

The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League



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Mark Your Calendars with These Key League Dates:

Fall Business Meeting	Last Wednesday of August (Aug 29 2007)
Spring Business Meeting	3.5 Weeks Before Playoffs (April 16, 2008)
Season Playoffs	Second Saturday of May (May 10, 2008)
CICL Open	Second Saturday of May (May 10, 2008)
League Awards Banquet	First Friday of June (June 6, 2008)

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FEATURES

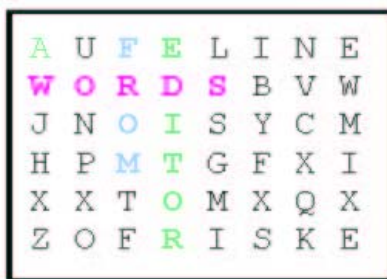
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On the cover...

Searching "chess art" on Google lead to this untitled piece. As I am out-of-town on my first chess journey of the year, it reflected my sentiment of being on-the-road, in search of new chess lands !

With contribution from David Franklin

Have you missed our little chats ? Each month this season, I sit back from compiling the issue, wondering “what’s up to talk about this month?” and keep coming up empty ! The communications have dwindled so much lately, that I’ve reached the kind of issue I swore I’d never do – one in which there’s no CICL news and just a bunch of “feature” articles.



Well, maybe that’s a little unfair. Seems the captains’ game score submissions are down quite a bit; but, then again, the faithful few are providing enough interesting material that I found myself delving into a bunch of games; incidently something I haven’t done in a long time and probably the worse for it.

Most of my chess time and energy has been spent on the two Walgreens teams. We’ve managed to average a couple of quality club nights a month on top of the match schedule. I’ve been surprised how ideas from less-experienced players have challenged my understanding of the game. One incident, in particular, led us to some serious study. But who would know it from my, like, 0-5-2 record so far ???! Yuk...

It’s definitely a reflection on my not participating in any tournament activity since last July. There’s something about “quality” time during a 40/2 time control that housecleans those cobwebs in the attic of my mind.

For years, I’ve been in the habit of not allowing my paid work to interfere with the fun (chess) work. But work came to the point of decision: Am I going to start taking it more seriously or not ? There’s a certain mindset that needed a new focus.

You see we had a lot of traveling planned that would conflict the long chess weekends. (I still wish local stuff would fit better in my scheduling—Sunday nights at the Renaissance club just don’t fit). So I made the conscious decision to forgo the normal Fall chess trips and concentrate on these important work projects. Then, lo and behold, Walgreens has a bad fiscal quarter, and the big bosses start clamping down on expenses. I’ve always thought you have to spend money to make money and our projects are always profit-makers, but that didn’t stop them from putting the kabosh on them ! By that time, I’d so forgotten anything to do with scheduling chess tournaments, my freed schedule suddenly didn’t get filled with them.

Net effect, now as the new calendar year is heating up, all those projects put off are coming due.... and the stuff we were planning for this time are also still on. So now we’re doing double-time !

And where does chess fit in ? Phooey, the work scheduling is so flaky, they can work around my chess schedule again !!

As I’m collecting my thoughts here, I’m sitting in a Peoria hotel. Which reminds me that Mike Grenata, my teammate now graduated from high school, mentioned he’d come down here to visit his buddies from the other state high school chess teams. The second weekend of February is apparently the annual State Championship, so away he went. News is the **Cary Grove** team was the big winner.

Anywho, like I said up front, there’s a dearth of news from the CICL front. I haven’t seen or heard anything more than what’s published. So in this case no news is,... well, no news !

I do want to send out special thanks to those that habitually send in games and their annotations ! The East Division is especially supportive, namely **Tony Jasaitis, Rob Eaman, Dave Franklin, and Fred Further**. (Grrrr, hope I’m not missing other stars !) **Rob Morris** from Motorola Knights always comes up with some fun stuff that I probably need to share with everybody (guess there’s a “bits and pieces” article in there somewhere). But what’s up with the **West Division**?? Where’s my fix from long-term contributors like the “mighty Gustavo” (I believe his answer is “graduate studies, Tom!”) and Pawns’ Wayne Ellice ?

You guys probably don’t know how much hearing what you’re up to chess-wise cheers me up, reminding that there’s others out taking the CICL community seriously ! Not saying I believe everybody else isn’t, just saying I love hearing what’s up !

So keep in the habit of sending me (Bulletin@chicagochessleague.org) and Art (Ratings@chicagochessleague.org) **your immediate match sheets. And get me those game scores !**

Finally, it’s probably not too early to start thinking about the Spring Business Meeting (in April). Not only are the matches to be complete, we will plan for season-end activities, of course ! But, particularly, be ready to volunteer for leadership positions. You have plenty of people to consult, it’s just a (small?) time commitment. Many of the officer positions are currently filled by single people doing double-duty and it’s past time for relief! Do you have an area you’d like to learn that would also benefit the CICL? Get some experience while serving ! Striving to be the big boss at work ? Practice leading the CICL ! You’ll never worry about hearing “You’re fired!!” from some guy pointing at you as he leans over the desk... Give it some serious thought !

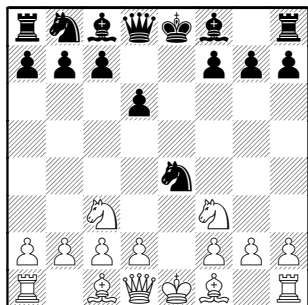
Happy Browsing!

Tom Friske, Bulletin Editor

Franklin, David (2164) –
 Brock, Bill (2061) [C42]
 AMA Rogues-Hedgehogs, 12-13-2007

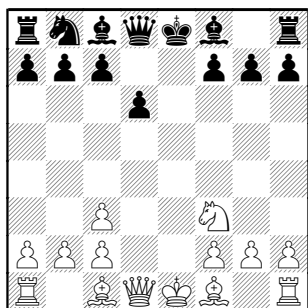
[Notes by David Franklin]

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3
 Nxe4 5.Nc3



An innocuous variation, but it was played no fewer than four times in the 2007 FIDE World Championship in Mexico City (and after this game, Anand used it against Kramnik in the last round at Corus), so it can't be all bad. (All five games were drawn.)

5...Nxc3 6.dxc3



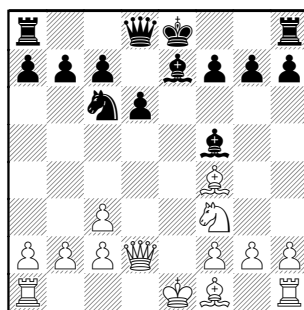
6...Nc6

More usual is 6...Be7 when the knight usually goes to d7.

7.Bf4

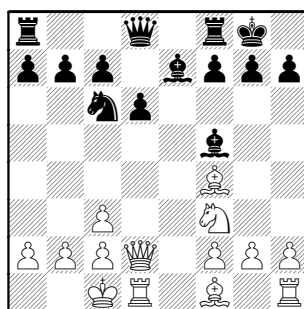
Trying to take advantage of the fact that Black won't be playing ...Nd7-c5-e6, which typically costs White a tempo for Bf4-e3.

7...Be7 8.Qd2 Bf5



Again, a somewhat unusual placement. This bishop usually goes to g4.

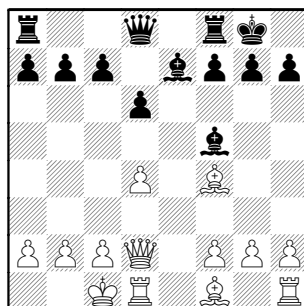
9.0-0-0 0-0



10.Nd4?! I can't really explain this move, except to say that I was tired and wanted to simplify the game.

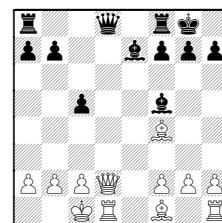
But then why did I go in for a potentially sharp opening with castling on opposite sides? 10.Bc4 looks like a decent alternative.

10...Nxd4 11.cxd4



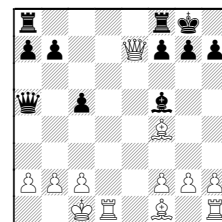
11...d5

I was expecting 11...c5 when I probably would have played 12.dxc5 dxc5



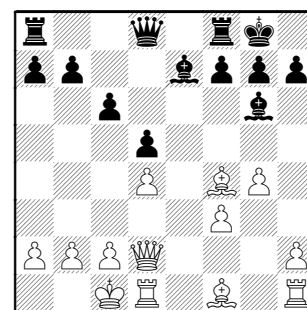
13.Qxd8 and offered a draw.

Or, from that analysis diagram, if 13.Qe3 Qa5! 14.Qxe7



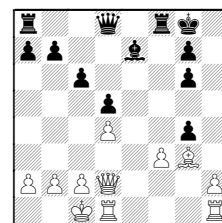
14...Qa4!

12.f3 c6 13.g4 Bg6



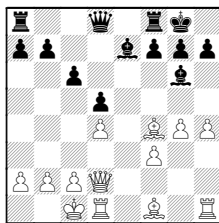
14.Kb1? Here's where the fogginess of my brain started to tell.

A) I wanted to prepare h2-h4 with 14.Bg3 but I had seen the reply 14...14...f5 with the idea 15.Bd3 fxg4 16.Bxg6 hxg6



17.fxg4?? (17.f4) 17...Bg5 Black wins

B) In fact, in the game I could have played the immediate 14.h4

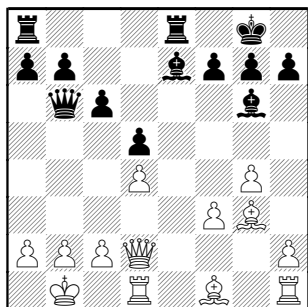


thanks to the trick 14...Bxh4?? 15.g5 and the bishop is trapped.

14...Re8 15.Bg3?!

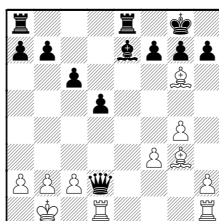
More equivocation. Again, the immediate 15.h4 was preferable. Now Black takes aim at my king on b1.

15...Qb6

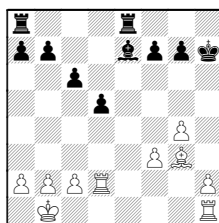


16.h4!?

I realized that the best way to bail out was 16.Bd3 Qxd4 17.Bxg6 Qxd2



18.Bxh7+ Kxh7 19.Rxd2



but I assessed this ending as slightly better for Black, and distinctly no fun. So on with the fireworks!

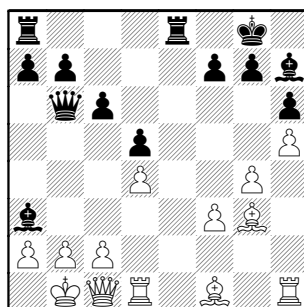
16...Ba3

I had been expecting 16...Bb4 but the text is just as strong.

17.Qc1

Fortunately I realized in time that my originally intended move of 17.Qc3 runs into 17...Re3! This realization may have awakened my brain somewhat.

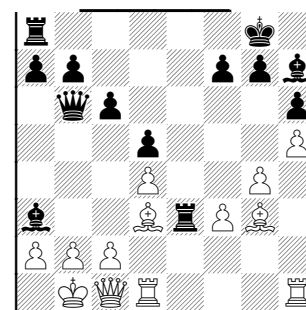
17...h6 18.h5 Bh7



19.Bd3

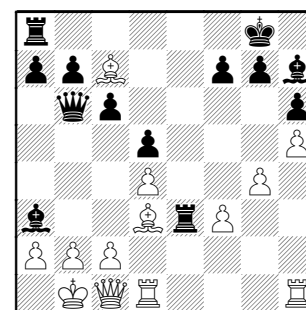
It's still surprising to me that White isn't much worse here. In fact, I even could have worked up a good attack with the breakthrough 19.g5! hxg5 20.h6!

19...Re3??



