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Advertising & Copy Deadline

Ads and submissions must be received by the fifth of the month for the items to appear in the next issue:

September 5 for the October issue;
October 5 for November.

Submit all ads, donations, payments, changes of address and subscriptions to:

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Northwest Chess c/o Orlov Chess Academy
4174 148th Ave NE, Building I, Suite M
Redmond, WA 98052-5164

businessmanager@nwchess.com
https://www.nwchess.com

Judged Best Magazine/Newsletter for 2009 and 2014-2026 by Chess Journalists of America!

Front Cover

Garrett Reynolds at the Washington Open (Carlsen Rapid).

Photo credit: Meiling Cheng.

Back Cover-A

Idaho Chess Federation President Jeff Price joined the *Northwest Chess* Board on August 9, 2026.

Photo credit: Jeffrey Roland.

Back Cover-B

Elke Johnson at the 2026 Father's Day Open.

Photo credit: Manunthon Atikankhotchasee.

Submissions

Submissions of games (PGN format is preferable for 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.
editor@nwchess.com

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Chess Journalists of America Awards

by Ralph Dubisch

Northwest Chess is proud of our contributors and columnists! We submitted over 20 entries for the Chess Journalists of America (CJA) 2026 awards, and the results are in.

The magazine again won the Cramer awards for best state or regional publication in both print and online categories.

Wilson Gibbins took the Cramer award for best state championship coverage (Oregon Closed), in the April 2026 issue. Wilson also won the Cramer award for best state tournament report (Oregon Junior Championship), February 2026 issue. To complete his trifecta, Wilson won in the Print Articles, local and regional category, for his Oregon Open story, November 2025 issue.

Our own editor, Jeffrey Roland, also personally won three awards: Visual Arts, photo journalism, for his story on the ICA January Alchemist Coffee House Swiss tournament (March 2026 issue); the Cramer state magazine photo, "Old School," that appeared on the back cover of June 2025 issue; and the Cramer best photograph, "Tom Booth," from the Alchemist story mentioned above.

In the Online & Social Media category, The Chess Friends won the award for best humorous contribution, "Chess Smiles," April 2026 issue. Meiling Cheng got two honorable mentions, one for her picture of Siana Razmov being exuberant in front of the chess balloons (May 2026 issue), another for her shot of Sofia Michael at the Detective Cookie tournament back cover, July 2025 issue.

Finally, we submitted 60 pages of scholastic coverage, mostly written by Josh Sinanan, earning an honorable mention in the scholastic category under Cramer.

Nine wins, three honorable mentions. Not bad. Congratulations to everyone!

King County Open

September 12-13, 2026

Embassy Suites Bellevue

3225 158th Ave SE, Bellevue, WA 98008

Format: A 5-round Swiss in 4 sections: **Sammamish Open, Woodinville U1900, Snoqualmie U1500, Tukwila 1100**.

Entry fee: $120 by 9/5, $140 after. $60 play-up fee if rated 1000-1099, 1400-1499, or 1800-1899 USCF and playing up in Snoqualmie U1500, Woodinville U1900, or Sammamish Open, respectively. 50% discount for Seniors (50+) and free entry for chess royalty rated 2300+ USCF. Open to all junior + adult players. Maximum of 150 players, please register early to reserve your spot!

Schedule: Arrival: 9-9:45am. Rounds: Saturday: 10am, 2pm, 6pm. Sunday: 10am, 3pm.
King County Blitz: ~ 7pm or asap.

Time Control: G/75; +30. Late default: 60 minutes.

Rating: Dual USCF + NWSRS rated. Sammamish Open and Woodinville U1900 are also FIDE rated. September 2026 USCF rating will be used to determine section, pairings, and prizes. Higher of USCF and CFC ratings used for Canadian players. Other foreign ratings are used for players with no USCF rating, or at TD discretion.

Memberships: US Chess and WCF/OCF/ICA memberships required; must be paid at the time of registration.

Prize Fund: **$6,000** (based on 100 paid entries).

Sammamish Open: 1st–3rd: $500-400-300. 1st U2200/U2000: $200.
Woodinville U1900: 1st–3rd: $400-300-250. 1st U1800/U1600: $150.
Snoqualmie U1500: 1st– 3rd: $400-300-250. 1st U1400/U1200: $150.
Tukwila U1100: 1st–3rd: $350-250-200. 1st U1000/U800: $150. 1st Unrated: $150.

Special Prizes (per section):
Auburn Biggest Upset Win: $10/rd., Federal Way Best Female Player (by TPR): $50, Issaquah Best Senior Player (50+, by TPR): $50. Kent Best Dressed: $10/day.

Byes: Up to 2 half-point byes available if requested before the end of round 2.

Registration: Online at nwchess.com/OnlineRegistration. Pay by SettleKing (Washington Chess Federation), Zelle (ID: WashingtonChessFederation@gmail.com), cash, or write a check to Washington Chess Federation. **Registration + payment deadline: Fri, September 11 @ 5pm.**

King County Blitz: Sunday 7-9:30pm (after rd. 5 of main tournament). **Entry Fee:** $30. **Format:** A 7-Round Single Swiss in one section, 2 half-point byes available. Dual USCF Blitz + FIDE Blitz rated. **TC:** G/5; +3. **On-site registration:** 6:00-6:45pm. Rds. Sun @ 7pm, 7:20, 7:40, 8, 8:20, 8:40, 9pm. Closing Ceremony ~ 9:30pm or asap. Current US Chess membership required. Higher of September 2026 USCF Regular/Blitz rating used to determine pairings and prizes. **Prize Fund: $750** (based on 50 paid entries)
1st – 3rd: $150-125-100, 1st U2000/U1800/U1600/U1400/U1200/U1000/Unrated: $50. Biggest upset: $5/rd.

Questions – Josh Sinanan, WCF President, 206-769-3757, WashingtonChessFederation@gmail.com

Our Brightest Chess Hours

The Chess Friends

The Man Benji, The Myth Sarang, and The Legend Vivi

Howdy! It's The Chess Friends!

Last year in September, for the first time, *Northwest Chess* magazine published one of our blogs, *Our Darkest Chess Hours*, and since then, every month, we have been contributing our articles to the magazine. Can you believe it's been a full year?! It took a lot of brain-storming, dedication, and discipline, month after month, to write and submit our article on time, to be considered for the next issue! We are thankful for the opportunity to share our thoughts, and grateful to Editor Jeffrey Roland for giving us freedom to express our opinions and make silly jokes. We're also grateful to those who gave us support, friendly comments, and questions, and all of you who looked forward to reading The Chess Friends article every month. To all our dear readers, it means a ton to us to hear how much you like to open the magazine to find our article there! We learned so much, gained so many new experiences, and made new friends along the way. Onward to year two!

For this issue, to celebrate the one-year anniversary of *Northwest Chess* articles by The Chess Friends, we decided to echo our first ever published piece, and share *Our Brightest Chess Hours*! We hope they will remind you of your own chess memories and make your heart warm and your face as smiley as Peshka's!

The Legend Vivaan

Friendship and Service

As I was reflecting on my chess career, which spans more than half my life, there were so many moments that came to my mind as bright. While medals and trophies may be bright, literally, the moments that stood out most to me were rooted in friendship and service. I've



made so many friends through the chess world, and the chess world is truly my second home. While competing is fine, I love meeting people of all ages, sharing stories and experiences, and learning more together through the game we love so much. It doesn't matter whether it's in the Pacific Northwest, or anywhere in the world that chess takes us, it feels like home. One of the greatest highlights for me is that I get to have a fellow homeschooling chess friend, Siana, over every week, and we play chess, we analyze, we play lots of other games, and we have a blast!

In 2025, I won the adult Washington State Championship, Sensations Section, that came with a big prize fund, $225! A few weeks before, I learned about a new friend, Atlas, who suffers from chronic pancreatitis. Before the tournament began, both me and Sarang decided that any money we won would be donated to Mission Cure, committed to searching for a cure for pancreatitis. This motivated me to fight even harder over the chess board. Ultimately, we got to meet Atlas in person and CBS National News' David Begnaud carried a story on his *Dear David* segment that helped raise even more funds for Mission Cure and awareness for pancreatitis. We continue to donate all the money we receive through chess, whether it's from playing, writing, or coaching, to support causes we believe will make a positive difference in the world. With that in mind, let's turn it over to my big bro The Myth Sarang to share his brightest moments.

The Myth Sarang

Writing and Coaching

Like Vivaan said, competing is fine, and while I thoroughly enjoyed winning the U11 US Junior Open in 2024 among other titles, it's the sharing and giving back that matters the most to me. From the age of six, I wrote daily and journaled. At eight, I wrote my first book, *Do Brown Cows Make Chocolate Milk?: Family Experiences Around Child-Led Learning*, with my Dad, Mom, and little brother The Legend Vivaan. The experience of sharing my voice with people of all ages from all over the world totally changed my perspective on life.

Shortly thereafter, I got to writing even more with my buddy The Man Benji, and The Chess Friends were born. Since then, we've been blogging, writing articles for *Northwest Chess* magazine, and published one book, *Q&A Chess: Tournament Edition*, with another in the works (stay tuned!). Hearing stories from



so many about how our writing has helped them means the world to me. Meeting Benji weekly and sharing ideas and writing in a way that helps other kids and adults alike appreciate the chess world is super rewarding! After taking several college writing courses, I also started my own blog, *ProdigyStrats.com*, to help people get a glimpse into my world and hopefully help them in theirs, whether through chess, music, cooking, gaming, sports, travel, or yoga.

Coaching chess has been a major highlight for me this past year. I helped coach the King's High School Chess Team in their inaugural season and they got second at State Individual! More than that, all the players improved considerably, and I'm proud of the team chemistry I helped facilitate. I now have multiple private students and work with a free by-kids-for-kids chess school, which you can learn about at *PawnToQueenChessCoaching.com*. I've particularly enjoyed talking chess pedagogy with Coach Tim Moroney and other leaders in the Northwest Chess community and love designing new curriculum and helping fellow strong kid chess players into coaching as well. Now let's turn it over to my fellow author and dear friend The Man Benji to share his brightest chess moments.

The Man Benji

The Light of the Game

When I think of my brightest chess hours, I don't remember winning a tournament, gaining rating, or taking a trophy home. What comes to mind is the game itself. When I play chess, I enjoy thinking hard about a position and using all my brainpower to find brilliant and flashy moves. That is the source of chess light for me. Do you know those light bulb moments in your head? That's what I play for, even if the end result is losing a game. Experimenting and coming up with ideas, even if they end up being errors, is part of the process.

Like the second World Chess Champion Emanuel Lasker, who said, "Without error there can be no brilliancy," I think that *Yesterday's errors can become tomorrow's brilliancies, if you let them teach you*.

For example, I might be trying a new opening for the first time at a tournament. It might not work out well, which is understandable since it's new. So, I would play on, but lose more games with it. I could get disappointed, to put it mildly, and sink into a dark hour, thinking that it's the opening's fault, or worse, it's my fault! Or I could convert these unproductive thoughts into energy that powers me to study what went wrong in that line. Then, in the next tournament, I might get better results, and the feeling that your hard work has paid off will create another source of light.

Last year, when I wrote about my darkest chess hour, I described a disappointing performance at a tournament. What I didn't realize after that tournament, or even when writing about it a year later, is that it wasn't a dark hour, but a breaking point that fueled the light within. You know glow sticks, those little plastic tubes, that, when you bend them, you break the smaller glass container inside, then the two solutions mix and give off light in a process called chemiluminescence? My process is called *chess-luminescence*, but unlike the disposable glow sticks that last only a few hours, chess-luminescence keeps on shining!



The thing is, we have to create our own light; that way it shines the brightest. For me, learning chess and trying something new is what creates the light. It's now part of me, a must-have feature, like in creatures that shine their way in the darkest seas and oceans. (Fun fact, in 2008, Dr. Osamu Shimomura shared a Nobel Prize in Chemistry for his work in bioluminescence, studying luminous jellyfish *Aequorea* right here in Washington, in Friday Harbor on San Juan Island!)

The darkest chess hours are fleeting, but the brightest hours keep shining, illuminating our chess journey forward. Does that mean it's always daytime in chess? When do the chess lights turn off so we can get some rest? When we call it a knight!

Ha! We can't have a celebratory article without our critically acclaimed knee-slappers, can we? Here they are, sunny and bright edition!

What did the light bulb in Benji's head tell him during the chess game?

"Watt's up?"

***

Why does ice cream play chess only during the long days of summer?

Because when it's summer, anything is popsicle!

***

What did the sunscreen say to its opponent after losing the chess game?

"Please, don't rub it in."

***

How many chess players does it take to change a light bulb?

None, that's what TDs are for!

***

Why do light bulbs play chess?

To practice their brilliance.

***

Three Cheers, Fellow Future Master Chess Friends!

The Man Benji,

The Myth Sarang,

The Legend Vivaan

Cohosted by Eastside Oly Chess Club & WA Chess Federation

Washington State Governor's Cup

Saturday, September 19, 2026

The Rock Church - 1901 7th Ave SE, Olympia WA, 98501

Highest finishing WA resident in the Governor's Open seeded into the 2027 WA State Championship – Challengers section.

Format: A 5-round Swiss tournament in two sections: Governor's Open and Thurston U1200.

Entry fee: $35 by 9/12, $40 after. Need-based scholarships available upon request. Maximum of 30 players per section and 50 players total. Please register early to guarantee your spot!

