



CHARLOTTESVILLE OPEN

The 12th annual Charlottesville Open attracted an excellent turnout of 71 players who came from places far and near. The final result saw a three-way tie for first between David Vest, of Georgia, fast-rising junior player Ruixin Yang, and former state champion Macon Shibut. They each scored 4½ - ½. Vest and Shibut started 4-0 and drew their last round game after Vest had previously that morning disposed of the tournament's top-rated entry, Michal Kujovic, of Slovakia (! - 2413 FIDE). Yang reached the winners' circle by grinding out a last-round endgame win over Maryland master Floyd Boudreaux.

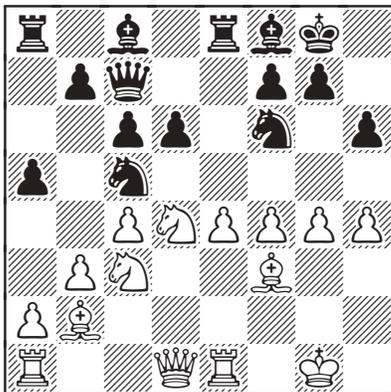
Other prizewinners included James Huddleston, of Texas, as top expert; Mike Atkins, for once taking leave from directing to play and win top A; Barry Quillon & Miklos Lestyan, tied for top B; a massive logjam at top C involving Walter Kemp, Frank Huber, Justin Burgess, Ryan Fitzgerald, Malcom Scott, Derek O'dell, Svetlozar Kanev, Nathaniel Fitzgerald & Walt Carey; Jay White & Jared Casazza sharing top D; Thomas Carr, Kevin Tapp & Alan Rice dividing top Under 1200; and Nezir Binaku, with an auspicious debut of 3½ points to capture top Unrated.

VCF President Mark Johnson organized and directed the well-run event.

JAMES HUDDLESTON - MACON SHIBUT OLD INDIAN

Notes by Macon Shibut

1 e4 c6 2 c4 d6 3 Nc3 Nf6 4 d4 Nbd7 5 f4 e5 6 Nf3 Be7 7 Be2 0-0 8 0-0 exd4 9 Nxd4 Nc5 10 Bf3 a5 11 b3 Re8 12 Bb2 Bf8 13 Re1 Qc7 14 g4 h6 15 h4



15...g5?!

Probably incorrect and in any case a very risky decision, although during the game I regarded this as "pulling back" from the sacrificial line that I really wanted to play. For some reason I talked myself out of 15...d5 16 e5 dxc4! 17 exf6 Rxe1+ 18 Qxe1 Nd3 19 Qd2 Nxb2 20 Qxb2 Qxf4 etc.

16 hxg5 hxg5 17 Nf5

Black's idea is to insist that seizing e5, eg 17 fxg5 Nfd7, trumps whatever else White has going on in the position. This is debatable but White did not manage to find a refutation at the board.

17...Ne6 18 Ne2 Nd7 19 Kg2 gxf4 20 Rh1 Ne5 21 Qe1 Qd8 22 Rd1 Nc5 23 Rh5 Bxf5 24 gxf5 Bg7 25 Nxf4 Nxf3 26 Kxf3?

He had gotten into bad time trouble and missed 26 Qg3, which could still have kept kept up dangerous threats.

26...Bxb2 27 Qg3+ Kf8 28 Rh8+ Bxh8 0-1

MIKE ATKINS - THOMAS LANDVOGT KING'S INDIAN ATTACK

Notes by Mike Atkins

1 Nf3 Nf6 2 g3 g6 3 Bg2 Bg7 4 O-O O-O 5 d3 d6 6 e4 Nbd7 7 Qe2 c5 (While not obviously wrong, Black's last two moves seem anti-thematic. I think if Black wants to adopt a Sicilian setup with ...c5 then the Knight belongs on c6) 8 a4 (Play on both sides is often useful in the Kings Indian Attack) 8...Ng4 (After the next four turns I'll refer back to my note after move 7; Black wound up with the Knight on c6 after all, but it could have been there without giving me h3 and f4) 9 h3



