

VIRGINIA CHESS

Newsletter

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Virginia Chess Federation

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2007 Virginia Open

LARRY KAUFMAN WON the 2007 Virginia Open, Jan 26-28 in Springfield. It was the fifth time that the Maryland IM has won the Open, including last year. (The first time was way back in 1969!) This time he did it the old fashioned way: four straight wins, including a victory over top-ranked Anton Del Mundo in the penultimate round, and then a tournament-clinching draw in the finale. Four players tied for 2nd with 4-1 scores as Expert Daniel Clancy joined three masters who between them won seven of the last eight state championships: Daniel Miller, Macon Shibut and reigning champ Andrew Samuelson. John Farrell scored 3½ to claim the class A prize.

In the Amateur section, Allan Salgado & Jeevan Karamsetty tied for 1st by winning all their games except for a 4th round draw in their head-to-head pairing. Eight-year-old Karamsetty's performance is particularly eye-catching in that he entered the tournament rated just 1631 and was paired up in four out of five rounds. (His post-event rating had jumped over 100 points to 1749.) Craig Saperstein, Richard Frazer & Eric Most followed half a point behind. Arman Khojandi, Nichola Cravotta, Curtis Winter, Kun Liu & Hercules Del Mundo all scored 3 ½ to share top Class C. Brian Li, Gary Black, Edward Yasutake, Jacob Brooks & Richard Li split top D. Taufiq Hussien & Thomas Godfrey Wolfe were top Under 1200. The

unrated prize went to Willi Schwarz for his excellent 3½ score. (He will debut on the rating list at 1742).

A total of 133 players competed under the customary efficient direction of Mike Atkins, assisted by Gregory Vaserstein.

Larry's round 2 game featured a matchup against a fellow long-time Maryland master and veteran of many past Virginia Opens.

DENIS STREZNWILK – LARRY KAUFMAN
CARO KANN

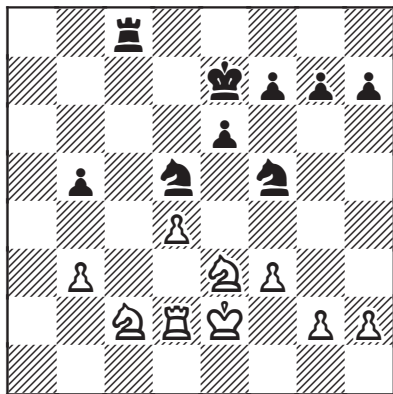
1 e4 c6 2 d4 d5 3 exd5 cxd5 4 Bd3 Nc6
5 c3 Nf6 6 Bf4 Bg4 7 Qb3 Na5 8 Bb5+
Bd7 9 Bxd7+ Qxd7 10 Qd1 e6 11 Nf3
Qb5 12 Qe2 Qxe2+ 13 Kxe2 Nc4 14
b3 Nd6 15 Rc1 Rc8 16 a4 Nde4 17
Nfd2 Bd6 18 Bxd6 Nxd6 19 f3 Ke7 20



WINS ANOTHER VIRGINIA OPEN!



Na3 a6 21 Rc2 Rc6 22 c4 dxc4 23 Ndx4 Nf5 24 Rd1 Rd8 25 Ne5 Rxc2+ 26 Nxc2 Nd5 27 Rd2 Rc8 28 Nc4 b5 29 axb5 axb5 30 N4e3

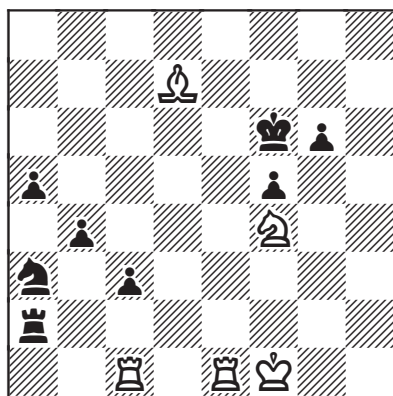


[Perhaps the only big slip in a game that was otherwise a long, slow, deliberate grind. The b3 pawn drops practically by force after the text, whereas counterattacking Black's pawn by 30 N4a3 would have hung tough.]