Schedule: At-site registration & check-in: 9:15-10:15am. Rounds (5): 10:30am, 12pm, lunch, 2pm, 3:30pm, 5pm. Closing Ceremony ~ 6:30pm or asap. Players whose games run long may request a late start for the next round.

Time Control: G/30; +10 sec. increment per move starting from move 1.

Rating: NWSRS rated. Governor's Open is also USCF rated. Higher of current NWSRS or September 2026 USCF regular rating will be used to determine section, pairings, and prizes.

Memberships: US Chess membership required for Governor's Open. No membership required for Thurston U1200.

Prizes: $700 (based on 50 paid entries)

Governor's Open: 1st: $200 + trophy, 2nd: $150, 3rd: $100. 1st U1700/U1500/U1300: $85.

Thurston U1200: Trophies for 1st – 5th Place, 1st U900/U700/U500/U300/Unrated.

Special Medal Prizes (per section): Biggest Upset Win, Best Female Player & Best Dressed.

Byes: Up to 2 half-point byes available if requested before the end of round 2.

Concessions: Coffee, tea, and water will be provided courtesy of Eastside Oly Chess Club. Pizza lunch from Wicked Pies Pizza will be available for purchase (cash only) on-site. A variety of snacks will be available for purchase throughout the day.

Registration: Online at nwchess.com/OnlineRegistration. **Online registration + payment deadline: Friday, September 18 @ 5pm.** At-site registration: 9:15-10:15am. On-site payment available by cash, check made out to "WCF", SettleKing (Washington Chess Federation) or Zelle (ID: WashingtonChessFederation@gmail.com).

Questions – Josh Sinanan, WCF President, 206.769.3757, WashingtonChessFederation@gmail.com

PRECISION MASTERS SCHOLASTIC

CHESS TOURNAMENT

SATURDAY, SEPTEMBER 19, 2026

COUNTRY INN & SUITES BY RADISSON

19333 N CREEK PKWY S, BOTHELL WA-98011

FORMAT

A 5-round, G/25; +5 Swiss tournament in five sections:

K-2 U700
3-5 U700
K-5 Open
6-12 U900
6-12 Open

SCHEDULE

Rd. 1 – 9:00am
Rd. 2 – 10:30am
Lunch
Rd. 3 – 12:30pm
Rd. 4 – 1:45pm
Rd. 5 – 3:00pm
Awards ~ 4:30pm

ELIGIBILITY

Open to all students in grades K-12 as of the 2026-27 school year. Out-of-state players welcome!

ENTRY FEE

$50 by 9/6, $60 after.
Room for 120 players.

AWARDS

Section Prizes: Trophies for 3 points and above in each section.

Special Prizes (per section): Medals for first-time players, best female player, best dressed, and biggest upset win. ***Top player (by TPR) in each of the K-5 Open and 6-12 Open sections wins free entry into the 2026 SPFNO!***

RATING

Dual NWSRS and US Chess rated, with **US Chess membership required in all sections**. Establish or update your national rating! Higher of current NWSRS or US Chess regular rating will be used to determine section and pairings.

CLOCKS + NOTATION

Chess clocks set to G/25; +5 will be used from the beginning in all games. Chess notation required in all sections except for K-3 U700. All equipment is provided courtesy of MCC.

REGISTRATION

Register online at
NWchess.com/OnlineRegistration/
Pay by Zelle/Cash/Check.
100% pre-registered, no on-site entries or payments. Entry + payment deadline Fri September 18 @ 5:00pm.
No registrations accepted or refunds offered after the deadline.

PROCEDURE

Pairings will be posted in the hallway near the parent waiting area.

WA State Elementary Qualifier!

Questions?
Contact Rekha Sagar, MCC Founder,
Monroechessclubllc@gmail.com,
425-496-9160

43rd Annual Reno Western States Open

An American Classic and Heritage Event

Oct 2-4 or Oct 3-4, 2026, 3 Day or 2 Day Schedule

US Chess
150 GPP (Enhanced)

$27,500!! *(b/275)*

$17,000!! *(Guaranteed)*

F.I.D.E. Rated
OPEN Section

NEW LOCATION: J Resort Casino Hotel, 345 N. Arlington Avenue, Reno, NV 89501

Downtown Reno, formerly Sands Regency Casino Hotel

6 Rd Swiss ✦ 6 Sections ✦ 40/2, Game/1 - d5 ✦ (Open Section) 40/2, Game/55 - d5 ✦ 2 Day (Rds 1-3) G/1 - d5

Open Section, F.I.D.E. Rated (2200 & above) EF: $194, (2000-2199) $250, (1999/below) $300; GMs and IMs free but must enter by 9/4 or pay late fee at door. Guaranteed Prizes; (1-7 in Open Section plus 1/2 of all other prizes).

Open Section $2,000 - 1,000 - 900 - 800 - 700 - 600 - 500, (2399/below) $1,000 - $500, (2299/below) $1,000 - $500 (If there is a tie for 1st then a playoff for $100 out of prize fund plus trophy).

Section Expert	(2000-2199)	EF: $194 (2-day EF: $190)	$2,000-1,000-500-300-200
Section "A"	(1800-1999)	EF: $193 (2-day EF: $190)	$1,800-900-500-300-200
Section "B"	(1600-1799)	EF: $192 (2-day EF: $190)	$1,700-800-400-300-200
Section "C"	(1400-1599)	EF: $191 (2-day EF: $190)	$1,500-700-400-300-200
Section "D/Under"	(1399-below)	EF: $180 (2-day EF: $190)	$1,000-500-300-200, (1199/below) $400-200-100

Top Senior (65+) - $200; **Club Championship** - $600 - 300.

Wed. 10/30: 7:00 pm - GM Sergey Kudrin Clock Simul w/ complete analysis of YOUR Game (Only $30!-bring clock)

Thursday 10/1: 6 - 7:15 pm - Lecture by IM John Donaldson (FREE)

7:30 pm - GM Nick de Firmian Simul ($20); Blitz (G/5 d0) Tourney $25 - 80% of entries = Prize Fund

Saturday 10/3: 3 - 4:30 pm - Game/Position Analysis - IM John Donaldson (FREE)

♕♘♖♔♗♙ *Main Tournament* ♙♗♔♖♘♕

Registration: Thursday (10/1) 5 - 8 pm. - Friday (10/2) 9 - 10 am. - Saturday (10/3) 9 - 10 am.

Round Times: (3-day Schedule) Friday - 12 Noon - 7 pm; Saturday - 10 am - 6 pm; Sunday - 9 am - 4 pm

(2-day Schedule) Sat.- Rd 1 - 10:30 am, Rd 2 - 12:45 pm, Rd 3 - 3 pm, Rd 4 merge with regular schedule - 6 pm

For more information: Call, Write or E-mail Organizer and Chief TD, N.T.D. Jerome (Jerry) Weikel,

(H) 775-747-1405 OR (Cell) 775-354-8728 ● 6578 Valley Wood Dr., Reno, NV 89523 ● wackyykl@aol.com

Room Reservation: Call J Resort Reno, 1-866-386-7829, Group Reservation Code: Westernchess1026

Hotel Rates: Sunday-Thursday $104.01, Friday-Saturday $138.06, all taxes and fees included. Reserve by 9/18

For TLA and to confirm receipt of entry see player list at: www.renochess.org

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ENTRY FORM - 43rd Annual Western States Open - Reno, Nevada - Oct 2-4 OR Oct 3-4, 2026

Mail to: WEIKEL CHESS, LLC, 6578 Valley Wood Drive, Reno NV 89523

PRINT Name _____ Phone# _____ USCF Rating _____

Street Address _____ City _____ State _____ Zip _____

USCF ID# _____ Exp. Date _____ All pre-registered players check in at TD desk on arrival.

ENTRY FEE ENCLOSED: (CIRCLE SECTION AND FEE BELOW) **BYE(S) REQUESTED FOR ROUND(S): (circle)** | 1 | 2 | 3 | 4 | 5 | 6 |

	- - - - - - - OPEN SECTION - - - - - - -	**EXPERT**	**"A"**	**"B"**	**"C"**	**"D/Under"**	**UNRATED**
	GM/IM ● Masters ● 2000-2199 ● 1999-Below	2000-2199	1800-1999	1600-1799	1400-1599	1399-Below	Free With
3-Day EF	Free ● $194 ● $250 ● $300	$194	$193	$192	$191	$180	USCF Dues
2-Day EF		$190	$190	$190	$190	$190	USCF Dues

FEES ALSO ENCLOSED FOR:

- ☐ $30 Wed. Clock Simul GM Kudrin
- ☐ $20 Thu. Simul GM de Firmian
- ☐ $25 Thursday Blitz (G/5 d0)
- ☐ $20 Discount - Sr 65+ Age _____

POSTMARK BY September 4, 2026. Add $11 after 9/4. Add $22 on site. Do not mail after 9/25 or email after 9/29. Make check / m.o. payable to WEIKEL CHESS LLC or provide credit card info and signature. **$7** service charge on credit card entries. ☐ Visa ☐ Master Card ☐ Am.Ex

Name on Credit Card_____

Expiration Date_____ ZIP Code_____

Credit Card#_____CVV Code_____

Signature_____

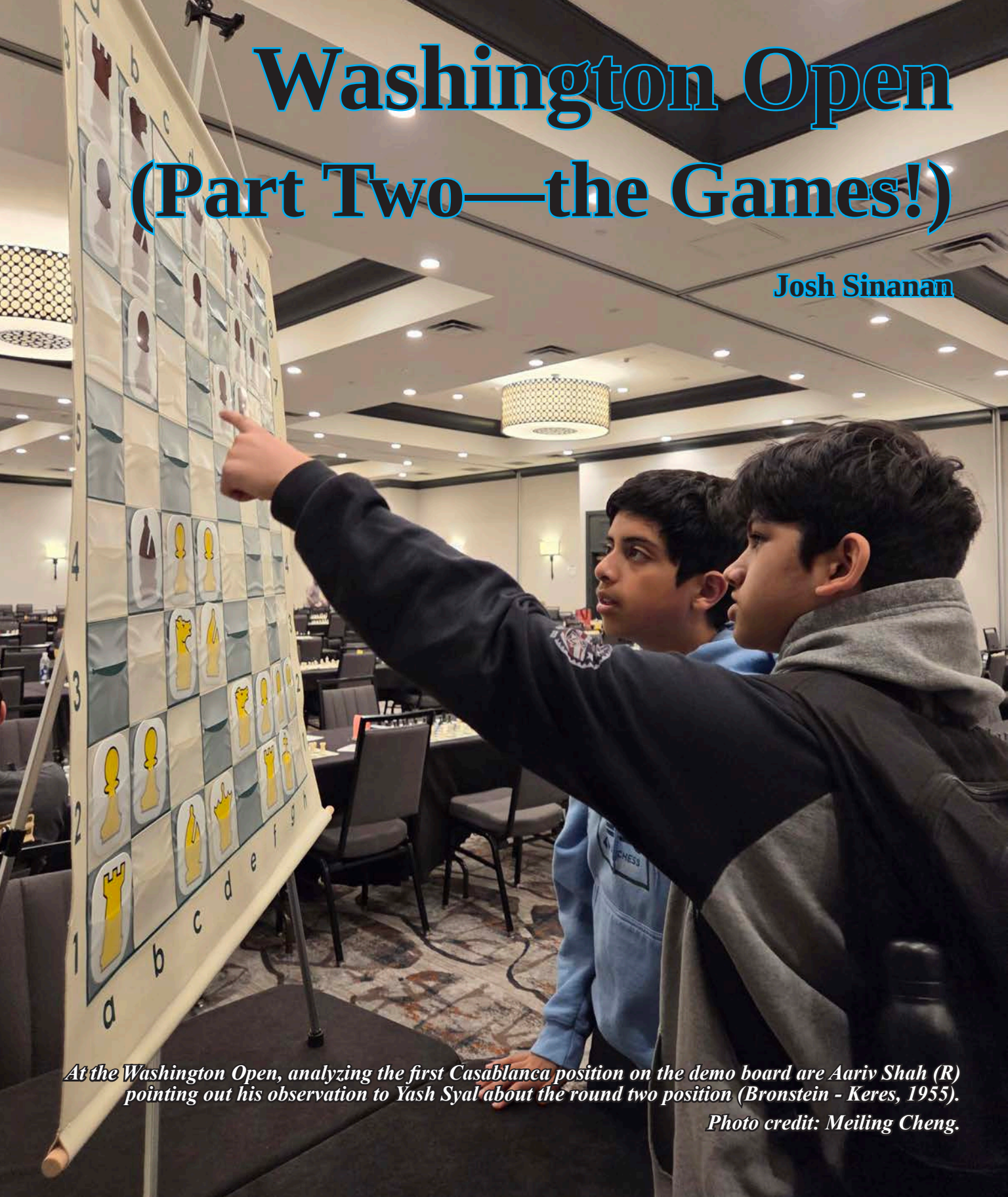
☐ Check Enclosed

☐ Charge My Card

TOTAL FEES: $ _____

Washington Open (Part Two—the Games!)

Josh Sinanan



At the Washington Open, analyzing the first Casablanca position on the demo board are Aariv Shah (R) pointing out his observation to Yash Syal about the round two position (Bronstein - Keres, 1955).

Photo credit: Meiling Cheng.

Part One of the Washington Open was covered last month in the August 2026 issue, pages 10-21, taking us up to where the games would go.—Editor.