Clever, but it puts one too many pieces en prise. Black could have kept the balance with any number of quiet moves, e.g. 19...Re6

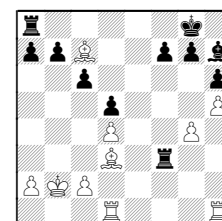
20.Bc7!



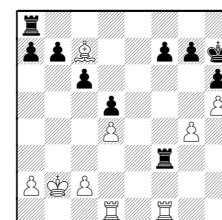
And just like that, White is winning.

20...Qxc7

A) The lesser evil. 20...Qxb2+ 21.Qxb2 Bxb2 22.Kxb2 Rxf3



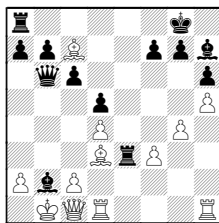
23.Bxh7+ Kxh7 24.Rhf1



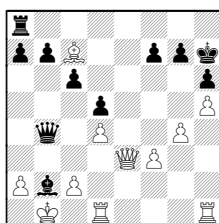
and White is still easily winning

B) So another try from game; 20...Qb4 loses to 21.Bd6 ;

C) and, crucially, 20...Bxb2



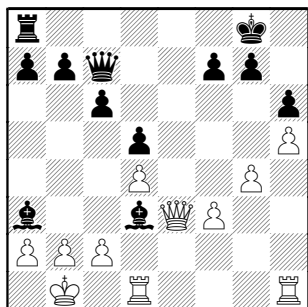
loses to 21.Qxe3! Qb4 22.Bxh7+ Kxh7



23.Qb3

Returning to the previous page, let's pickup the game trail again.,,

21.Qxe3 Bxd3

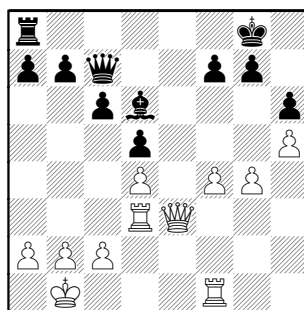


22.Rxd3?!

Right away I start to go wrong again. The rook is awkwardly placed here, and my back rank becomes sensitive.

Better -- as I sensed even at the time -- is 22.Qxd3

22...Be7 23.f4 Bd6 24.Rf1

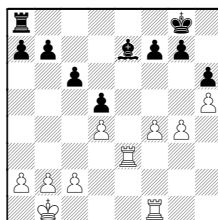


24...Qe7!?

I had expected 24...Qd7

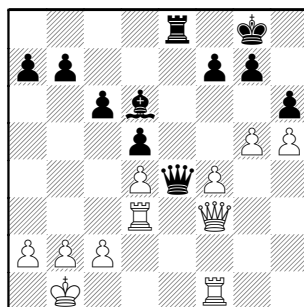
25.Qf3

25.Qxe7 Bxe7 26.Re3



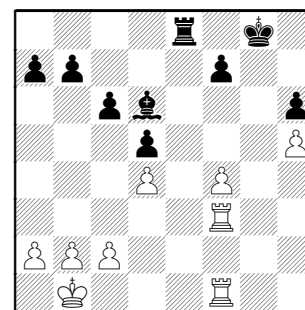
should be a relatively easy win, but I wanted to keep the queens on and try to put Black under pressure on the clock as well as the board.

25...Re8 26.g5 Qe4



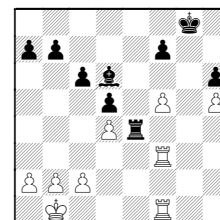
But now the queens must come off anyway.

27.gxh6 Qxf3 28.Rdxf3 gxh6

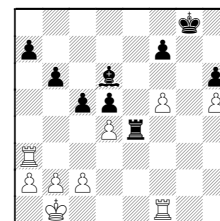


29.R3f2? This timid and passive move makes things harder.

I totally missed the scavenger hunt 29.f5! Re4

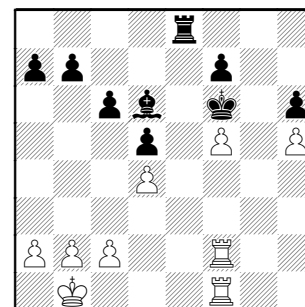


30.Rb3! b6 31.Rc3! c5 32.Ra3

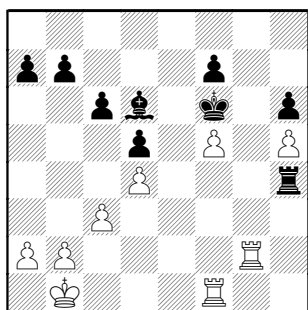


winning

29...Kg7 30.f5 Kf6

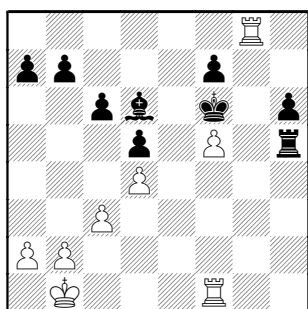


31.Rg2 The only way to make progress, but it is enough. 31...Re4 32.c3 Rh4

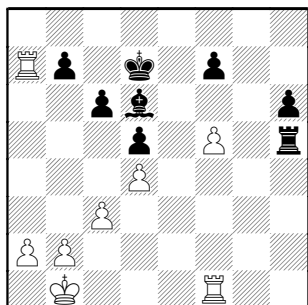


Here I had 20 minutes left (with a 5-second delay) to Black's 8 minutes.

33.Rg8 Rxd5

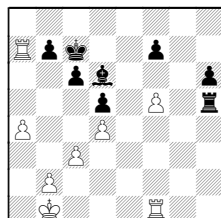


34.Rd8! Giving Black more to think about. **34...Ke7 35.Ra8 Kd7 36.Rxa7**



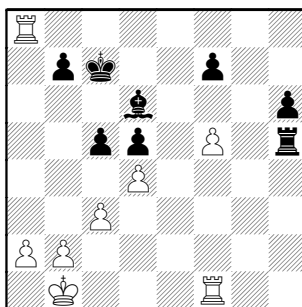
36...Kc7 Black defends well, but the position is lost. **37.Ra8**

Obviously not **37.a4??**



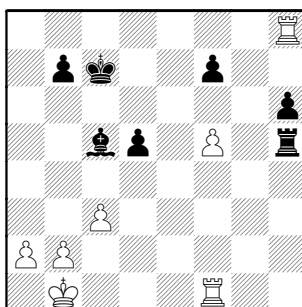
37...Kb8 38.Ra5 b6

37...c5!?



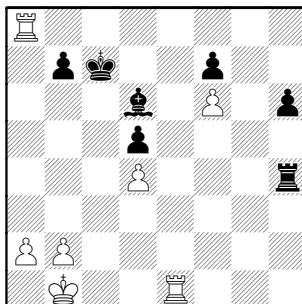
38.f6

Better was **38.dxc5 Bxc5 39.Rh8**



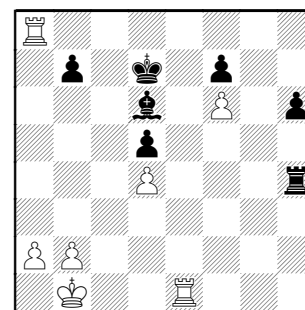
and Black is tied up, but I was convinced the pawn stood well on f6.

38...cxd4 39.cxd4 Rh4 40.Re1



Threatening **Re7+!**

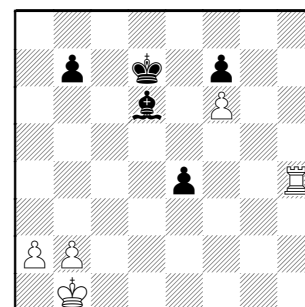
40...Kd7 41.Ra7 Kc7 42.Ra8 Kd7



43.Rh8 Rxd4 Here I had 14 minutes left to Black's 4. **44.Rxh6**

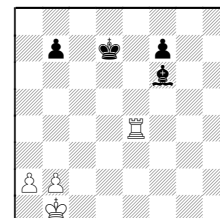
The finesse **44.Rh7!** would have won even more easily.

44...Re4!? Seeking to clarify matters under time pressure. **45.Rxe4 dxe4 46.Rh4**



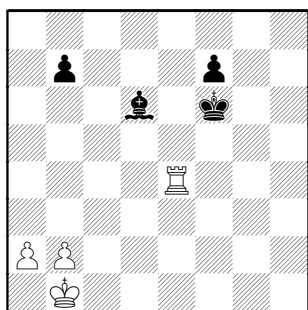
46...Ke6

For some reason I thought Black had to play **46...Be5** after which I had calculated **47.Rxe4 Bxf6**



48.Rf4 Ke6 49.Rb4

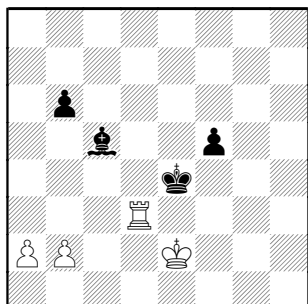
47.Rxe4+ Kxf6



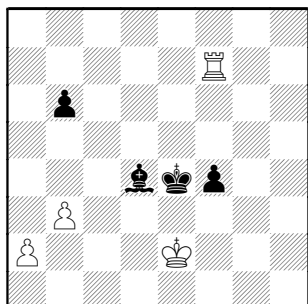
48.Rd4?

Now I hallucinated that this move forced Black to move his bishop. Instead, it just gives away a tempo. Still, the win is not in doubt.

48...Ke5 49.Rd3 b6 50.Kc2 f5 51.Kd2 Bc5 52.Ke2 Ke4

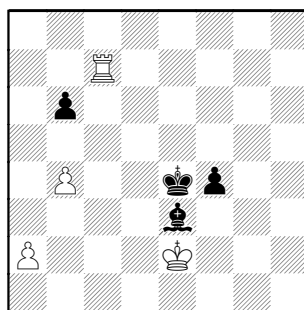


53.Rd7 f4 54.Rf7 Bd4 55.b3



55...Be3?! Allows my next. Black had under a minute left by now.

56.b4 Kd4 57.Rc7 Ke4

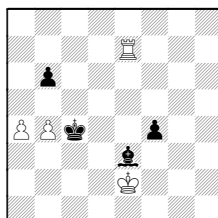


58.Re7+

58.a4 f3+ 59.Kf1 was a more simple win.

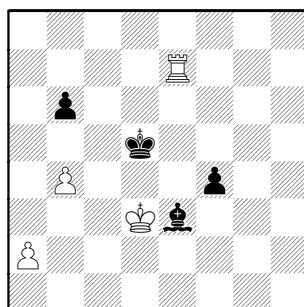
58...Kd5

Or 58...Kd4 59.a4 Kc4



60.Re4+ Kd5 61.Kd3

59.Kd3?

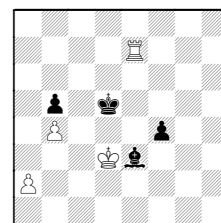


I was now relatively low on time, but I should still have found 59.a4

59...Kc6?

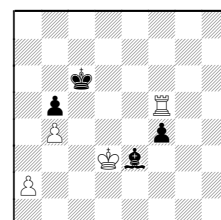
A better chance was 59...b5

(Diagram follows)

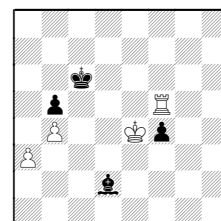


but I think White can still win, albeit laboriously, by using zugzwang motifs to gain access to the c5 square, e.g.