30...Nfxe3 31 Nxe3 Nf4+ 32 Kf2 Rc3 33 d5 Rxb3 34 dxe6 Kxe6 35 Nc2 Ke5 36 Nd4 Rb1 37 Nc6+ Kf6 38 Rd6+ Ne6 39 f4 b4 40 g4 g6 41 Ne5 b3 42 Rb6 g5 43 Nd3 gxf4 44 h4 Rh1 45 Nxf4 b2 46 Nd5+ Kg7 47 Nc3 Rc1 48 Rxb2 Rxc3 [It will still

take a while but White is basically doomed because there is no plausible way to exchange off the remaining pawns.] 49 Rb4 h6 50 Kg2 Rd3 51 Rb5 Nf4+ 52 Kf2 Ng6 53 h5 Nf4 54 Ra5 Ne6 55 Rb5 Rc3 56 Ra5 Rc5 57 Ra4 Rg5 58 Kf3 Nf8 59 Ra8 Nd7 60 Ra4 Ne5+ 0-1

Round 3 saw an ending appear on board 1 that you don't see every day. The game score was not among those submitted, but it was so striking that the Editor attempted to reconstruct the position from memory.



LARRY KAUFMAN - OLADAPO ADU

White to Play

It's possible things were different in some detail, but this was more or less it. Black's queenside mass looked imposing but Larry found a convincing way to neutralize it. First he challenged Black's rook with **1 Re2**. Adu naturally tried to maintain his presence on the 7th rank by **1...Rb2** but then came **2 Nd5+ Kg5 3 Nxc3! bxc3 4 Rxc3** with the point that if now **4... Rxe2 5 Kxe2 Nb1 6 Rb3** Black's knight winds up trapped. Adu tried **4...Rb7 5 Rxa3 Rxd7** but after **6 Rxa5** the two rooks eventually triumphed.



Virginia Open, *continued*

It's Back!

millennium chess festival

March 2-4, 2007

Ramada Plaza Resort Oceanfront, 5700 Atlantic Avenue, Virginia Beach, VA 23451

5-SS, G/2. \$\$16,500, \$6000 guaranteed in open section, \$10,500 in class section prizes based on 50 entries per section. Played in five sections: Open Section: FIDE rated, all prizes guaranteed \$2000-1000-800-600-400-300-200, U2400 & Unr \$500-200. U2200 Section: prizes b/o 50 \$1200-600-400-300-200. U1900 Section: prizes b/o 50 \$1000-600-400-300-200-150. U1600 Section: prizes b/o 50 \$1000-600-400-300-200-150. U1300 Section: prizes b/o 50 \$1000-600-400-300-200. All Sections: EF \$90 if rcv'd by 2/26, \$110 thereafter. Credit card taken on site. GMs, WGMs, IMs, WIMs Free w/conditions if entered by 2/1. Contact organizer or see website for details. Reg Fri 3/2, 5:00-7:30pm. Rds 8, 9:30-2:30, 9:30-2:30. Single, non-revokable 1/2 pt bye available, must commit with entry. Hotel \$89, call 1-800-365-3032 or online at <http://ramadaplazavabeach.com>. NC, NS, W. Enter: Make checks payable to Virginia Chess and mail to Ernest Schlich, 1370 South Braden Crescent, Norfolk, VA 23502. Printable entry form on website, <http://vachess.org/mcf>. For additional info (but no phone or e-mail entries) phone 757-853-5296 or email eschlich@verizon.net 120 Grand Prix Points!

Special Events!

**gm exhibition
& dinner**

John Fedorowicz vs Nick DeFirmian

playing each other from separate rooms and providing commentary, answering questions from audience, etc during the game.

Saturday, 7:15. \$20 per person includes a Buffet dinner.

**MILLENNIUM
CHESS
FESTIVAL**
VIRGINIA BEACH, VA

mcf blitz championship

Sat, March 2, 10:00 pm

5-rd Double Swiss, game/5 minutes. \$\$1700 b/60, top 3 in Open guaranteed. Two sections: Open \$400-225-150 (G), U2200-\$125, U2000-\$100. Amateur (U1800) \$230-150, U1600 \$120, U1300 \$100, U1000 \$90. EF \$35 if rec'd by 2/24, \$45 at site, only cash entries. Register any time Saturday until 10pm. Rds will start promptly at 10:15, successive rounds posted as soon as pairings are ready. One double-round bye allowed but only for late entry. Regular USCF ratings used for pairings & prizes, WBCA rules govern play. Enter: Make check payable to Michael Atkins, PO Box 6139, Alexandria VA 22306, or include with MCF entry payable to Virginia Chess. 15 Grand Prix points!

