



# Chesapeake Challenge Cup

The Chesapeake Challenge Cup is a rotating club team trophy that grew out of an informal rivalry between two Maryland clubs a couple years ago. Since then the competition has opened up and the Arlington Chess Club captured the cup from the Fort Meade Chess Armory on October 15, 1999, defeating the erstwhile cup holders 6½-5½.

The format for the Chesapeake Cup is still evolving but in principle the idea is that a defense should occur about once every six months, and any team from the "Chesapeake Bay drainage basin" is eligible to issue a challenge. "Choosing the challenger is a rather informal process," explained Kurt Eschbach, one of the Chesapeake Cup's founding fathers. "Whoever speaks up first with a credible bid gets to challenge, except that we will give preference to a club that has never played for the Cup over one that has already played." To further encourage broad participation, the match format calls for each team to field players of varying strength. The basic formula stipulates a 12-board match between teams composed of two Masters (no limit), two Expert, and two each from classes A, B, C & D. The defending team hosts the match and plays White on odd-numbered boards. It is possible that a particular challenge could include additional type boards (juniors, seniors, women, etc) by mutual agreement between the clubs.

Clubs interested in coming to Arlington around April, 2000 to try to wrest away the Chesapeake Cup should call Dan Fuson at (703) 532-0192 or write him at 2834 Rosemary Ln, Falls Church VA 22042.

Ft. Meade Chess Club				Arlington Chess Club			
1	Bryan Smith	2215	0	1	Larry Kaufman	2445	
2	Floyd Boudreaux	2213	1/2	1/2	Steve Greanias	2254	
3	Antoine Hutchinson	2008	1/2	1/2	Ray Kaufman	2154	
4	Troy Williams	1963	1/2	1/2	Milo Nekvasil	2047	
5	Ed Smith	1952	1	0	William Van Lear	1949	
6	Keith Belton	1851	0	1	John Rice	1915	
7	Kevin McPherson	1698	1	0	James Guill	1794	
8	John Sprague	1650	0	1	David Sterner	1753	
9	Sachin Singhal	1496	1	0	Ted Udelson	1577	
10	Alan Tominack	1451	0	1	Grant Fleming	1530	
11	Steve Kinlock	1276	1	0	Jonathan Kenny	1333	
12	Jarrod Ramos	956	0	1	John Ohman	1265	
			5½	6½			



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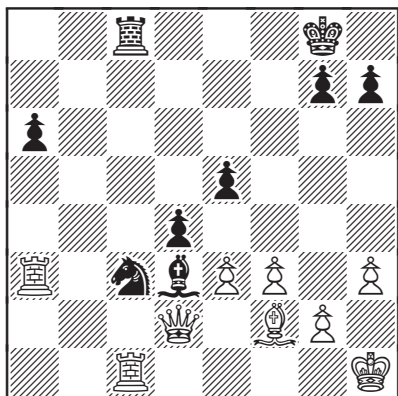
**Chesapeake Cup**  
*continued*

**JOHN RICE - KIETH BELTON**

**SLAV**

*Notes by John Rice*

1 d4 d5 2 c4 c6 3 cxd5 cxd5 4 Nc3 Nf6 5 Bg5 Nc6 6 e3 Bf5 7 Bb5 a6 8 Ba4 e6 9 Nf3 Bd6 10 Ne5 0-0 11 Nxc6 bxc6 12 Bxc6 Rc8 13 Ba4 Qa5 14 0-0 Rxc3 15 bxc3 Ne4 16 Bh4 Nxc3 17 Qd2 Bb4 18 a3 Qxa4 19 axb4 Qxb4 20 Rfc1 Rc8 21 f3 Qc4 22 Kh1 f6 23 h3 e5 24 dxe5 fxe5 25 Bf2 Bd3 26 Ra3 d4



I've never seen so many pins in one game, starting with 5 Bg5, 7 Bb5, 17 Qd2 etc, and including even the final moves of the game.

At several points I gave a long look to the move of lateral pressure, Ra3, but because of the possible reply ...Nb1 I had not played it before my 26th turn. Even then I remained apprehensive of the variation 26...Nb1 27 Rxc4 dxc4 but with some calculation and a lot of hope I expected that my bishop would be able to neutralize the loose pawn in one way or another, if it came to that. Here are some variations, which seem okay for White:

26...Nb1 27 Rxc4 dxc4 (27...Bxc4 28 Qb2 Nxa3 29 Qxa3; 27...Rxc4 28 Qxd3 Rc1+ 29 Kh2 Nxa3 30 Qxd5+ Kf8 31 Qd6+ Kg8 32 Qxa3) 28 Qa2, another pin, and now:

28...Kh8 29 Rxd3 cxd3 30 Qxb1 d2 31 Be1, or better 31 Kh2. [then 31...Rd8 32 Qd1 Δ e4, Be3 -ed]

28...Nxa3 29 Qxa3 c3 30 Be1 c2 31 Bd2

28...Kf8 29 Rxd3 cxd3 30 Qxb1 Rc2 31 Be1

27 exd4 exd4 28 Bxd4 Qxd4 29 Rxc3 Re8 30 Rxd3 Qh4 31 Ra1 Qf6 32 Qa2+ Kh8 33 Ra3 Qh4 34 Qd2 h6 35 Rxa6 Kh7 36 Qd3+ g6 37 Ra7+ Re7 38 Qe3 1-0

**ANTOINE HUTCHINSON - RAY KAUFMAN**

**FRENCH**

1 e4 e6 2 d4 d5 3 e5 c5 4 c3 Nc6 5 Nf3 Bd7 6 Bd3 Rc8 7 a3 cxd4 8 cxd4 Nge7 9 Nc3 Ng6 10 h4 f5 11 exf6 Qxf6 12 Bg5 Qf7 13 Qe2 Bd6 14 Nxd5 0-0 15 h5 exd5 16 hxg6 hxg6 17 Be3 Bg4 18 0-0 Bf4 19 Bxf4 Qxf4 20 Qe3 Bxf3 21 Qxf3 Qxf3 22 gxf3 Nxd4 23 Bxg6 Nxf3+ 24 Kh1 Rc6 25 Bd3 Rh6+ 26 Kg2 Nh4+ 27 Kg1 Rf3 28 Rad1 Rh5 29 Rfe1 Rg5+ 30 Kf1 Rg2 31 Rd2 g5 32 Re5 g4 33 Rxd5 g3 34 Rg5+ Kf8 35 Rf5+ Rxf5 36 Bxf5 Rh2 37 Be4 g2+ 38 Bxg2 Rxg2 39 Rd8+ Ke7 40 Rb8 b6 41 Ra8 Kd6 42 Rxa7 Rh2 43 b4 Rh1+ 44 Ke2 Ra1 45 Kd3 Rc1 ½-½

## VIRGINIA CHESS Newsletter

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# 2000 VIRGINIA OPEN

## JAN 21-23, 2000

Sheraton Inn, 2801 Plank Road  
Fredericksburg, VA 22404

### Open

5-SS, 40/2, SD/1. \$\$1800: 600-400-300-200, top  
U2300 \$100-50, top U2100 \$100-50.

Trophy to 1st. EF \$45 if rec'd by 1/  
15, \$55 at site. Rds 8, 10-5, 10-4.

### Amateur (under 1900)

6-SS, 40/90, SD/60. \$\$1450:  
300-200-150-125, top U1700  
\$100-50, top U1500 \$100-50,  
top U1300 \$100-50, top  
U1100 \$100-50, top Unrated  
\$50-25. Trophy to first. EF \$40  
if rec'd by 1/15, \$50 at site. Rds  
8, 10-3-8, 10-3:30.

### Both

Class \$\$ based on 8 full EF each class,  
place prizes guaranteed. Reg 6:30-

7:30pm 1/15, 9-9:30am 1/16. Half-pt bye avail rds 1-3 or

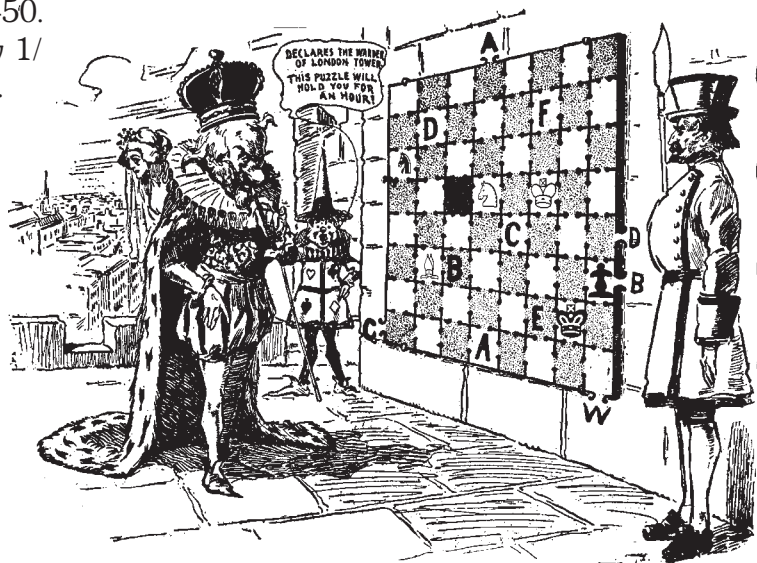
later rds if requested before start of rd 2. Scholastic EF for 19 and under \$10 if rec'd by  
1/15, \$15 at site, play for non-cash prizes. VCF membership required (\$10, \$5 jr), OSA.  
NS,NC,W. Hotel: Sheraton Inn, 2801 Plank Road, Fredericksburg, VA 22404. 540-  
786-8321. Chess Rate \$59 1-4, must reserve by 1/7/2000. Enter 5208 Cedar Rd,  
Alexandria, VA 22309, make checks payable to "Va Chess".

