

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 27 2008)
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)

ROUND THREE – “Nothing is over until we say it is !!”

“Was it over when the Germans bombed Pearl Harbor??”. Was it over after Round 1 ? Were there teams giving up after the second round ? A loud “NO!!” answers them all.

But what do they do to clear their minds ready for the petulant round ? Feed the brain – it’s no time to fizz out now ! Ah, the smell wafting of the air! Nothing like the smell of burgers, salami, and fries to get one’s focus on a chess game.

The real preparation, however, centered around the standings and pairings posted between rounds. Everyone knew the Hedgehogs knocked off the perennial contending St Charles CC team and remained undefeated. The part that took some study was how well the remaining teams were poised in case they faded in the last round.

Two points : Hedgehogs
1.5 points : St Charles Baker CC, Northwestern University
One point : St Charles CC, Downers Grove CC
Half point : UOP, ALU Tyros
No points : Motorola Kings

After two rounds, the teams were spread this way --

It is, of course, immediately obvious the Hedgehogs had their destiny well in hand; avoid the lost match and the title was theirs (even if shared). But there four other teams ready to break down the door and run away with some bling. If the Hedgehogs and NWU both lost, we’d see the Baker club with title and a three-way tie for second place !

Another ready fact was that UOP, Tyros, and Kings were just too far behind. But did we see anyone pack up and go home ? As you’ll see from the game’s analysis, each played like first place was at stake ! And some real battles occurred which you don’t want to miss!

The enduring scene that will be remembered is typified by this picture. Long after most games were done and the results were in ink, the third boards for the title-contenders were still at it. The result still mattered to the players!

Longer yet, after they were done and the cafeteria was cleaned and straightened, groups were scattered around the room—totally oblivious to the late hour.

Back in the alcove, a couple one-on-one discussions were going on. Other groups were deep in analysis. A case of cooled beverages appeared from thin air and spirits were rising.



Indeed, no one had said it was over, so it wasn’t. Your roving reporter wandered out- to this day still wondering how long the scene played on!

Yes, the CICL is alive and kicking, ready for another season’s shot at glory. We may be amateurs, but our love of the game is as deep and active as any professional player.

ROUND THREE, Match 1 : Hedgehogs [2-0] vs St Charles Baker [1.5-0.5]**Finishing Order of the boards: 6, 5, 4, 2, 1, 3****Board 1, St Chas Baker-Hedgehog**

Nguyen,Tam (2207) –
Franklin,Dave (2203)

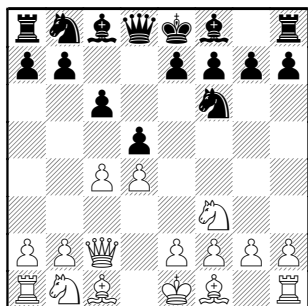
[D30]

*TN=comments by Tam Nguyen***1.d4 Nf6 2.c4 c6**

TN: Strange move order to reach the Slav via the Indian Defense set up.

3.Nf3

TN: 3.d5 e5 is supposed to be okay for black for some reason

3...d5 4.Qc2

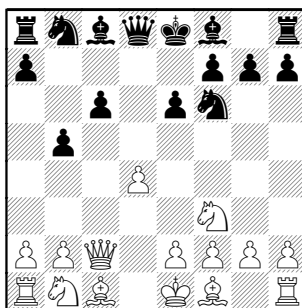
TN: a rare continuation to avoid Slav main lines, also different from 6.Qc2 or the Catalan variation

4...dxc4

4...g6 is also played as much as Black's reply 5.Bf4 (5.e3)

5.Qxc4 b5

TN: the set up of 5...Bf5 or 5...g6 is better. This move just makes 4.Qc2 looks stronger than it's supposed to be. Now the queen retreat aims at c6 and c5.

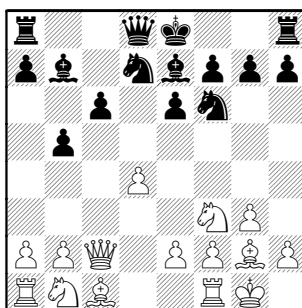
5...Bf5 is almost always played**6.Qc2 e6****7.g3**

TN: White commits to a Catalan set up

7.e4 is the real point of having the Queen at c2

7...Bb7 8.Bg2 Nbd7

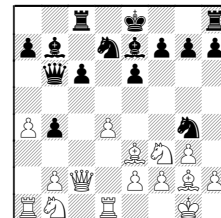
TN: it's better to hurry up the development of the f8 bishop via Be7 or Bb4+ so black can castle. Black's move is almost the only move played.

9.0-0 [9.Nc3; 9.Ne5; 9.a4] 9...Be7**10.Rd1** TN: hinders c5 break

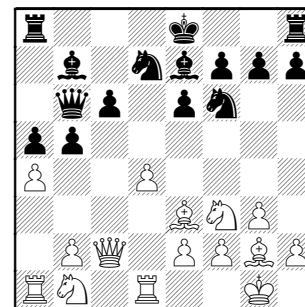
10...Qb6 TN: 0-0 is preferred
11.a4!

TN: This move highlights the draw backs of black's set up. When the b5-pawn is attacked, it's hard to advance c5. Also, the threat of a5-a6 is hard to defend.
11...a5

TN: Now b5 cannot be protected by a pawn, but it's hard to find an alternative.

Maybe 11...Rc8 12.Bd2 b4 13.Be3 Ng4

14.Nbd2 Nxe3 15.fxex3 c5 as played between the Masters Cox-Fowler, 2007

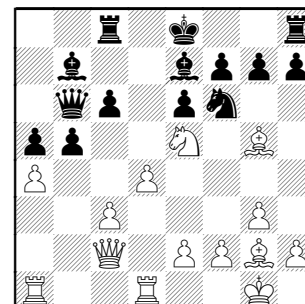
12.Be3

TN: from this move to move 20, every white move has a threat so that black hasn't had time to castle.

12...Nd5 13.Bg5 N7f6

TN: this gives up c5 and e5 and the black knights are in each other's way [13...f6; 13...Nb4]

14.Ne5 [14.e4 Nb4 15.Qe2] 14...Rc8
15.Nc3 Nxc3 16.bxc3

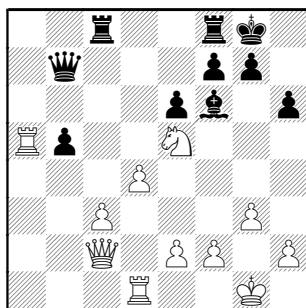


16...h6? TN: this is the first key mistake, overlooks white's 18th move.

17.Bxf6 Bxf6

DS finds merit in 17...gxf6 18.Nd3 Ba6

18.axb5 TN: black loses material
18...cxb5 19.Bxb7 Qxb7 20.Rxa5 0-0

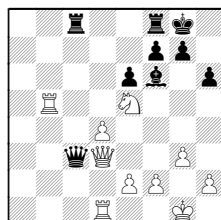


21.Qd3!

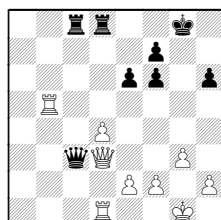
TN: the loss of the second pawn cannot be avoided

21...Bxe5

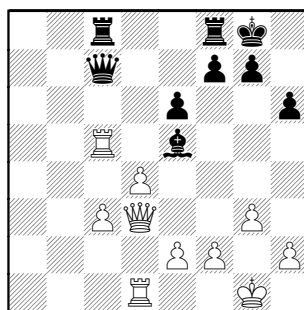
TN: No better is 21...Qc7 22.Rxb5 Qxc3



23.Nd7 Rfd8 24.Nxf6+ gxf6



22.Rxb5 Qc7 23.Rc5



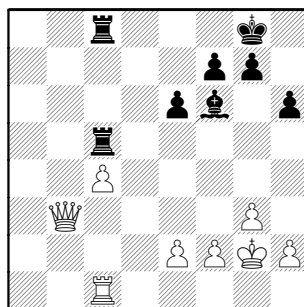
23...Qxc5!?

TN: I'm not sure what to think of this move but it's interesting for sure. No one wants to defend an ending 2 pawns down.

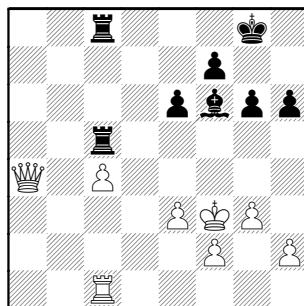
24.dxc5 Rxc5 25.c4

TN: I purposely avoided 25.Qe3 Rfc8 26.Rd8+ Rxd8 27.Qxc5 because I wanted heavies on the board for a mating attack if it arrives

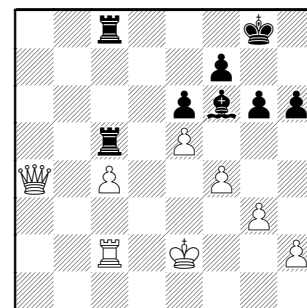
25...Rfc8 TN: a c5-blockade is set.
26.Rc1 Bf6 27.Kg2 R8c7 28.Qb3 Rc8



29.Qa4 TN: this makes the c8 rook not to leave the 8th rank [29.h4] **29...g6** TN: this is a small concession because the g6-h6 set up can be attacked. **30.e3 Bg7 31.Kf3 Bf6**



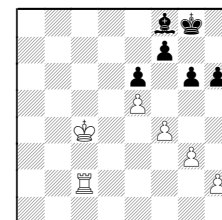
32.Ke2 Bg7 33.Rc2 Bf6 34.f4 Bg7 35.e4 Bf6 36.e5



TN: a commital move to place one's pawns in the same color as the opponent's bishop color.

36...Bg7 37.Kd3 Rd8+ 38.Ke4 Rdc8 39.Kd4 Bf8 40.Kc3 R8c7

TN: 40...Rxc4+ 41.Qxc4 Rxc4+ 42.Kxc4

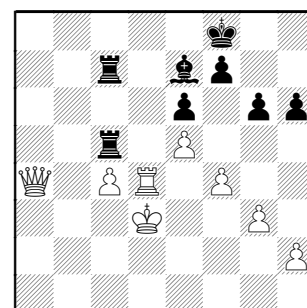


42...Be7

(42...f6 liquidates and gives the King a square to combat the proposed White King invasion)

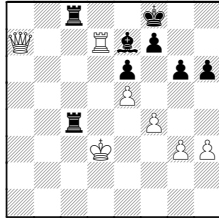
43.Kb5 Kg7 44.Kc6. Now the White King becomes troublesome for black when reaching e8

41.Rd2 Be7 42.Rd4 Kg7 43.Kd3 Kf8



44.Qa6 TN: this move and the next just to reach 45 moves

TN: 44.h3! just might be zugzwang
44...Rc8 not seeing how White makes progress 45.Rd7 Rxc4 46.Qa7?



46...Rc3+ 47.Ke2 Rc2+ 48.Rd2

(48.Kf3 R8c3+ 49.Kg4?? h5#)

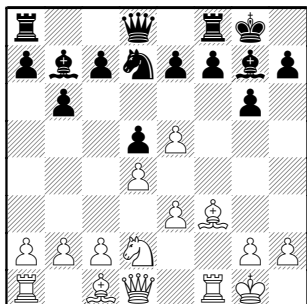
44...R7c6 45.Qa7 Rc7 46.Qb8+ Rc8 47.Qb3 R8c7 48.Qd1 Rc8 49.Qh1 TN: with the idea of g4-Qe4-f5 **49...R8c7**

TN: Draw agreed since white's team already won the match. Otherwise white still has good winning chances. Black should construct a counter attack by the placement of Ra5-Bc5-Rd7 and set up a perpetual checking net. 1/2-1/2

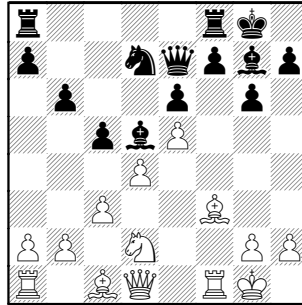
Board 2, Hedgehog-St Chas Baker

Rauchman, Michael (2063) – Raso, Paul (2081) [A03]
 Hedgehogs-Baker (3.2), 10.05.2008

After investing 5 minutes White begins...
1.f4 d5 2.Nf3 g6 3.e3 [3.g3] 3...Bg7 4.Be2 [4.d4] 4...Nf6 5.0-0 0-0 6.d3 b6 [6...c5 is much more popular] 7.Ne5 Bb7 8.Nd2 Nbd7 9.Bf3 Nxe5 10.fxe5 Nd7 11.d4



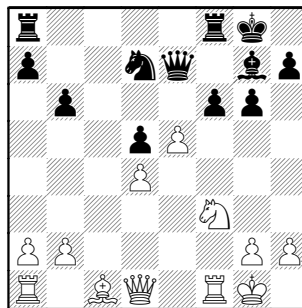
11...c5 12.c3 e6 [12...Bh6 13.Qe1] 13.e4 Qe7 14.exd5 Bxd5



Neither side has much, the White center Pawns can be undermined. **15.Bxd5**

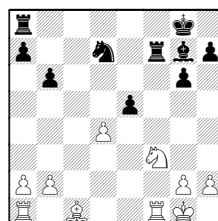
15.Ne4 f6 undermines d6, so Nd6 not an outpost

15...exd5 16.Nf3 [16.Qf3 Qe6] 16...cxd4 17.cxd4 f6 Yup, the dark squares are becoming a problem.



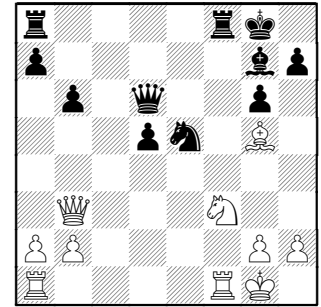
18.Qb3?! fxe5! 19.Bg5?! This just helps Black protect his Pawn advantage.

19.Qxd5+ Qf7 20.Qxf7+ Rxf7

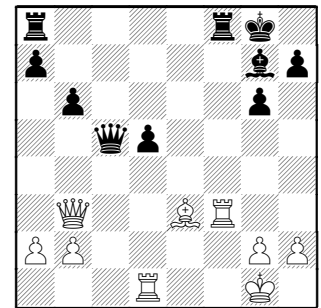


is equal

19...Qd6 20.dxe5 Nxe5



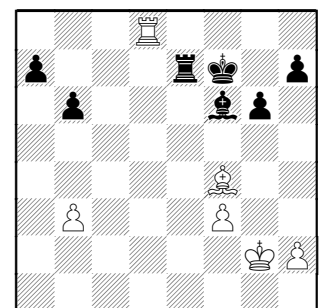
21.Rad1 Nxf3+ 22.Rxf3 Qc5+ 23.Be3



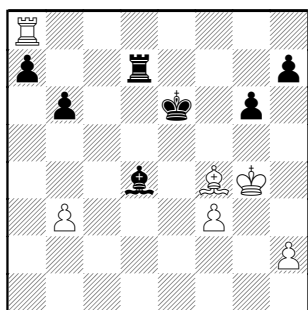
23...Rxf3 [23...Qc4] 24.gxf3 Qc4 25.Rxd5 Qxb3 26.axb3 Bxb2

Black's efficient plan is a joy to watch unfold!

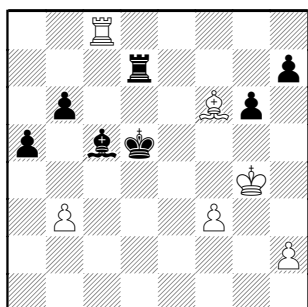
27.Rd7 Bf6 seems innocent enough
28.Kg2? Re8! Very strong - Black activates his Rook **29.Bf4 Re7 30.Rd8+ Kf7**



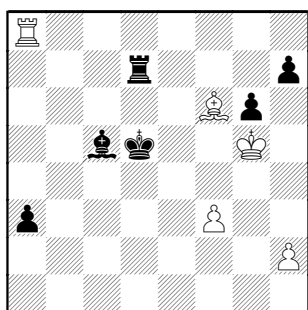
31.Ra8 Bd4 32.Kg3 Ke6 33.Kg4 Rd7



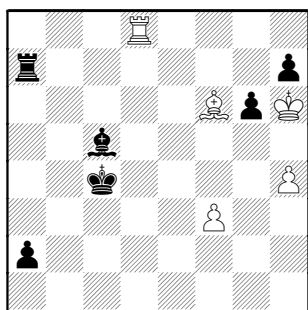
34.Rc8 a5 35.Bg5 Kd5 36.Bh4 Bc5
37.Bf6



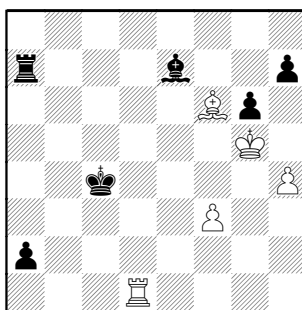
37...b5 38.Kg5 a4 39.bxa4 bxa4 40.Ra8
a3



41.h4 Ra7 42.Rd8+ Kc4 43.Kh6 a2



44.Rd1 Bf8+ 45.Kg5 Be7!

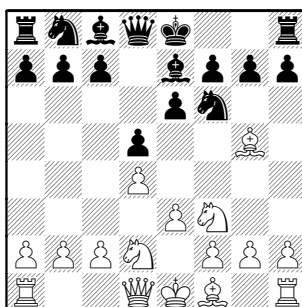


undermining defender of a1 and
clinching the title for the team. 0-1

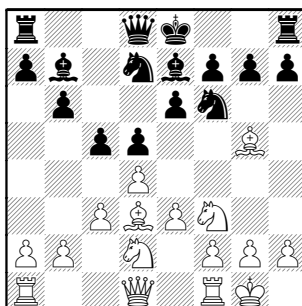
Board 3, St Chas Baker-Hedgehog

Freidel, Jesse (1992) –
Smith, Mack (1982) [D03]

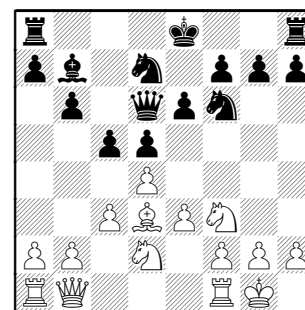
1.d4 Nf6 2.Nf3 e6 3.Bg5 Be7 4.Nbd2 d5
5.e3



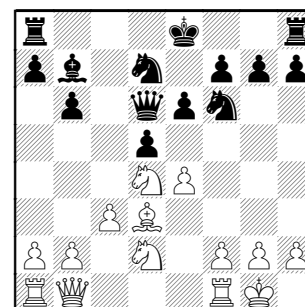
5...c5 [5...Nbd7; 5...0-0] 6.c3 Nbd7
7.Bd3 b6 [7...0-0] 8.0-0 Bb7



9.Qb1 [9.Ne5; 9.Qe2] 9...Qc7 [9...h6]
10.Bf4 [10.Re1] 10...Bd6 11.Bxd6 Qxd6



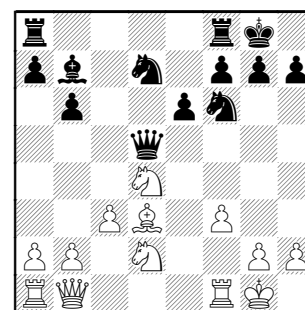
The position is dead even
12.e4 cxd4 13.Nxd4?



13...0-0

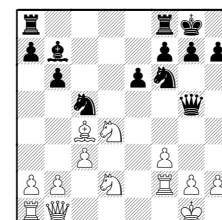
13...Qf4 puts the hurt to d2 and e4

14.exd5 Qxd5 15.f3



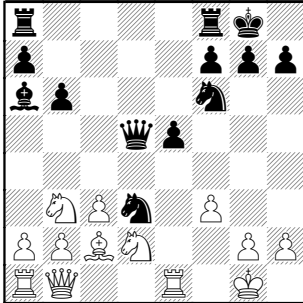
15...Nc5 16.Bc2

Maybe 16.Bc4 Qg5 17.Rf2



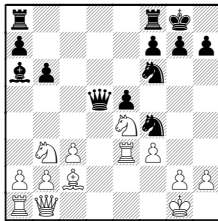
displaces the Black pieces

16...e5 Xray-ing through to d2 17.N4b3
Ba6 [17...Rfe8] 18.Re1 [18.Rd1]
18...Nd3

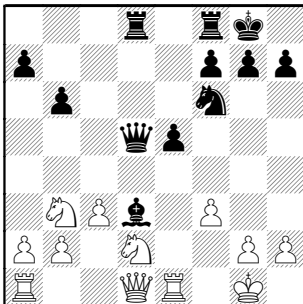


19.Bxd3

19.Re3! Nf4 20.Ne4



19...Bxd3 20.Qd1 [20.c4!] 20...Rad8

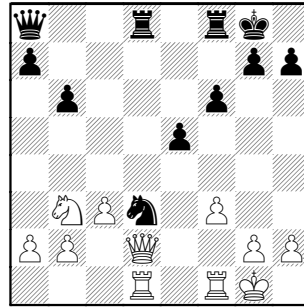


highlighting the problem with White's
Queen

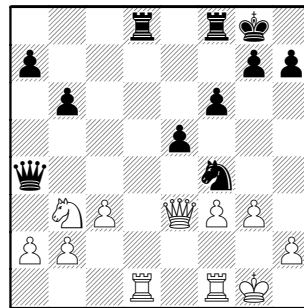
21.Ne4 Nh5

21...Nxe4 22.fxe4 Qb5

22.Nf2 f6 23.Qd2 Nf4 24.Rad1 Qa8
25.Nxd3 Nxd3 26.Rf1



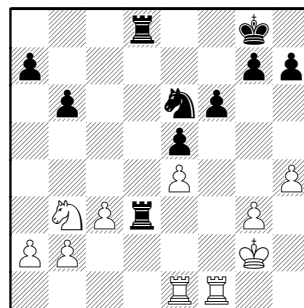
26...Qc6 27.Qe2 Nf4 28.Qe3 Qa4 29.g3



29...Ne6

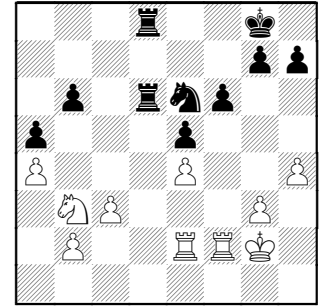
29...Qxa2 30.Nc1 (30.c4 Ne2+)
30...Nh3+ 31.Kg2 Qe6

30.Qe4 Qxe4 31.fxe4 Ng5 32.Rde1 Rd3
33.Kg2 Rfd8 34.h4 Ne6

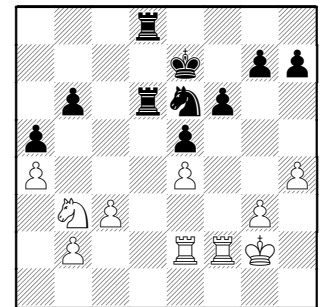


35.Rf3 R3d7 36.Rf2 a5 37.a4 Rd6
38.Ree2

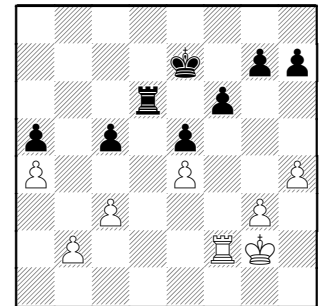
The match was finished a while ago,
nearly no one playing, but these two just
couldn't quit !



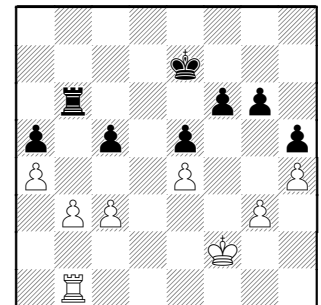
38...Kf7 39.Kf3 Rd3+ 40.Kg2 Ke7
41.Rf3 R3d6 42.Rff2



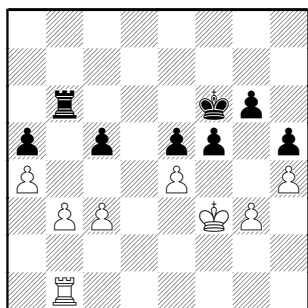
42...R8d7 43.Rd2 Nc5 44.Rxd6 Rxd6
45.Nxc5 bxc5



46.Rf1 h5 47.Rb1 Rb6 48.b3 g6 49.Kf2



49...f5 50.Ke3 Ke6 51.Kf3 Kf6 52.Ke3
Rb8 53.Kf3 Rb6



½-½ Agreed, but oh so reluctantly!!