Virginia Open, *continued*

**GANSU SANDAGSUREN – DANIEL MILLER
PETROFF**

1 e4 e5 2 Nf3 Nf6 3 Nxe5 d6 4 Nf3 Nxe4 5 d4 d5 6 Bd3 Bd6 [“Someone finally let me play my main-line Petroff,” Danny remarked later.] 7 c4 c6 8 0-0 0-0 9 Nc3 Nxc3 10 bxc3 dxc4 11 Bxc4 Bg4 12 Be2 Re8 13 h3 Bh5 14 Re1 Nd7 15 Be3 Nb6 16 Bg5 Qc7 17 Nh4 Bxe2 18 Rxe2 Nd5 19 Bd2 Bh2+ 20 Kh1 Bf4 21 Nf3 Bxd2 22 Rxe8+ Rxe8 23 Qxd2 Qf4 24 Qd3 Qf6 25 g3 Re3 26 fxe3 Qxf3+ 27 Kh2 [27 Kg1 Nxe3 28 Qd2 Qxg3+ 29 Kh1 Qxh3+ 30 Qh2 Qf3+ 31 Kg1 f5 32 Qb8+ Kf7 33 Qxb7+ Kf6 34 Qb2 f4 Miller] 27...Nxe3 28 Qd2 Nf1+ 29 Rxf1 Qxf1 30 d5 cxd5 31 Qe3 h6 32 Qxa7 Qe2+ 33 Kg1 Qe1+ 34 Kg2 Qd2+ 35 Kh1 Qxc3 36 Qxb7 Qa1+ 37 Kg2 Qxa2+ 38 Kf3 Qa3+ 39 Kg2 Qd3 40 Qe7 Qe4+ 41 Qxe4 dxe4 42 g4 g6 0-1

**KYLE KOWALSKIE – RAY KAUFMAN
SMITH/MORRA GAMBIT**

*Notes based on Ray Kaufman's
post mortem with Fritz*

1 e4 c5 2 d4 cxd4 3 c3 d3 4 Bxd3 Nc6 5 c4 e6 6 Nf3 Qc7 7 0-0 Nf6 8 Nc3 Bc5 9 b3 0-0 10 Bb2 Ng4 11 h3 Nge5 12 Nb5 Qb8 13 Nxe5 Nxe5 14 Bc2 a6 15 Nd4 b5 16 cxb5 axb5 17 Kh1 Ng6 18 Qg4 Qb6 19 Nf3 Bb7 20 e5 Bxf2 21 Ng5 Rac8 22 Qh5 h6 23 Nxf7 Bxg2+ 24 Kh2 Rxf7?? [24... Nf4 25 Nxh6+ gxh6 26 Qxh6 Rxc2 27 Qg5+ Kh7] 25 Bxg6 Bxf1 [25...Bg3+ 26 Kxg2 Rf2+ 27 Kxg3 Qe3+ 28 Kh4 Rcf8 29 Rg1 R2f4+ 30 Qg4 Qf2+ 31 Kh5 Rxg4] 26 Bxf7+ Kh8 27 Rxf1 Rc2 28 Qf3 Bg1+ 29 Kg3 Bh2+ 30 Kg4 Qd8 31 h4 Rxb2 32 Bg6 Qg8 33 Qf7 Rxa2 34 Qe7 Ra8 35 Qd6 Qb8 36 Qxb8+ Rxb8 0-1

20 Grand Prix points

George Mason Open April 28-29

George Mason Open-Arlington Campus
Professional Center (The Old Law School), Rm 329

3401 N Fairfax Dr, Arlington (*Across from Virginia Square Metro Stop*)

5-SS, Rds 1-3 Game/2, rds 4-5 30/90 SD/1. \$\$2,100, top 3 guaranteed, rest b/70: \$550-350-200, top X, A, B, C, D, U1200 each \$150, Unrated \$100. Reg 9-945am, rds 10-2:30-7, 10-330. W, NS, FIDE. One irrevocable ½ pt bye allowed, must commit before rd 1. EF \$45 if rec'd by 4/21, \$55 at site, \$5 discount to GMU students with ID. Make checks payable to Michael Atkins, PO Box 6139, Alexandria VA 22306. <http://members.cox.net/tournaments/gmo.htm>

George Mason Weekend Quads

Sat 4/28 3-RR game/45. Reg 9-10:45. \$\$50 to 1st in each section. EF \$20. Rds 11- 1- 2:45.
Sun 4/29 3-RR game/61. Reg 9-10:45. \$\$70 to 1st in each section. EF \$25. Rds 11-1:30- 3:45.
Venue and all other details as in George Mason Open above.