### Info

phone: 703 360-3391 (but no phone entries)

web <http://www.wizard.net/~matkins/2000vo.htm>

e-mail [matkins@wizard.net](mailto:matkins@wizard.net)



30 Grand Prix Points  
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# EMPORIA OPEN



THE 15th ANNUAL EDITION OF THE EMPORIA OPEN drew 41 players to the Greensville Ruritan Club October 9-10. Russian emigre Stanislav Kriventsov, now living in Pennsylvania, and Matthew Noble, of North Carolina, tied for 1st / 2nd. Macon Shibut and Robert Fischer were equal 3rd. Other prizewinners included Curtis Graham (top A); Allen Beadle, Marvin Wilson, Keith McCrickard, Evan Whittington, Mark Lieberman & Joseph Faries (6-way tie for top B); Stephen Styers & Frank Papcin (= C); David Hydorn & Merv Clark (= D); Linwood Schools & Helen Hinshaw (= E); Dimitar Vlassarev (top scholastic); Jack Barrow (2nd scholastic); Joseph Schools (aptly-named top scholastic under 1100); and Ben Bland (2nd scholastic under 1100). As always, Woody Harris organized and ably directed.

The critical juncture in the tournament occurred in round 4. To that point the rating system had held good, leaving the tournament's three masters tied for first with the only remaining 3-0 scores. The top-rated pair, Kriventsov and Shibut, met on board 1.

**MACON SHIBUT - STANISLAV KRIVENTSOV**

**KING'S INDIAN ATTACK**

*Notes by Macon Shibut*

**1 e4 c5 2 Nf3 e6 3 d3** (Like many players I used to play this a lot when I was first starting out in chess. You get to develop

your pieces in an orderly manner without too much risk of getting mated in the opening. Later one becomes more ambitious with White and the limitations of the variation become more apparent, so we graduate to other openings. However, during the week immediately before Emporia I was reading something where this variation came up and I had a passing thought: "It's been years since I've played that; I ought to roll it out again some game 'for old times' sake'. So then I got to Emporia

and in the second round I was watching Kriventsov's Black game versus Jeff Jones where he used the defense 1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxd4 a6 5 Nc3 b5. I don't know squat about that variation, but the thing I keyed on was Black's 2nd move. This will be understood by any American schoolboy who has read as far as the very first note in the very first game of *60 Memorable Games*. Fischer suggests that Black committing to ...e6 creates a relatively good opportunity to enter the King's Indian Attack.

### Chess Clubs - Please send additions/corrections to the Editor.

♣ Alexandria: Fairfax County CC, Lee District Park, Thursdays 6:30-9:30pm in the Snack Bar, info Walter Scott, [WScott123@aol.com](mailto:WScott123@aol.com) ♣ Arlington: Arlington CC, Central United Methodist Church, 4201 N Fairfax Dr, Fridays 7pm. Reg for rated Ladder and Action ends 8pm. Blitz/Quick tourney 1st Friday of month. Info [www.wizard.net/~matkins](http://www.wizard.net/~matkins) or John Campbell (703) 534-6232 ♣ Arlington Seniors CC, Madison Community Ctr, 3829 N Stafford St, info (703) 228-5285 ♣ Blacksburg: CC of Virginia Tech, GB Johnson Student Ctr, Rm 102, Virginia Tech, Wednesdays 7-9pm ♣ Charlottesville: Charlottesville CC, St Mark Lutheran Church, Rt 250 & Alderman Rd, Monday evenings ♣ Chesapeake: Zero's Sub Shop, 3116 Western Branch Blvd (Rt 17), (Poplar Hill Plaza near Taylor Rd intersection), Mondays 6pm to closing ♣ Great Bridge United Methodist Church, corner of Battlefiled Blvd & Stadium Dr, Tuesdays, 6:30-10pm, info 686-0822 ♣ Culpeper: Culpeper CC, Culpeper Middle School Library, 14300 Achievement Drive (off route 229 North Main St Extended), mobile trailer #5. 1st & 3rd Tuesdays, 6:15-10pm, info Vince LoTempio (540) 672-0189 or [www.geocities.com/TimesSquare/Galaxy/9780/](http://www.geocities.com/TimesSquare/Galaxy/9780/) ♣ Fort Eustis: contact Sorel Utsey 878-4448 ♣ Fredricksburg: Spotsylvania Chess, Lutheran Church Rte West 4.7 miles from Exit 130 on I-95. Tuesday 6-9pm, info Mike Cornell 785-8614 ♣ Glens: Rappahannock Community College - Glens Campus CC, Glens Campus Library, Tuesdays 8-10pm in the student lounge, info Zack Loesch 758-5324(x208) ♣ Hampton: Peninsula CC, Thursdays 7pm, Thomas Nelson Community College, info Tim Schmal, 757-851-3317 (h) or 757-764-2316(w) or [teschmal@aol.com](mailto:teschmal@aol.com) ♣ Harrisonburg: Shenandoah Valley CC, Trinity Presbyterian Church, corner of S High (rt 42) & Maryland Ave (Port Republic Rd), Fridays 7:30pm, <http://cep.jmu.edu/huffmacj/svcc/svchome.html> ♣ Mechanicsville: Stonewall Library, Stonewall Pkwy, Mondays 6:30-9pm 730-8944 ♣ Norfolk: Larchmont Public Library, 6525 Hampton Blvd, Wednesday 6-9pm ♣ ODU CC, Webb Univ Ctr, Old Dominion University, info [www.odu.edu/~chess](http://www.odu.edu/~chess) ♣ Purcellville: Blue Ridge Cafe, Thursdays 5-7pm and Saturdays 1-4pm (& bi-wkly 4-7pm), info Douglas A Gripp, 540-668-7160 ♣ Richmond: The Kaissa CC, Virginia Museum of Fine Arts, 2800 Grove Avenue. Thursdays 5:30-9pm. info Alfredo Franco 367-1154 ♣ Knights at Noon, 12noon at Dumbarton Library, 6800 Staples Mill Rd. Peter Hopkins 262-4167 ♣ The Side Pocket, Cross Roads Shopping Center, Staples Mill Rd. chess tables set up any hour, every day ♣ Huguenot Chess Knights, Bon Air Library Community Room, 1st & 3rd Friday of each month, 7-11pm, info Walter Chester 276-5662 ♣ Jewish Ctr CC, 5403 Monument Ave. 4-6pm every other Sunday (804) 288-0045 ♣ Roanoke: Roanoke Valley CC, Grandin Ct Rec Ctr, Corner of Lofton & Barham Rd SW, Fridays 7:30-11:00pm, Info Brian Roark (540) 772-1435 ♣ Virginia Beach: Tidewater Community College CC, Princess Anne Rd, Bldg D Kempsvill Cafeteria, Mondays & Wednesdays 7-10pm, <http://users.exis.net/~rybarcz/> ♣ Williamsburg: Williamsburg CC, Williamsburg Landing - Main Building, 2nd floor lounge, 5700 Williamsburg Landing Dr, Mondays 7-10pm, info Don Woolfolk (757) 229-8774 ♣ Winchester: Winchester CC, Westminster-Canterbury Home for the Elderly, Tuesdays 7pm ♣ Woodbridge: Prince William CC, Wednesdays 7-9pm either in the Community Room, Potomac Library, 2201 Opitz Road or C D Hylton High School, 14051 Spriggs Rd. Contact Dick Stableford, 703-670-5887 or [o6usmc@erols.com](mailto:o6usmc@erols.com)



Immediately I recalled my 'vow' to some day revisit this weapon of my youth and I thought, "What better time?, if I should happen to get White versus Kriventsov later in the tournament..." So the opening for this game was fated a day before.) **d5 4 Nbd2 Nf6 5 g3 Nc6 6 Bg2 Bd6** (The theoretical objection to this is that later a possible e5 by White might win a piece. That's a bit simplistic but for whatever reason White does achieve a small but secure edge over the next half dozen moves.) **7 0-0 0-0 8 Re1** (8 Nh4 was also possible, as I knew Fischer once played against the set-up with Black's knight at e7 instead of f6) **8...Bc7 9 c3 dxe4 10 dxe4 e5 11 Qa4** (To defend the king pawn in preparation for N-f1-e3 and finally into the d5 or f5 squares weakened by Black's last move. 11 Qc2 would serve the same purpose but I didn't mind provoking ...a6 and ...b5 because one of my vulnerable spots is d3 and I'd just as soon have Black pawns plugging up the a6-f1 diagonal rather than seeing him play ...b6 and ...Ba6) **11...a6 12 Nf1 b5 13 Qc2 Bb7 14 Nh4 Ne7 15 Bg5 Qd6 16 Rad1 Qe6 17 Nf5 Rad8 18 N1e3 h6 19 Nxe7+ Qxe7 20 Nf5 Qe6 21 Be3 Bb6 22 f3** (I wasn't wild about this but the pressure on my e-pawn and the possibility ...Ng4 together hampered progress. Now if he leaves me alone for just one turn I might develop a

real initiative by Qc1, to sac on h6, or maybe Bh3!? In particular, I was hoping for 22...Qxa2? 23 Qc1 and the threat Bxh6 is almost winning by force. However, I had no illusions that 22 f3 was not a concession. Basically it indicates that Black has defended carefully and well, and has finally neutralized whatever opening advantage White may have enjoyed.) **c4 23 Qf2 Bxe3 24 Qxe3 Kh7 25 Qc5** (Maybe 25 h4  $\Delta$  something like Kh2, Bh3; Or 25 a4 was another thought.) **25 ... Nd7 26 Qd6 Qxd6 27 Rxd6 Nc5 28 Red1 Rxd6** (But not 28...Nd3? 29 Rxd8 Rxd8 30 Bf1 and Black will suffer

the d-file pin and finally wind up with an overextended pawn.) **29 Rxd6 Na4** (If 29...Nd3 a possible continuation is 30 b3 Nc1 31 bxc4 bxc4 32 a3 Na2 33 Bf1 Nxc3 34 Bxc4  $\pm$ ) **30 Rd2 g6 31 Ne3 Kg7 32 Kf2** (32 Bh3 or 32 Bf1 deserve serious consideration.) **32...Nc5 33 Nd1** (So he has gotten at d3 after all. My first thought now was 33 Bf1 but rightly or wrongly I came to fear 33...Bxe4!? 34 fxe4 Nxe4+ 35 Ke2 Nxd2 36 Kxd2



*"It's a shame, really. He stayed up all night planning what to play against you."*

