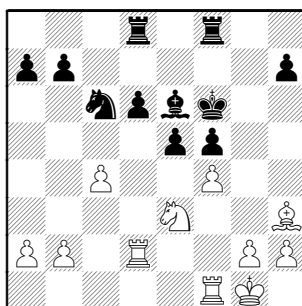


[14...Qh4 15.Bxe5 dxe5
16.Ng4=]

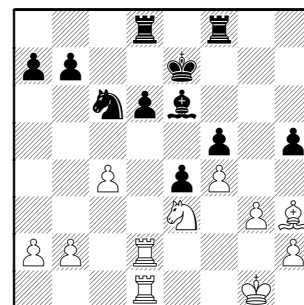
15.Ng4 Bg7 16.Bxg7 Kxg7
17.Qd2 e5



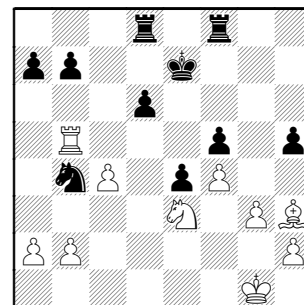
18.Ne3 Be6 19.0-0 Qa5
20.Qxa5 Nxa5 21.Rad1 Rad8
22.Rd2 Nc6 23.Bg4 f5 24.exf5
gxf5 25.Bh3 Kf6 26.f4



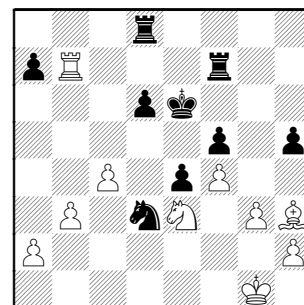
26...e4± [26...Kg6!?=] 27.Rfd1
Ke7 28.g3 h5



29.Rd5= [29.Nd5+!? Bxd5
30.Rxd5±] 29...Bxd5 30.Rxd5
Nb4 31.Rb5



31...Nd3± [31...Nxa2 32.Bxf5 b6
33.Bxe4±] 32.Rxb7+ Ke6 33.b3
[33.Rh7 h4±] 33...Rf7



TAL'S Rook Sacrifices, Part 1

34.Rb5²

[34.Rxf7 Kxf7 35.Bxf5 Re8±]

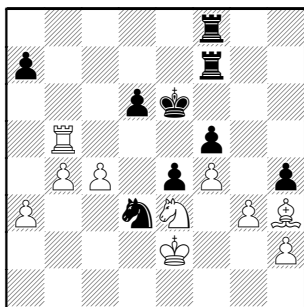
34...Rdf8 35.Kf1

[35.Nc2 Kd7±]

35...Nc5 [35...h4 36.Rd5=]

36.b4 Nd3 37.a3²

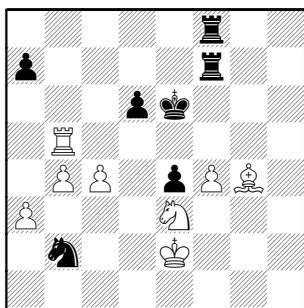
[37.Nc2 Ke7±] **37...h4 38.Ke2=**



[38.Nc2 Ke7²] **38...hxg3**

39.hxg3 Nb2 40.g4 fxg4

41.Bxg4+



The f4 - passer is strong; White only needs to gain control of its path to queen. Additionally, there is always a possibility of a Queen - side passer. What follows is a key example of minor pieces out - playing Rooks, which is also interesting since Black has a Knight as well.

41...Kf6 42.Rg5

[42.Rd5 Ke7 43.Rd4 Rh7

44.Rxe4+ Kd8±]

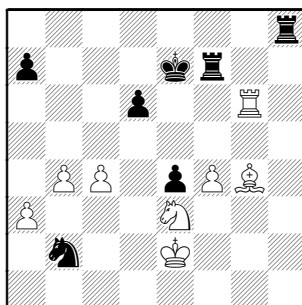
42...Ke7

[42...Rh7 43.Nd5+ Kf7 44.Bh5+

Ke6 45.Bg4+ Kf7 46.Bh5+ Ke6

47.Bg4+ Kf7=]

43.Rg6 Rh8



44.Kd2

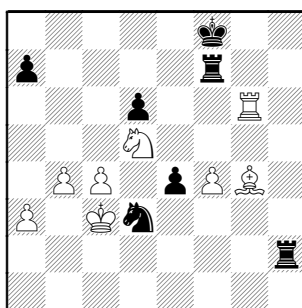
[44.Re6+ Kf8 45.Rxe4 Rg7±]

44...Rh2+

44...Kf8 45.Rxd6 Rh2+ 46.Kc3

Rxf4 47.Rd8+ Kg7 48.Ra8²

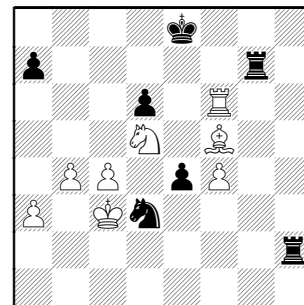
45.Kc3 Nd3 46.Nd5+ Kf8



47.Be6

[47.Rxd6?! Nxf4 48.Rd8+ Kg7³]

47...Rg7 48.Rf6+ Ke8 49.Bf5



49...Ne1

49...Nc1 50.Bg6+

Not 50.Bxe4? Rg3+ 51.Ne3 Ke7-+;

And worse is 50.Rxd6 Ne2+

51.Kb3 Nd4+ 52.Ka4 Nxf5

53.Re6+ Kd7 54.Rxe4 Nd6

55.Nf6+ Kc8-+

50...Kd7 51.c5

(51.Bxe4? Rg3+ 52.Ne3 Ke7-+)

51...Ne2+ 52.Kc4±

50.Rxd6

Compare with last diagram of first column this page.

White has taken over the f - passer path and now provides for the quick advance of the c4 - Pawn.

He still needs to be careful, for example:

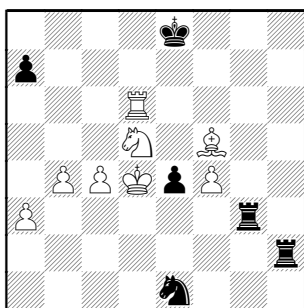
50.Bxe4? Rg3+ 51.Kd4 Rd2+

52.Bd3 Rgxd3+ 53.Ke4 Rc2

54.Rxd6 Rxc4+ 55.Kf5 Rc8-+

50...Rg3+ 51.Kd4

TAL'S Rook Sacrifices, Part 1



51...e3

51...Nf3+ 52.Kc5

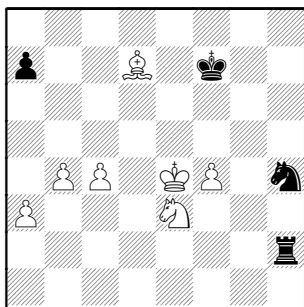
52.Kxe4 Re2+ 53.Kd3 Rd2+
54.Ke3 Ne5+ 55.Ke4 Nxc4²

52...Nd2 53.Nc7+ Ke7 54.Rd7+
Kf6 55.Bh7 Rxh7 56.Rxh7 Rxa3
57.Nd5+ Kg6 58.Re7+-

52.Re6+ Kf7 53.Rxe3

53.Re7+ Kf8 54.Be6 Nc2+
55.Kc5 Rg7 56.Rxg7 Kxg7μ

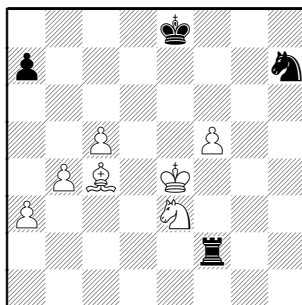
**53...Rxe3 54.Nxe3 Nf3+
[54...Ra2 55.b5±] 55.Ke4 Nh4
56.Bd7**



56...Ng6

56...Re2 57.Bg4 Ra2 58.Bh5+
Kf8 59.f5±

**57.c5 Rf2 58.f5 Nf8 59.Bb5 Nh7
60.Bc4+ Ke8**

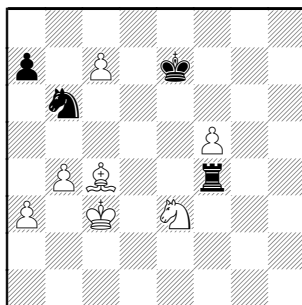


61.c6 Nf6+ 62.Ke5 Ke??

[62...Rf3+-] **63.c7 Nd7+ 64.Kd4
Rf4+**

64...Nb6 65.Nd5+ Kd7 66.Bb5+
Kd6 67.Nxb6 Kxc7 68.Nd5+ Kd6
69.Bd3+-

65.Kc3 Nb6



66.c8Q! Rxc4+

[66...Nxc8 67.Nd5+ Kd6
68.Nxf4+-]

67.Qxc4!

[67.Qxc4 Nxc4 68.Kxc4+-]
1-0

GAME 7.

