



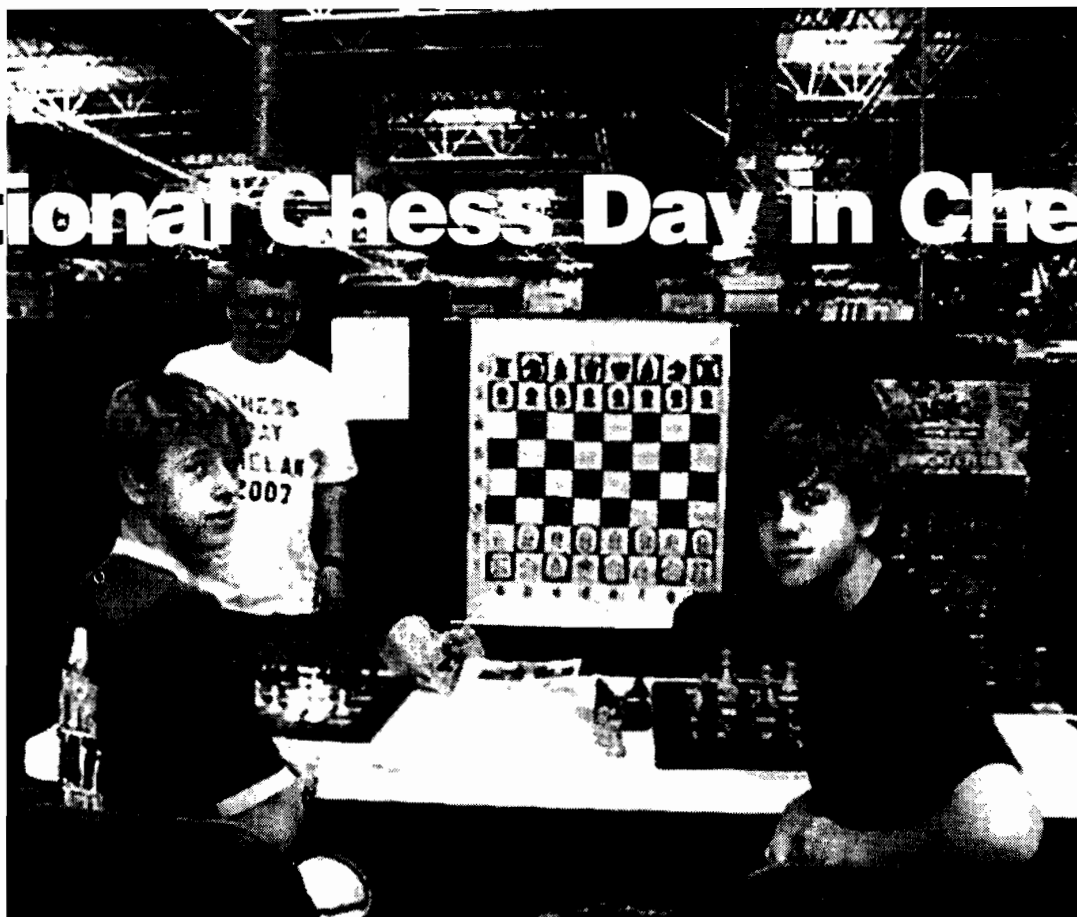
NORTHWEST CHESS

Washington Chess Federation
Oregon Chess Federation

November 2007
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National Chess Day in Chelan



**Sluggers Follow Destiny, Suffer Shark Bite
Lessons from the Past, and More!**

Northwest Chess

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Greetings from the Editor

Well, it's time for
the Washington Class
Championships. I'll be
directing the event and
I hope to see many of
you at the North Seattle
Community College on
Thanksgiving weekend.
If you play an interesting game, send
it in to the magazine, annotated or not.

Of course, any other articles or
pictures that you contribute will be
more than welcome.

Best Wishes,
Frederick K. Kleist

Thanks to C. Kleist for proofreading.



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Desk*

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ated!*

Anagram Contest

The Seattle CC has offered to sponsor the first Anagram Contest. The club will award a Saturday Quad entry (non-members must still pay the non-member day fee) to three of those who get six or more correct answers. A Sunday Tornado entry (non-members must still pay the non-member day fee) will be awarded to one of those who get all ten correct. Answers must be received by e-mail or postmarked on or before December 15, 2007. Winners will be drawn from among the qualifying entries and will be announced in the January 2008 issue.

E-mail your solutions to nwceditor@cs.com. Or use the post and send them to:

NWC Editor
2420 S 137 St
Seattle WA 98168.

An anagram is a word or phrase made by transposing the letters of, in this instance, the name of a Northwest Master. For example, the phrase **Casual Crab Jalapeno** is an anagram for **Jose Raul Capablanca** (not a Northwest Master). Northwest Masters include residents and former residents, living or deceased, of Oregon and Washington.

Please turn to page 21 to find this month's contest anagrams.

From the Business Manager:

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Northwest Chess

November 2007

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Northwest Chess Calendar of Upcoming Events

back cover

On the Cover: National Chess Day, October 13, at the Supercenter Wal*Mart store in Chelan, WA: Organizer Russell (Rusty) Miller [standing], and Cyrus and Niles Desmarais [seated L-R]. *Photo by Ielleen Miller.*

Sluggers Suffer Shark Bite

Three Straight Match Losses Keep Sluggers Out of Playoffs

The Seattle Sluggers struggled in the second half of the season, losing four of five matches. Despite this slump, the team would have made the playoffs, had it been able to draw or win against the Miami Sharks in the final round. The top scorers on this year's team were GM Gregory Serper (5.5/9), FM Slava Mikhailuk (3.5/6), and NM Joshua Sinanan (3.5/6). Besides these three, only FM Marcel Milat (1.0/1) had a plus score. The two IMs Georgi Orlov (1.0/2) and Eric Tangborn (2.5/5) had even scores.

Round Three: Sept. 12

Sluggers 3.5-Tennessee Tempo 0.5

Last month we saw Marcel Milat's Board Three win. Here's the rest of the story.

Eric's game just looks like all of his other games. I predict this will be a long one.—Eddie Chang

English Opening

IM Eric Tangborn (2475)

IM Ron Burnett (2407)

USCL Seattle vs Tennessee (3.1) 2007

1.c4 g6 2. d3 3. g7 4. g3 5. c4 6. g2 7. d2 8. c3 9. a3 10. d6 11. e6 12. f3 13. e5 14. d3 15. g7 16. O-O 17. b8 18. d2 19. O-O 20. e1 21. e6 22. d2 23. cxd5 24. xd5 25. xd5 26. xd5 27. xd5 28. xd5 29. xd5 30. xd5 31. b4 32. cxb4 33. axb4 34. b6 35. e3 36. e6 37. bxa5 38. bxa5 39. d4 40. xb1 41. xb1 42. xa2 43. e4 44. f4 45. b2 46. a4 47. xe2 48. d6 49. d4 50. b1 51. h5 52. xe4 53. xe4 54. dx4 55. dx4 56. dx4 57. dx4 58. dx4 59. dx4 60. dx4 61. dx4 62. dx4 63. dx4 64. dx4 65. dx4 66. dx4 67. dx4 68. dx4 69. dx4 70. dx4 71. dx4 72. dx4 73. dx4 74. dx4 75. dx4 76. dx4 77. dx4 78. dx4 79. dx4 80. dx4 81. dx4 82. dx4 83. dx4 84. dx4 85. dx4 86. dx4 87. dx4 88. dx4 89. dx4 90. dx4 91. dx4 92. dx4 93. dx4 94. dx4 95. dx4 96. dx4 97. dx4 98. dx4 99. dx4 100. dx4

Alekhine's Defense

FM Todd Andrews (2337)

FM Loren Schmidt (2430)

USCL Seattle vs Tennessee (3.2) 2007

1.e4 2.f6 3.e5 4.d5 5.d4 6.e4 7.exd6 8.cxd6 9.c4 10.b6 11.d3 12.g6 13.f7 14.e3 15.g7 16.h8 17.c1 18.O-O 19.b3 20.e5 21.dxe5 22.f5 23.xd8 24.xd8

12.c5 13.d6 14.f3 15.d6 16.h6 17.e4 18.a5 19.e2 20.f5 21.d6 22.f8 23.O-O 24.c6 25.g3 26.f6 27.c4+ 28.g7 29.f7 30.f4 31.xd8 32.fxe3 33.xc6 34.exf2+ 35.f2 36.bxc6 37.b4 38.a5 39.dxe5 40.axb4 41.f3 42.a5 43.xc6 44.xc5 45.f2 46.xc2 47.xc2 48.f5 49.c1 50.d4 51.e4 52.c2 53.d4 54.f3 55.h3+ 56.e2 57.g4+ 58.e3 59.e7 60.h4 61.g5 62.h5 63.d6 64.d5 65.d7 66.f7 67.f1 68.f6 69.e6 70.xe6 71.dxe6+ 72.f7 73.d8+ 74.g7 75.d6 76.xh5 77.g4 78.f6 79.f3 80.h5 81.gxh5 82.xh5 83.g4 84.g6 85.f6 86.f6+ 87.f6 88.g4+ 89.g2 90.d5 91.f2 92.f5 93.d4+ 94.e4 95.d2 96.g3+ 97.g2 98.d3 99.d1+ 100.xc2 101.xd5 102.f4 103.d4 104.d2 105.xg3 106.c3 107.e4 108.b2 109.d3 110.d3 111.b3 112.f1 113.c3 114.e1 115.c3 116.b1+ 117.b2 118.d2 119.a2 120.f1 121.b3 122.f3+ 123.c3+ 124.g6 125.c1 126.c4 127.c2 128.b3+ 129.c1 130.e5 131.f3 132.c3 133.f3 134.b1 135.e5 136.f3 137.c3 138.e8 139.d4 140.c1 141.c3 142.d4 143.e4 144.e3 145.d4+ 146.e4 147.c5 148.87. dx3 149.xb3 150.xb3 Draw

Slugging it out in the Pirc

Going into tonight's match, I suspected Gerald [Larson] would have something prepared against the Pirc, which I played a couple of times last season. But I figured if he plays into a sharp line, Black will have his chances as well.

Pirc Austrian Attack

Gerald Larson (2120)

FM John Readey (2312)

USCL Seattle vs Tennessee (3.4) 2007

Annotations by FM John Readey
1.e4 d6 2.d4 3.f6 4.c3 5.g6 6.f4 7.f4 8.g7 9.f3 10.O-O 11.e3

6.e3 is more common, but the text has the point of stopping ...c7-c5 for the moment.

6...b6 7. d2 8.b7 9.e5 10.g4 11.O-O 12.O-O c5

Marcel [Milat] suggested 9...xf3 10.gxf3 11.xe3 12.d5 after the match, but, on 12.h4 h5 13.f5 Kh7 14. d3 15.h6 16.f4 e6 17.f6 18.f6 19.h3, Black is busted. Book is to trade on e5 now, but I think White ends up a bit better, so I sack a pawn, thinking it will be worth it to destroy the White center.

10.dxc5 bxc5 11.xc5 a5

I originally intended 11...d7, but now I got a bad feeling about the move. Indeed, FRITZ points out that, after 12. g1 13.dxe5 14.fxe5 15.h6 16.dg5 17.f6 18.exf6 19.exf6 20.e6 21.c4+ 22.h8 23.d4, White is winning.

12.a3 dxe5

12...c8 is interesting as well.

13.h3 h6

Playing for complications. If 13...e4 14.dxe4 15.xd2+ 16.xd2 17.f6 18.dxf6+ 19.xf6 20.c4, there's not much comp' for the pawn.



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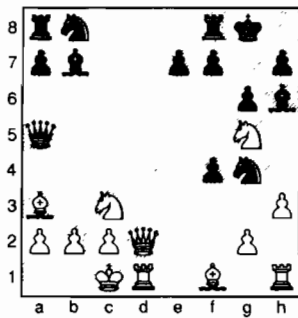


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14. ♖g5 exf4



15. hxg4

I expected 15. ♖xf7, but now I don't think it's better than the text. After 15... ♖xf7 16. hxg4 ♗g5 17. ♖e4 ♜xd2+ 18. ♖xd2 f3 19. ♗c4 fxg2 20. ♗xf7+ ♖xf7 21. ♖xh7+ ♗g8, the strong g2-pawn compensates for the Exchange.

15... ♗g5 16. ♖b1 ♖c8

I had been planning to play 16... f3, but reconsidered, as I thought it left my kingside too open and weakened the long diagonal, e.g., 17. ♜f2 fxg2 18. ♗xg2 ♗xg2 19. ♜xg2 and Black is lost.

17. ♖e4 ♜xd2 18. ♖xd2 ♖d8

I thought I was just winning, but now Gerald played an inspired move.

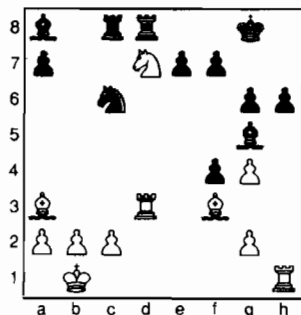
19. ♗e2!

Now 19... ♗xg2 looks good, right? But after 20. ♖f3! ♖c6 21. ♖xg5 ♗xh1 22. ♖xd1, the two Bishops are stronger than the Rook.

19... ♖c6 20. ♖e4 h6 21. ♖c5

I was expecting 21. ♗f3, but Black looks ok after something like 21... ♖ab8 22. ♖xg5 ♖xd1+ 23. ♖xd1 hxg5 24. ♗xc6 ♗xc6 25. ♗xe7 ♗xg2 26. ♗xg5 f3 27. ♗h4 ♖b4 28. ♗f2 ♖xg4 29. ♗xa7.

21... ♖ab8 22. ♗f3 ♗a8 23. ♖d7 ♖bc8 24. ♖d3



24... ♖xd7

I sack the Exchange, which is not bad, but 24... e5 was probably stronger.

25. ♖xd7 ♖e5 26. ♖xa7

White has to sack the Exchange back, otherwise the Black pawns will be too strong.

26... ♖xf3 27. ♖xa8 ♖d2+ 28. ♖c1 ♖xa8 29. ♖xd2 f3+ 30. ♖e1 fxg2 31. ♖g1 f5 32. gxf5 gxf5 33. ♖xg2 e5

Finally, things have settled down to an obscure three-passer-vs.-three-passer endgame. I judged I was a bit better, as my pawns were further advanced. Now I think White should just get going with c2-c4. Trading Bishops just helps me activate my King.

34. ♗e7 ♖f7 35. ♗xg5 hxg5 36. ♖xg5 ♖f6 37. ♖g3 ♖xa2 38. ♖b3 ♖a4

In the Tempo blog, Peter Bereolos suggested this was an easy draw for White, but I suspect it's already winning for Black. Certainly it's hard to hold in 30-second-increment play.

39. ♖e2 f4 40. ♖b8 ♖f5 41. b3 ♖a2 42. ♖f8+ ♖e4 43. ♖c8 ♖a7 44. ♖c4+ ♖d5 45. ♖c8 ♖h7 46. b4 e4 47. ♖c5+ ♖e6 48. ♖c4 ♖h2+ 49. ♖f1 ♖d5 50. ♖c8 e3 51. ♖e8 ♖xc2 52. b5 ♖b2 53. ♖f8 ♖e4 0-1

Whew! What a tough game! Maybe I should play the Petroff next time?