MACON SHIBUT - ANDREW SAMUELSON SICILIAN

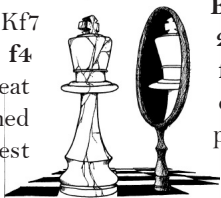
Notes by Macon Shibut

1 e4 c5 2 c3 g6 3 d4 cxd4 4 cxd4 d5 5 exd5 Nf6 6 Nc3 Nxd5 [Transposing to a position from the Botvinnik/Panov attack more commonly reach by 1 e4 c6 2 d4 d5 3 exd5 cxd5 4 c4 Nf6 5 Nc3 g6 6 cxd5 Nxd5] **7 Qb3 Nb6 8 Nf3 Bg7 9 Be3 0-0 10 Rd1 Bg4 11 Be2 Nc6 12 0-0 Rc8 13 h3 Bxf3 14 Bxf3 Kh8?! 15 Rfe1 Qd7 16 Na4 Nxa4 17 Qxa4 Rfd8 18 Qb3 f5 19 d5 Ne5 20 Bxa7 Nxf3+ 21 Qxf3 Bxb2 22 Qe2 Bf6 23 Bd4 Qd6?** [Simply blundering a pawn. 23...Bxd4 24 Rxd4 Rc7 25 Qe5+ Kg8±] **24 Qxe7 Bxd4 25 Rxd4 Rc7 26 Qg5 Rcd7 27 Re6 Qf8 28 Qe3! Qf7** [28...Rxd5? 29 Rxd5 Rxd5 30 Re8] **29 Qe5+ Kg8 30 d6 h5 31 a4?** [31 Re7 Rxe7 32 dxe7 Re8 33 Rd8 Kh7 34 Qd4!—I didn't see this final, decisive stroke. White threatens 35 Rxe8 Qxe8 36 Qd8 and there is no defense, eg. 34...Rxe7 35 Qh8#, or 34...Qxe7 35 Rd7; or 34...Kg8 35 Qd7] **31...Qg7 32 Rf6?** [A more serious mistake that indeed puts the win in doubt. The point is that Black could now escape to a tenable rook ending by 32...Rf7! 33 Re6 Qxe5 34 Rxe5 Rfd7 etc] **32... Kh7? 33 Rd5** [Only partly repairing the damage as Black could still try 33...Rf7 34 Rxf7 Qxf7 35 Qe7 Qxe7 36 dxe7 Re8 37 Rd7 b6 38 h4 Kg7 39 Rb7 Kf7 40 Rxb6 Rxe7] **33...b6 34 f4 Ra8 35 Re6 Kh6?** [In the heat of battle both players assumed that 34 f4 had finally put to rest the idea of Black going for a

rook ending since the connected passed pawns appeared irresistible after 35...Qxe5 36 fxe5. That would be indeed the case if 36...Rxa4? 37 Re8, etc. But 36...Kg7! creates unexpected problems for White owing to the clumsy position of Re6. For instance, after 37 h4 Kf7 38 Rf6+ Kg7 what is to be done against the plan ...R-e8-xe5? Instead, Black commits another blunder. In fairness it must be said that such positions are so unpleasant to defend in practice that mistakes of this sort are almost the norm rather than exceptions.] **36 Qxf5 Kh7 37 Rxg6 Qxg6 38 Qxd7+ Kh6 39 Rg5 Qf6 40 Rf5** [Overlooking 40 Rxh5+! Kxh5 41 Qh7+ Qh6 42 Qf5+ Kh4 43 Qg4mate] **40...Qd4+ 41 Kh2 Rg8 42 Rxh5+!** [Not missing the chance a second time!] **1-0**

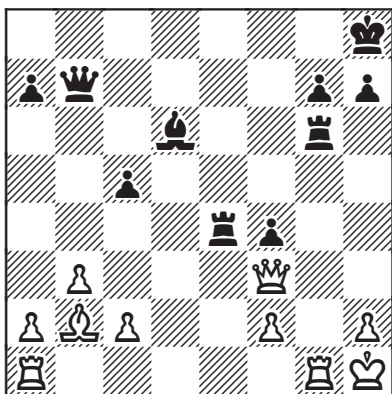
TERENCE COFFEE - JEEVAN KARAMSETTY TWO KNIGHTS

