

The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League



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Mark Your Calendars with These Key League Dates:

Fall Business Meeting	Last Wednesday of August (Aug 30 2006)
Spring Business Meeting	3.5 Weeks Before Playoffs (April 18, 2007)
Season Playoffs	Second Saturday of May (May 12, 2007)
CICL Open	Second Saturday of May (May 12, 2007)
League Awards Banquet	First Friday of June (June 1, 2007)

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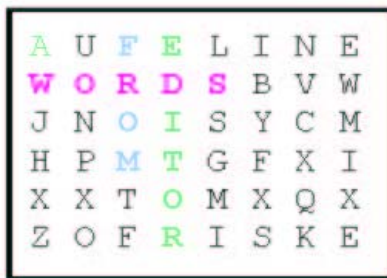
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On the cover... I lost the reference for who did it and its title, or what it's even supposed to be.
Only used it 'cause the guy's wearing a scarf and it's friggin' cold outside !!

With contributions from : Art Olsen, Tony Jasaitis, Gustavo Garzon, D.Franklin

It's been many months that I had much to say to you precious readers and friends ! Many excuses come to mind, but the "faucet" of creativity has been shut off for quite a while. As the NFL playoffs finished, I found myself moping around thinking "Now what am I supposed to do for entertainment?" Maybe that's why January seems to be the season for hibernating and doing more chess stuff. Or maybe I was a bear in a previous life. Oh... GO BEARZ !!!



That's not to say I've been completely ignoring the hallowed CICL, however. As the match updates have come in, it's been obvious that this is again a competitive season. I noticed that each division has produced some interesting match battles.

In the West, Molex earned a draw with the perennial Tyros, the Computer Associates beat Argonne, possibly due to a dent in their armor by the struggling Case group the previous month. Furthermore, the Pawns' association with the South Suburban CC allowed them to pick up a wandering Burt Gazmen, who was stranded from the East's Alumni Aces due to the ratings cap.

Similar stories could be spun in the East with a recent tie between Citadel and the Hedgehogs. Finally, the North Division saw some excitement when the normally solid UOP squad lost back-to-back matches against the Kings and Walgreens. With a line-up re-arrangement, however, they scored a key match point against the Motorola Knights - their first loss since the beginning of time (it seems).

Geesh, the end of the world can't be too far off. Well, at least the rest of the division now knows it's possible...

Speaking of the end of the world, it reminds me that we're coming up on four weeks to the new Daylight Savings Time rules put in place by Congress in July 2005. (Just in case you didn't know, DST now begins the second Sunday of March and lasts through the first Sunday of November, a change promised to save energy and solve all the problems of the world). I've been assigned to head up the effort for one of Walgreen's systems groups, and the whole project is turning into a miniature Y2k. It's bad enough that the DST rules are hard-coded into the computer operating systems, but apparently some support products (like Java code) maintain their own dates/times. So here we go again changing about every server known to mankind ! Yes, that includes Windows. If you have XP service pack 2 installed, you're covered.... But I haven't really looked into Windows stuff... so be aware !!

On to another subject entirely...

I don't know about you, but I've never really enjoyed chess clubs. The general attitude seems to be more geared to the amateur level of just goofing around and getting bragging

rights... what's with the egos ?? It was a real relief when I started playing in the Under-2200 section for tournaments; I was finally around people who understood the battle and that a loss isn't always an indication of a player's abilities. Sometimes it just comes down to experience and who can calculate more accurately (both of which I seem to lack, grrr).

That's all said to introduce the fact that the Walgreen's team has reached another milestone—one that I've personally dreamed about for years. It's one thing to hack up a team, happy to be alive and present. It's another thing altogether to be part of a living, changing organism with a mind of its own.

From time to time I've chronicled the phases experienced trying to get a team formed and maybe one of these days I'll type it out in a "how-to" list.

The next rung of the ladder is definitely getting noticed. When we started playing regularly in a central, glass-enclosed cafeteria at the end of the workday, every week we'd get a nibble of people interested in joining in. We quickly got a couple dozen on the contact list, but getting them to show up wasn't working.

So, finally, with help from a couple alumni, we became stable. Then a timely contact at a tournament (thanks to a friend of a friend), we finally broke through the barrier of contact with only local HQ employees and picked up a couple part-timers that work in the stores.

Add to that a couple of very-enthusiastic new-comers (from the old list that finally made an effort to show), and suddenly there's a core group that just wants to play and learn ! This season we've actually had to cut the game reviews down to make time for speed games—that's how into it guys are getting!

Enthusiasm!! What a lift it is. I don't know what state each team is in, but can you find a couple players excited about the possibilities? It makes all the difference in the world.... Not just in forming chess teams, either. I hope you have things you enjoy and put extra effort to see them succeed. That's what attracts others to take part !

Happy Browsing!

Tom Friske, Bulletin Editor

P.S. If you're one of those that have collected game scores and not sent them in, please do so ! That's some of the seed that, when watered, produces bulletins. I could use a few more ! Find the Bulletin Editor home address on page two.

There's still time to build a team and enter in the Midwest Amateur Team coming to the western suburbs on February 17-18. A CICL-sponsored team was already formed by "invitation only", but you can be part of the tournament by creating a 4-person team. Here are the details from the Illinois Chess Association site:

February 17-18, 2007 US Amateur Team Midwest. 5SS G/120 Fairfield Inn & Suites 645 West North Ave., Lombard IL 60148 (immediately next to I355). Four-player teams plus optional alternate, average rating of four highest must be U/2200, diff. between bds. 3 & 4 may not exceed 1000. Dec. list used. **EF:** \$40 per player at site. Team entries received by 2/14: \$140. Take an additional \$5 Discount for each player who is a member of their home state association. **2 sections:** Open and Under 1800 (reserve). **Prizes:** Open Section top 2 teams and top team under 2000. Reserve prizes to top 2 teams and top team under 1600, under 1400 and under 1200. Special prizes between rounds for best team name, teams traveling the farthest and more. **Registration:** 8:30 – 9:30 am rounds Sat. 10 am, 3 pm and 7:30 pm; Sun 9:30am and 2:00pm. Reserve rooms at least two weeks in advance; for special chess rates enter code ILCO. Enter by mail c/o Chris Merli, 1206 Waters Edge Road, Champaign, IL 61822. For information: clmerli@insightbb.com or cell phone number 217-778-3334.

OVER 2000 RATED and WANT TO PLAY ? Read these words from the President:

We have 4 players ready to play on the CICL-sponsored US Amateur Team. We would like to take advantage of the alternate-player feature to get a 5th player on the team, so that if someone has an exhausting round, the alternate can step in, or the group could rotate depending on circumstances and opposition. The ideal would be someone 2100+ level to match the existing team members who are all about the same strength, but we would consider 2000-level.

Captains, if you have not passed on the USAT notices to your top players, please do so, and/or remind them, if they are eligible.

We were hoping to fill the roster with present-season active players, but since we are not getting responses from ANYBODY interested and available, we would be willing to consider someone who has not played this season, so please notify such team members as well. The goal is to maximize our chances at CICL publicity by finishing at the top of the tournament, and that is not likely to happen if we can't even get 5 qualified players.

The members of the team so far are: (CICL ratings)

Scott Allsbrook 2213
Gustavo Garzon 2260
Robert Morris 2224
Tam Nguyen 2152

Most of their USCF ratings are quite a bit below the above.

WHAT's UP with CICL ?? Sell something ! Chat with other CICL members real-time !

"Huh?! How is that possible", you say ?

The CICL website now features a link to **our very own Bulletin Board**, for such occasions!

Please note you will need to register (for free), as follows:

- 1) When you first visit, you are a guest. You can only read what's there.
- 2) To register, click on the link at top of Forum List. Create a login and **fill out the form with at least your name**. Not specifying your name somewhere may cause the registration to be deleted. Also assure you fill out the email address, or your registration cannot be completed.
- 3) Once that is submitted, a verification email is sent to the email address you specified.
- 4) Find that email and click on the link to accept the registration !
- 5) Once finalized, you can login with the user name created and fully participate on the discussions, including starting your own topic !

The discussions are moderated so use common sense/wordage. Obviously unacceptable stuff will be deleted.

GAMESCORES NEEDED !!! Captains, please remember to send in your games (moves) from completed matches. Bulletin fodder needed !

I keep promising to stop stealing from the Internet, but sometimes there's stuff so good, I can't resist ! Read the next pages for a new accusation – only it's Topalov's turn to take some hits !!.....

With the thumb in the corner of the mouth

Is there foul play in chess? Observations around the world's top ranked player Veselin Topalov

By Martin Breutigam

For over a year rumours have persisted that Veselin Topalov of Bulgaria may have used illegal resources to win the title at the world championship in San Luis, Argentina. The allegations raised by other participants in the world championship, who however did not want to be named, was that his manager Silvio Danailov may have been surreptitiously signalling him moves checked with a computer.

Just a conspiracy theory of bad losers? Or does the 31-year-old, who in the meantime has lost his title, secretly receive help in some of his games? If so how?

In the tournament in Wijk aan Zee, Netherlands, which ends this Sunday, the behaviour of Topalov and Danailov provided grounds for new speculations. Anyone who watched the two during rounds two and three could get the impression that a process of non-verbal communication was taking place between the two – only noticed by those who watched carefully, in the “De Moriaan” hall, which was filled with many hundreds of people, with world class players and amateurs participating in different tournaments under the same roof.

The manager on the phone

In the second round Topalov had the white pieces against the six times Dutch champion Loek van Wely. He castled queenside, van Wely kingside. Until the middlegame nothing special happened. This changed when manager Danailov entered the hall.

During the following hour a strange ritual kept repeating itself. As soon as van Wely made a move Danailov rushed out of the hall and pulled his mobile phone out of his jacket. Did he just want to transmit birthday greetings? Check stock rates? He could also, every few minutes, have been phoning someone who, somewhere around the world, was following the game on the Internet.

Whatever the explanation, Danailov would return to the hall after a short time, always move to the same corner of the spectator area and put on a pair of glasses, although he has not been known to wear spectacles before. Topalov sat on the left-hand side, from the point of view of the spectators, Danailov stood on the right-hand side, behind a barrier and in the anonymity of the masses, about 15 meters away from Topalov.

From this vantage point he could see nothing of the game, not even the monitor that showed the position; but from that corner he could establish direct visual contact without Topalov having to move his head. Indeed Topalov looked up, when it was his turn to move, and as soon as he caught sight of Danailov in the corner, he would usually put his elbows on the table and fold his hands across his forehead.

In this thinking pose it looked as though his eyes must be directed at the board, but he could also be peeking through his fingers at Danailov, who sometimes executed some strange movements.

On move 26, for instance, he held his thumb between his teeth and moved it back and forth in the right corner of his mouth. After this Topalov took a knight on c5 with his bishop. Usually Danailov would immediately take off his glasses and disappear from the corner. The ritual would be repeated as soon as van Wely had made his move:

Danailov would hurry out of the hall, make a phone call, and usually return after one to three minutes, going to the same corner and putting on his glasses. And while Topalov took on his thinking pose, his manager would scratch himself three to six times behind his ear, tap with his index finger on the glasses or execute other strange movements.

On move 31 he once again had his thumb in his mouth, and Topalov captured a pawn on d3 with his rook. After 35 moves van Wely resigned in a hopeless position. Later it turned out that all the moves that Topalov had played in this decisive phase are also the first choices of the popular chess programs. “During the game I did not at all have the impression that anything was fishy, but I was also told that Danailov was behaving in a very suspicious fashion,” said van Wely.

The chief arbiter, too, had not noticed anything suspicious, but he said that he would be looking out for any conspicuous behaviour during Topalov's next game. On the next day – in the game against the Russian (sic) Sergey Karjakin – Topalov was sitting more to the right in the playing area. Starting from move 20 the action started again: Danailov marched around. Only this time he went to the opposite side, the left corner. From there he could once again not follow the game, but could establish visual contact with Topalov. At this moment his position already looked precarious; Karjakin had the advantage.

With precise moves to a draw

On move 23, with Danailov standing there with his glasses, the arbiter suddenly moved into the field of view and scrutinised the manager. On move 26 again the ritual was interrupted for a moment, when someone asked Danailov for a spontaneous TV interview. Both left the hall.

When Danailov returned Topalov had already made two moves. After this the well-known game was resumed: Danailov walked out, returned, proceeded to the corner, put on the spectacles, took off the spectacles, etc. Almost on every move, more than twenty times in all. In the end, after a series of precise moves, Topalov achieved a draw. Shortly before the time control (each players has two hours of thinking time for 40 moves) it had become hectic.

"I couldn't believe it, Danailov rushed in quick step to the place where he could see Topalov, all but pushing away the people who were standing there. It was, after all, a matter of speed," said one of the spectators, who had been watching these activities for over two hours.

Neither Danailov nor Topalov were available for comment during the past week, in spite of repeated attempts to contact them. Was it just a coincidence when the thumb was being twiddled in the mouth, or part of a secret communication?

That would have become more difficult by virtue of the seating arrangement in the following round, since in the fourth game Topalov sat close to the wall, facing it. He won the game against grandmaster Alexei Shirov. Danailov hardly appeared at all in the hall on this day. And in the following days the ritual of rounds two and three were not repeated.

The organisers are considering introducing rigorous controls in the next year, amongst other with metal detectors. Background: in the recent past in India and the USA weaker players were caught cheating with the help of radio signals. This time there had been too little time to get reliable detectors for Wijk aan Zee.

(SZ of 27th January 2007)

[Editor note: I trust this whets your appetite for continued visitation of www.chessbase.com, source for the World Chess News. With daily updates on the world of chess, if you're even curious, it's worth a stop. The color pictures from world tournaments and occasional chess babes don't lessen its appeal.]

As you can also find there, Topalov has come up with new financing and followed the FIDE rules to the letter in making a return challenge to Kramnik. Unfortunately, the FIDE rules also exactly stipulate the time sequencing for such events, and, in this case, Topalov's challenge conflicts with timing his proposed match with the already-scheduled challenge qualifiers for the next title match. So even with FIDE trying to maintain some kind of regular championship cycles, there's still some problems. All we need now is for FIDE to change its mind again on the qualifiers (due in September), and we'll be right back in the mess before last year's "unification". Geesh, you'd think chessplayers could make and follow a long-term plan .

EAST DIVISION 02-04-2007

TEAM NAME				GAME	MATCH	PCT	PR	USAT
	W	L	D	POINTS	POINTS			
HEDGEHOGS	3	1	1	19.5	3.5	0.700	****	33.8
NORTHWESTERN CHESS CLUB	2	1	1	14.5	2.5	0.625	****	23.3
ALUMNI ACES	2	1	1	13.0	2.5	0.625	1760	26.0
CITADEL GROUP	1	1	3	17.0	2.5	0.500	1692	32.5
AMA TORNADO SNAKES	0	4	0	2.0	0.0	0.000	1266	5.0

** The HEDGEHOGS & NORTHWESTERN Performance Ratings weren't calculated
 ** because all of their board 6 games were against unrated players.
 ** The PR programs were written with the assumption that each team
 ** has played a rated opponent at least once this season on each of the
 ** six boards.

NORTH DIVISION 02-04-2007

TEAM NAME				GAME	MATCH	PCT	PR	USAT
	W	L	D	POINTS	POINTS			
MOTOROLA KNIGHTS	5	1	0	27.5	5.0	0.833	1937	61.5
UOP	4	2	0	19.5	4.0	0.667	1766	39.0
MOTOROLA KINGS	3	1	1	14.0	3.5	0.700	1787	28.3
WALGREENS	3	2	1	21.5	3.5	0.583	1869	56.3
EXCALIBURS	0	4	1	9.5	0.5	0.100	1606	26.8
NORTHROP	0	5	1	9.0	0.5	0.083	1567	26.3

WEST DIVISION 02-04-2007

TEAM NAME				GAME	MATCH	PCT	PR	USAT
	W	L	D	POINTS	POINTS			
ST CHARLES BAKER	8	0	0	35.0	8.0	1.000	1937	81.3
ST CHARLES CHESS CLUB	6	1	0	32.0	6.0	0.857	1843	64.5
FERMILAB	5	1	0	23.5	5.0	0.833	1704	42.5
LUCENT TECH. TYROS	4	1	2	25.5	5.0	0.714	1708	55.3
CA	2	3	1	14.0	2.5	0.417	1569	35.5
PAWNS	2	3	1	18.5	2.5	0.417	1679	51.0
ARGONNE ROOKS	2	4	1	21.5	2.5	0.357	1541	52.5
LUCENT TECH. DRAGONS	2	4	0	16.5	2.0	0.333	1650	63.3
CASE	1	5	1	11.0	1.5	0.214	1482	43.5
MOLEX	0	4	2	8.5	1.0	0.167	1570	33.5
BP CHICAGOLAND	0	6	0	7.0	0.0	0.000	1220	31.8

CICL Performance Ratings
02/04/2007

Team	Division	Games Ave	Board PR	Match PR	PR (B+M) / 2
MOTOROLA KNIGHTS	North	2.8	1959.8	1913.9	1937
ST CHARLES BAKER	West	5.8	1841.5	2033.2	1937
WALGREENS	North	5.3	1878.0	1859.7	1869
ST CHARLES CHESS CLUB	West	5.2	1843.1	1843.8	1843
MOTOROLA KINGS	North	4.7	1710.1	1864.4	1787
UOP	North	5.2	1744.4	1788.1	1766
ALUMNI ACES	East	2.0	1841.0	1678.7	1760
LUCENT TECH. TYROS	West	6.2	1698.4	1717.7	1708
FERMILAB	West	5.0	1688.8	1719.2	1704
CITADEL GROUP	East	3.5	1674.0	1709.1	1692
PAWNS	West	5.3	1672.5	1686.0	1679
LUCENT TECH. DRAGONS	West	5.0	1648.4	1651.1	1650
EXCALIBURS	North	3.7	1626.4	1585.4	1606
MOLEX	West	5.2	1526.5	1613.1	1570
CA	West	4.5	1534.7	1603.0	1569
NORTHROP	North	4.7	1575.1	1559.0	1567
ARGONNE ROOKS	West	5.2	1556.2	1526.2	1541
CASE	West	5.3	1466.3	1497.6	1482
AMA TORNADO SNAKES	East	1.0	1217.0	1315.3	1266
BP CHICAGOLAND	West	3.5	1300.4	1139.8	1220

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 ** has played a rated opponent at least once this season on each of the
 ** six boards.