Sarthak Kansal (1027) – Tripathi,Naksh (641) [B01]
WA Open (Dynamos U1200)
Redmond, WA (R2), May 24, 2026
[Sarthak Kansal]

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qe5+

3...Qa5 4.d4 Nf6 *(4...Bf5 5.Bd3)* 5.Nf3

4.Be2 Qe6

4...Bg4 5.d4 Bxe2 6.Qxe2 Qxd4 *(6...Qa5 7.Nf3)* 7.Qb5+ Qd7 8.Qxb7 Qc6 *(8...Nc6 9.Qxa8+)* 9.Qc8#

5.Nf3 c6 6.0-0 Nd7 7.Re1 Ndf6

7...Ngf6 8.d4

8.Nb5 Qd7

8...cxb5 9.Bxb5+ Qd7 10.Bxd7+

9.a4 a6

9...cxb5 10.Bxb5

10.Nc3 Qc7

10...Nd5 11.d4 Ngf6 12.Bg5

11.Bc4 e6 12.d3



Position after 12.d3

12...Bc5

12...Bd7 13.Be3 0-0-0 14.Qb1 h5 15.b4 h4 16.b5 cxb5 17.axb5 axb5 18.Nxb5 Bxb5 19.Ra8+ Kd7 20.Bxb5+ Kd6 21.Bf4+ e5 22.Bxe5++-

13.Qe2 Ne7 14.Be3 Bb4

14...Bxe3 15.Qxe3

15.Bg5 Bd7 16.d4 0-0-0 17.Ne5 Rhf8

17...Kb8 18.Nxf7+-

18.Red1 Bd6 19.b4 Bxb4 20.Na2 Bd6 21.Rab1 Bxe5 22.dxe5 h6

22...Nfd5 23.Bxd5 Nxd5 *(23...exd5 24.Bxe7+-)* 24.Bxd8+-

23.Bxa6 bxa6

23...hxg5 24.Bxb7+ Qxb7 25.Rxb7 Kxb7 26.Rb1+ Kc8 27.Qa6+ Kc7 28.Qb7#; 23...Kb8

24.Qxa6+ Qb7 25.Qxb7#

1–0

Kai Long (857) – Jayden Wu (1036) [B22]
WA Open (Dynamos U1200)
Redmond, WA (R3), May 24, 2026
[Kai Long]

1.e4 c5 2.c3 Nf6 3.e5 Ng8? 4.Nf3 g6? 5.d4 cxd4 6.cxd4 e6?! 7.Nc3 Ne7?



Position after 7...Ne7

8.Bf4?!

8.Ne4 Nbc6?? (8...Nd5 9.Nd6+? *(9.Bc4)*) 9.Nf6#!

8...Bg7 9.Bc4?!

9.Qd2

9...Nbc6 10.Ne4 Nf5?! 11.g4? Nfe7

11...d5 12.exd6 (12.gxf5?! dxc4 13.f6 *(13.Nd6+ Kd7 14.f6)*) 12...Nfxd4!

12.Nd6+ Kf8 13.Ng5 Qb6 14.Be3 f6 15.exf6 Bxf6 16.Nge4 Bxd4 17.Qf3+ Nf5 18.gxf5 exf5 19.Bh6+ Ke7 20.Qf4!!



Position after 20.Qf4

20...Be5?

20...fxe4? 21.Bg5+ Bf6 22.Qxf6#; 20...Qa5+ 21.Kf1?! fxe4 22.Bg5+ Qxg5 23.Qxg5+ Kxd6 24.Qd5+ Ke7 25.Qxe4+ Kd8

21.Qg5+ Bf6 22.Qxf6#

1–0

Callie Jiang (865) – Yin Vicky (882) [C56]
WA Open (Dynamos U1200)
Redmond, WA (R5), May 25, 2026
[Callie Jiang]

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

Scotch Gambit.

4...Nf6 5.0-0 Bc5 6.c3 d5 7.exd5 Nxd5 8.Re1+ Be6

White stands slightly better here.

9.Qb3

I noticed that the e6–bishop is pinned, meaning only the Black queen defends the d5–knight. I activated my queen on the queenside to add a second attacker to d5.

9...0-0

A good move by Vicky to unpin her light-squared bishop.

10.Qxb7

I saw that the b7–pawn was left hanging, so I decided to take it.

10...Qd6 11.b4

Assessing that my queen was still safe, I decided to push b4 to attack Black's dark-squared bishop.

11...Bb6 12.Nbd2 a6 13.b5

I anticipated 13...axb5 followed by 14.Bxb5. 13.Bxa6 is also worth considering.

13...Na5



Position after 13...Na5

14.Ne4

I realized my queen was trapped, so I looked for a tactical counter-attack with the knight.

14...Qd8 15.Qxa8

Since the queen couldn't escape, I traded her for the rook to minimize material loss.

15...Qxa8 16.Bd3 axb5 17.Neg5 Bd7 18.Ba3 Re8 19.Rxe8+ Qxe8 20.Re1 Qc8 21.Bxh7+ Kh8 22.Ne5 Be6 23.Re4

A rook lift aiming for the h-file to launch an attack.

23...Nf6 24.Rh4 Nxh7 25.Nxh7



Position after 25.Nxh7

25...g6??

I anticipated 26.Nf6+ Kg7. Instead of rushing, I decided to play Be7 first to cut off the king and force checkmate on h7.

26.Be7! Qg8 27.Nf6+ Kg7 28.Nxg8 Kxg8 29.Bf6 Kf8 30.Rh8#

1–0

Elijah Barish (1752) –
Tian Sang (2292) [C45]
WA Open (Elite 1800 and over)
Redmond, WA (R3), May 24, 2026
[Elijah Barish]

This was my most interesting game of the tournament, as well as my best result. From the sporting perspective, I was confident due to a lucky win the previous night and this helped me achieve a successful result, although I could have gotten more. Chess-wise, this game is so fascinating due to its deep, strategic nature. There are very few forcing lines, so my opponent and I had to play on intuition. Also, there are myriad imbalances of varying values for both sides in the game, so even engines struggle to properly evaluate many of the positions.

1.e4 e5

This seems to be what Tian usually does against e4, although I did not prep for him at all. I just played my normal lines, which eventually caught him off guard.

2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Nf6 5.Nxc6 bxc6 6.e5 Qe7 7.Qe2 Nd5 8.c4 Ba6 9.b3 g6 10.Ba3 Qh4

Up until here, we had both been in our prep, but he seemed surprised by the move 10.Ba3. The text move is a reasonable one, but not the most precise. Best was 10...Nb4, where could follow 11.Bb2 Bg7 12.a3 Nd5 13.Nd2 0-0 14.0-0-0 with equality, though the opposite side castling promises an interesting game.

11.Bb2 Bb4+ 12.Nd2 Nc3 13.Qe3 Ne4

Since move 11, both sides' moves have been forced, but I was still in prep.

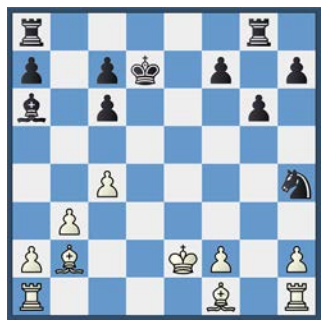
14.g3 Bxd2+?!

It is incredibly difficult to fault Tian for this pawn-grabbing decision. This entire game is so positionally complicated that small mistakes are bound to occur. However, the text move leads to positions where White has more than enough compensation for the pawn and Black has a difficult to play position. Theory holds that 14...Qg4 is best, although in two out of the three games in the lichess Masters Database Black chose the text move. Note that 14...Nxd2?? fails due to15.gxh4 Nxc4+ 16.Qc3! Bxc3 17.Bxc3, when White wins due to the pinned black knight.

15.Qxd2 Nxd2 16.gxh4 Nf3+ 17.Ke2 Nxh4 18.e6! Rg8!

I was expecting the move 18...Rf8?, which is significantly worse because after that move Black would not have the option of ...g5 after White's Bf6.

19.exd7+ Kxd7



Position after 19...Kxd7

Here we reach an absolutely fascinating position, one of the most interesting I have had in recent games. Black's only positive imbalance is his extra pawn. White has the bishop pair in an open position where the bishops rule the board. Additionally, Black's queenside pawn structure is ruined, with the c7–pawn in particular weak as Black does not have a bishop to defend it. Moreover, White's rooks are about to become incredibly active, while the knight on h4 is out of the game and running out of squares. In all, White is much better and has the easier position to play practically. Engines may be able to hold a draw for Black, but for humans, Black's position is already almost lost.

20.Bh3+± f5

Not bad objectively, but it does trap the

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knight on h4, which proves problematic later.

21.Rad1+ Ke6?!

A very subtle mistake, but this blocks Black's light-squared bishop if it goes to c8 after White's 22.f4. Why this matters is beyond me, but the fact that this could objectively have lost Black the game shows just how deep this position is.

22.Rhe1?

White misses a chance to pounce. 22.f4 would have given White a decisive edge, though Stockfish takes quite some time to realize this. Basically, White is trapping the h4–knight while also preparing to attack the black king with their rooks after the move Kf2. Still, I do not regret missing this move that much as playing with total accuracy in this position is next to impossible.

22...Rad8 23.Kf1+

Once again, 23.f4 was best.

23...Kf7 24.Ba3?!

White misses the last chance to grab an advantage. After 24.Be5!, White will win back the pawn and get a nice position with the bishop pair, although Black is not in any real danger.

24...Rxd1 25.Rxd1 Bc8!

Stopping Rd7 and unblocking the a7–pawn.

26.Bc5

Now White is the one who needs to be somewhat careful to maintain the balance, but I was up to the task. This and the next move highlight the bad position of the h4–knight.

26...a6

Perhaps 26...g5, giving up the a7–pawn, was a better try.

27.f4!

I spent 11 of my 26 remaining minutes on this move, which I should have played a long time ago. Initially, I wanted to go 27.Bg2 and try to hold the endgame, but I eventually realized that after f4, ...g5 from Black was nothing to worry about and thus the text move was best.

27...h6

Objectively, this move is fine, but it significantly dries up the position, not what the higher-rated player usually wants. Given that the time control was just three moves away, he probably should have given 27...g5 a go. White is okay after 28.fxg5 Nf3! 29.Be3 (my idea in the game was 29.Bg2 Nxh2+ 30.Kg1 Ng4 31.Bxc6, which is less good) Nxh2+ 30.Ke2!, but things start to get messy.

28.Bf2 Nf3

I completely missed the ...g6–g5–g4+ idea in this line and was lucky that it is still fine for White.

29.Kg2 g5 30.Kxf3 g4+ 31.Kg2



Position after 31.Kg2

A small inaccuracy. Now the h3–bishop is trapped, so Black doesn't have to take it right away. Still, he has nothing better than to do so.

31...gxh3+ 32.Kxh3 Re8= 33.Rd2 Be6?!

For the last few moves, the engine has been giving White a small plus at lower depths but revising its conclusion to equality after more time. After this move, however, the engine gives White a near-decisive advantage, for reasons that I still don't understand.

34.Kg2

Here, I offered a draw, believing, as we both did during the game, that the position was equal. After a few moments, he accepted. Even despite what the engine says, I cannot see myself winning the final position against an FM, and I was happy to get a draw against such a strong player, especially in such complicated game.

½–½

Vladimir Belous (2561) – Miles Kuipers (2076) [D37]
WA Open (Elite 1800 and over)
Redmond, WA (R4), May 24, 2026
[Vladimir Belous]

1.c4 e6 2.Nc3 d5 3.d4 Nf6 4.Nf3 Be7 5.Bf4 0-0 6.e3 a6

Possible move, but there are other good options for Black as well. 6...Nbd7; 6...b6

7.Rc1

White is waiting for Black to take ...dxc4 in order to develop their bishop in one move.

7...Nbd7

7...dxc4 8.Bxc4 Nbd7

8.cxd5

8.c5!? would be stronger. With the idea of getting a space advantage. 8...b6 9.c6 Nb8 10.Ne5±

8...exd5 9.Bd3 Re8 10.0-0 c6 11.h3 Nf8

11...Nh5? Very typical trap. Black is losing a pawn. 12.Nxd5! cxd5 *(12...Nxf4*

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13.Nxf4+-) 13.Bc7+-

12.Ne5

White wants to put their knight in the center with a possible idea to support it with pawn f4. 12.Be5 c5

12...c5 13.dxc5 Bxc5 14.Nxd5!?

Very attempting, but not the best. Nf3 would be simpler, then playing against an isolated pawn on d5. 14.Nf3!? Be6 15.Bb1 Rc8 16.Nd4± White is better.

14...Qxd5 15.Bc4!



Position after 15.Bc4

15...Qxe5?

15...Rxe5!! Black has an amazing compensation for their queen. 16.Bxd5 Rxd5 17.Qb3 Be7! 18.Rfd1 Rb5! 19.Qc2 Bf5 20.Qe2 Be4⩲ Black has three minors for the queen, no weaknesses, and amazing coordination.

16.Bxe5 Rxe5 17.Qb3!

In this case, Black's pieces are not coordinated well.

17...Ne6 18.Bxe6 Bxe6 19.Qxb7 Bd5 20.Rxc5?!

I wanted to simplify, but it's not the best solution. Qc7 would be much stronger. 20.Qc7! Rg5 21.g4 Bf8 22.f4 Rg6 23.Rfd1+- Looks like the white king is weak, but actually there is nothing to fear.