Board 4, Hedgehog-St Chas Baker

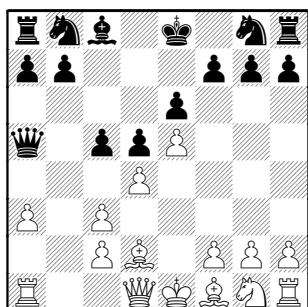
Seet,Paul (1865) –
Freidel,Paul (1965)

[C18]

This was my favorite game of the whole tournament! White springs a two-piece sacrifice from a fairly standard French Winawer. Coupled with the significance of being played in the key championship battle, White shows the essence of his character, smiling all the way! Black however, remained unaffected.

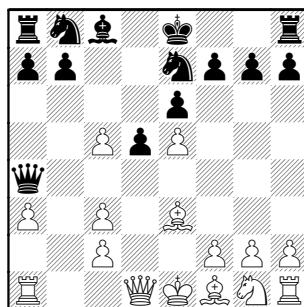
A flawed brilliancy is a brilliancy nonetheless, and still treasured.

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 c5 5.a3
Bxc3+ 6.bxc3 Qa5 7.Bd2

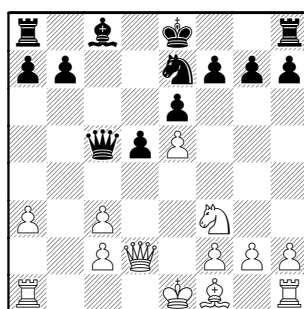


Another Bishop placement is at a3, but Black's Queen advance gets to a4 first.

7...Qa4 8.Be3 Ne7 9.dxc5

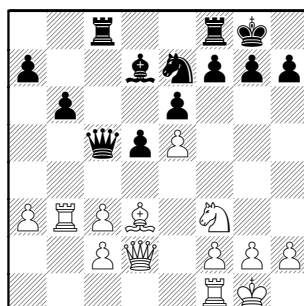


Messy Pawns, huh ? 9...Nd7 10.Nf3 Qa5
11.Qd2 Nxc5 12.Bxc5 Qxc5



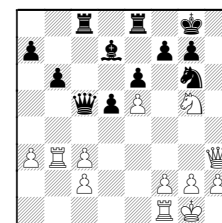
13.Bd3 Bd7 14.0-0 Rc8 15.Rab1 b6
16.Rb3 0-0

This is where the true fun begins.

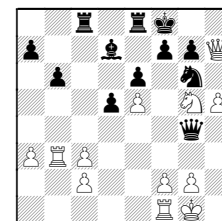


17.Bxh7+ Kxh7 18.Ng5+ Kg6

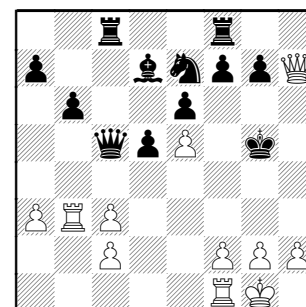
Black appears to defend after 18...Kg8
19.Qd3 Ng6 20.Qh3 Rfe8



21.Qh7+ Kf8 22.h4 Qc4 23.h5 Qg4!



19.Qd3+ Kxg5 20.Qh7



You have to believe this was the position which White wanted before his two-piece sacrifice. c3-c4 followed by Rg3+ looks like at least a draw.

20...Ng6

Seems the best defense, as it threatens to remove the main bone in Black's throat - Pe5.

But there's also merit to 20...Nf5 covering h4, g7, and g3, while cutting still cutting off the Queen's diagonal escape 21.Rb4 is similar to the game line

21.Qxg7?

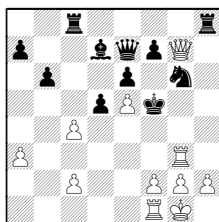
A) I was cheering for: 21.c4 Black can't yet make an escape at f6: 21...Nxe5

I took some time to wallow—

A1) The basic idea is something like
 21...Kf5 22.Qh5+ Ke4 23.Re1+ Kd4
 24.Qg4+ Nf4 25.Qxf4#;

A2) The complicated line, hard to sift out
 over the board, but still promising for
 White, I thought was 21...Rh8 22.Qxg7

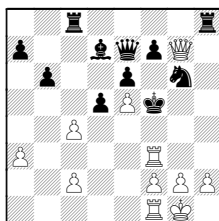
22.Rg3+ Kf5 23.Qxg7 Qe7



24.Rf3+

(24.f4 Rcg8 25.Rg5+ Ke4 The King
 safely squirts out while the White
 Queen is surrounded !)

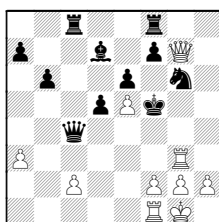
22...Qe7 23.Rg3+ Kf5 24.Rf3+



seems to at least draw 24...Kg5

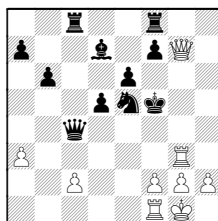
But DS finds 25.Rxf7 and White can
 chase off defence of f6

A3) Of course, I wasn't sure about
 White's Queenside after 21...Qxc4
22.Rg3+ Kf5 23.Qxg7



23...f6

(23...Nxe5??



24.Qg5+ Ke4 25.Re1+ Kd4 26.Qe3#)

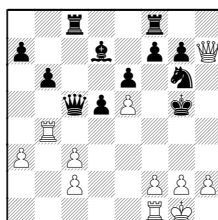
24.Re1 (24.Qxg6+ Kxe5) 24...Be8
 everything seems defended 25.Rf3+

A4)

22.Rg3+ Kf6 23.Qh4+ Kf5 (23...g5
24.Qxg5#) 24.Qg5+ Ke4 25.Re1+ Kd4
26.Qf4#

RETURNING TO THE GAME (last page)

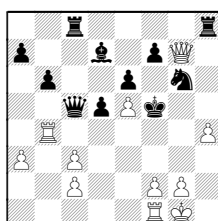
B) Deep Shredder says the immediate
21.Rb4



B1) forces Black to give up his Queen
 with 21...Qxb4 22.axb4 and Black should
 eventually win.

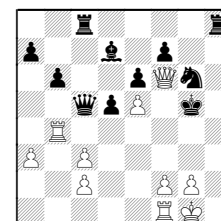
Proof is in the alternative stemming from
B2) 21...Rh8?? 22.h4+ Nxh4

(22...Kf5 23.Qxg7



and mates abound)

23.Qxg7+ Ng6 24.Qf6+

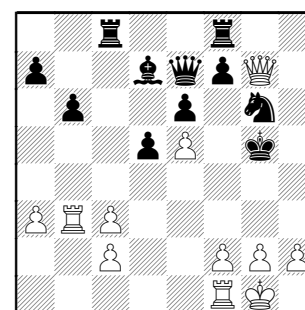


24...Kh5

(24...Kh6 25.Rh4#)

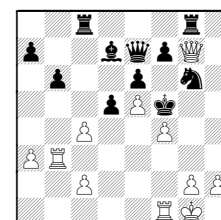
25.g4+ Kh6 26.Kg2 and the last piece
 threatens Rh1#)

During the game, I was certainly not
 envying the task ahead for either side...
21...Qe7



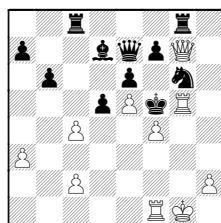
22.h4+ I thought his idea was g3+, Kg2,
 Rh1 here but it never was played.

A) 22.f4+ seemed to tidy the position
 and bring White's last piece into the
 attack 22...Kf5 but how is the White
 Queen going to get back in it ?? The c1-
 h6 diagonal is her escape! 23.c4 Rg8



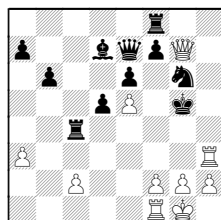
A1) 24.Qh6 Qh4

A2) 24.g4+ Kxg4 25.Rg3+ Kf5 26.Rg5+



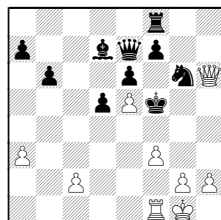
26...Ke4 27.Qh6 Rh8

B) Now it's too late for 22.c4 Rxc4 the Rook is available for defensive duties 23.Rh3



B1) 23...Kf5

B2) 23...Rh4 24.Rxh4 Kxh4 25.Qh6+ Kg4 26.f3+ Kf5

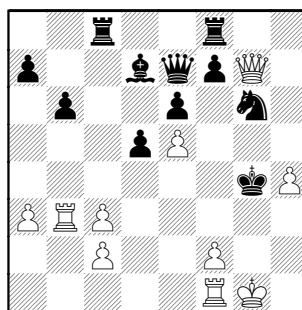


27.Re1 will mate, however

22...Kf5 23.g4+ now even if White does include c3-c4, his Rook has no support for Rf3+. He has officially lost the trail.

A spectator was seen leaving, shaking his down-turned head, mumbling "He blew it !".

23...Kxg4

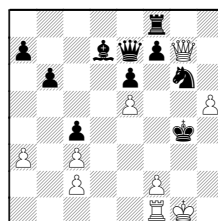


24.Rb4+

After 24.Kg2 idea f3+ 24...Rg8 25.Qh6 Rh8 it becomes obvious that Black uses the h-file first

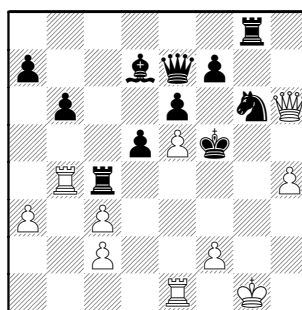
24...Kf5

24...Rc4 seemed more direct 25.Rxc4+ dxc4 26.h5



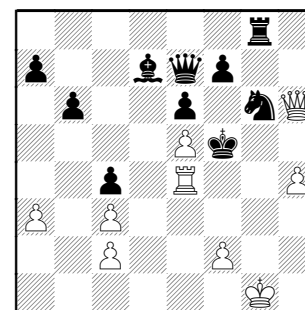
26...Rh8

25.Re1 Rg8 26.Qh6 Rc4



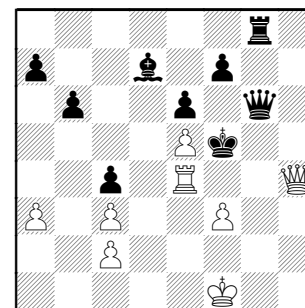
that's it. kids !

27.Qh5+ Kf4 28.Qh6+ Kg4 29.Rxc4+ dxc4 30.Re4+ Kf5



Just as in all the above variations, f5 is a safe haven, if only White's Rook wasn't hanging, Qh5 would be mate !!

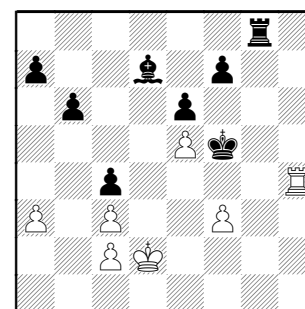
31.f3 Nxh4+ White's 23rd made this with check. **32.Kf1** White plays the rest under seconds-left time trouble. **32...Qg5 33.Qh7+ Qg6 34.Qxh4**



34...Qg2+

In a mutual time scramble, both miss mate: 34...Qg1+ 35.Ke2 Rg2+ 36.Qf2 Rxf2+ (36...Qxf2+ 37.Kd1 Qd2#) 37.Ke3 Rg2#

35.Ke1 Qg3+ Watching, it was obvious Black's only plan was to trade Queens-- a safe enough idea when in a rush. **36.Kd2 Qxh4 37.Rxh4**



37...Rg2+ 38.Ke3 Kxe5 39.Rxc4 Kd6
40.Kd3 Bb5 After gentlemanly
congratulations, White could be found
studying the game with help from his
laptop ! 0-1

Board 5, St Chas Baker-Hedgehog

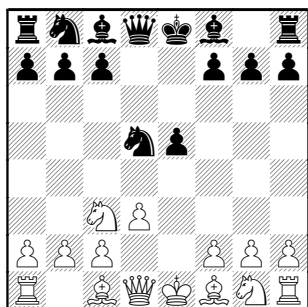
Alberts,Wally (1528) –
Kratka,Milan (1633) [C47]

1.Nc3 Nf6 2.e4 e5

2...d5 transposes into an Alekhine
Defense (normal move order 1 e4 Nf6 2
Nc3 d5 3 e4) that is supposed to be
decent for Black (but I never got much
from it, back in the day..).

3.d3 a bit slow, White normally wants d2-
d4 in a single move. [3.Nf3; 3.f4] 3...d5
[3...Bc5; 3...Bb4; 3...Nc6]

4.exd5 Nxd5

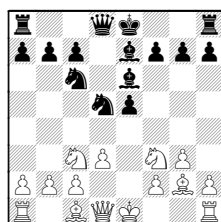


5.Nf3

5.Nxd5 Qxd5 the Queen is strongly
posted for free

5...Nc6 6.g3 Bb4

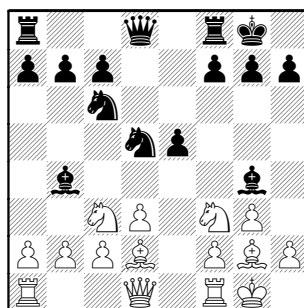
6...Be7 7.Bg2 Be6



was good for Black in the only game in

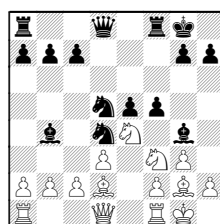
my database from the diagram position.

7.Bd2 0-0 8.Bg2 Bg4 9.0-0



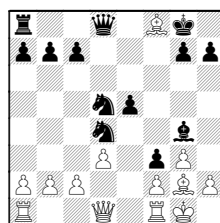
9...Nd4 10.Ne4 Bxd2

10...f5!



A) 11.Neg5 e4 wins the pinned Knight !

B) 11.Bxb4 fxe4 12.Bxf8 exf3

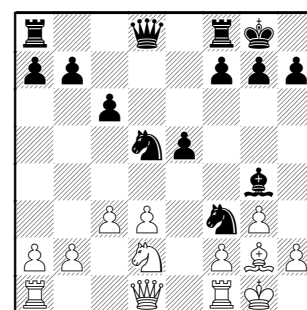


is also really good for Black

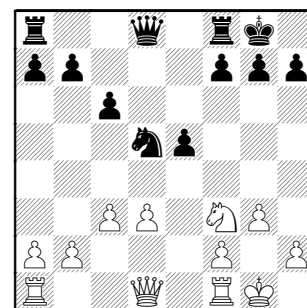
11.Nexd2 c6

11...Nb4 12.c3 Nxf3+ wins a Pawn

12.c3 Nxf3+

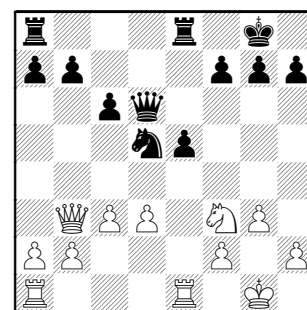


13.Bxf3 Bxf3 14.Nxf3



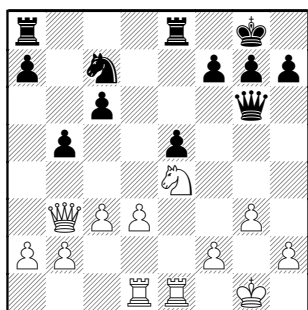
Black has traded away a huge opening
advantage, resulting in a dead-even
position.

14...Qd6 15.Re1 Rfe8 16.Qb3

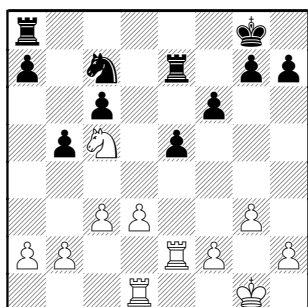


16...b5 this only brings a target closer to
the opponent, leaving the a- and c-
backwards in its wake. [16...Qf6;
16...Re7]

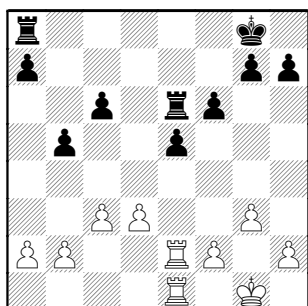
17.Rad1 Nc7 18.Ng5 Qg6 19.Ne4



19...Qe6 not necessary at all 20.Qxe6
Rxe6 21.Nc5 Re7 22.Re2 f6



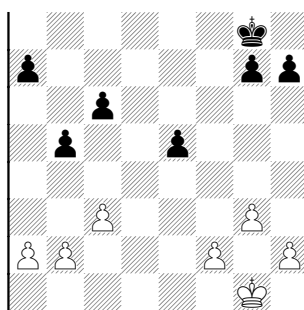
23.Rde1 Ne6 24.Nxe6 Rxe6



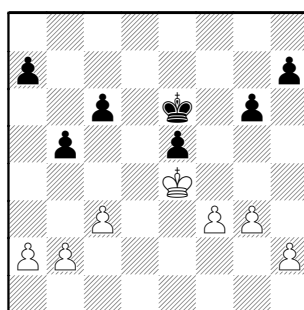
25.d4

25.f4 may be a bit better as Kingside
Pawn formations tend to be less valuable
in the ending.

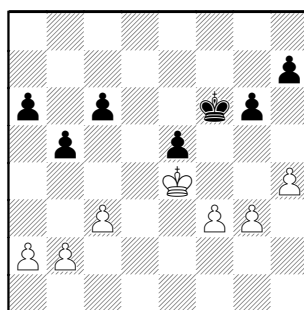
25...Rae8 26.dxe5 Rxe5 27.Rxe5 Rxe5
28.Rxe5 fxe5



Note how White would prefer a Pawn at
d3 here. 29.f3 Kf7 30.Kf2 Ke6 31.Ke3
g6 32.Ke4



32...a6 33.h4 Kf6

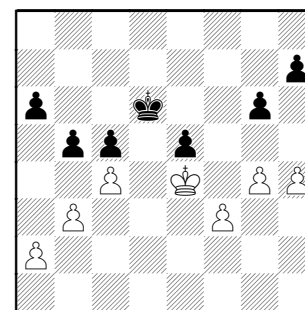


This move would not be possible if White
could play d3-d4 here.

34.g4 Ke6 35.b3

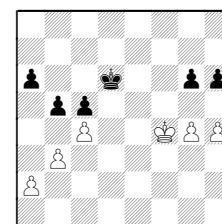
35.b4 sets the a- and c- Pawn
weaknesses.

35...Kd6 36.c4 c5

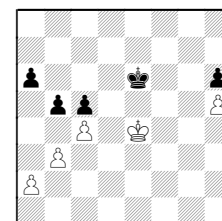


37.cxb5

37.f4 exf4 38.Kxf4 h6



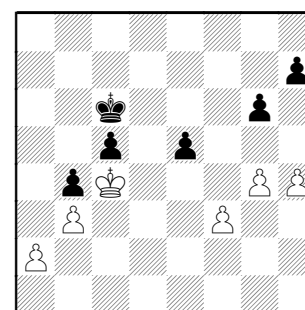
39.h5 gxh5 40.gxh5 Ke6 41.Ke4



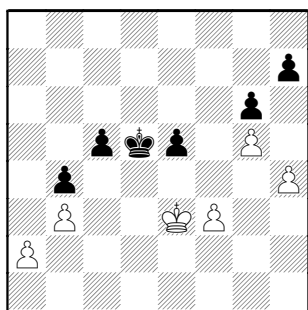
41...b4=

(41...bxc4? 42.bxc4 a5 43.a4 White
wins)

37...axb5 38.Kd3 b4 [38...Kd5 39.a4]
39.Kc4 Kc6



40.g5 Kd6 41.Kd3 Kd5 42.Ke3



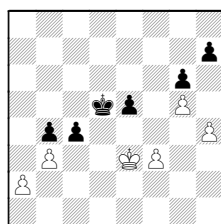
42...Ke6

42...Kd6 43.Kd2=

(43.Ke4? Ke6 44.Ke3 Kf5+)

43.Ke4 Kd6 44.Kd3 Kd5 45.Ke3 Kd6
46.Kd3 $\frac{1}{2}-\frac{1}{2}$

Black missed a chance to queen first in a Queen ending : 45...c4



A) 46.Kd2 cxb3!

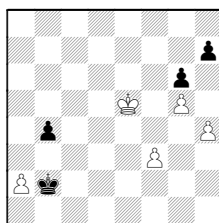
No headway is made after 46...c3+
47.Kd3 Kc5 48.a4! bxa3 49.Kxc3 Kd5
50.b4 a2 51.Kb2 Kc4 52.Kxa2 Kxb4
53.Kb2=

47.axb3 e4 48.fxe4+

48.f4 Kd4 49.f5 gxf5 50.h5 Ke5+

48...Kxe4 49.Ke2 Kf4 50.Kd3 Kg4
51.Kc4 Kxh4 52.Kxb4 Kxg5 53.Kc4 h5
54.b4 h4 and Black queens first, with an extra Pawn

B) So, from that analysis diagram, White must continue with 46.bxc4+ 46...Kxc4
47.Ke4 Kc3 48.Kxe5 Kb2



The key appears to be to not let White queen on g8, as it's with check

B1) 49.Kd4 Kxa2-+;

B2) 49.h5 gxh5

(49...Kxa2 50.hxg6 hxg6 51.f4 b3 52.f5
gxf5 53.g6 b2 54.g7 b1Q 55.g8Q+)

50.f4 Kxa2 51.f5 b3 52.f6 b2 53.f7 b1Q
54.f8Q Black is better if he can get his King safely across the board;

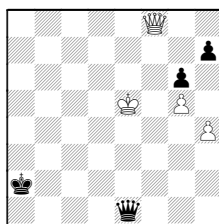
B3) White should continue the race with
49.f4 Kxa2 50.f5 b3!

50...gxf5 51.h5 b3 52.g6 hxg6 53.hxg6
b2 54.g7 b1Q 55.g8Q+=

51.f6

51.fxg6 hxg6 52.h5 b2 53.hxg6
(53.h6 b1Q 54.h7 Qh1)

53...b1Q 54.g7 Qg6

51...b2 52.f7 b1Q 53.f8Q Qe1+

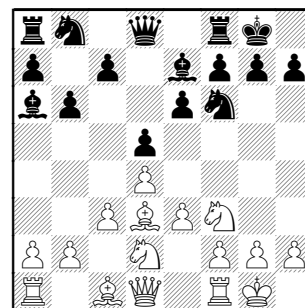
When I initially did this analysis, I'd said the King is cutoff from the Kingside - somehow missing the obvious 54.Kf6 (54.Kf4?? Qf1+) 54...Qxh4 which looks drawish with the Black King on vacation. Now 55.Kg7 Qxh4 White wins if he could force a Queen trade., but not seeing that here.

