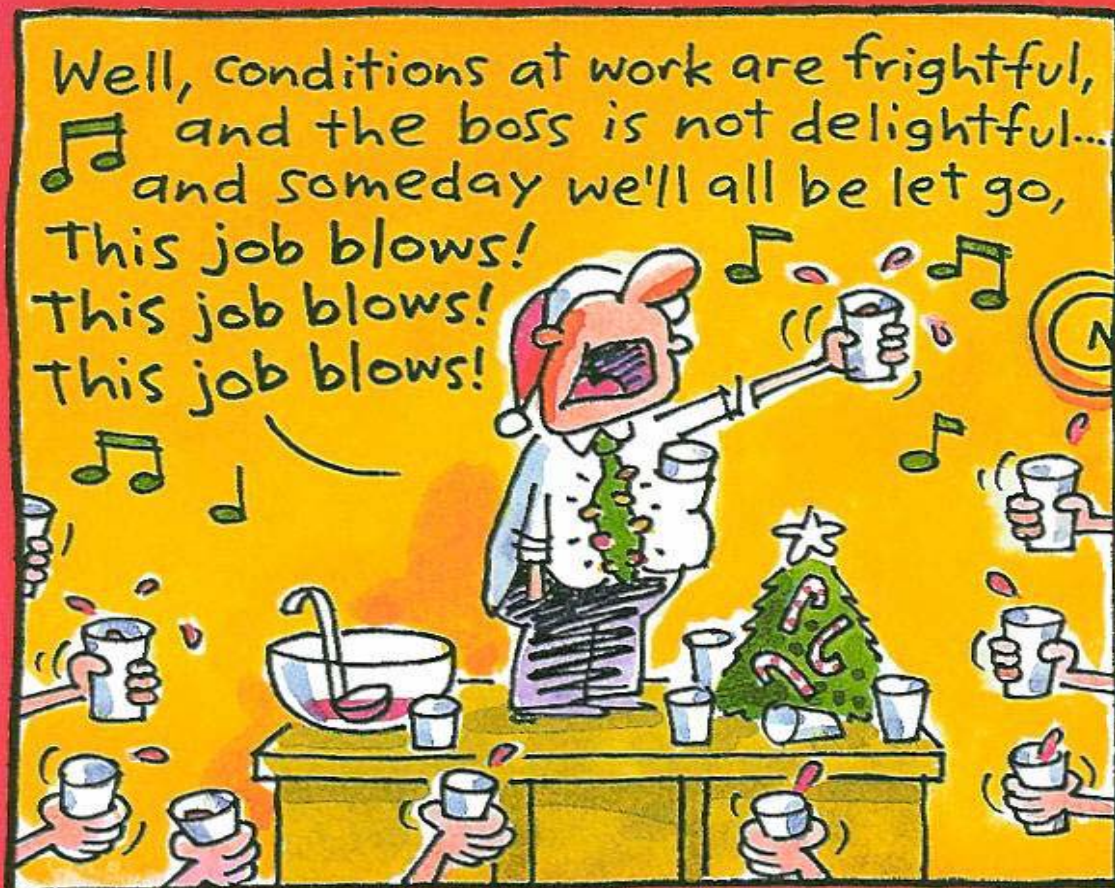


## *The Chicago Chess Player*

The Official Bulletin of the Chicago Industrial Chess League



Harvey's bitter, drunken version of "Let It Snow" brought down the house at what turned out to be his last office Christmas party.

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### Mark Your Calendars with These Key League Dates:

<b>Fall business Meeting</b>	Last Wednesday of August (Aug 31 2005)
<b>Spring Business Meeting</b>	3.5 Weeks Before Playoffs (April 20, 2005)
<b>Season Playoffs</b>	Second Saturday of May (May 14, 2005)
<b>CiCL Open</b>	Second Saturday of May (May 14, 2005)
<b>League Awards Banquet</b>	First Friday of June (June 3, 2005)

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*With contributions from: Art Olsen, Mikhail Whale, Ruben Reyes, Frank Suerth, Rich Easton, Brian Smith, Ed Bolding, Norm Hughes, and David Letterman*

What *inspires* you ? Month-to-month duties of keeping the bulletin fresh can easily become mundane, and I often wonder if it's all a bunch of hooley. What's that line ? "Invention is 1% inspiration and 99% perspiration" ? Well, this has been a month of 99% inspiration !



The Christmas season is one great example of the balance between work and inspiration. Ever had a successful celebration by just letting it happen ? My favorite holiday remembrances are those times I put a lot of thought and work into making the holiday unique and seeing faces brighten because of it ! Of course, we shouldn't forget the birth of Christ, a man, yet divine. The whole start of Christmas was the ultimate show of inspiration from the idea of a conceived plan !

Yes, MERRY CHRISTMAS to all! I hope you are appropriately inspired !

But what does this all have to do with chess in the CICL, you ask ? Well, this issue was quite a bit of work (and I still could've added more material !), but the encouragements that came along the way were really the bi-product of others' work as well. Merry Christmas to me !

First, I'm thinking about those contributors often mentioned, but are aware of things I've forgotten! Most of this issue is of that variety. One event worth another mention is the US Team Midwest to be held in February. I've always been curious to get some CICL teams formed, but somehow manage to forget to announce it. Brian Smith hasn't let it go and has collected the details as you will see on the next few pages. In the championship days of the Excaliburs (essentially that team is now the Alumni Aces), I was able to play with their team entry and we placed 2<sup>nd</sup>! It really was great fun- and something extra in the air as the winners go play for an invitation-only national final! I recommend you consider forming an entry with your friends—this competition doesn't have CICL boundaries !

Other encouragement came from those emails (you know who you are) that show that many are spending some sweat on how to keep the CICL alive and growing! (It's been a while since I've heard so much interest!) Then when I see the new teams prospering, I realize that maybe we do have a product that people really do want.

In a similar line, I guess I can mention the magical way the desire to form a club at work has come together. I knew three players immediately committed, but that wasn't too far for a 6-man team with alternates. So

what to do ? Even with interest and help from a couple players from Libertyville Volkswagen, we couldn't quite piece it together. Well, this month, suddenly I get a call from a Walgreen employee that had only just seen a poster (it had been up since last Spring !). Here's a guy rated over 1800 and immediately committed to join ! So all the interested Walgreen players got together—five the first night, just a little closer to the goal. Then, this past week, I was informed of a teammate from the original Walgreen team (1989) was still around and wants to play. That makes five definitely in without the two Libertyville guys, with one more curious enough to come to club night. Now that was a real kick! Things are looking good!

Back at the editor's desk, a book arrived which pushed me into the present age (you'd think a computer geek would already be there!). It was about Microsoft Word hacks, something I thought I could employ at work, but turned out to solve a couple problems I'd had using it for the bulletin. Since I started this position, my favorite editor had been WordPerfect. Despite some frustrating quirks, it was better than anything that Microsoft (who I traditionally hate anyhow) had. But its macro capabilities didn't work right; yet I couldn't get Word to work at all !

So that was all to say that this issue is the first written entirely on Microsoft Word. The conversion was immediate when I was able to create macros for the re-formatting I have to do for the "Games" sections. This saved me so much time that its preparation is now measured in minutes instead of hours! Suddenly my hate turned toward a grudging respect and I found that Word is much-improved since the last version. Things are still found in the most goofy menu lists, but my new book shows how to completely change the whole interface. So what I don't get used to will be fixed !!

**NOTE: Anyone who has had consistent printing problems (especially with the "Games" sections) should give this a new try. I am hoping Microsoft is more in tune with Adobe Acrobat and the problems had to do with the WordPerfect implementation. *Please let me know how this issue prints !***

I've had the pleasure to be able to schedule the family activities on Christmas weekend, get the next week off work, and set aside New Year's for a little alone time. Hoping that you can find some study time, I put a little more analysis and reading material in this issue!

**Happy Browsing!**

*Tom Friske, Bulletin Editor*





# **TO PLAY FOR THE CICL IN THE US AMATEUR TEAM**

**4-man teams compete  
Build from your team, or division, or CICL**

**Details next page....**

## All CICL Members:

The **2005 US Amateur Team Championship Midwest** tournament will be held in the Chicago suburbs **this February**. Let's field some CICL teams in this team tournament and show everyone how team chess is played around Chicago! The teams who do well at this tournament, and three others around the country, go on to **compete for the US team championship titles!**

Team size is four players (plus one optional alternate). It is a **rating-capped** event, with three different sections: team average rating under 2200, under 1800, and under 1400. Unrateds DO NOT count in average, so if you do not have a USCF rating, you actually allow stronger players in your line-up !! (Editor: If I read this correctly, a team consisting of two 2200 players and two unrateds would be rated at 1100, regardless the actual playing strength of the unrateds !!).

**Everyone gets a chance to do well.**

For all the details about this tournament, see below. Note that USCF membership is required (\$45/person), but not ICA membership. **YOU SHOULD BRING SETS AND CLOCKS !!**

Along with the prizes listed below, a CICL team that wins their section, or qualifies for the overall US team championships **will be awarded a set of nice sports shirts** with a CICL emblem, one for each member of their team! To qualify for this, each team member must be a current CICL member, the team's official name in the tournament must include "CICL", and you must inform the CICL before the tournament of your team and its lineup. Note, a maximum of one set of five shirts will be awarded. (The shirts are being provided by an anonymous donor, using no CICL funds.)

You are of course welcome to **field a team** for this event made up of members of your CICL team. Or, **if you'd like to participate** and there aren't enough of your CICL teammates playing, then let the CICL know and we'll facilitate putting together teams of CICL players.

**Act soon, the deadline for the less expensive entry fee is February 2nd.** So contact me if are interested in playing for a "CICL" team, or have questions.

**Brian Smith,**

*CICL Publicity Chair.*

my email: [brs483@att.net](mailto:brs483@att.net)

my phone: (630) 983-9316

For all the details, copied from the ICA's website at <http://www.illinoischess.org/events1.htm>, **SEE NEXT PAGE.**  
(Legend for the abbreviations follow)

## TOURNAMENT DETAILS

**Feb. 18-20 or 19-20, 2005. U.S. Amateur Team Championship Midwest.**

**5SS, G/120 (2-day option, rds. 1-2 G/60),**

Renaissance Chicago north Shore, 933 Skokie Blvd., Northbrook 60062. Free parking.

Open to 4-player teams, one alternate optional. **February supplement** used for ratings. Team must play in rating order; alternate must be lowest rated and may play only Board 4 in 3 sections. Amateur, average rating of 4 highest players under 2200. Reserve, average rating of 4 highest players under 1800. Booster, average rating of 4 highest players under 1400. **Unrateds not counted in team averages.** Absent player counts as one loss only for team, teammates are not required to move up.

**EF:** Amateur \$116, Booster \$115, Reserve \$114 if postmarked by 2/5 and all team members current/new/renewed USCF members. \$150 at site. No phone entries. Any changes at site \$20 charge. Individuals seeking teams sign up at site until 1 hour before rnd. 1.

Prizes: 4 digital clocks with engraved plates to top 2 teams each section, Top under 2000 team in Amateur, Top under 1600 team in Reserve, Top under 1200 team in Booster. Clock with engraved plate to top scorer each board and all 5-0 scores. Book prizes to best team name.

Round Times: **3-day** reg. Ends Fri. 7 PM, rds Fri. 7:30 PM, Sat 11-4, Sun 9-1:30.

**2-day** reg. Sat. 10 AM rds Sat. 11-1:30-4, Sun 9-1:30. 3 day and 2 day merge rnd 3.

**HR:** \$83-83, 847-498-6500, reserve by 1/30.

**Ent:** Chess Central, 37165 Willow, Gurnee, IL 60031, Email: [Midwest Amateur Team](#). Website: [Midwest Amateur Team](#).

Questions: 847-244-7954 before 6 PM. **Bring sets, boards, clocks.**

Bookseller: Cajun Chess.

Organizers: Walter Brown, Wayne Clark, Tim Just.

Note that the referenced website is <http://www.geocities.com/mrjust/midwestamateurteam.htm> and the email [midwestamateurteam@yahoo.com](mailto:midwestamateurteam@yahoo.com)

## LEGEND

**5SS** = 5-round Swiss System pairings

**G/120** = Time control is entire game in 120 minutes (2 hours). No additional time whatsoever.

**2-day option** = Your team chooses to play 3-days (Fri PM, Sat, Sun) or 2-days (Sat+Sun). Time control for first two rounds of the 2-day is entire game in one hour.

**February supplement** = The declared reference for a player's USCF rating

**EF** = Entry Fee. Note cheapest if paid before February 5.

**2-day/3-day** (highlighted) = Times rounds will start

**HR** = Hotel room cost per night. Usually highly discounted.

**Ent** = Where to mail advance entry and official tournament contact.

**NEAR WEST DIVISION 12-20-2004**

TEAM NAME				GAME	MATCH	PCT	PR
	W	L	D	POINTS	POINTS		
ARGONNE ROOKS	6	0	0	23.0	6.0	1.000	1829
PAWNS	4	2	0	20.5	4.0	0.667	1639
CASE	1	4	1	14.5	1.5	0.250	1549
COMPUTER ASSOCIATES	0	5	1	9.0	0.5	0.083	1408

**FAR WEST DIVISION 12-20-2004**

TEAM NAME				GAME	MATCH	PCT	PR
	W	L	D	POINTS	POINTS		
ST CHARLES CHESS CLUB	4	0	1	21.5	4.5	0.900	1795
LUCENT TECH. TYROS	4	1	0	20.0	4.0	0.800	1875
FERMILAB	3	1	1	21.5	3.5	0.700	1853
LUCENT TECH. DRAGONS	2	3	0	12.0	2.0	0.400	1527
MOLEX	1	4	0	11.0	1.0	0.200	1499
BP CHEMICALS	0	5	0	4.0	0.0	0.000	1181

**NORTH DIVISION 12-20-2004**

TEAM NAME				GAME	MATCH	PCT	PR
	W	L	D	POINTS	POINTS		
MOTOROLA KNIGHTS	3	0	0	14.5	3.0	1.000	1995
KEMPER INSURANCE	3	1	0	15.0	3.0	0.750	1680
EXCALIBURS	3	1	0	16.0	3.0	0.750	1600
MOTOROLA KINGS	1	3	0	9.5	1.0	0.250	1671
NORTHROP	1	3	0	8.5	1.0	0.250	1585
UOP	1	3	0	8.0	1.0	0.250	1463
NORTHWESTERN CHESS CLUB	1	2	0	5.5	1.0	0.333	1489

**EAST DIVISION 12-20-2004**

TEAM NAME				GAME	MATCH	PCT	PR
	W	L	D	POINTS	POINTS		
ALUMNI ACES	4	0	0	18.5	4.0	1.000	1837
LEO BURNETT	2	2	0	12.0	2.0	0.500	1675
GETCO	2	2	0	10.0	2.0	0.500	1569
CITADEL GROUP	0	4	0	7.5	0.0	0.000	1604



**CICL Team Performance Ratings 12/20/04**

<b>Team</b>	<b>Division</b>	<b>Rating</b>	<b>Games Ave</b>
MOTOROLA KNIGHTS	North	1995	1.7
LUCENT TECH. TYROS	Far West	1875	3.3
FERMILAB	Far West	1853	3.2
ALUMNI ACES	East	1837	3.2
ARGONNE ROOKS	Far West	1829	3.5
ST. CHARLES CHESS CLUB	Far West	1795	3.2
KEMPER INSURANCE	North	1680	3.0
LEO BURNETT	East	1675	2.7
MOTOROLA KINGS	North	1671	3.5
PAWNS	Near West	1639	4.3
CITADEL GROUP	East	1604	2.7
EXCALIBURS	North	1600	2.2
NORTHROP	North	1585	3.5
GETCO	East	1569	3.2
CASE	Near West	1549	3.7
LUCENT TECH. DRAGONS	Far West	1527	4.2
MOLEX	Far West	1499	4.7
NORTHWESTERN CHESS CLUB	NORTH	1489	2.0
UOP	North	1463	2.7
COMPUTER ASSOCIATES	Near West	1408	3.8
BP CHEMICALS	Far West	1181	1.7

**NEAR WEST DIVISION TOP TEN**

BENEDEK, R	ROOKS	2191T
WILLIAMS, K	CASE	2172
JAKSTAS, K	PAWNS	2142C
HILL, R	ROOKS	2039C
LATIMER, E	PAWNS	2031T
UNDERWOOD, W	CA	1939C
SUAREZ, E	ROOKS	1883
ELLICE, W	PAWNS	1854C
FRAATS, D	CASE	1847C
DENMARK, T	CA	1730*

**FAR WEST DIVISION TOP TEN**

GARZON, G	FERMI	2261
MACHAJ, B	STCCC	2260
STEIN, P	TYROS	2164
DORIGO, T	FERMI	2157
SPLINTER, J	STCCC	2111
MARSHALL, J	STCCC	2110
DIAZ, P	TYROS	2064C
WIEWEL, J	STCCC	2057
TEGEL, F	DRGNS	2047Q
RASO, P	STCCC	1980

**NORTH DIVISION TOP TEN**

WOLF, D	MKING	2347
FRIDMAN, Y	MKNGT	2294
STEVANOVIC, M	UOP	2218D
MORRIS, R	MKNGT	2157
LANG, R	EXCLB	2064
FRISKE, T	EXCLB	2061C
DAW, P	NWEST	2029
MELNIKOV, I	MKING	2026C
SIWEK, M	KEMPR	2000C
LEONG, G	KEMPR	2000C

**EAST DIVISION TOP TEN**

INUMERABLE, F	ALUMN	2226C
TAMEZ, I	ALUMN	2178
KRAS, T	LBURN	2171
BENESA, A	ALUMN	2122C
RAUCHMAN, M	GETCO	2105*
JASAITIS, A	GETCO	2084D
GAZMEN, E	ALUMN	2031C
SANTIAGO, T	ALUMN	1992
SOLLANO, E	ALUMN	1953C
EAMAN, R	LBURN	1904

**MOST IMPROVED PLAYERS**

MUHS, A	CITGR	80
COULTER, D	BPCHM	72
GARZON, G	FERMI	65
VAIL, M	CA	59
MCGOWAN, D	MOLEX	57
WALKER, A	NORTH	52
FREIDEL, JESSE	STCCC	50
SEET, P	GETCO	48
HENDRICKSON, B	MOLEX	44
SUAREZ, E	ROOKS	38

**23-NOV-04 LEO BURNETT****3.5 GETCO****2.5**

## ROUND 4

BD	RATINGS	SCORE	RATINGS	SCORE
1 KRAS, T	2178 -7	.5	JASAITIS, A	2080 4 .5
2 EAMAN, R	1931-27	0	SEET, P	1860 27 1
3 DUFFY, J	1825-33	0	KRATKA, M	1650 33 1
4 SITAR, K	1563 0	1	TAN, A	0 0 0
5 FULKERSON, R	1469 0	1	MARES, C	0 0 0
6 BANNON, B	1269 19	1	WILLIAMS, S	1220-19 0

**18-NOV-04 NORTHROP****4.5 UOP****1.5**

## ROUND 4

BD	RATINGS	SCORE	RATINGS	SCORE
1 CAIRONE, B	1798-18	0	BOLDINGH, E	1861 12 1
2 WALKER, A	1775 20	1	LECHNICK, J	1735-20 0
3 VIGANTS, A	1625 15	1	MICKLICH, F	1618-15 0
4 BURIAN, D	1523 -6	.5	O'BRIEN, D	1377 9 .5
5 FETTERMAN, M	1301 24	1	VAN ZILE, C	1324-24 0
6 ELEK, G	1105 34	1	SCHOONOVER, M	1297-34 0

\* Northwestern forfeited their Round 4 match against Excaliburs \*

**25-NOV-04 EXCALIBURS****6 NORTHWESTERN CHESS CLUB**

0

## ROUND 4

BD	RATINGS	SCORE	RATINGS	SCORE
1 FRISKE, T	2069 0	1F	DAW, P	2029 0 0F
2 LANG, R	2064 0	1F	KREINES, B	1840 0 0F
3 AROND, D	1772 0	1F	GORODETSKIY, S	1796 0 0F
4 KOGAN, G	1755 0	1F	BORODYANSKIY, A	1512 0 0F
5 BROTSOS, J	1557 0	1F	LEVITT, B	1066 0 0F
6 WEITZ, R	1523 0	1F	TOWNSEND, M	0 0 0F

**02-DEC-04 KEMPER INSURANCE****4 MOTOROLA KINGS****2**

## ROUND 4

BD	RATINGS	SCORE	RATINGS	SCORE
1 SIWEK, M	2000 0	.5	WALLACH, C	1999 0 .5
2 EASTON, R	1827 25	1	PIPARIA, J	1859-25 0
3 MOSSBRIDGE, A	1680 33	1	CYGAN, J	1865-33 0
4 HUGHES, N	1686 4	.5	BAUMGARTNER, C	1771 -6 .5
5 WANG, G	1626-19	0	GONCHAROFF, N	1679 8 1
6 OLSEN, A	1522 9	1	RABINOVICH, E	1382-14 0