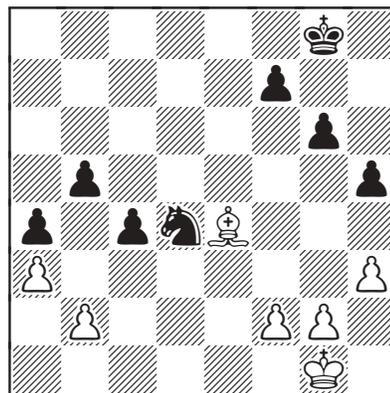
Nge5 10 Nxe5 Nxe5 11 f4 Nc6 (How could this move order have been good for Black? He traded a knight just to get the remaining knight where it belonged earlier, and White got some extra development) **12 c3 Bd7 13 Be3 Qc8 14 Kh2 Qc7** (another waste of tempo) **15 Nd2 Rab8 16 Nf3 a6 17 Nh4 b5 18 axb5 axb5 19 f5** (I think I ought to do this to prevent Black's ...f5, but is it good? One line I was looking at now was 19...b4 20 c4 Ra8 21 fg6 fg6 22 Rxa8 Rxa8 23 Qf2...) **19...Ne5 20 Qd2 Ra8** (I had a long think here — well, as long as a game/90 time control allows. Two ideas were running through my head: the first was exchange rooks to get the remaining Black rook off the f-file and then attack there; the other was to swing the rook to d1 and possibly double on the f-file) **21 Rxa8 Rxa8 22 Bh6** (I want Black to take the bishop. He cannot waste time winning the pawn on d3: 22...Bxh6 23 Qxh6 Nxd3 24 e5 threatens to take Black's rook as well as 25 f6 with mate on g7) **22...Bc6 23 Bxg7 Kxg7 24 fxc6** (How to take back? Classic theory says toward the center, ie, ...hxc6 However...) **24...fxg6 25 Qg5** (Perhaps with 25...fxg6 Black intended to oppose rooks on the f-file. However, he does not get the chance. Right now White threatens Nf5+ and Nxe7) **25...Kh8 26 Qh6?!** (I missed that 26 d4 is already winning outright because after 26...cxd4 27 cxd4 Qd7 Black cannot move the Knight! For instance, 27...Nc4 28 Nxc6+ and Rf7, etc, is mate in four.) **26...Qd8?** (Losing move; 26...Kg8 holds.) **27 d4 cxd4 28 cxd4 Nd7 29 Nxc6+ Kg8 30 Nh4?!** (This still wins, but not as nicely as 30 Qg5!, eg, 30...hxc6 (30...e5 31 Ne7+ Kh8 32 Rf7) 31 Qxc6+ Kh8 32 Rf7 etc) **30...Kh8 31 Rf7 Qg8 32 Rxe7 Nf6 33 Qxf6+ 1-0**

WALTER KEMP - MIKE ATKINS

ALEKHINE

1 e4 Nf6 2 Nc3 d5 3 exd5 Nxd5 4 Bc4 Nb6 5 Bb3 Nc6 6 d3 g6 7 Nf3 Bg7 8 O-O O-O 9 h3 a5 10 a3 a4 11 Ba2 Bf5 12 Re1 h5 13 Rb1 Qd7 14 Nh4 Rad8 15 Nxf5 Qxf5 16 Be3 Nd4 17 Bxd4 Bxd4 18 Qe2 Rd7 19 Rf1 c5 20 Qe4 Qf6 21 Nd1 Nc8 22 c3 Nd6 23 Qe2 Be5 24 Ne3 e6 25 Rbd1

Rfd8 26 Nc4 Bf4 27 Qf3 b5 28 Nd2 Bg5 29 Qe2 Bxd2 30 Rxd2 Nf5 31 Rfd1 Qg5 32 Qe5 c4? 33 d4? Rd5 34 Qe4 e5! 35 Bb1 exd4 36 cxd4 Qf6 37 Qf4 Rxd4 38 Rxd4 Rxd4 39 Rxd4 Qxd4 40 Qxd4? Nxd4 41 Be4



41...Kg7 42 g3 Kf6 43 f4 Ke6 44 Kf2 Kd6 45 Ke3 Nb3 46 Bc2 Nc5 47 Kd4 Ne6+ 48 Kc3 Kc5 49 f5 gxf5 50 Bxf5 Nd4 51 Bd7 Ne2+ 52 Kc2 Nxc3 53 Kd2 Ne4+ 54 Ke3 Nf6 55 Bf5 b4 56 Bc2 b3 57 Bf5 Nd5+ 58 Kd2 h4 59 Bd7 Nb6 60 Be8 f6 61 Bg6 Kd4 62 Be8 f5 0-1 Black won in a time scramble. [Sudden death time control -ed] The Bishop got cut off and the White King was stuck on a1!



