

## *The Chicago Chess Player*

The Official Bulletin of the Chicago Industrial Chess League

**THE RACE BEGINS AGAIN !!**



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

<b>Fall Business Meeting</b>	Last Wednesday of August (Aug 29 2007)
<b>Spring Business Meeting</b>	3.5 Weeks Before Playoffs (April 16, 2008)
<b>Season Playoffs</b>	Second Saturday of May (May 10, 2008)
<b>CICL Open</b>	Second Saturday of May (May 10, 2008)
<b>League Awards Banquet</b>	First Friday of June (June 7, 2008)

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***On the cover...*** The 2005 Playoffs were the occasion for hearing a cute chess story featuring Rick Lang, pictured at right.

*With contributions from : Joe Brozovitch and Rick Lang*

### **Fall Business Meeting**

It's time to greet new teams and take part in planning the new season ! The CICL Fall Business Meeting has been scheduled for Wednesday, August 29<sup>th</sup> at Lucent in Naperville, starting 7PM sharp. For driving directions, use the West Division link from the website and scroll to bottom of that page.

Each Captain is urged to attend or send a representative from your team. All Officers must attend or at least send a written report to the President.

### **Did you practice enough this summer ?**

Are you aware of open practice sessions each month ? It is becoming a regular night for several players and interest is growing ! Plan to attend the next CICL practice at Computer Associates, which meets the **second Tuesday** of every month. For directions, again reference the West Division link from the website

### **Man, there's lots of stuff out there !**

Keep checking that CICL website at <http://www.chicagochessleague.org> ! In recent weeks, several updates have been placed there and, as the season begins, it's your main place for keeping abreast of how the competition is shaping up !

Some of the changes made:

- Pictures from the 2007 playoffs and 50<sup>th</sup> Anniversary . Follow the "Photo Archive" link and select "2007 Season" album
- The Bulletin Archive is now INDEXED. Have you ever wanted to look up a date something happened ? Or wanted to find information about old teammates ? You now longer have to be daunted by the task of browsing 50 years of CICL history ! By downloading the index (currently in Excel format) and sorting on the area of interest, you can generate a list of bulletins with those specifics you wish. If feedback encourages, there may be an automated search created.
- Renaissance Chess Club. This club has regular tournaments and skittle nights (Sunday). If you can't get enough chess like some of us, this is one place that should keep you playing. Follow the link from the CICL website
- Bulletins ! Some links for old bulletins were repaired. Also the June 2006 and July 2007 issues were released.
- and another is so big, it has it's own News headline....read elsewhere about the CICL Bulletin Board.

### **A place to chat or trade**

Since last Thanksgiving, the CICL website has offered a "Bulletin Board" for any CICL member. There are pre-defined topics for discussing rules and making suggestions, but also for you to advertise stuff for sale or trade, ask others for something you're looking for, or trade job-search looking/need-to-hire ads. You can also make up your own topics or put out a survey.

Seems pretty useful, but so far it hasn't been used too exclusively. Appears it takes a while to get in the habit of checking the latest talk.

TO GET STARTED: Note that you will have to register and be approved to add content (you can view all at any time). Follow these simple steps (necessary to keep spammers from dumping their ads):

1. Reach the bulletin board from the link on the CICL website
2. You can view content all you wish, but to respond or add you must....
3. Click the "Register" link at top right just under the page header.
4. Accept the registration terms by clicking that line and fill out the succeeding page. Note username, email, password, and registration code are only fields required.
5. When filling this form, **assure your real name and/or CICL team is entered** ! This is very important to distinguish between you, a valid member, and spammers. Unidentifiable registrations will be deleted.
6. When you click the "Submit" button, a email will be sent to that you entered. Go to your email account and click the link in the message. This completes your part of the registration.
7. Once a week, the members are reviewed to validate as a CICL member/friend. When approved, you will be added to the list of valid content providers.

We know this is a bit cumbersome, but has proved to weed out those that would misuse it.

*Editor Note: In years gone by, it was preferred that all Business Meeting proposals and discussion be printed in the Bulletin, prior to the meeting itself. It was found this helped speed the actual meeting. In this spirit, the following proposal has been submitted.*

## PROPOSAL TO CHANGE CICL CONSTITUTION

### Background

From the natural growth of a CICL team, a situation has arisen where the team would like to split into two teams. Unfortunately, it is just short of the required players to meet the definition of two company teams. The current constitution defines teams as only Associate, Company, Club, or multiple-Company types.

Without this proposed change, an entity with a Company team could only split when at least six new players were available. With the change, an entity would be able to create an additional team with the help of outside Alumni players.

### New Concept

Allow teams of Associate and Company status to exist from the same Chicago-area entity.

### Proposed Conditions

1. The Company team must approve both the forming of the Associate team and its yearly rosters.
2. The intent of having both Company and Associate teams is to allow the Associate team to compete while it is growing to full-Company status.

### Specific Constitution Items that would change

1. Rules for Associate Team Definition

**Item IV.E.3.b** currently reads:

"b) Which company they associate with is not limited, except it cannot be a company that has a team company and it cannot be a company that another associate team is associated with. "

Change to

"b) Which company they associate with is not limited, except it cannot be a company that another associate team is associated with.

If the associate team is formed from a company that has an established Company team, it must be approved yearly by both the Company team and the CICL Officers."

**Add a new Item IV.E.2.e** as:

Company team(s) with excess players may opt to form one additional associate team affiliated with itself. The associate team may not list more than three alumni players on their submitted team roster. The company team(s) and associate team will all be subject to all rules of IV.E, team info and changes.

### Conclusion

The current constitution implies team growth in the following steps: 1) A few players get together, add Alumni, and associate with a Company (Associate team). 2) The team grows to the point where the Alumni are no longer needed and becomes a full-status team (Company or Club types). 3) The full-status team grows and splits into two full-status teams. The proposed changes insert a shorter growth time before step 3 : The full-status team grows, and with help of Alumni players, adds an Associate team. The continued growth is assured to occur to the Associate team, encouraging change to another full-status team.

***(Discussion from online Bulletin Board follows...)***

Here are some questions. (For brevity, the type of associate team being proposed is called an As\* team, and the company team it is associated with a Co\* team.)

1) I get the feeling, but would like to confirm, that the following are correct, per this proposal.

- a) An As\* team can be formed if a company has more than one company team. For example, a company has enuf players for 2.5 company teams, but not 3 teams. So it would be able to field 2 Co\* teams and one As\* team.
- b) Suppose a company that had two company teams last season, but can't support 2 teams this season. It can now field one Co\* and one As\* team. That is, this concept applies not just to growing company teams but also to declining ones.
- c) In the 'Conclusions' section of the proposal, club teams are mentioned regarding As\* teams. Today, club teams and associate teams are two separate things and don't overlap. Is this a typo? (Nowhere else in the proposal is it mentioned that it is expanding the associate teams concept so that to an associate team can associate with a chess club.)

2) Multiple company and multiple club teams cooperate with each other regarding rosters (and the rules give flexibility) both regarding re-balancing at the start of a season and in mid-season for newly found players. Is a Co\* team really limited indefinitely to the exact roster it initially started with? The Co\*/As\* situation might continue for several seasons. Wouldn't the ability to re-balance between their rosters at the start of a season be useful, as long as all the alumni members are on the As\* team? The situation could arise where the Co\* has lost a couple of players and is forfeiting boards, and new company players show up, but can't join the Co\* team (even if the As\* team hasn't lost members and would have more than enuf player to be viable). It might get to the point where the Co\* team has to force the As\* team to disband, even if there are enuf players between the 2 teams to field 2 viable teams.

3) Should the proposed rules put a limit on how close an As\* team is to being a viable company team? For example, would an As\* team with an initial roster of two company players and 5 alumni players be allowed?

4) The follow-up posting says an As\* team is under "constant control" by the Co\* team. This seems different than anything that the CICL has previously done, one team being constantly controlled by another team. Would you expand more on what this means, and why it is a necessary part of this proposal?

5) In the future, after the original ideals of As\* teams have faded and other teams are willing to push the limits of the rules to be more competitive, what prevents the forming of an As\* team just to add strong players to an otherwise (perhaps just) viable company team?

6) Would the Co\* and As\* teams be roughly of equal strength teams, in terms of combined player's strength? This seems to be the tradition ("unwritten expectation") of multiple company teams, and multiple club teams.

7) Say there is a situation at the start of a new season where a company has enuf players for "1.5" teams, but not two. And an existing, separate associate team doesn't have quite enuf players to be viable. The company team wants to field an As\* team, and the existing associate team wants to keep playing, perhaps with a couple of alumni players that the company teams wants on its As\* team.

Which team gets precedence? If the As\* team is fielded and the existing associate team folds, members from the company team who otherwise could have played on extra boards now can play on counting boards on the As\* or Co\* team. But members of the existing associate team have to find other teams to play on. And even though there are two teams, there is just one company that new players can be drawn from. If instead the alumni players in question play on the existing associate team, there are still two teams, one regular company team and one regular associate team. There potentially are two companies to draw new teams. The main downside here is that the company team has too many players and some have to play on extra boards.

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*(Reply)*

1a) Yes, the intent is to bridge the gap between the 6-man increments

1b) Agreed..

1c) Ah, you rules guys know better than I. I wasn't aware of this

2) That's why I put the phrase in about "yearly review". I do envision the teams possibly being re-balanced each season. That's why I suggest the A\* team under control of the C\* team...at no time should the A\* team get the attitude it can stay as is forever. The emphasis is that it's strictly a farm team giving players match play and growing into a company team. The C\* team is never to be stuck and have to disband.

The whole concept is supposed to be identical to the formation of two company teams from the same entity. Even then the situation could occur where one company team loses players during the season.

3) A good point... like a phrase "using no more than 2 alumni players" ?

4) I discussed this in #2. It's just an idea I had to emphasize that the A\* team needs to realize they either grow or they're history.

ALSO READ MY 2nd POST DATED Aug 3rd

5) Well, first there'd be a C\* team besides the A\* team. If the A\* team gets superstars to be competitive, I'd assume that the C\* team wouldn't allow it. But I do see your point that, being from the same entity, they'd be glad to see their compatriots on the A\* kick butt. The idea definitely assumes the C\* wants to be the stronger of the two and controls the A\* roster accordingly.

6) Yes. Again, the concept is supposed to mirror what is already assumed in the two-company-teams rules.

7) This scenario exists right now. From the last two seasons, Walgreens has two alumni players. The Associate team Excaliburs is near folding and could dearly use those two players. But the Walgreen alumni players are grandfathered into Walgreens, so I'm treating them as permanent until I don't need them (and have told them as much). I leave this point for others because I'm obviously prejudiced.

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*(More thoughts were posted...)*

I am a bit apprehensive this concept may actually deter the formation of company teams, since there could be motivation to make all teams as strong as possible by allowing one of the company teams to be an associate team and thereby having them recruit/retain some key alumni players, who may

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otherwise be important for maintaining/forming some other associate teams. There is a lot of gray judgment at work here if the second company team must truly become an associate team. It is a very natural inclination not to want to give up any current players, or to pick up/steal some friends/acquaintances to help strengthen the team.

This is a question that I as captain have to deal with each year as we decide to have two weaker company teams struggling to schedule matches or just one very strong team with a lot of people not playing as much as they might otherwise like to participate. This concept will in theory give me the best of both worlds, is that good or bad? And now putting on my division chair hat, it would truly be a blessing to have extra alumni players looking for new teams when so many are in real trouble.

On the other hand there is league oversight for associate teams as well as multiple teams at each fall business meeting, to help prevent any abuse; Similarly for the addition of mid-season players. And the division chair along with the captains will certainly try to work things out best for the league. I guess it is best to just trust that each company will be somewhat reasonable here. So I am inclined to favor this concept in general, hoping that it has the potential to increase overall participation, both immediately and in the future; And that all the negative scenarios will be minimized.

Now how best to fix the constitution to include this concept on short notice? Here are my suggestions.

1) Regarding IV.D.3, I would not modify 'c' or add 'd'. I see no reason to restrict assignment of new players, no reason a team should have first rights, the captains will surely place people where they are most needed. If the teams do not have separate captains, I doubt they'll be approved. And we have methods in place to oversee/approve the assignments.

2) Regarding 1V.D.3.b, I would slightly modify this, instead of 'if approved, blah blah', change to 'if approved and not subject to rule 1V.E.2.e'. That will be a new rule, see below. Then take the second sentence, make it a separate rule, The players on multiple team rosters will be eligible....

3) Regarding 1V.E.3.b, reword: Which company they associate with is not limited, except two teams cannot associate with the same company and company teams(s) must each year approve any team association with itself.

4) Add a new rule 1V.E.2.e to fully explain this proposed/new concept:

Company team(s) with excess players may opt to form one additional associate team affiliated with itself. Player eligibility rules are relaxed to allow employees to play on this associate team. The associate team may not list more than three alumni players on their submitted team roster. The company team(s) and associate team will all be subject to rule 1V.E.4, team info and changes.

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**PLAN NOW TO ATTEND THE ANNUAL FALL BUSINESS MEETING**  
**August 29<sup>th</sup> at Lucent in Naperville (for directions see website)**  
**7:00PM sharp**



**There is a story that typifies why the CICL has experienced 50 years of chess. The tale reveals the innovation, volunteerism, and application of personal curiosity that has improved our organization to what we have today. What part of the League has been constantly under scrutiny, ahead of most chess organizations ?**

The answer is the CICL Ratings system. Apparently spurred on by a 1966 Chess Life magazine article by Arpad Elo (yes, of FIDE Elo ratings fame), it was **Jim Warren (Western Electric)** who tackled the first steps of managing a CICL ratings system <sup>1</sup>.

Of course, at that time such an idea wasn't as simple as plugging in numbers to a formula and allowing a computer to spit out the results. Although that was to come, put yourself back in the culture of the '60s; a time when even a large corporation would have second thoughts about a project due to the expense of a room full of mainframe computer equipment. But even that wouldn't be the first step; the League had existed and played matches for 10 years by this time. No less than 500 players had participated in an estimated 3000 total games and the only source of results was the trusty monthly CICL Bulletins ! It appears Jim heroically created the formulas and crunched the numbers, ...manually! And reported via typewriter (sometimes only by hand) !

After years of on-again, off-again work at collection and tabulation, in April 1968 Jim was able to announce the ratings were nearly complete. Indeed, by June of that year he had a small list of original active players – hand-typed and mailed to a choice few. Then, in October's bulletin, we find the first list of the entire membership printed by trusty mainframe line printer. Needless to say, Jim Warren was dubbed the first "Ratings Chairman" (along with his other contribution of starting a CICL chess-problem competition)<sup>2</sup>. Even after a few months, Jim was able to improve the simple list with a separate "Top Ten" of the League (there were no CICL divisions at this time).

One could guess that such dedication would soon be interrupted, and we do find that Jim's teammate **Dan Kumro (Western Electric)** finally took over the tasks by October 1972. Even after six years of rating games, only a couple of adjustments were made to better reflect the USCF system. The accurate results were the basis for numerical proof of players' abilities and the "Jim Warren Awards" were announced- the highest-average rating (during the season), and top-rated by division.

But CICL members were driven to use their skills for the League, and hints of discussion surfaced in the Summer of 1974. This was a watershed year which found Dan, **Lee Sheridan (Amoco)** and **Jim Bingle (Argonne)** announcing "we begin ratings on computer"<sup>3</sup>. Remember, the computer technology of the time would require hours of "keypunching" cards as input to the mainframe.

Jim is credited with writing this early version of the computer program which also introduced a "member number" assigned to each player. The curious can examine the December 1974 bulletin for all the details of the ratings at the time. At any rate, his work resulted in the innovation of listing complete team rosters. First published in August 1975, this is a yearly feature we still appreciate!

Data collection was at new heights and resulted in an interesting graph of all CICL players ratings. Published in July 1976, apparently 1500 was the average rating at the time.