We remarked upon Karamsetty's outstanding performance above. Here is his most spectacular game, which was also from round 3 and against an opponent who outrated him by 240 points. **1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 exd5 Na5 6 Bb5+ c6 7 dxc6 bxc6 8 Qf3 Bb7 9 Ba4 Bd6 10 d3 0-0 11 0-0 c5 12 Qe2 Nc6 13 Bxc6 Bxc6 14 Nc3 Qc7 15 Nge4 Nxe4 16 dxe4 f5 17 Qc4+ Kh8 18 Nb5 Bxb5 19 Qxb5 f4 20 Qe2 f3! 21 gxf3 Rf6 22 Rd1 Qd7 23 f4** [Returning one pawn in an effort to shake off some of the pressure. Black's sacrifices have produced good, active play, but White could still have





tried heroic defense. David Sands, who included this game in his Feb 2 *Washington Times* column, suggests 23 Kh1 Raf8 24 Be3 Rxf3 (or 24...Qh3 25 Rg1 Rxf3 26 Rad1 Be7 27 Rg3 Rxg3 28 fxf3 Qe6 29 Rd5) 25 Bxc5] **23...exf4 24 Qf3 Re8 25 b3 Rxe4!** [A rude surprise; if 26 Qxe4 Qg4+ and Qxd1] 26 Bb2 Rg6+ 27 Kh1 Qb7! [This move shows great tactical instincts. The immediate threat is 26...Re1+ 27 Rxe1 Qxf3+] 26 **Rg1?** [The only defense was 28 Rf1]



Black to move and win

28...Re1! 29 Qxb7 [or 29 Raxe1 Qxf3+] **29...Rgxf3 1 mate 0-1**

Round 4 matched the tournament's two top-rated players but the game turned out to be something of an anti-climax.

ANTON DEL MUNDO – LARRY KAUFMAN
LONDON

1 d4 d5 2 Nf3 Nf6 3 Bf4 c5 [This method of defending the London System is endorsed by Danny Miller, who played the same way as Black in his first round game versus expert Torsten

Warnk and achieved a winning position inside of a dozen moves.] **4 c3 Qb6 5 Qb3 Nc6 6 dxc5 Qxc5 7 Na3 a6 8 0-0** [Suddenly offering a pawn, although there was not much chance of Black taking it: 8...Qxf2 9 e3 the queen would have been in terrible trouble.] **8...e6 9 Be3 Qd6 10 Qa4** [Threatening Nc4 so Black steps back off the d-file.] **10...Qb8 11 Nd4?** [This doesn't lead to anything good.] **11...Bd7 12 Nxc6 Bxc6 13 Qa5 Ng4 14 Bb6 Nxf2! 15 Bxf2 Qf4+ 16 e3 Qxf2 17 Nb5** [This desperate lunge attempts to justify White's prior play but only accelerates his defeat.] **17...Qxe3+ 18 Kb1 b6 19 Qa4 axb5 0-1**

ANDREW SAMUELSON – EDWARD PABALAN
SICILIAN

Class A player Pabalan had a great start, beating a pair of masters in the opening two rounds, but this game began what proved to be a tough Sunday for him. His final result was still excellent and translated into a 26-point rating gain. For his part, Samuelson bounced back from his loss the night before en route to getting back to =2nd place. **1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 g6 6 Be3 Bg7 7 f3 0-0 8 Qd2 Nc6 9 0-0-0 Bd7 10 h4 Rc8 11 g4 Ne5 12 h5 Nfxg4 13 fxf4 Bxf4 14 hxf4 fxf4 15 Be2 Nc4 16 Bxc4+ Rxc4 17 Rdg1 Qd7 18 Nd5 e6 19 Rxf4 exd5 20 Rgh4 h5 21 exd5 Rfc8 22 c3 Qa4 23 Kb1 Qa5 24 Nb3 Qb5 25 Rxc4 Qxc4 26 Rg1 Qe4+ 27 Ka1 a5 28 Bh6 a4 29 Bxg7 Kxg7 30 Re1 Qh4 31 Nd4 Qf6 32 Ne6+ Kh7 33 a3 Rc4 34 Qd3 b5 35 Rf1 Qe7 36 Nf8+ 1-0**