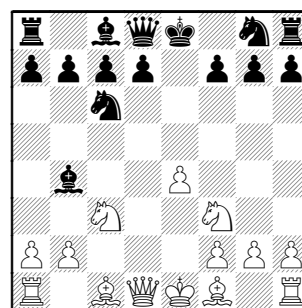
Yukhtman,J -

Tal,M (2640)

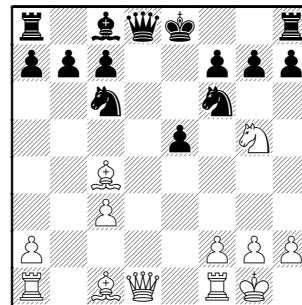
Tbilisi SU ch, 1959

[C44]

**1.e4 e5 2.Nf3 Nc6 3.d4 exd4
4.c3 dxc3 5.Nxc3 Bb4**



**6.Bc4 Nf6 7.0-0 Bxc3 8.bxc3
d6 9.e5 dxe5 10.Ng5**



10...0-0

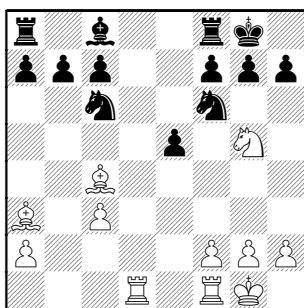
A Novelty at the time

11.Ba3 Qxd1 12.Raxd1

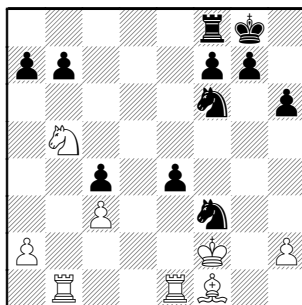
TAL'S Rook Sacrifices, Part 1

[20.h3 Bh5²]

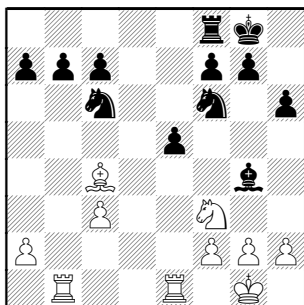
20...Bxf3 21.gxf3 Nxf3+ 22.Kf2



12...Bf5 13.Bxf8 Rxf8 14.Rfe1
h6 15.Nf3 Bg4 16.Rb1



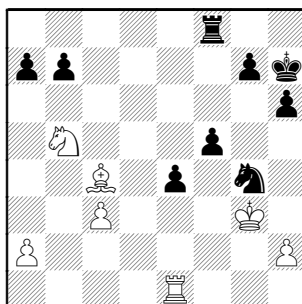
22...Ng4+ 23.Kg3 Nxe1
24.Rxe1 f5 25.Bxc4+ Kh7



16...e4 17.Nd4 Ne5 18.Bf1 c5
19.Nb5 c4±

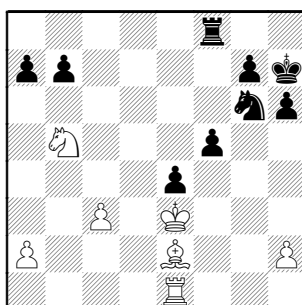
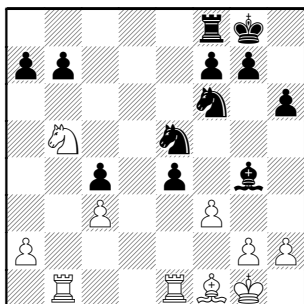
19...a6 20.Nc7 Nd3 21.Re3²

20.f3²



26.Be2=
Better was 26.Bd5!?²

26...Ne5 27.Kf4 Ng6+ 28.Ke3



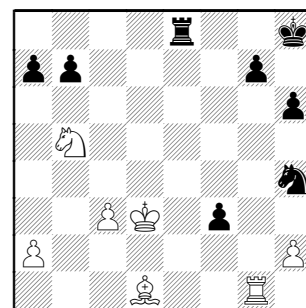
28...f4+ 29.Kd4

[29.Kxe4 f3 30.Bd3 Re8+
31.Kxf3 Rxe1]

29...Kh8²

[29...a6!? 30.Nc7 Rc8=]

30.Rg1 Nh4 31.Kxe4 Re8+
32.Kd3 f3 33.Bd1



33...Ng2+-
[33...f2 34.Rf1 Re1+-]

34.Kd2 precise to the end

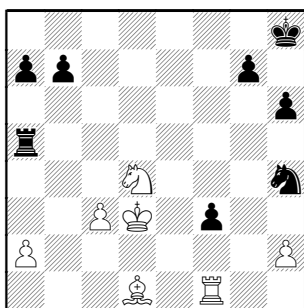
Less good are 34.Nxa7?! f2
35.Rf1 Ne3 36.Rxf2 Nxd1=

or 34.Bxf3?! Ne1+ 35.Rxe1
Rxe1 36.Bxb7 a5+-

34...Nh4 35.Nd4 Rd8

[35...Rf8 36.Rf1+-]

36.Rf1 Rd5 37.Kd3 Ra5



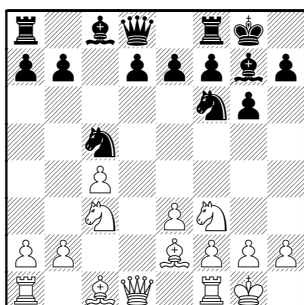
38.Bb3 [38.Nxf3 Rf5+ -] **38...g5**
39.Nxf3 Rf5 40.Nd2

The finish might be 40...Kg7
41.Rxf5 Nxf5 42.Ne4+ - **1-0**

GAME 8.

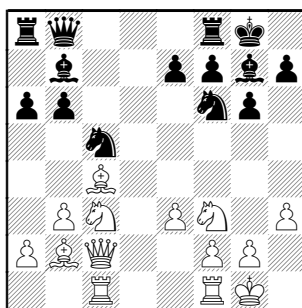
Malich,B (2370) -
Tal,M (2640) [A56]
Leipzig ol, 1960

1.d4 c5 2.e3 Nf6 3.c4 g6 4.Nf3
Bg7 5.Be2 0-0 6.dxc5 Na6
7.0-0 Nxc5 8.Nc3



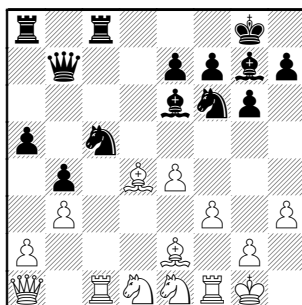
8...b6 another opening novelty
9.Qc2 Bb7 10.b3 d5 11.Bb2
dx4 12.Bxc4 Qb8 13.h3=
[13.Rfd1 a5²]

13...a6 14.Rac1



14...b5 15.Be2 Rc8 16.Qb1
[16.Rfd1 b4 17.Nb1 Be4=]

16...b4 17.Nd1 Be4 18.Qa1
Qb7 19.Ne1 a5 20.f3 Bf5 21.e4
Be6 22.Bd4



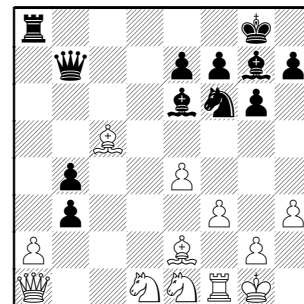
22...a4± Black sacs a piece to
further advance the Pawns. Note
how he depends on his well-
placed Bishops.

But he already had the better of
it after 22...Ncd7!? 23.Bc4 Bxc4
24.bxc4 Bh6³

23.Rxc5

No good is 23.Bxc5 Nxe4
24.Qxg7+ Kxg7 25.fxe4 axb3
26.axb3 Bxb3 Black is on his
way to a win

23...Rxc5 24.Bxc5 axb3



25.a4 bxa3 The Bishops nicely
support the Pawns and attack
their path squares!

26.Bd4 Rd8 27.Nd3 Bc4=

27...b2 28.N1xb2 Rxd4
29.Qxa3³

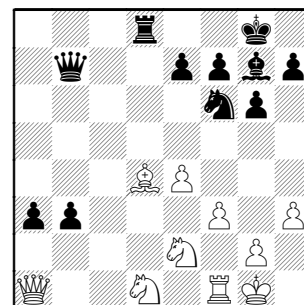
28.Nf4μ

28.Nc5 Qb4 29.Bxc4 Qxc4
30.Be3 Nxe4 31.Qxa3 Nxc5
32.Bxc5μ

28...Bxe2³

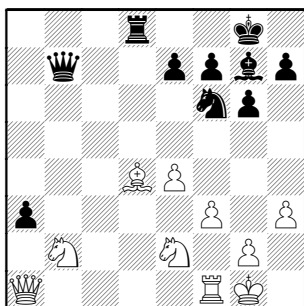
28...b2 29.Nxb2 axb2 30.Qxb2
Qxb2 31.Bxb2 Bxe2 32.Nxe2³

29.Nxe2



TAL'S Rook Sacrifices, Part 1

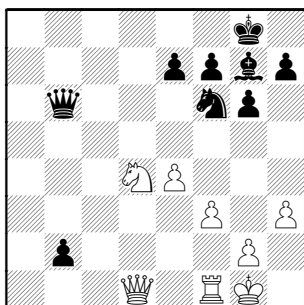
29...b2 30.Nxb2 It appears White survives...but this is a study of Rook sacs, so...



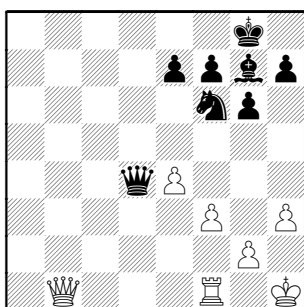
30...Rxd4!

Not as forcing is 30...axb2
31.Qxb2 Qxb2 32.Bxb2³

31.Nxd4 axb2 32.Qd1 Qb6

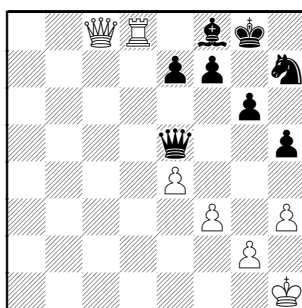


33.Kh1 b1Q 34.Qxb1 Qxd4

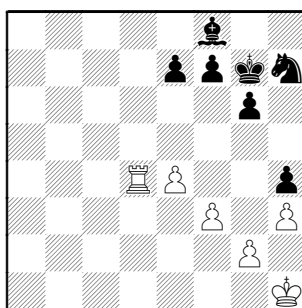


Black has translated to a R v B+N balance. I'd expect a draw.