60.Rf7 Kc6 61.Rf6+ Kd5 62.Rf5+ Kc6



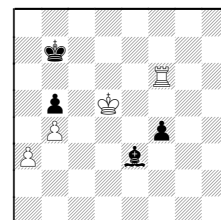
63.Ke4 Bd2 64.a3



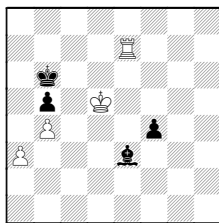
64...Be3

(64...Bc1 65.Rc5+)

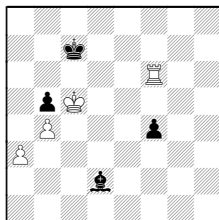
65.Rf6+ Kc7 66.Kd5 Kb7



67.Re6! Kc7 68.Re7+ Kb6

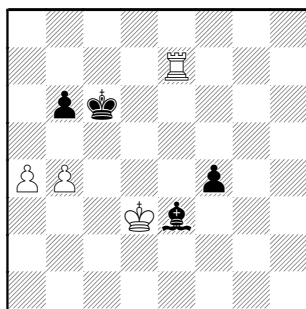


69.Rf7! Bd2 70.Rf6+ Kc7 71.Kc5



The game was in progress middle of last page....

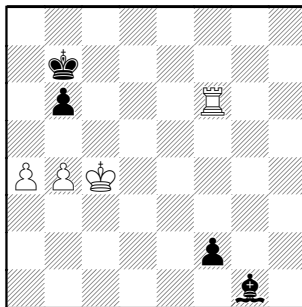
60.a4!



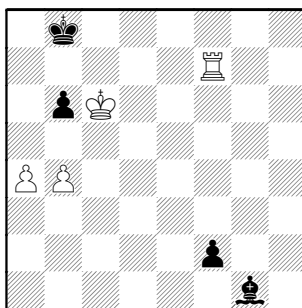
Now it's easy.



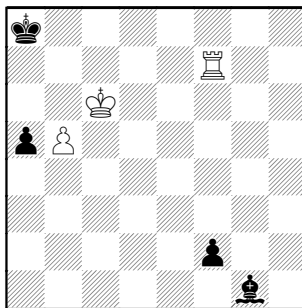
60...Bg1 61.Kc4 f3 62.Re6+ Kb7 63.Rf6 f2



64.Kb5 Ka7 65.Rf7+ Ka8 66.Kc6 Kb8

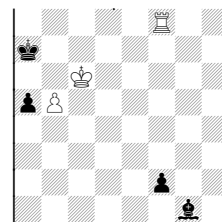


67.b5 Ka8 68.a5 bxa5



69.b6

A quicker win was 69.Rf8+ Ka7



70.b6+ Ka6 71.Ra8# but Black is mated after the text as well.

His flag fell here.

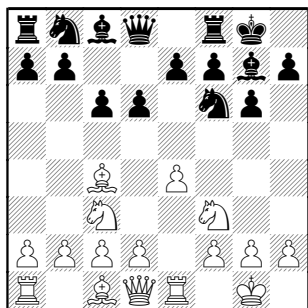
1-0

Thanks to the regular annotated game contributors ! Everyone is encouraged to drop one in the mail slot...

... and don't worry about format. Your editor will gladly type your comments and do the layout !

Arnie Walker - Gee Leong [A04]
UOP @ Northrop 11-1-2007

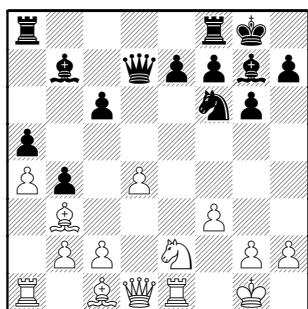
1.Nf3 g6 2.e4 Bg7 3.Bc4 d6 4.0-0 Nf6
5.Re1 0-0 6.Nc3 c6



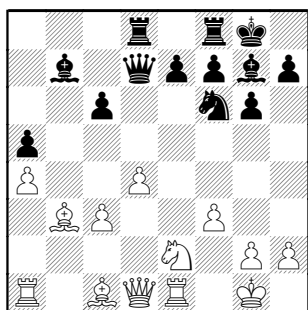
7.Bb3 b5 8.e5 dxe5 9.Nxe5 Bb7 10.d4

White probably wanted to avoid c6-c5-c4, but this Pawn can come under attack. Even if the idea is Ne2,c3 this would allow Black Nd5.

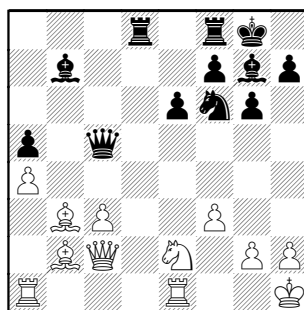
10...Nbd7 11.Nxd7 Qxd7 12.f3 a5 13.a4 b4 14.Ne2



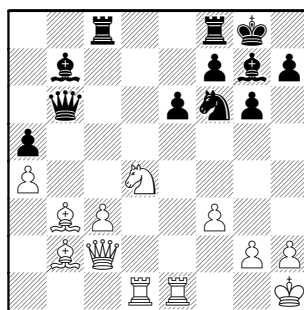
14...Rad8 15.c3 bxc3 16.bxc3



16...c5! 17.Bb2 [17.dxc5 Qc6 Black is still better] 17...e6 18.dxc5 Qc7 19.Qc2 Qxc5+ 20.Kh1

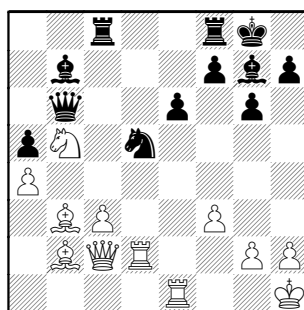


20...Qc6 21.Nd4 Qb6 22.Rad1 Rc8

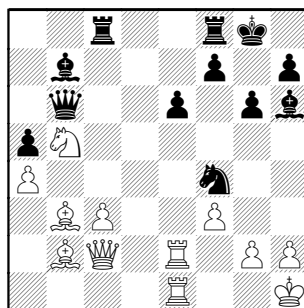


White has no good place for his Queen and worse, he'll be given no time to fix it

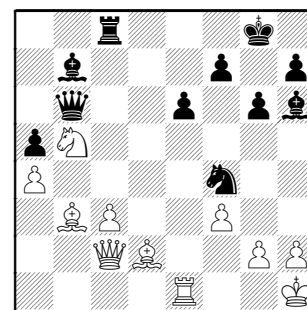
23.Nb5 Nd5 24.Rd2



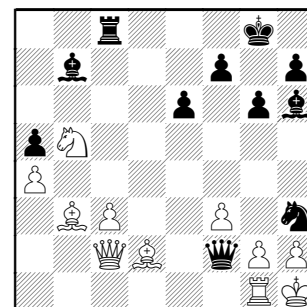
24...Bh6 25.Rde2 Nf4



26.Bc1 Rfd8 27.Rd2 Rxd2 28.Bxd2



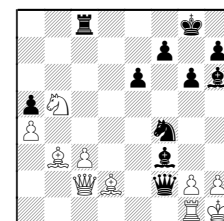
28...Qf2 mate threat, of course, but themes of Bxf3 introduce themselves 29.Rg1 Nh3!!



With no less than three winning threats !
Find them before continuing !!

1. Qxg1 mate / 2. ?xd2 / 3. Qg1+,Nf2 mate

Wrong is 29...Bxf3?



with idea to mate on g2 30.Bxf4 Bxg2+ (30...Qxc2 31.Bxc2 Bxf4 32.gxf3) 31.Rxg2 Qf1+ 32.Rg1 Qf3+ (32...Qxf4) 33.Qg2

30.Qd1? White's Queen is already employed in defense of the Bishop

White simply must lose a piece ! He holds on longest after 30.Be3 Bxe3 31.Rd1 and Black wins easily. What else

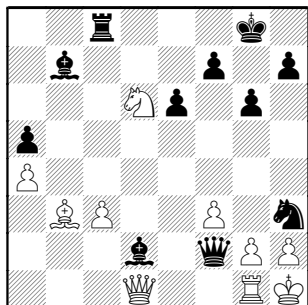
can White try?

31.gxh3?? Qxg1#; or
31.Qxf2?? Nxf2#

So in the game, the Rook must be lost !
This is where the 3rd threat is seen (you did find them all earlier, right ??)

30.Rd1?? Qg1+! 31.Rxg1 Nf2#

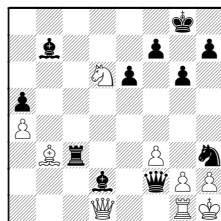
30...Bxd2 31.Nd6



Doesn't help—time to be a man and congratulate the opponent !

31...Qxg1+

Deep Shredder 10 notices 31...Rxc3!



announcing mate in 8, beginning with Rc1. Its mainline goes 32.Qf1 Rc1 33.Bd1

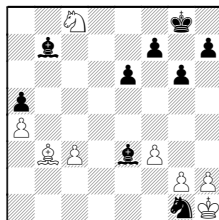
(33.Qxf2?? Nxf2# and

33.Qxc1?? re-introduces the smothered mate theme: 33..Bxc1 34.Rxc1 Qg1+ 35.Rxg1 Nf2#)

33...Be3 etc

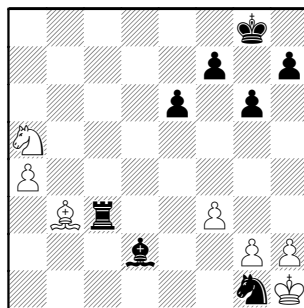
32.Qxg1 Nxg1 33.Nxb7

33.Nxc8 Be3 idea Nxf3



34.Nd6 Ba8 35.Nc4 Ba7 36.Bd1

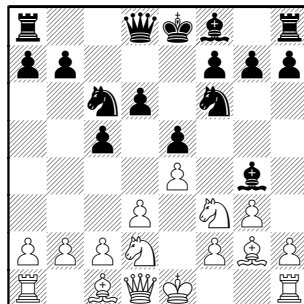
33...Rxc3 34.Nxa5?



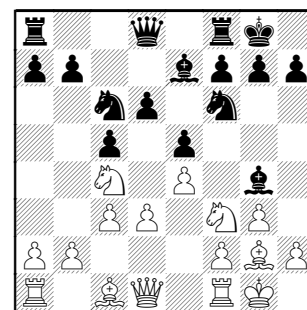
34...Rc1 discovering on loose Knight with mate threat 35.g3 Bxa5 0-1

Gonzales,Tony (1638) – Spitzig,Mark (1394) [B20]
Downers Grove CC-Pawns, 11-29-2007

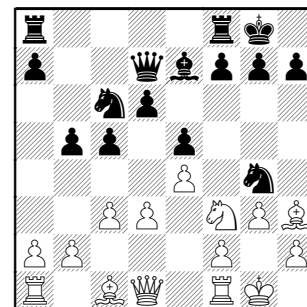
1.e4 c5 2.d3 Nc6 3.Nd2 d6 4.g3 Nf6
5.Bg2 e5 6.Ngf3 Bg4



7.c3 Be7 8.0-0 0-0 9.Nc4

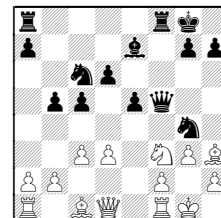


9...b5 10.Ne3 Qd7 11.Nxg4 Nxg4 12.Bh3



12...f5 13.Ne1

13.exf5! Qxf5?