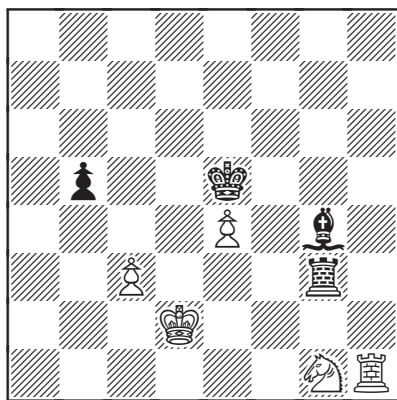


Emporia continued

f5. Next I considered 33 Ng4, hitting e5 and preparing Nf2 to keep him out of d3. But I discovered the refutation 33...h5! and if 34 Nxe5 f6 35 Nd7 Rd8 36 Bh3 Bc6 etc. Therefore White would have to fall back on 34 Ne3 and then 34...Nd3+ 35 Kf1 may be defensible but is no picnic.) **33...Nd3+ 34 Ke3 f5 35 Nf2** (Now 35 Bf1? is just wrong: 35...f4+ 36 Ke2 Nc1+) **35...f4+ 36 Ke2 fxe3 37 hxe3 Nc5** (If 37...Nxf2 White can either hold steady by interpolating 38 Rd7+ eg 38...Rf7 39 Rxf7+ Kxf7 40 Kxf2; or he can go for "dynamic" play, tacking Black's king to the back rank after 38 Kxf2!? Bxe4 39 Rd7+ etc) **38 Ng4 Re8 39 b4?!** (An oversight one move before time control. 39 Rd6 was better Δ N-e3-d5) **39...cxb3 40 axb3 Bc8** (I'd missed this move. Now 41 b4 Bxg4 looked unpalatable after either 42 fxe4 or 42 bxc5. In the former case just 42...Na4 and White's pawn structure is hopeless in the long run. But the latter is maybe not so clear since after 42...Be6 43 Rd6 Bc4+ 44 Ke3 Re6 may 45 Rb6 is playable. Still, I'm not enthusiastic about White game in this variation. I much prefer to just give up the pawn and try to get the pieces as active as possible, in particular maneuvering the knight to d5.) **41 Ne3 Nxb3 42 Rd6 Re6 43 Rd8 Rc6 44 Nd5 Be6 45 Kd3 Nc5+ 46 Kd2 Nb7?!**

(Evidently Kriventsov did not like this so much since he tried to go back right away. 46...Na4 is the obvious try, piling up on c3. But in general Black does not want to take d5 with his bishop since White then gets a dangerous passed pawn of his own. If he's not going to play ...Bxd5 then he can't consummate the attack on c3, and then what is the knight doing on a4? In short, White's active pieces make for good practical compensation for the lost pawn and it's hard to suggest a clear method for Black to show progress.) **47 Ra8 Nc5 48 Ra7+ Bf7 49 Bh3** (By now, I think, White's activity fully balances the material.) **49...h5 50 Re7 Ne6 51 Bxe6 Rxe6 52 Ra7** (The forcing line 52 Rxe6 Bxe6 53 Nc7 Bc8 54 Ne8+ Kf8 55 Nd6 Be6 doesn't lead anywhere good.) **52...g5 53 Ke3 Rd6 54 Nb4** (54 f4!? is a complicated alternative.) **54...h4 55 gxh4 gxh4 56 Rxa6** (Not 56 Nd3 h3 57 Nxe5 h2 58 Rxf7+ Kg8 wins) **56...Rd1** (Okay, it's time to deal seriously with the h-pawn. I looked at 57 Nd5 Δ Ra2 After 57...Bxd5 58 exd5 Rxd5 my instinct was that maybe White might have some way to liquidate to a drawn rook ending, but I couldn't find it.) **57 Kf2 Rd2+ 58 Ke3 Rg2 59 Ra1** (59 Nd3! was more accurate. By attacking e5 White sidesteps the ...Bc4 move that causes trouble in the game and

prods Black to spend tempi moving a pawn that will ultimately leave the board: 59...h3 60 Ra1 h2 61 Rh1 Kf6 62 Nf2 and if 62...Bc4 63 Rxh2!; or 62...Kg5 63 Ng4) **59...Bc4!** (Watch out for mate!) **60 Nd3 Kf6** (Black returns the favor and passes up 60...Bxd3 61 Kxd3 h3) **61 Nf2 h3 62 Rh1** (Only now he noticed the trick 62...h2 63 Rxh2. Still, by determined effort he keeps winning chances alive based on the tight quarters constructing White's king and knight.) **62...Be6! 63 Nxe3 Rc2 64 Kd3 Rb2! 65 f4 Rg2!** (We are fifteen moves into the 'sudden death' time control phase and Kriventsov was doing a great job posing enough problems to drive me significantly behind on the clock. I decided once and for all to get rid of his e-pawn, which had been constraining my king for a while. Of course this also lets his king into the attack, so maybe 66 f5!? should be considered.) **66 fxe5+ Kxe5 67 Ng1** (So these pieces have returned to their starting positions. Well not quite, that's the king's rook all right, but the knight began life at b1.) **Rg3+ 68 Kd2** (Economizing thinking time, I moved to the square of opposite color from his bishop, plus I plan Ne2 next and would like to have the knight defended. But since this proves unachievable, hindsight sees that 68 Kc2 would have saved a tempo.) **68...Bg4!**



(It's amazing how Black's initiate endures with such limited material. Now if 69 Ne2 White is neatly trussed up: 69...Rg2 70 Re1 Kxe4 and Black wins) **69 Kc2 Kxe4 70 Kb3 Be6+ 71 Kb4 Bc4 72 Rh4+ Ke3 73 Nh3** (Another study-like disappointment: 73 Rh3? Kf2 74 Rxg3 Kxg3 and ...Kg2 will win the knight!) **73...Rg2 74 Nf4 Rf2 75 Nd5+**

I'm not sure how to punctuate this move. On the one hand it absolutely achieves the 'goal', an theoretically drawn position! Nevertheless, it was probably better to stay in a worse (lost?) ending with chances to somehow slither into a different draw later: 75 Ng6 Rb2+ 76 Kc5 Rd2! (during the game I feared 76...Rb3 but underestimated 77 Ne5! which is exactly the sort of thing Black is hoping for) keeping the knight at bay a little longer while he tries to win the pawn. I told myself that it was not inconceivable White will have to sacrifice the knight later anyhow, so I went ahead and did it straight away.

For the uninitiated, I should explain that the ending with R+B vs R is definitely a draw except for certain positions with the defender's king already trapped on the edge of the board under unfavorable circumstances. Even the winning positions are so tricky that an unschooled attacker probably won't recognize one when he has achieved it or know how to finish the job. On the other hand, the defense is also so treacherous that in practice these "drawn" positions are always played out and the better (or more knowledgeable) player most always gets the result he's looking for.

In the old days, before 'sudden death', I believe I would have saved the game. I actually had this ending in a *adjournment* several years ago versus a strong master, John Cline. The game was from a DC Chess League match, which meant we had a whole week to study the adjourned position and learn the proper technique. Upon resumption Cline ground away for the full 50 move limit, but I had learned the ending well and held the draw. In my very next tournament I had yet another game in which the ending was a big factor in how things played out. In that case I was on the superior side of an attack and I deliberately allowed my opponent the possibility defending by sacrificing his last piece to reach

RvsR+B, confident of my ability this time to win the ending. (In fact he didn't avail himself of the possibility and I won by other means.)

Returning to the present game, however, I can see now that I had no practical chance of reconstructing the critical points from those lessons of four or five years back. As I indicated before, I was way behind on the clock and by now I had less than 5 minutes left. (Black had about 20.) Afterwards Kriventsov remarked, correctly, that he considered the defense hopeless under the circumstances.

**75...Bxd5 76 Kxb5...** I stopped keeping score. Maybe a couple dozen more moves were played. Black rounded up the pawn and drove my king to the edge. I successfully set up the '2nd rank' or 'triangle' defensive position, a key idea, but maybe messed it up right away playing at blitz speed. I'm not sure about the final position we reached; it's possible Black still had not achieved a winning setup, but the position had become critical. I resigned with my flag certain to fall. This was the last game to finish. The onlookers rewarded our effort with a smattering of applause. **0-1**

Meanwhile, Noble ground out an endgame win on board 2 to keep pace with Kriventsov. In the finale the two leaders drew in six moves to clinch the top prizes.



# RUSTY POTTER

AS BOTH A PLAYER AND A TEACHER OF CHESS, John Russell Potter, of Roanoke, has been for decades among Virginia's outstanding figures. He has twice held the state championship, three times won the Virginia Open, and claimed numerous other tournament titles throughout the southeast United States. An "Original Life Master (ie, over 300 rated games as a master), his peak rating was 2384. He was the most active participating master in the National Chess in the Schools Master Visitation Program,

taught the game in school assemblies and clubs to over 13,000 children in the Roanoke Valley and Tidewater areas, and served on the staffs at the Castle Chess Camp, in Bradford, Pa, and the Sport of Kings camp in Bronxville, New York. From 1986-1989 he directed the chess program for the Roanoke, Va school system.

Rusty recently provided *Virginia Chess* with the following interview — a composite, drawing from interviews by Dave Giltinan, Don Shrader, Marshall Mc Daniel, as well as various lectures — in which he shares his thoughts on how our readers might best raise their level of play, plus a couple annotated games.

## **What advice can you give to club-level players wanting to improve their game?**

I believe in hard work. Talent exists but is misunderstood. Most players would rather say that the reason they have not improved in chess is because of a lack of talent, rather than admit that it is really due to a lack of will-power and discipline. A person of average intelligence can reach Expert strength if he works hard enough, reads the right materials in the right order, and keeps the right frame of mind. Many others can reach Master strength with the same program. You don't have to be a genius to become a chess master, but it takes *work*. It takes a lot of time, a commitment, and the discipline to stick to that commitment.