**35.Rd1 Qe5 36.Rd8+ Bf8
37.Qc1 h5 38.Qc8 Nh7**



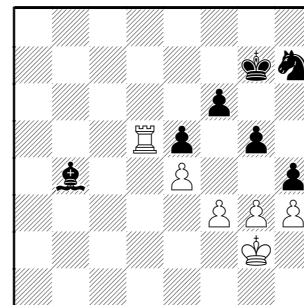
**39.Qa8 Kg7 40.Rd5 Qc3
41.Qd8 h4 42.Rd1 Qe5
43.Qd4+ [43.Rb1 Ng5μ]
43...Qxd4 44.Rxd4**



44...e5 45.Rd5 f6 46.g3 g5μ

46...hgx3 47.Kg2+

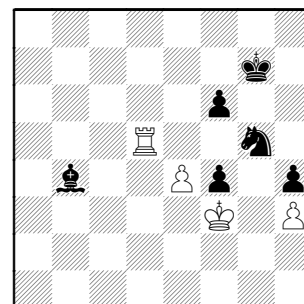
47.Kg2 Bb4



48.f4+ To eliminate Pawns and scatter Black's chain, but now the extra piece (i.e. an extra unit of force) comes in handy!

[48.Rd1 Nf8 is also to Black advantage]

48...exf4 49.gxf4 gxf4 50.Kf3 Ng5+

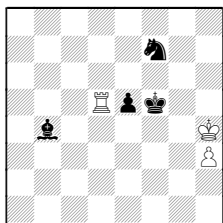


It transpires White can't hold both his Pawns.

51.Kxf4 Kg6 52.Rd3

White cannot improve with
52.e5 fxe5+ 53.Kg4 Nf7 54.Kxh4 Kf5+

Diagram follows



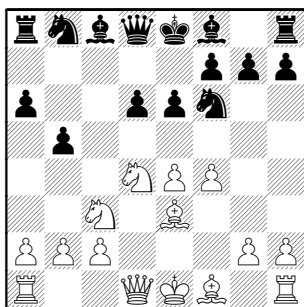
52...Be1 Bg3+ will win a Pawn
53.Rd8 [53.Kg4+] **53...Ne6+**
 [53...Ne6+ 54.Kf3 Nxd8+] **0-1**

GAME 9.

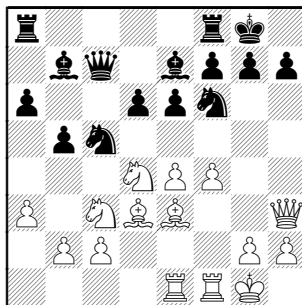
Tal,M (2640) -
Najdorf,M (2445) [B82]
 Leipzig ol, 1960

1.e4 c5 2.Nf3 d6 3.d4 cxd4
4.Nxd4 Nf6 5.Nc3 wonder what
 it feels like to play an Open
 Sicilian against a guy who
 invented a key system!

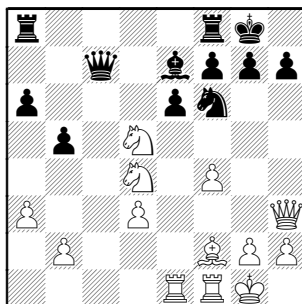
e6 6.Be3 a6 7.f4 b5



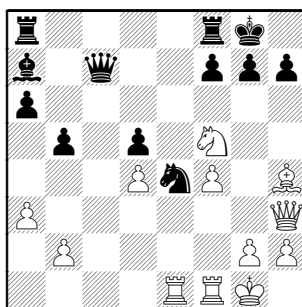
8.Qf3 Bb7 9.Bd3 Nbd7 10.0-0
Be7N 11.a3 0-0 12.Qh3 Qc7
13.Rae1 Nc5



The pressure on e4 grows
14.Bf2 d5 15.exd5 Nxd3
16.cxd3 Bxd5 [16...exd5
 17.Bh4=] **17.Nxd5**



17...exd5
 [17...Nxd5? 18.Nxe6 fxe6
 19.Qxe6 Kh8 20.Qxd5+ -]
18.Nf5 Bc5 19.d4 Ba7 20.Bh4²
 [20.Re5!?±] **20...Ne4**

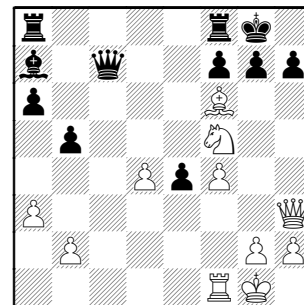


21.Rxe4³

Fritz suggests 21.Rc1!? Qb7
 22.Rfe1²

21...dxe4 22.Bf6

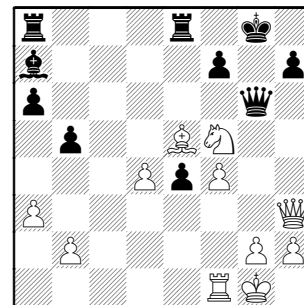
Only now is the real worth of the
 exchange sac revealed



22...Qb6 The isolani on d4
 becomes a target, but the Black
 King is under heavy attack.

Of course, 22...gxf6?? 23.Qg4+
 Kh8 24.Qg7#

23.Bxg7 Rfe8 24.Be5 Qg6

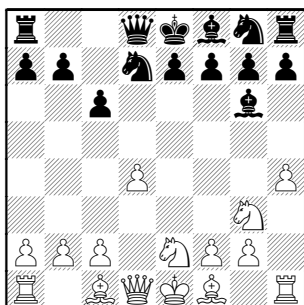


25.Nh6+ Kf8 26.f5
 [26.f5 Qc6 27.Qh5²] **1-0**

GAME 10.

Tal,M (2640) -
Botvinnik,M (2700) [B18]
Moscow Wch (7), 1960

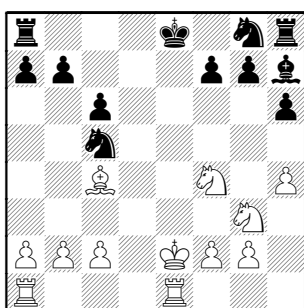
1.e4 c6 2.d4 d5 3.Nc3 dxe4
4.Nxe4 Bf5 5.Ng3 Bg6 6.N1e2
Nd7 7.h4 A novelty at time



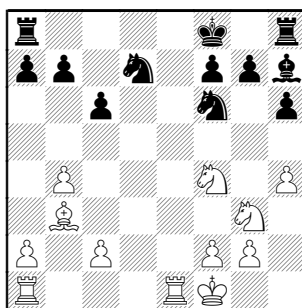
7...h6 8.Nf4 Bh7 9.Bc4 e5
10.Qe2 Qe7 11.dxe5 Qxe5
[11...Nxe5 12.Bb3=]

12.Be3 Bc5
[12...Qxb2?? 13.Bd4+ Ne7
14.Bxb2+-]

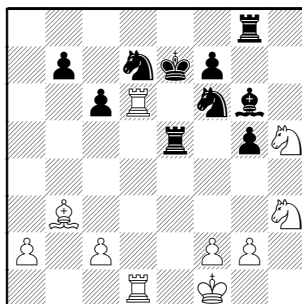
13.Bxc5 Qxe2+ 14.Kxe2 Nxc5
15.Rhe1



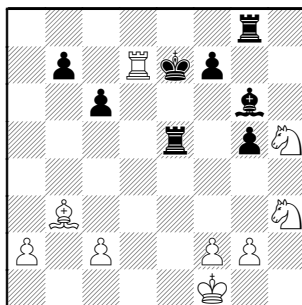
15...Nf6 16.b4 Ncd7 17.Kf1+
Kf8 18.Bb3



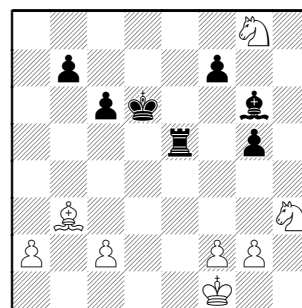
18...g5 19.hxg5 hxg5 20.Nh3
Rg8 21.Red1 a5 22.bxa5 Rxa5
23.Rd6 Ke7 24.Rad1 Re5
25.Nh5 Bg6?±



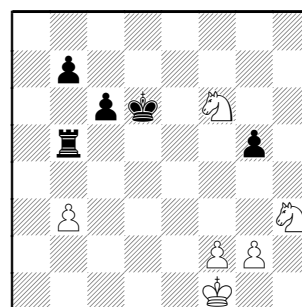
[Better 25...Rh8=]
26.Rxd7+! Nxd7 27.Rxd7+!



