

Northwest Chess



August
2010
\$3.95

Northwest Chess

August 2010, Volume 64,08 Issue 751

ISSN Publication 0146-6941

Published monthly by the Northwest Chess Board.
Office of record: 3310 25th Ave S, Seattle, WA 98144

POSTMASTER: Send address changes to:

Northwest Chess, PO Box 84746,

Seattle WA 98124-6046.

Periodicals Postage Paid at Seattle, WA

USPS periodicals postage permit number (0422-390)

NWC Staff

Editor: Ralph Dubisch,

editor@nwchess.com

Publisher: Duane Polich,

publisher@nwchess.com

Business Manager: Eric Holcomb,

eric@holcomb.com

Board Representatives

David Yoshinaga, Karl Schoffstoll,

Duane Polich & James Stripes

Entire contents copyright 2010 by Northwest Chess.
All rights reserved. Published opinions are those of the contributors and do not necessarily reflect the views of the editor or the Northwest Chess Board.

Advertising Rates

Display ads run \$150 for a full page, \$100 for tournament ads; \$85 for a half-page, \$60 for tournament ads; \$50 for a quarter page, \$30 for an eighth of a page, and \$20 for a business card-size ad. Additional charges apply if the staff must do layout work. A 15% discount is available for two or more consecutive ads of the same size.

Event Announcement Rates

Each appearance in the *Future Events* listings costs \$20. Please arrange payment for ads and Grand Prix fees with the Business Manager.

Advertising & Copy Deadline

Ads and submissions must be received by the 10th of the month for the items to appear in the next issue (e.g., **no later than August 10 for the September issue**).

Submit all ads, payments, and subscriptions to:

Business Manager, Northwest Chess

Eric Holcomb

1900 NE Third St, Ste 106-361

Bend OR 97701-3889

Eric@Holcomb.com

www.nwchess.com

Submissions

Submissions of games, stories, photos, art, and other **original** chess-related content are encouraged! Multiple submissions are acceptable; please indicate if material is non-exclusive. All submissions are subject to editing or revision. Send via U.S. mail to:

Northwest Chess

Ralph Dubisch, Editor

PO Box 9345, San Jose, CA 95157

or via e-mail to:

editor@nwchess.com

Contents

Cover art: Bughouse Negatives

Photo credit: Philip Peterson

Page 3:	Letter to the editor
Page 4:	Championship Training Corey Russell
Page 14:	Games Corner Charles Schulien
Page 16:	Stevenson Elementary at Nationals Parents, Elliott Neff
Page 18:	Rogers – Rompogren Bill Rogers, Ralph Dubisch
Page 20:	Correspondence Chess Stephen Chase
Page 22:	Book Review: <i>Chess Duels</i> Randy Kaech
Page 23:	Opening Arguments Harley Greninger
Page 24:	Theoretically Speaking Bill McGeary
Page 25:	And in the End Dana Muller
Page 28:	NW Grand Prix Murlin Varner
Page 31:	Seattle Chess Club Events
Page 32:	Future Events

Tournament Display Advertising:

Reno–Western States Open (13) Pioneer Square Blitz Championship (29)
59th Annual Oregon Open (30) Seattle Fall Open (31)

Send renewals and changes of address to the business manager:

Eric Holcomb, NW Chess Business Manager

1900 NE Third St, Ste 106-361, Bend OR 97701-3889

Eric@Holcomb.com

Northwest Chess Knights

Please donate today to help Northwest Chess!

Patrons, 2009-2010

Washington Chess Federation

Oregon Chess Federation

Russell Miller, Ralph Dubisch, Frank Niro, Michael and Jeff Omori.

Robert Brewster, Steve Buck, Jeff Pennig, Murlin Varner.

Kate Tokareva, Gene Milener, Dennis Jenquin.

Contributions may be sent to the Northwest Chess Business Manager, and are greatly appreciated!

Fast free delivery on chess sets and supplies

free delivery for orders over \$100 to US address - chess sets
boards - pieces - clocks - computers - equipment - etc

1-800-348-4749

PO Box 705

Lynden, WA 98264

contact@chesshouse.com



CHESSHOUSE.COM
smart minds. great memories.

Response to “2010 State Chess Results in Question”

Thank you to Dr. Thakur for helping to open another door of communication on the Washington State Elementary Chess Championship, and requesting an avenue for further discussion. This feedback has been taken very seriously by me, the WSECC Policy Board and next year's event organizer who have all engaged in discussion with Dr. Thakur.

The Washington State Elementary Chess Championship Tournament is the largest State elementary event that we know of in the nation and is run entirely by volunteers. Each year the volunteers learn from past events to provide a Championship that increases in quality; this year was no exception and next year will improve yet again. To help manage this huge event a Policy Board that is charged with oversight is elected by the coaches at the annual meeting each year. The Policy Board brings proposed policy changes and updates that regulate this annual event, and in the last several years recognize that new policy addressing the size of the event may be necessary to ensure the continued quality of the event.

The WSECC has always encouraged constructive feedback and opinions to help the event continue to be a success. Since the event has grown so much in the last five years, the continued feedback and help from the chess community is more essential now than ever. To be part of the discussion on the direction that our State Championship takes in the next

several years, please use the contact information below to let us know your thoughts and ideas. This website also has the names and contact information of the representatives from each region that are on the board, has historical information from past events and links to the website and contact information of at least the upcoming year's event.

WSECC Policy Board:

Website: <http://www.wsecc.org/>

Email: policy@wsecc.org
(sends an email to the entire oversight board)

In closing, a reminder to the entire chess community that the WSECC board members, tournament coordinators, tournament directors, judges, pairings directors and coaches are volunteers. They give their time, experience and often resources to bring chess to your children. The 2010 event was a phenomenal event thanks to thousands of volunteer hours, and I thank each and every one of you who said “Yes!” when asked to be a part of it. I stand by the decisions the volunteers made at the 2010 event; mistakes will occur in this size of an event but we do our best to make it right. I encourage parents to take a minute to thank those volunteers that touch your child's life, and then ask them what you can do for next years 2011 Washington State Elementary Chess Championship.

Respectfully,
Shila MacDonald

Northwest Chess Subscription, State Chess Federation Membership Form

Adult: \$25/year (12 issues) via periodicals mail each month.

One-year membership in the Oregon or Washington Chess Federation included for residents of OR and WA.

Junior: \$17/year (12 issues) or **Scholastic:** \$10/6 months (6 issues, convertible to regular junior membership by paying \$7 before expiration). Must be under age 20 at time of expiration. OR/WA residents only; state membership included.

Family: \$5/year (**not a subscription — membership only**). Open only to a co-resident of an Adult or Junior member. Expires at the same time. *If first member is a junior (\$17/year), additional family member(s) must also be juniors.*

Additional postage required for foreign addresses (contact Business Manager for amount). Inquire about special rates for libraries and school chess clubs.

For general information, Eric Holcomb (541) 647-1021, e-mail: Eric@Holcomb.com

OCF/WCF Membership Application/Renewal Form

Name _____ **If Junior, give date of birth** _____

E-Mail (used for renewal notices and tournament announcements) _____

Phone Number (optional, not used for telemarketing) (_____) _____ **Country** (if not USA) _____

Street or P.O. Box _____

City _____ **State** _____ **Zip** _____

Membership Type(s) _____ **Total Membership Amount \$** _____

WA residents only: sales tax based on location where magazine will be received.

Tax jurisdiction: _____ **Sales tax rate:** _____% **Tax on membership amount:** \$ _____

Total: \$ _____

A tax rate table is available on the Northwest Chess website. WA Memberships received without the correct tax will be valid for 11 months instead of 12 (5 months for scholastic option).

Make check or money order (USA \$ only)
payable to *Northwest Chess* and mail to:

Eric Holcomb
NW Chess Business Manager
1900 NE Third St, Ste 106-361
Bend OR 97701-3889

Championship Training

by Corey Russell



A little over a month before the Oregon State Championships, Corey Russell decided he needed to knock the rust off and play some serious training games to prepare for the event. Lacking a large pool of master-strength players in southern Oregon with whom he could train, Corey chose to play against his ChessMaster 6000, using some of the personalities supplied with the program to modify its playing strength and provide some variety.

Part of the process was to immediately annotate the game he played each day, and rather than just use these for his own education and amusement, he also e-mailed them to me. Though he was playing against a computer, he didn't use the engine to assist him in his annotations – that wouldn't help him get into shape for the championship.

His first few e-mails came in at a point when I could spend some time going over them, and as it was fun having a chess-analysis dialogue with Corey, we ended up analyzing virtually all of his training games together.

At first I thought his annotated games would make a good column for *Northwest Chess*. As our early exchange of comments evolved into a wider-ranging discussion on training, theory and individual strengths and weaknesses, my opinion changed. Now I know it would make a great new highly-educational column.

However, it also represented quite a bit of editorial work, merging multiple e-mail threads involving literally hundreds of separate notes and comments – often without move number identifiers, and frequently superseded by later discoveries and improvements – together with the original games and annotations.

So this new column is two things in one. First, it's a record of how Corey trained for the Oregon Championship. Second, it's a master-level dialogue on the training process, tactics and strategies, how hard to push to win, when to spend thinking time, and how to never give up hope.

So, how did Corey do in the 2010 Oregon State Championship? He was very sharp the first weekend, scoring a brilliant 3.5 out of

4 to lead the field. Unfortunately, he felt compelled to push very hard the second weekend in order to maintain his slim lead. He played a bit less well, and this, combined with some very good play by his opponents, kept his second weekend score down to 1.5 from 5, for a total of 5 out of 9, and a middle-of-the-pack finish. However, this was an improvement on his 2009 score of 3 from 9, so you be the judge.

Oh yes, one other point. A significant amount of the analysis in Corey's e-mail replies (though not the original game comments) are being done blindfold at times that he has no graphical chessboard available. I "cheated" and usually (but not always) used a pgn reader, so I had a board to look at, and sometimes I even moved the pieces around.

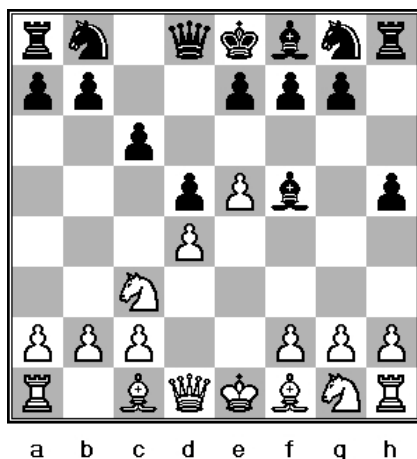
I'll attempt to specifically note in comments the times I turned on a chess engine.

– editor

Corey Russell – CM6000: Rascal Training Game One; Rascal Round 1 Corey's House, January 5, 2010

I am playing Rascal, a Chessmaster 6000 personality rated 2274. I was invited to the Oregon State Championship, so some practice games against decent opposition seemed to be in order. Time control is game/85 min, 4 second delay. So, on to the game.

1. e4 c6 2. d4 d5 3. e5 Bf5 4. Nc3 h5



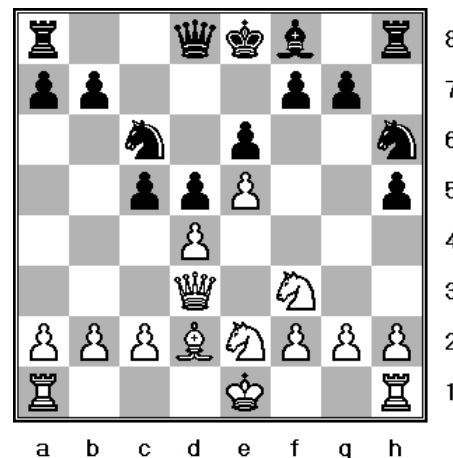
White normally plays 5. g4, so Black's move is an interesting way to take White

out of his game. White has two natural plans, either Nf3, Be2, Be3, 0-0, etcetera, or the text.

5. Bd3 Bxd3 6. Qxd3 e6 7. Nf3 Nh6 8. Bd2

8. 0-0 would be the solid move for White here, but I wanted to castle queenside to create an imbalance. Imbalances increase winning chances for both sides.

8. ...c5 9. Ne2 Nc6



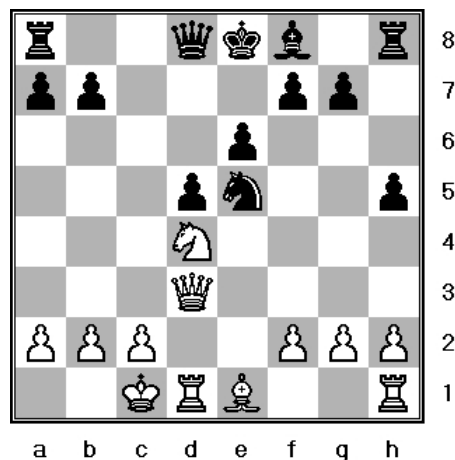
10. 0-0-0!?

This will lead to a loss of a pawn. But 10. c3 cxd4 11. cxd4 offers nothing for White but a long-term problem, especially in an endgame due to the pawn at d4. 10. h3 stops the loss of the pawn but wastes time. White does get play for the pawn so the game is far from over.

10. ...Ng4 11. Be1

This move or 11. Be3 was forced, otherwise 11. ...c4! 12. Qc3 Bb4 would win White's queen.

11. ...cxd4 12. Nxd4 Ngxe5 13. Nxe5 Nxe5



14. Qg3

I think this is the most energetic move. It can threaten Nb5-c7 in some lines, hits the hanging knight at e5, pressures Black's g7 pawn, and even prevents 14. ...Ng6? since 15. Nxe6! with advantage.

14. ...Nc4 15. Bc3

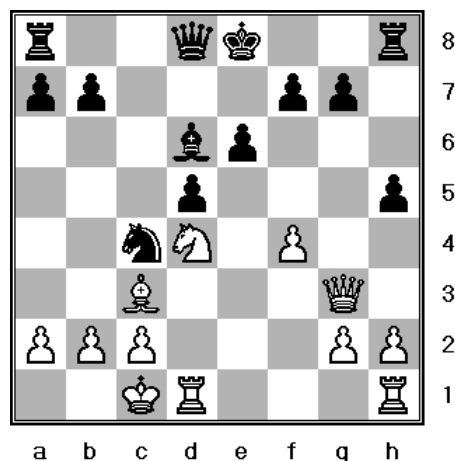
I need to connect the rooks, plus I might as well defend b2 immediately so Black can't play ...Qb6 with tempo threatening mate at b2.

15. ...Bd6!

Resourceful move. Now 16. Qxg7?? loses material to 16. ...Be5.

16. f4

I think this move gives Black the most problems.



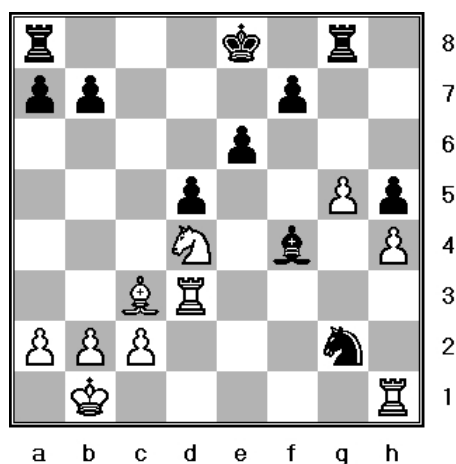
16. ...g5

This trades queens, but is probably the best move since 16. ...0-0, 16. ...Kf8 or 16. ...g6 all fail to 17. Nxe6. By the way, note that 16. ...g5 17. Nxe6? fxe6! is strong for Black.

17. Qxg5 Qxg5 18. fxe5 Bf4+ 19. Kb1 Rg8 20. h4 Ne3 21. Rd3

I believe this move is the most energetic one to play.

21. ...Nxg2?!

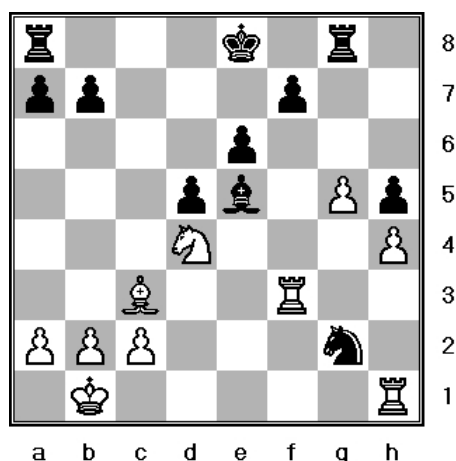


This pawn grab by the computer seems dubious to me. I had expected 21. ...e5 22. g3 exd4 23. gxf4 dxc3 24. Rxe3+ Kd7 25. Rxc3 Rae8 and White has a pawn, but his kingside pawns are a bit weaker for being advanced. However, Black has weaknesses too, and Black would have the e-file, so I think it's a bit unclear.

22. Rf3!

This move causes a lot of problems for Black, since the immediate 22. ...Ne3 23. Rxf4 e5 24 Rf6 is very good for White.

22. ...Be5



Ralph,

Here is the annotated chess game mentioned earlier.

Corey

Corey,

Thanks! Nice game, too. There might have been a Nxe6 shot when the computer retreated the bishop to e5, but I'd have to do more analysis to be sure it doesn't lose in some tricky computerish way.

Ralph

Ralph,

(After some confusion about whether we were referring to a move ...Be5 in comments or in the actual game.) Later I realized you meant the ...Be5 that actually occurred in game. My analysis was ...Be5 Nxe6 fxe6 Bxe5 Rf8! and now Black will be able to extract his knight. And since the pawn count is even, if Black can get his knight to either f5 or g6 he should be even.

Corey

Corey,

Yes, that's the point I meant. White maybe still has an edge after ...Rf8 Bf6 (...e5 Rf5, or ...d4 Rd3, so extracting the knight costs a pawn) in this line, but with some complications. Your way was more solid.

Ralph

Ralph,

Correct me if I am mistaken, but it looks like even in your line of ...Rf8 Bf6 d4 Rd3, then ...Nf4 Rxd4 Nd5 and White has two main choices:

1) Be5 Rc8 and with control of two files and a centrally posted knight I would say Black has a lot of fighting chances.

2) Rf1 Nxf6 gxf6 Rd8! Rxd8 Kxd8 and at the right moment ...e5 and ...Ke6 will win his pawn back, making it even material again. Finally if instead of gxf6 White tries Rxf6, then ...Rxf6 gxf6 Rc8! (definitely no trade of rooks while down a pawn) with the idea of Rc6 and either ...Rb6 (to protect b7 in case of 7th rank infiltration) or ...e5 and either ...Re6 & ...Kf7-xf6 or ...Rxf6 depending on what

White does. On ...Rc8 Rd6 Rc6! is still good since the f-pawn will fall and then Black can pick up h4 and push his h-pawn to queen since White can't ignore the passed e-pawn.

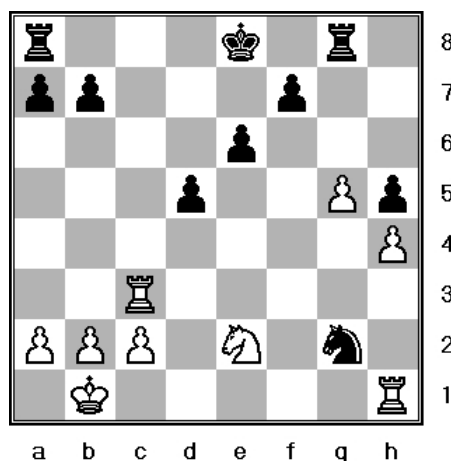
Corey

Corey,

Third choice: Re1! I think Black is forced to go ...Kf7 there (unless the exchange sac works?!), and then Be5, and White has added threats of c4 and Rf1+, so some of Black's counterplay is reduced. But I'll still allow that Black has fighting chances.

Ralph

23. Ne2 Bxc3 24. Rxc3



I had expected 24. ...e5 25. Rc7 Rb8 26. Ng3 Nf4 27. Re1 e4 28. Rf1 and I liked White's game.

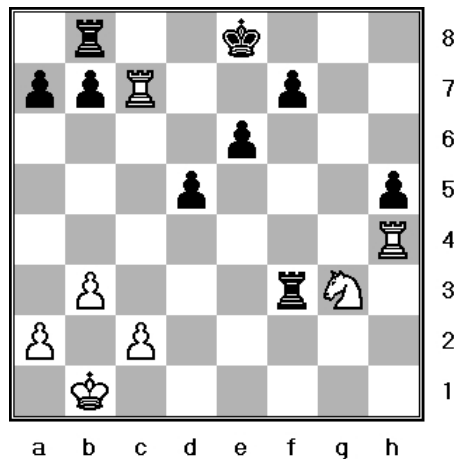
24. ...Nxh4 25. Rxh4 Rxc5

The smoke clears and Black has three pawns for the knight, and three passed pawns. But the problem here is the black h-pawn is sure to fall. White's pieces are also more active. The position still requires precision, but White has chances to win if he can prevent too many queenside pawns from being exchanged.

