

October 2003

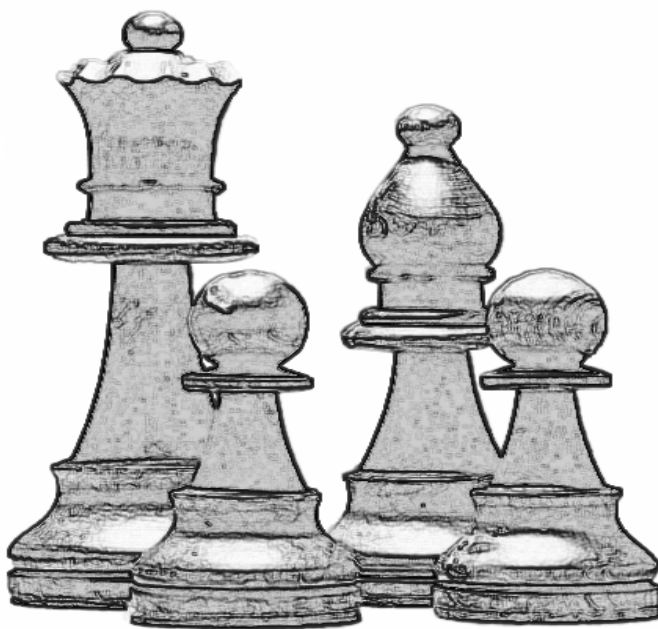
Volume 47.1

The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League

A BRIGHT START TO THE NEW SEASON !!

**Two new teams have joined !
Volunteers have filled our open Officer positions !**



Also inside...

Business Meeting Minutes

Discussion on Reorganizing the League

A Tribute to Ed Buerger

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From the Editor

HOW TO AVOID PUBLISHING A BULLETIN

Well, it was bound to happen. Three summers running, great plans for a July and August Bulletin were made and begun. Then there's a tournament to prepare for, and that means one to examine and correct when I get back, then there's the weekends free to be out and about.... Do you get the picture ? The final touches are coming together, now in mid-August. Oh, well, we'll call it the "Summer 2003" issue and move on... Ha! What a joke that turned out to be! I held the issue to get the details about the Business Meeting and something happens... Now we're in September and have a bunch of contributions coming. Then I can't get on the website, again, (problem is now permanently fixed!!) and general sloth invades, finally fought off early October only to find two of my three PCs are down and blocking my work. Yikes!

So for starters, you'll find a bunch of stuff that really should've been published in September. Specifically, the Business Meetings minutes, the new season budget, dues form, and the Division Schedules.

WHAT I DID ON MY SUMMER VACATION

I've received enough comments to get the feeling many of you enjoy my tournament exploits, but this year has been a broad-side attack pushing me away from the chessboard. Yea, I had the aggressive schedule all set-up at the beginning of the year: an average of one tournament a month (well, starting in March, at least). I only made it to three, and, oddly, none of them in Chicago! Ditched the Chicago Open in May, my mom wanted to visit my Uncle during Labor Day (Illinois Open), and work walked over the Chicago Class last weekend.

But the fun miss was last month's (September) stop in Denver for the Levy Memorial, and therein lies a story... I planned all these tournaments early in the year to make sure I get time off work. (Used to be I'd see if a tournament fits with the work schedule, now work is fit around the tournament schedule!!) Denver is one of my favorite cities and I have cousins there, so was looking forward to visiting again.

A friend at work has this knack for getting deals on Ebay, even to the point of buying a car! It worked out fine for him in the past, so in mid-August he bought another from a dealer in Phoenix. All flushed and happy after the deal, he was wandering the halls and suddenly stopped : "How am I gonna get this car from Phoenix to Chicago ?? I'm out of vacation time!" he mumbled. After a few phone calls to look for professional transport services, he hadn't found a good price.

A couple days later he dropped by my cube and half-jokingly said: "Hey, Frisker, you're the guy with all the vacation time. How'd you like to go get my car ?" I said yes without a thought; for years, I've dreamed about making a cross-country drive and seeing the sights! But then started calculating how many days of driving this would be, and it's a bit much, like 2000 miles! Began planning what route to take, and suddenly it dawns that I already had time off in September to go to Denver....and Denver is probably half way between Phoenix and Chicago! The answer was obvious: drive Phoenix-to-Denver before the tournament, play the weekend, and, afterwards, drive home from Denver; cutting the trip in half and made much more manageable. On top of that, I was saving several hundred dollars as my buddy was willing to pay for the flight to Phoenix and gas. Normally for a chess tournament I have to pay for air-fare and a rental car, so these weren't needed this trip! And one more detail: maybe Mom would like to come along and visit the relatives while I was playing on the weekend. The best-laid plans were made.

Well, you can tell something happened. We were stuck in Phoenix for two and a half days!! Despite having a month for the car to be checked out and ready, somehow the day we came to pick it up, it had problems starting. They buy a part, still have some other trouble, buy another part... But Phoenix is a great city as well, and we kind of enjoyed ourselves. But the delay squeezed out my arriving in time to play in the tournament; we almost didn't have enough time to visit!

SPECIAL STUFF TO NOTE

There is quite a bit to read in this issue! I especially would like to point out the final feature, "CICL Discussions". Many members are becoming concerned with the League and its future; discussion is beginning. Please make a special effort to acquaint yourself with our needs and involve yourself with becoming a part of the solution!

Tom Friske, Bulletin Editor

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A Tribute to Ed Buerger

A Tribute to Ed Buerger

I was deeply saddened to receive the email from Jim Thomson announcing Ed's death:

Dear Jim,

It is with great sadness that I inform you of the recent passing of my father, Ed Buerger. I know he had played in CICL North Division for decades, formerly for ProCon, and most recently on the UOP team. I wanted to pass the word along to any of the club members who may have known him, and especially to his UOP teammates. His obituary will run in The Chicago Tribune, Thursday and Friday editions for those club members who may wish to see it. A visitation and funeral services will be held this Saturday, September 27th, at 10AM and 11AM, respectively, at The Church of Jesus Christ of Latter-day Saints, 2727 Lake Ave in Wilmette. Thank you for your consideration.

Sincerely,

Doug Buerger, Ph.D. Senior Consultant IBM Life Sciences Consulting & Services

It was only magnified as every conversation with members of the North Division seemed to contain "Did you hear what happened to Ed?"

A search of the Bulletin archives implies Ed has been a member of the CICL since at least the early 1970's, so the other Divisions can understand our loss. I even discovered he'd played 1st board for the Alumni Excaliburs in years gone by! Mainly, however, he was a fixture on Board 2 of the UOP team and, because of his play, was thus a major obstacle to anyone that dreamed of the North Division title.

A few of us want to express our loss, and it so happens that his last CICL game was played the week before he passed on. Mark Siwek (Kemper) has presented that game, as well.

I'm not afraid to admit that when I first met Ed I didn't respect him or his chessplaying much. He always made these weird, weakening moves... and got away with them ! I was always intimidated by his knowing smile, making me feel I was playing right into his plans. As you can tell, he was the first CICL player of noted strength I'd encountered, and it was me, not him, that didn't know what was going on!

I'll never forget our first match. As Black, he had played a Dutch Defense, pushing not just the f-Pawn, but his g-Pawn as well. I rejoiced at the wonderful checks I could put to his King, but to get there I would have to purposely allow a King/Rook fork and allow his Queen to win my other Rook as well. I spent upwards of a half-hour of clock trying to find the mate against his King, but failed to find the answer. He sure couldn't figure out why I was wasting all this time, but it just "had" to be there, and I proceeded with the sacrifice !

Oh, how he jumped at the fork with great glee! But that was nothing to the loud gaffaw as my King was forced into check by his next Queen capture, with its succeeding destruction of the last Rook. But I was sure his King was in trouble! CHECK! CHECK!... check!?.... oh, umm, well I guess I resign! And oh how he howled!

Nope, we didn't get a good start together, at all.....

A Tribute to Ed Buerger

After playing him at least once a season for over a decade, I began to understand he knew chess, was quite creative, and simply enjoyed the battle. I can still see him sitting among his UOP teammates, smiling, or rolling his eyes at an "obvious" mistaken suggested combination. I can still hear him greeting my Philippine teammates in their native language (learned during the War, I imagine). And I won't easily forget that happy face he had when I'd blunder, or when he simply thought he was winning.

Although I'm glad for our OTB discussion of a Gruenfeld Defense variation that few players ever play anymore, I'm more pleased I was able to put the chess aside, learning about him and a little of his life.

As always, the time spent was too short. Ed will be missed.

--Tom Friske

Ed Buerger loved games, and not just chess games. He was also well known about town for his talent in backgammon and bridge. As teammates, we kind knew this already at the time of Ed's passing on September 23rd. Edwin Boldingh and I learned about Ed's sudden death from a message sent out by his son. We attended the funeral visitation and learned a lot more about how full Ed's life had been.

At UOP, we could count on a solid game from Ed. He had played for an engineering firm Procon, a subsidiary of UOP, in the early 1970's. Then he played some years with the Excaliburs, and rejoined the UOP team in 1990. UOP won the CICL team title that year, and again in 2000 with Ed on board 2 or 3. I simply marveled at his ability to play end games. At 77 years of age, it occurred to me that I really only knew the "end game" of this man's life.

He had an extended family, was active in the Church of Latter Day Saints and was a veteran of military service in Europe. That's quite an opening and middle game! His family members and friends treated his passing as a celebration of Ed's life instead of mourning his loss. I dug through some of our team's older equipment, dating back to the Procon/UOP era, and pulled out a king to present to his family. They gratefully accepted and put the piece in his casket next to a flag that honored him as a veteran.

Ed had even played in CICL match just a couple weeks beforehand. He had his full wits about him until the day that his flag finally fell for good. That's a great ending.

--Pat Sajbel, UOP teammate

Mark Siwek was last to play Ed and has annotated their game on the following pages....

A Tribute to Ed Buerger

Buerger, E (2031) –
Siwek, M (1988) [A52]
UOP–Kemper

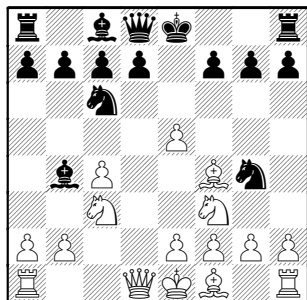
Notes by Mark Siwek

I was thinking of submitting this for the Best Annotated Game competition, When I heard of Ed's passing, it seemed all the more appropriate to write it up for the Bulletin. This may have been Ed Buerger's last game in the CIGL. It was a tough contest, and Ed defended well, making me work 66 moves for the point. I always enjoyed playing Ed, and am glad I was paired against him one last time.

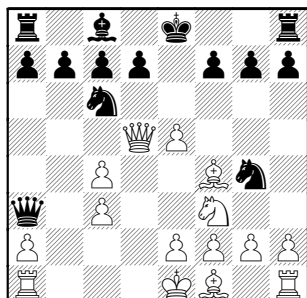
1.d4 Nf6 2.c4 e5!?

The Budapest Gambit. I hadn't played a serious chess game since the last CIGL season, so I thought I'd have some fun. Play now revolves around e5.

3.dxe5 Ng4 4.Bf4 Nc6 5.Nf3 Bb4+ 6.Nc3



6...Qe7 7.Qd5 Bxc3+ 8.bxc3 Qa3



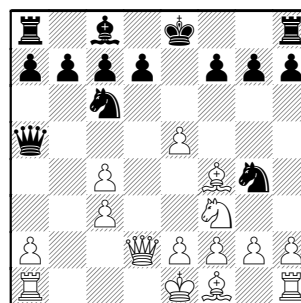
In *Budapest Gambit*, Otto Borik only considers 10...f6.

I think the text is an interesting alternative. White can now either reply 9 Rc1 or the game-move:

9.Qd2 Qe7

Is Black repeating the position to gain a quick draw? Yes and No. I'm playing something of a 'psychological clock gambit'. White now spends time evaluating different alternatives to see if he can vary, the clock ticking away as he studies the same position he did before.

10.Qd5 Qa3 11.Qd2 Qa5!



But Black is the one who varies ! I now regain the Pawn and take aim at the doubled isolanis on the c-file.

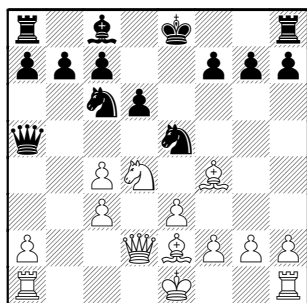
12.e3

Of course the mistake 12.Qd5? allows the simple 12...Qxc3+

12...Ngxe5 13.Be2 d6 14.Nd4

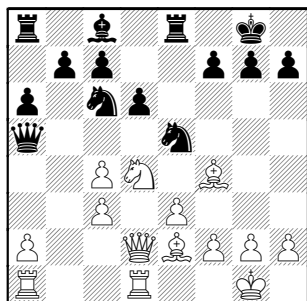
A Tribute to Ed Buerger

18...Qxc2 19.Nxc2



A fine move by Ed, centralizing the Knight, and restricting my Queen Bishop. Otherwise, ...Be6 takes further aim at one of the weak c-Pawns. Of course, Black can't exchange Knights, as that would straighten out White's Pawn structure.

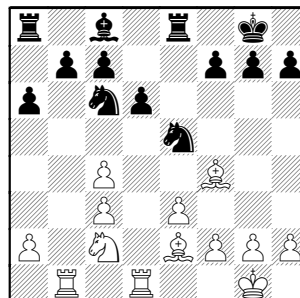
14...0-0 15.0-0 Re8 16.Rfd1 a6



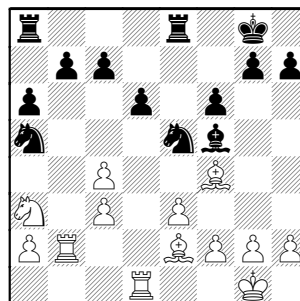
I believe it was Steinitz who suggested the best way to battle Knights was to take away their support points. I don't want to be embarrassed by a future Nb5, considering I'm going to be further attacking c4 with my next move. Chess is a game of imbalances -- you must try to solidify your strengths and exploit your opponent's weaknesses.