## **But surely not everyone has the goal to become a chess master?**

Of course, if a person says, "I don't want to make the effort to become a Chess Master", that is a perfectly defensible position. It just depends on what you want. You can be a recreationalist, or a serious student of the game. The main thing that the serious student has to do is constantly improve

his game and not worry about ratings, titles and all that, *just keep learning something new and eventually everything else will fall into place.*

## **What are some common pitfalls that serious students of the game should avoid?**

One of the biggest obstacles to advancement is an over-egotizing of chess. You've got to approach an art form with a certain discipline, with respect for its logic and beauty, and with a willingness to put aside your personal hang-ups. Players whose egos are too attached to winning or losing generally let their wins over-inflate their views of themselves.

The other extreme is just as bad, or worse: the players who are overly discouraged by a loss. Their self-worth is somehow attached to the loss of a single chess game. This is folly. *View your losses as a learning experience and your wins as a reward in themselves.* If you learn something from a loss, it *will* make you stronger. Keep a sense of objective calm and professional detachment about your game, keep playing, keep studying, and you *will* improve your chess strength.

## **What about alibis?**

When the inevitable losses occur, the alibi-dependent player may blame the weather, a cold, or some other distraction. These *are* all factors of course, but these players with ready alibis would benefit more if they looked inside themselves to discover what they *misjudged* about a position (a







important. If you play in a weekend tournament and spend an average of 4 hours a game for 5 rounds, say, 20 hours of play, and you have only spent 20 hours preparing for that tournament, then I don't think that you've studied enough. A 3 to 1, or 4 to 1 ratio is more like it. You see, a large part of acquiring mastery in chess is to be found in a *quantitative accumulation of positions* that give a player what we call judgment, an intuitive sense, a 'feel' for position. This *memory bank* helps with candidate move selection, since it aids the player in screening out junk. Therefore, it is *very* important.

### What about computers and computer software?

Yes, there are lots of good software packages out there, like Fritz, BookUp, ChessBase, Chess Master 6000. I also believe that *slow* games on the Internet Chess Club can aid an improving player.

### What about postal chess?

I do believe that *postal chess* can be of strong benefit to a player's development. Somewhere between 6 and 12 games is a good number of games to start out with. Postal chess gets you in the habit of always looking for the very best move. That's extremely important in chess.

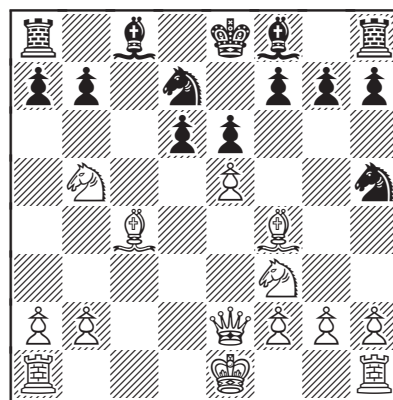
### What about speed chess?

Speed chess can be useful for a brief review of a few opening variations in a player's repertoire that need repetition, but in general it encourages superficial thinking. It is not high on my list of teaching tools.



### RUSTY POTTER - R HAAS 1967 CAROLINAS OPEN

**1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 c3 dxc3** (4...Nf6 is usually seen instead of dxc3) **5 Nxc3 Nd7 6 Bc4 e6 7 Bf4 Qc7 8 Qe2 Ngf6 9 e5!? Nh5 10 Nb5 Qc6?** (10...Qb8 was much more solid)



**11 Nfd4!!** ( I took over 30 minutes on my 10th and 11th moves. I was trying to visualize how I could win if I were *two* rooks behind! Finally I took the plunge...) **11...Qxg2 12 Qxh5 Qxh1+** (CHESS MASTER prefers the *zwischenzug* check here of 12...Qe4+ but I do not believe that this will save Black, since after 13 Be3, the positions are basically the same as in the game. Although ahead in material, Black has an almost *completely* undeveloped army...) **13 Kd2 Qxa1** ( Black is hungry today...) **14 Nc7+ Kd8** (if 14...Ke7 15 exd6+ Kd8 16 Ndx6+ fxe6 17.Qe8#) **15 Ndx6+ fxe6** (if 15...Ke7 16 exd6+ Kf6 17 Qg5#) **16 Nxe6+ Ke7 17 exd6+ Kf6 18 Qg5+ 1-0** Black resigns, knowing that after Kf7 the knight will deliver a pretty discovered mate on g7 or c7.

### RUSTY POTTER - MARK DIESEN 1980 VIRGINIA OPEN

(At the time this game was played, Mark Diesen was both an International Master as well as reigning World Junior Champion. This game was published in both *Chess Life* and a theoretical opening book on the Queen's Indian Defense.) **1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 Bg5 Bb7 5 e3 h6 6 Bxf6 Qxf6 7 Be2 d5 8 cxd5 exd5 9 Nc3 a6 10 Qa4+!** (This move forces another pawn onto the same color as my opponent's fianchettoed bishop.) **b5 11 Qb3 Qd6 12 0-0 Nd7 13 Rfc1 Be7?** (13...c6 with a mummified bishop was nevertheless preferable to what now follows.) **14 Bxb5! axb5 15 Nxb5 Qb4 16 Nxc7+ Kd8 17 Nxa8 Bxa8** (Here the World Junior Champion offered me a draw. After 15 minutes I declined the



# Millenium Chess Festival

March 4-5, 2000 → Olde Towne Holiday Inn  
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(from Richmond/D.C. I-64E to I-264W,  
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From NC 58E to I-664S, take I-264E, then  
Etingham St North exit, right @ Crawford)

5-SS, G/2

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At-site registration: Saturday, March 4, 8am-9:30am  
Rounds: Saturday 10-2:30-7, Sunday 11-3:30

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**GM Michael Rohde**  
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register 5:30-6:30 pm,  
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1/2 point byes available - must commit before rd 2 for byes in rds 4-5  
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Historic district with ferry to Norfolk's Waterside  
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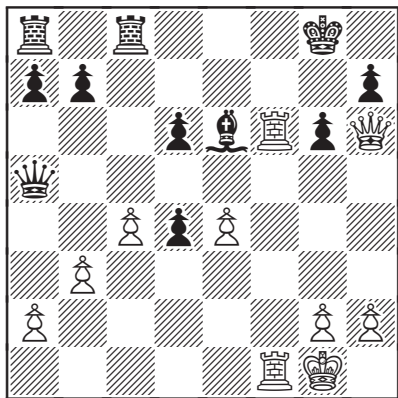
offer. How could I ever explain taking a draw here to my students?... ) **18 Qc2!** (the queens stay on) **Qb8 19 Qf5 Bf6 20 Rc3 Qxb2 21 Rac1 g6 22 Qf4 Ke7 23 Rc7 Qb6 24 Ne5 Rd8 25 Qxh6 Bxe5 26 dxe5 Qe6 27 Qh4+ f6** (27...Ke8 was a better try, but still Black is staggering...) **28 Qh7+ Qf7 29 exf6+ Ke8 30 Rxd7!** (an efficient finish) **Qxf6 31 Rxd8+ Qxd8 32 Rc7 1-0**

[The following game appeared in the previous issue of Virginia Chess but with a critical error: White's last move was given as Rf4, which at first site might appear to work but in fact would fail to the reply ...Rc7. Rusty's correspondence indicates that Rf7! was in fact played, and we apologize for the mistake. -ed]

**RUSTY POTTER - NEIL MARKOVITZ**

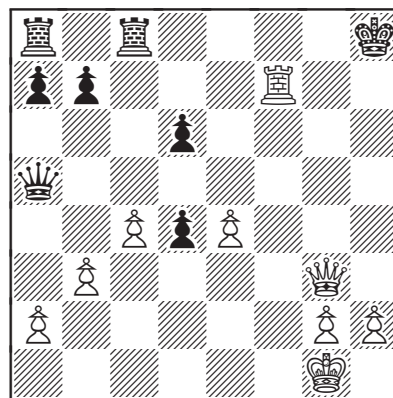
**1999 CHARLOTTESVILLE OPEN**

**1 d4 Nf6 2 c4 c5 3 Nf3 g6 4 Nc3 cxd4 5 Nxd4 Nc6 6 e4 d6 7 Be2 Nxd4 8 Qxd4 Bg7 9 Be3 0-0 10 Qd2 Be6 11 0-0 Ng4 12 Bxg4 Bxg4 13 f4 Be6 14 b3 Qa5 15 Rac1 Rfc8 16 f5 Bxc3?** (In addition to wasting a bunch of time during moves 10-13, my opponent now parts with the valuable defender of his castled king.) **17 Rxc3 Bd7 18 Bd4 e5 19 fxe6 fxe6 20 Qh6 e5 21 Rcf3 Be6 22 Rf6 exd4**



(This was about a '30-minute move'...) **23 Rxg6+! hxg6 24 Qxg6+ Kh8 25 Qh6+ Kg8** (My opponent actually offered me a draw here. I briefly discussed this with my queen. She curtly informed me that her Highness does not stoop to discuss vulgar draw offers while she is climbing the royal

staircase. "What is your destination?", I asked her. "g3", she promptly answered. I passed on her refusal to my opponent...) **26 Qxe6+ Kh8** (26...Kh7 27 Rf7+ and it's croutons...) **27 Qh3+** (As indicated earlier, White's queen is "staircasing" — that is, she is checking with diagonal retreats in order to reach a key square. The key square here is g3 in order to prevent ...Qe1+ by Black.) **27... Kg8 28 Qg3+ Kh8 29 Rf7!**



In this position, Black, although a rook up, is lost! **1-0**

## Attention!

Last issue we announced an annotation contest with a submission deadline of October 25. Then we screwed up distribution of the newsletter so many readers didn't even get their copy until around that date. *Duh!* So... first of all, we apologize for the late mailing. And we **reset the clock** on the contest. *Virginia Chess* will award copies of *Easy Guide to the Ruy Lopez*, *Easy Guide to the Bb5 Sicilian* and *Simple Winning Chess* for the 3 best **annotated games from the 1999 Virginia Closed** submitted for publication. Prizes are for the best job *annotating*, not necessarily the best games. You don't have to submit 3 games, just one will qualify to win, but we're giving away three different prizes. Submit entries by email ([mshibut@dgs.dgsys.com](mailto:mshibut@dgs.dgsys.com)) or mail to the editor at 8234 Citadel Place, Vienna VA 22180. **New deadline: January 10, 2000.** Indicate your order of preference for the books should you win one. The editor claims sole authority for judging and his decision will be final.