**16-DEC-04 UOP****4 EXCALIBURS****2**

## ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 BOLDINGH, E	1873 8	.5	FRISKE, T	2069 -8 .5
2 SAJBEL, P	1790 -1	.5	AROND, D	1772 2 .5
3 LECHNICK, J	1715 25	1	KOGAN, G	1755-17 0
4 MICKLICH, F	1603 13	1	BROTSOS, J	1557-13 0
5 VAN ZILE, C	1300 0	1F	WEITZ, R	1523 0 0F
6 ALLEN, R	1179 -6	0	SUERTH, F	1498 4 1

**30-NOV-04 COMPUTER ASSOCIATES 2 PAWNS 4**

## ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 UNDERWOOD, W	1946 -7	0	JAKSTAS, K	2149 7 1
2 DENMARK, T	1686 35	1	ELLICE, W	1899-23 0
3 VAIL, M	1421 16	.5	FRANEK, M	1724-11 .5
4 BYRNE, M	0 0	.5	FABIJONAS, R	1640 0 .5
5 BELFOR, V	0 0	0	O'DELL, DW	1430 0 1
6 ODAME, K	0 0	0	MIKULECKY, B	1446 0 1

**06-DEC-04 CASE 1 ARGONNE ROOKS 5**

## ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1	0 0	0F	BENEDEK, R	2182 0 1F
2 FRAATS, D	1867-15	0	SUAREZ, E	1860 23 1
3 ALEXANDER, W	1667-21	0	BAURAC, D	1693 14 1
4 PARAOAN, E	1646-20	0	DECMAN, S	1538 20 1
5 REID, C	1500 0	1	HLOHowskyJ, I	0 0 0
6 ZOELLNER, J	1304 -9	0	KINSELLA, G	1449 9 1

**14-DEC-04 PAWNS 2.5 ARGONNE ROOKS 3.5**

## ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 JAKSTAS, K	2156-14	0	BENEDEK, R	2182 9 1
2 LATIMER, E	2047-16	0	HILL, R	2023 16 1
3 ELLICE, W	1876-22	0	BAURAC, D	1707 22 1
4 FRANEK, M	1713 10	1	YACOUT, A	1590-15 0
5 O'DELL, DW	1430 -2	.5	KUHLMANN, S	1395 3 .5
6 FABIJONAS, R	1640 0	1F		0 0 0F

\* Case is penalized 1 game point because this is Case's 3rd upper \*  
 \* board forfeit this season. Each team is only allowed two upper \*  
 \* board forfeits per season. \*

**15-DEC-04 COMPUTER ASSOCIATES 1.5 CASE 3.5**

## ROUND 6

BD	RATINGS	SCORE	RATINGS	SCORE
1 UNDERWOOD, W	1939 0	1F	WILLIAMS, K	2172 0 0F
2 DENMARK, T	1721 9	.5	FRAATS, D	1852 -5 .5
3 MCCLENDON, L	1358 -7	0	ALEXANDER, W	1646 7 1
4 VAIL, M	1437-18	0	REID, C	1500 12 1
5 BYRNE, M	0 0	0	DOBR, K	1401 0 1
6 BELFOR, V	0 0	0	DYCKZKOWSKI, R	1357 0 1
7 URBON, C	0 0	0F	ZOELLNER, J	1295 0 1F

**08-DEC-04 FERMILAB 2.5 LUCENT TECH. TYROS 3.5**

## ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 GARZON, G	2242 19	1	STEIN, P	2183-19 0
2 DORIGO, T	2139 18	1	DIAZ, P	2076-12 0
3 SPIEGEL, L	1957-16	0	STOLTZ, B	1928 16 1
4 GAINES, I	1832-13	0	GUIO, J	1869 13 1
5 MOLINA, J	1582 8	.5	BUCHNER, R	1694 -5 .5
6 STAPLES, C	1637-19	0	SMITH, BR	1684 13 1
7 CEASE, H	1350 -9	0	HAHNE, D	1588 6 1
8 DEGRAF, B	1358 28	1	LAFORGE, W	1444-28 0

**09-DEC-04 ST CHARLES CHESS CLUB 5 LUCENT TECH. DRAGONS 1**

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 MACHAJ, B	2258 2	1	BLACKMON, E	1695 -1 0
2 SPLINTER, J	2109 2	1	THOMAS, J	1589 -1 0
3 RASO, P	1977 3	1	EUSTACE, D	1489 -2 0
4 BREWER, K	1693 6	1	KOMORAVOLU, K	1367 -6 0
5 STUMP, P	1202-20	0	BREYER, A	1241 20 1
6 LAUGER, L	1102 0	1F		0 0 0F

**14-DEC-04 MOLEX 5 BP CHEMICALS 1**

ROUND 5

BD	RATINGS	SCORE	RATINGS	SCORE
1 REICH, T	1936-22	0	COULTER, D	1951 22 1
2 FOX, R	1575 14	1	DENEEN, D	1443-14 0
3 HENDRICKSON, B	1527 12	1	RINGENBERG, T	1355-12 0
4 ZADEREJ, V	1363 15	1	CASTANEDA, R	1247-15 0
5 DEICHMANN, E	1245 0	1	HERNANDEZ, F	0 0 0
6 MCGOWAN, D	1207 0	1	HISTED, C	0 0 0
7 RUFUS, B	0 0	1	WOODS, C	0 0 0
8 MUELLER, R	966 0	0	ZUBIK, J	0 0 1

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ABDALLAH, D	PAWNS	0	2	0	1445*	DENEEN, D	BPCHM	0	3	0	1429
AILES, T	FERMI	0	1	0	1685	DENMARK, T	CA	1	3	1	1730*
ALBERTS, W	STCCC	0	1	0	1666	DIAZ, P	TYROS	2	1	2	2064C
ALEXANDER, W	CASE	2	4	0	1653	DOBR, K	CASE	2	1	0	1401Q
ALFONSO, E	MKNGT	3	0	0	1616	DOBROVOLNY, C	TYROS	0	0	0	1846C
ALLEN, H	ALUMN	0	0	0	1975	DORIGO, T	FERMI	2	0	1	2157
ALLEN, R	UOP	0	1	0	1173*	DUFFY, J	LBURN	2	1	1	1792
APPLEBERRY, T	CCDOC	0	0	0	1422	DYCZKOWSKI, R	CASE	1	1	0	1357
AROND, D	EXCLB	0	1	2	1774	EAMAN, R	LBURN	1	1	2	1904
AUGSBURGER, L	MKNGT	0	0	0	1805C	EASTON, R	KEMPR	2	2	0	1852
BALICKI, J	MKNGT	1	1	0	1757	ELEK, G	NORTH	1	2	0	1139C
BANNON, B	LBURN	1	1	0	1288	ELLICE, W	PAWNS	2	4	0	1854C
BAREITHER, M	CITGR	0	0	0	0000/2	ENGELN, M	STCCC	0	1	0	1663
BAUMGARTNER, C	MKING	0	0	1	1765	EUSTACE, D	DRGNS	2	3	0	1487C
BAURAC, D	ROOKS	4	0	2	1729D	FABIJONAS, R	PAWNS	2	1	2	1640T
BELFOR, V	CA	0	4	0	0000/4	FETTERMAN, M	NORTH	1	1	0	1325*
BENEDEK, R	ROOKS	3	0	1	2191T	FOLEY, M	CITGR	0	0	0	1293*
BENESA, A	ALUMN	2	1	1	2122C	FOX, R	MOLEX	2	3	0	1589
BENFORADO, E	MKNGT	0	0	0	1575	FRAATS, D	CASE	0	2	1	1847C
BEZZUBOV, V	FERMI	0	0	0	2229	FRANEK, M	PAWNS	4	1	1	1723D
BLACKMON, E	DRGNS	0	3	0	1694C	FRANK, M	ALUMN	1	0	1	1746C
BOLDINGH, E	UOP	1	1	2	1881C	FREIDEL, D	STCCC	0	1	0	1346
BOLSHOV, A	FERMI	3	0	1	1485	FREIDEL, JER	STCCC	1	1	0	1677
BORODYANSKIY, A	NWEST	1	0	0	1512	FREIDEL, JESSE	STCCC	2	0	0	1828
BOYD, A	NORTH	0	1	0	0000/1	FREIDEL, P	STCCC	1	0	0	1879
BREWER, K	STCCC	1	0	0	1699	FRIDMAN, Y	MKNGT	2	0	1	2294
BREYER, A	DRGNS	2	1	1	1261	FRISKE, T	EXCLB	1	0	2	2061C
BROTOS, J	EXCLB	2	1	0	1544D	FULKERSON, R	LBURN	1	0	1	1469
BUCHNER, R	TYROS	2	1	2	1689C	GAINES, I	FERMI	4	1	0	1819D
BUERGER, E	UOP	0	0	0	2020T	GARDNER, M	NORTH	0	1	0	1305*
BURIAN, D	NORTH	0	2	1	1517D	GARZON, G	FERMI	5	0	0	2261
BYRNE, M	CA	1	3	1	0000/4	GAZMEN, E	ALUMN	2	0	2	2031C
CAIRONE, B	NORTH	0	1	3	1780	GIERTZ, C	STCCC	1	0	0	1500
CAROSI, R	FERMI	0	0	0	0000/0	GOMEZ, G	FERMI	0	0	0	1762
CASHER, P	MOLEX	0	0	0	0000/0	GONCHAROFF, N	MKING	3	1	0	1687V
CASTANEDA, R	BPCHM	0	5	0	1232*	GORDON, R	BPCHM	0	0	0	1123
CEASE, H	FERMI	2	1	0	1341	GORODETSKIY, S	NWEST	0	1	1	1796
CHIESA, R	BPCHM	0	1	0	0000/1	GREER, J	STCCC	1	0	0	0000/0
CHRISSE, G	BPCHM	0	1	0	0000/0	GRUDZINSKI, J	ROOKS	0	0	0	1485
CHRISTOTEK, L	FERMI	0	0	0	0000/3	GRYPARIS, J	MKING	1	1	0	1447C
COOMBES, N	GETCO	1	1	0	1338#	GUIO, J	TYROS	3	0	0	1882C
COULTER, D	BPCHM	2	1	2	1973	HAHNE, D	TYROS	3	0	0	1594C
CYGAN, J	MKING	0	1	1	1832	HALL, A	CCDOC	0	0	0	1505
CZERNIECKI, A	ALUMN	0	0	0	1912D	HAYES, D	BPCHM	0	0	0	0000/3
DAVIDSON, M	ALUMN	0	0	0	1632	HAYHURST, W	CITGR	1	2	1	1877
DAW, P	NWEST	1	0	0	2029	HENDRICKSON, B	MOLEX	2	2	1	1539
DEAN, J	BPCHM	0	0	0	0000/0	HERNANDEZ, F	BPCHM	0	2	0	0000/2
DECMAN, S	ROOKS	1	0	1	1558D	HILL, R	ROOKS	4	0	0	2039C
DEGRAF, B	FERMI	2	1	1	1386#	HISTED, C	BPCHM	0	3	0	0000/3
DEICHMANN, E	MOLEX	1	3	0	1245*	HLOHowskyJ, I	ROOKS	1	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

12-20-2004



NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
HTOO, M	CITGR	0	0	0	1735*	MCCOY, N	STCCC	1	0	1	1514
HUGHES, N	KEMPR	1	0	1	1690C	MC GEE, L	CCDOC	0	0	0	1145
HUTCHBY, C	STCCC	1	0	0	1673	MCGOWAN, D	MOLEX	3	2	0	1207
INUMERABLE, F	ALUMN	2	0	0	2226C	MEISSEN, B	STCCC	1	0	0	1699
JACKSON, S	CCDOC	0	0	0	1557C	MELNIKOV, I	MKING	0	0	1	2026C
JAKSTAS, K	PAWNS	2	1	3	2142C	MICKLICH, F	UOP	2	2	0	1616D
JANKE, A	CITGR	0	1	0	0000/7	MIKULECKY, B	PAWNS	2	0	1	1446C
JANSSEN, G	STCCC	1	1	0	1445	MILLER, A	ALUMN	0	2	0	1427
JASAITIS, A	GETCO	0	1	3	2084D	MILLING, J	CA	1	0	0	0000/1
JOSHI, B	MKING	1	2	0	0000/3	MOEHS, D	FERMI	0	1	0	1377*
KANAS, W	CASE	0	0	0	1183C	MOLINA, J	FERMI	3	0	1	1590*
KARANDIKAR, S	MKNGT	2	0	0	1675	MORAN, B	GETCO	0	0	0	1512
KARPIERZ, J	TYROS	0	0	0	1305	MORRIS, R	MKNGT	2	0	1	2157
KASPER, R	BPCHM	0	0	0	0000/1	MOSSBRIDGE, A	KEMPR	2	1	0	1713
KINSELLA, G	ROOKS	1	0	0	1458C	MUELLER, R	MOLEX	0	2	0	966#
KLINEFELTER, H	CASE	0	0	0	1568D	MUHS, A	CITGR	1	0	3	1354
KOGAN, G	EXCLB	1	2	0	1738C	NEUMAN, J	CA	0	1	0	0000/1
KOMORAVOLU, K	DRGNS	3	2	0	1361*	O'BRIEN, D	UOP	0	0	1	1386*
KONARE, B	NWEST	0	1	0	0000/1	O'DELL, DW	PAWNS	2	2	2	1428C
KOSMICKE, J	GETCO	0	1	0	0000/3	ODAME, K	CA	0	1	0	0000/1
KRAS, T	LBURN	2	0	1	2171	OGANESSYAN, G	MOLEX	0	0	0	0000/0
KRATKA, M	GETCO	1	3	0	1683	OLSEN, A	KEMPR	2	1	0	1531C
KREINES, B	NWEST	1	0	0	1840	ONG, K	CITGR	0	4	0	1809
KUHLMANN, S	ROOKS	0	0	2	1398#	PARAOAN, E	CASE	1	3	0	1626D
LAForge, W	TYROS	2	1	0	1416	PATEL, A	NWEST	0	1	0	0000/1
LAMB, J	MKING	0	1	0	0000/0	PEHAS, A	DRGNS	0	0	0	1887C
LAMBIRIS, J	KEMPR	0	0	0	1453	PERKINS, D	CCDOC	0	0	0	1660#
LANE, M	NORTH	0	2	0	0000/7	PHELPS, D	MKNGT	0	0	0	1204*
LANG, R	EXCLB	1	0	0	2064	PIPARIA, J	MKING	1	2	1	1834
LATIMER, E	PAWNS	0	1	0	2031T	POMA, D	BPCHM	0	0	0	1234
LAUGER, L	STCCC	0	0	0	1102	RABINOVICH, E	MKING	0	1	1	1368
LE, DUC	CITGR	1	2	1	1651*	RADAVICIUS, E	CHGR	0	0	0	1616D
LECHNICK, J	UOP	2	2	0	1740	RASO, P	STCCC	1	0	0	1980
LEONG, G	KEMPR	2	0	0	2000C	RAUCHMAN, M	GETCO	0	1	0	2105*
LESAIN, J	NWEST	0	1	0	0000/1	RAVI, S	BPCHM	0	1	0	0000/1
LEVITT, B	NWEST	0	0	0	1066	REICH, T	MOLEX	0	3	1	1914*
LINDNER, E	STCCC	1	0	0	1601	REID, C	CASE	4	2	0	1512D
LITVINAS, A	PAWNS	0	0	0	1641D	RENDE, D	UOP	0	0	0	1589*
LUDWIG, T	DRGNS	0	0	0	1964C	REVELLON, L	UOP	0	0	0	1968
MACHAJ, B	STCCC	1	0	0	2260	RINGENBERG, T	BPCHM	0	2	0	1343
MAHMOOD, S	CCDOC	0	0	0	0000/3	ROJO, V	CCDOC	0	0	0	1431
MANILA, M	BPCHM	0	1	0	1195*	ROSLEY, D	CHGR	0	0	0	1740
MARCOWKA, R	DRGNS	2	0	0	1962D	ROSZKOWSKI, D	KEMPR	0	0	0	0000/5
MARES, C	GETCO	0	1	0	0000/2	RUFUS, B	MOLEX	1	2	0	0000/5
MARSH, M	LBURN	1	2	0	1205	SACKS, D	UOP	0	0	0	1897
MARSHALL, J	STCCC	1	2	0	2110	SAGALOVSKY, L	GETCO	0	0	0	1977
MARSHALL, K	MKNGT	0	0	0	1294	SAHLI, E	UOP	0	0	0	1751
MASHKEVICH, I	KEMPR	0	0	0	1134*	SAJBEL, P	UOP	0	1	1	1789C
MCCARTHY, D	CHGR	0	0	0	1838	SAJKOWSKI, D	BPCHM	0	0	0	1886
MCCLENDON, L	CA	0	1	1	1351	SALERNO, S	DRGNS	0	0	0	1477*

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NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
SAMELSON, C	MKING	0	0	0	1933D	TOWNSEND, M	NWEST	0	1	0	0000/1
SANTIAGO, T	ALUMN	3	0	0	1992	TRUFANOV, D	UOP	0	0	0	1553#
SAWIN, B	LBURN	0	0	0	1175*	UNDERWOOD, W	CA	0	1	0	1939C
SCHOONOVER, M	UOP	0	3	0	1263	URBON, C	CA	0	0	0	0000/0
SEATON, E	CASE	0	1	0	1571	VAIL, M	CA	2	3	1	1419*
SEET, P	GETCO	2	1	1	1887*	VALDEZ, C	TYROS	0	0	0	1379*
SENSAT, J	CITGR	1	3	0	1589	VAN ZILE, C	UOP	0	2	0	1300
SITAR, K	LBURN	1	2	1	1563	VIGANTS, A	NORTH	2	2	0	1640C
SIWEK, M	KEMPR	0	0	3	2000C	VOLYNSKIY, G	GETCO	0	0	0	2579*
SMITH, BR	TYROS	3	2	0	1697C	WALKER, A	NORTH	2	1	1	1795
SOLLANO, E	ALUMN	3	0	1	1953C	WALKER, C	KEMPR	2	0	0	1776
SPIEGEL, L	FERMI	2	2	0	1941D	WALLACH, C	MKING	0	1	3	1999C
SPLINTER, J	STCCC	1	0	1	2111	WALSH, W	ROOKS	0	0	0	1494C
STAMM, V	DRGNS	1	1	1	1553T	WANG, A	CITGR	0	0	0	1461#
STAPLES, C	FERMI	1	2	0	1618	WANG, G	KEMPR	1	1	0	1607*
STEELE, B	CCDOC	0	0	0	925#	WEBER, L	ALUMN	0	0	0	2159
STEIN, P	TYROS	1	2	0	2164	WEITZ, R	EXCLB	1	1	0	1523C
STEVANOVIC, M	UOP	0	1	0	2218D	WHITE, H	CASE	0	0	0	1631C
STINSON, M	CHRGR	0	0	0	1972C	WIEWEL, J	STCCC	2	0	1	2057
STINSON, T	STCCC	0	1	0	1340	WILKOSZ, A	NORTH	0	0	0	0000/0
STOLTZ, B	TYROS	2	1	0	1944C	WILLIAMS, K	CASE	0	0	2	2172
STOSKUS, A	STCCC	1	0	0	1329	WILLIAMS, S	GETCO	0	1	0	1201#
STUMP, P	STCCC	0	1	0	1182	WIRTZ, R	KEMPR	0	0	0	1310*
SUAREZ, E	ROOKS	2	0	0	1883	WOLF, D	MKING	0	1	0	2347
SUERTH, F	EXCLB	2	0	1	1502D	WONG, P	EXCLB	0	0	0	2180C
SULLIVAN, J	EXCLB	0	0	0	1782D	WOODS, C	BPCHM	0	4	0	0000/8
SUVARNAKANTI, R	BPCHM	0	1	0	0000/1	WU, M	DRGNS	0	0	0	0000/1
TAMEZ, I	ALUMN	2	0	2	2178	YACOUT, A	ROOKS	2	1	0	1575
TAN, A	GETCO	2	2	0	0000/4	ZADEREJ, V	MOLEX	2	3	0	1378
TEGEL, F	DRGNS	0	2	2	2047Q	ZIMMERMAN, F	MKING	1	0	0	0000/0
THOMAS, G	TYROS	0	0	0	1534C	ZOELLNER, J	CASE	0	2	0	1295D
THOMAS, J	DRGNS	1	3	1	1588D	ZUBIK, J	BPCHM	1	0	0	1192#
THOMSON, J	MKNGT	2	0	1	1997						

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12-20-2004

**UPPER BOARD FORFEITS**

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

**TEAMS WITH 2 OR MORE UPPER BOARD FORFEITS**

CASE

BP CHEMICALS

**TEAMS WITH 1 UPPER BOARD FORFEIT**

LUCENT TYROS

LEO BURNETT

EXCALIBURS

Miss Agnes Holstein  
1069 Cash Av.  
Beaver Valley, Co.

**Dec 14**

Dearest John,

I went to the door and the postman delivered a partridge in a pear tree.  
What a delightful gift. I couldn't have been more surprised.

With deepest love and devotion, Agnes

Miss Agnes Holstein  
1069 Cash Av.  
Beaver Valley, Co.

**Dec 15**

Dearest John,

Today the postman brought your very sweet gift. Just imagine - two turtle  
doves! I'm delighted at your very thoughtful gift. They are just adorable.

All my love, Agnes

Miss Agnes Holstein  
1069 Cash Av.  
Beaver Valley, Co.

**Dec 16**

Dear John,

Oh! Aren't you the extravagant one? Now I must really protest. I don't  
deserve such generosity - three French hens. They are darling, but I must  
insist - you have been too kind.

