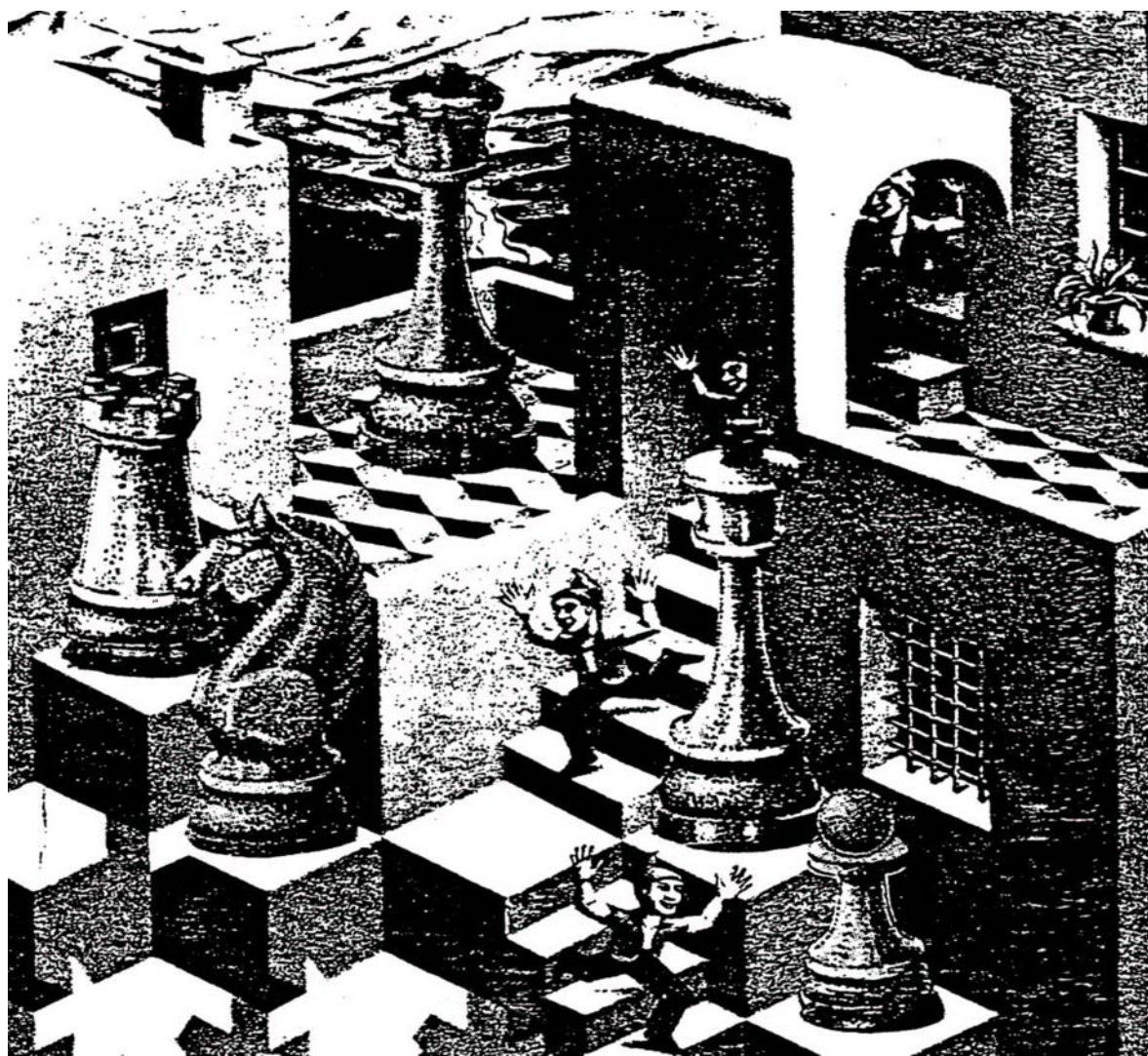


January 2004

Volume 47.4

The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League



CICL Contact List

Bulletin Editor/Webmaster *TOM FRISKE*
TOM@TOMHQ.COM

1035 E ALGONQUIN ROAD
DES PLAINES, IL 60016

H:(847) 299-1033
W:{847} 914-8448

Ratings Chairman *ART OLSEN*
AOLSEN14@HOME.COM

714 E ALGONQUIN ROAD #J102
ARLINGTON HEIGHTS, IL 60006

H:(847) 437-9819
W:(847) 320-2420

FAX : TO EPS OTS, G-5 AT (847) 320-4464

League President *JIM THOMSON*
THOMSON@IDEN.COMM.MOT.COM

141 ROSEWOOD DRIVE
STREAMWOOD, IL 60107

H:(630) 497-8141
W:(847) 538-5408

League Secretary *WAYNE ELLICE*
WAYNE.ELLICE@GRACE.COM

4099 W 71ST STREET
CHICAGO, IL 60629

FAX: (773) 838-3243
W: (773) 838-3215

League Treasurer *LENNY SPIEGEL*
LENNY@FNAL.GOV

FERMILAB MS 220
BATAVIA, IL 60510

H: (630) 208-4738
W: (630) 840-2809

Trophy Chairman *MARTY FRANEK*
MJFRANEK@MEGSINET.NET

9044 S 51ST AVENUE
OAK LAWN, IL 60453-1730

H: (708) 636-3714
W: (312) 353-0397

Publicity Chairman *TONY JASAITIS*

Banquet Chairman *BURT GAZMEN*

DIVISIONAL CHAIRMEN

East Division *JIM DUFFY*
JIM_DUFFY@CHI.LEOBURNETT.COM

152 GREENWAY
ROSELLE, IL 60172

H: (630) 307-2414
W: (312) 220-3252

Far West Division *BOB BUCHNER*
BUCHNER@LUCENT.COM

1316 KALLIEN COURT
NAPERVILLE, IL 60540

H: (630) 428-7707
W: (630) 979-7707

Near West Division *CARL REID*
HYDE65@JUNO.COM

2289 GRAND DRIVE
NORTHBROOK, IL 60062

W: (224) 232-2174

North Division *ART OLSEN*

(SEE INFORMATION FOR RATINGS CHAIRMAN ABOVE)

WE SUPPORT CHESS AND ARE PROUD MEMBERS OF:

ILLINOIS CHESS ASSOCIATION

WWW.ILLINOISCHESS.ORG

UNITED STATES CHESS FEDERATION

WWW.USCHESS.ORG

Officer Contacts	2
Table of Contents	3
Season Updates	
Current Standings	4
Current Team Performance Ratings	5
Top Ten by Division	6
Most Improved Players	6
Match Results	7
Upper Board Forfeits	9
Current Ratings	10

FEATURES

GAMES as reviewed by Tom Friske	13
Five Levels of Planning	24

On the Cover:

This adaptation of a woodcut by M.C. Escher symbolizes the kind of nightmares that we all have experienced after blundering away a certain win. After all, what CICL has never lost sleep as a result of the game ?

(as published in CICL Bulletin, February 1981)

NEAR WEST DIVISION 01-28-2004

TEAM NAME				GAME	MATCH	PCT	PR
	W	L	D	POINTS	POINTS		
PAWNS	5	0	2	30.0	6.0	0.857	1794
LUCENT TECH. CHARGERS	3	2	2	21.5	4.0	0.571	1688
COOK CO. DEPT. OF CORR	3	2	2	20.0	4.0	0.571	1668
CASE	0	7	2	18.5	1.0	0.111	1562

FAR WEST DIVISION 01-28-2004

TEAM NAME				GAME	MATCH	PCT	PR
	W	L	D	POINTS	POINTS		
FERMILAB	6	0	0	29.0	6.0	1.000	1909
LUCENT TECH. TYROS	4	2	0	23.5	4.0	0.667	1746
ARGONNE ROOKS	3	1	1	15.5	3.5	0.700	1643
LUCENT TECH. DRAGONS	2	2	1	15.0	2.5	0.500	1584
MOLEX	1	5	0	13.5	1.0	0.167	1582
BP CHEMICALS	0	6	0	4.5	0.0	0.000	1268

NORTH DIVISION 01-28-2004

TEAM NAME				GAME	MATCH	PCT	PR
	W	L	D	POINTS	POINTS		
MOTOROLA KNIGHTS	6	0	0	24.5	6.0	1.000	1945
UOP	4	2	0	19.5	4.0	0.667	1830
EXCALIBURS	3	2	0	14.5	3.0	0.600	1713
MOTOROLA KINGS	3	3	0	19.5	3.0	0.500	1861
KEMPER INSURANCE	1	5	0	15.5	1.0	0.167	1697
NORTHROP	0	5	0	5.5	0.0	0.000	1443

EAST DIVISION 01-28-2004

TEAM NAME				GAME	MATCH	PCT	PR
	W	L	D	POINTS	POINTS		
ALUMNI ACES	5	0	0	22.5	5.0	1.000	1806
GETCO	4	1	0	20.5	4.0	0.800	1748
LEO BURNETT	0	4	1	9.0	0.5	0.100	1536
CITADEL GROUP	0	4	1	8.0	0.5	0.100	1605

Current Performance Ratings

Team	Division	Rating	Games Ave
MOTOROLA KNIGHTS	North	1945	5.0
FERMILAB	Far West	1909	3.3
MOTOROLA KINGS	North	1861	5.5
UOP	North	1830	5.0
ALUMNI ACES	East	1806	2.5
PAWNS	Near West	1794	6.5
GETCO	East	1748	3.2
LUCENT TECH. TYROS	Far West	1746	3.7
EXCALIBURS	North	1713	4.5
KEMPER INSURANCE	North	1697	4.3
LUCENT TECH. CHARGERS	Near West	1688	6.8
COOK CO. DEPT. OF CORR	Near West	1668	6.8
ARGONNE ROOKS	Far West	1643	3.3
CITADEL GROUP	East	1605	4.0
LUCENT TECH. DRAGONS	Far West	1584	3.7
MOLEX	Far West	1582	5.2
CASE	Near West	1562	8.5
LEO BURNETT	East	1536	3.8
NORTHROP	North	1443	2.8
BP CHEMICALS	Far West	1268	3.2

NEAR WEST DIVISION TOP TEN

WILLIAMS, K	CCDOC	2181
JAKSTAS, K	PAWNS	2110C
LATIMER, E	PAWNS	2085D
MARCOWKA, R	CHGR	1989D
ELLICE, W	PAWNS	1894C
FRAATS, D	CASE	1880C
DOBROVOLNY, C	CHGR	1844C
MCCARTHY, D	CHGR	1838
ROSLEY, D	CHGR	1744
ALEXANDER, W	CCDOC	1725

FAR WEST DIVISION TOP TEN

BEZZUBOV, V	FERMI	2229
GARZON, G	FERMI	2190
DORIGO, T	FERMI	2158
BENEDEK, R	ROOKS	2151T
TEGEL, F	DRGNS	2070Q
HILL, R	ROOKS	2060C
DIAZ, P	TYROS	2040C
COULTER, D	BPCHM	1997
LUDWIG, T	DRGNS	1951C
SPIEGEL, L	FERMI	1948D

NORTH DIVISION TOP TEN

WOLF, D	MKING	2377
STEVANOVIC, M	UOP	2226D
FRIDMAN, Y	MKNGT	2211
WONG, P	EXCLB	2180C
MORRIS, R	MKNGT	2175
FRISKE, T	EXCLB	2062C
LANG, R	EXCLB	2053
MELNIKOV, I	MKING	2024
BUERGER, E	UOP	2020T
THOMSON, J	MKNGT	2010

EAST DIVISION TOP TEN

INUMERABLE, F	ALUMN	2265C
BENESA, A	ALUMN	2195
STEIN, P	CITGR	2192
JASAITIS, A	GETCO	2103D
RAUCHMAN, M	GETCO	2081*
GAZMEN, E	ALUMN	2050C
SANTIAGO, T	ALUMN	2005
SOLLANO, E	ALUMN	1982C
ALLEN, H	ALUMN	1975
CZERNIECKI, A	ALUMN	1924D

MOST IMPROVED PLAYERS

ZADEREJ, V	MOLEX	98
RAUCHMAN, M	GETCO	79
FULKERSON, R	LBURN	69
WALKER, C	KEMPR	55
KRATKA, M	GETCO	54
EAMAN, R	LBURN	54
FRIDMAN, Y	MKNGT	49
GARDNER, M	NORTH	46
SACKS, D	UOP	42
PAROAN, E	CASE	40