# EARLY HISTORY OF THE VCF

by Macon Shibut

material, after which I returned it to the club. Then I went off to college, moving out of Richmond for good as it turned out. A few years later the Richmond club folded its tent and The Box disappeared. Some time ago I put a notice in Virginia Chess inquiring whether anyone knew its whereabouts. There was no response at the time.

At the Virginia Closed this year, lo and behold, Woody Harris announced the discovery of the archival material (but not the trophies, which may have vanished forever; though conceivably they're still at the old club site, a hospital / nursing home, in some glass case). Woody didn't realize he even had this stuff; he only rediscovered it in the aftermath of an electrical fire in his basement!

The material is now in the editor's hands. It's mostly old state newsletters, although there also are also newspaper clippings, personal letters, photographs and other sundry items dating back at least to the 1930s! I plan to sift through it at my leisure and publish (more precisely, republish) occasional excerpts here. We'll commence with a yellowed, 6-page typewritten document titled "The Richmond Chess Club: Games Played by Members Against George Koltanowski, Champion of the World in Blindfold Chess, at an Exhibition of Ten Simultaneous Blindfold Games at the Richmond Hotel, Richmond, Virginia, Thursday, February 13, 1941. With Comments thereon by Mr Koltanowski."

There is no author or editor identified. The Koltanowski comments consist of a sentence or two appended to each score. From their content these appear to be off-the-cuff impressions dictated immediately after the game.

The document also contains numerous marginal notes, handwritten in pencil, all in the same hand and some initialed "W.S.S." I observe that one of Koltanowski's exhibition opponents was a Dr W S Scott. It seems reasonable to suppose that these are his notes scribbled upon what was originally his copy of the manuscript.

THE BOX HAS BEEN FOUND! Well, actually it's a plastic bag now, not a cardboard box, but the contents are the same. What is he talking about? Years ago, when I was a kid, there was an "archives" box at the old Richmond Chess Club. It contained a bunch of papers and also a couple old trophies. While still in high school I volunteered to sort through and organize the

All of this is indicated in the transcript that follows. Koltanowski's comments are given in italics at the head of each game. Opening names are given just as in the original. I have converted the notation for all moves, including references within Koltanowski's remarks, from descriptive to algebraic. I've also added a few diagrams; there were none in the original. Koltanowski played White on all boards and scored 7 wins, 3 draws.

George Koltanowski





### The Richmond Chess Club

Games Played by Members  
Against  
George Koltanowski  
Champion of the World in Blindfold  
Chess  
at an Exhibition of Ten Simultaneous  
Blindfold Games  
at the  
Richmond Hotel  
Richmond, Virginia  
Thursday, February 13, 1941.

With Comments thereon by Mr  
Koltanowski

#### BOARD #1 GEORGE KOLTANOWSKI - A C WATSON JR FRENCH DEFENSE

*A drawing variation was chosen through exchange of exd5 as the third move. Solid play led to an easy draw.*

1 e4 e6 2 d4 d5 3 exd5 exd5 4 Bd3 Nc6 5 c3 Bd6 6 Ne2 Nge7 7 Bf4 Bf5 8 0-0 0-0 9 Bxd6 Qxd6 10 Ng3 Bxd3 11 Qxd3 Qg6 12 Qxg6 Nxc6 13 Nd2 Rfe8 14 Rfe1 Kf8 15 Kf1 Nf4 16 Rxe8+ Rxe8 17 Nf3 f6 18 b3 Na5 19 Re1 Nd3 20 Rd1 Nf4 21 Rd2 b6 22 Ne2 Nxe2 23 Rxe2 Nb7 24 Rxe8+ Kxe8 25 Ke2 Nd6 26 Nd2 ½-½

#### BOARD #2 GEORGE KOLTANOWSKI - S S JACKSON COLLE

*22...d4 by Black was bad as it lost a pawn for no reason at all. White then missed an easy opportunity to win by neglecting to play Bxb6 when the Black rook was still on c7. After the win of a piece Black should have won easily. Why he did not is still a mystery to me. He should even have lost the ending the way he played it.*

1 d4 d5 2 Nf3 Nf6 3 e3 e6 4 Bd3 Nbd7 5 Nbd2 Be7 6 0-0 0-0 7 e4 dxe4 8 Nxe4 c5 9 dxc5 Nxe4 10 Bxe4 Nxc5 11 Qe2 Nxe4 12 Qxe4 Qd5 13 Qxd5 exd5 14 Rd1 Be6 15 Be3 Rfd8 16 c3 b6 17 Nd4 Rac8 18 Rd2 Bc5 19 Nc2 Be7 20 Rad1 Kf8 21 Ne1 Rc7 22 Nd3 d4 23 Bxd4 Bg5 24 f4

Be7 25 Nf2 f6 26 b3 [26 Bxb6 Rxd2 27 Bxc7 must have been the point of Koltanowski's remark, but if so then 27...Rxb2 and Black is not worse -ed] 26...Rcd7 27 c4 Bb4 28 Rd3 Bf5 29 Bxb6 axb6 30 Rxd7 Rxd7 31 Rxd7 Bxd7 32 g4 Bc5 33 h3 f5 34 g5 Be3 35 h4 Ke7 36 Kg2 Bc6+ 37 Kg3 Bxf2+ 38 Kxf2 Kd6 39 Ke3 Kc5 40 Kd3 Be4+ (40...Kb4 - pencil note) 41 Kc3 Bc6 42 b4+ Kd6 43 Kd4 Ke6 44 b5 Be4 45 c5 bxc5+ 46 Kxc5 Kd7 47 a4 (47 Kb6 - pencil note) 47...Kc7 48 a5 Bf3 49 a6 Be2 50 b6+ Kb8 51 a7+ Kb7 52 Kd6 h6 53 Ke6 hxg5 54 hxg5 Bf3 55 Kf7 Kxb6 56 Kxg7 Kxa7 57 Kf6 Be4 58 g6 Kb7 59 g7 Bd5 60 Kxf5 Kc7 61 Kg6 Bg8 62 f5 Kd7 63 f6 Ke8 64 f7+ Bxf7+ 65 Kh7 ½-½ [An additional pencil note at the foot of this game score reads: "BxQBP (probably win for Black)" I'm not sure what that refers to. -ed]

#### BOARD #3 GEORGE KOLTANOWSKI - G L WARDEN CARO-KANN

*One of the best played games of the evening. Black's mistake consisted of playing ...dxc4 in the early stages. After that he was slowly but surely overplayed. The ending, when a knight down, was lost.*

1 e4 c6 2 d4 d5 3 exd5 cxd5 4 c4 Nf6 5 Nc3 g6 6 Bg5 dxc4 7 Bxc4 Bg7 8 Nf3 0-0 9 0-0 Nbd7 10 Ne5 Nb6 11 Bb3 Nfd5 12 Nxd5 Nxd5 13 Qf3 Nf6 14 Rfd1 Qb6 15 Rac1 Bf5 16 h3 Be4 17 Qf4 Bf5 18 g4 Be6 19 d5 Nxd5 20 Bxd5 Qxb2 21 Nd3 Qb5 22 Bxe6 fxe6 23 Qe3 Rf7 24 Rc5 Qa4 25 Re1 Bd4 26 Qe4 Raf8 27 Be3 b6 28 Rc7 e5 29 Bxd4 exd4 30 Rxe7 Qxa2 31 Rxf7 Qxf7 32 f4 Qd7 33 Qe6+ Qxe6 34 Rxe6 Rb8 35 Rd6 b5 36 Rxd4 a5 37 Kf2 b4 38 Nb2 b3 39 Ke2 Rc8 40 Rc4 Rxc4 41 Nxc4 a4 42 Kd2 Kf7 43 Kc3 Ke6 44 Nb6 Kd6 45 Nxa4 Kd5 46 Kd3 Ke6 47 Kd4 h6 48 Nc5+ Kf6 49 Nxb3 h5 50 Ke4 hxg4 51 hxg4 Ke6 52 Nd4+ 1-0

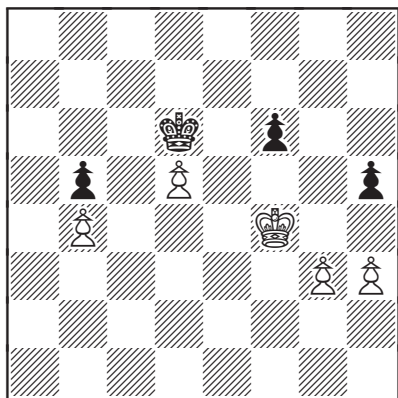




**BOARD #4 GEORGE KOLTANOWSKI - N LINFIELD**  
**QUEEN'S GAMBIT DECLINED**

*Black missed an easy chance to draw when he failed to take my rook after attacking it. That would have led to an easy draw.*

1 d4 d5 2 c4 Nf6 3 cxd5 Nxd5 4 e4 Nb6 5 Nc3 e6 6 Nf3 Be7 7 Bd3 0-0 8 0-0 c5 9 Be3 N6d7 10 Qe2 cxd4 11 Nxd4 e5 12 Nf5 Nf6 13 Nxe7+ Qxe7 14 Bg5 Nbd7 15 Nd5 Qd6 16 Nxf6+ Nxf6 17 Rad1 Qe6 18 h3 Qxa2 19 f4 Qa5 20 Kh2 exf4 21 Bxf6 gxf6 22 Rxf4 Qe5 23 Rf1 Rd8 24 Kh1 Rd6 25 Qf3 Bd7 26 Rxf6 Rxf6 27 Qxf6 Qxf6 28 Rxf6 Be6 29 Rf2 Rd8 30 Bc2 Rd4 31 Kh2 Rb4 32 Bd3 Kg7 33 Rc2 Rd4 34 Rc3 a6 35 Kg1 b5 36 Kf2 b4 37 Ke3 Rd6 [37...bxc3 is the possibility alluded to by Koltanowski, eg 38 Kxd4 cxb2 39 Kc3 Kf6 -ed] 38 Rc5 Rb6 39 Ra5 Bc8 40 Bc4 Bb7 41 g3 Kf8 42 Rc5 Bc6 43 Rf5 Be8 44 Ra5 Bb5 45 Bxb5 axb5 46 Kd4 Rd6+ 47 Ke3 Rb6 48 Ra7 Kg7 49 Rd7 Kf6 50 Rd5 Ke7 51 Rd4 Re6 52 Rxb4 Re5 53 Rd4 Ke6 54 b4 h5 55 Rd8 Ke7 56 Rd5 f6 57 Kf4 Rxd5 58 exd5 Kd6