Love, Agnes

(continued next page)

Miss Agnes Holstein  
1069 Cash Av.  
Beaver Valley, Co.

**Dec 17**

Dear John,

Today, the postman delivered 4 calling birds. Now really, they are beautiful, but don't you think enough is enough? You are being romantic.

Affectionately, Agnes

Miss Agnes Holstein  
1069 Cash Av.  
Beaver Valley, Co.

**Dec 18**

Dearest John,

What a surprise!! Today the postman delivered 5 gold rings - one for every finger. You are just impossible, but I love it. Frankly, all those birds squawking were beginning to get on my nerves.

All my LOVE, Agnes

Miss Agnes Holstein  
1069 Cash Av.  
Beaver Valley, Co.

**Dec 19**

Dear John,

When I opened the door, there were actually 6 geese a-laying on my front steps. So you're back to the birds again, HUH?? The neighbors are complaining and I can't sleep thru all the racket.

Please stop.

Cordially, Agnes

(continued next page)

Miss Agnes Holstein  
1069 Cash Av.  
Beaver Valley, Co.

**Dec 20**

John,

What's with you and those birds???? 7 swans swimming in my pool???? What kind of joke is this??? There is bird crap all over the house and they never stop with the racket. I can't sleep at night and I'm a nervous wreck. It's not funny, so stop with those DAMN birds.

Sincerely, Agnes

Miss Agnes Holstein  
1069 Cash Av.  
Beaver Valley, Co.

**Dec 21**

OK Buster

I think I prefer the birds. What the #\*\*\* am I going to do with 8 maids a-milking?? It's not enough with all those birds and 8 maids a-milking, but they had to bring their d\*\*\* cows. There's crap all over the lawn, and I can't move in the house. Just lay off me, smart@\$\$.

Agnes

Miss Agnes Holstein  
1069 Cash Av.  
Beaver Valley, Co.

**Dec 22**

Hey \$#!+head,

What are you?? Some kind of sadist?? Now there are 9 pipers playing, and do they play... They haven't stopped chasing those maids since they got here yesterday morning. The cows are getting upset, and they are stepping all over those screeching birds. What am I going to do? The neighbors have started a petition to evict me.

You'll get yours, Agnes

(continued next page)

Miss Agnes Holstein  
1069 Cash Av.  
Beaver Valley, Co.

**Dec 23**

YOU ROTTEN P\*\*\*\*

Now, there are 10 ladies dancing. The cows have diarrhea and can't sleep.  
My living room is a river of you-know-what. The commissioner of the building  
has subpoenaed me to give cause why the building shouldn't be condemned.

I'm siccing the police on you, One who means it.

Miss Agnes Holstein  
1069 Cash Av.  
Beaver Valley, Co.

**Dec 24**

Listen \*\*\*head

What's with the 11 lords a-leaping on all those maids and ladies?? Some of  
those broads will never walk again. The pipers and lords have been thru all  
the maids and ladies and trampled all the birds to death in the orgy. I hope  
you are satisfied, you rotten, vicious swine.

Your sworn enemy, Agnes

Law Office  
Badger, Bander and Cahole  
303 Knave ST  
Denver Co

**Dec 25**

Dear Sir,

This is to acknowledge your latest gift of 12 fiddlers fiddling, which you  
have seen to inflict on our Client, Miss Agnes Holstein. The destruction, of  
course, was total. All correspondence should come to our attention. If you  
should attempt to reach Miss Holstein at the Happy Dale Sanitarium, the  
attendants have instructions to shoot you on sight. With this letter, please  
find attached a warrant for your arrest.

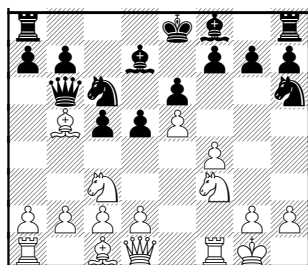
Cordially, Badger, Bander and Cahole  
Attorneys at Law



Zaderaj,V - Freidel,J [C00]

MolEx-St Charles CC, 10-19-2004

1.e4 e6 2.f4 d5 3.e5 c5 4.Nf3 Nc6  
5.Bb5 Bd7 6.0-0 Qb6 7.Nc3 Nh6



This is a French Defence without White able to play d4. The result is Black has better play in the center.

8.h3 Be7

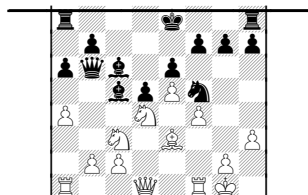
8...c4+ 9.Kh2 Nf5 stops White from blocking the center as in the game

9.a4 a6 10.Be2

The Bishop is simply in the way. A good example why White often chooses to fianchetto even with Pawns already on e5 and f4.

10.Bxc6 Bxc6 11.d4 gets back to French-like play in the center, but White has spent tempi with his edge Pawns which will be shown to be weaknesses (and a lag in piece positioning). But, here, can White hold d4 ?

11...cxd4 12.Nxd4 Bc5 13.Be3 Nf5



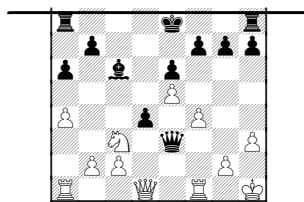
14.Nxf5! Bxe3+

14...exf5 15.Bxc5 Qxc5+ 16.Kh1

15.Nxe3 Qxe3+ 16.Kh1

I prefer Black, but the timing of -d4 must be studied : 16...d4

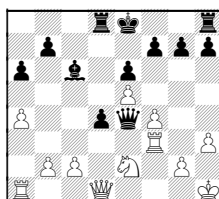
The Chicago Chess Player



17.Ne2

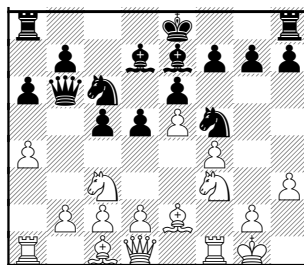
(17.Re1? Qxf4)

17...Qe4 18.Rf3 Rd8

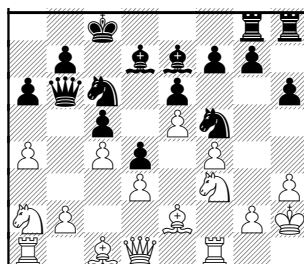


with the idea of 0-0, and doubling on the d-file to press on with d3.

10...Nf5



11.Kh2 0-0-0 12.Na2 h6 13.d3  
Rdg8 14.c4 d4



With a blocked center and opposite side castling, things are going to get fun!

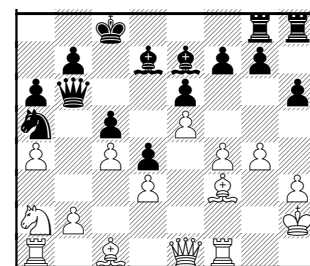
15.g4

Pawn expansion around the King is adventuresome, but acceptable if the

side's pieces are ready to fill the created space. Here, White hasn't finished development and has a troublesome fork on e3 to constantly consider.

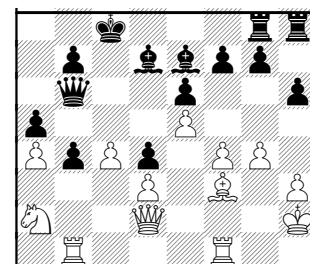
An immediate dream of piece placement would be something like winding a Knight to e4 (maybe on to d6), following with Bf3 and eventually work on the long diagonal. But starting this with 15.Nd2 Ne3 allows a simple fork.

15...Nh4 16.Qe1 Nxf3+ 17.Bxf3 Na5



Black demonstrates his eye for his pieces' best squares. Pawns on a4 and b2 can be set as targets.

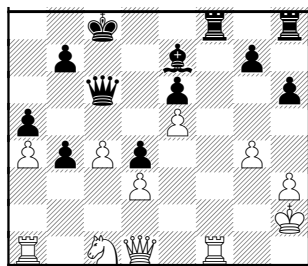
18.b4 cxb4 19.Bd2 seems to win Pawn back, but 19...Nb3! 20.Rb1 Nxd2 21.Qxd2 a5



22.Qd1

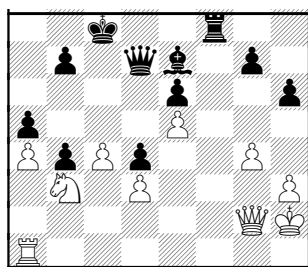
White is already busted. The a-Pawn will fall sooner or later and his King is starting to look airy. It's surprising this all resulted from White's lack of hold on d4.

22...Bc6 23.Nc1 f6 24.Bxc6 Qxc6  
25.Ra1 fxe5 26.fxe5 Rf8

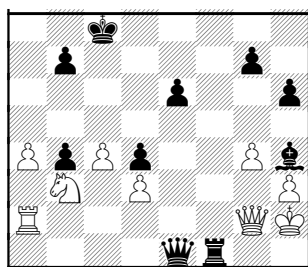


Black only needs to keep trading as the b-passer infinitely grows in value.

27.Nb3 Rxf1 28.Qxf1 Rf8 29.Qg2 Qd7



30.Nxa5 Bh4 threat is Rf2, of course  
31.Ra2 Qc7 forking Na5 and Pe5  
32.Nb3 Qxe5+ 33.Kh1 Qe1+ 34.Kh2 Rf1!



Mate in two !!

35.Qe4

Black's mate is also demonstrated by  
35.Nxd4 Rh1+! 36.Qxh1 Qg3#

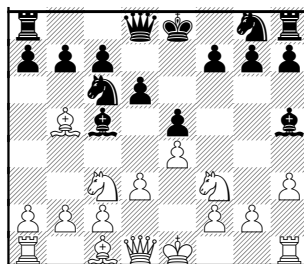
35...Qg3# 0-1

Burian,D (1523) –  
O'Brien,D (1500) [C64]  
Northrop-UOP, 2004

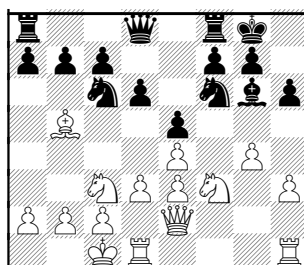
1.e4 e5 2.Nf3 Bc5 3.Nc3 Nc6 4.Bb5

A different game is 4.Nxe5 Nxe5 5.d4

4...d6 5.d3 Bg4 6.h3 Bh5



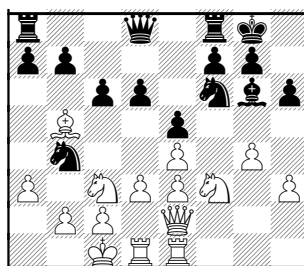
7.g4 Bg6 8.Qe2 h6 9.Be3 Bxe3  
10.fxe3 Nf6 11.0-0-0 0-0



12.Rhe1

Another game would be to try and  
attack with Rdg1, h4, etc.

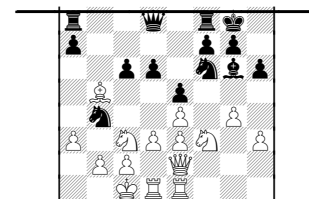
12...Nb4 13.a3 c6



Black gets several free attacking  
moves.

14.Ba4 b5 15.Bb3

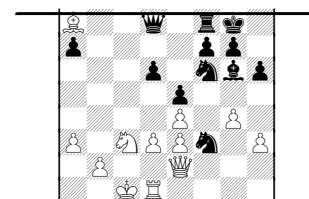
It appears White could win a Pawn.  
15.Bxb5



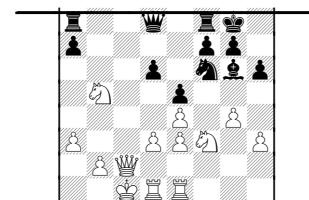
15...Nxc2  
(15...cxb5 16.axb4)

16.Qxc2

Continuing the trading series results  
in the loss of a piece: 16.Bxc6 Nxe1  
17.Bxa8 Nxf3



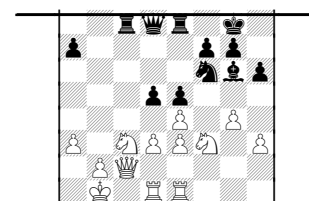
16...cxb5 17.Nxb5



17...Rc8 18.Nc3  
White can proceed to defend his  
King. 18...Re8 idea of d4-5

18...d5? (idea of -d4 to win pinned  
Knight) 19.Nxe5

19.Kb1 d5

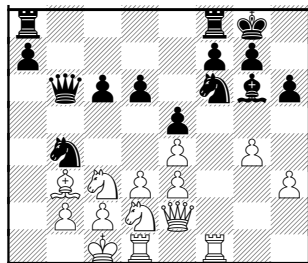


20.exd5

20.Qh2 dxe4!

20...Nxd5 Black has some possibilities and space for the Pawn.

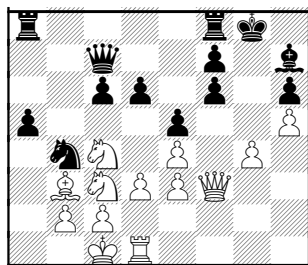
15...Na6 16.Rf1 b4 17.axb4 Nxb4  
18.Nd2 Qb6



19.Nc4 Qc7 20.h4 see note at move 12 20...a5 21.h5

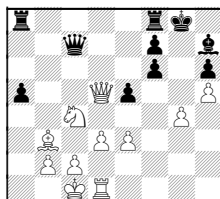
The problem with the aggression now is that all White's minors can't participate in the festivities !

21...Bh7 22.Rxf6 An interesting try  
22...gxf6 23.Qf3



23...Qe7

A quick look at a possible clearing of the position: 23...d5 24.exd5 cxd5  
25.Nxd5 Nxd5 26.Qxd5



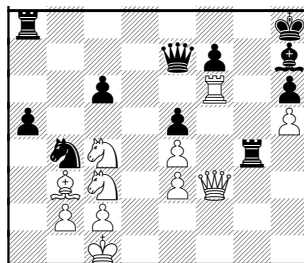
26...a4 27.Ba2 Rfd8 28.Qf3 Ra6

24.d4 Kh8 [24...Kg7] 25.dxe5 dxe5

26.Rd6

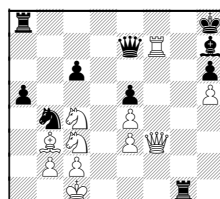
White has nicely coordinated his forces. His compensation for the exchange are many Pawn targets and an inactive enemy Bishop.

26...Rg8 [26...Kg7 27.Na4] 27.Rxf6  
Rxc4!?



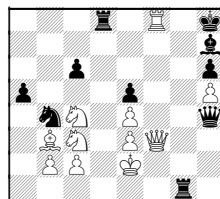
28.Nd6

White gains the initiative with  
28.Rxf7 Rg1+



29.Nd1

White has problems after 29.Kd2  
Rd8+ 30.Ke2 Qh4 (idea is mate on e1) 31.Rf8+

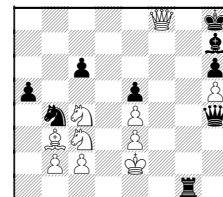


(31.Rxh7+ Kxh7 32.Qf7+ Kh8)

31...Bg8!

(The obvious move isn't as convincing: 31...Rxf8 32.Qxf8+

(diagram follows...)



32...Rg8

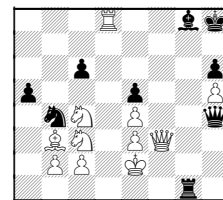
(32...Bg8 33.Qxh6+ Bh7 34.Qf8+)

33.Qxh6??

(33.Qf3 Qh2+)

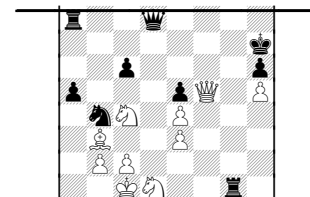
33...Qh2+ 34.Kd1 Rg1#)

**So back** to analysis (bottom last column..)  
32.Rxd8



32...Qh2+ 33.Qf2 Rg2)

All that to show troubles if White omits 29. Nd1 (middle last column):  
29...Qd8 30.Rxh7+ Kxh7 31.Qf5+

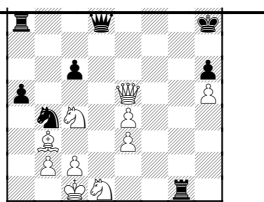


31...Kh8

31...Kg8? 32.Nxe5+ Kg7  
(32...Kh8?? 33.Nf7+)

33.Qf7+ Kh8 34.Ng6+ Rxg6 35.hxg6  
and wins

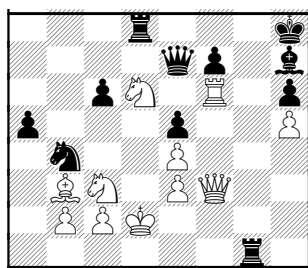
32.Qxe5+



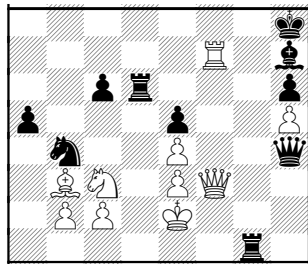
32...Kh7 33.Nd6  
(33.Qf5+ draws as in game)

28...Rg1+ 29.Kd2?  
29.Nd1! as in above analysis

29...Rd8



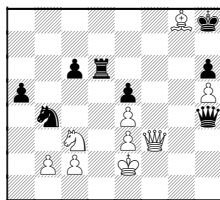
30.Ke2 Rxd6 31.Rxf7 Qh4



32.Rxh7+

White correctly bails out to the draw:  
32.Rf8+ Bg8 33.Bxg8

Not 33.Rxg8+ This is wrong. Black wins.. 33...Rxg8 34.Bxg8

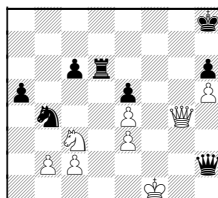


34...Kxg8 35.Qg2+ Kh8 Black is simply a Rook up.

Another try from last analysis diagram is worse yet:  
34...Qh2+? puts the Queen out of play 35.Kf1

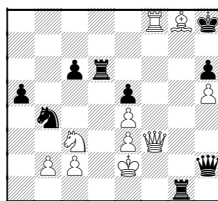
(35.Qf2? Rd2+ wins easily or if 35.Ke1 Nxc2+)

35...Kxg8 36.Qg4+ Kh8



37.Qc8+ Kh7 38.Qc7+ winning the Rook

33...Qh2+

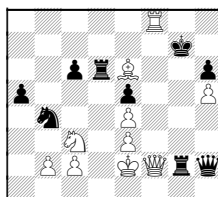


34.Qf2 Qxf2+ 35.Kxf2 Rxg8 and Black remains a Rook up

From diagram, 34. Qf2 Rg2? allows White to draw ! The pinned Queen still can support the Rook !

35.Be6+ Kh7

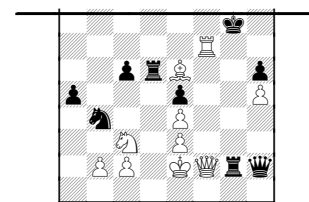
35...Kg7?



36.Rg8+ Kh7 37.Rxg2 turning the tables

36.Rf7+  
(36.Bf5+ Kg7)

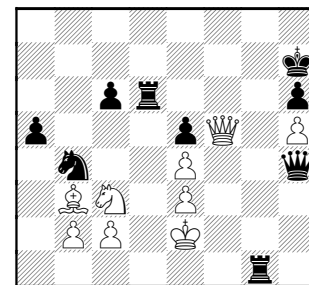
36...Kg8



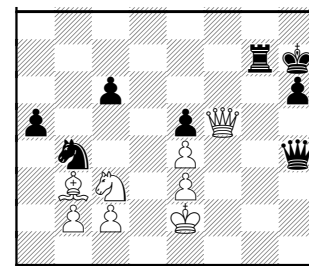
(36...Kh8 37.Rf8+ draws)

37.Rf8+ and draws

32...Kxh7 33.Qf5+ Kh8 34.Qf8+ Kh7 35.Qf5+



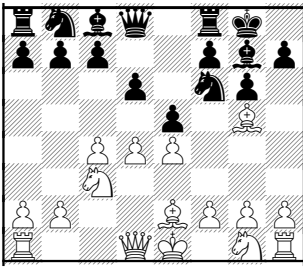
35...Rgg6 36.hxg6+ Rxg6 37.Qf7+ Rg7 38.Qf5+



38...Kh8 draw agreed 1/2-1/2

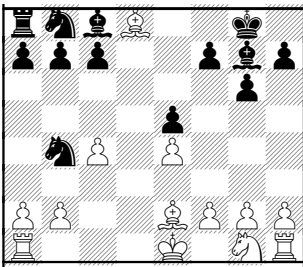
Gaines,I (1832) –  
Guio,J (1869) [E73]  
Fermilab-Tyros, 12-08-2004

1.d4 Nf6 2.c4 d6 3.Nc3 g6 4.e4 Bg7  
5.Be2 0-0 6.Bg5 e5



This drops material, the point to the KID Averbakh variation entered at 6 Bg5.

**7.dxe5 dxe5 8.Qxd8 Rxd8 9.Nd5 Nxd5 10.Bxd8 Nb4**



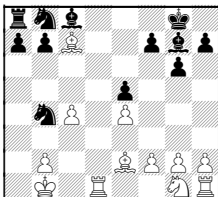
Well, I'm not finding help in the books, a GM doesn't want to be an exchange down in the opening ! White wants to solve two problems: the Nc2 fork and still hold Pa2 or Pb2.