During that summer, **Terry Andresen (Sears)** took the Ratings reins and decided to re-write the computer programming. The main purpose apparently was to overhaul the reporting aspects, as we find our first "Top Ten by Division" list early in 1977<sup>4</sup> and the "Most Improved Player" each month. By the end of year the published reports take on the layout (with match results) quite similar to own.

Terry chose IBM Assembler (BAL) as his programming language, which was a step toward complexity—even if a probable increase in number-crunching speed. Whatever the purpose, by the end of the decade, the subsequent Ratings Chairmen saw fit to re-write again, this time using the blossoming BASIC language.

It was **Joe Brozovitch (Western Electric)** who took on this task with the help of the current Ratings Chairman **Paul Weston (Western Electric Kingsmen)**. Unlike their predecessors, this team gave monthly reports <sup>5</sup> so one can exactly see the progress made. Most significant of which are the present formats for the

Match Results, Most Improved Players, and Current Standing pages of the published rating sections.

Credit goes to them for these improvements we enjoy today and their fortuitous choice of the favorite programming language of the coming PC revolution ! The bulk of the CICL Bulletin was computerized and players were mentioned multiple times. Additionally, each game's rating difference was now part of the match result sheet.

Proof to the team's excellent work is that we find no more changes to the code itself for **over twenty-five** years ! But this accomplishment, like all advances in technology, exposed other areas the CICL members could benefit. For years to come, the improvements are cosmetic: more accurate, layout changes, and use of improved printing/xeroxing that all greatly enhanced the readability of the entire bulletin (let alone the ratings sections).

As the 1980s progressed, the home computer was born and improved. The CICL was there in the forefront. By late 1982 a proposal was made by the current Ratings Chairman, **Charlie Ward (Argonne Knights)**, to buy a shiny new TRS-80 Model III. He completed the job in March 1983 <sup>6</sup> for the king's ransom of \$1928. But he wasn't just looking to spend the League's money; Charlie was Ratings Chairmen for a record 14 years.

Outside of another formula change to reflect the USCF<sup>7</sup>, the only significant update was yearly speed-chess ratings. These had been kept by hand from the earliest Awards Banquets, but finally were brought online with the TRS-80.

Oddly, we find ourselves jumping in this historical journey from the start of the 1990s right into the present. The 1998-1999 season found **Art Olsen**

**(Kemper)** volunteering to fill Charlie's departure and he ably continues to this day.

Art's tenure has involved at least one program re-write (possibly two). Changes aided his entry tasks, but we must also remember the recent addition of the "Performance Ratings" for each team.

Yes, the ratings story is certainly one that ties many seasons and many players together. But what was the common thread ? Specific abilities of specific members that cared enough to translate their curiosity or displeasure into innovation and improvement of the Chicago Industrial Chess League.

So what bothers you about the League ? What skills do you have that could be practiced to your and the League's benefit ?

As we reach the planning stage of a new season, you're are at an excellent starting place ! Ask, consider, participate !

Footnotes (all details from the bulletins listed):

<sup>1</sup> April 1968

<sup>2</sup> see months listed in text: April, June, October 1968

<sup>3</sup> October 1974, January 1975

<sup>4</sup> February 1977

<sup>5</sup> October, November, December 1979  
January, February 1980

<sup>6</sup> February, March 1983

<sup>7</sup> November 1990. Significant discussion here !

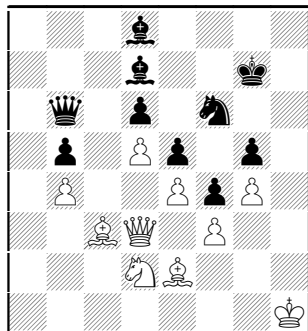
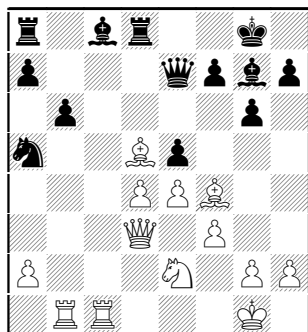
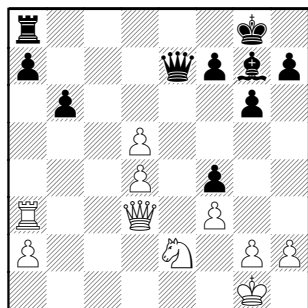
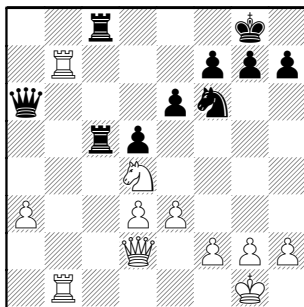
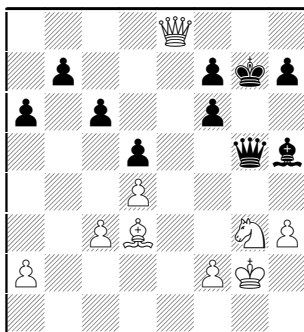
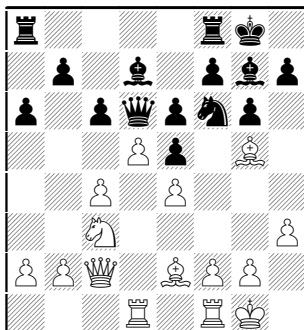
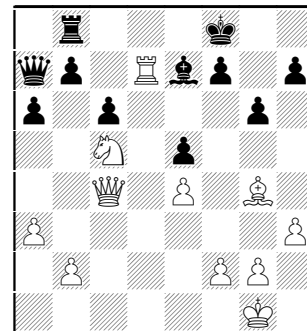
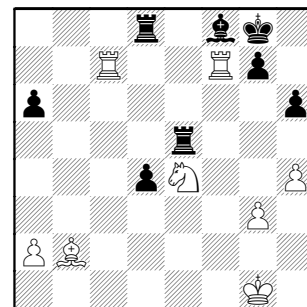
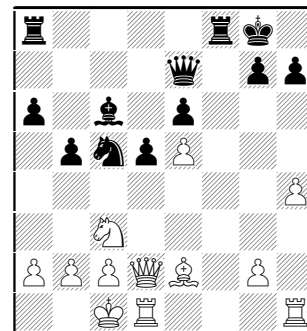
**About this article:**

Early last season, **Joe Brozovitch** sent some suggestions for correcting the "History of the CICL" as currently published on our website.

At the time your editor was "out to lunch" and the interesting details of the tale were lost on him. Recent cleanup and a summer break of paid work, however, allowed the Editor to re-examine Joe's thoughts. It is once again obvious that the CICL has a long history of members simply experimenting in areas they are interested—and applying their skills to the League.

**Hats off to Joe and all those mentioned above.** Your hours of dedication do not go unnoticed by everyone. We are inspired by your example.

There was quite a bit of serious chess in the 2007 CICL Playoffs. Prepare yourself for the coming season by solving these teasers.  
Solutions on page 33

**PROBLEM 1.****Black to move****PROBLEM 2.****Black to move****PROBLEM 3.****Black to move****PROBLEM 4.****Black to move****PROBLEM 5.****White to move****PROBLEM 6.****White to move****PROBLEM 7.****White to move****PROBLEM 8.****White to move****PROBLEM 9.****Black to move**

Every weekend you can play chess somewhere in Chicagoland. You probably aren't too surprised, considering all the area clubs and tournament schedules. But what if that was made more specific -- "every weekend you can play team chess somewhere in Chicagoland" ? Last February the statement was proved true, at least !

Your roving reporter's eyes were opened to Chicago's love for chess by way of teammates. Just because a person isn't an avid tournament player doesn't necessarily mean that person isn't a chess fan ! There are many ways to get involved. Some run "K-12" tournaments, there's High-School level events along with other IHSA sports, and, of course, adult competition. In February, each of these levels experienced team chess events !

#### Illinois State Chess Team Championship

The first weekend was February 9-10 when the Illinois State HS Team Championship was held in Peoria. One of the top-rated players in the state, **Mike Grenata**, is a member of the Walgreens team and has provided a spark to the teammates with monthly updates on his exploits, often accompanied by a full game review (what a memory!). When attempting to schedule a CICL match for the day before, we learned of his other commitment and the temptation grew to go watch the conquest first hand !

How about 8-person teams ? Or hundreds of 8-person teams? Or so many people that you'd have to schedule a convention center to hold the competition ? No, this isn't a future view of the CICL playoffs, it is an ongoing view of the Illinois HS Team Championships. Sponsored by the IHSCA and treated as any other HS



sporting event, the event needed two halls of the Peoria Convention Center to contain the enthusiastic crowd !

Even if you didn't know it was a high-school tournament, you'd know the age group by the facilities. Concessions of pizza, hot dogs, hamburgers, nachos,



and ice cream. Rows of tables of brown-bag lunches. Card games, chess everywhere, pool tables, video games. Kind of exciting actually; a hall of kids expectantly waiting to be quiet and think for most of a weekend ! But then there's the team's mascot guarding the table next to the top board, the heavy display of school colors both of clothes and logos. The odd T-shirt themes, artwork, weird hats. Yes, there's youth here!

A lot of adults are needed to keep the focus: TDs, volunteers, coaches, parents. Many of the coaches are area Masters, players themselves, helping the next generation. And many of their charges are already making their mark in adult tournaments ! So that's why they're so hard to beat ! Many girls as intensely into chess as the guys ?! What a scene!

The rules of competition also had some interesting variants. Not just 8-counting boards, but extra players for round-by-round substitutes, as the coach wished. Furthermore the boards' results are weighted with the top-rated boards (i.e. low-numbered) gaining more points than the lower-rated. Different scales apply for wins, draws, and losses.

#### Forest K-8 tournament

The third event was on Saturday February 24th, at Algonquin (Des Plaines) Middle School. Another

Walgreen team contact, **Jack Vogel**, (still trying to get turn him into a regular attendee !) runs K-8 events, directed by none other than **Jeff Wiewel (St Charles CC)**. Much the same scene could be sketched here.

This venue was the gymnasium of the local school with rented tables, but the 225 kids raring to go on a Saturday morning don't care ! These children of K-8 grades, with even a high-percentage of girls, have just come to do their best. Many were playing in their first tournaments. Imagine 5-year olds, trying to play cohesive chess ! It was amusing how quickly this level's games completed! At the start of one round, your roving reporter purposely positioned himself near the section to get an idea of how a game could be completed in minutes. One temporary distraction later, and I look back to see only two of the dozen games still in progress !

For such a tournament, there is need for many monitors as the children are encouraged to ask the organizers if the position really is mate (thus the author's involvement).

Imagine a board, with the White pieces completely unmoved except for the e- and d- Pawns, Queen, and a King that somehow has wandered to the b4 square. Meanwhile, Black has advanced his Pawns around that King, with Knights threatening, Rooks miraculously at c3 and b4 raking toward the White monarch, and the Black Queen at e5, and finally TWO Black Pawns forced onto to the e1 square ! The question: "Is this MATE??" .

A quick glance and my first thought was "does it really matter if it's not? ", but then those two Pawns must have been captured and found their way back onto the board. Whatever, since the White King did have a flight square at a5, so I reply "Well, are you sure the White King can't run from the Rook check?". The cute little first-grader replies, "but those two Pawns here (pointing to e1) are another Queen which covers a5"!! What could I say without laughing ? "Well, yes, then, that is mate!!" Would've loved to see the gamescore of that one....

That story gives you an understanding of the pure joy children have when playing chess. To the parents or an adult player, it's "win, win, win !". For a child, it is still a game.... a fun game. But the parents are certainly proud of their young genius that wins a trophy that's almost as tall as the child ! And there are trophies, not just for winners, but for many different

accomplishments. Most of the kids come away with something, and they're all grinning from ear-to-ear. Yes, chess can be fun—put the fun back in chess !

### U.S. Amateur Team Midwest

The middle event, held on February 17-18, was the annual US Amateur Team Midwest. As you know, the CICL sponsored a team this year, and the guys did us proud ! A full write-up and games was already part of last month's (July) issue. But your faithful reporter can't help but point out some contrasts-- especially considering the juxtaposition of the fore-mentioned team events already detailed.

The tournament site was listed at a hotel (a normal scenario), but the actual hall wasn't even in that building; rather, the basement of an office building adjoining the same parking lot. The playing room was a conference room smaller than that we use for CICL business meetings. The tables were barely wide enough to hold the standard tournament set, and hardly long enough to hold the four boards and clocks. Forget keeping the scoresheets on the table. A lot of bodies practically shoulder-to-shoulder ! No spectators here, and where would you put them if there was ? This was the cheapest tournament setup the author has ever seen, truly makes one wonder for what the entry fee was paid.

Is chess fun, here at the USATM ? From the outside, there's no real signs. Everyone's quietly concentrating, frowning, lost with no thought of the opponent. No speed play here, you nap between moves. No trophies on display, no spectators anxiously waiting for the result. The adults know they're in for a long haul; the kids don't even come close to a short push. Yet the experienced eighth graders had begun to sit, concentrate, and play some interesting positions. Does the expression of fun evaporate with age ?

### Conclusion

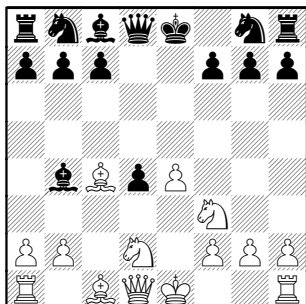
Yes, there is a love for chess in Chicago and hundreds (even thousands?) of enthusiastic players. From the giddy, shallow moves of a Kindergarten child to the concentrated, "blunder-can-kill-me" focus of an adult, Illinois was a busy chess state last February. What causes the jaded ambiance of the older ? Why are those with money to spend not spending it in the adult arena ? What changes so many girls' dedication past High School years? Why do we attain "must-win" attitudes ? Chess is supposed to be fun.

Let's put the fun back in chess, looking to the children for examples. Play to enjoy ! Play often because it's fun ! Get excited about what chess-playing you do, because it is truly fun regardless of the end result !

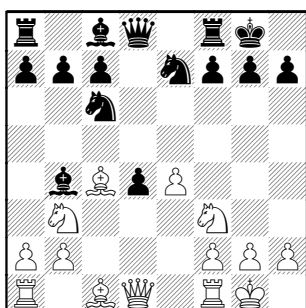
Here's a first look at some games from the 2007 CICL Playoffs

Friske, T (2083) –  
Diaz, P (2059) [D20]  
Walgreens-Tyros, Round 1, 5-8-2007

1.d4 d5 2.c4 dxc4 3.e4 e5 4.Nf3  
exd4 5.Bxc4 Bb4+ 6.Nbd2

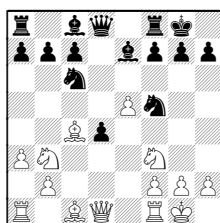


6...Nc6 [6...Nf6 was expected] 7.0-0  
Nge7 8.Nb3 0-0



9.a3

Also considered was 9.e5 so that a2-a3 will win the Bishop pair, but in so doing the f5 square is made available to Black's pieces: 9...Nf5  
10.a3 Be7



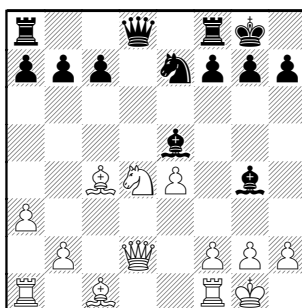
11.Re1 (11.Qd3 idea Rd1) 11...Be6

12.Bxe6 fxe6

9...Bd6 10.Nbxd4

10.h3 was better, but I'd convinced myself I can chase Bc8-g4 at any time

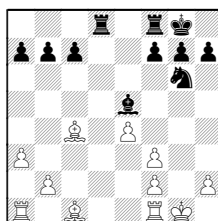
10...Bg4 11.Qd2 Ne5 12.Nxe5 Bxe5



Somehow in planning this position I hadn't realized the double-hit to Nd4. The move chosen leads to loss of a Pawn.