14.Ne1
(14.Nh4 Bxh4 15.Bxg4 idea gxh4)

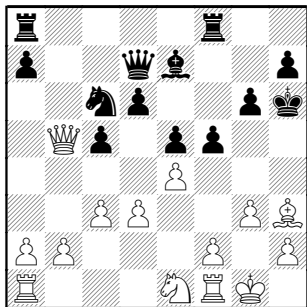
14...Nxf2



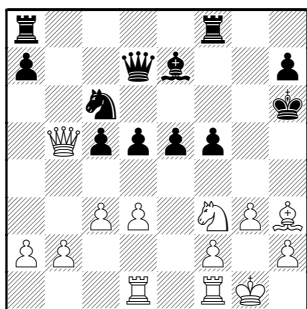
15.Qb3+ c4 16.Bxf5 cxb3 17.Rxf2

White is winning

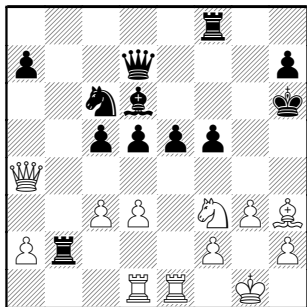
13...g6 14.Qb3+ Kg7 15.Qxb5 Nh6
16.Bxh6+ Kxh6



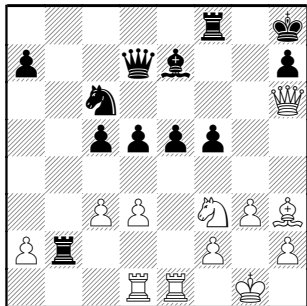
17.exf5 gxf5 18.Rd1 d5 19.Nf3



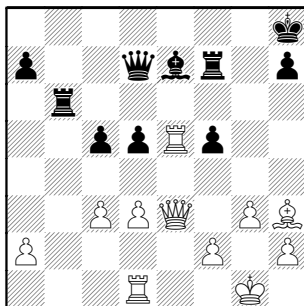
19...Rab8 20.Qa4 Rxb2 21.Rfe1 Bd6



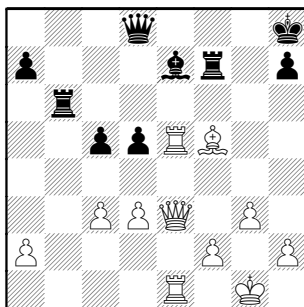
22.Qh4+ Kg7 23.Qg5+ Kh8 24.Qh6 Be7



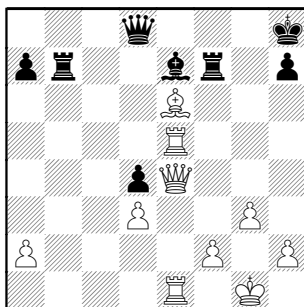
25.Nxe5 Nxe5 26.Rxe5 Rb6 27.Qe3 Rf7



28.Bxf5! Qd8 29.Re1



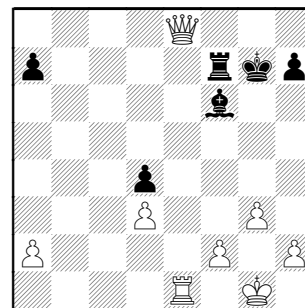
29...Rb7 30.Be6 d4 31.cxd4 cxd4
32.Qe4



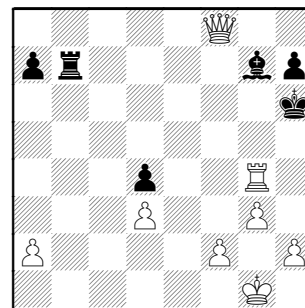
32...Bf6? 33.Bxf7 Rxf7

33...Bxe5?? 34.Qxe5+ Qf6 35.Qxf6#

34.Re8+ Qxe8 35.Qxe8+ Kg7



36.Re4 Rb7 37.Rg4+ Kh6 38.Qf8+ Bg7

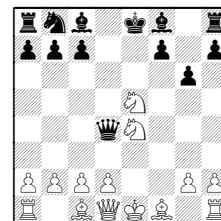


39.Qf5 1-0

Jasaitis, Tony (2002) –
Le, Duc (1712) [C30]
Hedgehogs-Citadel 10-4-2007

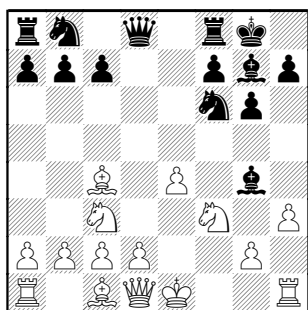
1.e4 e5 2.f4 d6 3.Nf3 Nf6 4.Nc3 g6
5.fxe5 dxe5 6.Nxe5 Bg7

Black would choke on the “free” Pawn:
6...Nxe4 7.Nxe4 Qd4

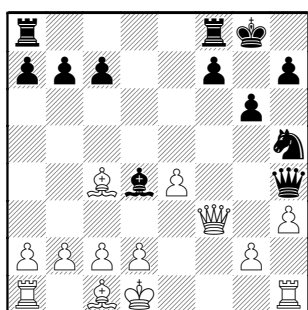


8.Nf6+ Ke7 the displaced King is worth
much more than a Pawn

7.Nf3 0-0 8.Bc4 Bg4 9.h3

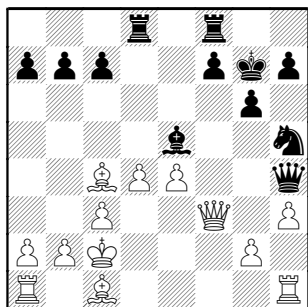


9...Bxf3 10.Qxf3 Nc6 11.Qf2 Nh5
12.Ne2 Nd4 13.Nxd4 Bxd4 14.Qf3
Qh4+ 15.Kd1



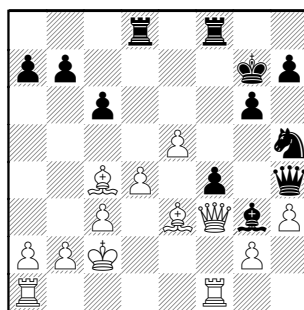
This is what makes a King's Gambit player happy-- a strong center and plenty of open lines against the opponent's King. Somehow White's King usually is the safer.

15...Kg7 probably to unpin the f7-Pawn, but he blocks his Bishop's best square !
16.c3 Be5 17.d4 Rad8 18.Kc2



Now what to do with that Bishop ?

18...Bg3 That's the square best suited for a Knight 19.Rf1 c6 20.Be3 f5 21.e5 f4

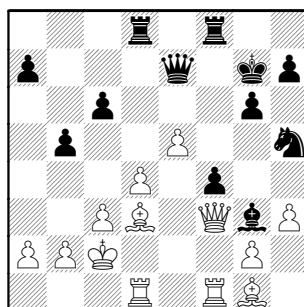


Further sealing his Bishop and Knight from play.

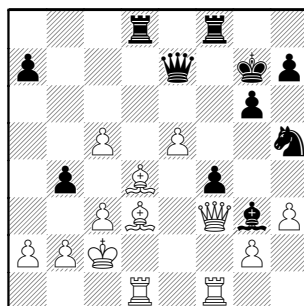
22.Bg1 Qe7 23.Rad1 b5 now there's Queenside weaknesses as well.

Black needs to re-post his minors before taking action.

24.Bd3

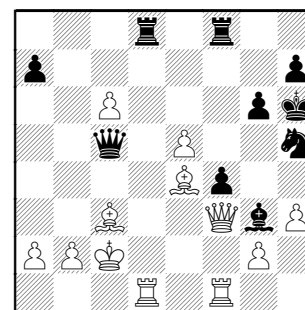


24...c5 25.dxc5 b4 26.Bd4

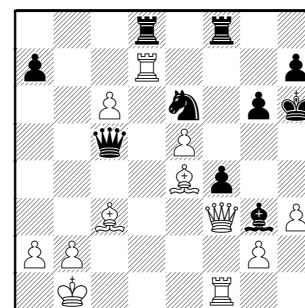


White's advantage is obvious

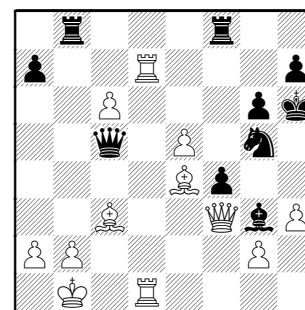
26...Kh6 27.c6 bxc3 28.Bxc3 Qc5
29.Be4



29...Ng7 30.Rd7 Ne6 31.Kb1

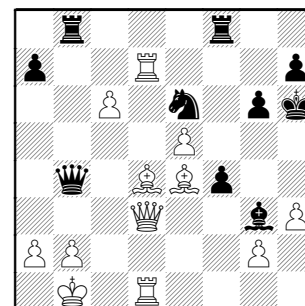


31...Rb8 32.Rfd1 Ng5

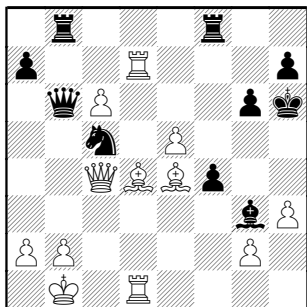


Black wants to play Nxe4 since White's Queen is also busy defending the other Bishop.

33.Bd4 Qb4 34.Qd3 Ne6

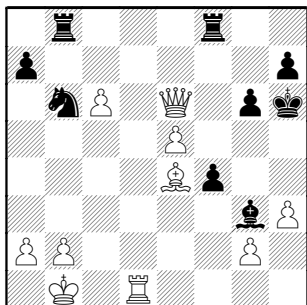


35.Bc3 Qb6 36.Qc4 Nc5 37.Bd4



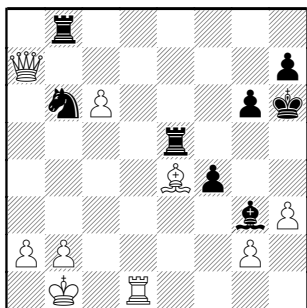
37...Nxd7 desperation, the supposed proximity to material evenness is cancelled by trading away his most active piece.

38.Bxb6 Nxb6 39.Qe6



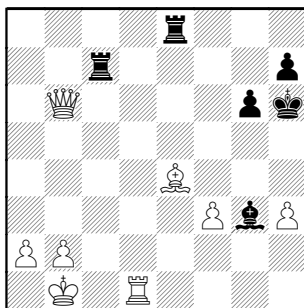
the trade of Rook and Bishop hasn't lessened White's domination

39...Rfe8 40.Qf7 Rxe5 41.Qxa7

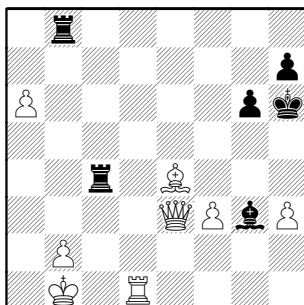


Completely tying Black up. The Rook must remain to protect the Knight, but it hangs !

41...Ree8 Only solves one of Black's many problems. 42.c7 Rbc8 43.Qxb6 f3 44.gxf3 Rxc7



45.a4 Rec8 46.a5 Rc4 47.a6 Rb8 48.Qe3+



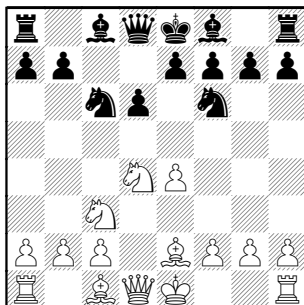
mate is near 1-0

Cygan,Joe (1805) –
Duong,Richard (1567)
Kings-Knights, 10-24-2007

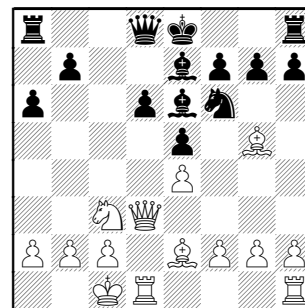
[B58]

A wonderful example of winning the opposite-colored Bishop ending.

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6
5.Nc3 Nc6 6.Be2



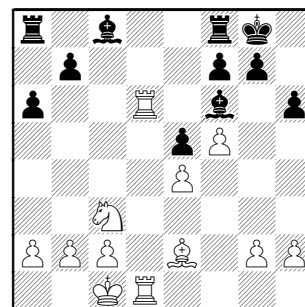
6...Nxd4 7.Qxd4 e5 8.Qd3 Be7 9.Bg5
a6 10.0-0-0 Be6



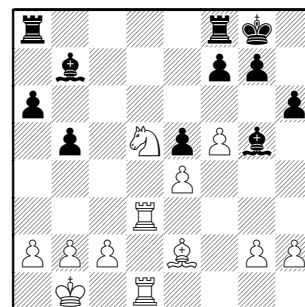
11.f4 h6 12.Bxf6 taking over d5
12...Bxf6?

