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The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League



Welcome to the 2002-2003 Season !

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Welcome to another CICL season ! Seems we always say that, but this year has all the signs of being a great one! The excitement from last season's playoffs hasn't yet worn off; there are teams ready to show their stuff. I was especially impressed at the Fall Business Meeting, last August, how everyone came with ideas and reports of activities in their division. Make sure you read the Minutes; you will surely be interested!

Furthermore, during the summer, several inquiries have been received which promise some new competition. One potential team from the far northern suburbs was answered, but apparently didn't get a team together. Another team from the University of Chicago, however, has formed a roster and is looking for some matches for fun (they were too late for this season, inquiring the beginning of this month). More details in announcements.

Then there is a challenge from New York City! Apparently there is a similar chess league there and we were contacted to try for a match. Beginning contacts has yielded an attempt to meet the call sometime in December. Anybody interested ? Also of interest, was an idle idea to possibly start a national league. And then I read something about the same on the Internet newsgroups (rec.games.chess.misc)!

On a personal note, a major interruption to production (and life, for that matter) was the passing of my Father on September 25th. We knew his time was running out, and helplessly watched him weaken during the month. A call from my Mom that last day was in time for me to rush from work and arrive in time to speak to him. It was somehow comforting to know he understood and watch him (literally) breathe his last.

Chess is one item in a long list of joys that was begun and nurtured by Dad. By high school days, I had only played random games with cousins and other relatives before he decided to play a few games with me each week. He won all the time. But I got interested and joined the HS team, not making much progress. One day, however, I saw *The Complete Chessplayer* by Fred Reinfeld in the store and, after some major prodding by Dad, I finally purchased it. A couple chapters of learning basic tactics and I was on my way to beating him often! We didn't play much after that, of course. The fire was lit, but it wasn't until after college I really began improving (by attending tournaments regularly). Thanks, Dad!!

I've already learned that I didn't just lose a father, but a close friend, as well.

Anyway, as you turn the pages of the issue, that stale smell is probably coming from the Games section. I had so much fun with the playoff games that I prepared a special Summer issue which somehow never got published! Then August came around, and went. Well, here it is going on to October (and beyond) and we're pushing making the normal schedule.

I love the summer for traveling (especially chess tournaments), so a lot of time was taken for preparation. Enjoyed myself so much I just had to share some of my favorite games with somebody, so find that tucked away in this issue. Looks like there's enough material for several more to come! Hope you get as big a kick as I did playing them!

ENJOY!

Tom Friske, Editor

WIN MONEY !!!!

By special decision of the CICL Officers, a cash prize of \$25 will be awarded for the ***Best Annotated Game*** at the end of the year !

The decision will be made by the Games Editor, who will use the following guidelines:

- A feel for what both players were planning and experiencing during the game
- Overall discussion of chess strategy, especially key moves of game
- General analysis of alternatives. Best moves are more important than a mass of (probably unread) move sequences

To qualify, you **must** do the following:

1. Fulfill the guidelines above
2. Create a legible copy of the annotated game. (Add a comment "Diag" where you'd like to see a diagram)
3. Email (or snail mail) it to the Games Editor:
Tom Friske
1035 East Algonquin Road
Des Plaines IL 60016
email: Tom@TomHQ.com
4. Games Editor will do all layout, diagram addition, and publish all submissions.

HAVE FUN! You **may** win cash, **you WILL improve your play!!**

A few updates of the Fall Business Minutes....

The Lucent Dragons were able to keep the team intact! Discussion at the meeting suggested borrowing players from elsewhere.... but they weren't needed.

The Tradelink team merged with a few new players and became GETCO. They will remain in the East Division and play at the GETCO location.

The Kemper team has also maintained its roster! Things were "if"fy with many layoffs at the end of last season, but with Mark Siwek staying in Chicago-area and the other members returning, they're ready to go. Rumor had it they won their first-round match against UOP!

(News continues next page...)

WE HAVE BEEN CHALLENGED !!!

NEW YORK CITY THINKS THEY'RE GOOD....LET'S SHOW THEM WHO'S BOSS!

Friends of the CICL (a former member?) living in NYC have contacted Irwin and Tom about playing a match. The concept was heartily approved at the Business Meeting and further negotiations have been made. The NYC Chess League boasts many Master-level players.

The basic agreement is:

- Each League presents a list of players (hopefully all-stars)
- We will play electronically, probably via Internet
- Match to be scheduled in December or January

As you can tell, the concept is similar to the local chessclub challenges, except we will not be able to meet in person.

ALL INTERESTED PLAYERS please contact Tom Friske ASAP: Tom@TomHQ.com

NEW TEAM WANTS TO PLAY IN THE LEAGUE

The University of Chicago chessclub is well known as an annual contender for the *USCF Midwest Team* first-place title. Recently, an inquiry from them was received and they soon replied with a solid line-up.

In the past, President Irwin Gaines suggested that interested new teams that form during a season should be encouraged by scheduling exhibition matches. The UC team is eager to play; a challenge was made to Fermilab, especially!

Interested Team Captains, please contact Tom Friske! These guys really want to join.

HELP!

Guys, I'm only fielding these opportunities since they came to my email via the website. *Will someone* be willing to coordinate any of these events ? I have plenty to do as is !

HELP!

USCF-RATED TOURNAMENT!!

2002 UWM FALL CLASSIC

DATES: November 2nd & 3rd, 2002

LOCATION: The UWM STUDENT UNION, ROOM # 280

The UW--Milwaukee Student Union is located at 2200 E. Kenwood Blvd, at the corner of Kenwood Blvd. and Maryland Ave.

FORMAT: 4 ROUND, Swiss System. USCF TOURNAMENT

REGISTRATION: 8:30-9:30 AM; Union, RM #240

TIME CONTROLS: 40 Moves/120 Minutes; then: 20/60;
followed by: SD/30 (Time Delay/5 seconds)*

ROUND TIMES: *Saturday, 11/2:* 10:30 AM, 5:00 PM *Sunday, 11/3:* 10:30 AM, 5:00 PM

PRIZES: \$\$1,000 Total Prize Fund (Based on 60 Entries) 1st Place: \$300 GUARANTEED
~~6 USCF Grand Prix Points will be Available!~~

Entry Fees : (Advanced Registration): \$25.00

ALL UW-Milwaukee students receive \$5.00 off their Entry Fee!

Advanced Registration Entries must be Received by October 25th

Registration by phone accepted until 10/25

ALL must add \$10.00 for on site registration;

Please bring your own Clock!

You may join or renew your USCF on site, Saturday at registration.

THIS IS A USCF RATED TOURNAMENT;

****CURRENT MEMBERSHIP REQUIRED****

Please Make Entries Payable To:

Chess Club at UWM

Mail Entries To:

UWM Chess Club

PO BOX 413

UNION BOX # 98

MILWAUKEE, WI 53201-0413

Telephone #: (414) 229-2332 E-mail address: chess@uwm.edu

DIRECTIONS to UWM Union Building:

>*From the North:* exit I-43 at Capitol Drive, proceed east to Oakland Avenue,
south to Kenwood Blvd. and east to the UWM Union.

>*From the South:* exit #74 of I-43, to Locust exit, proceed east to Oakland Avenue,
south to Kenwood Blvd. and east to the UWM Union.

(The following write-up, conceived and written by Jim Thomson of Motorola Knights, was discussed at the Fall Meeting. It was approved for this season's playoffs. (Editor))

Playoff Wildcard PERFORMANCE RATINGS

When choosing a wildcard team, pick the 3rd place team with the highest remaining Performance Rating, calculated for boards 1 through 6 independently and then averaged. Performance ratings are fair across divisions, regardless of size or schedule length. They reflect results from the year in question only (unlike normal ratings). They reward attendance (results are based on board performance, not theoretical player lists). Furthermore, this method scales well if more than one wildcard team is needed.

For those not familiar with Performance Ratings, here is a brief discussion of them. Performance Ratings are a way to give a player (or a board, in this case) a rating based on no previous knowledge about that player's strength. They are good for establishing initial ratings. They are also useful for seeing how a player performed over a period of time, say, in a specific tournament.

The method for calculating Performance Ratings is as follows:

- For a Win, average in $400 + \text{Opponent's Rating}$
- For a Draw, average in $0 + \text{Opponent's Rating}$
- For a Loss, average in $-400 + \text{Opponent's Rating}$

The more games averaged, the more accurate the Performance Rating. For example, assume a player wins against a 1600, loses to an 1800, and draws a 1400. The Performance Ratings calculates to $((400+1600) + (-400+1800) + (0+1400)) / 3 = (2000 + 1400 + 1400) / 3 = 1600$.

There have been many questions, which will now be answered:

Q1. *How are games versus unrated opponents handled? Against provisionally rate players? How are forfeits handled?*

A1. Games against unrated opponents and forfeits are thrown out when calculating Performance Rating average. Games against provisional players are included.

Q2. *What about a win against an opponent more than 400 points below the Performance Rating average? Wouldn't this REDUCE the average ?!*

A2. These games are also thrown out, as well as losses against opponents more than 400 points higher than the average. These games are predictably not very informative.

Q3. *What Opponent's Rating is used: end of season rating, or before-game rating, or after-game ?*

A3. The rating just BEFORE the game is the one used. This rating is available in the Rating Chairman's updates which before game rating, and game's result. (Also published in the Bulletin).

Q4. *Doesn't a team which plays weaker opponents have an advantage ?*

A4. No. They will win more games (increasing the times +400 is applied), but the Opponent's Rating will be lower (reducing the Opponent's Rating applied), so it averages out. Likewise, a team playing tougher opponents doesn't have an edge. These factors offset as appropriate, as was the focus of the email discussion prior to the Fall Meeting.

AN INTERESTING OFFER for the Chess Student

Pardon the intrusion but we want you to know that *we've listed the Chicago Industrial Chess League* web site in our new site. At the top and bottom of each page in our site you'll find a hot link called "links to chess clubs" _ in which we list clubs by State.

You can check it out by visiting <http://www.chessdvds.com>

Our site also features the new release Pro Chess DVD with IGM Yasser Seirawan as the instructor, a definitive chess instructional, designed for all levels of players... from novice to master. As "Yaz" says, "You will improve your game after a single viewing. I guarantee it!" There are 44 Scene/Tactic Search Links on the DVD Menu and it's 3 hours & 46 minutes.

Additionally, both **chess4less.com** and the London Chess Center at **chesscenter.com** offer discounts to clubs for resale to their club members.

More info on this aspect is available at the _ "to order" link in our site.

Anyway, I thank for your time and I'll be pleased to answer any questions you have.

Inquiries, write to **stann@sivideo.com** and/or **stan@chessdvds.com**
(That first email may be stan@ instead of stann@ (Editor))

If you do not have a copy of the *CICL Archives, CD #1* (as given to the 2002 CICL Banquet attendees), contact the Editor.

Include your snail-mail address and he will mail you your very own copy, free of charge!