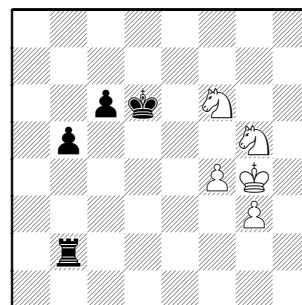
27...Kxd7 28.Nf6+ Kd6 29.Nxg8



29...Rc5 30.Nh6 f6 31.Ng4
Bxc2 32.Nxf6 Bxb3 33.axb3!
Rb5



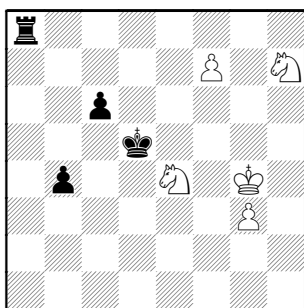
34.Nxg5 The passed pawn on f2
quickly leads to threats
34...Rxb3 35.f4² [35.Ke2 b5±]
35...Rb1+± [35...Rb2!?²] 36.Ke2
Rb2+ 37.Kf3 Rb3+ 38.Kg4 Rb2
39.g3 b5



40.Nfe4+ Kd5 41.f5 b4

[41...Ke5 42.f6 Ra2 43.f7+-]

42.f6 Ra2 43.f7 Ra8 44.Nh7±



[44.Kf4 Rf8 45.Nf6+ Kd6

46.Nfh7+-]

44...b3??+-

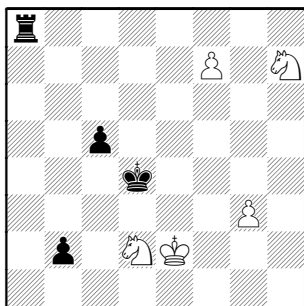
[¹ 44...Kxe4 45.Nf6+! Kd4±]

45.Nd2 b2 46.Kf3

[46.Kf5 c5 47.f8Q Rxf8+ 48.Nxf8 Kd4 49.Ne6+ Kd3+-]

46...Kd4 [46...c5 47.f8Q Rxf8+

48.Nxf8+-] **47.Ke2 c5**



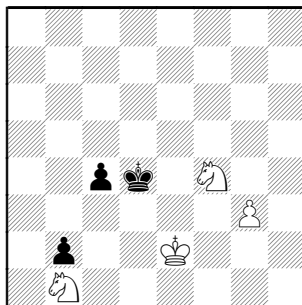
48.f8Q Threatening mate: Qd6

48...Rxf8 49.Nxf8 c4 50.Ne6+

Kd5 [50...Ke5 51.Nxc4+ Kxe6

52.Nxb2+-] **51.Nf4+ Kd4**

52.Nb1



[52.Nb1 c3 53.Kd1+-] **1-0**

GAME 11.

Tal,M (2640) -

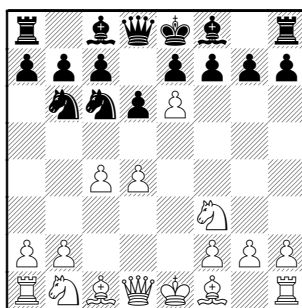
Larsen,B (2520)

Eersel (8), 1969

[B04]

1.e4 Nf6 2.e5 Nd5 3.d4 d6

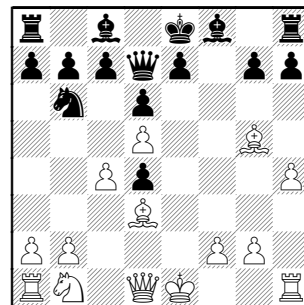
4.Nf3 Nc6 5.c4 Nb6 6.e6



6...fxe6 7.h4 e5 8.d5 Nd4

9.Nxd4 exd4 10.Bd3 Qd7

11.Bg5³



[11.Qh5+!? Kd8 12.Nd2³

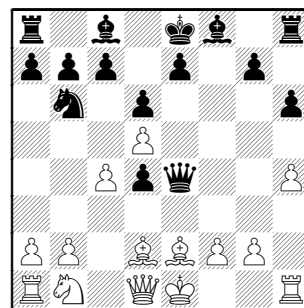
11...h6= [11...e5 12.Qc2³

12.Bd2³ [12.Qh5+ Kd8=]

12...Qg4 [12...e5 13.Qh5+ Kd8

14.Ba5μ] **13.Be2μ** [13.Qxg4!?

Bxg4 14.f3³] **13...Qe4!**



Also trouble is 13...Qxg2 14.Bf3

Bg4 15.Bxg2 Bxd1 16.Kxd1

Nxc4 17.b3 Nxd2 18.Nxd2+-

14.0-0

14.Ba5 e5μ

(14...Qxg2? 15.Bf3 Bg4

16.Bxg2 Bxd1 17.Bxb6+-

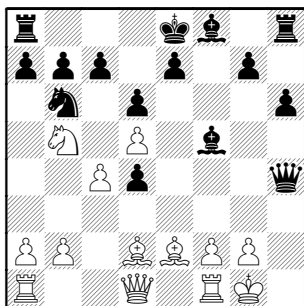
(But here, not 17.Kxd1?! Nxc4
18.Bxc7 Rc8±)

14...Bf5= Black plans d3

[¹ 14...Qxh4!? 15.Bd3 e5μ]

15.Na3μ [¹ 15.g4!? Bh7 16.Bf3³]

15...Qxh4 16.Nb5



16...d3³

OK, I would like to examine some alternatives here after:

16...0-0-0 17.Ba5 d3 18.Bxd3 Bxd3 19.Qxd3 Kb8=

Now

a) 19...Qxc4 20.Qxc4
(20.Nxa7+ Kb8 21.Qxc4 Nxc4 22.Bxc7+ Kxc7-+)

20...Nxc4 21.Bxc7³;

Or

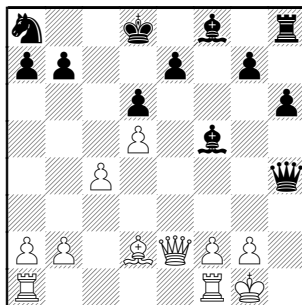
b) no as good is 19...Nxc4
20.Bxc7 a6 21.Bxd8±

17.Nxc7+ Kd8 18.Nxa8μ

18.Bxd3 Bxd3
(<18...Kxc7 19.Bxf5 h5 20.Re1±)

19.Nxa8 Bxf1 20.Nxb6 Bxg2
21.Kxg2 axb6=

18...dxe2 19.Qxe2 Nxa8



20.c5-+ [¹ 20.Be3!?μ]

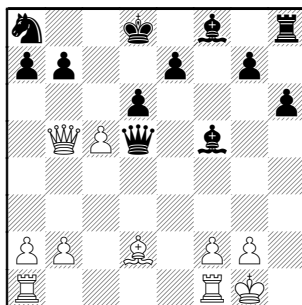
20...Qe4μ

20...dxc5 21.Qe5 Bc8 22.Qb8-+

21.Qb5-+

21.Ba5+ Kc8 22.Qxe4 Bxe4
23.cxd6 Bxd5 24.dxe7 Bxe7
25.Rac1+ Bc6μ

21...Qxd5

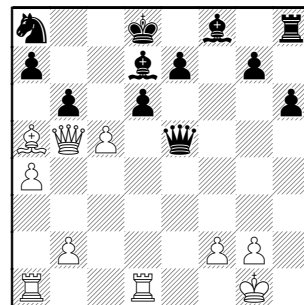


Black gets the initiative

22.Ba5+ b6 23.Rfd1

23.Rad1 Qxa2 24.cxb6 axb6-+

23...Qe5 24.a4 Bd7



[24...bxa5 25.Qb8+ Bc8
26.Rac1μ]

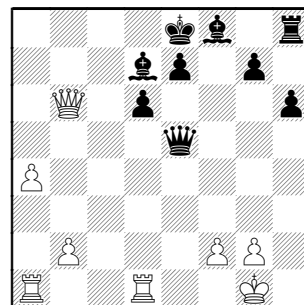
25.cxb6 axb6³

Better 25...Qxb5!? 26.b7+ Qxa5
27.bxa8Q+ Bc8-+

26.Bxb6+ Ke8 27.Qa6μ

27.Qxe5 dxe5 28.a5 h5²
(28...Nxb6? 29.axb6 Bc6
30.Rac1+-)

27...Nxb6 28.Qxb6

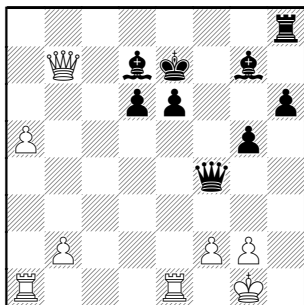


28...g5 29.Re1

[29.a5 Bg7 30.a6 Kf7³]

29...Qf4 30.a5 Bg7 31.Qb8+ Kf7 Black launches an attack
32.Qb3+ e6 33.Qb7 Ke7

TAL'S Rook Sacrifices, Part 1

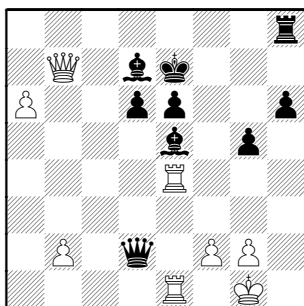


34.Re4 Qd2 35.Rae1 Be5

Alternatives are no improvement
35...Qxa5 36.Rxe6+ Kf8
37.Qxd7 Qxe1+ 38.Rxe1 Be5
39.Ra1 Bh2+ 40.Kxh2 d5
41.Ra8#;

35...Qxb2? 36.Rxe6+ Kd8
37.Qa8+ Kc7 38.Qa7+ Kc6
39.R6e2+-

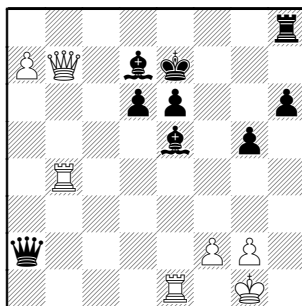
36.a6



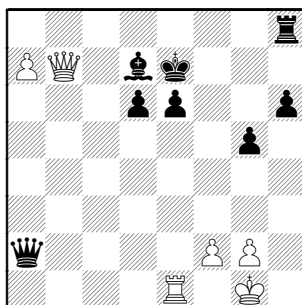
36...Qxb2

36...Bxb2 37.Rxe6+ Kf8 38.a7
Qxe1+ 39.Rxe1 Kf7 40.Qxd7+
Kg6 41.Re8 Rh7 42.Rg8+ Kf6
43.Qxd6+ Kf5 44.a8Q Rb7
45.Qc8+ Rd7 46.Qcxd7+ Ke4
47.Qg4#