01-JAN-04 ALUMNI ACES**5 LEO BURNETT****1**

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 BENESA, A	2191 4	1	DUFFY, J	1789 -4 0
2 SANTIAGO, T	2037-32	0	EAMAN, R	1885 32 1
3 SOLLANO, E	1980 2	1	SITAR, K	1552 -4 0
4 FRANK, M	1739 3	1	BANNON, B	1280 -3 0
5 DAVIDSON, M	1626 0	1F	SAWIN, B	1175 0 0F
6 CZERNIECKI, A	1924 0	1F	FULKERSON, R	1482 0 0F

15-JAN-04 GETCO**6 CITADEL GROUP****0**

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 JASAITIS, A	2097 6	1	HAYHURST, W	1866 -9 0
2 RAUCHMAN, M	2069 12	1	ONG, K	1891-12 0
3 KRATKA, M	1680 18	1	SENSAT, J	1616-18 0
4 KOSMICKE, J	0 0	1	LE, DUC	0 0 0
5 MORAN, B	1512 0	1	JANKE, A	0 0 0
6 COOMBES, N	0 0	1F		0 0 0F
7 MARES, B	0 0	0	COOMBES, N	0 0 1 (GETCO)

17-DEC-03 UOP**1.5 MOTOROLA KNIGHTS****4.5**

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 STEVANOVIC, M	2221 -2	.5	MORRIS, R	2183 3 .5
2 REVELLON, L	1984-11	0	FRIDMAN, Y	2190 11 1
3 BOLDINGH, E	1863 -8	0	THOMSON, J	2027 13 1
4 SAJBEL, P	1806 15	1	AUGSBURGER, L	1795-15 0
5 LECHNICK, J	1750-22	0	BALICKI, J	1753 22 1
6 MICKLICH, F	1640-17	0	KARANDIKAR, S	1601 25 1

15-JAN-04 MOTOROLA KINGS**2.5 MOTOROLA KNIGHTS****3.5**

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 MELNIKOV, I	2017 7	.5	MORRIS, R	2186-11 .5
2 WALLACH, C	1984 -7	0	FRIDMAN, Y	2201 10 1
3 SAMELSON, C	1913 20	1	THOMSON, J	2040-30 0
4 PIPARIA, J	1865-28	0	BALICKI, J	1775 28 1
5 CYGAN, J	1878 -7	.5	AUGSBURGER, L	1780 4 .5
6 GONCHAROFF, N	1685 -2	.5	KARANDIKAR, S	1626 4 .5

15-JAN-04 KEMPER INSURANCE**2 UOP****4**

ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 SIWEK, M	2013 -7	0	STEVANOVIC, M	2219 7 1
2 EASTON, R	1896-18	0	REVELLON, L	1973 18 1
3 WALKER, C	1714 31	1	BOLDINGH, E	1855-21 0
4 OLSEN, A	1497 -4	0	SAJBEL, P	1821 4 1
5 WIRTZ, R	1314 -4	0	LECHNICK, J	1728 4 1
6 VAIL, M	1275 40	1	MICKLICH, F	1623-26 0

15-DEC-03 LUCENT TECH. CHARGERS 4 CASE 2

ROUND 6

BD	RATINGS	SCORE		RATINGS	SCORE
1 DOBROVOLNY, C	1857-15	0	FRAATS, D	1867 15	1
2 MCCARTHY, D	1834 14	1	PARAOAN, E	1688 -9	0
3 ROSLEY, D	1742 18	1	WHITE, H	1671-12	0
4 RADAVICIUS, E	1604 -1	.5	KLINEFELTER, H	1585 1	.5
5 THOMAS, J	1576 -3	.5	REID, C	1494 3	.5
6 STAMM, V	1508 7	1	DYCKOWSKI, R	1387-15	0
7 DOBR, K	1402 8	1	ZOELLNER, J	1325-12	0

06-JAN-04 LUCENT TECH. CHARGERS 3 PAWNS 3

ROUND 5

BD	RATINGS	SCORE		RATINGS	SCORE
1 DOBROVOLNY, C	1842 10	.5	JAKSTAS, K	2117-10	.5
2 MCCARTHY, D	1848-10	0	LATIMER, E	2075 6	1
3 ROSLEY, D	1760-16	0	ELLICE, W	1871 10	1
4 RADAVICIUS, E	1603 3	.5	FABIJONAS, R	1673 -3	.5
5 THOMAS, J	1573 18	1	LITVINAS, A	1655-18	0
6 STAMM, V	1515 8	1	O'DELL, DW	1458-13	0
7 DOBR, K	1410 12	1	MIKULECKY, B	1496-19	0

14-JAN-04 COOK CO. DEPT. OF CORR 3 CASE 3

ROUND 7

BD	RATINGS	SCORE		RATINGS	SCORE
1 ALEXANDER, W	1744-14	0	FRAATS, D	1882 9	1
2 SEATON, E	1598 28	1	PARAOAN, E	1679-18	0
3 JACKSON, S	1522 31	1	WHITE, H	1659-21	0
4 HALL, A	1536-25	0	REID, C	1497 17	1
5 ROJO, V	1476-16	0	KLINEFELTER, H	1586 10	1
6 APPLEBERRY, T	1431 15	1	ZOELLNER, J	1313-10	0
7 MAHMOOD, S	0 0	.5	DYCKOWSKI, R	1372 0	.5
8 MCGEE, L	1137-20	0	KANAS, W	1169 14	1

19-JAN-04 PAWNS 5 COOK CO. DEPT. OF CORR 1

ROUND 6

BD	RATINGS	SCORE		RATINGS	SCORE
1 JAKSTAS, K	2107 3	.5	WILLIAMS, K	2187 -6	.5
2 LATIMER, E	2081 4	1	ALEXANDER, W	1730 -5	0
3 ELLICE, W	1881 6	1	SEATON, E	1626 -8	0
4 FABIJONAS, R	1670 10	1	JACKSON, S	1553-15	0
5 LITVINAS, A	1637 8	1	ROJO, V	1460-12	0
6 ABDALLAH, D	1482 -3	.5	APPLEBERRY, T	1446 3	.5
7 MIKULECKY, B	1477-27	0	MCGEE, L	1117 40	1

20-JAN-04 CASE 1.5 LUCENT TECH. CHARGERS 4.5

ROUND 9

BD	RATINGS	SCORE		RATINGS	SCORE
1 FRAATS, D	1891-11	0	MARCOWKA, R	1978 11	1
2 PARAOAN, E	1661 8	.5	DOBROVOLNY, C	1852 -8	.5
3 WHITE, H	1638 0	1F	ROSLEY, D	1744 0	0F
4 KLINEFELTER, H	1596-15	0	RADAVICIUS, E	1606 15	1
5 REID, C	1514-12	0	THOMAS, J	1591 12	1
6 DYCKOWSKI, R	1372-13	0	STAMM, V	1523 6	1
7 ZOELLNER, J	1303 5	.5	DOBR, K	1422 -3	.5

27-JAN-04 CASE .5 PAWNS 5.5

ROUND 8

BD	RATINGS	SCORE		RATINGS	SCORE
1 FRAATS, D	1880	0	0F	JAKSTAS, K	2110 0 1F
2 PARAOAN, E	1669	-7	0	ELLICE, W	1887 7 1
3 WHITE, H	1638-13	0		FABIJONAS, R	1680 13 1
4 KLINEFELTER, H	1581-12	0		LITVINAS, A	1645 12 1
5 REID, C	1502-16	0		ABDALLAH, D	1479 24 1
6 ZOELLNER, J	1308	6	.5	O'DELL, DW	1445 -6 .5
7 DYCZKOWSKI, R	1359-17	0		MIKULECKY, B	1450 11 1

19-JAN-04 LUCENT TECH. TYROS 5.5 BP CHEMICALS .5

ROUND 6

BD	RATINGS	SCORE		RATINGS	SCORE
1 DIAZ, P	2029	11	1	SAJKOWSKI, D	1943-17 0
2 GUIO, J	1864	2	1	RINGENBERG, T	1392 -3 0
3 BUCHNER, R	1729	2	1	POMA, D	1237 -3 0
4 SMITH, BR	1724	3	1	MANILA, M	1238 -3 0
5 HAHNE, D	1605	0	.5	CASTANEDA, R	0 0 .5
6 VALDEZ, C	1418	0	1	WOODS, C	0 0 0

19-JAN-04 FERMILAB 4.5 MOLEX 1.5

ROUND 6

BD	RATINGS	SCORE		RATINGS	SCORE
1 GARZON, G	2190	0	.5	REICH, T	0 0 .5
2 SPIEGEL, L	1946	2	1	HENDRICKSON, B	1460 -3 0
3 GAINES, I	1766	6	1	FOX, R	1515 -9 0
4 GOMEZ, G	1737	1	1	MCGOWAN, D	1086 -1 0
5 STAPLES, C	1647-42	0		ZADEREJ, V	1202 42 1
6 BOLSHOV, A	1303	0	1	DEICHMANN, E	0 0 0
7 CHRISTOTEK, L	0	0	1	MUELLER, R	0 0 0