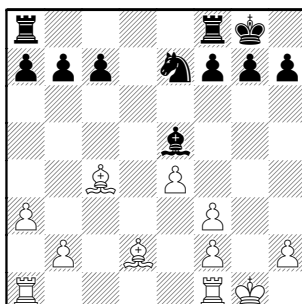
13.Nf3 [13.Nb3] 13...Bxf3 14.gxf3?

White doesn't offer a Pawn after  
14.Qxd8 Raxd8 15.gxf3 Ng6

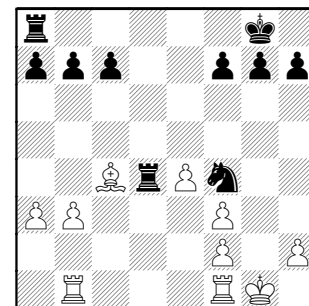


But White still has similar problems

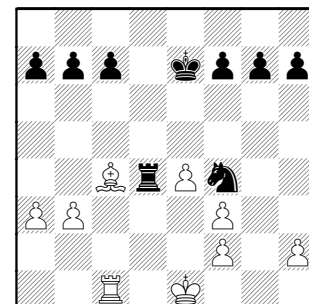
14...Qxd2 15.Bxd2



15...Ng6 [15...Bxb2] 16.Rab1 Rfd8  
17.Bg5 Rd4 18.b3 Bf4 19.Bxf4 Nxf4

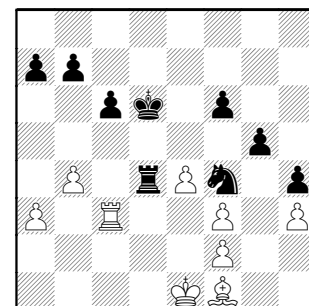


20.Rfd1 Rad8 21.Rxd4 Rxd4 22.Kf1  
Kf8 23.Ke1 Ke7 24.Rc1



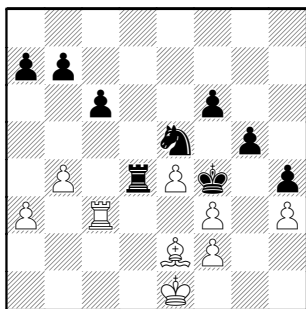
White is putting up a fight, but it would be expected his dreadful Pawn structure and Black's perfectly-placed Knight create a loss.

24...c6 25.Rc3 f6 26.b4 Kd6 27.Bf1  
g5 28.Re3 h5 29.Rc3 h4 30.h3

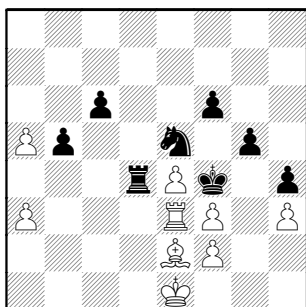


30...Ng6 Black reorganizes to get his King at an attacking post.

31.Re3 Ke5 32.Rc3 Kf4 33.Be2 Ne5



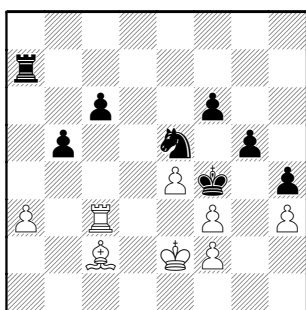
34.Re3 Rd8 35.Rc3 Rd6 36.Re3 Rd4  
37.Rc3 b6 38.Re3 a5 39.bxa5 b5



40.Rc3

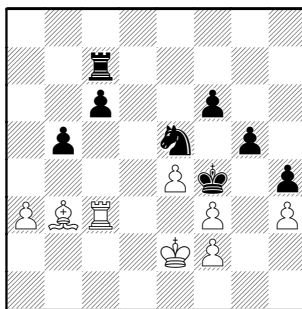
40.Bd1 Nc4 41.Rc3 Nxa5

40...Ra4 41.Bd1 Rxa5 42.Ke2 Ra7  
43.Bc2



The other games had clinched a win for Walgreens, so this result no longer matters. Yet Black rightly wouldn't accept a draw offer. Not to mention White was getting tired of being boxed in and doing nothing.

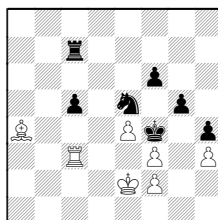
43...Rd7 44.Bb3 Rc7



45.Rc5?

A hurried response at the control

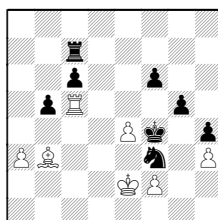
45.a4 bxa4 46.Bxa4 c5



An interesting balance, the passer must always be defended by a piece, making it harder for Black to invade. Can he sac it and win the horrible Kingside ?

45...Ra7

The quick move was based off a simple trap: 45...Nxf3?

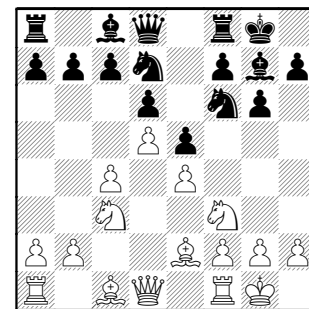


46.Rf5+ Kxe4 47.Rxf3

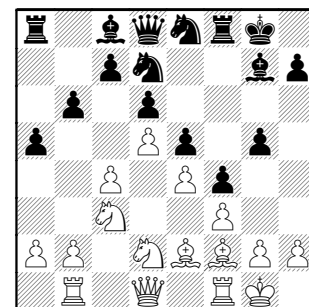
46.a4 bxa4 47.Ba2 Rb7 0-1

Stoltz,B (1899) –  
Levenson,S (1940) [E94]  
Tyros-Walgreens, Round 1, 5-8-2007

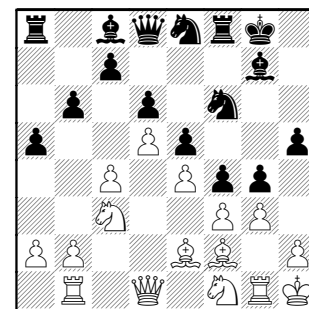
1.Nf3 Nf6 2.d4 g6 3.c4 Bg7 4.Nc3 0-0  
5.e4 d6 6.Be2 Nbd7 7.0-0 e5 8.d5



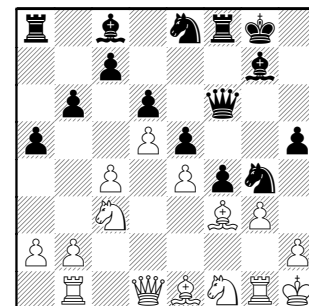
8...a5 9.Be3 b6 10.Nd2 Ne8 11.Rb1  
f5 12.f3 f4 13.Bf2 g5



Without queenside play, White will get squeezed. 14.Kh1 h5 15.Rg1  
Ndf6 16.Nf1 g4 17.g3



17...gxf3 18.Bxf3 Ng4 19.Be1 Qf6

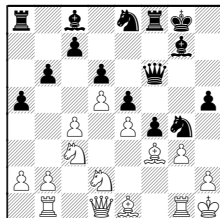




All very well, but GM games finds the e8-Knight at h5 or h4, the Rook at g7 and a Bishop at f6. Black somehow manages without all that.

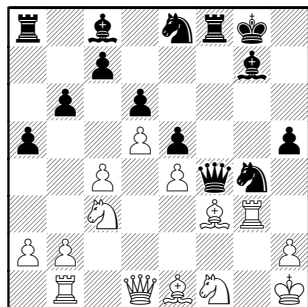
**20.gxf4**

Maybe White does better after  
20.Nd2

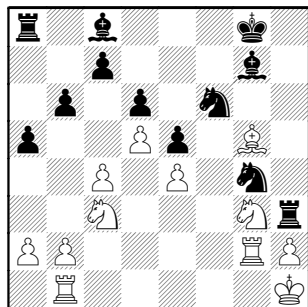


20...fxg3 (20...Ne3 21.Qe2) 21.Bxg3  
h4 22.Be1 (22.Bxg4 hxg3 23.Rxg3)

**20...Qxf4 21.Rg3**



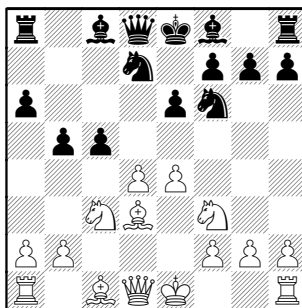
**21...h4 22.Rg2 Qxf3 23.Qxf3 Rxf3**  
**24.Bxh4 Rh3 25.Bg5 Nef6 26.Ng3**



**26...Nxb2! 27.Rxb2 Rxb2 28.Bxf6**  
**Bxf6 29.Nb5 Bg4 0-1**

**Hahne,D (1684) – Hughes,N (1629)** [D48]  
Tyros-Walgreens, Round 1, 5-8-2007

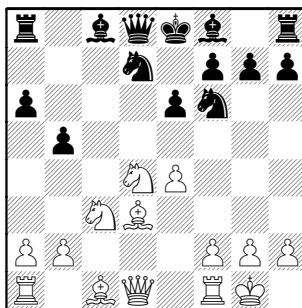
**1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.e3 e6**  
**5.Nc3 Nbd7 6.Bd3 dxc4 7.Bxc4 b5**  
**8.Bd3 a6 9.e4 c5**



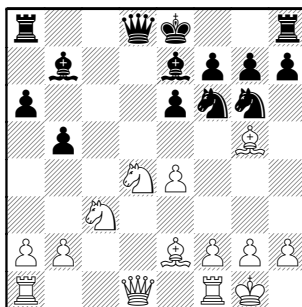
All book to here **10.0-0**

Recommended are alternatives:  
10.e5 cxd4! 11.Nxb5 and 10.d5

**10...cxd4 11.Nxd4**



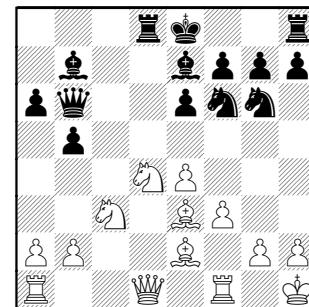
**11...Ne5 12.Be2 Bb7 13.Bf4 Ng6**  
**14.Bg5 Be7**



**15.f3** Opening the diagonal to his King, but it certainly doesn't seem a big deal.

**15...Qb6 16.Kh1** Sidestepping a pin on the diagonal, but Black spots another pin on the same Knight !

**16...Rd8 17.Be3**



**17...Bc5**

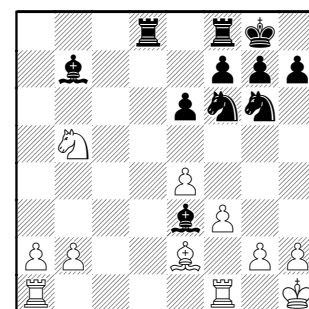
Now White must lose a piece

Not as forcing was **17...e5 18.Nf5!** as he protects Be3 and suddenly White has threats too !

**18.Ncxb5 0-0**

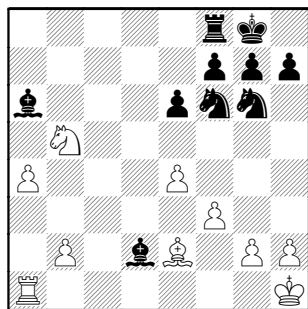
18...axb5 19.Bxb5+ Nd7 is safe enough

**19.Qa4 axb5 20.Qxb5 Qxb5**  
**21.Nxb5 Bxe3**



**22.Rfd1 Ba6 23.a4 Rd2** simple chess  
**24.Rxd2 Bxd2**

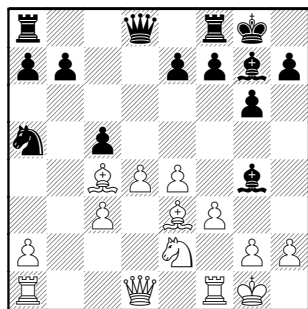




25.b3 Rc8 26.Bc4 Ne5 27.Nd6 Rc6  
28.Nb5 Nxc4 29.bxc4 Rxc4 0-1

Wiewel, J (2030) –  
Speigel, L (1958) [D87]  
StChasCC-Fermilab, Rnd 1, 5-3-2007

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.cxd5  
Nxd5 5.e4 Nxc3 6.bxc3 Bg7 7.Bc4  
c5 8.Ne2 Nc6 9.Be3 0-0 10.0-0 Bg4  
11.f3 Na5



12.Bd5 there's no threat here, it's just  
gonna move again

The diagrammed position is the  
Seville Variation worked out by the  
Kasparov and Karpov camps during  
the various mid-1980 World  
Championship battles. Most of their  
lines start with 12. Bxf7+ followed by  
13. fxg.

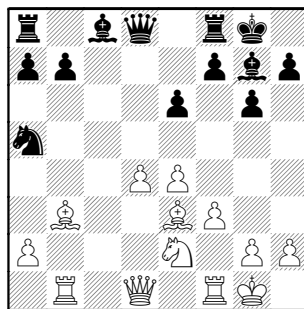
12...cxd4

12...Bd7 idea e6

13.cxd4 Bc8

13...e6 14.Bxb7 Nxb7 15.fxg4

14.Rb1 e6 15.Bb3



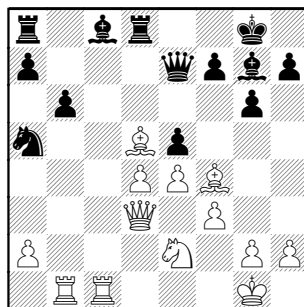
15...b6

15...Nxb3 16.Qxb3 b6 idea Bb7

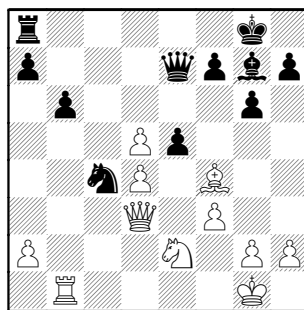
16.Qd3 Qe7 17.Rfc1 Rd8

I would say it's clear that Black's  
Knight has no future. The normal  
posts at c4 or d6 don't fit here.  
17...Nxb3 But the Knight does serve  
a purpose, thanks to the opponent.

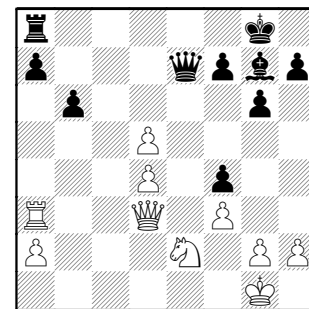
18.Bf4 e5 19.Bd5?