VIRGINIA CHESS

Newsletter

2002 - Issue #4

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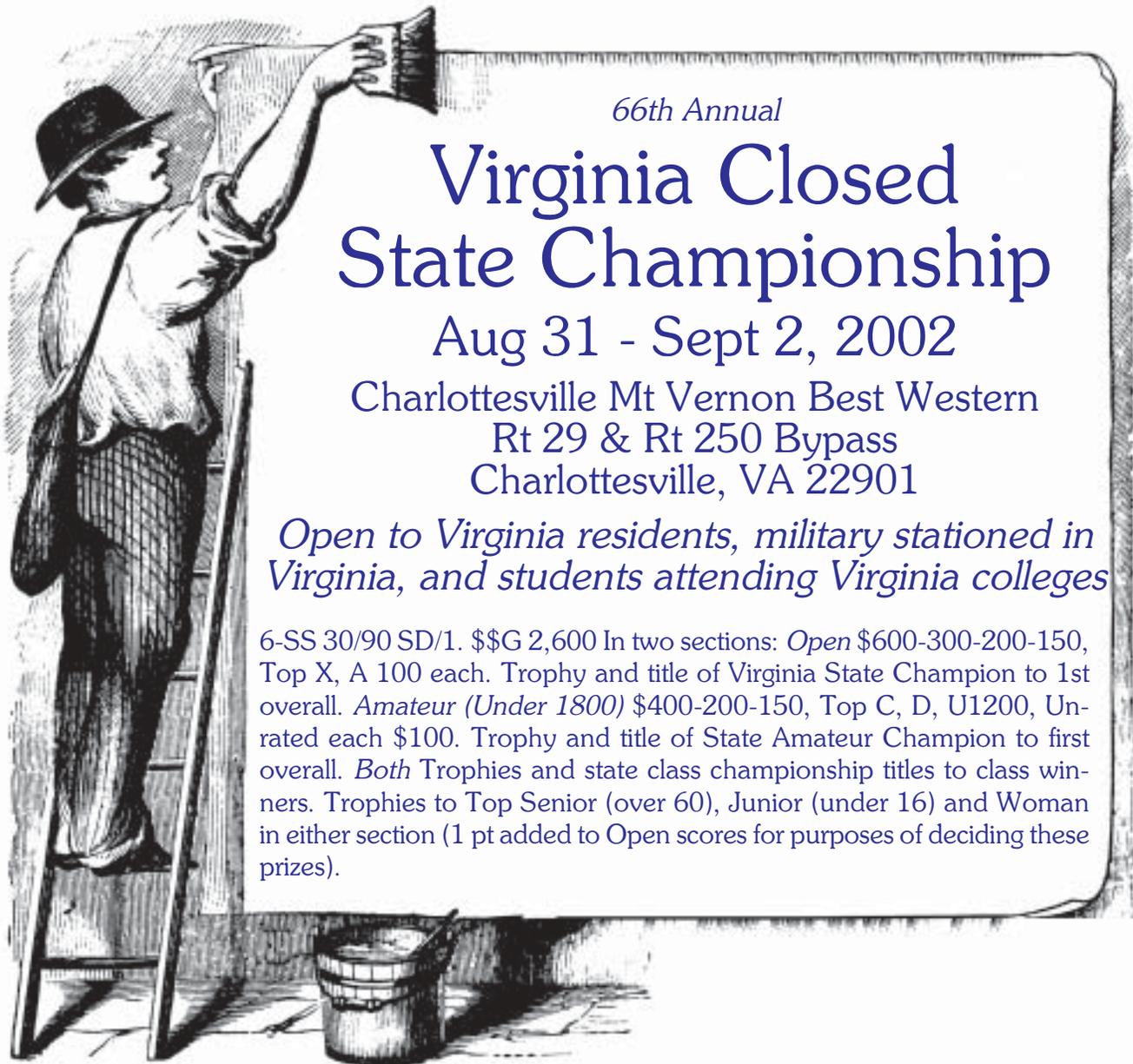
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Annual VCF Business Meeting 11am-1pm Aug 31



THE UGLY DUCKLING OF CHESS

by Rusty Potter

School was over for the day and it was time for the afternoon chess class. I had decided to introduce a few openings other than just the standard Four Knights Game to my charges, a group of kids in the 9-11 year old range. On the class demo board I played thus: 1 e4 c6 2 d4 and then posed a question to the class: "Now who can tell me what is Black's logical follow-up here?" I went around to each of the boards in the small class where the children were seated. One little girl had scrunched her cute little pink face into a nasty scowl. I went to her board and asked, "What's the matter, Susie?"

"I don't like this opening," she said.

"Why not?"

She paused for a moment and then, "It's ugly," she said.

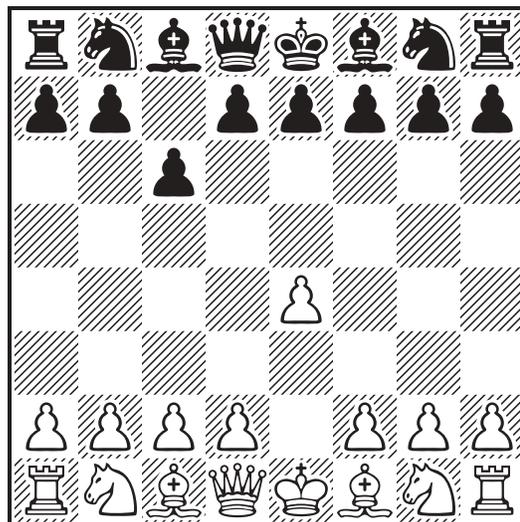
"Ugly!?", I thought. "Well, okay Susie, show me what Black's next move should be." I waited for the automatic 2...d5, which had been played on most of the other boards. I will never forget her response: 2...Na6(!)

"Why did you play that move?"

"Well, I had to get my knight out..."

I looked at the poor horse stuck over there on a6. Of course. No other way to get him to a good square *on this move*. No wonder she thought it was all ugly. I then patiently explained how the pony had to wait his turn—which would not be for a few moves yet. "See, first d7-d5, then the queen bishop, then..." etc, etc. She agreed that things looked a lot better then...

Since that time I have often thought of the solid friend that the Caro has been for me since switching to it after 25 years of Sicilian / Najdorf battles. True, it does start out pretty humble. But in the main line after 3 Nc3 dxe4 4 Nxe4, Black's entire game unfolds like a smoothly-running clock.



It almost doesn't matter what White does: there follows ...Bf5, Nd7, Ngf6, e6. Move the bishop to g6 if it is attacked. Make space for it with h6 if White tries to trap it. Trade it off if you have to. You even have a few options after that: sometimes Be7, other times Bd6; sometimes you castle short, sometimes long. Sometimes you play Qc7 and other times you don't. You basically are in almost complete charge of your first three ranks and there is not a damn thing that White can do about it. The moves are pretty easy to find, the play is simple and you can get in a good chunk of reasonable moves in order to avoid excessive time-pressure. And that solid Caro-Slav pawn structure is pretty sac-resistant. The first ten or so turns are like watching a snake gradually uncurl — beautiful in its own way.

So there it is, my steady companion, the secret swan masquerading as the Ugly Duckling of Chess. Properly inspired, I sat down and thought of all the things in | that this Ugly Duckling reminded me of. I hope you enjoy my musings on all this. After all, it's Summer and the reading is supposed to be light...