EAST DIVISION TOP TEN

FRANKLIN, D	HEDGE	2154
RAUCHMAN, M	HEDGE	2109
BROCK, B	ALUMN	2061
BENESA, A	ALUMN	2045C
BAKSHI, A	NWEST	2011
SOLLANO, E	ALUMN	2006C
JASAITIS, A	HEDGE	1976D
SMITH, M	HEDGE	1954
ALLEN, H	ALUMN	1940
GORODETSKIY, S	NWEST	1938

NORTH DIVISION TOP TEN

MORRIS, R	MKNGT	2252
FRIDMAN, Y	MKNGT	2199
WONG, P	EXCLB	2166C
FRISKE, T	WALGR	2083C
THOMSON, J	MKNGT	2019C
MELNIKOV, I	MKING	2012C
WALLACH, C	MKING	1988C
LEE, D	EXCLB	1967
SANTIAGO, T	WALGR	1951D
SIWEK, M	UOP	1948D

WEST DIVISION TOP TEN

GARZON, G	FERMI	2278
ALLSBROOK, F	CA	2214
JAKSTAS, K	PAWNS	2196D
MARSHALL, J	STCCC	2190
NGUYEN, T	BAKER	2175
BENEDEK, R	ROOKS	2151T
DORIGO, T	FERMI	2126
GAZMEN, E	PAWNS	2087C
DIAZ, P	TYROS	2059C
SPLINTER, J	STCCC	2051

MOST IMPROVED PLAYERS

MUHS, A	CITGR	121
MCGOWAN, D	MOLEX	99
MARSHALL, J	STCCC	79
STOSKUS, A	STCCC	61
MORRIS, R	MKNGT	54
LEVENSON, S	WALGR	53
JOSHI, B	MKING	51
HENDRICKSON, B	MOLEX	50
RUFUS, B	MOLEX	49
KOMORAVOLU, K	DRGNS	49

UPPER BOARD FORFEITS

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

TEAMS WITH 2 OR MORE UPPER BOARD FORFEITS

CASE

TEAMS WITH 1 UPPER BOARD FORFEIT

NORTHROP

MOTOROLA KINGS

09-JAN-07 HEDGEHOGS	3	CITADEL GROUP	3
ROUND 6			
BD	RATINGS	SCORE	RATINGS SCORE
1 FRANKLIN, D	2144 10	1	HAYHURST, W 1930-10 0
2 JASAITIS, A	2005-29	0	MUHS, A 1482 43 1
3 SMITH, M	1937 17	1	ONG, K 1854-17 0
4 SEET, P	1869-39	0	SENSAT, J 1555 39 1
5 KRATKA, M	1664-29	0	KUNHIRAMAN, P 1559 29 1
6 TAN, A	1662 0	1	PROKOPOWICZ, P 0 0 0

14-DEC-06 MOTOROLA KNIGHTS	6	EXCALIBURS	0
ROUND 4			
BD	RATINGS	SCORE	RATINGS SCORE
1 MORRIS, R	2224 8	1	LEE, D 1961 -8 0
2 FRIDMAN, Y	2206 1	1	WEITZ, R 1593 -1 0
3 BALICKI, J	1921 0	1F	0 0 0F
4 THOMSON, J	1978 0	1F	0 0 0F
5 CHERKASSKY, G	1677 0	1F	0 0 0F
6 KARANDIKAR, S	1675 0	1F	0 0 0F

20-DEC-06 WALGREENS	4	UOP	2
ROUND 4			
BD	RATINGS	SCORE	RATINGS SCORE
1 FRISKE, T	2070 9	1	LEONG, G 1934 -9 0
2 LEVENSON, S	1920 26	1	SIWEK, M 1980-18 0
3 SANTIAGO, T	1933 20	1	BOLDINGH, E 1891-13 0
4 GRANATA, M	0 0	0	EASTON, R 1901 0 1
5 BIALON, D	0 0	1	SAJBEL, P 1789 0 0
6 ANSARI, N	1583-15	0	LECHNICK, J 1707 15 1
7 HAMELINK, N	0 0	1	OLSEN, A 1491 0 0
8 HUGHES, N	1614 -3	.5	NALLATHAMBI, R 1548 5 .5
9 BOSIBHATLA, D	0 0	1	OLSEN, A 1491 0 0

11-JAN-07 UOP	3.5	MOTOROLA KNIGHTS	2.5
ROUND 5			
BD	RATINGS	SCORE	RATINGS SCORE
1 EASTON, R	1901 -6	0	MORRIS, R 2232 6 1
2 BOLDINGH, E	1878 11	.5	FRIDMAN, Y 2207-17 .5
3 LEONG, G	1925 15	1	BALICKI, J 1921-22 0
4 SIWEK, M	1962-14	0	THOMSON, J 1978 21 1
5 LECHNICK, J	1722 20	1	CHERKASSKY, G 1677-20 0
6 NALLATHAMBI, R	1553 30	1	KARANDIKAR, S 1675-30 0

18-JAN-07 MOTOROLA KINGS	3	WALGREENS	3
ROUND 5			
BD	RATINGS	SCORE	RATINGS SCORE
1 MELNIKOV, I	2025-13	0	FRISKE, T 2079 13 1
2 WALLACH, C	1990 -2	.5	LEVENSON, S 1946 3 .5
3 HORTON, D	1920 0	1	GRANATA, M 0 0 0
4 PIPARIA, J	1858 0	1	BIALON, D 0 0 0
5 CYGAN, J	1761-11	0	SANTIAGO, T 1953 11 1
6 GONCHAROFF, N	1633 -1	.5	HUGHES, N 1611 1 .5
7 JOSHI, B	1582 0	0	HAMELINK, N 0 0 1
8 RABINOVICH, E	1517 0	1	BOSIBHATLA, D 0 0 0
9 GRYPARIS, J	1395 0	1	PRASANTHI, D 0 0 0

18-JAN-07 EXCALIBURS**2.5 NORTHROP****2.5**

ROUND 5

BD	RATINGS	SCORE		RATINGS	SCORE
1 LEE, D	1953 14	1	WALKER, A	1806-14	0
2 SULLIVAN, J	1771-15	0	AROND, D	1760 23	1
3 WEITZ, R	1592-13	0	ENGELN, M	1648 19	1
4 BROTSOS, J	1542 3	.5	VIGANTS, A	1607 -3	.5
5 SUERTH, F	1505 18	1	AUBRY, B	1584-28	0
6	0 0	0F		0 0	0F

31-JAN-07 WALGREENS**2.5 MOTOROLA KNIGHTS****3.5**

ROUND 6

BD	RATINGS	SCORE		RATINGS	SCORE
1 FRISKE, T	2092 -9	0	MORRIS, R	2238 14	1
2 LEVENSON, S	1949 -9	0	FRIDMAN, Y	2190 9	1
3 SANTIAGO, T	1964-13	0	THOMSON, J	1999 20	1
4 GRANATA, M	1874 24	1	BALICKI, J	1899-24	0
5 HUGHES, N	1612 17	1	CHERKASSKY, G	1657-25	0
6 HAMELINK, N	0 0	.5	DUONG, R	0 0	.5

01-FEB-07 NORTHROP**2.5 UOP****3.5**

ROUND 6

BD	RATINGS	SCORE		RATINGS	SCORE
1 AROND, D	1783-16	0	BOLDINGH, E	1889 11	1
2 WALKER, A	1792 32	1	LEONG, G	1940-21	0
3 ENGELN, M	1667-10	0	EASTON, R	1895 10	1
4 VIGANTS, A	1604 6	.5	LECHNICK, J	1742 -9	.5
5 AUBRY, B	1556 23	1	MICKLICH, F	1556-15	0
6	0 0	0F	NALLATHAMBI, R	1583 0	1F
(UOP) 7 NALLATHAMBI, R	1583 17	1	OLSEN, A	1491-11	0

19-DEC-06 ST CHARLES CHESS CLUB**6 BP CHICAGOLAND****0**

ROUND 6

BD	RATINGS	SCORE		RATINGS	SCORE
1 MARSHALL, J	2168 8	1	COULTER, D	1913 -8	0
2 WIEWEL, J	2025 1	1	DENEEN, D	1420 -1	0
3 SUITS, J	1615 3	1	ZUBIK, J	1180 -3	0
4 ALBERTS, W	1602 1	1	HERNANDEZ, F	978 -1	0
5 POWERS, E	1562 0	1	HERMAN, J	0 0	0
6 DJORDJEVIC, V	1578 0	1F		0 0	0F

19-DEC-06 MOLEX**0 ST CHARLES BAKER****6**

ROUND 6

BD	RATINGS	SCORE		RATINGS	SCORE
1 REICH, T	1839 -6	0	NGUYEN, T	2152 6	1
2 ZADEREJ, V	1660 -7	0	FREIDEL, JESSE	1953 7	1
3 HENDRICKSON, B	1520 -4	0	FREIDEL, P	1925 4	1
4 JONNALA, B	0 0	0	WANG, ANDREW	1777 0	1
5 DEICHMANN, E	1279 -3	0	FREIDEL, JER	1758 3	1
6	0 0	0F	JANSSEN, G	1464 0	1F

19-DEC-06 FERMILAB**4.5 PAWNS****1.5**

ROUND 6

BD	RATINGS	SCORE		RATINGS	SCORE
1 GARZON, G	2260 13	1	GAZMEN, E	2095 -8	0
2 SPIEGEL, L	1990 9	1	ELLICE, W	1838 -9	0
3 GAINES, I	1755 13	1	FRANEK, M	1698-13	0
4 BOLSHOV, A	1638 19	1	FABIJONAS, R	1586 -9	0
5 DEGRAF, B	1501 -4	.5	SPITZIG, M	1452 4	.5
6 GOLOSSANOV, A	0 0	0	CHRISTIAN, T	0 0	1
7 DRENDEL, B	0 0	.5	ANNIS, J	0 0	.5 (FERMI)

19-DEC-06 ARGONNE ROOKS**2.5 CASE****3.5**

ROUND 6

BD	RATINGS	SCORE		RATINGS	SCORE
1 GREEN, D	1935-22	0	DOWELL, E	1746 34	1
2 BAURAC, D	1843 14	1	NURSE, G	1821-21	0
3 DECMAN, S	1576-14	0	PARAOAN, E	1594 14	1
4 GRUDZINSKI, J	1431 25	1	REID, C	1463-16	0
5 HLOHOWSKYJ, I	0 0	.5	DYCKOWSKI, R	1325 0	.5
6	0 0	0F	ZOELLNER, J	1297 0	1F

21-DEC-06 CA**1 LUCENT TECH. TYROS****5**

ROUND 6

BD	RATINGS	SCORE		RATINGS	SCORE
1 ALLSBROOK, F	2213-10	.5	DIAZ, P	2058 6	.5
2 DENMARK, T	1786 7	.5	STOLTZ, B	1895 -5	.5
3 VAIL, M	1562 -8	0	DOBROVOLNY, C	1829 5	1
4 BYRNE, M	1448 -8	0	BUCHNER, R	1704 6	1
5 MCCLENDON, L	1299 -4	0	HAHNE, D	1691 3	1
6 GRABSKY, J	1118 -3	0	SMITH, BR	1583 2	1

09-JAN-07 LUCENT TECH. TYROS**3 MOLEX****3**

ROUND 7

BD	RATINGS	SCORE		RATINGS	SCORE
1 DIAZ, P	2064 6	1	REICH, T	1833 -9	0
2 STOLTZ, B	1890 6	1	ZADEREJ, V	1653 -9	0
3 DOBROVOLNY, C	1834-26	0	HENDRICKSON, B	1516 39	1
4 BUCHNER, R	1710-27	0	MCGOWAN, D	1334 40	1
5 HAHNE, D	1694 2	1	DEICHMANN, E	1276 -4	0
6 SMITH, BR	1585-26	0	RUFUS, B	1269 39	1

10-JAN-07 CASE**1 ST CHARLES BAKER****4**

** AN UPPER BOARD FORFEIT PENALTY OF 1 GAME POINT WAS APPLIED

** TO CASE

ROUND 7

BD	RATINGS	SCORE		RATINGS	SCORE
1 DOWELL, E	1780-12	0	FREIDEL, JESSE	1960 12	1
2 NURSE, G	1800 30	1	FREIDEL, P	1929-30	0
3 REID, C	1447 -4	0	WANG, ANDREW	1777 6	1
4 PARAOAN, E	1608 0	0F	FREIDEL, JER	1761 0	1F
5 DYCKOWSKI, R	1325-14	0	JANSSEN, G	1464 14	1
6 ZOELLNER, J	1297 20	1	GREER, J	1426-30	0

11-JAN-07 CA**3.5 ARGONNE ROOKS****2.5**

ROUND 7

BD	RATINGS	SCORE		RATINGS	SCORE
1 ALLSBROOK, F	2203 11	1	HILL, R	2007 -7	0
2 DENMARK, T	1793-15	0	GREEN, D	1913 10	1
3 VAIL, M	1554 38	1	BAURAC, D	1857-26	0
4 BYRNE, M	1440 -4	0	SUAREZ, E	1834 4	1
5 HANSON, M	1408 26	1	GRUDZINSKI, J	1456-26	0
6 MARLEY, S	0 0	.5	HLOHOWSKYJ, I	923 0	.5

25-JAN-07 ST CHARLES CHESS CLUB**4****LUCENT TECH. DRAGONS****2**

ROUND 7

BD	RATINGS	SCORE		RATINGS	SCORE
1 MARSHALL, J	2176 14	1	TEGEL, F	2036 -6	0
2 WIEWEL, J	2026-27	0	LUDWIG, T	1956 18	1
3 SPLINTER, J	2032 19	1	MARCOWKA, R	1974-13	0
4 SUITS, J	1618 14	.5	PEHAS, A	1858 -9	.5
5 ALBERTS, W	1603 -7	.5	STAMM, V	1497 3	.5
6 DJORDJEVIC, V	1578 17	1	THOMAS, J	1489-11	0
7 PADILLA, R	1579 15	1	EUSTACE, D	1457-10	0
8 STOSKUS, A	1385 19	1	DOBR, K	1337 -9	0
9 POWERS, E	1562-38	0	KOMORAVOLU, K	1279 38	1

25-JAN-07 FERMILAB**3.5 BP CHICAGOLAND****2.5**

ROUND 7

BD	RATINGS	SCORE		RATINGS	SCORE
1 GARZON, G	2273 5	1	COULTER, D	1905 -5	0
2 SPIEGEL, L	1999-14	.5	RINGENBERG, T	1417 21	.5
3 GAINES, I	1768-26	0	DENEEN, D	1419 40	1
4 SEDOV, A	0 0	1	ZUBIK, J	1177 0	0
5 CEASE, H	1465 3	1	HERNANDEZ, F	977 -3	0
6 GOLOSSANOV, A	0 0	0	SUVARNAKANTI, R	1177 0	1

25-JAN-07 ST CHARLES BAKER**3.5 LUCENT TECH. TYROS****2.5**

ROUND 8

BD	RATINGS	SCORE		RATINGS	SCORE
1 NGUYEN, T	2158 17	1	DIAZ, P	2070-11	0
2 FREIDEL, JESSE	1972 -5	.5	STOLTZ, B	1896 3	.5
3 FREIDEL, P	1899 -6	.5	DOBROVOLNY, C	1808 4	.5
4 WANG, ANDREW	1783-18	0	GUIO, J	1846 12	1
5 FREIDEL, JER	1761 18	1	HAHNE, D	1696-12	0
6 PALACIOS, M	1551 9	.5	BUCHNER, R	1683 -5	.5
7 GREER, J	1396 10	.5	SMITH, BR	1559 -7	.5

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
ALBERTS, W	STCCC	3	1	3	1596	EAMAN, R	ALUMN	2	0	2	1894
ALLEN, H	ALUMN	3	0	0	1940	EASTON, R	UOP	3	1	0	1905
ALLSBROOK, F	CA	2	0	1	2214	ELLICE, W	PAWNS	3	2	1	1829C
ANNIS, J	FERMI	1	0	1	1300/4	ELLIOTT, T	NORTH	0	3	0	1355
ANSARI, N	WALGR	2	1	1	1568	ENGELN, M	NORTH	2	2	0	1657
AROND, D	NORTH	1	1	1	1767	EUSTACE, D	DRGNS	2	4	0	1447C
ARUTCHEV, E	NWEST	1	1	0	1300/3	FABIJONAS, R	PAWNS	3	2	1	1577T
AUBRY, B	NORTH	1	4	0	1579*	FOX, R	MOLEX	0	1	0	1553
BAKSHI, A	NWEST	1	0	1	2011	FRANEK, M	PAWNS	1	5	0	1685D
BALES, R	BAKER	0	1	0	1369	FRANK, M	ALUMN	1	1	0	1733C
BALICKI, J	MKNGT	2	2	0	1875C	FRANKLIN, D	HEDGE	4	0	0	2154
BAURAC, D	ROOKS	2	1	2	1831T	FREIDEL, D	BAKER	0	0	1	1310
BENEDEK, R	ROOKS	1	0	0	2151T	FREIDEL, JER	BAKER	6	1	0	1779
BENESA, A	ALUMN	0	1	0	2045C	FREIDEL, JESSE	BAKER	3	1	3	1967
BIALON, D	WALGR	2	1	0	1700/3	FREIDEL, P	BAKER	4	1	3	1893
BOLDINGH, E	UOP	3	1	2	1900C	FRIDMAN, Y	MKNGT	4	0	1	2199
BOLSHOV, A	FERMI	1	0	0	1657	FRISKE, T	WALGR	2	3	0	2083C
BOSIBHATLA, D	WALGR	1	2	0	0000/2	FULKERSON, R	ALUMN	2	0	0	1456
BREYER, A	DRGNS	2	0	0	1348	FUNG, J	CITGR	0	1	0	1200/3
BROCK, B	ALUMN	0	1	1	2061	FURTNER, F	AMATS	0	4	0	1442
BRONFELD, A	EXCLB	0	1	1	1835	GAINES, I	FERMI	3	3	0	1742D
BROTSOS, J	EXCLB	0	1	2	1545T	GARZON, G	FERMI	5	1	0	2278
BUCHNER, R	TYROS	2	2	3	1678C	GAZMEN, E	PAWNS	1	1	0	2087C
BUCKLEY, J	STCCC	0	1	0	1352	GHAIBEH, A	MOLEX	0	1	0	0000/0
BURIAN, D	NORTH	0	0	1	1516D	GHAIBEN, A	MOLEX	0	2	1	0000/3
BYRNE, M	CA	2	4	0	1436*	GOLOSSANOV, A	FERMI	0	4	0	1400/2
CASTANEDA, R	BPCHI	1	2	1	1271	GONCHAROFF, N	MKING	0	2	3	1632V
CEASE, H	FERMI	2	0	1	1468	GONZALEZ, O	MKNGT	0	1	1	1400/1
CHERKASSKY, G	MKNGT	1	3	0	1632*	GOODFRIEND, B	AMATS	0	2	0	1236
CHRISTIAN, T	PAWNS	1	0	0	0000/0	GORODETSKIY, S	NWEST	3	1	0	1938
CHUN, A	NWEST	1	1	0	800/0	GRABSKY, J	CA	2	3	0	1115*
COULTER, D	BPCHI	1	5	0	1900	GRANATA, M	WALGR	3	2	1	1898#
CYGAN, J	MKING	2	2	0	1750	GREEN, D	ROOKS	4	3	0	1923D
DECMAN, S	ROOKS	1	1	1	1562D	GREER, J	BAKER	0	1	2	1406
DEGRAF, B	FERMI	1	0	3	1497	GRUDZINSKI, J	ROOKS	1	1	1	1430
DEICHMANN, E	MOLEX	0	4	0	1272	GRYPARIS, J	MKING	1	1	0	1395C
DENEEN, D	BPCHI	1	5	0	1459	GUIO, J	TYROS	1	0	0	1858C
DENMARK, T	CA	2	3	1	1778	HAHNE, D	TYROS	6	1	0	1684C
DERIY, B	ROOKS	2	2	1	1459*	HAMELINK, N	WALGR	3	0	1	0000/2
DIAZ, P	TYROS	2	4	1	2059C	HANSON, M	CA	1	1	1	1434#
DJORDJEVIC, V	STCCC	2	0	1	1595	HAYHURST, W	CITGR	1	2	2	1920
DOBR, K	DRGNS	1	3	0	1328Q	HENDRICKSON, B	MOLEX	1	2	2	1555
DOBROVOLNY, C	TYROS	2	2	1	1812D	HERMAN, J	BPCHI	0	2	0	0000/3
DORIGO, T	FERMI	1	0	0	2126	HERNANDEZ, F	BPCHI	0	4	1	974*
DOUNG, R	MKING	0	0	0	0000/0	HILL, R	ROOKS	2	2	2	2000D
DOWELL, E	CASE	2	4	1	1768*	HLOHOWSKYJ, I	ROOKS	1	1	2	923*
DRENDEL, B	FERMI	0	1	1	0000/1	HORTON, D	MKING	1	0	0	1920
DUFFY, J	ALUMN	0	1	0	1764	HUGHES, N	WALGR	1	2	2	1629C
DUONG, R	MKNGT	1	1	1	1400/3	IRBY, L	AMATS	0	3	0	0000/2
DYCZKOWSKI, R	CASE	0	4	3	1311	JAKSTAS, K	PAWNS	0	1	1	2196D