ROUND	DONE BY	T E A M S	
1	Sep 27	Tyros at Fermi	Rooks at Dragons
2	Oct 16	Fermi at Tyros	Dragons at Rooks
3	Nov 1	Rooks at Fermi	Tyros at Dragons
4	Nov 20	Fermi at Rooks	Dragons at Tyros
5	Dec 11	Rooks at Tyros	Dragons at Fermi
6	Jan 3	Tyros at Rooks	Fermi at Dragons
7	Jan 22	Tyros at Fermi	Rooks at Dragons
8	Feb 7	Fermi at Tyros	Dragons at Rooks
9	Feb 26	Rooks at Fermi	Tyros at Dragons
10	Mar 14	Fermi at Rooks	Dragons at Tyros
11	Apr 2	Rooks at Tyros	Dragons at Fermi
12	Apr 18	Tyros at Rooks	Fermi at Dragons

Near West Division Schedule

<u>ROUND</u>	<u>Complete By</u>	<u>TEAMS</u>	
1	9/27/02	Case@CCDOC	Lucent@Pawns
2	10/11/02	Case@Pawns	Lucent@CCDOC
3	11/8/02	Lucent@Case	CCDOC@Pawns
4	11/15/02	Pawns@Case	CCDOC@Lucent
5	12/2/02	CCDOC@Case	Pawns@Lucent
6	12/17/02	Case@Lucent	Pawns@CCDOC
7	1/17/03	Case@CCDOC	Pawns@Lucent
8	2/7/03	Case@Pawns_	Lucent@CCDOC
9	2/28/03	Lucent@Case	CCDOC@Pawns
10	3/14/03	Pawns@Case	CCDOC@Lucent
11	4/4/03	CCDOC@Case	Lucent@Pawns
12	4/18/03	Case@Lucent	Pawns@CCDOC

ROUND	DONE BY	T E A M S		
1	9/29	Aces@Citadel	GETCO@Leo Burnett	Reader - bye
2	10/20	Reader@Aces	Leo Burnett@Citadel	GETCO - bye
3	11/10	Citadel@Reader	Aces@GETCO	Leo Burnett - bye
4	12/1	Reader@Leo Burnett	Citadel@GETCO	Alumni Aces - bye
5	12/22	GETCO@Reader	Leo Burnett@Aces	Citadel - bye
6	1/26	GETCO@Aces	Leo Burnett@Citadel	Reader - bye
7	2/16	Aces@Reader	Citadel@Leo Burnett	GETCO - bye
8	3/9	Reader@Citadel	GETCO@Alumni Aces	Leo Burnett - bye
9	3/30	Leo Burnett@Reader	GETCO@Citadel	Alumni Aces - bye
10	4/20	Reader@GETCO	Aces@Leo Burnett	Citadel - bye

ROUND	DONE BY	T E A M S
1	Sept 13	Knights@Excaliburs Northrop@Kings Kemper@UOP
2	Oct 4	Excaliburs@Kemper UOP@Northrop Kings@Knights
3	Oct 25	UOP@Excaliburs Northrop@Knights Kemper@Kings
4	Nov 15	Knights@Kemper Northrop@Excaliburs Kings@UOP
5	Dec 13	Excaliburs@Kings UOP@Knights Kemper@Northrop
6	Jan 17	Excaliburs@Knights UOP@Kemper Kings@Northrop
7	Feb 7	Knights@Kings Northrop@UOP Kemper@Excaliburs
8	Feb 28	Excaliburs@UOP Knights@Northrop Kings@Kemper
9	Mar 21	Excaliburs@Northrop UOP@Kings Kemper@Knights
10	Apr 11	Knights@UOP Northrop@Kemper Kings@Excaliburs

Team Contacts

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	Joe Karpierz		Karpierz@lucent.com
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Please report all additions and changes to Art Olsen and Tom Friske, contacts on inside cover (page 2)

2002-2003 Starting Ratings

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABDALLAH, D	PAWNS	3	2	0	1512#	EASTON, R	KEMPR	5	4	1	1759
AILES, T	FERMI	5	4	0	1527	ELEK, G	NORTH	1	6	0	1058
ALBERS, M	KEMPR	0	1	0	0000/0	ELLICE, W	PAWNS	5	4	2	1873
ALEXANDER, W	CCDOC	5	5	1	1730	EUSTACE, D	DRGNS	4	7	1	1548C
ALFONSO, E	MKNGT	4	3	2	1586	FABIJONAS, R	PAWNS	4	3	3	1681D
ALLEN, H	ALUMN	7	1	1	1967	FALCON, L	CCDOC	2	0	0	1203#
ALLEN, R	UOP	0	1	0	1179#	FINKELSHTEYN, S	WOLVE	0	1	0	0000/1
ALMAULA, J	MKING	0	0	1	1288#	FOLEY, M	CITGR	3	4	0	1341#
ALTSHULLER, D	DRGNS	5	4	3	1792	FRAATS, D	CASE	3	4	4	1869C
APPLEBERRY, T	CCDOC	6	5	0	1406	FRANEK, M	ALUMN	5	0	3	1740D
AUGSBURGER, L	MKNGT	5	2	5	1755C	FRANK, M	ALUMN	5	3	1	1677
BALICKI, J	MKNGT	9	5	3	1700	FRIDMAN, Y	MKNGT	5	5	4	2110
BANNON, B	LBURN	0	7	1	1231	FRISKE, T	EXCLB	9	1	3	2073C
BARNARD, G	CITGR	1	1	0	1179*	FULKERSON, R	LBURN	3	4	0	1381*
BAURAC, D	ROOKS	5	3	5	1746D	GAINES, I	FERMI	4	5	3	1762D
BENEDEK, R	ROOKS	5	4	2	2102D	GARDNER, M	NORTH	1	2	0	1214*
BENESA, A	ALUMN	8	2	1	2290	GAZMEN, E	ALUMN	6	3	0	2022
BEZZUBOV, V	FERMI	0	3	5	2217	GOLCHERT, B	ROOKS	0	1	0	1875
BLACKMON, E	DRGNS	1	3	0	1718C	GOLLA, R	ALUMN	1	0	0	1813D
BOLDINGH, E	UOP	7	2	3	1912C	GOMEZ, G	FERMI	5	2	2	1750
BOLLAPRAGADA, S	MKING	0	4	0	1516#	GONCHAROFF, N	MKING	2	4	4	1679Q
BRASWELL, I	READR	1	1	0	1768	GOTHIER, N	NORTH	1	2	0	0000/2
BREYER, A	DRGNS	3	4	1	1371#	GOTHIER, S	NORTH	0	6	3	1392*
BROIHIER, M	READR	0	4	2	1119	GOULET, W	MKNGT	1	1	0	0000/1
BROTSOS, J	EXCLB	5	2	1	1527D	GRUDZINSKI, J	ROOKS	2	1	1	1419*
BUCHNER, R	TYROS	3	4	4	1729	GRYPARIS, J	MKING	5	4	0	1479C
BUERGER, E	UOP	5	6	2	2028T	GUIO, J	TYROS	2	6	4	1914C
BURIAN, D	NORTH	1	6	3	1580C	HAHNE, D	TYROS	7	4	1	1643C
BUTLER, E	ROOKS	4	4	0	1270*	HALL, A	CCDOC	0	6	1	1394
CARTER, L	READR	1	2	0	1499C	HAYHURST, W	CITGR	5	5	2	1919
CASTILLA, H	FERMI	1	0	0	0000/2	HELGESON, M	WOLVE	0	1	0	0000/1
CEASE, H	FERMI	2	2	1	1278*	HILL, R	ROOKS	9	3	1	2014C
CHRISTOTEK, L	FERMI	0	1	0	0000/1	HIRSCH, D	NORTH	0	2	0	0000/2
CISKO, G	FERMI	0	1	0	1601	HTOO, M	CITGR	7	3	0	1734*
COLLINS, G	DRGNS	0	1	0	0000/0	HUGHES, N	KEMPR	1	7	1	1702C
CUMMUTA, P	KEMPR	0	2	0	1469C	HUNTER, M	CCDOC	1	0	0	0000/0
CYGAN, J	MKING	3	1	0	1793	INUMERABLE, F	EXCLB	6	2	3	2249C
CZERNIECKI, A	ALUMN	3	2	1	1936D	JACKSON, S	CCDOC	2	7	2	1371
DAVIDSON, M	ALUMN	2	0	0	1612	JAKSTAS, K	PAWNS	4	0	5	2129C
DECMAN, S	ROOKS	2	4	1	1570D	JASAITIS, A	WOLVE	6	2	1	2114D
DIAZ, P	TYROS	4	9	2	1990C	KALE, S	CASE	0	2	1	1867C
DITTMER, M	FERMI	3	2	2	1630#	KANAS, W	CASE	1	7	0	1222C
DOBR, K	CHGR	8	1	2	1454Q	KARANDIKAR, S	MKNGT	5	4	1	1564*
DOBROVOLNY, C	CHGR	11	3	1	1856C	KARPIERZ, J	TYROS	0	1	1	1264
DOMINGUEZ, R	LBURN	3	1	2	1319*	KAUFFMANN, T	WOLVE	1	0	0	0000/0
DORIGO, T	FERMI	1	0	2	2168	KISH, C	CITGR	0	1	0	0000/1
DUBILIRER, G	MKING	1	1	0	0000/2	KLINEFELTER, H	CASE	3	4	3	1591C
DUFFY, J	LBURN	1	3	3	1746	KOGAN, G	EXCLB	8	2	2	1849C
DYCKOWSKI, R	CASE	0	2	0	1517	KOZLOVSKY, M	FERMI	1	0	1	2082
EAMAN, R	LBURN	0	3	2	1836	KRATKA, M	WOLVE	5	4	2	1667*