I'm assuming the curious student will research a better approach for Black. I'm rushing to this ending just as the players appeared to !

13.f5 Bc8 14.Qxd6 Qxd6 15.Rxd6 0-0
16.Rhd1

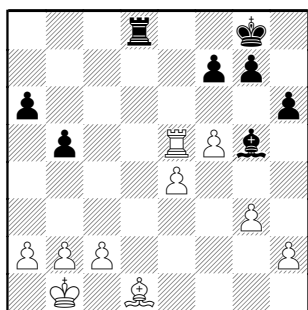


16...Be7 17.R6d3 b5 18.Nd5 Bg5+
19.Kb1 Bb7



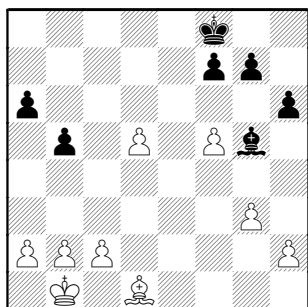
20.g3 Bxd5 21.Rxd5 Rad8? 22.Rxe5
Rxd1+ 23.Bxd1 Rd8

OK! And away we go.....

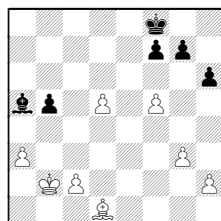
**24.Rd5**

I always enjoy seeing a player show some deep understanding ! Of course, White begins with two extra Pawns- but many opposite-colored Bishop endings draw despite that balance.

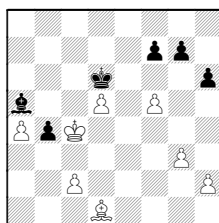
Here, however, White probably has a won ending. The key is his 3-2 Queenside majority- the only question is whether the White King can invade to the opposite side that the Black King resides.

24...Rxd5 25.exd5 Kf8**26.b3**

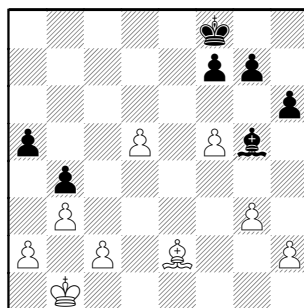
Maybe even better is 26.b4 Bd2 (similarly 26...Be7 27.c3) 27.a3 a5 28.bxa5 Bxa5 29.Kb2



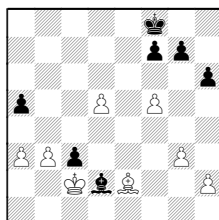
main threat being Kb3, Be2
29...b4 30.a4 Ke7 31.Kb3 Kd6 32.Kc4



and White crushes with Bf3, Kb5

26...b4! 27.Be2 a5**28.Kb2**

The one thing White needs to avoid is advancing his Pawns without proper support:

28.c4?? Ke7**28...bxc3 29.Kc2 Bd2 30.a3**

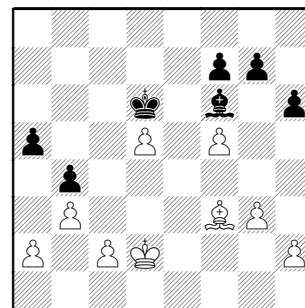
makes the required two passers – even if here they'd be too close together

29.c5

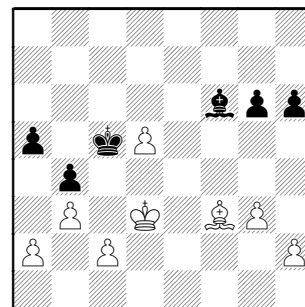
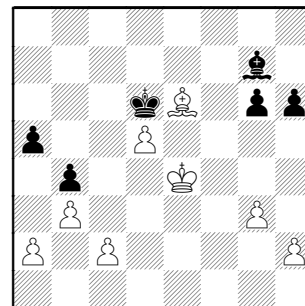
(29.Kc2? Kd6 and I don't see White breaking through)

29...Be3 30.c6 Kd6 31.Bc4**28...Bf6+ 29.Kc1 Ke7****29...Bg5+ 30.Kd1** idea Bf3 and running

the King to b5 via e2. But this would probably result in play identical to the game.

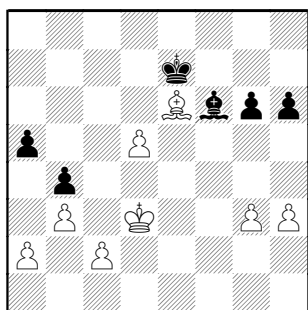
30.Kd2 Kd6 31.Bf3**31...g6?**

Probably the true turning point - Black provides an entry square at e6. Instead, just waste time with the Bishop !

32.fxg6 fxg6 33.Kd3 Kc5**34.Ke4 Kd6 35.Bg4 Bg7 36.Be6**

Thanks to Black's 31st ! Threat is Bf7 and the King invades.

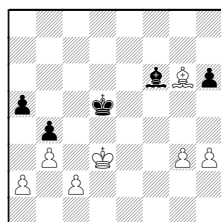
36...Ke7 37.h3 Bf6 38.Kd3



Note how White walks his King to the opposite side of Black's King

38...Be5

38...Kd6 39.Bf7 Ke5 40.Bxg6 Kxd5

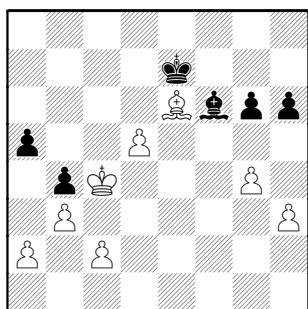


and White has the required potential for passers on opposite side of board. It still takes some work, however !

39.g4 Bf6

39...Bc7 holds the Queenside Pawns, but allows the sleeping majority to wake-up ! 40.c3 It would still take some work on White's part, however. At some point the Pawn sac, a2-a3 would come into play.

40.Kc4



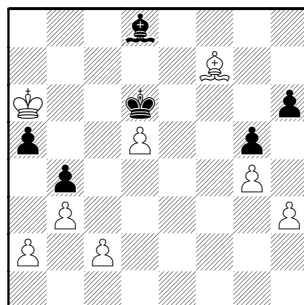
40...Kd6 41.Bf7 g5 now f5 and g6 are

available for the King if he can maneuver there

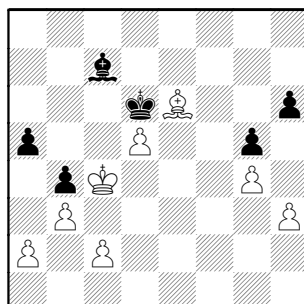
42.Kb5

42.Kd3 Ke5 solves the immediate invasion threat 43.Kc4 Kd6

42...Bd8 43.Ka6



Not sure about the threat here 43...Bc7 44.Be6 Bd8 45.Kb5 Bc7 46.Kc4



46...Bd8?

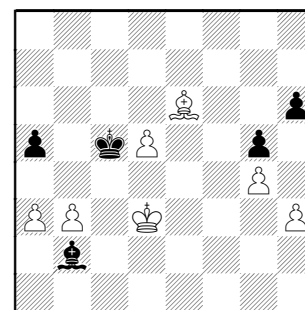
46...Ke5 47.Kc5;
46...Bb6! 47.Kd3 Ke5

47.c3

White actually already has what he has been trying for ! :

47.Kd4 Bb6+ (47...Bf6+ 48.Ke4 and invades) 48.Ke4 Ke7 49.Kf5

47...bxc3 48.Kxc3 Kc5 49.a3 Bf6+ 50.Kd3 Bb2

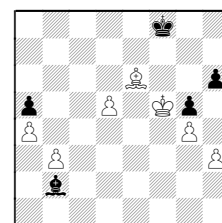


51.a4

Since he can invade the Kingside, White could simply liquidate the Queenside 51.b4+!

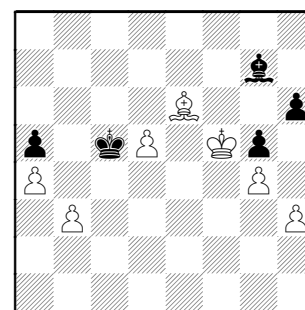
51...Ba3

Preparing g7 for the Bishop, as in: 51...Kd6 52.Ke4 Ke7 53.Kf5 Kf8



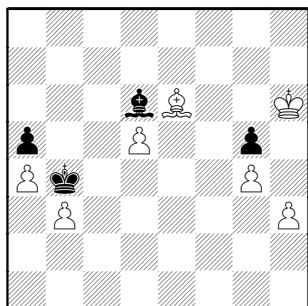
doesn't aid the defense: 54.Kg6 Bg7 55.d6 wins

52.Ke4 Bb2 53.Kf5 Bg7



Black may have thought this holds, but the key is the short diagonal behind the h-Pawn. The chess student will want to fully understand the problems a Bishop has defending from behind.

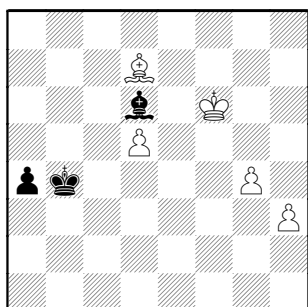
54.Kg6 Bf8 55.Kf7 Bd6 56.Kg7 Mission accomplished ! White must win ! 56...Kb4 57.Kxh6



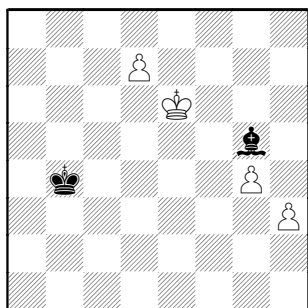
57...Kxb3
(57...Bf4 58.d6 is a simple win)

58.Kxg5
(58.Bd7 Bf4 59.d6+-
or 59.Bb5 idea d6)

58...Kxa4 59.Bd7+ Kb4 60.Kf6 a4



61.Bxa4 Kxa4 62.Ke6 Bf4 63.d6 Kb4
64.d7 Bg5



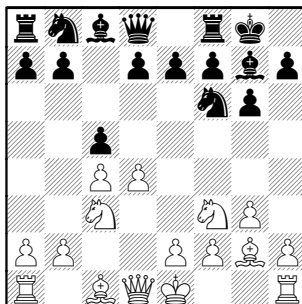
65.Kf5 Bd8 66.g5 1-0

In all fairness to Black, I'm not convinced his opponent had a forced win. But the errors better demonstrate the themes involved. All who study this game would play it better in the future !

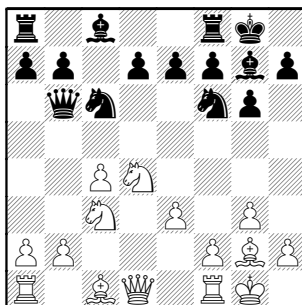
Thomson,Jim (2022) –
Leong,Gee (1915) [A39]
Knights-UOP, 11-26-2007

A fun little game of single-move tactics where White keeps hitting loose pieces! Gee gave them (see this issue's first game), and now he receives a few !

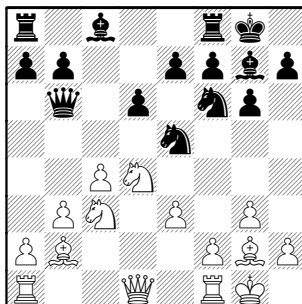
1.d4 Nf6 2.c4 g6 3.g3 Bg7 4.Bg2 c5
5.Nf3 0-0 6.Nc3



6...cxd4 7.Nxd4 Nc6 8.0-0 Qb6 9.e3

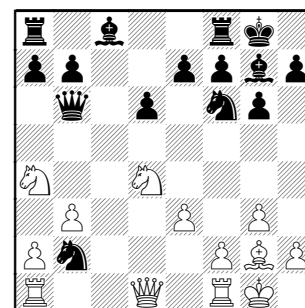


9...Ne5 10.b3 d6 11.Bb2

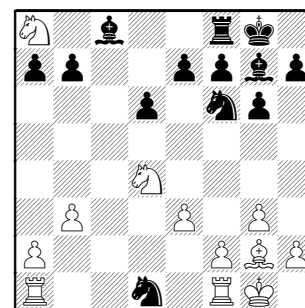


11...Nxc4 12.Na4
[12.bxc4 Qxb2]

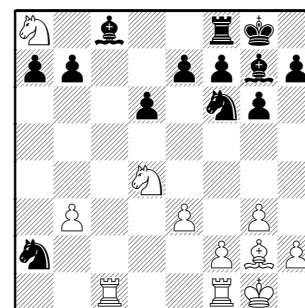
12...Nxb2?