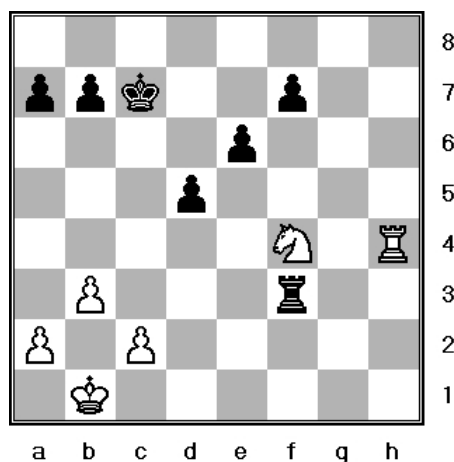
26. Rc7 Rb8 27. b3

Best to take a time-out and prevent any back-rank problems.

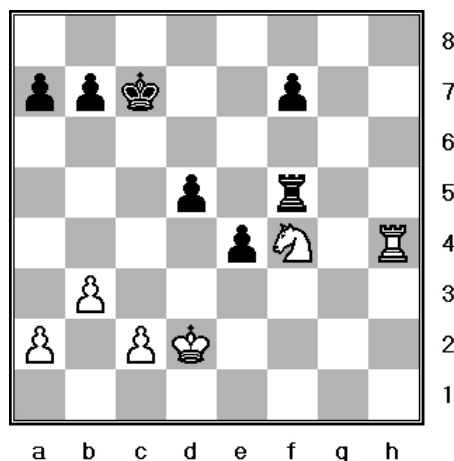
27. ...Rf5 28. Ng3 Rf3



29. Nxh5 Kd8 30. Rc5 Rc8 31. Rxc8+ Kxc8 32. Nf4 Kc7

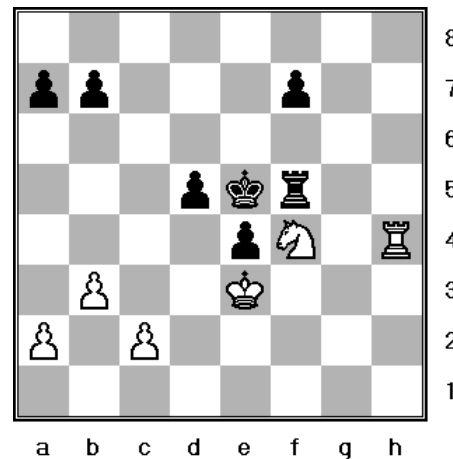


33. Nd3 Rf5 34. Kc1 e5 35. Kd2 e4 36. Nf4



This is an important move. The only way White can win more pawns is by blockading them first.

36. ...Kd6 37. Ke3 Ke5



38. c3

Black was threatening 38. ...d4+ winning my knight. Can't have that.

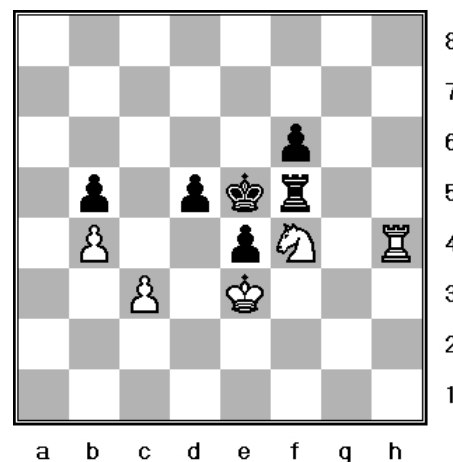
38. ...b5

Threatening ...b4! Fortunately White can parry...

39. a3

I could have done 39. b4, but I'd prefer to trade my a-pawn so Black has no potential way of winning it.

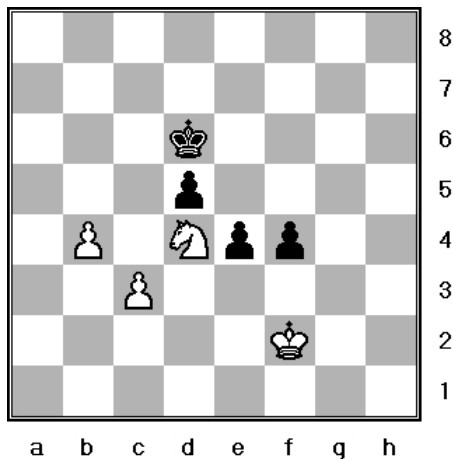
39. ...a5 40. b4 axb4 41. axb4 f6



42. Rh5

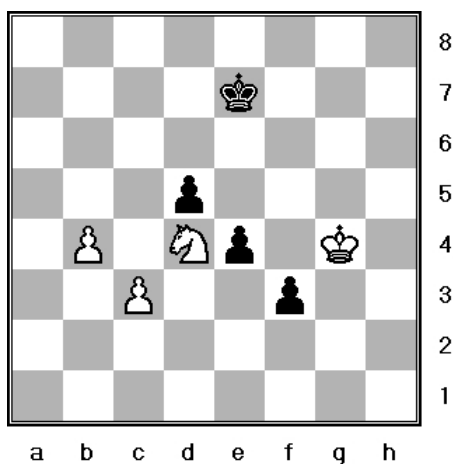
One of the keys of winning with the knight + rook + pawns vs. rook + pawns, when the opponent has more pawns, is to keep the rook on the board as long as possible. Then one can use the knight and rook together to win some of the pawns back. However, I forced the trade here because I can see my blockade will win more pawns and my queenside pawns are safe.

42. ...Rxh5 43. Nxh5 Kf5 44. Nf4 Ke5 45. Ne2 Kf5 46. Nd4+ Ke5 47. Nxb5 f5 48. Nd4 f4+ 49. Kf2 Kd6



The d4 knight is safe, the queenside pawns cannot be captured by Black, and the knight can also stop the black e-pawn from queening if necessary. Therefore to win, White will route his king to the side to force the black pawn phalanx to give way.

50. Kg2 Kd7 51. Kh3 Ke7 52. Kg4 f3



53. Nxf3 exf3 54. Kxf3 Kd6 55. Ke3

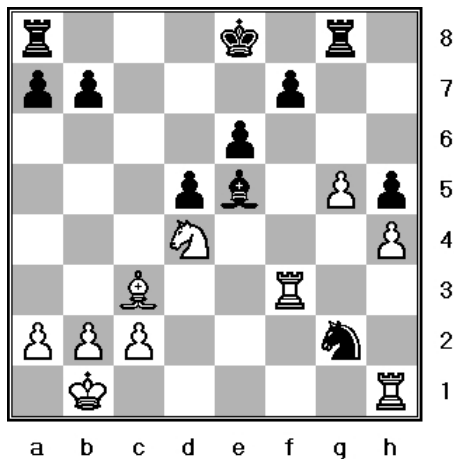
This is a winning king and pawn endgame for White. Black could safely resign here, but computers are not known for giving up. Stalemates are always possible.

55. ...Ke5 56. Kd3 Kd6 57. Kd4 Kc6 58. Ke5 Kc7 59. Kxd5 Kb6 60. c4 Kc7 61. b5 Kb6 62. Kd6 Kb7 63. c5 Ka7 64. Kd7 Kb7 65. c6+ Kb6 66. c7 Kxb5 67. c8=Q Kb4 68. Qc2 Kb5 69. Qc3 Ka4 70. Qb2 Ka5 71. Kc6 Ka4 72. Kc5 Ka5 73. Qa3#

1-0

Corey,

Okay, I'm going to give this to Fritz (after 22. ...Be5) and see what we're missing.



Hmm, it likes 23. Nxe6, but the first deviation is Black's reply. It suggests 23. ...Rg6 (24. Nd4 f6, perhaps), claiming White's edge is a little less than a pawn. It actually prefers 23. ...Bxc3 to ...fxe6, too, but White is up at least a solid pawn in those lines. In our line: 23. Nxe6 fxe6 24. Bxe5 Rf8, it says 25. Bf6 is the only route to advantage, but it replies to 25. ...d4 with 26. c3!, which I didn't consider at all. 26. Rd3 is a close second choice, and now the top choice is the immediate exchange sac (but winning for White, surely). After your more rational 26. ...Nf4 27. Rxd4 Nd5, it shows a slight preference for 28. Be5 over 28. Re1 and 28. Bg7, claiming roughly a pawn and a half edge for White. I guess the extra passed g-pawn is too big a distraction for the rooks on open files to mean much. White plays Re1, consolidates, and wins with the extra material. Maybe.

After the game choice, Fritz at first claims equality with ...Bc7 instead of the exchange on c3, then after awhile it changes its mind and says White is better there, too, especially after Bd2, when that knight is getting hard to extract again. After the c3 exchange, it rather slowly comes to the conclusion that White is better by about half a pawn.

So like I said, your way was more solid. You evaluated and played the ending extremely well, and your choice took advantage of that lingering computer weakness in long-range endgame planning/evaluation, without risking some kind of unexpected counterplay based on piece activity — the kind of thing that computers are annoyingly good at finding.

Ralph

Ralph,

Thanks for your feedback. It was very interesting, especially that c3 move by White. That Re1 move you found seems good also. So looks like in conclusion I COULD have played Nxe6 for advantage, but gives more counterplay to Black than my text move did.

Corey

Corey,

I'm still divided about whether chess engines are good or bad for analysis, though. Relying on them too much dulls the human brain, but they sure do offer some accurate tactical sequences and sometimes suggest unexpected resources.

Ralph

Ralph,

As far as personal preparation for tournaments, I think chess engines are great. But a huge variation tree with +- and -+ in them isn't as good for training, because the human player needs to know WHY a variation works (or doesn't work), and just as important, how would the human player know to look for the key variation/position in the first place? I believe my analysis helps players in this regard.

Also, one needs to be able find these resources without the computer's help. But the human player needs the whys/whats to find these key positions/variations. A human can calculate but isn't a computer.

Corey

Corey,

Are you going to have time for more training games? I'd like to see you do well in the Oregon Championship.

Ralph

Ralph,

Thanks for the sentiment. My plan is that if I'm not doing the required things, such as work, helping my family, and not playing Everquest with my wife, then I will play one game with the computer, ideally each day.

Almost every year I get close to a 50% score, but of course that isn't enough to place highly. I think last year I had six draws and three losses — sounds bad, but I had black against the three strongest players in the tourney so that didn't help. What I am finding is that I do very well with white, VERY rarely lose, and almost all my wins are with white.

But if I am going to lose it's with black, and past few years I always seem to be guy with the five blacks. So I will probably make the rest of my training games with the black pieces since that is my problem area.

Also, while I definitely have the potential to draw any opponent with the white pieces, I am having difficulty actually posting the full point against other masters. Not having strong human opposition down in Medford is not helping any. Note that the problem isn't GETTING the good position against this level of players, it's converting it against such opposition.

I have excellent time management, and am never in time pressure, but against the stronger players especially I need to take a bit more time on the critical positions. I usually do, but all it takes is one quick move to convert a win into a loss.

Corey

CM6000: Rascal – Corey Russell Training Game Two; Rascal Round 2 Corey's PC, January 6, 2010

Ralph,

I know my previous e-mail asked if you even wanted the game, but too bad! I decided I would annotate my loss, so here is the annotated game, do with as you like.

Corey

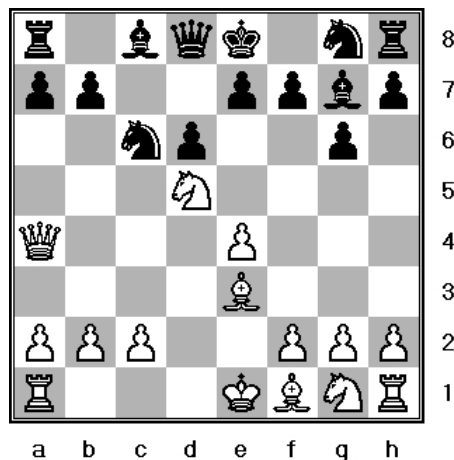
1. Nc3 c5 2. d4 cxd4 3. Qxd4 Nc6 4. Qa4 g6

This seems natural, but White soon posed incredible problems. In hindsight I think that next time I will choose a more Scheveningen type setup: ...e6, ...d6, ...a6, ...Bd7, etc.

5. e4 Bg7 6. Be3 d6?

This overlooks White's powerful reply. Instead 6. ...Nf6 and 7. ...0-0 would appear to be a good way to deal with the position.

7. Nd5!



This really got my attention, as computers rarely move a piece twice in an opening if their pieces aren't being threatened. I think Black must play 7. ...Rb8 here, as unpleasant as it is.

7. ...Bd7

Corey,

Of course I'll use this game, too. Master-level annotations are of value, whether in a win or loss, against human or computer. This was a great comeback, actually. That tactic in the opening must have come as a bit of a shock, though it's possible given more time to deal with it, the trouble may not really be decisive.

For example, if you reply 7. ...e6, 8. Bb6 just loses material, and 8. Nb6 Bxb2 9. Rb1 Bc3+ 10. Kd1 Rb8 looks better for Black. Of course White can ignore the attack on the knight (8. 0-0-0!?, to which I'd probably reply 8. ...Bd7), but that's a different game, and at least the b6/c7 tactics are avoided.

Ralph

Ralph,

Your 7. ... e6 idea is interesting. 8. 0-0-0 looks like a strong response. It does stop the tactical ideas but now have backward d-pawn problems, though White's queen is a bit awkwardly placed.

Corey

8. Bb6!!

White's following moves speak for themselves.

8. ...axb6

Corey,

Another way to give up the exchange is 8. ...Qc8 9. Nc7+ Kf8 10. Nxa8 Bxb2 11. Rb1 Bc3+ 12. Kd1 Qxa8, when you've retained a pawn and avoided exchanging queens. White must still have some edge, but maybe it's manageable.

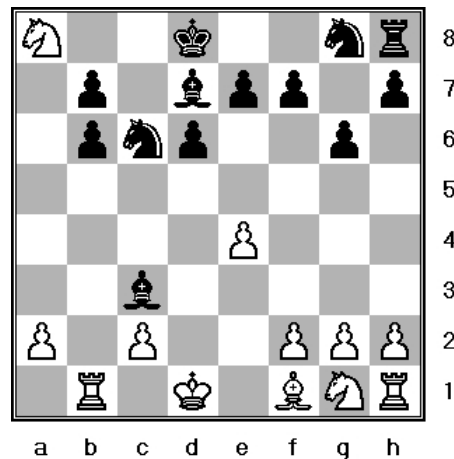
Ralph

Ralph,

This was an interesting idea, perhaps better than the text. The white queen, rook, and two bishops really put a lot of pressure on Black's queenside, however after a sample line 13. Be3 Bg7 (necessary as White was threatening Qb3 hitting the bishop at c3 and the b-pawn) 14. Bd3 (if Bb5 then ...a6) 14. ...Nf6 15. Ne2 Qc8, I think at the right moment ...d5 wouldn't be very bad for Black with White's king in the center. Seems like both sides have chances.

Corey

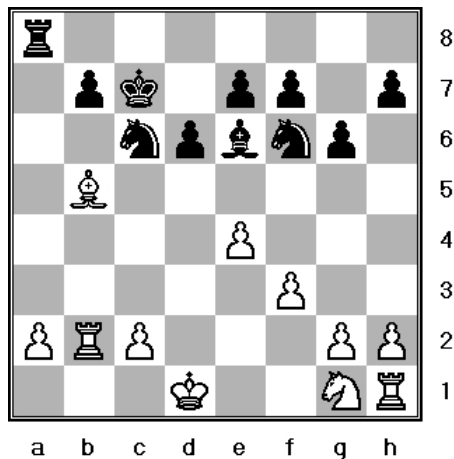
9. Qxa8 Qxa8 10. Nc7+ Kd8 11. Nxa8 Bxb2 12. Rb1 Bc3+ 13. Kd1



13. ...Ba5

My idea with this move was now ...Kc7 and ...Nf6 come with tempo, making the coming ...Ra8 move all the better.

14. Nxb6 Bxb6 15. Rxb6 Kc7 16. Rb2 Nf6 17. f3 Be6 18. Bb5 Ra8



19. Ne2!

Good move. Now 19. ...Bxa2? 20. c4! Ne5 21. Kd2! and no matter how Black plays he will lose a piece. 21. ...Bxc4 22. Rc1 wins, or 21. ...Nxc4 22. Bxc4 Bxc4 23. Rc1 Ra4 (...b5 24. Rxb5) 24. Nc3 followed by Nb5 check wins.

19. ...g5 20. h4 h6

Corey,

The computer didn't seem to be too worried about exchanging lots of pawns, and somewhere between moves 26 and 39, the advantage has effectively dissipated. With White I might have considered playing a4 around move 20 or 21 instead of exchanging the pieces on c6.

Ralph

Ralph,

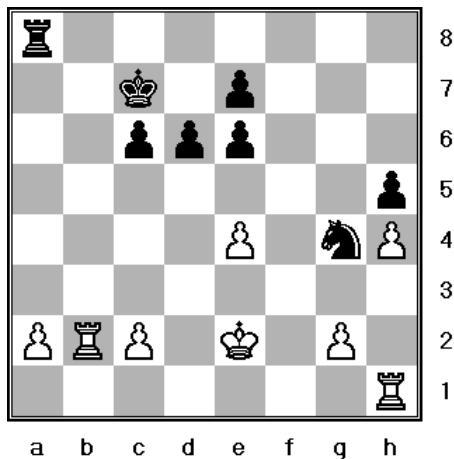
It's interesting you say that, as I thought White should have played a4 as well. Let the bishop defend the pawn instead of the rook, not to mention making the black rook a tad worse than in the game, since the rook would have fewer squares he could move to.

Corey

21. Bxc6 bxc6 22. Nd4 g4

The text will trade more pawns which when down material is what you want to do. Also 22. ...Bxa2 23. Nf5 seemed to be in White's favor.

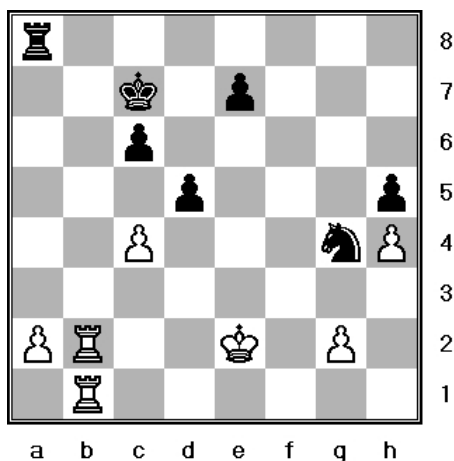
23. Nxe6+ fxe6 24. fxe6 Nxe6 25. Ke2 h5



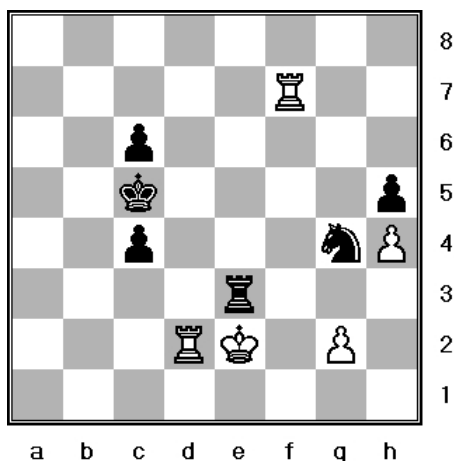
Getting a draw now seems like a real possibility: White's kingside blockaded, weak white pawns and central pawn mass.

26. Rbh1 d5 27. exd5 exd5 28. c4!

A good move by White to break up Black's central pawn mass. Otherwise ...Kd6 and ...e5 and Black may even entertain ideas of winning.