59 g4 hxg4 60 h4 g3 [60...Kxd5 61 h5 Ke6 62 Kxg4 f5+ 63 Kf4 Kf6 64 h6 Kg6 65 h7 Kxh7 66 Kxf5 Kg7 67 Ke5 Kf7 68 Kd5 Ke7 69 Kc5 Kd7 70 Kxb5 Kc7 71 Ka6 wins -ed] 61 Kxg3 Kxd5 62 h5 Kc4 63 h6 Kxb4 64 h7 Ka3 65 h8=Q f5 66 Qa8+ Kb3 67 Qg8+ Kc3 68 Kf4 1-0

**BOARD #5 GEORGE KOLTANOWSKI - ANDREW D BRIGGS**  
**ENGLISH**

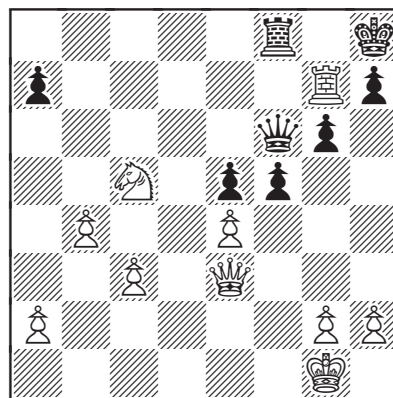
*No comment after the fourth and fifth moves.*

1 c4 c5 2 Nc3 Nf6 3 Nf3 Qc7 4 e3 e5 5 d4 b6 6 dxe5 Ng4 7 Nb5 Qc6 8 h3 a6 9 hxg4 axb5 10 cxb5 Qc7 11 Bc4 Be7 12 Qd5 0-0 13 Qxa8 Bb7 14 Qa3 Bxf3 15 gxf3 Qxe5 16 Qc3 Qc7 17 Qd3 h6 18 Bd2 Bg5 19 f4 Qb7 20 Bd5 1-0

**BOARD #6 GEORGE KOLTANOWSKI - S R OWENS**  
**ITALIAN**

*The winning of a pawn should have led to an easy win, but the sacrifice of the exchange was just a bit too early. After the exchange of queens the game was an easy draw.*

1 e4 e5 2 Nf3 Nc6 3 Bc4 d6 4 0-0 g6 5 Nc3 Bg7 6 d3 Nf6 7 Bg5 0-0 8 Qd2 Bg4 9 Ne1 Nd4 10 f3 Be6 11 f4 Bxc4 12 fxe5 dxe5 13 dxc4 Qd6 14 Nd3 c5 15 Bxf6 Bxf6 16 Nd5 Bg7 17 c3 Nc6 18 b4 b6 19 Nxc5 Kh8 [19...bxc5? 20 Nf6+ win the queen -ed] 20 Nd3 Ne7 21 c5 bxc5 22 Nxe7 Qxe7 23 Nxc5 Rad8 24 Qe3 Rd6 25 Rad1 Rxd1 26 Rxd1 f5 27 Rd7 Qf6 28 Rxc7



28...fxe4 29 Qe2 Kxg7 30 Nd7 Qf4 31 Nxf8 Kxf8 32 Qf1 Ke7 33 Qxf4 exf4 34 c4 Kd6 35 c5+ Kd5 36 Kf2 g5 37 g3 h5 38 gxf4 gxf4 39 Ke2 f3+ 40 Ke3 1/2-1/2





BOARD #7 GEORGE KOLTANOWSKI - DR W S SCOTT  
COLLE

*The other good game. Black's maneuver of 3...Nc6 was not so good, but he later made good use of it, winning the exchange. He should have tried to force the exchange of queens. Not succeeding in that, it was a matter of time.*

1 d4 d5 2 Nf3 Nf6 3 e3 Nc6 4 a3 e6 5 c4 Be7 6 Nc3 0-0 7 Bd3 dxc4 8 Bxc4 a6 9 0-0 h6 10 e4 b5 11 Ba2 Bb7 12 e5 Nh7 13 Be3 Bg5 14 Nxc5 Nxc5 15 f4 Nh7 16 f5 exf5 17 Rxf5 Ne7 18 Qf1 Nxf5 19 Qxf5 Qe7 20 Rc1 Bc8 21 Qe4 Be6 22 d5 Ng5 23 Qf4 Bd7 (23...Bh3 - pencil note [but just because White can't take the bishop there doesn't make it a good move -ed]) 24 Ne4 Nxe4 25 Qxe4 Qd8 (25...Kh8 - pencil note [but not much of an improvement! -ed]) 26 e6 fxe6 27 dxe6 Bxe6 28 Qxe6+ Kh7 29 Bb1+ Kh8 30 Qg6 Kg8 31 Qh7+ Kf7 32 Bg6+ Kf6 33 Be4 1-0

BOARD #8 GEORGE KOLTANOWSKI - DR CHARLES M NELSON  
FRENCH DEFENSE

*The opening was badly played for Black, but White's move 22 f5 gave him unnecessary chances of which Black did not take advantage. 27...Be6+ instead of Bf4 was better.*

1 e4 e6 2 d4 c5 3 d5 d6 4 f4 Nf6 5 Nc3 Be7 6 Nf3 Bd7 7 Be2 0-0 8 0-0 b5 9 dxe6 fxe6 10 e5 Ne8 11 Nxb5 d5 12 Nc3 Nc6 13 h3 Qc7 14 Bd2 Rb8 15 b3 Nd4 16 Nxd4 cxd4 17 Nb1 Bc5 18 Bd3 g6 19 Be1 Ng7 20 g4 g5 21 Bg3 h6 22 f5 exf5 23 Re1 fxg4 (23...f4 - pencil note) 24 hxg4 Bb4 25 Nd2 Bxg4 26 Qxg4 Bxd2 27 Rf1 Bf4 (27...Be3+) 28 Bxf4 Rxf4 29 Rxf4 gxf4 30 Qxf4 Rf8 31 Qxh6 Qxe5 (31...Nf5 - pencil note) 32 Bh7+ Kf7 33 Rf1+ Ke7 34 Qh4+ Kd6 35 Rxf8 Qe3+ 36 Rf2 Ne6 37 Bf5 1-0

BOARD #9 GEORGE KOLTANOWSKI -  
L G MCCARTY & R H SNELLINGS JR  
QUEEN'S GAMBIT

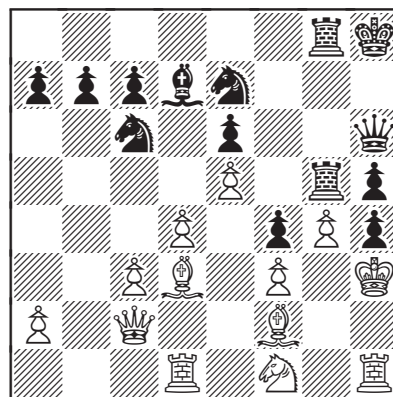
*Unlucky. Played the opening well and through the mating pin. Bishops of different color did not suffice to draw.*

1 d4 Nf6 2 c4 e6 3 Nc3 d5 4 Bg5 Nc6 5 cxd5 exd5 6 Bxf6 Qxf6 7 Nxd5 Qd6 8 Nc3 Nxd4 9 e3 Nc6 10 Nf3 Bg4 11 Be2 Be7 12 0-0 Nb4 13 a3 Qxd1 14 Rfxd1 Nc6 15 h3 Be6 16 Nb5 Bd8 17 Nfd4 Nxd4 18 Nxd4 0-0 19 Nxe6 fxe6 20 Bc4 Re8 21 Rd7 Kh8 22 Rad1 Bf6 23 Rxc7 Bxb2 24 a4 Rab8 25 Rdd7 Red8 26 Rxb7 Be5 27 f4 1-0

BOARD #10 GEORGE KOLTANOWSKI -  
R G CLEEK & MEREDITH OWEN  
RETI

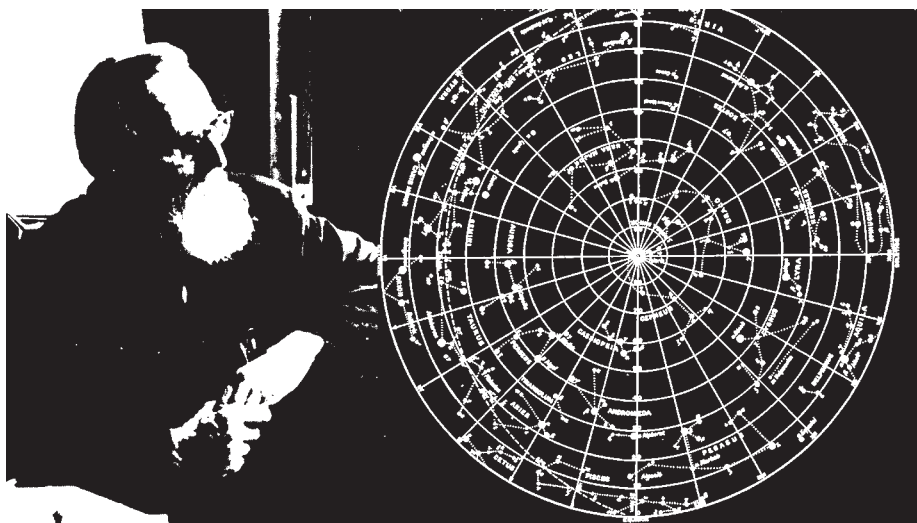
*The players of this board really gave me a run for the money. Exciting all through!*