/x - UNRATED; x = # OF 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

02-04-2007

NAME	TEAM	W	L	D	RATING	NAME	TEAM	W	L	D	RATING
JANSSEN, G	BAKER	4	0	2	1478	PEHAS, A	DRGNS	2	1	3	1849C
JASAITIS, A	HEDGE	3	1	1	1976D	PETERSON, T	AMATS	0	4	0	1452*
JONNALA, B	MOLEX	1	3	0	0000/3	PIPARIA, J	MKING	3	2	0	1858
JOSHI, B	MKING	2	1	0	1582*	PIWOWAR, T	AMATS	0	1	0	1050/2
KARANDIKAR, S	MKNGT	2	1	0	1645	POWERS, E	STCCC	1	2	0	1524
KARPIERZ, J	TYROS	0	0	1	1300	PRADT, D	STCCC	1	0	0	1635
KOGAN, G	EXCLB	0	3	0	1671C	PRASANTHI, D	WALGR	0	1	1	0000/1
KOMORAVOLU, K	DRGNS	2	0	1	1317	PROKOPOWICZ, P	CITGR	2	1	0	0000/1
KRATKA, M	HEDGE	2	3	0	1635	RABINOVICH, E	MKING	2	1	1	1517
KRAVIK, S	NWEST	1	0	0	1380	RASO, P	BAKER	0	1	0	2026
KUHLMANN, S	ROOKS	1	1	0	1380*	RAUCHMAN, M	HEDGE	0	1	0	2109
KUNHIRAMAN, P	CITGR	4	0	1	1588#	REICH, T	MOLEX	0	6	0	1824
LAForge, W	TYROS	3	1	0	1430	REID, C	CASE	1	3	1	1443D
LATIMER, E	PAWNS	1	0	0	2017T	RINGENBERG, T	BPCHI	0	1	2	1438
LE, DUC	CITGR	1	3	0	1698	RODNYANSKY, S	NWEST	2	1	0	1759
LECHNICK, J	UOP	3	0	2	1733C	RUFUS, B	MOLEX	2	2	0	1308*
LEE, D	EXCLB	2	2	1	1967	SAJBEL, P	UOP	0	1	0	1789C
LEONG, G	UOP	1	5	0	1919C	SANTIAGO, T	WALGR	5	1	0	1951D
LEVENSON, S	WALGR	3	2	1	1940	SEDOV, A	FERMI	1	0	0	0000/1
LU, D	NWEST	0	2	0	1386*	SEET, P	HEDGE	1	2	0	1830
LUDWIG, T	DRGNS	4	2	0	1974C	SENSAT, J	CITGR	1	1	0	1594
MARCOWKA, R	DRGNS	1	1	0	1961T	SHEPARDSON, T	HEDGE	1	0	0	1558
MARES, C	HEDGE	0	1	0	0000/2	SIWEK, M	UOP	1	2	0	1948D
MARLEY, S	CA	0	0	1	0000/1	SMALLWOOD, J	NWEST	0	1	1	1867
MARSHALL, J	STCCC	6	0	1	2190	SMITH, BR	TYROS	3	1	2	1552C
MASITI, J	AMATS	0	4	0	1342#	SMITH, M	HEDGE	4	1	0	1954
MCCLENDON, L	CA	0	2	2	1295	SOLLANO, E	ALUMN	3	0	0	2006C
MC GEE, M	STCCC	0	1	0	1438	SOLOMON, A	NWEST	2	1	1	0000/4
MCGOWAN, D	MOLEX	3	1	0	1374	SPIEGEL, L	FERMI	4	0	1	1985D
MEISSEN, B	STCCC	0	0	1	1796	SPITZIG, M	PAWNS	2	1	2	1456
MELNIKOV, I	MKING	0	2	1	2012C	SPLINTER, J	STCCC	2	0	1	2051
MEYER, C	AMATS	0	1	0	1100/3	STAMM, V	DRGNS	0	1	1	1500T
MICAH, L	BPCHI	0	1	0	0000/1	STAPLES, C	FERMI	1	0	0	1602
MICKLICH, F	UOP	1	2	0	1541D	STOLTZ, B	TYROS	2	2	2	1899C
MIKULECKY, B	PAWNS	1	3	0	1415D	STOSKUS, A	STCCC	4	0	0	1404
MILLER, A	ALUMN	0	0	1	1413	SUAREZ, E	ROOKS	1	0	0	1838
MISHLOVE, D	PAWNS	1	0	0	1548	SUERTH, F	EXCLB	3	1	0	1523D
MOEHS, D	FERMI	1	1	0	1415*	SUITS, J	STCCC	4	1	2	1632
MORRIS, R	MKNGT	5	0	0	2252	SULLIVAN, J	EXCLB	0	2	0	1756D
MUHS, A	CITGR	4	0	1	1525	SUARNKANTI, R	BPCHI	1	2	0	1177*
NALLATHAMBI, R	UOP	3	1	2	1600	TAN, A	HEDGE	2	1	0	1662*
NGUYEN, T	BAKER	3	1	2	2175	TEGEL, F	DRGNS	1	2	2	2030Q
NURSE, G	CASE	3	4	0	1830	THOMAS, J	DRGNS	0	4	0	1478D
O'DELL, DW	PAWNS	0	1	0	1377D	THOMASON, A	MKNGT	0	1	0	1600/0
OLSEN, A	UOP	1	4	0	1480C	THOMSON, J	MKNGT	2	0	1	2019C
ONG, K	CITGR	0	2	0	1837	VAIL, M	CA	2	4	0	1592
PADILLA, R	STCCC	1	0	0	1594	VIGANTS, A	NORTH	0	1	4	1610C
PALACIOS, M	BAKER	1	0	1	1560#	WALKER, A	NORTH	2	3	0	1824
PARAOAN, E	CASE	2	3	0	1608D	WALKER, C	UOP	1	1	0	1814
PARRA, J	CITGR	0	1	0	1200/2	WALLACH, C	MKING	1	1	3	1988C

/x - UNRATED; x = # OF RATED GAMES

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CICL Forfeit Proposal

submitted by Jim Thomson, Bob Buchner, Tony Jasaitis

In recent years there have been a number of uncertainties and complaints regarding logistics and forfeits. Some examples of these are:

- How are Home Team, Playing Location, Board Color, and Write in Order related? This is especially confusing during round 1 of the playoffs, and when neutral sites are used.
- At what point does a team need to write in their lineup? What if they don't, or don't completely?
- What is the criteria for a player's name to be used in a lineup? It seems like free Upper Board Forfeits (UBFs) almost *discourage* good communications.
- UBF penalties are too high. UBF penalties are too low. Why do we have UBF penalties anyway?
- Does it make sense to kick a down team below 0 GP when applying a UBF?
- How come an early round opponent gets a free UBF, but a team playing them later in the season isn't so disadvantaged?
- How are split matches handled? When are the lineups written? If teams agree to not play a later game in a split match, do they still get a UBF? If a player cancels, and the team can't shift up, do they still get a UBF?
- The rules mention running the clock for a late player with white pieces, but what about one with black? What happens to the clock if both players aren't there initially, but one shows up within the hour?
- I'm an MVP candidate, but my opponent doesn't show. Am I penalized for that? If not, then how is my forfeit win documented? What if the opponent team forfeits the entire match?

Over time we've developed solutions and conventions for many of these, but the solutions have not been documented, and the conventions haven't been consistently applied. Because of this, and a general feeling of discontent with UBFs, a group was formed to investigate.

The results of this investigation are contained on page 2 of this document. It lists a proposed set of rules which would replace our current logistic and forfeit rules:

“V.C. Starting Time and Minimum Match Length”,
“V.E. Colors”,
“V.K. Forfeit Losses”, and
“VI.L. Forfeits (in the playoffs)”

Because the list of sections also changes, the new rules shift “V.D” back to “V.E”, and “V.L” up to “V.K”. For details on our current rules, see the CICL Constitution at www.chicagochessleague.org.

On pages 3-5 the proposed rules are discussed. We walk through each, explaining how it solves problems, and how it compares to our current rules. If you have questions or concerns not covered, please let us know and we'll reply with more information. Thanks.

Jim, Bob, Tony

Proposed Rules**V. Rules of Team Competition****C. Match Logistics**

1. Colors: The team designated as the home team gets the black pieces on odd boards.
2. Playing Location: In the regular season, a match is played at the home team's site unless otherwise agreed. During the playoffs, a match is played where announced.
3. Minimum Length: The site where a match is played should allow enough time for the first two default time controls to be played in one session (~ 5.5 hours). If this is not possible, then enough time for one default time control must be allowed (~ 3.5 hours).
4. Starting Time: All boards begin play at the same time unless otherwise agreed. A standard grace period of 15 minutes beyond the agreed starting time is allowed for latecomers. If a team fails to write in their complete lineup by this time, all their clocks may be started.
5. Lineups: The home team writes in first, followed by the visiting team. A player's name must be filled in for each counting board, or the board is conceded. Concessions may only occur on the bottom-most counting boards, below all those with a player's name entered. To use a player's name, the player must either be (a) present, or (b) have committed to play and not canceled. When writing in a split match, only boards played on that day must be entered.

D. Forfeits

- a) Board Forfeits: A forfeit is determined when a team concedes a counting board, or after a player's clock runs an hour (or he withdraws) prior to making his first move. If both players are absent, one clock is run for both, with the time split between them when the first arrives.
- b) Game Score: The forfeiting team gets 0 Game Points (GP) for a board forfeit (record "0F"). The opponent team gets 1 GP (record "1F") if the forfeit isn't mutual.
- c) Match Score Adjustment: For each forfeit on a board higher than a not forfeited counting board, the opponent team's match score is adjusted as follows (to a maximum of 6 GP):
 - a. +1 GP for boards 1, 2, or 3
 - b. +½ GP for boards 4 or 5

If both teams would receive an adjustment this way, reduce both by the smaller adjustment.

- d) Ratings Report: Players who forfeit a board have an unrated loss recorded in their individual W-L-D column. Players who collect a forfeit have an unrated win recorded. To collect these wins for an entire match forfeit, the winning team must provide a player name on each board.
- e) Split Match Exception: If a player in a split match cancels, but the team is unable to shift up, the board may be forfeited without a player's name. Match score adjustments still apply.

League Championship**L. Forfeits**

Forfeits in the playoffs are treated the same as they are in the regular season.

Proposal Discussion – Match Logistics

That's the end of the rules update. But how do these proposed rules solve problems? And how do they compare with the original rules?

C. Match Logistics

- Colors: The team designated as the home team gets the black pieces on odd boards.
- Playing Location: In the regular season, a match is played at the home team's site unless otherwise agreed. During the playoffs, a match is played where announced.
- Lineups: The home team writes in first, followed by the visiting team.

The above three rules show clearly that home team, black on odd boards, and write in first *always* go together. And playing location usually goes with them during the regular season.

The above relationships are not as clear in the current rules, which only relate color to home team during the regular season, and playing location to home team as part of the division schedules.

- Minimum Length: The site where a match is played should allow enough time for the first two default time controls to be played in one session (~ 5.5 hours). If this is not possible, then enough time for one default time control must be allowed (~ 3.5 hours).
- Starting Time: All boards begin play at the same time unless otherwise agreed. A standard grace period of 15 minutes beyond the agreed starting time is allowed for latecomers. If a team fails to write in their complete lineup by this time, all their clocks may be started.

These rules aren't new, just rephrased. The only thing that is new is the last sentence. It was added to answer the questions: "At what point does a team need to write in their lineup?" and "What if they don't, or don't completely?" This isn't otherwise clear in our current rules.

- Lineups: The home team writes in first, followed by the visiting team. A player's name must be filled in for each counting board, or the board is conceded. Concessions may only occur on the bottom-most counting boards, below all those with a player's name entered. To use a player's name, the player must either be (a) present, or (b) have committed to play and not canceled. When writing in a split match, only boards played on that day must be entered.

The concepts in the first 3 sentences are not new, but they are documented more concisely.

The 4th sentence makes it clear when a captain is allowed to use a player's name. This corrects an important omission in our current rules, which don't require an uncanceled commitment.

The 5th sentence is one of a few new rules added to cover split matches. The entire subject of split matches is new to our constitution, but since they do happen occasionally, they should be covered.

Proposal Discussion – Forfeits

D. Forfeits

- **Board Forfeits:** A forfeit is determined when a team concedes a counting board, or after a player's clock runs an hour (or he withdraws) prior to making his first move. If both players are absent, one clock is run for both, with the time split between them when the first arrives.

The above is similar to what is already documented for forfeits, but it covers more cases: when a player with the black pieces is still expected, when a player withdraws (cancels) after lineups are finalized, and when both players are absent but one later arrives.

- **Game Score:** The forfeiting team gets 0 Game Points (GP) for a board forfeit (record "0F"). The opponent team gets 1 GP (record "1F") if the forfeit isn't mutual.

This is the same as now, but it specifies our convention for what to record on the match sheet.

- **Match Score Adjustment:** For each forfeit on a board higher than a not forfeited counting board, the opponent team's match score is adjusted as follows (to a maximum of 6 GP):
 - +1 GP for boards 1, 2, or 3
 - +½ GP for boards 4 or 5

If both teams would receive an adjustment this way, reduce both by the smaller adjustment.

Quite a few changes here! Below we discuss each: (a) the basic concept, (b) compensation, (c) positive adjustments, (d) the "If both teams..." clause, (e) the "on a board higher than a not forfeited counting board" clause, (f) the 6 GP maximum, and (g) the elimination of free forfeits.

- The Basic Concept.** Despite all the changes, the basic concept has not changed. If we could wait for all players to arrive, we'd require teams to shift up and forfeit bottom boards. Because we can't, we also allow teams to write in an expected player's name. If he arrives in time, great! If not, we need to compensate the opponent team for playing a shifted down team.
- Compensation.** But how much to compensate the opponent? The forfeiting team is hurt on the board itself (ave. - 0.63 GP). But benefits on each non-forfeited board below that (ave. +0.38 GP per board). See column 2. Also, the forfeiting team benefits on board 6 if not shifting up avoids a forfeit there (they only have 5 present players, ave. +0.63 GP). See column 1.

	Boards Shifted, Forfeit 6	Boards Shifted, Backfill 6	Board Shifted Average
Board 1	1.88	1.25	1.56
Board 2	1.50	0.88	1.19
Board 3	1.13	0.50	0.81
Board 4	0.75	0.13	0.44
Board 5	0.38	-0.25	0.06
Lower Board	0.00	-0.63	-0.31

For boards 5 and 6 the first column is most representative since few teams would risk a forfeit on these boards if they had an extra present player. For boards 1 to 4 the third column is most representative since both cases in the first two columns can occur. If you round the bold #s to the nearest ½ GP, you get the proposed adjustments, except board 1. On board 1 we left the adjustment at 1 GP to simplify the rules, and leave the team a sporting chance.

These adjustments are the same as now, but they don't over-adjust on boards 4 and 5.

- **Match Score Adjustment:** For each forfeit on a board higher than a not forfeited counting board, the opponent team's match score is adjusted as follows (to a maximum of 6 GP):
 - c. +1 GP for boards 1, 2, or 3
 - d. +½ GP for boards 4 or 5

If both teams would receive an adjustment this way, reduce both by the smaller adjustment.

- c) **Positive Adjustments.** Why a + opponent adjustment rather than a - forfeiting team penalty? From a match perspective, the teams end up with the same GP difference either way. But a + opponent adjustment better describes what this modification is for, and we expect this to be received more positively (since both teams GPs are higher). From a league perspective this impacts USAT, but you can't trend on your opponent's forfeits, so this should be negligible.
- d) The "If both teams..." clause. Adding this avoids GP inflation for forfeits which should, ideally, cancel out (e.g. the case when captains agree to not play a later split match game).
- e) The "on a board higher than a not forfeited counting board" is similar to our UBF concept today. It restricts match score adjustments to only be applied when there is harm to the opponent.
- f) The 6 GP Maximum. Why a limit on GP? Because a team's score can go above 6 GP with adjustments, and we want to avoid overkill. Also, this puts a sanity check on cases where the adjustments end up too high (e.g. with lower than average rating difference between boards).
- g) The elimination of Free Forfeits. One thing that is purposely left out of the proposed rules is the concept of "Free UBFs". The goal of these is to award teams that don't forfeit a lot. In practice, though, it's the teams that *do* forfeit a lot, and have the poorest communications, that get the most benefit. And their benefit comes at the expense of an opponent getting *no* compensation for playing shifted down boards. This introduces a match inequity, and a later season inequity when the teams run out of free UBFs. Removing these gets rid of this, and reduces overhead.
- **Ratings Report:** Players who forfeit a board have an unrated loss recorded in their individual W-L-D column. Players who collect a forfeit have an unrated win recorded. To collect these wins for an entire match forfeit, the winning team must provide a player name on each board.