**11.Kd2**

Can't be lazy, so let's a few alternatives:

**A) 11.Bd1 Nd3+ 12.Ke2 (12.Kd2 Nxf2) 12...Nxb2;**

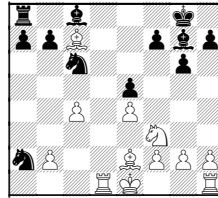
**B) 11.0-0-0 Nxa2+ 12.Kb1 Nb4 13.Bxc7**



with a clean exchange, and threatening to win Bishop or Knight after Rd8+

**13...N8c6! idea Nd4 14.Nf3;**

**C) So the 0-0-0 line highlights that best is probably 11.Rd1 Nxa2 12.Bxc7 Nc6 13.Nf3**



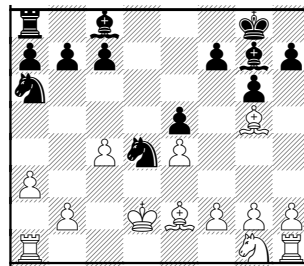
since now the Bishop is protected, so **13...Nd4? 14.Nxe5 (14.Bxe5? Nxf3+ 15.Bxf3 Bxe5)**

**11...N8c6 12.a3?**

The hole at b3 is soon going to be a problem.

**12.Bxc7 Na6 13.Bd6 Be6**

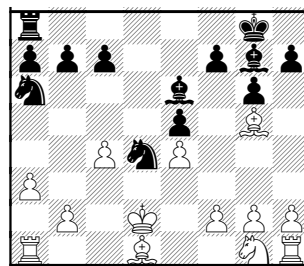
**12...Na6 13.Bg5 Nd4**



threat is Nb3+ forking and Nc5-b3 is also in the works.

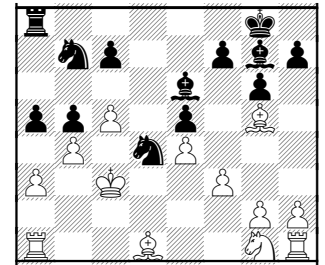
Black has the initiative, so see previous analysis that goes back to find where White lost it.

**14.Bd1 Be6**



Geesh ! The hits just keep coming. **15.Kc3 Nc5 16.f3 b5 17.b4 Nb7**

**18.c5 a5**

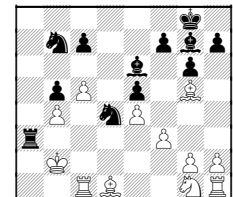


White must get the backrank cleared, but doesn't have time !

**19.Kb2**

Others moves will lose the g2-Pawn, but may be better than the game mess:

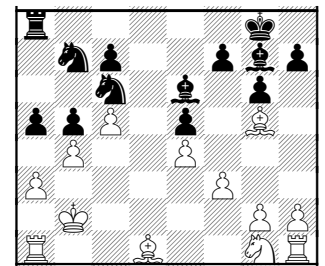
**A) 19.Rc1 axb4+ 20.axb4 Ra3+ 21.Kb2**



**21...Ra2+ (21...Nb3? 22.Rc3) 22.Kb1 Rxd2**

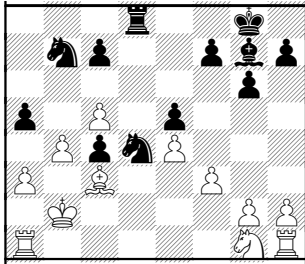
**B) Similar is: 19.Rb1 axb4+ 20.axb4 Ra3+ 21.Kb2 Ra2+ 22.Kc1 Rxd2**

**19...Nc6**



But now White does get time to unwind.

20.Bd2 Rd8 21.Bc3 Bc4 22.Be2 Nd4  
23.Bxc4 bxc4



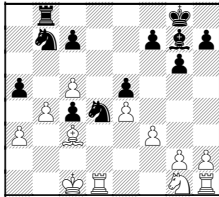
24.Rd1

Development is needed ! 24.Nh3 Nb5  
25.Rhd1

24...Rb8 threat is Nxc5 **25.Be1**

A) 25.Nh3 Nxc5

B) 25.Kc1?



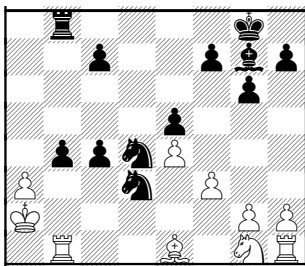
25...Bh6+

Or even 25...axb4 26.axb4 Nd8 and N8c6 next

26.Bd2 Nb3+

**25...Nxc5 26.Ka2**  
(26.Kc3? Na4+ 27.Kxc4 Nb2+)

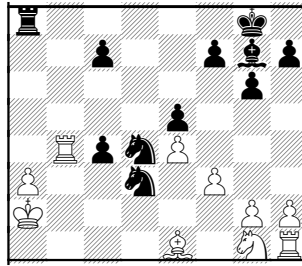
**26...Nd3 27.Rb1 axb4**



28.Rxb4

Not 28.Bxb4 Nf2 or 28.axb4 Ra8#

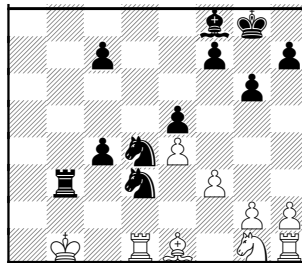
28...Ra8



idea Bf8-xa3 and a Bb4 discovery check wins Be1

Why not 28...Nxb4+

**29.Rb1 Bf8 30.Rd1 Rxa3+ 31.Kb1 Rb3+**



**32.Ka2**

32.Ka1 Nc2+ 33.Ka2 Rb2#

**32...Rb2+ 33.Ka1 Nb3# 0-1**



## CHESSE INSTRUCTOR Seeks STUDENTS !!

*Richard Easton informs us of an excellent learning opportunity:*

My chess teacher, Dejan Maksimovic (Max) is looking for new students.

He recently won a chess tournament in Bulgaria with a score of 9-2 (7 wins And 4 draws). This gave him the last **International Master norm** he needed and the first of three Grandmaster norms. He should officially receive the IM title in a couple of months.

Max is an excellent teacher. Prior to my studying with him, I had never won any section of a tournament.

In the last year, I have :

- Won the reserve section of the Elmhurst Winter Classic (36 players)
- Won the reserve section of Tim Just's April (56 players)
- Won the reserve section of October tournaments (47 players)
- finished second out of 28 players in the Bradley Summer Open.
- In the 2002-2003 CICL season, gone 8.5-1.5 and gained 171 rating points.

Max tailors his instruction according to your skill and playing style. He deals with all aspects of the game: opening preparation, the middlegame and the endgame. He often spends hours of his own time preparing for our lessons by analyzing in depth my games.

If you want to improve, I strongly urge you to take lessons from him. Not only will your results improve, but your enjoyment will increase as your understanding of the tactics, strategy, and psychological aspects of chess improves. Many of his high school and below students have won titles.

If you're interested in improving your chess, **contact him at (630) 834-1283.**

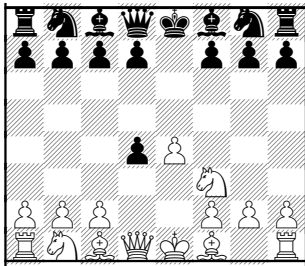


**Boldingh,E (1861) –****Cairone,B (1798)** [C21]

UOP @ Northrop Grumman, 2004

**NOTES** by Games Editor except where noted.**By either Fritz** (as run by Arnie Walker of Northrop) **or Ed Boldingh**

1.e4 e5 2.d4 exd4 3.Nf3



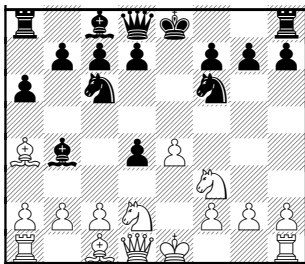
Gambit play may be unsound to GMs but tests the mere mortal.

3...c5

**FRITZ** suggested piece play with 3...Bb4+ 4.Nbd2

I don't see what's wrong with 4.Bd2 Bxd2+ (4...Be7 5.Nxd4) 5.Qxd2 but trading pieces early is antithesis to gambit play.)

4...Nc6 5.Bb5 a6 6.Ba4 Nf6

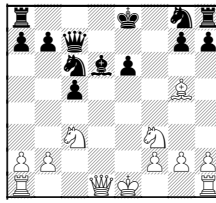


But there's many sidelines that need be explored to prove Black's real advantage.

7.e5 Ng4 8.0-0 b5 9.Bb3 0-0

4.c3 dxc3 5.Nxc3 Nc6

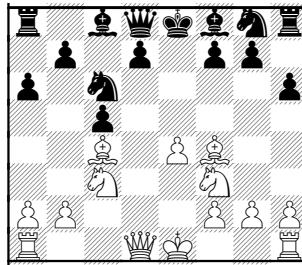
5...d6 6.Bc4 **suggested by E. Boldingh** 6...Nc6 7.e5 Be6 8.Bxe6 fxe6 9.Bg5 Qc7 10.exd6 Bxd6



6.Bc4 h6

6...d6 7.e5 **suggested by E. Boldingh** 7...Be6 transposes into preceding line

7.Bf4 a6?



Black needs to see his King is in trouble. I'd say that only Fritz would find the answer here, but the kill was still on the board in two more moves and White did find it !!

**Ed:** 7...d6 is one way to claim the pivotal (at least in this position) d6 square

8.0-0

**FRITZ** has the vision to realize a beautiful mate !!

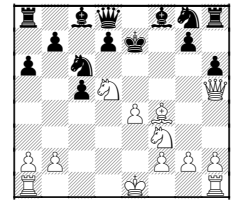
8.Bxf7+!! MATE IN 5 !!

A) 8...Kxf7 9.Qd5+ Ke8

(9...Kg6 10.Qf5#)

10.Qh5+ Ke7 11.Nd5+

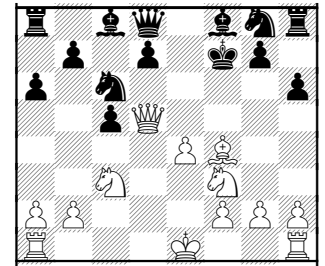
(diagram follows ...)



11...Ke6 12.Qf5#

**B)** Oddly Black can be forced to take the sac:

8...Ke7 9.Qd6+ Kxf7 10.Qd5+



and the same mate is played as in the "A" line !!

8...b5?

Ed mentioned he seen the finish earlier, but saw no harm in studying it a bit more!

9.Bxf7+!! mate in 5 9...Kxf7 10.Qd5+

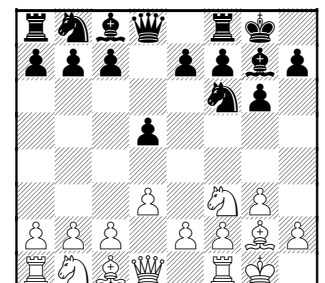
Black resigns 1-0

**Hughes,N (1686) –****Baumgartner,C (1771)** [A07]

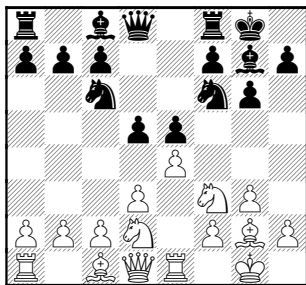
Kemper-Kings, 12-03-2004

**[Notes by Norm Hughes]**

1.Nf3 Nf6 2.g3 g6 3.Bg2 Bg7 4.0-0 0-0 5.d3 d5

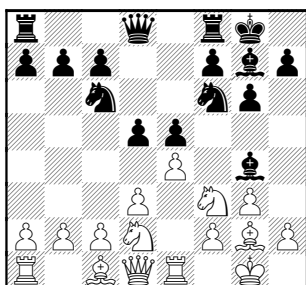


6.Nbd2 Nc6 7.Re1 e5 8.e4



This position has been reached many times in master play. The latest is Hossain-Gosh, United Ins. 2004.

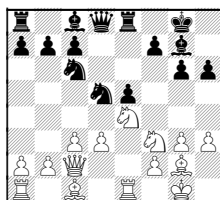
8...Bg4



More common are 8...,Re8, 8...,dxe4, 8...,h6, and 8...,d4.

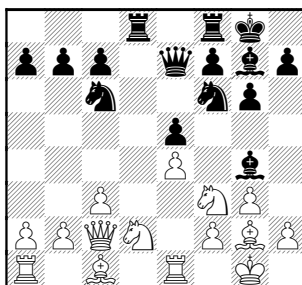
9.c3

9.h3 Bc8 10.exd5 Nxd5 11.c3 h6  
12.Qc2 Re8 13.Ne4



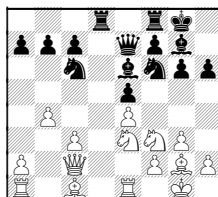
and White's game is better than what was played in the game.

9...dxe4 10.dxe4 Qe7 11.Qc2 Rad8



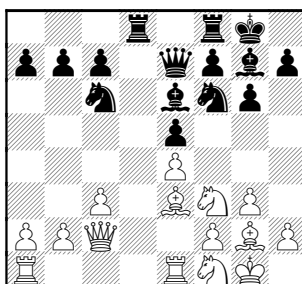
12.Nf1

12.Nc4 h6 13.Ne3 Be6 14.b4



14...Rfe8 15.a4 Bc8 16.b5 and again White is better here than what was played in the game.

12...Be6 13.Be3

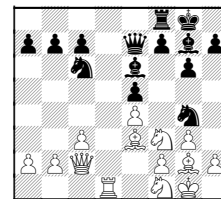


If instead 13.Ne3, see note after White's 12th move.

13...Rd7

13...Ng4 14.Rad1 Rxd1 15.Rxd1

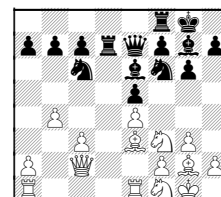
( Diagram follows...)



15...Rd8 16.Rxd8+ Qxd8 17.Bc1 Qd6= and Black's game is easier than what was played.

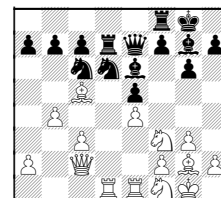
14.Ng5

We'll often consider 14.b4



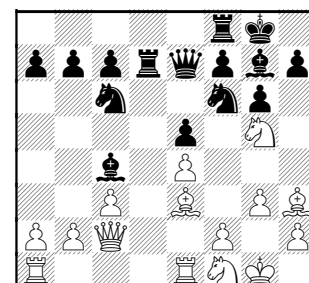
At first this move looks strong. There are two threats: 1. b5 winning the e5 Pawn and 2. Bc5 winning the exchange.

14...Ne8 15.Bc5 Nd6 16.Rad1



16...b6 17.Bxd6 Rxd6 18.Rxd6 cxd6= and Black covers both threats.

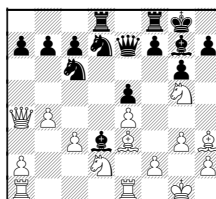
14...Bc4 15.Bh3



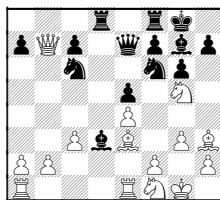
**15...Rd3?**

Wrong piece! Turns the advantage to White.

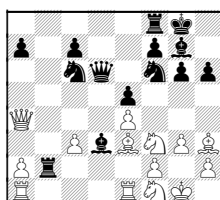
15...Bd3 16.Qa4



16.Qb3 Rdd8 17.Qxb7

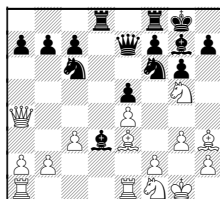


17...Qd6 18.Qb3 Rb8 19.Qa4 h6  
20.Nf3 Rxb2



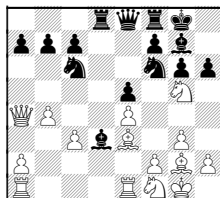
21.N1d2 Bc2 and I prefer Black.

16...Rdd8



17.Nd2

If here 17.b4 Qe8 18.Bg2 h6

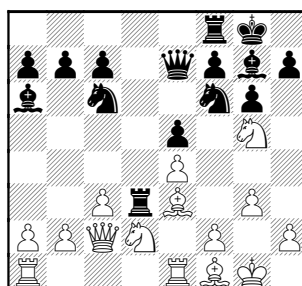


19.Nh3 b5 20.Qa6 Nb8= Position is even

17...Nd7 18.b4

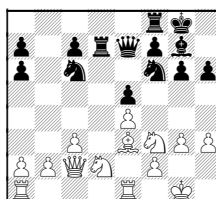
18...Nb6 19.Qb3 a5 and Black has the advantage.

**16.Nd2 Ba6 17.Bf1**



**17...Rxe3**

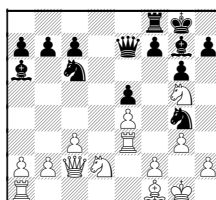
Preferable is 17...Rd7 18.Bxa6 bxa6  
19.h3 h6 20.Ngf3



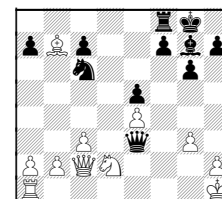
20...Qe6 21.Qa4 Rfd8 and Black's game is more playable than in the actual game.

**18.fxe3**

Taking with the Rook would be bad:  
18.Rxe3? Ng4!

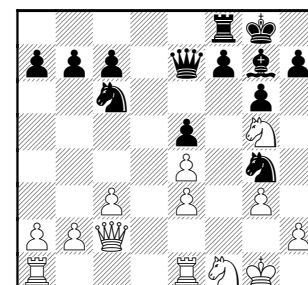


19.Bxa6 Qxg5 20.Bxb7 Nxe3 21.fxe3  
Qxe3+ 22.Kh1



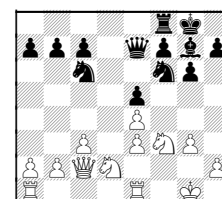
22...Na5 23.Ba6 and Black has the better position

**18...Bxf1 19.Nxf1 Ng4**

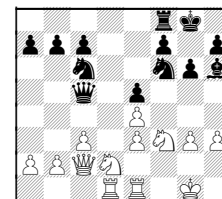


**20.Nh3**

20.Nf3 Nf6 21.N1d2

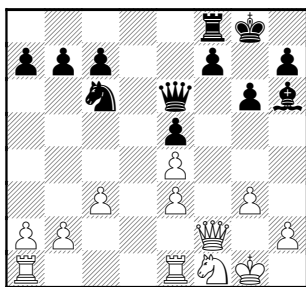


21...Bh6 22.h3 Qc5 23.Rad1



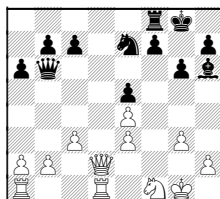
23...Nb4 24.Qb1 to White's advantage

**20...Bh6 21.Qe2 Qe6 22.Nf2 Nxf2**  
**23.Qxf2**



23...f5

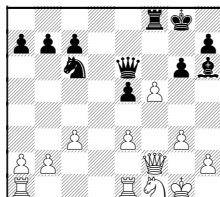
23...Ne7 24.Qd2 a6 25.Red1 Qb6



26.b4 Nc8 27.c4 Qf6 is still better for White

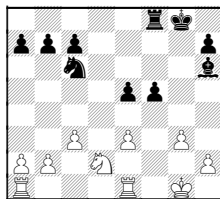
24.Qc2

24.exf5



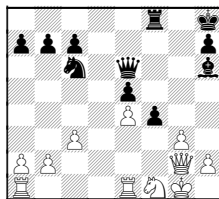
24...gxf5

Not to be recommended is:  
24...Rxf5 25.Qc2 Rf8 26.Nd2 Qf5  
27.Qxf5 gxf5

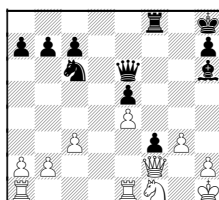


28.a4 e4 29.Nc4 Kf7. White wins.

25.e4 f4 26.Qg2 Kh8

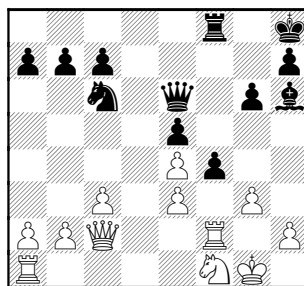


27.Kh1 (27.Nd2) 27...f3 28.Qf2



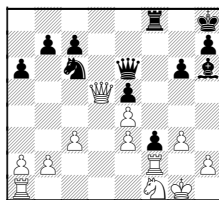
28...Bg5 29.Rad1 Qxa2 30.Rd7 White has the better chances.