1 Nf3 Nc6 2 d4 d5 3 Bf4 e6 4 e3 Bd7 5 c4 Bb4+ 6 Nc3 Nge7 7 Bd3 f6 8 0-0 Bxc3 9 bxc3 0-0 10 e4 dxc4 11 Bxc4 Ng6 12 Be3 Qe7 13 Qc2 Kh8 14 h4 Qe8 15 Rad1 Nge7 16 g3 h6 17 Nh2 f5 18 f3 Qg6 19 Bf2 h5 20 Bd3 f4 21 e5 Qh6 22 g4 g5 23 Kg2 gxh4 24 Kh3 Rg8 25 Rh1 Rg5 26 Nf1 Rag8



27 Kg2 Nf5 28 Bxf5 exf5 29 Bxh4 fxg4 30 Bxg5 Qxg5 31 Kf2 gxf3 (31...g3+ followed by ...h4 would win for Black - pencil note) 32 Ke1 Be8 33 Qf2 Qg2 34 Rh2 Qxf2+ 35 Kxf2 Ne7 36 Kxf3 Rf8 37 c4 Kh7 38 Rh4 Kh6 39 Rxf4 Rxf4+ 40 Kxf4 h4 41 Ne3 Ng6+ 42 Kg4 Bd7+ 43 Nf5+ Kh7 44 Kg5 Be6 45 d5 Bxf5 46 Kxf5 Kg7 47 d6 cxd6 48 exd6 Nf8 49 d7 1-0 (Finely played game both players - pencil note)





# Transmissions From Planet Diemer

by David Long

There are many ways and reasons to visit Planet Diemer, and sometimes you can even get there by accident. Here's a report from a recent trip.

Over the past two or three years I haven't had much chance to play or study chess, but when the opportunity presented itself to play in a couple of small, fun events earlier this year I couldn't pass it up. But what to do about openings? In place of my usual e4 for White, for variety I'd been experimenting with d4 on the ICC. I even tried out the BDG a few times in blitz games. Results were mixed. But having also participated in some of the informal BDG field trials at the Arlington Club, it seemed like it was worth a tournament-grade experiment or two, especially since the attacks and general opening play for White seemed so straightforward. And after all, it's not every day you can visit a parallel universe.

For those of us unburdened by theory, this looked like a good short-term solution. Nonetheless, still not totally persuaded about the BDG and generally preferring e4, I thought I'd just use it sparingly, perhaps particularly as an antidote to the Center Counter Defense.

If what follows strikes you as somehow different from typical reports from the Planet, it is because usually the BDG author highlights how precise the *defense* must be to survive the underrated but easy, straightforward, and surprisingly powerful attack, always culminating in a kingside sacrifice.

Here, however, my excursion suggests that the *offense*, too, needs to be better prepared than one might suspect — or at least much better prepared than I was

Although I'm now 6-0 with this thing (albeit with several near-death experiences), these games against players well below master strength are pretty weak. It's a sobering experience; the lesson of Planet Diemer may be that it's not so much the *opening* that counts as the old truth "wherever you go, there you are." You have to play accurately and with lots of energy to make it work.

Here's what it looks like when you don't:

**DAVID LONG - JOHN CAMPBELL  
1999 ARLINGTON CC CHAMPIONSHIP**

**1 e4 d5 2 d4 de 3 Nc3**

Here my friend John asked me if I really thought he wouldn't know what to do about this. So much for any "surprise" value against the Center Counter!

**3...Nf6 4 f3 e5?**

A familiar position. White gets an edge.

**5 de Qd1 6 Kd1! Ng8**

On...Nd7 7 Nd5!

**7 Ne4 Nc6 8 f4 Bf5 9 Bd3 0-0-0 10 Bd2 Nb4? 11 Nd6! +-**



cd 12 Bf5 Kb8 13 Bb4 de 14 Bd2 ef 15 Nf3 Ne7

White's task is to untangle his pieces and win with the extra material, but Black plays actively for quite a while against my indifferent play.

16 Bd3 Nd5 17 Re1 f6 18 h4 Bc5 19 Re4 Be3 20 Ke2 Rhe8 21 Be3 Ne3 22 Re8 Re8 23 Kf2 g5 24 hg5 fg5 25 Bh7 g4 26 Nd4 Nd5 27 Bf5 g3 28 Kg1 Re5 29 Rf1 Re7 30 Be6 Nc7 31 Rf4 Re8 32 Bc4 a6 33 Nf3 Kc8 Rg4 1-0

Okay — not a great game, but the opening went reasonably well and I even got to play a move like 11 Nd6! How bad can this be?! The experiment can continue, and I was starting to think that maybe it would be worth just playing the BDG on its own. So, in Harrisonburg a couple weeks later:

DAVID LONG - JIM WOOD  
1999 SHENANDOAH VALLEY OPEN

1 d4 d5 2 e4 de 3 Nc3 Nf6 4 f3 ef 5 Nf3 Bg4 6 h3 Bf3 7 Qf3 c6 8 Be3 e6 9 Bd3 Bb4 10 0-0 Qc7 11 Bf4 Qb6 12 Be5 Nbd7 13 Kh1 Bc3 14 bc 0-0 15 Bd6

15 Rb1 immediately is better.

15...Rfe8 16 Rab1 Qa5 17 Rb7

The White pieces aren't terribly well coordinated for an attack on the kingside, and the attacking chances are fading. Play is shifting toward the queenside. Only some pressure down the f-file remains later. We're back to

regular chess, far from the spirit of the BDG *Gemeinde*.

17...Qd5 18 Qf4 e5 19 de Ne5 20 Be5 Qe5 21 Qh4 h6 22 Qc4 Qd5 23 Qb4 c5 24 Qb5 Qd6 25 Bc4 Re7 26 Qb3 Rb7 27 Qb7 Rf8 28 Qa7 Qe5 29 a4 Qd6 30 a5 g5 31 Qb6 Qb6 32 ab6 Kg7 33 b7 Rb8 34 Ba6 Ne8 35 Rb1 Nd6 36 Rb6 Ne8 37 Rc6 Kf8 38 Rc8 1-0

I didn't come away from this one feeling like I'd found The Opening of the Future. One can get a decent endgame from lots of regular openings without sacrificing a pawn for maybe unclear compensation. So when I next had White, it was back to a normal game:

DAVID LONG - JAMES BARKO  
1999 SHENANDOAH VALLEY OPEN

1 e4! e6 2 d4 d5 3 Nc3 de

Well, although I usually thoroughly enjoy playing against the French Defense, I don't have any experience with the Rubinstein variation and didn't want to play something as quiet as this. It's clearly time for a pointless, futile gesture. Maybe transposing to a BDG would liven things up?!...

4 f3? ef?

Here I got lucky for the first time in this game. As our Editor and guide to Planet Diemer pointed out after the game, in this particular position with the pawn already on e6 Black can play 4...Bb4 and look forward to...Qh4, completely disrupting

White's game, or worse. I learned later that Lane gives some complicated lines to try to hold it all together for White in that case, but I knew none of this. Anyway, any thoughts of an easy attack — the whole point of the BDG — would be gone after that even if I survived.

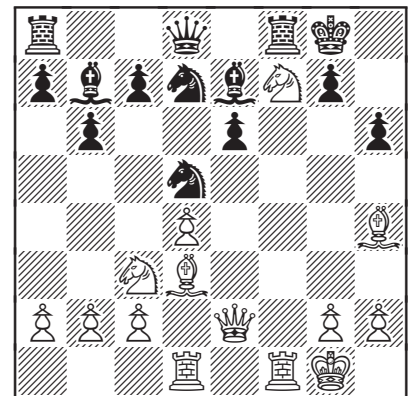
5 Nf3 Nd7

And now we're back in regular BDG lines, and the Euwe Defense at that. Ready to go!

6 Bd3 Ngf6 7 Bg5 Be7 8 0-0 h6 9 Bh4?

Natural-looking but quite wrong in these lines. I didn't understand this position either. The bishop needs to stay in touch with h6 from e3 or f4, so that after Qd2 the sacrifice Bxh6 is ready. With Bh4, the sac is not there, and the bishop just gets in the way of other pieces like the Queen.

9...0-0 10 Qe2 b6 11 Rad1 Bb7 12 Ne5 Nd5 13 Nf7!?



Fritz was unimpressed with this line but rated the sacrifice and subsequent exchanges on f7 as equal.



13...Rf7 14 Qe6 N7f6 15 Bg6 Qf8 16 Rde1 Bc8?

White is winning after this. 16...Rae8 was best, and then White should probably liquidate into an equal position with exchanges on f7. The line below, found in the post mortem by a consortium of the two players plus Roger Mahach and the Editor, illustrates some of the characteristics of the position: 16...Rae8 17 Ne4 Bc8 18 Nf6 Nf6 19 Qb3 c5! (Rog's idea and overlooked by me and my opponent over the board; White can't take the pawn on c5 because...Bc5+ relieves all the pressure on the Black position.) 20 Rf2 cd 21 R2e2 d3 22 Bxf7+ Qxf7 23 Rxe7. Now 23... Qxb3 24 Rxe8+ Nxe8 25 cxb3, winning, was our original post mortem discovery, but instead 23...Rxe7! 24 Rxe7 Qxb3 25 cxb3 d2 and Black wins.

17 Qf7 Qf7 18 Bf7 Kf7 19 Nd5 Bd6 20 Nf6 gf 21 Bf6 Kg6 22 Be7 Be7 23 Re7

and 1-0 in another 15 moves.

An exciting game to play, with lots of interesting positions to evaluate. But what stood out for me was the feeling that White must keep pressing at all costs to make the BDG work. That seemed a bit too rigid, so I planned to cut back on this dangerous addiction before it was too late.

In Charlottesville, though, temptation showed up again in the form of a Center Counter Defense. Here's the game that brought me back from this trip to Planet Diemer.

DAVID LONG - ANDREW MILLER  
1999 CHARLOTTESVILLE OPEN

1 e4 d5 2 d4 de 3 Nc3 Nf6 4 f3 ef 5 Nf3 Bg4 6 h3 Bf5 7 Ne5?