37.Rb4 [37.Rb1 Qa2+] **37...Qa2**
[37...Qd2 38.Rbe4+] **38.a7?**



[38.Rbe4+] **38...Bc3 39.Rbb1**
[39.Rd1 Bxb4 40.Qxb4 Qxa7
41.Qxd6+ Ke8+] **39...Bxe1**
40.Rxe1



and Black did win with his extra piece

40...Rf8 41.Qb6 Qd5 42.Rc1
Rc8 43.Rxc8 Bxc8 44.Qc7+
Bd7 45.f3 g4
[45...h5!? 46.Qb8 Bc6 47.Kf2+]

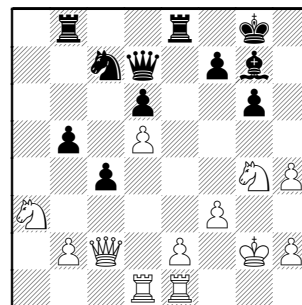
46.Kf2 [46.fgx4 e5+] **46...gxf3**
47.gxf3 e5 48.Kg3 [48.Kg2
h5+] **48...h5 49.Qc1 h4+**
50.Kxh4 Qxf3

Now 51.Qg5+ Kf7 52.Qh5+
Qxh5+ 53.Kxh5 Bc6-+
0-1

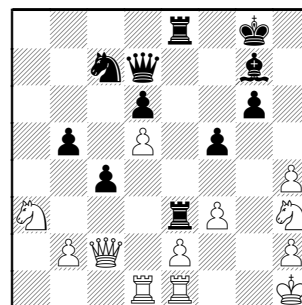
GAME 12.

Savon,V (2435) -
Tal,M (2640)
SU, 1970

[A62]



29...f5 30.Nf2 Re3 31.Kh1
[31.Qd2 Rb3?] **31...Rbe8**
32.Nh3-+



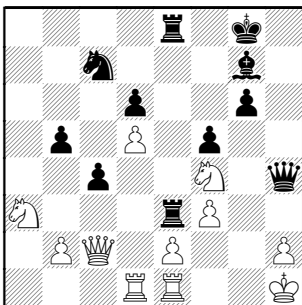
If 32.Rg1 c3 33.Rde1 cxb2µ
(< 33...Nxd5 34.Nd1=)

32...Qe7³

Better is 32...Rb3!? 33.Rb1
Nxd5µ

33.Nf4 Qxh4²

Diagram follows



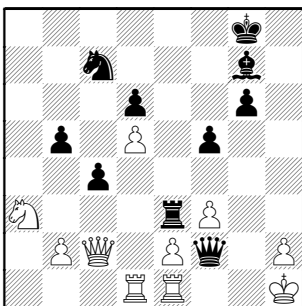
[33...Qe5 34.Nxc4 bxc4 35.Qxc4 Na8=]

34.Ng2

Worse is 34.Nxg6 Qf2 35.Qxf5 Rxe2
(35...Bxb2? 36.Rg1 Bg7 37.Rg2 Qxg2+ 38.Kxg2 Rxa3 39.e4+-)

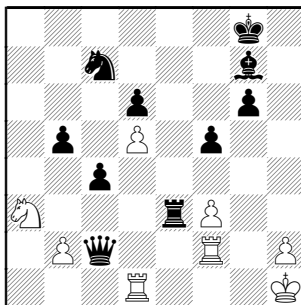
36.Rxe2 Rxe2³

34...Qf2 35.Nxe3 Rxe3



Do you see the mate threat?

36.Rf1 Qxe2 37.Rf2 Qxc2

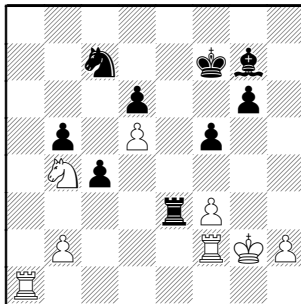


Threatening mate... how?

38.Nxc2

Not 38.Rxc2 Rxf3 39.Rg1 Kf7-+
(39...Nxd5?! 40.Nxb5 Ne3 41.Rd2³)

38...Re5 39.Nb4 Kf7 40.Kg2 Re3 41.Ra1



41...Bd4

41...Rb3 42.Ra7 Rxb4 43.Rxc7+ Kf8 44.Rc8+ Kf7 45.Rc7+ Kf8 46.Rc8+ Kf7 47.Rc7+=

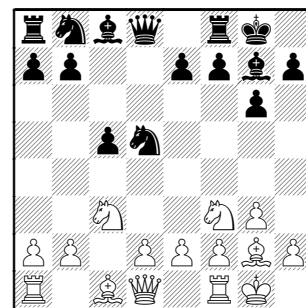
42.Nc2 Bxb2 43.Ra2 Bc1 44.Ra1

½-½

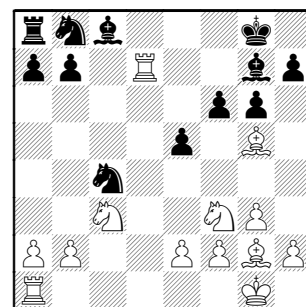
GAME 13.

Tal,M (2640) - Kirov,N (2440) [A16]
Suhumi (15), 1972

1.c4 Nf6 2.Nf3 g6 3.g3 Bg7 4.Bg2 d5 5.cxd5 Nxd5 6.0-0 c5 7.Nc3 0-0



8.Qa4 Nb6 9.Qh4 e5 10.Qxd8 Rxd8 11.d3 c4 12.dxc4 N Nxc4 13.Bg5 f6 14.Rfd1 Rd7 15.Rxd7

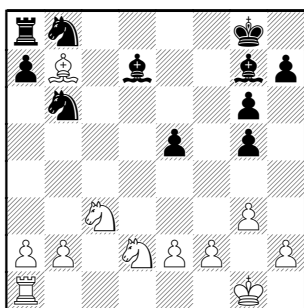


15...Bxd7 [15...Nxd7 16.Bc1=]

16.Nd2 Nb6²
16...Nxd2 17.Bxd2 Nc6 18.Rd1²

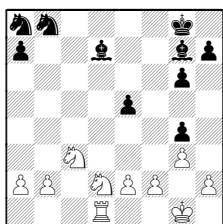
17.Bxb7 fxg5

TAL'S Rook Sacrifices, Part 1

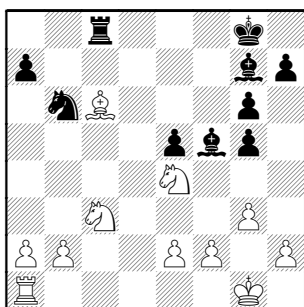


18.Nd5!

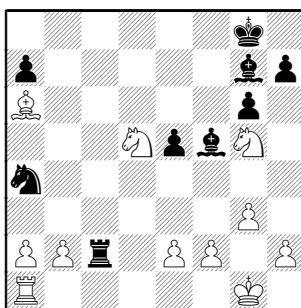
18.Bxa8?! Nxa8 19.Rd1 g4=



18...Nc6 19.Bxc6 Rd8 20.Ne4 Bf5 21.Ndc3 Rc8



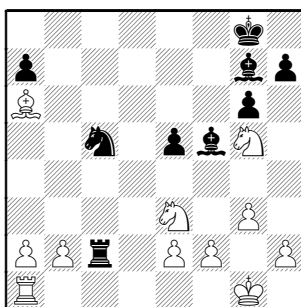
22.Bb7 Rc7 23.Ba6 Na4 24.Nd5 Rc2 25.Nxg5



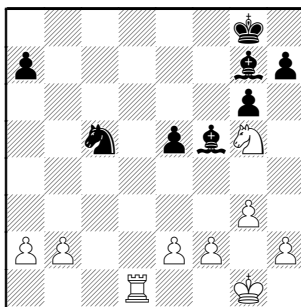
25...Nc5

25...Bh6 26.Nf3 Nc5 27.Ne7+ Kg7 28.Nxf5+ gxf5 29.Bd3 Nxd3 30.exd3±

26.Ne3

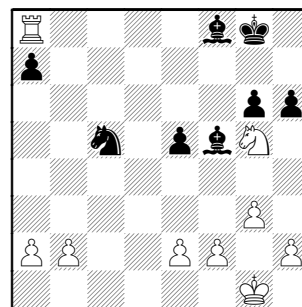


[26.Ne7+ Kf8 27.Nxf5 gxf5+ -]
26...Nxa6 27.Nxc2 White fights for the Initiative **27...Bxc2 28.Rc1 Bf5 29.Rd1 Nc5**

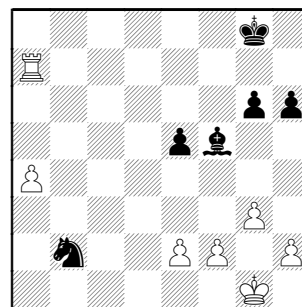


White depends on his Queenside Pawns and Black's lack of squares to anchor pieces.