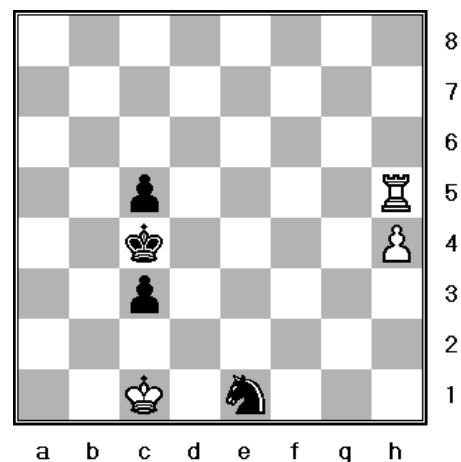
28. ...dxc4 29. Rb7+ Kd6 30. Rd1+ Kc5 31. Rxe7 Rxa2+ 32. Rd2 Ra3 33. Rf7 Re3+



34. Kd1 c3 35. Re2 Kc4 36. Rxe3 Nxe3+ 37. Kc1 Nxe2 38. Rf6 c5 39. Rf5

39. ...Kb3 40. Rxc5 (40. Rxh5?? Nf4! -+) 40. ...Nxh4 41. Rxh5 Nf3 42. Rxc5 Nd4 draws.

39. ...Ne1 40. Rxh5



40. ...Kb3??

Loses. Instead 40. ...Nd3+ 41. Kc2 (forced, otherwise ...Kb3 would win) ...Nb4+ 42. Kb1 (or d1) Nd3! and White must repeat with Kc2 else ...Kb3 would win. Note that White can't play Kc1?? because then ...Kb3! would win since Rxc5 Nd3+ picks up the rook and the black knight can still stop the h-pawn with Ne6-f8.

Corey,

By move 40 you've outplayed the computer and are now clearly holding a draw, though in your line with 40. ...Nd3+ 41. Kc2 Nb4+, things get interesting after 42. Kb1! Kb3! (your 42. ...Nd3 probably also draws, but White could play 43. Rh8 intending b-file checks rather than simply repeating with 43. Kc2 -- I haven't taken the time to analyze all the sac/promote ideas to be sure if one side might have a chance to win, or if White will eventually need to enter one of the repetitions). So continuing after 42. ...Kb3, 43. Rxc5 c2+ 44. Rxc2 Nxc2 45. h5, Black needs the route starting with ...Na3+ heading to g6 or f7 to stop the h-pawn. So still a draw, but I like the drama.

Ralph

Ralph,

Your analysis here is incorrect, viz: 40. ... Nd3+ 41. Kc2 Nb4+ 42. Kb1!? Nd3! 43. Rh8?? Kb3 44. Rb8+ (forced

else c2+ wins) 44. ...Nb4 45. h5 c2+ 46. Kc1 Kc3 47. Rxb4 (forced else ...Na2 or ...Nd3 mate!) ...cxb4 48. h6 b3 49. h7 b2 check mate! This line illustrates why I said Kc2 was forced by White, else ...Kb3 wins if the black N is at d3 and pawn is still at c5.

Corey

Corey,

Your line here is the kind of promotion/mating combination I didn't have time to look into. However, White isn't necessarily forced to advance the h-pawn on move 45, so perhaps there's still some tricky 45. Rb5 idea to either force the advance of the back c-pawn (in which case Rxb4 won't lead to a mating net) or keep the king from getting to c3 with knight check threats.

On reflection, I don't see how this could really lead to anything better than a draw for White anyway (after, say 45. ...c2+ 46. Kc1 Kc4, sacs won't work because the black king is about to step into the square of the pawn, as well as retaining the right to threaten mate with ...Kc3).

Since you offered a much simpler repetition to begin with, I withdraw the suggestion.

Ralph

Ralph,

45. Rb5! That's a nice idea! But you are right leads to a draw again, lol. It's almost mean to Black; here are these massive threats if his knight weren't pinned or if White takes the knight, so has to settle for the draw.

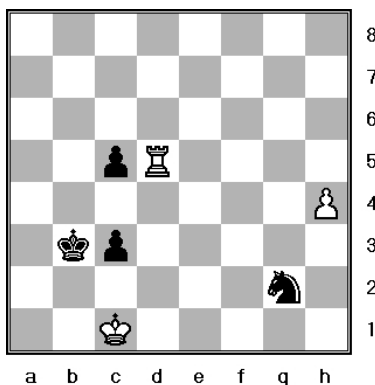
Corey

41. Rd5 c2

Corey,

I think there's still a drawing line after your game move, 40. ...Kb3, though it's a little trickier and I may be missing something.

If I'm right, the losing move is 41. ...c2. Instead, 41. ...Ng2!! threatens both the h-pawn and some kind of ...Nf4-e2/d3+ promotion tactic.



One sample line where White tries to promote the h-pawn ends in disaster: 42. h5 Nf4 43. h6 Nxd5 (or maybe 43. ...Ne2+ and 44. ...c2+) 44. h7 Nb4 45. h8/Q Nd3+ 46. Kd1 c2+ 47. Ke2 c1/Q, and since 48. Kxd3 Qc2+ and 49. ...Qc3+, Black must be winning. So I think White has nothing better than 42. Rxc5 Nxh4 43. Rxc3+ (drama again).

Should I adjustment the annotations to reflect different ?? moves?

Ralph

Ralph,

Nope sorry, ...Ng2 loses also. 41. ...Ng2 42. h5 Nf4 43. Rd8! (not pawn to h6) 43. ...Ne2+ 44. Kd1 Kb3 45. Kxe2 c2 46. Rd1! cxd1(Q) 47. Kxd1 Kb2 (this is necessary, as the king is too far to stop the h-pawn, but must stop White from playing Kc1 for his pawn to queen) 48. h6 c4 49. h7 c3 50. h8 (Q) and the black c-pawn could queen with check but...the c-pawn is pinned! So Black has to play 50. ... Kb3 51. Kc1 and it's lights out for Black. So this again reinforces my initial conclusion that ...Kb3?? at the point specified in my annotations was the losing move.

Your notes about the opening seem correct, but your notes about the endgame were wrong. Sorry. <grin>

Corey

Ralph,

I realized when I clicked send I had a HUGE hole in my analysis in one of the endgame lines:

Of course, after 43. Rd8?? Instead of ...Ne2 check Black has the MUCH simpler ...Nxh5! Oops, sorry about that. So YOU were right on this line actually.

Corey

Corey,

Cool! But....

I was just about to buy into this, until I realized that your move 44. ...Kb3 was redundant – this is after the game move 40. ...Kb3. Yes, if you give White that extra move, things don't work out too well for Black! So two things about the line here starting 43. Rd8: 1) it hangs the h-pawn to the knight on f4, and thus can do no more than draw; and 2) in the actual position, it does still lose to 43. ...Ne2+ as quoted (44. Kd1 c2+ 45. Kxe2 c1/Q presumably wins in a fairly straightforward manner), as long as the king is already on b3.

I suspect we're seeing the effect of doing blindfold analysis here....

Ralph

Ralph,

As for the ...Ng2 idea, that is an improvement. Thanks for pointing it out. I was trying to visualize something like that during the game but was demoralized I think when White stopped ...Nd3 with Rd5.

Also, just so it's clear, I don't mean to offend at all.

Corey

Corey,

I can't think of anything you've said at which I could possibly take offense. Personally, I'm having fun!

Ralph

Ralph

I am having fun as well.

I will try to be more accurate with my blindfold analysis doing ...Kb3 twice would be a problem. <grin>

Corey

42. h5 c4 43. h6 Nd3+ 44. Rxd3+ cxd3

Positions like this illustrate how a single tempo can completely change the game. Black to move here would mate with ...Kc3 and ...d2 mate! But since it's White's move...

45. h7 Kc3 46. h8/Q+

1-0

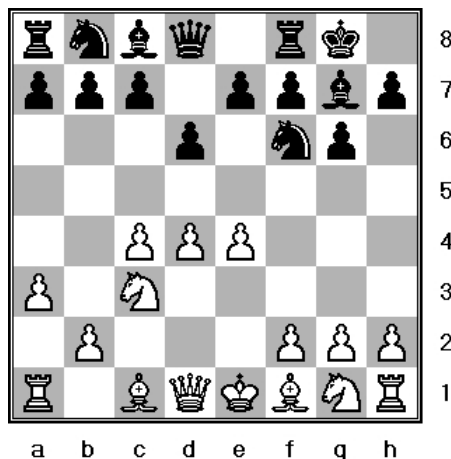
CM6000: Rascal – Corey Russell
Training Game Three; Rascal Round 3
Corey's Place, January 7, 2010

This was my third round versus Rascal, supposedly rated 2271, a ChessMaster 6000 personality. I am playing practice games in preparation for the Oregon State Championship next month.

1. c4 Nf6 2. a3

Unusual move, but not unsound. Not the most pressing way for an advantage against Black, however....

2. ...g6 3. d4 Bg7 4. Nc3 0-0 5. e4 d6



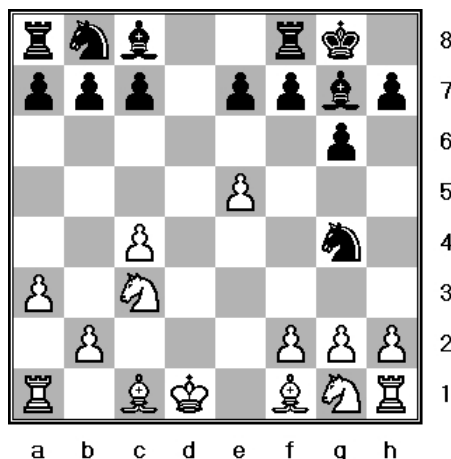
6. e5

Huh? Maybe it's playing for a trap? Got to watch these guys....

6. ...dxe5 7. dxe5 Qxd1+ 8. Kxd1?

I don't know how this can be right. Either the computer is trying to confuse the issue, or is crazy. Looks like Black will get a solid pawn, but it's not over 'til it's over, as they say. I believe 8. Nxd1 Ng4 9. f4 is a bit more rational, hanging onto his material.

8. ...Ng4

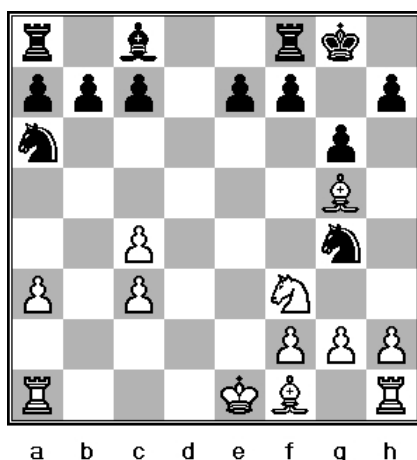


Here I thought that if the computer is trying to complicate, maybe it would try 9. Nd5? With the idea of 9. ...Nxf2+ 10. Ke1 Nxf1 11. Nxc7 Bxe5 12. Nxa8 b6 – but Black would be better.

9. Ke1 Bxe5 10. Nf3 Bxc3+

Parting with the bishop didn't seem bad here with queens off. The more pieces we trade, the more a liability the queenside pawn structure becomes for White.

11. bxc3 Na6 12. Bg5



It seems like White is trying its best to mix it up. But this isn't even a good threat since 13. Bxe7?? Re8 wins the bishop.

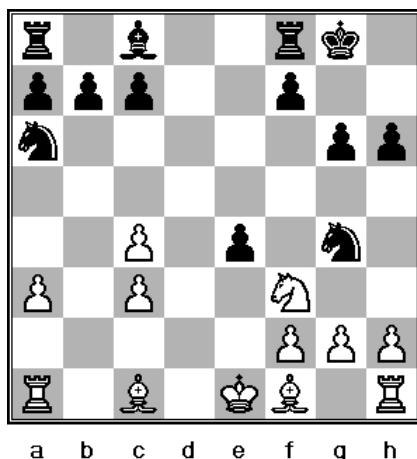
12. ...h6

Looks like it might be time for Black to mix it up.

13. Bf4 e5 14. Bc1

The black e-pawn was immune of course. 14. Nxe5? Nxe5 15. Bxe5 Re8 16. f4 f6 wins the bishop. But Bf4-c1? White WANTS to provoke an e5-e4? Naturally, I was only too happy to oblige.

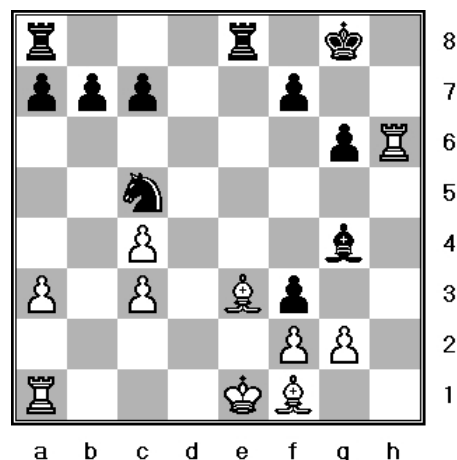
14. ...e4



15. h3

If 15. Nd4 then 15. ...Kg7 (to protect h6) 16. h3 Ne5 17. Bf4 Re8 and Black has a nice game.

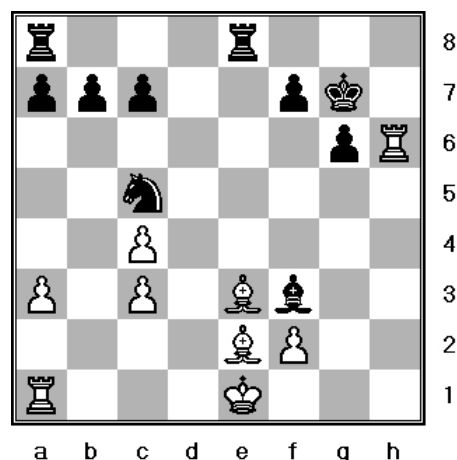
15. ...exf3 16. hxg4 Bxg4 17. Rxh6 Rfe8+ 18. Be3 Nc5



19. Rd1 (or Kd1) by White is a no go, since ...fxg2 would win material. Note that 0-0-0 is not only bad for the same reason, but also illegal, due to White's moves 8 and 9 – as pointed out by my wife when I tried to add a comment to refute it.

To keep White in the bind, I played this move so that Kd2?? can be met by ...Nb3+ forking the king and rook.

19. gxf3 Bxf3 20. Be2 Kg7

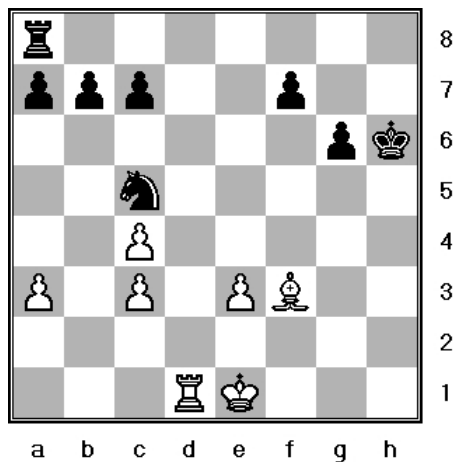


White wanted Black to play 20. ...Bxe2 21. Kxe2 Kg7 22. Rahl and ...Rh8 doesn't work because of the d4 check. However, with this intermezzo Black has gained a move off this variation. Sacrificing the rook with Rxc6 here would only leave White a bishop and pawn for the exchange, and with the sad state of the queenside pawns, it is quite unlikely to be enough.

21. Bxf3

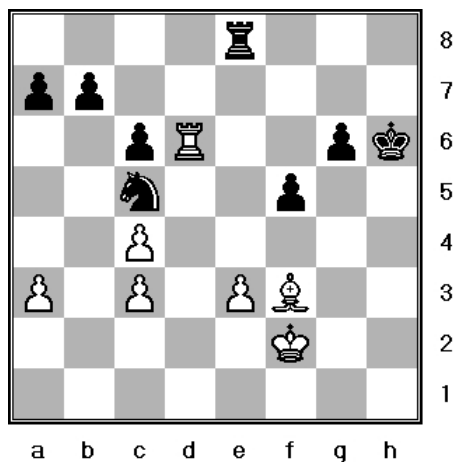
I was a bit surprised to see this, since the more pieces we trade, the less chance White will be able to overcome the queenside structural problems.

21. ...Rxe3+ 22. fxe3 Kxh6 23. Rd1



There are a couple ways to respond here. I could have played 23. ...Re8 24. Rd5 b6, but then his rook has a nice post. Also, in the ending the principle is to put your pawns on the same color as the enemy bishop if it's safe to do so. This position would have the added bonus of denying d5 to the rook as well, plus the knight is quite safe at c5 for the time being.

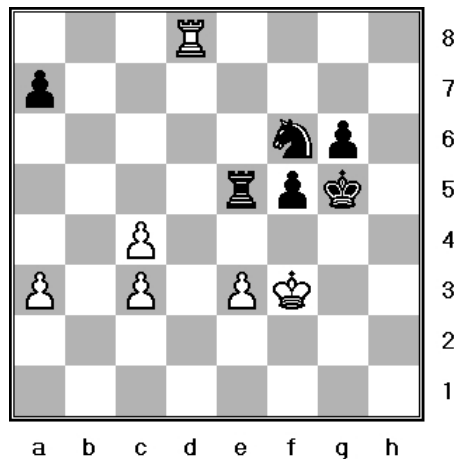
23. ...c6 24. Kf2 Re8 25. Rd6 f5



26. Bxc6

Desperation, I guess. The bishop has no future, it's true, but the problem is Black can establish a blockade of his passed c-pawn. It would be a completely different matter if the c3 pawn was at b2. But it's not.

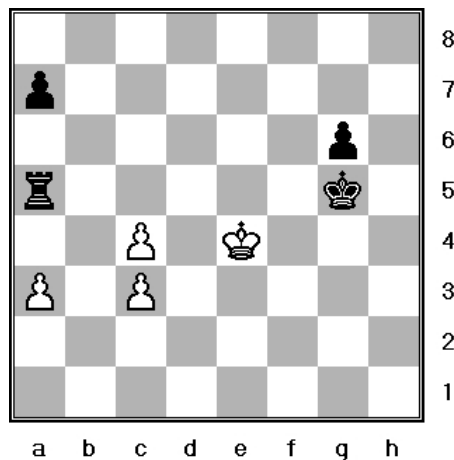
26. ...bxc6 27. Rxc6 Re5 28. Rc8 Kg5 29. Kf3 Ne4 30. Rd8 Nf6



31. Rd4

I wanted to set up a mating net with 31. Ra8? Ng4! Drats. Time to cash in, I guess.

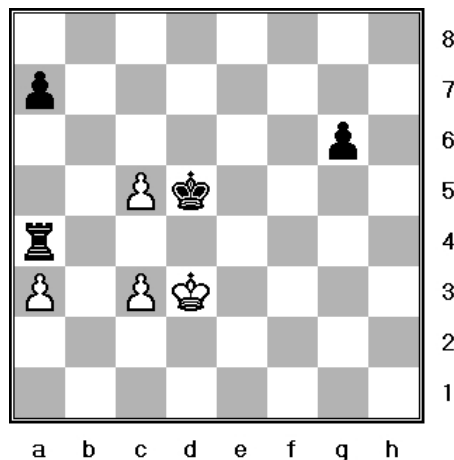
31. ...Ra5 32. e4 Nxe4 33. Rxe4 fxe4+ 34. Kxe4



34. ...Kf6

This move is the safest by far. No reason to engage in some "race" of the black g-pawn vs. the white king & c-pawn.

35. Kd4 Ke6 36. c5 Ra4+ 37. Kd3 Kd5



It's over. White just can't admit it.

38. c6 Kxc6 39. Ke3 g5 40. Kf3 Rf4+ 41. Kg3 Rf8 42. Kg4 Rg8 43. a4 a5 44. c4 Kc5 45. Kf5 g4 46. Ke6 g3 47. Kf7 Rd8 48. Ke7 Rd6 49. Kf7 g2 50. Ke8 g1/Q 51. Ke7 Qg7+ 52. Ke8 Ra6 53. Kd8 Ra8#

0-1

Ralph,

I was scratching my head a lot during this game, the computer was playing some very strange chess as I think you'll agree. Game is annotated (be worthless otherwise) and some nuggets in there. White certainly played some very interesting chess, if unsound (I think).

Looks like it's time to move up to the next opponent.

Corey

Corey,

Wow, that was weird. It hardly seemed like the same opponent. Could something have gone wrong in the settings? I agree, time to move up to the next level.

Ralph

Ralph,

Been doing some thinking about what happened this game, and maybe the strange moves had something to do with the non-standard time-control (perhaps a bug with time management). Think I will try straight game 90 min./no delay and see if that clears it up. But still will move up opposition.

Corey

Ralph,

I will probably go over every single training game I play until the State Championship. That easily could be quite a few games...

Corey

Thus ends Corey's three-game mini-match with Rascal.

Look for games against the tougher Griffin (2500) personality, and the even more dangerous Slick, in future issues.