Board 6, Hedgehog-St Chas Baker

Tan,Arway (1636) –
Janssen,Gary (1503)

[D05]

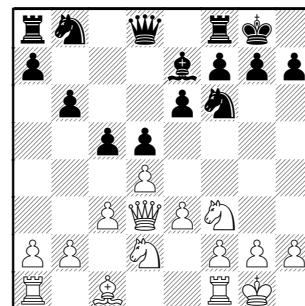
1.d4 d5 2.Nf3 Nf6 3.e3 e6 4.Bd3 Be7
5.0-0 0-0 6.c3 There's no immediate need for this [6.b3; 6.Nbd2] 6...b6
7.Nbd2 Ba6



8.Qc2

8.Bxa6 Nxa6 9.Qe2 attacking the loose piece also aids the e3-e4 break, which should prove an initiative for White

8...Bxd3 9.Qxd3 c5

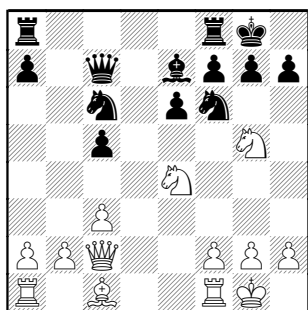


10.dxc5 conceding the center is not advisable 10...bxc5 11.Qc2 Nc6 12.e4 dxe4 now Black trades away his center influence

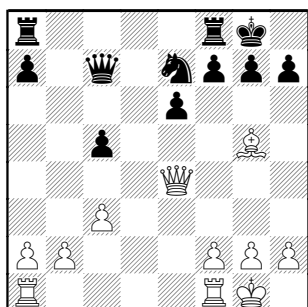
12...Qc7;

12...Rc8 threatens the strong d5-d4

13.Nxe4 Qc7 14.Nfg5

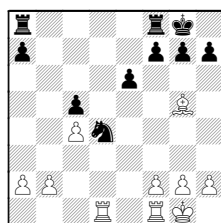


idea Nxf6+, Qxh7# 14...Nxe4 15.Qxe4 Bxg5 16.Bxg5 Ne7



17.c4 Qc6 18.Rfe1

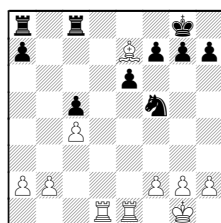
White can get immediate play with 18.Qxc6 Nxc6 19.Rad1 Nd4



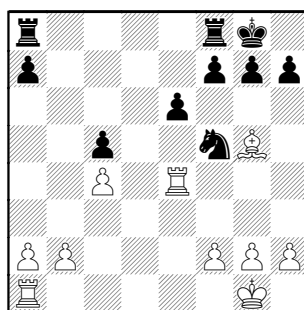
20.Be7

20.b4 Ne2+ 21.Kh1 Nc3

20...Rfc8 21.Rfe1 idea Bxc5 (21.Bxc5? Ne2+) 21...Nf5



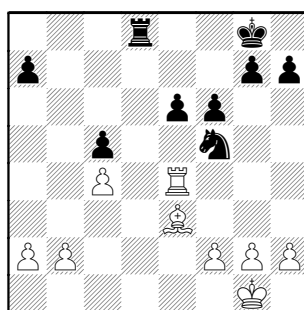
Instead, the game continued 18...Qxe4 19.Rxe4 Nf5



20.Rd1

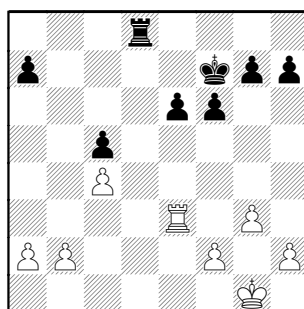
20.g4 Nd4 21.Be7 Rfc8 22.Kg2
From here, still not working is 22.Bxc5? Nf3+ 23.Kg2 Ng5 24.Re5

20...f6 21.Be3 Rfd8 22.Rxd8+ Rxd8



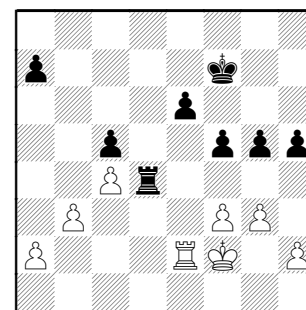
Of course, White has to take a time-out because of his backrank.

23.g3 Nxe3 24.Rxe3 Kf7

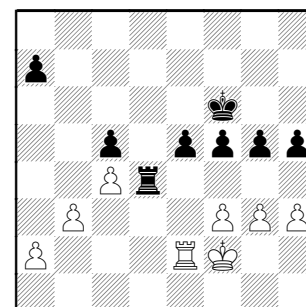


25.Re2 not necessary, after Rd8-d2 White could invade with Rb3

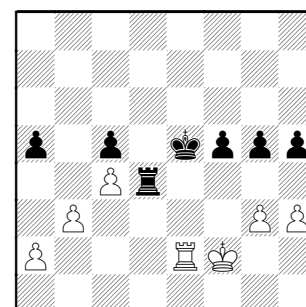
25...Rd4 This is where Black takes over the initiative. 26.b3 g5 27.f3 h5 28.Kf2 f5



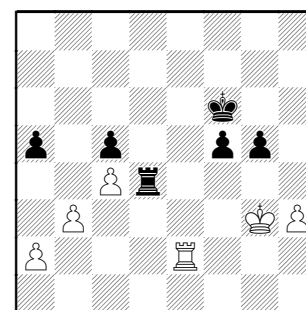
29.h3 [29.Re5 makes a passer] 29...Kf6 30.Kg2 e5 31.Kf2



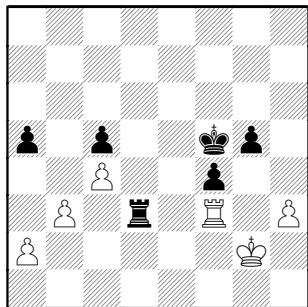
31...a5 [31...e4] 32.Ke1 e4 33.Kf2 Ke5 34.fxe4 Rxe4 35.Rd2 Rd4 36.Re2+



36...Kf6 37.Kg2 h4 38.Kf2 hxg3+ 39.Kxg3

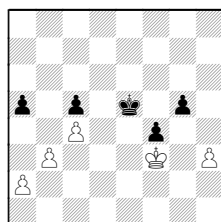


39...Rd3+ [39...a4] 40.Kg2 f4 41.Rf2 Kf5
42.Rf3?



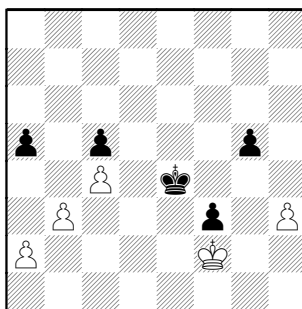
42...Ke4

42...Rxf3 43.Kxf3 Ke5



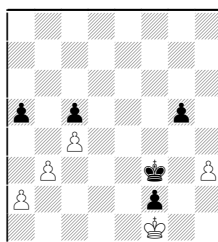
is easy as White's King is overloaded

43.Rf1 Rd2+ 44.Rf2 Rxf2+ 45.Kxf2 f3



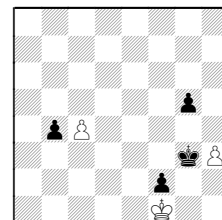
46.Ke1

No better is 46.Kf1 Ke3 47.Ke1 f2+
48.Kf1 Kf3



I've always loved this theme. In a single-Pawn ending it's a draw, but with multiple Pawns it forces White to do something he hates !!

49.a3 Kg3 50.b4 axb4 51.axb4 cxb4



52.c5 Kf3-- Yes, White queens -- but then Black mates !!

46...Ke3 with a finish identical to the 46 Kf1 analysis 0-1

ROUND THREE, Match 2 : Northwestern University [1.5-1.5] vs St Charles CC[1.5-1.5]

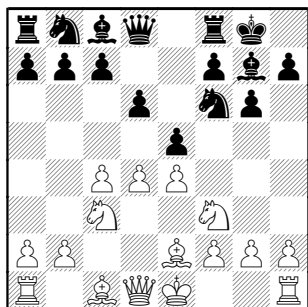
Finishing Order of the boards: 6, 1, 2, 3, 4, 5

Board 1, St Chas CC - NWU

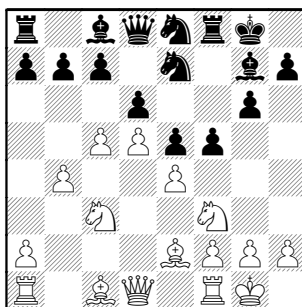
Marshall,Jim (2218) –
Bakshi,Ankur (2042)

[E97]

This game is the kind that makes chess look easy. White's Queenside play wasn't so obvious, but was so effective ! One to remember. 1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 0-0 6.Be2 e5



7.0-0 Nc6 8.d5 Ne7 9.b4 Ne8 10.c5 f5

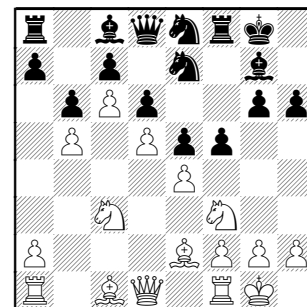


11.c6

11.Ng5 appears to be the preferred move, heading toward e6. A trade there leaves a weak Pawn, but White has many compensating factors.;

11.Nd2 is also fairly popular

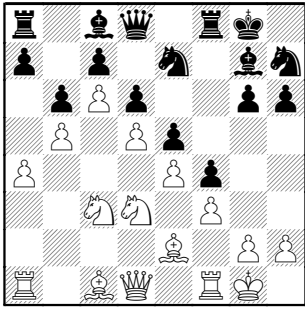
11...b6 12.b5 h6



13.Ne1 Nf6 14.f3 f4

I'd expect this is much better for Black, for where will White have counterplay ?

15.Nd3 Nh7 16.a4

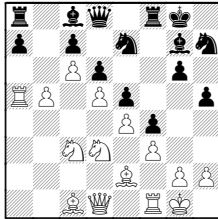


16...h5

16...Kh8 idea Ng8,Qh4,Ngf6-h5,etc is one attack grouping

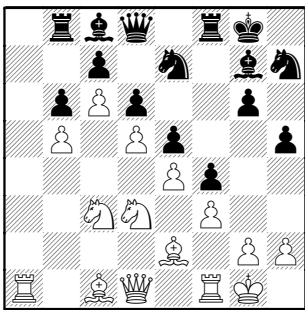
17.a5 Rb8

17...bxa5 18.Rxa5



leaves a7 a target - White has answered my question about how to get active play.

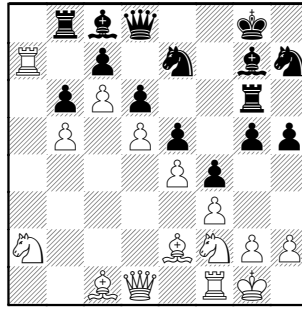
18.axb6 axb6



19.Ra7

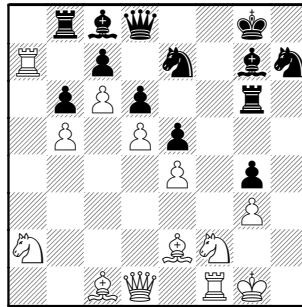
19.Qa4 idea Qa7, seems to trap the Rook at b8

19...g5 20.Nf2 Rf6 21.Na2 Rg6



22.g4 I tend to play this early, the key to White's defense is how and when to block the expansion. Very interesting example for me !

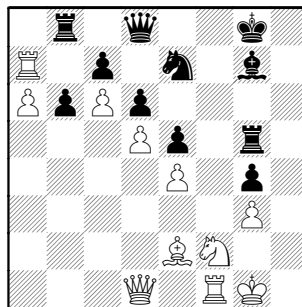
22...fxg3 23.hxg3 g4 24.fxg4 hxg4



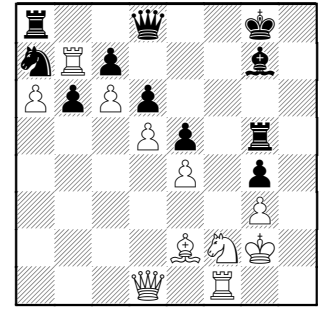
25.Nb4

25.Nxg4 is OK, but there's no hurry

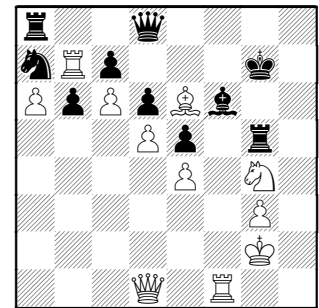
25...Ng5 26.Bxg5 Rxg5 27.Na6 Bxa6 28.bxa6



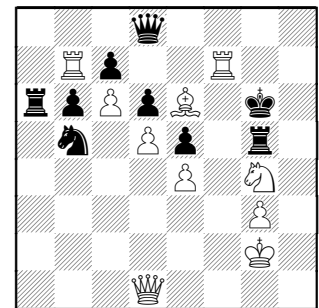
28...Nc8 29.Rb7 Ra8 30.Kg2 Na7



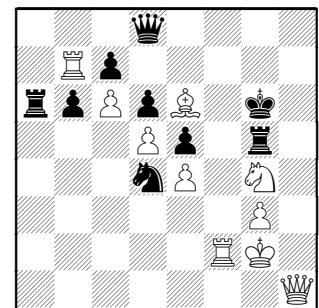
31.Bxg4 It is interesting that White's Queenside play made this possible
31...Bf6 32.Be6+ Kg7 33.Ng4



33...Nb5 34.Rxf6 Rxa6 35.Rf7+ Kg6



36.Rf2 Nd4 37.Qh1



1-0

Board 2, NWU - St Chas CC

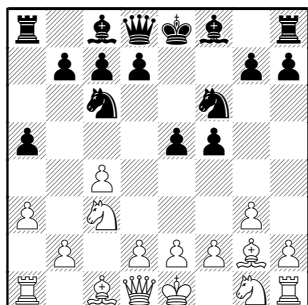
Gorodetskiy, Steve (2041) -
Splinter, Joe (2060)

[A25]

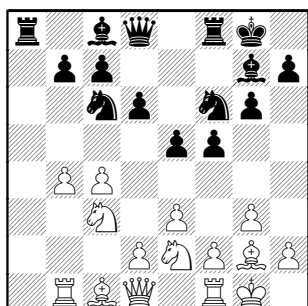
1.c4 e5 2.Nc3 Nc6 3.g3 f5 4.Bg2 Nf6
5.a3

5.e3 is almost always played here;
5.d3 is a lesser alternative

5...a5

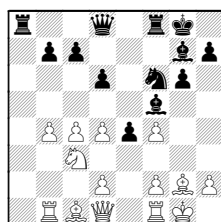


6.e3 d6 7.Nge2 g6 8.0-0 Bg7 9.Rb1 0-0
10.b4 This apparently hands the
initiative to Black- very subtly. [10.d4]
10...axb4 11.axb4



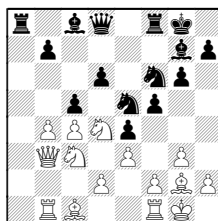
11...e4 12.Nd4 [12.d4] 12...Ne5

DS loves the Pawn sac 12...Nxd4
13.exd4 f4 14.gxf4 Bf5



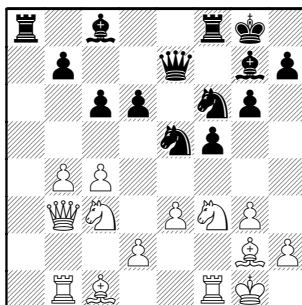
13.Qb3 c6

13...c5

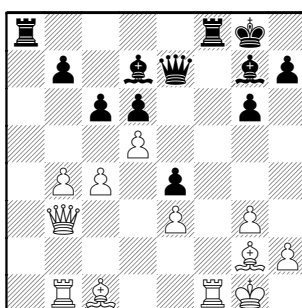


highlights problems down the d-file while
blocking White's attack, also freeing e6
for the Bishop

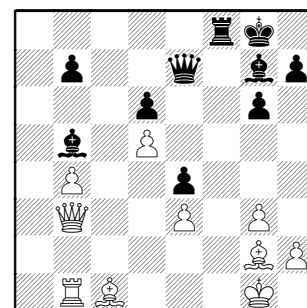
14.f3 exf3 15.Nxf3 Qe7



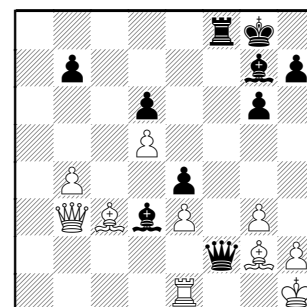
16.d4 Nxf3+ 17.Bxf3 Bd7 [17...Bh6]
18.d5 Ne4 19.Nxe4 fxe4 20.Bg2



20...cxd5 21.Rxf8+ Rxf8 22.cxd5 Bb5

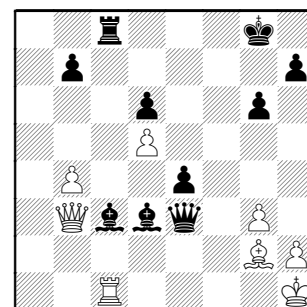


23.Bb2 Bd3 24.Re1 Qf7 25.Bc3 Qf2+
26.Kh1

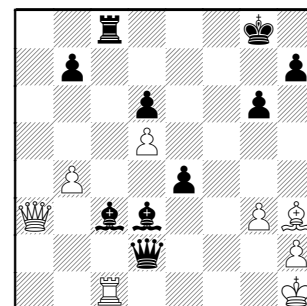


26...Rc8! A killer ! 27.Rd1
(27.Bxg7?? Qxe1+ 28.Bf1 Qxf1#)

27...Bxc3 28.Rc1 Qxe3

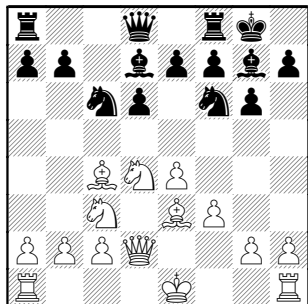
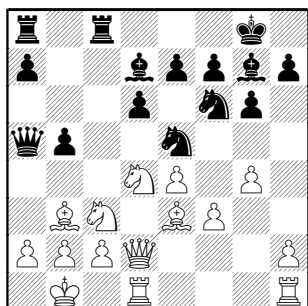
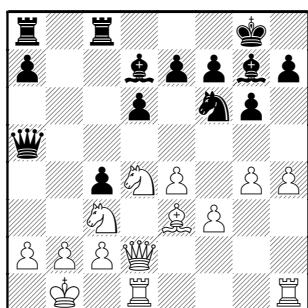


29.Qa3 Qd2 30.Bh3



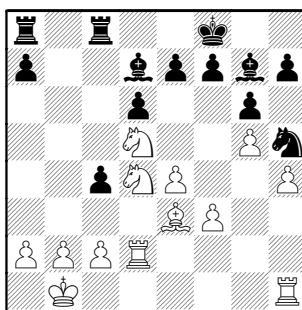
30...e3! 31.Bxc8 Be4+ 0-1

Board 3, St Chas CC - NWU

Suits, John (1694) –
Smallwood, James (2000) [B79]1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6
5.Nc3 g6 6.Be3 Bg7 7.f3 0-0 8.Bc4 Nc6
9.Qd2 Bd710.0-0-0 [10.Bb3; 10.h4] 10...Ne5
[10...Rc8; 10...Qb8] 11.Bb3 Qa5
[11...Rc8] 12.Kb1 [12.h4] 12...Rfc8
13.g4 b514.h4 [14.g5] 14...Nc4 [14...b4] 15.Bxc4
bxc4

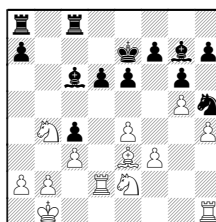
16.g5 [16.h5 is preferred] 16...Nh5

17.Nd5 Qxd2 18.Rxd2 Kf8

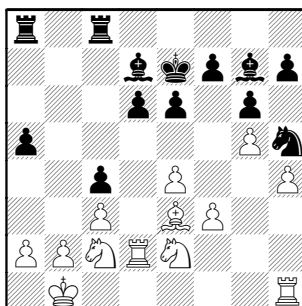


19.c3

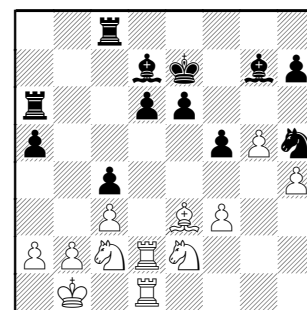
19.Ne2 Bc6 20.c3 e6 21.Nb4 Ke7

22.Bd4 Bb7 23.Bxg7 Nxg7 Proved
profitable for White in the Master game
Antoniewski-Rybak, 2001

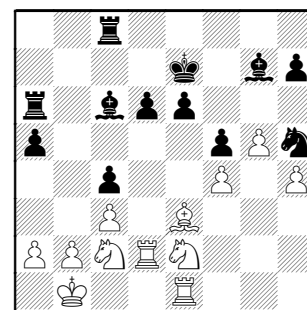
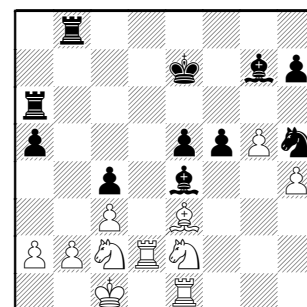
19...e6 20.Nb4 a5 21.Nbc2 Ke7 22.Ne2



22...f5 23.exf5 gxf5 24.Rhd1 Ra6

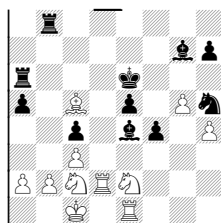


25.f4 Ba4 26.Re1 Bc6

27.Ncd4 [27.Na3] 27...Be4+ Note this
would be impossible with the Pawn still
on f3.28.Kc1 Rb8 29.Nc2 [29.a4 idea Nb5]
29...e5 30.fxe5 The game proves this
not the right idea. 30...dxe5Black's mobile center Pawns secure the
initiative.