17.Rab1 Qa4 18.Qc2

Ed keeps material equality, but allows my Queen Bishop to enter the fray.



19...Bf5 20.Rb2 Na5 21.Na3 f6



Providing an escape square to centralize the King and double-protect the Knight, thereby allowing the d-Pawn to keep an eye on c5. If White can eliminate one of the weak c-Pawns by a timely c5, he will significantly ease his game.

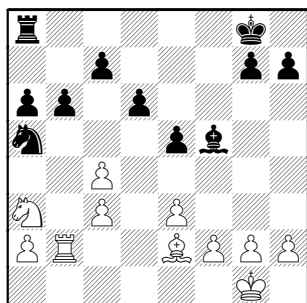
22.Rd5 b6

Not only defending the Knight, but fixing the c-Pawns as a permanent weakness.

23.Bxe5

Ed follows the maxim, "When cramped, exchange pieces".

23...Rxe5 24.Rxe5 fxe5

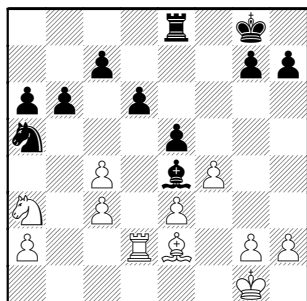


25.Rd2

Black is now able to close the h1-a8 diagonal

25.Bf3 would have been better

25...Be4 26.f4 Re8



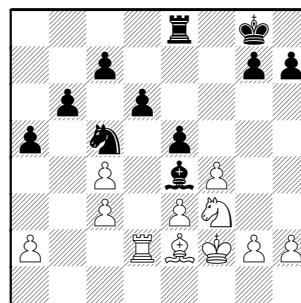
27.Kf2

27. fxe5 would further weaken White's position. But he needs to be careful putting King in a forking pattern with its Rook.

27...Nb7 28.Nc2 a5

Continuing Steinitz' anti-Knight strategy and preparing to place my horse on the prime c5 square.

29.Ne1 Nc5 30.Nf3

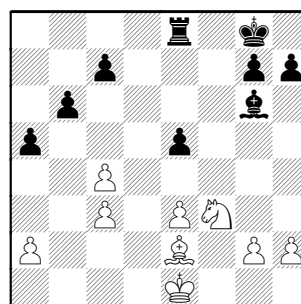


30...Bg6 31.fxe5?

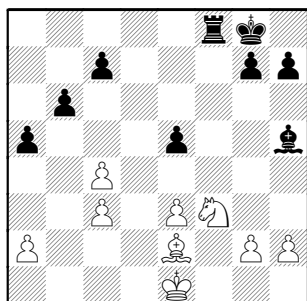
Obviously a mistake, but Ed was concerned about my play on the light squares. We were both starting to run a little short of time. After picking up the exchange, Black looks for inroads to the White position, trying to exchange Bishops to gain a more favorable Rook v Knight advantage.

(Ed: In addition, White's Pawns are less defended with less material, so that Black's King can play an active endgame role.)

31...Ne4+ 32.Ke1 Nxd2 33.Kxd2 dxe5 34.Ke1



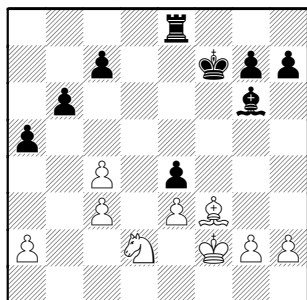
34...Bh5 35.Kf2 Rf8 36.Ke1



36...Re8

(Ed.: 36...e4 37.Nd4 Bxe2 38.Kxe2 Kf7 and things fall apart quickly when the King reaches c5 and the Rook cuts off its opponent by covering the d-file.)

37.Kf2 Bg6 38.Nd2 Kf7 39.Bf3 e4



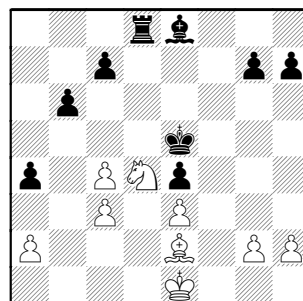
I didn't like fixing this Pawn, but I needed to try and restrict White's Bishop.

40.Be2 a4

Restricting the Knight

41.Nb1 Rd8 42.Ke1 Kf6 43.Na3 Be8

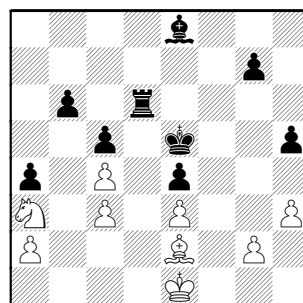
44.Nc2 Ke5 45.Nd4



45...c5

Time control achieved. It's now time to take stock of the position. Black has the superior Bishop and, to take advantage of his extra Rook, he must open a file. But should this be on the Kingside or Queenside? Why not threaten both?

46.Nc2 Rd6 47.Na3 Rh6 48.h3 Rg6 49.Kf2 Rd6 50.Ke1 h5

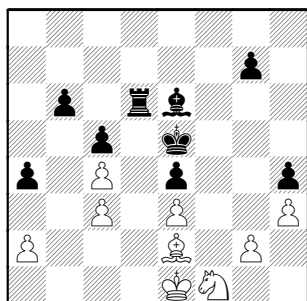


51.Nb1 h4

Locking the g3 hole and preparing a g5-4 break.

52.Nd2 Bd7 53.Nf1 Rg6 54.Kf2 Rd6

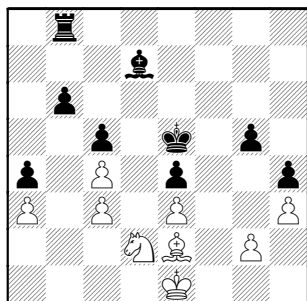
55.Ke1 Be6



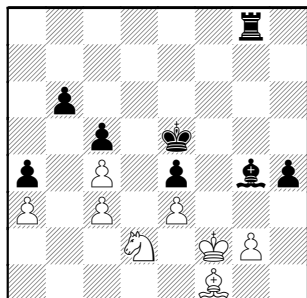
56.a3

Dodging the possibility of ...b5 discovering on the a-Pawn to create an outside passer.

56...g5 57.Nd2 Rd8 58.Nf1 Rg8 59.Nh2 Rb8 60.Nf1 Bd7 61.Nd2

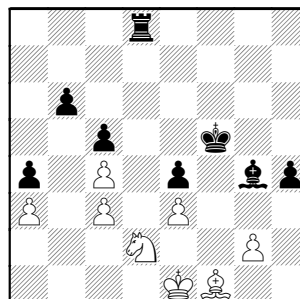


61...Rg8 [61...b5] 62.Kf2 g4 63.hxg4 Bxg4 64.Bf1



Not a proud post for the cleric, but after a Bishop trade, Black could either infiltrate the Queenside with ...b5 or swap Rook for Knight to achieve a winning Pawn ending. The key to chess is either to consolidate an advantage or exchange it for another.

64...Rd8 65.Ke1 Kf5



66.Nb1?

White is in zugzwang. His only move is 66 Be2, which allows the previously discussed Bishop trade.

66...Rd1+

and Ed graciously laid down his King.

I will miss him.

0-1

CONGRATS TO THE NEW PREZ !!! and NEW NORTH DIVISION CHAIRMAN

After a couple years of waiting for someone to step forward, **Jim Thomson (Motorola Knights)** decided he was the man for the job of CICL President! I have known Jim and his work as Divisional Chairman, and know that the choice is a perfect fit. Jim has a way of keeping up on the details ahead of schedule, and gently pushing the rest forward with him. Those of us who regularly attend the bi-annual Business Meetings also know him as an active participant with unique but detailed solutions. For example, he was the main force behind the tie-break system needed during the 2001-2002 season; not only deciding the formula, but presenting a written description of how it would work out. You will see the CICL grow during his coming term(s?) !

Part of what made the transition so easy was **Art Olsen (Kemper)** offering to double-up and become North Division Chairman (along with current office of Ratings Chairman). It's too bad that others don't volunteer for these positions, but just too cool that there are others willing to pick up the slack ! Knowing Art, he'll probably be Co-TD for the Playoffs/Open again, and play in them as well ! If memory serves, Art has been Division Chairman before and all his other experience tends to expect him to carry the extra load well.

Write (or tell them when you see them) these guys and say "Thanks!" for keeping things going!!

OTHER OFFICERS VOLUNTEER !!

Also, we'd like to thank **Tony Jasaitis (GETCO)** and **Bert Gazmen (Alumni Aces)** for volunteering (not taking too many steps backwards) for Publicity Chair and Banquet Chair respectively. They will perform these roles, on an interim basis, until the Fall Business meeting.

Please assist these volunteers in every way possible. Both are jobs which need assistance to succeed !

WEAR SHADES..... NEW CICL SEASON LOOKS BRIGHT !!!

While taking a break from playing matches the past couple months, it appears many CICL members were still active lining-up new players and teams. **Lyle Hayhurst (Citadel)**, **Jim Duffy (Leo Burnett)**, and **Marty Franek (Alumni Aces)** have each checked in with prospective players for their teams. We'll probably learn of others' work at the Business Meeting. Good work, guys!

And... WELCOME ABOARD!! to our two new teams:
Milex, of Lisle and **British Petrol (BP)**, of Naperville

Someone should send the Editor news on how Milex came to know the CICL. But the BP team was the work of Maynard who played with the team when known as from Amoco. I'll never forget my first CICL playoffs hosted by Amoco downtown. What a great site (and "sight") !

GOOD LUCK to both teams, that first win should come soon !

NEWS**YOU WIN A FEW, YOU LOSE A FEW...**

Not referring to games here, but teams ! Even while adding two, we've lost The Reader team from the East Division, as they've disbanded. So, unless anyone objects, we now consider them dissolved.

With regards to the Reader players, the Prez suggests they consider joining either Leo Burnett or Citadel teams (as Alumni loner pool players). From looking at last year's games played, those two teams have the greatest need for players. They can contact Leo Burnett's captain (Jim Duffy) at jduffy0413@aol.com or Citadel's captain (Lyle Hayhurst) at hayhurst@wfg.com. Also, please forward Reader player contact information to Jim and Lyle.

ON THE LIGHTER SIDE

Q: How many people at a chess tournament does it take to change a lightbulb?

A: Here is the current state of research... You need one to complain about the lighting. A second will say he thinks the light is fine. A third suggests the tournament director be called, and number four fetches him. An aged player (5) reminisces about the lighting levels at Nottingham 1936. The director (6) can't be found, but his deputy (7) arrives. Player eight says that if they increase the lighting levels it will reflect into his eyes. Number nine says they should have fluorescent lighting. Player ten says it's just a question of replacing the dead lightbulb, but player 11 thinks the bulb hasn't been working properly since the tournament began. The deputy arbiter asks an assistant arbiter (12) to make up a sign : 'Bulb defective.' A democrat (13) suggests taking a vote on whether to change the bulb and a businessman (14) forms the lightbulb changing association (LCA) as a pressure group to argue for better lighting. The world champion (15) is elected chairman. The FIDE ! president (16) sets up a working party (17-20) to establish agreed lighting levels with the LCA. The LCA chairman then has a row with its other members about direct/indirect lighting, and storms off with his lawyer (21) to found the Association for Changing Lightbulbs (ACL). The challenger for the world title (22) suddenly says he will not play under FIDE lighting. Three sponsors (23-25) emerge to hold the FIDE (direct light), LCA (fluorescent) and ACL (reflected light) championships, but none can match the interest attracted by Fischer (26) playing Spassky (27) with the new Fischer lightbulb, whose incandescence increases the longer you think. The last sane player on earth (28) sneaks into the playing room to change the defective bulb, but his replacement has the wrong fitting. His scream of anguish reveals him, and he is expelled from world chess for creating a disturbance.

*(The Editor thanks the contributor, **who** was it??? Never understand how chessplayers can find their way through the most complex scenarios over-the-board, and then not be able to find their car in the parking lot afterwards)*

Dues Due

Below are the assessments to each CICL team for the 2003-04 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 11/30/03 \$5.00 _____

Penalty if postmarked after 12/31/03 \$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 _____ **\$15.00**
x _____

_____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

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Current Standings**NEAR WEST DIVISION 10-12-2003**

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
PAWNS	1	0	0	4.5	1.0	1.000
COOK CO. DEPT. OF CORR	1	0	0	3.5	1.0	1.000
CASE	0	1	0	2.5	0.0	0.000
LUCENT TECH. CHARGERS	0	1	0	1.5	0.0	0.000

FAR WEST DIVISION 10-12-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
LUCENT TECH. TYROS	2	0	0	9.5	2.0	1.000
FERMILAB	2	0	0	9.0	2.0	1.000
ARGONNE ROOKS	1	0	1	7.0	1.5	0.750
LUCENT TECH. DRAGONS	0	1	1	4.5	0.5	0.250
MOLEX	0	2	0	4.0	0.0	0.000
BP CHEMICALS	0	2	0	1.0	0.0	0.000

NORTH DIVISION 10-12-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
MOTOROLA KNIGHTS	2	0	0	8.0	2.0	1.000
EXCALIBURS	2	0	0	8.0	2.0	1.000
UOP	2	0	0	7.0	2.0	1.000
KEMPER INSURANCE	0	2	0	5.0	0.0	0.000
MOTOROLA KINGS	0	2	0	4.0	0.0	0.000
NORTHROP	0	2	0	1.0	0.0	0.000

EAST DIVISION 10-12-2003

TEAM NAME	W	L	D	GAME	MATCH	PCT
				POINTS	POINTS	
GETCO	1	0	0	3.5	1.0	1.000
ALUMNI ACES	1	0	0	3.5	1.0	1.000
CITADEL GROUP	0	1	0	2.5	0.0	0.000
LEO BURNETT	0	1	0	2.5	0.0	0.000

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

JAKSTAS, K	PAWNS	2102C
LATIMER, E	PAWNS	2067D
MARCOWKA, R	CHRGR	2008D
ELLICE, W	PAWNS	1885C
DOBROVOLNY, C	CHRGR	1842C
ALEXANDER, W	CCDOC	1709
FABIJONAS, R	PAWNS	1708D
WHITE, H	CASE	1699C
LITVINAS, A	PAWNS	1646D
PARAOAN, E	CASE	1635D