Round Four: Sept. 19

Sluggers 3.0—S.F. Mechanics 1.0

In a battle between GMs, especially when they have time to prep, a lot is decided by who gets in the first surprise/novelty. It surprises the opponent and avoids the other's preparation. Serper definitely did that with his 1.e4. Technically speaking, it's a surprise, but because it was from Serper, it is a novelty. According to my database, Serper has played 1.e4 twice in 2002, once in 2000 against Yermo, and hasn't played 1.e4 fulltime since 1988. It was a beautiful stroke, and I wished that the judges had taken that more into consideration in the Game of the Week voting. I don't know if it would compete with the dramatics of the Perelshteyn–Charbonneau game, but it was a key game against a team that's been unbeaten since 2005. It was a beautifully played game.—Eddie Chang

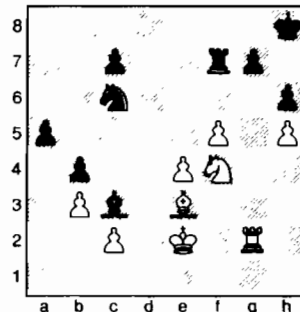
Ruy Lopez Exchange

GM Gregory Serper (2572)

IM Josh Friedel (2543)

USCL Seattle vs San Francisco (4.1) 2007

1. e4 e5 2. ♖f3 ♖c6 3. ♗b5 a6 4. ♗xc6 dxc6 5. ♖c3 f6 6. d4 ♗g4 7. dxe5 ♜xd1+ 8. ♖xd1 ♗xf3 9. gxf3 fxe5 10. f4 exf4 11. ♗xf4 ♖f6 12. f3 ♗d6 13. ♗e3 O-O 14. ♖e2 ♖d7 15. ♖f2 ♖e5 16. f4 ♖g6 17. f5 ♖e5 18. ♖ag1 ♖ae8 19. ♗d4 c5 20. ♗c3 b5 21. ♖g2 b4 22. ♗d2 ♖c6 23. ♗e3 c4 24. ♖d1 ♖h8 25. ♖d5 ♖f7 26. h4 a5 27. h5 h6 28. b3 cxb3 29. axb3 ♖e5 30. ♖xe5 ♗xe5 31. ♖d3 ♗c3 32. ♖f4



32... ♖d7 33. ♖d5 ♖e7 34. ♖xc3 bxc3 35. ♖g1 ♖c6 36. ♖d1 ♖e7 37. ♖f3 ♖b4 38. ♖d8+ ♖h7 39. ♗d4 ♖xc2 40. ♗xc3 c5 41. f6 ♖f7 42. e5 ♖d4+ 43. ♗xd4 cxd4 44. ♖e4 gxf6 45. e6 ♖g7 46. ♖d7 ♖g8 47. e7 ♖g4+ 48. ♖f3 1-0

Orlov played a great game against David Pruess. I liked Orlov's position. The Bishop had to retreat to e3 where it could get exchanged. After that, Orlov has a nice outpost for his Knight on e5 and a weak e-pawn to play against. 25. ♗xc5 was bad due to 26... ♖e5. I think Orlov was the only person in the world to see 26... ♖e5. I missed it, obviously David missed it, and so did all the internet kibitzers, including Pascal who was commenting on it as well.—Eddie Chang

Ruy Lopez Zaitsev

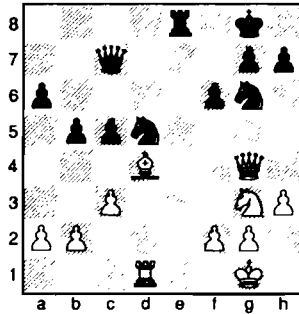
IM David Pruess (2448)

IM Georgi Orlov (2574)

USCL Seattle vs San Francisco (4.2) 2007

1. e4 e5 2. ♖f3 ♖c6 3. ♗b5 a6 4. ♗a4 ♖f6 5. O-O ♗e7 6. ♖e1 b5 7. ♗b3 O-O 8. h3 ♗b7 9. d3 d6 10. c3 ♖b8 11. ♖bd2 ♖bd7 12. ♖f1 ♖e8 13. ♖g5 d5 14. exd5 ♗xd5 15. ♗xd5 ♖xd5 16. ♜h5 ♗xg5 17. ♗xg5 f6 18. ♗e3 ♖f8 19. ♖ad1 ♖g6 20. d4 c6

21. ♖g4 ♗c7 22. ♘g3 exd4 23. ♗xd4 c5
24. ♗xe8+ ♗xe8



25. ♗xc5 ♗xc5 26. ♗d7 ♗e5 27. b4 ♘f8
28. ♗b7 ♗e7 29. ♗xa6 ♘xc3 30. ♗f1
31. ♗xb4 32. ♗c8 ♗c4 33. ♗d8 ♗xa2 33.f4
34. ♗h2 ♘g3 35. ♗xg3 ♗d5
36. ♗c8 ♗e2 0-1

Donaldson played a masterful Botvinnik System against Readey, getting the pivotal ...d6-d5 break in and slowly squeezed Readey. Readey did miss quite a few lines that seemed to lead to draws.—Eddie Chang

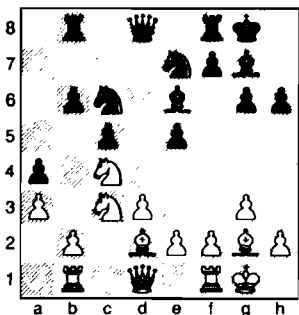
English Opening

FM John Readey (2312)

IM John Donaldson (2458)

USCL Seattle vs San Francisco (4.3) 2007

1. ♘f3 c5 2. c4 ♘c6 3. g3 g6 4. ♗g2 ♗g7
5. ♘c3 e5 6. a3 a5 7. O-O d6 8. d3 ♘ge7
9. ♘e1 ♗e6 10. ♘c2 d5 11. cxd5 ♘xd5
12. ♘e3 ♘de7 13. ♘e4 b6 14. ♘g5 ♗d7
15. ♗d2 O-O 16. ♗b1 a4 17. ♘c4 h6 18.
19. ♘e4 ♗e6 19. ♘c3 ♗b8



20. ♗xa4 ♘d4 21. ♗d1 b5 22. ♘e3 ♗b3
23. ♗e1 f5 24. f4 exf4 25. gxf4 b4 26. axb4
27. ♘cd1 ♗b6 28. ♗h1 ♗fc8
29. ♗c1 ♗xc1 30. ♗xc1 ♗c5 31. ♗d2
32. ♗c4 ♗xc4 33. dxc4 ♗xc4 34.
35. ♗xe4 ♗f7 36. ♘e3 ♗h7
37. ♘g4 ♘ef5 38. ♘e5 ♗b3 39. ♗c1 ♗e8
40. ♗e1 ♗e7 41. ♗d5 ♗c2 42. ♗e4 ♗f2
43. ♗d1 ♗xe5 44. fxe5 ♗h4 45. ♗xf5
46. ♗d2 ♘g3+ 47. ♗g2 ♘e4
48. ♗e1 ♗g4+ 49. ♗g3 ♗e2+ 50. ♗g1

21. ♘g3 51. hxg3 ♗xb2 52. e6 ♗e2 53. ♗f1
54. ♗xe6 54. ♗xe6 ♗xe6 55. ♗f7+ ♗g8
56. ♗b7 ♗e4 57. ♗f2 h5 58. ♗f3 ♗g4
59. ♗f2 ♗f8 60. ♗f3 ♗e8 61. ♗f2 ♗d8
62. ♗f3 ♗c8 63. ♗b5 ♗c7 64. ♗f2 ♗c6
65. ♗b8 ♗c5 0-1

Josh did a great job with the Closed Sicilian, managing to reach a position with better Bishops and a slightly better pawn formation. Then Naroditsky sacrificed the Exchange and proceeded to get ground down.—Eddie Chang

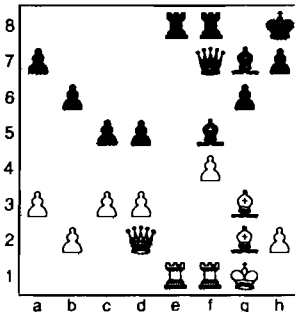
Sicilian Closed

NM Daniel Naroditsky (2170)

NM Josh Sinanan (2191)

USCL Seattle vs San Francisco (4.4) 2007

1. e4 c5 2. ♘c3 e6 3. g3 ♘c6 4. ♗g2 g6
5. d3 ♗g7 6. ♗e3 d6 7. ♘ge2 ♘d4 8. O-O
9. ♗d2 O-O 10. ♘d1 ♘xe2+
11. ♗xe2 ♘c6 12. ♗d2 f5 13. f4 ♗e7
14. ♗e1 ♗d7 15. ♗f2 b6 16. ♗b1 ♗ad8
17. c3 ♗f7 18. ♘e3 ♗h8 19. ♘c2 e5 20.
21. gxf4 ♗xf5 22. ♗g3 ♗f7
23. ♘e3 ♘e7 24. ♗f1 ♘f5 25. ♘xf5 ♗xf5
26. a3 d5 27. ♗be1 ♗de8



28. ♗e5 ♗xe5 29. fxe5 ♗e6 30. ♗h6 ♗g8
31. d4 cxd4 32. cxd4 ♗e4 33. ♗xf8+ ♗xf8
34. ♗h3 ♗f5 35. ♗g2 ♗c8 36. h4 ♗e4
37. ♗xe4 dxe4 38. ♗e3 ♗g4 39. ♗f4
40. ♗d1+ 41. ♗g2 ♗xd4 42. e6 ♗xb2+
43. ♗h3 ♗g7 44. ♗xe4 ♗e8 45. e7 ♗xe7
46. ♗d5+ ♗e6+ 47. ♗xe6+ ♗xe6
48. ♗g4 ♗e3 49. ♗d6 ♗d3 0-1

Round Five:

Sept. 26

Sluggers 2.0-
Carolina Cobras
2.0

The Sluggers closed the first half of the season with a fighting draw versus the Cobras: two wins and two losses!

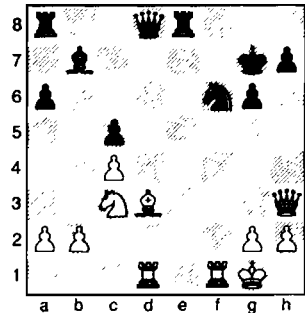
Sicilian Paulsen

GM Lev Milman (2531)

GM Gregory Serper (2572)

USCL Carolina vs Seattle (5.1) 2007

1. e4 c5 2. ♘f3 e6 3. d4 cxd4 4. ♘xd4 a6
5. ♗d3 b6 6. O-O ♗b7 7. c4 d6 8. f4 ♘f6
9. ♘c3 ♘bd7 10. ♗e2 g6 11. e5 dxe5
12. fxe5 ♗c5 13. ♗e3 ♘xe5 14. ♘xe6
15. ♗xc5 bxc5 16. ♗xe5 O-O 17.
18. ♗ad1 ♗e8 19. ♗h3



19... ♗d4+ 20. ♗h1 ♗e3 21. ♗e4 ♗xh3
22. ♗xd4 cxd4 23. ♗xb7 ♗b8 24. gxf3
25. ♗f3 cxb2 26. ♗b1 ♘d7 27. ♗d1
28. ♗b3 a5 29. ♗c2 ♗f6 30. ♗g2
31. ♗d1 ♘a4 32. ♗d5+ ♗e6
33. ♗xa5 ♘c3 34. ♗a6+ ♗e5 35. ♗a5+
36. ♗a7 h6 37. ♗a6 b1=♗ 38. ♗f6+
39. ♗xb1 ♗xf6 0-1


Reti Opening

FM Slava Mikhailuk (2433)

IM Jonathan Schroer (2449)

USCL Carolina vs Seattle (5.2) 2007

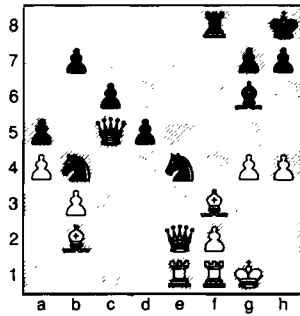
1. ♘f3 d5 2. g3 ♘f6 3. ♗g2 c6 4. b3 a5
5. O-O ♗g4 6. ♗b2 ♘bd7 7. d3 e6 8. ♘bd2
9. e4 O-O 10. a4 ♘e8 11. ♗e2 f5
12. exd5 exd5 13. ♗ae1 ♗b4 14. c3 ♗d6
15. h3 ♗h5 16. d4 ♗h8 17. ♗d3 f4
18. ♘e5 ♘c7 19. ♘df3 ♘f6 20. g4 ♗e8
21. c4 ♘a6 22. c5 ♘b4 23. ♗e2 ♗xe5
24. dxe5 ♘e4 25. ♘d4 ♗g6 26. ♘e6
27. ♘f8 ♗xf8 28. e6 f3 29. e7 ♗xe7
30. ♗xf3 ♗xc5 31. h4



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Lessons • Lectures • Exhibitions

USCF Life Master
3-Time Oregon Champion

(503) 358-7871
ssmith6154@aol.com



31...d3 32. cxd3 g5 33. e3 xf3+ 34. h1 d6 35. e5 d7 36. g1 e4 37. c3 xe1+ 0-1

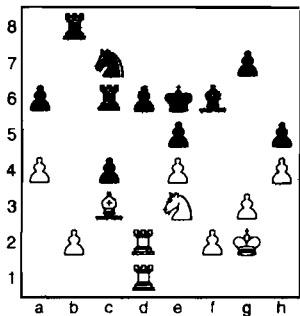
Benko Gambit

NM Oleg Zaikov (2369)

FM Loren Schmidt (2430)

USCL Carolina vs Seattle (5.3) 2007

1. d4 f6 2. c4 c5 3. d5 b5 4. cxb5 a6 5. b6 e6 6. c3 exd5 7. dxd5 dxd5 8. cxd5 c6 9. f3 b8 10. e4 e7 11. c4 O-O 12. O-O fxb6 13. h5 d6 14. d1 e6 15. xe6 fxe6 16. g4 c8 17. d2 e5 18. xc8 xc8 19. c3 d4 20. d2 c4 21. f1 bc6 22. g3 f6 23. g2 f7 24. f1 b5 25. e3 c7 26. h4 e6 27. d2 h5 28. ad1 b8 29. a4



29... e8 30. d5 e8 31. f4 g6 32. fxe5 dxe5 33. b4 d6 34. xd6+ dxd6 35. xa6 c8 36. d5 b6 37. xe5+ d7 38. a5 a7 39. d5 e6 40. b4 f8 41. c6 f2+ 42. h3 e3 43. a6 c8 44. d8 a7 45. d4+ e7 46. a8 g5 47. hxg5 1-0

English Opening

NM Michael Lee (2240)

NM Craig Jones (2323)

USCL Carolina vs Seattle (5.4) 2007

1. c4 e5 2. g3 f6 3. g2 c6 4. c3 b4 5. d5 O-O 6. a3 c5 7. b4 d4 8. b1 dxd5 9. cxd5 e7 10. f3 d6 11. dxd4 exd4 12. b2 d3 13. e3 c6 14. b3 f5 15. e4 g6 16. dxc6 bxc6 17. cxd3 d5 18. d4 f6 19. d3 a5 20. O-O

axb4 21. axb4 b8 22. fd1 b5 23. c3 b8 24. a1 d8 25. a7 d6 26. d2 h5 27. db1 d7 28. f4 e6 29. a8+ f7 30. exd5 cxd5 31. e1 b6 32. h3 d8 33. a7 b7 34. e3 d4 35. e6+ f8 36. d6 e8 37. g2 f7 38. xb7 xe6 39. c6 b6 40. b5 f5 41. a7 1-0

Round Six: Oct. 3

N.Y. Knights 3.0- Sluggers 1.0

The second half of the season started badly, IM Orlov suffered an early loss to a Knight fork, while FM Readey allowed his opponent a dangerous passed d-pawn.