19...Rxd5! 20.exd5 Bf5 21.Qe3  
Bxb1 22.Rxb1 Nc4 23.Qd3

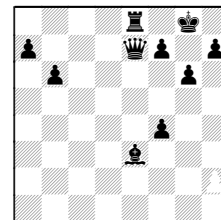


23...Na3 24.Rb3 exf4 25.Rxa3



25...Re8 26.Kf1 Bxd4! 27.Ra4 Bc5

Similar to game is 27...Be3

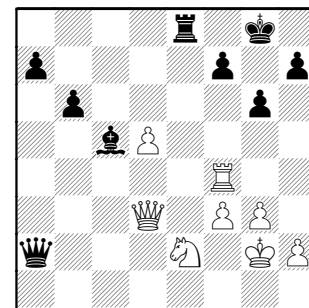


idea Qh4 28.g3

A) 28.Nxf4? Bxf4 29.Rxf4?? Qe1#;  
B) 28.d6? Qh4 29.g3 Qxh2

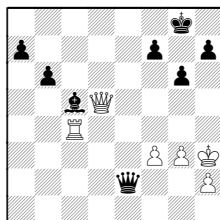
28...g5 29.d6 Qe5

28.Rxf4 Qe5 29.g3 Qa1+ 30.Kg2  
Qxa2



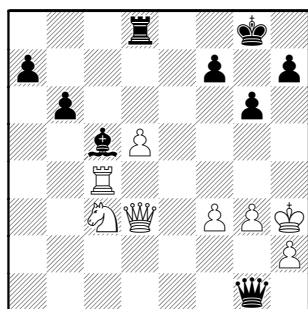
31.Re4 Rd8 32.Rc4 Qa1

32...Rxd5!? 33.Qxd5 Qxe2+ 34.Kh3

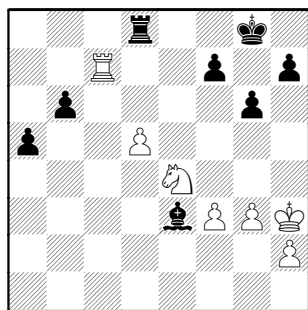


34...Qe6+ 35.Qxe6 fxe6 with good chances for a Black win

33.Nc3 Qg1+ 34.Kh3



34...Qe3 35.Qxe3 Bxe3 36.Rc7 a5 37.Ne4



37...f5 extending the Rook's reach doesn't seem right

A) 37...Rxd5? 38.Nf6+ wins the Rook;

B) 37...Kf8 38.d6 and Fritz continues 38...f5

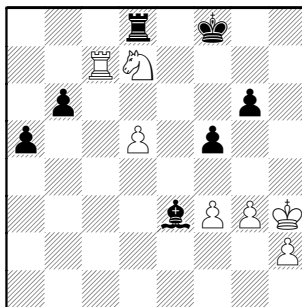
a) 38...Rb8? 39.d7 Ke7 40.Rc8;

b) 38...b5 39.Rb7 b4 40.Rb5 Ra8

39.Rxh7 Bd4

(39...fxe4? 40.Rh8+ Kf7 41.Rxd8

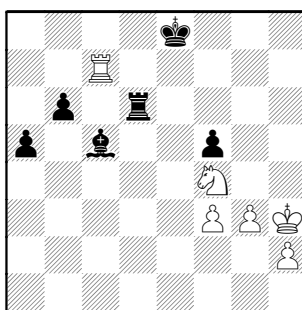
38.Nf6+ Kf8 39.Nxh7+ Kg8 40.Nf6+ Kf8 41.Nd7+



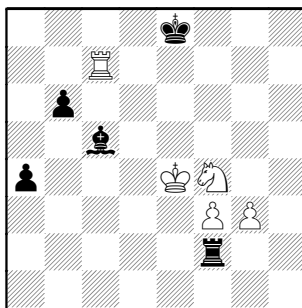
41...Ke8

41...Ke7 42.Nxb6+ Kd6 43.Rc6+

42.Ne5 Rxd5 43.Nxg6 Bc5 44.Nf4 Rd6



45.Kh4 Rh6+ [45...a4 46.Kg5] 46.Kg5 Rxh2 47.Kxf5 Rf2 48.Ke4 a4



49.Ne6 Bd6 50.Ra7 a3 51.Nd4 a2

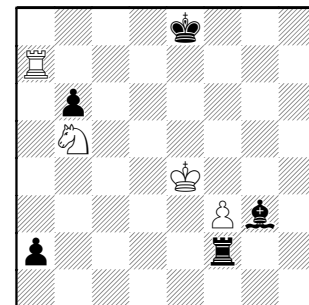
51...Rb2 52.Kd5 Bf8

(52...Bxg3 53.Ke6 Kd8 54.Rxa3)

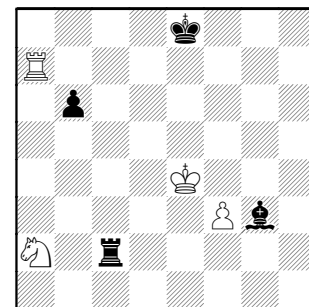
53.Ke6 Kd8 54.Ra8+

52.Nb5 White's pieces are too active for Black to push his passers through

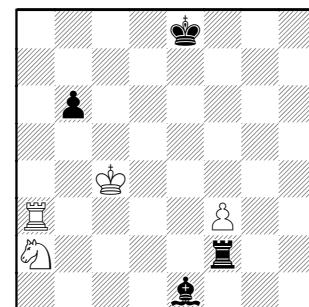
52...Bxg3



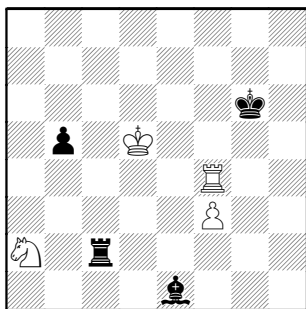
53.Nc3 Rc2 54.Nxa2 Rc5 55.Rb7 Rc2 56.Ra7



56...Be1 57.Kd3 Rd2+ 58.Kc4 Rf2 59.Ra3



59...Rc2+ 60.Kd5 Kf7 61.Ra4 b5 62.Rf4+ Kg6

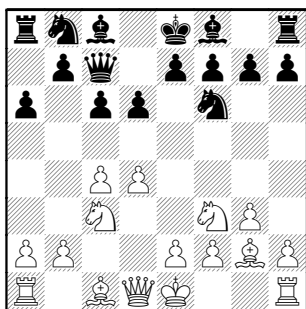


63.Nb4 Bxb4 64.Rxb4 Rc3 65.Rd4  
1/2-1/2

Freidel, P (1893) –  
Santiago, T (1951) [A40]  
Baker-Walgreens, Rnd 2, 5-12-.2007

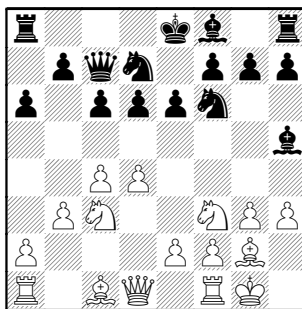
This was a dramatic, pivotal game in  
St Chas Baker's quest for the title.  
Looking back, one would say  
Walgreens never recovered, but time  
will tell.

1.d4 c6 2.c4 d6 3.Nc3 a6 4.g3 Nf6  
5.Bg2 Qc7 6.Nf3



Black's first few moves look odd, but  
are all part of various standard Black  
defensive systems - some for of the  
Old Indian (after e5, Be7) or a King's  
Indian (after g6, Bg7).

6...Bg7 7.0-0 Nbd7 8.h3 Bh5 9.b3  
e6



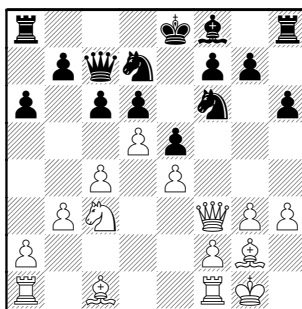
10.e4 Bxf3 A standard theme to  
weaken control of d4 and e5.

11.Qxf3 e5

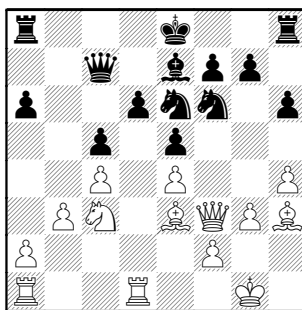
11...d5 would follow the rule of putting  
Pawns opposite color of your Bishop  
(thus making opponent's worse), but  
12.e5 gives White a significant gain in  
space with tempo

Also possible is 12.Bf4 since Black  
drops a piece after 12...Bd6? 13.e5

12.d5 h6

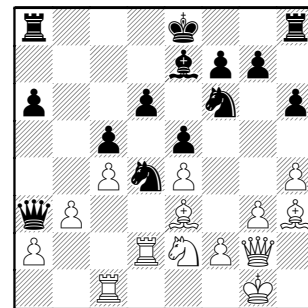


13.dxc6 bxc6 14.h4 Be7 15.Rd1  
Nc5 16.Bh3 Ne6 17.Be3 c5



Both sides have done their best at  
posting their pieces to their best  
squares.

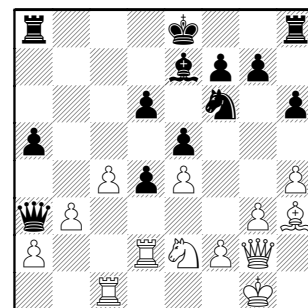
18.Rd2 Nd4 19.Qg2 Qa5 20.Rc1  
Qa3 21.Ne2



21...a5

21...Nxe2+ knocks off Rc1 protection  
with check, but 22.Rxe2 holds

22.Bxd4 cxd4

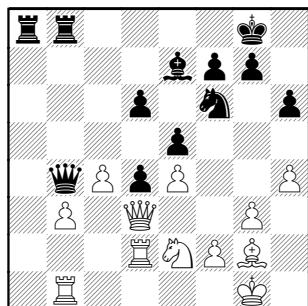


White is slightly better here because  
both minors can be well-posted. But  
Black has counter chances with  
queenside play and his protected  
center passer.

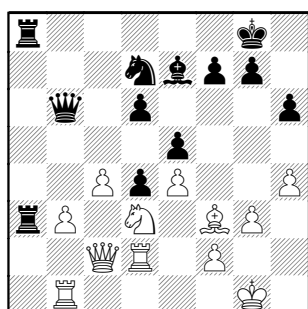
23.Qf3 a4 24.Rb1 0-0 25.Qd3

25.Nc1 idea Nd3, Qe2, f4

25...Rfb8 26.Bg2 axb3 27.axb3 Qb4

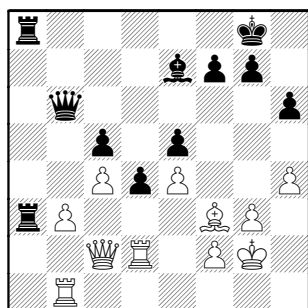


28.Nc1 Ra3 29.Qc2 Nd7 30.Bf3  
Rba8 31.Nd3 Qb6



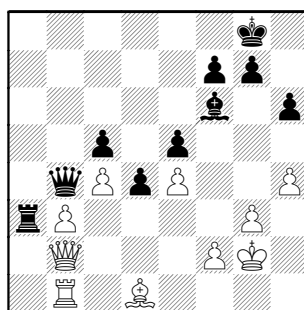
If White had placed Queen at e2, he  
could play 32 b4 here

32.Kg2 [32.b4? Rc3] 32...Nc5  
33.Nxc5 dxc5

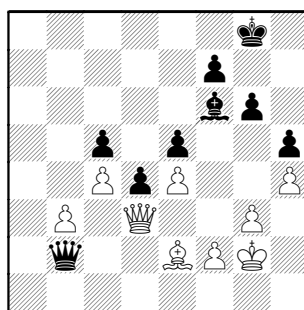


White's Knight trade has left him with  
a horrible backward Pawn. Black is  
now better, but White can defend.

34.Qd3 Qb4 35.Rdb2 Ra2 36.Qc2  
Rxb2 37.Rxb2 Ra1 38.Rb1 Ra3  
39.Bd1 Bd8 40.Qb2 Bf6

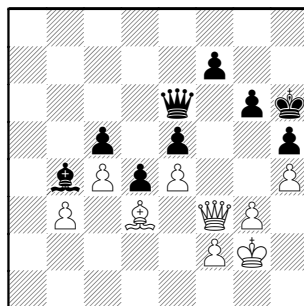


41.Ra1 Rxa1 42.Qxa1 Qd2 43.Bf3  
g6 44.Qd1 Qc3 45.Be2 h5 46.Qd3  
Qb2



Black isn't sure if a draw is enough,  
and is waiting for Board 1 win. By  
then, opponent won't take the draw,  
as a win for Baker would draw the  
match.

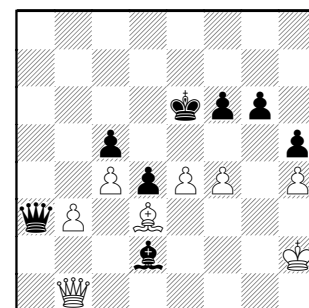
47.Qf3 Kg7 48.Qd3 Bd8 49.Qd1 Ba5  
50.Bd3 Bc3 51.Qc2 Qa1 52.Qb1  
Qa6 53.Qd1 Qe6 54.Qf3 Bd2 55.Qe2  
Bh6 56.Qf3 Bd2 57.Qe2 Bb4 58.Qf3  
Kh6



As can be imagined, this ending has  
been the center of much discussion  
by the Walgreens' team. The general  
conclusion is that Black has no  
possible loss if he simply leaves the

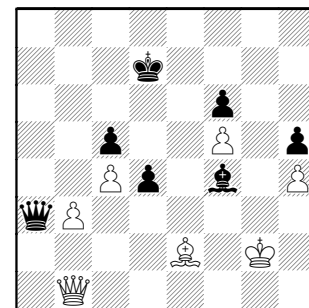
Queens on the board.

59.Kh2 Kg7 60.Kg2 f6 61.Kh2 Qa6  
62.Qe2 Qa1 63.Kg2 Qc1 64.Qc2  
Qa3 65.Kh2 Kf7 66.Kg2 Ke6 67.Kh2  
Qa1 68.Qb1 Qa3 69.f4 exf4 70.gxf4  
Bd2



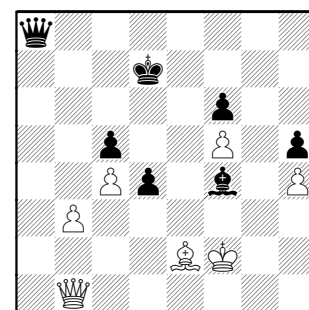
Board 1 was a win for Walgreens, so  
now White has to play for a win to  
draw match.

71.f5+ gxf5 72.exf5+ Kd7 73.Be2  
Bf4+ 74.Kg2



Watching this live, it seemed Teddy  
had found the winning maneuver.

74...Qa8+! 75.Kf2

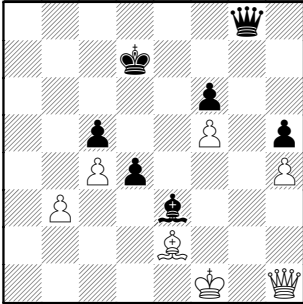
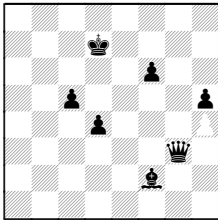


75...Qg8! idea Be3+, Qg1# 76.Qh1

Be3+

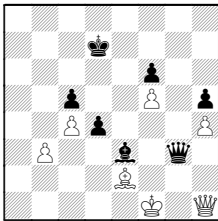
More forcing is 76...Qg3+ 77.Kf1 Be3

77.Kf1

77.Ke1 Qg3+ 78.Kd1 Bf2

and Black can chase White's King while its Queen is cornered.

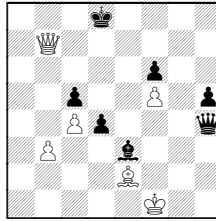
77...Kc7? Black misses a chance to end it immediately.

77...Qg3!

The mate threat forces the White Queen to protect g2. Checks to the Black King are meaningless as perpetual isn't the win White requires.

78.Qg2 Qxh4 Creates a passer and maintains the mate at f2  
79.Qb7+

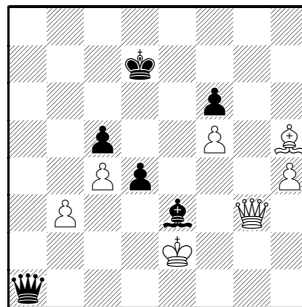
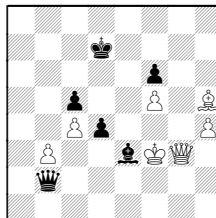
*Not a difference with 79.Qg7+ Ke8  
 80.Qh8+ Ke7 81.Qg7+*

79...Kd8

White is forced to give perpetual or return to f2 defense

80.Kg2? Qf2+ 81.Kh3 Qxe2  
*(But no mate threat here: 81...Bf4  
 82.Qg2)*

**Instead, in the game,** Black abandons the possible mates and the game drags on:  
78.Qh2+ Kd7 79.Bxh5 Qa8 80.Qg3 Qa1+ 81.Ke2

81...Bh6After 81...Qb2+ 82.Kf3

Black has the opportunity to rid himself of any b3-b4 Pawn tricks :

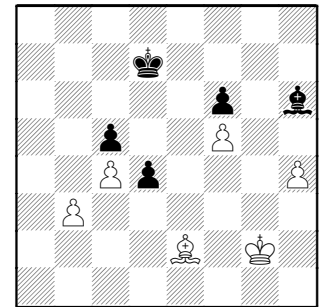
82...Qxb3 idea Qxc4

The h-passer is useless since Black

can line-up both Q and B on the c1-h6 diagonal, and the passer can't cross h6

82.Qf3 Qb2+ 83.Kf1 Qc1+ 84.Kg2 Qd2+ 85.Qe2 Qxe2+

The wrong time to trade Queens. The result is the most instructive opposite Bishop ending I've ever seen. **A chess student will definitely want to memorize its themes.**

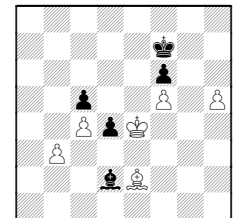
86.Bxe2

This may be an exception to opposite Bishops draw. One exception will soon apply: passers on opposite sides of board.