24...Kh8 25.Re2 f4 26.Rf2

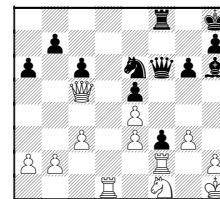


26...Rf6

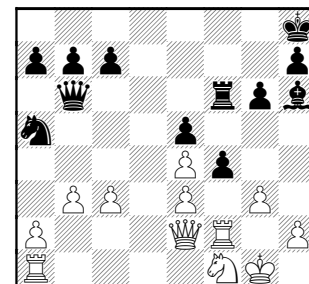
26...f3 27.Qd3 a6 28.Qd5



28...Nd8 29.Rd1 c6 30.Qc5 Qf6  
31.Kh1 Ne6

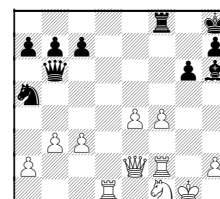


27.Qe2 Na5 28.b3 Qb6

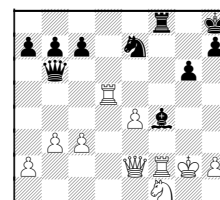


29.Rf3

29.Rd1 Rf8 30.exf4 exf4 31.gxf4



31...Bxf4 32.Rd5 Nc6 33.Kg2 Ne7

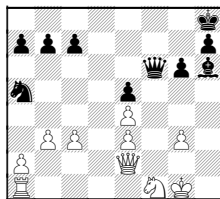


White should win.

29...fxg3 30.Rxg3

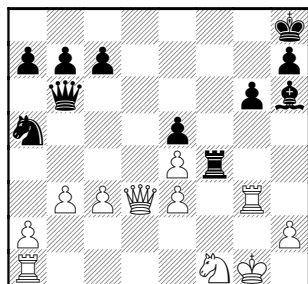
30.Rxf6 Qxf6 31.hxg3

(Diagram next page...)

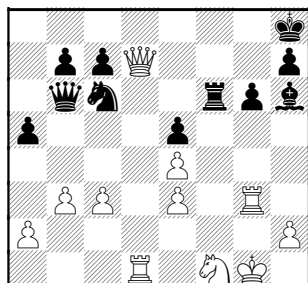


31...Bf8 32.Rd1 White wins.

30...Rf4 31.Qd3

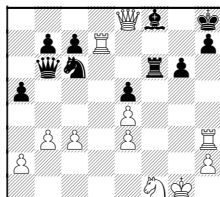


31...Nc6 32.Rd1 Rf6 33.Qd7 a5  
34.Qe8+ Rf8 35.Qd7 Rf6

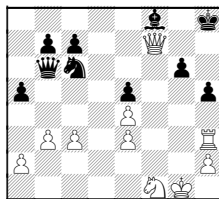


36.Qe8+

36.Rh3 Bg7 37.Qe8+ Bf8 38.Rd7

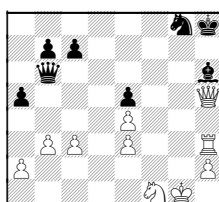


38...h5 39.Rf7 Rxf7 40.Qxf7

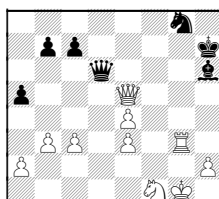


40...Bh6 41.Rf3 Bg7 42.Qe8+ Kh7  
43.Rf7+ White wins.

Or, instead, from that last diagram:  
40...Bh6 41.Qxg6 Ne7 42.Qxh5 Ng8



43.Qxe5+ Kh7 44.Rg3 Qd6



45.Qf5+ that's it !

36...Rf8 37.Qd7

1/2-1/2

The following game caught the Game Editor's eye and was thus analyzed for this issue. Inadvertently publishing the notes by loading the pgn updates to the web, Brian was able to get a jump on the comments. He decided to spend some time and submitted his (and Fritz') thoughts. This game is a great one for individual study !

**Staples,C (1637) –  
Smith,B (1684)**  
Fermilab-Tyros, 12-8-2004

[A23]

[Un-attributed notes from Tom Friske,  
**BRS marks Brian Smith+Fritz**]

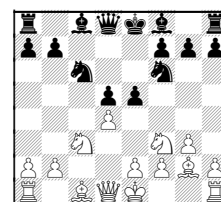
1.c4 e5 2.g3 Nf6 3.Bg2 c6 4.Nc3 d5  
5.cxd5 cxd5 6.Nf3

6.d3 is normal English move that helps White in a couple ways: maintains e4, keeps the Bishop's diagonal open (eyeing d5), and provides a better square for the Knight: Nf3-d2 can be played if necessary.

6...e4

[BRS] also interesting is: 6...d4

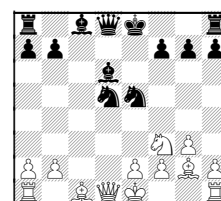
[Editor] I've realized this same problem: early Pawn centers with Black seem to come under early attack. I don't like his alternatives, either: 6...Nc6 7.d4



A) 7...e4 8.Ne5 Nxe5 9.dxe5 Ng4  
10.Qxd5

B) 7...Bd6 8.dxe5 (d5 is weak)  
8...Bxe5

8...Nxe5 9.Nxd5 Nxd5



10.Nxe5 (10.Qxd5?? Bb4+) 10...Bxe5  
11.Bxd5

9.Nxe5 Be6 and a typical IQP battle where I'd expect Black to miss his dark-squared Bishop.

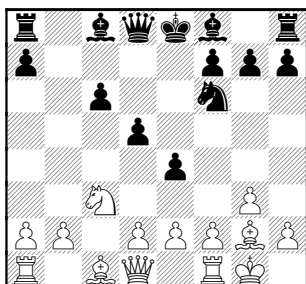
7.Nd4 Nc6

[BRS] a good alternative is 7...Qb6

8.Nxc6 Tough to see anything better (why I looked for earlier White alternative), but now Black has an

nice Pawn center. White will want to break it down with d3 and e4, but Black has plenty of piece posts.

8...bxc6 9.0-0

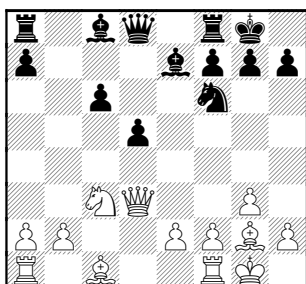


9...Be7

9...Bc5 is more aggressive (Ng4, Qf6 could come naturally) 10.Na4 Bd6 and Black will gain a tempo since the Knight will eventually have to move again.

[BRS] one problem with 9...Bc5 is 10.Qc2 threatening to discover on it

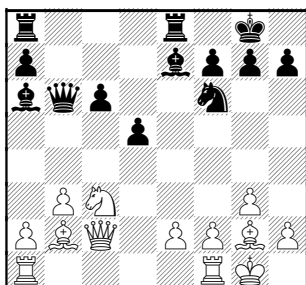
10.d3 exd3 11.Qxd3 0-0



12.b3 Qb6

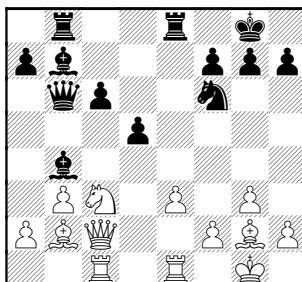
[BRS] but now Qb6 is questionable since the Queen is misplaced on b6, and open to attack by White's Knight or dark-squared Bishop

13.Bb2 Ba6 14.Qc2 Rfe8



If only Black's Bishop was on b4 ! This game is a good illustration of why GMs play the English like they do.

15.Rfe1 Rab8 16.Rac1 Bb4 17.e3 Bb7



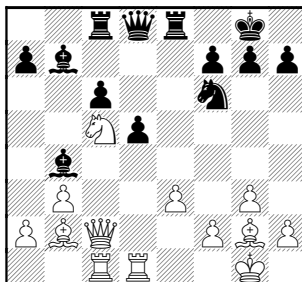
The threat is probably c5-4 to make targets down the b-file. As always, d5 is a problem in these lines. White also has the threat to c6 (once the Bb4 pin is relieved) after Na4.

[BRS] Black has lost the thread of the game and is moving pieces about without much of a plan.

18.Red1 Rbc8

18...Red8 may give more options with threats to advance Pawns, which will create a passer in the endgame.

19.Na4 Qd8 20.Nc5

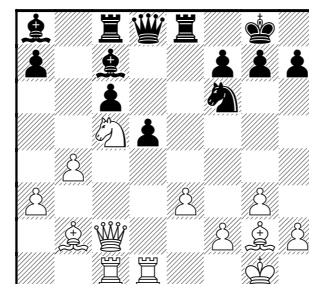


20...Ba8

Comparing Knight and Bishop lends me to consider 20...Bxc5 21.Qxc5 Ne4 22.Bxe4 Rxe4 23.Qc3 f6 But each side still has strengths and weaknesses.

[BRS] But ... Ne4 allows White 22 Qxa7, winning a P for free.

21.a3 Ba5 22.b4 Bc7



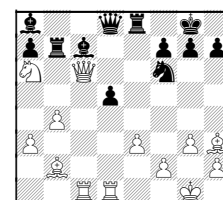
[BRS] BI can still avoid Wh's upcoming tactic by 22...Bb6 23.Bh3 Rc7

23.Bh3

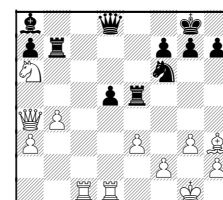
23.Qc3 pins Nf6 and thus prepares 24 e4, making a Pawn target for White. But Black certainly is poised to battle for the open lines !

23...Rb8 24.Bxf6

[BRS] The move White just played should lead to victory, but there's another tactic here for him that's just as good 24.Na6 Rb7 25.Qxc6



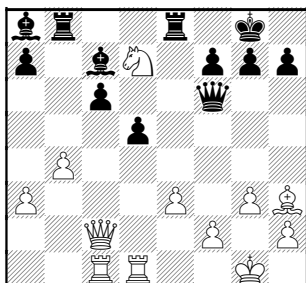
25...Be5 26.Bxe5 Rxe5 27.Qa4



Wh's threat of Rc8 wins

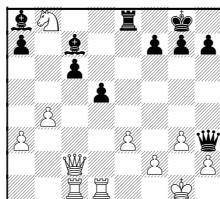
24...Qxf6 25.Nd7





25...Qh6 26.Bg2

26.Nxb8 Qxh3



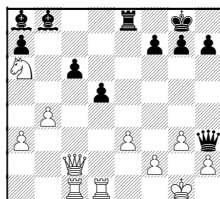
27.Na6

[BRS] Wh's 26 NxRb8 wins, Black doesn't have time to get a K-side attack going.

If here (from analysis diagram) White plays:

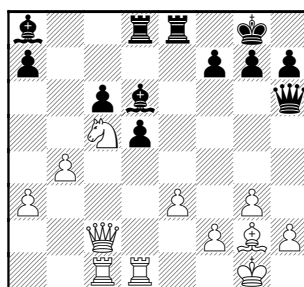
27.Nxc6 Re6 28.Nd4 Rh6? 29.Qxc7 Black runs out of checks pretty soon, e.g. with the White King ending up on e2, Black is crushed.

[Editor] 27...Bb8



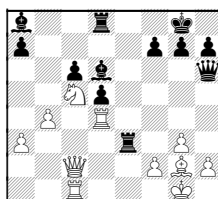
and Black has attacking plans based off Re6-h6 and clearing the long diagonal, even at cost of the Pawns

26...Rbd8 27.Nc5 Bd6



28.Rd4 Qf6

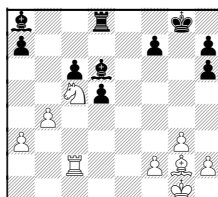
[BRS] Here Black can get equality with tactics started by 28...Rxe3!



29.Rh4

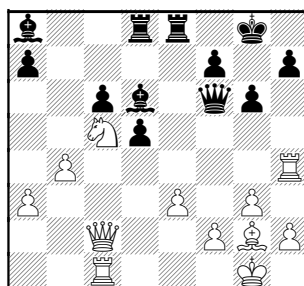
(Or after 29.fxe3 Qxe3+ Black wins a second Pawn in this variation, as he wins back the White Rook next move)

29...Re2 30.Rxh6 Rxc2 31.Rxc2 gxh6=



Black is up a Pawn and has the two Bishops, but his Pawns are a mess

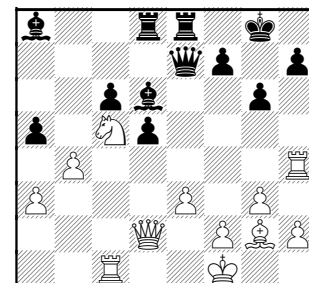
29.Rh4 g6



30.Qd2 Qe7 31.Kf1

It's almost impossible to realize here that White will soon want to play Bf1, and this move blocks that possibility.

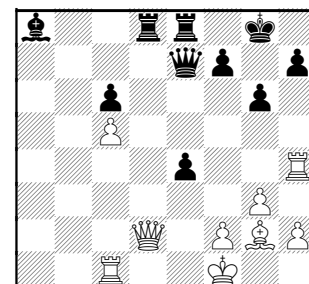
31...a5



32.e4?!

Looks to be the turning point, based off the simple fact the Queen is on the same file as a Rook.

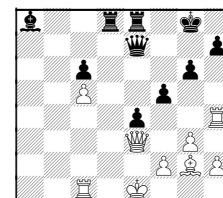
32...axb4 33.axb4 Bxc5 34.bxc5 dxe4



Black threatens Queen, of course, but also has e3 or f5 to secure the extra Pawn. But Black is going to spend time getting his Bishop in the game.

35.Qh6

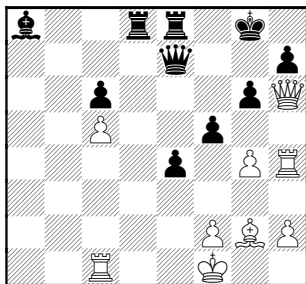
35.Qe3 f5 36.Ke1



idea of Bf1-c4, maybe even Qc3

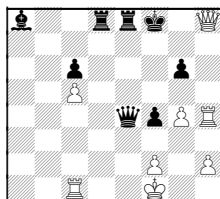
36...Bb7 37.Bf1 Bc8 38.Bc4+ Be6

35...f5 and the White King's Rook is gasping for air, so... 36.g4

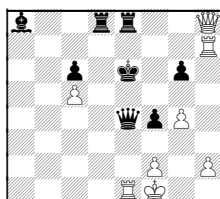


36...f4 37.Bxe4 Qg7

The Bishop move was based on:  
37...Qxe4 38.Qxh7+ Kf8 39.Qh8+

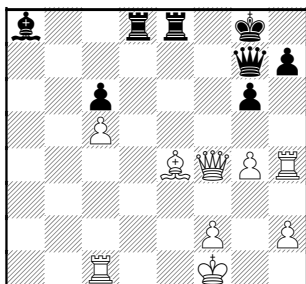


39...Kf7 (39...Ke7 40.Re1) 40.Rh7+  
Ke6 41.Re1



[BRS] But Black should indeed have played 37 ...QxBc4, since now he goes up a Rook and Bishop with:  
41...Qxe1+ 42.Kxe1 Rxh8

38.Qxf4



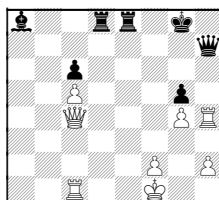
38...Rf8

Again, the Games Editor, aka "Mr Greedy" looks for win of material here, thinking "No time for greed" :  
38...g5 39.Rxh7

We agree, no good is 39.Bxh7+?

A) 39...Kh8! 40.Bc2+ gxh4  
(since 40...Kg8 allows 41.Bb3+)

B) 39... Qxh7 40.Qc4+

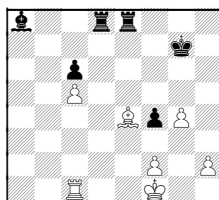


40...Qf7 41.Rh8+ Kxh8  
(41...Kg7 42.Rh7+ and wins)  
42.Qxf7 and White wins once Rook reaches a7

But in the analysis line just begun,  
[BRS] Black can be greedy in that  
38 ... g5 39 Rxh7 line, due to this follow-up move:  
39...gxf4

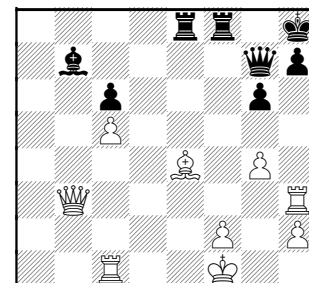
[Editor] I only considered:  
39...Qxh7 40.Bxh7+ with CHECK !!  
40...Kxh7 41.Qxg5 and concluded with Queen on open board and the passers, White should win.

[BRS] continued... 40.Rxg7+ Kxg7



And Black remains a Rook up !

39.Qe3 Bb7 40.Rh3 Rde8 41.Qb3+ Kh8

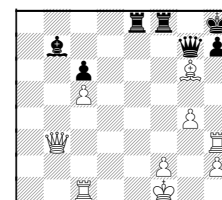


The alternative 41...Qf7 Forces Queens off, but Black doesn't want that here !

42.f3?

Poor Rook ! Does hope to play Bxg6, but a tactic is missed !

Another possibility, however, is  
42.Bxg6!



Since the Queen is overloaded, and on with idea of Rh7+

42...Qxg6

After 42...Ba6+ 43.Bd3 Bxd3+  
44.Qxd3 and h7 still needs help

43.Qxb7

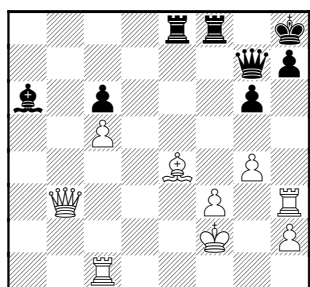
White has time to defend g4 since the Black Queen must stop mate at h7.

42...Ba6+?

[BRS] The reason Black missed the free Bishop was that he only had 1 minute to complete is his last 9 moves before the time control (Less than three minutes to complete the last 17 moves before time control.)

Possible is 42...Rxe4 as the f-Pawn is pinned !

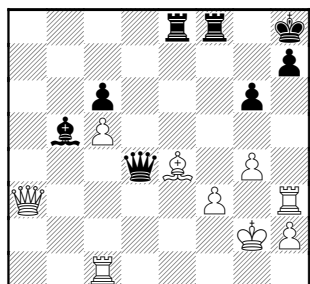
43.Kf2



**43...Bb5 [43...Rxe4] 44.Qa3**

[BRS] My notes say White's 44th was Qb2, but that clearly wasn't the move

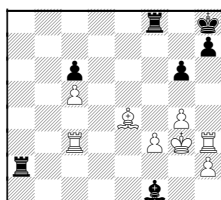
**44...Qd4+ 45.Kg2**



**45...Kg7**

[BRS] Better for Black is a win of the Exchange:

45...Ra8 46.Qc3 Ra2+ 47.Kg3 Qxc3 48.Rxc3 Bf1



[Editor] But why not 49.Rh6 Kg7

(Black does miss his chance after 49...Rg2+ 50.Kh4

(50.Kh3 Rc2+)

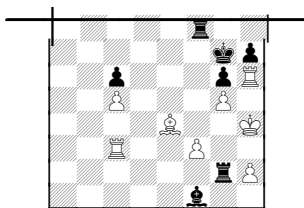
50...Rxh2+

(50...Kg7 51.Kg5)

51.Kg5 Rxh6 52.Kxh6)

50.g5 Rg2+ 51.Kh4

(Diagram follows...)

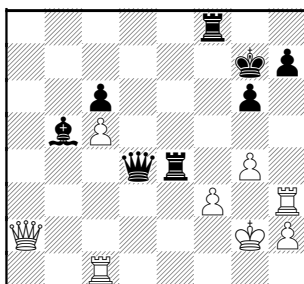


51...Rf4+ 52.Kh3 Rxg5#

**46.Qa2**

[BRS] White had a much better move, leading to a strong position: 46.Qa7+ hitting h7 a second time 46...Kf6 47.Rxh7

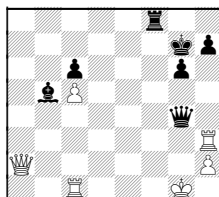
**46...Rxe4**



[BRS] after the game, I was regretting not having gone for 46...Ra8 but I get nowhere after 47.Qf2

**47.Qa7+**

I don't see the downside to taking the Rook: 47.fxe4 Qxe4+ 48.Kg1 Qxg4+

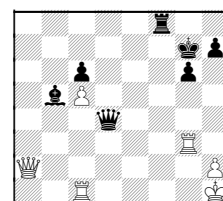


49.Rg3

(49.Kh1 Qxh3)

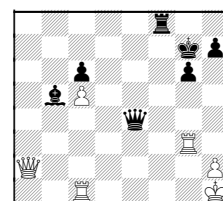
49...Qd4+ 50.Kh1

(Diagram follows...)



[BRS] Black has 50...Bd3! after which has to give the Exchange back, and BL has a dominating position (e.g. can force the exchange of the remaining pieces and also win the c-pawn). Black's exchange sac on move 46 was his only winning line.

For example, if instead, 50...Qe4+

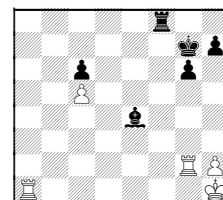


**51.Qg2**

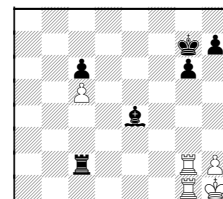
White has the better chances.  
(Note 51.Rg2 allows Bf1)

[Editor] My thought was based off getting an ending via 51.Qa1 but I didn't bother to calculate any lines (and missed Brian's Bd3).