FAR WEST DIVISION TOP TEN

BENEDEK, R	ROOKS	2158T
GARZON, G	FERMI	2143
TEGEL, F	DRGNS	2080Q
HILL, R	ROOKS	2051C
DIAZ, P	TYROS	2048C
COULTER, D	BPCHM	1980
SPIEGEL, L	FERMI	1972D
STOLTZ, B	TYROS	1931C
GUIO, J	TYROS	1905C
PEHAS, A	DRGNS	1897C

NORTH DIVISION TOP TEN

WOLF, D	MKING	2377
STEVANOVIC, M	UOP	2204D
MORRIS, R	MKNGT	2204
FRIDMAN, Y	MKNGT	2173
FRISKE, T	EXCLB	2058C
MELNIKOV, I	MKING	2028
BUERGER, E	UOP	2020T
THOMSON, J	MKNGT	2009
REVELLON, L	UOP	1998
SIWEK, M	KEMPR	1992C

EAST DIVISION TOP TEN

STEIN, P	CITGR	2249
BENESA, A	ALUMN	2192
JASAITIS, A	GETCO	2111D
GAZMEN, E	ALUMN	2017C
RAUCHMAN, M	GETCO	2013*
SOLLANO, E	ALUMN	2003C
ALLEN, H	ALUMN	1975
HAYHURST, W	CITGR	1901
EAMAN, R	LBURN	1854
SEET, P	GETCO	1806*

MOST IMPROVED PLAYERS

SACKS, D	UOP	41
FULKERSON, R	LBURN	36
KOGAN, G	EXCLB	29
JACKSON, S	CCDOC	26
REVELLON, L	UOP	25
ROJO, V	CCDOC	24
OLSEN, A	KEMPR	24
STEIN, P	CITGR	22
MARCOWKA, R	CHRGR	21
WALKER, C	KEMPR	19

Match Results**A SPECIAL NOTE FROM THE RATINGS CHAIRMAN:**

The two new teams, Molex and BP Chemicals have brought a number of new players into the CICL. The majority of the new players were started out as unrated. If any of these new players have USCF ratings, I will rerate the games these players have played. Once, I receive confirmation from Molex and BP Chemicals on the USCF rating status of each player, an updated ratings list will be sent out that will include the rerated games for the new players.

02-OCT-03 GETCO**3.5 LEO BURNETT****2.5**

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 JASAITIS, A	2105 6	1	EAMAN, R	1863 -9 0
2 RAUCHMAN, M	2002 11	1	DUFFY, J	1811-11 0
3 SEET, P	1821-15	.5	SITAR, K	1563 15 .5
4 KRATKA, M	1644-36	0	FULKERSON, R	1413 36 1
5 WILLIAMS, S	0 0	1	BANNON, B	1248 0 0
6 COOMBES, N	0 0	0	SAWIN, B	1177 0 1

07-OCT-03 ALUMNI ACES**3.5 CITADEL GROUP****2.5**

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 BENESA, A	2214-22	0	STEIN, P	2227 22 1
2 GAZMEN, E	2026 -9	.5	HAYHURST, W	1892 9 .5
3 SOLLANO, E	1997 6	1	HTOO, M	1744 -9 0
4 ALLEN, H	1975 0	0	LE, DUC	0 0 1
5 FRANK, M	1737 0	1	JANKE, A	0 0 0
6 FRANEK, M	1735 0	1	BAREITHA, M	0 0 0

09-SEP-03 EXCALIBURS**4.5 NORTHROP****.5**

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 FRISKE, T	2040 5	1	WALKER, A	1778 -8 0
2 KOGAN, G	1796 9	1	VIGANTS, A	1648 -9 0
3 WEITZ, R	1618 13	1	BURIAN, D	1563-13 0
4 BROTSOS, J	1522 -9	.5	GARDNER, M	1267 15 .5
5 SUERTH, F	1522 3	1	ELEK, G	1107 -4 0
6	0 0	0F		0 0 0F

09-SEP-03 UOP**3.5 KEMPER INSURANCE****2.5**

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 STEVANOVIC, M	2206 7	1	LEONG, G	1999 -7 0
2 BUERGER, E	2031-11	0	SIWEK, M	1988 17 1
3 REVELLON, L	1973 -3	.5	EASTON, R	1930 3 .5
4 BOLDINGH, E	1870 0	1F	WALKER, C	1690 0 0F
5 SACKS, D	1828 14	1	HUGHES, N	1692 -9 0
6 LECHNICK, J	1735-36	0	OLSEN, A	1504 24 1
7 MICKLICH, F	1647 2	1	MASHKEVICH, I	1148 -2 0

Match Results

11-SEP-03 MOTOROLA KNIGHTS

3.5

MOTOROLA KINGS

1.5

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 MORRIS, R	2211-10	.5	MELNIKOV, I	2046 10 .5
2 FRIDMAN, Y	2162 11	1	WALLACH, C	1970 -7 0
3 THOMSON, J	2011 17	1	SAMELSON, C	1925-11 0
(* Split match - agreed not to play board 4 *)				
4 AUGSBURGER, L	1788 0	0F	CYGAN, J	1860 0 0F
5 BALICKI, J	1778 -7	.5	GONCHAROFF, N	1672 3 .5
6 ALFONSO, E	1592 -8	.5	GRYPARIS, J	1469 5 .5
7 KARANDIKAR, S	1593 8	1	RABINOVICH, E	1320 -8 0

02-OCT-03 NORTHROP

.5

MOTOROLA KNIGHTS

4.5

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 WALKER, A	1770 -3	0	MORRIS, R	2201 3 1
2 VIGANTS, A	1639 12	.5	THOMSON, J	2028-19 .5
3 BURIAN, D	1550 -6	0	AUGSBURGER, L	1788 6 1
4 GARDNER, M	1282 -3	0	BALICKI, J	1771 3 1
5 FETTERMAN, M	0 0	0	BENFORADO, E	1515 0 1
6	0 0	0F		0 0 0F

02-OCT-03 MOTOROLA KINGS

2.5

UOP

3.5

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 WOLF, D	2364 13	1	STEVANOVIC, M	2213 -9 0
2 MELNIKOV, I	2056-28	0	REVELLON, L	1970 28 1
3 WALLACH, C	1963 11	1	BOLDINGH, E	1870-11 0
4 SAMELSON, C	1914-18	0	SACKS, D	1842 27 1
5 PIPARIA, J	1895 -6	.5	SAJBEL, P	1802 4 .5
6 GONCHAROFF, N	1675 -9	0	LECHNICK, J	1699 21 1

07-OCT-03 KEMPER INSURANCE

2.5

EXCALIBURS

3.5

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 SIWEK, M	2005-13	0	FRISKE, T	2045 13 1
2 EASTON, R	1933-30	0	KOGAN, G	1805 20 1
3 WALKER, C	1690 19	1	WEITZ, R	1631-12 0
4 OLSEN, A	1528 0	.5	SUERTH, F	1525 0 .5
5 VAIL, M	0 0	0	BROTSOS, J	1513 0 1
6 MASHKEVICH, I	1146 0	1F		0 0 0F

Match Results

30-SEP-03 PAWNS

4.5 LUCENT TECH. CHARGERS 1.5

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 JAKSTAS, K	2123-21	0	MARCOWKA, R	1987 21 1
2 LATIMER, E	2076 -9	.5	DOBROVOLNY, C	1833 9 .5
3 ELLICE, W	1880 5	1	RADAVICIUS, E	1597 -5 0
4 FABIJONAS, R	1698 10	1	THOMAS, J	1573-10 0
5 LITVINAS, A	1636 10	1	STAMM, V	1521 -7 0
6 O'DELL, DW	1480 12	1	DOBR, K	1410 -8 0
7 MIKULECKY, B	1472 16	1	O'DELL, DW	1492-16 0 (PAWNS)

08-OCT-03 COOK CO. DEPT. OF CORR

3.5 CASE

2.5

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 WILLIAMS, K	2161 0	1F	FRAATS, D	1862 0 0F
2 ALEXANDER, W	1710 -1	.5	WHITE, H	1699 0 .5
3 SEATON, E	1584-20	0	PARAOAN, E	1622 13 1
4 JACKSON, S	1526 26	1	KLINEFELTER, H	1580-17 0
5 ROJO, V	1460 24	1	DYCKOWSKI, R	1477-24 0
6 APPLEBERRY, T	1419-19	0	REID, C	1481 12 1
7 MCGEE, L	1136-13	0	ZOELLNER, J	1300 8 1
8 STEELE, B	933 -8	0	KANAS, W	1200 5 1

02-SEP-03 MOLEX

2

FERMILAB

4

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 FOX, R	0 0	0	GARZON, G	2179 0 1
2 HENDRICKSON, B	0 0	.5	SPIEGEL, L	1972 0 .5
3 MCGOWEN, D	0 0	0	GAINES, I	1747 0 1
4 ZADEREJ, V	0 0	.5	GOMEZ, G	1749 0 .5
5 RUFUS, B	0 0	1	CAROSI, R	0 0 0
6 DEICHMANN, E	0 0	0	CEASE, H	1310 0 1
7 OGANESSYAN, G	0 0	0	CASHER, P	0 0 1 (MOLEX)
8 REICH, T	0 0	1	MUELLER, R	0 0 0 (MOLEX)

16-SEP-03 LUCENT TECH. DRAGONS

3

ARGONNE ROOKS

3

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 TEGEL, F	2068 13	1	BENEDEK, R	2171-13 0
2 PEHAS, A	1906 -9	0	HILL, R	2042 9 1
3 BLACKMON, E	1718-17	0	BAURAC, D	1664 17 1
4 EUSTACE, D	1550 0	.5	YACOUT, A	1549 1 .5
5 KOMORAVOLU, K	1413 4	.5	GRUDZINSKI, J	1468 -4 .5
6 LAFORGE, W	1394 0	1F		0 0 0F
7 LAFORGE, W	1394 16	1	BREYER, A	1296-16 0 (DRGNS)

Match Results

16-SEP-03 BP CHEMICALS

0

LUCENT TECH. TYROS

5

ROUND 1

BD	RATINGS	SCORE	RATINGS	SCORE
1 COULTER, D	1962-18	0	DIAZ, P	2034 12 1
2 POMA, D	1257 -1	0	STOLTZ, B	1923 1 1
3 WOODS, C	0 0	0	HAHNE, D	1614 0 1
4 KASPER, R	0 0	0	SMITH, BR	1698 0 1
5 GORDON, B	0 0	0	KARPIERZ, J	1257 0 1
6	0 0	0F		0 0 0F

30-SEP-03 ARGONNE ROOKS

4

MOLEX

2

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 BENEDEK, R	2158 0	1	FOX, R	0 0 0
2 HILL, R	2051 0	1	HENDRICKSON, B	0 0 0
3 BAURAC, D	1681 0	1	REICH, T	0 0 0
4 YACOUT, A	1550 0	0	MCGOWEN, D	0 0 1
5 GRUDZINSKI, J	1464 0	1	RUFUS, B	0 0 0
6 WALSH, W	1494 0	0	DEICHMANN, E	0 0 1
(MOLEX) 7 MUELLER, R	0 0	0	CASHER, P	0 0 1

01-OCT-03 FERMILAB

5

BP CHEMICALS

1

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 GARZON, G	2179-36	0	COULTER, D	1944 36 1
2 SPIEGEL, L	1972 0	1	WOODS, C	0 0 0
3 GAINES, I	1747 0	1	ZUBIR, J	0 0 0
4 STAPLES, C	1600 5	1	POMA, D	1256 -5 0
5 BOLSHOV, A	1303 0	1	CASTANEDA, R	0 0 0
6 MOEHS, D	1399 0	1	MANILA, M	0 0 0
7 CEASE, H	1310 0	1	GORDON, B	0 0 0

08-OCT-03 LUCENT TECH. TYROS

4.5

LUCENT TECH. DRAGONS

1.5

ROUND 2

BD	RATINGS	SCORE	RATINGS	SCORE
1 DIAZ, P	2046 2	.5	TEGEL, F	2081 -1 .5
2 GUIO, J	1905 0	.5	PEHAS, A	1897 0 .5
3 STOLTZ, B	1924 7	1	BLACKMON, E	1701 -7 0
4 SMITH, BR	1698 13	1	EUSTACE, D	1550 -9 0
5 HAHNE, D	1614 7	1	KOMORAVOLU, K	1417-11 0
6 KARPIERZ, J	1257 2	.5	BREYER, A	1280 -2 .5