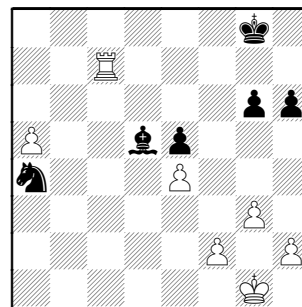
30.Rd8+ Bf8 31.Ra8 h6



32.Nh7 Kxh7 33.Rxf8 Na4+ - [33...Kg7 34.Ra8+ -] 34.Rf7+ Kg8 35.Rxa7 Nxb2 36.a4



36...Be4 [36...Nd1 37.f3+ -] 37.a5 Na4 38.Rc7 Bd5 39.e4



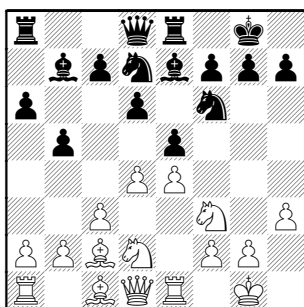
TAL'S Rook Sacrifices, Part 1

Black cannot cover the queening square, so it is over after Bxe4, 40.Rc4 **1-0**

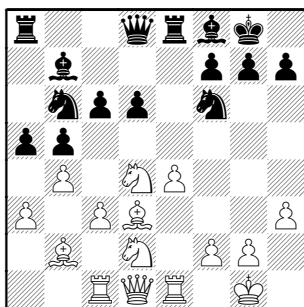
GAME 14.

Tal,M (2650) - Karpov,A (2630) [C95]
Leningrad iz (8), 1973

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Nb8 10.d4 Nbd7 11.Nbd2 Bb7 12.Bc2 Re8

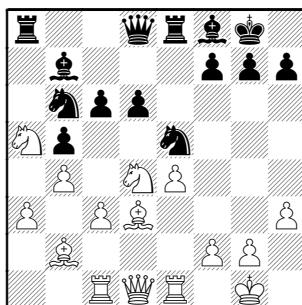


13.b4 Bf8 14.Bb2 a5 15.Bd3 [15.d5 Nb6²] **15...c6 16.a3 Nb6 17.Rc1 exd4 18.Nxd4**



18...Nfd7 19.N2b3 Ne5² [19...axb4!? 20.cxb4 Ne5²]

20.Nxa5

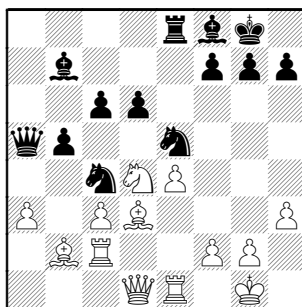


[20.bxa5?! Nxd3 21.Qxd3 Nc4=]

20...Rxa5 21.bxa5
The passed pawn on a5 will become decisive later

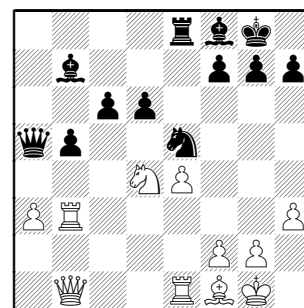
21...Nbc4 22.Rc2
[22.Bxc4 Nxc4 23.a6 Bxa6±]

22...Qxa5



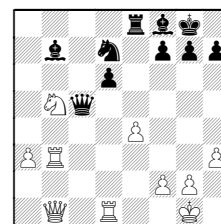
23.Bf1²
[23.Bc1 Nxd3 24.Qxd3 d5±]

23...Nxb2 24.Rxb2 Qxc3 25.Rb3 Qa5 26.Qb1



26...Qa7 27.Rd1 Nd7 28.Nf5²

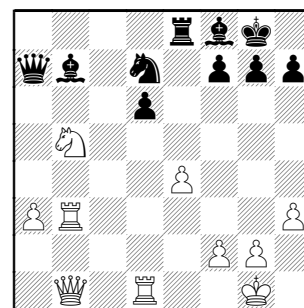
28.Bxb5 cxb5 29.Nxb5 Qc5



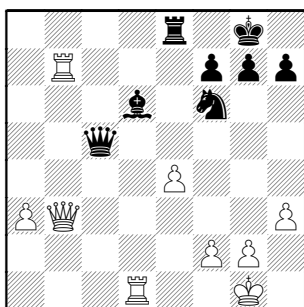
30.Nxd6 Bxd6 31.Rxb7 Nf6=

28...Re6 29.Nd4=
[29.Bc4! Re8 30.Qb2²]

29...Re8 30.Bxb5 cxb5 31.Nxb5



The passed pawn on a3 will quickly become a dangerous weapon **31...Qc5 32.Nxd6 Bxd6 33.Rxb7 Nf6 34.Qb3**

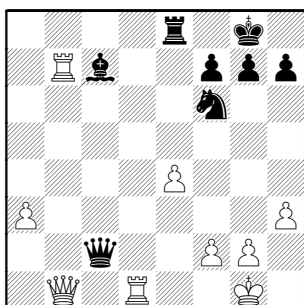


Threatens Qxf7, then Qxg7#

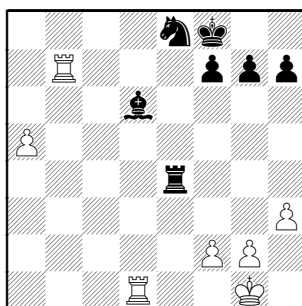
34...Bc7 35.Qb5³
[35.Rb5!? Qc6 36.f3²]

35...Qc2=
[35...Qxb5 36.Rxb5 Nxe4 37.Re1=]

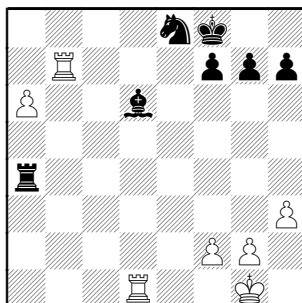
36.Qb1



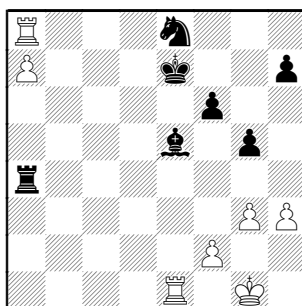
36...Qxb1 37.Rdxb1 Bd6 38.a4 Rxe4± [38...Nxe4 39.a5²]
39.Rd1 Ne8 40.a5 Kf8+-



[40...Bc5 41.a6 Ra4 42.Re1±]
41.a6 Ra4



42.Ra7² [¹ 42.a7!?±] **42...g5**
43.Ra8 Be5 44.g3= [44.Re1 f6²]
44...Ke7 45.Re1 f6 46.a7³

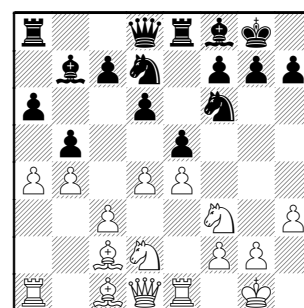


[46.Ra7+!? Kd6 47.Rc1=]
46...Nc7 47.Rh8 Rxa7
[47...Kd6 48.h4³] ½-½

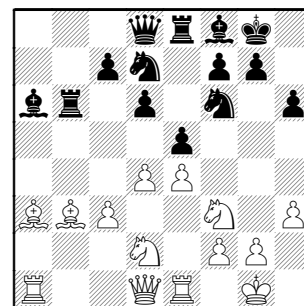
GAME 15.

(22) Tal,M (2650) - Tukmakov,V (2560) [C95]
SU, 1973

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Nb8 10.d4 Nbd7 11.Nbd2 Bb7 12.Bc2 Re8 13.b4 Bf8 14.a4

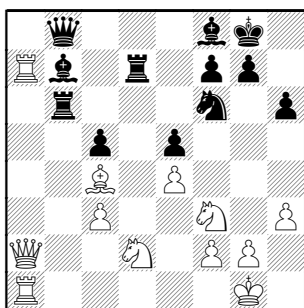


14...a5 15.bxa5 Rxa5 16.Rb1 Ba6 17.axb5 Rxb5 18.Ra1 Rb6 19.Bb3 h6 20.Ba3 novelty

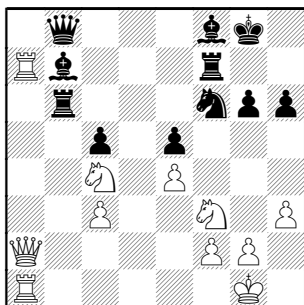


20...c5 21.dxc5 Nxc5 22.Bxc5 [22.Bc2 Qc7=] **22...dxc5 23.Bc4 Bb7 24.Qc2 Qc7 25.Ra7** [25.Bd3 Bc6=]

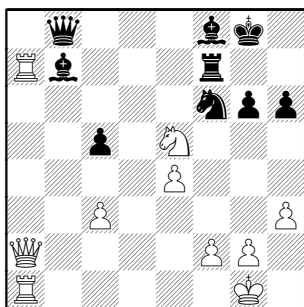
25...Re7² [25...Ra8 26.Rxa8 Bxa8 27.Ra1=] **26.Qa2 Qb8 27.Ra1 Rd7**



28.Bb3 g6 29.Bxf7+ Rxf7
30.Nc4

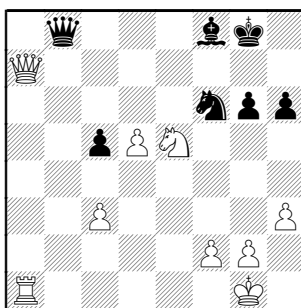


idea Ncxe5 hitting f7 30...Re6
31.Ncxe5 Rxe5 32.Nxe5



Threatening mate: Qxf7

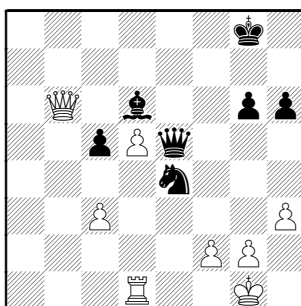
32...Bd5 33.exd5 Rxa7 34.Qxa7



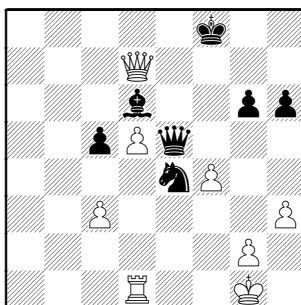
Do you see the mate threat?
34...Qxe5 35.Rd1³ [1 35.c4!?²]
35...Ne4=
[35...Qe2!? 36.Ra1 Nxd5³]

36.Qb6
[36.c4 Qf4 37.Qa2 Nc3=]

36...Bd6



37.Qd8+ Kf7 38.Qd7+ Kf8 39.f4



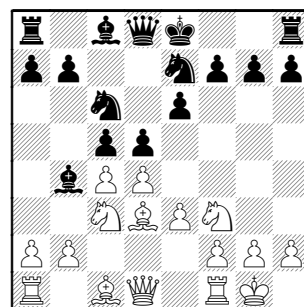
39...Qxc3
[39...Qxf4?? 40.Rf1 Qxf1+
41.Kxf1+-]
½-½

GAME 16.