— editor



28th Annual Sands Regency Reno - Western States Open

An American Classic & Heritage Event!!!

A Weikel Tournament

200 Grand Prix Pts. (Enhanced) • October 22-24, 2010 • F.I.D.E. Rated

\$37,000 (b/400) \$25,250 Guaranteed

40/2 - 20/1 - G 1/2

Entry: \$142 or Less • Rooms: \$35/\$59 While they last!

Wednesday 10/20 - Clock Simul (with Analysis!) - GM Sergey Kudrin - ONLY \$30!!

Thursday 10/21 - Free Lecture by GM Larry Evans • Simul GM Khachiyan (\$15) - Blitz (\$20)

Saturday 10/23 - GM Larry Evans Game/Position Lecture (FREE)

Sunday 10/24 - Quick G/20 - (\$20)

Main Tournament

Registration: Thursday (5-8 pm) - Friday (9:00-10 am)

Round Times: 10/22 (Fri.) - Noon - 7 pm • 10/23 (Sat.) - 10 am - 6 pm • 10/24 (Sun.) - 9:30 am - 4 pm

For a flyer, call or e-mail: Chief TD N.T.D. Jerome V. (Jerry) Weikel, (775) 747-1405 / wackyykl@aol.com

Room Reservations: Terrible's Sands Regency Casino Hotel, 1-866-FUN-STAY - Ask for code: **CHESS 1022**

For complete details, visit: www.renochess.org/wso



For more information: Call, write, or e-mail:

Organizer and Chief TD

**N.T.D. Jerome V. (Jerry) Weikel, (775) 747-1405
6578 Valley Wood Dr., Reno NV 89523,
wackyykl@aol.com**

**Room Reservations: Call the Sands Regency,
1-866-FUN STAY. Ask for code CHESS 1022**

**To confirm receipt of entry:
See player list at
www.renochess.org/wso**

To download an application and for more info, visit www.sandsregency.com (Events Calendar Page)

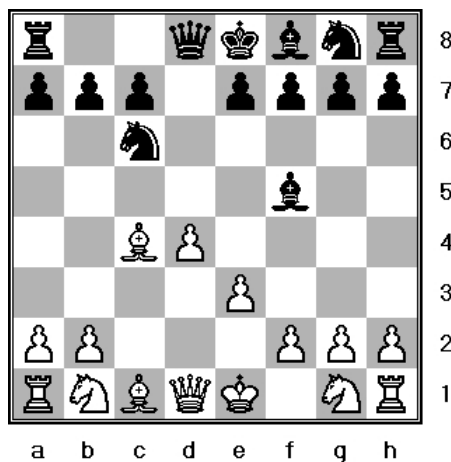
Games Corner

by Charles Schulien

At the National Elementary Championships in Atlanta, Oregon's Praveer Sharan took the K-1 section with a perfect 7-0 score.

Praveer Sharan – Soorya Kappam
Elementary Nationals, K-1, Round 1
Atlanta, Georgia, May 7, 2010

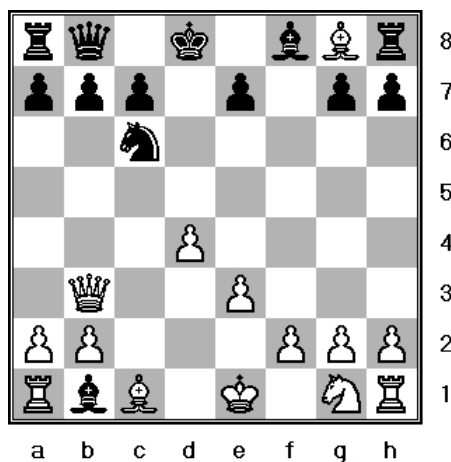
1. d4 d5 2. e3 Nc6 3. c4 dxc4 4. Bxc4 Bf5?



5. Qb3!

Praveer immediately exploits his chance for a double attack, early in the opening of the first-round game.

5. ...Qb8 6. Bxf7+ Kd8 7. Bxg8 Bxb1



8. Rxb1

White could finish immediately by 8. Qd5+ Kc8 (8. ...Ke8 9. Bf7#) 9. Be6#

8. ...Na5 9. Qb5 b6 10. Qd5+ Kc8 11. Be6# 1-0

Praveer Sharan – Ewon Suh
Elementary Nationals, K-1, Round 2
Atlanta, Georgia, May 7, 2010

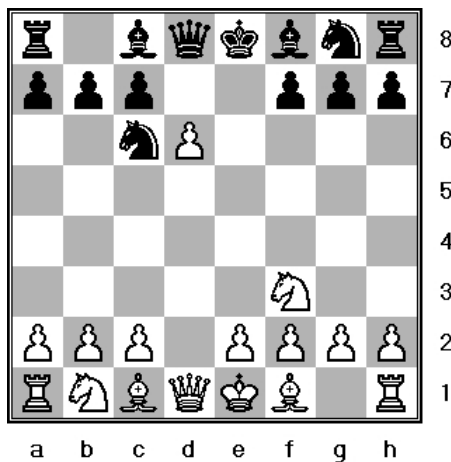
1. d4 e5?!

Englund Gambit.

2. dxe5 Nc6 3. Nf3 d5

3. ...Qe7 is relatively better.

4. exd6



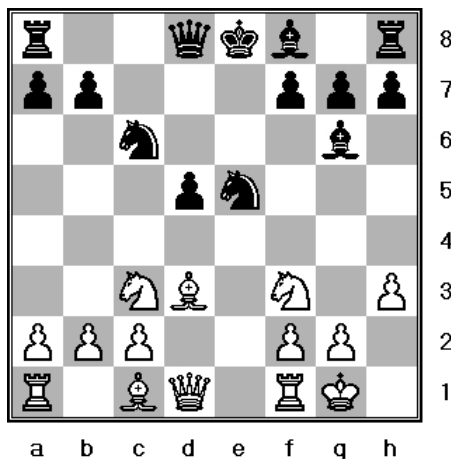
4. ...cxd6?

4. ...Bxd6. Development must be the priority for the gambit player.

5. e4 Bg4 6. h3 Bh5 7. Be2

White deals with the pin, a safe approach and reasonable since he has already won a pawn.

7. ...Bg6 8. Nc3 Nf6 9. Bd3 d5 10. e5 Nd7 11. 0-0 Ndx5

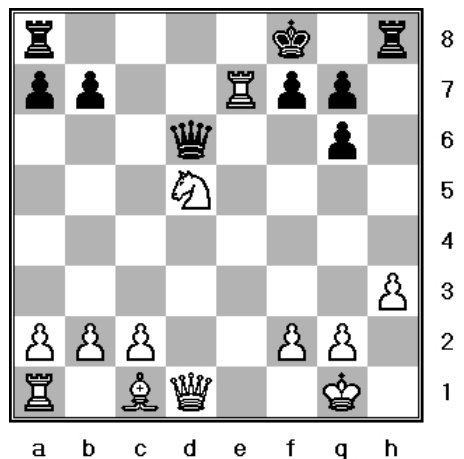


12. Re1



Very well done! Black is in trouble now, and needs to guard his knight – though even stronger is 12. Nxe5 Nxe5 13. Re1.

12. ...Bb4? 13. Nxe5 Nxe5 14. Rxe5+ Be7 15. Nxd5 Qd6 16. Rxe7+ Kf8 17. Bxg6 hxg6



18. Bf4

Notice how White consistently develops the pieces aggressively, making threats, and thus gains time for further development.

18. ...Qc6 19. Rc7 Qb5 20. Qd4 Rh5 21. Qb4+

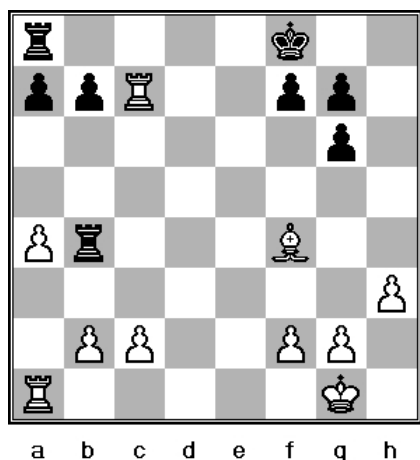
Or 21. c4 keeping queens on the board, as the middlegame is quite favorable to White as well.

21. ...Qxb4 22. Nxb4 Rb5 23. a4!?

Setting a trap...

23. ...Rxb4

...into which Black falls.



24. Bd6+ Kg8 25. Bxb4 Kh7 26. Rxf7 Kg8 27. Rf8+ Rxf8 28. Bxf8 Kxf8 29. Re1 a5 30. Re5 b6 31. Rb5 Ke7 32. Rxb6 g5 33. Ra6 Kf7 34. Rxa5 Kf6 35. Rd5 Ke6 36. Rd3 Kf6 37. a5 Kg6 38. a6 Kf6 39. a7 Kg6 40. a8/Q

1-0

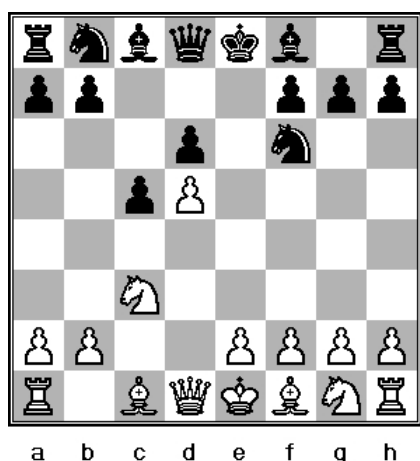
Washington's Fred Davis scored a 300 rating point upset in the sixth round of the K-6 section.

Jacob Berman – Fred Davis
Elementary Nationals, K-6, Round 6
Atlanta, Georgia, May 9, 2010

1. d4 Nf6 2. c4 e6 3. Nc3 c5 4. d5!

Black goes for the Modern Benoni, and White takes up the challenge! This will lead to an interesting battle.

4. ...exd5 5. cxd5 d6



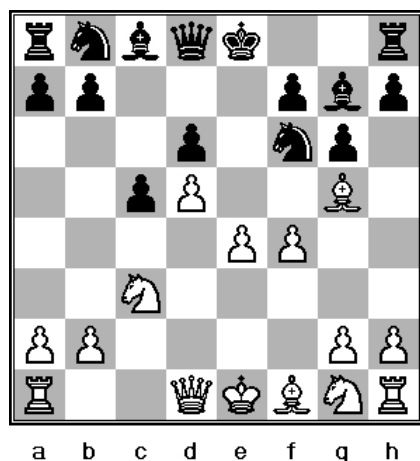
6. e4

7th World Champion Vassily Smyslov advocated the system 6. Nf3 g6 7. Bg5, which is similar, but the pawn may come to e3 instead of e4, guarding more dark squares. It is also not very aggressive.

6. ...g6 7. Bg5!?

The immediate 7. f4!? is one of White's most dangerous systems versus Benoni, so much so that many players won't allow it as Black, only playing the Benoni if White has already developed the Knight to f3. 7. Nf3 is a solid classical developing move.

7. ...Bg7 8. f4!?



White made a lot of aggressive but risky moves in the opening. Black should look for counterplay, maybe even a sacrifice. 8. f3 and 8. Nf3 are much more sensible moves.

8. ...Nbd7

8. ...0-0 looks good, preparing for action. 9. e5 (9. Nf3 Re8) 9. ...dxe5 10. fxe5 Qe8 11. Nf3 Nfd7 12. d6 Nc6 13. Be2 Ndx5 14. 0-0 Nxf3+ 15. Bxf3 Be6 16. Bxc6 Qxc6 17. Rc1 b6 18. Be7 Rfe8 19. Kh1 Bf8 20. Bxf8 Rxf8 21. Rf6 Rad8 22. Qe1 Rxd6 23. Qe5 Rd4 24. Re1 Rfd8 25. Ne4 Rxe4 0-1 was Saltis,P-Grivas,E (2375)/Karditsa 1984/EXT 2003.

8. ...Qb6 is very logical, breaking the pin while making a threat.

9. Nf3 Qe7?

Weak move, losing time while remaining in the pin.

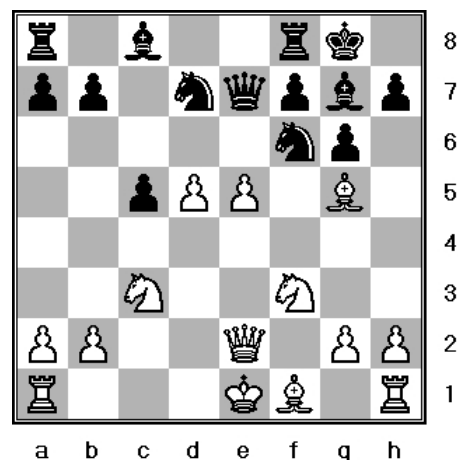
10. Qe2

Better for White is 10. Bd3 0-0 11. 0-0 +/-.

10. ...0-0 11. e5

11. 0-0-0!? is risky, but at least averts immediate trouble for his king.

11. ...dxe5 12. fxe5



12. ...Nxe5!

A forced – but good – sacrifice! Black has castled, White not; it is quite promising to open the e-file.

13. Nxe5 Re8 14. Nf3??

14. Nc4 Qd7 15. Ne3 was necessary. Then 15. ...h6 16. Bxf6 (16. Bh4 Ng4!) 16. ...Bxf6 17. Ncd1 Bd4 18. Qf3 Qe7 19. Bb5 Qxe3+ 20. Nxe3 Rxe3+ 21. Qxe3 Bxe3 22. Ke2 Bd4 with compensation.

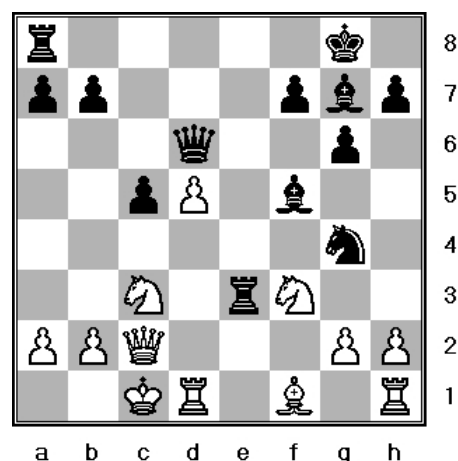
14. ...Qd6

Oops.

15. Be3 Ng4 16. 0-0-0

16. Nd1 Nxe3 17. Nxe3 Bh6 offers White no chance at all.

16. ...Rxe3 17. Qc2 Bf5 -+

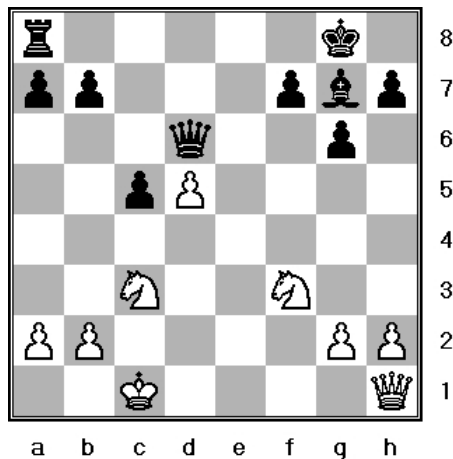


Chess is fun when you can attack with every move!

18. Bd3 Rxd3! 19. Rxd3 Bxd3

19. ...c4! is even better.

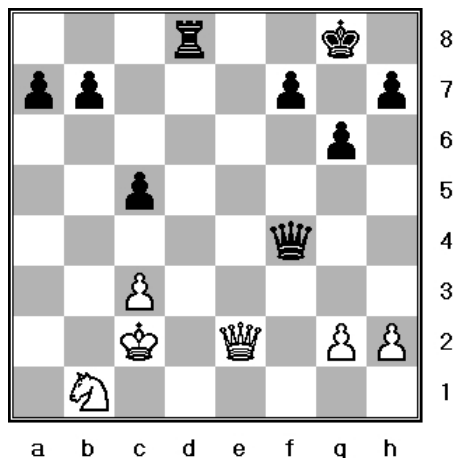
20. Qxd3 Nf2 21. Qf1 Nxh1 22. Qxh1



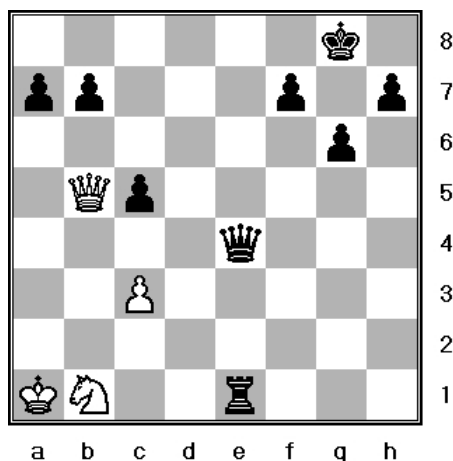
22. ...Bxc3!

Correct decision: just trade down and win the center pawn.

23. bxc3 Qxd5 24. Qe1 Qxa2 25. Nd2 Rd8 26. Nb1 Qd5 27. Qe2 Qg5+ 28. Kc2 Qf5+ 29. Kc1 Qf4+ 30. Kc2



30. ...Qxh2 31. Kc1 Qf4+ 32. Kc2 Qa4+ 33. Kc1 Qd7 34. Kc2 Re8 35. Qc4 Qe7 36. Qb3 Qe4+ 37. Kb2 Qxg2+ 38. Ka1 Re1 39. Qa4 Qe4 40. Qb5



40. ...Rxb1+ 41. Qxb1 Qxb1+ 42. Kxb1 h5 43. Kb2 h4 44. Kb3 h3 45. Kc4 b6

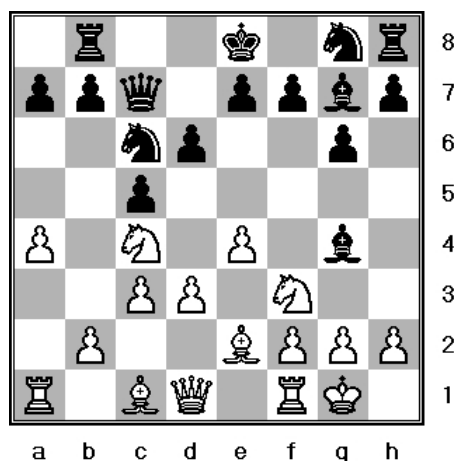
White Resigns. Black's triumphant upset victory!!

0-1

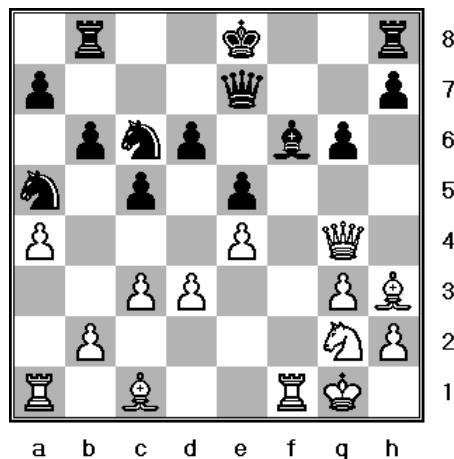
Oregon's Colin Field-Eaton tied for first in the U2000 section of the National Open in Las Vegas with 5.5/6. He scored well with his c3-Sicilian line, including the following miniature crush.

Colin Field-Eaton – Austin Cambon
National Open, U2000, Round 4
Las Vegas, Nevada, June 2010

1. e4 c5 2. Nf3 d6 3. c3 Qa5 4. Be2 Nc6 5. 0-0 Bg4 6. d3 g6 7. Nbd2 Bg7 8. Nc4 Qc7 9. a4 Rb8



10. Ne3 Bxf3 11. Bxf3 e6 12. g3 Nge7 13. Bg2 b6 14. f4 Na5 15. f5 Nec6 16. fxe6 fxe6 17. Bh3 Qe7 18. Ng2 e5 19. Qg4 Bf6



20. Rxf6!

20. ...Qxf6 21. Qd7+ Kf8 22. Bh6+ Kg8 23. Be6+ and mate next move.

1-0

#

The K-3 U800 team was the clear winner in this section, more than 3 points ahead of their closest rivals with Derek Zhang scoring a perfect 7.0 to win individual 1st place, Terrance Li winning individual 6th place, Colin Tang, individual 7th place, Jacob Zhang individual 14th place and Ryder Henry winning individual 30th place. Of note, was that this K-3 U800 Team scored the most number of points (24.5 out of a maximum of 28) for any team in any section of this year's championship and was only half a point less than the all-time National record team total of 25 points.