White should send his King to the passer Black's King can't defend. As stated earlier, Black should be content with the Queens on, but I imagine this seemed less stressful, as there's no sudden B+Q mate.

86...Kd6

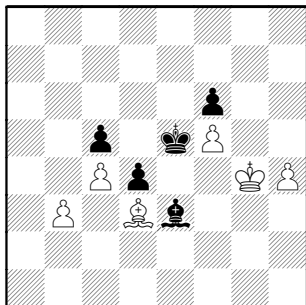
An example of bad King play would be 86...Bd2 87.h5 Ke8 88.Kf3 Kf7 89.Ke4



89...Kg7 90.Kd5 Bb4 91.Ke6 Bd2 92.h6+ Bxh6 (92...Kxh6? 93.Kxf6 Bf4

94.Ke6 Kg5 95.Bd3) 93.Kd6+- Kf7  
94.Bh5+

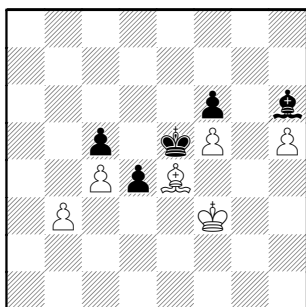
87.Kf3 Ke5 88.Bd3 Bd2 89.Kg4 Be3



90.Bc2

After 90.Kh5 Bf2 the King is required to hold passer, and can't advance

90...Bf2 91.h5 But now the White King can't squeeze through on the h-file. 91...Be3 92.Kf3 Bd2 93.Kf2 Bh6 94.Kf3 Bd2 95.Be4 Bh6

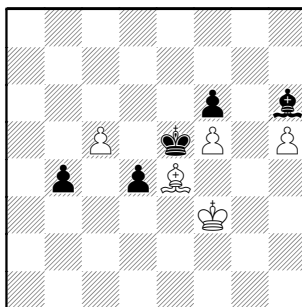


96.b4 Creating the required second passer tries to create the exception mentioned earlier.

Note how the White Bishop covers the Black passers' forward squares. The Black King is overloaded defending a passer and trying to help his own.

White's King needs to help chase down the b-passer, but is stuck defending Be4 !

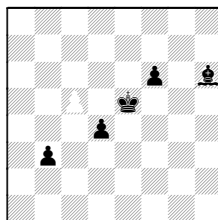
96...cxb4 97.c5



97...Bf8?

Black's theme is to divert the Bishop so he can play Kd5

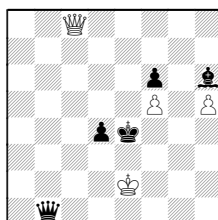
I believe Black's last draw is with 97...b3!!



98.c6

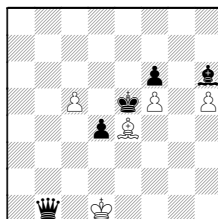
If 98.Ke2? a simple draw results from 98...b2

Of course there's also 98...Kxe4 99.c6 (99.Kd1 Kd5) 99...b2 100.c7 b1Q 101.c8Q



101...Qd3+ and mate in a few

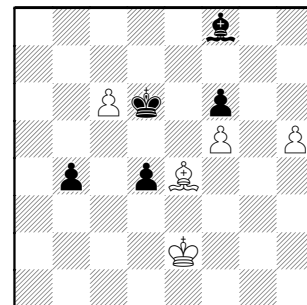
99.Kd1 b1Q+



100.Bxb1 Kd5)

So the main drawing concludes: 98...Kd6 and c2-1 will force a definite draw after Kxc6. 99.Ke2 b2 White's King is one move too slow

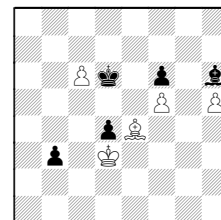
98.c6 Kd6 99.Ke2



Compare this with analysis of 97...b3!! and you see this same position after 98. c6 Kd6 with the b-passer advanced. So 97 Bf8? is a key mistake.

99...Bh6 100.Kd3 Be3? another mistaken Bishop move and another chance to force draw !

That draw starts with the same move: 100...b3!

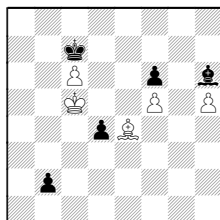


101.Kc4

(101.Kxd4? b2 diverts the Bishop just in time)

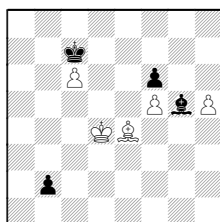
101...b2 102.Kb5 freeing the Bishop to cover b1, and also Kb6 will escort the passer home. (102.Kb3 b1Q+)

102...Kc7 103.Kc5



103...Be3

Black can actually drop the d-passer  
103...Bg5 104.Kxd4



104...b1Q 105.Bxb1 Kxc6

104.Kd5 Bh6 and White's King has to stay in contact with Pc6 105.Kxd4

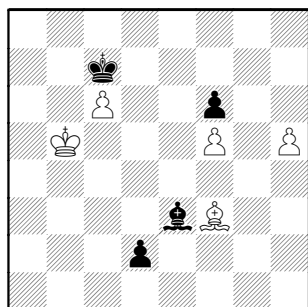
(105.Ke6 b1Q 106.Bxb1 Kxc6 107.Kxf6 Kd6 108.Kg6 Bf8 (108...Bf4 109.f6 Ke6 110.f7 Ke7 111.Kg7 Be5+ 112.Kg6 Kf8 113.h6) 109.f6 Ke6 110.h6 Bxh6 111.Kxh6 Kxf6)

105...b1Q 106.Bxb1 Kxc6

**101.Kc4 Kc7**

Now 101...b3 102.Kxb3 is a win for White - the exception is built. White marches his King to g6 (via e6) as in game.

**102.Kxb4 d3 103.Kb5 d2 104.Bf3**

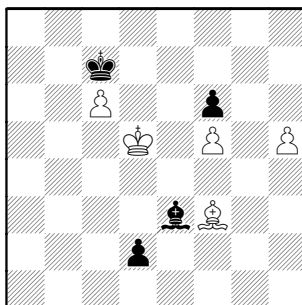


**104...Bh6?** Missing the final theme.

104...Kd6! 105.Ka6? d1Q 106.Bxd1 Kxc6

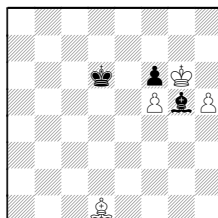
**105.Kc5** Now the White King can't be kept out of e6 and beyond.

**105...Be3+ 106.Kd5**



**106...Bh6**

Watching live, I thought maybe Black holds with 106...Bg5 107.Ke6 d1Q 108.Bxd1 Kxc6 109.Kf7 Kd6 110.Kg6

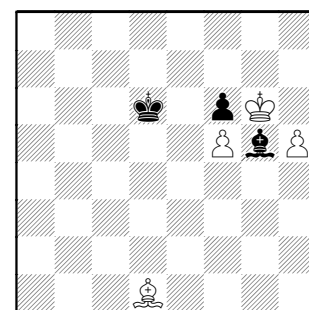


110...Ke5

(110...Ke7 111.h6 Bxh6 112.Kxh6 Kd6 (112...Kf7 113.Bh5+ Ke7 114.Kg6) 113.Kg6 Ke5 114.Ba4 and forces K away from P defense)

but a couple times through realized White's last Pawn is maintained by 111.Bc2

**107.Ke6 Bg5 108.Kf7 d1Q 109.Bxd1 Kxc6 110.Kg6 Kd6**



**111.h6 Bxh6 112.Kxh6 Kd5 113.Kg6 Ke5 114.Bc2**

The White win drew the match and put no less than four teams tied for 1st place. Baker made the best of their fortune.

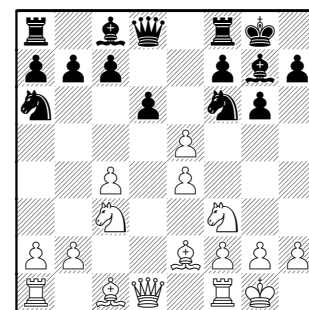
Meanwhile, an hour into it, Walgreens had already lost their third round match.

**1-0**

**Marshall,J (2187) – Chan,R (2061) [E91]**  
StChasCC-NWU, Rnd 2, 5-12-2007

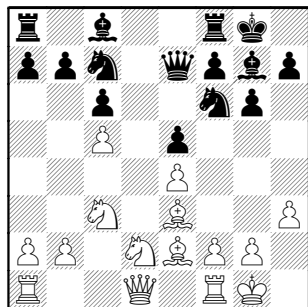
Even at the exact moment the St Chas Baker team was breathlessly watching the great "save", the compatriot St Charles CC team was hoping for a similar twist of fate against NWU. This was the other game that drew a late-round crowd.

**1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 0-0 6.Be2 Na6 7.0-0 e5 8.dxe5**



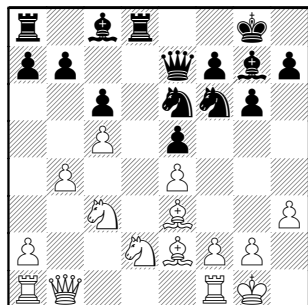
Not a regular choice for a win in GM circles.

8...dxe5 9.Be3 c6 10.h3 Qe7 11.Nd2  
Nc7 12.c5



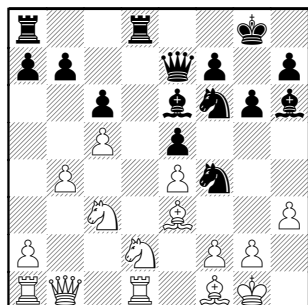
White wants an outpost at d6- his  
only hope for advantage in the KID  
Exchange.

12...Rd8 13.b4 Ne6 14.Qb1

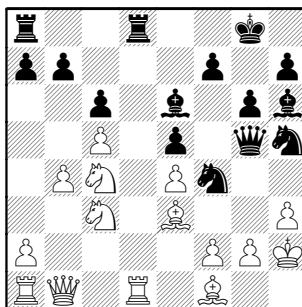


Fritz does, in fact, prefer Black at this  
point .

14...Nf4 [14...Nd4; 14...a5] 15.Rd1  
Bh6 16.Bf1 Be6

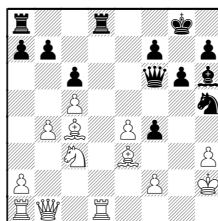


17.Nc4 N6h5 18.Kh2 Qg5

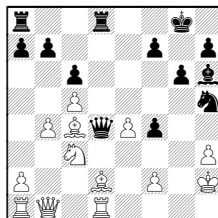


19.Nd6 As expected, Fritz' evaluation  
turns solidly in White's favor with this  
Knight posting.

19.g3 Qf6 20.gxf4 Bxc4 21.Bxc4 exf4

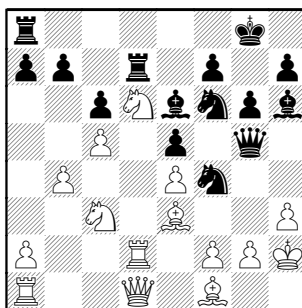


hitting two pieces 22.Bd2 Qd4

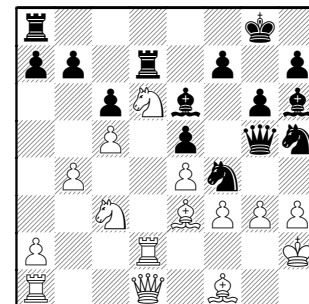


hitting Bc4 and Pf2, idea is  
Qxf2+, Ng3#

19...Rd7 20.Rd2 Nf6 21.Qd1

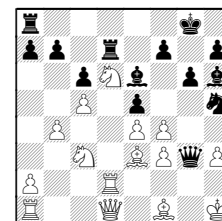


21...Bg4 22.f3 Be6 23.g3 N6h5!?



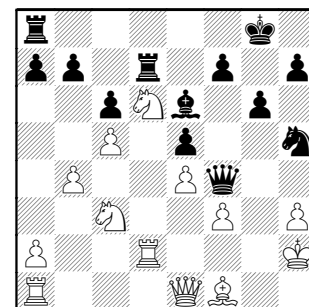
24.Qe1

24.gxf4 Qg3+ 25.Kh1



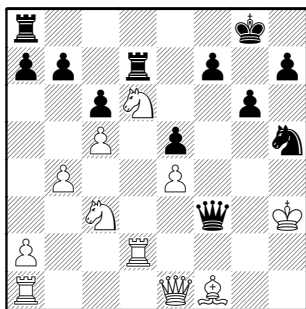
With an eventual Rh2, White appears  
to be OK.

24...Qf6 25.gxf4 Bxf4+ 26.Bxf4  
Qxf4+

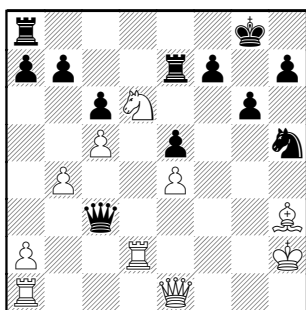


27.Kg2 Bxh3+ 28.Kxh3 Qxf3+





**29.Kh2 Qxc3 30.Bh3 Re7**



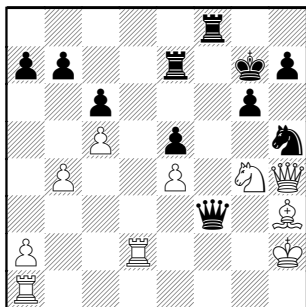
**31.Nxf7!** any capture leads to a checking discovery to Queen by Rd2

Fritz carries out the discovery theme more dramatically with 31.Nf5 idea Rd8+ or Rg2+ 31...Ree8 32.Nh6+ Kg7 33.Nxf7

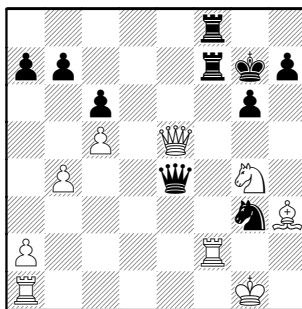
**31...Qf3**

A) 31...Kxf7 32.Rf2+ Kg7 33.Qxc3;  
B) 31...Rxf7 32.Rd8+ Rxd8 33.Qxc3

**32.Nh6+ Kg7 33.Ng4 Rf8 34.Qh4**

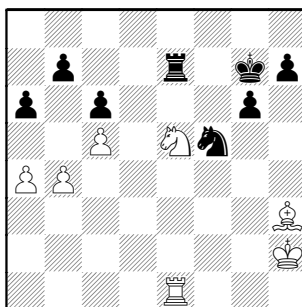


**34...Qf4+** Both sides have hanging Rooks **35.Kg1 Ref7 36.Rf2 Qxe4 37.Qg5 Ng3 38.Qxe5+**

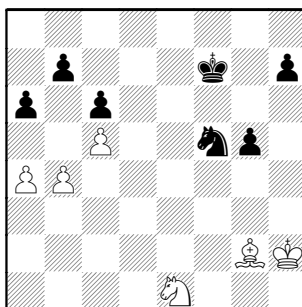


( Black's moves 38-48 were supplied by the Editor, not recorded on the single scoresheet where only White moves given. But beginning move 49, the position works perfectly.)