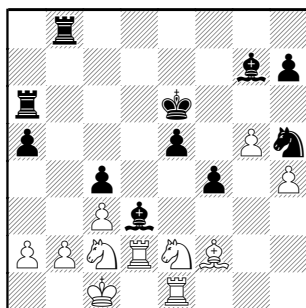
31.Rg1 [31.Na3] 31...f4 32.Bf2

32.Bc5+ Ke6 33.Re1

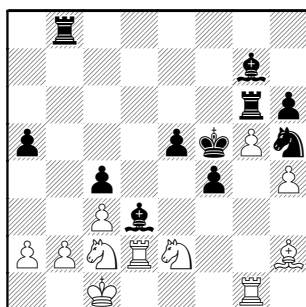


idea Nxf4,Rxe4

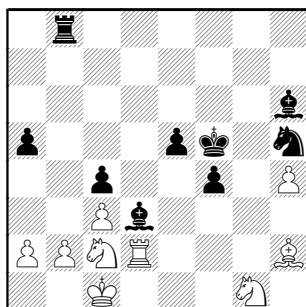
32...Ke6 33.Re1 Bd3



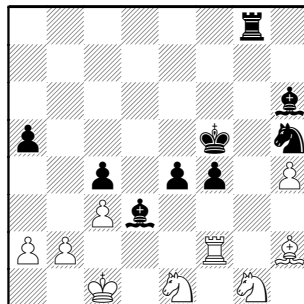
34.Bg1 Kf5 35.Bh2 h6 36.Rg1 Rg6



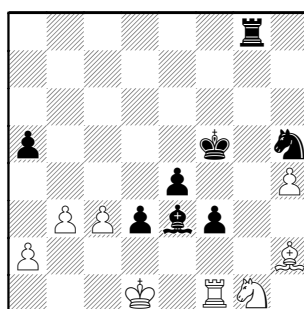
37.gxh6 Rxg1+ 38.Nxg1 Bxh6



39.Rf2 Rg8 40.Ne1 e4

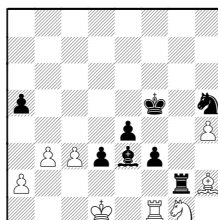


41.b3 f3+ 42.Kd1 Be3 43.Nxd3 cxd3
44.Rf1



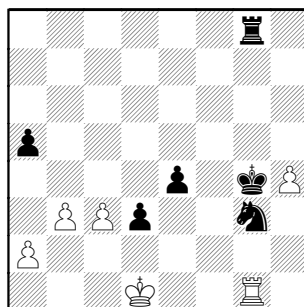
44...Kg4

44...Rg2!



wins a piece or even the King after Rxa2

45.Re1 f2 46.Rf1 fxc1Q 47.Bxg1 Bxg1
48.Rxg1+ Ng3

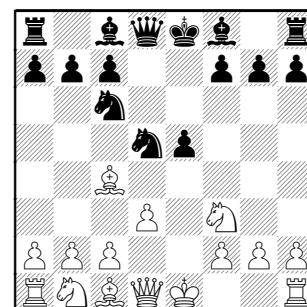


49.h5 Kf3 50.c4 Kf2 0-1

Board 4, NWU - St Chas CC

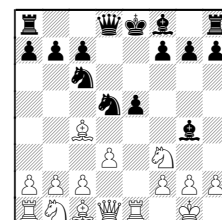
(1703) NWU - StCCC [C24]

1.e4 e5 2.Nf3 Nf6 3.Bc4 Nc6 4.d3 d5
[4...Bc5; 4...Be7] 5.exd5 Nxd5



6.h3

6.0-0 Bg4 7.Re1



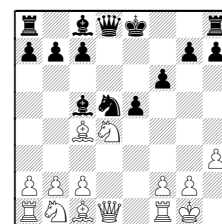
idea Nxe5!, Nxc6+ gaining a Pawn

7...Qd6 (7...f6 8.Nxe5 Nxe5 9.Qxg4

6...Bc5 7.0-0 f6 [7...0-0] 8.c3

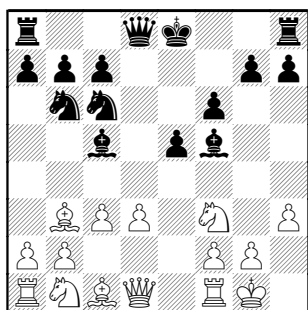
A more direct way is 8.d4! Nb6

(8...Nxd4? 9.Nxd4

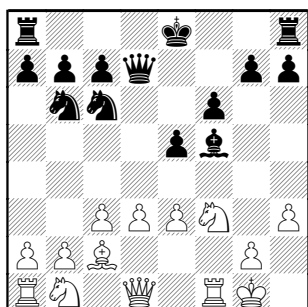


9...exd4 (9...Bxd4? 10.c3) 10.Qh5+

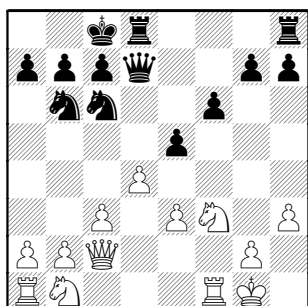
8...Nb6 9.Bb3 Bf5



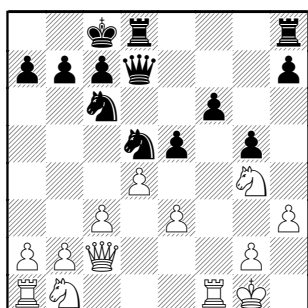
10.Bc2 [10.d4 is still thematic] 10...Qd7
11.Be3 [11.Nh4] 11...Bxe3 12.fxe3



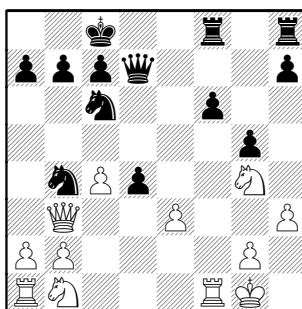
12...0-0-0 13.d4 Bxc2 14.Qxc2



14...g5 and Black has a nice attack
brewing 15.Nh2 Nd5 16.Ng4

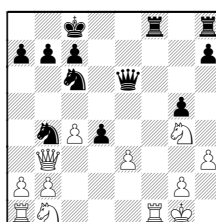


16...Rdf8 17.c4 Ndb4 18.Qb3 [18.Qd2]
18...exd4



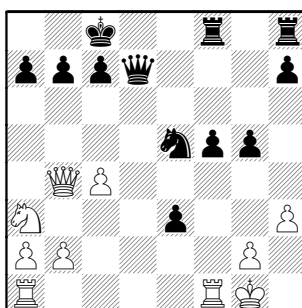
19.Na3

19.Nxf6?! Qe6 20.Ng4

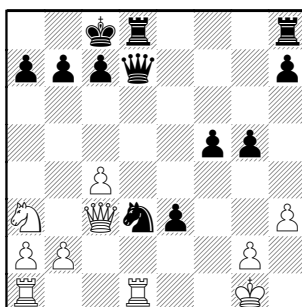


20...Rxf1+ 21.Kxf1 h5 and e3 can't be
defended

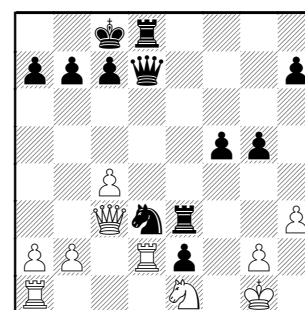
19...f5 20.Ne5 Nxe5 21.Qxb4 dxe3



22.Qc3 Nd3 23.Rfd1 Rd8



24.Nc2 e2 25.Rd2 Rhe8 26.Ne1 Re3

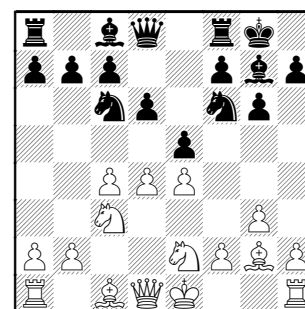


27.Nc2 0-1

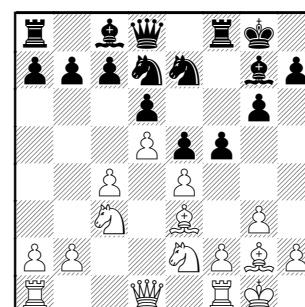
Board 5, St Chas CC - NWU

Smith,Derek (1463) –
Solomon,Andrew (1854) [E72]

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6
5.g3 0-0 6.Bg2 Nc6 7.Nge2 e5

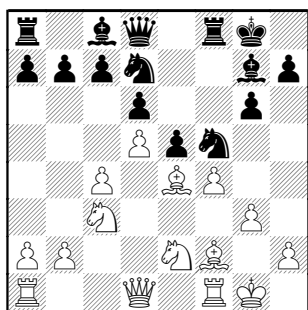


8.d5 [8.0-0] 8...Ne7 [8...Nd4] 9.0-0 Nd7
10.Be3 f5

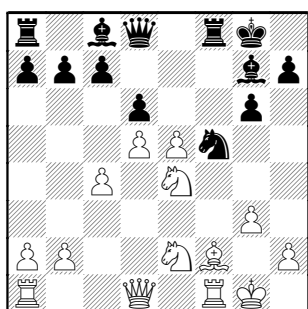


11.f4 This probably gives Black's pieces
too much room. [11.Qd2; 11.f3]

11...fxe4 12.Bxe4 Nf5 13.Bf2



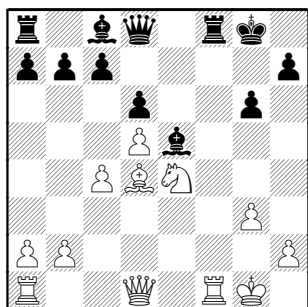
13...Nf6 14.fxe5 Nxe4 15.Nxe4



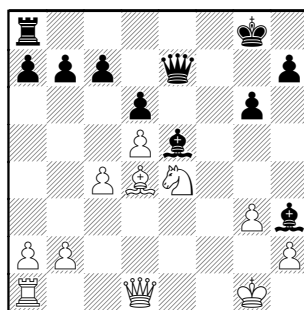
15...Bxe5

15...dxe5 takes away d4 and f4, but also weakens c5

16.Nd4 Nxd4 17.Bxd4

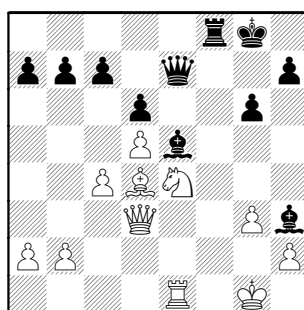


17...Rxf1+ 18.Kxf1 forced 18...Bh3+
19.Kg1 Qe7

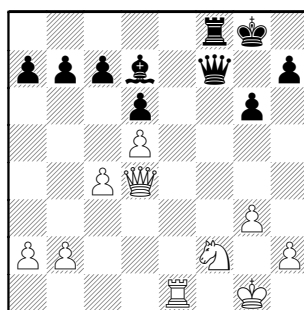


Black looks menacing, but the reality is
neither side has much.

20.Qd3 Rf8 21.Re1

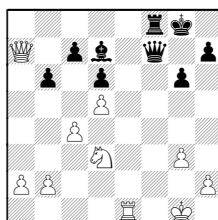


21...Bxd4+ 22.Qxd4 Qf7 idea Qf1+
23.Nf2 Bd7



24.Ne4

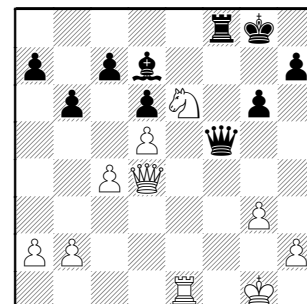
24.Qxa7?! b6 hangs the Knight at f2
25.Nd3



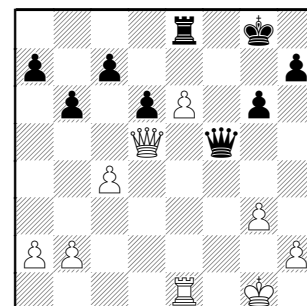
25...Qf3

(25...Bh3 26.Nf4 chasing the Bishop
away, again)

24...b6 [24...c5!] 25.Ng5 Qf5 26.Ne6



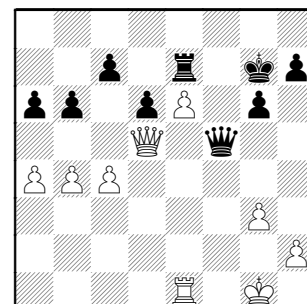
26...Bxe6 27.dxe6 Re8 28.Qd5



28...Kg7 [28...Qf6] 29.b4 Re7

Of course the King can't join the attack
on the loose Pawn 29...Kf6?? 30.Rf1

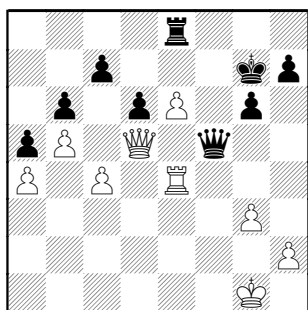
30.a4 a6



31.b5

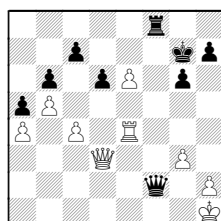
31.Qa8 Rxe6?? 32.Rf1

31...a5 32.Re2 Re8 33.Re4

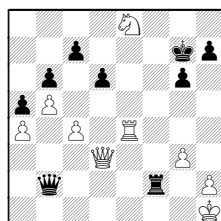


33...Qf3

A tricky, but not advantageous, line is
33...Rf8!? 34.Qd3 Qf2+ 35.Kh1



35...Qb2 36.e7 Rf2 37.e8N+

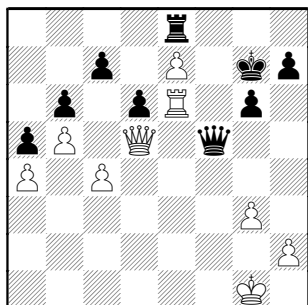


37...Kg8

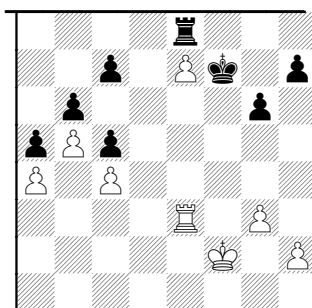
(37...Kh6?? 38.Rh4+;
37...Kf8? 38.Rf4+;
37...Kh8? 38.Qd4+)

38.Qd5+ Kf8

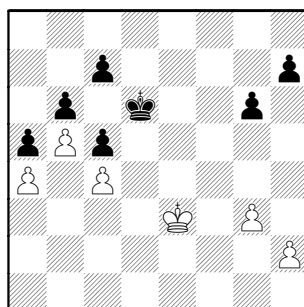
34.e7 Qf6 35.Re6 Qf5



36.Qc6 [36.Qd4+ Kf7; 36.Qxf5 is forced]
36...Qc5+ 37.Qxc5 dxc5 38.Kf2 Kf7
39.Re3



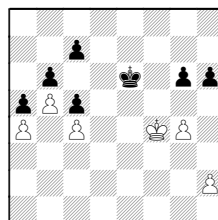
39...Rxe7 40.Rxe7+ Kxe7 41.Ke3 Kd6



42.Ke4

42.Kf4 h6
(42...Ke6 43.Kg5? Ke5 Black is faster)

43.g4 (43.h4 Ke6 44.Ke4 h5=) 43...Ke6



A) 44.h4 Kf6 45.Ke4 Ke6 46.h5 g5=
B) 44.Ke4 Kd6 (44...g5 45.h3+-) 45.h3
(45.h4 Ke6 46.h5 g5=) 45...Ke6 46.h4
Kf6 47.Kd5 Ke7 48.Kc6 Kd8 49.h5 g5
50.Kd5 Ke7 51.Ke5

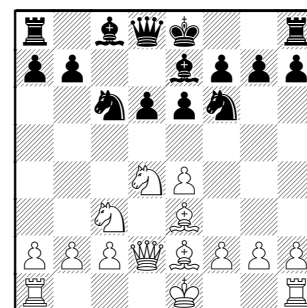
42...Ke6 43.h4 h6 44.Kf4 Kf6 45.Ke4
Ke6 46.Kf3 Ke5 [46...Kf5 47.g4+=;
46...h5 47.Ke2 Kf6 48.Kf2 g5 49.hxg5+
Kxg5 50.Kf3 Kf5 51.Ke3 Ke5 52.Kd3]
1/2-1/2

Board 6, NWU - St Chas CC

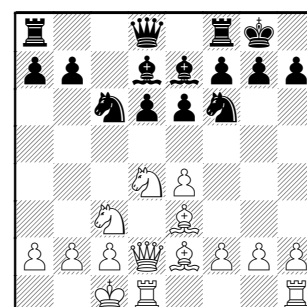
Wang,Ben (1759) –
Powers,Ed (1454)

[B83]

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6
5.Nc3 e6 6.Be3 [6.Be2; 6.g4] 6...Be7
[6...a6] 7.Be2 [7.f3; 7.g4] 7...Nc6
[7...0-0; 7...a6] 8.Qd2 [8.0-0]

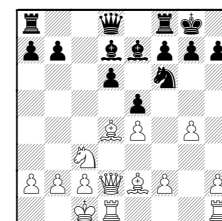


8...Bd7 and the game branches away
from GM practice [8...a6; 8...0-0]
9.0-0-0 0-0



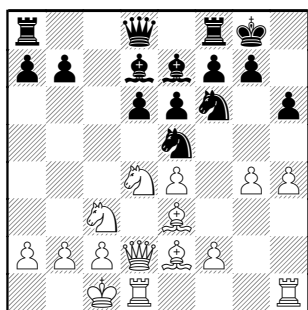
10.g4 h6 tends to help White's attack

Much better is 10...Nxd4 11.Bxd4 e5



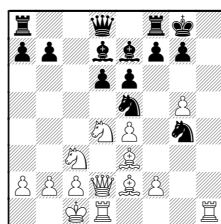
will win the g4-Pawn, but will he survive
the open lines to his King ?

11.h4 Ne5

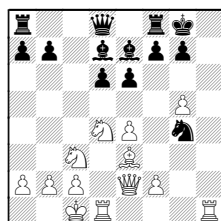


12.f3

12.g5 is more to the point 12...hxg5
13.hxg5 Nfg4

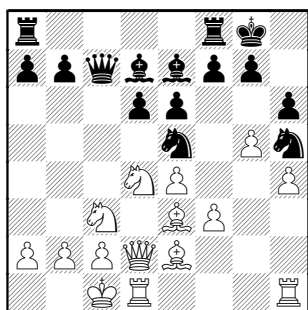


14.Bxg4 Nxg4 15.Qe2



and the attack is in full swing 15...Nxe3
16.Qh5! f6 17.g6

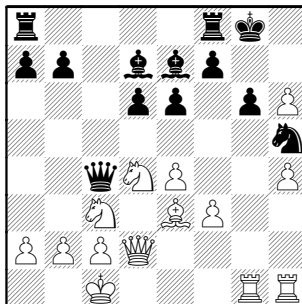
12...Qc7 [12...Ne8 13.g5 h5] 13.g5 Nh5



14.Rdg1

The immediate capture will probably transpose back into the game, as in
14.gxh6 g6 (14...Ng3 15.hxg7!) 15.Rdg1
Nc4 16.Bxc4 Qxc4

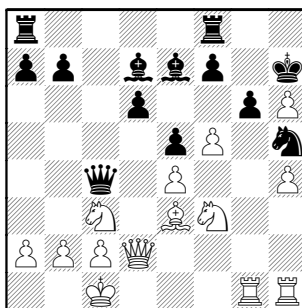
14...Nc4 15.Bxc4 Qxc4 16.gxh6 g6



17.f4 Kh7 18.f5 e5

18...Bf6 defends and attacks

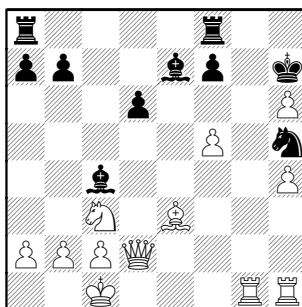
19.Nf3



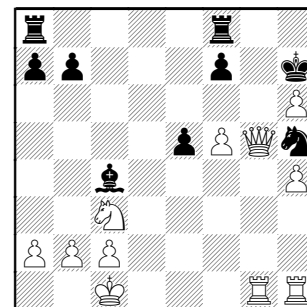
19...gxf5 [19...Bc6 is interesting, but doesn't solve Black's problems] 20.Nxe5
Be6?? oops

20...dxe5 21.Qxd7 Qe6

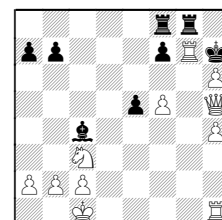
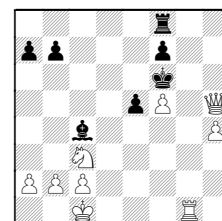
21.Nxc4 Bxc4 22.exf5



22...Bf6 23.Bd4 Be5 24.Bxe5 dxe5
25.Qg5

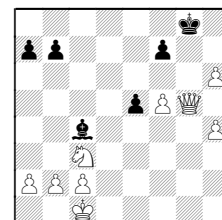


25...Rg8 26.Qxh5 Raf8 27.f6

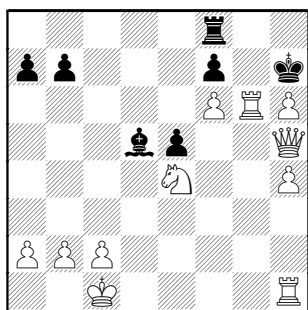
White apparently lost interest -- 27.Rg7+27...Kh827...Rxg7 28.hxg7+ Kxg7 29.Rg1+ Kf6

30.Qg5#

28.Rhg1 a natural move, trading when up material. Then you'd probably see the rest : 28...Rd8 29.Rxg8+ Rxg8
30.Rxg8+ Kxg8 31.Qg5+

31...Kf8 (31...Kh8 32.Qg7#) 32.Qd8#

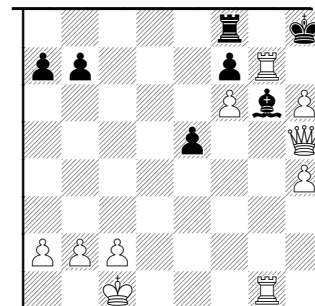
27...Rg6 28.Ne4 Bd5 29.Rxg6



29...Bxe4

29...fxg6 30.Ng5+ Kh8 31.Qxg6

30.Rg7+ Kh8 31.Rhg1 Bg6

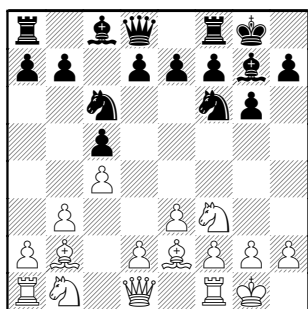


32.R1xg6 fxg6 33.Qxg6 1-0

ROUND THREE, Match 3 : ALU Tyros [0.5-1.5] vs Downers Grove CC [0-2]
Finishing Order of the boards: 2, 6, 3, 5, 4, 1
Board 1, Tyros-DGCC

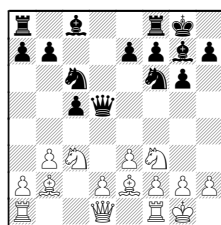
Allsbrook, Scott (2111) – Klug (2192)

[A30]

 1.Nf3 c5 2.e3 Nf6 3.c4 g6 4.b3 Bg7
 5.Bb2 0-0 6.Be2 Nc6 7.0-0


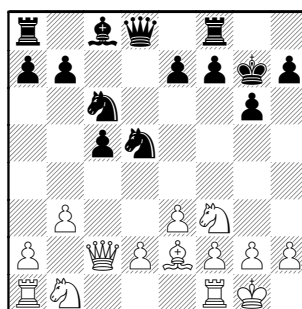
7...d5 8.cxd5 Nxd5

In my database, Black does fine wasting a tempo with 8...Qxd5 9.Nc3



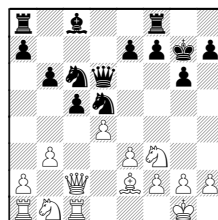
9...Qd8

9.Bxg7 Kxg7 10.Qc2

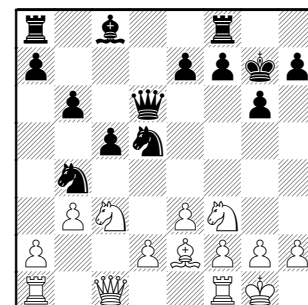


10...Qd6 11.Nc3

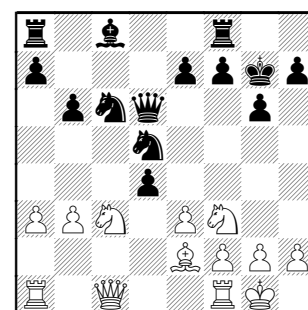
More interesting is 11.Rc1 b6 12.d4

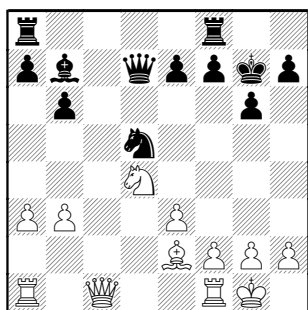

 12...Ncb4 13.Qb2 and White nurtured a better start between the Masters
 Lukaszewski-Antkowiak, 2000

11...Ncb4 12.Qc1 [12.Qb2] 12...b6

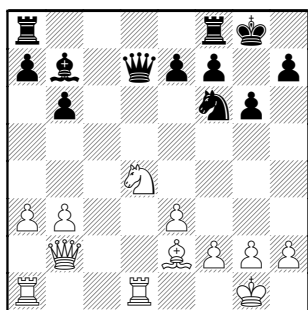


13.a3 Nc6 14.d4 [14.Ne4] 14...cxd4


 15.Nb5 Qd7 16.Nbxd4 Nxd4 17.Nxd4
 Bb7

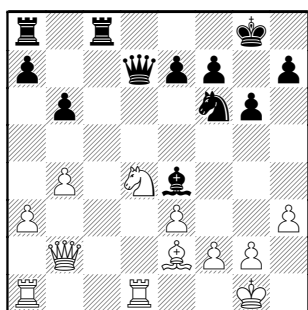


18.Qb2 Kg8 19.Rfd1 Nf6



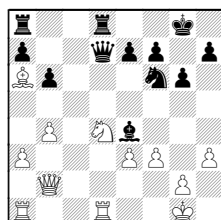
Cute, White can't benefit from a discovery on the Queen. He'd like to get in Nf5-h6+, but obviously not now.