2002-2003 Starting Ratings

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
KUBIT, K	NORTH	0	3	0	0000/3	SALERNO, S	DRGNS	4	1	4	1426*
LAForge, W	CHRGR	4	3	1	1413	SAMELSON, C	MKNGT	5	4	2	1964D
LAMBIRIS, J	KEMPR	2	0	0	1453	SANDEFUR, B	CCDOC	0	3	0	1110*
LANG, R	READR	0	3	3	2076	SANDLER, M	CITGR	0	5	0	0000/4
LANSING, J	WOLVE	4	2	1	1497	SANTIAGO, T	ALUMN	7	1	2	2037
LARSEN, B	KEMPR	0	1	0	0000/1	SATTERLEE, D	CASE	2	1	1	1588D
LECHNICK, J	UOP	4	4	4	1718	SAVIC, V	TYROS	2	2	0	1116*
LEONG, G	KEMPR	1	4	1	1961C	SAWIN, B	LBURN	1	3	1	1189*
LITTLE, C	READR	1	2	0	1275	SCHULTZ, R	FERMI	2	5	0	1274*
LUDWIG, T	DRGNS	1	5	3	1949C	SEATON, E	CCDOC	0	7	1	1645
MAGEE, M	CITGR	1	2	1	0000/4	SEDA, J	CITGR	0	2	0	0000/2
MANN, D	CITGR	0	1	0	0000/1	SENSAT, J	CITGR	4	4	0	1779#
MARCOWKA, R	CHRGR	6	4	3	1979D	SHALABI, M	PAWNS	1	2	1	0000/4
MARSH, M	READR	1	4	1	1166	SIWEK, M	KEMPR	2	3	4	2002C
MARSHALL, K	MKNGT	6	6	2	1377	SMITH, BR	TYROS	2	1	6	1643C
MC GEE, L	CCDOC	3	3	0	1066*	SOLLANO, E	EXCLB	7	4	1	1998
MCKINNEY, T	KEMPR	0	2	0	1217	SOSSI, M	LBURN	0	1	0	1612
MELNIKOV, I	MKING	1	5	3	1995	SPIEGEL, L	FERMI	4	7	4	1986D
MICKLICH, F	UOP	5	3	1	1639D	STAMM, V	CHRGR	4	2	6	1496D
MIKULECKY, B	PAWNS	3	4	4	1470C	STAPLES, C	FERMI	7	1	3	1639
MOEHS, D	FERMI	1	1	0	0000/2	STEEL, B	CCDOC	0	1	0	0000/1
MOLINA, J	FERMI	2	3	2	1560#	STEELE, B	CCDOC	0	1	0	0000/4
MORENZ, P	CITGR	2	0	0	0000/2	STEIN, P	TYROS	1	1	0	2306
MOSSBRIDGE, A	KEMPR	5	1	1	1755	STEVANOVIC, M	UOP	5	1	3	2252D
MOTTA, H	FERMI	0	1	0	1872	STOLTZ, B	TYROS	7	6	1	1891C
MYERS, E	KEMPR	1	1	0	0000/1	SUAREZ, E	ROOKS	6	1	2	1927
NEU, E	CCDOC	1	0	0	0000/1	SUBECK, J	KEMPR	2	5	0	1381*
NOEL, F	CCDOC	1	1	0	0000/3	SUERTH, F	EXCLB	4	3	0	1518C
O'DELL, DW	PAWNS	5	4	1	1475C	SULLIVAN, C	READR	3	5	0	1511
OELHAFEN, A	EXCLB	1	2	0	1252	SULLIVAN, J	EXCLB	5	6	2	1755D
OLEARY, R	WOLVE	0	1	0	0000/1	TEGEL, F	DRGNS	4	4	4	2074T
OLSEN, A	KEMPR	3	6	3	1554C	THOMAS, G	TYROS	1	1	0	1563C
OTTE, R	WOLVE	0	2	0	0000/1	THOMAS, J	CHRGR	4	5	0	1536D
PATEL, SU	CITGR	0	1	0	0000/1	THOMSON, J	MKNGT	10	3	1	2016
PEHAS, A	DRGNS	2	0	2	1931C	TRINIDAD, P	CCDOC	3	3	0	1016*
PHELPS, D	MKNGT	3	1	1	1169*	TRUFANOV, D	UOP	1	0	0	1566#
PIPARIA, J	MKING	2	3	3	1840	VALDEZ, C	TYROS	0	5	0	1418*
PLEASANCE, M	CCDOC	0	1	0	0000/0	VAN ZILE, C	UOP	4	1	1	1345
PODOKSIK, E	CITGR	1	1	0	1280	VENSKE, D	READR	1	1	0	1729
RABINOVICH, E	MKING	2	3	1	1306	VIGANTS, A	NORTH	4	6	0	1663C
RADAVICIUS, E	CHRGR	1	4	1	1584D	VOLYNSKIY, G	WOLVE	7	0	0	2562*
RAUCHMAN, M	WOLVE	3	2	1	2045#	WALKER, A	NORTH	1	6	4	1762
REID, C	CASE	9	5	2	1540C	WALLACH, C	MKING	6	0	4	2049
ROGERS, N	READR	1	2	0	1916	WALSH, W	ROOKS	0	0	1	1494C
ROJO, V	CCDOC	4	2	1	1566	WANG, G	KEMPR	3	1	1	1679#
ROSZKOWSKI, D	KEMPR	0	7	0	0000/1	WARREN, J	CHRGR	2	2	8	2072Q
RZESZUTKO, R	ALUMN	2	0	0	1912C	WEITZ, R	EXCLB	6	3	1	1640C
SACKS, D	UOP	3	3	1	1801	WHITE, H	CASE	3	6	2	1672C
SAGALOVSKY, L	WOLVE	6	2	1	1970	WILLIAMS, K	CCDOC	7	1	5	2098
SAJBEL, P	UOP	2	4	2	1814C	WILLIAMS, S	WOLVE	0	1	0	0000/1

2002-2003 Starting Ratings

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
WIRTZ,R	KEMPR	1	4	0	1350#	YACOUT,A	ROOKS	1	2	0	1549
WOLF,D	MKING	0	0	1	2320	ZOELLNER,J	CASE	2	7	2	1363C

LEGEND:

/x - UNRATED; x RATED GAMES
 # - 5 TO 9 RATED GAMES
 * - 10 TO 24 RATED GAMES

C - CENTURY CLUB MEMBER
 D - DOUBLE CENTURION
 T - TRIPLE CENTURION
 Q - QUAD CENTURION

05-19-2002

CHICAGO INDUSTRIAL CHESS LEAGUE

Business Meeting of August 28, 2002

At: UOP

Attendees:

Irwin Gaines
Jim Thomson
Lenny Spiegel
Jerry Thomas
Jim Duffy
Tony Jasaitis
Frank Suerth
Art Olsen
Tom Friske
Wayne Ellice
Carl Reid
Jay Lechnick

MINUTES

1. President Irwin Gaines called the meeting to order at 7:15pm.

2. OFFICERS REPORTS:

President:

Irwin welcomed all attendees and thanked Pat for arranging with UOP to host the meeting.

Secretary:

The minutes of the spring business meeting as reported in April Bulletin were unanimously accepted.

Treasurer:

Lenny distributed and commented on his proposed 2002-20003 Budget (see attachment dated 8/28/02). Of note, there was a profit of \$67 from our banquet but we exceeded our trophy budget by \$100 (one reason being the wildcard team receiving third place trophies in the playoffs). Lenny proposed establishing

a set formula for trophies to keep it simple and eliminating the need for last minute decisions. No motions were proposed.

Lenny also reported on the purchase of additional score sheets and match sheets. To save future costs, we only need 2 copies of match sheets printed. Each team captain gets a copy, who is to send it in to the ratings chairman. The division chairman can get an electronic copy.

Again, we want to encourage submittals of the game sheets to the bulletin/games editor. See Games Editor section for new "prize".

Bases on Lenny's proposal, a motion was approved unanimously to keep the team dues at \$70 (\$50 for dues, \$20 for banquet) for this season. Of significant note, however, is the realization that we can go perhaps one more season at the current budget then serious changes will have to be made, like a dues increase.

Division Chairmen:

Near West- **Carl Reid**, Chairman

Carl reported that again there would be 4 teams in the division. Jerry proposed that CCDOC move to the east division and the remaining 3 teams merge with the Far West. This is not a new proposal and will not work for several reasons. CCDOC does not want to play in the east, and transportation is a special situation for those working down town (public transportation). Another proposal was to swap the Lucent Chargers with Argonne. Geographically this makes sense and those present did not object. It was decided to vote on this issue at our spring meeting to be ready for the following season.

East- **Jim Duffy**, Chairman

Jim reported they would have 4 teams, and perhaps 5. Tony commented that the Wolverines lost a player, making them too small for a team. However a proposal was put forth to merge the Wolverines with GETCO (Global Electronics Trading Co). This motion was approved unanimously.

North- **Jim Thomson**, Chairman

Jim reported all teams would be returning, as of now.

Far West- **Bob Buchner**, Chairman (not present)

It was reported that they would remain at 4 teams if Lucent fields 2 teams. They are looking for a team captain for one of the Lucent teams. It was asked if the lower boards from these 2 teams could switch teams as needed so as not to

have forfeits. Irwin stated this is against the league rules.

3. OTHER REPORTS:

Bulletin Editor- **Tom Friske**

Again, thanks go to Tom for his outstanding work on the bulletin and his web site <http://www.tomhq.com/cicl.htm>. Tom reported he is working on adding a section to the site to enter match results. Check out the site, you may find something you weren't aware of. Many were surprised to learn that hundreds of our CICL games are available (and searchable).

Games Editor- **Tom Friske**, Chairman

Tom has entered and edited a tremendous number of games. However he estimates that only about 1/3 of all games played are submitted. It's important to keep them flowing in to him. That is one reason we are purchasing game sheets. Team captains, please remember to collect them and submit them after each round (to 1035 E. Algonquin Road, Des Plaines, IL 60016). As a further incentive, a motion was unanimously approved to award a \$25 USCF gift certificate to the best-annotated game submitted this season. Yes, we want you to tell us your thoughts as you battled through an interesting game. It was agreed that Tom Friske would choose the winner based on the quality of the game and the annotations.

Rating Chairman- **Art Olsen**

Art is reminding all division chairmen to give him this season's schedule. This helps him keep track of matches played and whether follow up is needed. Also send him your team captain contact information (telephone and email).

As a standard reminder:

1. Send the results sheets to him promptly. Both teams should submit the results.
2. Include the player's initials on the results sheet to eliminate confusion with same last names.
3. Continue to mail or FAX results to:
Mail to:
721 S. Elmhurst Road, Unit G
Des Plaines, IL 60016
FAX to:
(847) 320-4464 with a cover sheet to

Art Olsen, Kemper Insurance

Operations Technical Support, G-5

Also note, if you email the results to Art, remember to include the names of the teams, date played, etc.

Publicity Chairman- **Pat Sajbel** (not present)

Due to his travel schedule, Pat really needs someone to take over as publicity chairman. Please contact him or Irwin.

Banquet Chairman- **Pablo Diaz** (not present)

The banquet went well and we will probably return to the Bohemian Crystal Restaurant for our banquet. Everyone thought that Master Albert Chow gave an interesting presentation.

Trophy Chairman- **Marty Franek** (not present)

Marty is willing to continue this season as trophy chairman but is looking for someone to take over the position.

4. ELECTIONS:

There were no elections required.

5. CALENDAR

Playoffs:

Banquet:

6. OLD BUSINESS:

7. NEW BUSINESS:

There was no objection to the request for Greg Hogan to play for the Excaliber Team.

The problem of fairly choosing a replacement team for the playoffs (as the example we had when the second place team in the NW division chose not to play) was

discussed at length. Prior to the meeting there was significant "email" debate. This past year a playoff took place to decide which team went as the wild card. This poses some logistical hurdles to overcome (like agreeing on a date, getting a playing site etc.). Fortunately this method worked out last year.

Jim Duffy proposed another approach, using Performance Ratings. PR's are a way to give each player (or board) a rating based on no previous knowledge about that player's strength. Jim gave a detailed account of how PR's are calculated. His method withstood many questions of fairness. A summary sheet was provided (attached or to be posted on the web site later). A motion was made to use this method should a wild card team be necessary this season. Specifically, if a second place team is needed, you look at the four (4) third place teams in the league, and calculate a performance rating for each team. The team with the highest PR qualifies for the playoffs. If that team declines, go to the next highest PR of the third place teams to choose (not any 4th place teams). The methodology will be used by the playoff director. This motion was passed with 10 in favor and 2 opposed.

There was a discussion about playing matches over the Internet. Perhaps for the "extra" boards only or on a trial basis. It was agreed not to do this during this playing season, but perhaps have a trial over the summer period.

A New York organization asked if we were interested in playing a match over the Internet. If this develops, more details will be given in a future bulletin.

At our spring meeting, we will discuss the option of going to 5 member teams or other ways to help keep teams viable.

For the record, our standard time control is 45 moves in 90 minutes, followed by 30/60 time controls and an approved clock **with no time delay**. This should be added to the bylaws.

The meeting was adjourned at 9:45 PM. Irwin thanked Jay for hosting the meeting.

Wayne Ellice, Secretary

Fall Financial Report

	2001-02 Proposed	2001-02 Actual	2002-03 Proposed
Revenue			
Basic Team Dues	1000	900	950
Electronic bulletin			
Traditional bulletin			
Postal bulletins		45	
Late Dues		30	
Banquet surplus		67	
Total Revenue	\$ 1,000	\$ 1,042	\$ 950
Disbursements:			
Trophies	800	900	800
Bulletin			
Scoresheets	325	325	93
Playoff refreshments	150	124	150
USCF/ICA Dues	65	40	65
Special		106	
Total disbursements	\$ 1,340	\$ 1,495	\$ 1,108
	\$ (340)	\$ (453)	\$ (158)

(Notes follow next page....)

Only 19 teams last year and we waived dues for Case due to special circumstances.

Trophy expenses were larger than usual due to wildcard team participation.

We presently have \$618 in our checking account. This reflects a \$70 Citadel dues payment.

We can sustain only one more season in the red. In order to cover normal expenses (which we should discuss), my estimate is that annual dues should be raised from \$50 to \$70. Alternatively, we could attempt to hold costs, drop the score sheets, and perhaps limit the increase to \$55.

I would recommend that we raise the issue in the bulletin and agree on an increase at the Spring business meeting, to take effect next year.