Ode to the Caro-Kann

If the Caro-Kann were...

...your fellow soldier, he would always be there for you in the trenches when it counted most: in the thick of battle.

...your co-worker, he would always be there at 9am and would work past 5pm without complaint whenever asked.

...an investor, he would pick savings bonds over stocks every time.

...a voter, he would tend to be moderately conservative but he would always vote for the man, not the party. The candidates would have to make sense in order to get his vote.

...a rock musician, he would play bass guitar. He would never play the lead and he wouldn't score much with the chicks. But he would always show up for rehearsal on time and he would be the only member of the band who never got too drunk or stoned to perform.

...a frat Brother, he would always be the designated driver for the weekend bash.

...your fellow-carouser, you could always trust him to not snake you out of the prettier of the two girls you met at the local bar.

...your wife, she would not be beautiful but she would be a good and solid woman. You might be tempted to play around on her, but you would always eventually come home.

...a professional baseball player, he would never be a home run king. He would, however, have the most RBIs of anybody on the team.

...a pro basketball player, he would be a steady dribble-and-pass man, setting up plays for the shot-hogs.

...a ping-pong player, he would have neither a power serve nor a tricky spin but he would always keep the ball in play.

...your pet dog, he wouldn't be much to look at and would never win any dog show prize. But he would always come when called. He would be doggedly devoted to you. He would defend you against any attackers and would rarely make a mess on the carpet.

...a vegetable, it would be an unsalted Brussels sprout. Kinda cute, kinda ugly, but all said: good solid nutrition.

...a dessert, it would be a plain scoop of chocolate ice cream.

...another defense to 1 e4 for a day, it would choose to be either the French or the Petroff. Definitely not the Sicilian.

...a musical instrument, it would be a kettle drum. You could beat the hell out of it and it would still play just fine.

...a house, it wouldn't look very fancy but it would be of solid brick with a firm foundation. It would keep you warm in the winter, cool in the summer, and it would rarely leak when it rained.

...a car, it would be a plain, gray, 10-year old Mercedes sedan family car. It would have over 250,000 miles on the engine.

...a tool, it would be an anvil — of course.

— John Russell Potter, July 1, 2002

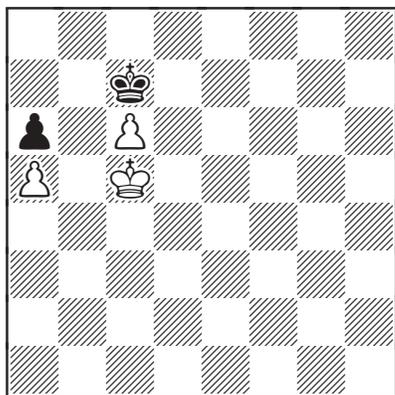


A BETTER NOTATION FOR THINKING ABOUT “COORDINATE SQUARES”

by Macon Shibut

THE SO-CALLED METHOD OF COORDINATE SQUARES (or “Corresponding Squares,” or similar names) is one of the interesting little by-ways of endgame theory. For those unfamiliar with it, I do not propose to explain the idea here; for that I point you to the excellent discussions in such sources as Averbakh & Maizelis’ *Pawn Endings*, or *Batsford Chess Endings*, or especially the in-depth treatment this concept receives in Jon Speelman’s *Endgame Preparation*.

What I do wish to propose in this article is a simple improvement on the way these analyses appear in chess literature — and by extension, the way people think through these sorts of position over the board. My innovation is no earth-shattering advance, and it may not really be novel (the idea is simple and obvious), so I apologize in advance to whoever may have already trademarked my approach.



White to Play

Diagram 1 is a common example. Black must answer Kc5 with ...Kc7, and Kd6 with ...Kd8. Kd5 threatens to go to either c5 or d6 and thus must be answered ...Kc8. And Kd4? That readies Kc5 or Kd5 so Black must have both ...Kc7 and ...Kc8 on hand. Thus the coordinating reply may be ...Kd8 or ...Kb8. What about Kc4? From there White again threatens both Kc5 and Kd5. Black could maintain the correspondence if b8 and d8

were adjacent — but then, he could also fly around the room if he had wings! So the solution emerges: 1 Kd5 (first force Black back so he’s no longer attacking the pawn) Kc8 2 Kd4 Kd8 3 Kc4! zugzwang; Black can’t just sit tight on d8, but neither can he reach b8 in one turn. 3...Kc8 4 Kd5! Kc7 5 Kc5 Kc8 6 Kb6 etc.



18th annual

Emporia Open

Oct 12-13, 2002
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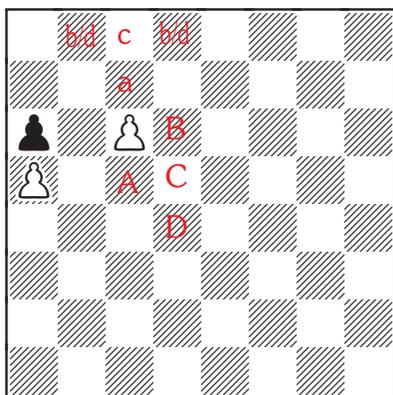
(Off of Hwy 58 west of Emporia)

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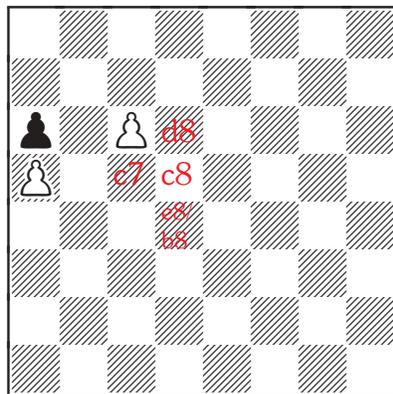
Every book I've seen illustrates the system of coordinates by labeling the squares with arbitrarily selected letters or numbers, something like this:



The idea is that White's thinking should proceed somewhat as follows: "Whenever my king occupies 'B' Black must respond by occupying 'b'; likewise if I go to 'A' then he must go to 'a' in reply. Now, let's consider; if I go to 'C' then I am poised to go to either 'A' or 'B' next. Therefore, Black must likewise be ready..." and so forth.