Current Ratings

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABDALLAH, D	PAWNS	0	0	0	1479*	ELLICE, W	PAWNS	1	0	0	1885C
AILES, T	FERMI	0	0	0	1700	EUSTACE, D	DRGNS	0	1	1	1541C
ALEXANDER, W	CCDOC	0	0	1	1709	FABIJONAS, R	PAWNS	1	0	0	1708D
ALFONSO, E	MKNGT	0	0	1	1584	FETTERMAN, M	NORTH	0	1	0	0000/1
ALLEN, H	ALUMN	0	1	0	1975	FOLEY, M	CITGR	0	0	0	1299*
ALTSHULLER, D	DRGNS	0	0	0	1744	FOX, R	MOLEX	0	2	0	1482
APPLEBERRY, T	CCDOC	0	1	0	1400	FRAATS, D	CASE	0	0	0	1862C
AUGSBURGER, L	MKNGT	1	0	0	1794C	FRANEK, M	ALUMN	1	0	0	1735D
BALICKI, J	MKNGT	1	0	1	1774	FRANK, M	ALUMN	1	0	0	1737C
BANNON, B	LBURN	0	1	0	1248	FRIDMAN, Y	MKNGT	1	0	0	2173
BAREITHER, M	CITGR	0	1	0	0000/1	FRISKE, T	EXCLB	2	0	0	2058C
BAURAC, D	ROOKS	2	0	0	1681D	FULKERSON, R	LBURN	1	0	0	1449*
BENEDEK, R	ROOKS	1	1	0	2158T	GAINES, I	FERMI	2	0	0	1748D
BENESA, A	ALUMN	0	1	0	2192	GARDNER, M	NORTH	0	1	1	1279*
BENFORADO, E	MKNGT	1	0	0	1515	GARZON, G	FERMI	1	1	0	2144
BLACKMON, E	DRGNS	0	2	0	1694C	GAZMEN, E	ALUMN	0	0	1	2017C
BOLDINGH, E	UOP	0	1	0	1859C	GOMEZ, G	FERMI	0	0	1	1727
BOLSHOV, A	FERMI	1	0	0	1303	GONCHAROFF, N	MKING	0	1	1	1666V
BRASWELL, I	READR	0	0	0	1821	GORDON, B	BPCHM	0	2	0	0000/2
BREYER, A	DRGNS	0	1	1	1278*	GOTHIER, N	NORTH	0	0	0	0000/6
BROCK, B	READR	0	0	0	2041	GOTHIER, S	NORTH	0	0	0	1334
BROIHIER, M	READR	0	0	0	1156	GOULET, W	MKNGT	0	0	0	0000/2
BROTSOS, J	EXCLB	1	0	1	1513D	GRUDZINSKI, J	ROOKS	1	0	1	1464
BUERGER, E	UOP	0	1	0	2020T	GRYPARIS, J	MKING	0	0	1	1474C
BURIAN, D	NORTH	0	2	0	1544D	GUIO, J	TYROS	0	0	1	1905C
BUTLER, E	ROOKS	0	0	0	1270*	HAHNE, D	TYROS	2	0	0	1621C
CAPUTO, J	READR	0	0	0	1616	HALL, A	CCDOC	0	0	0	1498
CAROSI, R	FERMI	0	1	0	0000/0	HAYHURST, W	CITGR	0	0	1	1901
CASHER, P	MOLEX	2	0	0	0000/0	HENDRICKSON, B	MOLEX	0	1	1	1455
CASTANEDA, R	BPCHM	0	1	0	0000/1	HILL, R	ROOKS	2	0	0	2052C
CEASE, H	FERMI	2	0	0	1310	HTOO, M	CITGR	0	1	0	1735*
CHRISTOTEK, L	FERMI	0	0	0	0000/3	HUGHES, N	KEMPR	0	1	0	1683C
COOMBES, N	GETCO	0	1	0	0000/1	HUNTER, M	CCDOC	0	0	0	1882#
COULTER, D	BPCHM	1	1	0	1980	INUMERABLE, F	EXCLB	0	0	0	2255C
CYGAN, J	MKING	0	0	0	1860	JACKSON, S	CCDOC	1	0	0	1552
CZERNIECKI, A	ALUMN	0	0	0	1924D	JAKSTAS, K	PAWNS	0	1	0	2102C
DAS, B	DRGNS	0	0	0	0000/2	JANKE, A	CITGR	0	1	0	0000/1
DAVIDSON, M	ALUMN	0	0	0	1626	JASAITIS, A	GETCO	1	0	0	2111D
DECMAN, S	ROOKS	0	0	0	1577D	KALE, S	CASE	0	0	0	1854C
DEICHMANN, E	MOLEX	1	1	0	0000/2	KANAS, W	CASE	1	0	0	1205C
DIAZ, P	TYROS	1	0	1	2048C	KARANDIKAR, S	MKNGT	1	0	0	1601*
DOBR, K	CHGR	0	1	0	1402Q	KARPIERZ, J	TYROS	1	0	1	1259
DOBROVOLNY, C	CHGR	0	0	1	1842C	KASPER, R	BPCHM	0	1	0	0000/1
DOMINGUEZ, R	LBURN	0	0	0	1307*	KLINFELTER, H	CASE	0	1	0	1563D
DORIGO, T	FERMI	0	0	0	2141	KOGAN, G	EXCLB	2	0	0	1825C
DUFFY, J	LBURN	0	1	0	1800	KOGAN, M	CITGR	0	0	0	0000/3
DYCKOWSKI, R	CASE	0	1	0	1453	KOMORAVOLU, K	DRGNS	0	1	1	1406*
EAMAN, R	LBURN	0	1	0	1854	KOSMICKE, J	GETCO	0	0	0	0000/1
EASTON, R	KEMPR	0	1	1	1903	KRATKA, M	GETCO	0	1	0	1608
ELEK, G	NORTH	0	1	0	1103	LAForge, W	DRGNS	1	0	0	1410

Current Ratings

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
LANG, R	READR	0	0	0	2081	RUFUS, B	MOLEX	1	1	0	0000/1
LANSING, J	GETCO	0	0	0	1484	RZESZUTKO, R	ALUMN	0	0	0	1919C
LATIMER, E	PAWNS	0	0	1	2067D	SACKS, D	UOP	2	0	0	1869
LE, DUC	CITGR	1	0	0	0000/1	SAGALOVSKY, L	GETCO	0	0	0	1974
LECHNICK, J	UOP	1	1	0	1720	SAJBEL, P	UOP	0	0	1	1806C
LEONG, G	KEMPR	0	1	0	1992C	SALERNO, S	DRGNS	0	0	0	1462*
LERNER, T	CITGR	0	0	0	897	SAMELSON, C	MKING	0	2	0	1896D
LITVINAS, A	PAWNS	1	0	0	1646D	SANTIAGO, T	ALUMN	0	0	0	2034
LUDWIG, T	DRGNS	0	0	0	1932C	SAVCIC, V	TYROS	0	0	0	1116*
MANILA, M	BPCHM	0	1	0	1238*	SAWIN, B	LBURN	1	0	0	1177*
MARCOWKA, R	CHRGR	1	0	0	2008D	SCHULTZ, R	FERMI	0	0	0	1294*
MARSH, M	READR	0	0	0	1207	SEATON, E	CCDOC	0	1	0	1564
MARSHALL, K	MKNGT	0	0	0	1336	SEET, P	GETCO	0	0	1	1806*
MASHKEVICH, I	KEMPR	0	1	0	1146#	SEGALIS, G	NORTH	0	0	0	0000/3
MAZO, S	GETCO	0	0	0	0000/0	SEIDEN, J	LBURN	0	0	0	0000/1
MCCARTHY, D	CHRGR	0	0	0	1859	SENSAT, J	CITGR	0	0	0	1670*
MC GEE, L	CCDOC	0	1	0	1123	SITAR, K	LBURN	0	0	1	1578
MCGOWAN, D	MOLEX	1	1	0	1089	SIWEK, M	KEMPR	1	1	0	1992C
MELNIKOV, I	MKING	0	1	1	2028	SMITH, BR	TYROS	2	0	0	1711C
MICKLICH, F	UOP	1	0	0	1649D	SOLLANO, E	ALUMN	1	0	0	2003C
MIKULECKY, B	PAWNS	1	0	0	1488C	SPIEGEL, L	FERMI	1	0	1	1958D
MOEHS, D	FERMI	1	0	0	1412#	STAMM, V	CHRGR	0	1	0	1514T
MOONEY, M	MKING	0	0	0	0000/0	STAPLES, C	FERMI	1	0	0	1605
MORAN, B	GETCO	0	0	0	1502	STEELE, B	CCDOC	0	1	0	925#
MORRIS, R	MKNGT	1	0	1	2204	STEIN, P	CITGR	1	0	0	2249
MOSSBRIDGE, A	KEMPR	0	0	0	1721	STEVANOVIC, M	UOP	1	1	0	2204D
MUELLER, R	MOLEX	0	2	0	0000/0	STOLTZ, B	TYROS	2	0	0	1931C
O'DELL, DW	PAWNS	1	1	0	1476C	SUAREZ, E	ROOKS	0	0	0	1799
OELHAFEN, A	EXCLB	0	0	0	1238	SUBECK, J	KEMPR	0	0	0	1366*
OGANESSYAN, G	MOLEX	0	1	0	0000/0	SUERTH, F	EXCLB	1	0	1	1525D
OLSEN, A	KEMPR	1	0	1	1528C	SULLIVAN, C	READR	0	0	0	1524C
PARA, A	FERMI	0	0	0	1497	SULLIVAN, J	EXCLB	0	0	0	1801D
PARAOAN, E	CASE	1	0	0	1635D	TEGEL, F	DRGNS	1	0	1	2080Q
PATEL, SU	CITGR	0	0	0	0000/2	THOMAS, J	CHRGR	0	1	0	1563D
PEHAS, A	DRGNS	0	1	1	1897C	THOMSON, J	MKNGT	1	0	1	2009
PHELPS, D	MKNGT	0	0	0	1208*	TRINIDAD, P	CCDOC	0	0	0	1016*
PIPARIA, J	MKING	0	0	1	1889	VAIL, M	KEMPR	0	1	0	0000/4
PLEASANCE, M	CCDOC	0	0	0	0000/3	VAN ZILE, C	UOP	0	0	0	1336
POMA, D	BPCHM	0	2	0	1251	VIGANTS, A	NORTH	0	1	1	1651C
RABINOVICH, E	MKING	0	1	0	1312	VOLYNSKIY, G	GETCO	0	0	0	2572*
RADAVICIUS, E	CHRGR	0	1	0	1592D	VOSS, M	CITGR	0	0	0	0000/2
RADUCAN, S	MKNGT	0	0	0	0000/0	WALKER, A	NORTH	0	2	0	1767
RAUCHMAN, M	GETCO	1	0	0	2013*	WALKER, C	KEMPR	1	0	0	1709
REICH, T	MOLEX	1	1	0	0000/1	WALLACH, C	MKING	1	1	0	1974C
REID, C	CASE	1	0	0	1493D	WALSH, W	ROOKS	0	1	0	1494C
REVELLON, L	UOP	1	0	1	1998	WANG, A	CITGR	0	0	0	0000/4
ROJO, B	CCDOC	0	0	0	882#	WANG, G	KEMPR	0	0	0	1631*
ROJO, V	CCDOC	1	0	0	1484	WARD, CH	GETCO	0	0	0	1320
ROSLEY, D	CHRGR	0	0	0	1809	WARREN, J	CHRGR	0	0	0	2045Q
ROSZKOWSKI, D	KEMPR	0	0	0	0000/3	WEISNER, T	PAWNS	0	0	0	1120

Current Ratings

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
WEITZ, R	EXCLB	1	1	0	1619C	WOODS, C	BPCHM	0	2	0	0000/2
WHITE, H	CASE	0	0	1	1699C	YACOUT, A	ROOKS	0	1	1	1507
WILLIAMS, K	CCDOC	0	0	0	2161	YOUNG, A	CITGR	0	0	0	0000/2
WILLIAMS, S	GETCO	1	0	0	0000/4	ZADEREJ, V	MOLEX	0	0	1	1168
WIRTZ, R	KEMPR	0	0	0	1314*	ZOELLNER, J	CASE	1	0	0	1308D
WOLF, D	MKING	1	0	0	2377	ZUBIR, J	BPCHM	0	1	0	0000/1

/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

(as of 10-19-2003)

RATINGS LEGEND

/x - UNRATED; x RATED GAMES

- 5 TO 9 RATED GAMES

* - 10 TO 24 RATED GAMES

C - CENTURY CLUB MEMBER

D - DOUBLE CENTURION

T - TRIPLE CENTURION

Q - QUAD CENTURION

V - QUINTUPLE CENTURION

UPPER BOARD FORFEITS

Each team is allowed 2 upper board forfeits per season. After the 2nd upper board forfeit, the team is penalized one extra game point for each such forfeit in the match.

TEAMS WITH 2 OR MORE UPPER BOARD FORFEITS

NONE

TEAMS WITH 1 UPPER BOARD FORFEIT

CASE

KEMPER

A SPECIAL NOTE FROM THE RATINGS CHAIRMAN:

The two new teams, Molex and BP Chemicals have brought a number of new players into the CICL. The majority of the new players were started out as unrated. If any of these new players have USCF ratings, I will rerate the games these players have played. Once, I receive confirmation from Molex and BP Chemicals on the USCF rating status of each player, an updated ratings list will be sent out that will include the rerated games for the new players.

2003 FALL BUSINESS MEETING

CHICAGO INDUSTRIAL CHESS LEAGUE

Business Meeting of August 20, 2003

At: Motorola

Attendees:

Jim Thomson

Lenny Spiegel

Jerry Thomas

Tony Jasaitis

Art Olsen

Tom Friske

Wayne Ellice

Marty Franek

Carl Reid

Clayton Woods

Frank Suerth

Brian Smith

MINUTES

1. President Jim Thomson called the meeting to order at 7:20pm.

(Ed.: President Jim Thomson was introducing the Molex team captain to the CICL from 7PM until start. A mixup with Motorola security would not allow his child in the building)

2. OFFICERS REPORTS:

President:

Jim welcomed all attendees and asked for the officers' reports.

Secretary:

The minutes of the Spring business meeting held May1 and reported in the Bulletin were approved as written.

Treasurer:

Lenny distributed and commented on his proposed budget for this season (see attachment dated 8/20/03). We actually made a small profit last season. This was the result of reducing expenses wherever possible. The League officers and chairmen waived their traditional plaques. Marty held down costs of the trophies. Jim paid for some of the refreshments at the playoffs. An anonymous person donated books at the banquet. And the banquet actually turned a slight profit.

Based on these factors, and if we continue to have 19 teams, Lenny proposed we

2003 FALL BUSINESS MEETING

maintain our overall team dues at \$70 (\$50 dues and one required \$20 banquet ticket). Late fees and US mailings remain the same. This proposal was accepted unanimously.

Attached is the dues sheet. (*Ed.: Find it at end of "News" section*)

Team captains should submit their team dues payment to:

Lenny Spiegel
807 Weed Ave.
Geneva, IL 60134

Division Chairmen:**Near West-Carl Reid, Chairman**

Carl reported that the division still has 4 teams. Gerry Thomas expressed his team's desire to move the CHARGERS to the FW Division. They have been playing in the NW the past few years to maintain 4 teams. The Argonne team, not represented at the meeting, is actually geographically closer to the other 3 NW teams, but prefer the FW due to their actual home locations. No decision could be made at this meeting. NOTE: On August 22 Jim followed up on this situation and asked that the Division Chairmen discuss this issue between now and our Spring Business Meeting. They are to present their proposal at the spring meeting.