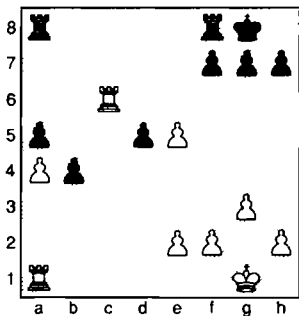
Catalan

GM Hikaru Nakamura (2742)

GM Gregory Serper (2572)

USCL, New York vs Seattle (6.1) 2007

1. d4 f6 2. c4 e6 3. f3 d5 4. g3 dxc4 5. g2 b4+ 6. d2 xd2+ 7. bxd2 b5 8. a4 c6 9. O-O b7 10. c2 O-O 11. b3 cxb3 12. dxb3 bd7 13. e5 xe5 14. dxe5 d5 15. c5 e7 16. fc1 a5 17. xd5 exd5 18. dxb7 xb7 19. xc6 xc6 20. xc6 b4



21. f1 fc8 22. d6 c5 23. b6 ac8 24. d1 f8 25. e1 e7 26. f4 g6 27. d3 h5 28. d2 b8c7 29. e3

d7 30. h3 dc7 31. g4 hxg4 32. hxg4 c3 33. b5 b7c5 34. xc3 xc3+ 35. d4 c4+ 36. xd5 xf4 37. xa5 b3 38. e4 f1 39. a7+ f8 40. b7 d1+ 41. c5 c1+ 42. d4 a1 43. e6 xa4+ 44. e5 fxe6 45. xb3 g7 46. b7+ h6 47. b5 g5 48. xe6+ xg4 49. e5 g5 50. f6 f4+ 51. g6 e4 52. f7 f3 53. b3+ f4 54. e6 g4 55. e7 xe7+ 56. xe7 g3 57. f6 g2 58. b1 f3 59. f5 f2 60. f4 g1= 61. b2+ e1 62. b1+ f2 63. b2+ f1 64. b1+ g2 65. xg1+ xg1 Draw

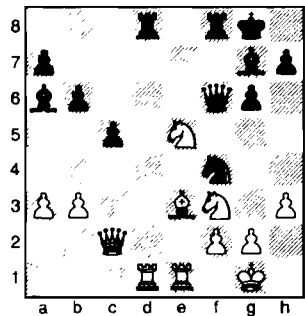
Sicilian Rossolimo

IM Geogi Orlov (2574)

IM Irina Krush (2512)

USCL, New York vs Seattle (6.2) 2007

1. e4 c5 2. f3 c6 3. b5 g6 4. O-O g7 5. xc6 dxc6 6. h3 e5 7. d3 e7 8. b4 cxb4 9. a3 b3 10. cxb3 f6 11. b2 h5 12. bd2 O-O 13. c4 f6 14. d4 exd4 15. xd4 f4 16. c2 b6 17. e3 e6 18. ad1 a6 19. fe1 ad8 20. e5 c5 21. exf6 xf6 22. ce5 f4



23. e4 xd1 24. xd1 e2+ 25. h1 c3 26. c2 xd1 27. xd1 d8 28. e1 d6 29. c3 f8 30. g5 f5 0-1

Sluggers Scoring

	White		Black		Total		Pts	BAP	Ave	Slg
	Score	PR	Score	PR	Score	PR				
Serper	+1=3-0	2691	+2=2-1	2674	+3=5-1	2682	5.5	10	.611	.435
Orlov	+0=0-1	2113	+1=0-0	2848	+1=0-1	2480	1.0	3	.500	.600
Tangborn	+2=0-2	2456	+0=1-0	2488	+2=1-2	2463	2.5	5	.500	.455
Mikhailuk	+1=0-1	2408	+2=1-1	2464	+3=1-2	2445	3.5	9	.583	.563
Schmidt	+0=1-1	2226	+0=2-1	2255	+0=3-2	2243	1.5	2	.300	.145
Milat	+1=0-0	2600			+1=0-0	2600	1.0	2	1.000	1.000
Readey	+0=0-1	2058	+1=0-1	2240	+1=0-2	2179	1.0	3	.333	.375
Lee	+1=0-0	2723	+0=0-2	1800	+1=0-2	2108	1.0	2	.333	.250
Sinanan	+1=2-1	2159	+1=1-0	2371	+2=3-1	2230	3.5	6	.583	.429
TOTAL	+7=6-7	2399	+7=7-6	2408	+14=13	2403	20.5	42	.512	.420

-13

WASHINGTON CHESS FEDERATION

Washington Class Championships A Harmon NW Grand Prix Event November 23-25, 2007

WA Class Championships Entry Fees and Prize Fund \$4,000 Guaranteed by the Washington Chess Federation

Entry fees listed as:
By Oct 12 / By Nov 9 / At site

Master EF \$65 / \$70 / \$80
\$500, \$300, U2300 \$200

Expert EF \$60 / \$65 / \$75
\$400, \$250, U2100 \$150

Class A EF \$55 / \$60 / \$70
\$300, \$175, U1900 \$125

Class B EF \$55 / \$60 / \$70
\$300, \$175, U1700 \$125

Class C EF \$55 / \$60 / \$70
\$300, \$175, U1500 \$125

Class D & Under EF \$50 / \$55 / \$65
\$150, \$100, U1300 \$75, U1200 \$75,
unrated \$75

Advance entries must be received by
November 9. Add \$25 to play up one
class. Free entry to GMs, IMs, and
WGMs. Juniors (U21) may play for
medals only for an advance EF of \$25.
(Medals awarded for "plus score.")
Canadians may pay C\$ at par (no
coins, please) for entry fee only.
ALL PRIZES WILL BE MAILED.

Entries/Information:

Send entries to Dan Mathews, WCF
Tournament Coordinator:
730 Olympic Ave
Edmonds, WA 98020
Cell Phone (425) 218-7529
E-mail:

Dthmathews@hotmail.com

Also see www.nwchess.com.

Make checks payable to
Washington Chess Federation
(WCF).

North Seattle Community College,
9600 College Way North, Seattle, WA 98103-3514

Format: Six class sections as shown at left, six round Swiss system. Sections may be combined if less than 12 players in a section. Late registrations may receive "pot luck" pairings or half-point byes for initial round.

Rating: USCF rated. Master/Expert sections also FIDE rated. November USCF rating supplement will be used to determine official ratings. Unrated players may only play in Master section (for 1st/2nd prize), or for unrated prize only in Class D & Under.

Registration: Friday 8:15-9:15 AM for 3-day option, or 3:30-4:15 PM if entering with one half-point bye. Saturday 8:15-9:00 AM for 2-day option, or 9:00-9:30 AM if entering 3-day event with two half-point byes. Up to two half-point byes available at registration. Play any two days, if taking two half-point byes.

Rounds: 3-day schedule: Fri: 10:00 AM and 5:00 PM, Sat 10:00 AM and 5:00 PM, Sun 9:00 AM and 3:00 PM. 2-day schedule: Sat 9:30 AM, 11:45 AM, 2:30 PM, then join 3-day schedule for rest of tourney.

Time Controls: 3-day schedule: 40/2 and SD/1. 2-day schedule: rounds 1-3 G/60. (Rounds 4-6 same as 3-day schedule). Digital clocks preferred. Please bring tournament chess set, board and clock.

Miscellaneous: Current USCF and WCF or OCF memberships required in all sections. Other States Accepted. Memberships may be paid at time of registration. 2007 Chess Café Grand Prix event, Clark Harmon Memorial NW Grand Prix event. No Smoking. No Computers.

Entries/Prizes/Info: See bar at left. Please use entry form (available soon on NWC website) for a list of all discounts and fees, and to indicate schedule, section, side events and byes requested.

Hotel Info/Rates: Will be listed on NWC website if available.

Side Events: (check on NWC website for updates)

Washington Class Scholastic (Nov 23): A separate flyer/entry form will be published on the NWC website for this event, or contact: David Hendricks, WCF Scholastic Coordinator, 2439 220th Place NE, Sammamish, WA 98074-6418, ph. 425-868-3881, e-mail: DavidCHendricks@comcast.net

Washington Class Blitz (Nov 24): Not USCF rated. Time control: G/5 minutes. One section, 5 round Swiss; option for second section if 16 or more players. EF \$15. Register Sat 8:00-8:45 PM, or earlier at main registration times. Rounds Sat 9:00-9:15-9:30-9:45-10:00 PM. Byes available for rounds 1 and 2 if late due to main tournament game. Prizes: approx. 70% of entry fees.

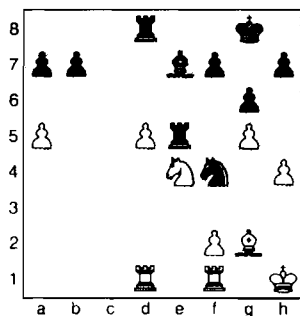
Revised 9/28/2007.

Pirc

IM Jay Bonin (2360)
FM John Readey (2312)

USCL, New York vs Seattle (6.3) 2007

1.d4 d6 2.e4 f6 3.c3 g6 4.h3 g7
5.g3 O-O6.g2e57.fge2c68.a4a6
9.O-O e8 10.e3 b4 11.a5 exd4
12.xd4 d7 13.g4 c5 14.e3 c6
15.f3 e7 16.f4 ad8 17.g5 d7
18.xd6xc2 19.xe7 xe7 20.ad1
d4 21.d5 xd5 22.exd5 e5
23.xe5 xe5 24.b4 f8 25.bxc5
xc5 26.e4e2+ 27.h1 e7 28.h4
f4



29.d6 f8 30.f1 e7 31.d7 b4
32.e3 xa5 33.d6 xe3 34.fxe3
fxg2 35.fg2 b8 36.c1 b5 37.c8
1-0 {Time}

King's Indian Fianchetto

NM Joshua Sinanan (2191)
WFM Irina Zenyuk (2185)

USCL, New York vs Seattle (6.4) 2007

1.f3 f6 2.c4 g6 3.c3 g7 4.g3 d6
5.g2 O-O 6.O-O c6 7.d4 a6 8.c2
b8 9.d1 g4 10.h3 d7 11.h2 b5
12.cxb5 axb5 13.e4 b4 14.e2 b3 15.
axb3 b4 16.b1 c5 17.e5 xe4
18.xd7 xd7 19.xe4 dxe4 20.xe4
d5 21.xd5 xd5 22.d3 b6
23.f4 b4 24.c3 xd4 25.xc7 e5
26.e2 d5 27.d7 f6 28.c7 d5
29.d7 f6 30.c7 d5 31.d7 Draw

Round Seven: Oct. 10

Sluggers 2.5-Dallas Destiny 1.5

Sicilian Maroczy Bind

GM Gregory Serper (2572)
GM Drasko Boskovic (2520)

USCL, Seattle vs Dallas (7.1) 2007

1.c4 c5 2.f3 g6 3.d4 cxd4 4.d4 c6
5.e4 f6 6.c3 xd4 7.xd4 d6 8.g5
g7 9.f3 O-O 10.d2 a5 11.e2 a4
12.O-O a5 13.ab1 e6 14.d5

xd2 15.xd2 xd5 16.cxd5 d4+
17.h1 d7 18.c3 g7 19.a3 fc8
20.xg7 fxg7 21.bc1 f6 22.f4 b6
23.g1 c5 24.c3 ac8 25.fc1 e6
26.dxe6 fxe6 27.f2 e5 Draw

Sicilian Maroczy Bind

IM John Bartholomew (2488)
IM Eric Tangborn (2475)

USCL, Seattle vs Dallas (7.2) 2007

1.f3 c5 2.c4 c6 3.d4 cxd4 4.d4
g6 5.e4 f6 6.c3 d6 7.e2 xd4
8.xd4 g7 9.g5 O-O 10.d2 a6
11.c1 e6 12.b3 a5 13.f3 fc8
14.a4 xd2+ 15.fxd2 c6 16.c3
ac8 17.d5 xd5 18.exd5 b6c7
19.g4 f8 20.e3 d7 21.h4 b2
22.b1 g7 23.hc1 a5 24.a4 c5
25.h5 e8 26.d3 e6 27.hxg6 hxg6
28.dxe6 xe6 29.xc5 dxc5 30.e1
Draw

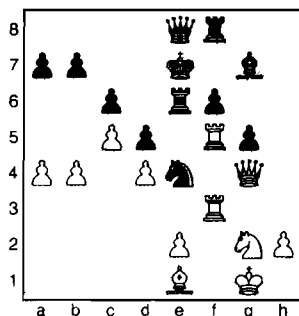
In the first date with Destiny, the Sluggers eked out a win when FM Mikhailuk's opponent lost an Exchange.

QGD Slav

FM Slava Mikhailuk (2433)
FM Andrei Zarembo (2366)

USCL, Seattle vs Dallas (7.3) 2007

1.f3 d5 2.g3 f6 3.g2 c6 4.d4 f5
5.O-Oe6 6.c4 bd7 7.b3h6 8.c3 e7
9.f4 O-O 10.c5 e4 11.xe4 xe4
12.b4 g5 13.e3 f6 14.d2 g7
15.e1 xg2 16.fg2 e5 17.f4 exf4
18.gxf4 f6 19.fxg5 e4 20.c2 hxg5
21.f5 d7 22.faf1 f6 23.a4 e8
24.d3 h5 25.f2 ae8 26.e1
e6 27.f3 e8 28.g4 f7 29.f1 f3
e7



30.b5 h8 31.b3 c8 32.f4 f7
33.xe6 xe6 34.h3 f8 35.bxc6 bxc6
36.ff3 e7 37.b7 a5 38.xe6+
fxe6 39.c7f5 40.xc6+ d7 41.a6
f4 42.b3 f6 43.b7+ c8 44.c6
xd4+ 45.g2 1-0

Sicilian Alapin

NM Ryan Milisits (2222)
NM Joshua Sinanan (2191)

USCL, Seattle vs Dallas (7.4) 2007

1.e4 c5 2.c3 f6 3.e5 d5 4.d4 cxd4
5.f3e6 6.cxd4d6 7.a3 d7 8.d3c6
9.O-O d7 10.e2 e7 11.c3 xc3
12.bxc3 O-O 13.exd6 xd6 14.c2 a5
15.f5 f6 16.c4 h6 17.e4 xe4
18.xe4 xe4 19.xe4 c3 20.e3
xc4 21.xb7 c7 22.xc7 xc7
23.fc1 b6 24.a4 fd8 25.a5 xd4
26.xd4 xd4 27.a6 ad8 28.g3 h8d7
29.c8+ h7 30.b8 b4d6 31.g2
g5 32.b7 xa6 33.xd7 xa1
34.f7+ g6 35.e7 f6 36.h7
g6 37.e7 f6 38.h7 g6 39.e7
Draw

Round Eight: Oct. 17

Dallas Destiny 3.0-Sluggers 1.0

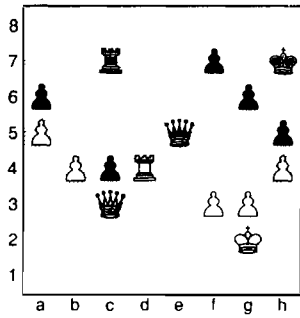
A week later, the Destiny shuffled the deck, starting a different line-up. The Sluggers were unable to cope, as the bottom three boards all lost. GM Serper's heroic efforts on Board One salvaged one point.

English Opening

GM Drasko Boskovic (2520)
GM Gregory Serper (2572)

USCL, Dallas vs Seattle (8.1) 2007

1.c4 e6 2.g3 d5 3.g2 dxc4 4.a4+
d7 5.xc4 c5 6.f3 a6 7.O-O b5
8.c2 b7 9.b3 gf6 10.b2 e7
11.d3 O-O 12.bd2 c8 13.ac1 b6
14.b1 fd8 15.a1 h6 16.fd1 a7
17.e5 d5 18.xd7 xd7 19.f3
dd8 20.e5 xg2 21.fg2 d5
22.f3 f8 23.g1 b6 24.c2 d5
25.a3 b7 26.d1 b6 27.d2 c6
28.b4 c4 29.b3 cc8 30.a5 d5
31.dxc4 xc4 32.xc4 xc4 33.xc4
bxc4 34.c3 h5 35.h4 g6 36.f6 d7
37.c3 c7 38.c2 c8 39.d2 f5
40.g2 b5 41.f3 c6 42.e3 g7
43.xg7 fxg7 44.c3+ g8 45.d4
e5 46.d2 e4 47.d4 exf3+ 48.exf3
e6 49.e4 d5 50.d4 e6 51.e4
d5 52.d4 c6 53.e4 b5 54.d4
e8 55.e4 c6 56.d4 f6 57.a4
c6 58.a5 f6 59.d3 g7 60.d4
h7 61.d3 g7 62.d4 c7 63.f2
c6 64.g2 h7 65.f2 g7 66.g2
c7 67.f2 h7 68.g2 e5



69. ♖h3 ♜c8 70. g4 hxg4+ 71. fxg4 ♜d8
72. ♜xc4 ♖e2 73. ♜d4 ♖f1+ 0-1

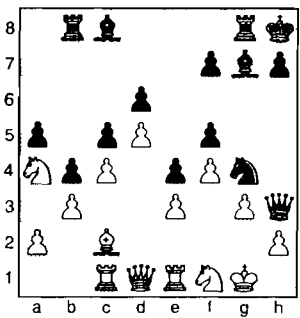
Schmid Benoni

IM Eric Tangborn (2475)

IM Davorin Kuljasevic (2491)

USCL, Dallas vs Seattle (8.2) 2007

1. d4 ♘f6 2. ♘f3 c5 3. d5 b5 4. ♙g5 ♖b6
5. ♘c3 b4 6. ♘a4 ♖a5 7. ♙xf6 gxf6 8. b3
f5 9. ♘d2 d6 10. ♘c4 ♖c7 11. e3 ♙g7
12. ♜c1 ♘d7 13. c3 ♜b8 14. ♙e2 a5
15. O-O ♘f6 16. ♙f3 O-O 17. ♜e1 ♜d8
18. ♘d2 e6 19. c4 e5 20. ♘f1 ♖h8
21. ♘g3 ♜g8 22. ♙e2 ♖e7 23. ♙d3 e4
24. ♙c2 ♘g4 25. ♘f1 ♖h4 26. g3 ♖h3
27. f4



27... ♘h2 28. ♘h2 ♙d4 29. g4 ♙xe3+
30. ♜xe3 ♖xe3+ 31. ♖h1 fxg4 32. ♖g1
♖xf4 33. ♜f1 ♖e5 34. ♜f2 g3 35. ♜g2
♙h3 36. ♘f1 ♖h5 37. ♘g3 ♙xg2+
38. ♖xg2 ♜xg3+ 0-1

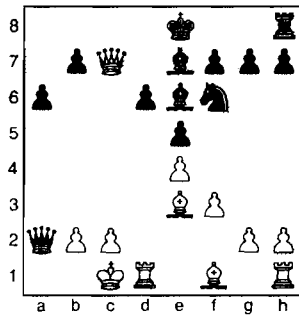
Sicilian Richter-Rauzer

FM Keaton Kiewra (2326)

FM Slava Mikhailuk (2433)