Now here's the idea: an alternate way would be not to label the defender's squares at all, but 'mark the aggressor's squares with the algebraic coordinates of the defender's corresponding move.

Thus I think the position should be presented like this:

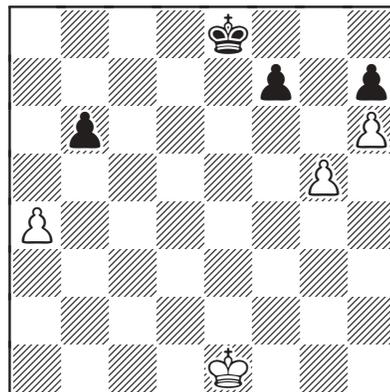


So what?, you ask. Of course it's just a matter of taste if we're only talking about a convention for diagramming positions in books. But as I suggested earlier, these particular diagrams are also tools that set the terms in which people learn to *think* about the positions over the board. With that in mind, I believe there are several clear advantages to the proposed new method.:

(1) It is easier to hold in mind a *single* set of *meaningfully* "labeled" squares, rather than *two* sets of squares sharing *arbitrary* labels.

(2) A key step in working out Coordinate Squares situations involves expanding the system of iden-

tified coordinates once the initial zugzwang positions are identified. The proposed system facilitates this process because it draws on the familiar topology of the chessboard. The following position will help explain what this means:



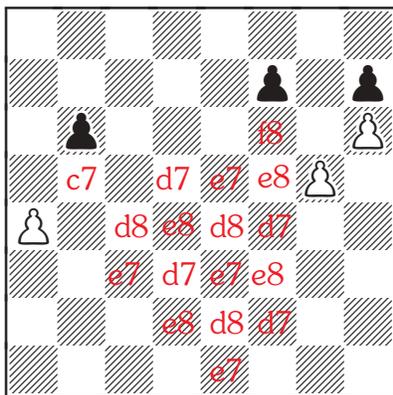
The zugzwang relationships here are (i) Kf6 vs Kf8 (because Black to move allows 1...Ke8 2 Kg7 Ke7 3 Kxh7 Kf8 4 g6 wins); and (ii) Ke5 vs Ke8; and (iii) Kd5 vs Kd7; and finally, on (iv) Kb5 Black must defend his pawn ...Kc7.

Under the proposed scheme, without ever having to say "*Black must be prepared to go to 'a', 'c' and 'd' and therefore...*" — which requires continually recalling precisely *which squares* we decided to call 'A', 'B', 'C', 'a', 'b' and 'c' in the first place — we can fill out the remaining squares in White's zone by simply *considering the labels determined thus far*. Based on the zugzwang keys, we give to the squares f6, e5, d5 and b5, respectively, the labels 'f8', 'e8', 'd7', and 'c7'. Now let us label f5: what available (ie not occupied by a Black pawn nor attacked by a White pawn) square is adjacent 'e7' and 'f8'? Without even "looking" at Black's back three ranks, our knowledge of the chessboard tells us the answer can only be 'e8'. Again, let us label e4. (A good general rule: *label a square that has the most adjacent squares already labeled*, which constrains the possibilities.) What square is next to 'd7', 'e7' and 'e8'? Of course it's 'd8' — and not 'B' or 'C' or any other such arbitrary, and thus harder to recall, thing!

(3) Solutions 'fall out' more easily. The answer to the position (assuming one exists) becomes ob-



vious as soon as we find a square that cannot be labeled (because the constraints are self-contradictory) or we work back to a point where our king actually stands in the labelled zone and we notice that the defender's coordination is already out of sync. That's the case here. Following the now familiar logic, one can readily label the complete system, which turns out like this:



Recalling the actual chess position from the previous diagram, White's king is on e1. However, Black, is *not* on the indicated e7. Which means...

(4) Once the heavy lifting is done, the suggested scheme provides an easy map for playing out the solution. Again, try to image yourself in an over-the-board frame of mind. When the opponent

moves to a square that you've called, oh, let's say 'd' under the old system, do you get confused trying to remember which of your own squares is the corresponding 'D'? Under the proposed system, at each turn the the square where the defender's king stands is the *label of the winning reply*. **1 Kd2!** because Black is on e8. Suppose now Black tries **1...Kd8!?** Okay, again, just read the label! Black's last move was Kd8 so... **2 Ke2!** And so on: **2...Ke8** (or 2...Kd7 3 Kd3 etc) **3 Kf3! Ke7 4 Ke3 Kd7** Here White has a choice to make. **5 Kf4** (5 Kd3 would not spoil anything but White needs to move forward to make progress. However, any *other* move besides these two irreversibly messes up the win, as the labelling map makes clear.) **5...Kd6 6 Kf5 Ke7** (6...Kc5 7 Kf6 Kb4 8 Kxf7 Kxa4 9 g6 is way too slow) **7 Ke5 Ke8 8 Kd6** and takes the b-pawn.