51...Be4+ 52.Rg2 Qxa1 53.Rxa1

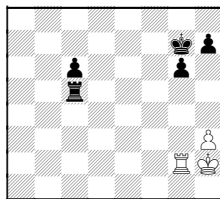


53...Rf2 Black threatens to win a full Rook, so 54.Rag1 Rc2



55.h3 Rxc5 56.Kh2 Bxg2 57.Rxg2

White is completely tied in knots !!



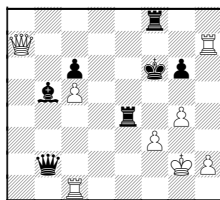
Black should easily win.

#### 47...Kf6

47...Rf7 48.Rxh7+! Kxh7 49.Qxf7+  
and a draw is White's best hope  
(Black still threatens Qd2+ winning  
c1-Rook).

#### 48.fxe4

[BRS] White still is lost, but a better  
try is: 48.Rxh7 Qb2+

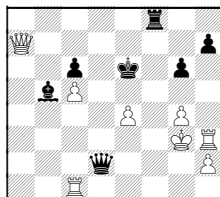


49.Kg3 (Not 49.Kh1 Qxc1+)  
49...Qe5+ 50.Kh3 Kg5

[Editor] Cute after 49. Kg3 looks like  
mate coming: 49...Qxc1 after 50.  
fxe4?? Qe1+, etc  
White would just play 50. Qe7#

#### 48...Qd2+ 49.Kg3 Qxc1

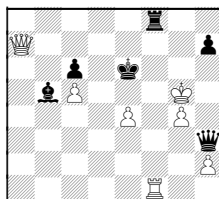
[BRS] White is lost either way, but  
Fritz found a neat way to finish things  
off 49...Ke6!



When White gets mated in about six  
(or drops his Queen).

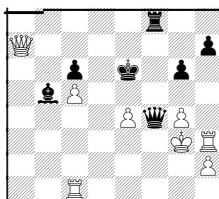
#### 50.Kh4

If, instead,  
50.Rf1 Qe3+ 51.Kh4 g5+ 52.Kh5  
Qxh3+ 53.Kxg5



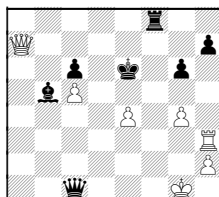
53...Rg8+ 54.Kf4 Rxg4#

50...Qh6+ 51.Kg3 Qf4+



#### 52.Kh4

Or 52.Kg2 Qd2+ 53.Kg1 Qxc1+



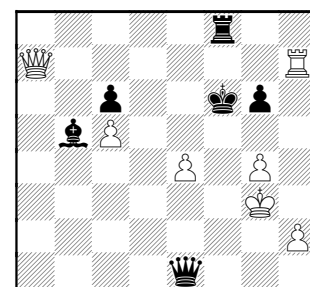
54.Kg2 Qc2+ 55.Kg3 Qf2#

52...Qf6+ 53.g5  
(53.Kg3 Qf2#)

53...Qf4#

The game concluded after:

**50.Rxh7 Qe1+**

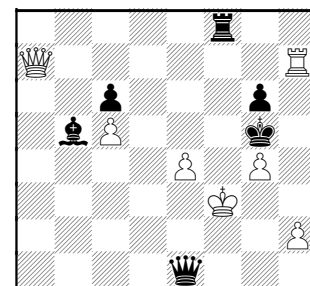


### WHITE RESIGNED

His considerations were:  
**51.Kf3**

Or 51.Kg2 Bf1+ 52.Kg1 Bh3#

**51...Kg5+**



#### 52.Kg2

52.Rf7 Qf1+ wins the Rook

**52...Bf1+ 53.Kg1 Bh3#**

[BRS] A real heart-stopper of a game!  
Since the other games had  
completed with a 2.5/2.5 score before  
move 45, the fate of the match rested  
on this game, with most of both  
teams watching the last several  
moves.

A match win for Black's team was  
important for them to stay in  
contention for a playoffs spot.  
Especially given the circumstances, I  
think the Rook sac 46 ... RxB was my  
finest chess move so far.

**0-1**

### *Top Ten Ways to Tell if You are Winning at Chess*

In the recent Chess Life magazine (June 2004), I saw an amusing top ten list in Larry Evan's column entitled: 'Moments when you should sense danger in chess', which was attributed to David Letterman. I did a search on the internet to find the air date of the list, but to no avail. Possible, it was done prior to David's move to CBS in 1993. If anyone out there knows the date or other information relating to this, please e-mail it to me.

Anyway, here is the top ten list by David Letterman:

#### **TOP TEN Moments when you should sense danger in chess**

- #10. There has been a change in the pawn structure. Your opponent has eight and you don't have any.
- #9. Your opponent begins to throw pawns at your eyes.
- #8. You have a position won, but your opponent has a gun.
- #7. The Director tells you not to bother turning in your score sheet after the game.
- #6. Before the game begins you notice your opponent's first initials are 'GM'.
- #5. After completing your development you sense your opponent is playing the endgame.
- #4. Just as you make your opening move your opponent announces mate in 11.
- #3. You don't control any squares at all.
- #2. Your draw offer sends all the people watching your game into uncontrollable laughter.
- #1. Your opponent has three bishops.

During an Internet search I did come across a game played by David Letterman against World Champion Gary Kasparov which I present here:

#### **Gary Kasparov-David Letterman, 1990 (B01)**

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qe6+ 4.Be2 Nc6 5.d4 Qg6 6.Nf3 Qxg2 7.Rg1 Qh3 8.d5 Na5 9.Nb5 Qd7 10.Bf4 Nf6 11.Nxc7+ Kd8 12.Ne5 Qxc7 13.Nxf7+ Ke8 14.Bxc7 Kxf7 15.Bxa5 Bf5 16.Qd4 Bxc2 17.Rc1 Be4 18.Rc7 Rd8 19.d6 b6 20.Bc3 Bd5 21.Qe5 Be6 22.Qxf6 gxf6 23.Bh5# mate. 1-0

As well as, another top ten list by David Letterman with a chess subject;

### **TOP TEN Ways Deep Blue is Celebrating its Victory against Gary Kasparov**

- #10. Nailed R2-D2.
- #9. Just for the hell of it, told the IRS computer to audit Bill Gates.
- #8. Went online pretending to be a transvestite: had cybersex with Eddie Murphy.
- #7. Spent a romantic evening at home with new girlfriend, Jenny McCarthy.
- #6. Got drunk and beat the crap out of a Nintendo.
- #5. Called up Moviephone and bought Gary Kasparov 20 tickets for everything.
- #4. Doing a guest spot on "Friends" as Monica's "brainy" new boyfriend.
- #3. Enjoyed a refreshing game of pong.
- #2. Downloaded some pictures of Teri Hatcher and gave the 'ol mouse a workout.
- #1. He's going to [www.Disneyworld.com](http://www.Disneyworld.com)!

All this got me thinking, (yes, I know that can be a dangerous thing), about compiling my own top ten list. I believe that you will in enjoy this so, here I present;

### **Coach Leopold's TOP TEN Ways to tell if you are winning your Chess Game**

- #10. *Your opponent stands on the table yelling at the top of his lungs "Why must I lose to this IDIOT!"*

Ala Aaron Nimzowitsch (1886-1935)

- #9. *Your opponent leaves the tournament hall without resignation or stopping the chess clock and doesn't return.*

Ala Curt von Bardeleben (1861-1924)

- #8. *Your opponent begins to complain about interference by spectators, the noise of traffic, toothache, headache, backache, the foulness of your breath, bad lighting, blinding lighting, defective chessman, a board too large, a board too small, hypnotism, an atomic explosion in Siberia, the Government, the IRS, or simply a blue bottle blundering across the roadway.*

Ala Amos Burn (1866-1912) who commented towards the end of his long life "That he never had the satisfaction of beating a perfectly healthy opponent".

#7. *In an adjourned position, your opponent seals the move "Aufgegeben"*

Ala Hans Mueller (1896-1971)

#6 *Your opponent picks up his king and throws it across the room.*

Ala Alexander Alekhine (1892-1946)

#5. *Your opponent starts mumbling "Nobody has ever won a game by resigning".*

Ala Xavier Tartakower (1887-1956)

#4. *Your opponent shows his overwhelming disgust by grimacing distastefully, closing his eyes, shaking his head violently, then turning aside, pushes the chessman away from him as if they were poisoned.*

Ala Rudolph Spielmann (1883-1942)

#3 *Your opponent grabs you and throws you out the window.*

Ala Joseph Henry Blackburne (1841-1924)

#2. *Your opponent suddenly stands up and grabbing the wooden chess board, breaks it over your head!*

Ala William the Conqueror (1066-1087)

And the Number One TOP TEN **Way to tell if you are winning your Chess Game** is;

#1. *Your opponent begins to describe you as the greatest patzer in chess history and then denounces the tournament committee for inviting people whose chess is so wretched that it sickens a real master!*

Ala David Janowski (1868-1927)

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**It was a real kick. The study of a mere 14-page chapter entitled “A Feel for the King” so impressed, I went out and got winning positions in all three rounds of that year’s CIGL Playoffs ! From then on, GM trainer Mark Dvoretsky was permanently one of my favorite authors.**

The book he wrote with co-teacher GM Artur Yusupov was the result of polishing material from their Chess School in Russia. It was the first of a five-volume series produced in during the 1990's. Its success propelled Dvoretsky into world-class status and he is now regularly proclaimed “The World’s Best Chess Trainer.”

But, as someone on the Internet chat site once asked, has anybody really plowed through the whole series ? We’re talking over 1300 pages total for the set. After my successes from the first volume, I knew it would be worth the time. I’m seeing a second time through wouldn’t hurt !

What was most enjoyable, however, was not the chess lesson, but his chess stories. In the middle of some deep topic, he often takes a break for a page or two to relate an experience which showed why that subject mattered. Along with the chess understanding came a feel for the culture of chess in Russia. You readily realize that chess is a sport there as baseball or football would be to us. And it is about as second-nature to them, as well.

Each chapter of the set is a separate topic, and each volume’s chapters are somewhat related according to its title. The chapters are generally 10-30 pages long; usually short enough to cover in a couple study sessions.

A complete chapter listing probably describes the books as specifically and quickly as possible:

#### **BOOK ONE. Training for the Tournament Player**

1. A Chessplayer’s Strengths and Weaknesses  
with sidebars on “The Route to the Top” and “How to Play as Black”
2. Analyzing Your Own Games  
with sidebar “The Annotator’s Doubts”

3. The Technique of Working on Your Own Games  
with sidebar “The ‘Superfluous Piece’ (an oft-quoted classic)”
4. Studying the Classics  
with sidebar “Finding New Ideas”
5. Assessing a Position and Choosing a Plan
6. A Feel for the King
7. The Thoughts and Advice of Great Players
8. Creative Discoveries and Instructive Errors

#### **BOOK TWO. Opening Preparation**

1. General Principles of Opening Play
2. Logic in the Opening
3. Unexpected Moves in the Opening
4. Inventive Solutions to Intractable Opening Problems
5. Practical Exercises
6. Building an Opening Repertoire
7. The King’s Indian Attack from White’s Viewpoint
8. Preparing for a Game
9. You Are Right, Monsieur La Bourdonnais !
10. How Opening Novelties Are Born
11. The Move ...g7-g5 in the French Defence
12. Opening Investigations
13. Middlegame Problems
14. The Link between the Opening and Endgame
15. In the Footsteps of One Game

(Regular readers will surely recognize the source for some of the Editor’s recent analysis advice. This book on the opening really highlights how Dvoretsky covers all the shades of a topic. You also get a hint to the variety of positions and specific lines he diagnoses. It’s a rare opening book that discusses endgames! )

#### **BOOK THREE. Technique for the Tournament Player**

1. How to Study the Endgame
2. Improving your Technique
3. Theory and Practice of Rook Endgames
4. From the Simple to the Complex: The Theory of  
Opposite-colored Bishops
5. Typical positions with Rooks and connected passers
6. Adventures on Resumption Day
7. Knight Solo (What Pure Horsepower Can Do)
8. Exploiting an Advantage
9. Techniques of Grandmaster Play

10. The Lessons of One Endgame
11. Analysis of a Game

#### **BOOK FOUR. Positional Play**

1. Improving one’s positional skill
2. Manoeuvring
3. Competition in solving exercises
4. Prophylactic Thinking (another Dvoretsky classic)
5. The Key to a Position
6. Planning in Chess
7. Sensing the Tempo
8. Positional Transformations
9. Opposite-colored Bishops in the Middlegame
10. You cannot manage without combinations !
11. Modern treatment of the Dutch Defence
12. Grandmaster Strategy
13. Whose Strategy Will Triumph ?

#### **BOOK FIVE. Attack and Defence**

1. The Technique of Analysis and Decision-Making
2. Wandering in the Jungle
3. Visual Imagination and Chess Analysis
4. How Chess Intuition Develops
5. Chess in the Style of Jazz
6. Practical Chances in Chess
7. Is It Worth Complicating ?
8. Thoughts About a Book
9. Missed Brilliancy Prizes
10. A Controversial Position
11. Attacking after Castling on Opposite Wings
12. Training: Making Difficult Choices
13. Virtuoso Defence
14. Errors and What Lies Behind Them
15. Analysis of A Game

As you can tell, this series is probably all you need to send you into the upper rankings. In fact, I think I need some review in quite a few of these lessons !

Since the series was completed, Dvoretsky has published half a dozen other books. From what I have seen, however, these newer titles are re-workings of the original series’ lessons (although these were printed before the lesson series). Here’s a list of those titles:



Secrets of Chess Training, Henry Holt, 1991

Secrets of Chess Tactics, Henry Holt, 1992

School of Excellence, (4 vols), 2000's

These titles are also inferior, in my opinion, because they are of the run-of-the-mill format: select games, analyze, publish. Not to say they aren't useful, but the lesson series is actual training as if he was your coach. But, of course, in a book, you can carry the coach around and review (even if you can't ask him questions and receive answers!).

I close this review with advice from GM Artur Yusupov, quoted directly from the first volume "Training for the Tournament Player", pages 45-46, and 55-56.

#### Chapter Two: Analysing Your Own Games

"Why do I wish to highlight this topic in particular? Well, it is quite possible that my own development as a chessplayer has been successful precisely because I have devoted a great deal of time to the analysis of my games. I consider that analysis of one's own games is the main method by which a chessplayer can improve, and I am convinced that it is impossible for a player to improve without having a critical understanding of his own games. Of course, this does not mean that one need not concern oneself with other aspects of chess training. It is necessary to study the opening, the endgame and the middlegame; it is extremely useful to study the games of strong players, etc. But by taking our own games as examples we can generally learn rather more.

"Our own games are nearer to us than any others. We played them, and we solved the problems which were put in our way. In analysis it is possible to examine and to define more precisely the assessments by which we were guided during the course of the game, and we can establish where we went wrong, where we played inaccurately. Sometimes our opponent punishes us for the mistakes we make, but often they remain unnoticed and may only be brought to light by analysis.

"So, what do I consider are the important

points to pay attention to when you analyze your own games? **Above all, you need to find the turning points** - to establish where mistakes were made, where the assessment of the position changed, or where an opportunity to change the situation on the board abruptly was not exploited. The ability to find the critical moments of a game during analysis is itself exceptionally important, since this will also help you to track down such moments during actual play. This is perhaps the most difficult aspect of chess - recognizing the critical turning-point in a game, the point when it is necessary to think really hard and to solve a problem; when the outcome of the whole game depends on a single move.

"The second point to which you should pay attention when analyzing your games is the search for the reasons for your mistakes. By revealing your mistakes you will gradually come to realize what they might be associated with, and you will see the deficiencies in your game. An objective awareness of one's own weaknesses is a necessary first step in the serious business of correcting them.

"The third aspect that I wish to mention is that it is very important to look for new possibilities, moves which in the course of the game you paid no attention to because you were fascinated by other ideas. After analysis you begin to get a better feeling for the type of position being studied, you master the strategic and tactical methods which are typical of such positions. And the conclusions that you arrive at independently imprint themselves on your memory much more permanently than those obtained from other sources

"A final point. When analyzing a game you have played, you need to give considerable thought to the opening phase.... By adopting a critical approach to the problems that you faced in the opening it is possible to improve your knowledge, to outline new plans and to think up important novelties.

(after a 6-page analysis of one of his games versus Karpov...)

"By understanding the essence of a position, by getting hold of the thread of a game, it is possible to unravel any situation. Such an understanding can be very important in helping a player to find the only correct solution over the board.

"It is very useful to reflect on Karpov's actions. His play makes a powerful impression. Above all, his way of taking

decisions, his prophylactic approach. With every move he makes, he takes his opponent's plans into account and combats them.

"Also instructive is the very accurate way he set about converting his advantage into victory...he did not avoid the calculation of concrete variations, because the position demanded it. Situations occur in which one needs to calculate variations, to create complications - when this is in fact the only way win.

"Once again I shall return to the idea of a central theme.... For example, you realize that your main task is to exchange light-square Bishops... Tal recalls a conversation he had with his opponent concerning a complicated position which arose in the middlegame. Botvinnik said that for a long time he was not sure how it should be assessed, but that he eventually came to understand the essence of the position: it was necessary to exchange rooks but to keep queens on. This assessment seemed too abstract to Tal, but, later, when examining complicated variations... he realized Botvinnik was absolutely right, and that the idea he had expressed came into effect in many variations."

See how the topic is covered? Specific points are made, opinions are given, and a chess story is always around the corner.

I highly recommend these books for improvement. Probably out-of-print, you may consult Internet sources like Amazon.com or bookfinder.com .

**Retaining Chess Ideas** by Mikhail Whale

Reading chess books is a great help to improve your game. But the concepts explained in them can easily get lost and not find their way into your game. Here's a way to transplant knowledge from books into the chess-playing part of your brain.

**Gather.** As you read about chess, take notes on the ideas that are the most different from what you already know and use in your game. There's no point to engraining "unpin to win" or "knights on the rim are dim", if they are already second nature to you. This is an individual step, only you know what chess wisdom you haven't already learned well. The examples found below are general chess maxims. But anything is fair game. For example, for your favorite opening variation--what are: typical piece placements, tactical motifs, and follow-up plans. The chess ideas used in this article were paraphrased from these books:

- P - C.J.S. Purdy's Fine Art of Chess Annotation and Other Thoughts
- K - The Tao of Chess, by Peter Kurzdorfer
- R - The Seven Deadly Chess Sins, by Jonathon Rowson

**Organize.** After you've accumulated a number of ideas, look for patterns to organize the ideas into groups of related ideas. Be creative, the groupings don't have to be around a strongly related topic. Four to seven ideas per group seem right. Here is an example of four ideas related to pawns:

- To win, keep pawns on both wings. P/159 (that is, Purdy's book, on page 159)
- One of the best destroyers of counter-chances is a well-advanced passed pawn. P/157
- The worst way to take advantage of a weak pawn is to capture it, because then the opponent no longer has to worry about it. P/157
- *Never* use a Rook to defend a pawn. It is different when you put a Rook behind a well-advanced pawn, for you do this rather to back up its advance than to defend it. P/166

**Learn.** Memorize the ideas in a group. Rephrase an idea to make it easier to remember (make it concise and simple, and worded actively and positively). To help remember the group, make an acronym. That is, pick one letter from each idea in the group. Make an acronym out of the selected letters. Try to take the selected letter from a key word in the idea, early in the wording of the idea, and as unique as possible.

Here's the ideas from the above example, redone to form an acronym group:

➤ **PAWN**

- A well-advanced **P**assed pawn is one of the best destroyers of counter-chances.
- The worst way to take **A**dvantage of a weak pawn is to capture it. (Because then the opponent no longer has to worry about it.)
- To **W**in, keep pawns on both wings.
- **N**ever use a Rook to defend a pawn. (It is different when you put a Rook behind a well-advanced pawn, for you do this rather to back up its advance than to defend it.)

You can write down the group of idea and refer to it, but do this only as long as you need to. When you have a few seconds free, e.g. sitting at a red stoplight, recall the list of ideas in the group. Associating something visual with each idea helps too. Develop a few groups of ideas to learn at the same time.

**Learn (deeper).** The above begins to reinforce the concepts. When an idea applies to a game you're playing, and it helps your play, congratulations! you'll be much more likely to naturally recall the idea in later games. *It is the successful application of an idea that best reinforces it.*

When playing over your previous games, look for positions when an idea was (or should have been) applied to the game. By you or your opponent. And consider the results. This can be done while playing through GM games too, but the more personal it is to you, the better the learning.

1. **Evolve.** Over time create new groups of ideas. Note that the more advanced an idea, the more likely it will only apply to specific situations. And since it is not seen very often, it will need to remain in your learning groups longer. Be patient--this method is an all day slow-cooker, not a microwave oven.

Here are two more examples of acronym groups.

### **SNARE (Picking Moves)**

- Take with the **S**mallest unit first. P/159
- Play the most **N**ecessary move first. P-158 (And when a move can wait, it is almost always best to let it wait. P/159)
- Relentlessly **A**ttack pinned pieces, weak pawns, exposed Kings, and other immobile targets. K/78
- **R**eti's advice: when trying to win, destroy opponent's strengths; when trying to equalize go for his weaknesses. P/159
- If your opponent can force a **F**reeing move, post your pieces so that you will also be freed by it. P/164 (Especially true for closed games.)