MICHAEL DONOVAN - CRAIG SAPERSTEIN
ENGLISH

1 c4 e6 2 g3 Nf6 3 Bg2 d5 4 Nf3 b6 5 0-0 Ba6 6 cxd5 exd5 7 d3 Bc5 8 Nc3 0-0 9 a3 c6 10 b4 Be7 11 Rb1 Bb7 12 Nd4 Nbd7 13 Nf5 Re8 14 Nxe7+ Qxe7 15 e3 Ne5 16 Re1 Rad8 17 Ne2 Ba6 18 Nf4 g5 19 d4 Nc4 20 Nd3 Ne4 21 Qg4? [Leaving Nd3 undefended loses a pawn. White complicates as best he can but never fully recovers.] 21...Nxa3 22 Bxa3 Bxd3 23 Rb3 Bc4 24 Rb2 Nc3 25 Ra1 Nb5 26 Rbb1 Nxa3 27 Rxa3 a5 28 Rba1 axb4 29 Ra7 Qf6 30 h4 h6 31 Rc7 Ra8 32 Rxa8 Rxa8 33 hxg5 hxg5 34 e4 Ra1+ 35 Kh2 Qh6+ 36 Bh3 Bf1 37 Qc8+ Kg7 38 Rxc6 Bxh3 39 Rxh6 Bxc8 40 Rxb6 dxe4 41 Rxb4 Ra2 42 Kg1 Bg4 43 d5 Bf3 44 Rd4 Ra1+ 0-1

Stan Fink - Macon Shibut
King's Indian

Notes by Macon Shibut

1 d4 Nf6 2 c4 d6 3 Nf3 g6 4 Nc3 Bg7 5 g3 0-0 6 Bg2 c6 7 Bd2 [7 Nc3 is normal. Naturally the modest text move does not pose too many difficulties.] 7...Nbd7 8 0-0 e5 9 Qc2 exd4 10 Nxd4 Nb6 11 b3 d5 12 cxd5 [In case of 12 c5 I was looking at 12...Nfd7!, eg, 13 cxb6 Bxd4 14

bxa7 Rxa7; or 13 Nxc6 bxc6 14 cxb6 axb6; or, finally, 13 b4 Nc4] 12...Nfxd5 13 Nxd5 Nxd5 14 e3 Qb6 15 Rfc1 Nb4?! [The computers probably like 15...Bxd4 16 exd4 Qxd4, eg, 17 Bh6 Re8 (but not 17...Bf5? 18 Qc4 Qxc4 19 bxc4) and perhaps they're right, but humans don't lightly commit to playing entire middlegames with such weakness around the king. Besides, things had gone too easily thus far and I wasn't psychologically ready to switch to a hard road. But the move I played commences a careless wandering phase that doesn't do my position much good. If I didn't want to take the pawn, simple development by 15...Bd7 would have been best.] 16 Qc4 a5 17 a3 Na6 18 b4 a4 [Here again 18...axb4 19 axb4 Bd7 was simpler and probably better.] 19 Bc3 [Over and over I'd expected him to move his queen rook off the diagonal of my bishop—15 Rac1; 18 Rab1; and here 19 Rab1—but he just wouldn't do it. Now I decided to recentralize my knight and trade it for his knight (N-c7-e6). I wouldn't mind trading my king's bishop too so long as his dark square bishop comes off in the bargain, as then the kingside weaknesses will not be a big deal.] 19...Nc7 20 Qe2



Free Drop-In Chess Club at the Reston Community Center

Chess players of all ages and skill levels are invited to come to Reston Community Center Hunters Woods (2310 Colts Neck Rd, Reston, 20191; (703) 476-4500) on Thursday evenings from 6:30-9:30 pm. A limited number of sets and boards are available, or bring your own. There is no fee, but you are required to sign-in at the start of each meeting.



First there is the idea of Qb2 to create pressure on the long diagonal; second, White introduces sacrificial possibilities at c6. In fact, he's already threatening 21 Nxc6, eg, 21...bxc6 22 Bxg7 Kxg7 23 Rxc6 Qa7 24 Rxc7 Qxc7 25 Bxa8.

Black could simply continue his plan: 20...Ne6 21 Nxe6 (21 Nxc6 is unsound now, although White has some practical compensation after 21...bxc6 22 Bxg7 Kxg7 23 Rxc6 Qb8 24 Rd1) 21...Bxe6 22 Bxg7 Kxg7 23 Qb2+ Kg8. Here White has the nominal "good bishop versus bad bishop" advantage—every single one of my pawns is on a light square while all of White's pawns are on dark—but this has little bearing on the evaluation. The pawn formation is not particularly fixed, and even as it stands my "bad" bishop enjoys good activity, arguably better than White's "good" one. White's bishop butts its head against the b7-c6 pawn bulwark while mine can usefully go to b3 where it interferes with the ability of White's rooks to contest the d-file.

Looking a bit further, I considered another move...

20...Re8!?