RUSSELL POTTER:

- National Chess Master
- Over 30 Years of Chess Teaching Experience
- 2001 - 2002 Va. State Chess Champion

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Readers' Games & Analysis



RUSTY POTTER - GM IGOR NOVIKOV
2002 MILLENNIUM CHESS FESTIVAL
MERAN

Notes by Rusty Potter

(with GMs Igor Novikov and Michael Rohde)

This game of mine from last March's Millennium Festival, in Virginia Beach, has been previously annotated by GMs Novikov (in *Virginia Chess*, issue #2002/2, p4) and Michael Rohde (in *Chess Life*, July 2002, p28). Here are my humble additions to their high-powered analysis. In quoting the grandmasters I will identify comments by Novikov with [N] and those by Rohde with [R]. My annotations to this game are dedicated with appreciation to the man who requested them, Mr Tom Braunlich, the guiding light of the Millennium Festival. Mr Braunlich has that rarest of qualities among men: he is one who listens. For this alone, we owe him our deepest gratitude and respect.

1 d4 d5 2 c4 e6 3 Nc3 c6 4 e3 Nf6 5 Nf3 Nbd7 6 Bd3 dxc4 7 Bxc4 b5 8 Bd3 Bb7

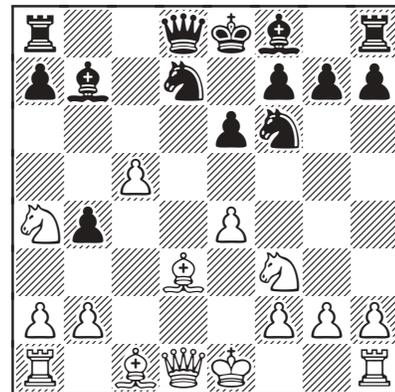
A popular sideline to the more recognized 8...a6 9 e4 c5 with mammoth complications. [R]

Okay, okay, I know the Wade Variation is more popular these days at the GM level than *free love*, but I am *still* skeptical that it is as good as the classical 8...a6. In that line Black hits back at White's center with c6-c5 right away, without weakening any of his pawns. Black's gain of a tempo by not having to play the non-developing move of a6 is, I think, *more* than offset by the chronic looseness that permeates his queen wing. The same holds true for that cousin of 8...Bb7, the Lundin variation, in which Black plays 8...b4 straightaway.

What about my "offside knight" on a4, you say? Well, that pony is *restraining* ...c5 and can be traded off the *minute* that pawn thrust occurs.

9 e4 b4 10 Na4 c5 11 dxc5

11 e5 ... is theory [N] What happened next struck me as pretty hilarious. Novikov goes into this *25 minute think*, fearing a dangerous prepared novelty. The truth? I had simply forgotten to play the standard — and much more aggressive — 11 e5!, eg, 11...Nd5 12 dxc5 Nxc5 13 Nxc5 Bxc5 14 O-O Qb6 15 Nd2 Nf4 16 Nc4 Nh3+ 17 gxh3 (17 Kh1 Qc6 18 f3) Qc6 18 Nd6+ Bxd6 19 f3



ODU FALL OPEN

Sept 7, 2002

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**11...Qa5**

Novikov became somewhat spooked at the prospect of having to hand-castle here, but it is given by theory as okay for Black! For example: 11...Nxc5 12 Nxc5 Bxc5, 13 Bb5+ Ke7 and Black is just fine!

11...Nxe4 12 Bb5 Bxc5 13 Ne5 Bxf2+ 14 Ke2 Ba6 15 Bxa6 Nxe5 16 Bb7 Qh4 ∞ [N] In this line I also note 12 O-O Nexc5 (if 12...Bxc5 13 Qc2) 13 Nxc5 Bxc5 14 Bb5... If Novikov was analyzing razor-sharp lines like this, then I understand why he took so much time! Was he really considering opening up all of those central files by pawn-hunting when I was castled and he was not? Remember, the most important pawn is the one with the cross on top...

12 O-O Bxc5 13 e5 Ng4 14 Nxc5 Nxc5 15 Bb1 Rd8

Black is not ready to castle due to threats of Bxh7+ and/or Ng5, and otherwise, White is threatening to give the knight a the boot with 16 h3, so dramatic action is called for. [R]

16 Nd4 Nxe5 17 Qh5

An important resource, escaping the pin and focusing on his strong dark squares in the event of 17...Rxd4? 18 Qxe5 [R]

Here I must disagree with GM Rohde. In analysis that I later shared with Novikov at Foxwoods, it is clear that 17 f4! would have opened up more avenues of attack against the Black king. Novikov felt that Black was still okay but admitted that f4 was stronger than Qh5. He was unable to demonstrate even one clear line where Black could simply digest his extra pawn in quiet comfort. Take a look at some of these sample variations and judge for yourself: 17 f4!



2nd Annual

Arlington Open

Oct. 12-13, 2002

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(The Old Law School)

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(across from Virginia Square metro)

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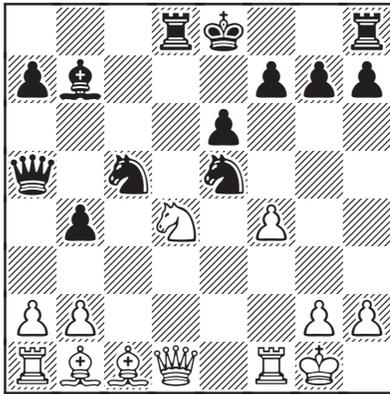
Northern Virginia Open

Nov 2-3, 2002

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20 Grand Prix points



Analysis: 17 f4!