Respectively submitted,

Lenny Spiegel, CICL Treasurer

Dues Submission Form

To: Chicago Industrial Chess League Team Captains
From: Lenny Spiegel, CICL Treasurer
Date: August 28, 2002
Re: Dues Charges for the 2002-03 Season

Below are the assessments to each CICL team for the 2002-03 season. Please complete the form below and return it with a check made payable to the Chicago Industrial Chess League.

Team Name: _____ Captain: _____

Annual Basic Dues per 6-player Team **\$50.00** _____

Penalty if postmarked after 11/30/01 \$5.00 _____

Penalty if postmarked after 12/31/01 \$10.00 _____

Annual Bulletin subscription (choose one of the three options)

1) Download from CICL web site **free!**

2) E-mail to **free!**

3) Mail to _____ members * **\$15.00/ea** = _____
(List Names and Addresses!! See footnote below)

Awards Banquet Ticket (1 required per team) **\$20.00** _____

Total \$ _____

Send payment with form to the following address:

Lenny Spiegel
807 Wood Ave
Geneva, Illinois 60134

Additional postal mail subscriptions can be obtained at a cost of \$15 per subscription. Please include the names and addresses on the back side of this form. You might also want to inform Irwin Gaines (gaines@fnal.gov <<mailto:gaines@fnal.gov>>, 630- 840- 4022) of the subscription requests so that you do not miss any issues.

Additional Bulletin Subscriptions

Name _____

Address _____

Name _____

Address _____

Name _____

Address _____

Name _____

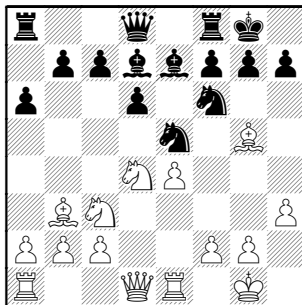
Address _____

Games as reviewed by Tom Friske

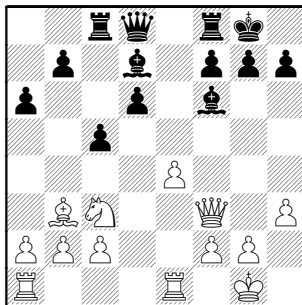
For games this month, I chose some of my favorites from the 2002 Playoffs....

Thomson,J (1927) -
Suarez,E (1910) [C55]
Wildcard playoff, 02.05.2002

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d4
exd4 5.0-0 Be7 6.Re1 d6 7.Nxd4 Ne5
8.Bb3 0-0 9.Nc3 Bd7 10.Bg5 a6
11.h3



11...Rc8 12.Nf3 c5 13.Bxf6 Nxf3+
14.Qxf3 Bxf6

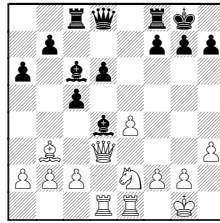


15.Bd5

The d6-Pawn is an obvious target,
but Black can shield it with Bd4.

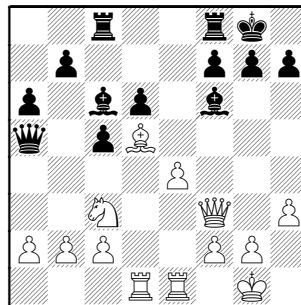
Play might go:
15.Rad1 Bc6 16.Qd3 Bd4 17.Ne2

(Diagram next column)



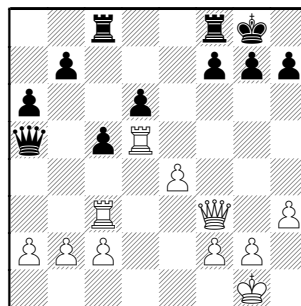
17...Bxb2 18.c3 Re8 19.f3 b5 and
Black is doing well

15...Bc6 16.Rad1 Qa5



Hindsight reveals this to be the
turning point. Apparently, White has
to defend a2 (by a3 or Bb3) and
accept doubled Pawns which isn't all
bad in a position with no open lines
for attacking Rooks

17.Re3 Bxc3 18.Rxc3 Bxd5
19.Rxd5



19...Qxa2 20.Qd3

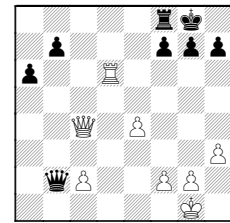
20.b3 saves the Pawn and d6 will
fall. But after an exchange there
(Rxd6 Rxd6 then Qxd6) White
loses a Rook to Qa1+, Qxc3.

20...Qxb2

Black's secure position and threat to
advance the a-passer give him a
definite edge.

21.Rxd6 c4 22.Qd2

22.Rxc4 Rxc4 23 Qxc4



23...Qa1+

hoping to fork Rd6 and Kh2

24.Qf1 and the a-passer favors
Black in the Rook ending. But it's
better than the game.

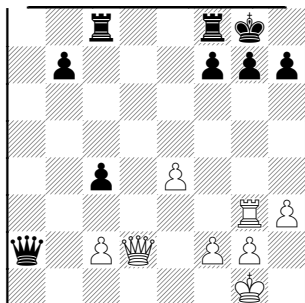
(Note White does not reply to Qa1+
with 24.Kh2? Qe5+ winning the
Rook!)

Other Queen moves other than the
game (22 Qd2) are no better
22.Qe3 b5 and traps Rook with b4;
22.Qf3 b5

22...a5

The Black Queen cannot be
expelled and White doesn't have
time to maneuver Rooks.

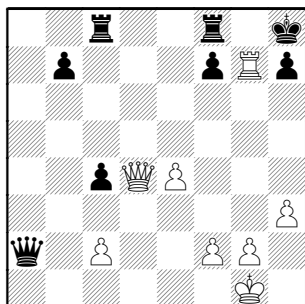
23.Rg3 a4 24.Rd5 a3 25.Ra5 a2
26.Rxa2 Qxa2



27.Rxg7+ desperation, of course...
27...Kh8

The hope was 27...Kxg7 28.Qg5+ and
a perpetual check

28.Qd4



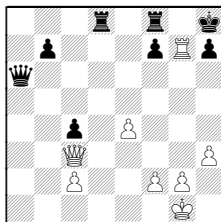
threat is Rxf7+ and then Qg7#

If I remember correctly, both sides
were in some nasty time trouble....

28...f6

De-centralizing Queen helps:
28...Rcd8 29.Qc3 f6

(Not 29.Qf6? Qa6 30.Qc3

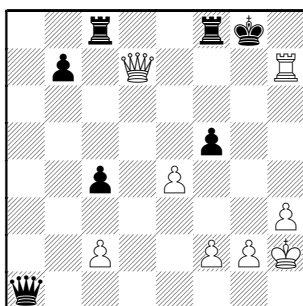


30...Rd1+ 31.Kh2 Qd6+ 32.g3 Qh6)

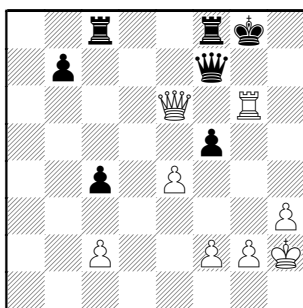
29.Qd7 Qa1+ 30.Kh2 f5?

30...Qe5+ 31.g3 Qh5 and Black
continues with an extra Rook

31.Rxh7+ Kg8



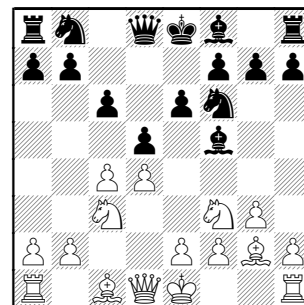
32.Rh6 Qg7 33. Qe6+ Qf7 34.Rg6+



34...Kh8 35.Rh6+ Kg8 36.Rg6+
Kh8 1/2-1/2

Staples,C (1606) -
Alfonso,E (1595) [A11]
Fermilab-Knights (1.6), 15.05.2002

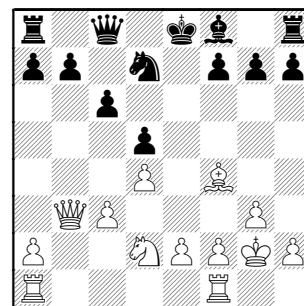
1.c4 c6 2.g3 d5 3.Bg2 Nf6 4.d4
Bf5 5.Nc3 e6 6.Nf3



6...Ne4 7.0-0 Nxc3

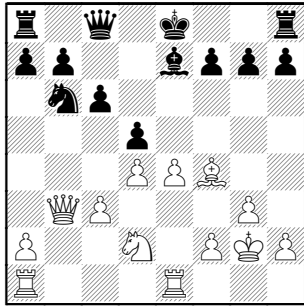
This fails because it moves a
developed piece (for 3rd time!),
strengthens d4, and weakens e4.

8.bxc3 Be4 9.Qb3 Qc7 10.Bf4 Qc8
11.Nd2 Bxg2 12.Kxg2 Nd7
13.cxd5 exd5



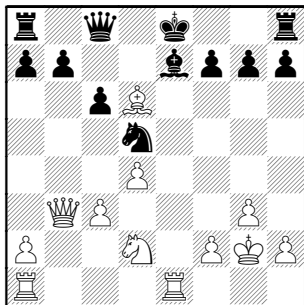
13...cxd5 14.e4 dxe4 15.Nxe4 at
least avoids the pin down e-file.
Then 15...Qc6 defends the weak d6
square.

14.e4 Nb6 15.Rfe1 Be7



Black now pays for the slowness of securing King.

16.exd5 Nxd5 17.Bd6

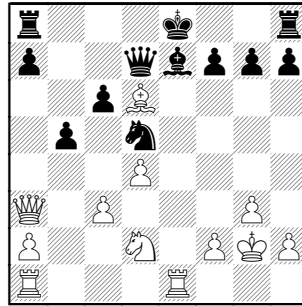


17...b5

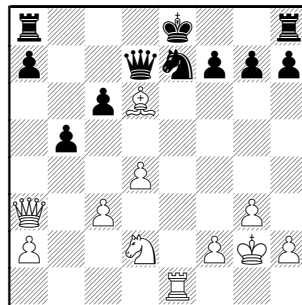
The pin *must* be broken! But not by 17...Kd7? 18.Bxe7 Nxe7 19.Qxf7 .

Better is 17...Kf8 which looks odd, but follows the adage: **break pins ASAP**. Then White gains nothing from 18.Bxe7+ Nxe7 19.Qb4 Qd7. Black has a couple standard plans from here to activate his h-Rook: h5 and Rh6, or g6 and Kg7 (although the latter plan weakens the dark squares).

18.Qa3 Qd7



Black probably thought he was now safe. **19.Rxe7+!** Nicely done!
19...Nxe7 20.Re1



The pseudo-sacrifice has actually increased the pressure to e7!

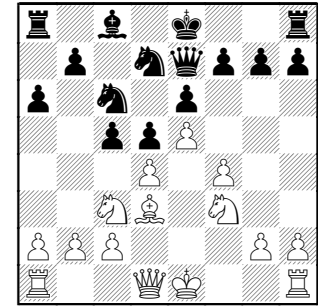
20...0-0-0 21.Rxe7 Qxd6 22.Qa6+ 1-0

Schultz,B (1241) - Marshall,K (1396) [C14]
Fermilab-Knights (1.7), 15.05.2002

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 5.e5 Nfd7 6.Bxe7 Qxe7 7.f4 a6

Black wants to play -c5 without allowing White to get in Nb5 (which threatens Nc7+ or Nd6+).

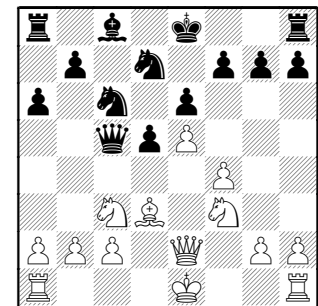
8.Nf3 c5 9.Bd3 Nc6



10.dxc5 Qxc5 attempting to stop White from castling.