Why this change? If a player commits to a tournament, and doesn't show or cancel, they get an unrated loss. Likewise, if a player shows up to a tournament, and their opponent doesn't, they get an unrated win. Since CICL matches are like a round in a tournament, we propose the same here. The advantages are: it encourages players to keep their captain informed of their availability; it helps make the pre-conditions for using a player's name real; it provides a self-audit between player and captain on using a player's name; and, finally, it helps with MVP calculations.

- **Split Match Exception:** If a player in a split match cancels, but the team is unable to shift up, the board may be forfeited without a player's name. Match score adjustments still apply.

The gist of this rule is that a player should never have a W-L-D loss recorded if they cancel prior to their lineup being finalized. But captains have a hard time shifting players up in a split match, even if a player cancels in advance. This rule lets them not shift up, and not sacrifice a canceled player.

Forfeits

- **Forfeits in the playoffs are treated the same as they are in the regular season.**

No reason to treat them differently. Treating forfeits the same every match of the season, and not needing to refer to anything to determine scoring, is a key element to keeping it simple.

Pillsbury, the American chess champion, died last Sunday. A genius has gone who, had he lived, would have contributed a large share to the glory of chess and to the joy of its followers. The cause of his premature departure was a stroke of apoplexy. The mechanism of his brain had become defective. With the examples of Morphy and Steinitz still in their minds many writers have commented on the tendency of famous chess players to insanity. A general belief has consequently been engendered that chess playing, or any very intensive purely mental occupation disorganizes the intellect. But, as I shall here attempt to show, this belief is entirely unfounded. It is also in the highest degree mischievous.

Physiologically it is clear why the man who cares most for the development of his physique and the senses should suffer. He puts a load on the heart that its most willing helper and comrade, the brain, is not allowed to share. Thus both organs deteriorate, the one from overexertion, the other from lack of use.

The ideal man or woman, according to the ideas of the Greek philosophers, must be "harmonious." This harmony can be obtained only by aiding the organs to develop according to their nature without ever forcing them to a growth to which the entire system could not correspond.

In this type of man the mental qualities will be very strong. For it can be shown that the intellect lends its force to all organs of the body. The muscles are a store of energy, but willpower, whose seat is the brain, governs its output and gives it direction. It is therefore a matter of common observation that the man of intellectuality lifts greater weights, is a better wrestler and boxer, and does other athletic feats much better than the mere athlete. The interior organs have each their specific functions to fulfill, for which purpose they are supplied with nourishment, and possess a certain degree of what might be called vital power and capacity for resistance.

The man whose critical faculty is developed will never strain any one of his organs beyond the power of endurance. The uncritical mind, in the quest for pleasure, often oversteps this limit. The accumulative effect of such conduct is bound to produce considerable results. Happiness is entirely a state of the mind. To conceive it as a product of material things or surroundings is an often costly error. Enjoyments dwell in the imagination, which is the faculty of foreseeing planted on memory. The stronger brain

feels more strongly, and its faculty for resisting depressions is stronger. The moral qualities, sympathy with things alive, courage in perilous situations, and other attributes of human beings are under the direct sway of the tissues of the brain.

That the brain cells are an organism whose power to work has a certain limit is true. It would be unwise to overstep the boundary line of safety. As an architect tries to equalize the pressures and strains to which he subjects the various structural parts of the house he builds, so a man ought to distribute in an equable manner the load of toil that he puts on the various departments of his cerebellum. He ought, therefore, to have many and varied interests. Art, science, and struggle should each have a share in his attentions. Nor should he avoid society for fear of stunting his emotions.

But – and this is the main point—taken as a whole the brain has an excessively large capacity for the work. It has been found by psychological experiments that thinking tires out the heart, not the gray matter in the cranium. The cerebellum has much more stamina than any other organ. Therefore the brain must play a large part, in fact the largest part by far, in the development of the "harmonious" becoming.

Chess has an important function to fulfill. Opportunities for enjoying works of art or for studying scientific books are afforded in plenty. But the spirit of fight – calling into being so many faculties of man – in modern society rarely finds occasion for manifestation and practice. The ancient game of chess fills out this gap. While the two armies of sixteen pieces each, on the battlefield of the sixty-four squares, contend with each other in mimic warfare according to acknowledged rules, the brain of the player is in constant agitation. Here he must foresee the result of a hostile manoeuvre, analyzing its outcome sharply to find out whether it is time for defense or whether he should make his opponent press home still harder before he parries. There he must weigh the question in his mind whether he should attack the enemy or not, the answer depending on considerations of a strategic nature that cannot be calculated like a mathematical formula. Then, again, he finds himself in an extremely dangerous situation. He might still save himself, but before all he needs coolness. He must first of all locate the peril beyond a shadow of a doubt. He must strive to master the confusion into which he has been thrown. Another time he sees himself lost unless a desperate counter-attack, which must be undertaken with only a

few of his pieces, and executed in very few moves, quickly succeeds. With an eagle's eye he scans the lines of his opponent's pieces, there to detect a weak point at which to strike.

Or, again, the adversary might throw him a bait. If he takes it he will have to face attacks for a long time, the force of resistance of his position will be weakened, but he will gain in number of men over the foe. It requires courage this to expose one's self to the certainty of danger, yet his strategic convictions tell him that the offered sacrifice is unsound, that if he only finds the right replies he should win. But he anxiously asks himself whether his is not mistake His moral courage struggles in him. The struggle on the board has a counterpart in the soul of the man.

A long series of such experiences must develop in the chess player certain portions of his mind that, unless circumstances are very favorable, are usually dwarfed. A belief in the logic of events, not alone on the chessboard must take hold of him. The capacity for analyzing danger before defending will not leave him in life.. It will therefore be difficult to throw him into a state of helpless panic. A principle of absolute justice reigning in chess, its devotee will become objective, little prone to prejudice, or given to hasty judgment.

For theses and many other reasons it cannot be doubted that the brain considerably gains in force by the practice of chess play. And, therefore, according to our thesis, we must conclude that in modern society the ideal man would be a chess player.

But here I hear some interpose. What about Morphy, Steinitz, and Pillsbury, the three greatest American chess players, having fallen victims to insanity ? Does not observation disprove your theory ? So they might ask. My reply is a decided No !

Morphy did not go insane on account of chess. During the last thirty years of his life he never touched the pieces, nor did he show any signs of insanity except perhaps ten years before his death. Is it likely that the troubles should have arisen from chess playing, which he by no means played excessively, or is it not rather more probable that something else, such as war unfavorable to his side or another ailment somehow contracted, was the cause ?

Steinitz went insane in spite of chess. Modern science has located the various mental faculties in the brain, and so it has been found that Steinitz was born with a

defect in his motional brain cells. The part of the brain where chess work was performed was, on the contrary, strong and sound. The blood supply of the weaker part became irregular, and there was a hemorrhage, a catastrophe, that would have occurred much earlier (Steinitz was 62 years old when he died) had he not strengthened his brain by the use of his other faculties.

Pillsbury's case is different. He died from an illness contracted through overexertion of his memory cells. But chess has only very indirectly to do with that. Memory has the least value for a chess player who in its stead has to make use of invention, original thinking, and logic. Only in blindfold chess – a tour force de force, in which the player allows himself to be blindfolded and plays by heart – does memory find a place. Unfortunately Pillsbury made it his business to give blindfolded performances. He had a great reputation in this form of entertainment, and he derived the main portion of his income by these feats. The chess clubs – this reproach cannot be withheld from them – in trying to get the most value out of the performer, made him play as many games as he possibly could stand. Thus during a tournament in Europe, in which he participated, he was made to conduct sixteen games blindfolded against very strong players. The management of the tournament ought to have had more discretion than to put one who was engaged in the fight of the tourney to such excessive strain. During the trying hours of his exhibitions, in which he often gave also feats of memory and played checkers and whist, Pillsbury would smoke and partake of whisky. Thus little by little his health was undermined. Many friends, seeing him lose in strength, warned him of the peril. But the chess world is wretchedly organized, and much as it owed to Pillsbury it never allowed him a living except on condition that he gave his exhibitions. So the vicious circle was complete, and now we stand morning at his grave..

---Emanuel Lasker quoted from Lasker's Chess Magazine, May 1906, pp 35-37.

Otero y Garzon,G (2284) –

Nurse,G (1809)

[D55]

CICL 2006/07 CA (3), 10-23-2006

[Notes by Gustavo]

D55: Queen's Gambit Declined

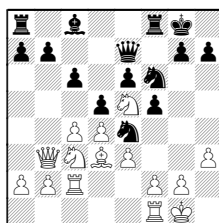
1.d4 d5 [Time: White = 0, Black = 0]

2.Nf3 Nf6 [0,0] 3.c4 e6 [1,0] 4.Bg5 Be7

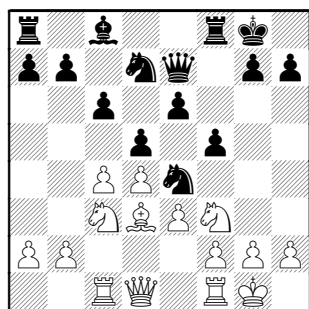
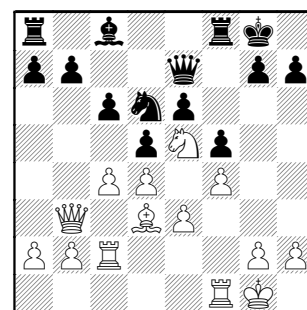
[1,0] 5.e3 0-0 [1,2] 6.Nc3 Ne4 [1,4]

7.Bxe7 Qxe7 [2,4] 8.Rc1 c6 [2,5] 9.Bd3

f5 [2,5] 10.0-0 Nd7 [3,6]



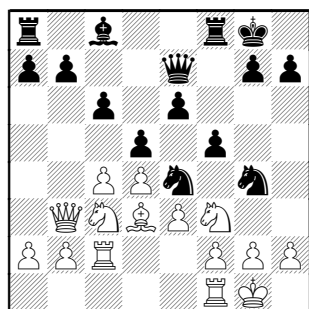
White has conceded important weaknesses in the kingside, but this may be better than the game variation.

**11.Qb3**

This move puts pressure on b7 and d5 but it is possible that the queen is more effective in the preparation of e4.

Another possibility would be: 11.Nd2 and white might be able to open the center with a further e4, being better developed.

11...Ndf6 [3,8] 12.Rc2 a consequence of white's previous move. 12...Ng4



Nurse decides to go for a kingside attack right away, something that seems a bit premature.

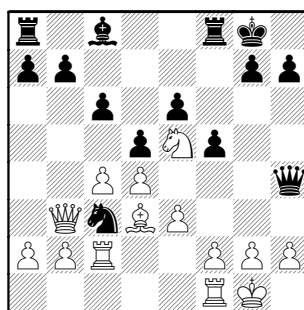
13.Ne5

I did not like 13.h3 Ngf6 14.Ne5

13...Qh4?! [16,24]

Black cannot avoid the exchange of his attacking pieces and he will be repelled.

Much better is: 13...Nxe5 14.dxe5 and, although passive, black's position is OK.

14.Nxg4 Nxc3 [20,25] 15.Ne5

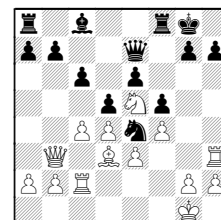
At this point I felt white had a slight advantage based on the scope of the minor pieces. 15...Ne4 [25,25] 16.f3 Nd6 [27,33] 17.f4

Given the previous commentary and the difficulties that black has, to get a decent development white should have tried moves like: 17.Qb4 trying to improve the position of all white's pieces.

17...Qe7 [30,36]**18.Rfc1?!**

Here I could not find a clear plan and started wandering.

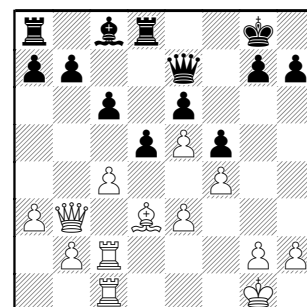
The situation of Black's queenside may allow the start of an attack like: 18.Rf3 Ne4 19.Rh3



19...Qd6 20.g4 . White has a certain initiative against black's passive position.

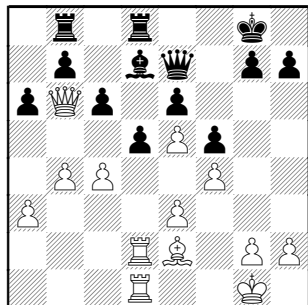
18...Nf7 [38,38] 19.a3

With a move that does no harm and shows the lack of a definite plan, it is from here that white starts to misplay the position giving black the possibility to get counterplay.

19...Nxe5 [39,39] 20.dxe5 Rd8

21.Be2 Qe8 [42,53] 22.Rd1 Rb8 [45,55] 23.Rcd2 Bd7 [48,56] 24.Qb4

Qf8 [49,57] **25.Qa5** **a6** [49,61] **26.Qb6**
Qe7 [54,61] **27.b4**



27...g5 [55,61]

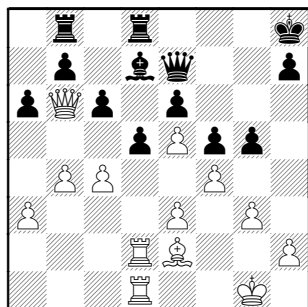
It is understandable that Black tries to create some counterplay.

28.g3

Maybe it's better to delay this move and continue putting pressure on the queenside given that white's space advantage would allow him to react faster on the kingside, as in:

28.a4 gxf4 29.exf4 when white seems to have the advantage.

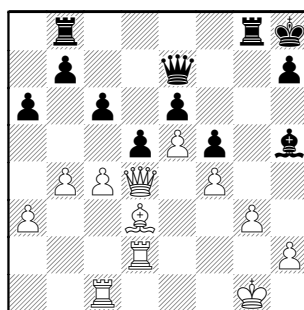
28...Kh8 [61,61]



29.Qd4

It might have been better to continue with 29.a4, further opening the queenside position.

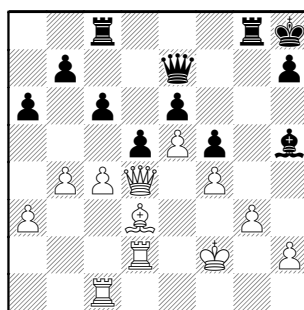
29...Rg8 [62,62] **30.Bd3** **Be8** [62,66]
31.Rc1 white's rooks keep bouncing between the c and d files. **31...gxf4**
 [66,71] **32.exf4** **Bh5** [66,72]



33.Kf2?

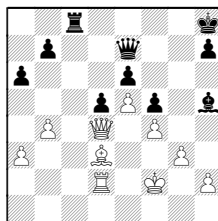
From now on I started playing in a very erratic way, without the necessary focus. White could have created an advantage with: 33.cxd5 cxd5 34.Qb6 taking control of the only open file.

33...Rbc8 [67,74]

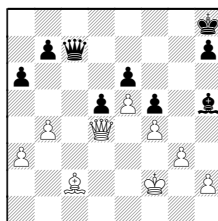


34.Rdc2?!

Again, white could have gained some advantage with the opening of the c-file. 34.cxd5 cxd5 35.Rxc8 Rxc8

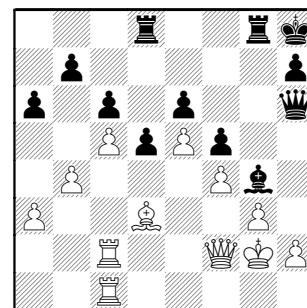


36.Rc2 Rxc2+ 37.Bxc2 **Qc7**



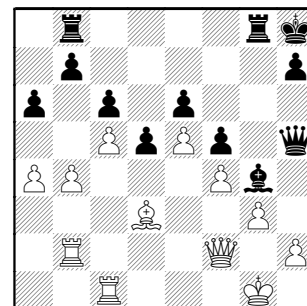
and continuing with **38.Qc5**

34...Rcd8 [67,79] **35.c5** **Qg7** [72,81]
36.Kg2 **Bg4** [77,83] **37.Qf2** **Qh6**



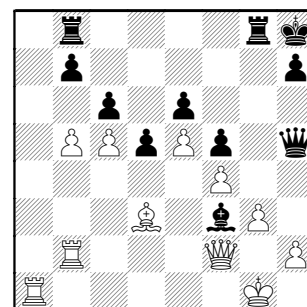
White's erratic and passive play has allowed Black to get out of trouble.

38.a4 **Qh3+** [79,85] **39.Kg1** **Qh5**
 [79,85] **40.Rb2** **Rb8** [81,87]



My opponent was short of time and so played inaccurately. It was better to play the bishop to e4 via f3.

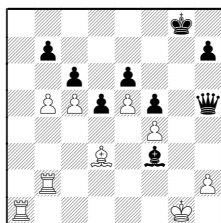
41.b5 **axb5** [83,87] **42.axb5** **Bf3** [83,88]
43.Ra1



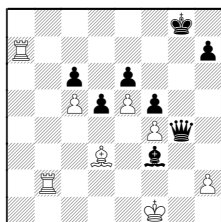
43...Be4 [85,88]

Here black had the chance of a forced

draw: 43...Rxg3+!? 44.Qxg3 Rg8
45.Qxg8+ Kxg8

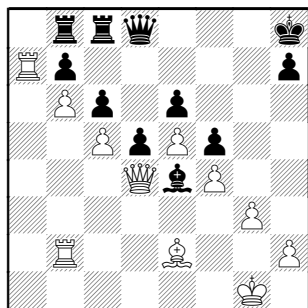


46.bxc6 Qg4+ 47.Kf1 bxc6 48.Ra7



48...Qh3+

44.Be2 Qf7 [85,88] 45.Ra7 Qc7 [85,89]
46.Qd4 Rgc8 [89,90] 47.b6 Qd8
[95,94]



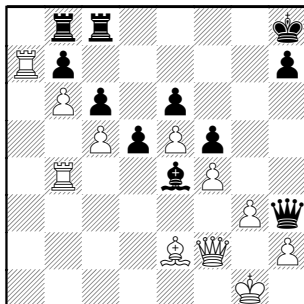
48.Kf2?!