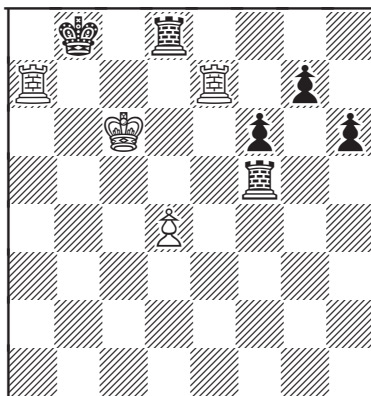
Not good. I got the move order wrong and fell into some real difficulties. The right idea is g4, then Ne5.

7...Nbd7 8 g4 Ne5 gf Ned7 10 Bg5

h6 11 Bh4 Nb6 12 Qd2 Qd7 13 Bd3 0-0-0 14 Bf2 e6 15 fe Qe6 16 Ne2 Nfd5 17 a3 Bd6 18 0-0-0 Qe7 19 c4 Ba3 20 cd Bb4 21 Qc2 Rd5 22 Nc3 Ra5 23 Kb1 Rd8 24 Rhe1 Qf6 25 Bg3 Qc6 26 Be4 Qc4 27 Bd3 Qc6 28 Qb3 Bc3 29 bc Qa4 30 Qa4 Na4 31 Kc2 Kd7 32 Be5 f6 33 Bf5 Kc6 34 Be4 Kd7 35 Bg3 Nc3

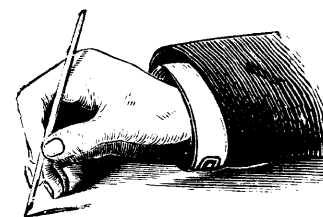
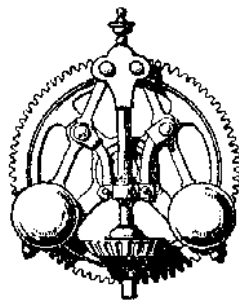
I'm lost here and have been in trouble for quite a while [?! -ed] — my lower-rated opponent has completely outplayed me. This evaluation factors in the state of my morale after my attacking hopes for the opening abruptly went up in smoke with an inaccurate move or two.

36 Bc7 Kc7 37 Kc3 Ra3 38 Kc4 Rh3 39 Bf5 Rg3 40 Re7 Kb8 41 Rb1 b6 42 Ra1 b5 43 Kb5 Rg5 44 Raa7 Rf5 45 Kc6!



This position, which I'd seen in the analysis for 42 Ra1, is the other reason to even look at this game...

45...Rb5 46 Kb5 Rd4 47 Rg7 f5 48 Raf7 1-0



## BOOK REVIEWS

*Editor's Note: In #1999/5 I promised a fracas about something in Watson's superb Secrets of Modern Chess Strategy but it's not ready yet and we haven't got space for it this issue anyway. Maybe next time.*

### Bronstein On The King's Indian

by David Bronstein

Everyman Publishers, London.  
Softcover, 208 pages, list \$19.95

David Bronstein was one of the great pioneers on the King's Indian Defense. His twin brilliancies versus Pachman and Zita (...Ra8 x Ba1!), from a 1946 Prague-Moscow team match, played a major role in establishing the defense's viability. For any King's Indian player with even a modicum of awareness about the history of this opening, the mere title *Bronstein On The King's Indian* is a sure attention-grabber.

In that connection, however, the book's introduction raised some red flags. Beyond the implications of the title, Bronstein's being the only author named on the cover begets certain expectations. Yet on page 5, under



“How this book was compiled”, we read: “In the course of many meetings, telephone discussions and exchanges of correspondence, David Bronstein provided me with a wealth of analyses and ideas relating to the King’s Indian Defense, which I have endeavored to arrange in a coherent and instructive form.” Uh-oh, I thought to myself, wondering if Bronstein may not have written the book at all. Neat continued ominously, “On his suggestion I have also included a few of my own games, and although it may seem incongruous to have these appearing alongside battles between world-class players, they do have the merit of highlighting certain basic errors which one would not encounter in grandmaster games. Considerable assistance in the compilation of the material was made in Moscow by Sergey Rosenberg, and the two authors are deeply grateful to him for his contribution to the book. — Ken Neat, Durham, June 1999”

I’m happy to report that my fears of a bait-and-switch proved mostly groundless.

Either that or Neat has done a tremendous and conscientious job assembling the material to conjure up the same Bronstein we know from earlier works, in particular his 1995 book *The Sorcerer and the Apprentice* (also co-authored, in that case with Fürstenberg). Among other things that means an odd mix of analysis, text and peculiar tabulations. Whereas *Sorcerer* gave us “40 Recommendations For The Novice”, “60 Games With Diagrams”, photographs, a memoir from Bronstein’s wife, etc, in *Bronstein On The King’s Indian* we are treated to, aside from 50 annotated games that comprise the book’s core, “64 additional games”; “A brief journey into the past” (three more annotated games, not played by Bronstein but bearing on the historical development of the King’s Indian); a collection of 26 test positions; and — vintage Bronstein here — a pair of idiosyncratic lists: “The basic functions of the two armies” and “Standard moves in the King’s Indian”.

The first of these is a gallery of typical fates awaiting each of the 32 pieces and pawns in King’s Indian scenarios. For example, we should expect White’s queen bishop: “to move to e3, defending the d4 pawn”, and/or “to move to g5, pinning the Black knight on f6. Or regarding Black’s a-pawn: “to advance to a5, controlling the b4 square and hindering b2-b4”, and/or “to attack the b3 pawn by ...a7-a5-a4”, and/or “to move to a6, to support the advance of the b-pawn.” What to say about such a compilation? Frankly, I found the entries to be as perfunctory as they were true. Okay, maybe readers who lack experience in the King’s Indian would find something of value here... I expected to have a similar reaction to the review, with brief commentary, of “120 standard moves”. (Example: “**Na6-c5** When the White pawn has moved from d4 this can be a good post for the knight, from where it attacks the squares e4, d3, b3 and a4.”) In fact it’s a bit more interesting. Many of the moves are accompanied by simple thematic examples. I can readily imagine how a King’s





Indian novice might find this to be a useful sampler of ideas.

Ultimately these lists are likely to join Bronstein's famous clock usage graphs as entertaining novelties without enduring interest, mere filler material after the first or second look. Ah, but the annotated games are great. The treatment of Englisch-Tarrasch, Hamburg 1885 in "Journey into the Past" is nothing short of a revelation. Bronstein's own King's Indian games are organized into sections defined by different structural branches of the opening, eg "Black captures ...e5xd4", "White closes the center with d4-d5", etc. The games, the notes, the exposition of typical King's Indian themes and devices — all excellent.

For fans of David Bronstein this will be another welcome addition to the library. Beyond that, any player interested in taking up the King's Indian for the first time could do a lot worse than *Bronstein On The*

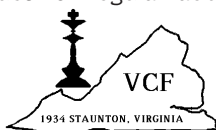
*King's Indian* as an introduction. Below, say, 1800, the book alone would probably deliver sufficient preparation for battle. Stronger players will need a more comprehensive treatise (Bronstein — or Neat, I suppose — gives no index of variations; detailed questions of move order are addressed only incidentally as they pertain to Bronstein's own games; and many popular modern subvariations don't appear at all) but they too can benefit from the book's discussion of general ideas.

**New and Noted** — not a book review because, in truth, we haven't yet had the opportunity to actually read the book; but *English Defense*, by GM Daniel King, is another recent offering from Everyman Chess. Soft cover, 144 pages, list \$19.95. The book covers the defense 1 c4 b6. By transposition this also arises after 1 d4 b6, etc. Note that the so-called Owen Defense, 1 e4

b6, is *not* covered, so this book does not offer a complete repertoire for Black against all White debuts. The format and style sheet is an almost perfect clone of The Chess Press Opening Guides series (eg Sadler's Slav monographs, Emms' *Scan-dinavian*, and King's *Sicilian Closed*) except *English Defense* lacks the slick fold-in covers that distinguished those books. The coverage of this slightly-irregular defense, a favorite of creative warriors Shabalov and Miles, appears to be quite thorough. There is plenty of text discussion but lots of analytic meat as well.



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# VIRGINIA CHESS


Newsletter


The bimonthly publication of the  
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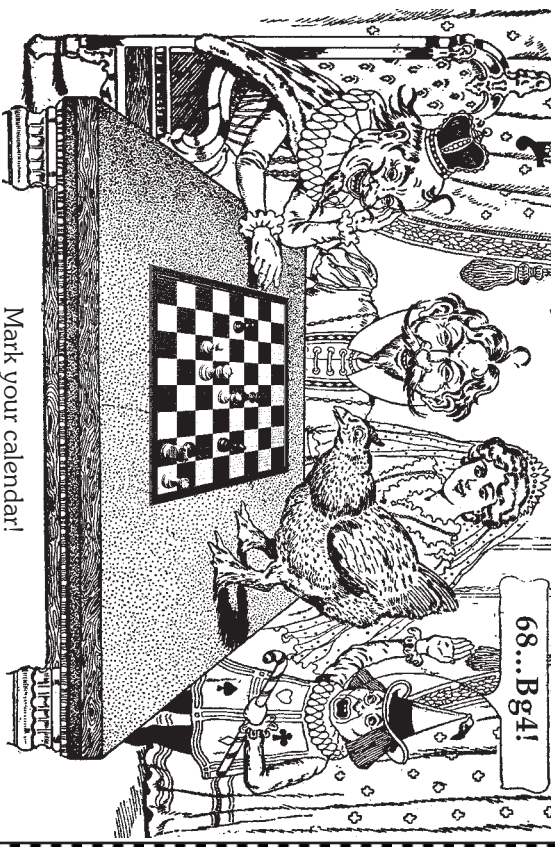
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 Chesapeake Cup

 Emporia

 Rusty Potter



Mark your calendar!

Virginia Open (Fredericksburg) - Jan 21-23    Virginia's largest annual event

Millennium Open (Portsmouth) - March 4-5    120 Grand Prix Points!

*(see pages 3 & 11)*