10...Nxc5 kicks the attacking Bishop and eyes the e4 square if White move the c3-Knight

11.Qe2



11...♞d4 to remove an attacker (f3-Knight), but results in an awkward placing of Queen.

A) Black can start counterplay after 11...b5!? Planning Nb6-c4 .

B) Or undermine Pawn center with French trick 11..f6?! Which here looks a little loose with King in center.

C) Preparing ..f6 with 11...0-0 allows the standard King-field sacrifice:
12.Bxh7+ Kxh7 13.Ng5+ Kg6
(13...Kg8 14.Qh5 with mate) 14.Qg4

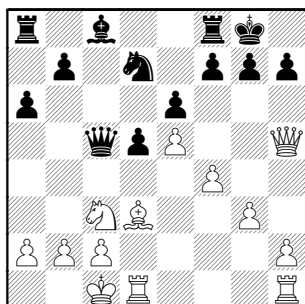
Games as reviewed by Tom Friske

threatening Nxe6+ followed by Qg7# or Nxc5

14...f5 (14...Rg8?? 15.Nxe6+ Kh7 16.Qh5#) 15.Qg3 same threat

D) Finally, Black could consider 11...g6, a common French method, but, here, is weak without the dark-squared Bishop.

12.Nxd4 Qxd4 13.g3 0-0 14.0-0-0 Qc5 15.Qh5



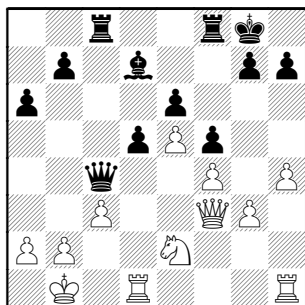
15...f5 16.Qf3

16.exf6 Nxf6 at least keeps White with possibilities (like g4-5)

16...Nb6 17.h4

17.g4 (half-)opens the g-file

17...Nc4 18.Bxc4 Qxc4 19.Kb1 Bd7 20.Ne2 Rac8 21.c3



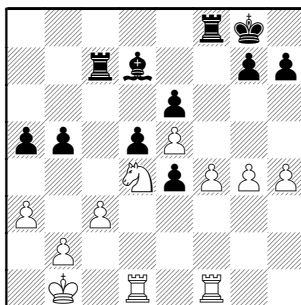
Black should be satisfied with this

position! And he owns the initiative!

21...Qe4+ A bad trade! The White Queen is idle-- the Black Queen has plenty of space around the enemy King!

21...b5 begins to open lines for the heavies!

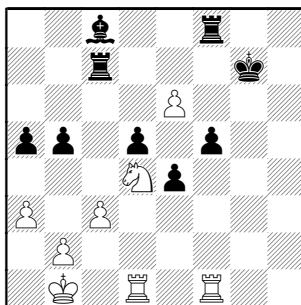
22.Qxe4 fxe4 23.Nd4 b5 24.a3 a5 25.Rhf1 [25.Rdf1] 25...Rc7 26.g4



26...g6 This invites open lines around King!

26...Rb7 and -b4 cause pressure that would become unbearable with Queens still on!

27.h5 Kg7 28.hxg6 hxg6 29.f5! exf5 30.e6 Bc8 31.gxf5 gxf5



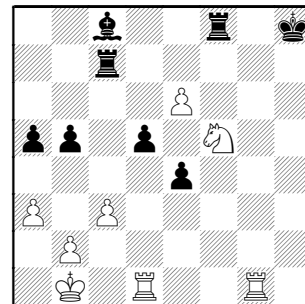
Had White played 25 Rdf1, he'd have a strong attack with Rhg1+ threatening Rxf5+ or Rf2 idea of

Rh2#

32.Nxf5+ Kg8

Black needn't fear discovery here: 32...Kf6 33.Nd6+ Ke7 (33...Kxe6? 34.Rxf8)]

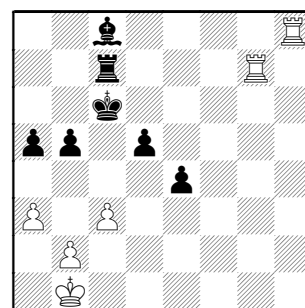
33.Rg1+ Kh8



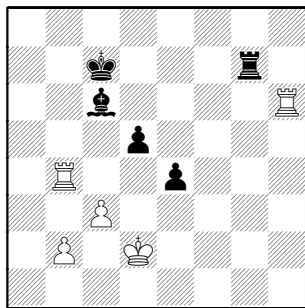
34.e7 Re8 35.Rh1+

35.Rd2? idea of Rh2# 35...Bxf5 36.Rh2+ Bh7

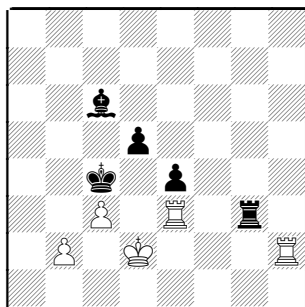
35...Kg8 36.Rdg1+ Kf7 37.Nd6+ Kxe7 38.Nxe8 Kxe8 39.Rh8+ Kd7 40.Rg7+ Kc6



41.Rh6+ Kb7 42.Rg5 Rd7 43.Kc2 Kc7 44.Rgg6 Bb7 45.Rb6 b4 46.axb4 axb4 47.Rxb4 Bc6 48.Kd2 Rg7



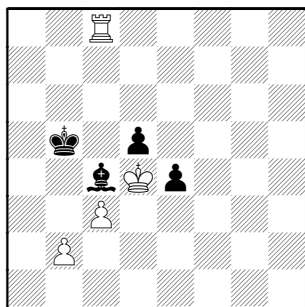
49.Rh2 Kd6 50.Rb6 Kc5 51.Ra6 Kb5
52.Ra1 Rg3 53.Re1 Kc4 54.Re3



54...Rxe3 Black should maintain
options by saving his Rook. 55.Kxe3
Ba4 56.Rd2 Bb3 57.Rd4+ Kc5
58.Rd2 Kc4 59.Rh2 Kc5 60.Rh8

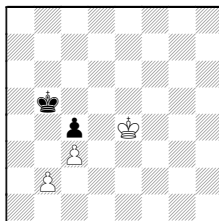
White wins with a timely return of the
exchange (with win of a Pawn), and
finishes-up with the Pawn ending.

60...Kc4 61.Rc8+ Kb5 62.Kd4 Bc4



63.Rb8+

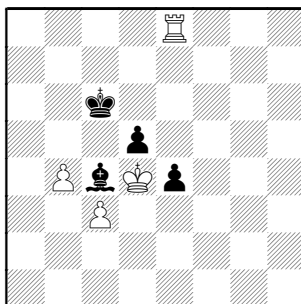
White can finish quickly with
63.Rxc4 dxc4 64.Kxe4



64...Kc5 White wins
(64...Ka4 65.Kd4 Kb3 66.Kd5+-)

65.Ke5 Kc6 66.Kd4 Kb5 67.Kd5+-

63...Kc6 64.b4 Kc7 65.Rh8 Kc6
66.Rh6+ Kb5 67.Rh4 Ba2 68.Rh2
Bb3 69.Rh1 Ba2 70.Ra1 Bc4
71.Ra5+ Kb6 72.Ra8 Kb7 73.Re8
Kc6

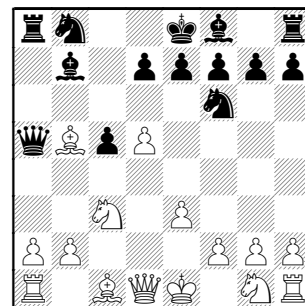


74.Rxe4 Kb5 75.Re8 Ka4 1-0

And on to the game our *Roving Reporter* described as "sickening with the guts and blood strewn across the battlefield"

Gaines,I (1776) -
Rauchman,M [A57]
Fermilab-Wolverines (2.3),
18.05.2002

1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 a6
5.e3 axb5 6.Bxb5 Qa5+ 7.Nc3 Bb7

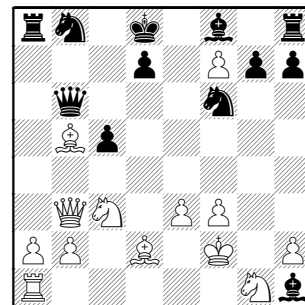


The threat doesn't stop at d5, but
continues all the way through to the
sleeping h1-Rook.

8.Bd2 Qb6 9.Qb3 e6 attempting to
open diagonal 10.dxe6?

10.e4 exd5? doesn't win a Pawn
when you calculate the whole line:
11.exd5 Nxd5 12.Nxd5 Bxd5
13.Qxd5 Qxb5 14.Qxa8

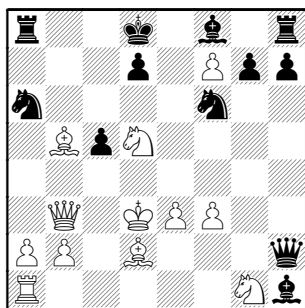
10...Bxg2 11.exf7+ Kd8 12.f3
hoping to trap the Bishop, but Black
assures White doesn't have time
12...Bxh1 13.Kf2



13...Qd6! hits two weaknesses! (Bd2 and Ph2) 14.Ke2

14.Rd1 Qxh2+ 15.Kf1 Qg2+ 16.Ke1 Qxg1+

14...Qxh2+ 15.Kd3 only way to hold g1-Knight! 15...Na6 16.Nd5



Trying to develop keeps White in trouble: 16.Nge2? Nb4+ 17.Kc4 d5+ 18.Nxd5 Qxe2+ 19.Kc3 Qxb5

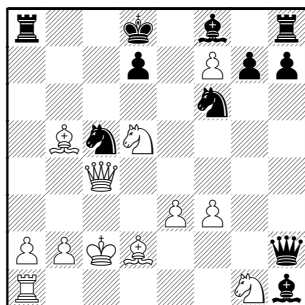
16...c4+! setting up Nc5+ fork

16...Nxd5 is a cheapo 17.Bxa6 (Not 17.Qxd5?? allows Nb4+)

17.Qxc4

17.Kxc4 Qxd2 and Rc8+ next

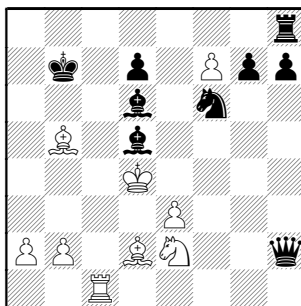
17...Nc5+ 18.Kc2



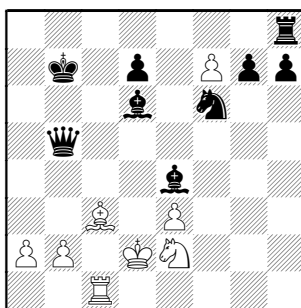
18...Nce4! 19.fxe4 Bxe4+ 20.Kc3

The King on home rank allows Qxg1+ and win of Rook

20...Rc8 21.Qxc8+ Kxc8 22.Rc1? Bxd5 23.Kd4+ Kb7 24.Ne2 Bd6



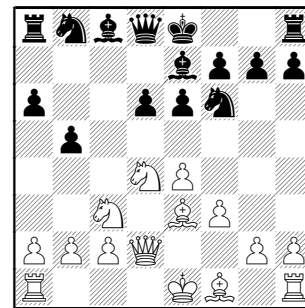
25.Bc3 providing a haven for his King, but missing a tactic borne from loose b5-Bishop 25...Qe5+ 26.Kd3 Be4+ 27.Kd2 Qxb5



28.Nf4 Bxf4 29.exf4 Qd3+ 30.Ke1 Bf3 0-1

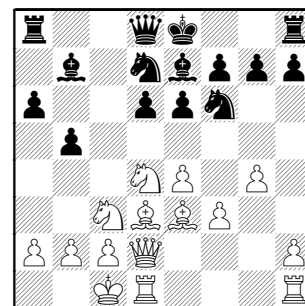
Dobrovolny,C (1868) - Stoltz,B (1890) [B80]
Chargers-Tyros (2.3), 18.05.2002

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e6 6.Be3 a6 7.f3 Be7 8.Qd2 b5



In a similar position, Al Chow (at the Awards Banquet) demonstrated 0-0-0 and h4 here, saving a tempo by not developing the Bishop. Black likes to post a Knight at c4, and White normally trades it away using the Bishop.