20.b4 Rfc8 21.h3 Be4



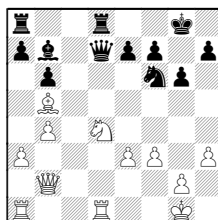
22.Ba6 [22.Bb5 Qb7 23.f3 a6] 22...Rd8
23.Qe2

23.f3



23...Bb7 24.Bxb7

(24.Bb5

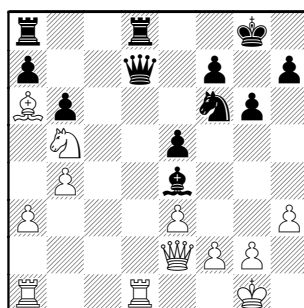


24...Qd6

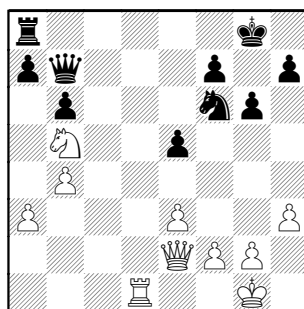
(24...Qc7 25.Rac1 Qg3 26.Bc6))

24...Qxb7 25.b5 and an outpost at c6

23...e5 24.Nb5



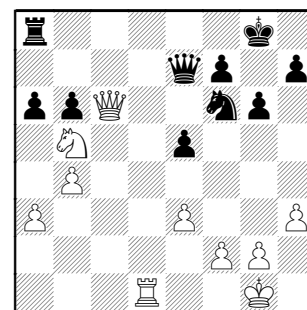
24...Qe7 25.Rac1 [25.Nc3] 25...Rxd1+
26.Rxd1 Bb7 27.Bxb7 Qxb7



28.Qb2

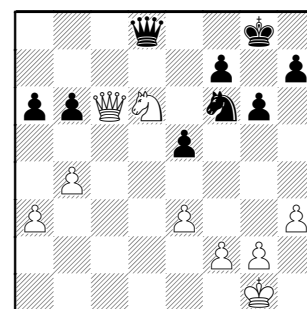
similar is 28.Rc1 Rc8 29.Rxc8+ Qxc8
30.Qb2

28...Qe7 29.Qc3 a6 30.Qc6



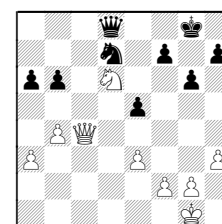
White's pieces are active and so has a slight plus, but Black is defending well.

30...Rd8 31.Rxd8+ Qxd8 32.Nd6



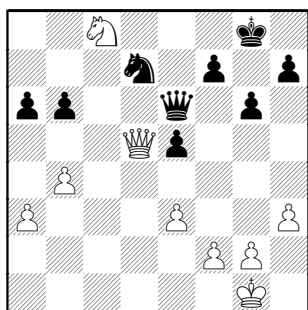
32...Nd7 [32...Kg7] 33.Qd5

33.Qc4



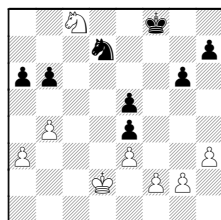
33...Qe7 34.Nc8 Qd8 35.Qxa6

33...Qe7 34.Nc8 Qe6



35.Qb7

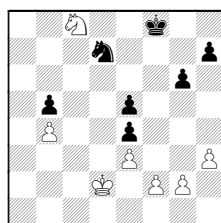
DS much prefers the Knight ending
35.Qxe6 fxe6 36.Kf1 Kf8 37.Ke2 e4
38.Kd2 (38.Nd6 Nf6) 38...e5



but I'm not at all sure
39.a4 idea Kc3-c4, since

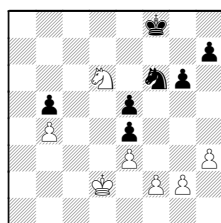
(39.Kc3 b5;
 39.Nd6 Nf6 40.Nc4 Nd7 41.Nd6 Nf6)

39...b5 40.axb5 axb5

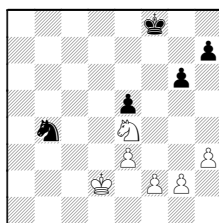


41.Kc3

(41.Nd6 Nf6

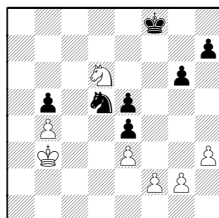


42.Nxb5 Nd5 43.Nd6 Nxb4 44.Nxe4



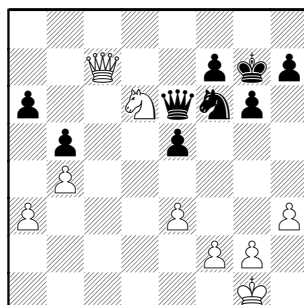
is not overly convincing)

41...Nf6 42.Nd6 Nd5+ 43.Kb3

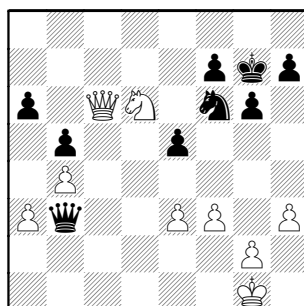


43...Nc7 44.Nxe4 maybe after f4,ef the
 White King gains d4 and c5

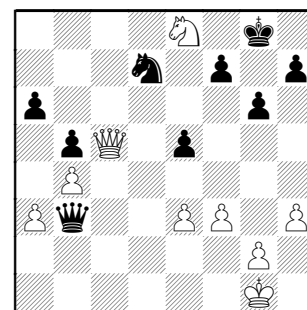
35...b5 36.Qc7 Kg7 37.Nd6 Nf6



38.Qc5 [38.Qb6? Ne4] 38...Nd7 39.Qc6
Nf6 40.f3 Qb3



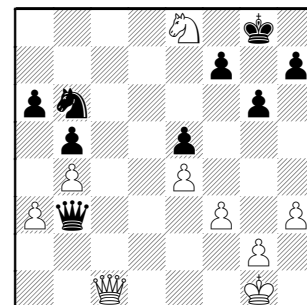
41.Qc5 Nd7 42.Ne8+ Kg8



43.Qc1

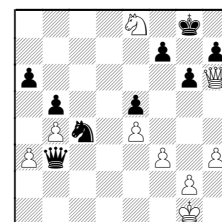
43.Qa7 Nf8 44.Kh2
 (44.Nd6? Qd1+;
 44.Qxa6 Qxe3+)

43...Nb6 44.e4



44...Qe6

44...Nc4 45.Qh6

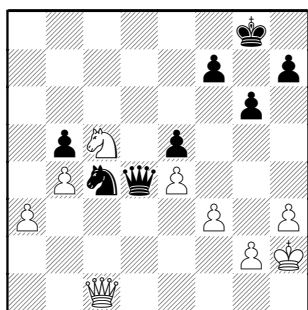


45...Qe3+ 46.Qxe3 Nxe3 47.Nc7 Nc4
48.Nxa6 Nxa3

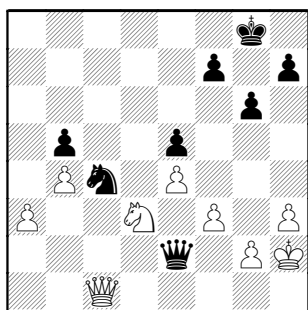
45.Nc7 Qd6

45...Qc4 is another way to enter the
 Knight ending just listed last move

46.Nxa6 Nc4 47.Nc5 Qd4+ 48.Kh2



48...Qf2 49.Nd3 Qe2



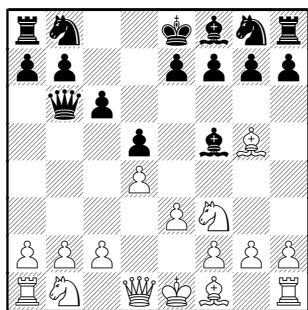
50.Ne1 Qf2 51.Nd3 Qe2 52.Ne1 Qf2
½-½

Board 2, DGCC-Tyros

Egerton, Jim (1992) –
Diaz, Pablo (2085)

[D00]

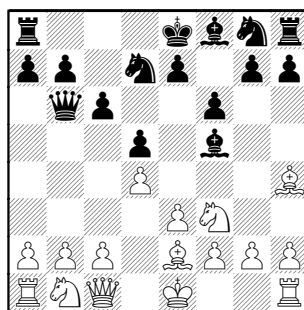
1.d4 d5 2.Nf3 Bf5 3.Bg5 c6 4.e3 Qb6



5.Qc1 f6 6.Bh4

6.Bf4 keeps tabs on e5 and d6

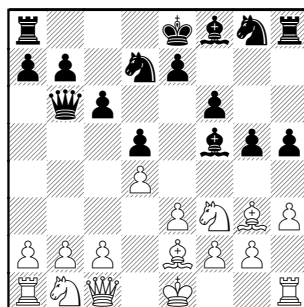
6...Nd7 7.Be2



7...g5

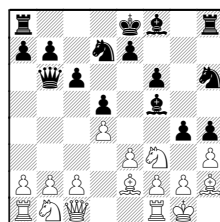
7...e5 seems thematic 8.Bg3 Bd6

8.Bg3 h5 9.h3



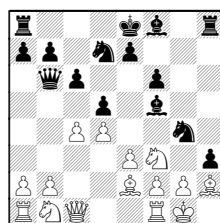
9...Nh6 10.0-0 seems like asking for it
10...Nf7

10...h4 11.Bh2 g4



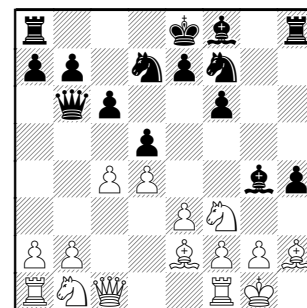
12.hxg4
(12.Nxh4 gxh3 13.Nxf5 hxg2)

12...Nxg4 13.c4 (13.Bf4?! e5) 13...h3



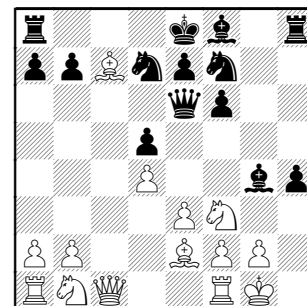
14.g3 and the Bishop is buried

11.c4 h4 12.Bh2 g4 13.hxg4 Bxg4

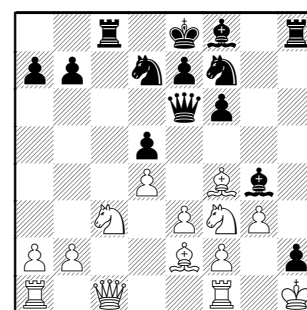


Same as my analysis, except the Knight
isn't bearing on h2.

14.cxd5 cxd5 15.Bc7 activity, thanks to
Black's Ng5-f7 15...Qe6



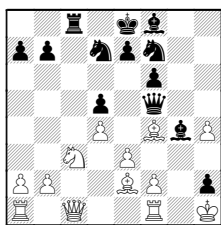
16.Nc3 h3 17.g3 h2+ 18.Kh1 Rc8
19.Bf4



19...Bh6

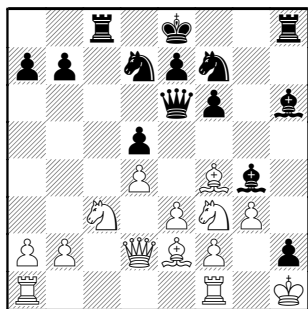
19...Qf5 idea e5 traps Bf4 20.Nh4 Qh5

(20...Rxh4? 21.gxh4

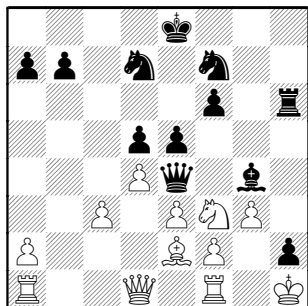


now g3 is available 21...e5 22.dxe5 fxe5
23.Bg3

20.Qd2

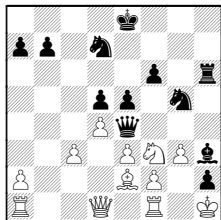


20...Rxc3 21.bxc3 Qe4 22.Qd1 e5
23.Bxh6 Rxh6

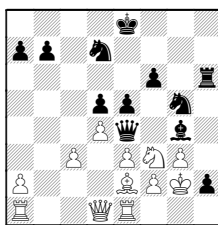


24.Kg2 Ng5

DS lives up to its name- goes deep and scores ! 24...Bh3+ 25.Kh1 Ng5



26.Re1 (26.Rb1 Bxf1 wins the pinned Knight) 26...Bg4 27.Kg2

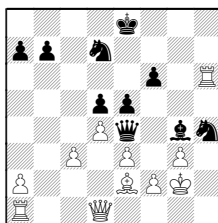


27...h1Q+ 28.Rxh1 Nxf3

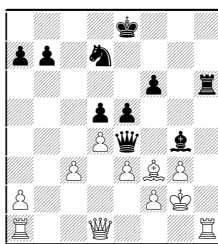
(28...Rxh1 29.Kxh1 Bxf3+ gets compensation for the exchange, but that's about all)

29.Bxf3

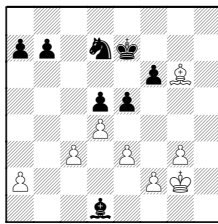
(29.Rxh6?? Nh4+



30.Kf1 (30.Kh2 Qg2#) 30...Qh1#)

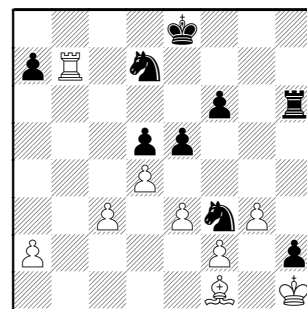


29...Rxh1! 30.Bxe4 Rxd1 31.Bg6+ Ke7
32.Rxd1 Bxd1

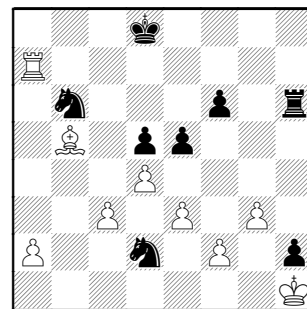


and Black continues a piece up !]

25.Rb1 Bh3+ [25...h1Q+ also enters that nice combo] **26.Kh1 Bxf1 27.Bxf1**
Qxf3+ [27...Nxf3? 28.Bg2] 28.Qxf3 Nxf3
29.Rxb7

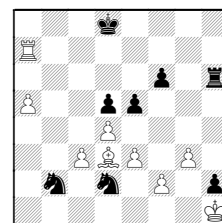


29...Nb6 30.Bb5+ Kd8 31.Rxa7 Nd2



32.Bd3 Nbc4 33.Rg7

33.a4 Nb2 34.a5??

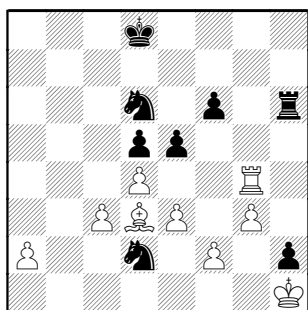


34...Nd1

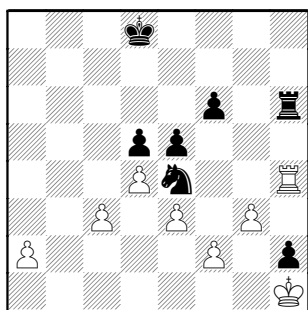
33...Nd6

33...Nb2 idea Nd1-f2 34.Rg6 Rh8
35.Bc2 Ke7

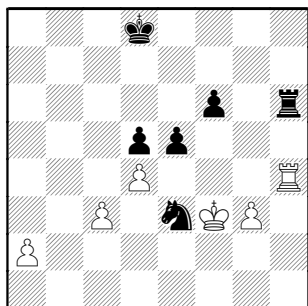
34.Rg4



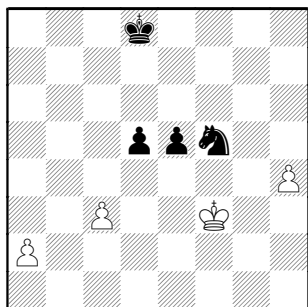
34...N6e4 35.Bxe4 Nxe4 36.Rh4



36...Nxf2+ 37.Kxh2 Ng4+ 38.Kg2 Nxe3+ 39.Kf3



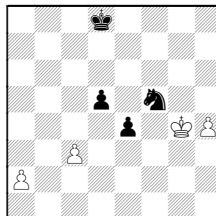
39...Rxh4 40.gxh4 Nf5 41.dxe5 fxe5



Draw agreed. 1/2-1/2

But the White King can't wander from the e-passer. Knight cares for h-Pawn and King eventually captures a-passer for a win.

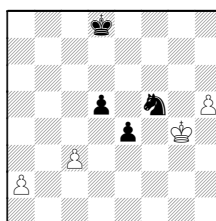
42.Kg4 e4



A) 43.Kxf5 and Black queens in time !

B) 43.Kf4 Nxh4;

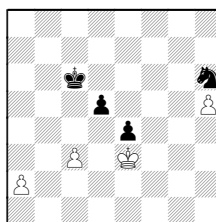
C) 43.h5



43...Nh6+

(43...Kc7? 44.Kxf5 e3 45.h6 e2 46.h7 e1Q 47.h8Q)

44.Kf4 (44.Kg5? e3-+) 44...Kc7 45.Ke3 Kc6



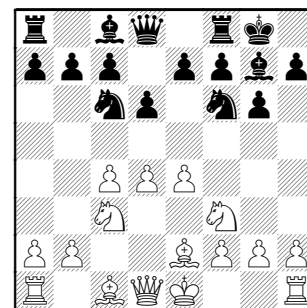
46.Kd4?? Nf5+ 47.Ke5 e3 48.Kxf5 e2-+

Board 3, Tyros-DGCC

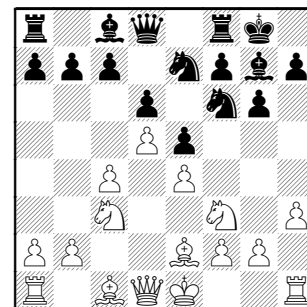
Stoltz,Bob (1922) –
Wakerly,Ralph (1781)

[E91]

1.d4 Nf6 2.Nf3 g6 3.c4 Bg7 4.Nc3 0-0
5.e4 d6 6.Be2 Nc6



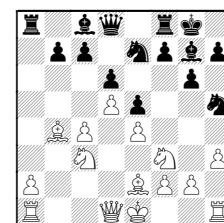
7.h3 [7.0-0] 7...e5 8.d5 Ne7



9.b4 [9.Be3; 9.Bg5] 9...a5 10.Rb1

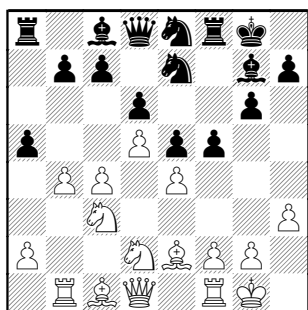
10.b5;

I believe the "bayonet" theme continues with 10.Ba3 axb4 11.Bxb4 Nh5

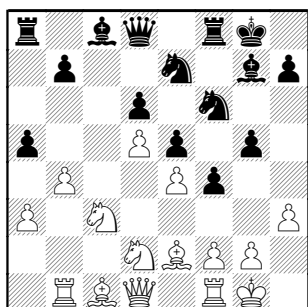


12.c5 f5

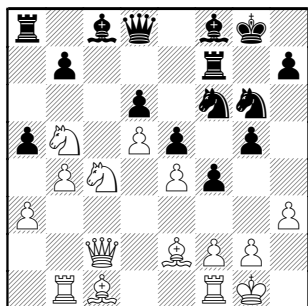
10...Ne8 11.Nd2 f5 12.0-0



12...f4 13.a3 [13.Ba3] 13...Nf6 14.c5 g5
15.cxd6 cxd6

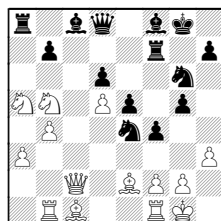


16.Nb5 Ng6 17.Qc2 Rf7 18.Nc4 Bf8



19.bxa5

19.Nxa5 Nxe4!

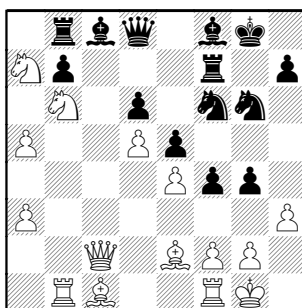


20.Qxe4? Bf5

19...g4 [19...Nxe4!] 20.Nb6 Rb8

20...Rxa5 21.Nxc8 (21.Qxc8 Qxb6)

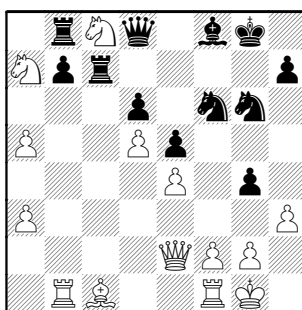
21.Na7



21...Rc7 22.Qd1 [22.Qd3] 22...f3!
23.Nbxc8

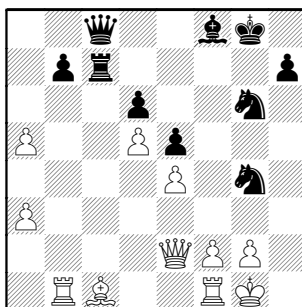
23.gxf3 gxf3 24.Bxf3 Bxh3

23...fxe2 24.Qxe2



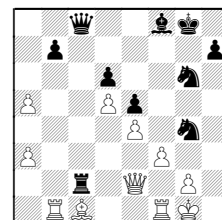
24...Rbxc8?! The Knights are annoying,
but Black can attack while White finds a
threat. [24...gxh3 is better]

25.Nxc8 Qxc8 26.hxg4 Nxg4



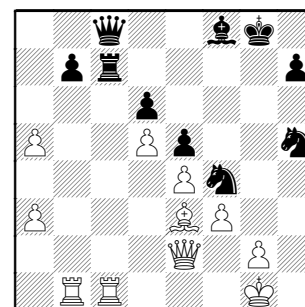
27.f3 [27.Bd2 idea Rfd1] 27...Nf6

27...Rc2!

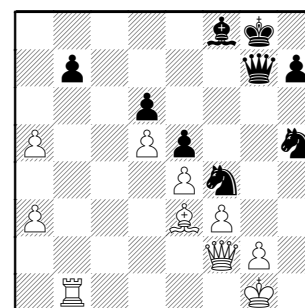


28.Qe1 Qc5+ 29.Kh1 Nf2+

28.Be3 Nh5 29.Rfc1 Ngf4

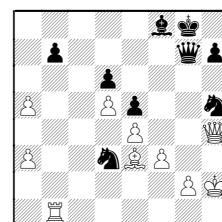


30.Qf2 [30.Qb5] 30...Rxc1+ [30...Nd3]
31.Rxc7] 31.Rxc1 Qd7 32.Rb1 Qg7



idea Nh3+ 33.Kf1?

White maintains a solid plus with 33.Kh2
Nd3 (33...Qh6 34.Rxb7) 34.Qh4



34...Nh4 35.Qg4

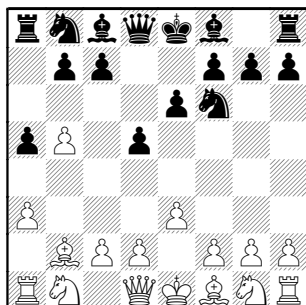
33...Ng3+ 34.Kg1 [34.Ke1?? Nd3+]
34...Nfe2+ 35.Kh2 Qg6 0-1

Board 4, DGCC-Tyros

Potts,Kevin (1802) –
Guio,Julian (1840)

[A00]

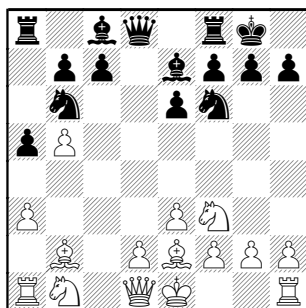
1.b4 e6 2.Bb2 Nf6 3.a3 a5 [3...d5; 3...c5]
4.b5 d5 5.e3



5...Nbd7

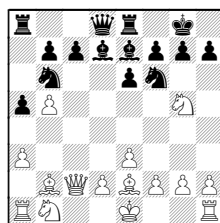
5...c5 6.Nf3 Be7 7.c4

6.c4 [6.a4] 6...dxc4 7.Bxc4 Nb6 8.Be2
Be7 9.Nf3 0-0



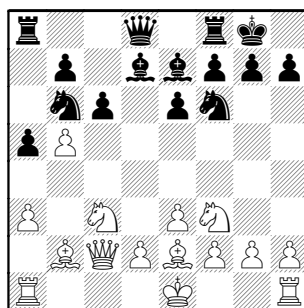
10.Qc2 [10.0-0; 10.d4] 10...Bd7 11.Nc3

11.Ng5? Re8!