### **COMET (The Human Side)**

- Durable **C**onfidence is that you will do well in spite of your errors. (Fragile confidence is that you won't make any errors at all). R/179
- An **O**ptical illusion--the path from a1 to a8 is the same length as from a1 to h8. (It just appears shorter.) K/6
- **M**istakes tend to come in bunches. K/185
- See the pieces as bundles of **E**nergy, not as blocks of wood. R/132
- **T**alk with your pieces. R/55 (Look through the piece's eyes. K/105)

After you develop an acronym group, feel free to send them to the CICL Bulletin's editor.

*MERRY CHRISTMAS*



## AN OPEN LETTER TO CICL MEMBERS

Do you appreciate the CICL?

It was founded in 1957 when a few individuals put forth a lot of effort so that many people could enjoy casual yet competitive chess among peers. It is sustained because various individuals take turns sharing the effort.

Recently, it seems that the same minority carry the load year after year, a few because they truly enjoy it, others because they hate to see decline in something they've invested in and care about so much.

Have you enjoyed the CICL for even one full season?

Is there something you could do to return the favor for others?

For starters, how about coming to one of the semi-annual meetings?

Why?

Because league officers, people just like you and me, get discouraged when no one shows support. It makes them wonder if anyone notices or cares about what they do. It makes them wonder if anyone really cares about how they vote. It makes them wonder why people get upset at their decisions, after having plenty of opportunity to voice their own opinions but not doing so.

For example, some people didn't like the way the playoffs were handled. Well, perhaps the playoff director needed some help... not during the playoffs, but beforehand. And the bulletin editor needs help too. The ratings chairman depends on division chairmen, who depend on team captains to promptly collect match results. When results sheets aren't submitted, ratings fall behind, which in turn fouls up the bulletin editor.

The banquet has a great deal of potential, for more than just handing out awards and playing speed chess. But it needs some willing planners.

And how about a simul? a tornado? a mid-season speed tournament? a telephone match? an all-star match? Each of these needs at least someone to plan, organize, and advertise. But even one of these adds life to what may otherwise be an ordinary season. And to take on just one responsibility is something that most people can handle.

Come with someone to the next meeting. Express your point of view. Volunteer to help out, which, by the way, is one of the best ways to see that your own ideas are implemented!

See you in August! Let's make the 1990-91 CICL season the best!

Respectfully,



Wes Underwood

# The Finishing Touch

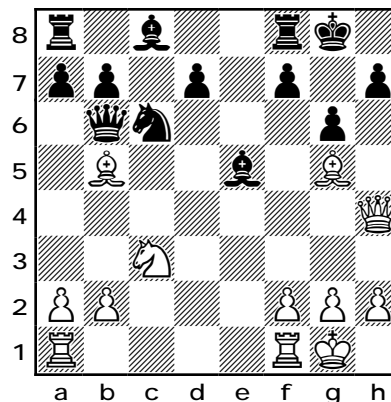
- ruben r. reyes

Games from the women's Division of a chess Olympiad are rarely seen. Here are some nice finishes from the **1988 Olympiad (Women)** in Thessaloniki, Greece.

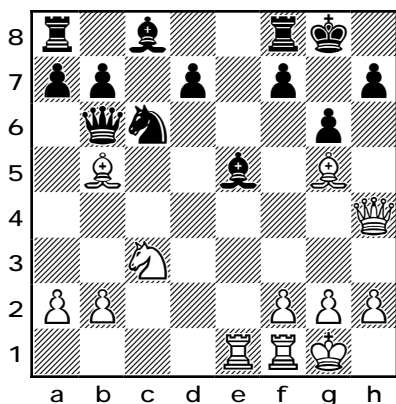
Diagram right is the position after 13....Bxe5 from the game **J. Polgar** (2365) of Hungary vs. **P. Angelova** (2240) of Bulgaria.

Black threatens to win a piece with 14...Bxc3 followed by 15....Qxb5. However, instead of defending the piece, White played **14.Rae1** (See diagram below)

P. Angelova (2240) Bulgaria

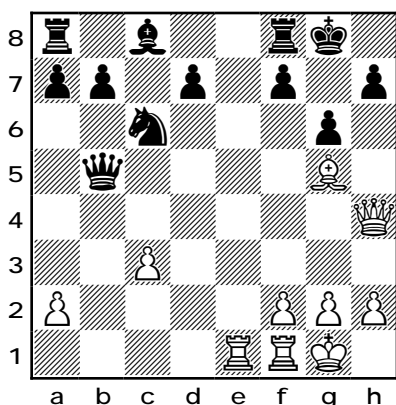


J. Polgar (2365) Hungary  
White to move



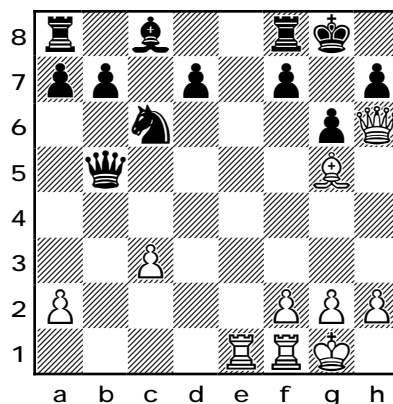
So, Black goes ahead and takes the piece.

**14...Bxc3 15.bxc3 Qxb5**



Black looks OK because on 16.Bf6 Qf5, White won't have time for 17.Qh6 as the B at f6 would be unprotected. But.....

**16.Qh6!!**



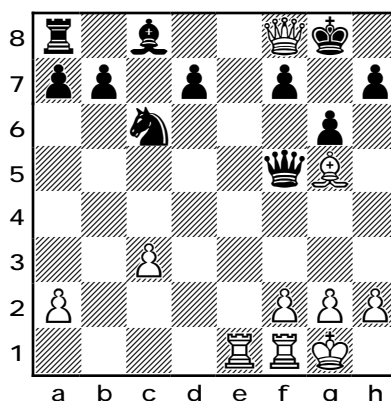
Simple but deadly; very deadly. White threatens two types of mate.

There's a mate in 3 with 16. Qxf8+!! Kxf8 17.Bh6+ Kg8 18. Re8++ and then there's a mate in 2 with 16.Bf6 and 17.Qg7++.

If now 15...f6 then 16.Bxf6 Rxf6 17.Re8+ mates next move (17...Rf8 18.Rxf8++ or 17...Kf7 18.Qf8++)

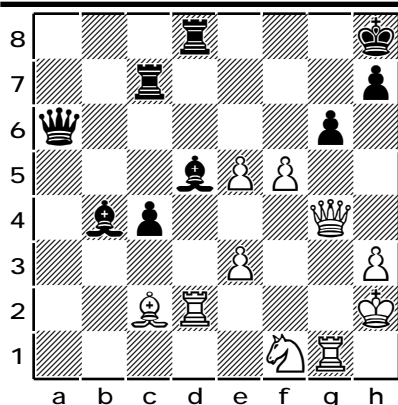
**16....Qf5 17.Qxf8+!! 1-0**

**Final Position**



It's mate in 2 after 17...Kxf8: 18. Bh6+ followed by 19.Re8++.

Z. Polgar, playing board 1 for the Hungarian women's team provides us this nice finish after **36.f5 Be7-b4** (See diagram next page)



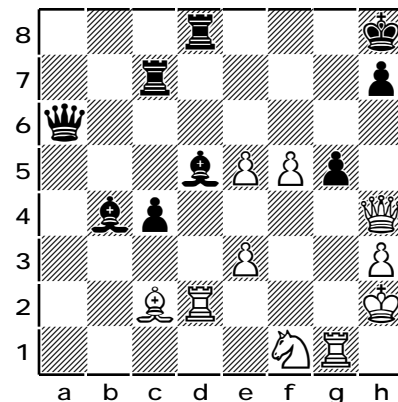
Z.Polgar (Hungary) - S. Liu (China)  
Position after 36...Bb4  
1988 Women's Chess Olympiad

### 37.Qh4

The threat is 38.Qxd8+ or 38.Rxg6 followed by 39.Qf6+

If now 37...Rg8, then 38.R2g2 renews the threat on g6.

### 37....g5



A seemingly well conceived counter.

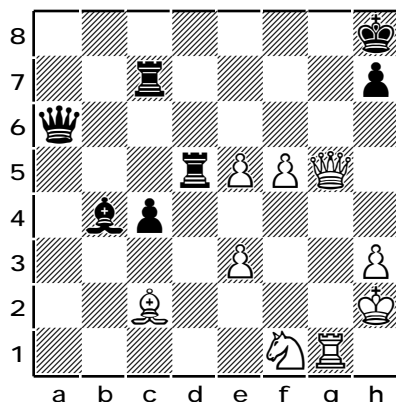
If now 38.Qxg5, then 38...Bxd2 wins the exchange because Black's pieces has all squares leading to his king covered.

### 38.Rxd5!!

A shocking rook sacrifice. White's Q is immune from capture because 38...gxh4 is mate in 2: after 39.Rxd8+ Bg8 40.R8xg8++

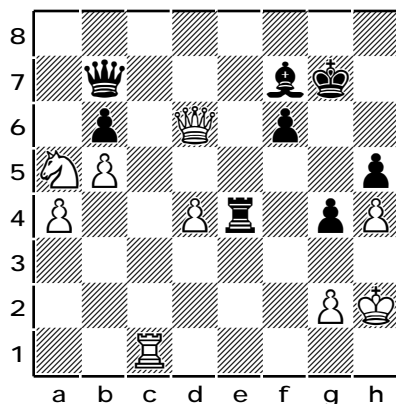
### 38...Rxd5 39.Qxg5 1-0

Final Position



There's no defense. Black's R at d5 can't go back to the d8 square to defend against the mate at g8 as d8 is attacked by White's Q. The Q can't defend g8 because the Q is defending against 40.Qf6+. The Rook at c7 can't defend d8 because the R at c7 is defending against mate at g7.

Judith Polgar, playing on board 2, scored an astounding 96% (12.5 out of 13). Here's one of her superb finish after 42. ...Qb7 43.Nxa4 (See diagram below) Polgar has Black.

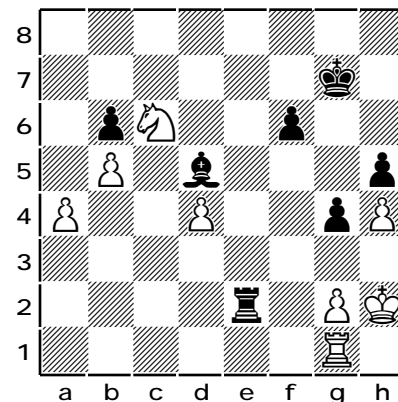


Z.Frometa (Cuba)-J.Polgar(Hung.)  
Position after 43.Nxa4  
1988 Women's Chess Olympiad

### 43....Qd5!

Rejecting the N sac for active play.

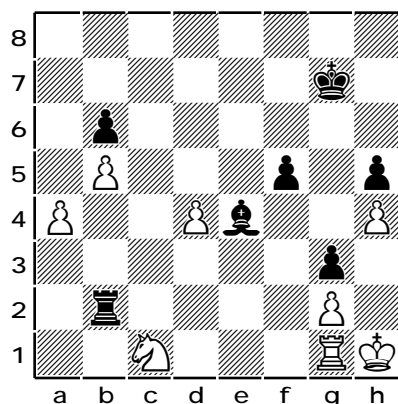
### 44.Qxd5 Bxd5 45.Nc6 Re2 46.Rg1



### 46...Re3!! 47.Nb4 g3+ 48. Kh1 Be4

Black begins a complete domination of the whole board.

### 49.Na2 Rd3 50.Nc1 Rd2 51. Nb3 Rb2 52.Nc1 f5



Black's hold on the board is complete. White's K can't move. His N has no place to go. And White's R is tied down to the defense of the g-pawn.

### 53.Re1

Beginning of the end for White.

### 53...Rxg2 54.Rxe4 Rh2+ 55.Kg1 fxe4 0-1

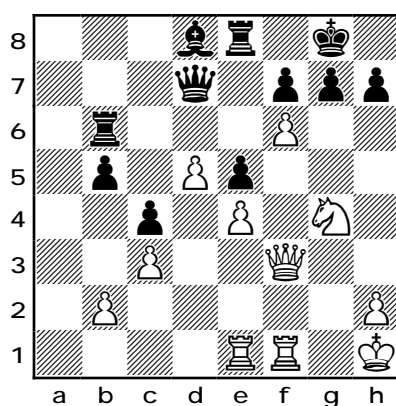
What a beautiful endgame.



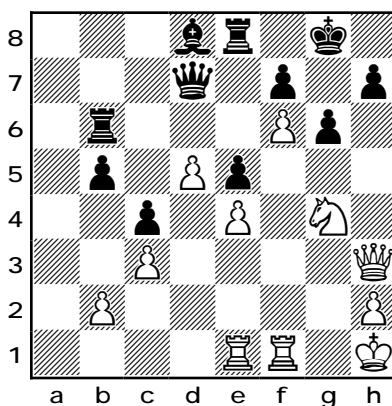
# More Olympiad Finish

- ruben r. reyes

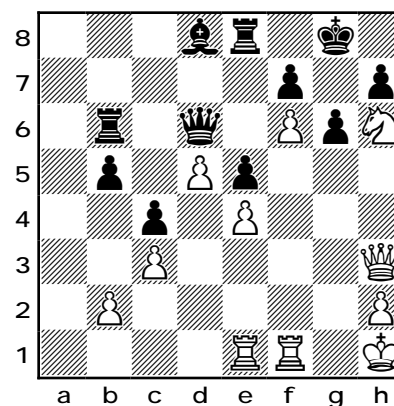
Here's a subtle finish from the September 1996 Yerevan, Armenia Chess Olympiad after 28.f6 Rb6. from Alexander Moiseenko (2653) of Ukraine vs. Ruben Gunawan (2467) of Indonesia. (See diagram below, left)



A. Moiseenko - R. Gunawan  
Position after 28.f6 Rb6

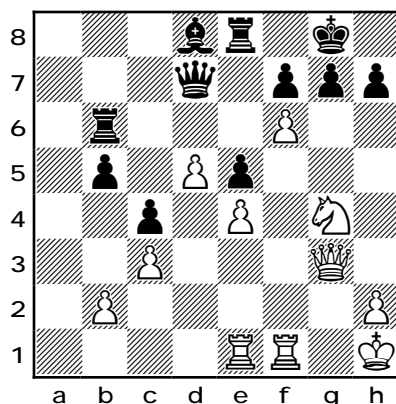


A. Moiseenko - R. Gunawan  
Position after 30.Qh3



A. Moiseenko - R. Gunawan  
Final Position (after 31.Nh6+)

## 29.Qg3



The threat's mate in 2 (30.Nh6+ and 31.Qxg7 ++).

If Black now hides the K with 29... Kh8, White wins Black's Q with 30.Nxe5 as Black can't escape with his Q because of a mate at g7 (31.Qxg7++).

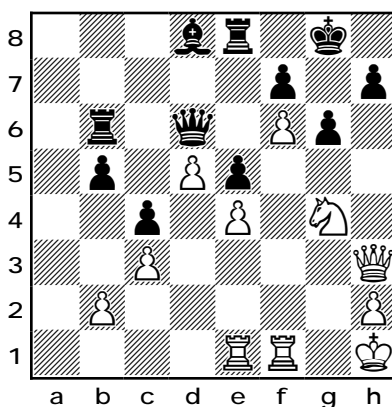
## 29....g6 30.Qh3

(See diagram next column)

Again, White threatens 2 things.

First is the win of the Q with 31.Nh6+ followed by 32.Qxd7 and the second is mate in 2 with 31.Qh6 followed by 32.Qg7++.

## 30...Qd6



To meet 31.Qh6 with 31...Qf8.

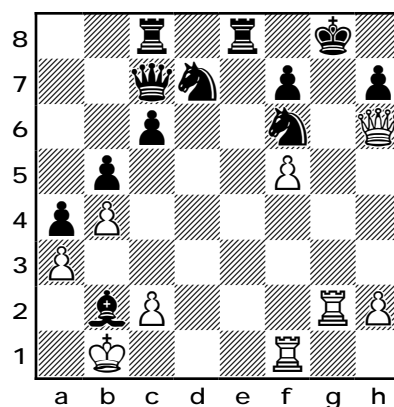
## 31.Nh6+ 1-0

(See Final Position next column)

If now 31...Kf8 (obviously not 31... Kh8 because of 32.Nxf7+ and 33.Nxd6 winning), then **32.Nxf7!!** wins.

To avoid mate at g7 (32...Kxf7 33. Qxh7+ Kf8 34.Qg7++ or 32...Qb8 33.Qh6+ Kxf7 34.Qg7++) Black has to give up Q for R with 32...Qxf6 33.Rxf6 when White wins.

In this one, also played in the 1996 Yerevan, Armenia Olympiad, Black's goose seems to be cooked (*Diagram below*)



P. Blatny(Czech) -S. Rublevsky(Rus)  
Position after 31.Rg2+

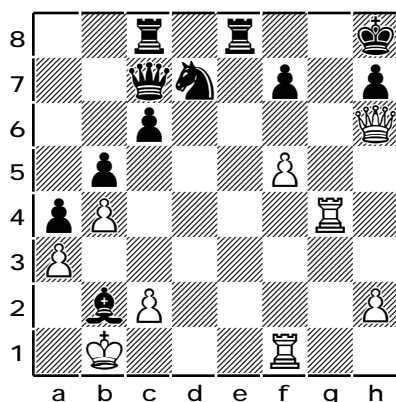
Mate seems inevitable.

But watch how Black escapes to win the game.

**31....Ng4!**

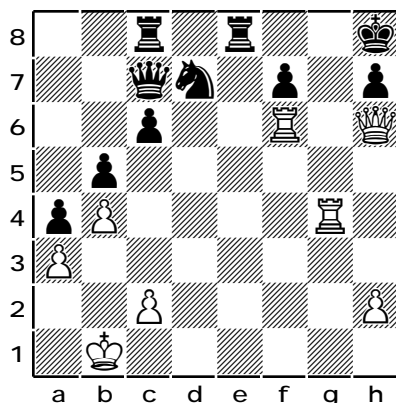
Black returns material to clear the long diagonal for the B.

**32.Rxg4 Kh8**



White has no mate at g7. If now 33. Kxb2, then 32...Qe5+ and 33...Qf6 saves the day for Black.

**33.f6 Bxf6 34.Rxf6**



Now 34...Rg8 35.Rxf7 is curtains for Black.

**34....Re1+!**

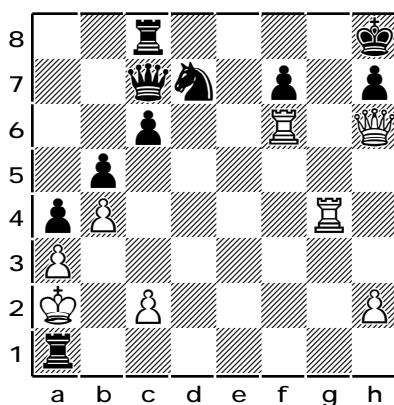
Now it's Black's turn to attack.

**35.Ka2**

Of course not 35.Kb2 because of 35...Qe5+ and 36...Qxf6

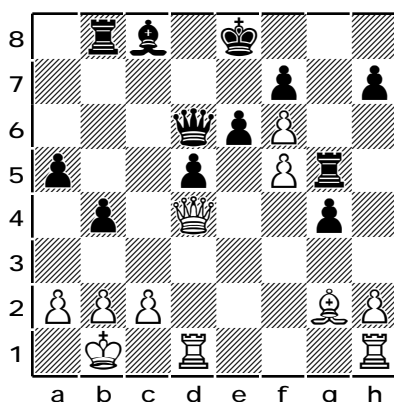
**35....Ra1+!! 0-1**

**Final Position**



After 36.Kxa1 (Forced) Qe5+ 36. K-any Qxf6, White's attack is gone and he's left a piece down.

From the same Russia vs. Czech Republic match as the Blatny-Rublevsky game is this nice finish by Kasparov against GM Zbynek Hracek (2595). Watch how Kasparov tears down Black's defenses.



G. Kasparov - Z. Hracek  
Position after 21.Bb2 Rg5

**22.Bxd5!**

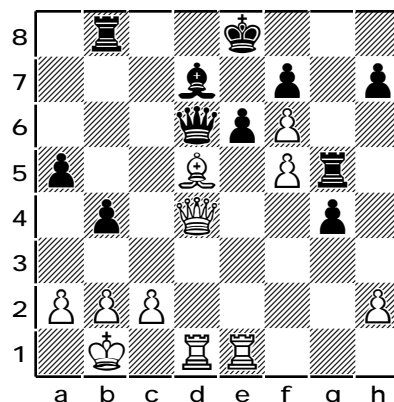
The threat's 23.Bc6+ Qxc6 24.Qd8 ++.

**22....Bd7**

Preventing 23.Bc6+

However, not 22...Qxd5 because of 23.Qf4 and either 24.Qxb8 or 24.Qxg5 winning

**23.Rhe1**

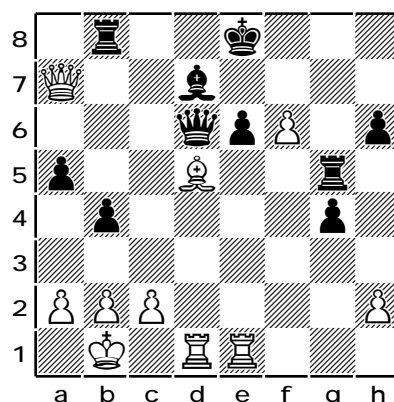


If now 23...Rxf5, Kasparov intended 24.Bxe6 when he'd counter 24...Qxd4 with 25.Bxf5+ winning.