Now:

17...Ned3 18 Bxd3 Rxd4 19 Bb5+ Rd7 20 Bxd7+ Nxd7 21 f5;

17...Ncd3 18 Bxd3 Rxd4 19 Bb5+ Qxb5 20 Qxd4;

17...Ng6 18 f5;

17...Ned7 18 f5;

17...Nc6 18 Nxc6 Bxc6 19 Qg4 O-O 20 f5 Nd3 (or 20...exf5 21 Qxf5 g6 22 Qf6 Ne6 23 Bh6 Rfe8 {23...Qd5 24 Rf2 Rfe8 (24...Qd1+ 25 Rf1 Qd4+ 26 Qxd4 Rxd4 27 Bxf8 Kxf8) 25 Qxf7+ Kh8} 24 Qxf7+) 21 Bxd3 Rxd3 22 Bh6 Qe5 23 f6 g6 24 Bxf8 Kxf8 25 Qxb4+ Qd6 26 Qxd6+ Rxd6 27 Rfd1

17...Ncd3

Definitely a critical juncture. Black menaces 18...Nf3+ picking off the White queen. [R]

17...Rd5! ≠ [N]

I agree that White's attack is floundering here. This is proof enough of the superiority of the line-opening 17 f4 instead of 17 Qh5.

18 Nxe6 g6

Not good enough for Black is 18... Nf3+ 19 gxf3 Qxh5 20 Nxg7+ Kf8 21 Nxh5 Rg8+ 22 Ng3... [R]

19 Ng7+

19 Qh3 Nxc1 20 Nxd8 Ne2+ 21 Kh1 Qxd8

19...Kf8 20 Qh6 Nxc1

20...Qd5 21 Nh5+! (21 Nf5+? Ke8 22 Ne3 Qxg2+ 23 Nxg2 Nf3+ 24 Kh1 Nxf2+ 25 Rxf2 Rd1+ 26 Ne1 Rxe1+ 27 Kg2 Rg1+ 28 Kh3 Bc8+) 21...Ke7 22 Qg5+ f6 23 Nxf6 Qxg2+ 24 Qxg2 Bxg2 25 Kxg2 Kxf6 and [R] simply says that "White looks OK" while [N] declares a slight edge for Black (noting also 20...Kg8!?)

21 Rxc1

21 Ne6+ Ke7 22 Nxd8 Ne2+ 23 Kh1 Rxd8 24 Qe3 Kf6 25 Qxe2 Ba6 26 Qe1 Bxf1 27 Qxf1 Ng4! threatening 28...Rd1 or 28...Qe5 [N]. Meanwhile, [R] felt that Black "can sidesteps everything" with either 21 Nh5+ Ke8 22 Nf6+ Ke7 -+; or 21 Nf5+ Ke8 22 Ng7+ Ke7 -+ and I thought so too! -

21...Kg8 22 Bf5

Perhaps 22 Re1 looking to get in Be4, is a better chance" [R]

Drat! What a nice move my GM Rohde — I wish I had seen it during the game! Perhaps I am better now!?

22...Qd5 23 Bh3 Ng4

Consolidating by taking advantage of the over-worked bishop. Novikov now concentrates on the stranded knight on g7. [R]

24 Qh4 h5 25 Nf5 gxf5 26 Qg5+ Kf8 27 Re1 Qd6 28 g3 Rg8 29 Qxf5 Qc6 30 f3 Qb6+ 31 Kh1 Rd2

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32 Bxg4 hxg4 33 Rf1 Rf2 0-1

To sum up: 11 dxc5 was innocuous and allows Black an easy game if he simply retakes with his N on c5, allowing a harmless check by White. On the other hand, 11...Qa5 is an inferior reply to my anemic, untheoretical 11 dxc5. Finally, while 17 Qh5 allows White to consolidate his extra pawn, albeit after a few adventures, 17 f4! was more aggressive and would have brought into question Black's time-consuming and decentralizing 11...Qa5

Suffice it to say that I do *not* intend to repeat my "novelty" on move 11! Perhaps some future games with 11 e5! will hold more interest for the readers.



THE REAL BOBBY FISCHER

by Rusty Potter

I couldn't believe it; it was my first win ever against Bobby Fischer !!

I had awaited this moment for over ten years and finally it had arrived. As is well-known, The Champ had advocated 1 e4 for many years, but he has taken to the slower 1 c4 of late — partly a result of the never-ending demands of international theory. But after beating me over the years (an expected!) 3 out of 3 games, he finally had to resign the White side of an English. While I would never think of giving such a great player advice on which openings to play, I couldn't help but wonder if perhaps a return to the P-K4 of his youth might have suited his attacking style better.

The Champ graciously consented to a post-mortem, waiving his usual \$500.00 per move analysis fee. I was thrilled! During our post-mortem I tried to focus on the game itself and stay away from the stickier issues of politics that have been swirling in controversy of late. I did learn this: there has been quite a bit of rather malicious gossip about Bobby Fischer of late that I am gratified to report is simply *not true*.