20...Bxb7 21.Rxe5 Rd8 22.Rc1!

Getting the open file. White is much better. When R vs two minor pieces and there is a play on both sides, the rook is typically stronger.

22...g6 23.Re7

23.f3! putting barriers against Black's bishop is a standard reaction! 23...Rd2 24.e4! Rxb2 25.Rc7+-

23...Bd5 24.Rec7 Kg7

24...Be6! 25.b3 a5 26.Ra7 Rd5/ White is still much better, but Black can hold.

25.Rd1 Rb8 26.b3 Rb6 27.f3! Be6 28.e4 Ne8 29.Rc5 Nd6 30.Kf2 Nb5 31.Ke3 Kf6 32.g4!



Position after 32.g4

Idea of White is super simple—creating passed pawn.

32...g5 33.Rd8 h6 34.Kf2 Kg7 35.Kg3 Nd6 36.Rc2 Nb5 37.h4! gxh4+ 38.Kxh4 a5 39.f4 a4 40.bxa4 Na3

The knight is outside. Zero coordination. Black is losing.

41.Rf2 Ra6 42.f5 Bc4 43.e5 Rxa4 44.e6! fxe6 45.f6+

Black resigned.

1–0

Gavin Shi (1739) –
Moses Li (1932) [A80]
WA Open (Elite 1800 and over)
Redmond, WA (R4), May 24, 2026
[Gavin Shi]

Going into the Round four of the Washington Open as one of the lowest rated seeds, I had a score of only 1.0/3.0 after blundering draws in my previous two rounds against much higher-rated players, so I was definitely looking to break that losing streak in this game.

1.d4 f5 2.Bg5



Position after 2.Bg5

The Dutch Defense is one of the sharpest responses to d4 that sidesteps most of the common setups. However, White can respond with the equally challenging Hopton Attack, which is heavily similar to the Trompowsky (with 1...Nf6 and 2.Bg5) in that it seeks to disrupt Black's pawn structure early on, especially if ...Nf6 is played.

2...Nf6?!

While considered a book move, better is usually 2...h6 and initiating a pawn storm to create space and kick the bishop before developing the knight, given the bishop's main idea in the first place was to capture it. 2...h6 3.Bh4 g5 4.Bg3 d6 5.e3 Nf6 6.Nc3 Bg7



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3.Bxf6 exf6 4.e3 g6 5.h4 h5 6.c4

With Black's awkward and overextended setup on the kingside already (creating sort of an improved "King's Indian Defense" setup for White), it's always good practice to use pawns to quickly take space in the center.

6...Bb4+ 7.Nd2 0-0?! 8.Bd3

A more efficient idea likely would've been a knight maneuver to attack the weak g6- and h5-pawns that now guard the castled king: 8.Nh3 Nc6 9.a3 Be7 10.Nf4

8...Bxd2+!?

8...c5 9.a3 Ba5 10.dxc5 d6

9.Qxd2 d6 10.Ne2 Be6

A fianchetto to directly attack the kingside might've been a better call, but this is also an okay idea.

11.Nf4

Seizing the opportunity to get the knight to f4 with "tempo" since the bishop is preoccupied with moving to f7.

11...Bf7 12.f3 Qe8 13.Rg1 Nc6



Position after 13...Nc6

14.Kf2?

I had feared potential complications with a 14...b5 sacrifice in response to queenside castling, but this move made my attack considerably harder and more exposing of my own defenses. 14.0-0-0 b5 15.cxb5 Ne7 16.b3 Rb8 17.Kb2 c6?!

14...g5!?

Perhaps a bit premature, since I can now force the trade of Black's light-squared bishop and potentially strengthen my attack.

15.Nd5 Bxd5

15...Qd8? 16.Bxf5

16.cxd5 Ne7 17.hxg5?!

I had missed that my king was on the f-file, meaning the g4 break wasn't possible after this move; Black's pawn structure is now considerably stronger than before, but nonetheless still leaves his own king somewhat weaker.

17...fxg5 18.e4? Qg6 19.Rge1 Rae8 20.Rac1 c6?

Even though Black had played Rac1 to defend e7, the move was mostly unnecessary and it was not too late to uncommit the rook and defend the c-pawn without leaving it vulnerable to captures. 20...Rc8 21.e5 Qg7 22.g3

21.dxc6 Nxc6 22.exf5 Qf6 23.Be4 Nxd4 24.Rc7!



Position after 24.Rc7

24...g4??

White now holds a rook on the seventh rank, so this is definitely not the right plan and weakens the kingside beyond repair.

25.Rh1! h4?

Black's position might've been helped by 25...Rf7, removing the infiltrating c7-rook, but getting the queen to g4 now creates a direct checkmate threat as well that poses even more problems. 25...Rf7 26.Rxf7 Kxf7 27.Rxh5 Kf8

26.Qf4! g3+ 27.Kf1

26...g3+ is a worthy try, given I had originally considered Kg1... before reminding myself that I was not playing a bullet game and that I still had half an hour on the clock. 27.Kg1?? Ne2+ 28.Kf1 Nxf4

27...Rf7

Black runs out of options, and the pieces come off the board very quickly after this point.

28.Bd5 Ne6 29.Qg4+ Kf8 30.Rxf7+ Kxf7 31.Bxe6+ Rxe6 32.fxe6+ Kf8 33.Rxh4 Qxb2

Watch out for Qf2#!

34.Qf5+ Ke8 35.Qf7+ Kd8 36.Qd7#

1–0

Vidip Kona (2233) –
James Tarjan (2326) [A30]
WA Open (Elite 1800 and over)
Redmond, WA (R4), May 25, 2026
[Vidip Kona]

1.Nf3 Nf6 2.c4 e6 3.e3 b6 4.b3 Bb7

These structures are usually positional, and lead to very drawish endgames.

5.Bb2 Be7 6.Be2 0-0

There are many sidelines here. Black could have gone for ideas such as ...c5 and ...d5 before this move.



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7.0-0 c5

Just taking control over the center, which is a main idea in these lines.

8.d4 cxd4 9.Nxd4 a6 10.Nc3 d6

Here Black opts to play a hedgehog structure.

11.Bf3 Qc7 12.Rc1

This move has a good purpose because it prevents Black from playing ...Nd7 anytime soon. White always has the idea of Nd5 to counter it.

12...Nbd7

12...Nc6 13.Nd5 exd5 14.cxd5 would be the outcome of playing Nc6.

13.Qe2 Rfe8 14.Rfd1 Rac8 15.h3 Bf8 16.Bxb7 Qxb7 17.Qf3 Qb8 18.Qg3

My idea was to pressure the d6-pawn, and move my queen to pin the pawn on g7, so that if my b2-bishop gets unblocked by my knights, I could have some tactics on Black's queen.

18...Qb7

This move takes away the control of the d6-pawn, so I saw this opportunity, and played Ba3.

19.Ba3 Nc5 20.Qf3 d5



Position after 20...d5

This was a great move. I had completely missed what his idea was after this move.

21.cxd5 Nxb3 22.axb3 Bxa3 23.Rc2

Lucky for me, the game was still equal, and I could use my active pieces to my advantage.

23...exd5 24.Nf5 Bf8

Black's pawn on d5 was toast anyways, so he focused on defending his king from my threats on the g7-pawn with Qg3.

25.Nxd5

This is a nice tactic to show. This move takes advantage of the pin on the d5-pawn, and the whole geometry of the position here.

25...Nxd5 26.Rxc8 Rxc8 27.Rxd5 Rc1+ 28.Kh2 Qc7+ 29.g3 g6 30.Nd4

Black is only slightly better, and it seems like I am gaining the upper hand now. My opponent also had less time than me, so I had to use that to my advantage.

30...h5

30...Rc5

31.h4 Bg7 32.Qe4 Kf8 33.Qd3



Position after 33.Qd3

33...b5??

Black was already in a tough spot, but this is a serious blunder that would ultimately decide the game. I can understand this move as the a6-pawn is under attack, and he must have wanted to defend that. 33...Bf6 34.Qxa6 Bxh4 35.Kg2 Be7 36.Nf3 Rb1 37.Qa8+ Kg7 38.Nd2 Rd1 39.Ne4 would have been the better option, although I am still pressing.

34.Rd8+ Ke7 35.Rg8 Bxd4 36.exd4??



Position after 36.exd4

This was a blunder by me. I was not sure whether to take with the queen or the pawn, because if I took with the queen, Black has multiple options to try and checkmate my king, such as Qc6, and Qb7. 36.Qxd4 Rc6 37.Ra8 Rb6 38.e4 f6 39.Qd2 Rc6 40.Qh6 Kd6 41.Qxg6 Kc5

36...Re1 37.d5 Kd6??

The final mistake. The king is too far advanced, and I can sense the blood. Black is going to lose the game if White plays accurately.

37...Qd6

38.Qd4 Re5 39.Ra8 Qb7 40.Qb4+ Kd7 41.Qf8 Rxd5 42.Qxf7+ Kc6 43.Qe6+ Kc5 44.Rc8+ Kb4 45.Qe1+ Ka3 46.Qa1+ Kb4

Here checkmate is unavoidable.

47.Qc3+ Ka3 48.b4+ Ka4 49.Qa1+ Kxb4 50.Rc3

1–0





Megan Lee (2360) –
Gabriel Razmov (2015) [C87]
WA Open (Elite 1800 and over)
Redmond, WA (R4), May 24, 2026
[Gabriel Razmov]

This game would be best experienced by playing through and analyzing on a board. The annotations below show numerous deep and creative sidelines, many of them discovered in post-game analysis, that would delight the observer. I recommend diving into those for a dose of inspiration in the beauty of chess! Also worth noting is how both players sought and found good practical moves, not necessarily the best computer moves, in co-creating their fascinating game.

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6

Heading for a more reserved Steinitz-Breyer hybrid setup. 4...Nf6 is another main option.

5.0-0

5.Bxc6+ attempts by White to "punish" Black's 4...d6 choice don't promise much, e.g., 5...bxc6 6.d4 exd4 7.Qxd4 *(7.Nxd4?! c5 8.Nf3 Bb7 9.Nc3 Nf6 10.0-0 Be7 11.Qd3 0-0 12.Bf4 Nd7 13.Rfe1 Re8* with rough equality after an eventual *14.e5 dxe5 15.Nxe5 Nxe5 16.Rxe5 Qxd3 17.cxd3 f6 18.Re3 Bd6)* 7...Nf6 8.Nc3 Be7 9.Bf4 c5 10.Qd3 0-0 11.0-0-0 Be6 with a double-edged position.

5...Nf6 6.Re1 Be7 7.c3

7.Bxc6+!? bxc6 8.d4 Nd7! is a slightly unusual but key idea for Black.

7...b5

The delayed ...b5 has the idea that the Spanish bishop on b3 (or even a2) can otherwise remain quite strong in some positions. This delay encourages White to rush c3 and tuck the bishop back on c2 instead.

8.Bc2 0-0 9.d4 Bb7?!

Heading for more Breyer-like positions, which however isn't in the spirit of the Steinitz lines. 9...exd4 10.cxd4 Nb4 11.d5 c5 12.dxc6 Nxc6 is one way to simplify.; 9...Bg4 is another common line here, with a typical continuation like 10.d5 Na5 11.Nbd2 Qc8 12.b4 Nb7 13.Nf1 c5 14.dxc6 Qxc6 15.Qd3 Rfc8 16.Bd2 a5 17.Ne3 axb4 18.cxb4 Be6 and Black has a comfortable position. *(18...Bxf3 19.gxf3 Nd8)*

10.Nbd2 Re8 11.Nf1 h6 12.Ng3 Bf8 13.h3

Both sides have been playing logical developing moves, and due to the pressure on e5, the chances of a kingside attack, and some extra space, White has the advantage. Now Black seeks to maneuver with the eventual Breyer idea of Nc6–b8–d7 and ...c5 to develop queenside counterplay.

13...Qc8

13...d5!? looks messy and complicated, and after some exchanges, White has a favorable endgame. This is likely still the best option for Black here, as illustrated by the following line: 14.dxe5 dxe4! *(14...Nxe4?! 15.Nxe4 dxe4 16.Bxe4±; 14...Nxe5? 15.Nxe5 Rxe5 16.Bf4! Re8 17.e5 Ne4 18.Qg4±)* 15.Qxd8 Raxd8 16.exf6 exf3 17.Bf4 Rxe1+ 18.Rxe1 Bd6 19.Bxd6 cxd6 20.Be4 fxg2 21.Rd1 Na5 22.fxg7 Bxe4 23.Nxe4 Nb7 24.b4 Kxg7 25.Rd5 f6 26.Kxg2

14.a3

14.a4 may be more accurate (and less defensive) from White. 14...Nb8 15.Nh4 Nbd7 16.Nhf5 c5 17.d5 c4 18.Nh5±

14...Nb8 15.Nh4

Black has invested time in maneuvering, so White decides to start a kingside attack. The pawn structure favors White, as it will be difficult for Black to send pieces over to the kingside to defend if enough White pieces can engage in attacking.

15...Nbd7

Finally, the planned maneuver is complete, but White still maintains a solid edge with accurate play.

16.Nhf5 Qb8?!

Black was (rightly) afraid of 16...c5 17.dxe5 dxe5 18.Nd6, so the queen move seeks to avoid that. However, this is too slow—Black needs to act energetically before White has fully developed their kingside attack.