No need for this. I had the crazy idea of centralizing the king. Better was:
48.Rba2

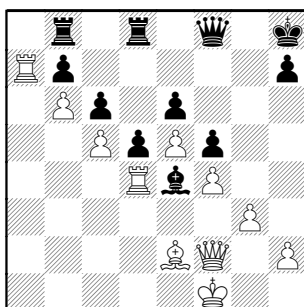
48...Qf8 [95,95] 49.Rb4 Qh6 [101,95]
50.Kg1

It is clear that white's three last moves were weak.

50...Qh3 [102,96] 51.Qf2



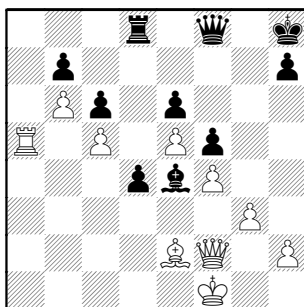
51...Qh6 [102,97] 52.Kf1?! Persisting...
52...Rd8 [105,98] 53.Rd4 Qf8 [106,99]



54.Ra5?!

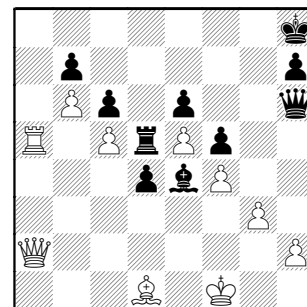
54.Rda4 keeps black a bit tied up.

54...Ra8 [107,100] 55.Rda4 Rxa5
[109,108] 56.Rxa5 d4 [109,109]



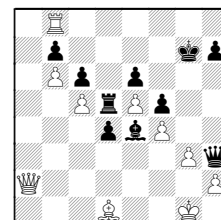
Black has managed to get something his way. I had been playing badly the last moves and started feeling a bit anxious, seeing that my advantage vanished.

57.Bd1 Rd5 [114,112] 58.Qa2 Qh6



An ambitious move that is not properly answered. **59.Bb3?!** Very tempting, but overlooks black's idea.

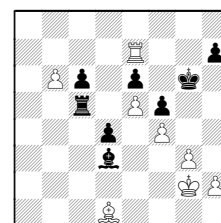
The best chance, that I did not consider during the game, would have been:
59.Ra8+ Kg7 60.Rb8 Qh3+ 61.Kg1



61...Bd3

61...Rd7 62.Rc8 gives white more chances.

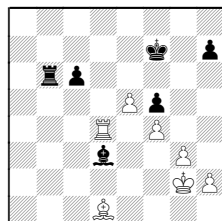
62.Rxb7+ Kg6 63.Qg2 Qxg2+ 64.Kxg2
Rxc5 65.Re7



65...Rb5

65...Bc4?! 66.Ba4 and the b-Pawn survives giving white a winning position.

66.Rxe6+ Kf7 67.Rd6 Rxb6 68.Rxd4

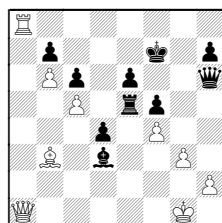


68...Rb2+ 69.Kg1 Be4 and although complicated, the game should have only two possible results.

59...Rxe5 [121,115]

This move was a complete surprise to me. Black managed to coordinate all his pieces against the lonely white king. White has to play with maximum care not to lose.

Black had a forced variation leading to a draw: 59...Bd3+ 60.Kg1 Rxe5! 61.Ra8+ Kg7 62.Qa1 Kf7!



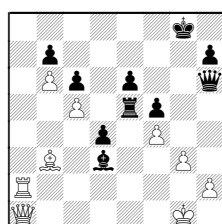
The king is off of the long diagonal and the rook is freed. Continuing: 63.fxe5

63.Rd8 Re2 64.h4 Qg6 65.Rd7+ Ke8 66.Qa8+ now white has to check for eternity.

63...Qe3+ and white cannot avoid the perpetual.

60.Qd2

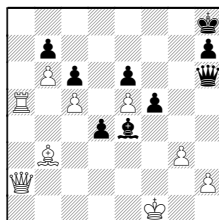
A solid defence would have been: 60.Kg1 Bd3 61.Qa1 Kg8 62.Ra2



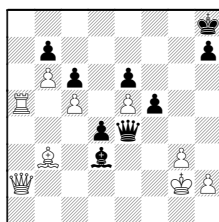
62...Re4 63.Rd2.

The following variations show how careful white's play must be.

A) 60.fxe5?



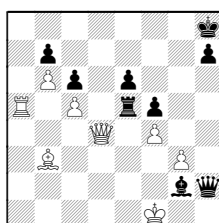
60...Qc1+ 61.Kf2 Qe3+ 62.Kf1 Bd3+ 63.Kg2 Qe4+



64.Kf2 Qh1 and black wins. 65.g4 Qf1+ 66.Kg3 Qe1+ -+

B) 60.Qb2? Bd3+ black wins.

C) 60.Qa1 Qxh2 61.Qxd4 Bg2+

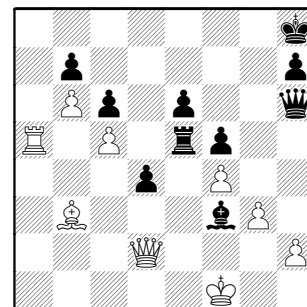


with mate in two.

The last three variations are easy to spot but they are shocking after some hours of feeling that the game is under ones' command.

(Rejoining game, toward bottom previous column..)

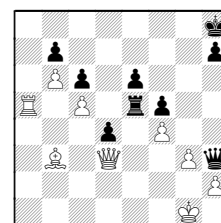
60...Bf3?! [132,120]



Objectively speaking this is a blunder since white can get a winning position in just one move.

He could play:

60...Bd3+ 61.Qxd3 Qh3+ 62.Kg1



62...Re1+ 63.Kf2 Re4 saving the game with perpetual check.

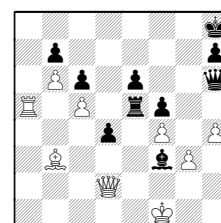
61.Bc4? A horrible blunder in return which is not unexpected when one loses the thread of the game like this.

Despite its appearance, the position is easy to understand. Black's queen is crucial in the attack but it is also pinning the f4 pawn to defend the rook. Black's king is very exposed too! Most of all, black's rook has no good squares.

Here, there are at least two winning continuations for White which are relatively easy to spot given the previous considerations:

A) 61.Kg1 Re4 62.Bc2+-

B) 61.h4



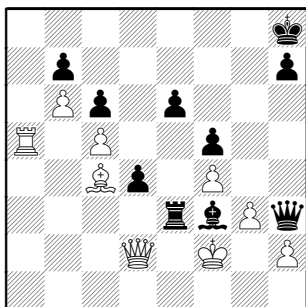
61...Be2+
(61...Re2? 62.Qxd4+-)

62.Kg2 Re4 63.Bc2

61...Qh3+ [140,121]

Now black managed to liberate his queen and rook, rounding up White's king.

62.Kg1 Re1+ [141,121] 63.Kf2 Re3?



This time it's my opponent who makes the last mistake. White coordinates the queen and the rook to deliver mate in a few moves. Of course, Black wins right away playing instead 63...Rd1 .

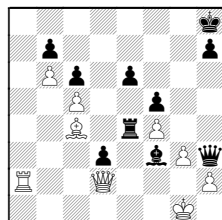
Right after resigning, Nurse said he wanted to play: 63...Re4 which would have lead to an unclear ending and lots of complex ramifications. 64.Kg1 a move which is not so easy to find at this point of the game!

64...d3

Black has a draw at hand with 64..Re1+

65.Bxd3

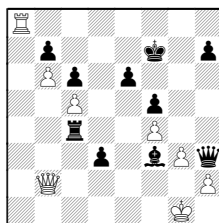
65.Ra2



is a very difficult move which does not work. 65...Be2

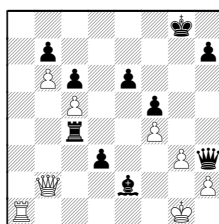
(Instead 65...Rxc4? 66.Ra8+ Kg7

67.Qb2+ Kf7



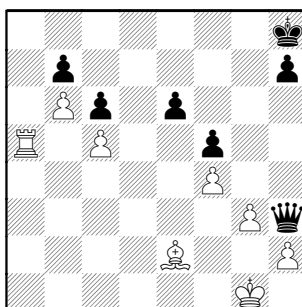
68.Rf8+ Kxf8 69.Qf6+ and black cannot avoid the checks

66.Ra1 Rxc4 67.Qb2+ Kg8



68.Qf6 Ra4 winning given that black's king can eventually "hide" on f3.

So, rejoining mainline analysis from last column, after 65 Bxd3 play could continue with
65...Re2 66.Qxe2 Bxe2 67.Bxe2



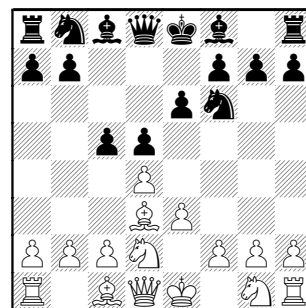
This position is hard to assess. Black has the most valuable piece, but White has the dangerous b-Pawn. This is most probably a draw.

1-0

Denmark,T (1750) –
Otero y Garzon,G (2284) [A45]
CICL 2006/07 Fermilab (4), 11-16-2006

[Notes by Gustavo]

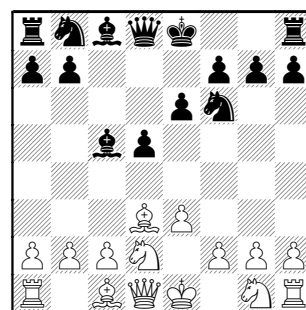
1.d4 Nf6 [Time: White = 0, Black = 0]
2.e3 d5 [1,2] 3.Bd3 e6 [2,3] 4.Nd2 c5



5.dxc5?!

There was no need to give up the center. 5.c3 was much better although black is OK.

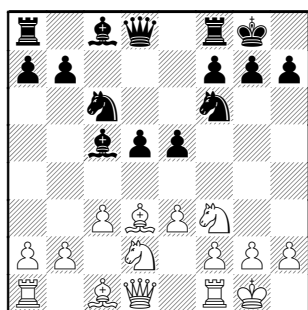
5...Bxc5 [3,4]



6.c3?! This involves the loss of a tempo since white will have to contest the centre at some point, either with c4 or e4.

6.Ngf3 trying to castle and play e4 is becoming necessary.

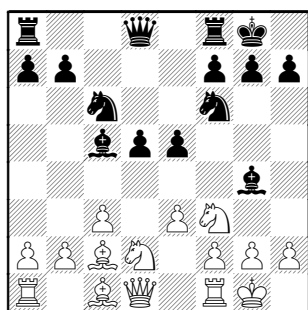
6...Nc6 [4,4] 7.Ngf3 0-0 [6,5] 8.0-0 e5 [6,6]



9.Bc2?! A very passive move.

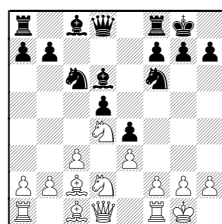
9.e4 was needed, with a balanced position where black has gained some tempi. After the game Denmark mentioned that it never occurred to him the e3-e4 move during the game.

9...Bg4?! [7,8]



Probably not the strongest since it gives white the chance to play e4.

Much stronger would have been: 9...e4
10.Nd4 Bd6

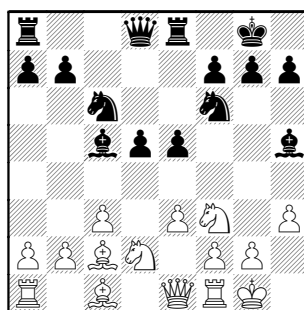


Black has a good attack against the not so easy to defend white kingside.

10.Qe1?!

White again misses his chance. As last move, it was better to play: 10.e4

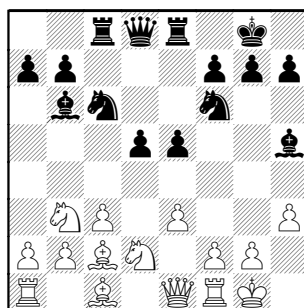
10...Re8 [8,9] **11.h3** A weakening move that was completely unnecessary.
11...Bh5 [8,10]



12.Nb3

Again, it was better to play 12.e4 although black now has a certain advantage with the reply 12...d4.

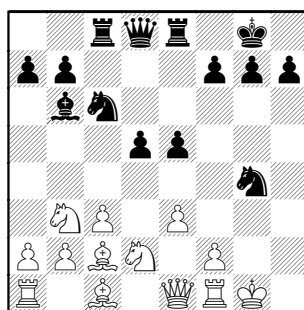
12...Bb6 [11,10] **13.Nfd2 Rc8** [11,13]



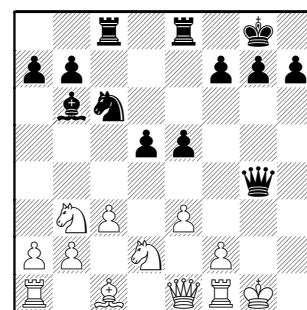
A very bad move from Denmark that's left White's pieces far from well-placed whilst black's are all on their optimal squares.

14.g4?

This makes the game very short, although black already had a strong advantage. **14...Bxg4** [12,15] **15.hxg4 Nxg4** [13,15]



16.Bf5?! **Qg5** [13,17] **17.Bxg4 Qxg4+**



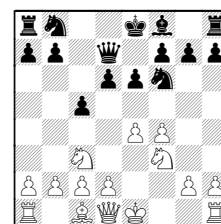
It's mate in four more moves. **0-1**

Franklin,D (2105) – Benesa,A (2081) [B23]
CICL Hedgehogs-Aces, 11-20-2006

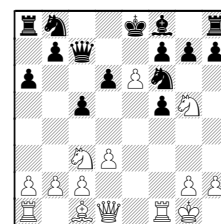
[Notes by D. Franklin]

1.e4 c5 2.Nc3 a6

I didn't do much preparation before this game, but I did notice an old Sicilian game of Benesa's in which he delayed his development and allowed his king to be caught in the center after a quick e4-e5 and f4-f5 by White. I hoped, but didn't expect, that my game with him might follow a similar course. The old game went 2...d6 3.f4 e6 4.Nf3 Nf6 5.Bb5+ Bd7 6.Bxd7+ Qxd7



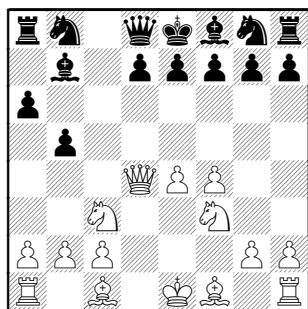
7.d3 Qc7 8.0-0 a6 9.e5 Nfd7 10.f5!
exf5 11.e6 Nf6 12.Ng5



(We'll compare this position in a bit)
12...fxe6 13.Nxe6 Qd7 14.Re1 Kf7
15.Bg5 Be7 16.Bxf6 Bxf6 17.Nd5 Be5
18.Ng5+ Kg6 19.Nf3 Qd8 20.Rxe5! and

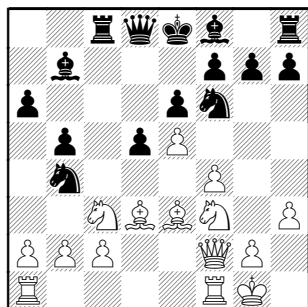
White soon won; 1–0 Stein,P (2345)-
Benesa,A (2287)/Tyros-Exemplars
1999/[Playoff Round 3]

3.f4 b5 4.Nf3 Bb7 5.d4 cxd4 6.Qxd4



6...Nc6 7.Qf2 This is a good all-purpose
move, keeping the queen out of the way of
White's bishops, preparing a lineup
on the g1–a7 diagonal and protecting
c2 in case of ...Nb4.

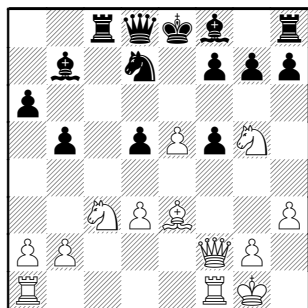
7...e6 8.Bd3 Nb4 9.0–0 Rc8 10.Be3
Nf6 11.h3 d5 12.e5



12...Nd7

Not 12...Ne4? 13.Bxe4 dxe4 14.Ng5

13.f5! Nxd3 14.cxd3 exf5 15.Ng5!?

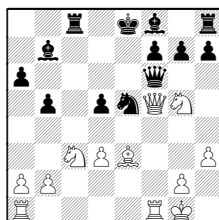


Here's where the similarity with the
The Chicago Chess Player

1999 game is apparent.

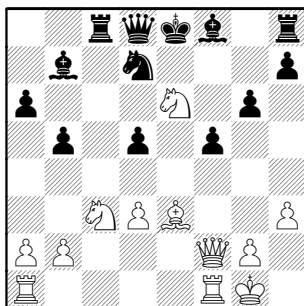
15...g6

I was expecting 15...Nxe5 16.Qxf5
(Shredder recommends 16.Rae1 f6
17.Bd4±) and now Black has an
interesting resource, which I missed:
16...Qf6!



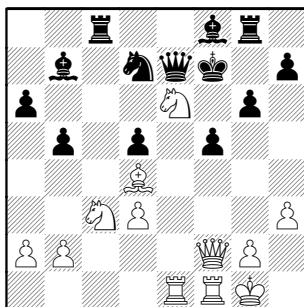
with the idea 17.Qxf6 gxf6 18.Rxf6 Be7
and Black has the better endgame.

16.e6 fxe6 17.Nxe6



White is already winning.

17...Qe7 18.Bd4 Rg8 19.Rae1 Kf7

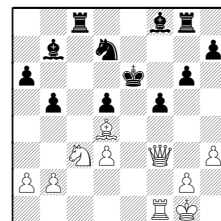


20.Qf3?! This is the one hiccup in an
otherwise smooth performance by
White.

My idea was that Black is bound to
sacrifice his queen on e6 for rook and
knight sooner or later. In the meantime,
www.ChicagoChessLeague.org

I thought, it would be worthwhile to
increase the pressure on Black's weak
d5 pawn.

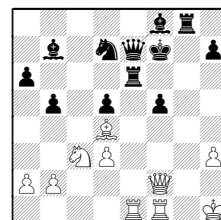
More concretely, I had calculated
A) 20.Qf3 Qxe6 21.Rxe6 Kxe6



22.Re1+ Kd6 23.Qf4+ winning.