The PAWNS reported a loss of one player and the transportation difficulties of another, leaving them with 5 and a part time player. Wayne requested the addition of Ed Latimer (retired SEARS player, who lives near their home site) using the player pool concept. Jim approved it. Jerry suggested the PAWNS form an alumni team, but the down side of this is that any new chess playing employee of their company would not be eligible to play.

East-Jim Duffy, Chairman (not present)

Tony and Marty represented the East. A request was made that the Leo Burnett team become an alumni team. Jim expressed his preference for established company teams to remain that way. It maintains a "company" identity (Industrial Chess League) and like the PAWNS, keeps the option open of adding new players from within.

Florentino Inumerable and Ely Sollano decided to play for the Alumni Aces this season. A league vote was not needed due to their alumni status.

North-Art Olsen, Chairman

Art expects all teams to return. The Excaliburs lost 2 players and asked the approval for Dean Arnol to join them. This was unanimously approved. Also, there is the possibility of a new team associated with Volkswagon. They are quite far north and it is unsure if they have enough for a team at present.

2003 FALL BUSINESS MEETING

Far West-Bob Buchner, Chairman (not present)

Present, however, was Clayton Woods, representing BP (British Petroleum). He reported that his newly formed team has 10 members and can meet the league requirements (home site, equipment etc.). His team (perhaps to be named the Barons) was voted in unanimously.

Jim reported that another team has requested membership for the FW Division. Molex, roughly near Route 83 and 88 have 9 people ready to play. They were also unanimously approved. The Far West suddenly has 6 teams!

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 is continuing to improve the Bulletin and has asked that the Division Chairmen contribute something of interest for the Bulletin on a regular basis. Also, it is important for Tom and Art Olsen to have contact information for each team captain. It is officially requested that the Division Chairmen create or update their list of team captains with their e-mail addresses and telephone numbers.

Games Editor-Tom Friske, Chairman

Team captains, please remember to collect score sheets after each match and SEND THEM IN! (to Tom at 1035 E. Algonquin Road, Des Plaines, IL 60016). And players, don't forget to submit your annotated games. The league will again give a \$25 USCF gift certificate for the best annotated game submitted during the season. Tom will again review all games and determine the winner based on the quality of the game and the annotations provided. Did you know that Tom had a surprise at our Banquet by giving everyone \$5 cash for submitting at least one annotated game?

Rating Chairman-Art Olsen

Art is reminding division chairmen to give him the schedule as soon as possible. Tom needs this also. Also, during the season, keep him informed of any matches played out of schedule. All alumni and combined teams need to submit to Art the names of all team members.

For the speed chess events, Art is now using updated software using the program developed by Tony, who previously maintained the speed chess ratings.

Publicity Chairman-Pat Sajbel (not present)

Pat has officially stepped down, due to work restrictions. We are looking for a replacement. NOTE: On September 5 Jim announced that Tony Jasaitis agreed to perform this role on an interim basis, until the Fall Business Meeting. Please give him

2003 FALL BUSINESS MEETING

your support.

Banquet Chairman-Pablo Diaz (not present)

Pablo has stepped down as banquet chairman. We are looking for a replacement. NOTE: On September 5 Jim announced that Bert Gazmen agreed to perform this role on an interim basis, until the Fall Business Meeting. Please give him your support.

Trophy Chairman-Marty Franek

Marty will continue as trophy chairman. The league saved \$90 by not purchasing officer/chairmen plaques. We will continue this trend, only awarding plaques to someone serving their first year to one of these positions.

4. ELECTIONS:

None

5. CALENDAR

Playoffs: To be determined

Banquet: Friday, June 4, 2004. Site to be determined.

6. OLD BUSINESS:

Playoff seeding-There was considerable discussion of the method of seeding teams for the playoffs, continuing from Bob Buchner's proposal from our spring meeting. The goal is to seed according to the Swiss System, which requires ranking teams from the strongest to the weakest. Our current system has inequities. Jim Thomson has previously outlined a system to determine a performance rating for each team during the regular season. From the performance rating, appropriate seeding can be made. This was brought to a vote and was approved (with 2 opposed). Jim volunteered to generate the performance rating.

Home site, first round playoff-Because the performance rating system could match a division winning team against another division winning team, the following will be used to determine who gets home site: (a) Division Winners get home site over Second Place Teams, and (b) in the event of a tie, a coin toss, conducted by the tournament director, will determine who gets home site. This proposal was approved by a vote, with one abstention.

Color Assignments-To more closely follow the Swiss System rules, for the first playoff round the #1 seed team gets White on board 1, #2 seed gets Black on board 1, alternating colors for the remaining boards, etc. This holds true regardless of where the match is actually held. The tournament director will publish this before the matches.

7. NEW BUSINESS:

Marty asked approval for Tony Miller to be a member of his team. This was unanimously approved.

Match Sheets & Game Sheets-The league purchased 500 match sheets and 2000 score sheets. Wayne brought them to the meeting. Each team was asked to take 24 match sheets and 95 game sheets. Some teams picked them up for those teams not represented. The match sheets should last several years. For example, if each team has 6 home matches, the match sheets would last 4 years, not counting playoffs. Please contact division chairmen and/or other team captains for your supply. Wayne has the extras.

Proposed League Changes-At the day of our meeting, Brian Smith e-mailed several proposals with the view of sustaining our league's team chess. It is clear that the number of players in our league has been shrinking. Although some were discussed, it was getting very late and there was insufficient time to review all of them. We will have to pick this up again at our Spring meeting. In the meantime, please contact Brian to further the discussion.

The meeting was adjourned at about 10:30 PM.

Wayne Ellice, Secretary
9/7/03

CICL 2003-04 Proposed Budget

Revenue	2002-03 Budget	2002-03 Final	2003-04 Proposal
Basic Team Dues	950	950	950
Electronic Bulletin			
Postal bulletins		15	
Late dues		40	
Banquet surplus		132	
Total Revenue	\$ 950	\$ 1,137	\$ 950
Disbursements			
Trophies	800	742	800
Bulletin			
Scoresheets	93	93	220
Playoff refreshments	150	110	125
Special			
USCF / ICA dues	65	40	40
Total Disbursements	\$1,108	\$ 985	\$1,185
Net (Loss)	\$ (158)	\$ 152	\$ (235)

Lenny Spiegel, Treasurer*Written 8/20/03*

(Ed.: Lenny verbally gave the **Savings Account balance as \$498.40** mentioning that, with the expected loss this season, we will need to discuss dues at Spring meeting)

GAMES as reviewed by THE PLAYERS !!

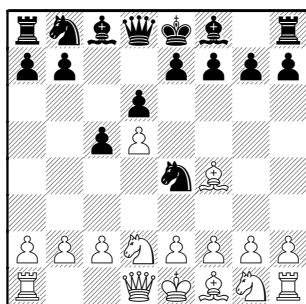
Smith,B (1698) –
Eustace,D (1550)
07.10.2003

[A45]

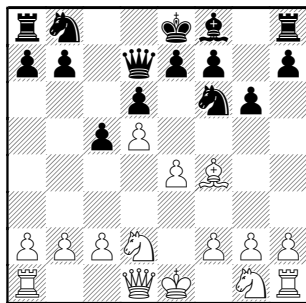
[Notes by Brian Smith]

Black overextends his position, and
pays the price, losing a Knight.

1.d4 Nf6 2.Bg5 Ne4 3.Bf4 c5 4.d5 d6
5.Nd2



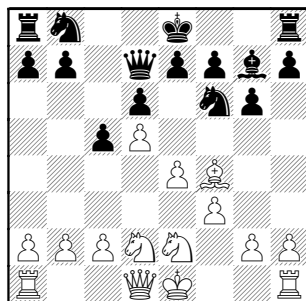
5...Nf6 6.e4 g6 7.Bb5+ Bd7 8.Bxd7+
Qxd7



9.f3

This prevents White from developing
his Knight or Queen to f3, but
somewhat strengthens the light
squares.

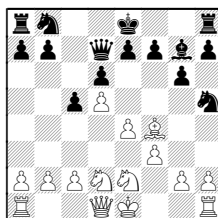
9...Bg7 10.Ne2



10.c3 was required for White to keep
an edge.

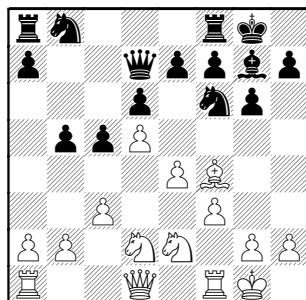
10...0-0

Black can equalize with 10...Nh5



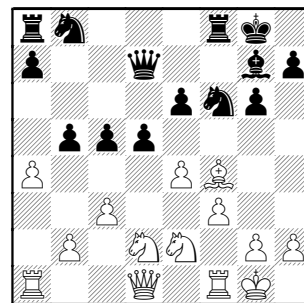
attacking the unguarded b2-Pawn
and White's Bishop.11.Rb1 Nxf4
12.Nxf4

11.0-0 b5 12.c3±



White finally plays this required
restraint of Black's Bishop on g7.
Also played with the ideas of Pa4
and developing the Queen along
d1-a4. The opening is about
completed, how will each side
proceed?

12...e6 13.dxe6 fxe6 14.a4 d5

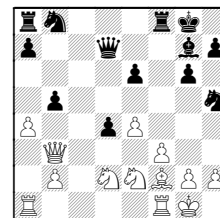


15.Qb3

Sharper is the attack on c5 with
15.Be3 or with 15.Nb3

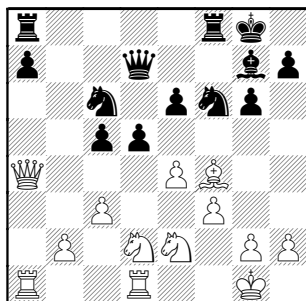
15...bxa4

Black can still get to a roughly
equal game by 15...Nh5 16.Be3
d4 17.cxd4 cxd4 18.Bf2



16.Qxa4 Nc6 17.Rfd1

GAMES as reviewed by THE PLAYERS !!



Setting up tactical shots. Along with happens in the game, Nd2 to c4 to e5 may become good.

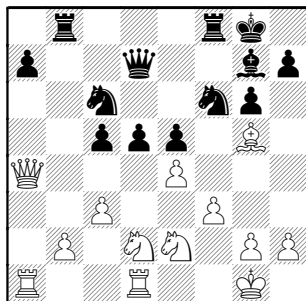
17...e5?

This seriously overextends Black, White's counterattack is swift

17...Rf7±; or else 17...Rac8± help to hold Black's position

18.Bg5!± Setting up tactical shots (that may or may not become part of a combination) is an idea that is especially important in sub-Expert games, which are lost by mistakes, instead of won.

18...Rab8?



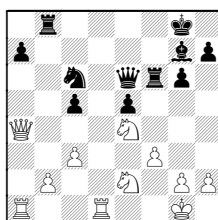
This loses material by force, **do you see the combination?**
(Fritz's suggestion is 18...d4 19.Nb3±)

19.Bxf6

This combination involves various tactical ideas, starting with "removing the guard" (of Black's Queen); and Black's Knight is now pinned to the Queen.

19...Bxf6

Better but still losing is 19...Rxf6
20.exd5 Qxd5 21.Ne4 Qe6+--



and following NxRf6 White is up the Exchange and many of Black's Pawns are weak

20.exd5

Tactic: White opens lines (the d-file). Black must take the d5-Pawn to avoid losing the Knight on c6 (or his Queen if that Knight moves).

20...Qxd5 21.Ne4

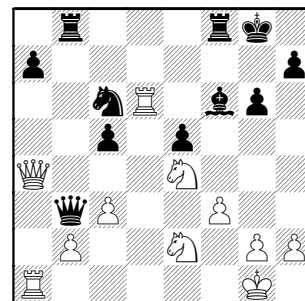
Discovered attack (on the Queen)
21...Qe6 the only square left for Black's Queen that defends the Knight on c6

A somewhat better way to lose the Knight is 21...Nd4 22.cxd4 cxd4±

22.Rd6

Double attack, Black must lose a Knight

22...Qb3?



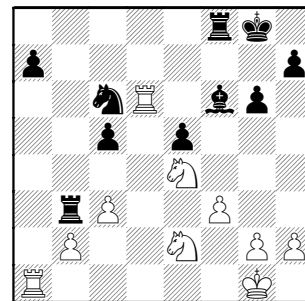
But now should lose a Rook (or Knight and Bishop).

23.Qxb3+?

White is tempted to immediately simplify towards the won endgame, and so misses the win of a Rook after 23.Nxf6+ Rxf6

23...Kg7, as played in the game, doesn't work here because 24.Qxc6 wins a second minor piece. However, Fritz surprised me when it recommended as even better 24. Qh4! with a strong attack.

23...Rxb3

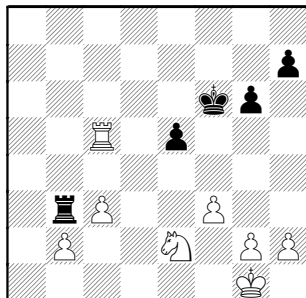


24.Nxf6+

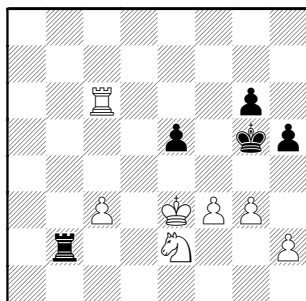
Up a N, Wh now plays to trade pieces and win Pawns

GAMES as reviewed by THE PLAYERS !!

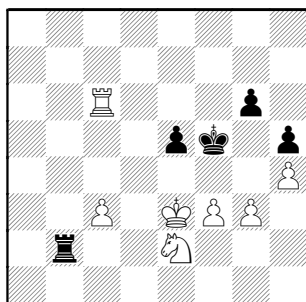
24...Kg7 25.Rxc6 Rxf6 26.Rxa7+ Rf7
27.Rxf7+ Kxf7 28.Rxc5 Kf6



29.Kf2 Rxb2 30.Rc6+ Kf5 31.Ke3 Kg5
32.g3 h5



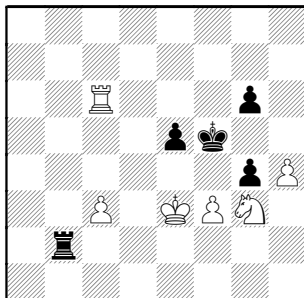
33.h4+ Kf5



Do you see the forced mate?