USCL, Dallas vs Seattle (8.3) 2007

1. e4 c5 2. ♘f3 d6 3. d4 cxd4 4. ♘xd4 ♘f6
5. ♘c3 ♘c6 6. ♙g5 ♙d7 7. ♖d2 ♜c8 8.
f3 ♘xd4 9. ♖xd4 ♖a5 10. ♙e3 a6 11.
O-O-O e5 12. ♖d2 ♙e6 13. ♖b1 ♜xc3
14. ♖xc3 ♖xa2+ 15. ♖c1 ♙e7 16. ♖c7



16... d5 17. ♙b6 O-O 18. ♖xe7 ♖a1+
19. ♘d2 ♖xb2 20. ♙c5 ♜e8 21. ♖c7
dxe4 22. ♖b6 ♖a2 23. ♙e2 exf3 24. gxf3
e4 25. ♙d4 ♘d5 26. ♖b2 e3+ 27. ♖c1
♖xb2+ 28. ♖xb2 ♘f4 29. ♜de1 ♙d5
30. ♜hg1 g6 31. ♙d3 ♘xd3+ 32. cxd3 e2
33. f4 ♙f3 34. ♜g3 ♙h5 35. ♜e3 ♜xe3
36. ♙xe3 ♙f3 37. ♖c3 ♖f8 38. ♙f2 ♖e7
39. ♘d4 ♘d6 40. ♜c1 ♙g4 41. ♙e1 b6
42. ♙b4+ ♖d7 43. ♖e5 a5 44. ♙e1 a4
45. ♙b4 ♙f5 46. d4 b5 47. d5 ♙d3 48. d6
♙c4 49. ♘d4 f6 50. ♖e3 g5 51. fxg5
52. ♖f2 ♖e6 53. ♜c3 h5 54. ♜e3+ ♖d7
55. ♜e7+ 1-0

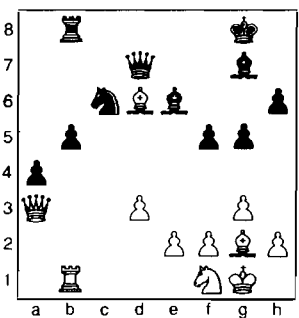
English Opening

NM Joshua Sinanan (2191)

NM Francisco Guadalupe (2218)

USCL, Dallas vs Seattle (8.4) 2007

1. ♘f3 ♘f6 2. c4 c5 3. ♘c3 ♘c6 4. g3 d5
5. cxd5 ♘xd5 6. ♙g2 g6 7. O-O ♙g7
8. ♖b3 e6 9. d3 O-O 10. ♙d2 ♘de7
11. ♘e4 b6 12. ♙c3 e5 13. ♜fc1 ♙e6
14. ♖a4 h6 15. a3 ♜c8 16. b4 f5 17. ♘ed2
cxb4 18. axb4 ♘d5 19. ♙b2 ♘dxb4
20. ♘xe5 ♘xe5 21. ♖xb4 ♖d7 22. ♖a3
a5 23. ♜ab1 ♜xc1+ 24. ♙xc1 ♜b8
25. ♘f1 a4 26. ♙f4 g5 27. ♙d2 b5
28. ♙b4 ♘c6 29. ♙d6



29... b4 30. ♖xa4 ♖xd6 31. ♙xc6 b3
32. ♙b5 ♖h7 33. ♘e3 b2 34. ♙c4 ♖d4

35. ♖a6 ♙xc4 36. ♘xc4 ♖c3 37. ♜xb2
♜xb2 38. ♘xb2 ♖xb2 39. ♖e6 ♖f6
40. ♖d7 ♖e5 41. e3 f4 42. e4 f3 43. h3 h5
44. ♖h2 h4 45. ♖g4 hxg3+ 46. ♖xg3
♖h6 47. h4 gxh4 48. ♖xe5 ♙xe5+
49. ♖h3 ♖g5 50. d4 ♙xd4 51. e5 ♙xf2
52. e6 ♙c5 0-1

Round Nine: Oct. 22

S.F. Mechanics 3.0-Sluggers 1.0

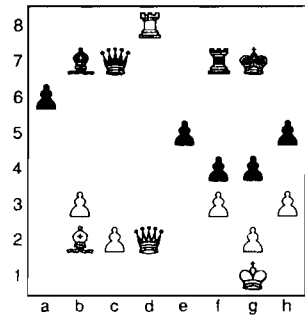
Sicilian Kan

IM Josh Friedel (2543)

GM Gregory Serper (2572)

USCL, San Francisco vs Seattle (9.1) 2007

1. e4 c5 2. ♘f3 e6 3. d4 cxd4 4. ♘xd4 a6
5. ♘c3 ♖c7 6. ♙d3 ♘f6 7. O-O ♘c6
8. ♘xc6 bxc6 9. ♖e2 d5 10. ♜e1 ♙b7
11. b3 ♙e7 12. ♙b2 O-O 13. ♘a4 dxe4
14. ♙xe4 ♘xe4 15. ♖xe4 c5 16. ♖g4 g6
17. ♖h3 ♜fd8 18. ♙e5 ♖c6 19. ♘b2
♜d5 20. ♘c4 ♜ad8 21. ♖g3 ♙a8
22. ♘e3 ♜5d7 23. ♘g4 f5 24. ♘f6+ ♙xf6
25. ♙xf6 ♜f8 26. ♙c3 f4 27. ♖g4 ♜f5
28. ♜ad1 ♜xd1 29. ♜xd1 ♜d5 30. ♜e1
♜f5 31. f3 ♖d6 32. ♖h4 ♙c6 33. h3 e5
34. ♖f2 h5 35. ♖f1 ♙b5 36. ♜d1 ♖e7
37. ♖e1 ♙c6 38. ♙b2 g5 39. ♖a5 ♙b7
40. ♖a4 ♜f7 41. ♖c4 ♖h7 42. ♜d8 ♖g7
43. ♖d3 ♙c6 44. ♜c8 ♙b7 45. ♜b8 ♖c7
46. ♜d8 c4 47. ♖d2 cxb3 48. axb3 g4



49. ♜e8 ♖c5+ 50. ♖h1 gxf3 51. ♙xe5+
♖g6 52. ♖d3+ ♖g5 53. ♜g8+ ♖h4
54. ♖d8+ 1-0

QGD Exchange

IM Eric Tangborn (2475)

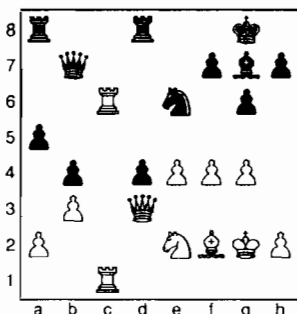
IM Vinay Bhat (2465)

USCL, San Francisco vs Seattle (9.2) 2007

1. d4 d5 2. ♘f3 ♘f6 3. c4 e6 4. cxd5 exd5
5. ♘c3 c6 6. ♙g5 ♙e7 7. ♖c2 g6 8. e3 ♙f5
9. ♙d3 ♙xd3 10. ♖xd3 ♘bd7 11. O-O

It's time for the Washington Class Championships again!! There will be sample magazines available at the tournament, as usual. However, if you're missing any specific issues (or you're a new subscriber and want back issues), you can request them from the business manager in advance. A nominal fee may apply depending on how many magazines you request.

O-O 12. d2 e8 13. ab1 a5 14. fc1 d6 15. f1 b8 16. f3 h5 17. g4 g7 18. g2 b5 19. b3 b7 20. h4 ac8 21. f2 e6 22. g3 f8 23. c2 g7 24. ge2 b4 25. a4 c5 26. xc5 dxc5 27. dxc5 xc5 28. d2 e6 29. bc1 cd8 30. d3 d4 31. e4 a8 32. c6 ed8 33. f4



33... ac8 34. xc8 xc8 35. xc8+ xc8 36. f5 c5 37. c4 gxf5 38. gxf5 d3 39. xc5 dxe2 40. f2 c7 41. xe2 xh2+ 42. f2 f6 43. f3 h3+ 44. e2 g2 45. e1 h5 46. c6 c3+ 47. e2 d4 48. e8+ g7 49. d3 xxf2 0-1

English Opening

IM John Donaldson (2458)
FM Loren Schmidt (2430)

USCL, San Francisco vs Seattle (9.3) 2007

1. d4 f6 2. f3 c5 3. c4 cxd4 4. dxd4 c6 5. c3 g6 6. g3 g7 7. g2 O-O 8. O-O g4 9. e3 d6 10. de2 a5 11. d5 e6 12. d2 d8 13. ddc3 dge5 14. b3 d3 15. b1 a6 16. a3 de5 17. c2 c7 18. f1 d7 19. bc1 b8 20. b1 b6 21. e4 f5 22. g5 h6 23. f3 dxf3+ 24. xf3 c6 25. g2 e5 26. d4 d7 27. h3 f7 28. f4 e5 29. e2 c6 30. c3 xg2 31. xg2 b5 32. cxb5 b7+ 33. h2 axb5 34. d3 b4 35. axb4 xb4 36. b1 b7 37. d5 e4 38. xe4 fe4 39. b4 exf4 40. gxf4 d8 41. c3 f5 42. xg7 xg7 43. c3 b7 44. xe4 g5 45. g3 b5 46. f5 d5 47. de2 c7 48. d4 b6 49. b5 d6 50. dc1 c4 51. e4 d7 52. exd5 e3 53. c6 dxd5 54. bc1 f7 55. g3 bb7 56. f3 Draw

King's Indian Classical

NM Joshua Sinanan (2191)
NM Daniel Naroditsky (2170)

USCL, San Francisco vs Seattle (9.4) 2007

1. f3 f6 2. c4 g6 3. c3 g7 4. e4 d6 5. d4 O-O 6. e2 e5 7. O-O c6 8. d5 e7 9. b4 h5 10. e1 f5 11. g5 f4 12.

f1 h6 13. f3 fe4 14. d2 d3 15. xd3 exd3 16. de4 f5 17. xd3 g5 18. a4 g6 19. a3 f4 20. d1 c8 21. e3 g4 22. d2 e8 23. c5 g6 24. b5 dxc5 25. xc5 fd8 26. a2 f7 27. f3 f5 28. d6 xa2 29. xa2 xe4 30. xe4 cxd6 31. xd6 ac8 32. g3 d5 33. b3 f6 34. dxf6+ xf6 35. b4 c4 36. a5 dd4 37. d2 e4 38. e3 d3 39. xd3 exd3 40. d2 c1+ 41. f2 c2 42. xc2 dxc2 43. c1 a6 44. bxa6 bxa6 45. e2 c3 46. d3 xa5 47. xc2 f7 48. d3 b6 49. c4 e6 50. b2 h5 51. g4 hxg4 52. fxg4 c7 53. h3 e5 54. c1 f4 55. b2 e5 56. a3 d6 57. b2 e5 Draw

Round Ten: Oct. 29

Miami Sharks 2.5–Sluggers 1.5

With the season on the line and needing only to draw the match, the lower boards failed to score and the Sharks made the playoffs rather than the Sluggers.

King's Indian

GM Gregory Serper (2572)
GM Julio Becerra (2634)

USCL, Seattle vs Miami (10.1) 2007

1. d4 f6 2. c4 g6 3. c3 g7 4. e4 d6 5. ge2 O-O 6. g3 e5 7. d5 g4 8. h3 h6 9. h4 f5 10. exf5 gxf5 11. h5 a6 12. e2 f4 13. dxc7 xg7 14. g3 fxg3 15. xh6+ xh6 16. fxg3 g7 17. d2 c5 18. O-O-O a5 19. df1 xf1+ 20. xf1 h3 21. f2 e7 22. d1 h6 23. c2 f8 24. d1 b6 25. xf8 xxf8 26. f2 xxf2 27. dxf2 d7 28. d2 f6 29. e3 c8 Draw

Sicilian Classical

IM Blas Lugo (2430)
FM Slava Mikhailuk (2433)

USCL, Seattle vs Miami (10.2) 2007

1. e4 c5 2. f3 d6 3. d4 cxd4 4. dxd4 f6 5. c3 c6 6. f3 e5 7. b3 e7 8. e3 e6 9. d2 d5 10. exd5 dxd5 11. dxd5 xd5 12. xd5 xd5 13. O-O-O O-O-O 14. b5 b8 15. c4 e6 16. c5 xc5 17. xc5 d4 18. xd4 xd4 19. xd4 exd4 20. b3 a6 21. a4 c8 22. d2 c5 23. c1 h5 24. h3 b5 25. g4 xh3 26. cxb5 axb5 27. xb5 xf3 28. e2 g3 29. f1 xg4 30. xg4 xg4 31. xf7 h5 32. d3 h4 33. b4 h3 34. f8+ b7 35. h8 g3+ 36. xxd4 g5 37. c5

c3+ 38. b5 g4 39. h4 c1 40. a4 g3 41. a5 g2 42. a6+ c7 43. h7+ d6 44. h6+ e5 45. h5+ f4 46. a7 a1 47. xh3 g1= 48. h4+ f3 49. h3+ e2 50. c3 xa7 51. c4 a6+ 52. b5 a4+ 53. c5 c8+ 54. b6 xc3 55. b7 c5 56. b6 b4 0-1 {Time}

King's Indian Sämisch

FM Loren Schmidt (2430)
FM Marcel Martinez (2462)

USCL, Seattle vs Miami (10.3) 2007

1. d4 f6 2. c4 g6 3. c3 g7 4. e4 d6 5. f3 O-O 6. e3 c5 7. dxc5 dxc5 8. xd8 xd8 9. xc5 c6 10. d5 d7 11. xe7 dxe7 12. dxe7+ f8 13. d5 xb2 14. b1 g7 15. e2 c5 16. c1 b6 17. b3 a4 18. c1 f5 19. e2 fe4 20. fe4 e5 21. O-O+ g7 22. c2 e8 23. h1 a6 24. d2 c5 25. f3 ad8 26. d2 b8 27. f3 d6 28. a4 e5 29. a5 bxa5 30. a2 a4 31. d1 xe4 32. xe4 xc4 33. xa4 xf1 34. xa7+ f8 35. ddf6 e7 36. dxh7+ xh7 37. xh7 xd1 38. f2 a1 0-1

King's Indian Classical

FM Luis Barredo (2160)
NM Michael Lee (2240)

USCL, Seattle vs Miami (10.4) 2007

1. d4 f6 2. f3 g6 3. c4 g7 4. c3 O-O 5. e4 d6 6. e2 e5 7. O-O c6 8. d5 e7 9. e1 d7 10. f3 f5 11. g4 h8 12. h4 f6 13. d3 c6 14. e3 b5 15. b3 a5 16. f2 b4 17. a4 c5 18. a3 f4 19. d2 d7 20. b2 b6 21. bd3 a7 22. c2 fa8 23. a2 e8 24. fa1 h6 25. e1 f6 26. d1 c8 27. f2 d8 28. axb4 axb4 29. xa7 xa7 30. xa7 xa7 31. xb4 xh4 32. d3 h5 33. gxh5 xh3 34. xh4 xh4 35. f1 g3+ 36. g2 gxh5 37. f2 g7 38. h2 c8 39. h4 f6 40. d1 f2 g8 41. h3 g6 42. b4 cxb4 43. xb4 xh3 44. dxh3 c8 45. c6 g7 46. g5 b6 47. c5 c4 48. cxd6 xh6 49. e6 e3 50. h3 d7 51. e7 g3+ 52. xg3 f1+ 53. h3 xg3 54. c6 g6 55. xe5+ xe5 56. dxf4+ f6 57. xg3 h4+ 58. xh4 xf3+ 59. g3 g5 60. h5+ e5 61. d7 f7 62. f3 d6 63. f4 xd7 64. e5 e7 65. g7 d8 66. f5+ f7 67. d4 e8 68. e6 b7 69. e5 a5 70. d6 c4+ 71. d5 e3+ 72. e4 1-0

THE MARTIAN SYSTEM IN CHESS

This system is for beginners in chess, and if it is applied diligently in the games they play, they will soon be very much improved, and theirs will be the joy of beating those who once beat them.

LESSON ONE, OBSERVING HIS THREATS

by James Hurt

June 16, 1938

Introduction

These lessons are for beginners in chess. You have learned the moves of the different pieces, you know the laws of the game, you have played a few games, but, as yet, you are not a very good player. Chess has fascinated you because it is something new to you. However, if you continue to lose games you are going to lose interest in chess; chess will sour on you. Despite the romantic background of chess, and, in spite of chess being an ideal conflict of two minds, the real joy, the real satisfaction of chess, comes from winning games. I am going to teach you how to defeat your opponent in a new and easy way. I may not succeed in this, but if we work together I am sure that you will begin to win more and more of the games you play. I haven't very much to tell you, but the things I do tell you must be over-learned. It would be foolish to read this over once, and then expect to find yourself a better player. You must use the knowledge I give you in every game you play, and you must practice using the points in these lessons at every move. It is only in this way that I can help you become a better player, and it is only in this way that you will become aware of the real beauty of chess, and experience the real happiness that comes from chess.