Tal,M (2560) -
Miagmarsuren,L [D31]
Nice, 1974

1.c4 e6 2.Nc3 Bb4 3.Nf3 d5
4.d4 Ne7 5.e3 c5N 6.Bd3
[6.a3 Bxc3+ 7.bxc3 Qa5=]

6...Nbc6 7.0-0



[7.a3 Bxc3+ 8.bxc3 Qa5=]

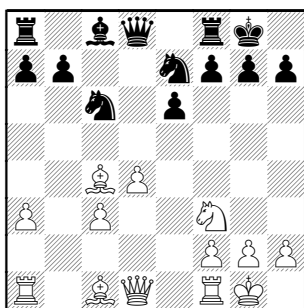
7...dxc4 8.Bxc4 0-0
[8...cxd4 9.exd4 0-0 10.Be3=]

9.a3 cxd4 10.exd4=
[10.axb4 dxc3 11.bxc3 Qc7=]

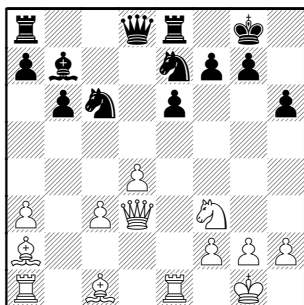
10...Bxc3²
[10...Bd6 11.Re1=]

11.bxc3

TAL'S Rook Sacrifices, Part 1



**11...b6 12.Qd3 Bb7 13.Re1 h6
14.Ba2 Re8**



15.Rxe6 fxe6

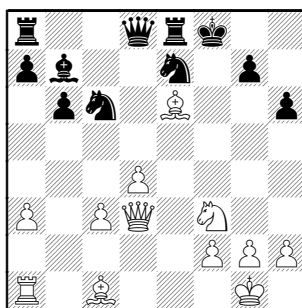
15...Nxd4 16.cxd4 Bxf3
(16...fxe6 17.Bxe6+ Kh8
18.Ng5+-)

17.Rxh6 gxh6 18.Qxf3 Qxd4
19.Bxf7+ Kh7 20.Bxe8 Qxa1=

16.Bxe6+

White creates threats along the
open e - file

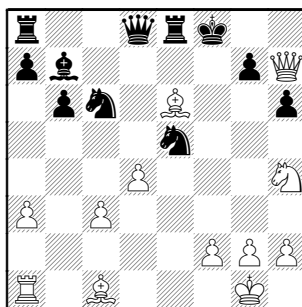
16...Kf8



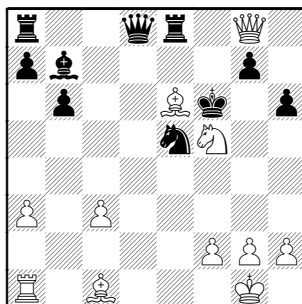
17.Nh4??+

17.Qh7 Ng6 18.Qxg6 Rxe6
19.Qxe6+-

17...Ne5! 18.Qh7 N7c6

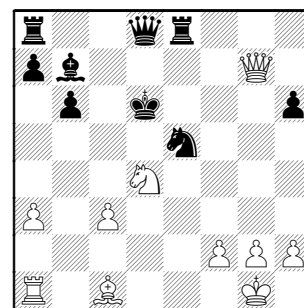


**19.Qg8+ Ke7 20.Nf5+ Kf6
21.dxe5+ Nxe5**



Threatening mate... how?.

22.Qxg7+ Kxe6 23.Nd4+ Kd6



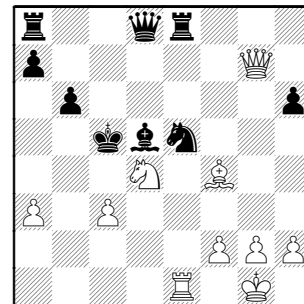
24.Bf4??+

Better 24.Qxb7 Qd7 25.Qxd7+
Kxd7 26.Bxh6±

24...Bd5??±

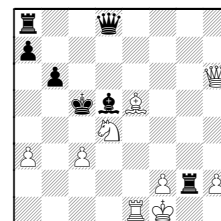
[Winning was 24...Be4-+]

25.Re1 Kc5



26.Rxe5

26.Bxe5 Rg8 27.Qxh6 Rxd2+
28.Kf1



TAL'S Rook Sacrifices, Part 1

28...Rg8 29.Ne6+ Bxe6 30.Bd4+ Kb5 31.Qxe6 Rc8±

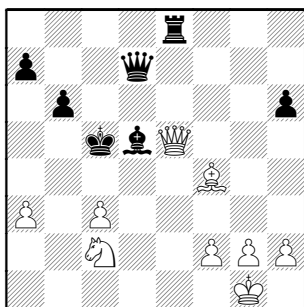
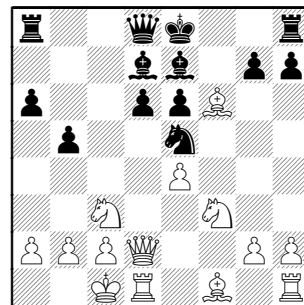
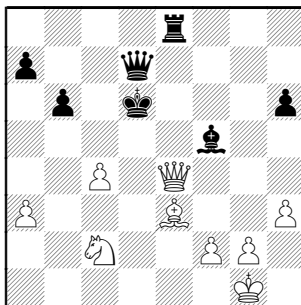
26...Rxe5 27.Qxe5

[27.Bxe5 h5±]

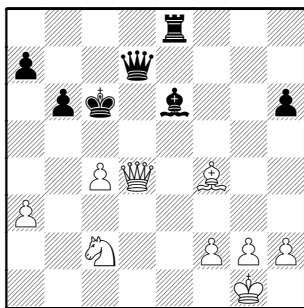
27...Qd7 28.Nc2

[28.Nf5 Re8 29.Qd4+ Kb5±]

28...Re8



29.Qd4+ Kc6 30.c4! Be6



34.Qf4+ Ke7 35.Nd4

[After 35...Bd3, 36.Qxh6±] **1-0**

GAME 17.

Tal, M (2625) -

Timman, J (2585)

Las Palmas, 1977

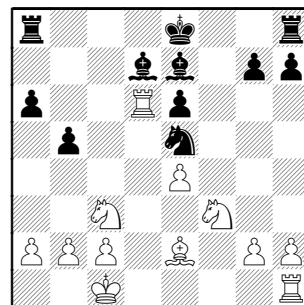
[B68]

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

4.Nxd4 Nf6 5.Nc3 d6² 6.Bg5 e6

7.Qd2 a6 8.0-0-0 Bd7 9.f4 Be7

13...Bxf6 14.Qxd6 Qe7 15.Be2
Qxd6 16.Rxd6 Be7±



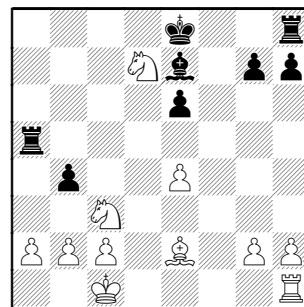
[16...Nf7 17.Rd3²] **17.Rxa6²**

[17.Rd4 Bf6 18.Rhd1 Nxf3

19.Rxd7 Nxh2²]

17...Rxa6± [17...Nd3+ 18.Bxd3
Rxa6 19.Nd4²]

18.Nxe5 Ra5 19.Nxd7 b4



31.Qe4+

[31.Bxh6?! Qh7 32.Nb4+ Kb7=]

31...Kc5 32.h3

[32.Be3+ Kd6 33.Bxh6 Rc8±]

32...Bf5

[32...Qd1+!? 33.Kh2 Qd7±]

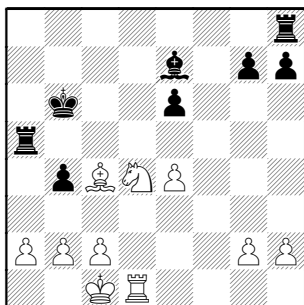
33.Be3+ Kd6

10.f5³ [10.Nf3!?²] **10...Ne5=**

10...Nxd4 11.Qxd4 exf5 12.exf5
Bxf5 13.Bf4³

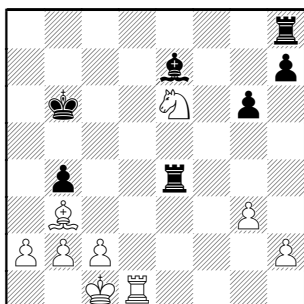
11.fxe6 fxe6 12.Nf3 b5 13.Bxf6

20.Nb5 Kxd7 21.Rd1+ Kc6
22.Nd4+ Kb6 23.Bc4



23...Rg5 24.g3
[Not 24.Bxe6 Rxg2 25.h3 Bg5+
26.Kb1 Rf2=]

24...Re5 25.Nxe6 Rxe4 26.Bb3
g6

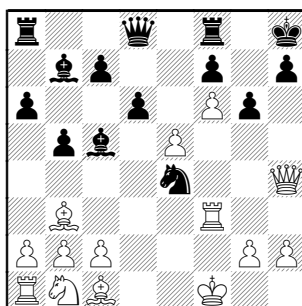


27.h4 Re8 28.Ba4 Ra8 29.Bb3
Re8 30.Ba4 ½-½

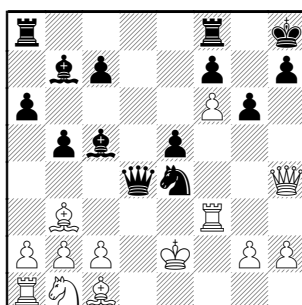
GAME 18.