Bl had to play 33...Kh6 but after 34.f4
Bl falls apart

34.g4+ hxg4 35.Ng3#



1-0

“RULES OF CHESS” QUIZ

As a new CICL season is starting, here is a quiz to judge how current you are with the rules. With over 30 years of chess playing experience, I knew the right answer to only one of these ten questions!

USCF rule references are taken from the latest published rule book (4th edition, dated 1993). CICL rules are from the CICL website.

Note: the following answers assume a sudden death time control is NOT being used, which is the case in CICL regular season games.

Question 1:

A player made an illegal move four moves ago, what happens?

Answer 1:

If an illegal move was made within the last 10 moves, the position before the illegal move must be returned to. A legal move, if one exists, is then played with the touched piece(s). Clocks are not adjusted, i.e. the time used after the illegal move is lost. If more than ten moves have been made, play continues as is. See USCF Rule "11A".

Question 2:

We started the game with pieces in the wrong position, now what?

Answer 2:

If this is discovered before Black's 10th move is made, the game is annulled and restarted from the proper initial position. Rule "11F". Clocks however are not reset. If discovered after 10 moves, play on.

(Practically speaking, correcting the problem and playing on is what most people do, and should be fine with mutual agreement. There may be cases when following this rule exactly is better.)

Note Rule "11F" does not include the board being mis-oriented. If the pieces were correct, but your lower right-side square is black instead of white, the board is corrected and the game continues.

Also note Rule "11G". -- "Stopping Time"

(Why it is important to know how to pause your opponent's fancy digital clock.)

Question 3:

After making a move on the board and punching the clock, your opponent claims a three fold repetition of position (or, alternatively, invokes the 50 move draw rule). Can this claim possibly be valid?

Answer 3:

No.

Rule "9G1" states that once one's clock is punched, the draw claim is no longer valid. You must be on move to make such a claim, and once you punch your clock, you no longer are on move. If needed, stop both clocks while the director validates the claim.

GAMES as reviewed by THE PLAYERS !!

Question 4:

Your opponent pushes a pawn to his 8th rank, but no spare Queen or Rook is handy, so he says "that is a Queen" and punches his clock. What do you do?

Answer 4:

Punch the clock to restart your opponent's clock. A move promoting a pawn is not finished until the promoted piece is physically placed on the board. If a spare piece is not handy, the player promoting the pawn can stop both clocks to find the piece, and consult the tournament director if needed. USCF Rule "8F7"

(And yes, an upside-down Rook can be used as a Queen.)

Question 5:

I am playing against the opposing team's captain, and he is required to perform a tournament director duty. He is on move, and stops both clocks while doing the task, is this right?

Answer 5:

The team captains act as directors in CICL, and directors who are playing are allowed to stop the clocks when they are on move to perform director duties, Rule "21E" -- "The Bermuda Triangle of Chess Rules: Time Controls, Recording Moves, Time Forfeiture"

Question 6:

A win by time forfeit is claimed, but the claimant's score sheet has many (more than 3) minor ambiguities involving just one symbol of a move being recorded wrong. Is the claim invalid due to this?

Answer 6:

No, minor ambiguities such as one symbol of a move being wrong do not count toward the three incomplete moves that disqualify a time forfeiture claim. Indeed, the director can use the other player's score to determine what move the game is on, e.g. to help figure out minor ambiguous moves. See Rules "13C7" and "13C8".

Question 7:

My opponent filled-in missing moves after my flag was called as fallen. Can he still claim time forfeiture?

Answer 7:

Yes, but the moves filled-in after the time claim may not be used to validate the claim. The moves filled-in prior to the flag being called can be used as needed by the director. See Rules "13C3" and "13C4" for details.

Question 8:

To make the first time control, I didn't write down the last eight moves, and am not sure I can remember them all. How can I now keep score, e.g. to perhaps claim my opponents time forfeit in the 2nd time control?

Answer 8:

After a time control is finished, both players are required to completely fill in their timesheets. If one player wants to borrow his opponent's timesheet to do this, the opponent is required to loan him his scoresheet. Rules "15D" and "15F".

If it is not possible for anyone to come up with a complete score, write down the current position in diagram form. The next time control starts from that position, and moves are recorded from there on. If the players agree on which move number (past the first one of the next time control), recording moves restarts with that move number. Otherwise, restart with the first move number of the next control. Rule "15J" -- "USCF vs. CICL Rule Variations"

WARNING, the last two questions have different answers depending on if you are playing in a CICL regular season game, or in a USCF event.

Question 9:

A player arrives 55 minutes late, and his opponent has not arrived yet. What time should the clocks read?

Answer 9:

In the CICL, it depends on piece color. The CICL allows a 15 minute grace period and then White's clock is started. If the player arriving 55 minutes late is White, then his clock should be down 40 minutes. If Black, his clock should not have run at all.

NOTE: this is different from USCF rules. In USCF rules, the 40 minutes of late time is split between the two clocks. That is, both player's clock start out with 20 minutes lost from their first time control when the first player arrives, independent of color. See USCF Rule "16K".

Question 10:

After picking up his K and a R to castle, your opponent realizes castling is illegal. Which, if any piece, must he now move?

Answer 10:

See Rule "10I1". If he picked up the K first, or the K and R simultaneously, then any legal K move is required (including castling in the other direction). If no legal K move is available, any legal move may be played. In the USCF rules, if he picked up his R first, and then the K, but cannot castle using that R, a valid move with that R is required, if possible. BUT, in the CICL rules, picking up the R first requires a non-castle R move to be made, if castling with that R is valid or invalid

Thanks to **Brian Smith** for this and a couple other contributions the issue !

On Updating the CICL

During the weeks leading to our Fall Business Meeting, a flurry of emails discussing several major changes to the League-eligibility and team-qualification rules. First, it is good several people are finally tired of this most excellent organization shrinking, member-by-member, team-by-team, division-by-division. Second, it's better that these same people have taken time to consider alternatives and share them with the email list. But these considerations need to be considered by the full membership, discussed, and prepared *before* the Spring meeting.

Please study the following email threads (not edited) in detail. Although I've attempted to identify each author, do remember we are throwing ideas around here so anything goes, regardless of the source. And sometimes a statement is merely an opinion, so discussion is really needed.

I present these emails to encourage and widen the discussion. Come prepared to the April Spring Business meeting !

As Editor, allow me to start off with a few of my thoughts:

- 1) If there was ever a time to need wisdom from the past, this is one. I urge concerned members to read or at least browse the Bulletins archived on CD. Many of the problems listed below were already solved by our predecessors; two of which specifically come to mind being the size of teams and the strength of teams. The League was once composed of 4-man teams and also 8-man teams!

(Incidentally, the main failing for inquiring teams has been their ability to field six players. Four would be fine for these)

Furthermore, the League was also once run in two tiers, distinguished by strength of team. I'm of mind to simply revert back to either (or both) of these formats.

- 2) We are confusing the chartered "Industrial" team-chess with "Chicago" team-chess. The original purpose of forming the League was to generate competition between *business* entities. It was apparently assumed a chessplayer looking for club competition already had that opportunity. From the following comments, it appears some would have us become a team-chess organization, regardless of affiliation. I strongly disagree about dropping the business competition.
- 3) **Participation is the key problem.** We went over a year without a Publicity Chairman, and the current one surely has his work cut out. Will anyone help? Not just officer positions will be needed, however, but team captains as well. If we were to go to smaller-sized teams, more Captains will be needed. Will enough be willing to fill the need ? With our track record of late, I'd doubt it.
- 4) More must attend the Business meetings. I know they take a whole, late, evening. But many of the points of discussion can be made before the meeting and allow that time to be more productive. How can the League be directed if only a handful care to vote ? Last meeting, a whole division was not represented. Anything that was decided left that division in peril. Hopefully, we did right for all. We can talk ourselves blue, but until a wave of decisions come, we float around aimlessly.

All right... on to the emails....

(I guess this has pretty well pushed the page, so turn this one...)

On Updating the CICL

First, some background to the Playoff changes (see the "Business Meeting Minutes" section of this Bulletin for the details)

Last year Bob Buchner raised two issues with regards to the CICL playoffs that need to be discussed: **round 1 pairings** and **color assignments**.

Pairings.

For background, recall that the first place finishers in each of the four divisions are assigned the top 4 seeds for the playoffs, and are each given a home match (and thus home colors) for the first round match. Pairings are done using usual Swiss system pairing rules (modified to avoid pairing teams from the same division in the first two rounds), so round 1 has seed 1 vs seed 5, 2 vs 6, etc.

Bob correctly points out that this system can result in **two** separate types of inequities: **1)** if most of the top seeds win then subsequent pairings cannot respect color since all the top seeds have the same color in the first round [and while color assignments are perhaps less critical than in an individual tournament since each team still gets 3 whites and 3 blacks in each match, it can certainly be an advantage for strong teams to have white on 2 of the top 3 boards where color perhaps is more significant than on the lower boards];

and **2)** the top seeded team often has a much more difficult pairing (against the top seeded 2nd place team) than the other first place teams. Perhaps as important, the 5th seeded team, which is often deserving of a top 4 seed, instead must play the highest seeded team in round 1.

Looking more closely, it is clear that both of these "inequities" result from the modifications we make to the normal Swiss pairings in order to reward the first place teams with a home match. This louses up the color assignments (which would normally alternate white and black for the higher seeded teams), and distorts the pairings by artificially elevating the first place finishing teams into the top four seeds regardless of actual team strength. What can we do about this? I do not think anyone would want to withdraw the home match reward from the first place teams. Nor do we have any other reliable method of seeding teams that can accurately reflect differences in strength between the four divisions. Nor do we want to go to a knock out playoff system where teams are eliminated after a loss and where it would make more sense to pair seed 1 vs seed 8, 2 vs 7, etc in the first round. If we do change how we do the first round pairings we need to make sure we understand what we do in subsequent rounds, since further distorting Swiss pairing rules in the first round will only complicate life later on.

Colors.

The color issue has what seems to me to be a simple solution: for the playoffs only the color assignment is NOT determined by the home team but will be assigned according to Swiss pairing rules (so the top 4 teams will have 2 teams given white on board 1 and 2 given black). This will make subsequent color assignments as simple as possible (but it must be recognized that in a 3 round swiss with only 8 teams there will always be some color inequities). The only disadvantage is that teams must learn to treat colors differently for the first playoff round than for the rest of the season, but I think with adequate notice this will not be a problem.

Conclusion.

Pairings are a thornier issue. It is not sufficient just to say pair 1 vs 8, 2 vs 7, etc. since you then need to worry about how the teams should be seeded for round 2 and 3 pairings. the only "proper" way to do the pairings is to somehow seed (rank) the teams in the most accurate manner possible before the first round and then pair 1 vs 5 (using usual Swiss pairing rules), but this violates the principle of giving home matches to each first place team.

On Updating the CICL

So we have a choice of 3 undesirable systems: 1) current system (which unduly "penalizes" a team for being the top seed) 2) rank all teams via some global ranking (which takes the first round home match away from some first place teams, and begs the question of how we do the global ranking) 3) further distort the Swiss system by seeding as we do now (with first place teams seeded 1-4) and pairing 1 vs 8, 2 vs 7 etc in the first round but using normal Swiss pairing rules for subsequent rounds. I would suggest we try out system 3 for two years to see how people feel. While this is a distortion of Swiss pairing rules, it is not really any more of a distortion than that already produced by seeding all first place finishers in the top half, and i think will seem fairer to most people by giving the top seeded team an easier first round match. Note that the expected results from this system will be the top two teams winning more often in the first round, and seeds 5 and 6 having a slightly easier pairing than they do now. This somewhat penalizes teams from highly competitive divisions (where it is harder to amass the best overall record). On the whole, however, it seems to me that the benefits outway the disadvantages and so the new pairing scheme merits a two year tryout.

[Irwin Gaines, Fermilab]

Discussion comments:

Maybe there is another more radical way to pair the playoffs:

What if the in the first round the 1st and 2nd place teams in each division play each other with the loser being eliminated. In case of a drawn match we could use some sort of a tie break. The remaining four teams would meet for rounds 2 and 3. They would be ranked by any method agreed on, like average rating. The colors would be allocated based on Swiss pairing rules with the higher ranked team getting its due colors based on what they had in round one. Since there is the issue of 1st place teams getting home advantage let them play a team that does not have to travel far. The first round would be more competitive because of the elimination factor thrown in. This is a more radical approach than we currently have now but give it some thought. This may work.

[Bob Stoltz Lucent Tyros]

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but having teams from the same division play each other yet another time in the playoffs violates the principle of trying to maximize competition between divisions in the playoffs (which is why we have rules mandating that teams from the same division not be paired against each other in the first 2 rounds).

[Irwin]

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Teams from the same division usually play each other in the playoffs at some point anyway. We would just do it in the 1st round with an added incentive to win. The last two rounds would definitely be competition between teams that are from other divisions and do not play each other during the season.

[Bob Stoltz]

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An even more radical approach is proposed in my email, each subdivision sends only one team to the post-season. Each subdivision playoff has four teams, and only two rounds, both on the "super-Saturday". There is no first round like today. I think this minimizes the importance of the two issues in Irwin's email. Since, today, half the teams (those who lost in round one) playing on super-Saturday have no practical chance of winning first place, so things like knock-out vs. Swiss, home advantage, and colors in the first round are of bigger concern. And of course it answers the issue of teams in the same division playing or not playing each other in the playoffs! I'm greatly in favor of more play between the divisions. More play between the divisions was one of the goals to my proposal #6 Division Sponsored Events, to

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supplement playoff meetings.

[*Brian Smith, Lucent Tyros*]

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I remember our discussion on this last year, but had forgotten about it over the summer. My suggestions for this would be the following...

(1) Strictly follow Swiss color pairing rules for round 1 (and 2 and 3). This involves separating it from who gets to be home team. But... that's ok.

(2) The second issue seems to be that our seeds 1-8 aren't accurate. The 5th seed, for example, is often tougher than seeds 3 and 4. This leads to issues like the 1st seed being hurt by having to play an extra tough team in round 1. To solve this we could seed entirely by match % (rather than using match % to differentiate the first place teams, and then again to differentiate the second place teams). Performance ratings, as I described for selecting a wildcard team, would be more accurate for determining seeds 1 to 8; but I think them overly complicated to apply to 8 teams like this each year.