Yours Very Sincerely,

James Hurt

Chess Champion, State of Washington

Editor's Note: James Hurt was the Washington State chess champion for the years 1935, 1937-38 and 1941. These two articles were recently discovered by IM John Donaldson, and scanned and converted by Eric Holcomb.



If I can teach you the proper way to make a move, I will have taught you how to play good chess, as a chess game is nothing more than a series of moves. If you learn how to make a good move, and you make a good move every time it is your turn to play, it is hard to see how anyone could ever beat you. So, the purpose of these lessons is to teach you how to make a good move, and it is your duty to try to make a good move EVERY TIME IT IS YOUR TURN TO PLAY. Above all, remember that one hasty or careless move usually will cost you the game. By far the majority of games that I have seen have contained a very simple error, a careless move, and invariably the other person has won the game, because he has taken advantage of that ONE BAD MOVE!

In making a good move, there are a number of things that you have to consider, and if you neglect to consider one of these points, you are quite likely to make a bad move. This lesson will deal with the most important thing you must do, and that is: YOU MUST LOOK FOR HIS THREATS. Now, the only way to do this is to look over each of his men, and see just where it can go. You do something like this, you say to yourself, "What can his pawns do? He has only moved two of them, but I must watch those two, and see if they can take any of my men. Now let's see where his Knights are, hmm, this one can go here, here, and here—and this other one is still at home; now, his Bishops, one is away down here—he can take my Knight, but I can take

back with my Queen or my pawn, so that is alright. His other Bishop is over here, now let's see where he can go, down this diagonal he ends at the edge of the board, but down this other diagonal he can take my f-pawn, checking my King, but if he does, I can capture him back as my King protects my f-pawn. Now, his Rooks—they are both home, and behind his own pawns, so nothing to worry about there. Now, his terrible Queen—I must be especially careful of her, the old witch, as she can go to so many different squares! Down this way she ends here, down this way she ends—oh ho! She is attacking my f-pawn. My king protects it, but now my tricky opponent is attacking it with two of his men, with his Queen, and with his Bishop.—I must do something about this!" Now that is a sample of the way you must go about looking for his threats.

It may sound long and boring, but the only men you have to watch are the men that he has moved. The men he leaves at home can do you no harm. Usually you will only have to watch one or two pawns, two or three Knights and Bishops, and the terrible Queen. But it is absolutely necessary for you to take each man separately and see exactly where he can go, and see what he does when he gets there. You MUST do this, if you are going to make a good move. After doing this AT EVERY MOVE for several games, you will get so you can do it quite rapidly. Experienced players can do it almost at a glance. Now this is all there is to lesson one. It isn't very hard, but it is very, very necessary. If you neglect to do this at one of the moves you make, then that move will very likely be a bad move, and if he takes advantage of it, you will finally lose the game, just because you were careless, and didn't LOOK FOR HIS THREATS. After you have practiced observing each of your opponent's men to see what each of them can do, you will begin to see that it is always the last move that he makes that you have to be especially careful of. His last move will be his most recent attempt to kill you, and so, quite naturally, you must pay special attention to this man that he has just moved and see just where he can go, and what he can do to you; in a word, WHAT HE THREATENS. It is easy to see that if your opponent uses only one man to attack you with, your task will be very simple; you will only have to watch this one man, and see what this lone man threatens. He is usually a knight, and after jumping around a bit, he usually jumps into an early grave. But against better players, you will find that you will have several men to watch. If things seem to be getting too complicated, and you have too many of his men to watch, you should try to trade men with him, thus reducing the number of men on the board, and therefore making it easier to see his threats, as now you haven't so many men to watch. This is especially true of pawns. It is a good idea to trade pawns when he gives you the chance, as in that way you can forget all about those certain pawns, as they are off the board. Now, about checks, they are his worst threats, as they are aimed at your King, and if they are successful he will mate you; so you must never overlook any check he has on your King. If he suddenly checks you out of nowhere, you will know that you are being careless, and that you have failed to do the most important thing of all, namely to see just where each of your opponent's men can go. Whenever you find one of his men pointed down towards your King, you want to be especially careful to see just what he can do; and if you find two of his men aimed at your King, then it is high time you get busy and trade one of them for one of yours, or make sure that you have your King safe behind a bodyguard of your men. Neglect this, and soon you will find that he has torn you wide

open, and then your King will have to make a run for safety, and most of the time he will be waylaid, and brutally murdered, while the rest of your men stand helpless in some other part of the board.

About his Knights: you can keep them from attacking you by proper pawn moves. A Knight has to be very close to you before he can spear you, and whenever a Knight lands on your side of the board you can nearly always chase him back home by pushing a pawn up one square, and attacking him with this pawn. About his Bishops: if he has one of them bearing down on you, the best way to make sure that he doesn't stab you is to move your Bishop out on the same diagonal that his Bishop is on, and in doing this the two Bishops will be threatening each other; so you will have to be very certain that your Bishop IS WELL PROTECTED. Then, if you want to simplify things, you can trade them off, and you won't have to worry about THAT Bishop of his stabbing you any more. If his Queen gets out there, you can oppose it with your Queen, and trade them off, too. This all may sound queer, so I will explain. Actually, what you are doing is to do away with his threats. IF YOU LET HIM, he will get so many of his men THREATENING YOU that soon you will have so many things to watch and protect that you will be swamped under. You won't be able to guard everything, and suddenly he will swoop down on you and the air will be thick with flashing swords, and when it is all over, and the dead and wounded are counted, you will find that you have ended up minus a man or two, and from then on it is just slow torture until he finally squeezes the last bit of life out of you. So, when one of his men threatens you, do your best to either drive it away, or oppose it with one of your men, and trade it off. In trading, remember that a Bishop and a Knight are equal, that a Bishop (or Knight) is worth three pawns, that a Queen is worth three Bishops and Knights (Two Bishops and one Knight, or two Knights and one Bishop), that a Queen is worth two Rooks, that a Rook is worth more than a Bishop (or Knight), but that two Bishops (or two Knights, or a Bishop and a Knight) are worth far, far more than a Rook. The main thing to remember is that Bishop and Knight are equal.

Now back to the basic principle of this lesson: LOOKING FOR HIS THREATS. The only way to do this is to take his men, one by one, and investigate just where each one of them can go, and see what happens if he goes there. This is the first thing you MUST do if you are going to make a good move. It must be done AT EVERY MOVE if you are going to play a good game of chess. Now, of course, this won't win games, but it will go a LONG way in keeping you from losing games, and I repeat sincerely that by far the majority of the chess games that I have seen have been lost simply because one of the players (the loser)

failed to do this on one of two of his moves, and his opponent gleefully took advantage of his carelessness and soon won the game. Here is an example of this.

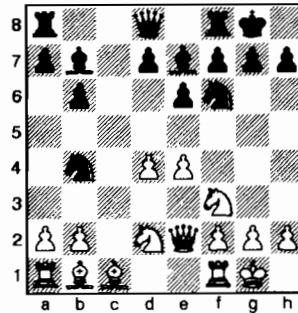
Colle

James Hurt

Hugh Enochson

Washington State Championship 1937

1.d4 ♘f6 2.♘f3 e6 3.e3 c5 4.♗d3 ♘c6
5.O-O b6 6.c3 ♗b7 7.♘bd2 ♗e7 8.♞e2
O-O 9.e4 cxd4 10.cxd4 ♘b4 11.♗b1?



Now here, I just didn't look to see where all his men could go, especially his light-squared Bishop. I had the idea that he was going to capture my Bishop with his Knight, and I had crazy plans that I was going to mate him with that Bishop, so I moved him back home where he was safe.

11... ♗a6!!

And he has won my good Rook for his crummy Bishop; now he really should win the game without much trouble. But he went wild under the excitement of having me beat; you see, if he would have won this game, he would now be State Champion instead of me. So naturally he was very excited; and this accounts for the mistakes he makes later in the game. It is obvious that after he threatened my Queen with his Bishop, that it would be wrong to play 12.♞xa6, because his knight would recapture my queen. Also that for me to put something in between my queen and his bishop would fail, as 12.♗d3 ♗xd3, and he has won a man, as again if I capture his Bishop with my Queen, he recaptures my Queen with his very proud Knight. Also, if I save my Queen by playing 12.♘c4, he simply plays 12...d5, and as my poor Knight cannot move away (because if he did, my Queen would be captured by his Bishop) I must watch him capture my Knight with his crummy pawn, and again I am a man behind. So the only thing I could do was to move my Queen with:

12.♞e3 ♗xf1 13.♘xf1 ♞c8

And now he threatens to play his proud Knight down to the c2-square, where it will be able to capture either my Queen or my Rook. To avoid this, I will have to play Bishop takes

Knight, and he will capture back with his Rook, and he will soon beat me. So I play my other Bishop to d2.

14. ♗d2 ♞c7

See, he was afraid to play his Knight down there now, as I would capture him, and when he recaptured, I would play ♗c3 and his Rook could not get back home, and I could soon play ♞d3 on my next move, and he would have to lose his good Rook for my poor Bishop thus: 14. ... ♘c2 15. ♗xc2 ♞xc2 16. ♗c3 ~ 17. ♞d3 ♞xc3 18. bxc3 and the game is even again. So he plays instead 14... ♞c7, and now he can play his Knight down there, as I cannot trap his Queen! I don't want him to do this, as I still want to mate him with that Bishop, so I play

15. ♗xb4 ♗xb4

And now I can breathe again, you see, he has no threats on me. But I am behind in men, so I must attack his King and do it quick, so I play

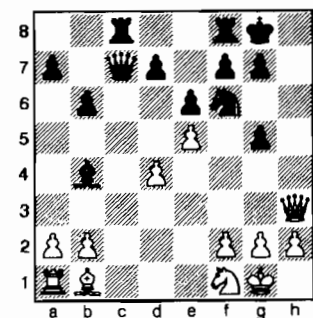
16. ♘g5 h6

Of course, there is no mate there, yet. In fact, I haven't any threats even, but he wants me to take my Knight back home, so he won't have to worry about what MIGHT happen in the future! And now he is threatening to play ...hxg5; so I MUST DO SOMETHING. I hate to bring my Knight back home, so I decide to ATTACK HIM.

17. e5 hxg5

Well, here we are, I wouldn't move him, so he took him, and now to keep things even, I have to take his Knight, too. But if I do, he takes back with his g7-pawn, and he is safe. So I look for something else. The Bishop that I have been so careful to keep has a check on his King, BUT he is protecting the check with his King, and ALSO his Knight, BUT I am going to capture his Knight, unless he moves it, and if he moves it then it isn't protecting his King any more, so I play

18. ♞h3!



And now, if he moves his Knight away, I can play ♞h7 mate! My Queen is protected by the PRESERVED BISHOP! If he doesn't move his Knight away, I can capture it, and then play ♞h7 mate. Realizing that he must

lose his Knight, he decides to protect his King. One way is to play ...g7-g6, as this shuts out my BISHOP, and if my Queen goes to h7, he simply plays ...♙xh7. But if he plays 18...g6 19 exf6! and I threaten to play ♖h6! and then ♗h7 mate! My Queen is protected by the pawn. He has ways of stopping this mate, but he doesn't care to investigate them, so he plays:

18...♘e4
(Correct was 18...g6 19.exf6 ♗f4!—EH)

19.♙xe4 g6

And now we see the difference. He has lost the Knight, but in a good way, as his KING is SAFE. I cannot threaten mate now by ♗h6, as my pawn is not down on the f6-square. But I can't give up—I still have my Bishop, and a little chance yet, so I play:

20.a3 d5

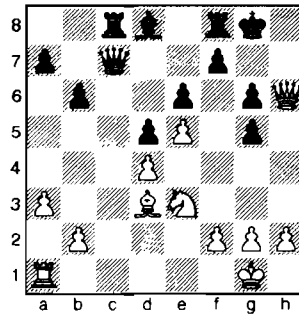
I attack him, but he is tired of being attacked, so HE COUNTERATTACKS ME!! If I take his Bishop, HE TAKES MINE; so I retreat, he does too.

21.♙d3 ♙e7 22.♗h6 ♙d8

My last move threatened to cause trouble, as I threatened to play 23.♙xg6 fxxg6 24.♗xg6+ ♙h8 25.♗h6+ ♙g8, and I just keep playing ♗g6+, ♗h6+, ♗g6+ over and over and over, and I get a DRAW BY PERPETUAL CHECK, and, of course, he knows that he has me beat; so why should he give me a draw. That is why he played ...♙d8, as this frees his Queen, so he can play his Queen in front of his King and stop my checks! However, this is a mistake, as you shall presently see. Much better was ...♙f8, which allows his King a FLIGHT square. If I try to draw by perpetual like I did before, he runs with his King over to the queenside, and escapes. Also, he could then chase my Queen away (if I didn't try for perpetual check) by playing ...♙f8!!, and either way it is quite clear that his King would become safe, and he could go ahead on the other side of the board and gradually win by attacking me. However, he isn't perfect; so we will excuse his move. I have a draw now, by 23.♙xg6 fxxg6 (else I play ♗h7 mate) 24.♗xg6+, and now he dare not put his Queen in between, for if he does I will play 25.♗xe6+, and then play 26.♗xc8!! and I am three pawns ahead and I will win easily.

So he will have to move his King into the corner, and I play ♗h6+, and again he cannot put his Queen in between, because I will simply play ♗xf8+!! and again I am ahead in men, and should win easily. So now I have escaped with a draw. But I don't rush into it; I look my meager forces over, and I see a brave Knight at f1, who is eager to perform some deeds of valor. So I play:

23.♘e3!



Now Enochson collapses. After having a won game, he has had to fight to keep me from staring with him, and now he sees DEFEAT staring him in the face. HOW?? The brave Knight!! In two jumps, he arrives on f6, thus 24.♘g4!! and 25.♘f6+!! Do you see that THIS would be MATE, except for one thing, he can capture it with his BISHOP, but when he does, I RECAPTURE with my e-pawn, and then next move I play ♗g7 mate!, as my Queen will be protected by the pawn! So I am threatening to mate him, and now he must defend himself. The Knight haunts him for fifteen minutes of thinking, and he decides to keep my Knight and Bishop both shut out by a pawn move. A bad decision, for he could have saved everything by playing this pawn one square, instead of two. He plays:

23...f5?? 24.♗xg6+ ♙h8

He dare not play 24...♗g7, because I would play 25.♗xe6+! and 26.♗xc8, winning easily! Now you see why he should have played 23...f6—it would stop me from playing ♗xe6+!, as the pawn on f6 would be between my Queen and his e-pawn.

25.♗h6+ ♙g8

The King must return to g8, for if he plays 25...♗h7, blocking my check, I play 26.♗xf8+, and again I win a Rook, and I will win easily. Notice Black's poor, miserable Bishop. He is the cause of all the trouble, as he keeps the Rooks from protecting each other!

26.♗g6+ ♙h8 27.♗h6+ ♙g8

White has a draw, and now he is taking a breathing spell, as he realizes that a miracle has happened, and that he has avoided defeat. Now he decides to go ahead and try for a win.

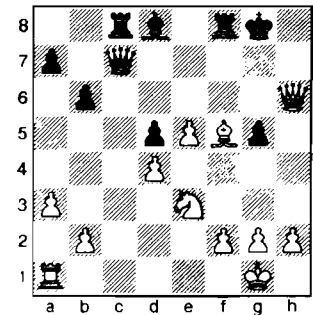
28.♗xe6+ ♙h8

Black still can't put his Queen in between, and he is afraid to put his Rook in between, so he humbly returns to his corner. Other moves might have been better, but Enochson (a junior at the university) is tired out, and would like nothing better than to go somewhere and die.

29.♗h6+ ♙g8 30.♙xf5!

Finale! The main threat is ♙xc8, and White will be enough material ahead to win

without much trouble. If Black plays his Rook out of danger, White plays 31.♙e6+ ♙f7 (only move he has, right?); 32.♘f5! and 33.♗g7 mate. There is no way that Black can stop that final move, as his f-Rook CANNOT MOVE!! So Black plays a final desperate move, and says a little prayer.



30...♙xf5?!

(The only try!! Nothing else is better.—EH)

Praying that I will make a hasty move, for if I now play 31.♘xf5?? ♗c1+ 32.♙xc1 ♙xc1mate!! and Black would win! Win the game, and also be the new chess champion of the State! How he must have prayed that I would disregard the FIRST POINT IN MAKING A MOVE ... TO LOOK FOR HIS THREATS! I have written a whole lesson on it, and I did disregard to look for his threats way back on move eleven, but now I am as merciless as Satan, and I will kill him without a shudder. The game goes on:

31.♗g6+ RESIGN!

Enochson sees that I have seen through his trap, and that I am going to recapture his f-Rook with my Queen, and he knows that it is just slow torture to continue now, as he will be three pawns behind, and all I need to do is trade Queens and Rooks and then march my pawns down to get new Queens; so he resigns the game, and goes away somewhere to curse himself to his hearts content, and then to drown his sorrow in a jug of beer. In the meantime, I am away up in the clouds, still surprised and amazed at this turn of events that has changed defeat to victory.