B) I also thought that 20.h4 (threatening
a deadly Ng5+) would be well-
answered by 20...h6. In fact, though,
20.h4 h6 is met by 21.h5! and Black's
position totally collapses.

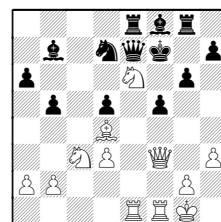
C) Finally, 20.g4 would have won as
well, e.g., 20...Rc6 21.gxf5 gxf5+
22.Kh1 Rxe6



23.Qxf5+ Nf6 24.Bxf6+-

20...Bh6 (0:50–0:42)

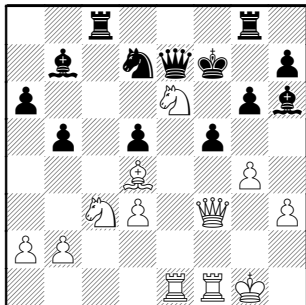
Black should have tried 20...Re8!



when White has little better than to
retract his last move, and retain a large
advantage, with 21.Qf2

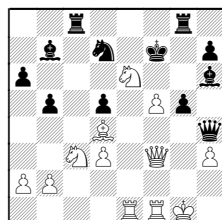
(21.Nxd5? actually loses to 21...
21...Qxe6 22.Rxe6 Rxe6 and the
pinned knight is doomed)

21.g4

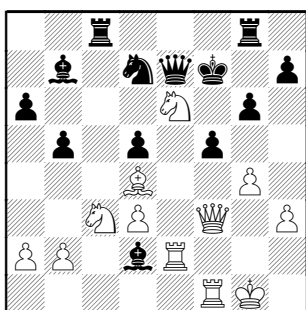


(Actually, 21.Nc5! wins on the spot)

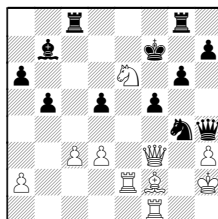
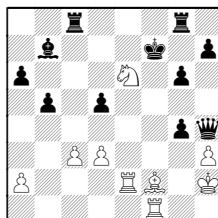
21...Bd2 (0:42–0:29)

More tenacious is 21...Qh4 22.gxf5 g5but White is still much better after
23.Qg4

22.Re2

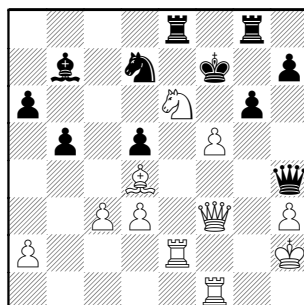
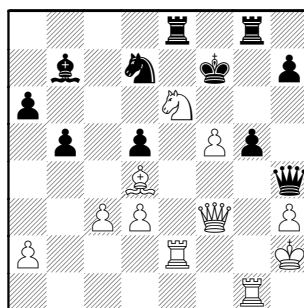


22...Bxc3

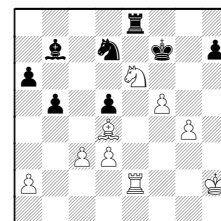
Nothing is changed by 22...Qh4 23.gxf5
gxf5+ 24.Kh2+-23.bxc3 Qh4 24.Kh2! 24...Rce8
(0:34–0:15)I intended to answer 24...Nf6 with
25.Bf2 Nxg4+26.Qxg4 Qxg4 27.hxg4+-From analysis diagram,
not 26 Qxg4 fxg4?

27.Bxh4+ Ke8 28.Nc5# (or 28.Nf8#)

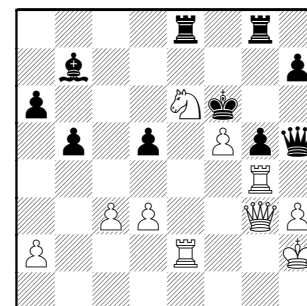
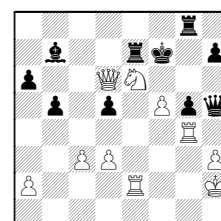
25.gxf5

25...g5 This push came as a surprise,
but White has a winning retort. **26.Rg1!**

26...Nf6 (0:27–0:12)

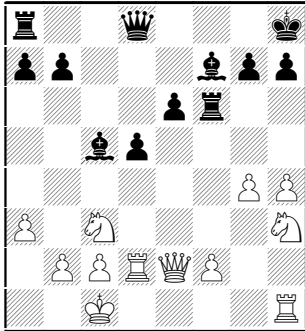
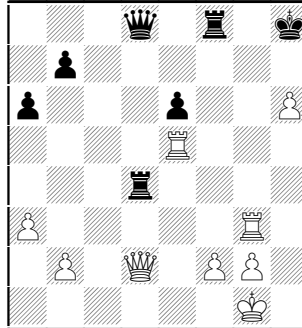
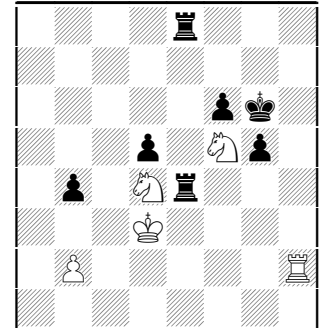
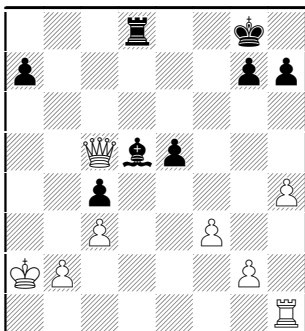
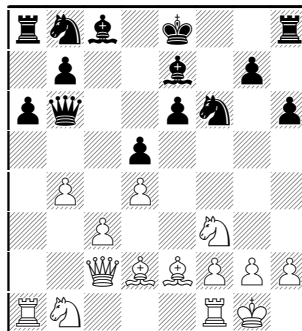
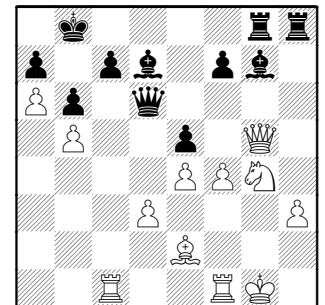
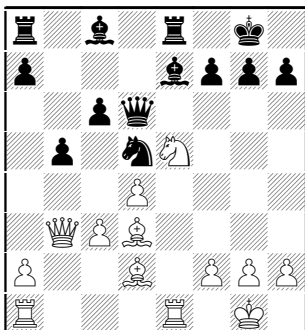
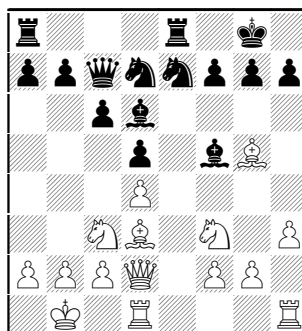
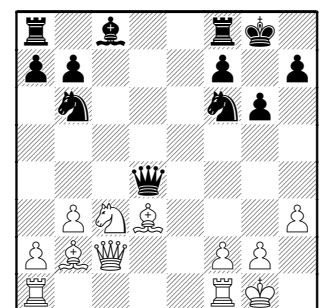
This loses right away, but the endgame
is hopeless for Black after 26...g4
27.Rxg4 Rxg4 28.Qxg4 Qxg4 29.hxg4

27.Bxf6 Kxf6 28.Rg4 Qh5 29.Qg3

Game over. **29...Re7 30.Qd6**30.Qe5+ Kf7 31.Nd8+ was somewhat
quicker, but it doesn't matter.**30...Kf7 Black resigned** before I could
reply.The simplest finale is 30...Kf731.Nd8+ and White mates in four more
moves.

1–0

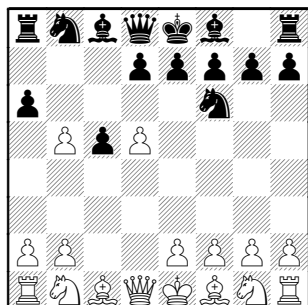
**Here's another chance to pit your skills against your clubmates.
Answers on page 41**

PROBLEM 1.**WHITE TO MOVE****PROBLEM 4.****WHITE TO MOVE****PROBLEM 7.****WHITE TO MOVE****PROBLEM 2.****WHITE TO MOVE****PROBLEM 5.****WHITE TO MOVE****PROBLEM 8.****WHITE TO MOVE****PROBLEM 3.****WHITE TO MOVE****PROBLEM 6.****WHITE TO MOVE****PROBLEM 9.****WHITE TO MOVE**

FraneK,M (1724) –
Freidel,P (1903)
Pawns-Baker, 09-20-2006

[A57]

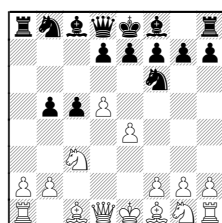
1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 a6



5.e3 White obviously wants to recapture on b5.

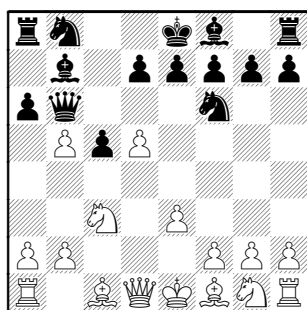
In practice games, I've emphasized an early strong point on that square (with a4, Na3, Ne2-c3) and had the better game. Black's reply assures he has plenty of Pawn targets, not giving White time for such a lengthy move-series.

But the only suggestions in NCO are 5 b6 and 5.Nc3 axb5 6.e4



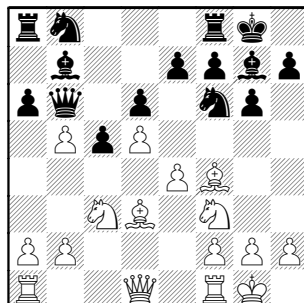
threatening b5 again, or to play e5 attacking Black's only developed piece. But then things get interesting after 6...b4

5...Bb7 6.Nc3 Qb6



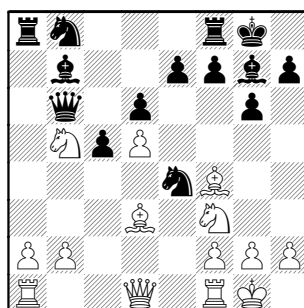
Assuring the Pawn comes back as White's Knight is overloaded covering both b5 and d5.

7.Nf3 g6 8.e4 d6 9.Bd3 Bg7 10.0-0 0-0 11.Bf4

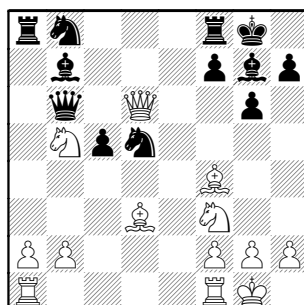


This attempts to discourage the e-Pawn from attacking d5 (after e7-e6) as that may make Pd5 backward. In the meantime, White secures e5 and maybe can play Qd2 (defending b2) and follow with Bh6.

11...axb5 12.Nxb5 Nxe4



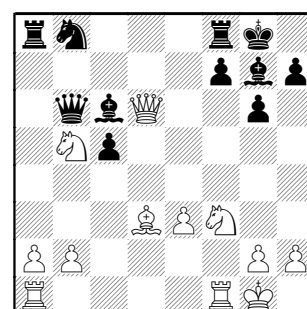
Typical, Black spots the Bishop is overloaded, defending on two diagonals. 13.Qe2 Clever, a second defender of b5 makes a capture on e4 possible. 13...Nf6 14.Qxe7 Nxd5 15.Qxd6



This is what caught my attention. Can't remember any examples where White so easily dismantles Black's center...winning a Pawn to boot ! Black has accurately spotted compensation.

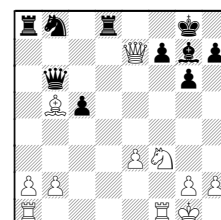
15...Bc6 Is he threatening b5 or not ? Black's d5-Knight needs help, but can get that by first playing ..Rd8. Can White's aggressive pieces be rounded up ?

16.Be3 Giving his Queen escape squares along the diagonal, or to c5, but... 16...Nxe3 17.fxe3



White seems to be OK as Black still can't capture on b5 (his Queen is unprotected). But that piece can't maintain the pin after...17...Rd8 18.Qe7 Bxb5 [18...Bxb2 19.Ng5 Rf8] 19.Ng5

19.Bxb5



seems to win the piece back as Black's Queen is required to hold the d8-Rook. 19...Ra7 (19...Qxb5? 20.Qxd8+) 20.Qh4 maintaining the Queen's attack to d8. White will lose his b-Pawn, and probably his only remaining queenside Pawn. Black is thus better, especially with the c-passer.

19...Ra7 Compared with the 19 Bxb5 line, here White's Queen is forced into

the center, where Bxd3 wins a second piece and forks on top of all that.

An interesting game of tactics and counterplay.

0-1

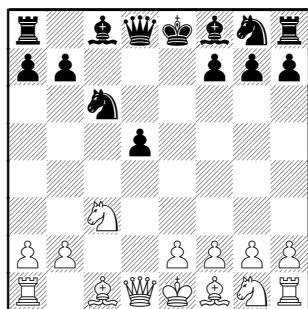
Friske,T (2093) -

Morris,R (2198)

[D32]

Walgreens-Knights, 10-5-2006

1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 cxd4
5.Qxd4 Nc6 6.Qd1 exd5



7.e3

Step one (of four... keep reading !) in playing against an isolate is to assure it doesn't advance (i.e. make trouble) or get traded away.

Of course White can eat a Pawn with 7.Qxd5 but I didn't like her sitting in the center, getting pummeled while Black's pieces find active placement.

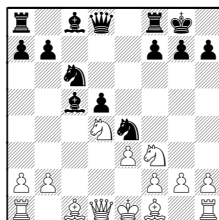
Additionally, if Rob offered it, it must truly be wrong ! Sucker!! The reality is if Black wants to keep his Queen, he has to spend a tempo moving her, so Black minimally gains in development.

7...Nf6 8.Nf3 Bc5 9.Be2

9.Nb5 **Step two** in playing against an isolate is maintaining possession of its "stop square", i.e. the one directly in front of it. A Knight is ideally placed there, so White would follow with Nbd4. But I had immediate development of all my pieces as priority, possibly wrongly.

Continuing with a few logical moves...

9...0-0 10.Nbd4 Ne4

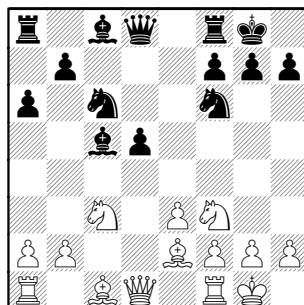


and you see that Black has stuff happening while White has a lot of work to even get started. Typical balance in IQP positions.

9...a6

Admired Rob for taking a time-out and taking away my key Knight maneuvre Nb5-d4. That keysquare can no longer be held.

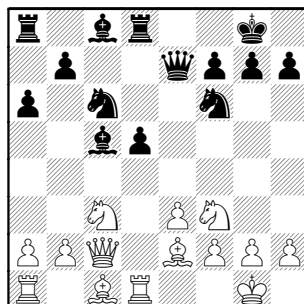
10.0-0 0-0



11.Qc2

Only now, in analysis time, do I realize maybe my Queen can find better activity with 11.Qa4 still observing d4 and maybe getting some attack with a later Qh4.

11...Qe7 12.Rd1 Rd8



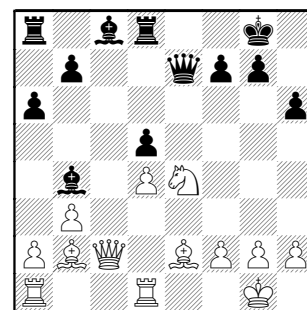
Since Black has d5-d4 whenever he wants it, I decide to block the isolate and apply the standard technique of attacking it from the diagonals (Qb3 and Bf3), maybe even, if given time, getting in Rd2-Rad1. Which is, for those of you noting, **step three** in the typical plan against an IQP. **Step four** got lost in the shuffle, which is actually capturing the Pawn !

But where does my Queen Bishop fit ? At b2 is obvious, but that would take squares away from my Queen.

13.Nd4 h6

If the isolate is really a bother, Black can always force a change in the structure with 13...Nxd4 giving White an IQP that balances that factor. It's now pretty obvious Black has the better play.

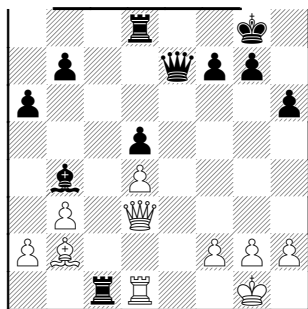
14.b3 (see comments at Black's 12th move) 14...Nxd4 15.exd4 Bb4 16.Bb2 Ne4 17.Nxe4



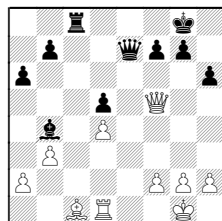
17...Bf5 As envisioned move 12, without any particular threat, just best placement possible !

White's real problem is general lack of space and weaknesses along the back two ranks. So it seems trades would alleviate those issues.

18.Rac1 Rac8 19.Qb1 Bxe4 20.Bd3 Bxd3 21.Qxd3 Rxc1

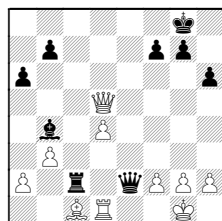
**22.Rxc1**

I showed bad form by miscalculating the consequences (Deep Shredder agrees Black barely has the better side of a draw) after 22.Bxc1 Rc8 weakness at c3 (22...Re8 23.Be3)

23.Qf5

hitting the Rook.

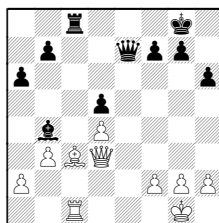
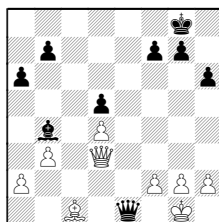
A) My notes indicate I'd only considered the game-like continuation 23...Rc2? 24.Qxd5 (missing the now obvious 24.Qxc2) 24...Qe2

25.Rf1 Rxa2 26.Qxb7

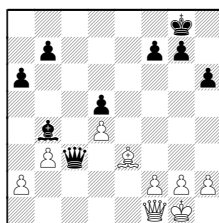
B) But there's still problems for Black after 23...Rc7 idea Qe2, Rc2 24.Qxd5 (24.Be3) 24...Qe2? 25.Qd8+ wins the Rook

22...Re8 23.g3 trying to free backrank threats

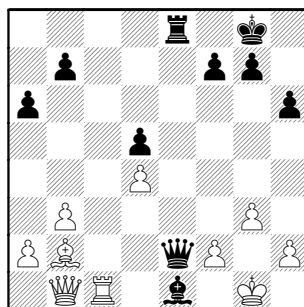
Both players saw the ramifications of 23.Bc3 Rc8

24.Bd2 Rxc1+ 25.Bxc1 Qe1+

but I didn't envision the Bishop save with 26.Qf1 Qc3 27.Be3



23...Qe2 No surprises, Black continues sucking up squares like a Hoover. Bb2 hangs, so the decision is to keep Queens on as otherwise the Black Rook wins along the second rank.