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

CASE

TEAMS WITH 1 UPPER BOARD FORFEIT

CCDOC

KEMPER

LEO BURNETT

LUCENT CHARGERS

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABDALLAH, D	PAWNS	3	1	1	1503*	EAMAN, R	LBURN	2	2	0	1917
AILES, T	FERMI	1	0	0	1706	EASTON, R	KEMPR	1	3	1	1878
ALEXANDER, W	CCDOC	2	4	1	1725	ELEK, G	NORTH	0	3	1	1101
ALFONSO, E	MKNGT	0	0	1	1584	ELLICE, W	PAWNS	6	1	0	1894C
ALLEN, H	ALUMN	0	1	0	1975	EUSTACE, D	DRGNS	2	2	1	1535C
ALTSHULLER, D	DRGNS	0	0	0	1744	FABIJONAS, R	PAWNS	4	2	1	1693D
APPLEBERRY, T	CCDOC	3	2	1	1449	FETTERMAN, M	NORTH	1	3	0	0000/4
AROND, D	EXCLB	1	1	1	1718	FOLEY, M	CITGR	0	0	0	1299*
AUGSBURGER, L	MKNGT	2	1	2	1784C	FOX, R	MOLEX	1	5	0	1506
BALICKI, J	MKNGT	4	1	2	1803	FRAATS, D	CASE	3	4	0	1880C
BANNON, B	LBURN	1	3	1	1277	FRANEK, M	ALUMN	1	1	0	1707D
BAREITHER, M	CITGR	1	1	0	0000/2	FRANK, M	ALUMN	4	0	0	1742C
BAURAC, D	ROOKS	3	1	1	1678D	FRIDMAN, Y	MKNGT	4	0	0	2211
BENEDEK, R	ROOKS	2	2	1	2151T	FRISKE, T	EXCLB	2	0	2	2062C
BENESA, A	ALUMN	3	2	0	2195	FULKERSON, R	LBURN	2	1	1	1482
BENFORADO, E	MKNGT	3	0	0	1544	GAINES, I	FERMI	5	0	1	1772D
BEZZUBOV, V	FERMI	1	0	0	2229	GARDNER, M	NORTH	1	3	1	1313*
BLACKMON, E	DRGNS	1	3	0	1683C	GARZON, G	FERMI	4	1	1	2190
BOLDINGH, E	UOP	1	3	0	1834C	GAZMEN, E	ALUMN	3	0	1	2050C
BOLSHOV, A	FERMI	2	0	0	1303	GOMEZ, G	FERMI	2	0	2	1738
BRASWELL, I	READR	0	0	0	1821	GONCHAROFF, N	MKING	3	1	2	1683V
BREYER, A	DRGNS	1	2	1	1274*	GORDON, R	BPCHM	0	4	0	1143
BROCK, B	READR	0	0	0	2041	GOTHIER, N	NORTH	0	0	0	0000/6
BROIHIER, M	READR	0	0	0	1156	GOTHIER, S	NORTH	0	0	0	1334
BROTSOS, J	EXCLB	2	1	2	1522D	GOULET, W	MKNGT	0	0	0	0000/2
BUCHNER, R	TYROS	2	0	2	1731C	GRUDZINSKI, J	ROOKS	1	2	1	1450
BUERGER, E	UOP	0	1	0	2020T	GRYPARIS, J	MKING	0	0	2	1476C
BURIAN, D	NORTH	0	3	1	1552D	GUIO, J	TYROS	1	3	1	1866C
BUTLER, E	ROOKS	0	0	0	1270*	HAHNE, D	TYROS	3	1	2	1605C
CAPUTO, J	READR	0	0	0	1616	HALL, A	CCDOC	2	2	0	1511
CAROSI, R	FERMI	0	1	0	0000/0	HAYHURST, W	CITGR	0	3	2	1857
CASHER, P	MOLEX	3	0	0	0000/0	HENDRICKSON, B	MOLEX	1	4	1	1457
CASTANEDA, R	BPCHM	1	3	1	1248#	HILL, R	ROOKS	4	1	0	2060C
CEASE, H	FERMI	2	0	0	1324	HTOO, M	CITGR	0	1	0	1735*
CHRISTOTEK, L	FERMI	1	0	0	0000/3	HUGHES, N	KEMPR	0	1	0	1683C
COOMBES, N	GETCO	2	2	0	0000/2	HUNTER, M	CCDOC	0	0	0	1882#
COULTER, D	BPCHM	1	2	2	1997	INUMERABLE, F	ALUMN	1	0	0	2265C
CYGAN, J	MKING	1	0	1	1871	JACKSON, S	CCDOC	3	4	0	1538
CZERNIECKI, A	ALUMN	1	0	0	1924D	JAKSTAS, K	PAWNS	3	1	2	2110C
DAS, B	DRGNS	0	0	0	0000/2	JANKE, A	CITGR	0	3	0	0000/3
DAVIDSON, M	ALUMN	0	1	0	1626	JASAITIS, A	GETCO	3	2	0	2103D
DECMAN, S	ROOKS	0	0	1	1578D	KALE, S	CASE	0	0	0	1854C
DEICHMANN, E	MOLEX	2	3	0	1302#	KANAS, W	CASE	2	3	0	1183C
DIAZ, P	TYROS	3	2	1	2040C	KARANDIKAR, S	MKNGT	2	0	1	1630
DOBR, K	CHRG	4	2	1	1419Q	KARPIERZ, J	TYROS	1	0	1	1276
DOBROVOLNY, C	CHRG	2	2	3	1844C	KASPER, R	BPCHM	0	1	0	0000/1
DOMINGUEZ, R	LBURN	0	0	0	1307*	KLINEFELTER, H	CASE	3	5	1	1569D
DORIGO, T	FERMI	1	0	0	2158	KOGAN, G	EXCLB	3	2	0	1817C
DUFFY, J	LBURN	0	4	1	1785	KOGAN, M	CITGR	0	0	0	0000/3
DYCKOWSKI, R	CASE	0	7	1	1342	KOMORAVOLU, K	DRGNS	0	3	1	1364*

/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

01-28-2004

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
KOSMICKE, J	GETCO	1	0	1	0000/2	RAUCHMAN, M	GETCO	5	0	0	2081*
KRATKA, M	GETCO	3	1	1	1698	REICH, T	MOLEX	3	2	1	1998#
KUHLMANN, S	ROOKS	1	0	0	0000/0	REID, C	CASE	4	4	1	1486D
LAFORGE, W	DRGNS	2	0	0	1418	REVELLON, L	UOP	3	2	1	1991
LAMBIRIS, J	KEMPR	1	0	0	1453	RINGENBERG, T	BPCHM	0	2	1	1389
LANG, R	EXCLB	1	2	0	2053	ROJO, B	CCDOC	0	0	0	882#
LANSING, J	GETCO	0	0	0	1484	ROJO, V	CCDOC	2	3	1	1448
LATIMER, E	PAWNS	5	0	1	2085D	ROSLEY, D	CHRGR	1	3	0	1744
LE, DUC	CITGR	1	4	0	0000/3	ROSZKOWSKI, D	KEMPR	0	3	0	0000/5
LECHNICK, J	UOP	4	2	0	1732	RUFUS, B	MOLEX	1	3	0	0000/3
LEONG, G	KEMPR	0	1	1	1994C	RZESZUTKO, R	ALUMN	0	0	0	1919C
LERNER, T	CITGR	0	0	0	897	SACKS, D	UOP	3	0	0	1870
LITVINAS, A	PAWNS	4	1	0	1657D	SAGALOVSKY, L	GETCO	0	0	0	1974
LUDWIG, T	DRGNS	2	0	0	1951C	SAJBEL, P	UOP	2	0	1	1825C
MAHMOOD, S	CCDOC	0	0	1	0000/1	SAJKOWSKI, D	BPCHM	1	2	0	1926
MANILA, M	BPCHM	0	2	0	1235*	SALERNO, S	DRGNS	0	0	0	1462*
MARCOWKA, R	CHRGR	2	2	0	1989D	SAMELSON, C	MKING	4	2	0	1933D
MARES, B	GETCO	0	1	0	0000/0	SANTIAGO, T	ALUMN	3	1	0	2005
MARSH, M	READR	0	0	0	1207	SAVCIC, V	TYROS	0	0	0	1116*
MARSHALL, K	MKNGT	0	1	0	1307	SAWIN, B	LBURN	2	1	0	1175*
MASHKEVICH, I	KEMPR	0	2	0	1134*	SCHULTZ, R	FERMI	0	0	0	1294*
MAZO, S	GETCO	0	0	0	0000/0	SEATON, E	CCDOC	3	4	0	1618
MCCARTHY, D	CHRGR	3	2	0	1838	SEET, P	GETCO	1	1	1	1810*
MC GEE, L	CCDOC	2	5	0	1157	SEGALIS, G	NORTH	0	0	0	0000/3
MCGOWAN, D	MOLEX	2	3	0	1085	SEIDEN, J	LBURN	0	0	0	0000/1
MELNIKOV, I	MKING	0	1	5	2024	SENSAT, J	CITGR	0	4	0	1598*
MICKLICH, F	UOP	1	3	0	1597D	SITAR, K	LBURN	0	4	1	1548
MIKULECKY, B	PAWNS	3	2	0	1461C	SIWEK, M	KEMPR	2	2	1	2006C
MOEHS, D	FERMI	1	0	0	1412#	SMITH, BR	TYROS	5	0	1	1727C
MOONEY, M	MKING	0	0	0	0000/0	SOLLANO, E	ALUMN	4	1	0	1982C
MORAN, B	GETCO	2	0	0	1512	SPIEGEL, L	FERMI	3	1	2	1948D
MORRIS, R	MKNGT	1	0	5	2175	STAMM, V	CHRGR	4	2	1	1529T
MOSSBRIDGE, A	KEMPR	0	2	0	1703	STAPLES, C	FERMI	4	1	0	1605
MUELLER, R	MOLEX	0	5	1	0000/1	STEELE, B	CCDOC	0	1	0	925#
O' DELL, DW	PAWNS	2	4	1	1439C	STEIN, P	CITGR	1	2	0	2192
OELHAFEN, A	EXCLB	0	0	0	1238	STEVANOVIC, M	UOP	4	1	1	2226D
OGANESSYAN, G	MOLEX	0	1	0	0000/0	STOLTZ, B	TYROS	3	1	1	1913C
OLSEN, A	KEMPR	2	3	2	1493C	SUAREZ, E	ROOKS	1	0	0	1830
ONG, K	CITGR	1	1	1	1879	SUBECK, J	KEMPR	0	0	0	1366*
PARA, A	FERMI	0	0	0	1497	SUERTH, F	EXCLB	2	1	1	1525D
PARAOAN, E	CASE	4	4	1	1662D	SULLIVAN, C	READR	0	0	0	1524C
PATEL, SU	CITGR	0	0	0	0000/2	SULLIVAN, J	EXCLB	1	2	0	1782D
PEHAS, A	DRGNS	2	1	1	1899C	TEGEL, F	DRGNS	1	2	2	2070Q
PHELPS, D	MKNGT	0	0	0	1208*	THOMAS, J	CHRGR	4	2	1	1603D
PIPARIA, J	MKING	1	2	2	1837	THOMSON, J	MKNGT	4	1	1	2010
PLEASANCE, M	CCDOC	0	0	0	0000/3	TRINIDAD, P	CCDOC	0	0	0	1016*
POMA, D	BPCHM	0	5	0	1234	TRUFANOV, D	UOP	0	2	0	1553#
RABINOVICH, E	MKING	1	1	1	1311	VAIL, M	KEMPR	3	2	0	1315#
RADAVICIUS, E	CHRGR	2	1	2	1621D	VALDEZ, C	TYROS	1	0	0	1418*
RADUCAN, S	MKNGT	0	0	0	0000/0	VAN ZILE, C	UOP	0	1	0	1328

/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

01-28-2004

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
VIGANTS, A	NORTH	0	3	1	1643C	WILKOSZ, A	NORTH	1	0	0	0000/0
VOLYNSKIY, G	GETCO	0	0	0	2572*	WILLIAMS, K	CCDOC	3	0	1	2181
VOSS, M	CITGR	0	0	0	0000/2	WILLIAMS, S	GETCO	1	2	0	1220#
WALKER, A	NORTH	0	4	1	1763	WIRTZ, R	KEMPR	1	1	0	1310*
WALKER, C	KEMPR	3	1	0	1745	WOLF, D	MKING	1	0	0	2377
WALLACH, C	MKING	3	3	0	1977C	WONG, P	EXCLB	0	1	0	2180C
WALSH, W	ROOKS	0	1	0	1494C	WOODS, C	BPCHM	0	5	0	0000/4
WANG, A	CITGR	1	0	1	1461#	WU, M	DRGNS	1	0	0	0000/0
WANG, G	KEMPR	0	0	0	1631*	YACOUT, A	ROOKS	1	3	1	1504
WARD, CH	GETCO	0	0	0	1320	YOUNG, A	CITGR	0	0	0	0000/2
WARREN, J	CHRGR	0	0	0	2045Q	ZADEREJ, V	MOLEX	3	1	1	1244
WEISNER, T	PAWNS	0	0	0	1120	ZOELLNER, J	CASE	2	3	4	1314D
WEITZ, R	EXCLB	2	3	0	1593C	ZUBIK, J	BPCHM	0	3	0	0000/3
WHITE, H	CASE	0	7	1	1625C						

/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

01-28-2004

Karandikar,S (1601) –
Rabinovich,E (1312)
Knights–Kings, 9–11–2003

[D20]

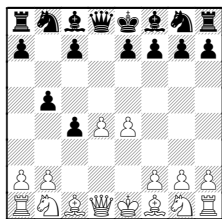
1.d4 d5 2.c4 dxc4 3.Nc3

More common are 3 e4 or 3 Nf3.

Possibly White was concerned about a Black reply of b7–b5.

The standard position arrives after

3.e4 b5



4.a4 c6

(Not 4...a6? 5.axb5 since the a–Pawn is pinned to loose Rook.)

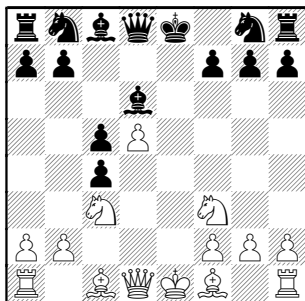
5.b3 and Black's Queenside Pawns are a mess

3...e6 4.e4

So White is playing a position also reached via 3 e4

4...c5 5.d5 [5.Nf3] 5...Bd6 6.Nf3

[6.Bxc4] 6...exd5 7.exd5

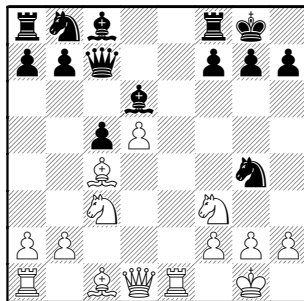


The previous notes on move order were included because I'm surprised what a promising position Black has obtained from the start!

7...Qe7+

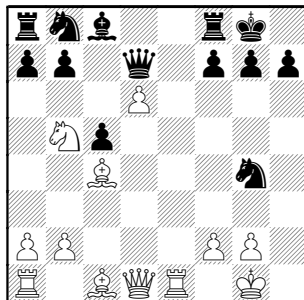
As the check doesn't force a concession, and in fact, misplaces the Queen (on an open file), Black would save a tempo on game simply developing Nf6, then 0-0.