16...d5!? Now, this pawn-break idea would be more favorable and complicated than it was a few moves ago. 17.dxe5 Nxe4 18.f4 g6 19.Nxe4 dxe4 20.Ng3 f5 21.exf6 Nxf6 22.Qd4 Qd8 23.Qf2 c5 24.Be3 Qc7 25.b4 Bd5! 26.Rad1±

17.b4?!

White again chooses prophylaxis, aiming to prevent Black's ...c5 break. However, this too is slow and indeed encourages 17...c5. With the momentum suddenly on Black's side, the position heats up. 17.a4 is more pressing and keeps Black thinking about potential White pressure on both sides of the board.

17...c5!?

Not the best move objectively, but a very practical choice: Black finally takes the initiative and poses some questions to White.

18.bxc5 dxc5 19.dxe5?

The first big mistake of the game. Opening the position cannot favor White here, as Black's bishop on b7 would become active. Also, the space advantage isn't there any longer. 19.d5 was a better choice instead, preserving a notable edge for White. Even after the best response 19...c4 20.Be3 Kh7 21.Qd2 Ng8 Black's





position on the kingside is delicate and precarious, rendering queenside counterplay more difficult to generate. 22.f4

19...Qxe5 20.f4 Qc7

White still looks optically better, but objectively barely so given Black's newfound activity and pressure. 20...Qxc3?? would lose to 21.Bd2 Qb2 22.Re3 winning material due to several threats of a queen trap, such as Bc3 and Rb3.

21.e5 Nd5??



Position after 21...Nd5

Just as Black had equalized, they pick the most natural move, but a losing one. Credit goes to White for making this a difficult decision. The best choice 21...g6! looks suspicious at a glance, yet calculating deeper shows that Black is quite fine: 22.exf6 gxf5 23.Nxf5 Nxf6 24.Re5 Rxe5 25.fxe5 Qxe5 26.Bxh6 Qxc3 27.Rb1 Re8 28.Bxf8 Kxf8 29.Qd6+ Kg8 30.Rf1 Bd5 31.Nh6+ Kg7 32.Nf5+ Kg8 33.Nh6+ White should take the perpetual here.; 21...Rad8!? is a non-obvious and creative idea. In sacrificing a piece, Black obtains strong pressure while White's pieces remain tangled: 22.exf6 Nxf6 23.Bd2 g6 24.Nh4 c4 25.Rxe8 Rxe8 26.Kh2 Bc5 27.Nf3 Bf2 28.Nh1 Bb6 29.Qf1 Nd5 30.Ne5 Ne3 31.Bxe3 Bxe3 32.Re1 Bd2 33.Rd1 Bxf4+ 34.Qxf4 Qxe5 35.Qxe5 Rxe5 36.Ng3 Re3 with a sharp (and, paradoxically, "equal" to Stockfish: 0.00) endgame where Black definitely has winning chances too.

22.Nxh6+?

While White was contemplating their move, I suddenly noticed the possibility of 22.Nxh6+. After a quick calculation, I assumed that I was completely lost as a result. Disappointed that I had missed this idea while playing 21...Nd5 automatically, I left the board for a crucially refreshing stroll in the foyer. Only after coming back to the board and seeing 22.Nxh6+ appear on the board did I realize that Black wasn't lost after all!

22.c4!! is apparently the only winning move for White. I briefly considered it, but assumed that I could just capture ...bxc4 and play ...c3 to block the long diagonal. However, there would be no time for such a blockade, as White follows up with 23. Nxh6+!, for example: 22...bxc4? 23.Nxh6+! gxh6 24.Qg4+ Kh8 25.Qf5 N5f6 26.exf6 Rxe1+ 27.Kh2 Nxf6 *(27...Re4 28.Rb1)* 28.Bb2! the key possibility enabled by the earlier 22.c4!!—Black can resign here despite being temporarily up six points of material.

22...gxh6 23.Qg4+

23.c4! was still possible, albeit not quite winning anymore, if Black plays precisely 23...N5f6! preventing Qg4+ and giving back the piece to block the diagonal and defend, e.g., 24.Re2 Qc6 25.exf6 Rxe2 26.Qxe2 Re8 27.Qg4+ Kh8 28.Nf5 Qxg2+! 29.Qxg2 Bxg2 30.Kxg2 Re2+ 31.Kf3 Rxc2 32.Ne3 Rh2 33.Kg3 Re2 34.Kf3=

23...Kh8 24.Qf5



Position after 24.Qf5

24...N5f6?

A typical case of "wrong rook," except with the knight. I chose this to enable a potential ...Ne4 or ...Be4, if necessary. However, the other knight move has the benefit of forcing the capture. 24...N7f6! threatening ...Bc8 forces 25.exf6 Rxe1+ and we transpose to the game, more or less. 26.Kf2 Nxf6 27.Qxf6+ Bg7 28.Qf5 Kg8 29.Qh7+ Kf8 30.Nh5 Bxc3 31.Bb2 Qe7

25.exf6?!

White returns the favor, missing a computer-ish possibility. 25.Bb1!! is a masterful idea to allow Ra1–a2–e2, with a follow-up capture on f6. Black would still be in some trouble and would have to tread carefully. 25...Qc8 26.Ra2 Nxe5 27.fxe5 Qxf5 28.Nxf5 Nd5 and Black must accept a slightly worse endgame.

25...Rxe1+ 26.Kf2 Nxf6

Note that the idea of Bb2 for White isn't possible here as the c3–pawn is still in the way, unlike in the 22.c4 line.

27.Qxf6+

27.Kxe1?? even loses for White after 27...Re8+ 28.Kd1 *(28.Kf1 Qc6!)* 28...Bg7 29.Nh5!? Bc8

27...Bg7 28.Qf5 Kg8

Now the key defensive idea is revealed: due to the weakness of c3, the rook on e1 cannot be captured.

29.Qh7+∞ Kf8 30.Nf5?

An understandable urge, but a losing mistake, on the final move of the time control. The right move looks optically inferior. The problem with Nf5 is that it blocks the c2–bishop's scope, so Bf5+ isn't possible in the future if the Black king starts running away. The other knight move (Nh5) could defend the f4–pawn from h5, preventing any sudden counterstrikes by Black via ...Qxf4+, thus giving White more time to set up their attack. The lines are long and fascinating—be ready to indulge in them!

30.Nh5! Bxc3 31.Bb2! pouring more fuel into the fire of White's attack. 31...Qe7! *(31...Rxa1?! 32.Bxc3 Ra2 33.Qh8+ Ke7 34.Qf6+ Kf8 35.Qh8+=)* 32.Qxh6+ Ke8 33.Nf6+ Kd8 34.Rd1+



Analysis Position after 34.Rd1+

Now, we reach a set of paths for Black, with two interesting and equally messy options: 34...Rxd1 (34...Bd4+!? 35.Bxd4 Re2+ *(35...Rxd1 36.Bc3 b4!* transposes to the ...Rxd1 line*)* 36.Kg3! *(36.Kf1?! Bxg2+ 37.Kg1 cxd4 38.Rxd4+ Kc7 39.Rd7+ Qxd7 40.Nxd7 Rxc2 41.Qh7! Rd2!∓)* 36...Rxg2+ 37.Kh4 cxd4 38.Rxd4+ Kc8

39.Bf5+ Kb8 40.Rd7! Qe1+ 41.Kh5 Ka7! 42.Rxf7∞) 35.Bxc3 b4! Another only-move, gaining tempo and preventing the winning Ba5+ 36.Nd5! and here, after both sides have made several only-moves in a row, Black can choose several paths to approximate equality. 36...Rd2+! *(36...Bxd5!? 37.Bf6 Rd2+ 38.Kg3 Rxg2+ 39.Kh4 Kd7 40.Bxe7 Kxe7 41.Qh5!* Another only-move to survive, with the idea of Qe5+. *41...Re8 42.axb4 cxb4 43.Qe5+ Kf8 44.Qh8+ Ke7 45.Qe5+=)* 37.Bxd2 Bxd5 38.axb4 *(38.Qb6+ Qc7 39.Qf6+ Kc8 40.axb4 cxb4 41.Bf5+ Kb7 42.Be3=)* 38...Kc7 39.Be3 Re8 *(39...a5!? 40.Bxc5 Qe6 41.Qxe6 fxe6 42.Bd3 a4* is a sharp endgame offering roughly balanced chances for both sides.*)* 40.f5 Bxg2 41.Ba4! Qxe3+ 42.Qxe3 Rxe3 43.Kxe3 Bxh3 44.f6 cxb4 45.Bb3 Kd6 46.Bxf7 Ke5 47.Bc4 Kxf6 48.Bxa6=

30...Bxc3-+ 31.Qxh6+ Ke8 32.Bb2!?

A final desperate attempt, forcing Black to continue finding accurate defensive resources.

32...Re6!

32...Rxa1 would also win as after 33.Bxc3 Ra2 the White pieces are tied up and there is no practical attacking continuation.

33.Qg5

33.Qh7 Qxf4+ 34.Kg1 Rg6 35.Nd6+ Qxd6 36.Bxg6 Bd4+! 37.Kh1 *(37.Bxd4 Qxd4+ 38.Kh2 Qe5+ 39.Kg1 Qxa1+-+)* 37...Qxg6 38.Re1+ Kf8-+

33...Rg6

An accurate move, which denies White chances of counterplay.

34.Bxc3

34.Nd6+!? would have been a practical final try, as Black has to make more accurate decisions: 34...Qxd6! *(34...Rxd6?? 35.Bxc3* and suddenly White would have a winning attack again!*)* 35.Bxg6 Bxb2-+

34...Rxg5 35.fxg5 Qf4+ 36.Kg1 Qxg5 37.Re1+ Kf8 38.g4 f6

Cutting the bishop's scope and preparing ...Re8.

39.Nd6 Qf4!

A finishing touch. At the impending threat of winning more material via ...Qg3+, White resigned. This was a really deep and interesting encounter, with many different and creative opportunities in the sidelines, left be explored in post-game analysis. Both players deserve credit for seeking their way through the maze of sharp possibilities.

0–1

Valentin Razmov (1800) – Nicholas Whale (1989) [A96]
WA Open (Elite 1800 and over)
Redmond, WA (R5), May 25, 2026
[Valentin Razmov]

This game had an unusual significance for me beyond its chess content. The tournament situation was such that if I achieved a draw or a win, I would complete my final (fifth), long-awaited first category norm — a campaign I began several years ago. Thoughts about this sporting perspective guided some of my decisions in the game, as I will explain later. Naturally, neither my opponent nor anyone else was aware of this behind-the-scenes motive.

1.Nf3 f5 2.b3

White attempts to remain flexible with the central pawn structure, and possibly steer toward an Anti-Dutch system.

2...Nf6 3.Bb2 d6 4.d4

It is important to stop Black's attempt to take over the center (with ...e7–e5). This does, however, deny White the option for a typical Anti-Dutch setup with d3+e4.

4...e6 5.g3 Be7 6.Bg2 0-0 7.c4 a5

Both sides develop in typical ways for Dutch systems, without early pawn contact. Other classical Dutch moves that Black could choose from here are 7...Ne4; and 7...Qe8

8.0-0

White doesn't yet want to commit the queen-side knight (to c3 or d2), as both options can be attractive depending on Black's setup.

8...a4 9.Nfd2!?

A less common move that prepares the standard e2–e4 push while denying Black the immediate ...Nf6–Ne4. I am not sure what dissuaded me from playing 9.b4 instead here, though I remember I looked at it. 9.b4 d5 *(9...Ne4 10.Qc2 Nd7 11.Nc3)* 10.a3±

9...Qe8N

Not just a prelude to a potential activation via ...Qg6 or ...Qh5, but also preparing ...e6–e5 in some variations.

10.e4

White consistently follows their plan. Engines slightly prefer 10.b4 and 10.bxa4 here; I remember I didn't like the potential queen-side simplifications that would result from exchanging on a4. 10.bxa4; 10.b4

10...f4!

Another typical Dutch (or sometimes King's Indian) thrust by Black. It seeks active counterplay and sets up potential future threats on the king-side. White now has to prevent a looming follow-up with ...e6–e5, which would lead to Black controlling much of the central and king-side play.

11.e5 dxe5 12.dxe5 Nfd7 13.Qe2?!

A natural continuation, but an inaccuracy, since it allows Black to take up even more space on the queen-side by ...a4–a3. Instead, 13.Na3 would have denied this possibility, while at the same time letting White's queen-side knight into the game. 13.Na3 Nc6 14.Nb5 Qd8 15.Qe2 Ndxe5!?±

13...Nc6

Curiously, after generously (and correctly) pushing pawns thus far (particularly the a-pawn and the f-pawn), Black opts to not expand further at this time, thus giving White a second chance to correct what they had missed on the previous move. 13...a3

14.Na3!

Opportunity seized!

14...Bc5?

Active-looking, but does not properly prepare for White's continuation. Instead... 14...Ndxe5 15.Nb5 Qd7 16.Bxe5 Nxe5 17.Rad1 Bf6 is a line that Stockfish recommends—but its sharpness may not have particularly suited either player's taste (or goals in the game).

15.Nb5± Bb6



Position after 15...Bb6

Black's pieces look oddly placed.

16.Kh1?

Inexplicably, White again misses their opportunity to push b3–b4—this time developing an initiative that makes it look even better than b3–b4 would have been earlier on move nine. The positional justification for b3–b4 is 16.b4!? Nxb4 17.Ba3 c5 18.Nd6 Qe7 19.Nf3, and White presses, while Black's extra pawn (on b7) isn't felt. In choosing Kh1, I remember thinking about safety, being worried about active Black possibilities that start with ...fxg3 or even ...f3 in some contexts. That move Kh1 was dictated by my desire to eliminate those concerning Black options from consideration.