The K-5 U900 team topped the 371-player section to win first place with Nathan Shao winning individual 5th place, Benjamin Cheung individual 7th place, Tudor Muntianu individual 16th place, Matthew Solomon individual 12th place and Jason Yang winning individual 40th place.

The K-5 Championship team won 2nd place in the 272-player section. Mayhul Arora bested some of the top players winning individual 2nd place, Patrick Wang individual 10th place, Daniel Hua individual 22nd place and Amith Vanmane and Nathaniel Yee each winning individual 30th place in this highly competitive section. The other team winners were Kevin Ma, Nikolai Warner and Faris Gulamali.

In the K-6 unrated section, Brian Zhu was the individual 1st place winner with 6.5 points.

Nationals Team Members:

K-5 Championship Team 2nd Place Winners

Mayhul Arora, 5th grade; Patrick Wang, 5th grade; Daniel Hua, 5th grade; Amith Vanmane, 5th grade; Nathaniel Yee, 4th grade; Kevin Ma, 4th grade; Faris Gulamali, 5th grade; Nicolai Warner, 5th grade

K-5 U900 Team 1st Place Winners

Nathan Shao, 4th grade; Benjamin Cheung, 5th grade; Matthew Solomon, 5th grade; Tudor Muntianu, 4th grade; Jason Yang 4th grade;

K-3 U800 Team 1st Place Winners

Derek Zhang, 2nd grade; Terrance Li, 3rd grade; Colin Tang 3rd grade, Jacob Zhang, 3rd grade.

K-3 unrated Team 1st Place Winners

Gabriel Shen, 3rd grade; Timmy Wang, 3rd grade; Richard Yang, 1st grade; Rahul Sehgal, 2nd grade.

Last year, Stevenson clinched the National Team title in the K-3 and K-5 Championship sections. In 2008, the Stevenson team won National Team title in K-3 Championship and 1st place team in K-5 U900 sections. In 2007, Stevenson won 1st place team in K-3 U800 section. In 2005, Stevenson won the National Team title in the K-5 Championship section.

This year's team to Nationals was led by coaches Elliott Neff, David Hendricks and John Graves and Michael Hosford..

Neff, a self-taught chess master, has been the head coach at Stevenson for the past seven years. He is the founder of Chess4Life Center and Clarus Academy in Bellevue.

Hendricks has been a coach at Stevenson for 8 years. He is currently the scholastic director of the Washington Chess Federation.

Jon Graves is an energetic and enthusiastic chess coach who has been a coach at Stevenson for 2 years.



Michael Hosford has been a teaching chess to kids full-time since 2001 and a coach at Stevenson since 2008

The Stevenson Chess Club is in its 8th full year as an after-school club activity. The club has 76 members from 1st through 5th grades. The club is run by parent volunteers.

Also we'd like to take the moment to thank everyone who have supported Stevenson Chess Club, including all chess parents, students and coaches, school teachers and office staff, PTA and volunteers. Particularly teachers who have been kind enough and gone through a lot of inconvenience to open theirs class rooms for chess lessons.

Thank you!

Thanks to you all for your support.

Stevenson Elementary Chess Club

Rogers – Rompogren

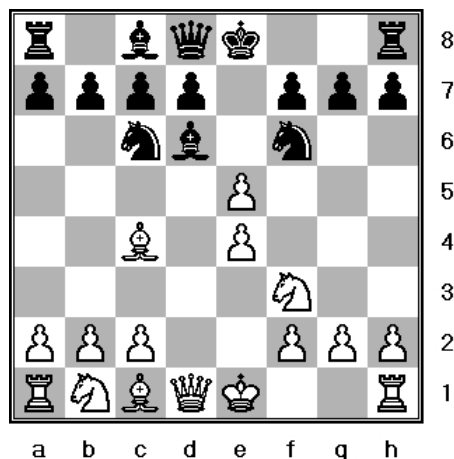
Annotations by Bill Rogers (BR) and Ralph Dubisch (RD)

Bill Rogers – Mike Rompogren
Tacoma City Championship
Tacoma, June 18, 2010

1. e4 e5 2. Bc4 Nf6 3. d4 Nc6 4. Nf3 Bd6

BR: Passive.

5. dxe5



5. ...Nxe5?

RD: 5... Bxe5 is necessary to avoid material loss.

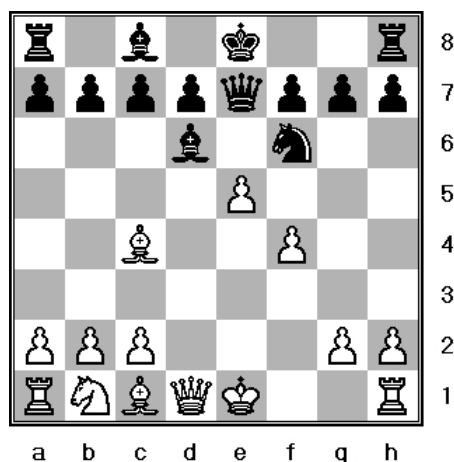
6. Nxe5 Bxe5 7. f4

BR: Tempo.

7. ...Bd6

RD: Tricky is 7. ...Nxe4 hoping for 8. fxe5? Qh4+ 9. g3 (9. Ke2 d5!) 9. ...Nxc3 10. hxg3 Qxh1+ with a messy material imbalance and mutual chances. But 8. Qh5! prevents ...Qh4+ and cleanly wins a piece.

8. e5 Qe7



9. 0-0

BR: Better is 9. Kf1 Bxe5 10. fxe5 Qxe5 11. Qe2.

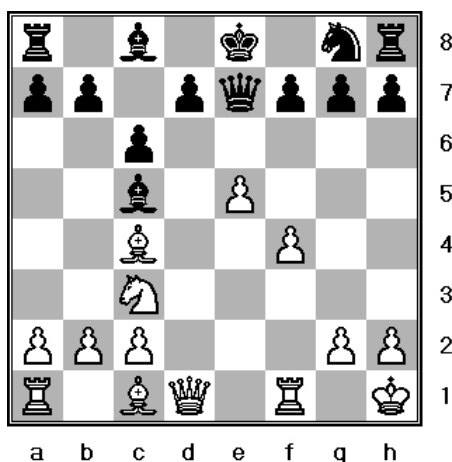
RD: Simple and strong is 9. Qe2 Bb4+ 10. c3.

9. ...Bc5+ 10. Kh1 Ng8

BR: I expected 10. ...Ne4.

RD: Though 10. ...Ne4 11. Qf3 f5 (or 11. ...c6 12. Qxe4 d5 13. Bxd5 cxd5 14. Qxd5 with two extra pawns, though Black can claim a small edge in development as compensation.) 12. exf6 Nxf6 13. Nc3 c6 14. Bd2 leaves Black with some serious problems to dodge on the e-file.

11. Nc3 c6



12. a3

RD: Seems unnecessary. Instead 12. Ne4 immediately centralizes the knight and puts pressure on the weakened dark squares.

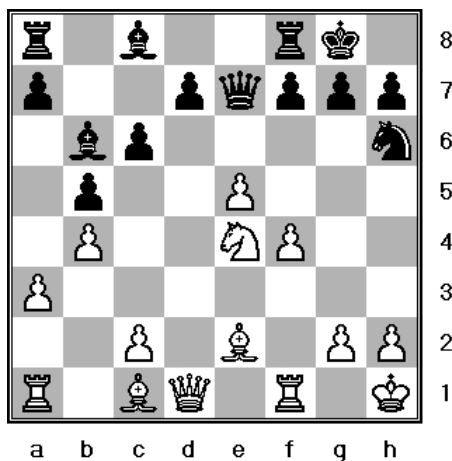
12. ...b5 13. Be2

RD: My two main candidate moves here would have been 13. Ba2 and 13. Bd3.

13. ...Nh6 14. b4

RD: 14. Ne4! again.

14. ...Bb6 15. Ne4 0-0



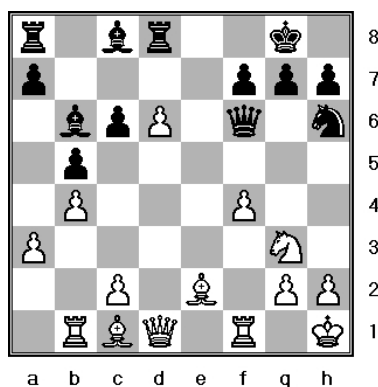
16. Ng3?

RD: This is unnecessarily defensive. White has space and development here, and can lock down the center and queenside as well as guard f5 with 16. Nd6!

16. ...g6?

BR: Thank you.

RD: Much better is 16. ...d5 17. exd6 Qf6 18. Rb1 Rd8



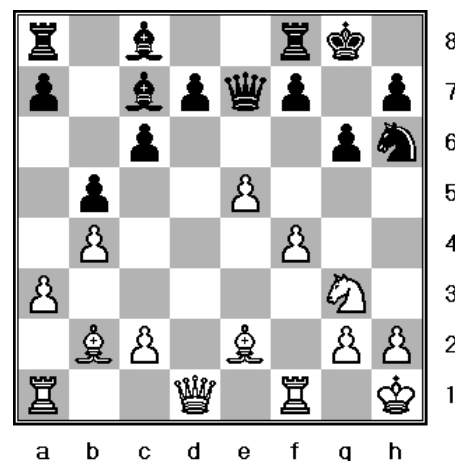
when Black eventually regains the d-pawn, frees all his pieces, and can claim rough equality: 19. Bb2 (19. Ne4 Qg6 20. Bf3 Bf5) 19. ...Qxd6.

17. Bb2

RD: With the knight loose on h6, White can develop and improve his position with some tactics: 17. f5! Nxf5 18. Nxf5 gxf5 19. Rxf5.

17. ...Bc7

BR: Thank you again.



18. Bd4

BR: Mine.

RD: 18. Ne4 again! The knight is the perfect piece to attack all those juicy dark squares.

18. ...d5

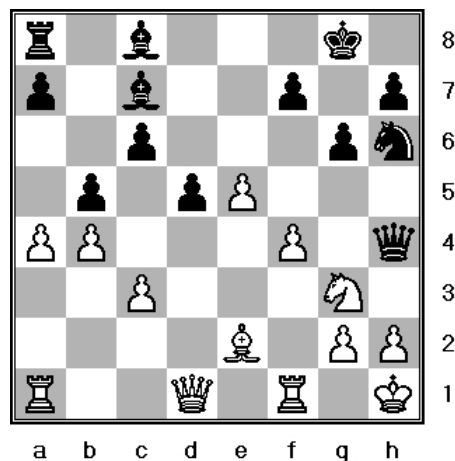
BR: And again.

19. Bc5 Qe8 20. Bxf8

BR: Giving up my bishop's position for material gain.

20. ...Qxf8 21. c3 Qd8 22. a4 Qh4

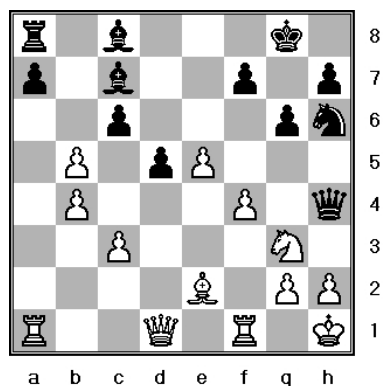
BR: I saw where you were going.



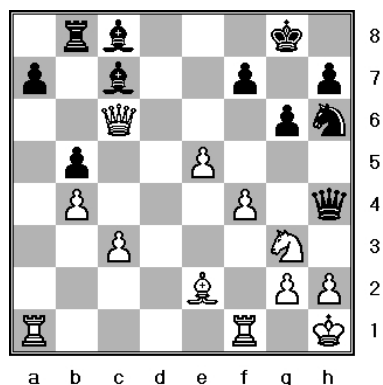
23. a5

BR: Preventing the dreaded bishop from returning.

RD: But the obvious capture is actually stronger: 23. axb5



23. ...Bg4 24. Qe1 Bxe2 25. Nxe2 gaining a tempo by offering to exchange queens; 23. ...cxb5 24. Qxd5 Rb8 25. Qc6,



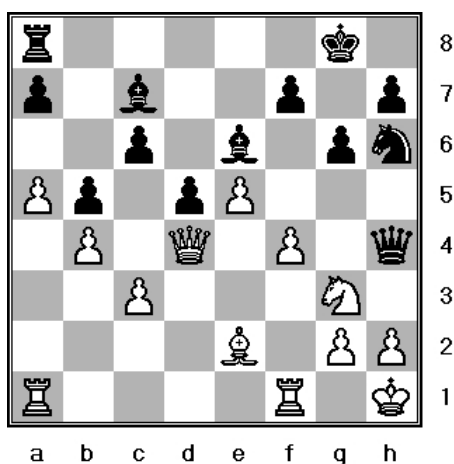
when the feared 25. ...Bg4 is met with 26. Qxc7 Rc8 27. Qxa7 Bxe2 28. Nxe2 Ng4 29. h3, and it turns out there really isn't very much Black is threatening. Or in this line 25. ...Bb6 26. Qe8+ Kg7 27. f5! Nxf5 28. Rxf5!, and White wins.

23. ...Be6

RD: 23. ...Bg4 can be met with 24. Qe1, among others.

24. Qd4

BR: Worried that this move would allow ...Bg4 followed by ...N(x)g4.



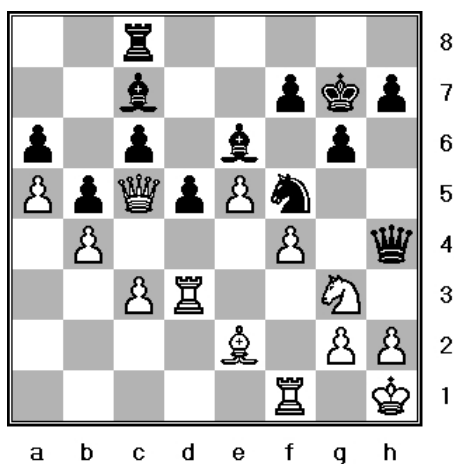
24. ...a6

RD: 24. ...Bg4 once again doesn't really threaten much, as 25. Qc5 Bxe2 26. Nxe2 Ng4 27. h3 leaves Black with nothing going on.

25. Qc5 Rc8 26. Rad1 Kg7

BR: Doesn't seem a healthy place for the king.

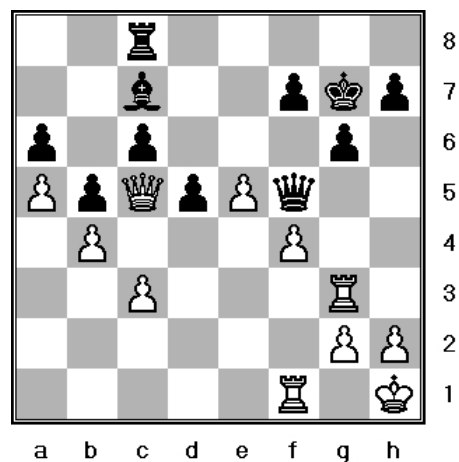
27. Rd3 Nf5



28. Nxf5+

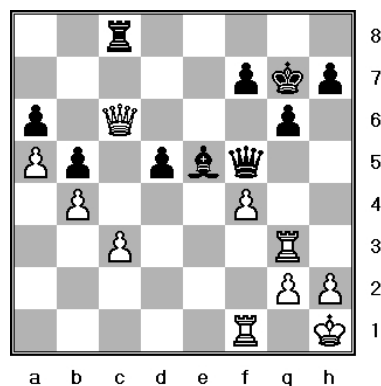
BR: Thank you.

28. ...Bxf5 29. Rg3 Qd8 30. Bg4 Qd7 31. Bxf5 Qxf5



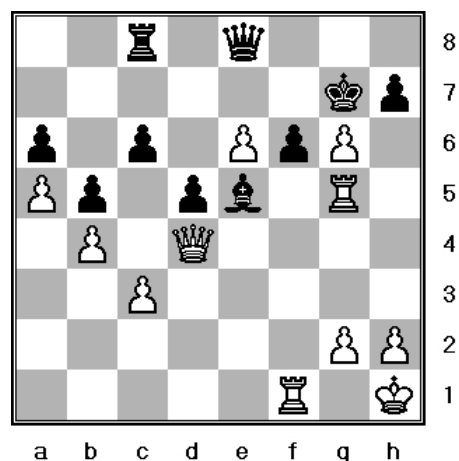
32. Rg5

RD: White can actually get away with taking the pawn now, because 32. Qxc6 Bxe5



is met with the nasty pin 33. Qxd5 f6 34. Re1.

32. ...Qd7 33. Qd4 Qe6 34. f5 Qe8 35. e6+ f6 36. fxg6 Be5



37. gxh7+ fxg5 38. Qxe5+ Kxh7 39. Rf7+ Kg6 40. Qf5+ Kh6 41. Qh7#

1-0

Adventures in Correspondence Chess

by Stephen L. Chase, Jr.

From 1999 to 2008 I took a hiatus from chess. Partly this was due to my wife's and my plans to relocate to the Olympic Peninsula and build a home in Port Ludlow. Once we moved, I read that there was a chess club in Port Townsend, but my responsibilities and work kept me from visiting the club.

That changed in 2008. I stopped by one afternoon and all the pleasure that I remembered washed over me; I soon became a regular at the Elevated Ice Cream Parlor. It was the announcement that there was going to be a tournament in Port Townsend that enmeshed me in chess again.

I thoroughly enjoy correspondence chess to OTB play, so I entered a Golden Knights section and three sections of Correspondence Chess League of America. Those who enjoy cc play are a small group within the chess community at large. It takes patience and discipline to play well. The Post-a-log booklets have been a boon to me in helping to avoid mistakes based on the incorrect position. I use four booklets to keep track of the positions in each of my sections, and two books which I use for analysis where I can move the pieces around.

My favorite competition is the team match, and in 2009 I was assigned to a third tier team, the Knight Riders, on fifth board. Each game in a team match can mean the difference between being the best team or an also ran. While I was the second highest rated player of my three other opponents, our team had the highest rating overall, so I was determined to play as well as I could.

One of the opponents silently withdrew after a dozen moves, so the other three shared an early lead with a 2-0 score. Fellow Northwest resident Dick Jarvinen from Corvallis, Oregon, and I had a faster return time between moves, so when we drew one game and I got a winning advantage in the other, my games with Charles Hoefeyzers of Stoughton, Wisconsin, would determine if I could win the section. In one game Charles lost a piece when we made a fine attacking move which was protected by one of my pawns, but the other was very hard to read since there had been no captures made, and I was rather concerned for a successful

resolution. When Charles' game imploded, I won fifth board with a 5.5-0.5 score.

My first section of C.C.L.A. play was the 2009 Open Correspondence Championship. I knew nothing about my opponents or their chess strength except for their individual ratings. Troy McCurry, from Washington, D.C., was the lowest rated player in our section at 1400, so I would have to watch out for him as well as my two other opponents. After twelve moves it became clear that Troy was a very weak player, and my two games with him were laughers.

Stephen Chase – Troy McCurry CCLA Open Championship Correspondence, 2009

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. 0-0 Be7 6. Re1 0-0?

One should always assume that one's opponent will find the best move, and this is especially true in correspondence play where one can read books and periodicals to spring an unpleasant surprise on one's opponents. The correct Black response is 6. ...d6 or ...b5. I pounced on the opportunity to win a pawn.

7. Bxc6 d6?

My move must have rattled Troy, because now he has lost a piece.

8. Bd5 c6 9. Bb3 Bg4 10. h3 Bh5 11. c3 b5 12. d4 Qb8

Black should have played 12. ...exd4

13. Nbd2 d5? 14. dxe5 Nd7 15. exd5 c5

White wins two more pawns, and it is now clear that I will not have to worry about Troy as a serious opponent.

1-0 (on move 30)

* * *

I had never played against the Closed Sicilian, so when my opponent made his second move, I spent several weeks studying the opening. I did have Gary Lane's book *Winning with the Closed Sicilian*, Batsford Press, and every line he examines leads to an easy win for White. Finally I discovered a line that seemed to give Black the promise of equality.

Dick Jarvinen – Stephen Chase CCLA National Team Correspondence, 2009

1. e4 c5 2. Nc3 Nc6

The Closed Sicilian is a system similar to the Colle or King's Indian Attack. White creates a pawn formation with his pawns at d3, e4, f4, g3 before launching a kingside attack against the Black camp. Since Black can hardly prevent this plan, he must prepare for the coming storm.

3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. Be3 e5!?