(3) Another advantage that higher seeded teams have in a normal Swiss is that they generally win ties. Since they play an overall tougher set of teams than lower seeded teams if they keep on winning. This is their reward for getting 1st seed. And for having that slightly tougher set of opponents. So... I'd suggest... we really need to use Swiss tie break rules. And give out trophies to the top 3 teams AFTER tie-breaks (usually we end up giving out 4 now... for 1st... and for the 3-way tie for second).

[*President Jim Thomson, Motorola Knights*]

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I would not change how we do the playoff seeding. What we do now would be my method of choice. And I think the higher seeds should continue to not travel. If trying to balance color assignments, Irwin's suggestion to alternate them in round 1 as per Swiss rules seems like a good effort to accomplish this.

If we want to do something even more simple, we can just award the home team white on 1. For the season, we play home-and-home matches, so it does not matter either way. For the playoffs, it gives a small advantage to higher seed teams.

People complain every year about why we insist on giving the higher seeds a disadvantage. The argument that we should compensate the traveling team in the first round of the playoffs seems very weak to me. As long as people keep griping about it, I'll have to raise this issue at every meeting until we vote for a change. What this simple method does in theory is to change the #1 seed expectation from having black throughout the event to having white throughout the event. And so I like Irwin's suggestion how to be most equitable.

For years now I have watched our teams make no effort to field their best lineup when their division position is determined. While they do not intentionally lose, they take the opportunity to let players get some competition that usually don't play. That isn't necessarily bad, but the non-hidden agenda is that it is okay to lose since that will lower your playoff seed.

I think we should have a system that encourages teams to strive for the best possible record. And then reward them for obtaining it. Instead its obvious how they really get punished. What we have now is a system that rewards the #3,#4,#7,#8 seeds, and badly hurts the #1,#2,#5,#6 seeds with a much more difficult playoff path/road. Again, the players complain about it endlessly, and so I'll have to raise the issue at every meeting. It strikes we as wrong when I keep hearing all the talk about what we have to do to get the #4 seed or what we have to do to get the #8 seed. A simple improvement is in round 1 do 1-8, 2-7, 3-6, 4-5 pairings. After the round completes, group the teams in a top 4 bracket and a bottom 4 bracket. Within each bracket, teams with a better record after the first round will be positioned higher regardless of

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their original seed. Then in round 2 do 1-4 and 2-3 pairings.

I would continue to allow modifications to avoid divisional rivals from playing before the finals. In the last round, simply match up teams from top to bottom based on the current standings. 1 plays 2, 3 plays 4, 5 plays 6, 7 plays 8. And I would suggest we make some sort of change like this regardless of how we might determine the initial playoff seeding.

[*Bob Buchner, Lucent Tyros*]

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A CONCLUSION TO THE PLAYOFF DISCUSSION:

What was decided at the meeting, with regards to this, was the following:

(1) To more strictly follow the Swiss Seeding Goal (seed from toughest to weakest) * Our current seeding method doesn't seed playoff teams from toughest to weakest. This occurs for two reasons.

One, we arbitrarily put division winners 1-4, and second place teams 5-8. And two, because we use Match % to order within these ranges. Neither of these methods accounts for divisions of differing strength. * The above causes the Swiss System to be distorted. And leads to some of the inequities mentioned below.

Often, for example, the #5 seed is tougher than the #4 seed. And even tougher than the #3 seed. This results in the #1 seed playing a tougher opponent than they should. And the #5 seed (who really should be #3) playing a tougher opponent. * The method decided upon to address this issue was to more purely follow the Swiss System. And make a better effort to order teams from toughest to weakest. In particular, we decided to use performance ratings to seed the teams. This is the same method we agreed upon last year for choosing a wildcard team (if necessary).

Briefly... for each team, we look at the strength of competition, and the win/loss/draw record, for each board 1-6, throughout the season. Then, from this, we determine a performance rating for each board. Then, finally, we total these 6 performance ratings and divide by 6; this gives us an overall performance rating for that team that year.

Because the above can result in a Division Winner playing a Division Winner, or a Second Place Team playing a Second Place Team, in round 1, we decided upon the following to determine who gets home site: (a) Division Winners get it over Second Place Teams, (b) in the event of a tie, we flip a coin; the tournament director will perform this.

(2) To more Strictly follow the Swiss Color Assignment Rules (alternate colors) * Our current method gives seeds 1-4 black, and seeds 5-8 white. We do this because, during the regular season, it is easy to remember that the home team always gets black on board 1. In the Swiss, however, the colors are supposed to alternate. * Doing the above results in weird color pairings. In round 2, for example, about half the teams are playing with the same color assignment they had in round 1. This can lead to inequities. In particular if you get Black twice, as higher seeds often do.

* To correct this, we are separating, for round 1 of the playoffs, the color assignment for the playing site. Colors will alternate as normal in the Swiss. With Seed #1 getting White on board 1, Seed #2 getting Black on board 1, etc. Regardless of where the match is actually held. The tournament director will publish this before the matches.

[*Jim*]

A Second Discussion involved the actual make-up and charter of the League.

Brian Smith (Lucent Tyros) threw out a long, numbered list of well-considered thoughts, as follows:

Improving Chicago Team-Chess

A group of forward-looking chess lovers in 1957 did something radical and created a great thing, the Chicago Industrial Chess League. In that same spirit, I believe it is long overdue for the current league to face-up to the task of realigning the CICL with the needs of today's chess players.

Over the past 23 years, participation in the CICL has declined from 394 to 186 individuals, over 50%. In just the last four years, participation is down 29%, from 262 players. This is not due to reduced interest in chess in general. The number of members in the United States Chess Federation (USCF) has risen 80% in the last 23 years, from 50,000 to 90,000 members. In the last 4 years, USCF membership is up over 7%.

This document proposes eight fundamental changes to the CICL. The goal is to improve how the CICL can best achieve its basic mission of promoting chess, specifically team-chess, in the Chicago-land area. An improved CICL will not only provide more fun for its current participants, but will draw more players to the CICL, and reverse the trend over the last two decades of a constantly shrinking CICL.

Proposal #1 Inclusive Membership

In the 1950s, large companies that provided decades of, if not lifetime, employment was the norm. Today, frequent job changes and small businesses are much more usual. Over time, the CICL has taken small steps to deal with this, such as alumni teams, merged teams from multiple companies, the loaner pool, and relaxed rules for employee eligibility. But why should an organization such as a college be able to form a CICL team, but not a group of friends that all attend the same chess club? Most teams in the Far West division last season were comprised of 50% or more of former employees. How does it benefit team-chess to require a laid-off employee to either play with the company that let him go, or not be eligible for the CICL? This proposal opens membership to the CICL to all. Any group of players could form a new team, or any individual could join an existing team that needs another player. Individuals within a division who don't have a team could be grouped together to form a team. Participation from where ever chess players play, e.g. in local clubs, would be actively sought-out. Excluding players from our league solely because they don't work at a business with many other chess players is a counter-productive concept.

Proposal #2 Team Size

Smaller team size will allow smaller groups of players who want to form a team to do so. But also fewer people will need to be bench-warmers. For example, today a team with ten players plays the top six players most of the time. The bottom four play infrequently. They don't have enough players for two teams. Instead of one ten-player team, those same players can form two teams of four players, each with one spare player. In this case, the percent of bench-warmers goes down. Teams of four counting boards are proposed.

Proposal #3 Sub-Divisions

With more teams (due to more players and to smaller teams), each division should be split into two sections, based on average team player strength. For lack of a better term, a division's "Stronger Teams" would play most of their matches against each other (say 2/3s of the season). However, every team in the division will play each other team in the division at least once (the other 1/3 of the season is Stronger vs. Weaker team matches). This provides that most matches will be against teams of similar strength.

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The post-season would consist of each of the Stronger teams that has the best record in their division play in a two round championship tournament on a Saturday. Each division's Weaker team with the best record would also play in a two round tournament on the same Saturday.

Proposal #4 Time-Control

To ensure that all matches are concluded in an evening, the time control would change to a sudden-death time control, as in today's playoffs. "45/90 then G/60" would permit five hour games, which is slower than almost all USCF tournaments, and intrudes on people who need to be up early the next morning for work. "30/60 then G/60" is better, but the simpler "G/105" is proposed. ("G/120" or "G/90" also work.)

Proposal #5 Shorter Seasons, and a Summer Season

Rather than requiring players to commit to a nine-month season, today's regular season will be split into two seasons, a "Fall Season" and a "Spring Season". This will make the commitment on one's time more practical, reduce the doldrums associated with the last half of a lost season, and allows new teams/players to join in a few months rather than in a year. Also proposed is a stripped-down/relaxed-fit "Summer Season".

Proposal #6 Division Sponsored Events

Along with regular season matches, the post-season Saturday playoff and banquet, each Division will host one chess event, per each Spring and Fall season. So, instead of one blitz tournament and one match against a club (e.g. Elmhurst Chess Club) per year, that would be eight events. These could be team or individual tournaments. Blitz or say G/60 Swiss "tornadoes". Or, a whole-CICL match against a club like the ECC. They could be open to all players (to help advertise the CICL and gain new members) or just CICL members. A USCF rated event, why not? Or, a GM simul/lecture. The best 20 of each Division play the best 20 of each other Divisions in a two-round G/60 Swiss evening. An outdoor picnic & chessathon. There are many possible events that would be fun, and would help us advertise and entice more players to the CICL.

Proposal #7 Closer Ties with the ICA and USCF

A monthly (or semi-regular) CICL news article needs to be submitted to the Illinois Chess Association's bulletin (the "Illinois Chess Bulletin"). This is similar to the news articles that some local clubs now submit to the ICB. Advertise all CICL events in the ICB, why should Elmhurst and Tuley Park alone get all that ink? Actively encourage CICL team participation in the annual USCF Mid-West Team Chess championships, often held in the Chicago area. Although some CICL players played this year, not one "CICL" team showed-up for the premiere team-chess event of the USCF season in this area.

Proposal #8 Standardized and Published Rules

The rules of play for the CICL should be the same as the USCF. This reduces confusion for people who play both CICL and USCF, and eases USCF players joining the CICL. Most differences today are never enforced. Maybe once there was a reason why picking up the Rook first should exclude castling, but let's standardize. Why have rules of play with minor differences with what everyone in the country knows. Whatever rules, constitution, etc. are agreed to, they need to be made readily available. There have been various updates to the CICL constitution that are not included in the currently available document.

Conclusion

The CICL has a long and justifiably proud tradition. Many people have volunteered countless hours to make it successful. And even more people have had great fun participating in it. "Anything that is good can become better." Now is the time to assure the CICL's ongoing viability. And, building on a strong

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foundation, expand its success.

Discussion of Brian's ideas:

This contains some excellent proposals which I agree are worthwhile. However, it does not address anything to allow lower rated players to participate. That is one of the major reasons I find we cannot get more people to participate. That is my conclusion on why there are more chess players, but we have less participation.

I have thought some about this and have tried some proposals to see the reaction. Here are some for consideration and discussion:

- 1) Create a class type division(s) and restrict it to lower rated players.
- 2) Force teams to have a max rating count either in total or by board
- 3) Handicap matches by rating -- perhaps, using some sort of class structure
- 4) Award prizes and recognition by class
- 5) Sponsor non-competitive chess activities (see CICL NY chess days, etc.)
- 6) Discard the current division structure and playoffs and consider a class structure using the ratings, etc. with a goal to increase participation
- 7) Allow spouses, friends, etc. to participate in matches as non-counting boards

[Jerry Thomas, *Lucent Chargers captain*]

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I have been thinking about the proposals too. I have some comments.

1. We should have two sections for the season. For example, we could have a section for teams with an average rating above a certain number, like 1800 or so and another section for teams below that number. We would need to see where the cutoff should be based on interest and number of teams. We would want to balance the number of teams in each section so we once we have the number of teams that want to compete in the season and their average rating we could then determine the cutoff. I think that it is important for players to play opponents that they are close to in rating and ability. Getting smoked each round by higher rated players is not enjoyable. Speaking for myself, I play in many USCF class sections to get a competitive game with an opponent close to my ability. I enjoy the games because of this.

2. We should go to a sudden death time control during the season. I play in a lot of USCF tournaments each year that use a sudden death time control and the game/120 is the best time control in my opinion. 2 hours each for the whole game is sufficient. There are also provisions in the rules on using a time delay so that if you have an obvious drawn position but are running out of time you can still hold the draw.

3. Each section would have their own playoffs and champion.

4. 4 player teams is a great idea. It has been difficult for many teams to consistently field a team of six players, due to many work or family related issues. 4 player teams could mean less forfeits and possibly more teams to complete.

5. There are some hardcore players who would like to play in a team or individual tournament during the off-season. We should see how much interest there is in this and try it out.

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6. We should allow teams from local chess clubs to play in the CICL. Since the goal here is to stop the loss of players and teams I think that we should try and implement some of the proposals that have been going around. We have done things the same way for a long time and we should try to be innovative to increase the number of players and teams that play in the CICL.

[Bob Stoltz Lucent Tyros]

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I feel some of the goals you are shooting for are quite similar to the goals in my proposals. For example, your proposals 1,2,4 and 6 seem compatible with my proposal #3 of sub-divisions. Which sub-division a team is in would be based on the team's average rating. Most (maybe all) matches would be against similarly rated teams in these "class subdivisions". Each class would have its own trophies, playoff etc..

Given the bigness of the team's geographic area, it seems some kind of geographic divisions like today are also needed. Your proposal 5 and my proposal #6 try to accomplish the same thing. More events besides regular season and playoff matches, yes! More fun, and helps bring in new people. Your proposal 7 fits very nicely with my #1 proposal of all inclusive membership. The point of my matching up your and my ideas (or at least the goals driving both) is solely to point out how in common we're both thinking, great! Details can be worked out.

[Brian]

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Brian, Thanks for your enthusiastic ideas. I'm sure they will generate plenty of thought and discussion. As for lasting action coming from this, as an "old timer", I don't know. Many of these thoughts aren't new, in one form or another. We're in the state that we're in partially because it's the "survivor" design. Other ideas require extra effort from the same or extra people, which just doesn't seem to be there.