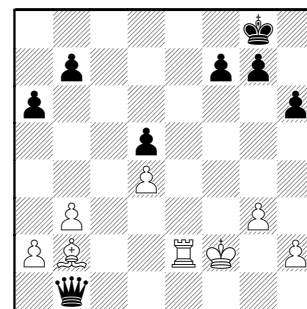
24.Qb1 Be1**25.Rc2**

An exchange sac doesn't even bail me out 25.Rxe1 Qxe1+ 26.Qxe1 Rxe1+ 27.Kg2 Re2 and again I lose because of the bad Bishop.

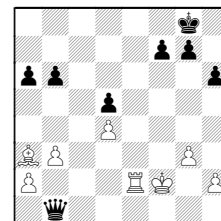
25...Bxf2+ At my 24th move, I'd thought this a blunder

26.Kg2 Qd3 forced, but only now saw the Rook invasion.. ah, well **27.Kxf2 Re2+**

Black can kick the King one move further away from center with 27...Qf5+ 28.Kg2 Re2+

28.Rxe2 Qxb1**29.a3?** time error

29.Ba3 idea of Bc5, but White has limited possible moves and Black can make a Kingside passer at his leisure. It might at least make him work and dodge threats from a combining Rook and Bishop. 29...b6



It's not apparent to me how White can play 16 quick moves here to survive to the time control. Maybe shuttle the Bishop between a3,d6,f8 as possible, I don't know.

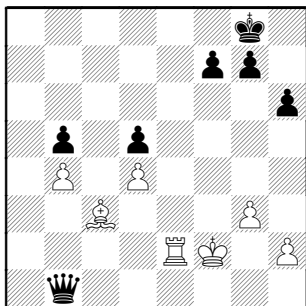
30.Ke3 idea Bd6-a3-d6-a3 etc and if King advances, maybe Bf8 can be added to that list.

29...a5 Both sides blitzed the remaining moves, but it's obvious now Black wins without any trouble.

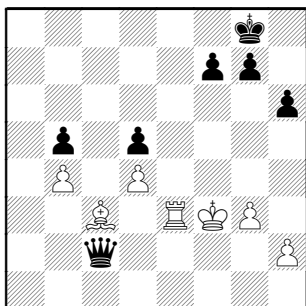
30.b4

No improvement with 30.Ke3 Qa2

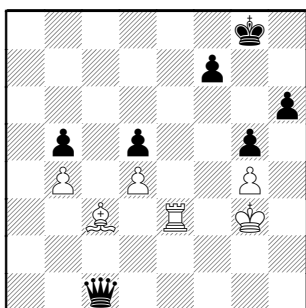
30...axb4 31.axb4 b5 32.Bc3



32...Qd3 33.Re3 Qc2+ 34.Kf3



34...Qxh2 35.Be1 Qb2 36.Bc3 Qc2 37.g4 g5 38.Kg3 Qc1

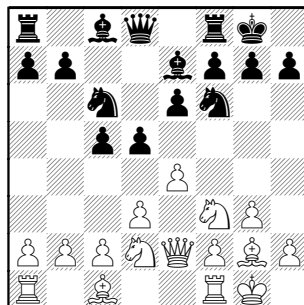


WHITE FLAGGED

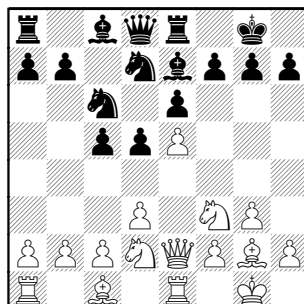
A disappointing result as it's a hard way to start the season, and a draw would have given the team a drawn match against enemy #1. 0-1

Solomon,A - Frank,M (1733) [C00]
Northwestern-Aces, 11-2-2006

1.e4 e6 2.d3 d5 3.Nd2 c5 4.Ngf3 Nc6
5.g3 Nf6 6.Qe2 Be7 7.Bg2 0-0 8.0-0



8...Re8 9.e5 Nd7 10.Re1



10...f6

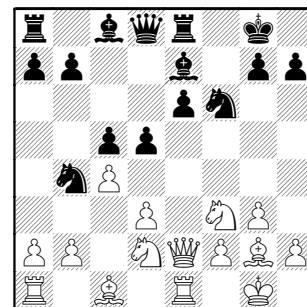
An interesting idea, attacking the center with "French Defense-like" moves. One immediate downside is that White pile up down the e-file (as in the French), but can add an attacker to e6 with Bg2-h3.

In most King's Indian Attack positions I've seen Black gets his queenside play started with stuff like 10...b5

11.exf6 Nxf6 12.c4

If 12.Bh3 Bd6 Black can play e6-e5 next.

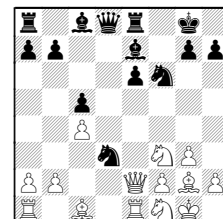
12...Nb4



Not sure what this is directed toward, apparently d3 but Black never gets to that.

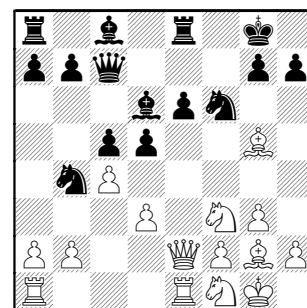
13.Nf1 Bd6

Black's Knight move still can't make progress for its side after 13...dxc4 14.dxc4 Nd3



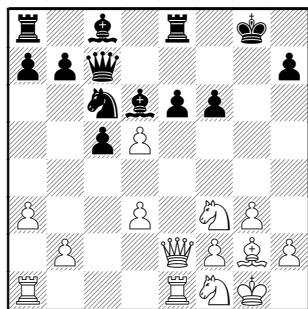
15.Rd1

14.Bg5 Qc7



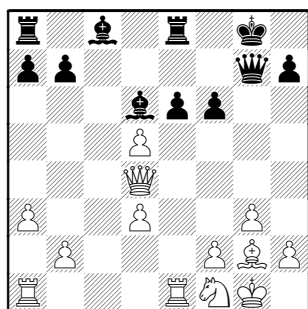
White can now (and does) win a Pawn.

15.a3 Nc6 16.Bxf6 gxf6 17.cxd5



That's right, the e-Pawn is pinned to Re8.

17...Nd4 18.Nxd4 cxd4 19.Qg4+ Qg7 20.Qxd4

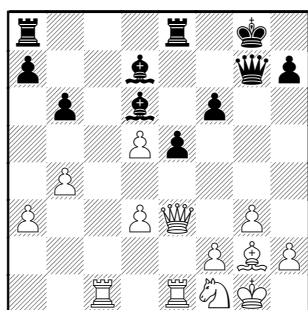


The extra Pawns are doubled, isolated, and blockaded, so White still has some work to do.

20...e5 21.Qe3 Bd7

If his next move was foreseen, maybe Black gets a better post for his light-squared Bishop with an immediate 21...b6 with good posts at either b7 or a6.

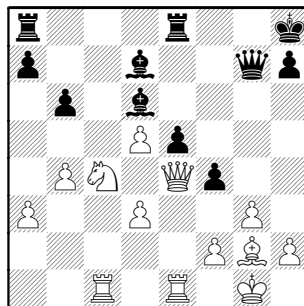
22.Rac1 b6 23.b4



23...Kh8 24.Nd2 f5 25.Nc4

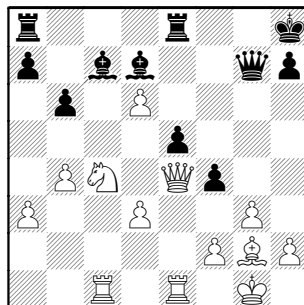
That's how to break a blockade! Attack it!

25...f4 26.Qe4

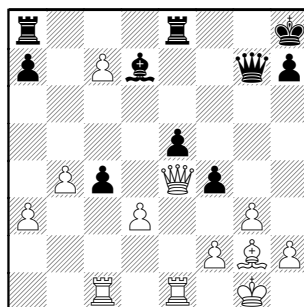


White's pieces are optimally placed and ready to invade.

26...Bc7 [Maybe try 26..Qf6] 27.d6



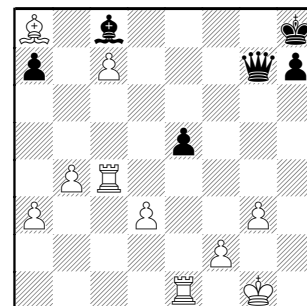
27...b5 28.dxc7 bxc4



29.Qxa8! Rxa8 30.Bxa8 fxc3 31.hxc3 Bh3

Black would at least have the move after 31...Bc8 32.Rxc4 but I don't see anything stunning to do with it

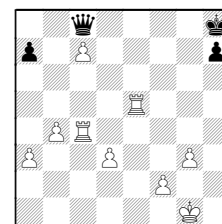
32.Rxc4 Bc8



33.Rc5

White can continue the theme of "attack the blockader" with 33.Bb7! since there's a kill after 33...Bxb7??

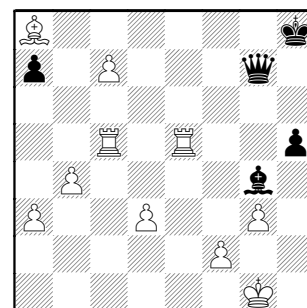
(The only line for Black is 33...Qg8 34.Bxc8 Qxc8 35.Rxe5



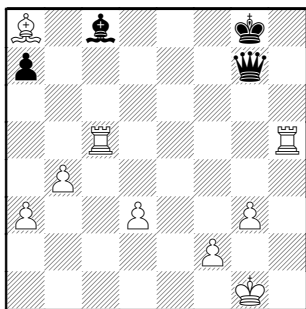
which is also no-brainer with Rd5-d8,c8Q)

34.c8Q+ Bxc8 35.Rxc8+ winning the Queen

33...h5 just another target 34.Rxe5 Bg4

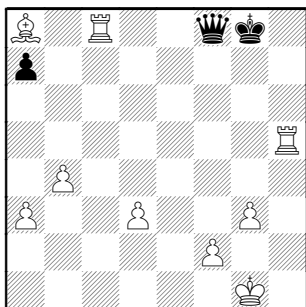


35.c8Q+ Bxc8 36.Rxh5+ Kg8



The rest of the game needs no comment

**37.Rxc8+ [37.Rhg5 isn't too bad either]
37...Qf8**

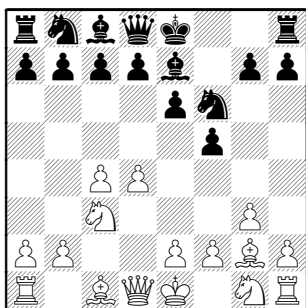


**38.Rh8+ [38.Rg5+ Kf7 39.Rf5+ even saves an extra Rook] 38...Kxh8
39.Rxf8+ Kg7 40.Rf4 a5 41.Kh2 axb4
42.axb4 Kg6 43.Kh3 Kg5 44.Bf3 Kg6
45.Kh4 Kg7 46.Kg5 Kh7 47.Rf7+ Kh8
48.Kg6 Kg8 49.Rf6 Kh8 50.Rf8# 1-0**

**Gorodetskiy, S (1928) –
Rauchman (2109)**
NWU-Hedgehogs, 10-12-2006

[A97]

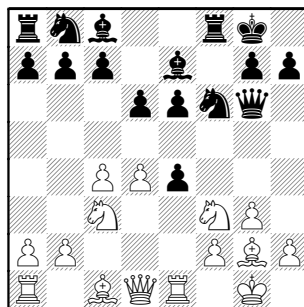
1.c4 f5 A way to transpose the English into a Dutch Defense, if that's your cup of tea. **2.Nc3 Nf6 3.g3 e6 4.Bg2 Be7 5.d4**



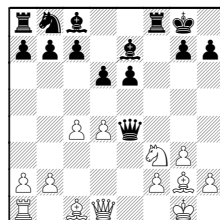
Yup, a Dutch Defense it now is. **5...0-0 6.Nf3 d6 7.0-0 Qe8**

In my early chess-playing days, this was all I'd play against 1 d4 !

8.Re1 Qg6 9.e4! White knows his stuff 9...fxe4



The fun trap is **9...Nxe4 10.Nxe4 fxe4 11.Rxe4! Qxe4??**

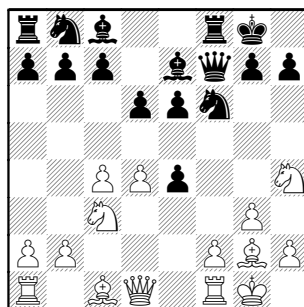


12.Nh4 and Black's Queen is checkmated

10.Nh4?!

Maybe White didn't know that trap afterall, because it applies again here !
10.Nxe4! Nxe4 11.Rxe4 Qxe4?? 12.Nh4

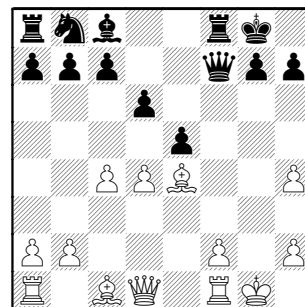
10...Qf7 11.Rf1



11...e5

Not seeing a downside to **11...d5** holding the extra Pawn and making Nh4 a permanent target

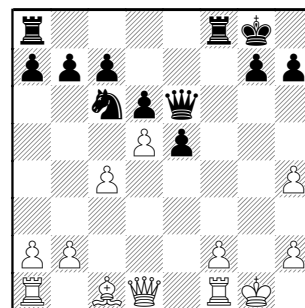
12.Nxe4 Nxe4 13.Bxe4 Bxh4 14.gxh4



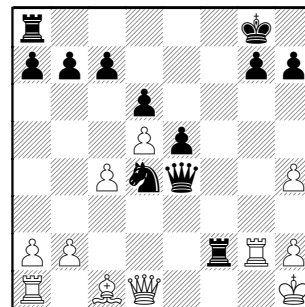
14...Nc6

Black loses a tempo with **14...Bh3?** idea **Qg6+-g2# 15.Bd5 (15.Bxb7?? Qg6+ mating)**

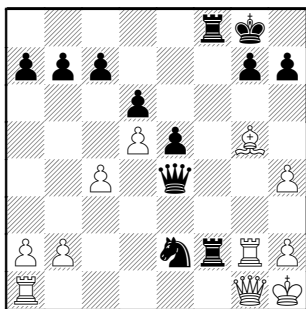
15.Bd5 Be6 16.Bxe6 Qxe6 17.d5



17...Qg6+ 18.Kh1 Nd4 19.Rg1 Qe4+ 20.Rg2 Rxf2

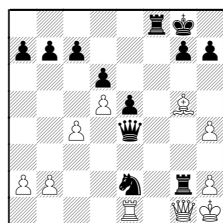


21.Qg1 Raf8 22.Bg5 Ne2



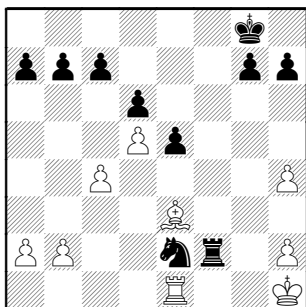
If the Queen moves, Black has Qxg2#
23.Re1 Qf3?? <sigh>

[An immediate win is **23...Rxg2**

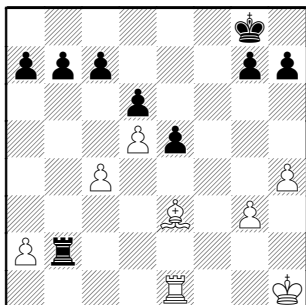


24.Qxg2 Ng3+ 25.hxg3 (25.Kg1 Qxe1+
 26.Qf1 Qxf1#) 25...Qxe1+ and Black
 wins the Queen with Rf1 or Rf2,
 depending on White's reply.]

24.Qxf2 Qxf2 25.Rxf2 Rxf2 26.Be3



White forces the win of a piece !
26...Ng3+ 27.hxg3 Rxb2



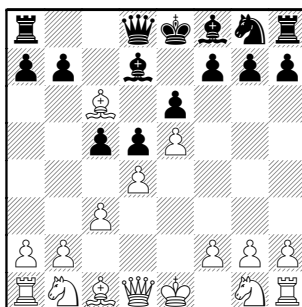
28.Bxa7 c5

28...b6 29.Bb8 returns the Bishop to the
 land of the living

29.Bb8 Rb6 30.Rf1 1-0

**Kratka,M (1664) –
 Eaman,R (1894)** [C02]
 Hedgehogs-Aces, 11-20-2006

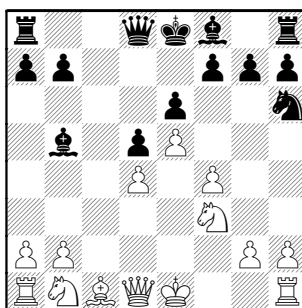
**1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6
 5.Bb5 Bd7 6.Bxc6**



6...Bxc6

I've had some success in practice
 adding an extra center Pawn with
 6...bxc6 with a follow-up of cxd,c5 and
 Pe5 really could be weak, with play of
 the Queenside as well.

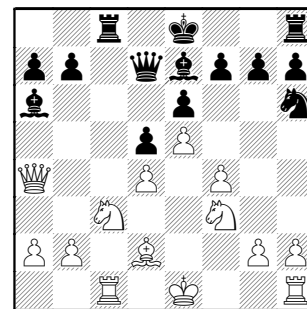
7.f4 Nh6 8.Nf3 cxd4 9.cxd4 Bb5



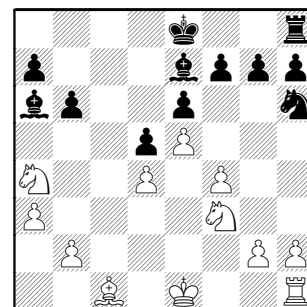
10.Bd2 Qd7

10...Be7 probably transposes

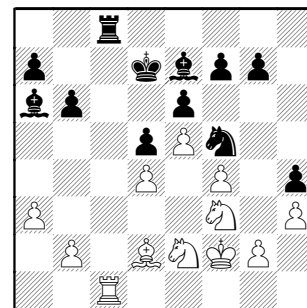
11.Nc3 Ba6 12.Qa4 Be7 13.Rc1 Rc8



14.a3 Qxa4 15.Nxa4 idea Nc5 hitting
 Ba6 and b7 **15...Rxc1+ 16.Bxc1 b6**



17.Bd2 Kd7 18.h3 Nf5 19.Kf2 h5
 stopping g2-g4 for now and maybe h5-
 h4 lets the Knight rest on g3 **20.Rc1 h4
 21.Nc3 Rc8 22.Ne2**

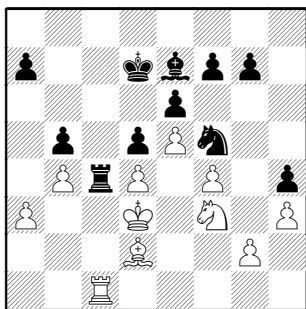


An interesting game because neither
 side has glaring weaknesses

22...Bxe2

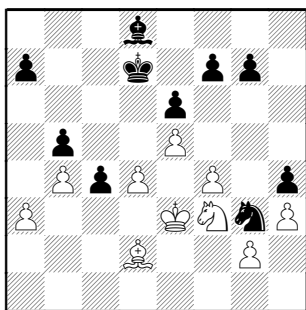
The Bishop pair was a hopeful plus for
 the ending, but sometimes its value is in
 the fact you can trade when it becomes
 convenient !