This departs from Lane's main line which continues 6. ...Nd4. While I was loathe to give White a hole for the queen knight at d5, I followed a game played by Hort vs. Tal, Wijk aan Zee, 1968 Interzonal where Tal achieved equality against White's set-up. I needed no further recommendation.

7. Qd2 Be6 8. f4 Nge7 9. Nf3 Nd4

In the fore-mentioned game, Hort continued 10. 0-0 0-0 11. Rae1 Nxf3+ 12. Bxf3 Qc7=.

10. Ne2

White wants to drive the black knight from the d4 square by playing 11. c3. Since Black cannot prevent this move, I decided to exchange mules.

10. ...Nxf3+ 11. Bxf3 Qd7 12. Nc3?!

After the Black knight has vacated the d4-square, White finds that his knight is poorly posted. This move wastes time; he should begin his kingside assault.

12. ...Nc6 13. a3 Nd4 14. Bxd4 cxd4 15. Ne2 Rc8!

White's knight has returned from his ill-planned sortie.

16. Rc1 0-0 17. h4?

This is most likely the losing move. White has gifted Black with the g4-square, and his own g-pawn is very weak.

17. ...Bg4 18. Bxg4 Qxg4 19. Kf2?!

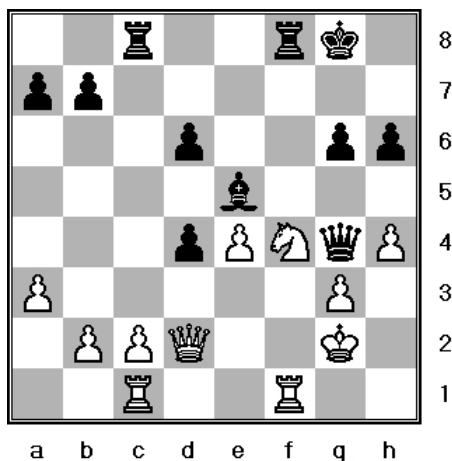
White would ideally like to bring the queen to the defense of the kingside, but this move blocks the queen. Further, the White monarch finds himself exposed on the f-file.

19. ...f5 20. Kg2 fxe4 21. dxe4 exf4

22. Nxf4 Be5

Black heaps the pressure on.

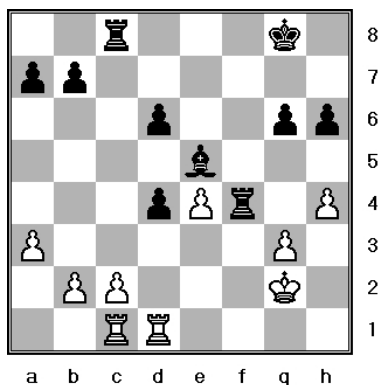
23. Rhf1 h6



The crisis. It seems that after Black plays 24. ...g5, White's position crumbles, and there is nothing better than to retreat the knight. 24. Qd3 Be5xf4 wins, and 24. Qe2 Qxe2 25. Nxe2 Rxf1+ 26. Kxf1 d3! leads to a decisive attack for Black.

However, I discovered a remarkable resource for White, and I prayed my opponent wouldn't find it. 24. Qd1! forces Black to exchange queens, and White's position just holds due to the weak Black pawn at g6.

{Indeed, 24. Qd1 Qxd1 25. Rfxd1 Bxf4 26. gxf4 Rxf4 27. Rxd4 leaves Black with too many weaknesses. However, Black has the intriguing possibility of switching his captures on f4: 25. ...Rxf4!}



26. gxf4 Bxf4, when he has a pawn for the exchange, and will either regain the exchange on c1 or pick off another pawn on c2, converting his "weak" d-pawn into a monster passed pawn. – editor}

24. Ne2 Qxe4+ 25. Kh2 Qxh4+

Winning a second pawn gives Black a commanding material and positional edge.

26. Kg2 Qe4+ 27. Kg1 Rxf1+ 28. Kxf1 Qh1+ 29. Ng1

White is almost forced to play this move. Perhaps Black's best rejoinder is to play 29. ...Rf8+, but I was hoping to win the c2-pawn. Black is prepared to allow his center pawns to be captured and advance the connected passed pawns.

29. ...Bxg3 30. Qb4 Qh2

{30. ...Rf8+ leads to a quick checkmate: 31. Ke2 Qe4+, etc. – editor}

31. Qb3+ Kh8 32. Qf7! Be5!

White almost succeeds in getting perpetual check, but Black's retreat prevents White from obtaining a draw.

33. Nf3 Qf4 34. Qxf4

This is forced or Black will win the rook. With the queens off the board, White cannot find a plan to stop the kingside pawns.

34. ...Bxf4

0-1 (on move 43)

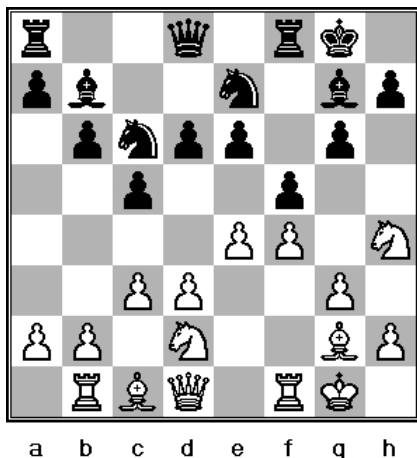
My two remaining games in my section were with Charles Hoefeyzers. The key game was anything but clear since no exchanges had been made. I suspected that I had the better position, but I wanted to know for certain. Dame Fortune smiled on me.

Charles Hoefeyzers – Stephen Chase
CCLA National Team
Correspondence, 2009

1. e4 c5 2. Nf3 d6 3. g3 g6 4. Bg2 Bg7 5. 0-0 Nc6 6. c3?! e6 7. d3 Nge7 8. Nh4 b6 9. f4 Bb7

So far the position appears to be equal. White's sixth move is suspect, but it does prevent the Black knight from occupying d4.

10. Nd2 f5 11. Rb1 0-0



12. c4? Nd4

Because all the pieces are still on the board, I felt I had a slight positional edge, but I was concerned that the momentum could turn at any time.

13. Nh3 Qc7 14. b3 Nec6! 15. Ng5? Rae8!

The White knight has no further threats after Black's reply, and must retreat after ...h7-h6. White has lost two tempi.

16. Kh1??

The losing move. White does not want to make a capture, but this seeming waiting move puts White's king in the crosshairs of a devastating pin.

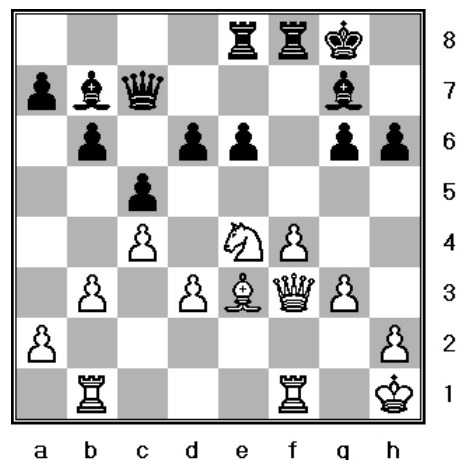
16. ...h6 17. Ngf3 fxe4

Finally a capture is made, although even here it is hard to guess that Black will soon dominate the f- and e-files and the two long diagonals.

18. Nxe4?! Nxf3 19. Bxf3 Nd4 20. Be3? Nxf3

White has a horrible dilemma in deciding how he will recapture.

21. Qxf3



21. ...d5! 22. cxd5? exd5

White should have avoided this exchange which increases the power of Black's attack.

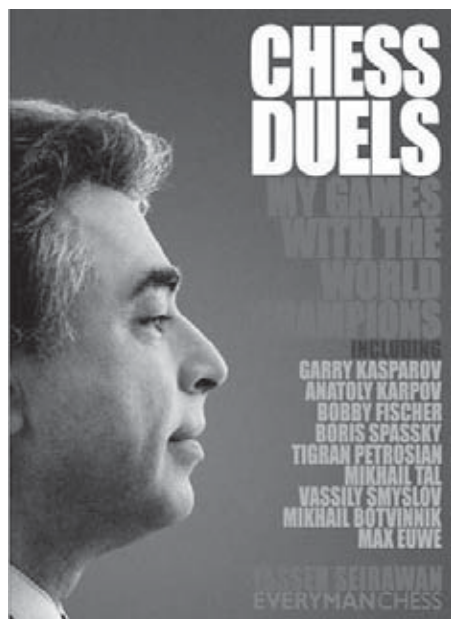
23. Kg1 dxe4 24. dxe4 Rxe4 25. Qf2 Rxe3!

The rook is immune to capture.

26. Rbd1 Qc6!

0-1

My return to chess has given me positive results and helped my team. I hope my teammates also experience some positive scores so that our team will win our tier.



Chess Duels: My Games with the World Champions

(2010, Everyman, 417 pages, hardback, \$35)

by GM Yasser Seirawan.

If you've played chess in the Pacific Northwest for more than a few years, you're connected to Yasser Seirawan. You young pups may have heard him speak at various Washington High School Championships, afterwards realizing he's the author of a chess book you own. We old-timers may recall bumping shoulders with the future giant at the Last Exit coffeehouse, or at local and regional tournaments. It seems we've all formed a Yasser bond.

In my case the connection started with my very first *Northwest Chess* magazine, sometime back in the '70s. Printed on pink paper, the cover photo showed a smiling gentleman attempting an armlock, from behind, on a seated young chessplayer with long black hair. The caption read, "Viktors Pupols tries a new move on Yasser!"

Yasser who?

As Yasser's strength and stature increased, the Northwest connection deepened since we all vicariously shared in Yasser's international chess adventures via the printed page. To this day one of the most enjoyable pieces of chess literature I have ever read was young Yasser's series of articles in NWC entitled "Breaking Into the Arena," full of real-life games, triumphs, tragedies and tales of the road as Yaz chronicled his first attempts to "make it" in the European tournament circuit. I'd basically given up on ever finding a chess book as fun and gripping, and thus instructional, as those articles.

Well, it's that same style of personal storytelling and chess anecdotes, woven in and around colorfully annotated games, that Yasser gives us in *Chess Duels*. And it's a thoroughly enjoyable blast.

The book is structured around chapters focusing on his encounters, both over the chessboard and beyond it, with each of the world champions, starting with.... Morphy! True, Yasser hasn't played Morphy, but his perspective on all the world champions, and the meaning and development of the title itself, lays groundwork for the chapters that follow.

Like his author-hero Tal, Yasser annotates his games in an honest writing style, sharing both the erroneous rabbit-holes he thinks himself into, and also the process by which he discovered his best moves. The analysis is accessible to the average club player — he's talking to us. To tease you with the aroma of his commentary style, here are three excerpts, all from his game with Karpov (Mar del Plata 1982):

"10...Nb8! I was absolutely delighted with this one. Happy dreams of one day reaching the c4-promised land filled my head. In any case, it is clear that the a6-knight is terrible and needs a proper job."

"20...c6!! Bang. The trap-door closes and locks shut. Just like that it is game over. White is strategically lost. Not slightly worse, not badly off, lost. Gone. Over. Dead. Buried. Walking the Green Mile. On his way to meeting his Maker. Game over! ... For what it is worth, my chess engine program assesses the position as a small plus for White. Ha!"

"36...Rxc3?" Unbelievable. This is really a disgusting move which makes me want to take a hot shower and scrub myself clean."

Each chess game is surrounded by, and infused with, a wealth of enlightening personal and historical tales that set the context of the encounter. Thus each game has so much more meaning than those in the usual games collection.

And the anecdotes — oh! The stories! So many, so good. Surreal blitz match with Petrosian! The Tarjan car-jacking! The Korchnoi internship! This dude in a bar proclaiming, "I am Bobby Fischer, World Chess Champion!" and nobody believes him! (Yes, it was he!) The fist fight with Kasparov! The puddle-jumping grandma with army boots! The Moscow circus, in Seattle, with Karpov! Championitis disease! Touch-move stories! Christiansen "fixing the deck!" Spassky defecting! CIA and KGB!

The book features an attractive cover, a clean font, and crisp, healthy-sized diagrams appropriately dispersed.

Instructive, entertaining and whole-heartedly recommended.

Reviewed by Randy Kaech

PORTLAND CHESS CLUB
8205 SW 24th Ave
Portland, OR 97219
503-246-2978

For information on membership
and coming events:
www.pdxchess.org

Cameron's Books and Magazines

Portland's Oldest Used Bookstore, Est. 1938
336 SW 3rd Ave., Portland, OR 97204
Hours: Mon-Sat 10 to 6; Sun 11 to 4

Phone: 503-228-2391

Email: printpushers@cameronsbooks.com
website www.cameronbooks.com

Recently acquired: Russell Miller's collection of
four boxes of *Chess Life*, 1960-present (many duplicates)

Opening Arguments

by Harley Greninger



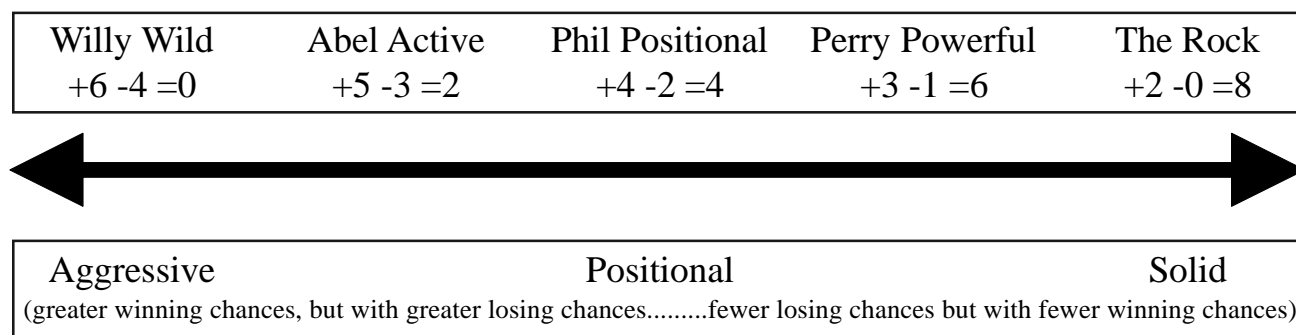
Question:

Imagine you have just completed an important 10-round tournament, finishing with six points. Referring to the diagram below, which of the scores would you prefer to have?

The answer you have given is an indicator of your personal playing style and preference.

The Rock is definitely happy concluding the event undefeated, even though he only has two games to really brag about. Perry Powerful, although content with having finished with six draws, still prefers openings that have a bit more ‘punch’ to them than those openings played by The Rock. Therefore, the Repertoire for Perry Powerful will feature less-stodgy lines than those I had recommended for The Rock in last month’s article.

Still far from being considered aggressive, these openings will be entirely sound and free of the double-edged blade. Dozens of world-class GMs have played most of these openings, which gives additional ratification of each line.



Perry Powerful

As White:

1. d4 (like the Rock, this will continue to be the most frequent opening move)

Queen’s Gambit

Catalan with early c2-c4

Torre Attack

Barry Attack/150 Attack

1. c4 / 1. Nf3

English or Reti main lines

1. e4

vs. Sicilian- Closed Variation

vs. Sicilian-Grand Prix Attack

vs. 1. ...e5-Ruy Lopez main lines

vs. 1. ...e5-Guico Piano

vs. 1. ...e5-Scotch Game

vs. French-Advance Variation

vs. Caro-Kann-Advance Variation

vs. Alekhine’s-Main line w/o early c2-c4

As Black:

vs. 1. d4

Nimzo-Indian Defense

Queen’s Indian Defense

Bogo-Indian

Grunfeld Defense

QGD-Slav Defense

QGD-Orthodox Defense

vs. 1. e4

Sicilian Defense-Scheveningen

Sicilian Defense-Dragon

1. ...e5 Ruy Lopez-Berlin Defense

1. ...e5 Ruy Lopez-Modern Steinitz

French Defense-Classical

Caro-Kann Defense

Petroff Defense (again, be prepared to meet the King’s Gambit!)

vs. 1. c4

1. ...c5 with Kingside Fianchetto

QGD Slav or Orthodox transposition

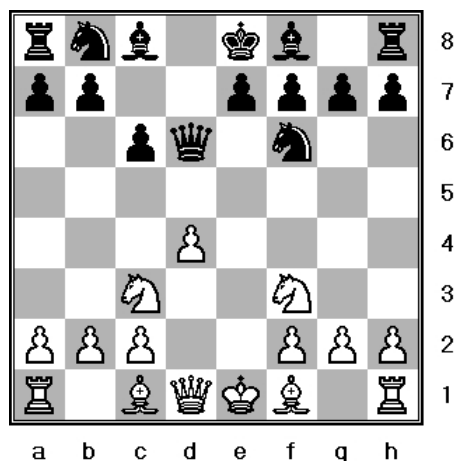
Some of these openings have been included in my recommendations due to the desire to maintain opening *compatibility and consistency*. For example, if you as White play the English opening (which usually involves the Kingside fianchetto), then it makes sense for the same player to incorporate the Sicilian Dragon into his repertoire. Same goes for Catalan as White being compatible with the Grunfeld as Black.

Where multiple options exist for a single line, the student should start by selecting one opening from each category, rather than trying immediately to play each of the recommended lines. Once you feel entirely confident with one opening, incorporate a second from that category. Eventually, your repertoire will be *flexible and perfectly tailored to your style*.



Michele Godena – Sergei Tiviakov
14th Valle d'Aosta Open
Italy, October 5, 2006

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qd6 4. d4 Nf6 5. Nf3 c6



This line in the Scandinavian has become “semi-topical,” having been adopted by several GMs in the past years. A decision for Black this move is which way to defend the Qd6, either 5. ...a6 or as played. Playing ...a6 Black keeps open the possibility of pressuring d4 with a plan of ...Nc6/...Bg4/...0-0-0. Also, after ...a6, Black could look for ...b5/...Bb7 and a later ...c7-c5 in one move. All of this sounds very exciting, yet because of Black’s slow development and slightly exposed queen it entails quite a bit of risk.

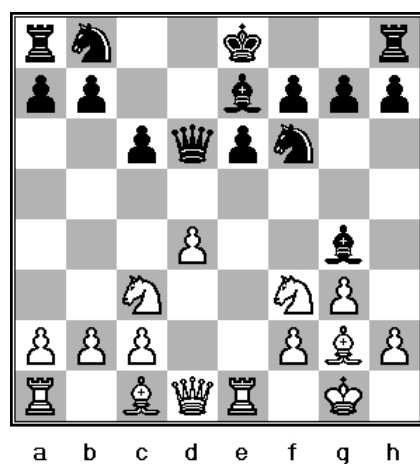
Playing ...c6 has a more natural feel to it as Black’s queen in the Scandinavian usually finds its way back to c7. Sergei Tiviakov wrote an article on the ...Qd6 variation of the Scandinavian for New in Chess. He

Theoretically Speaking

by Bill McGeary

suggests that the critical test of 5. ...c6 is 6. Ne5, seemingly to mask for the move Bf4. Well, since Black’s queen is likely to be on that h2-b8 diagonal it makes lots of sense to work for Bf4 and having it combined with the maneuver Ne5-c4 works as the Nc4 will defend b2. The game continuation, 6. g3, could be preparation for Bf4, but with b2 slightly weakened White will need to be sure of the tactics.

6. g3 Bg4 7. Bg2 e6 8. 0-0 Be7 9. Re1



The suggestion of this and White’s next move is that Godena was playing to avoid risk. This is likely a case where Godena expected to be playing a Sicilian and was caught a bit off guard by Tiviakov’s choice, so is “avoiding” any deep analysis that Tiviakov might have.

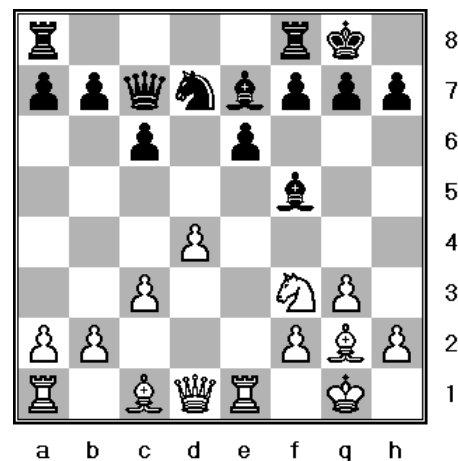
The end result is that out of the opening all White has to be proud of is the d4 pawn and it is a focal point for Black’s future actions.