Of course, you see that, after I play ♗xf5, he cannot Mate me, as after he plays 32...♗c1+ 33.♙xc1 ♙xc1+ 34.♘f1, I am safe. That KNIGHT WON THE GAME!

And so ends the first lesson. I have told you the first thing you must do to make a good move, and I have shown you that the only way to do this is to examine his men, one by one, and see exactly what each of them can do to you. This is the first requirement of a good chess player, and if you fail to do this AT EVERY MOVE, you will never really enjoy chess. It is up to YOU. I wish you patience and courage!

2007 Clark Harmon Memorial Northwest Grand Prix

Murlin Varner, administrator
13329 208th Ave. NE
Woodinville WA 98077
mevjr54@yahoo.com

2007 is nearing its end and so is this edition of the Grand Prix. The standings below represent all results through October 15th. Classes are based on the highest ratings through the November 1st supplement. In past years, the first rating of the year has been the rating from the previous December 1st, but since the USCF has gone to monthly ratings reports, the 2008 Grand Prix will start with the January 1st supplement.

Many tournaments remain; so you can still add to your total. A few players have fairly substantial leads, but no one has mathematically eliminated their opponents yet. If you are not one of the leaders, you can find your point totals on the Northwest Chess website. Get out and play chess. Its getting too cold to play outside, anyway.

3 Coughlin, Drew	20.0	Walker, Alan	38.5
5 Hannibal, Dana	19.5	Omori, Jeffrey	38
6 Skalnes, Erik	18.0	MacGregor, Logan	38

Overall Leaders

1 Becker, Brett	102.0	Sinanan, Joshua	188.5
2 Bailey, Taylor	99.0	Etingher, Constantin	136.0
3 Raptis, Nick	89.0	Mathews, Dan	122.5
4 Gay, Daniel	88.0	Kolde, Sterling	122.0
5 Porter, Nathan	80.5	O'Gorman, Peter	104.0
6 Roua, Radu	71.0	Bartron, Paul	102.5
7 Porter, Joel	69.0	Collyer, Curt	101.5
8 Cohen, David	66.0	Buck, Stephen	99.5
9 Dietz, Arliss	57.0	Calpo, Benjamin	96.5
10 Midson, Tony	56.0	Wang, Michael	95.0
11 Encke, Michael	55.5	MacGregor, Michael	90.0
12 Ball, Larry	55.0	Pupols, Viktors	78.5
13 Surak, Steve	51.0	Julian, John	76.0
14 Supathanasinkasaem, S	50.5	Piper, August	76.0
15 Banner, Richard	50.0	Qu, Frank	75.5

Players from Other States

1 Milner, Arie	CAN	1928	65.0
2 Weyland, Phillip	ID	1899	52.0
3 Fan, George	TX	1897	49.5
4 Walker, Andrew	NJ	1758	43.5
5 Weyland, Ronald	ID	1530	43.0
6 Li, Changhe	CAN	1927	32.5
7 Skulsky, Ian	CAN	2167	27.5
8 McBroom, William	MT	1629	26.5
9 Jiang, Louie	CAN	1887	25.0
9 Caluza, Severo	CAN	1834	25.0
9 Harmon, Carl	ID	1579	25.0
12 Carpenter, Romie	MT	1819	23.5
12 Cheng, Jack	CAN	1765	23.5
14 Oszvald, Joseph	CAN	2074	20.0
14 Dougal, Michael	MN	1811	20.0
14 Harmon, Luke	ID	1685	20.0
14 Zhao, Donovan	CAN	1487	20.0

Oregon Washington

Masters

1 Raptis, Nick	89.0	Sinanan, Joshua	188.5
2 Roua, Radu	71.0	Collyer, Curt	101.5
3 Haessler, Carl	29.0	MacGregor, Michael	90.0
4 Bricher, James	26.0	Pupols, Viktors	78.5
5 Brownell, Landon	24.0	Lee, Michael	61.0
6 Prochaska, Peter	24.0	Koons, Nat	54.0

Experts

1 Gay, Daniel	88.0	Bartron, Paul	102.5
2 Gutman, Richard	48.0	Calpo, Benjamin	96.5
3 Yu, Corbin	41.0	Julian, John	76.0
4 Breckenridge, Steven	40.0	May, Andy	54.0
5 Foster, Raleigh	29.0	Do, Nhon	48.0
6 Morris, Michael	16.5	Rupel, David	35.5

Class A

1 Ball, Larry	55.0	Mathews, Dan	122.5
2 Surak, Steve	51.0	Kolde, Sterling	122.0
3 Banner, Richard	50.0	O'Gorman, Peter	104.0
4 Serres, Drew	46.0	Buck, Stephen	99.5
5 Peake, Ethan	40.5	Wang, Michael	95.0
6 Robinson, Marcus	33.5	Gale, Geoffrey	75.5

Class B

1 Becker, Brett	102.0	Qu, Frank	75.5
2 Bailey, Taylor	99.0	Chow, Alex	64.0
3 Porter, Nathan	80.5	Xing, Kerry	63.0
4 Encke, Michael	55.5	Lee, Megan	61.0
5 Bannon, David	40.0	Countryman, Zachary	55.5
6 Hannibal, Carson	37.5	Lessler, Peter	55.0

Class C

1 Porter, Joel	69.0	Etingher, Constantin	136.0
2 Dietz, Arliss	57.0	Piper, August	76.0
3 Midson, Tony	56.0	Yu, Justin	73.5
4 Supathanasinkasaem, S	50.5	Monahan, Darby	72.5
5 Dalthorp, Dan	30.5	Ackerman, Ryan	72.0
6 Wang, Eddie	29.5	Wessbecher, Francis	68.5

Class D and Below

1 Cohen, David	66.0	Mullins, Michael	53
2 O'Sullivan, Conor	30.0	Song, Matthew	48.5
3 Jones, Morgan	20.0	McPherson, Ian	43.5

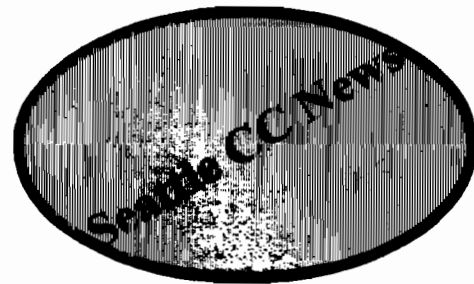
Players in Database 2007

	OR	WA	~	T
Master	8	16	2	26
Expert	8	15	7	30
Class A	18	43	15	76
Class B	27	63	13	103
Class C	24	57	6	87
Class D-below	36	109	3	148
totals	121	303	46	470

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U.S. Class Championships



by Ed Addis

I attended the US Class Championship held October 19-21, 2007 in Houston, Texas. I was the only participant from Oregon and no one was from the State of Washington. I was very disappointed with what I considered to be very poor attendance. The following individuals won their sections:

The Master's section was won by Alejandro Ramirez, a GM from Costa Rica who is attending the University of Texas at Dallas. He won four games and drew in the third round with Warren Harper of Texas, who finished a clear second with four points. Third place, with three points, was shared by IM Daniel Fernandez and Shawn Nolan both of Texas. Only eleven entered this section and the crosstable shows that they are all from Texas—not much of a national class championship!

The Expert's section was won by a Class A player from Texas named Artur Safin. He scored four-and-a-half points, drawing only with Adam Caveney of Louisiana in the fourth round. Mr. Caveney and Stanley Yang of Texas tied for second-third, a point behind Safin. Only seventeen entered this section, fourteen from Texas and one each from Minnesota, Louisiana, and Alabama—again, not much representation for a national class event.

The Class A section was won by Andy Lin of Arizona!!!! with a score of four and a half. He drew with Gonzalo Molina of Texas in the third round. Mr. Molina and George Qi of Texas finished tied for second-third with four points. This section had 30 entered, with two from Arizona, one from Oregon!!!!, one from Louisiana, one from Mississippi, and 25 from Texas. I was the Oregon player (Ed Addis)—and I tied for fourth place with 3.5, losing to Mr. Molina in a time scramble and drawing with Daniel Hung (opposite-colored Bishops).

The Class B section was won by Bradley Anderson of Texas with four-and-a-half points. He drew his fourth round game with Antonio Oliva of Texas. Mr. Oliva and Frank Roberts of Texas tied for second-third with four points. This section had 24 entries with a player from Delaware competing against 23 from Texas.

The Class C section was won by Ricky Durbin of Kentucky with four-and-a-half points. Three Texans—Miguel Ceballos, Charles Davis, and Andy Wang—tied for second-fourth with four points. This section had 35 entered with one player from Kentucky, two from Louisiana, one from Canada, one from Alabama, and 30 from Texas.

The Class D section was won by John Sefton of Kentucky!!!, who won four games after drawing in the first round. Second-fourth was shared by Brad Knutson of Utah, Sidish Venkataraman and Tony Paul, both of Texas, with four points. This section had 24 entered with one player each from Kansas, Kentucky, Minnesota, Utah, and the District of Columbia; three from Louisiana, and only 16 from Texas.

The Class E section was won by Peter Harris of Missouri!! with four-and-a-half points. Second-fourth was shared by three Texans: Alexander Yang, Stephan Gray, and Lloyd Lyssyj. This section had 32 players with one each from Missouri and California and the other 30 from, you guessed it, Texas.

Looking at the list of winners, I guess this really was a national event and not just the Texas Class Championship as a Costa Rican won the Masters section, a Louisiana player took second in the Expert, Kentucky players won the Class C and D, a Utah player took second in Class D, and a Missourian won Class E. Unfortunately, the only representative from the Northwest could not beat all five of the Texans thrown at me!!!

The Seattle Chess Club fielded two teams, one of ten players and one of nine, in Reno at the Western States Open, which was held on the weekend of October 12-14. Team A finished in first place, one point ahead of one of the teams from the San Francisco Mechanics' Institute CC. The club won \$670, which goes a long way toward paying one month's rent.

The SCC would like to thank the members of its teams:

Paul Bartron
Robert Bond
Paul Buchnignani
Steve Buck
Constantin Etingher
Drayton Harrison
David Juchau
Carol Kleist
Fred Kleist
NM David Levine
Dennis McGuire
John Mead
Michael Mellott
Erland Milliken
August Piper
LM Viktors Pupols
Jesse Stewart
Kerry VanVeen
Keith Yamanaka.

And a special thank you to Robert Goodfellow, who won the Class E section, scoring 5.5 from six. Players in this section were not permitted to be on teams, neither were GMs or IMs; so Robert donated \$100 of his winnings to the SCC! ■

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THE MARTIAN SYSTEM IN CHESS

This system is for beginners in chess, and if it is applied diligently in the games they play, they will soon be very much improved, and theirs will be the joy of beating those who once beat them.

LESSON TWO, ANSWERING HIS THREATS

By James Hurt

June 21, 1938

Introduction

In the first lesson, I taught you how to discover your opponent's threats. Now, when it is your turn to move, if you can't immediately point out your opponent's last move, then you have failed to profit much from my first lesson. Furthermore, if you have found it too much trouble to cross-examine each of his active men AT EVERY MOVE, then I can do nothing for you; you lack something that I cannot supply. But if you have accepted my first lesson, and over-learned the main points, then you are firmly on your way to becoming a good chess player. You will have gained much in self-confidence, for no longer will your opponent startle you by gleefully whisking off one of your men for nothing, or mate you when you didn't even realize that he could check your King.

In this, the second lesson, I am going to teach you the different ways of answering his threats. It would be quite useless to discover his threats, if you neglected to do anything about them. If, in making a good move, the first thing you must do is to look for your opponent's threats, then it naturally follows that the second thing you must do is DO SOMETHING about his threats. There are FIVE different ways of answering his threats, and you should consider each way, in turn, before deciding on your move, and then choose the way that appears best to you. This is the SECOND thing you must do if you wish to make a good move.

Yours Very Sincerely,

James Hurt

Chess Champion, State of Washington



There are two kinds of threats: first, threats to check your King; second, threats to capture one of your men. There are five ways of answering threats: first, capturing the man that threatens you; second, interposing one of your men in between the two; third, moving the man he threatens; fourth, protecting the man, or the checking square, that he threatens; fifth, neglecting his threat. You should investigate each one of these five possibilities in turn before you decide on your move; otherwise you may easily overlook your best reply.

Capturing His Man

This is the first thing you look for, as it is a very strong way of answering his threat. It nearly always destroys his threat, and leaves you free. This capture will result in him recapturing your man; so you must watch to see that you do not lose material (e.g., trade your Queen for one of his Knights, Bishops or Rooks, or trade one of your Knights, Bishops or Rooks for one of his pawns); this is common sense. Knights and Bishops are equal, and Rooks are worth more than one, but not as much as two, Bishop(s) or Knight(s). Now for examples.

After the moves:

1.d4 d5 2.♘f3 ♘f6 3.e3 e6 4.♗d3 ♗d6 5.♘bd2 c5 6.c3 O-O 7.e4

White has a very definite threat to win a man by playing 8.e5, attacking two of Black's men, and, as they both can't move at once, White will get either a Knight or a Bishop for his pawn. How is Black going to answer this threat? He destroys the threat by capturing.

7...dxe4 8.♘xe4

And now Black is in no danger of losing a man, but Black, remembering lesson one, looks over this hostile Knight, and soon he sees that this Knight threatens him again. White can play 9.♘xc5, winning a pawn. Black can see that if he answers this move with 9...♗xc5, 10.dxc5 and White is ahead a pawn. So to answer White's threat to win a pawn, Black destroys the threat by playing:

8...♘xe4 9.♗xe4

And now White has no checks, and no threat to win anything, not even a pawn; so Black can continue to develop his men by playing 9...♘bd7, and 10...♘f6, and everything is safe. Black, of course, sees that White can play 10.♗xb7, or 10.♗xh7+, or 10.dxc5, but he doesn't fear any of these moves, as each one of these pawns is protected. Thus 10.♗xb7 ♗xb7 and White has lost his Bishop for a pawn. 10.♗xh7+ ♗xh7 11.♘g5+! (Did Black see this?) ♗g8 12.♗h5 and White threatens mate by 13.♗h7; what is Black to do? He can play 12...♗xg5, thus destroying the threat, but he will lose his Queen for a mere Knight; so he looks for other things, and he soon sees his saving move, 12...♘f6!, protecting the h7-square, and attacking White's Queen; again, White has again lost his Bishop for a pawn and Black is safe. Back to White's 10th move, he can play 10.dxc5 ♗xc5, but this helps Black, as now his Bishop is well placed (aiming directly at White's King)—all this to show that Black knows his lesson one, and is not overlooking any of White's threats on move ten.

Another example occurs in lesson one at move fifteen (see page 13), where Black is threatening to play 15...♘c2 16.♗xc2 ♗xc2 and Black has White all tied up. White answers this threat by capturing with 15.♗xb4.

Still another example is in this opening: 1.e4 e5 2.♘f3 ♘c6 3.d4 and White has two strong threats, either winning a pawn by 4.dxe5 or playing 4.d5. Black simply destroys both these threats by playing 3...exd4 4.♘xd4 ♘f6!, attacking White! The great advantage of answering a threat by capturing his man is that it destroys the threat, and leaves you free to attack him. However, this way of answering his threats is not possible in most instances; so we will consider other ways.

Interposing Your Man

This is very useful sometimes, and it can get you in to a lot of trouble at other times. First, you must realize that once you interpose a man, you must not remove him, for then you would be under his threat again. That is the most important thing to remember. Second, he can capture the man that you interpose. This means that you should interpose weak men, well protected, or that you should interpose only when this will do away with his threat. You can see now why pawns are ideal for interposing. Now for examples.

After the moves:

1.d4 d5 2.♘f3 ♘f6 3.e3 e6 4.♗b5+?

And now Black interposes a pawn, first, because it is well protected by the pawn at b7, and so immune to capture, and, second, because it can easily be left there the rest of the game—also, it threatens White! Therefore black plays 4...c6! Notice that 4...c6 would be bad, because of 5. dxe5! and White threatens 6. dxc6 bxc6 7. exxc6+, and 8. exxa8, and White is away ahead in material. All this because Black interposed wrongly. (Actually, Black would be fine after 5... exd7, but you get the idea!—Eric Holcomb)

Knights are very poor men to interpose with, as they cannot move away, and they do not threaten. Thus after

1. d4 d5 2. c4! e6

No, Black cannot win a pawn here by 2... dxc4 because of 3. Wa4+ exd7! (or 3... Wd7!)—notice Black threatens White in both cases—4. Wxc4, and White has lost no pawn.

Back again:

3. dxf3 exb4+ 4. exd2!