16...axb3 17.axb3 Rxa1 18.Bxa1 fxg3 19.fxg3?!

Once again, White worries more than necessary. But at least they are being consistent with the original idea behind Kh1 (i.e., capturing 19.hxg3 would have been strange in conjunction with the earlier 16.Kh1). Note the interesting hidden tactic, which I did not even consider during the game: 19.hxg3



Analysis Position after 19.hxg3

19...Rxf2!? 20.Rxf2 Bxf2 21.Nxc7! reading the opponent's plan and grabbing an extra pawn while it's on offer 21...Qg6 22.Qxf2 Qh5+ 23.Kg1 Qd1+, and Black recovers the sacrificed piece with a decent endgame, later pressing on White's overstretched e5–pawn. This tactic rests on the loose position of White's Ba1, a situation I was aware of but the exploitation of that weakness via the long-distance queen movement Qe8–Qg6–Qh5–Qd1+ was what I didn't consider.

19...Rxf1+ 20.Bxf1 Qg6?!

A straightforward move, but I had predicted it and had found the strong follow-up ahead of time. 20...Ba5

21.Bc3!

A harmonizing move by White. Beyond its aesthetics, it is also very practical, since every piece (and pawn) is now defended, and everyone helps to defend someone: bishops, knights, pawns, queen.

21...Qf5?!

Once again, an expected and logical continuation, but misses White's renewed initiative on the queen-side. As a result, White again has the advantage.

22.b4!

Finally, White sees the strength of the b3–b4 push. (Third time is a charm!) The White threat is now obvious and hard to walk away from.

22...Na7!

Under pressure again, Black finds the best continuation to stay in the game.

23.Nxa7

I also considered 23.c5 Nxb5 24.Qxb5 c6 *(24...Ba7)*, but didn't see how to capitalize on the situation. White has big space advantage, Black's pieces are more passive, and the endgame is very pleasant. But I was (erroneously) looking for a finishing touch in there, and there simply isn't one—it's a position in which White is supposed to grind over many moves in the resulting endgame.

A sample line that Stockfish offers here (which I rejected during the game since I still wanted to keep pressing, not "simplifying") is 25.Qd3 Qxd3 26.Bxd3 Bc7 27.Nc4 b6! 28.Nd6 Bxd6 29.cxd6 c5!?, and Black is definitely in the game. I was also worried that if I moved my queen away (to b5), Black's queen would come visit my king via Qf2, which looks terrifying (even if it's actually innocuous).

23...Bxa7 24.c5

This felt like a safer way to lock Black's dark-squared bishop, without sending my queen away on a trip to b5.

24...Nb8?!

24...Nf8



Position after 24...Nb8

25.Qd3?!





Once again, White had a way to press but it involved long-term build-up, not the type of strike I was on the lookout for. Additionally, by this point I had only ~five minutes for the remaining six moves till the time control, so I felt genuine interest in not overcooking things. This is where the sporting perspective I mentioned earlier played a crucial role in my decision making. Not seeing any obvious strikes, I simply found a reliable way to not take further risks—namely, by eliminating Black's main danger factor: the queen.

Although the black bishops are passive, I saw that they could spring to life after ...Bc8–Bd7–Bc6 and/or ...b7–b6, which worried me as a prospect with my king being fairly open to the winds. The correct improving maneuvers here revolved around Qc4 and Bg2 (in any order), at once improving both of those pieces while also providing an additional layer of defense to White's king. After that it'll be (again) a grind.

Nicolas and I discussed this position after the game, and although both of us had seen it as a possibility, none of us had appreciated that White's pressure is both long-term and not trivial. 25.Qc4!±; 25.Bg2±

25...Qxd3

Due to the threat of Qd8+, Black is forced to trade queens and the game veers into a peaceful course.

26.Bxd3 b6

Nicolas shared that he felt relieved after this move, since Black's bishop does come to life, which provides enough counterplay.

27.cxb6 Bxb6 28.Be4

Not the only move, but a reassuring move. It was not too late to lose a good game after 28.Nc4?? Bb7+ 29.Be4 Bxe4#. I considered the active knight move, but thankfully saw its refutation.

28...Bd7 29.Kg2 Kf7 30.Kf3 h6 31.Nc4 Bc6 32.Bxc6 Nxc6 33.Nxb6

A final decision to force a draw and walk away with a positive result and a completed first category. That sporting decision again!...

33.Ke4

33...cxb6 34.b5 Na7 35.Bd4 Nxb5

A game like this can seem both satisfying and disappointing, thinking about what could have been. In the end, it's important to choose moves that serve your goals, goals that can be different from those of anyone else playing the same position. To me, the satisfying part dominated here.

36.Bxb6

½–½

Vladimir Belous (2561) –
Gabriel Razmov (2015) [E68]
WA Open (Elite 1800 and over)
Redmond, WA (R6), May 25, 2026
[Vladimir Belous]

1.c4 Nf6 2.Nc3 e5 3.Nf3 d6 4.g3 g6 5.Bg2 Bg7 6.0-0 0-0 7.d4 Nbd7 8.e4 c6?!

In KID, Blacks typically plays on the king's side. ...c6 is an innacuracy.

9.d5! c5?

Looks solid, but White has a lot of space. 9...Nc5!? 10.Qc2 a5±

10.a3 Ne8 11.b4 a6?!

Black is violating the rule "Do not play where you are weaker."

12.Rb1 f5?

How Anand said after losing to Boris Gelfand in the World Championship match—"In a bad position, every move is bad."

13.Ng5! Nc7 14.Na4

14.Ne6! also looks strong. 14...Nxe6 15.dxe6 Nf6 16.exf5 gxf5 17.Bd5+-

14...b5

14...b6 15.exf5 gxf5 16.Ne6+-; 14...cxb4!? The last change to create a mess. 15.exf5 gxf5 16.c5! bxa3 17.cxd6 Nb5 18.Ne6 Qe8 19.Bg5!+-

15.bxc5!

Looks like White is sacrificing a knight, but actually there is nothing to calculate.

15...Nxc5 16.Nxc5 dxc5 17.d6

Black is losing a lot of material.

17...Ne6 18.Qd5! Re8 19.Qxa8 Nxg5 20.d7! Qxd7

20...Bxd7 21.Qxd8 Rxd8 22.Bxg5+-

21.Bxg5 Bb7 22.Rbd1!

Trading more material.

22...Qxd1

22...Qf7 23.Qxe8+ Qxe8 24.Rd8+-

23.Qxe8+

1–0





2026 Washington Father's Day Open

Josh Sinanan

The 2026 Washington Father's Day Open was held on Father's Day weekend, June 20-21, at Hotel 116 in Bellevue. Players traveling from multiple universes across the North American chess galaxy were represented in the two-day chess fest, including the cities of Bellevue, Redmond, Bothell, Portland, Sammamish, Woodinville, Newcastle, Vancouver (BC), Bremerton, Black Diamond, Everett, Tenino, Edmonds, Silver Spring (MD), Kenmore, Gig Harbor, Issaquah, Renton, Bellingham, Clyde Hill, Coquitlam, Coralville (IA), Beaverton, Olympia, Lynnwood, Lake Forest Park, Hillsboro, Kingston, Seattle, Lakewood, Kent, Ferndale, North Bend, Mercer Island, Buffalo Grove (IL), Hunts Point, Port Townsend, Medina, and University Place! NTD Jacob Mayer, WCF FIDE Liaison Mani Atikankhotchasee, WCF Scholastic Director Allen Messenger, and Des Moines Chess Club Founder Matthew Duran directed the event, which attracted a robust turnout of 138 players in three sections: Yoda Open, Boba Fett U1700, and Chewbacca U1200. All three sections were triple rated in NWSRS, USCF, and FIDE, much to the satisfaction of the many rising chess stars seeking to establish or improve their local, national, and international ratings. The flexible five-round G/90; +30 format, which featured three games on Saturday and two Sunday, appealed to players of all ages and levels.

Jedi masters GM Vladimir Belous of Woodinville and FM Stephen Willy of Sammamish topped the 54-player Yoda Open, each with an undefeated 4.5 points from five games. Belous vanquished Jedi apprentices Vijayakumar (2247) and Jiang (2275) but was held to a draw in the fourth round by Lee (2333). Wild Willy won his first three games against elder Jiang (1492), Whale (2034), and Summerfield (2190), took a fourth-round half-point bye, and finished strong with a clutch win against Lee (2333) in the final round. Redmond "Red Leader" Harishkumar Karthikeyan earned third place honors, recovering well from a third-round loss against Jiang (2275) to vanquish Oregon TIE fighters Maokhampio (2014) and Saputra (2055) in the last two rounds. Six intergalactic gladiators joined the resistance and shared the fourth-place prize with 3.5 points apiece: FM Ryan Porter of Bellevue, NM Advaith Vijayakumar of Bothell, FM Brandon Jiang of Bellevue, Pranav K. Anoop of Bellevue, CM Rafael Palathingal of Bothell, and Luca Tessiore of Seattle. Coquitlam Commander CM Zachary Liu earned the first U2100 prize with an impressive "plus two" score. Six rising rebel leaders—Miles Kuipers of Bellevue, Anish Lodh of Coralville, Daniel Qian of Bellevue, Pratik Thorwe of Seattle, Yogi Saputra of Portland, and Lucas Maokhampio of Beaverton—split the second U2100 prize with three points apiece. Sammamish saber-twirler Odbayar Yondon collected the first U1900 prize with an impressive 3.5 points. A quadruplet of rookniks split the second U1900 prize with three points: Michael Lin of Sammamish, Vijay Nallappa of Redmond, Karl Reutter of Kent, and Yuntao Liu of Clyde Hill. Several players became one with the force and were recognized a special prize for the biggest upset win, Leia best female player, Han





Solo best dressed, Obi-Won best dad player, and Darth Vader best parent/child team. Winning the biggest upset win prizes were Jacob Rish-Brown (Round 1, 306 points), Vijay Nallappa (Round 2, 169 points), Yuntao Liu (Rounds 3+4, 338 points + 419 points, respectively), and Aarav B. Mohan (Round 5, 155 points). FM Megan Lee won the Best Female Prize with a tournament performance rating (TPR) of 2300, and Hitesh Khamesra earned the Best Dad Prize with a TPR of 1582. Ebullient ewoks Oliver He (Saturday) and Yash Syal (Sunday) were awarded the Best Dressed Prizes for their fleek ensembles. The Father/Son team of Hitesh/Nikhar Khamesra won the Best Parent/Child Prize with a combined average TPR of 1325.

In the Boba Fett U1700 section, a pair of chess bounty hunters, Krishang Gupta of Everett and Mikhail Lagzdin of Redmond, emerged victorious in the 54-player field, each with an undefeated 4.5 points from five games. The two co-champions conquered their rivals in opposite orders, with Lagzdin taking a half-point bye in the first round and Gupta in the final round, while winning each of their other four games. The third/fourth/first+second U1600/first U1400 prizes were shared amongst five stormtroopers, each of whom scored four points from the five games: Moinuddin Mohammed of Sammamish, Liam Naughton of Edmonds, Kartika Kalakoti of Bellevue, Viet Nguyen of Redmond, and Oscar Preiner of Seattle. Woodinville chess wookie Rithvik Bharath collected the second U1400 prize a half-point back. Several special prizes were also awarded to those who helped good prevail over evil in the chess galaxy. Winning the biggest upset prizes for their underrated efforts were Rohan Karnik (Round one, 249 points), Oscar Preiner (Rounds two+three+five, 327 points + 433 points + 399 points, respectively), and Tejas Bharadwaj (Round four, 793 points). Eevie Tare of Portland took home the Best Female Prize thanks to her 1407 TPR. The well-dressed ladies Sharanya Pingale (Saturday) and Ishana Datta (Sunday) were recognized for their classy attire. Eastside chess rookie Kaushik Rajan was recognized as the Obi-Won Best Dad Player for thanks to his 1368 TPR.

In the modest 26-player Chewbacca U1200 section, Bellevue chess "padapawn" Sreeram M. Kakarlapudi was named champion with an undefeated 4.5 points from five games. Kakarlapudi began strong, rattling off four consecutive victories against Shi (799), Yadav (899), Ponomarenko (665), and Lin (1088) before being held to a draw by Yin (893) in the final round. A quadruplet of X-Wing pilots in-training shared second/third/fourth/first U1000 honors a half-point back with four points apiece: Evan Lin of Seattle, Hsien-Kai Hsiao of Bellevue, Adrian Ponomarenko of Bellevue, and Vicky Yin of Bothell. Death Star destroyer George K. Joseph earned the second U1000 prize with a solid "plus two" score thanks to a clutch last-round upset victory against Jain (953).

Two Endor residents of the Bothell forest moon—Srivatsa Kondapi and Pi Nouveau—shared the first+second U800 prizes with three points apiece. Several special prize winners could be seen celebrating in the Bright Tree Village high above the forest floor. Capturing the Biggest Upset Wins were Pi Nouveau (Rounds one + three + four, 422 points + 744 points + 492 points, respectively), Luke Shi (Round two, 392 points), and Anthony Sofronas (Round five, 450 points). Jedi princess Vicky Yin added to her royal winnings by taking home the Leia Best Female Player prize with a TPR of 1073. Light saber wielders Elke Johnson (Saturday) and Vicky Yin (Sunday) were awarded the Best Dressed prizes for their stylish efforts. Hsien-Kai Hsiao, the father of Aaron Hsiao, won the Obi-Wan Best Dad Player prize with a TPR of 1092. The Hsiao family was also honored as the Darth Vader Best Parent/Child team with an average TPR of 1144.