So, what to do? If White tries some plan based on Bf4 and h3 Black will reply with a timely ...Nd5 hitting the Bf4 and Nc3. In that case an exchange on d5 by White will be nothing at all and letting the Bf4 get exchanged will be a step towards a worse position because of the black squares. White could try a4-a5 with the idea that Black might play Nbd7 and c5 when the Bg2 will spring to life. That isn’t forced and Black will think twice before increasing scope of the Bg2.

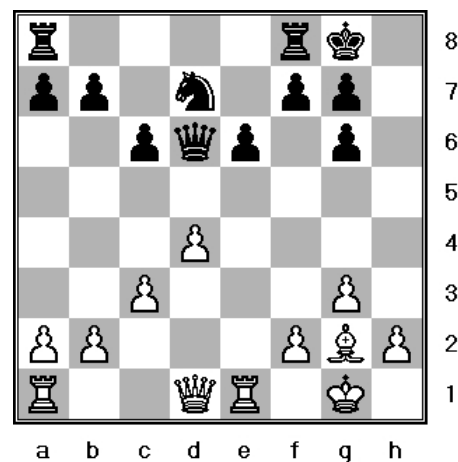
Does this mean that Qd6 is an easy equalizer? Hardly. Instead it makes clear that Tiviakov is correct that 6. Ne5 is the critical

move.

9. ...0-0 10. Ne4 Nxe4 11. Rxe4 Bf5 12. Re1 Nd7 13. c3 Qc7



14. Bf4 Bd6 15. Bxd6 Qxd6 16. Nh4 Bg6 17. Nxg6 hxg6



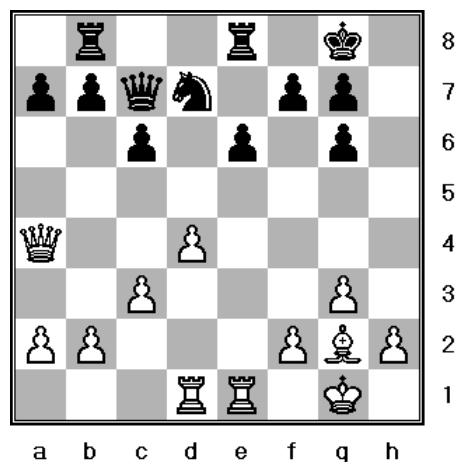
Down to one minor piece each along with rooks and queens. White can certainly claim a small space advantage and no pawn weaknesses. So, isn’t it reasonable to expect a draw shortly? After all, these are two solid GM’s and there isn’t much to play with for either side.

It seems to me the exact reason this game is valuable is the position at hand. The only way for either side to move forward is some sort of general pawn advance. In that regard White might have a bit better prospects because f4, g4-g5 and h4-h5 seems a possibility, while an advance of the Q-side pawns with b4 and a4 is reasonable. Black’s

natural pawn breaks ...e5 and ...c5 will alter the formation, but don't seem likely to lead to heavy counterplay. So, Black can look to build a white-square fence with b5, Nb6-d5.

All in all we can see that each side has some ideas and can poke around with the pawn formation, but if either side sits real still it doesn't seem that much more than a draw is on the cards.

18. Qb3 Rab8 19. Rad1 Rfe8 20. Qa4 Qc7



21. c4

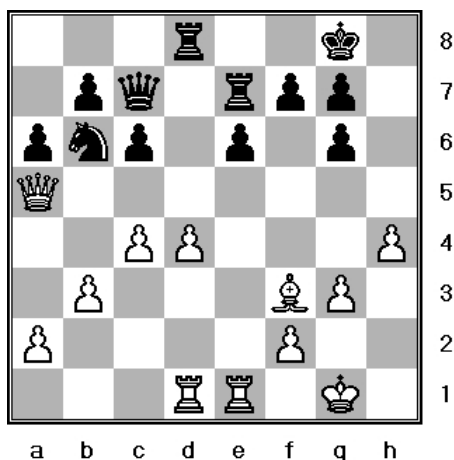
This is a bit of a surprise to me. If White is able to play d5 there will be more exchanges, down to a real bare material

level. What's more, the d4 pawn now has Black's full attention.

It seems that if White plays d4-d5 then all the center pawns, minor pieces and one pair of rooks will come off, making it almost impossible to play realistically for a win.

If White can't play d4-d5, Black will pressure d4 keeping White tied to it. At least White could include h4, Bf3 and Kg2 before making this commitment.

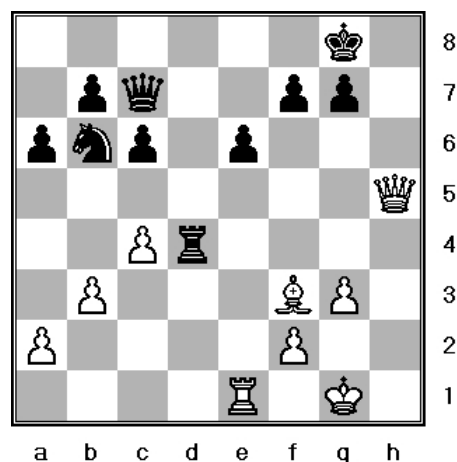
21. ...Nb6 22. Qa5 Rbd8 23. b3 a6 24. Bf3 Re7 25. h4



White must have some idea based around Qh5 for this.

25. ...Red7 26. h5 gxh5 27. Qxh5 Rxd4

28. Rxd4 Rxd4



29. Rxe6 Qd8 30. Re4 g6 31. Qa5 Rxe4

White didn't press for anything special in the opening, then decided to stick a toe in the water and the end result is in front of us: a symmetrical pawn structure with queen and bishop versus queen and knight.

One of the least appreciated qualities in chess is the art of exchanging, knowing which pieces to exchange and when. In our current game White has picked poorly as the queen and knight (at least in theory) work much better together than queen and bishop.

With that we pass the position over to our esteemed colleague....

Bill and Dana are doing something a little bit different for their columns this month (and probably for the next few issues). They are both annotating the same game, focusing on the parts of the game that each finds most interesting.

Here begins Dana Muller's "And In The End."

– editor

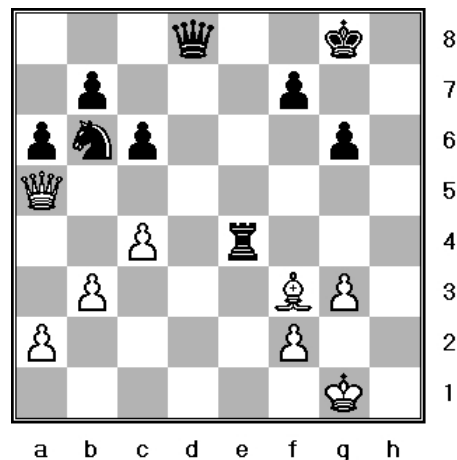
We now pick up Godena – Tiviakov at move 32. As pointed out by Bomber Bill in his "Theoretically Speaking" column above, while White's play has been safe and uninspired, it is "good enough." We join the game in the process of exchanging down to a queen and knight (Q+N) versus queen and bishop (Q+B) endgame.

Conventional wisdom states that the Q+N will out perform the Q+B on a regular basis. As with most conventional wisdom, the truth isn't so simple. On page 71 of John Watson's *Secrets of Modern Chess Strategy* (can this marvelous book really be 12 years old already? Time flies), he puts this bit of conventional wisdom to the test.

His results are interesting. Summarizing, the Q+N wins at about 53% rate, which would seem to support conventional wisdom, but there are some caveats:

- 1) The Q+N side outrates the Q+B by 20-30 points on average;
- 2) A significant number of the decisive games were decided by a blunder;
- 3) Many of these endings come into being between moves 30 and 40, so time pressure could play a role.

Combining points 2) and 3), along with the fact that the knight is often able to generate more short term tactical threats, would give a pragmatic (but not theoretical) reason to prefer the Q+N. This game is an example of all caveats to general rule: the initial position is balanced, but right before time control, White blunders away a pawn.



Michele Godena – Sergei Tiviakov
14th Valle d'Aosta Open
Italy, October 5, 2006

The ending is completely equal, with Black's only advantage being a subjective one of the knight being a bit more mobile in the given position.

White's bishop is restricted in scope by the black queenside pawns. Naturally White would like to increase the bishop's effectiveness by a general queenside advance, but that idea is impractical for the moment. Black would like to coordinate his queen and knight to create targets in White's position, but the weakness of the b7 pawn ties at least one piece to its defense.

So neither player has a real workable plan. Black can play around with his knight a little bit, but as long as White "sits still" and remains alert to tactical tricks, the game should be drawn. In the game White drops a pawn due to a blunder on move 38. Black plays the ensuing minor piece endgame well, but I think White missed a couple of chances to make Black's task more difficult.

32. Bxe4 Qd4

Centralizing the queen with tempo.

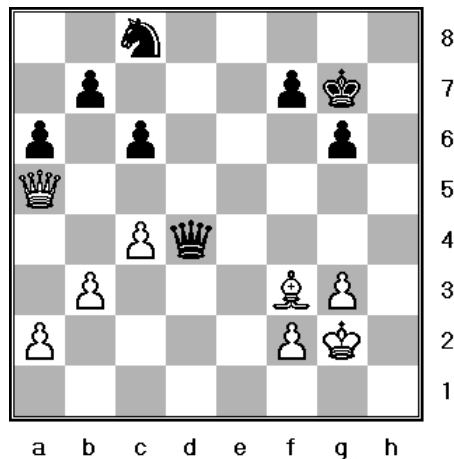
33. Bf3 Kg7

A typical "tiding up" move; Black prevents back rank check tactics.

34. Kg2

White follows suit.

34. ...Nc8



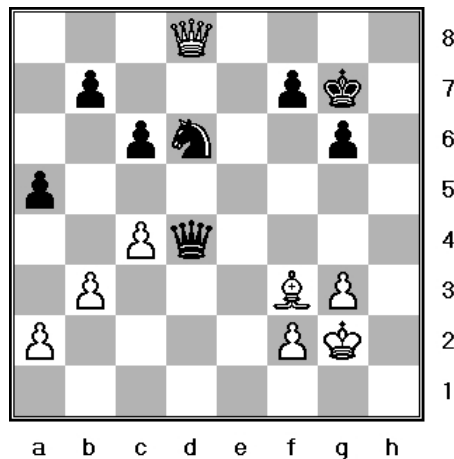
35. Qc7

Another idea is 35. c5 (stopping 35. ...Nd6 and fixing the black queenside pawns) 35. ...Ne7 36. Qb6 Qd7 37. Qb4 Nf5 38. Qe4 Nd4=. Neither side can do much.

35. ...Nd6 36. Qd7

36. Qe7 is reasonable as well.

36. ...a5 37. Qd8



37. ...Qd2

Efficient; the a-pawn is guarded and 38. ...Nxc4 is threatened. 37. ...a4 is playable as well: a well timed ...axb3 or ...a3 could cause White some problems. Of course White can simply take the pawn: 37. ...a4 38. bxa4 Nf5 39. Qc7 Nxc4 40. Qxb7 Nd4 41. Be4 Qxa4 42. Qc7, and White should be able to hold.

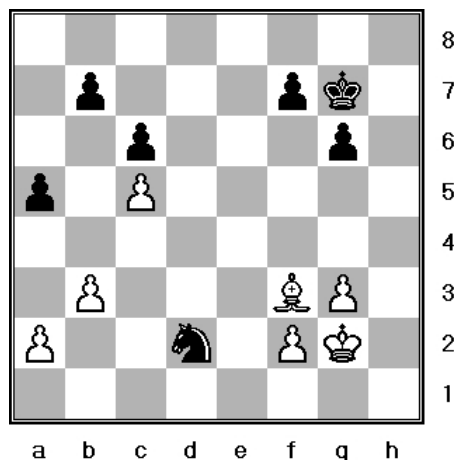
38. c5?

A blunder. I assume that Godena was in his usual time trouble and underestimated how weak the c-pawn would be after the queen exchange. There is nothing wrong with White's position as long as he keeps the integrity of his pawns intact. Black can try to upset the balance with lines such as 38. Qb6 Nf5 39. a3 (39. Qxb7 Ne3+ is winning for Black) Qb2 40. Qxa5 Qxb3, but White can hold with accurate play.

38. ...Ne4 39. Qxd2

Forced.

39. ...Nxd2



It's remarkable how the weak pawn on c5 ties up White's game. It's virtually a state of zugzwang; the queenside pawns can't

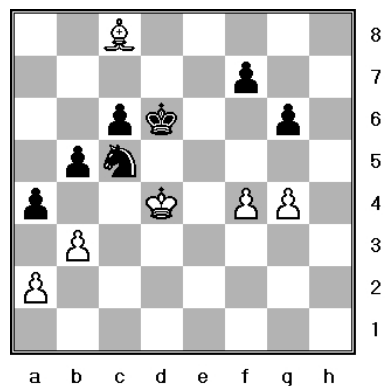
move, the king can't move, if the bishop leaves the long diagonal then Ne4 picks up the c-pawn, and 40. g4 Kf6 41. Kg3 Ke5 allows the black king to win the c-pawn.

40. Bg4 Ne4

Also good is 40. ...f5. Play could continue 41. Bf3 Kf6 42. g4 Ke5 43. gxf5 gxf5 44. Kg3 Kd4 45. Bh5 Ne4+ 46. Kf4 Nxf2 47. Kxf5 Kxc5.

41. Kf3 f5

41. ...Nxc5 is also good, despite the active bishop. A possible line is 41. ...Nxc5 42. Bc8 Kf6 43. Ke3 Ke7 44. Kd4 Kd6 45. f4 b5 46. g4 a4:

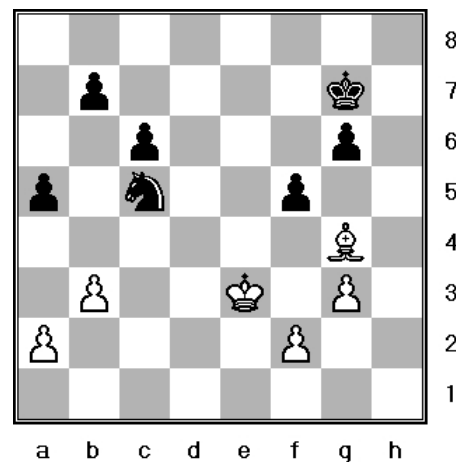


Black gets good chances after either 47. Bxa4 Nxa4 or 47. b4 Ne6 48. f5 c5. This just scratches the surface of 41. ...Nxc5.

Whether it is a better move than 41. ...f5 depends on White's drawing chances in the analysis of move 43 below.

42. Ke3 Nxc5

If 42. ...Kf6 then 43. Bh3 Nxc5 44. g4 Ne6 45. f4 leads to the next note

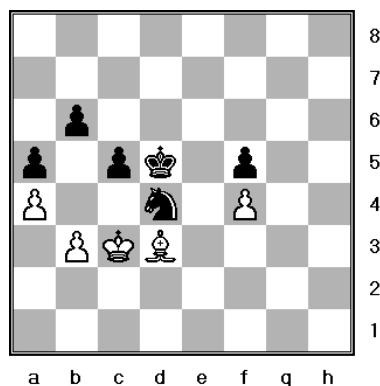


43. Bf3

White's best chance may be 43. Bh3, with the idea that 43. ...Kf6 44. g4 will fix the kingside pawn structure. White creates

a target for his bishop after either 44. ...fxg4 45. Bxg4 Ne6 46. f4 or 44. ...Ne6 45. gxf5 gxf5 46. f4. It is difficult for Black to make progress since one piece is needed to defend the remaining kingside pawn and Black can't force a king entry on the queenside without help from White. White retains decent drawing chances.

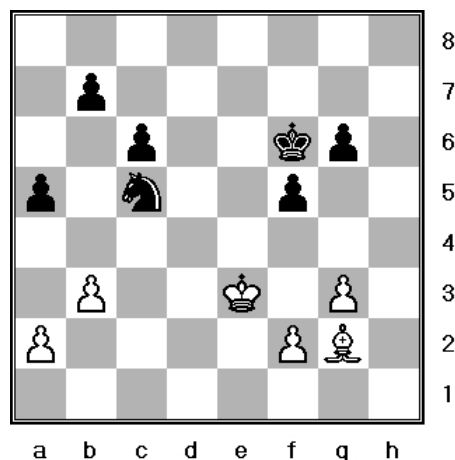
For example, this position



is easy to produce, but White holds with 1. Kb2, as Black lacks a way to penetrate with the king. If White can force the pawn alignment of a4, b3 vs. a5, b6, c5, and fix a black kingside pawn on a white square, then White's drawing chances are good.

Which leads us to 43. Bh3 Ne6!, meeting 44. g4? with 44. ...f4+, and 44. f4 with 44. ...Kf7! (-e7-d6, etc.), so that 45. g4 g5! gives favorable tactics. White can still struggle on, but it isn't as easy to target g6/f5 with the bishop, so Black is close to winning.

43. ...Kf6 44. Bg2



The g4 plan is now unsuccessful: 44. g4 Ke5 45. gxf5 gxf5 46. Bh5 f4+ 47. Kf3 b5. it seems control of f4 is key to Black's win!

45. ...g5

Now g4 can be countered with ...f4.

45. Kd4

45. f4 is too late; 45. ...g4 46. Kd4 Ne6+ 47. Ke3 and the weak pawn on g3 gives black play on both sides of the board.

45. ...Ne6+ 46. Kc4 Ke5 47. a4

Queenside play with 47. b4 axb4 48. Kxb4 falls a bit short after 48. ...Kd4 49. a4 g4 50. a5 f4 51. gxf4 Nxf4 52. Bf1 c5+ 53. Kb5 Nd5 54. Ka4 c4 winning.

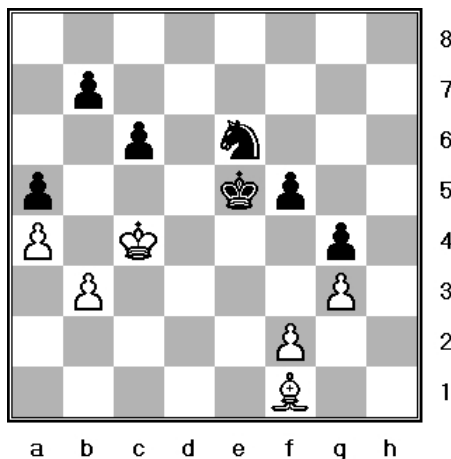
47. ...Kd6

Possible is 47. ...g4

48. Bh3 g4

OK, if you insist.

49. Bf1 Ke5



50. Bg2

Once again starting queenside play with b4 needs to be examined.

A fanciful line is 50. b4 axb4 51. Kxb4 Ke4 52. Be2 Nd4 53. Bd1 Kd3 54. a5 Ne6 55. f4 c5+ 56. Kb5 c4 57. Kb6 Kd2 58. Ba4 c3 59. Bb3 Nxf4 60. Kxb7 Nd3 61. Kc7 (61. Kb6 f4! and queens with check) 61. ...Nc5 62. Kb6 Nxb3 winning.

When converting an advantage with the knight, it is not always possible to keep a tight rein on the position.

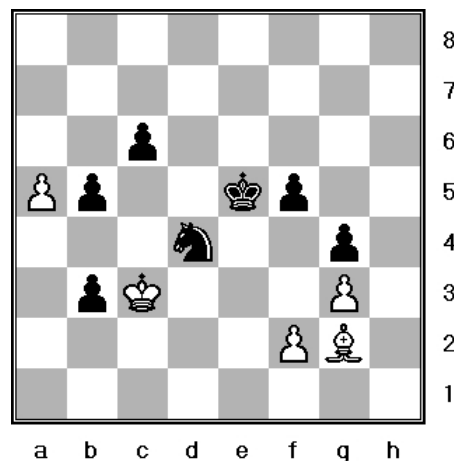
The fantasy line given above is an example of how tactics can erupt once the game is opened up.

50. ...Nd4 51. b4 b5+ 52. Kd3

Looks like capitulation, but the alternatives lose as well. 52. axb5 cxb5 53. Kc3 (the king is badly placed after 53. Kc5 a4) 53. ...Ne2+ 54. Kd3 a4 55. Kc2 Kd4 56. Bf1 Nc3 57. Bd3 Nd5 wins.

Or 52. Kc3 axb4+ 53. Kxb4 bxa4 54. Kxa4 Nf3 55. Kb3 Kd4 56. Kb2 c5 wins.

52. ...axb4 53. a5 b3 54. Kc3



54. ...Kd6

Stopping the a-pawn, since the knight is immune to capture.

55. a6 Kc7 56. Bf1 c5 57. Bg2 Kb6

0-1

White has no reason to play on; the black queenside pawns can win on their own.