8.Be2 Nf6 9.0-0 0-0 10.Bxc4 Ng4
11.Re1 Qc7



The focus to h2 probably shouldn't be ignored.

12.Nb5 Bxh2+ 13.Kf1 Qd7 14.Nxh2
Nxh2+ 15.Kg1 Ng4 16.d6

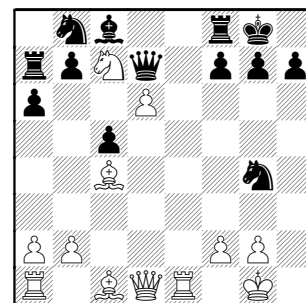


The Pawn is isolated but coordinates nicely with the pieces. Black's Queenside does not develop quickly, so White begins taking over.

16...a6

Black should not let the N post so deeply in his position. 16...Na6 would develop a piece and protect the key c7 square.

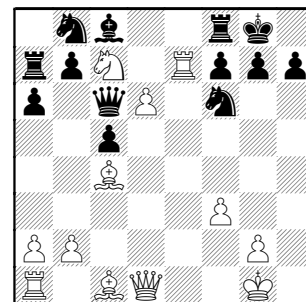
17.Nc7 Ra7



18.f3

White was probably anticipating Black's Qf5.

18...Nf6 19.Re7 Qc6



Things are real cozy over there!

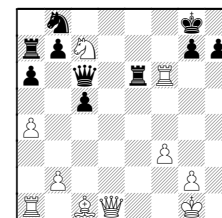
20.Bg5

20.a4

stops b7–b5, and prepares Be3 with idea of b4!

After 20...Rd8? 21.Rxf7 Rxd6 22.Rxf6+ White wins

22...Be6 (22...Kh8 23.Rf8#) 23.Bxe6+ Rxe6



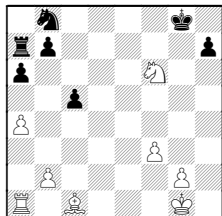
24.Qd8+

White can win more material after 24.Rxe6 Qxc7 but the other line forces away all of Black's developed pieces

24...Re8 25.Qxe8+

(25.Rxc6 Rxd8 26.Rxc5)

25...Qxe8 26.Nxe8 gxf6 27.Nxf6+

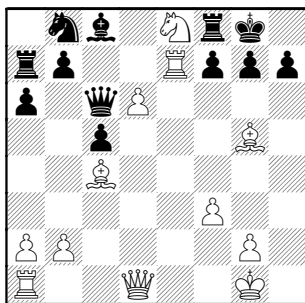


White has a passed Pawn and piece.

20...Ne8

20...Nbd7 is better. Black then unwinds with b5 and Bb7.

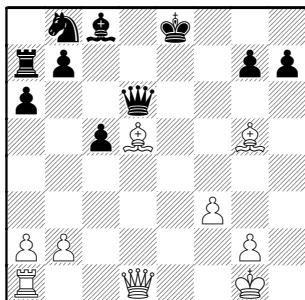
21.Nxe8



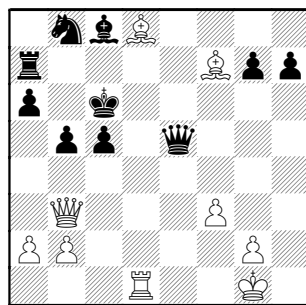
Forcing the Rook from f7 duties. Things are breaking down quickly for Black.

21...Rxe8 22.Bxf7+ Kf8 23.Bd5

[23.Bxe8] 23...Qxd6 24.Rxe8+ Kxe8



25.Bf7+ Kd7 26.Qb3 threat is Rd1
26...Kc6 27.Rd1 Qe5 28.Bd8 b5



29.Bd5+ Kd7 30.Bb7+ Ke8 31.Qg8#
1-0

Walker,C (1709) –

Balicki,J (1774)

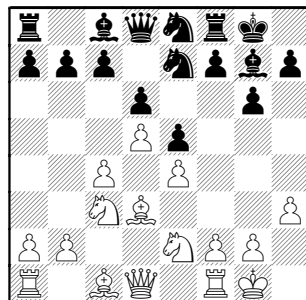
[E71]

Kemper-Knights, 11–13–2003

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6

5.h3 0-0 6.Bd3 Nc6 7.Nge2 e5 8.d5

Ne7 9.0-0 Ne8

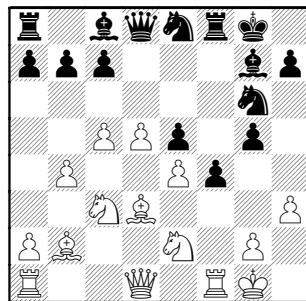


10.f4

Very interesting! White stops Black's intended Pawn expansion.

10...f5 11.fxe5 dxe5 12.c5 f4

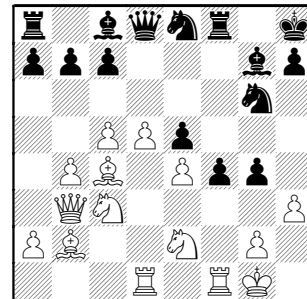
or did he ? 13.b4 g5 14.Bb2 Ng6



An inquisitive reader will want to

compare this position with those visited in the "Mar del Plata" feature article, November 2003.

15.Qb3 Kh8 16.Rad1 g4 17.Bc4



17...gxh3

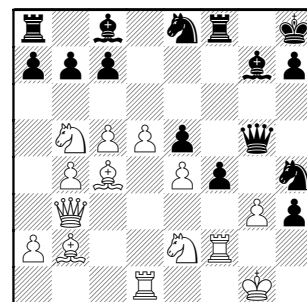
Black wants to open lines, but White has no good way to keep them closed. So he has time for other moves.

Maybe better is 17...Qh4 with the standard g3, Bxh3 coming. Or even 17...Rg8 looks down the file.

18.Nb5 Qg5

18...hxg2 19.Kxg2 Nh4+ 20.Kf2

19.Rf2 Nh4 But White shows nerves of steel... 20.g3

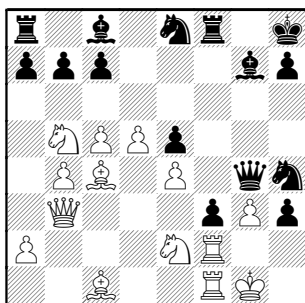


As the g3-Pawn is pinned, Black can search for a forcing move. He sure would like to play Qxg3+, so blocks the White Queen protection of that square.

20...f3 21.Bc1 Qg4

Safer is 21...Qg6. In the coming complications, Black would win if Queen placed at g6.

22.Rdf1

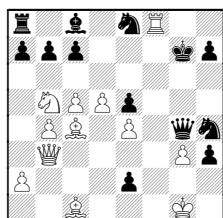


pinning Pawn, or not ?

22...Nf6

22...fxe2 23.Bxe2 showing the downside to Black's Queen placement

Definitely not 23.Rxf8+? Bxf8 24.Rxf8+ Kg7



Black must win material!

25.Bxe2 Qxe2 and the threat of Qg2# keeps White from playing Rxe8

23...Qxe4 24.gxh4 Rg8 idea is Bh6+ 25.Bf3 Qg6+

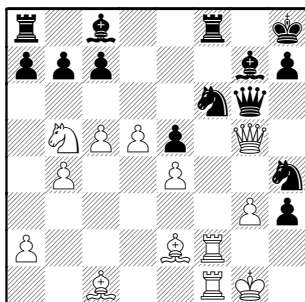
23.Qe3

Black was threatening Nxe4 and then Nxg3.

23...fxe2 24.Bxe2 Qg6

The loss of tempo turns the table! White takes over the initiative.

25.Qg5!



25...Ng2

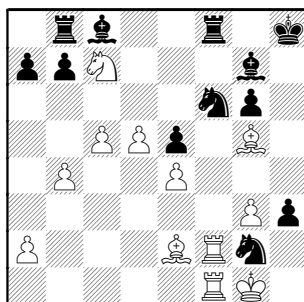
The Knight has no future here, but how does he save the won piece ?

What else? 25...Qxg5 26.Bxg5 Ng6 27.Bxf6 White has won back the piece, and may even have a better position.

26.Qxg6 hxg6 27.Nxc7

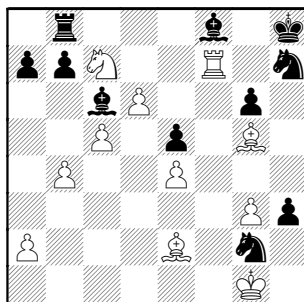
Right here, allowing the capture of Pawn doesn't look too scary. But White's center Pawns have exponentially grown in value.

27...Rb8 28.Bg5



28...Nh7 29.Rxf8+ Bxf8 30.d6 Bd7

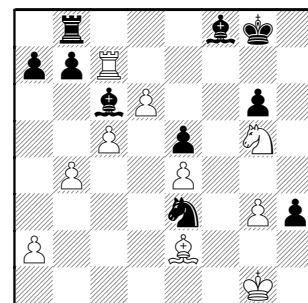
31.Rf7 Bc6



32.Ne6 Kg8

32...Bxe4 33.Bf6+ Kg8

33.Rc7 Nxg5 34.Nxg5 Ne3

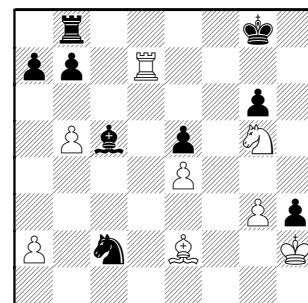


So the Knights makes a bid to get involved, but he's still several moves away (Nc2-d4-b5, in other words)

35.b5 Be8 36.d7 Bxd7

No better is 36...Bf7 37.d8Q Rxd8 38.Rxf7 (38.Nxf7) 38...Bxc5 39.Rxb7

37.Rxd7 Bxc5 38.Kh2 Nc2



Black was probably in time trouble. The hidden fact is the Knight is required to guard c4 from Bishop checks.

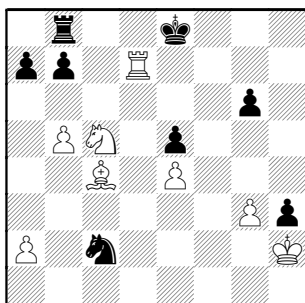
It is hard to find a good plan: 38...Kf8 39.Ne6+ forks;

After some searching, I find 38...Bb6 idea of Rd8-d2 39.Kxh3 Rd8 40.Re7 Rd2

39.Bc4+ Kf8

39...Kh8?? 40.Rh7#

40.Ne6+ Ke8 41.Nxc5



Threatening mate in two!

41...b6

41...Rc8 idea Rxc5, Kxd7 or Rxc4 still runs into the game finish 42.Bf7+ Kf8 43.Ne6#

42.Bf7+ Kf8 43.Ne6#

Another fascinating MDP KID !

1-0

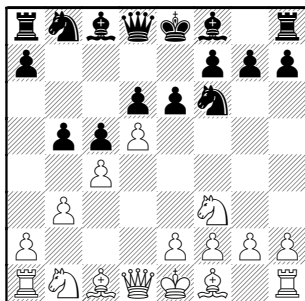
Marshall,K (1336) –

Vail,M

Knights–Kemper, 11–13–2003

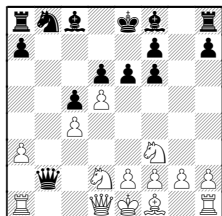
[A57]

1.d4 c5 2.d5 Nf6 3.c4 b5 4.b3 d6
5.Nf3 e6



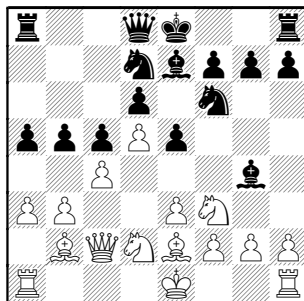
6.a3 a5

6...Qb6!? 7.Bb2 bxc4 8.Bxf6 gxf6
9.bxc4 Qb2!? 10.Nbd2

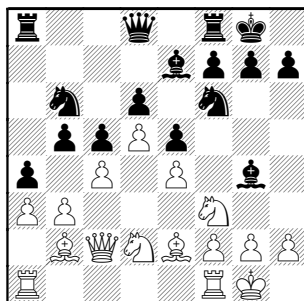


10...f5 idea of Bg7 11.Rb1 Qxa3
12.Ra1 Qb4

7.Bb2 Be7 8.e3 e5 9.Be2 Bg4
10.Nbd2 Nbd7 11.Qc2



11...Nb6 12.e4 a4 13.0-0 0-0



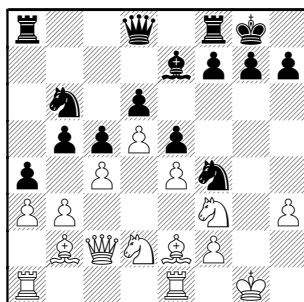
14.Rfe1

I probably would've taken the Pawn and challenge with 14.cxb5 axb3
15.Qxb3 threatening a4 15...Ra4

14...Nh5

Storm clouds are brewing around White's King!