...whereupon I expected him to reply 21 Qb2. Then I intended 21...Ne6 22 Nxe6 Bxc3 23 Qxc3 Bxe6 and I took this to be essentially the same as the variation considered above except that Black has sort of gained a tempo inasmuch as my rook is on e8 instead of f8. In fact, this is wrong. It makes a greater difference that White's queen is on c3 instead of b2 as he could

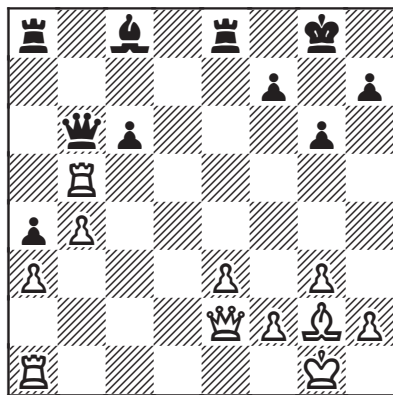
now continue 24 Qc5 with chances to gain the initiative through the idea b5 breaking down my queenside pawn structure. The situation is not critical, but it's worth being clear on the point that Black didn't gain anything, and more likely even conceded a bit, by inserting 20...Re8 rather than just playing 20...Ne6 straightaway.

However, there was another point, more subjective and practical, behind 20...Re8: it tempts White to play the c6 sacrifice. I had looked into this and believed I had an absolute refutation in hand. Stan was already approaching his customary time trouble, which only added to effect. He did not hesitate too long before in fact playing...

21 Nxc6?

...which loses, although things were still not as simple as I had calculated.

21...Bxc3 22 Rxc3 Nb5! [Here's the point. The knight vacates the exposed c7 square and jumps into the mix with tempo.] **23 Rc5 bxc6 24 Rxb5**





Other moves were perhaps better but still favor Black. 24 Bxc6 Nd4! threatens to take the queen with check and so insures I'd get to play 25...Nxc6 next. Or if 24 Rxc6 Qb8 appears to remain a piece up—25 Rc5 Nd4 26 Qc4 Nb3, for instance. (Incidentally, 24...Nd4 is interesting too but might not work here, eg, 25 Rxb6 Nxe2+ 26 Kf1 Ra6! 27 Rc6! Bb7 28 Rc2)

However, Stan was definitely correct when he remarked afterwards that I had been a bit fortunate in the way this game concluded, and not only because his unsound sacrifice has bailed me out from the consequences of my wayward play in moves 15-20. The truth is that I had completely forgotten about the text move in my earlier calculations! And at first sight it looks good for White since taking the rook lets White capture a8 and remain a pawn to the good. Fortunately, I kept my wits about me and found the complete solution.

24...Qa6! [An absolute, and absolutely decisive, pin. For the moment I threaten 25...cxb5 26 Bxa8 Qxa8 and he can't even get a second pawn for the piece since then 27 Qxb5? Bh3 leads to mate. If he tries 25 Bxc6 Qxc6 26 Rc5 Qe4 he has two pawns but ...Bb7 is coming and White cannot survive long. Stan found the best practical chance.] **25 Rc1** [The reason it was the best chance is that now on the obvious 25...cxb5 26 Bxa8 Qxa8 there follows 27 Qxb5 Bh3 28 Qc6. Black, with an extra piece for two pawns, is better, of course, but this might be really hard to win. However, I remembered Lasker's advice not to

jump at the first good move but to look for something even better.] **25... Bb7!** [The pin is so strong that White is helpless. Now he must lose a whole rook.] **26 Bxc6 Bxc6 0-1**

RAY KAUFMAN – TODD BRYANT BOGO INDIAN

1 d4 Nf6 2 c4 e6 3 Nf3 Bb4+ 4 Nbd2 d6 5 a3 Bxd2+ 6 Bxd2 Nc6 7 Bg5 h6 8 Bh4 g5 9 Bg3 Ne4 10 e3 Nxc3 11 hxg3 Qf6 12 Bd3 Bd7 13 b4 0-0-0 14 c5 dxc5 15 bxc5 Rhe8 16 Rb1 e5 17 Qb3 b6 18 d5 Nb8 19 Nd2 h5 20 Ne4 Qh6 21 Nd6+! cxd6 22 cxb6 1-0