Tal, M (2625) -
Smyslov, V (2575) [C80]
SU, 1977

White has just played 17. Qh5



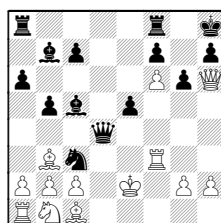
[17.Bh6 dxe5 18.Bg7+ Kg8³]
17...dxe5 With the decisive
threat Bf2. 18.Ke2 Qd4



19.Rh3+

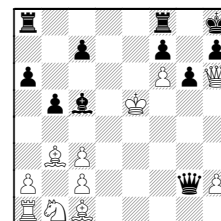
The hot-and-heavy action
demands a closer look:

19.Qh6 Nc3+!



20.Nxc3

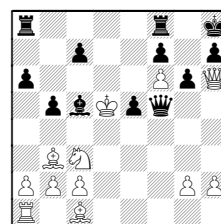
After 20.bxc3?? Bxf3+ 21.Kxf3
Qf2+ 22.Ke4 Qxg2+ 23.Kxe5



23...Rae8+ 24.Be6 Rxe6+
25.Kf4 Bd6#

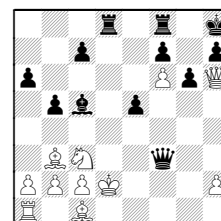
20...Bxf3+ 21.gxf3

Not 21.Kxf3?? Qf2+ 22.Ke4
Qf5+ 23.Kd5



23...e4+ 24.Kc6 Qxf6+ 25.Be6
Qxe6+ 26.Kxc5 Qc4#

21...Qf2+ 22.Kd3 Qxf3+ 23.Kd2
Rad8+

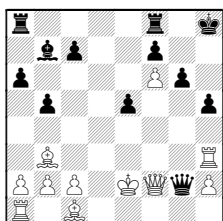
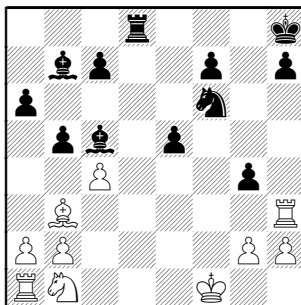


TAL'S Rook Sacrifices, Part 1

24.Nd5 Qxf6 25.Qh3-+

In the game, from middle of previous page, after 19.Rh3, Black replied **19...Qf2+**

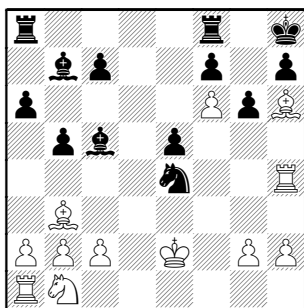
Trying to defend with 19...h5 leads to 20.Nd2 Qg1 21.Nxe4 Qxg2+ 22.Nf2 Bxf2 23.Qxf2



23...Qg4+ 24.Ke1 Qxh3
25.Bh6-+

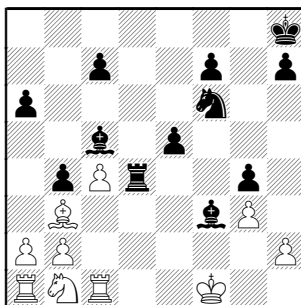
20.Qxf2 Nxf2
[20...Bxf2?! 21.Bh6=]

21.Rh4 Ne4μ
[21...Kg8!? 22.g4-+] **22.Bh6**



22...Nxf6 Black launches an attack **23.Bxf8 Rxf8 24.Kf1 Rd8 25.c4μ** [25.a4 Ne4³] **25...g5 26.Rh3 g4**

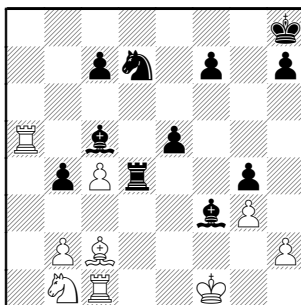
27.Rc3 b4 28.Rc1 Rd4 29.g3 Bf3



30.a3
[30.Bc2 Rd8 31.a3 bxa3 32.bxa3 Ne4 33.Bxe4 Bxe4-+]

30...a5
[30...bxa3 31.bxa3 Ne4 32.Ra2μ]

31.axb4 axb4 32.Ra5 Nd7 33.Bc2



33...e4 and White did not break the bind **34.Re1 Bb6 35.Ra8+** [35.Ra4 Kg7 36.b3 Nc5-+]

35...Kg7 36.Rd8
[36.b3 Nc5μ]

36...f5
[36...Rxc4 37.Ba4 Ne5 38.Nd2-+]

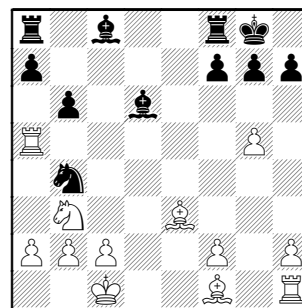
37.Ba4-+ [1 37.b3!?μ] **37...Ne5 38.Rxd4 Bxd4 39.Nd2 Bxb2 40.Nb3**
[40.Nxf3 gxf3 41.c5 Kf6-+]

40...Bc3

[Winning 41.Rc1 e3 42.Rxc3 bxc3-+]
0-1

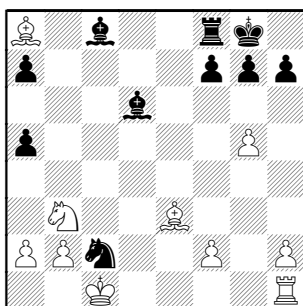
GAME 19.

Van Riemsdijk,H (2425) - Tal,M (2615) [B81]
Riga izt (10), 1979



18.Bg2 bxa5 19.Bxa8 Nxc2

TAL'S Rook Sacrifices, Part 1

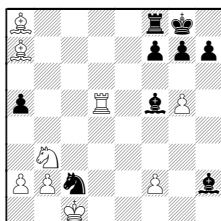


20.Rd1

[20.Kxc2 Bf5+ 21.Kc1 Rxa8]

20...Bxh2 21.Bc5

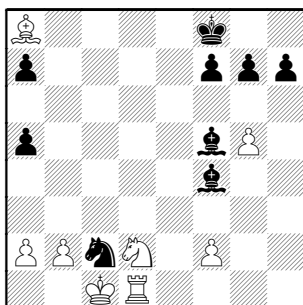
Not a time to be greedy:
21.Bxa7 Bf5 idea Bf4+ and
Ne3+ 22.Rd5



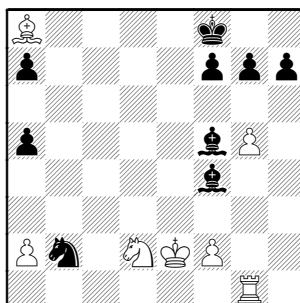
22...Be4+

(22...Rxa8?! 23.Rxf5 Nb4
24.Be3³)

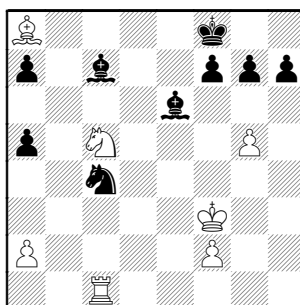
**21...Bf4+ 22.Nd2 Bf5 23.Bxf8
Kxf8**



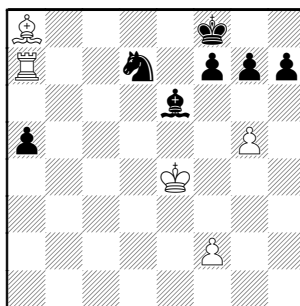
**24.Rg1 Nb4 25.Kd1 Nd3
26.Ke2 Nxb2**



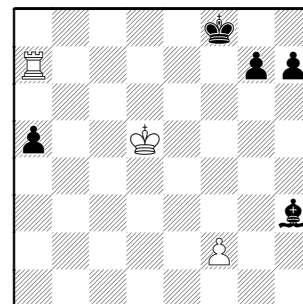
27.Ne4 Be6 [27...a4 28.Kf3 Be5
29.Nc5=] **28.Kf3 Bc7 29.Rc1
Nc4 30.Nc5**



**30...Ne5+ 31.Ke4 Bxa2
32.Nd7+=** [32.Bd5 Bxd5+
33.Kxd5 Ke7±] **32...Nxd7 33.
Rxc7 Be6 34. Rxa7**



**34...f6 35.Bd5 Bh3 36.gxf6
36...Nxf6+ 37.Ke5 Nxd5
38.Kxd5**



the draw was soon obvious

38...Bg2+²

38...h5 39.Rxa5 h4 40.Ra4 Bg2+
41.Ke6²

39.Ke5=

[39.Ke6 Bh3+ 40.Ke5 h5²]

39...Bf3² [39...h5!?=] **40.Kf5
Bd1 41.Rxa5 Bc2+ 42.Ke6**

Threatening mate: Ra8

**42...Bb3+ 43.Ke5 Kf7 44.Ra7+
½-½**

You're still with me? Cool!

Next month we present
another set of Tal's
masterpieces and finish the
Rook Sacrifices study!!