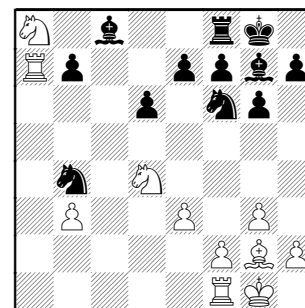
13.Nxb6 Nxd1 14.Nxa8



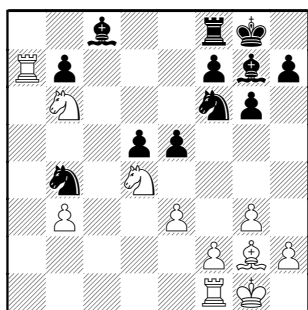
14...Nc3 15.Rac1 Nxa2



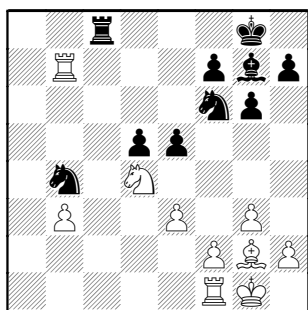
16.Ra1 Nb4 17.Rxa7



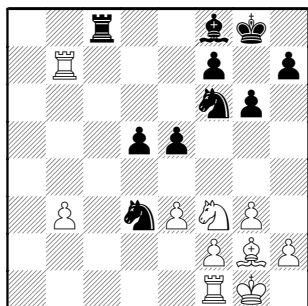
17...d5 18.Nb6 e5



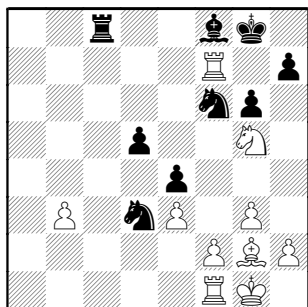
19.Nxc8 Rxc8 20.Rxb7



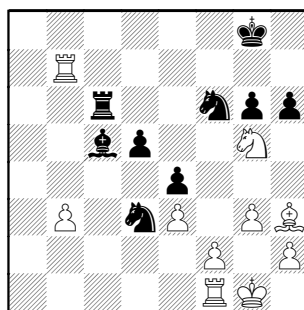
Conveniently hitting loose Knight at b4
20...Bf8 21.Nf3 Nd3



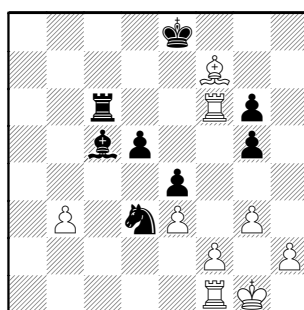
22.Ng5 e4 23.Rxf7



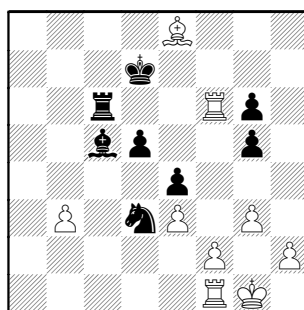
Another loose piece !
23...Rc6 24.Rb7 Bc5 25.Bh3 h6



26.Be6+ Kf8 27.Rf7+ spotting that
Knight is still loose ! 27...Ke8 28.Rxf6
hxg5 29.Bf7+



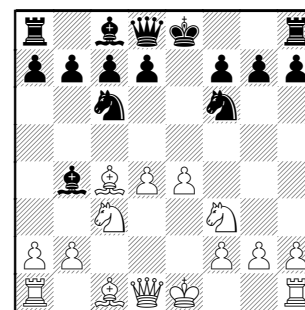
discovery on loose Rc6 ! 29...Kd7
30.Be8+



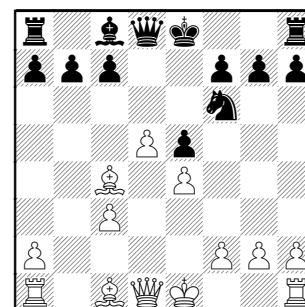
Very efficient ! 1-0

Smallwood, Jim (1954) –
Ong, King (1810) [C54]
NWU-Citadel, 12-3-2007

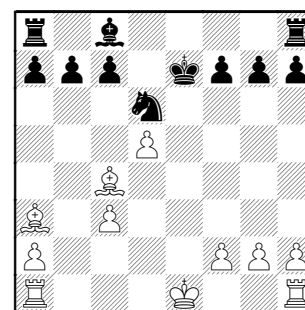
1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6
5.d4 exd4 6.cxd4 Bb4+ 7.Nc3



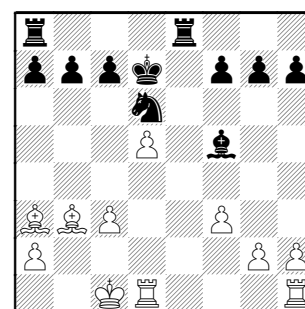
7...d6 8.d5 Bxc3+ 9.bxc3 Ne5 10.Nxe5
dxe5



11.Ba3 Nxe4 12.Qe2 Nd6 13.Qxe5+
Qe7 14.Qxe7+ Kxe7

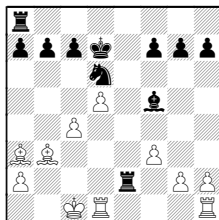


15.0-0-0 Bf5 16.f3 Kd7 17.Bb3 Rhe8



18.c4 [18.Rhe1] 18...Re3

Seems Black wins a Pawn with 18...Re2



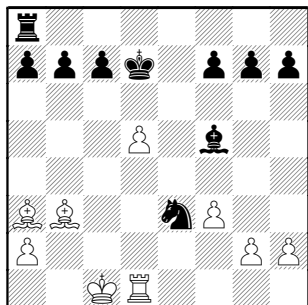
threatening Rxg2 or Nxc4, Rc2+-xc4
19.Rd2 Rae8 20.Ba4+;

Instead, Deep Shredder suggests a line
starting with 18...b5

19.Rhe1

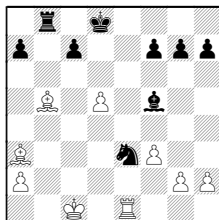
19.Bb2 idea Bd4 maximizes the Bishop,
and incidently chases Rook out

19...Nxc4 20.Rxe3 Nxe3

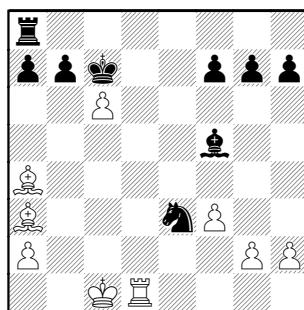


21.Ba4+? c6

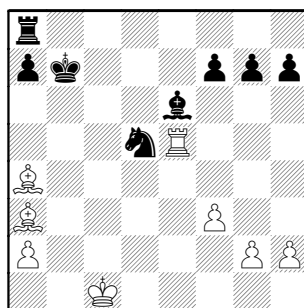
21...b5! creates counterplay down b-file
idea Rb8-b1+ 22.Bxb5+ Kd8 23.Re1 Rb8



22.dxc6+ Kc7



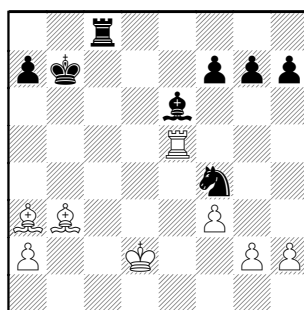
23.Re1 Nd5 24.Re5 Be6 25.cxb7 Kxb7



26.Bb3

26.Bc2 Maintains the Bishop pair,
making Kb2 possible to hold a-Pawn

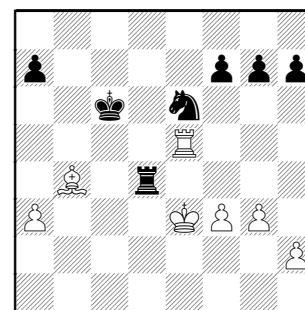
26...Rc8+ 27.Kd2 Nf4



28.Bxe6 Nxe6

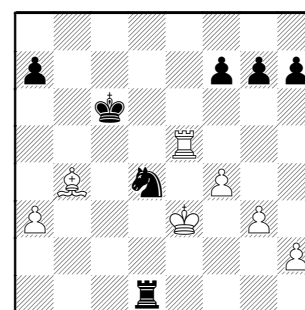
Black is nearly equal-- if only the Knight
had a target

**29.Bb4 Rc4 30.a3 Kc6 31.g3 Rd4+
32.Ke3**



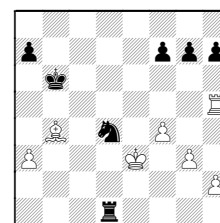
threat is Rxe6+, Kxd4

32...Rd1 33.f4 Nd4?



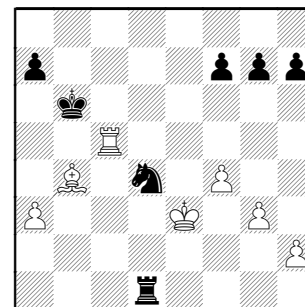
The turning point [33...Rd5; 33...g6]
34.Rc5+

34.Ra5! Kb6 (34...Kb7 35.Bc3) 35.Rh5



idea Rxh7 or Bc5+ 35...Nc2+ 36.Ke2

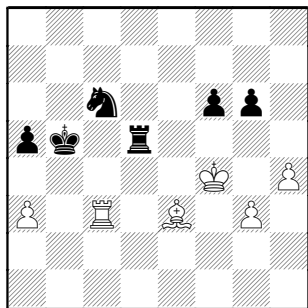
34...Kb6



35.Rc3 Too tame a placement for the Rook ! Black regains breathing space.

Better try is had with **35.Rh5**

35...Nc6 36.Bf8 g6 37.h4 a5 38.f5 Rd8 39.Bc5+ Kb5 40.Kf4 Rd5 41.fxg6 hxg6 42.Be3 The rest was undoubtedly played in mutual time trouble. **42...f6?**



Only now does Black lose it. **43.g4?** [43.a4+ wins the Knight] **43...Ne5 44.Ke4 [44.h5] 44...Rd1 45.g5**

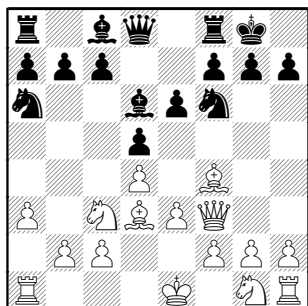
Black flagged 1–0

Sheng,Adam – Parra,Juan (1200)
Loyola-Citadel, 12-10-2007

[D00]

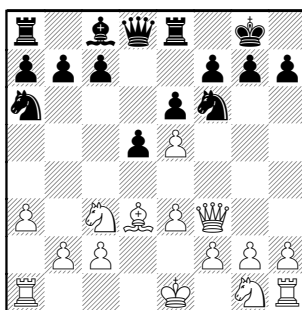
At mid-season, Loyola joined competition as an exhibition team-- hopefully ready to join next !