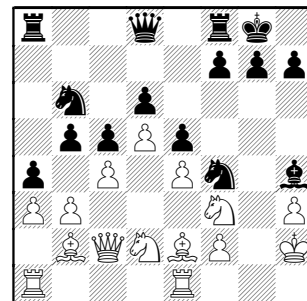
15.h3 Bxh3 don't think this works
16.gxh3 Nf4



17.Kh2?

17.Bf1 Bh4 18.Nh2! idea of Ndf3, and Bc1 18...Qd7 19.Qc3 idea Qf3–g4

17...Bh4

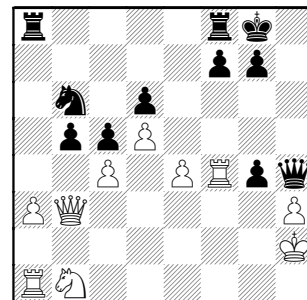


18.Nb1 Bxf2 19.Rf1 axb3 20.Qxb3
Bh4 21.Nxh4 Qxh4 22.Bg4

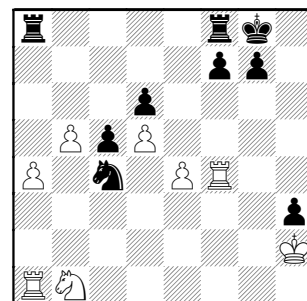
Not 22.cxb5 Nxe2.

But better is 22.Qf3 Nxc4 Black does get 3 Pawns for piece, and ample future for his Rooks.

22...h5 23.Bc1 hxg4 24.Bxf4 exf4
25.Rxf4

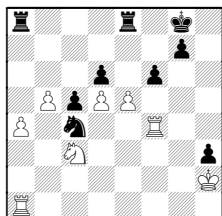


25...Qxh3+ 26.Qxh3 gxh3 27.cxb5
Nc4 28.a4



28...Rfe8 29.Nc3 f6 30.Rg1

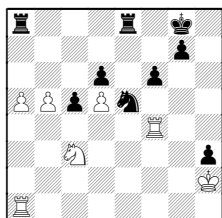
30.e5!



hits loose Knight 30...Nxe5

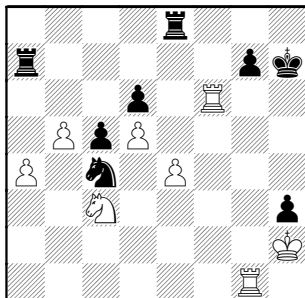
(30...Na5 31.exf6
(or maybe even 31.e6 with idea of Ne4)

31.a5



the connected passers threaten

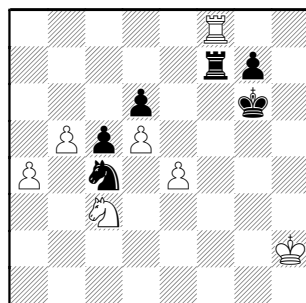
30...Ra7 31.Rxf6 Kh7



32.Rfg6

Not advisable to give up the open f-file.

32...Rf8 33.R6g3 Rf6 34.Rxh3+ Rh6
35.Rxh6+ Kxh6 36.Rf1 Kg6 37.Rf8 Rf7

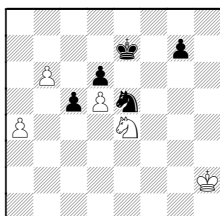


38.Re8

I believe White wins the Knight ending:

38.Rxf7 Kxf7 39.e5! Nxe5
(39...dxe5 40.Ne4)

40.Ne4 Ke7 41.b6



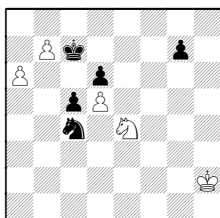
41...Kd7

(41...Nd7 42.a5 and advance King)

42.a5 Black is overloaded.

(Not time for King 42.Kg3 Nc4 43.b7 Kc7)

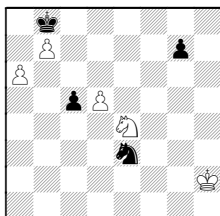
42...Nc4 43.b7 Kc7 44.a6



44...Ne3 45.Nxd6! Kb8

(45...Nxd5?? 46.a7 and queens)

46.Ne4

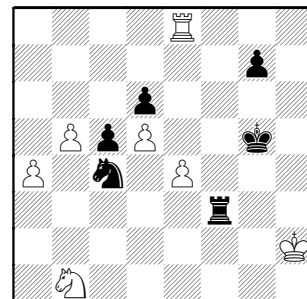


46...Nxd5

(No time to save Pawn! 46...c4??
47.Nc5 Nxd5 48.Nd7+)

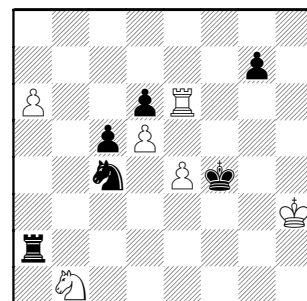
47.Nxc5 idea of Nd7+, b8Q+ 47...Nf6
48.Kg3 cleaning up when arriving at g6

38...Rf3 39.Nb1 Kg5

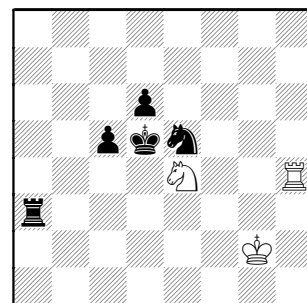


Black brings everything to bear, White is helpless.

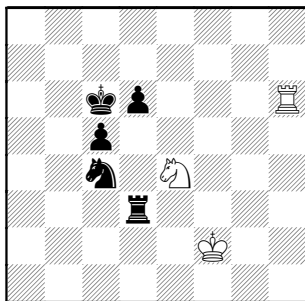
40.Re6 Kf4 41.b6 Nxb6 42.a5 Nc4
43.a6 Rf2+ 44.Kh3 Ra2



45.e5 Rxa6 46.Rg6 Kxe5 47.Rxg7
Kxd5 48.Nc3+ Kc6 49.Ne4 Ne5
50.Rh7 Ra3+ 51.Kg2 Kd5 52.Rh4

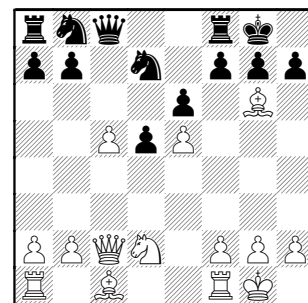
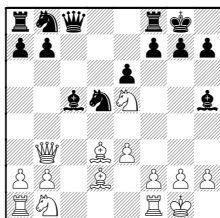


52...Kc6 53.Rh6 Nc4 54.Kf2 Rd3



Bishop while White has moved the Pawn another time.

9.cxd5 Nxd5 10.0-0 0-0 11.Bd2



55.Ke2 Re3+ 0-1

Reid,C (1494) –
Thomas,J (1576)

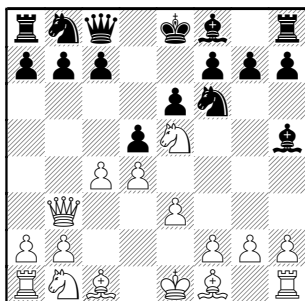
[D04]

Case-Chargers, 12-15-2003

1.d4 d5 2.Nf3 Nf6 3.e3 Bg4 4.c4 e6

Black has posted his problem piece, so has a equalized early. White's position, however, is super-solid and should withstand Black's activity.

5.Qb3 Qc8 6.Ne5 Bh5



7.Bd3

7.cxd5 exd5 8.Nc3 c6 is an Exchange QGD with the Queens on unusual squares

7...c5

Fun stuff. Black guarantees space. Yet I wonder about opening the c-file with the Queen at its base.

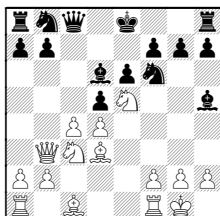
8.Nd2

As an example, 8.dxc5 Bxc5 gives Black a tempo as he's developed the

and Rc1 will begin the Queenside attack

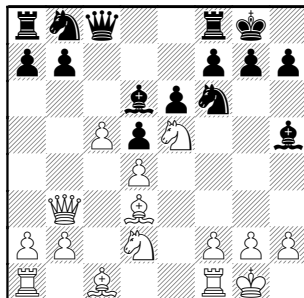
White could consider another Knight development:
8.Na3 and the c4 square is a nice post
8...a6 stops White plan with idea of dc and b5

8.0-0 is the most flexible. If Black continues as in game 8...cxd4 9.exd4 Bd6 10.Nc3



would gain a favorable IQP position as Black is underdeveloped and White has pressure to center squares d5 and e4

8...cxd4 9.exd4 Bd6 10.0-0 0-0 11.c5?



Dropping a Pawn. 11...Bxe5 12.dxe5 Nfd7 13.Qc2 h7 is attacked, of course 13...Bg6 14.Bxg6

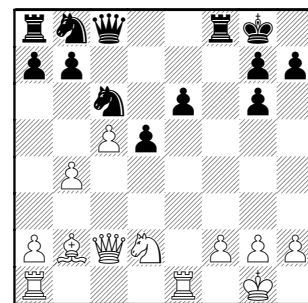
and a fascinating decision must be made ! Go for the open f-file or keep a compact Pawn structure ?

14...fxg6

Hard to call. After Nxe5, Pe6 is backward. In French positions, this is OK because a Bishop at c8 (or d7) holds the square and Black has time to prepare e6-e5 to take over the center. Here, the Queen fulfills guard duty. Despite all this, Black has three Pawn islands and the double-g-Pawns don't have much future.

I prefer 14...hxg6. But thats me...

15.b4 Nxe5 16.Re1 Nec6 17.Bb2



Holding e5 and preparing Qc3

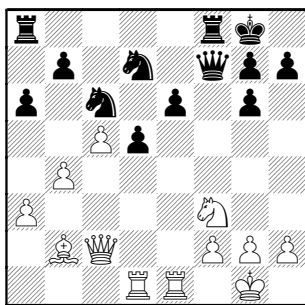
17...a6

17...Nxb4? 18.Qc3 ideas Qxg7# or Qxb4

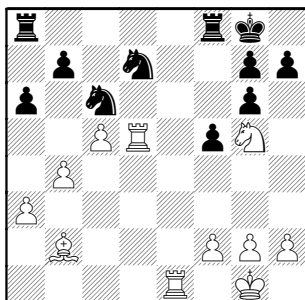
18.a3 Qd7 19.Rad1 Qf7 20.Nf3

Appears to be played just to block attack to f2, but White shows another threat.

20...Nd7? Missing the point

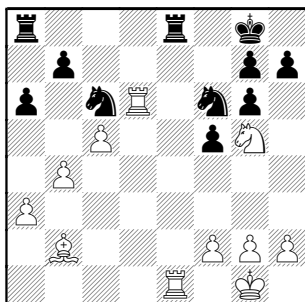


21.Ng5 Qf5 22.Qxf5 exf5 23.Rxd5



So the complications have slightly favored White.

23...Nf6 24.Rd6 Rfe8



25.Rde6

Not much difference in 25.Red1 Re2 (25...Rad8) 26.R6d2 Rae8 27.Kf1

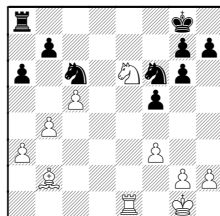
25...Ne4 26.Rxe8+

The Knight is actually pinned, so how about 26.f3 to win it ?