And In The End
by Dana Muller

The (Potential) Robert Karch Memorial Northwest Chess Grand Prix

by: Murlin Varner, statistician

Last month, I announced a fund raising drive to collect donations to name our event the Robert Karch Memorial Grand Prix. Donations have been coming in, but they haven't yet reached the naming level. If you are able to contribute to this memorial fund, please send your donation Eric Holcomb, NWC Business Manager, 1900 NE Third St., STE 106-361, Bend, OR 97701-3889. Please make checks payable to *Northwest Chess*. Any amount will help reach our goal to honor the memory of a long-time chess figure in the northwest, and all collected funds will go directly to the Grand Prix prize fund. Thank you for your support.

There are few changes in the Oregon list this month, with the only real shuffling of the standings occurring in Class D and Below. Otherwise, just a few points here and there. While there are events in July and August in Oregon, the next big event to cause upheaval in our standings will be the Oregon Open in Gresham over Labor Day weekend (Sept. 4-6). With a \$3,000 guaranteed prize fund and a 4x multiplier, this is an event not to be missed if you are looking to gather more GP points.

Changes were more significant in the Washington list, not because of any major events in June (there were only four, none with multipliers), but because a number of leaders moved up a class due to their excellent play. Dan Mathews moved from first in class B to third in class A. Darby Monahan and Marcel Szabo moved up from class C to take the top two spots in class B. And a total of eight players moved up from class D, with one player skipping class C to jump straight to class B. Frederick Davis is the highest scoring player to move up from class D, taking over second place in class C.

After half the year, we have had 407 players make 1013 entries into NWGP events, a very good pace. Standings below are through the SCC Tornado on June 27th.

Oregon

Washington

Masters

1 Raptis, Nick 116	1 Malugu, Satyajit 83
2 Breckenridge, Steven ... 58	2 Pupols, Viktors 44
3 Roua, Radu 19.5	3 Selzler, Ricky 42
4 Schulien, Charles 16.5	4 Bragg, David R 36
4 Haessler, Carl A 16.5	5 Cozianu, Costin 35
.....	5 Lee, Michael 35

Experts

1 Gay, Daniel Z 42.5	1 Bartron, Paul R 69.5
2 Davis, Mikeal 40	2 Ummel, Igor 62
3 Morris, Michael J 30	3 Schemm, Michael A .. 45
4 Pendergast, Michael 23	4 Wang, Michael 39.5
5 Heywood, Bill 21	5 Lessler, Peter 32.5
6 Daroza, Eduardo J 20	6 Xing, Kerry 30

Class A

1 Bannon, David T 47.5	1 Ambler, Dennis L 119.5
2 Grom, Alex 46.5	2 Buck, Stephen J 103
3 Botez, V Alexandra 44.5	3 Mathews, Daniel R 89.5
4 Surak, Steve S 19.5	4 Sen, Samir 64
4 Esler, Brian 19.5	5 Watts, Peter O 61.5
6 Herrera, Robert 18	6 Qu, Frank 54.5

Class B

1 Niro, Frank A 29.5	1 Monahan, Darby P 92
2 Waterman, Jeremy 28.5	2 Szabo, Marcell 57
3 Parnon, Calvin J 27	3 Gibbon, Brian C 56.5
4 Chu-Kung, Ben 26	3 Goodfellow, Robert ... 56.5
5 Rhoades, Alan J 25	3 Austin, Chang 56.5
6 Witt, Steven A 24.5	6 He, Daniel M 52.5

Class C

1 Shimada, Masakazu 39.5	1 Piper, August 90.5
2 Skalnes, Erik 34.5	2 Davis, Frederick A 65
3 Donchenko, Peter 23	3 Lampman, Becca 63.5
4 Dietz, Arliss 20.5	4 Cordero, Rowland 60.5
5 Hoglund, Jacob D 17.5	4 Kramlich, Dan 60.5
6 Dalthorp Dan 16	6 Nagase, Masayuki 54.5

Class D and Below

1 Butson, Jeffrey C 20.5	1 Richards, Jerrold 67.5
2 Chatterjee, Dhruva 15	2 Soetedjo, James C 47.5
3 Jeffrey, Caleb 13.5	3 Nagase, Toshihiro 45.5
4 Molchanov, Valentin I . 12.5	4 Yeo, Noah 44
5 Coonrod, Larry F 12	5 Zhang, Brendan 39
6 two tied 10.5	6 Li, Albert 37

Overall Leaders, by State

1 Raptis, Nick 116	1 Ambler, Dennis L 119.5
2 Breckenridge, Steven ... 58	2 Buck, Stephen J 103
3 Bannon, David T 47.5	3 Monahan, Darby 92
4 Grom, Alex 46.5	4 Piper, August 90.5
5 Botez, V Alexandra 44.5	5 Mathews, Daniel R 89.5
6 Gay, Daniel Z 42.5	6 Malugu, Satyajit 83
7 Davis, Mikeal 40	7 Bartron, Paul 69.5
8 Shimada, Masakazu 39.5	8 Richards, Jerrold 67.5
9 Skalnes, Erik 34.5	9 Davis, Frederick A 65
10 Morris, Michael J 30	10 Sen, Samir 64
11 Niro, Frank A 29.5	11 Lampman, Becca 63.5
12 Waterman, Jeremy 28.5	12 Ummel, Igor 62
13 Parnon, Calvin J 27	13 Watts, Peter O 61.5
14 Chu-Kung, Ben 26	14 Kramlich, Dan 60.5
15 Rhoades, Alan J 25	14 Cordero, Rowland 60.5

Players from Other Places

1	Leslie, Cameron D	ID	1881	48.5
2	Havrilla, Mark A	ID	1965	37.5
3	Landingin, Jofrel	CAN	1854	32.5
3	Monkhouse, Neale D	CAN	1787	32.5
3	Xiao, Alice H Y	CAN	1502	32.5
6	Brewster, Robert D	CAN	1951	31.5
7	Caluza, Severo	CAN	1854	27.5
7	Su, Michael	CAN	1263	27.5
7	Vivas, Miguel	CAN	1066	27.5
10	Zarate, Christian	MD	1874	25
11	Kong, Dezheng	CAN	2080	22.5
11	Subedi, Avinaya	ID	1878	22.5
13	Weyland, Ronald M	ID	1510	20.5
14	Donaldson, John	CA	2390	19.5
15	Joshi, Kairav R	ID	1675	19



"Train Your Brain!"

RADU ROUA
Chess Master

Tel: 503-880-0581
Chess Vision, Inc.
11918 SE Division St. PMB 279
Portland, OR 97266-1037
RADU@chessvision.net
www.chessvision.net



Carl A. Haessler
Lessons • Lectures • Exhibitions

USCF Life Master
3-Time Oregon Champion

(503) 358-7871
ssmith6154@aol.com

Chess DVDs Now Available through Elliott's Chess School!

LEARN CHESS INDEPTH WITH NATIONAL MASTER ELLIOTT NEFF

Chess4Life also offers:

- Chess Camps ■ Tournaments ■ Afterschool Program
- Private Lessons ■ Chess Classes ■ Chess4Life Center

Chess4Life
Teaching life skills through chess

For more info, call 425-283-0549 | www.chess4life.com

Pioneer Square Blitz Chess Championship

Sunday, August 29

Summer Chess on the Occidental Park promenade

An eight double-round Swiss with a time control of G/5 and a prize fund of \$500 based on 60 players.

First	\$150	First (Bottom Half)	\$100
Second	\$90	Second (Bottom Half)	\$60
Third	\$60	Third (Bottom Half)	\$40

Entry Fees: \$10 by 8/24, \$15 at site. Send entries to SCC Tournament Director, 2420 S 137 St, Seattle. Make checks payable to Seattle Chess Club.

Registration: Sunday 9-9:45 am.

Rounds: 1-4 10:00-noon, 5-8 1:00-3:00.

Misc.: T-shirts for all! No Smoking. No Computers.

Rain Site: Grand Central Arcade, 214 First Ave S, Seattle 98104

59th Annual Oregon Open

September 4, 5 & 6, 2010

6-round Swiss: 2 sections, Open & Reserve (under 1800).

Time Control: 40 moves in 2 hours, then sudden death in 1 hour (40/2; SD/1).

Registration: Saturday 9-10:30 am.

Rounds: Saturday 11 & 5:30; Sunday 9:30 & 5:30; Monday 9 & 3.

Location: Mt. Hood Community College, Vista Room; 26000 SE Stark, Gresham.

Check www.pdxchess.org for directions to playing site.

Organizer: Portland Chess Club, **Byes:** 2 Byes available, request before Rd 1.

\$3,000 Guaranteed!

\$1,500 in each Section

Increased at discretion of Organizer if more than 100 non-junior players.

Open: 1st \$550; 2nd \$300; 3rd \$200 **U2000:** 1st \$200; 2nd \$150; 3rd \$100

Reserve: 1st \$370; 2nd \$220; 3rd \$130 **U1600, U1400, U1200 each \$130-80-50**

Unrated players limited to class prizes of \$100 in Open, \$60 in reserve.

Special Prizes: \$200 bonus for perfect score in Open Section;
Martha Jane Miller Memorial prize of \$100 to highest scoring
female player in Open Section.

Entry: \$60; \$50 for PCC members who register by September 2.

Juniors (under 19) may pay \$15 and compete for non-cash prizes in Reserve Section (no PCC discount).

Memberships: USCF and OCF/WCF required (OSA). NW Grand Prix event.

Name _____

Address _____

USCF ID # _____ USCF Exp _____ OCF/WCF Exp _____ Rating _____

Email _____ Section _____ Bye Rds _____

Entries: Payable to Portland Chess Club; mail to Mike Morris, 2344 NE 27th Ave., Portland, OR 97212

Seattle Chess Club Tournaments

Address ↙
2150 N 107 St ↙
Seattle WA 98133
Infoline ↙
206-417-5405
www.seattlechess.org
kleistcf@aol.com
Address for Entries
SCC Tnmt Dir
2420 S 137 St
Seattle WA 98168

SCC Championship

Sept. 10, 24, Oct. 1, 8, 22, 29, Nov. 5

Format: 7-rd Swiss held on Friday evenings.
TC: 35/100 and 25/60. **EF:** \$28 if rec'd by 9/8, \$35 thereafter. SCC memb. req'd — special \$24 tnmt memb. **Prize fund:** 75% of EFs.
Prizes: 23%-16%, U2000 9%, U1800 8%, U1600 7%, U1400 6%, Unrated 3%, Endurance 3%. **Reg:** Fri. 7-7:45 p.m. **Rds:** Fridays 8 p.m.
Make-up Games for Rds 1-4: 8 p.m. Wed. Sept. 29—1 make-up (G/75) game; 8 p.m. Wed. Oct. 20—1 make-up (G/75) game. **Byes:** 4 (1 in rds 5-7, commit by 10/9). **Misc:** USCF memb. req'd. NS. NC.

How to Find the SCC Site

The SCC is in the Northway Square East Building just across I-5 from Northgate Mall where large signs proclaim "Northwest Kidney Centers" and "City University." The main entrance is reached by turning east on N. 107th St. from Meridian Ave. N. The club is in the basement (B-85), just take the elevator down one floor.

♣Aug. 28, Sept. 25

Format: 3-RR, 4-ply 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.

Saturday Quads♣

♣Aug. 15, Sept. 12

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.

Sunday Tornado♣

November 6

SCC Novice

Format: 4-SS. Open to U1200 and unrated. **TC:** G/75. **EF:** \$11 by 11/3, \$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.m. **Rds:** 10-12:45-3:30-6. **Byes:** 1 (Rd 3 or 4—commit at reg.). **Misc:** USCF memb. req'd. NS, NC.

Attendance 2010's previous tournaments

Novice (1/30)–11, (4/25)–5; *Quads* (1/2)–29, (1/23)–32, (2/27)–34, (3/20)–30, (4/24)–19, (5/15)–20, (6/5)–20, (7/3)–26; *Tornados* (1/31)–24, (2/21)–22, (3/14)–28, (4/11)–25, (5/9)–8 (6/26)–20; *Seattle City Championship* (1/15-17)–29; *Seattle Spring Open* (3/26-28)–57, *Adult Swiss* (5/1-2)–11, *Emerald City Open* (6/18-20)–33.

SCC Fridays

Dog Days (40/90, 30/60): Aug 6, 13, 20, 27.
Workingman's Quads (G/24): Sept 3.
Autumn Leaves (40/90, 30/60): Sept 10, 17, 24.

Seattle Fall Open

September 17-19 or September 18-19

A 2-section, 5-round Swiss chess tournament with a time control of 40/2 & SD/1 (except Rd 1 of the 2-day option — G/64) with a prize fund of \$1000 based on 58 paid entries, 6 per prize group.

A Karch Memorial Grand Prix event

Open: \$180 gtd-\$120 gtd, U2200
\$100, U2000 \$95, U1800 \$90

Reserve (U1700): \$110-\$80, U1550
\$70, U1450 \$65, U1350 \$60, UNR \$30

Entry Fees: \$33 by 9/15, \$42 at site. SCC members—subtract \$9. Members of other dues-req'd CCs in BC, OR, & WA—subtract \$4. Unrated players FREE with purchase of 1-yr USCF & WCF. **Add \$1 for 2-day option.** Make checks payable to SCC.

Registration: Fri. 7-7:45 pm or Sat. 9-9:45 am. **Rounds:** Fri. 8 pm, Sat. (10@G/64)-12:30-6:45, Sun. 11-5.

Byes: 2 available. Rounds 4 or 5 must commit at registration. **Misc.:** USCF & WCF required. NS. NC.

Future Events

♂ indicates a NW Grand Prix event ♂

August 7

Washington Senior Adult Championship

Site: Tacoma Chess Club, 409 Puyallup Ave. E., Room 11, 2nd floor. Located in the DTI Soccer Bldg. across the St. from Alfred's Café and two blocks down the hill from the Tacoma Dome. Format: 4 round Swiss. (For those over age 50.) Time control: G/60. Reg: 9:00-9:45 AM. Rounds: Sat. 10:00, 12:30, 3:00, 5:30 OR A.S.A.P. Entry fee: \$25. Prize fund: (B/12) 1st \$60 + Plaque; 2nd \$50, 1st U2000, U1700, U1400, \$40. Winner seeded into Washington Championship Invitational section. 1 HPB available. NS, NW, NC, USCF and state memberships required. Entries/Info: Gary J. Dorfner, 8423 E. B St. Tacoma WA 98445. (253)535-2536 ggarychess@aol.com. Make checks payable to Gary Dorfner.

♂ August 14

Qualchan Quads ♂

Site: Gonzaga University, Schoenberg Building room 201, N. 800 Pearl St. Spokane, WA 99201. Reg: 8:30-9:45. E.F. \$16 USCF rated (NWGP) event. T/C: G/2hr. Rds: 10:00; 2:30; 7:00. 1st place \$50 in each quad. Coffee and snacks provided. Contact: Dave Griffin (509) 994-9739, dbgrffn@hotmail.com. Mail entries: David B. Griffin, P.O. Box 631, Spokane Valley, WA 99037.

♂ August 20-22

Robert Karch Memorial Open ♂

Site: Tacoma Chess Club, 409 Puyallup Ave. E., Room 11, 2nd floor. Located in the DTI Soccer Bldg. across the St. from Alfred's Café and two blocks down the hill from the Tacoma Dome. Format: 5 round Swiss. Time Control: 40/90, SD30. Entry Fee: Adults \$25 advance, \$30 at door; Juniors \$15 advance, \$20 at door; Economy \$15. Prizes: \$355 B/20, 1st \$100, 2nd \$75, U 2000, U1700, U1400, \$60 each. Reg: 9:00-9:45, Rds: Friday 8:00 PM, Saturday 10:00 AM, 4:00 PM, Sunday 10:00 AM, 4:00 PM or ASAP. USCF/WCF/OCF required. 2 HPB available. NS, NC, NW. Info/entries: Gary J. Dorfner, 8423 E. B St., Tacoma, WA 98445, phone (253) 535-2536, e-mail ggarychess@aol.com.

August 21

Olympic Peninsula Rating Tournament

Site: Dungeness Valley Lutheran Church, 925 N Sequim Ave, Sequim, WA. Format: 4 Rd Swiss. TC: G/1 hr. Entry Fee: \$10. Prizes: Rated players, 1st 25%, 2nd 15%; Unrated players, 1st 20%, 2nd 15%. Top score wins an ivory Staunton chess set. Reg.: 8:00-8:45 AM, Rds: 9:00, 11:30, 2:30, 5:30. Byes: 1 Half Point Bye allowed. USCF and WCF memberships required. Mail entries to: Stephen L. Chase, 11 W Hayden St, Pt Hadlock, WA 98339-9570. Phone: (360) 385-3457.

♂ August 21-22

4th Spokane Falls Open ♂

Site: Gonzaga University, Schoenberg Building room 201, N. 800 Pearl St. Spokane, WA 99201. Reg: 8:00-9:45. E.F. \$18; 18 yrs and under \$15 by 8/20; \$25 at site for all. USCF rated (NWGP) event. T/C: G/2hr. Rds: Sat: 10:00; 2:30; 7:00, Sun: 9:00; 1:30 or ASAP. (Prizes based on 25) Biggest upset both players must have established ratings. 1st Overall: \$120; 2nd Overall: \$100; 3rd Overall: \$80; B/U/2000, \$60; B/U/1700, \$60; B/U/1400, \$60; Biggest Upset, \$50. Coffee and snacks provided. Contact: Dave Griffin (509) 994-9739, dbgrffn@hotmail.com. Mail entries: David B. Griffin, P.O. Box 631, Spokane Valley, WA 99037.

♂ August 28

Portland Chess Club G/60 ♂

4SS, G/60. TD may switch to 5SS and G/45 if more than 25 entries. Portland Chess Club, 8205 SW 24th Ave., Portland, OR. EF: \$20, \$5 discount for PCC Members. OCF/WCF and USCF memb req'd, OSA. No advance entries. Reg: 9-9:30. Byes: 1/2 point bye if requested at reg. Prizes: (\$200/b20) \$60-\$40-\$30 U1800, U1500 \$35 each. Info: portlandchessclub@gmail.com, 503-246-2978, www.pdxchess.com.

♂ September 4-6

Oregon Open ♂

See display ad on page 30 inside this issue.

♂ September 11

Tacoma Mini-Swiss ♂

Site: Tacoma Chess Club, 409 Puyallup Ave. E., Room 11, 2nd floor. Located in the DTI Soccer Bldg. across the St. from Alfred's Café and two blocks down the hill from the Tacoma Dome. Format: 3 round Swiss. Time Control: G/90. Entry Fee: \$20. Prizes: B/10, 1st \$50, 2nd \$40, U1700, U1400, \$35 each. Reg: 9:00-9:45, Rds: 10:00, 1:30, 4:00 or ASAP. USCF/WCF required. 1 bye available. Info/entries: Gary J. Dorfner, 8423 E. B St., Tacoma, WA 98445, phone (253) 535-2536, e-mail ggarychess@aol.com.

♂ October 2-3

Silverdale Beach Hotel Classic ♂

Site: Silverdale Beach Hotel, 3073 N.W. Bucklin Hill Road, Silverdale, WA. Format: 4SS, 3 sections. Time control: G/90 + 30 seconds/move increment. Registration: 10:00-11:30 AM. Rounds: Sat. 12:30 PM, 6:00 PM; Sun. 9:45 AM, 3:00 PM. Prize fund: \$1000 b/50: Open section >= 1900 USCF \$200, \$100, \$100; Premiere section: U1900 \$100, \$70, \$55 plus top score U1700 \$75; Reserve U1400/unr. \$100, \$70, \$55 plus top Unrated score \$75. Entry fee: \$40 if received by 9/24, \$50 by 10/1, \$60 on-site; USCF/NWC req. Half-point bye: must be requested at registration, max. of one. Entries: (checks payable to) Kris Dietsch, 2251 High View Ln. NW, Apt C-102, Bremerton, WA 98312-5345 (please use a separate line for Apt C-102); cash/checks at site. You may also register online at <http://nwchess.com/OnlineRegistration/>. Info: Kris (360) 479-0847, mrkrisyawho@yahoo.com, Joe Eversole joeeversole@q.com. USCF TD, returning from 2009, is H.G. Pitre, (206) 284-9314. Hotel: indoor heated pool, view, waterfront park: players \$80/\$90dbl.: www.silverdalebeachhotel.com, (360) 698-1000, 1-800-544-9799. See the Dec. 2009 NWC issue for an excellent article with photos on last year's event.