1.d4 d5 2.Nc3 Nf6 3.Bf4 Na6 4.e3 e6 5.a3 Bd6 6.Qf3 0–0 7.Bd3

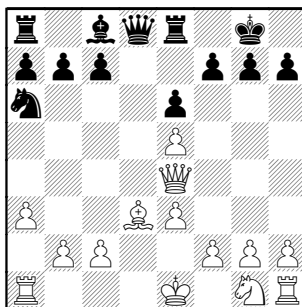


Despite the slow start, White's pieces are poised for an assault on the Black King.

7...Re8 8.Be5 Bxe5 9.dxe5



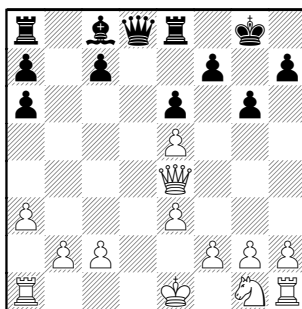
9...Ne4? [9...Nd7] **10.Nxe4 dxe4 11.Qxe4**



A centralized Queen can threaten several directions !
Can you find two killer threats here ?

11...g6 Threat #1 was Qxh7+, flushing the King back into the center.

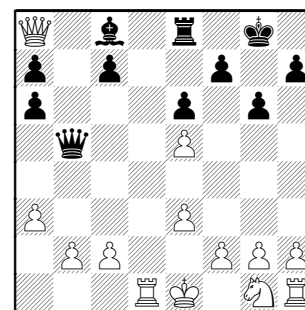
12.Bxa6 bxa6?



13.Qxa8 Yup-- that was threat #2 !

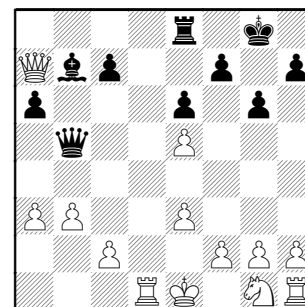
13...Qd7 probably trying to trap the Queen with c7-c6, but White still has Qb8

14.Rd1 Qb5



Black really wants to play Bb7, forking Queen and g2.

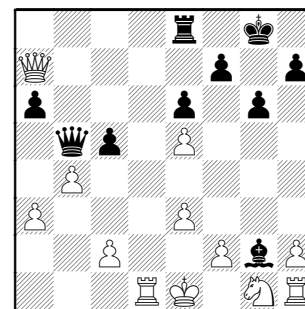
15.b3 [15.Qxa7 immediately] **15...Bb7 16.Qxa7**



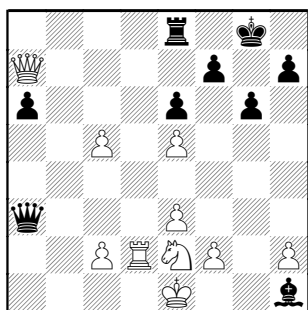
16...c5

16...Bxg2 goes for material, but White still remains better-placed.

17.b4? Bxg2



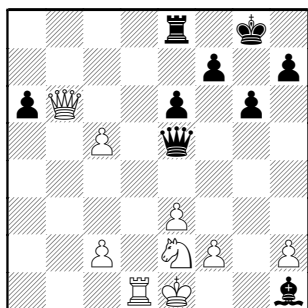
18.Ne2 Bxh1 19.bxc5 Qa5+ 20.Rd2 Qxa3



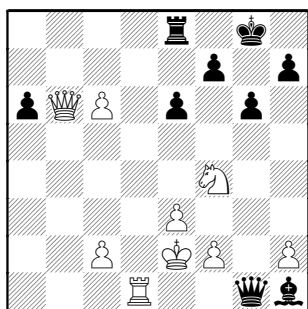
21.Qb6

21.Qd7 prepares c5-c6 while threatening Qxe8+

21...Qa1+ 22.Rd1 Qxe5

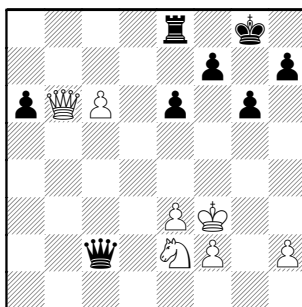


23.Nf4 [23.Qd6] 23...Qg5 24.c6 Qg1+ 25.Ke2

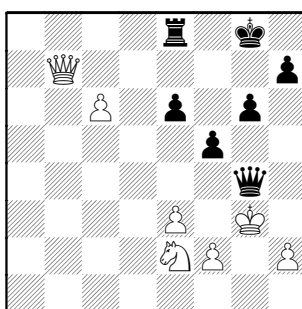


25...Bf3+! Black finds a killer

26.Kxf3 Qxd1+ 27.Ne2 Qxc2



28.Qxa6 f5 mate in two !! 29.Qb7?? Qe4+ 30.Kg3 Qg4#

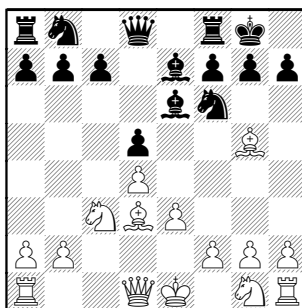


0-1

Smallwood, James (1954) - Adams, William [D35]
NWU-Loyola, 1-28-2008

A poignant example of the so-called "attack on color complex", in this case- a light-squared attack.

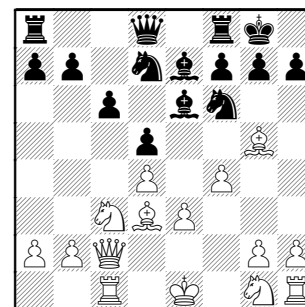
1.d4 e6 2.c4 d5 3.Nc3 Nf6 4.cxd5 exd5 5.Bg5 Be7 6.e3 0-0 7.Bd3 Be6



8.Rc1 Committal - one of White's main

options in the QGD Exchange is the minority attack. In that case the Rook belongs on b1 or can remain at a1.

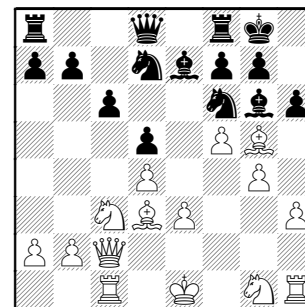
8...c6 9.Qc2 Nbd7 10.f4



The threat is f4-f5, trapping the Bishop

10...Bg4?! Doesn't solve the problem, but maybe Black judged the White King is vulnerable. If so, he'll soon find out differently!

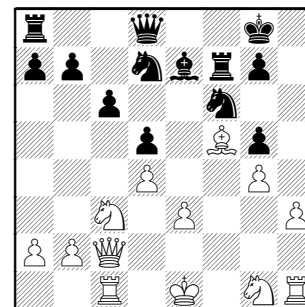
11.h3 Bh5 12.g4 Bg6 13.f5 h6



14.fxg6

14.Bxf6 is the obvious way to bag a piece, but it's hard to argue against White's plan.

14...hgx5 15.gxf7+ Rxf7 16.Bf5!

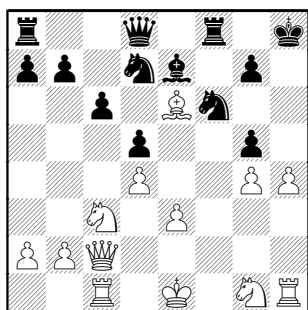


When your opponent is missing a Bishop of color you have, drive it to where it causes the most headaches !

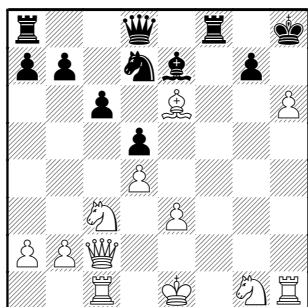
16...Rf8

16...Nf8 is the common way to defend in the QGD, but White's obvious reply would be 17.h4 or Nf3-xg4, all focusing on h7

17.Be6+ Black is dead; he can't defend the light squares ! **17...Kh8 18.h4**

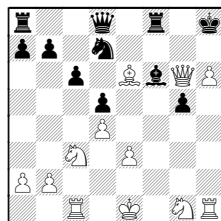


18...Nxg4 19.hxg5+ Nh6 20.gxh6



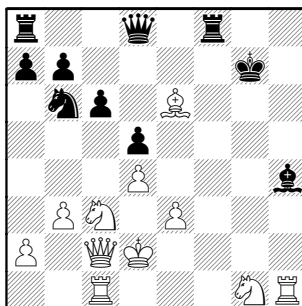
20...Bh4+

20...g5 doesn't help 21.Qg6 threatens mate 21...Bf6



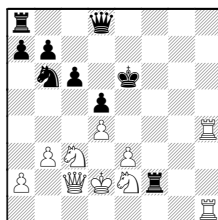
22.h7 now Qg8+, hxg(Q) is mate 22...Bg7 23.Nh3 and White continues to pile up on the light squares

21.Kd2 White's King is perfectly safe and the Queenside Rook will soon join the fun. **21...Nb6 22.hxg7+ Kxg7 23.b3**

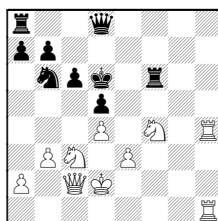


23...Rf2+ 24.Nge2 Rg2

A) Black can't even run 24...Kf6 25.Rxh4 Kxe6 26.Rch1

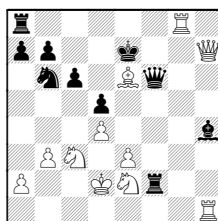


26...Rf6 27.Nf4+ Kd6

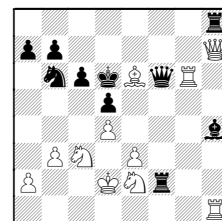


28.Ne4+! idea Nxf6 or Qc5+ 28...dxe4 29.Qc5+ Kc7 30.Rh7+ and Rh8 next;

Another try from game position:
B) 24...Qf6 25.Rcg1+ Kf8 26.Rg8+ Ke7 27.Qh7+

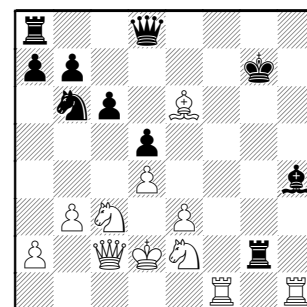


27...Kd6 (27...Kxe6 28.Rg6) 28.Rg6 and Rxh4 28...Rh8



29.Rxf6 Rxh7 30.Rxf2 Bxf2 31.Rxh7

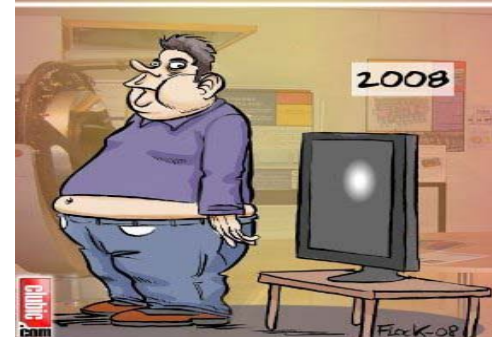
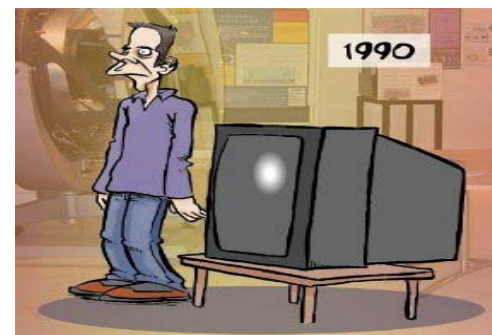
25.Rcf1



25...Rf2 26.Rxf2 Bxf2 27.Rh7+ Kf6

Same thing is 27...Kf8 28.Qf5+

28.Qf5# 1-0



Much as may be said in favor of the game of chess, of its noble and scientific character as an intellectual enjoyment of the highest order, and the almost irresistible attraction it acquires for its votaries, still many are deterred from its practice by an ill-judged sensitiveness and morbid fear of defeat. Let those who have commenced the study of chess, and who really wish to improve, bear in mind that the player who learns not how to lose, will never learn how to win, and dismiss at once all impatience and rising irritability.