After 26...Rxe6

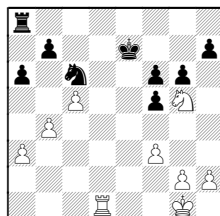
(Not 26...Nxg5? 27.Rxe8+)

27.Nxe6 Nf6 White is a little better.



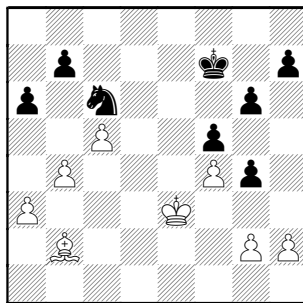
28.Rd1 and the Knights have trouble finding a post. Meanwhile, White can get his Queenside majority rolling with Bc3 and a4, etc.

A cute continuation I see is 28...Kf7
29.Ng5+ Ke7 30.Bxf6+ gxf6



31.Nxh7? Rh8 winning the frolicking Knight

26...Rxe8 27.Nxe4 Rxe4 28.Kf1
Rxe1+ 29.Kxe1 g5 30.Kd2 Kf7 31.Ke3
g6 32.f4 g4

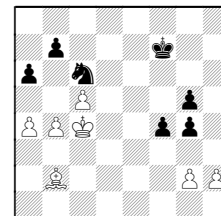


33.Bc3

White gains time over the game by using King to cover b4 as he also approaches entry squares. The Bishop's long-range power will then be called upon to stop the 4-3.

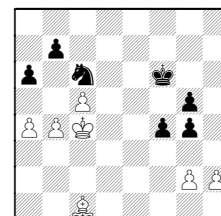
So let us get deep into it: 33.Kd3 h6
34.Bc1

(34.Kc4 g5 35.fxg5 hxg5 36.a4 f4



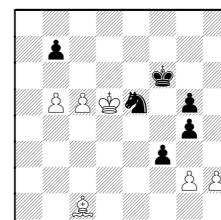
and the f-Pawn is reaches f2 before the Bishop)

34...Kf6 35.Kc4 g5 36.fxg5+ hxg5
37.a4 f4



Compared to previous analysis subline (34 Kc4), here the Bishop is able to reach f2 and thus changes the whole evaluation!

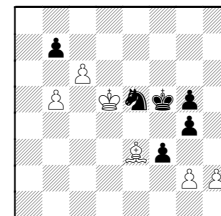
38.b5 axb5+ 39.axb5 Ne5+ 40.Kd5 f3



41.Be3 and White can win the b-Pawn

(Note White must avoid 41.gxf3? gxf3 as it makes g4 available to the Knight !
42.Be3 Ng4 43.Bd4+ Ke7 44.h3 f2 and wins !)

41...Kf5 42.c6



White wins

33...Ke6

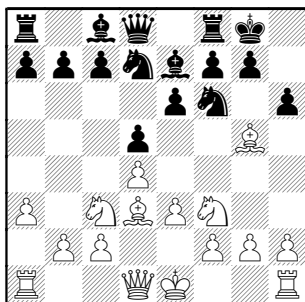
White's last move (33 Bc3) also gave Black a tempo to place King more definitely.

34.Kd3 Kd5 ½-½

Stamm,V (1508) – Dyczkowski,R (1387) [D01]
Chargers–Case, 12–15–2003

This is an absolutely rich game. Both players make great moves!!

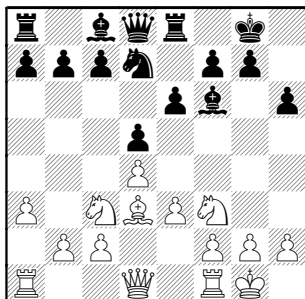
1.d4 Nf6 2.Nc3 d5 3.Bg5 e6 4.a3 Be7
5.e3 0-0 6.Bd3 Nbd7 7.Nf3 h6



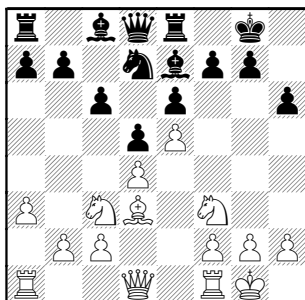
8.Bxf6

Also good is: 8.Bf4 Nh5 9.Be5

8...Bxf6 9.0-0 Re8



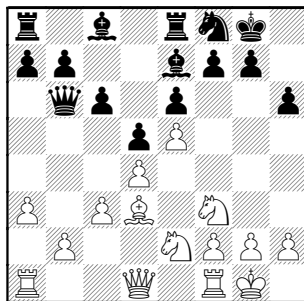
10.e4 c6 11.e5 Be7



12.Ne2

12.Ne2 is interesting, threatening f4–5 and allowing Queen to reach g4. After that Ne2–g3 has additional threats.

12...Nf8 13.c3 simply not necessary
13...Qb6



14.b4

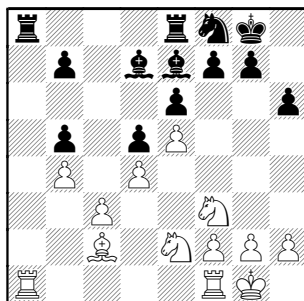
Offering to open the Queenside, maybe not all bad of an idea. But White's space is on the other side of board.

Also, however, White can finesse the threat of Queen invasion. After
14.Qd2 Qb3 15.Bc2 Qb6

(15...Qc4 16.b3;

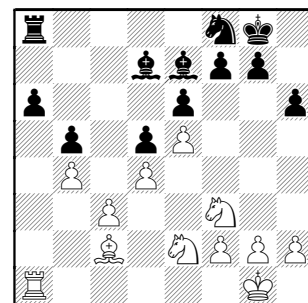
Not 15...Qxb2?? 16.Bh7+ winning Q

14...Bd7 15.Bc2 a5 16.Qd3 axb4
17.axb4 Qb5 18.Qxb5 cxb5



He we go. Which is weaker: the b5–Pawn or the c3–Pawn ?

19.Bd3 Ra4 20.Bc2 Ra6 21.Rxa6
bxa6 22.Ra1 Ra8

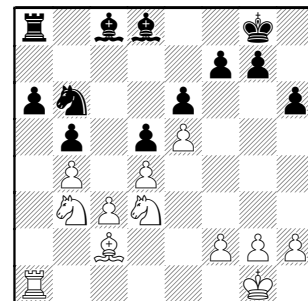


23.Nc1

Heading for prime b3 square, looking on to a5 or c5

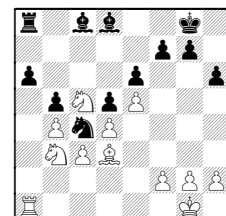
23...Bd8 24.Nb3 Bc8 25.Ne1 Nd7
Black also has a sweet post for his Knight.

26.Nd3 Nb6



27.Na5

27.Ndc5 Nc4 28.Bd3



28...a5?

(28...Nb2? 29.Bxb5!)

29.Bxc4 dxc4 30.Nxa5

27...Bg5 hoping to get Bd2 in
28.f4 Be7 29.Nc6

29.g4 prepares Rf1,f5. As in most positions, two weaknesses are

required. White has Knights near Queenside problems, so can use other pieces to overload the defence. He does get to it after trading pieces, however!

29...Kf8 30.Nxe7

I rate the Knight as stronger than either Bishop and would not trade.

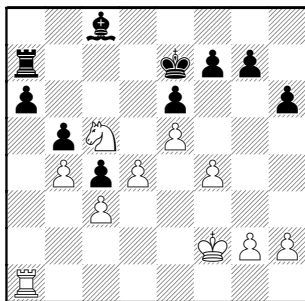
30...Kxe7 31.Bb3

31.Nc5 idea g4, Rf1 or bring King forward to force open a Kingside file for a Rook invasion.

31...Nc4 32.Bxc4

I still like the Bishop's possibilities on the b1-h7 diagonal, especially squares f5 and g6. What will the Knight do? Post at e4 to threaten c3? But White can defend with Ra3 and use King to chase Knight away.

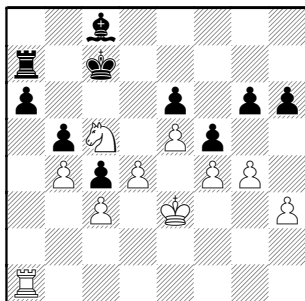
32...dxc4 33.Nc5 Ra7 34.Kf2



34...f5 35.Ke3

35.exf6+ Kxf6 36.g4

35...Kd8 36.h3 Kc7 37.g4 g6



38.Ra5 In most endings, active pieces

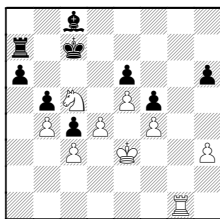
trump material considerations. Rooks have better use than blockading!

There is a win in sight, as well.

38.gxf5! gxf5

38...exf5 39.Rg1 (or 39.d5)

39.Rg1

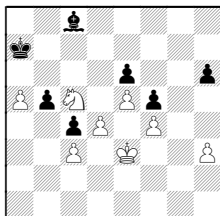


Black can't defend the h-Pawn.

39...a5?

(39...Bd7? 40.Nxd7 Kxd7 41.Rg7+ and Rxa7)

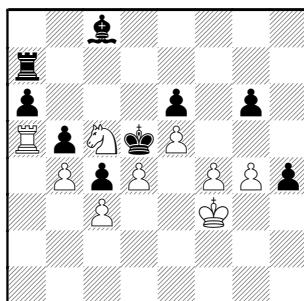
40.Rg7+ Kb6 41.Rxa7 Kxa7 42.bxa5



White wins as he can get King to b4 and win the b5-Pawn.

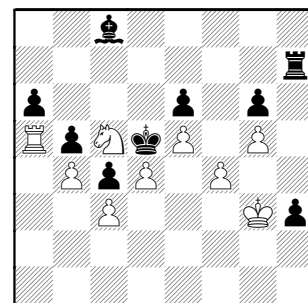
38...Kc6 placing King at d5 looks good, but it is fairly obvious the Kingside is where defence is needed. Head King to g8 and things are probably even.

39.Ra1 Kd5 40.Ra5 fxc4 41.hxc4 h5 42.Kf3 h4



White's indecision (Rook moves) has allowed Black to make threats. Things get a little touchy.

43.g5 h3 44.Kg3 Rh7



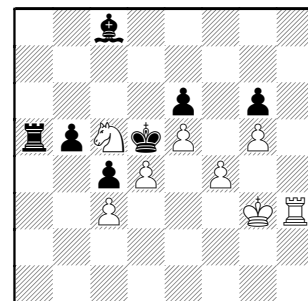
45.Ra2 and Rh2 will win Pawn.

45.Nxa6? h2 46.Ra1 h1Q

45...Rf7

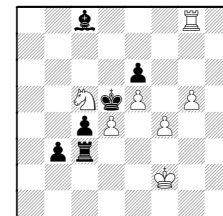
Very good! White has weaknesses as well!

46.Rh2 Ra7 47.Rxh3 a5 48.bxa5 Rxa5



49.Kg4

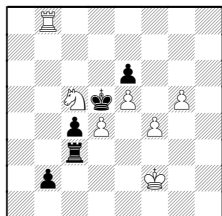
49.Rh6 Ra3 50.Rxg6 Rxc3+ 51.Kf2 b4 52.Rg8 b3



53.Na4

A glance at alternatives:
(53.Nxb3 cxb3 defends Bishop and Pawn will queen)

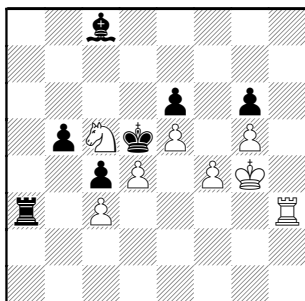
(Also failing is 53.Rxc8 b2 54.Rb8



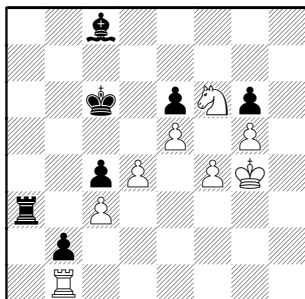
54...Rb3!)