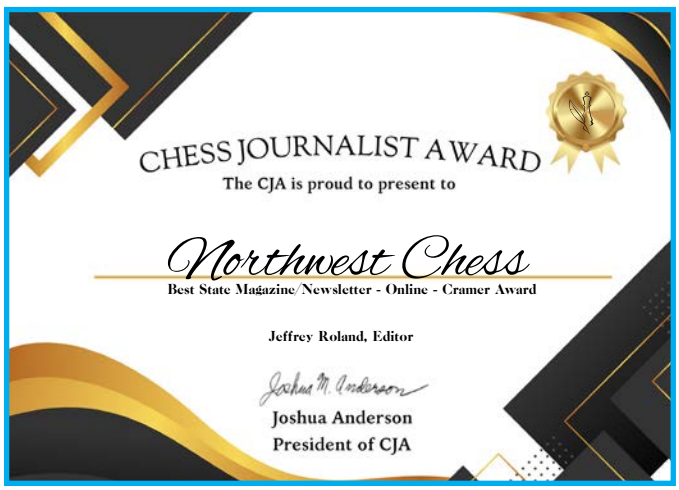
Congratulations to the winners!

Father's Day Blitz

The Father's Day Blitz tournament took place on the evening of Father's Day Sunday, June 21, shortly after the conclusion of the main tournament. The 49-player field consisted of a diverse mix of dads, future dads, moms, daughters, and sons. The nine-round Single Swiss tournament lasted around two and a half hours and featured players with ratings ranging from unrated to grandmaster, many of whom were keen on establishing or updating their FIDE and USCF blitz ratings. The hypersonic G/3; +2 time control made for several interesting clashes and wild time scrambles, some of which can be found on WCF's YouTube channel.

Power chess couple GM Vladimir Belous of Woodinville and FM Megan Lee of Bellevue shared first + second place honors, each with 7.5 points from nine games. Belous recovered well from a third-round loss against Fletcher (2012)





to set up sixth-round clash with Lee, which ended peacefully. Lee started off red-hot with five consecutive wins against Das (1544), Mohan (1623), Qian (1849), Karthikeyan (1862), and Willy (2161) before drawing against Belous. Lee's seventh-round loss against dark horse Anoop (1922) allowed Belous to catch up, after which the duo won their last two games to share the tile. Bellevue chess Mandalorian Pranav K. Anoop captured third place honors a half-point back, losing only to GM Belous and FM Willy. Redmond chess illuminator Imai Maharaja captured the first U2000 prize with an impressive six points thanks to clutch wins against Willy (2161) and Qian (1849) in the sixth and seventh rounds, respectively.

Seattle star-destroyer Ziliang Ma earned the first U1700 prize a half-point back thanks to his clutch final-round draw against the deified Gadde (1439). Young chess legionnaire Michael Makienko of Lynnwood earned the first U1400 prize after recovering well from a round start and winning his final four games in a row! Redmond chess rooknik Tejas Bharadwaj won the first U1100 prize with a solid four-point score. Former California resident and newcomer Matt Wan, who now lives in Tukwila, refused the temptation of the Dark Side and won the first unrated prize with four points thanks to victories against womp rats Avula (1265), Barua (1310), Das (1544), and Bharath (1370)!

Many thanks to the players who came out and competed in these fun events!

Waterland City Open

Matityahu Ben-Ha'av

The 2026 Waterland City Open, presented with the generosity of Edward Jones Financial Advisor Doug Myers, featured some of the area's top players, such as 2025 State Champion FM Ryan Porter and recent PNW transplant GM Vladimir Belous. There was also a solid showing of rising young stars finishing near the top of the field, like NM Advaith Vijayakumar (recent winner of the 2026 Emerald City Open), Harishkumar Karthikeyan, Jeffrey Wei, Leonardo Wang, and Lucas Maokhampio. Des Moines Chess Club's first classical tournament was also a family affair with father/son duo Chris and Gabriel Pleasants, the Rish-Brown Brothers, and the Maokhampio siblings (one in each section). On July 11th and 12th 51 players converged on Des Moines—The Waterland City—for the inaugural five-round event. Spread across three sections—Open, U1700, and U1300—the field included a range of players, from those competing in their first rated event up to Grandmaster, and from first grade to senior citizen. After a weekend of fierce competition GM Vladimir Belous proved unbeatable, finishing in a clear first place with 4.5/5 (+4-0=1) relinquishing only .5 point to Jeffrey Wei in a round two draw. Other top competitors Porter and Vijayakumar were also held to draws in round two by Leonardo Wang and Alex Chow, respectively. Sunday's final rounds proved the biggest challenge for Belous as he had to go through Vijayakumar in round four and Porter in round five, scoring wins in both to secure the victory.

The U1700 section was dominated by rising young talent Brenden Keane, who cruised to clear first with 4.0/5 (+4-1=0) scoring wins over veterans Allen Hall, and Anthony Lamb. Only second-place finisher Chris Pleasants was able to score against him in the final round. After his tremendous showing in Des Moines, Keane followed it up with another first-place finish in the U1700 section of the Eastgate Cup the following weekend, July 18-19.

Newcomers Brandon Aviado and Lars Hosea, both playing in their first







Open winner GM Vladimir Belous.
Photo credit: Heather Duran.

rated over-the-board tournament, lead the U1300 section with 4.5/5 (+4-0=1) and 4.0/5 (+4-1=0) respectively, taking first and second place.

Vladimir Belous (2557) –
Advaith Vijayakumar (2242) [D61]
Waterland City Open
Des Moines, WA (R4), July 12, 2026
[Matityahu Ben-Ha'av]

1.Nf3 Nf6 2.c4 e6 3.d4 d5 4.Bg5 Be7 5.Nc3 0-0 6.e3! Nbd7 7.Qc2! h6 8.Bh4 c6 9.Rd1 b6 10.Be2 Bb7 11.0-0 Nh7

11...dxc4 12.Bxc4 Nd5 13.Nxd5 exd5 14.Bxe7 Qxe7 15.Bd3 Nf6

12.Bxe7? Qxe7 13.Ne5 Nhf6 14.f4 dxc4 15.Bxc4 Nxe5 16.fxe5 Nd5 17.Qd3

17.Nxd5

17...Nxc3 18.bxc3 c5 19.Bb3 Qg5 20.Rf2 Rad8 21.Bc2 f5



Position after 21...f5

21...g6 22.Bb3 cxd4 23.cxd4 Rd7 24.Qe2 Rc8 25.Rdf1 Qh5 26.Qb5 Bc6 27.Qd3 Qg4 28.Bd1 Qg5 29.Bf3 h5

22.exf6 Rxf6

22...gxf6 23.Qh7#





23.h4 Qg3

23...Qxh4 24.Qh7+ Kf7 (24...Kf8 25.Rxf6+ gxf6 *(25...Qxf6 26.Rf1 Qxf1+ 27.Kxf1)* 26.Bg6) 25.Bg6+ Ke7 26.Qxg7+ Kd6 27.Qxf6

24.Qh7+?? Kf7 25.Bg6+ Qxg6

25...Kf8 26.Rxf6+ gxf6 *(26...Ke7 27.Qxg7+ Kd6)* 27.Qf7#; 25...Ke7 26.Qxg7+

26.Rxf6+ Qxf6 27.Rf1 cxd4 28.Rxf6+ Kxf6 29.cxd4 Bc6 30.h5 Be8 31.Qg8 Rc8 32.Qf8+ Kg5 33.Qxg7+ Kxh5 34.Qe5+ Kh4 35.g3+

35.Qf6+ Kh5 36.Qxe6

35...Kh3

35...Kg4

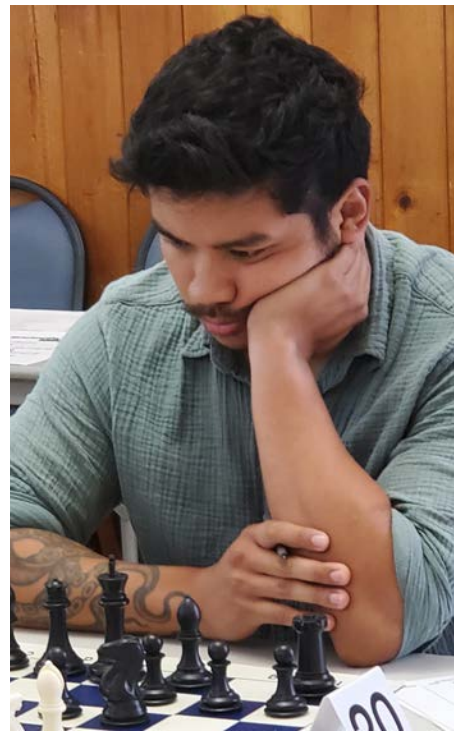
36.Qxe6+

1–0





U1700 winner Brenden Keane.
Photo credit: Heather Duran.



U1300 winner Brandon Aviado.
Photo credit: Heather Duran.

WASHINGTON Class Championships

Fri–Sun, November 27-29, 2026

Embassy Suites Seattle North/Lynnwood

20610 44th Ave W, Lynnwood, WA 98036

Format: A 6-round Swiss tournament in 8 class sections.

Schedule: 3–day or 2–day option; up to 2 byes available.

Rating: Dual rated – USCF & NWSRS; top 4 sections also FIDE rated.

Fun Side Events:

- Adult Swiss (Classical TC)
- Thanksgiving Scholastic
- Women's & Girls' Workshop
- Puzzle Solving Competition
- Carlsen Rapid
- Fischer Chess960 Rapid
- "Knight-Time" Blitz
- And More...

Online Registration: nwchess.com/OnlineRegistration

Washington Women's Championship

SAT-SUN, OCTOBER 17-18, 2026
HOTEL 116 BELLEVUE
625 116TH AVE NE, BELLEVUE, WA 98004

Highest Finishing WA Resident in the Polgar section becomes WA State Women's Champion and is seeded into 2027 WA State Championship, Invitational section. If there's a tie for 1st place, G/90 playoff games will be played later in the year.

Format: A Swiss-style tournament in four sections. Sections with <6 players may be merged.

Polgar Championship: A 5-Round, G/90; +30 Swiss over two days (Sat-Sun). Tri-rated in NWSRS, USCF, and FIDE. Rounds: Saturday: 9:30am, 2pm, 6:30pm. Sunday: 10am, 3pm. Awards ~ 7:30pm.

Wenjun U1300: A 6-Round G/75; +10 Swiss over two days (Sat-Sun). Dual NWSRS + USCF rated. Rounds: Saturday: 9:30am, 1pm, 4:30pm. Sunday: 10am, 1:30pm, 5pm. Awards + **Workshop for Women & Girls** ~ 8pm.

Yip U700: A 1-day, 5-Round G/25; +5 Swiss. Dual NWSRS + USCF rated. Rounds: Sunday: 10am, 11am, 12:30pm, 1:30pm, 2:30pm. Awards ~ 3:45pm.

Botez Casual: A 1-day, 4-Round G/30; +10 Swiss. Open to players unrated – 999. Unrated; no memberships are required. Rounds: Saturday: 11am, 1pm, 2:30pm, 4pm. Awards ~ 5:30pm.

Rating: October 2026 USCF rating will be used to determine section, pairings, and prizes. Higher of USCF and CFC ratings used for Canadian players. Other foreign ratings are used for players with no USCF rating, or at TD discretion.

Entry Fee: Polgar/Wenjun sections: $60 by 10/10, $70 after. Yip/Botez sections: $40 by 10/10, $50 after. Free entry for WGMs, WIMs, WFMs, or Chess Queens rated 2000+ USCF. Players rated 600+ and 1200+ USCF may play up one section into the Wenjun and Polgar sections, respectively. Maximum of 50 players total and 25 players per section, please register early.

Registration: nwchess.com/OnlineRegistration. **Registration + payment deadline Fri. 10/16 @ 5pm.**

Eligibility: Open to all female chess players. Out-of-state players welcome!

Memberships: Current US Chess and WCF membership required for Polgar, Wenjun, and Yip sections; other states accepted. Membership must be paid at time of registration. No membership required for the Botez section.

Byes: Two half-point byes available. If interested, request before the end of round 2.

WA State Scholastic Chess Championships Qualifier!

Prize Fund: $1,300 (based on 50 paid entries)

Polgar Championship: 1st-2nd: $150-100. 1st U1800/U1600/U1400: $75.

Wenjun U1300: 1st-2nd: $80-60. 1st U1200/U1000/U800: $50.

Yip U700: 1st-2nd: $50-40. 1st U600/U400/U200/Unrated: $30.

Botez Casual: 1st-3rd: $50-40-30.

Special Prizes (per section): Biggest Upset Win: $5/round, Best Dressed: $5/day, Best Etiquette: $5, Fair Play/Kindness/Spreading Joy: $5/day, Best Mother/Daughter Team (by avg TPR, across sections): $15.