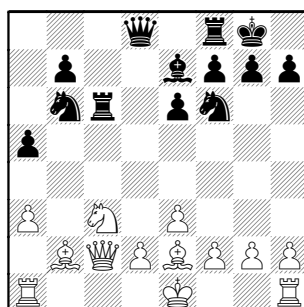


12.Bxf6? Bxf6 White drops a piece

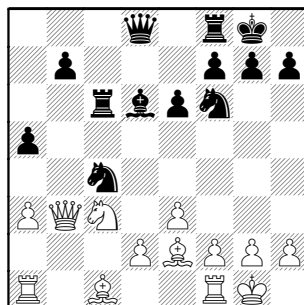
11...c6



12.Ne5 Rc8 13.bxc6 Bxc6 14.Nxc6
Rxc6

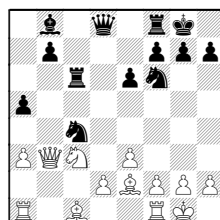


15.0-0 [15.Bf3] 15...Nc4 16.Bc1 Bd6
17.Qb3



17...Ne5

Black stays on top after 17...Bb8!



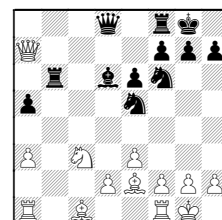
18.Bxc4 (18.Qxb7 Rb6 19.Qf3 Nxd2)
18...Qc7 idea Qxh2# or Rxc4]

18.d4

Natural, but the weakness of the c3-Knight might be exploited after 18..Neg4

A) So maybe better is 18.Rb1

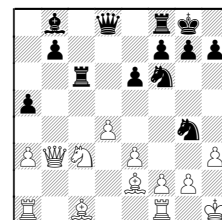
B) White definitely shouldn't get greedy, however: 18.Qxb7?? Rb6 19.Qa7



19...Nc6 trapping the wanderer

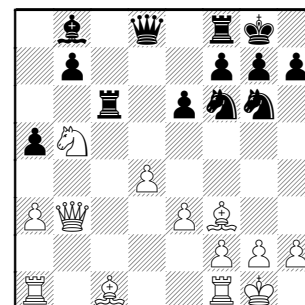
18...Ng6 This appears to be the turning point for White.

18...Neg4 forces some light-square weaknesses since White can't reply 19.h3? Bh2+ 20.Kh1 Bb8



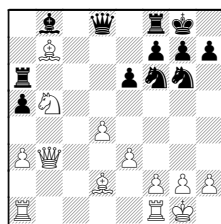
21.hxg4 Qc7

19.Nb5 Bb8 20.Bf3

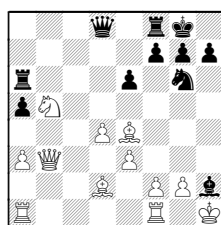


20...Rb6 [20...Nd5 21.e4] 21.Bd2 a4

DS finds some nice themes after
21...Ra6!? 22.Bxb7

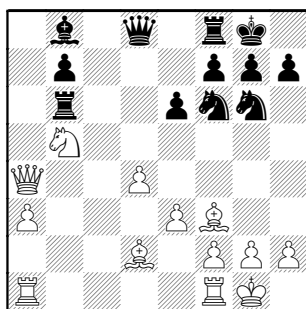


22...Bxh2+! 23.Kh1 (23.Kxh2 Qb8+)
23...Ne4! (23...Ng4 with idea Qh4,
seems to work as well) 24.Bxe4



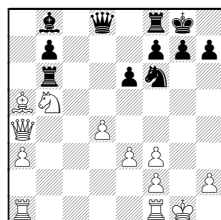
24...Qh4 with mean thoughts

22.Qxa4

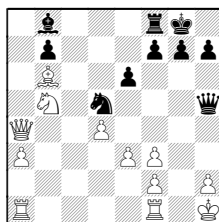


22...Qd7

DS instantly sees more sacs ! 22...Nh4
23.Ba5?! (Best appears to be 23.Be2)
23...Nxf3+ 24.gxf3

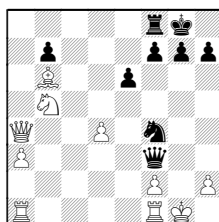


24...Nd5! 25.Bxb6 Qg5+ 26.Kh1 Qh5



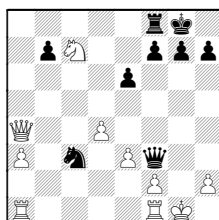
27.Bc7

(27.f4?? Bxf4 28.exf4 Qf3+ 29.Kg1 Nxf4



)

27...Bxc7 28.Nxc7 Qxf3+ 29.Kg1 Nc3

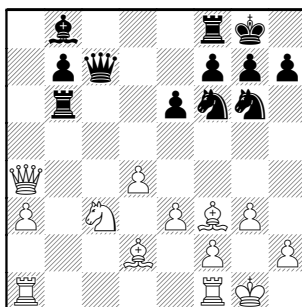


wins the Queen, but White has
compensating material.

23.Nc3 Qc7

23...Qd6 dodges possible Rook threats
from the c-file and avoids the threat of
Ba5

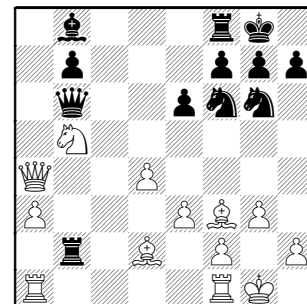
24.g3



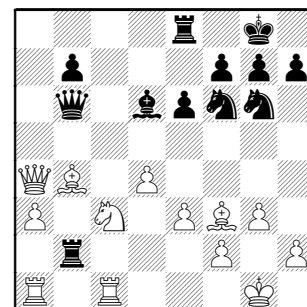
24...Rb2?!

24...Nh4 25.Bh1 Nf5 brings one Knight
closer to the action

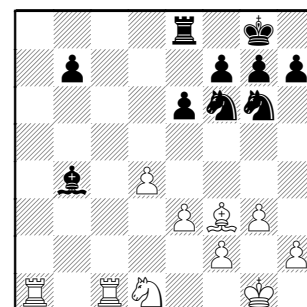
25.Nb5 Qb6



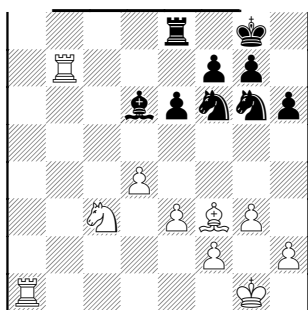
26.Bb4 Rc8 27.Rfc1 Re8 28.Nc3 Bd6



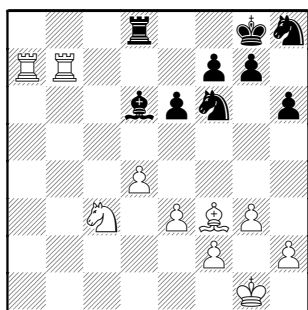
29.Nd1 [29.Ne4! knocks the support
from e8-Rook] **29...Rxb4** what else ?
30.axb4 Qxb4 31.Qxb4 Bxb4



32.Rcb1 Bd6 33.Rxb7 h6 34.Nc3

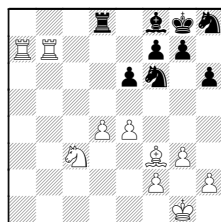


34...Rd8 35.Raa7 Nh8



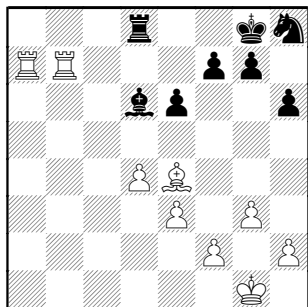
36.Ne4

Less clear to me is 36.e4 Bf8



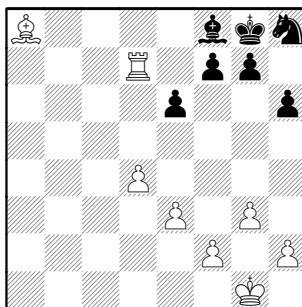
37.Ne2 (37.e5 Rxd4! 38.exf6 Rd3)

36...Nxe4 37.Bxe4



White is essentially a Rook up. With the extra Pawn, it's just a matter of time.

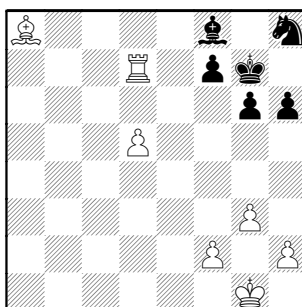
37...Rc8 38.Rd7 Bf8 39.Ra8 Rxa8
40.Bxa8



40...g6

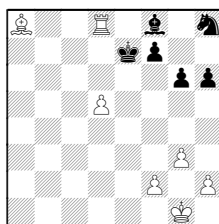
40...g5 gives the Knight and King a path, while hoping to trade Pawns.

41.e4 Kg7 42.d5 exd5 43.exd5



43...g5

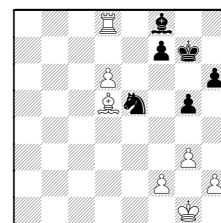
43...Kf6 Black needs all hands on the dark-squared deck. 44.Rd8 Ke7



45.Rc8 Bg7

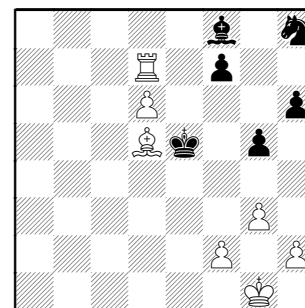
44.d6 Kf6

44...Ng6 45.Bd5 Ne5 46.Rd8



idea d7,Rxf8,d8Q

45.Bd5 Ke5

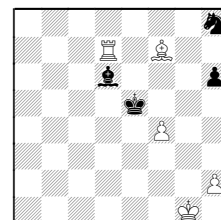


46.Bxf7

46.Bb3! Bxd6? 47.f4+!

46...Bxd6 47.Bh5 threatening to win the cornered Knight

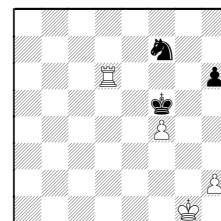
White can continue to simplify 47.f4+ gxf4 48.gxf4+



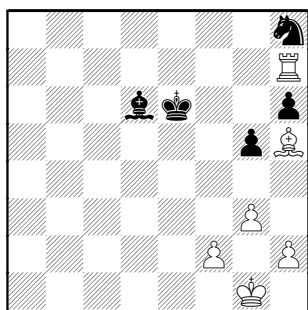
48...Kf5

(48...Kf6? 49.Rxd6+ Kxf7 50.Rxh6; 48...Kxf4? 49.Rxd6 Nxf7 50.Rf6+)

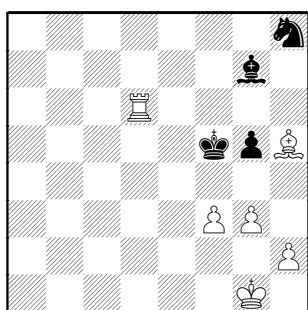
49.Rxd6 Nxf7



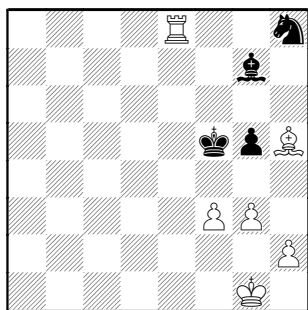
47...Ke6 48.Rh7



48...Be5 49.Rxh6+ Kf5 50.f3 Bg7 51.Rd6

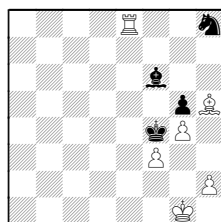


51...Bf8 52.Rd8 Bg7 53.Re8



53...Kf6! (53...Ng6 becomes similar)

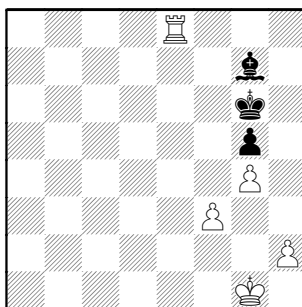
But not 53...Bf6? 54.g4+ Kf4



55.Kf2 idea Re4# 55...Be5 (55...Bd4+ 56.Ke2 is similar) 56.Ke2! and Black

must give way !

54.g4 Ng6 55.Bxg6 Kxg6



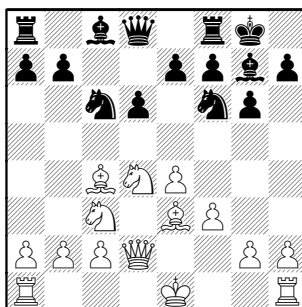
56.Rg8! Kf7 57.Rxg7+ Kxg7 1-0

Board 5, Tyros-DGCC

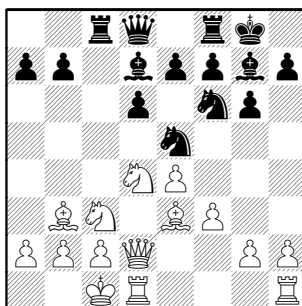
Dobrovoly, Chuck (1752) – Curran, T (1696) [B78]

A fascinating game watching how the flow suddenly changed to White's favor !

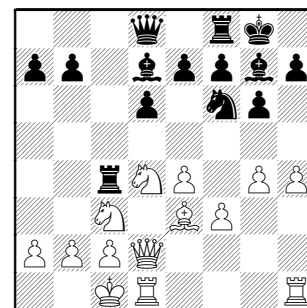
1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Bc4 Bg7 7.f3 Nc6 8.Be3 0-0 9.Qd2



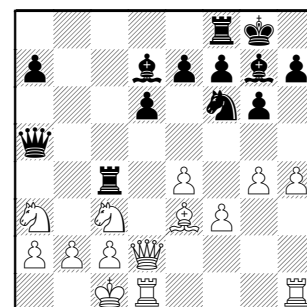
9...Bd7 10.0-0-0 Rc8 11.Bb3 Ne5



12.h4 [12.Bg5; 12.Kb1] 12...Nc4 [12...h5] 13.Bxc4 Rxc4 14.g4 [14.h5]

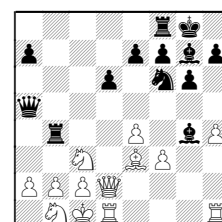


14...b5 [14...Qa5; 14...Qc7] 15.Ndxb5 [15.h5] 15...Qa5 16.Na3

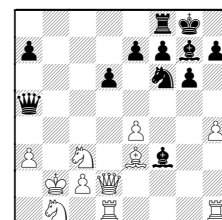


16...Rc7

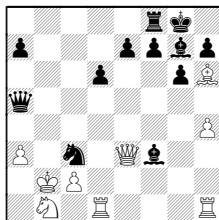
Maybe more active is: 16...Rb4 A) 17.Nab1 Bxg4!



18.a3 (But DS blows this apart easily with 18.fxg4 Nxe4 19.Qd5) 18...Rxb2 19.Kxb2 Bxf3



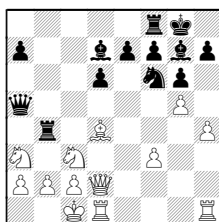
20.Bh6 Nxe4 21.Qe3 Nxc3



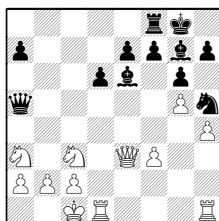
was the Master game Ali-Romi, 2002

B) Just for fun, I let DS crank on the game position and he liked this "refutation" line after my suggested 16...Rb4 --

17.e5 Qxe5 (17...dxe5 18.g5 drops a piece) 18.Bd4 Qa5 19.g5

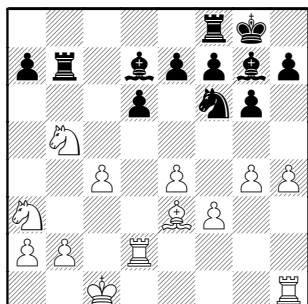


He evaluates the loss of the g7-Bishop so high, he goes for tactics with 19...Rxd4 20.Qxd4 Nh5 21.Qe3 Be6



Interestingly, judges this a bit better for Black

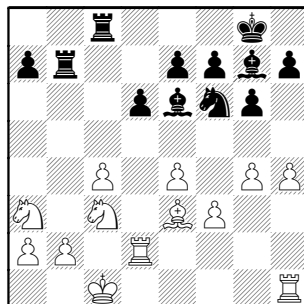
Well, back to the real game---
17.Ncb5 Qxd2+ 18.Rxd2 Rb7 19.c4



19...Rc8 20.Nc3

DS says "be greedy" 20.Nxa7 Rcc7 21.b3

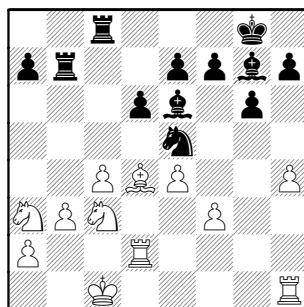
20...Be6



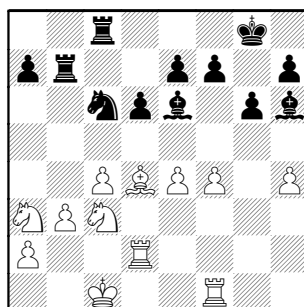
21.b3

DS suggests counterplay as the Pawn is going to be returned anyway. 21.e5 Ne8 (21...dxe5 22.Rhd1) 22.exd6 Bxc3 23.bxc3 exd6 24.Bd4

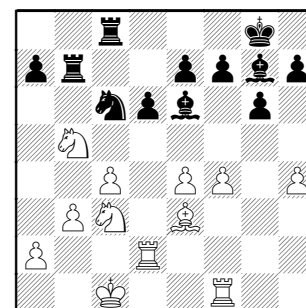
21...Nxc4 22.Bd4 Ne5



23.Rf1 Bh6 24.f4 Nc6



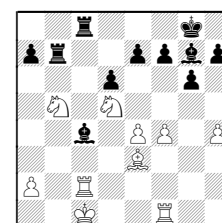
25.Be3 Bg7 26.Nab5



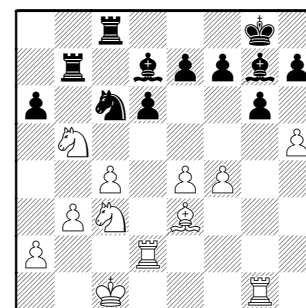
26...Bh3

A) 26...a6 27.Nd4;

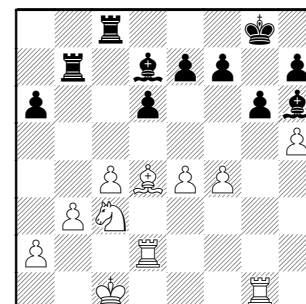
B) 26...Na5 threatens Nxc4,Bxc4 forking Nb5 and Rf1
27.Rc2! Nxc4? 28.bxc4 Bxc4 29.Nd5



27.Rg1 Bd7 28.h5 a6



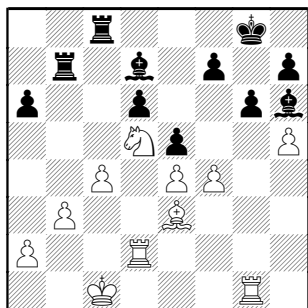
29.Nd4 Nxd4 30.Bxd4 Bh6



31.Be3

31.Rf2 e5 32.Be3 transposes back to game

31...e5 32.Nd5



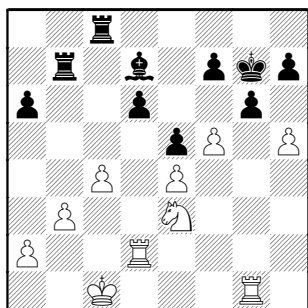
Interesting. Black thinks he's found a weakness, but in the process of attacking it, has weakened his own position !

32...Kg7

Maybe Black can keep pressure by eliminating the defender of e3 with 32...Bc6

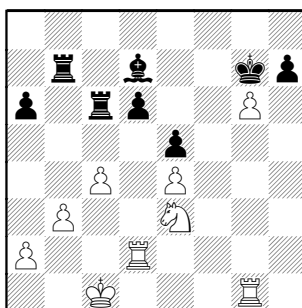
33.f5 The Black King suddenly doesn't look safe

33...Bxe3 34.Nxe3



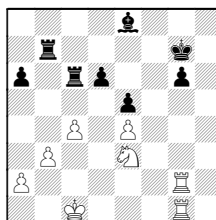
discovering on another weakness, thanks to that e7-e5 move earlier

34...Rc6 35.hxg6 fxg6 36.fxg6



36...h6 This doesn't solve the problems- even keeps a Rook away from f7

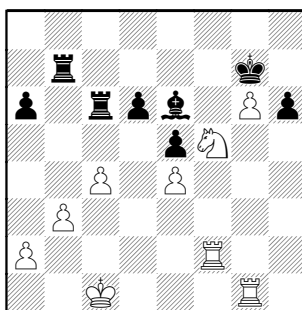
36...hxg6 37.Rdg2 Be8



38.Rf1 and the threat of Nf5+ makes life difficult for the Black King. An unusual concept, I was viewing it simply that Black has defended his isolate !

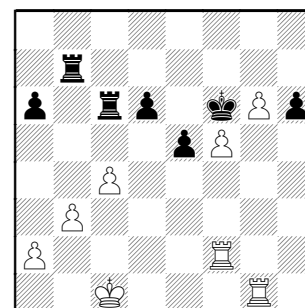
38...Kg8 (38...Rf7 39.Nf5+ wins a Pawn) 39.Rgf2 Rf7 40.Kd2 with a promising endgame due to the Queenside

37.Rf2 Be6 38.Nf5+



threatening to win another Pawn, so...

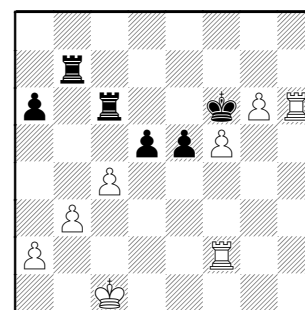
38...Bxf5 39.exf5 Kf6



40.Rh1

An active King is always a good idea 40.Kd2

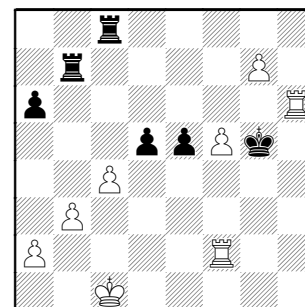
40...d5 41.Rxh6



idea g7+!, then Rxc6 41...Kg5

Also bad is 41...Kg7 42.Rh7+; Maybe Black has to block with 41...Rg7

42.g7! Rc8



43.Rg6+ and mates 1-0

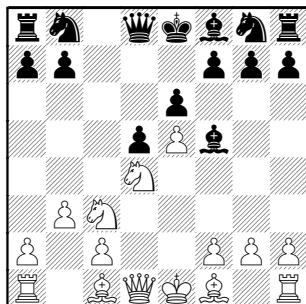
Board 6, DGCC-Tyros

Vecanski,D (1578) –
Hahne,Dave (1625)

[B12]

1.e4 c6 2.d4 d5 3.e5 Bf5 4.Nf3 e6 5.Nc3

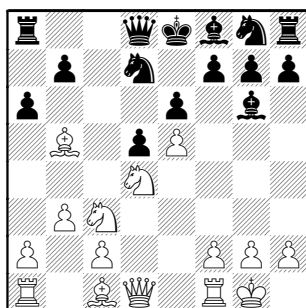
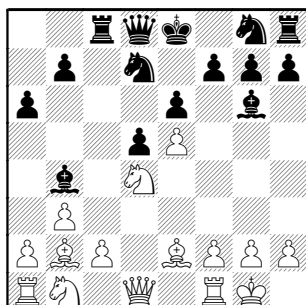
5.Be2 is overwhelming played

5...c5 6.b3 [6.Bb5+] 6...cxd4 [6...Qa5
7.Bb5+ Nc6 8.Bd2] 7.Nxd4

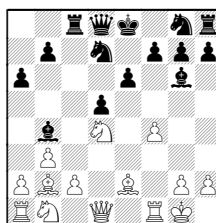
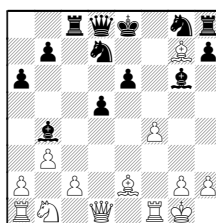
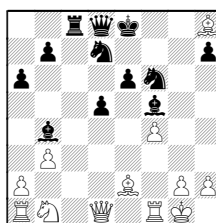
7...Bg6

7...Bb4 8.Bd2 Ne7 (8...Qc7 9.Bb5+
displaces the Black King)

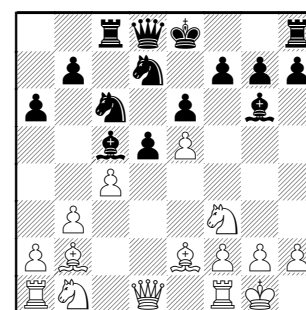
8.Bb5+ Nd7 9.0-0 a6

10.Be2 [10.Bxd7+ Qxd7] 10...Bb4
[10...Nxe5] 11.Bb2 Rc8 12.Nb1

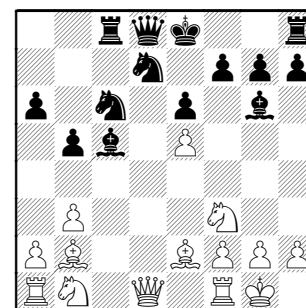
12...Ne7

Now, with the Bishop poised on the long
diagonal, some hairy play begins if Black
gets greedy... 12...Nxe5 13.f4 Nd7A) 14.Nxe6?! (stay tuned.. the "B" line
has another idea) 14...fxe6 15.Bxg7looked good to me, but DS takes the line
further: 15...Bxc2! 16.Qc1 (16.Qd4??
Bc5) 16...Bf5 17.Qd1 (17.Qb2?? Rc2)
17...Ngf6 18.Bxh818...Kf7! 19.Bxf6 Qxf6 and White has
problems with the a1-Rook !B) So that line shows c2 is the key
weakpoint--so why not block it first? As
in
14.f5!? exf5 15.Nc6 Bc5+(15...Rxc6 16.Bxg7 just delays Black's
best moves)16.Kh1 Qh4 17.Bxg7 Bd6 Interesting, at
any rate...