53...Rc2+ 54.Ke1 b2 55.Nxb2 Rxb2
56.Rxc8 Kxd4 57.g6 Rg2 and Blacks
passer is faster

49...Ra3



50.Re3? b4 51.Ne4 b3 52.Nf6+ Kc6
53.Re1 b2 54.Rb1

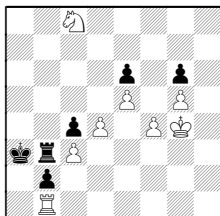


54...Rb3

Again, Rook activity trumps Pawn plus.
Earlier, Black had made progress
hitting White's Pawns, here he can do it
again: 54...Rxc3 55.Rxb2 Rd3 and the
c-passer really begins to look scary

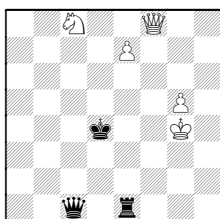
55.Ne4 Kb6

55...Kb5 56.Nd6+ Ka4 57.Nxc8 Ka3



White has Pawns as well:
58.d5! Ka2 59.Rxb2+

I would like to examine the Pawn race
started by: 59.dxe6! Kxb1 60.e7 Kc2
61.e8Q b1Q 62.Qxg6+ Kxc3 63.Qxb1
Rxb1 64.e6 Kd4 65.e7 Re1 66.f5 c3
67.f6 c2 68.f7 c1Q 69.f8Q



Everything mates except the King can
try to hide at e8 or g8 via e6.
69...Rg1+
(69...Qd1+ 70.Kf5 Qd3+ 71.Kf6 Qf3+
72.Kg7)

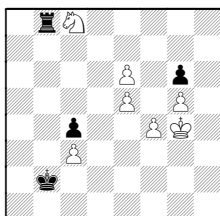
70.Kf5
(70.Kh5?? Qxg5#;
70.Kh3 Qe3+ 71.Kh2 Qg3#;
70.Kh4 Qxg5+ 71.Kh3 Qg3#)

70...Qxg5+
(70...Rf1+ 71.Ke6 Qc6+ 72.Nd6 Qd5+
73.Kd7)

71.Ke6 Qe5+ 72.Kf7 Rf1+ 73.Ke8
Qb5+ 74.Kd8

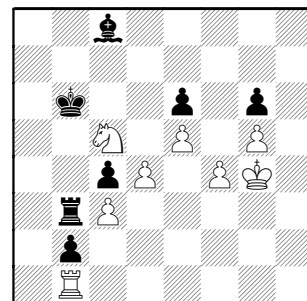
There are probably alternatives.

59...Kxb2 60.dxe6 (60 d6 Rb7) Rb8

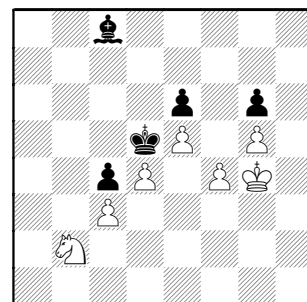


61.Nd6 Kxc3 62.e7 Kd3 63.e8Q Rxe8
64.Nxe8 c3 and wins.

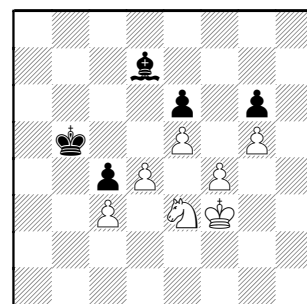
56.Nc5



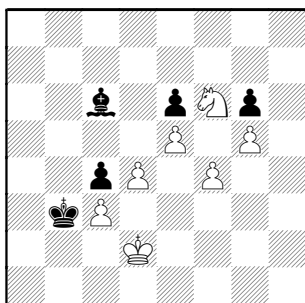
56...Rb5 57.Rxb2 Rxb2 58.Na4+ Kc6
59.Nxb2 Kd5



60.Kf3 [60.Na4] 60...Bd7 61.Nd1 Kc6
[61...Ba4 62.Ne3+ Kc6 63.Ke4
(63.Nxc4)] 62.Ne3 Kb5



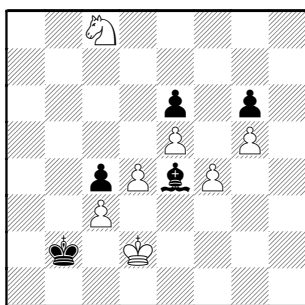
63.Ng4 Ka4 64.Ke3 Kb3 65.Kd2 Bc6
66.Nf6



66...Bg2

66...Kb2 67.Ng8 Kb3 68.Ne7 Be8

67.Ng8 Be4 68.Ne7 Kb2 69.Nc8

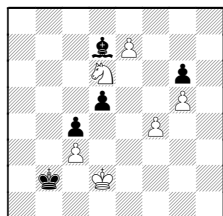


69...Bd3

69...Kb3 70.Nb6 Bg2

70.Nb6

White can immediately play 70.d5 exd5
71.e6 Bf5 72.e7 Bd7 73.Nd6

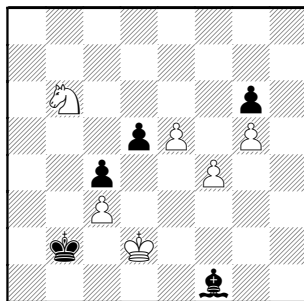


73...d4? 74.Nxc4+ Kb3 75.Nd6 dxc3+
76.Kc1 and win.

70...Bf1

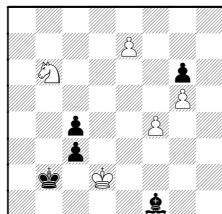
70...Kb3 71.d5

71.d5 exd5



72.Nxd5

72.e6 d4 73.e7 dxc3+



74.Ke3

74.Ke1 c2 75.Kxf1 c1Q+ 76.Kf2 Qxf4+

74...c2 75.e8Q c1Q+ 76.Kf3

72...Bh3 73.Nc7

The e-Pawn will queen. Black should be proud of his fighting defence!! Both sides had wins.

1-0

The Five Levels of Planning

by Tom Friske

From time-to-time in my personal analyzation, a pattern is noticed. I know my opening lines fairly well, try to use tactics both offensively and defensively, and generally calculate accurately. Yet, the paradox is: I don't win.

How do you identify a weakness when you've steered the game and still lose control ?

The answer that keeps haunting: the levels of planning. This is probably not an earth-shattering concept, may even be understandable by the end of this piece. Yet I'd like to describe the idea as it has helped me organize my thoughts during a game and easily suggested areas to re-examine at home.

I've identified five depths of understanding a chessplayer can attain. You'll note that the discussion will center around general concepts that can be applied to any game, regardless of opening line or personal style.

First, the basics. Second, the basics applied to a specific position. Third, accumulation of known positions. Fourth, transformation between known positions. And last, control of the initiative.

Before attempting to draw any meaning from these, let me first describe each so you understand the progression.

PART 1. Introduction of the five levels.

1) The basics.

Of course, the list begins with knowing how the pieces move, the tactics, and the cliché chess principles ("Develop toward center", "Knights before Bishops", "Enough Pawn move to allow pieces out", "One move per piece in opening", "Knights like closed positions, Bishops open", etc, etc.) But I include other areas that a beginner would probably consider "advanced": Opening systems' goals, Pawn endgames or at least endgames with very few pieces, and characteristics of the pieces.

This last one deserves explanation, as, for me at least, in the passed couple years have been revelations! What is unique about each piece ? What conclusions can be drawn ? The answers are basic, but the implications affect your ability to master the higher levels of planning (as listed).

Take the Knight, for example. We intuitively know where it

can land in one move, basic. We intuitively know it changes color of square each move, basic. We know it can jump pieces, basic. We know its "reach" (how far away it can go in one move) is relatively short, basic.

But are there deeper conclusions that can be understood ? Sure! A couple examples, to make the point:

1. A Knight attacks a different set of squares than those it attacked before moved; it cannot maintain a continual attack! So, as an example, a Knight protecting a passed Pawn, when attacked, can be forced off its protection role. A Bishop in the same role, by contrast, would probably be able to reach a square away from the attack but still maintain protection of that passer.

2. A Knight takes time to place on a given square. A chessplayer should have a feel for the care needed to position the piece. For example, place a Knight on e5 (a dark square). Even though d4 and e4 are both one square away, the Knight takes more moves to place on e4 as the square is of opposite color than the starting square. So to reach d4, two moves minimum are needed. Reaching e4 takes at least three. Why is this important ? Timing is everything. A goal of multiple moves often involves multiple problems.

I won't get off on a tangent and analyze each piece here, but I hope this has stimulated your thought and you'll take some time to apply the pieces' traits.

The point, in conclusion of "the basics", is that many players go into battle missing pieces of armor and are summarily slashed to pieces as a result. They assume they'll work it out over the board and end up spending all their thought on surviving and hoping. In reality, these concepts should be considered equally as simple as knowing how the pieces move. How to apply them, however, is deeper and we'll get to that in a bit !

2) The basics applied to a specific position.

Don't skip this section yet! Most would assume that "a specific position" is a position from the opening or a

middlegame position with basic tactic patterns. These would be starting examples, but there are many categories of "positions". How about the basics applied against the various Pawn formations in front of the King? Or the basics applied to improve your pieces? How about the basics applied to endgame positions? Level Two is that of a wide view of possibilities.

3) Accumulation of known positions.

In the last point the emphasis was on "specific" positions. Here the realm is of the "known". Get away from the specifics, and back up to general positions. How about the Isolated Queen Pawn? The Hanging Pawns? Sure, add to the list any of the various positions of your favorite opening. But don't forget to include the drawn, won, or lost endgame positions. Or maybe attacking positions. Level Three is that of application of a standard plan against the Level Two possibilities.

4) Transformation between known positions.

This level is the next obvious combination of Levels 2 and 3. We understand the possibilities in different specific areas, we have many known plans that attain the result indicated by each. But Level Four is the ability to work multiple plans simultaneously in a way that, possibly, a final plan develops as needed. But, in addition, are any of the abilities to transform the opening to a favorable middlegame (or ending), an early middlegame to an attacking formation, a Pawn structure of one type into a different type, an attack into a win, a middlegame to a winning endgame. This may be the first level where actual calculation occurs, as per this article's theoretical stance.

5) Control of the initiative.

The pure, unreal, example is White from move one, on through the entire game, keeping Black busy and producing a win. Obviously, this rarely happens, but the realistic view is a constant understanding of who owns the initiative, if it can be used or stolen, the best plans (to specific moves, see Level Four!) that take advantage of the force of each single move.

PART 2. Application of the concept.

I've thought about this for a year or so and have realized some benefits. Maybe you'll find others.

1) A natural list of goals.

As an improving player, I often wonder: What else should I know? How can I understand positions better? How does an Expert approach chess as opposed to a Grandmaster?

I believe the Five Levels at least give some hints about these answers. Very generally, I'd expect an 1600 player to understand and practice Level One, maybe around an 1800 player feels confident at Level Two, seems to me the

2000s are accumulating known positions, the 2200s know stuff pretty deep (played a few, at least, but they're still beatable?!), and from there on up it's called "Master" level, right?

2) Ease of over-the-board play.

A few years back, I decided on my few set openings and determined to play over as many Master+ level games I could stand. Book theory helps out in specifics, but certain positions are frequently reached. Reviewing their play gives you ready-to-apply ideas, or at least a knowledge of typical battles to expect.

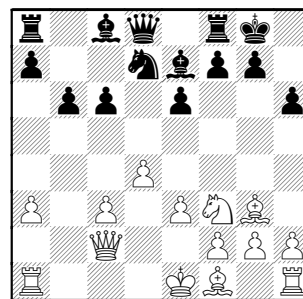
How much study time is always a factor, however. The quickest improvement is comparing your games to an opening manual. Doesn't take much work at all.

Either way, I've found the actual playing of a game is much less taxing on the mind and your move quality improves. The analysis is not one of trying to consider every possible plan, to the Nth depth, but, rather, comparison of positions known to be good, the differences, the plans involved in taking advantage of them, the moves that best realize your advantage while avoiding your opponent's. Sounds "cookbook", but the more positions you have experienced, the more possibilities. But examining positions and calculating moves depend on an evaluation. Accumulating positions *with their proper evaluations* assures the player enters the realm of the desirable. Understanding the moves that produce the evaluation provides the means to accomplish the indicated goal.