How much personal effort are you willing to put in to make some of these ideas happen? If you're not, "ideas for other people" just don't work out in this league.

A few specific comments:

1. Inclusive membership. The company-orientation is what makes us unique. There are other leagues already open to anyone. We can just chuck this league and join one of them if the idea has outgrown its usefulness. That's not to say we shouldn't look at minor extensions of the concept to make it more viable.
- 2/3. Team size, subdivisions It's worth a look. The main problem is to get the commitment of another team captain. Historically, many teams have folded solely for the lack of ONE team captain. Now you're talking two or more to get more participation from the current teams.
4. Time control. Good luck. I think most people here don't want to play lower quality games than they already do. It was hard enough to move away from the prior time control of 45/120. Perhaps because these are the only serious games many of us play anymore, we want to have some semblance of quality.
5. Seasons. A summer season has been attempted. It was a flop. 2 seasons (fall & spring)? This means 2 playoffs, 2 sets of awards 2 banquets(?), 2 TD's, 2 struggles for playoff sites, etc. I think most people find this to be enough once a year. Perhaps a "spring" season is an idea for the teams in the bottom half of the results of the first half, to aim toward some kind of 2nd-tier playoff. But recall it's not that long ago we abandoned a form of second-tier playoffs in favor of the individual tournament. The interest of the weaker teams is not that great no matter how you slice it.
6. Division events. When I joined the league ~20 years ago, there actually were some events. There were all-star matches between divisions. Before my time, there were "tornadoes". I vaguely recall hearing about other events. We still have a Blitz, but for how long at the dwindling turnout rate? Such

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events take someone's time to organize, a feasible site, etc. Not too many places want to do it for free anymore. Liability issues have put a crimp on things, too.

7. Closer USCF ties. Yes. Someone needs to actually do it. Are you volunteering? (sorry to be so direct, but that's the difference between action and no action). USCF team chess? That event first became a local event here during my Presidency (a long, long, time ago). I did a big push to get teams out for the event, complete with my being a clearinghouse for anyone who was interested to hook them up with other CICL players to form teams. What happened? Case competed with their own team (yeah! for them). I wound up on the only other team, and it had one non-league member because we couldn't muster anybody else. And that was when it was a brand new idea. Now? Ho hum. But I wish you the best on rousing up a bunch of teams.

If all this has a cynical tone, well, that's the result of 20 years of doses of reality. That's not to discourage you or anyone else from making things better. And it's also not to be critical of those satisfied with the status quo. Besides its official mandate of company-level chess, I think the league fills an unstated niche for players who at one time were big chess enthusiasts, but have had chess mostly squeezed out of their life by all the other demands of their lives, and the CICL is all that keeps them in touch with the game anymore, (I know there are some exceptions), but being more involved than playing a game or two per month just isn't possible. If your enthusiasm can prove me wrong, bravo!

[Tony Jasaitis, GETCO]

(Brian replies to Tony's points.. Italics quote from Tony's previous email.)

As for lasting action coming from this, as an "old timer", I don't know. I've been playing in the CICL since 1980, guess that makes me a fellow "old timer". If all it generates is discussion and no follow-up, forget about it.

Many of these thoughts aren't new, in one form or another.

> *We're in the state that we're in partially because it's the "survivor" design*<

Other ideas require extra effort from the same or extra people, Getting extra people involved was one of only two goals I have with my proposal, i.e. more people involved who currently aren't in the CICL. (The other was for the current participants to have get more out of it.) When we had almost 400 players in 1981 it took more effort to run the CICL, but there was a greater pool of people to fill the needs. My honest assessment is that survivor/status quo mode will last only a few more years, without significant changes, soon,. which just doesn't seem to be there.

>*How much personal effort are you willing to put in to make some of these ideas happen? If you're not, "ideas for other people" just don't work out in this league.*<

I have the time and willingness to follow-up on the proposals in my email. I do not have a lot of experience in the chess organizing side of things, but am willing to learn :)

A few specific comments:

1. Inclusive membership. > >

<*The company-orientation is what makes us unique.* >

There are other leagues already open to anyone. I know of no other team-chess leagues in the Chicago area. We indeed have a monopoly on team-chess in Chicago. And sometimes we act like a monopoly.

<*We can just chuck this league and join one of them if the idea has outgrown its usefulness.*>

I love the CICL, it has not outgrown its usefulness. But I think a little bit of the spirit that put it together 46

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years ago is needed to partially re-invent itself to match this decade's needs.

Let's face it, today the CICL is company-oriented in name only. Alumni teams, merged company teams, college teams, and (many) teams were the majority of the players are no longer working for the named company are the fact today. Being company-oriented in name not only excludes people who are interested in team chess, but actively discourages people who used to play in the CICL, but would rather no longer associate with their former employer's team.

<That's not to say we shouldn't look at minor extensions of the concept to make it more viable>

I deeply regret to say, the CICL will be dead within 5 years, without some significant overhauls. Just a prediction. We need to reorganize while we are still reasonably strong, and not wait until we're on life-support to start exercising.

< 4. Time control. Good luck. I think most people here don't want to play lower quality games > than they already do. It was hard enough to move away from the prior > time control of 45/120. Perhaps because these are the only serious games many of us play anymore, we want to have some semblance of quality>.

That was a few years ago. Today almost nobody plays as slow as the CICL. Personally, some of my best and most fun games have been at G/60, but I might be biased. Are you arguing for adjourned games? As a transition, G/120 seems reasonable.

< 5. Seasons. Perhaps a "spring" season is an idea for the teams in the bottom half of the results of the first half, to aim toward some kind of 2nd-tier playoff. But recall it's not that long ago we abandoned a form of second-tier playoffs in favor of the individual tournament. The interest of the weaker teams is not that great no matter how you slice it. >

I strongly disagree that interest and playing strength are strongly related. Also, see Jerry Thomas's email. The way the CICL is organized today, it discourages teams with lower strength players.

< 6. Division events. Before my time, there were "tornadoes". I vaguely recall hearing about other events. >

We still have a Blitz, but for how long at the dwindling turnout rate? I played (even won!) the Blitz two years ago. This year I wasn't available to play, mainly due to it not being announced until about 10 days ahead of time. Sorry, but during nice Spring weather, an announcement of "lets play a tournament next weekend" doesn't cut it. If you use the logic that fewer people attending means that we must eliminate it, than bye-bye CICL (a thought I dread).

< Such events take someone's time to organize, a feasible site, etc. Not too many places want to do it for free anymore. Liability issues have put a crimp on things, too>

There are any number of reasons why my proposals are impossible to implement. Indeed, I'm sure there were a number of reasons why the current CICL could never have worked in the first place.

< 7. Closer USCF ties. Yes. Someone needs to actually do it. Are you volunteering? If all this has a cynical tone, well, that's the result of 20 years of doses of reality.>

That's not to discourage you or anyone, Tony, to be equally direct, when reading your email altogether it is very difficult for me to read it as being anything other than completely discouraging.

My proposals are a call to action. If the response is nothing, then the CICL will meet its own fate, perhaps slowly but surely, unfortunately! You have many rocks to throw at my proposals, but have hardly addressed the possible upsides from implementing them, else from making things better.

I look forward to working with you on making the CICL the best it can be. all respects & best regards, [

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Brian]

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Brian, Thanks for starting this discussion about making the CICL better. The more interested people we have that are willing to take some risks and moving the CICL into a new direction the better.

As an example, the FIDE world championship was once a long 3 year process with matches. When the format was changed to the mini matches and over 100 players were invited to play it became interesting again.

(Ed.: Um, sorry to be a butt in (perhaps "butt-end") , but many GMs have revolted against this and want to go back. They basically admit many fast games were pure crap. Your point still stands, however)

I even asked Alex Yermolinsky when was at the OPRF (Oak Park/River Forest) Chess Club what he thought about the new format and he was all for it. The old way was getting too stale and innovation was needed to make chess interesting again.

I think that it is difficult to effect change. I was one of the people who pushed to allow the alumni teams to be able to play in the CICL championship and not their own championship. This was not well received but eventually it was tried and now I do not think that there are very many players who remember when the alumni teams had their own playoffs.

The same for publishing games. Some people only wanted their games to be published with ranking class and not names. We did that for a while but now we have a web page and can get all the games that have been submitted.

There have been a lot of proposals flying around in e-mail today and I for one am enjoying the discussion of the ideas that have been presented. Brian, you are correct; the CICL will eventually close up shop if we do not come up with some innovative ideas. Things can only stay the same for so long before they have to move forward to survive. I have played in the CICL since 1985 and look forward each season to seeing old friends and playing chess for my team.

If we can objectively look at these proposals and try them out we may see more teams and more people who would like to play. We must all be willing to try something new because it is new and not be defeated before we try it.

[Bob Stoltz]

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(Tony replies to Brian's rebuttal.. Italics now from Brian's last email....)

I welcome your enthusiasm. Just not optimistic. Although I think my views are justified, I'm not going to try to defend them because I don't want to defend negativity. Marty [Franek] tells me you have never been to a league meeting. You haven't seen as many progressive ideas fall by the wayside as I have. We could have used an extra contributor. *[Ed.: Brian did come to the Business Meeting]*

< I know of no other team-chess leagues in the Chicago area. We indeed have a monopoly on team-chess in Chicago. And sometimes we act like a monopoly.>

Can't say what's out there right now, but a bunch of year ago I played for a number of clubs which competed against other clubs in some kind of league.

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<A summer season has been attempted. It was a flop. >

I guess it's a reflection of your lack of participation at the time. It was 5-7 years ago. I think Satish Kale was the main proponent. Although there was a lot of enthusiasm at the time it was approved, only a couple of teams actually participated (this happens a lot; even when an idea is approved, it doesn't pan out in practice - the main reason for my pessimism).

<I strongly disagree that interest and playing strength are strongly related. Also, see Jerry Thomas's email. The way the CICL > is organized today, it discourages teams with lower strength players>

Perhaps. But the failure of the 2nd-tier playoffs (which I think originated in my term) isn't a good sign. It actually was a success the first couple years, but then interest withered.

I've put plenty of time into this league, being an officer much of the time period. I made many initiatives back then, especially during my Presidency. As implied by my prior letter, nowadays I'm one those for whom once or twice a month is almost a burden. Time for new blood.

< You have many rocks to throw at my proposals, but have hardly addressed the possible upsides from implementing them.>

Well, I wouldn't call them rocks - I didn't call the ideas bad. Just a reflection of cynicism, which has developed in many of us who were progressive at one time or another. May you be the catalyst for progress now!

<I look forward to working with you on making the CICL the best it can be. >

Ditto.

[Tony]

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Great job at summarizing a fundamental problem (declining CICL membership) and offering some ideas for improvement (8!). I agree we need to do something here. But which something(s) will be difficult to decide upon. Some of my thoughts are...

(1) Inclusive Membership - I agree we need to be more flexible. But I'd like each team, if possible, to still represent an organization; a tangible body with a name and existence outside the CICL. This helps give our league its "flavor". Opening up to Chess Clubs, for instance, I'd consider. As long as we agree that ACTIVE company affiliation takes priority over club or alumni team affiliation (former employees excepted; I think they should have the choice of which team to play on).

(2) I'm not sure smaller teams would be an improvement. As Tony pointed out, this requires more team captains for a given number of players. So you may end up with LESS participation after institutionalizing this. Rather than more. And you'd still need a few extra players for each team; in case someone didn't show. To guarantee you'd get 4. So I'm not sure your total "extra players" would be any less either.

(3) Typically we've organized divisions by geography, not playing strength. The East teams, for example, would be hard pressed to play any of the other division's teams on a regular basis. And most of us don't want to have to commute too far in rush hour. The playoffs are an exception to this, though. Certainly we could discuss a stronger and weaker tier there. But then there would need to be a criteria for this...

(4) Time control is an interesting issue. I'm sure some players would make it shorter. Others keep it as is. Others even make it longer. I, for one, wouldn't mind 45/90 SD 60. This would bring the regular season in line with the playoffs, avoid one-sided adjournments, and avoid excessively long games on a week night. Note... for those who like blitz... there is PLENTY of Internet action. Longer games are harder to come by.

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And players can already optionally agree to alternate time controls (usually shorter).

(5) In my opinion... an 8-12 match season, with a 3 round playoff at the end, isn't too long. Certainly, if you'd like to organize a special event, you could. And, if its popular enough, perhaps it would even take off and be something we do every year (similar to the Winter Blitz). New players are already allowed in mid-season (except during the playoffs). New teams we need to be MUCH better about. We need a policy which will let them join MID-SEASON; even if the matches aren't considered to "count". The division lead will just have to rework the remaining schedule as needed.

(6) Again, if you'd like to sponsor an event. Go ahead! We'll see how well it does. And go from there. If you hype it enough, and get a site, and enough interest, it could be a smashing success!

(7) The issue of marketing needs to be considered in general. Starting with the selection of a new Publicity Chair (Pat is traveling too extensively), but continuing with delegation of effort to the Division Chairs, and perhaps even to the Team Captains. My preference is a divide and conquer approach. The Publicity Chair comes up with a strategy. And perhaps some lists of people/places/events to contact/attend. Then he doles these out to the Division Chairs/Captains. Its too much work for one person to contact/attend it all.

(8) I agree with. And, in fact, our bylaws aren't that far off from this as it is. They state we follow the USCF rules unless stated otherwise. Let's just eliminate some of our "stated otherwise" unless we absolutely feel we need to keep them. Team captains should, also, make sure they are familiar with current USCF rules. I think part of the problem is that the rules change over time. And we remember different rules.

Bottom line... I'm not particularly FOR change. Or AGAINST it. If a change will improve our league, I want to make it. But lets be careful that we carefully consider pros and cons. So we make POSITIVE changes.
[Jim]

FINAL COMMENT FROM EDITOR:

I appreciate frank discussion; it shows the speaker's depth of concern. I hope all those that sent the quoted emails understand their inclusion here was only for purposes of allowing everyone to be aware of what is at stake. The CICL is in a serious state. It will take serious thought and serious action to continue on. I trust others will take up the cause.