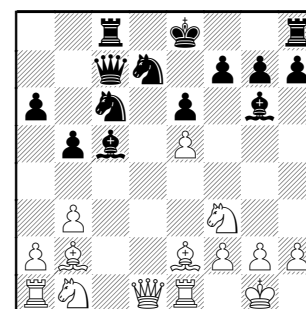
13.c3 Bc5 14.Nf3 [14.f4] 14...Nc6 15.c4



15...dxc4 [15...Nb6] 16.Bxc4 b5 17.Be2



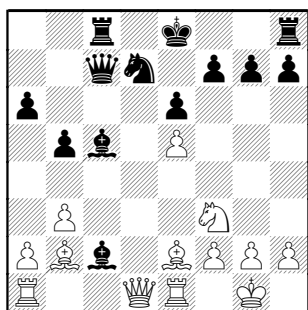
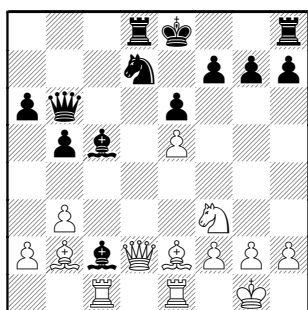
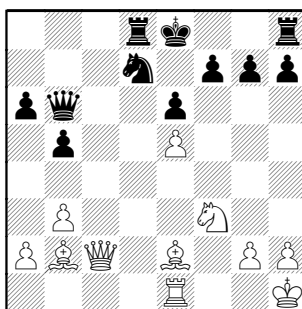
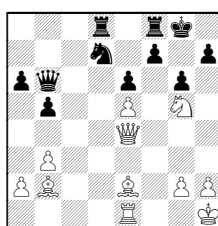
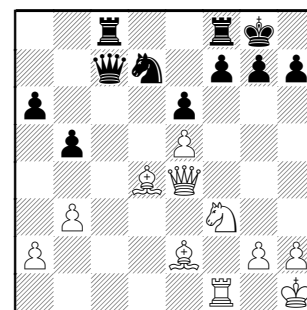
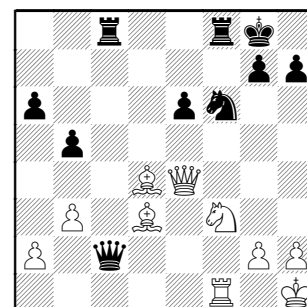
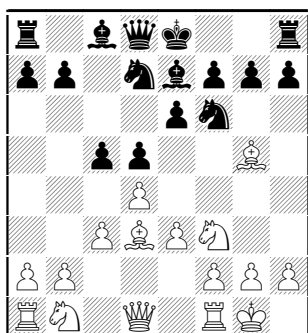
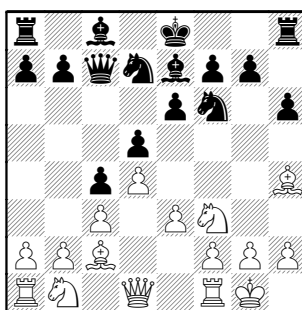
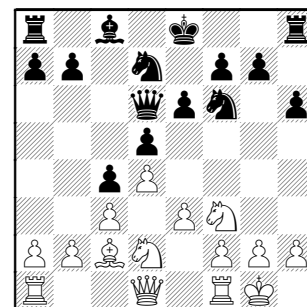
17...Qc7

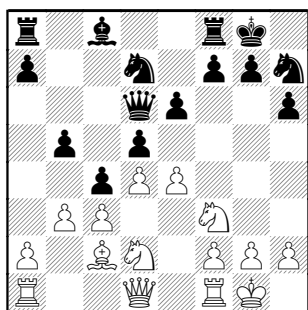
17...0-0 idea Qc7,Rfd8 gets the Rooks
in prime place 18.Nbd2 (18.Nc3? Ndx5)
18...Qb618.Re1 [18.a4 probes some Queenside
weaknesses] 18...Qb6 19.Rf1 Qc7
20.Re1

20...Nb4 21.Na3 Nc2

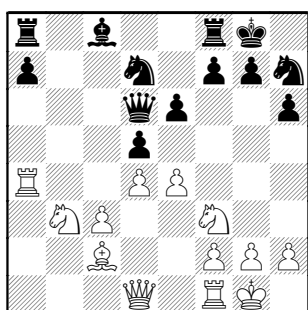
I wouldn't trade an active Knight for a
sidelined one [21...Nd5]

22.Nxc2 Bxc2

**23.Qd2**Of course 23.Qxc2?? Bxf2+ drops the Queen**23...Rd8 [23...Qa7 24.Nd4] 24.Rac1 Qb6****25.Qxc2 Bxf2+ 26.Kh1 Bxe1 27.Rxe1****27...0-0 28.Bd4**
(28.Ng5 g6 29.Qe4idea Qh4 heats up an attack 29...h6
30.Nf3)**28...Qa5 29.Rf1 [29.Bd3; 29.Rc1]**
29...Rc8 30.Qb1 Qc7 31.Qe4**31...Qc2? [31...Qc6] 32.Bd3! f5 33.exf6 Nxf6****34.Bxf6 Qxd3 35.Qxd3 Rxf6**
36.Ng5 1-0**ROUND THREE, Match 4: UOP [0-2] vs Motorola Kings [0-2]****Finishing Order of the boards: 2,3,6,4,5,1****Board 1, UOP-Kings****Siwek,Mark (1952) –**
Melnikov,Igor (2024)**[D03]****1.d4 Nf6 2.Nf3 e6 3.Bg5 Be7 4.e3 d5**
5.Bd3 Nbd7 6.0-0 c5 7.c3**7...c4 [7...0-0] 8.Bc2 h6 9.Bh4**Another way is to establish e5-- 9.Bxf6
Nxf6 10.Ne5**9...Qc7****10.Bg3 Bd6 11.Bxd6 Qxd6 12.Nbd2****12...Nh7 13.e4**DS gives a full Pawns' worth of position
from stopping Black from castling--
13.Bxh7 Rxh7 14.e4**13...0-0 14.b3 [14.e5 gives hopes to an**
attack] 14...b5



15.a4 Fully opening the Queenside helps Black as much as White. **15...cxb3**
16.Nxb3 bxa4 17.Rxa4

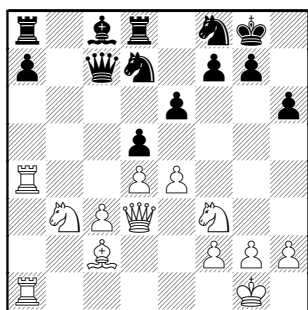


17...Rd8

A) 17...Ba6 establishes c4 for Black's purposes against the backward c3-Pawn, so that Rfc8 can follow;

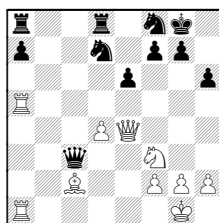
B) 17...Qc6 18.Qa1 dxe4!?

18.Qd3 With the obvious threat of e4-e5
18...Nhf8 19.Rfa1 Qc7



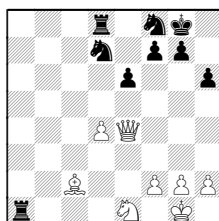
20.Ra5 hitting c5 as well as the weakie at d5 **20...Bb7 21.e5**

A) 21.Nc5 dxe4 22.Nxe4 Bxe4 23.Qxe4 Qxc3



Black has won a Pawn as an immediate backrank problem is caused by **24.Rxa7? Qxa1+**
(24...Rxa7 25.Rxa7 Qb2 26.Qe2)

25.Rxa1 Rxa1+ 26.Ne1



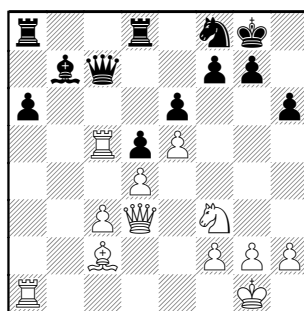
26...Nf6

B) 21.Rxa7 dxe4

21...a6

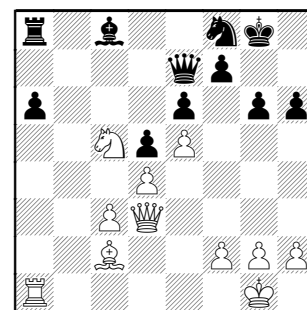
21...Rdc8 has threats, despite the tempo loss

22.Nc5 Nxc5 23.Rxc5

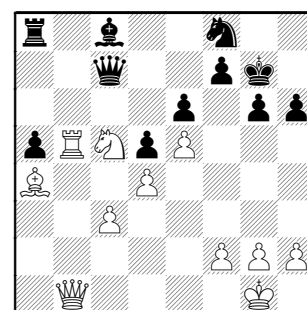


23...Qe7 24.Nd2 probably heading to c5, but maybe to d6 if a Pawn trade occurs on c4

24...Rdc8 25.Nb3 g6 26.Rxc8 Bxc8 27.Nc5

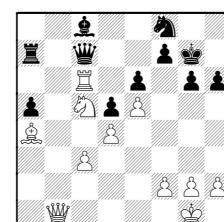


27...Qc7 attacking c3 to balance the weak a6-Pawn **28.Ba4 a5 29.Rb1** [idea Qb5] **29...Rb8 30.Rb5 Kg7 31.Qb1 Ra8**



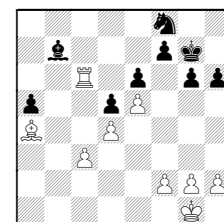
32.Rb6 Ra7? 33.Qb3?

33.Rc6



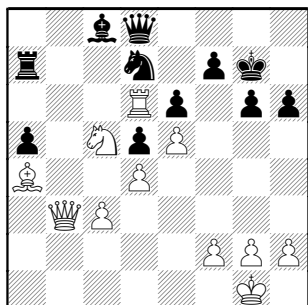
33...Rb7
(33...Qd8 34.Qb8 wins immediately)

34.Nxb7 Qxb7 35.Qxb7 Bxb7



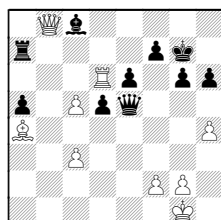
36.Rc7 Ba6 37.Be8 isn't a successful defense either

33...Nd7 34.Rc6 Qd8 35.Rd6



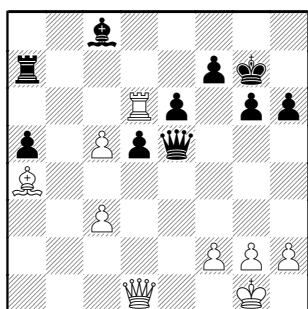
35...Nxc5 36.dxc5 Qg5! 37.Qd1

37.h4 Qxe5 38.Qb8??



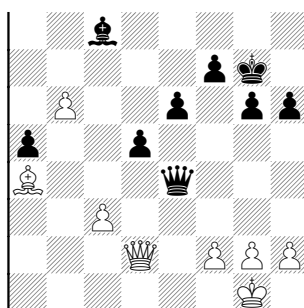
seems to win a piece, but 38...Rb7!
39.Qxc8 Rb1+ mates

37...Qxe5

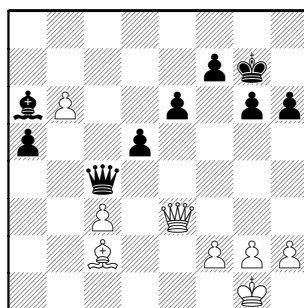


Just like that, Black is better.

38.Qd2 Rb7 39.Rb6 Rxb6 40.cxb6 Qe4



41.Bc2 Qc4 42.Qe3 Ba6

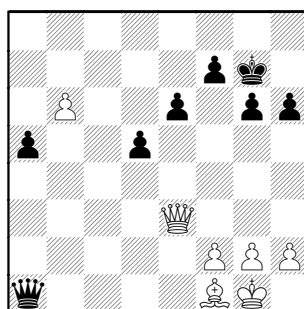


Missing a tactic, or understanding the coming ending ?

43.Bd3 Qxc3

Of course the Bishop would be deflected by 43...Qxd3?? 44.Qxd3 Bxd3 45.b7

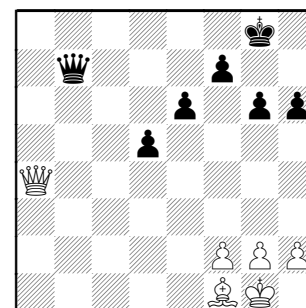
44.Bxa6 Qa1+ 45.Bf1



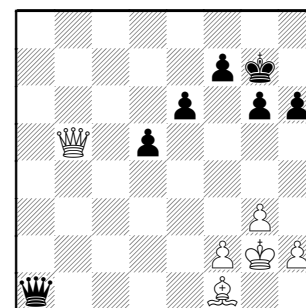
idea Qb3 will queen

45...Qb2 46.Qc5 a4 this passer is Black's salvation

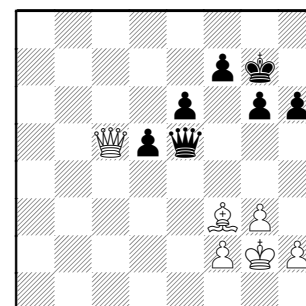
47.b7 Qxb7 48.Qd4+ Kg8 49.Qxa4



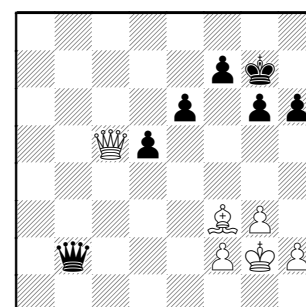
49...Qb2 50.Qb5 Qa1 51.g3 Kg7 52.Kg2



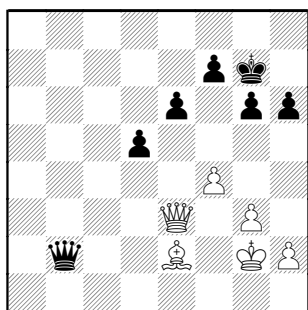
52...Qe5 53.Be2 Qe4+ 54.Bf3 Qe5
55.Qc5



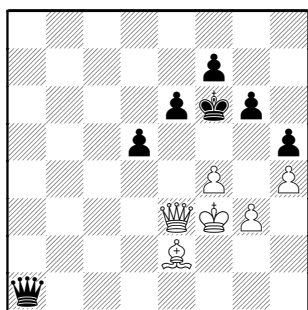
55...Qb2 56.Qd6 Qd4 57.Qc6 Qe5
58.Qc5 Qb2



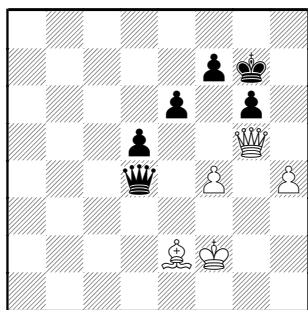
59.Qe3 Qa1 60.Be2 Qb2 61.f4



61...Kf6 62.Kf3 h5 [62...Qa1] 63.h4 Qa1



64.Kg2 Qb2 65.Qf3 Qa1 66.g4 hxg4
67.Qxg4 Qb2 68.Kg3 Qc3+ 69.Kg2 Qb2
70.Qg5+ Kg7 71.Kf2 Qd4+



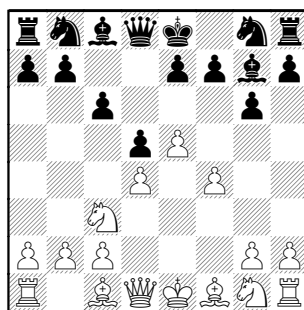
1/2-1/2

Board 2, Kings-UOP

Wallach,Cliff (1998) –
Leong,Gee (1901)

[B15]

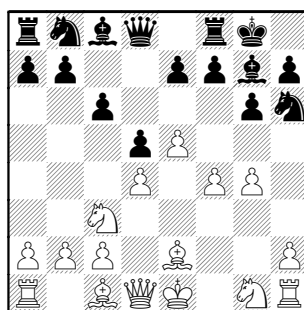
1.e4 c6 2.d4 d5 3.Nc3 g6 4.e5 Bg7 5.f4



5...Nh6 6.Be2 [6.Nf3] 6...0-0

The immediate 6...f6 is apparently the popular way

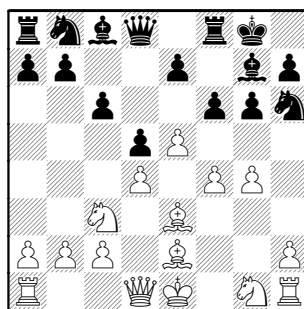
7.g4 [7.Be3; 7.Nf3]



7...f6

7...c5 is also thematic to weakening the e5 beachhead

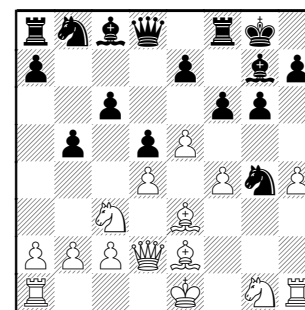
8.Be3



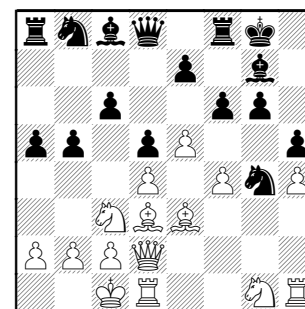
8...b5

It would be interesting how White secures his King after 8...fxe5

9.Qd2 Nxg4 10.h4



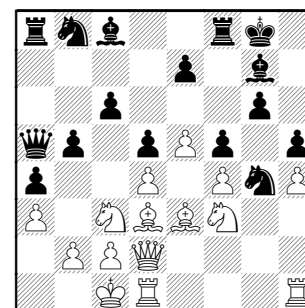
10...h5 [10...Nxe3 11.Qxe3 Bh6] 11.0-0-0 a5 [11...b4; 11...Qa5] 12.Bd3



12...f5 killing all play

DS suggests 12...Kf7 keeps the battle hot

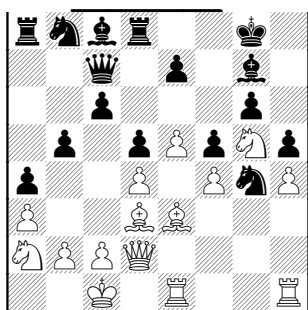
13.Nf3 a4 14.a3 Qa5



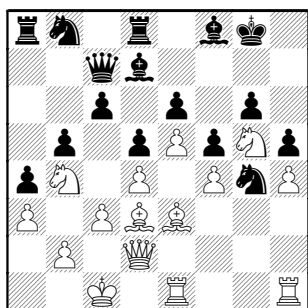
15.Rde1 [15.Na2] 15...Rd8

15...b4 would at least open some lines

16.Na2 Qc7 17.Ng5



17...e6 [17...Bh6] 18.Nb4 Bf8 19.c3 Bd7

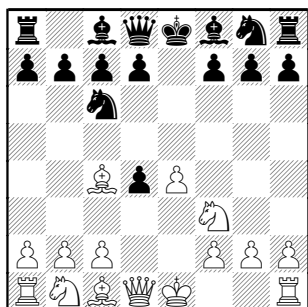


20.Kb1 Na6 21.Rhf1 Rdc8 1/2-1/2

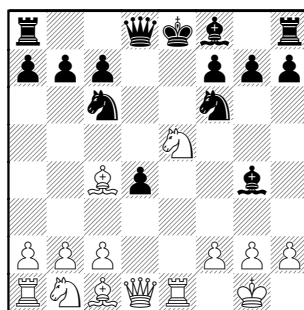
Board 3, UOP-Kings

Boldingh, Edwin (1869) –
Piparia, Jankesh (2000) [C56]

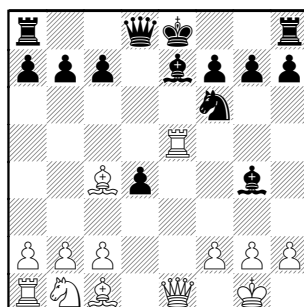
1.e4 e5 2.d4 exd4 3.Nf3 Nc6 4.Bc4



4...Nf6 5.0-0 d6 6.Re1 Bg4 7.e5 dxe5
8.Nxe5

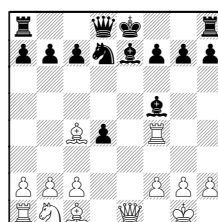


8...Nxe5 [8...Bxd1? 9.Nxc6+] 9.Rxe5+
Be7 10.Qe1



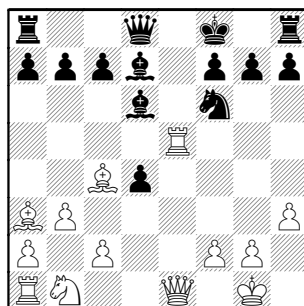
10...Kf8

10...Nd7! 11.Re4 Bf5 12.Rf4

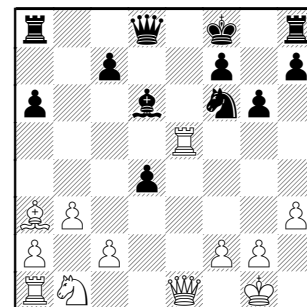


12...Bg6 13.Rxd4 0-0 Black has a lot of
play

11.h3 Bd7 12.b3 Bd6 13.Ba3



13...b5 14.Bxb5 Bxb5 15.Rxb5 a6
16.Re5 g6



17.Nd2??

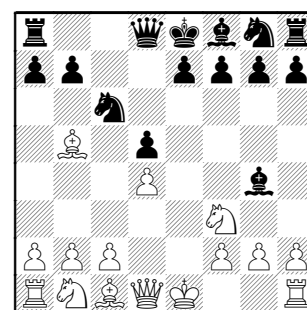
Electricity on the piece-- the instant his
hand touched the Knight, it jumped and
released! Had his fingers been shorter,
it would've never happened !!