**38...Qxe5 39.Rxf7+ Rxf7 40.Nxe5 Rf8 41.Kg2 Nf5 42.Kh2 Re8 43.Re1 Re7 44.a4 a6**

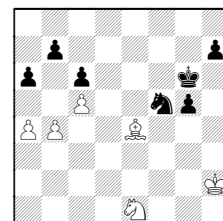


**45.Bg2 g5 46.Nf3 Rxe1 47.Nxe1 Kf7**



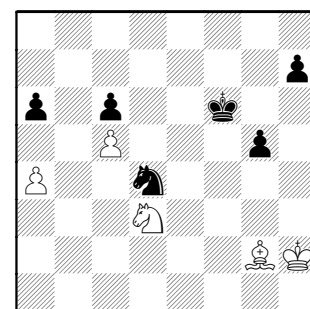
**48.b5**

48.Bf3 stops the passers and if 48...Kg6 idea h5 49.Be4



White shouldn't have trouble posting his Knight at d6, winning the passers and game.

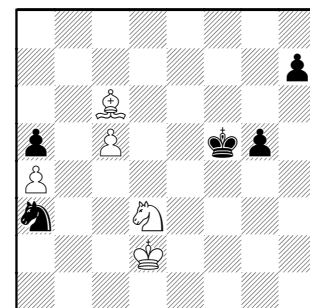
**48...Nd4 49.bxc6 bxc6 50.Nd3 Kf6**



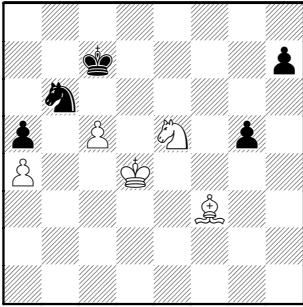
The moves work out, but seems to have an easy win of a Pawn with **51.Kg3**

51.Nb4 Nb3 52.Nxa6

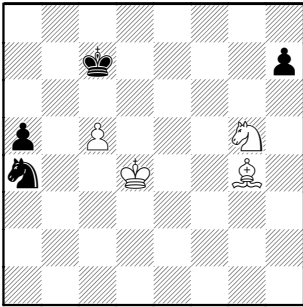
**51...Kf5 52.Kf2 a5 53.Ke3 Nc2+ 54.Kd2 Na3 55.Bxc6**



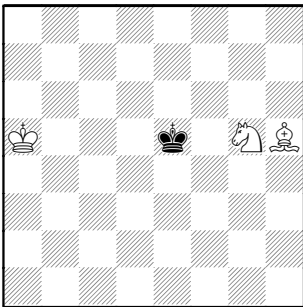
**55...Nc4+ 56.Kc3 Nb6 57.Kd4 Ke6 58.Bf3 Kd7 59.Ne5+ Kc7**



**60.Nf7 g4 61.Bxg4 Nxa4 62.Ng5**



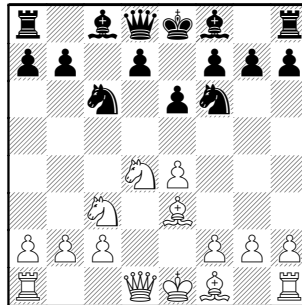
**62...Nxc5** Apparently hoping White doesn't know how to mate with N and B. **63.Kxc5 h5 64.Bxh5 Kd7 65.Kb5 Kd6 66.Kxa5 Ke5**



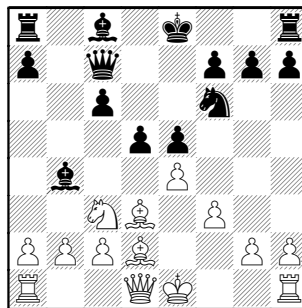
67.Kb5 Kf5 68.Nf3 Ke4 69.Kc4 Ke3  
70.Nd4 Ke4 71.Bg6+ Ke5 72.Kc5  
Kf6 73.Be4 Ke5 74.Bd5 Kf4 75.Kd6  
Ke3 76.Ke5 Kd3 77.Nb5 Ke3 78.Be4  
Ke2 79.Kf4 Kf2 80.Nd4 Ke1 81.Ke3  
Kf1 82.Ne2 Ke1 83.Bc2 Kf1 84.Nf4  
Ke1 85.Ng2+ Kf1 86.Kf3 Kg1  
87.Kg3 Kh1 88.Bd3 Kg1 89.Nf4 Kh1  
90.Be4+ Kg1 91.Bd3 Kh1 92.Bf1  
Kg1 93.Bh3 Kh1 94.Bg2+ Kg1  
**95.Nh3#** This win gained NWU a  
pairing against the similarly unbeaten  
Walgreen squad for a shot at the title.  
1-0

**Chan,R - Friske,T (2083) [B48]**  
NWU-Walgreens, Rnd 3, 5-12-2007

**1.e4 e6 2.d4 c5 3.Nf3 Nf6 4.Nc3 cxd4 5.Nxd4 Nc6 6.Be3**



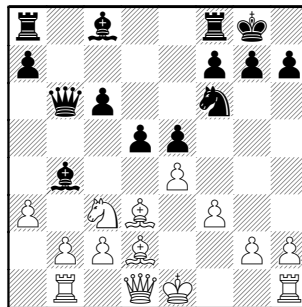
**6...Qc7** [6...Bb4 idea Qa5] **7.Be2 Bb4**  
**8.f3 d5 9.Nxc6 bxc6 10.Bd3 e5** idea  
 d4 to fork **11.Bd2**



**11...Qb6**

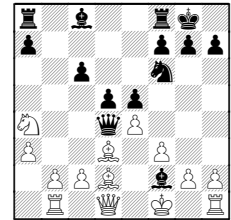
11...Bc5 12.Na4 would allow White to castle

**12.Rb1** hmmm takes away any  
0-0-0 possibilities **12...0-0 13.a3**



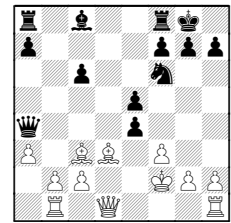
**13...dxe4** opening lines to get to the King !

**A)** I thought my line was an improvement over 13...Bc5 14.Na4 Bf2+ 15.Kf1 Qd4



16.b3

Not as good is 16.Bc3 Qxa4 17.Kxf2 dxe4

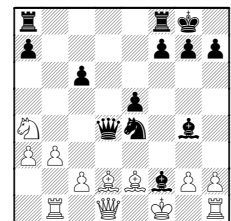


18.Bxe4 (18.fxe4 Nxe4+) 18...Nxe4+  
19.fxe4 Qxe4 (19...f5)

16...dxe4 17.fxe4  
(17.Bc3 Qe3 18.Bd2 Qd4)

17...Bg4  
(17...Nxe4? 18.Bxe4 Qxe4 19.Kxf2)

18. Be<sub>2</sub> N<sub>x</sub>e<sub>4</sub>



19.Bb4  
(19.Bxg4?? Nxd2+ 20.Ke2 Qe3#)

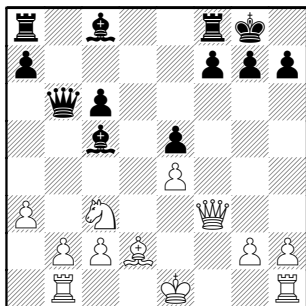
**B)** Also thrown out was 13...Bxc3  
14.Bxc3 d4 giving up on stopping  
White from castling 15.Bd2 c5 16.b4

### 14.Bxe4 Nxe4

14...Bxc3 15.Bxc3 Rd8

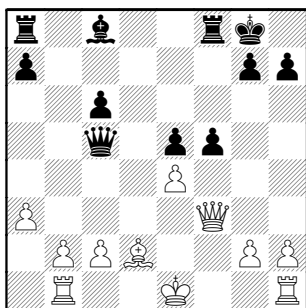
**15.fxe4** Only now realized I've let his Q out, but thought f7-f5 a kill.

**15...Bc5 16.Qf3**



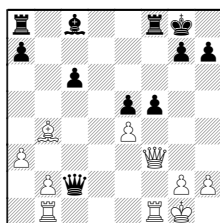
**16...f5?! seemed a kill at f2, but I'm still counting 3 hits to the square, even after the trade on c5**

**17.Na4 Qb5 18.Nxc5 Qxc5**



**19.Qb3+** totally missed this, the threat is Bb4 winning the exchange

My planned line went 19.Bb4 skewering toward Rf8 19...Qxc2 gaining a tempo against the hanging Rook. 20.0-0

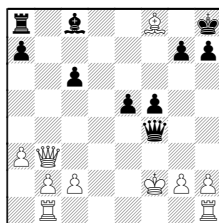


20...Ba6 21.Bxf8 Bxf1 22.Rxf1 Rxf8  
23.exf5 e4 (23...Qxb2 24.Qxc6)

**19...Rf7**

At analysis, I discovered I never

even considered 19...Kh8!? 20.Bb4  
Qd4 21.Bxf8 Qxe4+ 22.Kf2 Qf4+

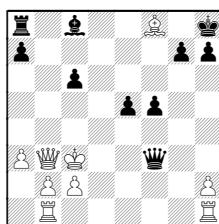


But it certainly would've taken heroic vision to accurately understand the White King's special problems:

23.Ke1

23.Ke2 Ba6+ 24.Ke1  
(24.Kd1 Rd8+ 25.Ke1)  
24...Qe4+

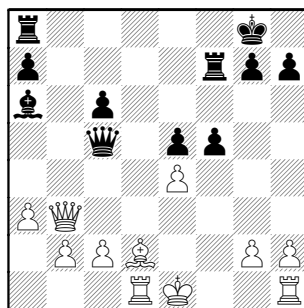
23...Qe4+ 24.Kd2 Qxg2+ 25.Kc3  
Qf3+



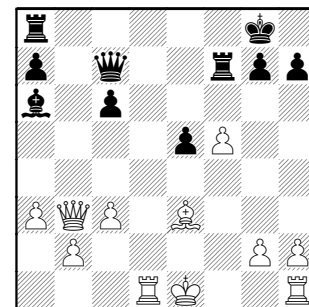
26.Kd2  
(26.Kc4?? Be6+;  
26.Kb4?? Rb8+)

26...Qg2+ (26...Qf2+ 27.Kc1 Qf4+)  
27.Ke3 Qe4+=

**20.Rd1 Ba6**



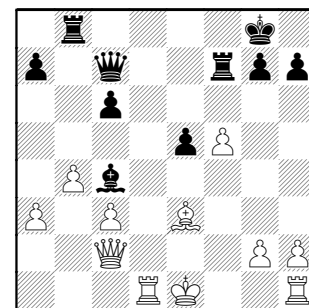
Now he can't castle or easily get Rh1 started **21.Be3 Qa5+ 22.c3 Qc7**  
**23.exf5**



**23...Rb8** driving the Queen away, but to a better post. No matter how much I concentrated on the position, not a line made sense.

23...Kh8 24.g4 (24.Qe6 Raf8) 24...g6  
25.Qe6 Raf8 26.Kd2 gxf5

**24.Qc2 Bc4 25.b4**

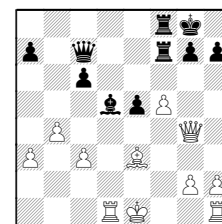


**25...Re8**

A) 25...Rd8 26.Kf2 Rfd7  
B) 25...Rbf8 26.g4 (26.Bc5) 26...g6  
27.Bh6

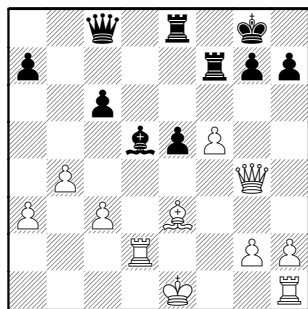
**26.Qe4 Bb3** underestimating Rd2-f2

26...Bd5 27.Qg4 Ref8



28.Rf1 (28.Bc5) 28...Qc8 29.c4

**27.Rd2 Bd5 28.Qg4 Qc8**



Idea is Rxf5, Rf1+, Qxg4

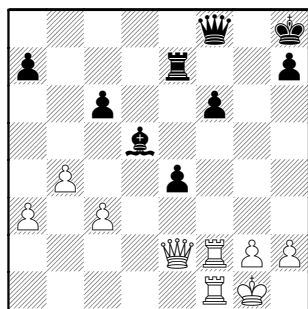
**29.0-0 Ref8 30.Rdf2 Kh8? 31.Bc5** a second threat to win material, so hoping e-passer balances exchange

**31.c4** traps Bishop, as noticed after I moved

**31...e4 32.Bxf8 Qxf8**

**32...Rxf8** defends backrank, but f5-f6 is coming soon after Qg4 moved

**33.Qe2 Re7 34.f6 gxf6**



Now hoping for Qg8, Rg7 hitting g2 (maybe sacing with e4-e3)

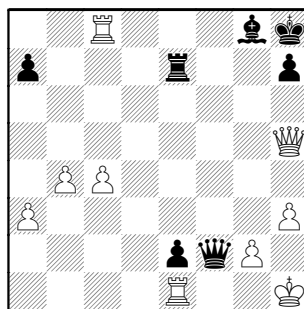
**35.Rxf6 Qg7** only now realized backrank problems **36.c4 Bg8 37.Rxc6 Qd4+ 38.Kh1 e3 39.Rc8 Kg7** idea Bf7-g6

**39...Qd2 40.Re1 Kg7 41.Qg4+ Kf6**

(**41...Kh8 42.Rxg8#; 41...Kf7 42.Qxg8+ Kf6 43.Rf8+ Ke5 44.Qg5+ Kd6 45.Rd8+ Rd7 46.Rxd7+ Kxd7 47.Qd5+**)

**42.Rf1+**

**40.Qh5** idea Qg5+-xe7 **40...Kh8 41.h3 e2 42.Re1 Qf2**



Sure thought this a winner, although not sure what happens after Rxg8+ (not an immediate loss, for sure)[**42...Qd2 43.Qh4**]

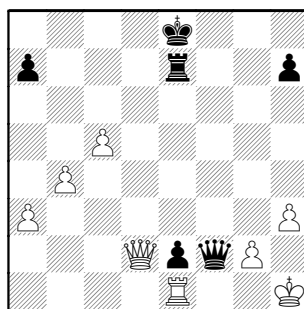
**43.Rxg8+ Kxg8 44.Qd5+ Kf8 45.Qd2 Ke8**

Guess checks don't matter **45...Re3 46.c5 Rxa3 47.Rxe2 Qg3**

Not **47...Qf1+ 48.Kh2 Qf6 (48...Qa1 49.Qf4+ Kg8 50.Re8+-) 49.Rf2)**

**48.Qd8+ Kf7 49.Re7+ Kg6 (49...Kf6 50.Re3+) 50.Qg8+ Kf6 (50...Kh5 51.Rxh7#) 51.Qf8+ Kg6 52.Rg7+** wins Q

**46.c5** Hadn't considered this.



**46...Re6** worthless **47.c6 Qb6** only considering Rxe2

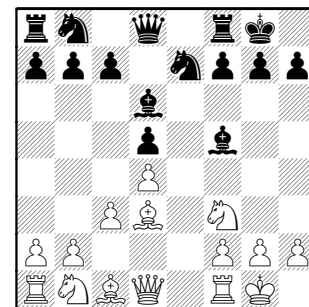
**47...Rxc6 48.Rxe2+** drops Q

**48.Qd7+ 1-0**

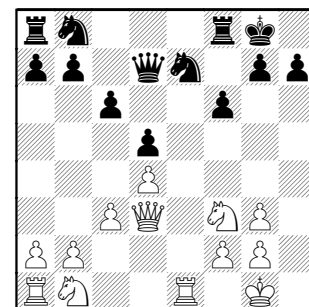
Levenson,S (2014) –  
Bakshi,A (2011) [C01]  
Walgreens-NWU, Rnd 3, 5-12-2007

Two Walgreen boards were losses in about 20 minutes. Their first two boards had reasonable positions that fell apart. Walgreens' title hopes dissipated like a puff of smoke.