Anti-Semitic bigot? Not so! I found the Champ to be completely gracious and uncritical of any ethnic group or nationality. Reclusive, paranoid bachelor? Again, completely false! In fact, Bobby lives in a posh West End Richmond home with a lovely wife and kids! Fillings in his teeth removed to avoid Commie "thought control" radio waves? Nonsense! His dental work is perfect. And as far as being a fugitive from US Justice goes, the reality is this: The Champ has a solid job as a stock broker with a highly-respected firm in Richmond, Va! (I should say in passing that he still does have his famous good taste in suits and is almost always tastefully dressed.)

After our analysis session was over, I had to suppress bothering this historic figure with a bunch of trivial questions about Spassky, Reykjavik and so forth. Still, in light of some rather disquieting anti-American comments that I had read recently, I was about to broach this subject. However, it was then that I noticed a small American Flag pin proudly flowing from his lapel. Outstanding — Bobby Fischer is a patriotic American after all!

I think that all of us here in the Commonwealth can be proud that we know him; a great player, a model American citizen and a true gentleman!

p.s.

I heard an interview of somebody on Radio Manila on the internet last month. That guy sounded *awful!* Please be warned: this man giving nasty interviews in the Philippines is nothing but some kind of weird impostor. We can all be proud; we've got the *real* Bobby Fischer !!

BOBBY FISCHER - RUSTY POTTER

2002 VIRGINIA OPEN

English

1 Nf3 d6 2 c4 g6 3 g3 Bg7 4 Bg2 e5 5 Nc3 Nc6 6 0-0 f5 7 d3 Nf6 8 Rb1 0-0 9 b4 a6 10 a4 h6 11 b5 axb5 12 axb5 Ne7 13 Bb2 g5 14 Ra1 Rxa1 15 Qxa1 f4 16 gxf4 exf4 17 Ne4 Nf5 18 Nxf6+ Bxf6 19 Nd4 Nh4 20 Bd5+ Kh8 21 Qa8 Be5 22 Ne6 Bxe6 23 Bxe5+ dxe5 24 Qxd8 Rxd8 25 Bxe6 f3 26 Bd5 fxe2 27 Re1 Rxd5 0-1



Upcoming Events at the TIDEWATER COMMUNITY COLLEGE CHESS CLUB

Tidewater Community College CC, Princess Anne Rd, Bldg D (Kempsville) Cafeteria, Monday & Wednesday 6:45-10pm. For more information contact Ernie Schlich, eschlich@aol.com or 757-853-5296

Aug 5 August Quick Quads (G/20)
USCF rated, EF \$2 with no prizes. Registration from 6:45 to 7:15 with first round starting about 7:30. USCF membership required and can be purchased at the tournament.

Aug 12 TCC Quick Swiss (G/15)
4 rounds, USCF rated. EF \$10, 85% returned as prizes. Registration from 6:45 to 7:15 with first round starting at 7:30. USCF membership required and can be purchased at the tournament.

Aug. 19 Blitz (game/5 minutes)
5 round Double Swiss System, EF \$5, 90% returned as prizes. Registration from 6:45 to 7:15 with first round about 7:30. No memberships required.

Sep 2 * * * College Closed * * * *

Sep 7 ODU Fall Open - 4SS, \$\$250 b/30 at Old Dominion University. See full announcement elsewhere in this issue of *Virginia Chess*.

Sep 9 Sept Quick Quads (G/20)
USCF rated, EF \$2 with no prizes. Registration from 6:45 to 7:15 with first round starting about 7:30. USCF membership required and can be purchased at the tournament.

Oct 7 Oct Quick Quads (G/20)
USCF rated, EF \$2 with no prizes. Registration from 6:45 to 7:15 with first round starting about 7:30. USCF membership required and can be purchased at the tournament.



DAVID ZOFCHAK MEMORIAL November 16 - 17, 2002

Details (including the exact site) are still to be determined, but the tournament will be in the Williamsburg-to-Virginia Beach area. Mark your calendar! To request a tournament flyer with full information once it is finalized, write Ernest Schlich, 1370 South Braden Crescent, Norfolk, VA 23502 or watch for future announcements in *Virginia Chess* or the TLA section of *Chess Life*.

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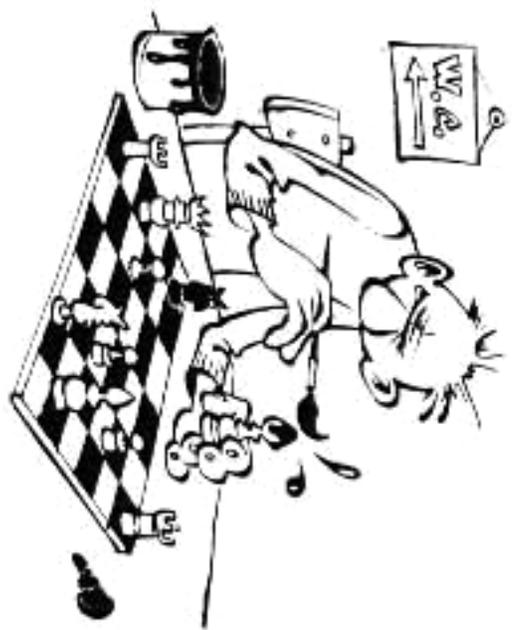
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VIRGINIA CHESS

Newsletter

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2002 - #5



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The state champ takes an in-depth look

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Cartoon by G. Mathieu, <http://www.palamede.com/graphics/faidutti.htm>