**23....h6**

Removing the K away from the line of fire of White's R at e1 with 23....Kf8 though better doesn't, however, diminish White's advantage.

**24.fxe6 fxe6 25.Qa7! 1-0**  
**Final Position**



25...Rxd5 doesn't work because Black's Q would be overloaded defending the R at g8 and the R at d5: 26.Rxd5 Qxd5 27.Qxb8+ and White wins.

A remarkable finish!!





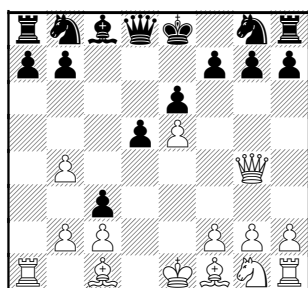
Here's another example of a game that was a battle by both players and interesting without annotations. But so many fine points get one curious, and, next thing you know, you're looking at an instructional Bishop versus Knight ending. Even with an extra Pawn, we find the long-range Bishop holding a draw ! Yes, another candidate for the "Complete Game" column !

Seet,P (1844) –  
Eaman,R (1898) [C17]  
Getco-LBurn, 09-20-2004

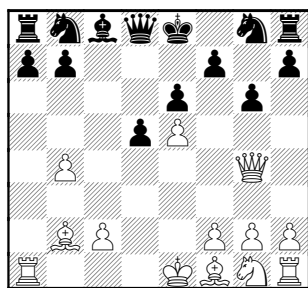
1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 c5  
5.a3 cxd4

5...Ba5 is book, and this game illustrates his wish to have the Bishop on board.

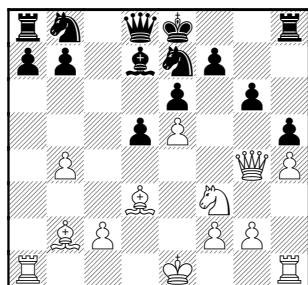
6.axb4 dxc3 7.Qg4



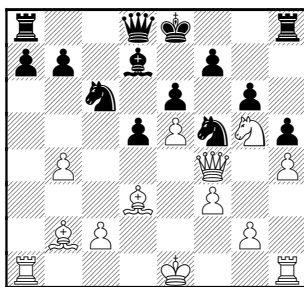
7...cxb2 8.Bxb2 g6



9.Nf3 Ne7 10.Bd3 Bd7 11.h4 h5



12.Qf4 Nf5 13.Ng5 Nc6 14.f3



Working on g4 to hit f7, but the exposed position of White's queenside will soon be cause for pain.

14...Qb6! 15.b5

Only puts Pawn on a square that still needs defending.

15.g4 Qe3+ (15...Nh6) 16.Qxe3 Nxe3  
White has Pawn problems at b4,g4 and e5.

15...Nce7  
15...Ncd4? 16.g4 Nh6 17.Bxd4

16.0-0-0

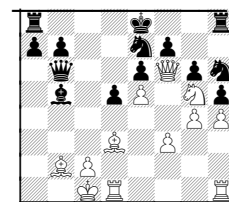
Not sure this is best place for the King. At least the move hasn't added anything to White's position, so I'd search elsewhere, but not finding anything concrete:

16.Kd1 Bxb5 17.g4? Bxd3 18.cxd3 Qxb2

16...Qe3+ takes the sting out of Black's possibilities

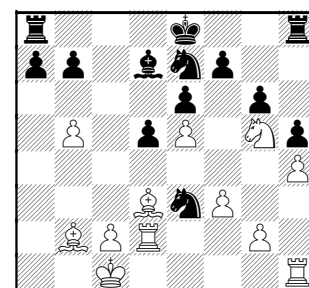
But Black gets in trouble after  
16...Bxb5 17.g4 Nh6  
(17...Bxd3 18.Rxd3

18.Qf6



18...0-0-0 19.Qxe7

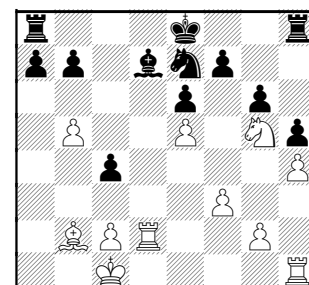
17.Qxe3 Nxe3 18.Rd2



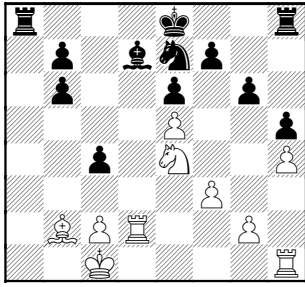
18...Nc4 blocking b5-Pawn's protection, but the opening of the center does give White some counterplay. In addition, Black gets rid of a promising Knight for a Bishop that lacked squares.

18...N7f5 idea of Ke7, Rhc8. I'd expect any endgame to slightly favor Black as he can make a queenside passer and possibilities down the c-file.

19.Bxc4 dxc4

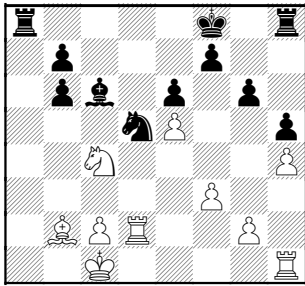


20.b6 axb6 21.Ne4



Another downside to Black's "winning" the Pawn: e4 is a wonderful post !

21...Bc6 22.Nd6+ Kf8 23.Nxc4 Nd5



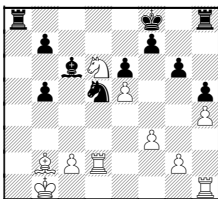
24.Nd6 b5

Making a possibility of -b4 with Ba4,Rc8,Nc3 to follow

25.Ne4

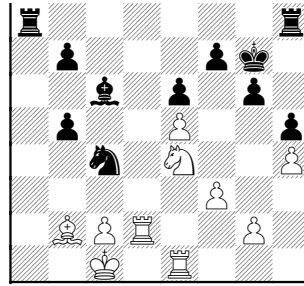
A) 25.g4 hxg4? 26.fxg4 idea of Rf2;

B) Or, on the long-term, 25.Kb1

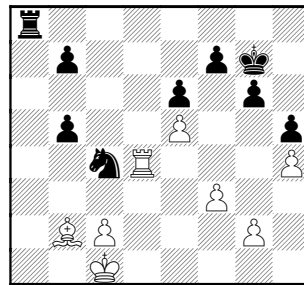


idea of g4,Rf2,f4 since Black's Nf4 can be kicked with Bc1

25...Kg7 26.Rhd1 Ne3 27.Re1 Nc4

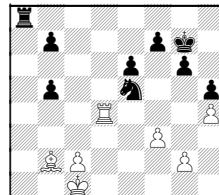


28.Rd3 Bxe4 29.Rxe4 Rhd8  
30.Red4 Rxd4 31.Rxd4



31...Ra2

31...Nxe5? drops a piece



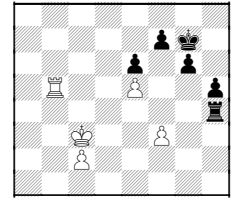
32.f4! Nc4 33.Rxc4+

Less clear is 33.Rd8+ Nxb2 34.Rxa8

32.Bc3 Ne3 33.Rd2

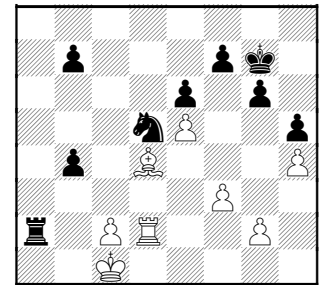
33.g3 Nf5 34.Rd7 Ra7 35.Be1

Instead of 34.. Ra7, after 34...Nxg3 35.Rxb7 Ne2+ 36.Kd2 Nxc3 37.Kxc3 Ra4 38.Rxb5 Rxh4



it would be interesting to see which passer is strongest

33...Nd5 34.Bd4 b4

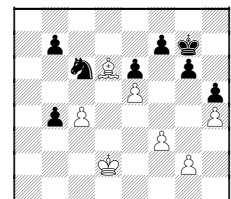


35.c4! Rook and Knight hang, so..  
35...Rxd2 36.Kxd2

This is so interesting of an endgame, I feel the need to try my best to demonstrate it !!

36...Ne7 [36...Nc7] 37.f4

Better is 37.Bc5 Nc6 38.Bd6



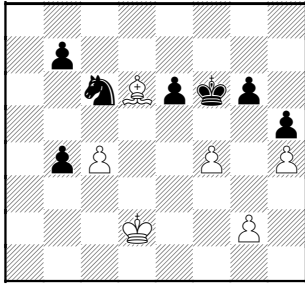
idea of Kc2-b3,Bxb4 and Black's King must travel queenside to stop the c-Pawn.

38...f6 39.exf6+ Kxf6

Compared to the game, here White saves the f-Pawn from trades.

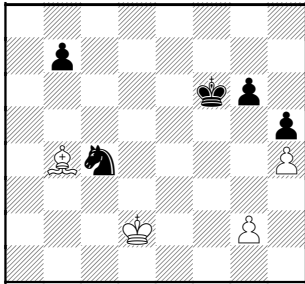
37...Nc6 38.Bc5 f6 39.exf6+ Kxf6 40.Bd6

44.Bc3+ Ke6 45.Ke4 Nd5



Compare with 37 Bc5 analysis

**40...e5 41.fxe5+ Nxe5 42.Bxb4 Nxc4+**



Now I'd expect the outside passer to win fairly easily, but this game has made me realize differently !!

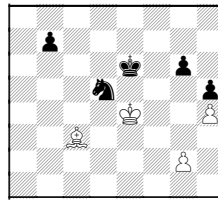
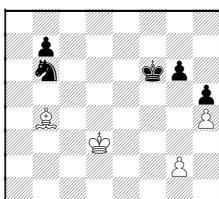
**43.Kd3 Ne5+**

The key to this ending, as White taught me, is apparently to trade off the Kingside Pawns and sac Bishop for the passer.

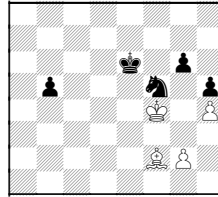
**Let's get small and examine some lines:**

My initial take was: "The King needs to be centralized to threaten to escort the passer, and/or the Knight's ideal square is f5 to tie down White to defending his Pawns."

The route to f5 looks to be via e7, so 43...Nb6

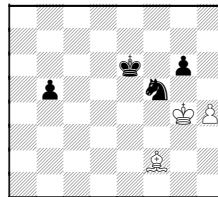


46.Bd4 Ne7 47.Kf4 Nf5 48.Bf2 b5



49.Kg5

49.g4 hxg4 50.Kxg4



**A) 50...b4 (idea Kd5, b3 queens) 51.h5**

(51.Bc5 b3 52.Ba3 Ne3+ 53.Kg5 Nc4 54.Bc1 and 55 h5 will draw)

51...gxh5+ 52.Kxh5 Kd5 53.Be1 b3 54.Bc3 and draws

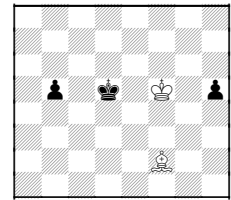
**Another try from analysis diagram:**

**B) 50...Kd5** is trickier, Black maneuvers Knight to block b2 and the passer queens.

51.h5

**B1) 51... gxh5+ 52.Kxf5**

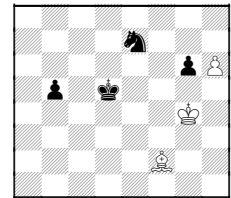
(diagram follows...)



Black hopes to overload the Bishop, but White simply keeps his King to stop h-passer, and Bishop immediately places to stop the other: 52...b4 53.Be1 b3 54.Bc3 Kc4 is an easy draw

**B2) No better is 51... b4 52. Be1 b3 53 Bc3**

**B3) Black could actually blunder the game with: 51...Ne7? 52.h6!**

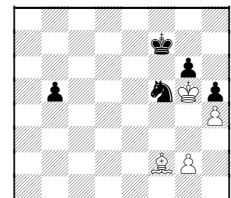


52...b4

(52...Nc6 53.h7 Ne5+ 54.Kg5 Nf7+ 55.Kxg6 Nh8+ 56.Kg7 b4 (56...Kc4 57.Be1) 57.Be1 b3 58.Bc3)

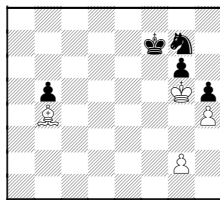
53.h7

So back to the way I wanted to play (2<sup>nd</sup> analysis diagram, last column) 49...Kf7



50.g4

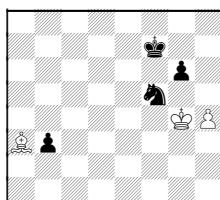
50.Bc5 ( trying to dominate the Knight)  
50...Ng7( threat is Ne6+ forking )  
51.Bb4



51...Ne6+ 52.Kh6 Kf6 and wins !

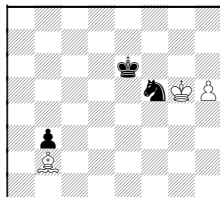
50...hxg4 51.Kxg4 b4  
(51...Kf6 52.h5 g5)

52.Bc5 b3 53.Ba3



53...Kf6 54.h5 (54.Bb2+) 54...gxh5+  
55.Kxh5 draws

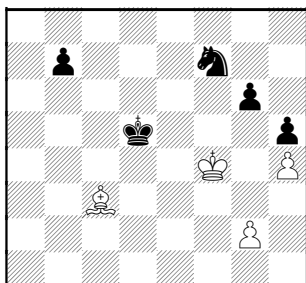
Not, in this line,  
54...g5?? 55.Bb2+ Ke6 56.Kxg5



56...Nd6 57.Kg6 Nf7 58.Ba3 Nd6  
59.h6

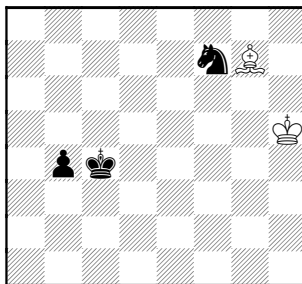
***So I guess my way ain't no better!  
But we have outlined the plans that  
will occur in the game:***

44.Ke4 Ke6 45.Bc3 Nf7 46.Kf4 Kd5



Compared to my analysis, Black keeps the opposing King away from his g-Pawn, but the result should be the same.

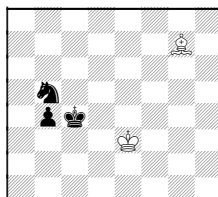
47.g4 hxg4 48.Kxg4 Kc4 49.Bg7 b5  
50.h5 gxh5+ 51.Kxh5 b4



If Black's Knight could play to d4 or c3, he would win !

52.Kg4 Kd3

52...Nd6 53.Kf3 Nb5  
A) 54.Ke3!



Here Black's King is run out of squares:  
54...Nc3 55.Bf8 b3 56.Ba3 (draws)

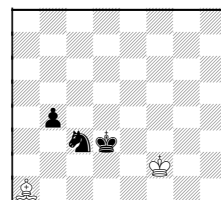
B) In this line, a fine difference can be noted if White plays as in my analysis: 54.Ba1?



My earlier lines all had the passer at b3, here Black has an additional try:  
54...Kd3! called "shouldering"

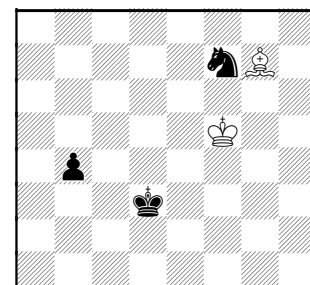
(54...Nc3 55.Ke3 Kb3 56.Kd3 draws)

55.Kf2 Nc3



56.Ke1 Kc2 57.Kf2 Kb1 AND WINS !!!  
Yippee !!

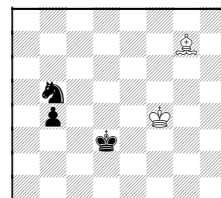
The preceding line highlights a crucial White error:  
53.Kf5?



Wrong direction ! 53...b3?

53...Nd6+! wins !! 54.Ke5 Nb5 55.Kd5 Nc3+

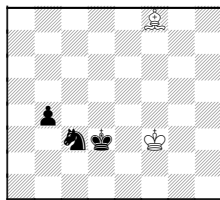
The other reply to check is longer, with same result (win)  
54.Kf4 Nb5



(threat is Nc3,b3 queens)  
55.Ba1

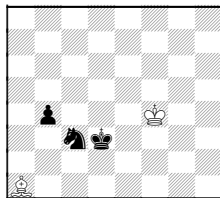
Alternatives don't change win:  
(55.Bf8 b3 56.Bg7 Nc3; or

55.Kf3 Nc3 56.Bf8



56...b3 57.Ba3 Kc2 58.Ke3 Nb5)

55...Nc3

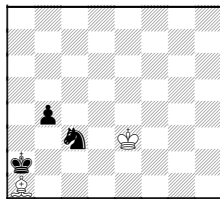


56.Ke5

(No different is 56.Kf3 Kc2 57.Ke3 Kb1)

56...Kc4 another shoulder !  
(56...Kc2 57.Kd4 draws)

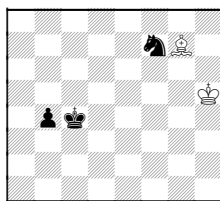
57.Kf4 Kb3 58.Ke3 Ka2



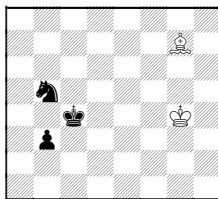
Winning: 59.Kd3 Kxa1 60.Kc4 Na2  
61.Kb3 Kb1 and Kc2 next

**This ending all hinged on the passer being on b4 !!! So that's the problem with "my" lines. This analysis suggests White should insert Bf8 to force the Pawn to b3 where it won't support a Knight at c3. We can prove the ending drawn !!**

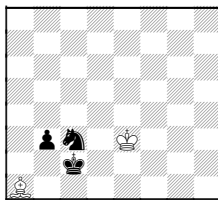
**WE TEMPORARILY RETURN TO THE POSITION AT MOVE 52:**



52.Bf8 b3 53.Bg7 Nd6 54.Kg4 Nb5



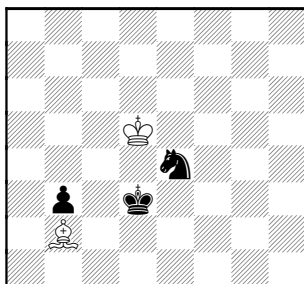
55.Ba1 (55.Kf3?? Nc3) 55...Nc3  
56.Kf3 Kd3 57.Kf4 Kc2 58.Ke3



58...Na4 59. Ke4 (59 Bg7 Nc3) Nb2  
(idea Kb1) 60. Kd4 Kb1 61. Kc3 =

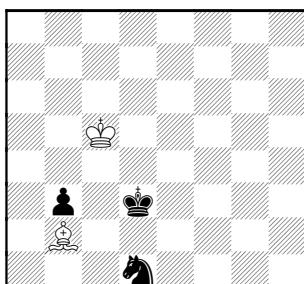
**The game concluded:**

**54.Ke6 Ng5+ 55.Kd5 Ne4 56.Bb2**

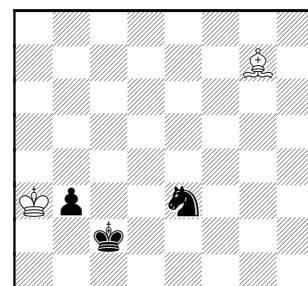


and the game demonstrates play after what I've labelled "and draws" in my analysis.

**56...Kc2 57.Ba1 Kd3 58.Bb2 Nc3+  
59.Kc5 Nd1**



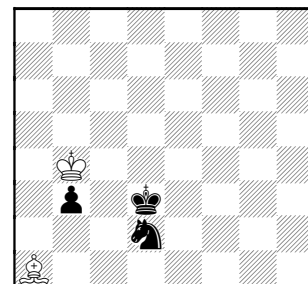
**60.Kb4! Kc2 61.Bg7 Ne3 62.Ka3**



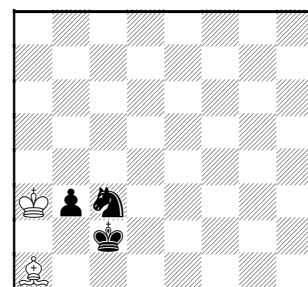
**62...Nd5**

62...Nc4+ 63.Kb4 Nd6 64.Ka3 =

**63.Ba1 Ne3 64.Kb4 Nf1 65.Ka3 Nd2  
66.Kb4 Kd3**



**67.Bc3 Kc2 68.Ba1 Nb1 69.Ka4  
Nc3+ 70.Ka3**



**70...Na2 71.Ka4 Nc3+ 72.Ka3 Ne4  
73.Ka4 Nc5+ 74.Ka3 Kd3 1/2-1/2**

This study has shown the proper technique in this ending: by assuring the Knight can't block while being supported by the passer, the weaker side draws.