9.Bd3 Bb7 10.0-0-0 Nbd7 11.g4



11...Nb6 12.Nb3

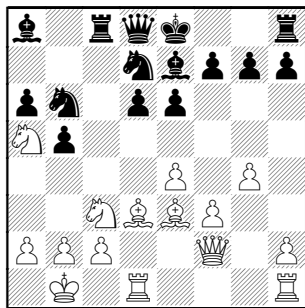
A break in the flow. White needs every tempo to get pressure started. White appears to threaten Na5 and Qf2 next, but Black has a move in between!

12...Rc8 13.Qf2 Nfd7 14.Na5 but the Knight is loose!

14...Ba8 15.Kb1

(Diagram next column)

Games as reviewed by Tom Friske

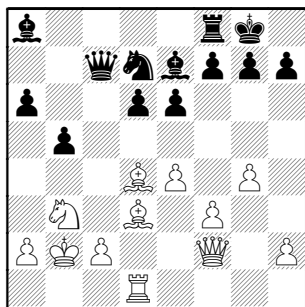


15...Rxc3!!

Very strong! As mentioned in the Rooksac series, this common Sicilian exchange sac weakens the King's defense. Here, Black combines the discovery of the hanging a5-Knight with the weak c3 square and possible fork there. Get in the habit of examining this pattern as a Sicilian player (of either side) !

Maybe White only considered 15..Bf6, when Bd4 is plausible reply.

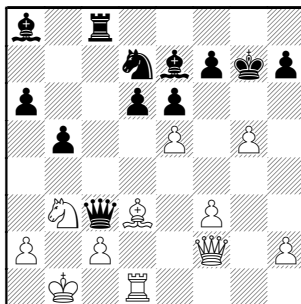
16.bxc3 Na4 17.Nb3 Nxc3+ 18.Kb2
Nxd1+ 19.Rxd1 0-0 20.Bd4 Qc7



Black has won a Pawn. Another result of the exchange sac is the weakness of the dark squares, especially a3.

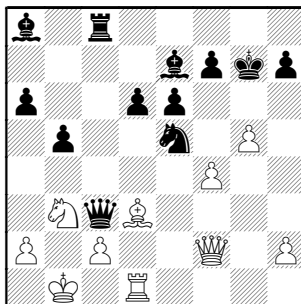
21.g5 A bid for counterplay, but not forcing. 21...Rc8 threat of e5, Qc3+, then d5 has the further idea of Ba3

22.Bxg7 Don't understand this. Now the dark squares are indefensible.
22...Kxg7 23.e5 Qc3+ 24.Kb1



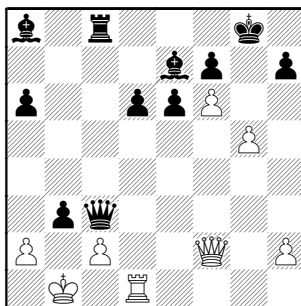
24...Nxe5
24...dxe5 idea of Ba3 25.Qd2

25.f4

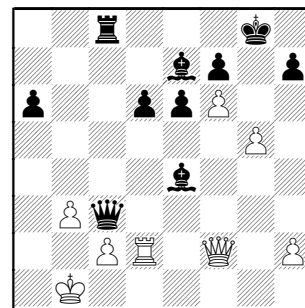


Black wants to move this Knight anyhow.

25...Nc4 26.Bxc4 bxc4 27.f5 cxb3
28.f6+ Kg8



29.axb3 Be4 2 threats, of course!
30.Rd2



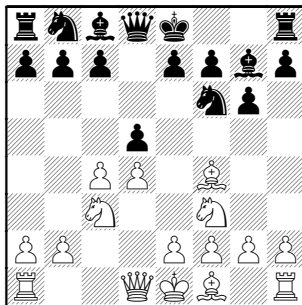
30...Qxb3+ 0-1

"Some Summer Fun" by Tom Friske

Buerger,E (2036) -
Friske,T (2029) [D93]
UOP-Excaliburs (3.2), 18.05.2002

Directly after playing, I felt this was a straight-ahead planned game by Black. In reality, after a herky-jerky start, Black finds his way to a better ending.

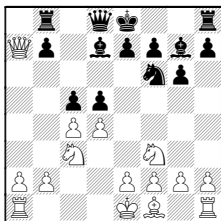
1.d4 Nf6 2.c4 g6 3.Nc3 d5 offering to repeat the position from an earlier match this season
4.Nf3 Bg7 5.Bf4



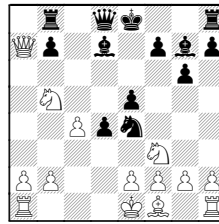
So far, so same. But this time, after c5, I'm wondering what's wrong with Bxb8, Qxa4+, Qxa7 (I believe I was happy to have his B last time) and so went
5...0-0

5...c5 6.dxc5

(6.Bxb8 Rxb8 7.Qa4+ Bd7 8.Qxa7



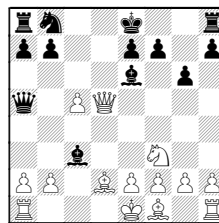
8...cxd4 (8...0-0) 9.Nxd4 e5 (9...dxc4 ...b5 but the Pawns can be counterattacked) 10.Nf3 d4 11.Nb5 Ne4



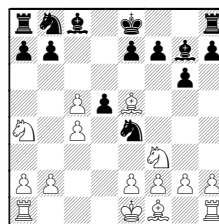
...Bc6,Ra8)

6...Qa5 7.Qa4+

The Complete Grunfeld, p.193
7.cxd5 Nxd5 8.Qxd5 Bxc3+ 9.Bd2 is the entry into 9...Be6!?



After 7. Qa5+
7...Qxa4 8.Nxa4 Ne4 9.Be5

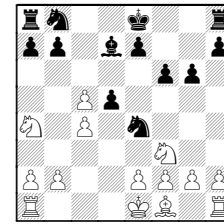


A new one on me.

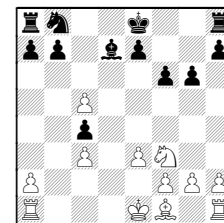
9 f3 is TCG, but not possible here.

The original game continued 9...f6

(At analysis, curious about 9...Bxe5 10.Nxe5 f6 11.Nf3 (11.Nd3 dxc4) 11...Bd7

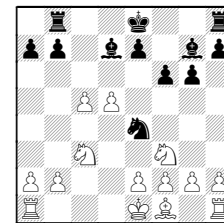


12.Nc3 Nxc3 13.bxc3 dxc4 14.e3



14...Na6 (14...Be6 15.Nd2 Nd7)
15.Bxc4 Nxc5

So, from bottom last column, 9...f6
10.Bxb8 Rxb8 11.cxd5 Bd7 12.Nc3



12...Nxc5 13.e3 Bf5 14.0-0-0 Ne4
15.Nxe4 Bxe4 16.Rd2 Rc8+ 17.Kd1
Rc5 18.Bd3 Bxd5 19.b4 Bxf3+
20.gxf3 Rc7 21.Ke2 Kf7 22.Rc2
Rhc8 23.Rhc1 Rxc2+ 24.Rxc2
Rxc2+ 25.Bxc2 e6 26.Kd3 Ke7
27.Kc4 Kd6 28.Be4 Kc7 29.f4 f5
½-½ Buerger,E-Friske,T
UOP-Excaliburs 2001

Back to the playoff match:

6.e3 I'm a little disoriented. I'd intended to repeat last game and

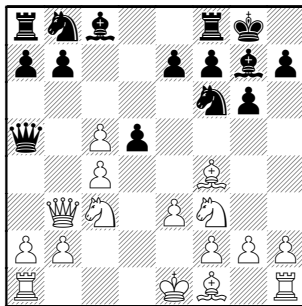
"Some Summer Fun" by Tom Friske

found myself castled. After a thought, and depending on practice experience, tried the counterattack anyhow:
6...c5

This arrives back to TCG with Nf3 and 0-0 inserted. With Wh e3 played, he no longer can interpose with Bd2, so c3 is a true weakness.

7.dxc5
 (TCG/187 7.Rc1)

7...Qa5 8.Qb3



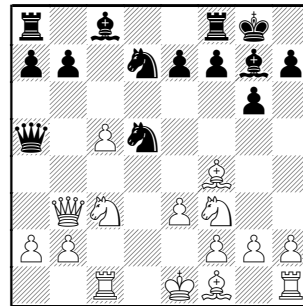
The Queen was already attacking d5 and will come under attack. I guess it vacates possible Rd8 pins. (Actually an old abandoned line TCG/174)

8...Nbd7 hitting c5, but keeping B off e5 as well.
 [TCG/174 8...Ne4]

9.cxd5 If White was going to play this, he could've done it last move.

9...Nxd5
 The standard combo, the Nd7 move has proved useful!

10.Rc1

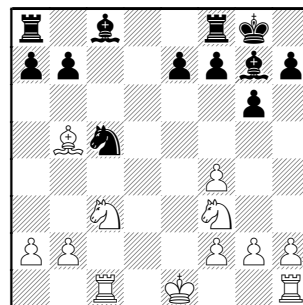


10...Nxf4

A fun change in direction as Black proves he has the initiative with no material loss.

11.exf4 Nxc5 12.Qb5
 Misstep #1. Underestimated this move, somehow undervaluing the double attack to Nc5.

12...Qxb5 13.Bxb5



13...a6?!

Misstep #2. I'd figured out that I can sac the e7-Pawn, since Re8 will pin it to King. And I was aware that Nc5 needs support, but didn't plan the replies.

13...Bf5 ...Nd3+ forking R,K,P probably leads to 2B vs 2N

14.Nd5 Ne6 blocks the e-file, but where else?

Never considered **14...Ne4** just because it's loose: **15.Nxe7+ Kh8 16.Bd3 Re8 17.Bxe4?**

17.Nxc8 Ng3+
 (17...Raxc8? 18.Rxc8 Rxc8 19.Bxe4)

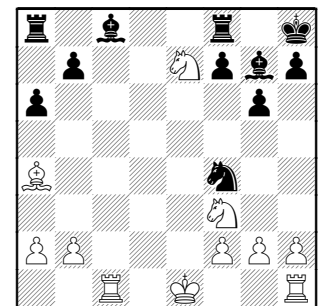
18.Kd2 Nxh1 19.Nb6 Nxf2
 (19...Rad8 20.Rxh1 Re6 ...Rxb6/Red6 21.Na4 Red6 22.Ne1)
 20.Nxa8 Rxa8

17...Rxe7 18.Nd2 f5

15.Nxe7+ Kh8 16.Ba4

The other problem I didn't consider was I've allowed a trade to opposite Bs

16...Nxf4!

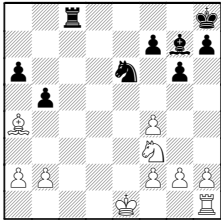


I liked this move because it develops attacks to several weak squares while regaining Pawn. It appears I go up a Pawn.