17...Bxa3 0-1

Board 4, Kings-UOP

Horton, Dean (1929) –
Easton, Richard (1850) [B13]

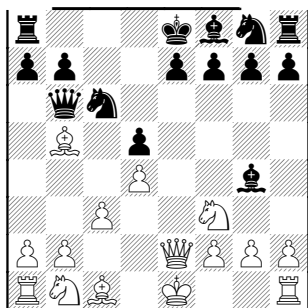
1.e4 c6 2.Nf3 d5 3.exd5 cxd5 4.d4 Nc6
[4...Nf6] 5.Bb5 Bg4



6.c3 Depriving the Knight of its natural
square

6.0-0;
6.Nc3 as trades on f3 would double-
attack d5 6...e6

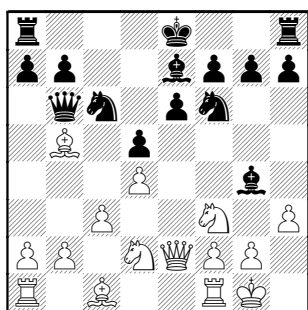
6...Qb6 7.Qe2



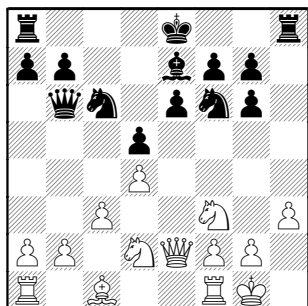
7...e6

7...Bxf3 8.Bxc6+ saves White's structure, even if getting a bit boring

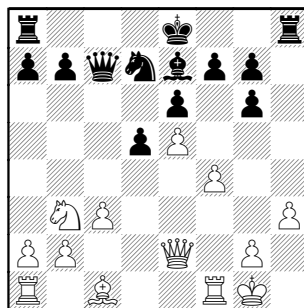
8.0-0 [8.Nbd2] 8...Nf6 9.Nbd2 Be7 10.h3



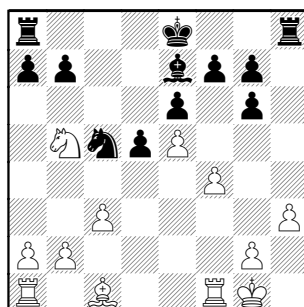
10...Bh5 [10...Bf5 11.Nh4] 11.Bd3 Bg6 12.Bxg6 hxg6



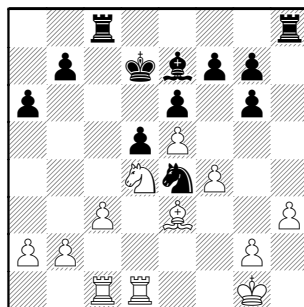
13.Ne5 Nxe5 14.dxe5 Nd7 15.Nb3 Qc7 16.f4



16...Nc5 17.Qb5+ Qc6 18.Nd4 Qxb5 19.Nxb5

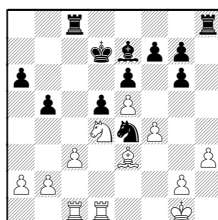


19...Kd7 Black is a bit better, but I'm not spotting any real weakness. 20.Be3 a6 21.Nd4 Rac8 22.Rac1 Ne4 23.Rfd1



23...Ke8 dodging stuff after c3-c4

But maybe Black can do better after 23...b5



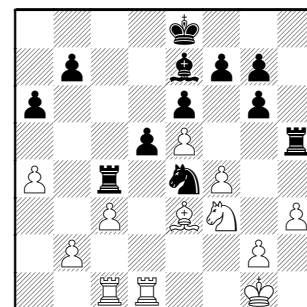
A) 24.a3 24...Rc4 to double, but it's not overwhelming

B) Certainly not 24.a4 bxa4 25.Ra1 a3!

24.Nf3

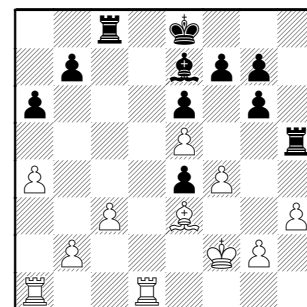
Maybe White could improve his King 24.Kf1 Ng3+ 25.Kf2 Bh4 26.Kf3

24...Rh5 25.a4 Rc4



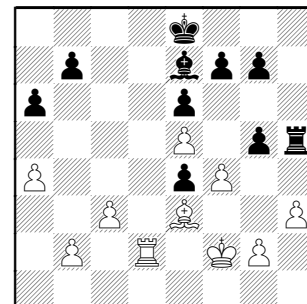
26.Ra1 [26.Rd4? Bc5!] 26...Ng3? Such a subtle drifting, allowing White the initiative and misplacing the piece.

27.Nd2 Rc8 28.Kf2 Ne4+ 29.Nxe4 dxe4



30.Rd2 (30.Rd4 sure looks like a win of Pawn)

30...Rd8 31.Rad1 Rxd2+ 32.Rxd2 g5

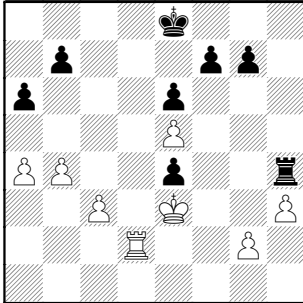


hoping to get Bc5 in

33.b4

33.Kg3 gxf4+ 34.Kxf4 Rh4+

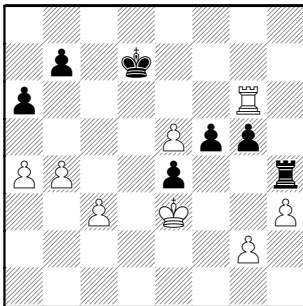
33...gxf4 34.Bxf4 Bg5 35.Ke3 Bxf4+
36.Kxf4 Rh4+ 37.Ke3



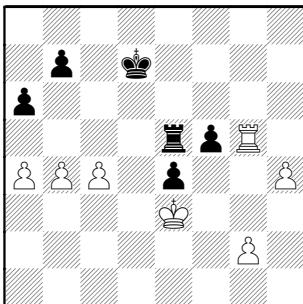
37...f5 38.Rd6

38.exf6 gxf6 39.Rd6 idea Rb6, is simple enough

38...g5 39.Rxe6+ Kd7 40.Rg6



40...Rh7 41.c4 Re7 42.Rxg5 Rxe5
43.h4



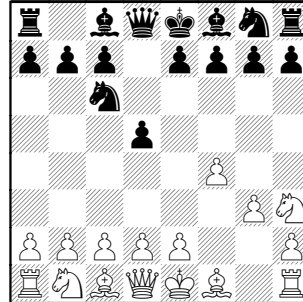
43...f4+? 44.Kxf4 Rxg5 probably only considering Kxg5 45.hxg5 1-0

Board 5, UOP-Kings

Van Meer, John (1920) –
Cygan, Joe (1809)

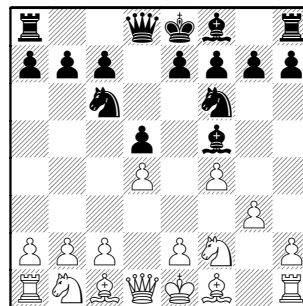
[A03]

1.f4 d5 2.g3 Nc6 3.Nh3



This is from the Dutch Leningrad, colors reversed here, of course. Nh3-f2 helps the e4 break and defense of key squares. I find no examples in my TWIC database.

3...Nf6 4.d4 Bf5 5.Nf2



DS already gives this as a full-Pawn advantage for Black.

5...e6

5...Ne4 6.Bg2 accomplishes nothing for Black

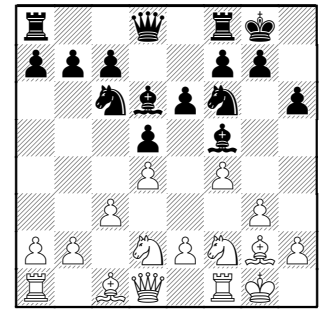
6.Bg2 Bd6

6...Be7;
6...Qd7

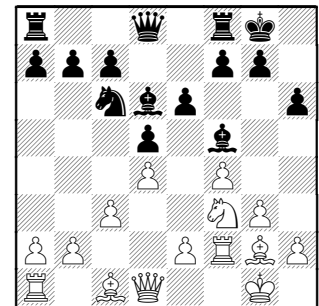
7.c3 0-0

7...Qd7 may be more flexible

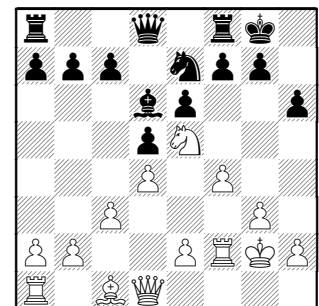
8.0-0 h6 9.Nd2



9...Ng4 10.Nf3 Nxf2 11.Rxf2



11...Be4 12.Ne5 Bxg2 13.Kxg2 Ne7



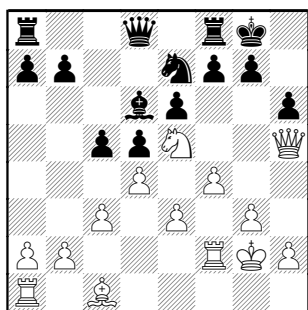
Black has expertly cancelled White's opening system.

14.e3 arrgggg, ugly Bishop

A) My first thought was to threaten e2-e4 with 14.Qd3 c5 15.e4 but it really doesn't improve White's play;

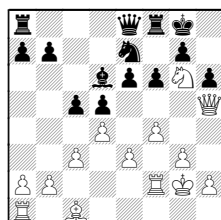
B) 14.Rf3 idea Be3-f2, so maybe a Kingside Pawn storm can cloud the game

14...c5 15.Qh5



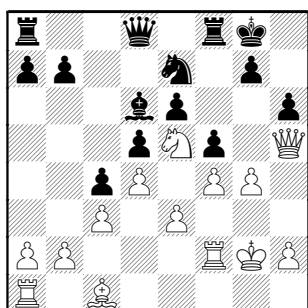
15...c4

The well-known rule is to keep the center fluid to counter the flank action. So maybe something like 15...f6 16.Ng6 Qe8



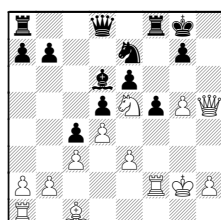
immediately gives White some issues

16.g4 f5



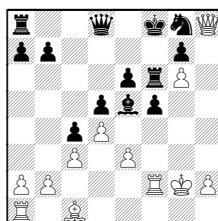
17.Kh1

The open lines turn against White after 17.g5 hxg5 18.fxg5



18...Bxe5 19.dxe5

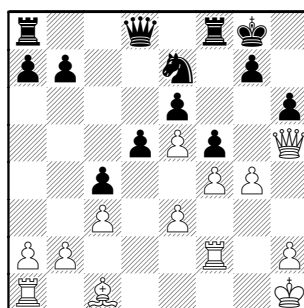
(19.g6 Rf6 20.Qh7+ Kf8 21.Qh8+ Ng8



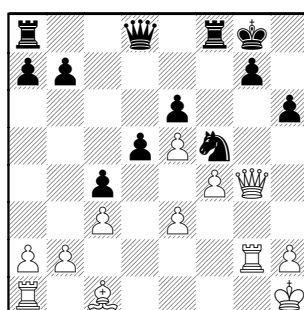
22.dxe5 Rxc6+)

19...g6 idea Rf7-h7 (not to mention White's Pawn mess)

17...Bxe5 18.dxe5



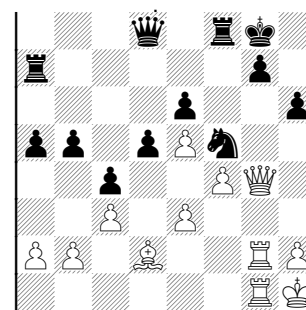
18...fxg4 19.Rg2 Nf5 20.Qxg4



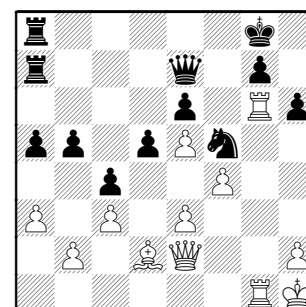
20...b5

20...Rf7 overprotects the key weakness

21.Bd2 a5 22.Rag1 Ra7



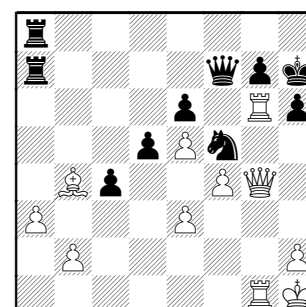
23.Qe2 Qe7 [23...Qb6] 24.a3 Rfa8 just not understanding Black's plan 25.Rg6



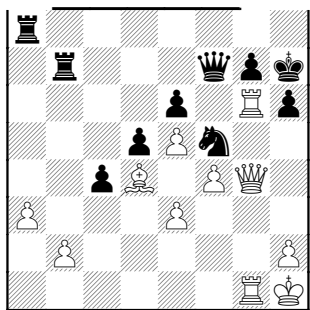
25...Kh7 26.Qg4

No good is 26.e4 dxe4 27.Qxe4 Rd8; So, instead, maybe 26.Be1

26...b4 27.cxb4 axb4 28.Bxb4 Qf7



29.Bc5 [29.Qe2] 29...Rb7 30.Bd4



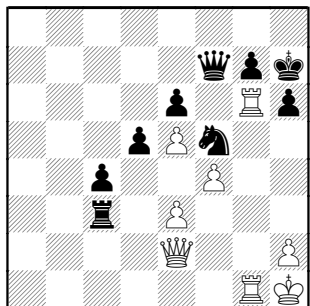
30...Rb3

30...Nxd4?! 31.exd4 Ra6 only makes it harder for Black to defend g7

31.Bc3 [31.Qg2] 31...Rxc3

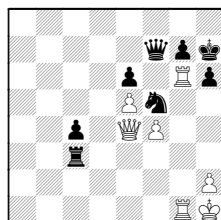
Very interesting ! I guess this was the point of Black's play 10 moves back !

32.bxc3 Rxa3 33.Qe2 Rxc3



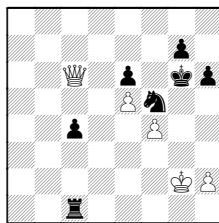
34.R6g3?

34.e4 solves the bulk of White's problems 34...dxe4
(34...Nd4? 35.Qg4) 35.Qxe4



but DS continues with

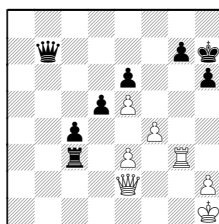
35...Qxg6 36.Rxg6 Kxg6 37.Qc6 Rc1+
38.Kg2



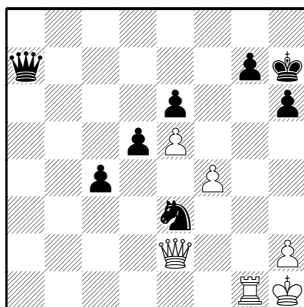
38...Kf7

34...Qa7

Don't find a problem with 34...Nxg3+
35.Rxg3 (35.hxg3 Qg6 idea Rc2)
35...Qb7



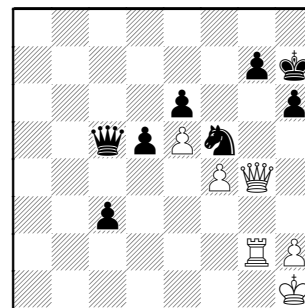
35.Rf3 Rxe3 36.Rxe3 Nxe3



37.Rg3 Nf5

37...Qa1+! 38.Rg1 Qd4 overloads the defense

38.Rg2 Qc5 39.Qg4 c3



Both sides play like they're in time trouble **40.Qg6+ Kg8??**

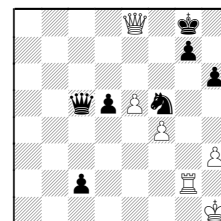
40...Kh8 41.Qe8+ draws

41.h3??

The way too obvious (is the score correct??) 41.Qxe6+ Kh8 42.Qxf5 is a clear win

41...c2? 42.Rxc2?

White still draws or wins, according to Black's reply 42.Qxe6+ Kh7 43.Qg6+ Kg8 44.Qe8+



44...Qf8 45.Qxf8+ Kxf8 46.Rxc2

42...Qxc2 43.Qxe6+ 0-1

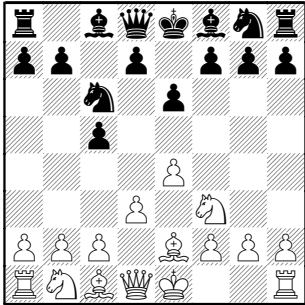


Board 6, Kings-UOP

Goncharoff, Nik (1595) –
Lechnick, Jay (1762)

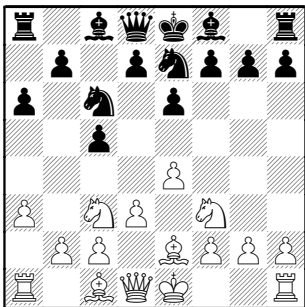
[B40]

1.e4 e6 2.Nf3 c5 3.d3 Nc6 4.Be2



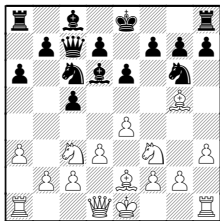
In this system, the Bishop is always placed at g2.

4...Nge7 5.Nc3 a6 6.a3

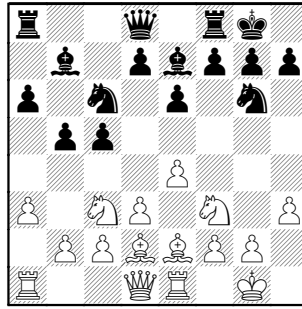


6...Ng6 7.h3 Be7

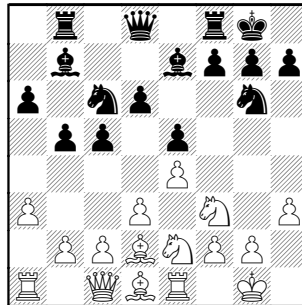
7...Bd6 covers a lot of nice dark squares
8.Bg5 Qc7



8.0–0 0–0 9.Bd2 b5 10.Re1 Bb7

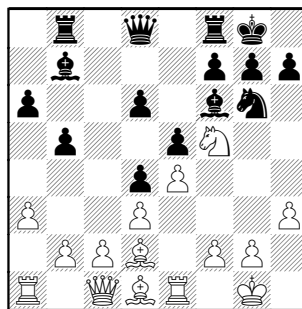


11.Qc1 Rb8 12.Bd1 d6 [12...Qc7;
12...d5 is thematic] 13.Ne2 e5?!



weakening f5 and d5 can't be right and
the game suddenly becomes even.

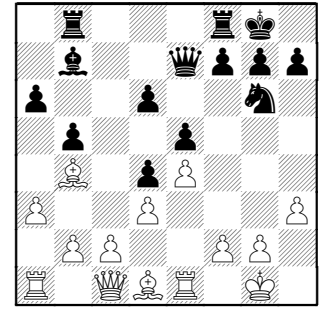
14.Ng3 [14.Nc3] 14...Nd4 15.Nxd4 cxd4
16.Nf5 Bf6



17.Bb4 [17.a4] 17...Be7

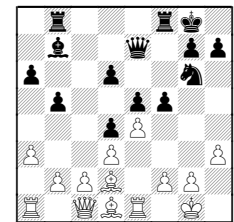
Black can gain a tempo with 17...Bg5
18.Qb1 Be7

18.Nxe7+ trading his best piece can't be
right [18.Qd2 idea Ba5] 18...Qxe7



19.Bd2 Rfd8

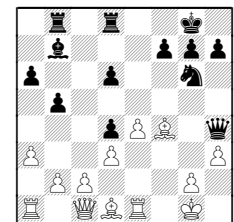
19...f5



opens possibilities for both Bishop and
Rook 20.f4?! creates weaknesses
20...Qh4

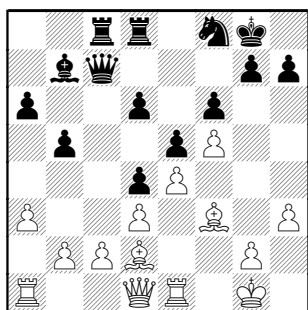
20.f4 f6

Interesting, but wrong for Black, would
be 20...exf4 21.Bxf4 Qh4

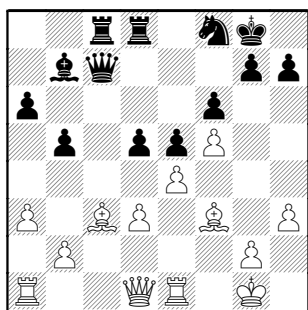


forking Bishop and Rook 22.Bg4
(22.Bd2 d5) 22...Qe7 (22...h5? 23.g3)

21.f5 Nf8 22.Bf3 Rbc8 23.Qd1 Qc7



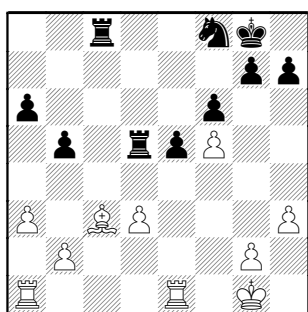
24.c3 dxc3 25.Bxc3 d5



26.Qb3

White doesn't solve his problems with
26.Rc1 Qb6+ 27.Kh2 dxe4

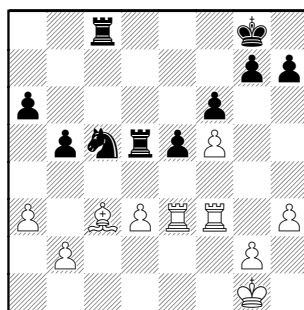
26...Qf7 27.exd5 Bxd5 28.Bxd5 Qxd5
29.Qxd5+ Rxd5



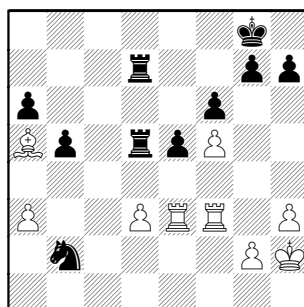
30.Re3

30.Rad1 is more direct, idea d3-d4 to
trade the weakness

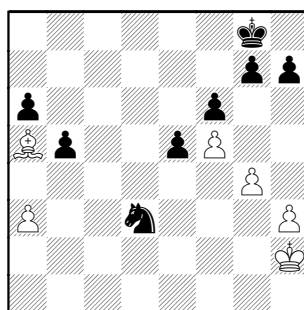
30...Nd7 [30...Rcd8 31.Rd1] 31.Rf1 Nc5
32.Rff3



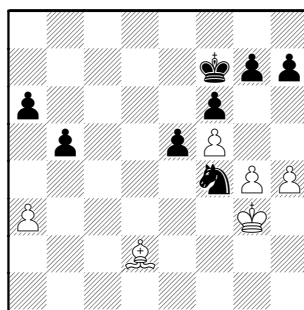
32...Na4 [32...Rcd8] 33.Bb4 Nxb2
34.Kh2 Rcd8 35.Ba5 R8d7



36.g4 Rxd3 37.Rxd3 Rxd3 38.Rxd3
Nxd3

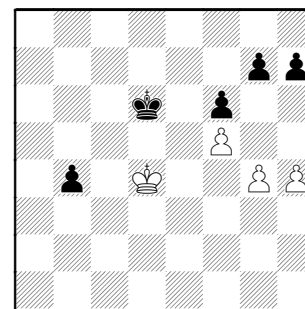


39.Kg3 Nf4 40.h4 Kf7 41.Bd2

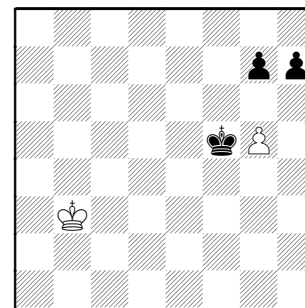


41...Ke7 centralization and heading for

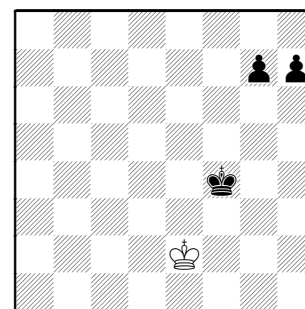
the majority is the easy way 42.Bxf4
equal to resignation 42...exf4+ 43.Kxf4
a5 44.Ke4 Kd6 45.Kd4 b4 46.axb4
axb4



47.g5 [47.Kc4 Ke5] 47...b3 48.Kc3 Ke5
49.Kxb3 fxg5 50.hxg5 Kxf5



51.Kc3 Kxg5 52.Kd3 Kf4 53.Ke2



53...g5

A bit quicker is 53...Kg3 54.Kf1 g5
55.Kg1 g4

54.Kf2 g4 55.Kg2 h5 56.Kf2 g3+
57.Kg2 h4 58.Kf1 Kf3 59.Kg1 g2
60.Kh2 Kf2 0-1