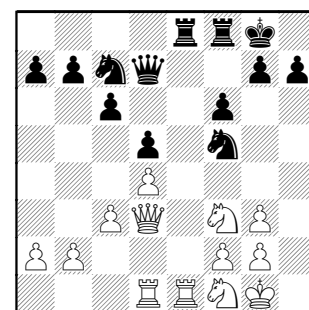
**1.e4 e6 2.d4 d5 3.exd5 exd5 4.Bd3 Bd6 5.Nf3 Ne7 6.0-0 0-0 7.c3 Bf5**



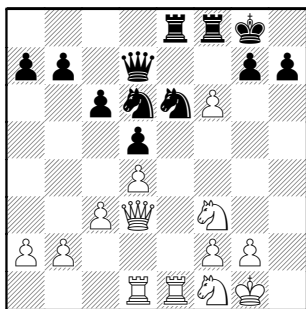
**8.Bg5 f6 9.Bh4 c6 10.Re1 Qd7 11.Bg3 Bxg3 12.hxg3 Bxd3 13.Qxd3**



**13...Na6 14.Nbd2 Nc7 15.Rad1 Rae8 16.Nf1 Nf5**



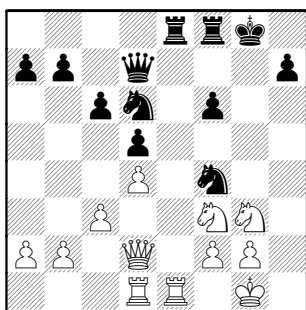
**17.g4 Nd6 18.g5 Ne6 19.gxf6**



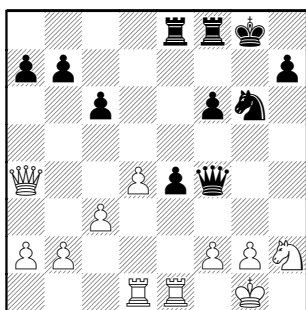
19...gxf6

19...Rxf6 20.Rxe6? Rxf6 21.Ng5  
Rg6

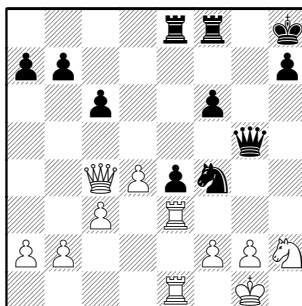
20.Ng3 Nf4 21.Qd2



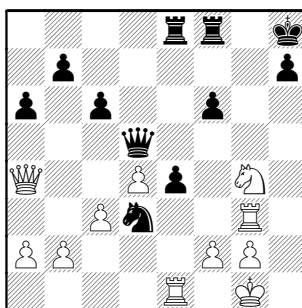
21...Ng6 22.Qc2 Qg4 23.Qa4 Ne4  
24.Nh2 Qf4 25.Nxe4 dxe4



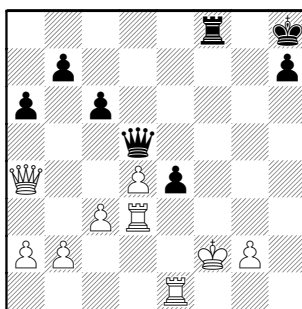
26.Qc4+ Kh8 27.Re3 Qg5 28.Rde1  
Nf4



29.Rg3 Qd5 30.Qa4 a6 31.Ng4 Nd3

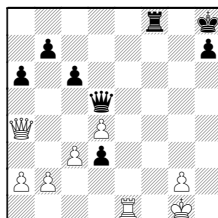


32.Nxf6 Rxf6 33.Rxd3 Rxf2! 34.Kxf2  
Rf8+



35.Rf3?

White could try to get out a Pawn up  
35.Kg1 exd3

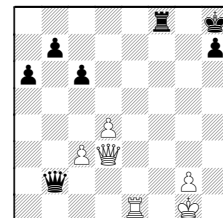


36.Qd1

36.Re3 Qf5  
(36...d2 37.a3 Qa2 38.Qc2 (38.Qd1  
Qxb2) 38...d1Q+ 39.Qxd1 Qxb2  
idea Qf2+-xe3 or Qxa3)

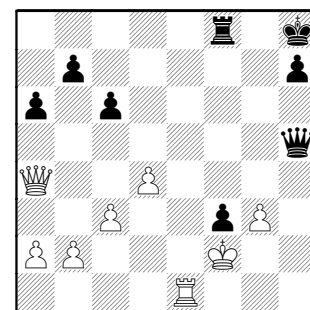
37.Rf3 (37.Qd1 Qf2+ 38.Kh1 Qxe3)  
37...Qc8 38.Qd1

36...Qxa2 (36...Qf5 37.Rf1) 37.Qxd3  
Qxb2

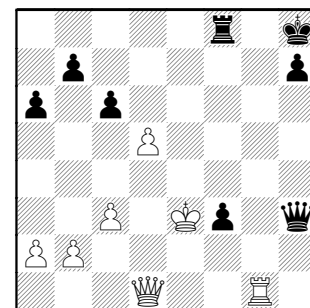


38.d5! cxd5 39.Qd4+ Kg8 40.Qxd5+  
Kh8 41.Qe5+ Kg8 42.Qe6+ is at least  
a draw 42...Kh8

35...exf3 36.g3 Qh5



37.Qd1 Qh2+ 38.Ke3 Qxg3 39.Rg1  
Qh3 40.d5

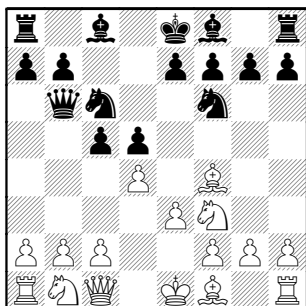


40...f2+ 41.Ke2 Qf3+ 0-1

*With Walgreens not putting up much fight, the final questions were to be answered in the St Charles Baker vs Motorola Knights matchup. Here's a couple wins :*

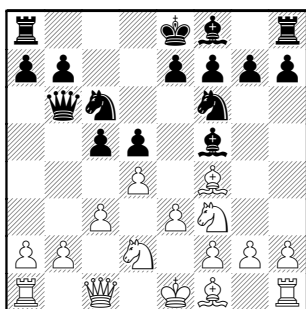
Freidel,J (1989) –  
Morris,R (2255) [D02]  
Baker-Knights, Rnd 3, 5-12-2007

1.d4 d5 2.Nf3 Nf6 3.Bf4 c5 4.e3 Qb6  
5.Qc1 Nc6



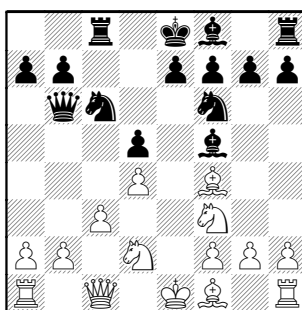
Black's setup is the best system against 1 d4 2 Bg5!?. Who cares ? Well, knowing the North Division and Northrop's first board preference for that start, one can't help but wonder if Black's knowledge of that opening is helping here.

6.c3 Bf5 7.Nbd2

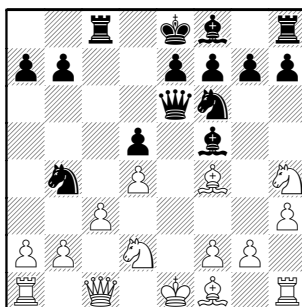


The position resembles a QGD Slav with colors reversed.

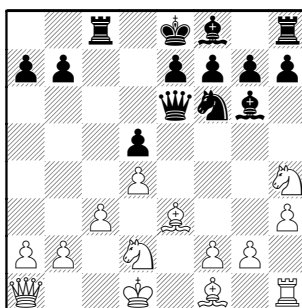
7...cxd4 8.exd4 Rc8



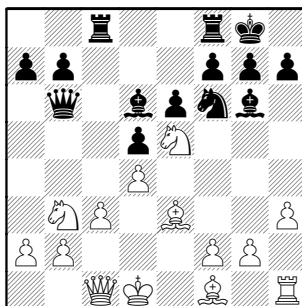
9.h3? Apparently missing Black's 10th reply. 9...Nb4 10.Nh4 Qe6+



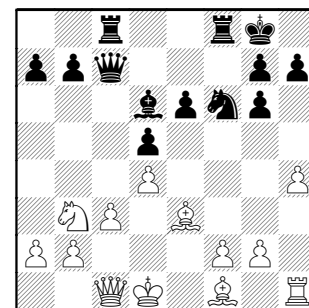
11.Be3 Nc2+ 12.Kd1 Nxa1 13.Qxa1 Bg6



14.Nb3 Qb6 15.Nf3 e6 16.Ne5 Bd6  
17.Qc1 0-0

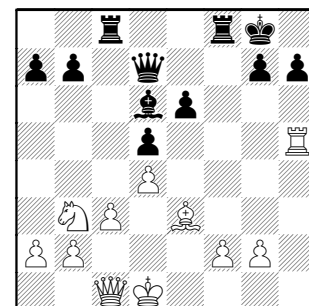


18.h4 Qc7 19.Nxg6 fxg6!

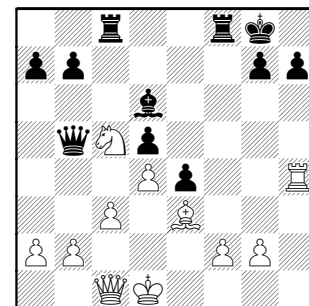


Making open lines for the Rook.

20.Be2 Qd7 21.h5 gxh5 22.Bxh5  
Nxh5 23.Rxh5

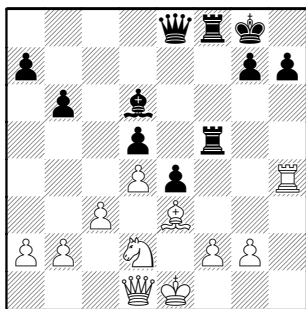


23...e5! threat Qg4+ forking 24.Rh4  
e4 25.Nc5 Qb5

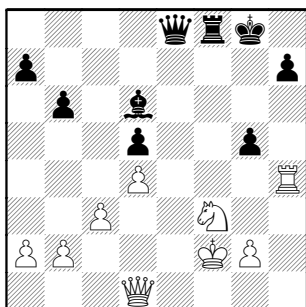


posting with threat at f1

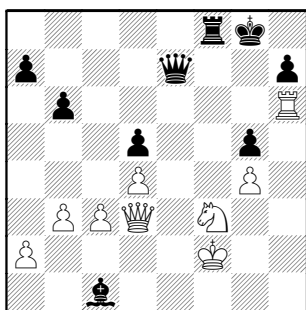
26.Ke1 Rf6 27.Rg4 b6 28.Nb3 Rf5  
29.Rh4 Rcf8 30.Nd2 Qe8 31.Qd1



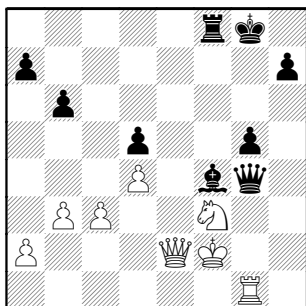
31...Rxf2! Very nice 32.Bxf2 e3  
33.Nf3 exf2+ 34.Kxf2 g5



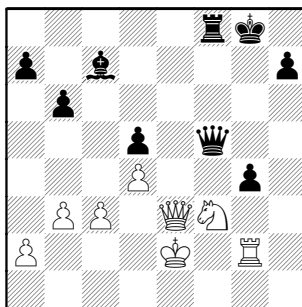
35.Rh6 Bf4 36.Qd3 Qe7 37.g4 Bc1  
38.b3



38...Qe4 39.Qe2 Qxg4 40.Rh1 Bf4  
41.Rg1

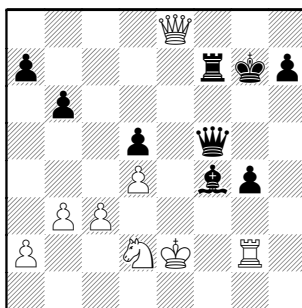


41...Qf5 42.Rg2 Bc7 43.Qe3 g4  
44.Ke2

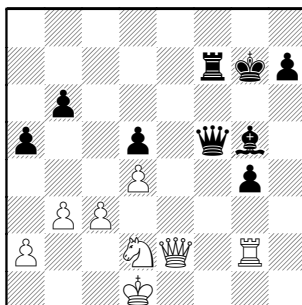


The real beauty of Black's 31<sup>st</sup> is in  
the amount of time and pressure  
maintained since then—proving its  
accurate evaluation.

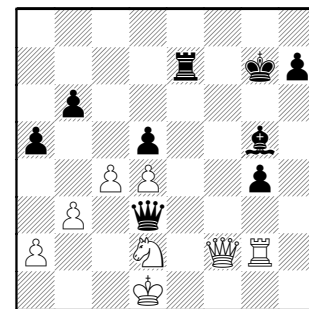
44...Kh8 45.Nd2 Bf4 46.Qe7 Rf7  
47.Qe8+ Kg7



48.Kd1 a5 49.Qe2 Bg5



50.c4 Re7 51.Qf2 Qd3



This win balances one of the other  
two losses for the Knights. Draws on  
their other boards proved the  
difference.

**0-1**

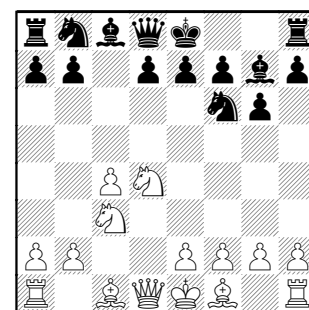
**Cherkasskiy, G (1642) –  
Freidel, J (1786)** [A31]  
Knights-Baker, Rnd 3, 5-12-2007

Either this game or the (missing) first-  
board win is what sealed the title for  
St Charles Baker.

**1.d4 Nf6 2.c4 c5 3.Nf3**

3.d5 agrees to enter a Benoni  
formation

**3...g6 4.Nc3 cxd4 5.Nxd4 Bg7**



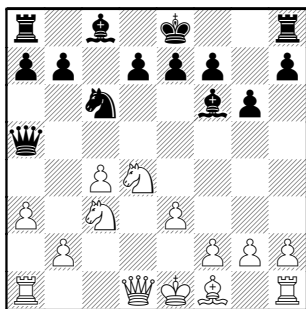
**6.Bg5**

6.e4 transposes to a Sicilian Dragon,  
Maroczy formation.

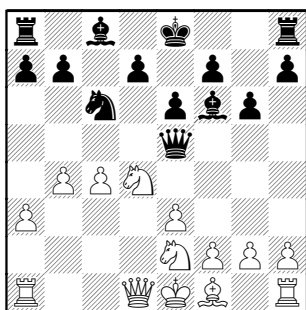
**6...Qa5 7.Bxf6**

7.Qd2 better solves the problems to  
Bg5 and the diagonal to the King.