23.Kxe2 Rc4 24.Kd3 b5 25.b4



In this very subtle game, maybe this is where something concrete finally appears. White has allowed Black the c4 strongpoint, but it hardly seems to matter here.

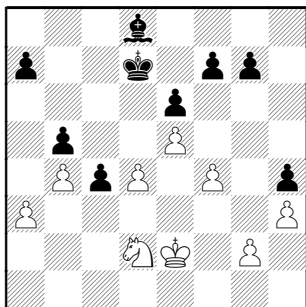
25...Bd8 26.Rxc4 hmmm 26...dxc4+
27.Ke4 Ng3+ 28.Ke3 Nf5+ 29.Ke4
Ng3+ 30.Ke3



Draw, please ?

30...Nf1+ No, thanks !

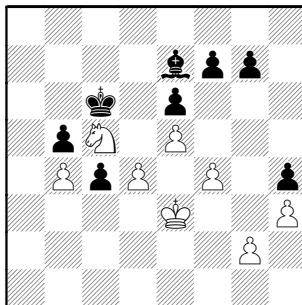
31.Ke2 Nxd2 32.Nxd2



Even here I'd expect the Knight to outplay the Bishop

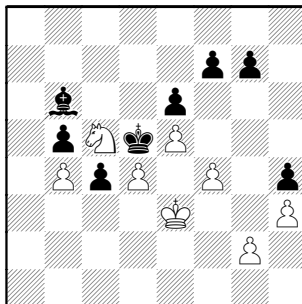
32...Kc6 33.Ke3 a5 Very good !
Creates a target at b4 that the Bishop can at least pressure.

34.Ne4 axb4 35.axb4 Be7 36.Nc5



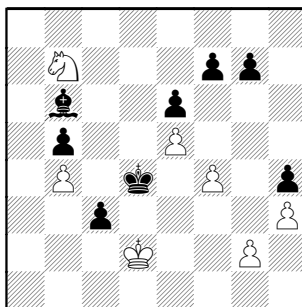
Depending on the fact that a capture of the Knight will give White a balancing protected passer.

36...Kd5 37.Na6 Bd8 38.Nc5 Bb6!!

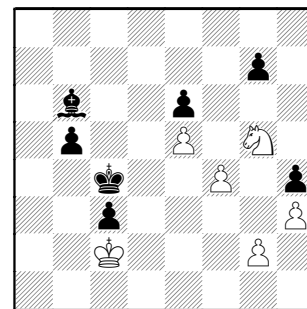


Now d4 is a target and the theme of advancing the c-passer (to deflect the Knight or King from d4) comes into view. In the meantime, White has no good move !! A classic zugzwang !!

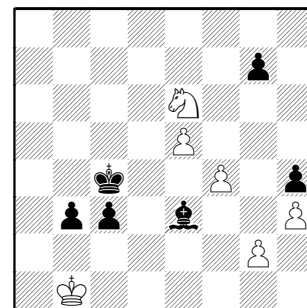
39.Kd2 Kxd4 40.Nb7 c3+



41.Kc2 Kc4 42.Nd6+ Kxb4 43.Nxf7
Kc4 44.Ng5



44...b4 45.Nxe6 b3+ 46.Kb1 Be3



WHITE RESIGNED realizing the finish with c2+-c1Q.

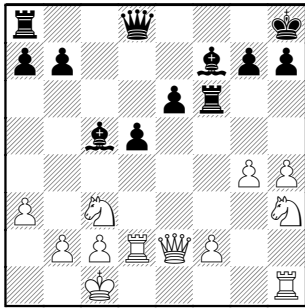
A very fine example of the concept of "bad Bishop". It's only bad when friendly Pawns block it, otherwise, as in this game, the enemy Pawns on the Bishop's path can become targets.

One to remember!

0-1

Solution 1.

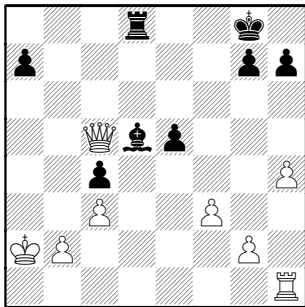
Suits,J (1598) - Friedel,J (1769)



19.Ne4 Be7 20.Nxf6 Bxf6

Solution 2.

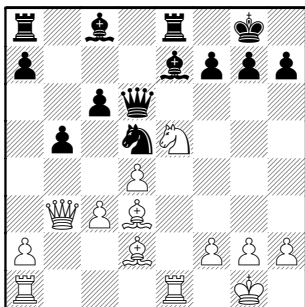
Fulkerson (1435) - Da Lu



31.Rd1 1-0

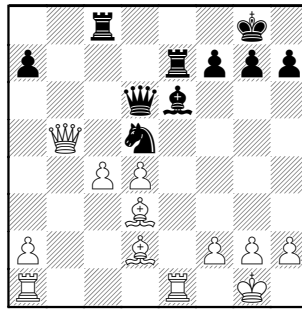
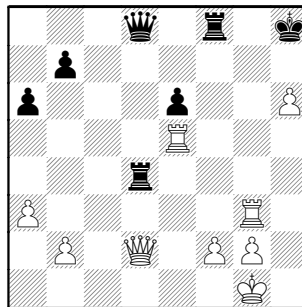
Solution 3.

Nurse,G (1809) - Franek,M



17.Nxc6 Be6 [17...Qxc6 18.Bxb5]

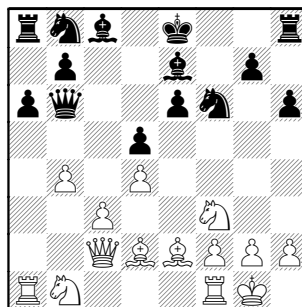
18.Nxe7+ Rxe7 19.Qxb5 Rc8 20.c4

20...Rb8 21.Qa5 Nf6 22.d5 Rb2
23.h3 Bd7 24.Bc3 Nh5 25.Be5 1-0**Solution 4.**Milulecky,R (1431) -
Zoellner,J (1326)

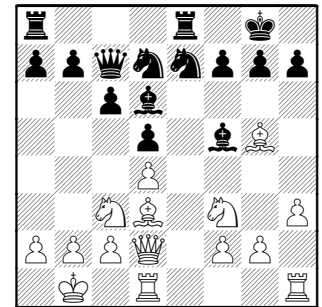
32.Qc3 Rd1+ 33.Re1+ 1-0

Solution 5.

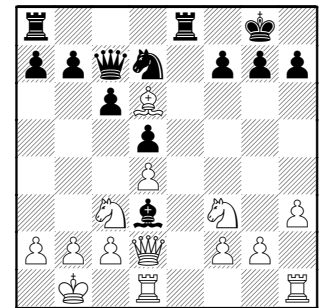
Suerth,F (1494) - Gryparis,J (1459)

14.Qg6+ Kf8 [14...Kd8 15.Qxg7]
15.Ne5 Kg8 16.Qf7+ Kh7 17.Qxe7**Solution 6.**

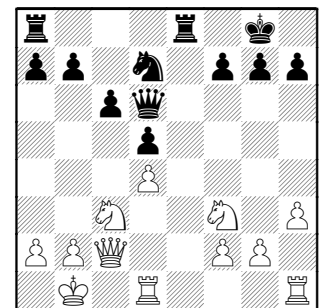
Suerth,F (1485) - Hughes,N (1651)



13.Bxe7 Bxd3 14.Bxd6



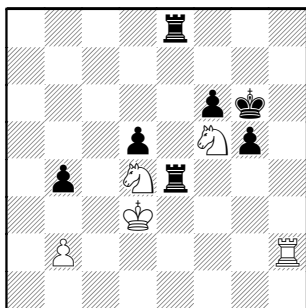
14...Bxc2+ 15.Qxc2 Qxd6



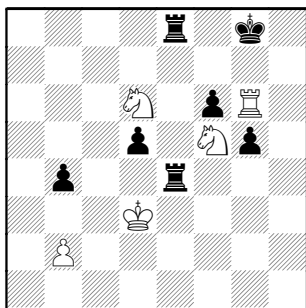
White has won a piece. The game actually mutated into the starting position for Problem 7....

Solution 7.

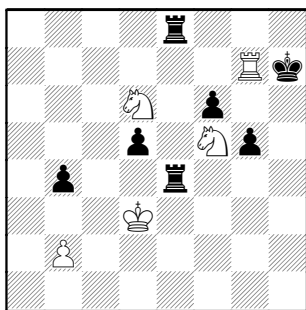
Suerth,F (1485) - Hughes,N (1651)



55.Rh6+ Kf7 56.Nd6+ Kg7??
 [56...Ke7 at least escapes] 57.N4f5+
 Kg8 58.Rg6+



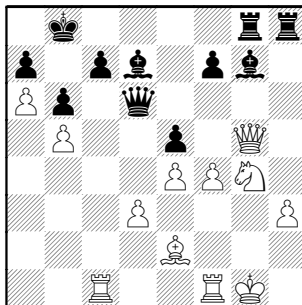
58...Kh7 [58...Kf8 59.Rxf6+ Kg8
 60.Rg6+ Kf8 61.Rxg5] 59.Rg7+



BLACK RESIGNED in view of
 59...Kh8 60.Nf7# 1-0

Solution 8.

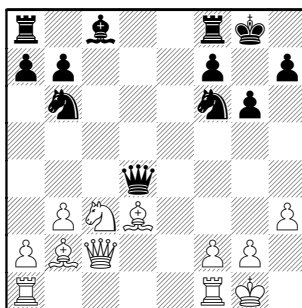
Solomon,A - Jasaitis,T (2004)



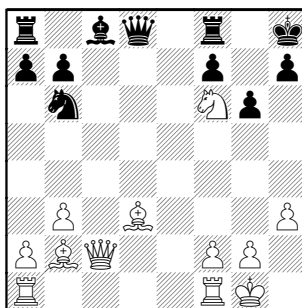
26...Bf6 27.Qxe5 Bxe5 28.fxe5 Qxe5
 29.Rxf7 Qg3+ 30.Kf1 Rf8 0-1

Solution 9.

Kunhivaman,P (1559) - Arutcher,E



16.Ne4 Qd8 17.Nxf6+ Kh8



18.Nd7+ Kg8 19.Nxf8 Qxf8 20.Qc3
 Nd5 [20...f6] 21.Qh8# 1-0

FROM THE CLUB

Delacroix and Von Kreutzer were bitter rivals in the All Nations Chess Club. Each thought the other the true type of wood-shifter, or its equivalent in their respective languages. Von Kreutzer often said, "If dot Vive la France man could play so good like he dinks he ken, he could sure give himself a queen ahead", while the Frenchman's opinion of the other's play was reflected in his statement that "ze Sourkraut man liked better to grab ze pion zan give ze mate." As a matter of fact, neither had as yet outlived the prejudices engendered by the Franco-Prussian war in which each had served with more or less distinction.

They had never met across the board, though numerous attempts had been made to arrange a match between them, for they were looked upon as two of the strongest players in the club. All efforts in this direction were met on the part of the Frenchman by the declaration that the only condition on which he would play the "duffaire" was at odds of a queen, while Von Kreutzer would play only if the other would accept the handicap of two moves to his one.

An ingenious plan was finally hit upon to bring about a game between them. A club match was arranged in which the players were to be paired by lot, the Whites to play in one room, and the Blacks in another, and no one was to know who his adversary was until the game was over. By this scheme, with the collusion of the Match Committee, it became a simple matter to pair the rivals without their knowledge.

Their game was watched with intense interest by those members who were in the secret. At a most critical stage of the game, with White to move, Von Kreutzer was taken suddenly ill and had to be sent home. The game had to be adjudicated, and the judges after protracted study and careful analysis

finally awarded it to Delacroix. When Von Kreutzer learned of the decision and also that his unseen opponent had been the hated Frenchman, he was furious.

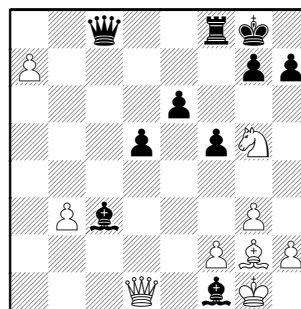
"You gall yourselves chess players!" he shouted at the judges. "Woodchoppers you are. That *verfluchte* Frenchman should win dis game, you tink! Sit down bis I show you what all about de game you don'd

understand!" Then to the utter amazement of the Committee he demonstrated how he had a forced win in every variation.

Although the verdict of the judges was later reversed nothing could induce Von Kreutzer to reconsider his resignation from the Club.

Von Kreutzer - Delacroix

[Lasker's Chess Mag 1906:6/84]



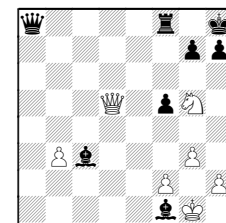
2.Bxd5

2.Nxe6? Bxg2
3.Nxf8 Be4 and next
Kxf8;

2.Qh5 h6

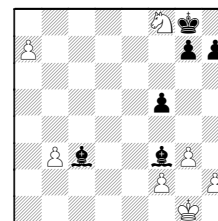
2...Be2

2...exd5?? 3.Qxd5+
Kh8 4.a8Q Qxa8 (see
Diagram, at right)
5.Nf7+ Kg8 (5...Rxf7
6.Qxa8+ Rf8 7.Qxf8#)
6.Nh6+ Kh8 7.Qg8+
Rxg8 8.Nf7#



3.a8Q

3.Bxe6+ Qxe6 4.Nxe6 Bxd1 5.Nxf8 Bf3



6.Ne6 idea Nc7,a8Q 6...Ba5 7.Nd4 (7.b4 Bb6+) 7...Ba8
8.Nxf5 Bb6 9.Ne7+ Kf7 10.Nc8 Bc7+

3...Qxa8 [3...Bxd1 4.Bxe6+ Qxe6+] 4.Bxe6+ Kh8 5.Qxe2=

In the Home

"If you wish me to teach you chess, my dear," said Bobbin, as he drew on his slippers and settled himself for the evening, "get the men and board. I think I can teach you, though it really is a man's game and requires brains - and silence."

"I suppose so," said Mrs. Bobbin meekly.

"But I don't mind teaching you, for I have no doubt you'll prove a bright pupil."

Hence Mrs. Bobbin was so delighted that she dropped the chessmen and kissed Bobbin on the nose.

"Now, that's just like a woman"—

"But I meant to kiss you" -

"I meant to say it was just like a woman to upset the men. Now, if you are ready I'll show you how to set them up— only please don't jiggle the board. Really, my dear, you can't play chess with the board at an angle of 45 degrees."

"Degrees of what?"

"Fahrenheit," said Bobbin, with sarcasm. "Now, if you will get a higher chair and put your mind on the game" -

"I like this rocker. I'll put a book on my knees."

"It's against all rules of chess to play in a rocker"—

"I've been studying the rules, but I didn't see that."

Here the book slid to the floor. Bobbin seized the board and saved the men from another downfall and said cynically, "I am afraid my legs are not constructed with special regard to balancing chessboards."

Mrs. Bobbin snickered and nearly let it down again.

"If you think this is a 'shoot the chutes' you are mistaken," said Bobbin severely. "My idea was to teach you chess—if possible."

Mrs. Bobbin got into a higher chair, and assumed the facial expression of an early Christian martyr.

"Now, the men," began Bobbin.

"Oh. I know how. I got it out of the book. Why can't I play with the white men? I've been practicing with them."

"What has color got to do with the game? Now, I will move—so."

There was silence for a few moments.

"It's your move, dear," said Mrs. Bobbin.

"Certainly. A man stops to think - he doesn't play helter-skelter. This is not 'give-away'."

"Then why do you put your Bishop where I can take it so easily?" as she removed the man.

"Because, Mrs. Bobbin, I was trying to show you the game, and I have to talk so much" -

"I thought you said it required silence!"

"It does—unless you are playing with a woman," he retorted, as he started to take her knight with his queen.

"Oh, wait—I haven't taken my fingers off yet, and I don't think I'll move it there, No, I'll move there—it checks your king."

Very nice, dear, only you can't jump across the board that way. Now, I check with my queen."

"Too bad! I shall have to take your queen—unless you want to take back that move."

"I do not play the 'baby act'. Of course, I should not have moved there if I had not been showing you."

"Oh very well," answered Mrs. Bobbin, as she swept his queen from the board and left two of his men in jeopardy."

"Ahem! I was watching your side"—

"Why don't you watch your own? I do. It's not your move."

"Yes, it is."

"No, you moved, and I took your man."

"Well, don't get excited. Keep your temper—if you can. You make more fuss than if you saw a mouse," snarled Bobbin.

"I think I am playing well enough to beat you, just the same."

"Certainly— when I have all the work to do and even have to tell you when to move. You may be able to beat a —a donkey"—

"Yes, that's what I said," grinned Mrs. Bobbin, twisting herself around to look in the glass, and giving her hair a light touch.

"If you wish to arrange your coiffure," snapped Bobbin, "We'll postpone the game."

"Not at all," said his wife sweetly. "I think I look very nice."

"Oh!" she shrieked, plunging through an unguarded space. "I can take your King."

"Put that man down," yelled her husband. "Don't you know a king can't be taken? Don't you understand the first rudiments of this game—after all my teaching?"

"But he can't move"—

"It would be a checkmate—only I can move here."

"No you can't. My knight guards that."

"Well, if you can't play a simple game of chess without yelling like a Comanche," raved Bobbin, as he let the board slide between them, "I shall not show you again."

"But I had you beaten just the same," muttered Mrs. Bobbin as her husband made a dive for the tobacco jar.

Lasker's Chess Magazine, June 1906, pp84-86.