Questions? Contact Josh Sinanan, WCF President, WashingtonChessFederation@gmail.com

WASHINGTON CHALLENGERS CUP

SAT-SUN, OCTOBER 17-18, 2026

HOTEL 116 BELLEVUE

625 116TH AVE NE, BELLEVUE, WA 98004

Highest finishing Washington residents in the Gukesh + Pragg sections seeded into the 2027 Washington State Championship + Rising Stars sections, respectively.

Format: A 5-round Swiss in three sections:

Gukesh Open, Pragg U1800, Sarin U1400.

In case of a tie for 1st place, a future playoff match will determine the seed for the Championship or Rising Stars section of the 2027 Washington State Championship.

Schedule: Saturday 9:30 AM, 2 PM, 6:30 PM; Sunday 10 AM, 3 PM. Blitz Tournament: ~7pm or asap. Players whose games run long may request a late start for the next round.

Time Control: G/90; +30. Late default: 1 hour.

Prize Fund: $6,000 (based on 100 paid entries)

Gukesh Open: 1st–4th: $650–550–450–350.
1st U2100/U1900: $300.

Pragg U1800: 1st–4th: $400–350–300–250.
1st U1700/U1500: $200.

Sarin U1400: 1st–4th: $400–350–300–250.
1st U1300/U1100: $200; 1st Unrated: $150.

Special Prizes (per section): Biggest Upset Win: $10/rd., Best Female Player (by TPR): $50, Best Senior Player (50+, by TPR): $50, Best Dressed: $20/day.

Entry Fee: $120 by 10/10, $140 after. Free entry for GMs, IMs, WGMs & WIMs and all chess Challengers rated 2300+ USCF. $60 play-up fee if rated 1300-1399 or 1700-1799 USCF and playing in Pragg U1800 or Gukesh Open, respectively. Maximum of 150 players; please register early.

Byes: Two half-point byes available. If interested, request before end of round 2.

Memberships: Current US Chess and WCF membership/Northwest Chess subscription required. Other states accepted. Memberships must be paid at time of registration.

Rating: Dual USCF + NWSRS rated. Gukesh Open and Pragg U1800 are also FIDE rated. October 2026 USCF rating will be used to determine section, pairings, and prizes. Higher of USCF and CFC ratings used for Canadian players. Other foreign ratings are used for players with no USCF rating, or at TD discretion.

Registration: Online at nwchess.com/OnlineRegistration. Pay by SettleKing (Washington Chess Federation), Zelle (ID: WashingtonChessFederation@gmail.com), cash, or write a check to Washington Chess Federation.
Registration + payment deadline: Fri, 10/16 @ 5pm.

Challengers Cup Blitz: Sunday 7-9:30pm (after rd. 5 of main tournament). **Entry Fee:** $30. **Format:** A 9-Round Single Swiss in one section, 2 half-point byes available. Dual USCF Blitz + FIDE Blitz rated. **TC:** G/3; +2. **On-site registration:** 6:00-6:45pm. Rds. Sun @ 7pm, 7:15, 7:30, 7:45, 8, 8:15, 8:30, 8:45, 9pm. Closing Ceremony ~ 9:15pm or asap. Current US Chess membership required. Higher of October 2026 USCF Regular/Blitz rating used to determine pairings and prizes.
Prize Fund: $750 (based on 50 paid entries)
1st – 3rd: $150-125-100, 1st Unrated: $40, Biggest upset: $5/rd. 1st U2200/U1800/U1400/U1000: $75.

Questions – Josh Sinanan, WCF President, 206-769-3757, WashingtonChessFederation@gmail.com

20th Annual SPICE Cup Open

November 4-9, 2026

Hilton Bellevue

A US Chess Grand Prix Event

Co-hosted by the Susan Polgar Foundation and the WA Chess Federation.

A 9-round, dual USCF and FIDE-rated Swiss. One section; minimum rating 2000 FIDE or 2200 USCF required.

Entry fee:

- GMs: Free entry.
- Foreign IMs: $245 by 9/4, $345 by 10/4, $445 after.
- US Flag IMs: $345 by 9/4, $445 by 10/4, $545 after.
- Foreign FIDE-rated players (2000+): $445 by 9/4, $545 by 10/4, $645 after.
- US players 2200+ FIDE: $795 by 9/4, $895 by 10/4, $995 after.
- US players 2000-2199 FIDE: $995 by 9/4, $1,095 by 10/4, $1,195 after.

Schedule:

Wednesday 11/4: Arrival & Check-in – 3:00-4:30 PM, Rd. 1 – 5:00 PM.
Thursday 11/5: Rd. 2 – 10:00 AM, Rd. 3 – 4:00 PM.
Friday 11/6: Rd. 4 – 10:00 AM, Rd. 5 – 4:00 PM.
Saturday 11/7: Rd. 6 – 11:00 AM.
Saturday 11/7: SPICE Cup Blitz Championship (9SS, G/3; +2, FIDE + USCF Blitz rated) – 7:00 PM.
Sunday 11/8: Rd. 7 – 11:00 AM
Sunday 11/8: SPICE Cup Rapid Championship (5SS, G/15; +5, FIDE Rapid + USCF Quick rated) – 5:00 PM.
Monday 11/9: Rd. 8 – 10:00 AM, Rd. 9 – 4:00 PM, Closing Ceremony – 8:00 PM or ASAP.

Prize Fund: $12,500 Guaranteed! GM, IM, WGM, and WIM norms are possible.

1st – 3rd: $5000-3000-2000, Top U2450: $500-250, Top U2300: $500-250.
Special Prizes (which can be won in addition to a place or class prize)**:**
Top Female: $500, Top Senior (50+): $500, Brilliancy Prize: $100.

Time Control: G/90; +30. Late default: 60 minutes.

Byes: Players may request up to two half-point byes in rounds 1-7 if announced by the start of the tournament. Zero-point byes are available for any round.

Rating: Dual USCF and FIDE rated. November 2026 FIDE ratings will be used to determine pairings and prizes.

Memberships: A current US Chess membership is required at the time of the tournament.

Hotel: Hilton Bellevue: 300 112th Ave SE, Bellevue, WA 98004. $239 for a King room or 2 Queens. Complimentary guest room Wi-Fi and event day parking. Discounted overnight parking of $20 per vehicle per night. Many restaurants are within 1-2 miles of the hotel. For online hotel reservations, use the **booking link**. Group Code: CHESRL. For phone reservations, call 425-455-1300 and reference the 2026 SPICE Cup. Cut-off date for discounted hotel reservations is **October 14, 2026**.

Registration: Online at nwchess.com/OnlineRegistration or send registration form and payment to: Washington Chess Federation, 4174 148th Avenue NE, Building I, Suite M, Redmond, Washington 98052. Limited space available; please register early. Registration will stay open until capacity is reached or by the **deadline of 11/3** at 12:00 PM PT. Partial refunds (less PayPal fees + $20 processing fee) are available until the registration deadline.

Miscellaneous: Limited free hotel accommodation available for GMs. Players receiving conditions may not take any byes without express permission from the organizer. All equipment is provided. Anti-cheating measures will be strictly enforced.

Questions – Josh Sinanan, WCF President, 206-769-3757, WashingtonChessFederation@gmail.com

TOURNAMENTS

venue & mail

7212 Woodlawn Avenue NE
Seattle, WA 98115

info & events calendar

www.seattlechess.club

club & tournament inquiries

contact@seattlechess.club

Wednesdays are for casual play. Come anytime 7-11pm. It's free!

September 4, 11, 18, 25 (Fri.) — **Autumn Leaves**

One U.S. Chess-rated round per night, 4 rounds per month, at 7:30pm. **Time control:** 40 moves in 90 minutes w/10sec. increment, then sudden death 60 minutes w/10sec. increment. SCC members free, $5/night others. Play in any or all rounds! **Sign up** at contact@seattlechess.club. **Venue:** Seattle Chess Club, 28 players max.

September 5-7 (Sat.-Mon.) — **SCC Masters Open**

6-round Swiss in 1 section, USCF & FIDE rated. Minimum USCF 2000 rating required, with limited exceptions. **Time Control:** Game/90 + 30sec. inc. **Prize fund:** $2,100 guaranteed. Details and registration info at https://nwchess.com/calendar/2026%20SCC%20Masters%20Open.pdf

September 7 (Mon.) — **FIDE Bonus Blitz**

7-round Single Swiss in 1 section. FIDE & USCF rated. Open to players of all ratings. **TC:** G/3+2. **Prize fund:** $300 guaranteed. Starts after Masters Open (above) approx. 8pm. Details & reg. on Masters Open flyer above.

September 12 (Sat.) — **September Quads**

3-round round-robin. 4-player sections by close rating. **Time control:** Game/85 + 10-sec. increment. **Entry fee:** $15 (+ $20 day membership for non-SCC). Prepayment required. **Prizes:** winner of each 4-player quad wins free entry to next Quads played within 3 months. **Check-in:** 9:15-9:45am. **Rounds:** 10am, 2pm, 6pm. **Byes:** 0 – must play all 3 rounds! **Venue:** TBA. US Chess rated, US Chess membership req'd. **Sign up:** https://nwchess.com/OnlineRegistration/ .

September 26-27 — **Seattle Fall Open**

See below.

Coming up:

- **Autumn Adult Weekend** – October 10-11; tentative, 2B confirmed
- **October Quads** – October 24; tentative, 2B confirmed

SEATTLE FALL OPEN

SEPTEMBER 26 – 27, 2026

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A 5-round Swiss in 2 sections – Open and U1600 – with time control of Game/90 with 10-second increment

Prize fund: $2,500 based on 60 paid entries, 3 per prize group

OPEN: 1st $660 2nd $430 U1900 $240 U1750 $160
U1600: 1st $435 2nd $240 U1400 $145 U1200/unr $110

Biggest upset win in each section, rds 1-4 $10 each

- **Entry fee** by 9/20: SCC members $70, others $100. After 9/20 add $10. Must be paid within 72 hours of registering or face withdrawal!
- **Play up fee:** If USCF rating under 1500, $25 for SCC members, $35 others to play in Open section.
- **Check in:** 9:15-9:45am. **Rounds:** 10am, 2 & 6pm Saturday, 10:30am & 2:30pm Sunday
- **Venue:** Seattle University, Pigott Building, Room 304-305 (3rd level), 901 12th Avenue, Seattle 98122
- **Byes:** 2 half-point byes available. Commit before round 2 for Sunday rounds.
- **Max 80 seats.** Register at http://nwchess.com/OnlineRegistration. Sign up early!
- US Chess rated. Current US Chess membership required.
- See flyer for important info re waitlist, refund and tax policies.

Co-hosted by Susan Polgar Foundation & Washington Chess Federation

21st Susan Polgar Foundation National Open for Girls & Boys

Saturday-Sunday, November 7-8, 2026

Hilton Bellevue: 300 112th Ave SE, Bellevue, WA 98004

Info: spfno.com **Register**: ChessReg.com
Email: WashingtonChessFederation@gmail.com
Phone: 206-769-3757

2–day Championship sections

K–5 Open **K–5 Girls**

K–8 Open **K–8 Girls**

K–12 Open **K–12 Girls**

Format: A 5-Round, G/60; +30 Swiss. Dual NWSRS + USCF rated.
K-12 sections are also FIDE rated.

Rounds: Sat: 10am, 1:30pm. Sun: 10am, 1:30pm, 5pm. Awards ~ Sun 8:30pm.

1–day Scholastic sections (Sat-only)

K–1 U700 **K–3 Open**

2–3 U700 **4–6 Open**

4–6 U700 **7–12 Open**

Format: A 5-Round, G/25; +5 Swiss. NWSRS rated. Open sections are also USCF rated.

Rounds: Sat: 9am, 10:45am, 12:15pm, 1:30pm, 2:45pm. Awards ~ 4:30pm.

All Sections: Trophies awarded to top-scoring individuals and teams. Medals for first–time players who do not earn a trophy. Higher of November USCF or current NWSRS rating will be used to determine section and pairings.

WA State Scholastic Qualifier!

Hotel Rates: Hilton Bellevue for $179 (1 King/2 Queen) per night, address above. Complimentary guest room Wi-Fi and event day parking. Many restaurants within 1–2 miles from hotel. Phone: 425.455.1300, request SPFNO room block. Group Code: CHESCI. Booking link for online hotel reservations. Cut–off date for discounted hotel reservations is **October 14, 2026**.

Entry Fees: (by Oct. 7 | Oct. 8 – 31 | Nov. 1 or after)

- **2-Day Championship sections** EF: $99 | $129 | $159
- **1-Day Scholastic sections (Sat-only)** EF: $65 | $80 | $105

Registration & Payment: Registration and payment deadline Fri 11/6 @ 5pm at ChessReg.com (pay by credit/debit/PayPal).

Fun Side Events!

Parents and Coaches Seminar: Sat @ 10:15-11:15am.

SPFNO Girls Workshop: Sat @ 11:30-12pm.

GM Susan Polgar Book Sale & Signing: Sat @ 2-3pm & Sun @ 11am-12pm.

All-Comers Blitz with FM Megan Lee: Sat @ 3:15-4:30pm.

SPFNO Puzzle Solving Competition: Sat @ 5:30-6pm.
EF: $25 by 11/1, $40 after.

SPFNO Blitz Championship: Sat @ 6:30-9pm.
EF: $35 by 11/1, $50 after.

GM Susan Polgar Simul: Sun @ 1-4pm.
EF: $75 by 11/1, $100 after. Max 20 players.

Special Offer: Stay two nights or more in the Hilton Bellevue and receive one free entry into the main tournament!




MANIFEST IT