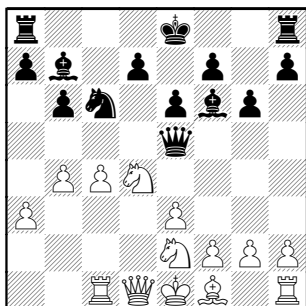
**7...Bxf6 8.e3 Nc6 9.a3**



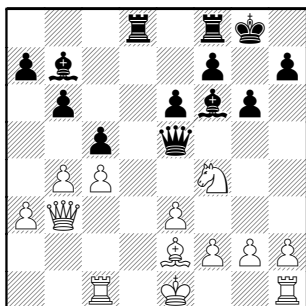
9...e6 10.b4 Qe5 11.Nce2



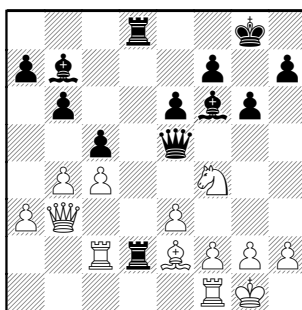
White already misses the defender of his dark squares. 11...b6 12.Rc1 Bb7



13.Nxc6 [13.Nb5 idea Nd6+ or f4]  
13...dxc6 14.Qb3 Rd8 15.Nf4 0-0  
16.Be2 c5

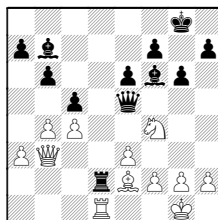


17.0-0 Rd2 18.Rc2 Rfd8

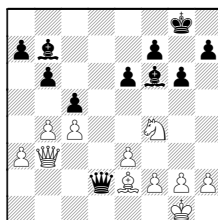


19.Nd3

White can probably dodge most problems with a lot of trades 19.Rxd2 Rxd2 20.Rd1



20...Qd6 21.Rxd2 Qxd2

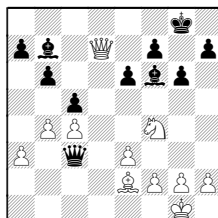


22.Qd1

22.bxc5 e5? idea exf or Qxe2 (when Knight moves)

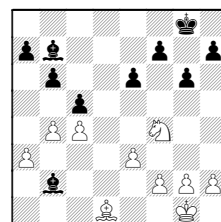
22...Qxd1+

(22...Qc3 23.Qd7



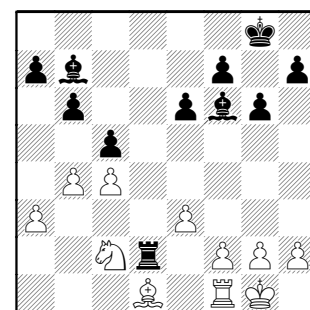
23...Qe1+ 24.Bf1 Ba6? 25.b5)

23.Bxd1 Bb2



24.bxc5

19...Qe4 20.Ne1 [20.Rxd2?? Qxg2#]  
20...Rxc2 21.Qxc2 Qxc2 22.Nxc2  
Rd2 23.Bd1

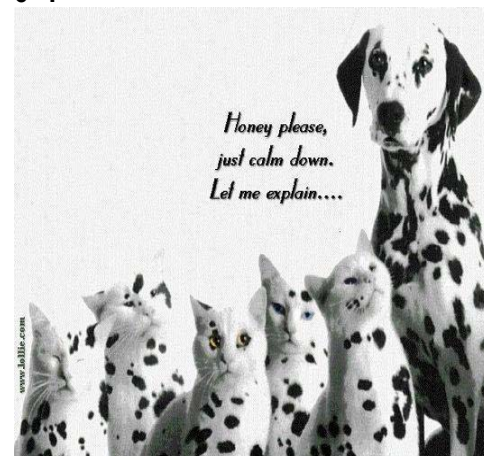


23...Be4

The Bishop-pair do their stuff

24.Na1 Bxa1 25.bxc5 bxc5 26.Ba4  
Bb2 27.f3 Bd3

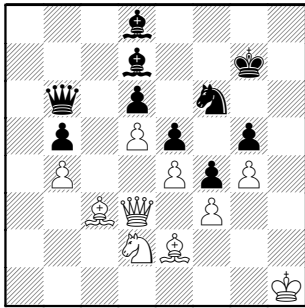
0-1





**SOLUTION 1.**

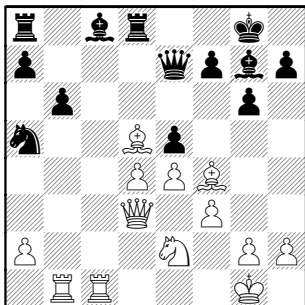
Garzon,G (2304) - Marshall,J (2187)  
Fermilab-StChasCC, Rnd 1, 5-3-2007



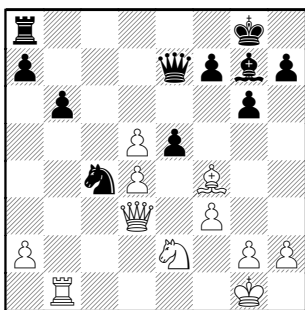
36...Qf2 37.Nf1 Bb6 0-1

**SOLUTION 2.**

Wiewel,J (2030) - Spiegel,L (1958)  
StChasCC-Fermilab, Rnd 1, 5-3-2007



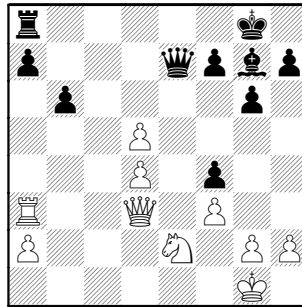
19...Rxd5! 20.exd5 Bf5 21.Qe3  
Bxb1 22.Rxb1 Nc4 23.Qd3



23...Na3 24.Rb3 exf4 25.Rxa3  
(Game continues next solution...)

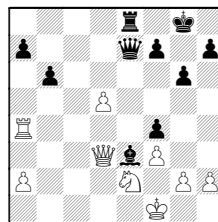
**SOLUTION 3.**

Wiewel-Spiegel continued:



25...Re8 26.Kf1 Bxd4! 27.Ra4 Bc5

Similar to game is 27...Be3

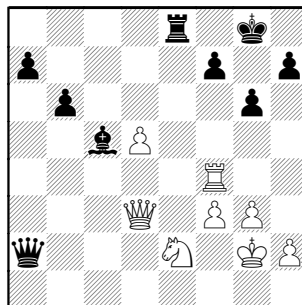


idea Qh4 28.g3

A) 28.Nxf4? Bxf4 29.Rxf4?? Qe1#; or  
B) 28.d6? Qh4 29.g3 Qxh2)

28...g5 29.d6 Qe5

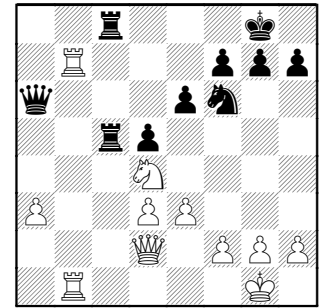
28.Rxf4 Qe5 29.g3 Qa1+ 30.Kg2  
Qxa2



The game was eventually drawn

**SOLUTION 4.**

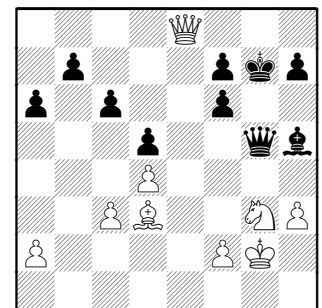
Tan,A (1669) - Freidel,J (1786)  
Hedgehogs-Baker, Rnd 1, 5-10-2007



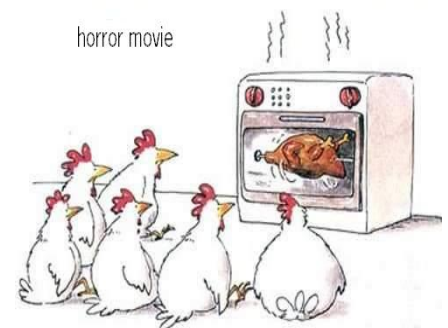
23...Qxb7 0-1

**SOLUTION 5.**

Levenson,S (2014) –  
Freidel,J (1967)  
Walgreens-Baker, Rnd 2, 5-12-2007

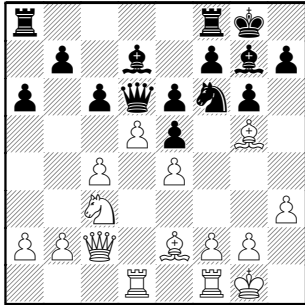


29.f4! any Q move makes a K/Q N  
fork !! 1-0

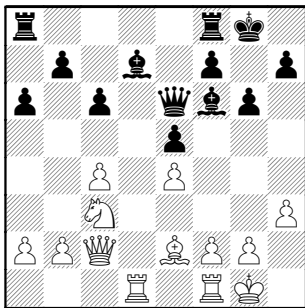


**SOLUTION 6.**

Duong,R (1579) - Annis,J (1517)  
Knights-Fermilab, Rnd 2, 5-12-2007



15.Bxf6 Bxf6 16.dxe6 Qxe6

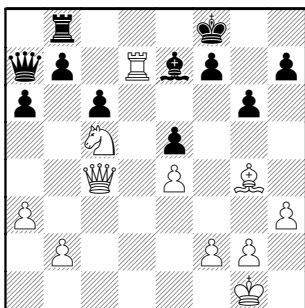


17.Bg4 Qxc4 18.Rxd7 Qb4 19.a3  
Qb6 20.Na4 Qa7 21.Nc5 Rab8  
22.Rfd1 Rfe8 23.Qc4 Re7 24.Rxe7  
Bxe7 25.Rd7 Kf8, reaching the  
position of the next problem...

**SOLUTION 7.**

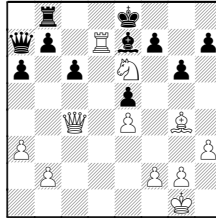
Duong,R (1579) - Annis,J (1517)

(continued from solution 6)



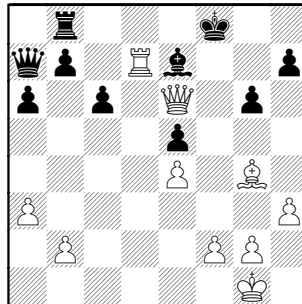
26.Ne6+ fxe6

26...Ke8



27.Ng5 idea Qxf7# or  
27...Bxg5 28.Qxf7#

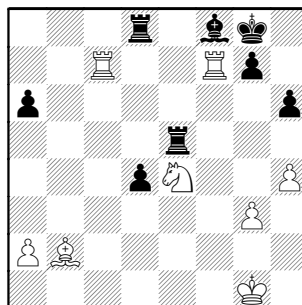
27.Qxe6



White soon won.

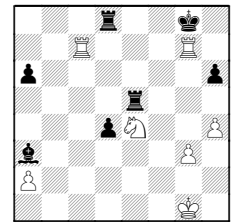
**SOLUTION 8.**

Bakshi,A (2005) - Wiewel,J (2030)  
NWU-StChasCC, Rnd 2, 5-12-2007



29.Ba3 Rxe4

29...Bxa3?? 30.Rxg7+

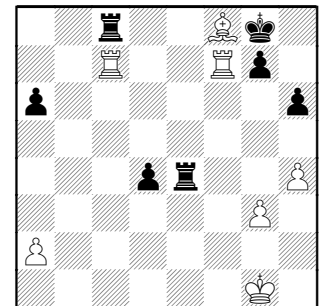


30...Kh8

(30...Kf8 31.Rcf7+ Ke8 32.Nf6#)

31.Rh7+ Kg8 32.Nf6+ Kf8 33.Rhf7#

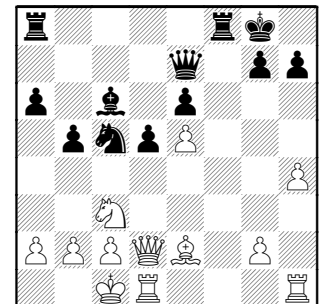
30.Bxf8 Rc8



White's extra piece eventually helped  
a win.

**SOLUTION 9.**

Wu,A - Stoskas,A (1404)  
NWU-StChasCC, Rnd 2, 5-12-2007



17...b4 18.Nb1 Ne4 19.Qe3 Nf2

Playoff Saturday has another benefit you don't often hear about-- a chance to hang with the team on a weekend. I imagine some go for something to eat after their matches, but the Excaliburs aren't one of them. We do have dinner together for our home matches (since our homesite is a hotel), but teammate Rick Lang isn't one of the regulars.



Rick Lang, circa 2005

So when we went for lunch between rounds of the playoff, I found myself across the table from him and realized I knew very little about him! The only thought that immediately came to mind was an old one: "Rick, does anybody ever tell you that you look a lot like Bobby Fischer" ? A smile came to his face as he replied, "Well, yes, all the time! Let me tell you about it!" and off he went into some tales of travels in Europe during the early 70's; prime "Bobby Fischer mania" years.

Advice to the European vacationer: want to live like a resident ? , then ask around for where people play chess in the city; you'll get in some games and strike up some friendships that will lead to interesting introductions. In Paris, Rick, after asking where the local club is, finds himself in front of the meeting place... but a little early. A few Frenchmen are hanging around the front, so he attempts to start conversation: "Any of you speak English?". The only reply is dead silence and blank looks. "Typical French attitude," he thinks.

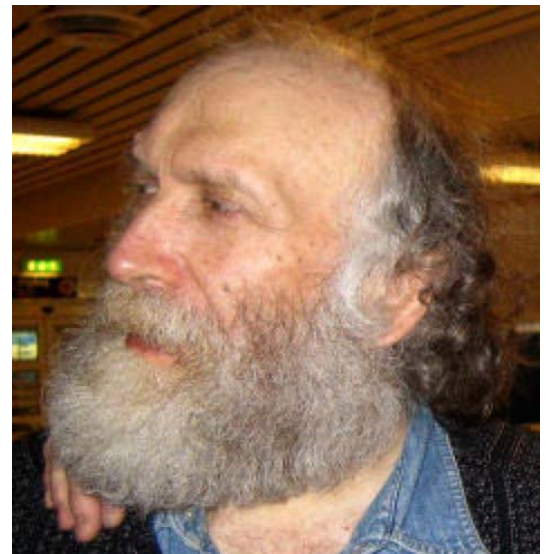
The club finally opens and gets started. Rick beats the first volunteer quite easily, a little too easily for the French. He's motioned to another player and their game is better contested, but Rick still wins that too. After a couple more times of being passed around, one guy finally pipes up (with a heavy French accent) "Here, you play this guy!" (and in English). Obviously, this guy is one of the top players, and Rick goes down swinging. But after a few games, he does manage a win here and there. He now has their respect and they all start

asking questions.... in ENGLISH!! Those guys waiting before club-time understood him just fine... and each spoke English just fine, even if with a heavy accent. They became fast friends and Rick was soon taken to all kinds of local spots no average visitor would ever find. To a man, each new acquaintance, when learning Rick was a chessplayer, would want to know: "Where's Bobby Fischer?"

In turned out that a French team-chess event was to be held that week and Rick's new friends invite him to play on one of theirs ! So on the scheduled day, he finds himself at this national event. Even then, Rick looked like Bobby Fischer and the friends thought they'd have some fun by gossiping that Bobby Fischer was there to play. Soon, Rick found people staring at him, or sneaking glances with a quick comment to a companion. The news was getting around; a few ask for autographs. This was great fun !

Suddenly, there was a commotion from the street and a look outside revealed an official-looking limousine parked in front of the hall. Apparently, the news was that the great Bobby Fischer was in town ! They'd rushed to the scene to greet him and make him welcome! In reality, it was someone who could positively identify Bobby. Out struts a dignitary of some sort, marching into the hall and is greeted by the sponsors. They start pointing in Rick's direction and the man comes right up close to his face, peering straight into his eyes, and after a couple of oblong glances declares: (with heavy accent, think Inspector Clouseau) "This is NOT Bobby Fischer " (pronounced as "Bob-BEE Fish-AIR") !!

But, for a couple hours, he was.



Bobby Fischer, circa 2005



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*Find your mate and come on down for a  
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Registration:		Registration:		Registration:	9:00 - 9:30
Rounds at:	\$25 by Aug. 27 \$30 after	Rounds at:	\$25 by Aug. 27 \$30 after	Rounds at:	Rd 1 at 10:00 rest ASAP  \$15 by Aug. 27 \$20 after
Entry Fee:		Entry Fee:		Entry Fee:	

*Bonus Prize: Saitek Clock to the **best game played** (selected by Master Aramil)*

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