16...b5 places a bid for Bb7 next
17.Nxc8? Raxc8 18.Rxc8 Rxc8

(Diagram next column)

"Some Summer Fun" by Tom Friske



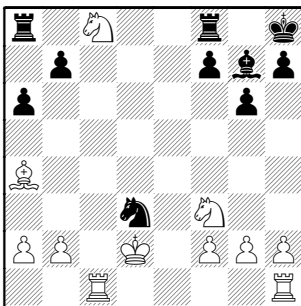
Rc1+ is uncomfortable and Black also hits the loose Ps at f4 and b2

17.Nxc8 Nd3+

I looked deep and decided to go in for this line just because his King will remain exposed. But I'd missed the fact that 23...Bxb2 fails (see that move).

17...Raxc8 18.Rxc8 Rxc8 19.0-0 I stopped here, not seeing weaknesses, missing 19...¥xb2 but it allows 20.Rb1

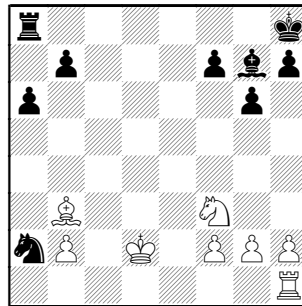
18.Kd2



18...Nxc1

Another thing I liked is it's a forced continuation!

19.Nb6 Nxa2! 20.Nxa8 Rxa8 21.Bb3

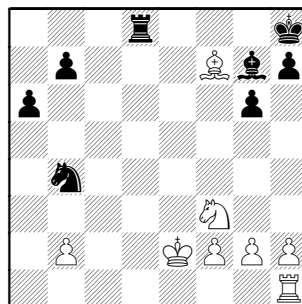


I was happy to stay on pace and re-examine position each move. Only now did I notice that his King has to make a decision.

21...Rd8+! 22.Ke2

22.Kc2? Nb4+ and Black holds the extra Pawn

22...Nb4 23.Bxf7



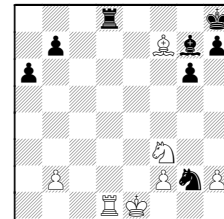
23...Nd3! Another wonderful find!! It looks like I'm trying to win the b-Pawn, but I've also found the win of the g-Pawn (pretty sure the N isn't trapped).

Back at #17, I'd planned 23...Bxb2 but I'd had enough time to realize 24.Rb1 Bc3 but somehow thought Kd3 is trouble here! (24...Nd3 25.Bc4)

25.Rb3

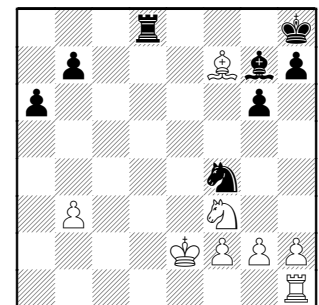
24.b3

24.Rb1? Nf4+ 25.Ke1 (25.Ke3 Rxd1) 25...Nxb2+



26.Ke2 Nf4+ 27.Ke1 Rxd1+ 28.Kxd1 Bxb2

24...Nf4+



25.Ke3

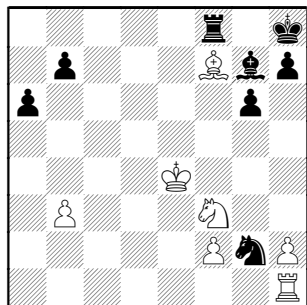
25.Kf1?? Rd1+ 26.Ne1 Bc3

25...Nxb2+ 26.Ke4

As planned #23. I realized N can be saved via Bh6 or Rd7, Re7+, Nf5. But found a better way with a trap!

26...Rf8

(Diagram next column)



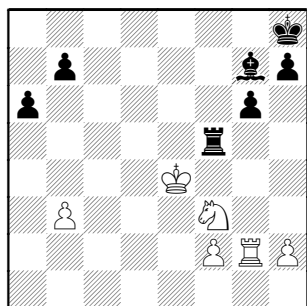
27.Rg1

27.Bd5? seeming to attack Pawn
27...Re8+ 28.Kd3 Nf4+ 29.Kc4
Rc8+ and Black wins the B!

After 27.Bc4 b5 and the B is
miserable

27...Rxf7 28.Rxg2 and extremely
pleased to get rid of the oppo B.
Now I simply thought he's tied up if
I keep the K away, since he has
weaknesses down f-file.

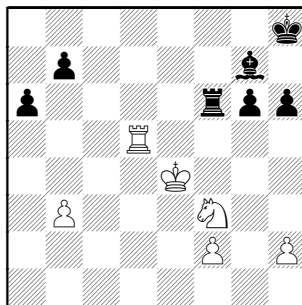
28...Rf5



29.Rg5

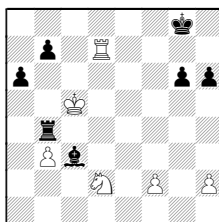
Misstep #3. I'd glanced at this, and
was happy to play Rxg5,
temporarily forgetting his K would
have a clear path to Pawns. My
King is a tad weak, as well.

29...Rf6 30.Rd5 h6!



31.h3

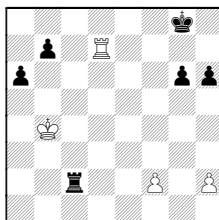
31.Rd8+ Kh7 32.Rd7 Rb6 33.Nd2
Kg8 34.Kd5 Bc3 35.Kc5 Rb4



36.Nb1 Be1

If 36...Rxb3 37.Nxc3
(37.Kc4 Rxb1) 37...Rxc3+ 38.Kb4

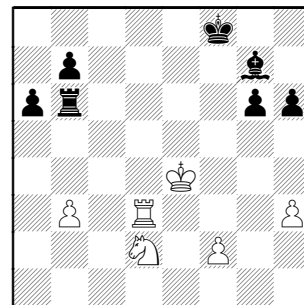
(38.Kb6 Rb3+ 39.Ka7?? a5!)
38...Rc2



39.Rxb7?? Rb2+)

37.Rd1

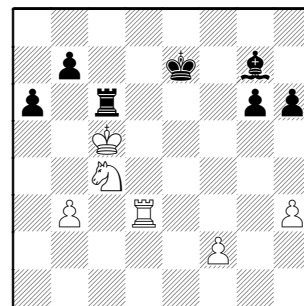
31...Rb6 32.Rd3 (32.Nd2 Bc3)
32...Kg8 33.Nd2 Kf8



34.Nc4

34.Rd8+ Ke7 35.Rg8 Bc3

34...Re6+ 35.Kd5 Ke7 36.Kc5
Rc6+

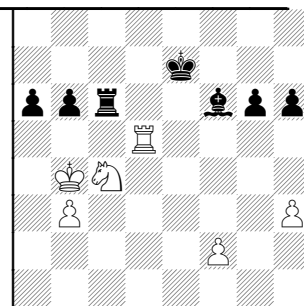


Just to probe. Hoping he'd vacate
King from center so mine could
advance into his Kingside.

37.Kb4? b6

Now to keep his Rook out and
advance King.

38.Rd5 Bf6



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To cover d8 after Ke6

39.Rd3

and now I realized a wonderful thing: if I can check with Be7+, any reply wins the N to b5! But how to get it in?

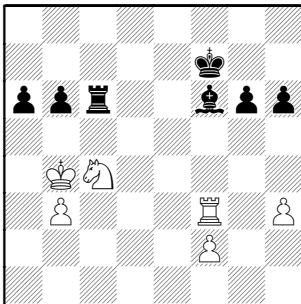
39...Ke6

39...Ke8 was obvious, but I wanted to fake a move towards his Kingside, hoping he'd miss the real threat.

40.Re3+ Kf7

40...Kf5 unprotects e7 and allows Re8.

41.Rf3?



and I got something unintended: a misplaced Rook.

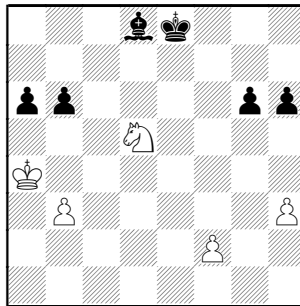
41...Ke8 42.Ne3?

Think 42.Ka3 is required

42...Be7+ 43.Ka4 almost mated!!

43...Rf6 and I thought the rest would be easy.

44.Rxf6 Bxf6 45.Nd5 Bd8

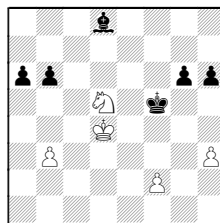


I thought my K has a freeway to the Kingside.

46.Kb4 Kf7 47.Kc4 Ke6 48.Kd4 g5

Wanting Ps on dark squares and working for zugzwang, but he's already in it after Kf5!

48...Kf5 ‡



and I only looked forward to the wall across the 4th rank. But Kg5-h4 is possible as 49.h4? Kg4 (49...Bxh4 50.Nxb6)

Also 49.Ke3 Ke5 50.Nf4 g5 51.Nd3+ Kf5

(51...Kd5? 52.Nb4+)

52.Kd4 g4

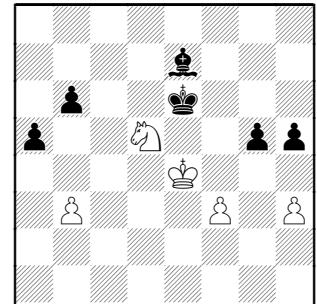
49.Ke4 saying to a teammate, loud enough for me to hear, "Now I'll demonstrate the draw!". I couldn't believe he could stop me from making a passer.

49...a5 50.Nc3 Be7 I don't see the final plan, only trying to improve

pieces with idea of Bc5.

In a couple moves, realized I could've played 50...Kd6

51.f3 h5 52.Nd5



52...Bd8! Finally realizing the King advance and found the rest immediately!

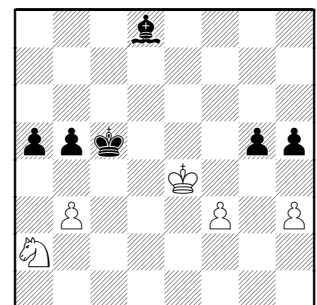
53.Nc3 Kd6 54.Na2

54.Kd4? Bf6+ 55.Kc4 Bxc3 56.Kxc3 b5

Or 54.Kd3 Kc5 idea of b5

54...b5 55.Kd4 Bf6+ another probe: which way will he allow my King?

56.Ke4 Kc5 57.Kf5 Bd8 58.Ke4



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58...a4 make the passer to tie something down.

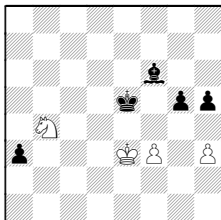
59.bxa4 bxa4 60.Kd3 a3 on a dark square so B can protect it

61.Kc3

61.Nc3 Bf6 62.Na2

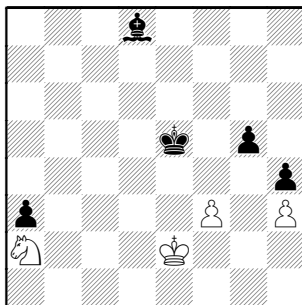
62.Ne4+ Kb4 63.Nxf6
(63.Kc2 a2)
63...a2 64.Nd5+ Kc5

64...Kd5 63.Nb4+ Ke5 64.Ke3



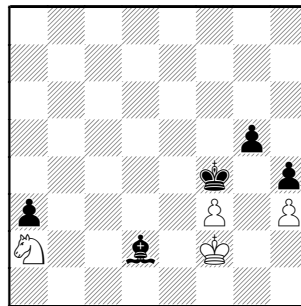
64...Be7 65.Na2 Bc5+

61...Kd5 62.Kd3 Ke5 63.Ke2
(63.Ke3 Bb6+) 63...h4



To stop his h4, suddenly thinking it's a draw because queening square wrong color of B. But my K is free to chase his N and queen the a-passer. I was pretty tired of chess by now.