It must be confessed, however, that no game effects so directly the vanity of the individual as chess. That the winning of the game is due solely to the skill of the player, and that not a leaven of chance has mingled with and assisted his good play, becomes, in weak minds, a fixed idea, productive some times of the strangest aberrations.

Illustrative of this weakness, I recollect an anecdote of a somewhat singular nature.

In the autumn of 18-- , while spending a week at the seat of General D--- , a few leagues from Paris, I was introduced to an English gentleman, with whom I usually played a rubber at chess in the evening, after a long ride or a day's sport with dog and gun.

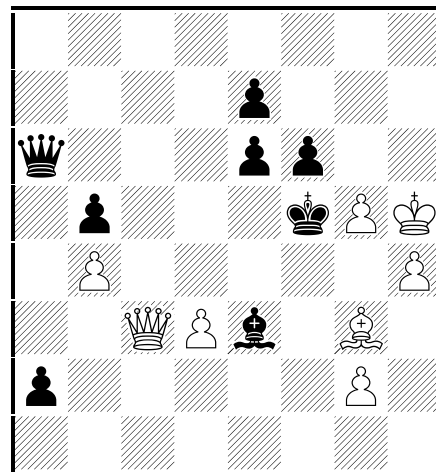
At the time I speak of, I was far from being an adept in the game, and my adversary, though not a very strong player, was still my superior, and an opponent against whom I could not allow my attention to flag a single moment without paying that direful penalty, "checkmate."

Among the persons who usually seemed to take most interest in our game was the charming Countess V... On the evening of our last match, the next day being fixed upon for a return to Paris, seated near the chesstable, it appeared to me that she had followed, with unusual attention, a preceding game won by my adversary. I had never, however, heard the Countess express the least wish to play, nor intimate in conversation that she possessed any knowledge of the science.

Our game had verged into the following position. I was the player of the White pieces, and it was my turn to move.

<see diagram next column>

Over this situation I had already paused some time, and was not a little embarrassed. To my inexperienced eye, the proximity of one of my adversary's Pawns to the royal line foreboded danger, and filled me with secret terror. I also feared his playing his Queen to her Rook's square, threatening King's Pawn, and worse, a mate. On the other hand, although the position of his King seemed to be one of some constraint, yet it struck me that on any move of mine, the advance of his King's Pawn would free him from embarrassment.



Thus perplexed and irresolute, I was hesitating between removing Bishop or playing Queen to her Rook's square, when instinctively I looked around in the direction of the Countess, as towards the person who had taken most interest in the contest. There probably was much of appeal in my expression, and her compassion must have been great indeed, for as my hand was nearing the Bishop, I heard her make a remark on the position to Madame D.... in a tone that seemed to banter my inexperience. The words indeed had been pronounced in a subdued voice; nevertheless they had been overheard by some of the bystanders, who looked towards the Countess with some surprise. They had also fallen on the quick ear of my antagonist, who suppressed a rising frown. Whether I blushed outwardly I know not, inwardly I certainly did. The Countess's hint, however, had been a ray of light for me, and the truth gradually unfolding itself, I announced checkmate in four moves.

Proud of having carried out so well the conception of my fair ally, I approached to thank her for her timely assistance.

"I confess my inferiority," said I, "but I have yet full time to improve, and, under the direction of a mistress so well skilled in the game, I feel I should make rapid progress." The Countess smiled, saying I flattered her, and that assuredly she would not undertake to teach an art she never practiced. "It is even so," added she; "we often show enthusiasm for those things with which we have an imperfect acquaintance, and happy those who are not tormented by a thirst after profound knowledge. Since you consult me, sir, my advice is, that you take no master to perfect your chess education."

"I understand, madam; my capacity for the game does not strike you as..."

"It strikes me as excellent—quite excellent enough to insure success, and enable you to play in a short time a very scientific game. But are you aware of the probable result of

all the science you may acquire ? Believe me, sir, it will only serve to aggravate the disappointment at losing, in a proportion a thousand times greater than the pleasure of winning. Reflect on this, I pray."

The Countess pronounced these words with so grave and solemn an air, that I could not dissemble my astonishment. "You may not believe me, sir," continued she, " nevertheless, if you will grant me your attention, I hope to convince you there is some truth in my remarks." I seated myself near her and she commenced the following recital:

"The Count de St. Genest, who died a few years before the restoration, had long been known in the world, as one of the most accomplished gentlemen of his time. His equanimity of temper and perfect disinterestedness were proverbial. Ever ready to admit the superiority of others, even in those things in which he excelled himself, he was prompt to proclaim the success of a rival, and quarreled with none for not honoring sufficiently his own well-founded claims.

"It had been the lot of the Count de St. Genest to have spent two-thirds of his life in a state of well-preserved happiness, when he was compelled to share the uncertain fortunes of the emigration. During this period of trial he led a secluded and unostentatious life; one of devotedness to his family and friends.

"While residing at Frankfort he learnt the game of chess, at first looking upon it merely as an amusement well adapted to soothe and divert the weary hours of exile. The Count, however, soon became a devotee to the game and a first-rate player. At his advanced period of life, he acquired at chess the same superiority he had attained in his youth in every manly exercise. Age had merely changed his tastes and matured his faculties rather than impaired them.

"The Count had frequent opportunities of measuring his strength with some of the best players in Europe, and on more than one occasion were they compelled to acknowledge his superiority. In one respect, however, he was most unfortunate. No triumph compensated, in his eyes, for the bitter feelings of disappointment he experienced whenever a star more propitious than his own favored a competitor in the checkered strife.

"In the usual walks of life, the distinctive traits of the Count's character were modestly of demeanor, and an unpretending but noble manner, save at the game of chess, when a sudden transformation seemed to come over him, and he was no longer the same man. He could here brook no inferiority, and an attempt to obtain a concession on this point, was instantly construed by him into an outrage or a personal insult. A game lost would prey upon his mind for several days, rendering him gloomy and morose, even depriving him of appetite, and, as it were, of consciousness.

"In 18—the Count returned to France, retaining in all its fervor a fondness for his favorite game. But soon there came

a change over the aged nobleman. His faculties became suddenly impaired, and increasing infirmity finally debarred him from all society. In this painful state, chess was his sole alleviation. He had taught the game to his daughter, who had been married eight years to a colonel in the Royal Guards. Occupying the same "Hotel," his daughter devoted her evenings to her aged father's amusement, humoring the old gentleman's fondness for the game, and seldom having any spectators except the Count's granddaughter, a child little more than seven years of age, somewhat precocious for her years, but withal a mischievous and giddy little thing. You would never, however, have taken her for such, when a game of chess was in progress, for then, seated near her grandfather who was dotingly fond of her, she would seldom utter a word, paying all the time the greatest attention to the complicated moves of what she called her little black and white soldiers.

"The Count de St. Genese, in whose chess faculties there had been, alas ! an immense falling off, had preserved, nevertheless, the same sensitiveness with respect to defeat, and strict play was still what he most prided himself upon. His daughter, now much his superior, through motives you will readily imagine, while prolonging and keeping alive the interest of the game by the most generous of impostures, invariably allowed herself to be beaten, to the great satisfaction of the old Count, who never slept better than after these illusory triumphs.

"One evening, however, towards the end of a game, which the Count had concluded with more skill than it had been his wont to display, his patient opponent, either through forgetfulness of her usual part, or led on perhaps by an inviting position, gave several successive checks, the replies to which were all forced; then without examining farther into the situation, and while looking up at the clock to ascertain the lateness of the hour, she unconsciously touched a piece and was of course compelled to move it; the old nobleman, as I have already said, never allowing the slightest deviation from strict play in the most rigorous sense of the word.

"Scarcely had his daughter committed the move, when she became conscious of the existence of a forced mate, and was devising the square to avoid giving it --inwardly congratulating herself that it was in her power to do so: she still held the piece, when to her utter dismay, the Count's youthful granddaughter, clapping her little hands, suddenly exclaimed -- 'Oh' grandpa, you have lost... checkmate! checkmate !' The child, by following out the play, evening after evening had not only become familiar with the moves, but had also acquired an acquaintance with the game, suspected by none and far above her years.

"Roused by this fatal revelation, the Count soon became fully alive to its truth. 'The child is right,' said he; the drooping his head, he remained gloomily silent.

"A few moments after his little granddaughter approached. 'Good night, dear grandpapa' said she, in a timid tone, as if

conscious of having been the cause of her grandfather's dejection. 'Good night, Miss,' was the dry and somewhat rancorous answer the child received, and she was allowed to leave the room without obtaining the accustomed kiss which the Count, while patting her auburn ringlets, never failed to bestow.

"The next morning the poor child, half afraid, hesitated long before entering her grandfather's bedroom, with the newspaper she was in the habit of carrying to him. At length, overcoming her irresolution, she was about to knock, when her mother opened the door. 'My child,' said she, amid sobs and tears, 'my poor child, what have you done! Your grandfather is no more!'

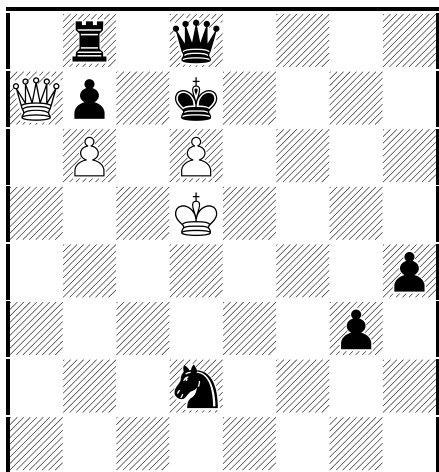
"The Count had expired during the night. His impaired faculties had not been proof against the violent perturbation, caused most probably by the feverish and lethiferous visions conjured up by this fatal checkmate, foreseen and announced by a child of seven."

"Undoubtedly," said I, after a pause, during which I perceived the Countess was moved, "Most undoubtedly a talent for the game has been perpetuated in his family, and the Count's granddaughter, notwithstanding the melancholy circumstance attached to her precocious abilities"...

"I have perhaps been wrong," suddenly interrupted the Countess, "in having placed under your eyes so fatal an example....Excuse some minuteness... My emotion you will readily forgive when you learn that in the narrator you behold the granddaughter of the Count de St. Genest."....

After some moments' silence, prompted by curiosity, I ventured to ask the Countess, whether she recollected the position that had led to this melancholy circumstances.

"I can never forget it," she replied, while arranging the pieces as follows:



This and other stories appearing in this number are extracted from "Chess for Winter Evenings," by H. R. Angel.

As published in Lasker's Chess Magazine, August-September 1906, pp 202-205.

[**EDITOR:**

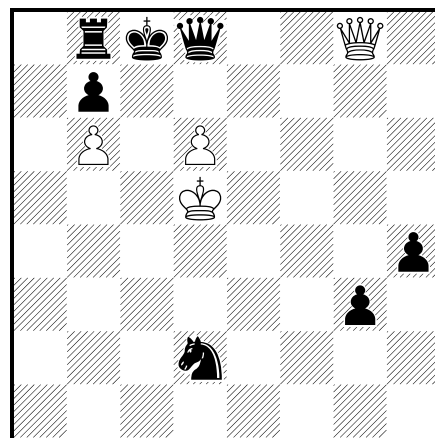
The answers to the positions were not included in the magazine, so a little sleuthing was required ! My answers follow, both were "White to move and win"]

Position 1:

1.Qe5+ fxe5 2.Bh2 and g2-g4 mates

Position 2:

1.Qa4+ Kc8 2.Qg4+ Qd7 3.Qg8+ Qd8



4.d7+ Kxd7 5.Qe6#

Our anti-hero Countess has a possible "out" with a perpetual check: 4. Qe6+ - Qg8+ etc. Can you find other ways for her to cleverly hide her desire to win ?

I hope you enjoy these 100+-year old treasures as much as I !