Do you see that this is a good move, because it threatens Black, and gives him no time to strengthen his threat by other moves? For instance, say White had played instead 4. dxc3, then this Knight would have to stay there, tied down, and open to attack. After 4. exd2, White threatens 5. exb4; so Black must answer White's threat now. His best way would be 4... exd2+ (destroying White's threat by capturing); 5. Wxd2 and White stands well. Are you beginning to see the value of interposing with Bishops, and with pawns?

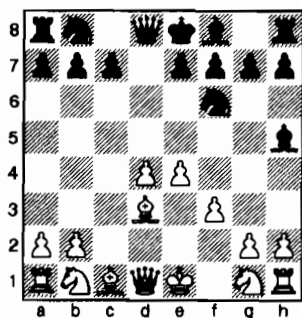
An example from actual play against a member of the U.S. chess team.

Marshall Defense

GM Arthur Dake
James Hurt

December 1935

1. d4 d5 2. c4 dxf6? 3. cxd5! dxd5 4. e4! dxf6 5. exd3 exg4 6. f3! exh5



Notice how White killed my fifth move by merely interposing a pawn! Also, White set a little trap on move five. Do you see that I might have played 5... Wxd4??, which looks like it wins a pawn, BUT! 6. exb5+! and I lose my Queen! 5. exd3 also, incidentally, protects his e-pawn. [This "little trap" is common in

queen's pawn games (sometimes with exh7+, if Black has castled)!—EH]

Still another example from actual play. In this game, Dightman, tries to trick Enochson (lesson one), but Enochson is awake! Dightman won the brilliancy prize, but not with this game.

Alekhine's Defense

Hugh Enochson
Dightman

Washington State Championship 1937

1. e4 dxf6 The Alekhine Defense!

Dightman plays to attack white immediately, but the game cannot be won so quickly.

2. dxc3 d5 The Scandinavian Variation!

More attack! But now, Enochson's blood is up, and he decides to do a little attacking himself.

3. e5 d4

Answering White's threat by method five, that is, neglecting it, and attacking White instead.

4. exf6 dxc3 5. bxc3 gxf6

White didn't care to win a pawn by 5. fxf7 exg7 6. bxc3, because Black would have his dark-squared Bishop aimed right down the middle of the board, and White's men would all still be at home, and it would still be Black's move.

6. d4 e5

Both pawns are safe.

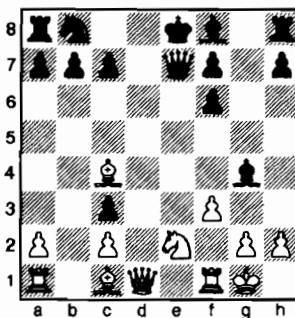
7. exd4 We7

Now Black threatens to play 8... exd4+, winning a pawn or two. White answers it by interposing his Knight at e2, but he is going to castle; so the Knight won't be tied down!

8. de2 exd4 9. O-O exg4?

Black continues to attack, but White has his King safe now, and he is getting his men into action, too. White answers this last threat of Black's by interposing a pawn, and then Black tries his brilliancy

10. f3! dxc3?



Black is desperate. If he retreats his Bishop, White simply plays 11. dxd4, and then 12. exd1, and Black is going to be in serious trouble. (Why not 10... exd6?—EH)

11. fxc4 Wc5+!

This is the move that Black relied on. Black is two pawns ahead, and now his last move is a double threat: he attacks the King, which must now get out of check, and then he can capture White's Bishop, and thus regain the man he has just lost. Dightman is clever, but now let's see if Enochson can find the right reply. White must answer Black's threat. He can't capture, he can't neglect it; he must get out of check. He can move his King. BUT! We have said that, in answering a threat, we should consider each possibility; so what about trying the very thing that we are talking about in this chapter!! White can stop the check by playing 12. exd3, but this would lose him for nothing. How else can White interpose?? HIS QUEEN! And the game is won!!

12. Wd4!! Wxd4+

Exasperation!

13. dxd4

It was protected, you see, and so White stopped the check on his King and saved his Bishop, all in that INTERPOSING MOVE, 12. Wd4. White, being a man ahead, won the game without much trouble. Interposing is one of the main methods of answering threats, but you see that it must be done carefully, and with protected pawns, and Bishops, but usually not with Knights.

Moving Your Man

This is often a necessity, thus he attacks one of your strong men with one of his weaklings, you must move your man or he captures. That is why pawns are often very strong; they attack your Knights or Bishops, etc., and the only thing you can do is retreat gracefully, and try to find a better square for your man. This is sometimes the only way of getting out of check, and, of course, you do not want to move your King before you castle, as then you can't castle, and your King is caught out in the rain. From this, it should be clear that moving a man out of danger is usually defensive, and shows that you are in pretty serious danger. This is not always true, however, as you can often move your man to a good square, and thus profit from your retreat. However, bear in mind that this usually means that you had better be careful and watch very closely for his other threats. Naturally, in moving your man, you should try to threaten him, but even this should be done carefully. Remember, moving a man is usually a last resort; so try other things first!

Here is a game that will help make these things clear. Mr. Smith is considered a pretty good player, and he is one of my good friends.

I played Colle system on him, and he wasn't as careful as he might have been.

Colle

James Hurt
W. H. Smith

San Francisco, Dec. 22, 1937

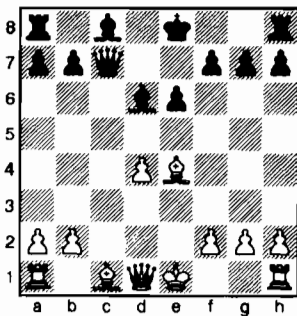
1.d4 d5 2.♘f3 ♘f6 3.e3 c5 4.c3 e6
5.♙d3 ♘c6 6.♘bd2 ♖c7

So far we have been getting our men developed, but now White plays e3-e4, opening up the game (Colle's idea), and this usually gives White good chances. Here, Mr. Smith uses method one, and trades off nearly everything in sight, and this naturally does away with numerous threats that I might develop.

7.e4! cxd4 8.♘xd4 ♘xd4 9.cxd4 dxe4
10.♘xe4 ♘xe4 11.♙d6

The game goes on without the cavalry. The threats now will be very simple, and easy to see. Black could now trade off some more men by playing 11...♙b4+ 12.♙d2 ♖a4 13.♙xb4 ♖xb4+ 14.♖d2 ♖xd2+ 15.♙xd2 and this would leave everything even, but Black has satisfied his sadistic tendencies, and now he contents himself with a simple move that prevents me from castling. He plays:

11...♙d6



This is a threat, which I simply neglect, as 12...♙xh2 would win a pawn, but it would be hard to keep, with my Rook free, and the Bishop in danger of being trapped by g2-g3. He is keeping me from castling, for then he could play 12...♙xh2+. I decided to let that ride, and not ruin my castling position by playing any of my pawns to stop his threat, g2-g3 or h2-h3. I do not want him to continually have the threat of checking my King before I castle, so I interpose my Bishop.

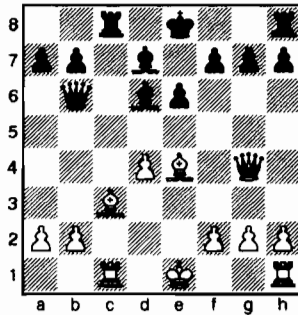
12.♙d2 ♙d7 13.♙c1 ♖b6 14.♙c3

He was threatening, with his Queen, to capture either my d-pawn or my b-pawn, but my last move protects both pawns. Naturally, my a-Rook was moved onto the open line. He is afraid to castle, as his King would have no Knight at f6 to protect it, and I could play ♖h5, threatening mate, and he would be in trouble; so he plays:

14...♙c8

I could castle now, but I sense that I have a little pet on him; so out goes my Queen on some petty threats, but he may go wrong.

15.♖g4



15...g6

15...♙g8 is best. [According to the all-calculating computer, 15...O-O (threatening 16...f5!) is actually good for Black; the position should be defensible! But it doesn't look good to a human!!—EH]

16.♖f3 ♙c6

My first move threatened his g-pawn, and my second move threatened his b-pawn. He has answered both threats; the first threat he answered by moving (this weakened f6 and h6; now I can move onto these squares). The second threat he did better, he interposed, threatening me.

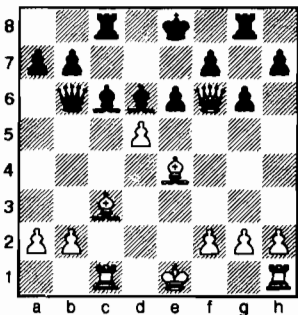
17.♖f6!

Here I neglected his threat of ♙xe4 and instead I threatened him.

17...♙g8

After all!

18.d5



He threatened ♙xe4 again, so I interposed my pawn.

18...♙xd5

(Black could have played 18...♙e7!—EH)

If he plays 18...exd5 19.♖xd6! dxe4 20.♖e5+!!, his King is in serious trouble. Thus 20...♙d8 21.♙g5+ (An impossible move!, but the immediate ♙d1+ is winning,

as is ♙a5.—EH) ♙d7 22.♙d1+ and wins easily, as Black must play 22...♙d5 23.♙xd5+ ♙c6 and White can win by ♙d6+ and ♙xb6 or try for mate by O-O and ♙fc1+! If 20...♙d7, then 21.♙d1+ as before, winning. Black's best move is 20...♙f8, but after 21.♙d2 with the terrible threat of ♙h6+, Black is again due to lose.

19.♙xd5 exd5 20.♙d2!?

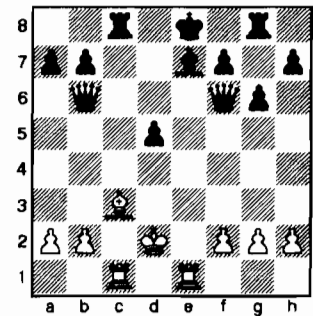
What ho! White didn't castle, because Black would play 20...♙xh2+ and 21...♖xf6, winning my Queen and the game. (Not exactly. White's c3-Bishop defends the Queen! Apparently James was confused about the location of the Bishop.—EH) White now threatens ♙he1+, and Black may soon be in trouble. However, White has his King very much in the open, and the whole thing is very risky.

20...♙e7??

(Much better is something like 20...♙f8 or 20...♙c5.—EH)

This looks very strong, attacking my Queen, but it is really the move that loses the game for him. From now on everything is planned, and Black can only sit and watch. The game is really over.

21.♙he1!!



This threatens 22.♖x7 mate. How can he answer this threat? He can't neglect it, he can't interpose; he can't move his Bishop; so that leaves two things: first, capturing and, second, protecting. If he captures, and plays 21...♖xf6, then 22.♙xf6 and he MUST lose his Bishop, as I am attacking it twice, and he is protecting it only once.

Now we see the value of White's King on d2. If this King were castled and at g1, then Black could escape by 21...♖xf6 22.♙xf6 ♙xc1! 23.♙xc1 ♙xf6 and Black is a man ahead, and would win!! But, with the White King at d2, everything is changed, and after 21...♖xf6 22.♙xf6 ♙xc1 23.♙xc1! and 24.♙xe7!, White is the one that is a man ahead, and he wins. So Black cannot capture, and he must protect. If he plays ...♖c7 for his 21st move, White wins by playing 22.♙xe7+ ♖xe7 23.♙e1, winning the Queen and the game—notice again that if White's King were at g1 instead of d2, this would not be possible. Black has only one move left. He plays:

21... ♖c7

Stopping the mate.

22. ♜xb6 axb6 23. ♙f6! 1-0

(Not 23. ♙b4, because Black would be able to save his Bishop (after 23... ♗d8) by threatening ... ♙xb4+.—EH)

Why did Black resign? Simply because he must lose his Bishop. White threatens 24. ♖xc7 and 25. ♖xe7; Black can't stop these threats. Thus 23... ♖xc1 24. ♗xc1! ~ 25. ♖xe7, winning easily. Or if Black plays 23... ♗d8 (or ♗d7) 24. ♖xc7 ♗xc7 25. ♖xe7+, winning. Or if he plays 23... ♗d7 24. ♖c8+ ♗d8; 25. ♖xe7+ ♗f8 26. ♖xd8 mate. If Black moves his Rook to c6, c5, or c4, then White simply plays ♖xe7+, winning!

NOTICE THAT WHITE WON BY OCCUPYING f6 WITH HIS QUEEN AND LATER HIS BISHOP—ALL THIS BECAUSE BLACK PLAYED ...g7-g6, MOVING HIS g-PAWN, INSTEAD OF PROTECTING IT!! If he had left it at g7, it would have kept my Queen and Bishop away from f6.

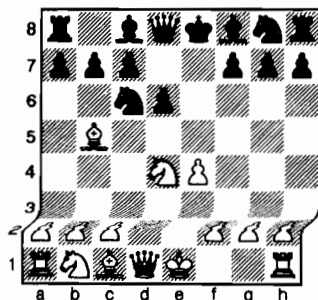
Protecting—The Defensive Method

This method is used quite often—first, to protect one of your men; second, to protect one of your squares. Concerning the first reason—In this case, he may capture your man; so you should be sure that your man is weaker than any man of his that is attacking it, otherwise he can gain material by trading. As an example, if he attacks your Queen with his Rook, Bishop, or Knight, then it would be wrong to protect your queen. The same applies when he attacks any of your men with his weaklings (pawns). Another thing to watch for is this: he is attacking your man with two of his men, then you must protect your man twice, or he will come out ahead if he trades. Now for an example:

1.e4 e5 2. ♖f3 ♗c6 3. ♙b5 d6

Ruy Lopez, Old Steinitz Defense!

4.d4 exd4 5. ♗xd4



If you look this position over carefully, in accordance with lesson one, what are White's threats? We will take this opening move by move.

1.e4 e5 2. ♗f3

Black can see that White is threatening ♗xe5, so he protects his e-pawn.

2... ♗c6 3. ♙b5

Black protected his e-pawn with his Knight, and now White's last move is another threat: White threatens ♙xc6, but Black has this Knight well protected with his b-pawn and d-pawn, BUT this Knight is protecting his e-pawn. Naturally, if White trades it off, then Black will not have any protection for his e-pawn; so:

3... d6

And Black's e-pawn is quite safe; however, notice now that Black cannot move his c6-Knight, it is PINNED by White's Bishop, and if it moved, this White Bishop would be checking the King.

♗c6 3. ♙b5

White attacked the e-pawn once more, and Black was glad to trade it off, as this DID AWAY WITH WHITE'S THREAT.

5. ♗xd4

As the Black Knight on c6 cannot move, it was perfectly safe for White to play 5. ♗xd4, but White chose the Knight, as now he is threatening to capture Black's Knight TWICE, with his Bishop and his Knight. Notice that Black is protecting his Knight with only one thing, his b-pawn. So White is threatening 6. ♗xc6 bxc6 7. ♙xc6+! and 8. ♙xa8 and White will be material ahead. Notice that White captured first with his Knight, so that he would have his Bishop left to make the final capture.

So this is White's threat, and now what is Black to do? He can't capture, he can't interpose, and he can't move his Knight, so it follows that he must protect his Knight once more and so he plays:

5... ♙d7!

White wants to keep his threats; so he doesn't destroy them by capturing. Black wants to destroy White's threats; so he does want to capture.

6. O-O ♗xd4 7. ♙xd7+

White must do this first, as Black was threatening to play 7... ♙xb5. White knows his lesson one, so he looked for ALL Black's threats. If he hadn't, he might not have seen that Black's Bishop was threatening to capture White's Bishop. White uses method one here, as it destroys the threat, and still leaves him with the move; so now he can recapture the Knight.

7... ♜xd7 8. ♜xd4 ♗f6 9. ♙g5

Now White has another threat, he threatens 10. ♙xf6 gxf6 11. ♜xf6, winning a pawn. Black must answer this threat. Here he can

move the Knight, but that would be bad, because the Knight has no place to go. (If the Knight moves, he will be attacked by White and chased home.) He can't interpose, and he can't capture White's Bishop; so he must protect.

9... ♙e7 10. ♗c3 O-O 11. ♗d5

(Forcing too many captures?—EH)

Again White threatens. He has three men attacking Black's Knight, and Black has only two men protecting his Knight; so, again, he must answer the threat. Black looks for ways of answering this threat, and he sees that he can capture, thus destroying the threat for good, and it will still be his move; so he plays:

11... ♗xd5 12. ♜xd5

Not 12. ♙xe7? ♗xe7 and Black is a man ahead. White answers Black's threat of ... ♙xg5 by protecting his Bishop.

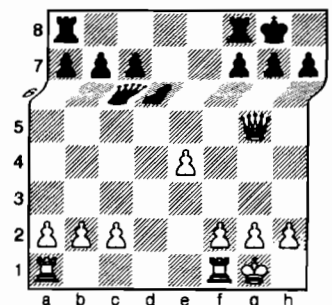
12... ♙xg5 13. ♜xg5

Now Black has destroyed all of White's threats, and he hasn't lost any material, and it is his move, and he looks for ways to attack White. He sees that White has no protection for his e-pawn, or his c-pawn.