64.Nc3 Ba5 65.Na2 Kf4 66.Kf2 Bd2



To put N out of moves and set another trap:

67.Ke2

67.Kg2 Ke3 is no better

67...Kg3!

Most of my enjoyment came from demonstrating common endgame themes: defense of a rank using Rook, B v N, zugzwang, creating a passer.

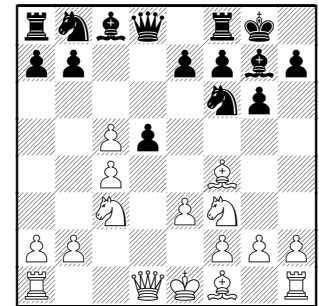
0-1

A few months later, I got to put my book study and analysis to the test against a (near) Master. It was nice to be prepared!

Tayganov,I (2189) -
Friske,T (1899) [D93]
Illinois Open (Rnd 3), 31.08.2002

1.d4 Nf6 2.Nf3 g6 3.c4 Bg7 4.Nc3
d5 5.Bf4 0-0 6.e3 c5

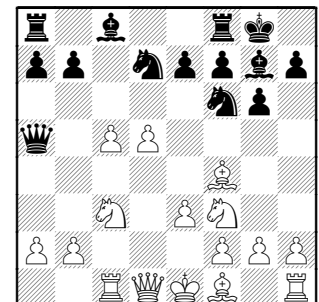
Fun stuff.. depending on CICL experience 7.dxc5



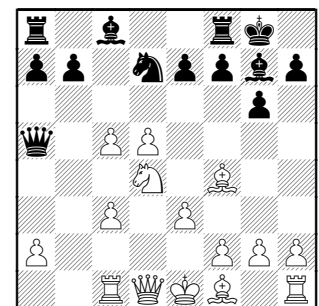
7...Qa5!?

As result of this game, I realized still did not quite get it! Back to TCG... 7...dxc4 8.Bxc4 Ea5

8.Rc1 Nbd7!? 9.cxd5



9...Ne4 10.Nd4 [10.c6 Nxc3]
10...Nxc3 11.bxc3



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11...Nxc5

As planned #8, I'm a P down but have plenty of targets .

Too complex to judge was

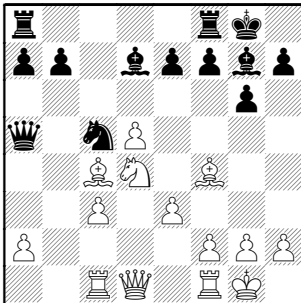
11...Qxa2 12.c6!

(I discarded line because of 12.c4 missing simple 12...Nxc5 13.Ra1 Qb2)

12...Nb6 (12...bxc6 13.Nxc6)

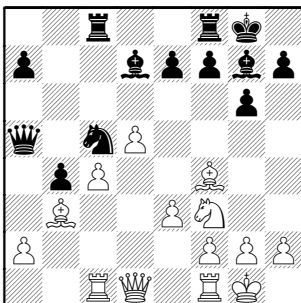
13.cxb7 Bxb7 14.c4

12.Bc4 Bd7 13.0-0



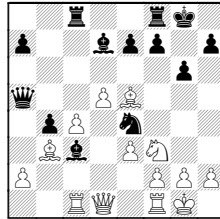
13...Rac8 hitting weaknesses of Bc4 and Pc3 14.Bb3 b5! memories of Round 1, where the possible passer helped.

15.c4 b4!? 16.Nf3!

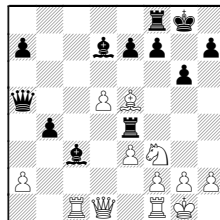


16...Qb6 making way for a5-4 and watching the c4-Pawn.

Maybe better is 16...Bc3 17.Be5. I missed the simple 17...Ne4

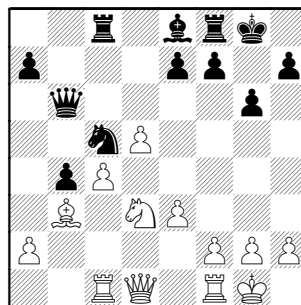


And if 18.Bc2 Rxc4! 19.Bxe4 Rxe4



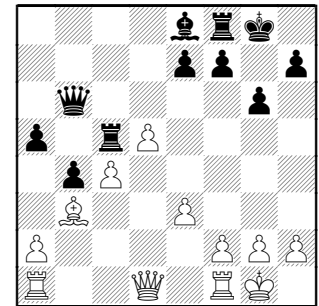
20.Bxc3 bxc3 21.Qd3 Ra4

17.Be5 Bxe5 18.Nxe5 Be8 to hit a4 19.Nd3



19...a5 20.Nxc5 Rxc5
Hoping to get in Qa6 and a4

21.Ra1

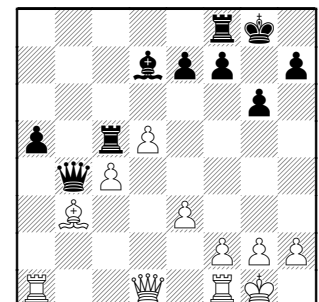


21...Bd7

21...Qa6 22.a3 a4? 23.axb4
(Not 23.Bc2? b3)

22.a3 bxa3 so the blockading Rook can also protect loose Pa5
23.Rxa3 Qb4?! was scared of Qa1, but now I'm leading the battle with Queen, often a bad way to play!

24.Ra1



24...Rfc8

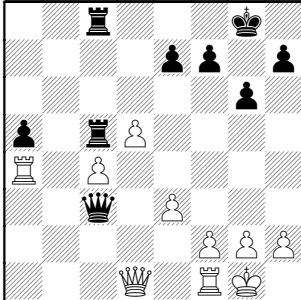
24...Rb8? 25.Rb1 and something bad is going to happen to Queen or Rb8... a4 26.Ba2+-

Not 26.Bxa4? Qxb1
(only considered 26...Qxc4?
27.Rxb8+)

27.Qxb1 Rxb1 28.Rxb1 Bxa4μ

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25.Ba4 Bxa4 with a huge sigh, but I think I can hold this! 26.Rxa4 Qc3!



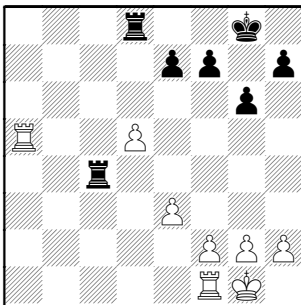
27.Qa1

27.Qc1? Qb3! 28.Ra3
(28.Ra1? Rxc4) 28...Qb4

27...Qxa1 28.Raxa1 best

Definitely not 28.Rfxa1? Rxc4
29.Rxa5?? Rc1+ 30.Rxc1 Rxc1#

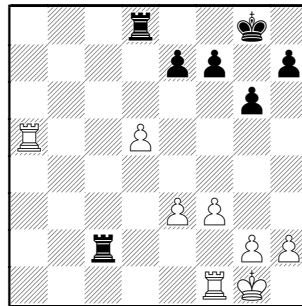
28...Rxc4 29.Rxa5 Rd8



Double-Rook endings are notoriously tough and he had four minutes for his last 10 moves

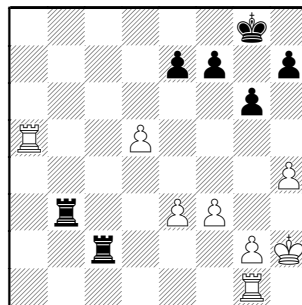
30.f3? Rc2! found this while waiting on his previous: doubling on the 2nd rank is usually a good idea

31.Rf2 Rc1+ 32.Rf1 Rc2



33.h4 Rb8 34.Kh2 immediately realized this sets up weakness of f3-Pawn due to pinned Pg2!

34...Rbb2 35.Rg1 covers g2, but missing 35...Rb3!



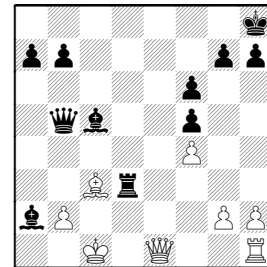
36.Re1

The idea is 36.e4 allows Rxf3!

36...Rbb2 37.Rg1 Rb3 38.Re1

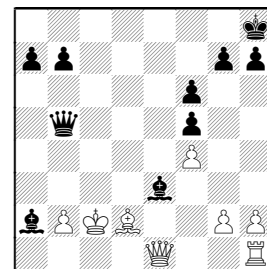
He had 50 seconds left, so offered draw, which was happily accepted!! 1/2-1/2

Here's an adventure from the Internet Chess Club..... Black managed to keep his opponent from castling, but the King *almost* has shelter. Black finds an interesting pinning maneuver. Check out the diagram:



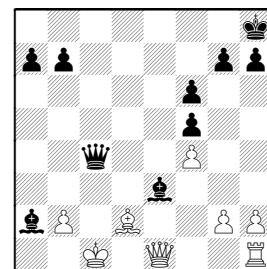
31...Be3+ 32.Kc2 Rd2+!! was half-listening to Seinfeld.. Now what?!

33.Bxd2



33...Qb3+! suddenly realized mate by forcing King into pin, making Bc3 impossible!!

34.Kc1 Qc4+



35.Kd1 Bb3# 0-1

Fun stuff. Proof that you can watch TV and play chess at the same time! (Heh, heh)

PLEASE NOTE:

The following article is entirely quoted excerpts from the excellent instructional book "*C.J.S Purdy's Fine Art of Chess Annotation and Other Thoughts, Volume Two*" by C.J.S. Purdy, Thinker's Press, Inc, 2001, pp.9-12.

As no cash changes hands and we certainly do not profit in any way from this publication, I push the boundaries of the amount of acceptable quotes. The hope is you purchase the book (go to the website www.chessco.com for a complete chess inventory) as it is a wonderful collection of wisdom taught by a former World Correspondence Champion.

1. Detailed notes on the openings are for advanced players and may well be ignored by learners. The same goes for complicated analysis. But some notes are explanatory and will usually help players of varied strengths.
2. A great mistake many players make is to feel disheartened if they don't understand fully every game they play over. If you understand some of a game, you are the gainer, and gradually you will find yourself understanding bigger slices.
3. In a sense, almost every cross-board game of chess is a story of missed chances. When annotating, one cannot hope to spot them all; nor would the result be very entertaining if one could. The annotator does better to try to convey the ideas of the players. A mere recital of possible improvements on their play is not true annotation.
4. Annotators do well to avoid couching their notes in such a way that the validity of the notes depends too much on calculations. There should probably be more explanation of the players' ideas and less attempt to impose the annotator's own ideas.
5. A general fault of annotators is to spend time on the wrong things...he is much better employed in drawing attention to the salient problems of a game than to make futile attempts to solve them, which most students will skip anyway-- and no blame to them....Annotators should try to give a conception of the viewpoint of a strong player on a position rather than "dazzle him with science".
6. We doubt whether very studied notes are advantageous to readers-- they mostly like to know what the players are aiming at, but seldom plow through strings of analysis that have cost the annotator much labor. The sort of notes a lecturer might give on the spur of the moment, move by move, are as helpful as any...
7. Explanations of ideas are worth a little space, but exhaustive demonstrations of the variants of a combination are decidedly not.
8. Picture the average player reading your notes-- he enjoys a brightly annotated game, but he does not want to make it hard work. Nor does the advanced player want long analytical notes-- he needs to have his attention drawn only to critical points that are hard to spot.
9. If you have confidence in an annotator, you realize that if he leaves a move unannotated he does so because he regards it as a natural move... The annotator should puzzle it [a difficult move] out and prove either that it is a good move or that it is a bad one.
10. The most infuriating annotator is the illogical annotator. He will criticize move after move of one player as faulty...but makes no attempt to show how.