3) Self-analyzation.

The Five Levels even helps the analysis of a single game.

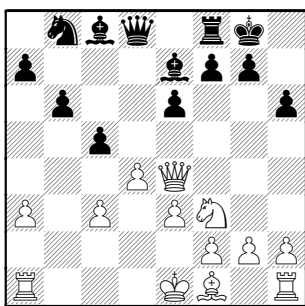
Here's a position from a CIGL game this season that really stuck in my craw:



12...c5? 13.Bd3?

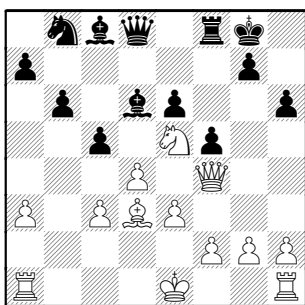
I did glance at 13.Qe4 but didn't spend any time on it. My previous games all centered around the c7 square, so my mind doesn't even register that the same Bishop covers b8!

So White does win the exchange, but even when this was pointed out by my opponent, I judge Black with the initiative after **13...Rb8 14.Bxb8 Nxb8**



Not considering the obvious and common threat of mate.

15.Bd3 f5 16.Qf4 (16.Qa8 Qc7; 16.Qe5?? Bd6) **16...Bd6 17.Ne5**



Black would like to force dxe after Bxe5 since the d3-Bishop hangs.

17...Bb7 18.0-0 Nc6 19.Rfd1

As I considered the five levels, I realized several reasons for missing the win of the exchange:

- 1) my known positions involved center play and Kingside attack,
- 2) I did not master the concept of the weakness of the Queenside fianchetto without Bb7.
- 3) I approached the game as "I'll decide what position to strive for as the game develops."
- 4) I hadn't played a while and was rusty. Other things occupy the mind of an amateur.

In terms of the Five Levels, I hardly made it to level three. I was dependent on known positions, but they were so hazy they might as well not have been known! And I didn't even apply any level-two thought—ignoring the basic cliché that "Pawn moves **always** leave a weak square behind." Even this one simple fact probably would have led the thought process to look down the diagonals more closely.

In fact, in other games, I've over-rated White's light-squared Bishop and would avoid trading it for Black's, often to my own detriment. And then would wonder why things go wrong!

The reality of this subject is: the squares a6,c6,b7 are horribly weak without the Bishop. Even on the Kingside fianchetto, at least the King is around to defend. On the Queenside, Black is often simply helpless.

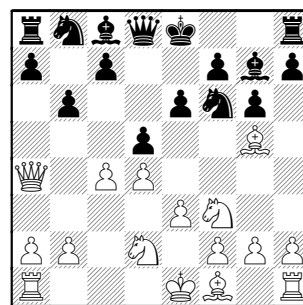
Once I realized these general errors, I began a renewed study of the formation. Here's an example from a recent Internet game (Black errs, but the concept of weak squares is very obvious).

ME – guest

[D30]

ICC 2 12 u Internet Chess Club, 1–10–2004

1.d4 d5 2.c4 e6 3.Nf3 Nf6 4.Bg5 g6 5.e3 Bg7 6.Nbd2 b6 7.Qa4+!?



I know from book study this is an inferior move. But also, that that book was about the Queen's Indian when Black has placed his Bishop on e7.

Here, the f6-Knight is truly pinned, so I can't resist trying to cause trouble deflecting pieces from c6.

7...Bd7? payoff, the Bishop takes time to place

7...Qd7 is probably the best reply, but then White does have 8.Qa3 viewing some key squares while stopping Black from castling

7...Nbd7? 8.Ne5 will go similar to game, c6 is critically weak

7...c6 is safe, but puts another Pawn on the Bishop's color.

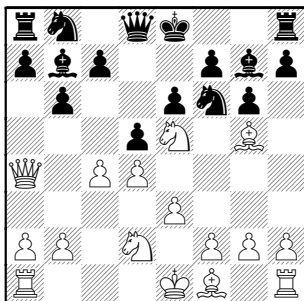
8.Qb3

Now d5 is a sore spot, as the Bishop also blocks normal Queen defense of the square.

8...Bc6? [8...c6] 9.Ne5

Either trades the key Bishop, or gains a tempo in attack

9...Bb7 10.Qa4+



"Honey, I'm home !"

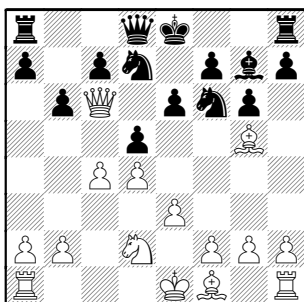
10...Nbd7? [10...c6 is the only move now] 11.Nc6↑

Mission accomplished. Now can I hold the bind ?

11...Bxc6

After 11...Qc8 Black can't castle because Ne7+ would win Queen.

12.Qxc6±

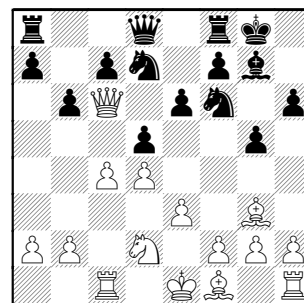


I would never have played into this position without study of how -b6 weakens Queenside without Bb7. I've always evaluated it as "the Queen will eventually be ejected".

12...0-0 13.Rc1

Again, from study. White begins pressure to c7 and maintains the blockade.

13...h6 14.Bh4 g5 15.Bg3



One more hit on c7

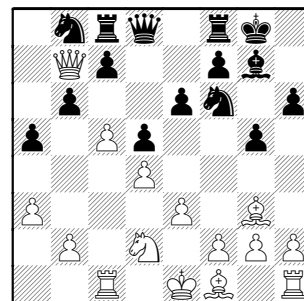
15...Rc8 16.a3!

Idea is cd,e4 but also, after b4, the a7-Pawn will be a target as well.

16...Nb8

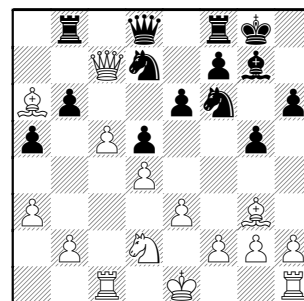
Not giving me time for b4, but the Knight is truly in the way.

17.Qb7 a5 18.c5!+-



Opens the weaknesses, locks his Bg7, kills BI counterplay by opening center. Immediate threat is cb, Rxc8, Qxb6 but I need to also realize I'm underdeveloped and opening the c-file may backfire!

18...Nbd7 19.Ba6! X Rc8,Pc7 19...Rb8 [19...Ra8 20.Bxc7] 20.Qxc7

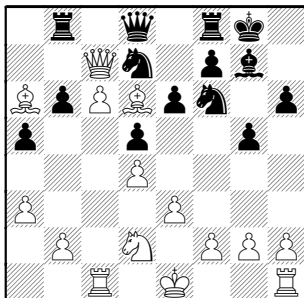
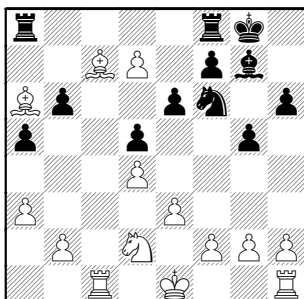


20...Qe7?

20...Qxc7 21.Bxc7 Ra8 22.Bb5 White is still better with a Pawn and Bishop pair.

21.Bd6

Quickly played. After move realized c6 traps Nd7, but my current move is a skewer and at least gains a tempo. So a consideration was 21.c6 Ra8 22.Bb7

21...Qd8 22.c6**22...Qxc7 23.Bxc7 Ra8 24.cxd7!****24...Nxd7 [24...Rxa6? 25.d8Q] 25.Bb5 Rac8? 26.Bxd7 Rxc7? 27.Rxc7 Black resigns 1-0**

I hadn't intended to include examples in this article, but this one incident was so lucid, it had to be described. Each of the Five Levels was reached! Even as I write, I now note the level-five considerations: Rc1 and c5 both were moves that assured White retained the initiative. And both were moves from known patterns of making and attacking Queenside weaknesses.

In addition, note no emphasis on the opponent's mistakes starting the whole thing rolling against him. We play the best moves we can find to take advantage of what we're given, regardless if merited!

4) Defining the unknown.

The last example was another that I encountered even while developing this article. I was browsing the chess newsgroup (rec.games.chess.misc) and read a question posted there:

"What is a player supposed to do when his opponent quickly leaves the book line? How am I supposed to take advantage if I'm not told what's wrong ?

For example, I play the Sicilian. So the game goes 1. e4 c5 . Now White plays 2. b3 or how about 2. g4 . The books don't cover these moves"

A valid problem that has given every amateur headaches, but let's see what we can come up with, on our own, by simply considering the Five Levels:

Level 1 and 2 - Basics applied to the Sicilian

What basics (cliches) do we know about the Sicilian?

- Each side gets a half-open file
- White tends to play in center or Kingside
- Black tends to play down c-file.
- If Black plays -d5, he equalizes.

Now let's apply these to the two moves mentioned:

2. b3 hmm, no open files yet. White is preparing something else before opening lines. Obviously, Bb2 is the plan. OK, the Dragon is popular for Black so maybe White's idea is to hinder Black from his fianchetto.

But -d5 equalizes.. Maybe Black can play 2..d5 and immediately get a better game. So 3. ed Nf6 and Nxd5 looks feasible.

2. g4 hmm, another flank move. Hey! Cliche: "Flank moves should be countered in the center". The 2..d5 plan thus hits two cliches.

But let's consider the second cliché listed above. White tends to play on Kingside. 2 g4 does fulfill this, so it may be an indication that White is working a known plan, but in a different order.

A final cliché that applies here is weaknesses caused by Pawn moves. 2 g4 opens a multitude of holes on White's King quadrant. Interestingly, the 2..d5 counter also discovers the c8-Bishop on the loose g-Pawn. So we could go into the realm of basic tactics here and examine combinations (and we're only at the second move!).

Level 3. Known positions.

Well if the writer knew, he wouldn't be asking. But someone probably does, so who do you turn to? We have a natural advantage in the CICL over the common chessplayer: We have stronger teammates who would like nothing better than to show us how to improve. When we do, the team does as well !

So how about 2 b3 and 2 g4 ?

In this day when the grandmasters play about anything, it's

a pretty good bet most any move is known. Indeed, each of these apply.

2 b3 is known as the Snyder Variation, and I, in fact, have a book in my library that had to be consulted, just to see how accurate our guess is. Let's say we hit about 60% correct. The desire to screw up Black's Dragon is the main goal. One mainline is an early -d5. But the miss was that an immediate 2..d5 3 exd Nf6 has problems with 4 c4. But the line is 2..e6, then 3..d5 and things start looking like a Reti. All known positions that could be learned.

2. g4 is played early in the Sicilian, although at move six and hails to the name of Keres Attack. Usually delayed until Black plays Nf6, so that g4 threatens g5, kicking Knight from helping the d5 Pawn-break or attacking the e4-Pawn. Again, plenty of material available.

Level 4. Transpositions between the known.

2 b3: The only Sicilian position that comes to mind is as part of a plan to defend King when castled Queenside. But the aforementioned connection with the Reti system would be another area that the position could reach. And then there's the Nimzo-Larsen Opening which begins 1 b3.

2. g4 Again, the Keres Attack. But it also occurs in other lines as part of the King onslaught. Early, however, is a warning to Black, who, once familiar with the themes, has advanced time to develop in a way that avoids the point to the move. Or as mentioned in the basics, may offer tactical possibilities from the start.

Level 5. The initiative.

2 b3. Whatever it's merits, it places a piece in an unusual place and takes moves that would normally develop sooner. Black is forewarned. Even my book's introduction included the odd statement "it has withstood the test of time since 1977". The book was written in 1984. Not exactly mainstream, so White must have better tries.

2 g4. I'd expect Black to be able to at least equalize just because of the fact the Pawn needs further protection.

In conclusion, my whole concept described here has been from personal experience and is thus still in flux, hopefully improving. Despite the theoretical nature of the concepts, there have been true benefits from their organization. We certainly have explored how applying the Five Levels can help organize our thought process, both at home analysis and over-the-board play.