13... ♜c6

Black attacks both pawns, and he will later play his Rooks onto the e-file (... ♖e8, ... ♗e5, etc.), and he has a very good game.

The important thing to notice in this example is that Black used his Bishop to protect his Knights when White attacked them by the usual moves of ♙b5 or ♙g5. Then he could move his Knight, attacking White's Bishop, thus destroying the threats very quickly. Also, Black was careful to destroy White's threats just as soon as he could. Black was careful not to waste time making pawn moves, as it is only necessary to move two pawns to get the two Bishops out, and other pawn moves only weaken the pawns. Remember this, and see if it isn't true in the games you play. In protecting men, we use pawns, if possible, as to use a Queen to protect a Knight, instead of a pawn, or a Bishop, would mean that you couldn't use your Queen for anything else. Always remember that if one of your men is protecting another man, then your first man must not move, else he will leave your other man unprotected.



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In the game we have just left, White could continue to attack.

14.f4 ♖xe4 15.f5 ♖xc2 16.f6!

This is a terrible threat!! White threatens 17. ♖xg7 mate. How is Black to answer this threat? His King cannot run, as he is caught by his Rook. So he must face the threat. He can't capture (...gxf6 is impossible), but he can move his g-pawn, thus interposing it between White's Queen and the mating square. However, White plays 17. ♖h6!!, and this time there is no answer. But all along Black saw that his Queen was on the right diagonal, and now he can protect the mating square (g7) with his Queen by:

16... ♖g6

Thus saving the game. (16... ♖c5+ also works.—EH)

This illustrates the idea of protecting your weak squares. You should be on guard, especially around your King, to protect any square that is weak. Most players are never aware that any of their squares are weak! In my game with W.H. Smith, he made the f6-square weak by playing ...g7-g6, and then he didn't protect this weak square, and soon I was occupying his weak square!! Naturally, it is best to protect your weak squares with pawns. This is the main reason you shouldn't advance your pawns, because it usually leaves weak squares. This is especially true of the pawns in front of your castled King. Remember this idea of WEAK SQUARES, it is very important. In our next lesson, we will take up the fifth way to answer threats. We have gone in pretty deep in this lesson, and I hope that you have had the patience to study it carefully. Try to get the general idea of each of these four ways of answering threats. Good luck!

Anagram Contest #1

Northwest Masters

Ay Sir, Awareness!

Boring Nectar

Catnip Risk

Crabs Jeer Him!

Curly Lector

I Grovel, Or Go!

Perhaps A Rocket?

Pius Volkspart

Surely Closer

Veiled Viand

For more information, see page 3.

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2008 Fridays

- **January Thaw:** Jan. 4, 11, 18, 25
- **SCC G/15 Championship:** Feb 1.
- **Cabin Fever:** Feb. 8, 15, 22, 29
- **March Winds:** Mar. 7, 14, 21, 28.
- **April Showers:** Apr. 4, 11, 18, 25.
- **Close Ratings:** May 2, 9, 16.
- **Patzers' Challenge:** May 30.
- **It's Summertime:** June 6, 13, 20, 27.
- **Firecracker Quads (G/25):** July 4.
- **Hot as Hades:** July 11, 18, 25.
- **Dog Days:** Aug. 1, 8, 15, 22.
- **Workingman's Quads (G/25):** Aug. 29.
- **SCC Championship (35/100, 25/60)-**
Sept. 5, 12, 19; Oct. 3, 10, 24, 31.
- **Close Ratings 2:** Sept. 5, 12, 19, 26.
- **Autumn Leaves:** Oct. 3, 10, 17, 24.
- **November Rains:** Oct. 31; Nov. 7, 14, 21.
- **Ishida Memorial:** Dec. 5, 12, 19.
- **Patzers' Challenge 2:** Dec. 26.

Dec. 8, Jan. 12

Format: 3-RR, 4-plyr sections by rating. **TC:** G/120. **EF:** \$7 (+\$5 fee for non-SCC). **Prizes:** Free entry for future quad. **Reg:** 9:00-9:45 a.m. **Rds:** 10:00-2:15-ASAP. **Misc:** USCF, WCF/OCF memb. req'd, OSA. NS, NC.

SCC Saturday Quads

Dec. 9, Jan. 6

Format: 4-SS. **TC:** G/64. **EF:** \$17 (+\$5 fee for non-SCC). **Prizes:** 1st 35%, 2nd 27%, Bottom Half 1st 22%, 2nd 16% (\$10 from each EF goes to prize fund). **Reg:** 10:30-11:15 a.m. **Rds:** 11:30-1:50-4:10-6:30. **Misc:** USCF, WCF/OCF memb. req'd, OSA. NS, NC.

SCC Sunday Tornado

February 2

Format: 4-SS. Open to U1200 and unrated. **TC:** G/75. **EF:** \$11 by 8/22, \$16 at site. (\$2 disc. for SCC mem., \$1 for mem. of other dues-req'd CCs in WA, OR, & BC). **Prizes:** Memberships (SCC, WCF, USCF). **Reg:** 9-9:45a. **Rds:** 10-12:45-3:30-6. **Byes:** 1 (Rd 3 or 4-commit at reg.). **Misc:** USCF memb. req'd. NS, NC.

SCC Novice

2008 Weekends

Novice: Feb. 2, May 11, July 27, Nov. 9

Quads: Jan. 12, Feb. 23, Mar. 15, Apr. 19, May 10, June 14, July 13, Aug. 9, Sept. 13, Oct. 11, Nov. 8, Dec. 13

Tornados: Jan. 13, Feb. 3, Mar. 2, Apr. 6, May 4, June 1, July 13, Aug. 30, Sept. 21, Oct. 26, Nov. 22, Dec. 14

Seattle City Champ*.-Jan. 18-20.

Seattle Spring Open-Mar. 28-30.

Plus Score Swiss-Apr. 26-27.

Emerald City Open-June 20-21.

Seafair Open-August 15-17.

Seattle Fall Open-Sept. 26-28.

Extravaganza-Oct. 31-Nov. 2.

* May be combined with the WA Challengers' Cup. See December NWC for details

SCC Fridays

The typical Friday fare is one round of an ongoing tournament (free to SCC members, no prizes) played at a rate of 40/90 followed by 30/60. The exceptions are the G/15 Championship, the Firecracker Quads (G/25), the Workingman's Quads (G/25), and the SCC Championship (35/100, 25/60). In addition, the two Championships offer prizes and have entry fees.

Future Events

♣ indicates a Christopher Memorial NW Grand Prix event

♣ Nov 17, Dec 29 PCC Game-in-60 ♣

Site: *Portland CC*, 8205 SW 24th Ave, Portland OR 97219.
Format: 4-rd Swiss. **TC:** G/60. TD may switch to 5SS and G/45 if more than 25 entries. **EF:** \$20, \$5 discount for PCC members. No advance entries. **Prize Fund:** \$\$200/b20. **Prizes:** \$60-40-30, U1800 35, U1500 35. **Reg:** 9-9:30 am. **Byes:** One ½-pt. bye avail. if requested at reg. **Misc:** USCF & OCF/WCF membership req'd, OSA. **Info:** portlandchessclub@gmail.com, 503-246-2978, www.pdxchess.org.

♣ Dec 15-16 Portland Winter Open ♣

Site: *Portland CC*, 409 Puyallup Ave E, rm 11, 2nd flr (DTI Soccer Bldg). **Format:** 2-sec., 5-rd Swiss. Open and Reserve (U1800). **TC:** Sat. 40/90, SD/30; Sun. 40/2, SD/1. **EF:** \$30 if rec'd by 12/12, \$35 at site. \$10 disc. for PCC members. **Prize Fund:** \$\$650 (b/40). **Prizes:** *Open:* \$150-100, U2000 75; *Reserve:* 100-75, U1600 50, U1400 50, U1200/UNR 50. **Reg:** 9:00-9:30. **Rds:** 10-2-ASAP, 10-ASAP. **Byes:** Two ½-pt. byes avail. if req'd at reg. **Misc:** USCF & OCF/WCF memb. req'd. OSA. **Entries:** Portland Chess Club, 8205 SW 24th Ave, Portland OR 97219. **Info:** portlandchessclub@gmail.com, 503-246-2978, www.pdxchess.org.

♣ Dec 29-30 Christmas Congress ♣

Site: *Tacoma CC*, 409 Puyallup Ave E, Rm 11, 2nd flr (DTI Soccer Bldg). **Format:** 5-SS **TC:** G/120. **EF:** \$30 adv., \$40 at site. Jrs \$20 adv., \$25 at site. UNR free w/purch. of USCF & WCF/OCF memb, but ineligible for prize \$ (may pay EF to compete for 1st place). Economy plyrs \$12. **Prize fund:** 67% full-pay EFs. **Prizes:** 25%, Top third 15%, Middle third 14%, Bottom third 13% (if fewer than 9 full-pay EFs, then two grps). **Reg:** 9-9:45. **Rds:** 10-2:30-7 of ASAP, 10-3 of ASAP. **Byes:** Two ½-pt. byes avail. **Misc:** USCF & OCF/WCF memb. req'd. OSA. NS. NC. **Ent/Info:** Gary Dorfner, 8423 E 'B' St, Tacoma WA 98445; 253-535-2536, ggarychess@aol.com.



Allen Smith
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More Scholastic Events

December 2007

19 TCC Wed. Kids Night	Gary 253-535-2536 ggarychess@aol.com www.tacomachessclub.net/firms.com	Tacoma WA
19-21 WA Junior Closed	invitation only	Sammamish WA
20 GM Varuzhan Akobian Simul/Lecture	425-283-0549	Bellevue WA

January 2008

2-4 Chess Odyssey Holiday Camp	Pete Prochaska chesscoach@comcast.net www.chessodyssey.com	Portland OR
7 NWL High School Chess Meet #3	Randy Kaech http://mysite.verizon.net/kaech	Bellingham WA
12 Whatcom County Champs	Randy Kaech http://mysite.verizon.net/kaech	Lynden WA
12 Medina Elementary Tnmt (K,1-3,4-6)	Marianne Mowat mgmowat@msn.com	Medina WA
12 Purdy Panther Open (K,1-3,4-6)	http://chibcha.com/purdy	Purdy WA
14 NWL High School Chess Meet #4	Randy Kaech http://mysite.verizon.net	Lynden WA
19 NW Grade Level Champs	David Gillingham dmgingillingham@gmail.com	Seattle WA
21 WA Junior Open & Reserve	David Hendricks 425-868-3881 davidchendricks@comcast.net	Bellevue WA

February 2008

2 Chess Jam	Randy Kaech http://mysite.verizon.net/kaech	Ferndale WA
2 Seaview Classic (K-3,4-6,7-8,K-6 U800)	www.chess4life.com	Edmonds WA
8-9 WA High School Team Ch	www.whsca.org	Edmonds WA
22-23 OR High School Team Ch	Kate Taylor 503-728-3754 kathrynrosetaylor@gmail.com http://ohscta.tripod.com	Roseburg OR

March 2008

1 Leapin' Leprechauns!	Kate Taylor 503-728-3754 kathrynrosetaylor@gmail.com http://ohscta.tripod.com	Clatskanie OR
1 WA JHS/MS Team Ch	www.whsca.org	Mercer Island WA
8 F.E.S.T.	Randy Kaech http://mysite.verizon.net	Ferndale WA

A ♠ in front of the tournament name indicates an OSCF qualifying tournament. Boldface type indicates a tournament announcement (in our Future Events Section) or display ad in this issue.

USCF NATIONAL Scholastics

For information on any national event, visit www.uschess.org

Dec. 7-9	National K-12/Collegiate Championship	Houston TX
Mar. 8-9	U.S. Junior Chess Congress	Anderson IN
Apr. 4-6	National Junior High Championship	Dallas TX
Apr. 18-20	National High School Championship	Atlanta GA
May 9-11	National Elementary Championship	Pittsburgh PA

Open Events

November 2007

Feb 23-25 Washington Class Championships Dan Mathews 425-218-7529 dthmathews@hotmail.com Seattle WA
 30 TCC Quick Chess (G/30) Championship 253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com Tacoma WA

December 2007

1 PCC Saturday Quads 503-246-2978 portlandchessclub@gmail.com www.pdxchess.org Portland OR
 4 PCC Tuesday Quad Trmts Begin 503-246-2978 portlandchessclub@gmail.com www.pdxchess.org Portland OR
 7,14,21,28 TCC Jingle Bell Swiss 253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com Tacoma WA
Feb 8 SCC Saturday Quads SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechessclub.org Seattle WA
Feb 9 SCC Sunday Tornado SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechessclub.org Seattle WA
Feb 15-16 Portland Winter Open 503-246-2978 portlandchessclub@gmail.com www.pdxchess.org Portland OR
 26-29 North American Open Continental Chess Ass'n www.chesstour.com Las Vegas NV
Feb 29 8 PCC Game-in-60 503-246-2978 portlandchessclub@gmail.com www.pdxchess.org Portland OR
Feb 29-30 Christmas Congress 253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com Tacoma WA

January 2008

Feb 5-6 Gresham Open 503-246-2978 portlandchessclub@gmail.com www.pdxchess.org Gresham OR
Feb 6 SCC Sunday Tornado SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechessclub.org Seattle WA
Feb 12 SCC Saturday Quads SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechessclub.org Seattle WA
Feb 18-20 Seattle City Championship SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechessclub.org Seattle WA
 18-21 Western Class Champs Continental Chess Ass'n www.chesstour.com Agoura Hills CA
 26-27 Presidents' Congress 253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com Tacoma WA

February 2008

2 PCC Saturday Quads 503-246-2978 portlandchessclub@gmail.com www.pdxchess.org Portland OR
2 SCC Novice SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechessclub.org Seattle WA
Feb 3 SCC Sunday Tornado SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechessclub.org Seattle WA
 9-10 TCC Under 1800 253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com Tacoma WA
 9-10, 16-18 WA Champ & Premier Dan Mathews 425-218-7529 dthmathews@hotmail.com WA
 23 Campbell Ctr. Open 541-682-6392 541-342-5406 mel.c.mann@ci.eugene.or.us www.eugene-or.gov/recreation .. Eugene OR
Feb 23 SCC Saturday Quads SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechessclub.org Seattle WA
Feb 23-24 Dave Collyer Memorial David Griffin 509-928-3260 dbgriffin@hotmail.com www.spokanechessclub.org Spokane WA

March 2008

1 PCC Saturday Quads 503-246-2978 portlandchessclub@gmail.com www.pdxchess.org Portland OR
Feb 2 SCC Sunday Tornado SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechessclub.org Seattle WA
Feb 8-9 Northwest Open 253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com Tacoma WA
Feb 15 SCC Saturday Quads SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechessclub.org Seattle WA
 21-24 Victoria Chess Festival/Grand Pacific Open www.victoriachessclub.pbwiki.com Victoria BC
 22 EasterBunny Quads 253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com Tacoma WA
Feb 28-30 Seattle Spring Open SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechessclub.org Seattle WA

NOTE: A 'Feb' in front of the date indicates a Harmon Memorial Northwest GP event. A 8 in front of the tournament name indicates an OSCF qualifying tournament. Boldface type indicates a tournament announcement (in our Future Events Section) or display ad in this issue.

Scholastic Events

November 2007

19 NWL Autumn Grand Prix #2 Randy Kaech http://mysite.verizon.net/kaech Mt. Vernon WA
 21 TCC Wed. Kids Night Gary 253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com Tacoma WA
 23 Thanksgiving Scholastic David Hendricks 425-868-3881 davidhendricks@comcast.net Seattle WA
 26 NWL Autumn Grand Prix #3 Randy Kaech http://mysite.verizon.net/kaech Lynden WA

December 2007

1 Bryant Fall Classic (K,1-3,4-6) Kim bryantchessclub@gmail.com Seattle WA
 3 NWL High School Chess Meet #1 Randy Kaech http://mysite.verizon.net/kaech Burlington WA
 5-10 Chess at Disneyland: Western Grade Ch Sally Svehaug 360-254-4519 idealchesstours@gmail.com Anaheim CA
 8 Lakeridge Elementary (K,1-3,4-6) Carolyn Hassall carolynhassall@comcast.net www.lakeridgechess.org Mercer Island WA
 8 Terrace Park Fall (K,1-3,4-6 (both U800 & Open),7-8) www.chess4life.com/chess-event/Terrace-Park-K-8-Back-to-Chess-Tournament/209 Mountlake Terrace WA
 8 HS & MS/JHS Mini-Team Randy Kaech http://mysite.verizon.net/kaech Mountlake Terrace WA
 8 Oregon Grade-Level Champs www.chessodyssey.com Portland OR
 15 Skagit Chess Festival Randy Kaech http://mysite.verizon.net/kaech Sedro-Woolley WA
 17 NWL High School Chess Meet #2 Randy Kaech http://mysite.verizon.net/kaech Sedro-Woolley WA

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For more Scholastic events, see inside back cover