ADITHYAN BALASUBRAMANIAN – ANDREW SAMUELSON BENKO

1 g3 g6 2 Bg2 Bg7 3 d3 c5 4 e4 Nc6 5 c3 d6 6 Be3 e5 7 Nf3 Nge7 8 Nfd2 Rb8 9 a4 a6 10 Na3 b5 11 axb5 axb5 12 Nc2 0-0 13 0-0 Be6 14 f4 Qd7 15 Nf3 Bg4 16 Qd2 Bxf3 17 Bxf3 f5 18 Bg2 b4 19 fxe5 bxc3 20 bxc3 Nxe5 21 Bg5 fxe4 22 Bxe7?! [Loses—or sacrifices doubtfully—a pawn. 22 Bxe4] **22...Rxf1+ 23 Rxf1 exd3 24 Bd5+ Kh8 25 Bg5 dxc2 26 Qxc2 c4 27 Kg2 Qb5 28 Qe4 Qb2+ 29 Kh3 Qxc3 30 Rb1 Rf8 31 Be7? [probably overlooking the reply] **31...Nd3! 32 Qxc4 Nf4+! 33 Qxf4** [Despair; 33 Kh4 (or 33 Kg4 h5+ 34 Kh4 {34 Kg5 Qe5+ 35 Kh4 Qxe7#} Bf6+ mates) 33...Bf6+ 34 Bxf6+ Qxf6+ 35 Kg4 Qf5+ 36 Kf3 Nxd5+ etc] **33...Rxf4 34 Rb8+ Bf8 35 Bxf8 Rxf8 36 Rxf8+ Kg7 37 Rf7+ Kh6 38 Rb7** [White pieces are uncoordinated. 38 Bf3 was a better try.] **38...Qd3!** winning something **39 Be6 Qf1+ 40 Kg4 Qe2+ 0-1****





Kingstowne Events

by Don Millican

QUAD #34/ACTION-PLUS #6

The final Kingstowne event of 2006 was on December 9 in Alexandria. Competition with the Arlington Chess Club Championship cut into attendance and we wound up with four in the Quad, while six others played the Action-Plus swiss. Michael Callinan won the Quad with a perfect 3-0 and a gold medal. Michael Donovan finished 2nd with 2, taking a bronze medal.

The Action-Plus saw Frank Redondo score 4-1 and win with what is usually a suspect strategy: the Swiss Gambit (a loss in the first round and consequently easier pairings thereafter). Adam Renfro Chrisney & Mike Anliker tied for 2nd with 3 points, Anliker also taking the Under-1800 prize. Anliker's son Zachary rounded out the prize winners by taking the Under-1400.

QUAD #35/ACTION-PLUS #7/QUICK-AND-DONE

The Kingstowne Chess Club's first event for the new year, on January 6 in Alexandria, featured a few other "firsts." A new tournament format was inaugurated, a director made his solo debut, and a novel solution contributed to a successful tournament conclusion.

Twelve players competed in the Quads. The top section had Michael Callinan & Christopher Snell tie with 2. Callinan went home with the silver medal on tiebreak, leaving Snell with the bronze. Adam Chrisney won the middle Quad with a perfect 3-0 score, good for a gold medal while Glenn Shelton scored 2-1 and the bronze medal. The bottom Quad kept things in the family with Aditya Ponukumati and his brother Arivind tying with 2-1 each. Aditya took the silver medal on tiebreak, leaving the bronze for Arivind.

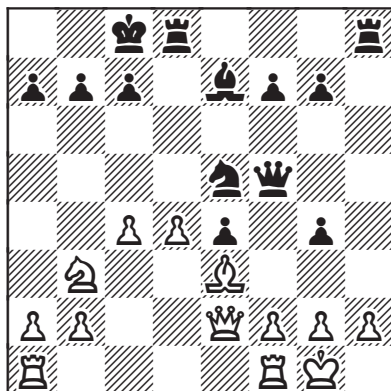
The Action-Plus drew nine players. Quentin Moore & Matthew Freeman tied for 1st with 4 points apiece. Richard Li was top Under 1800, and Mike Anliker & Dennis Jiang split the Under 1400 prize.

RICHARD LI - MATTHEW FREEMAN

KINGSTOWNE ACTION-PLUS #7

ALEKHINE

1 e4 Nf6 2 Nc3 d5 3 exd5 Nxd5 4 Nxd5 Qxd5 5 d3 e5 6 Nf3 Nc6 7 Be3 Bg4
8 Be2 Be7 9 O-O h5 10 d4 e4 11 c4 Qf5 12 Nd2 O-O-O 13 Nb3 Ne5 14 Bxg4
hxg4 15 Qe2



15...Nf3+ 16 gxf3 gxf3 17 Qc2 Qg4+ 0-1

The new Quick-and-Done format offers 5 rounds of rated tournament chess finishing before sundown. Employment obligations required me to be away from the tournament for a few hours. While I was gone, I left things in the capable, although inexperienced hands of John Mirone. John has assisted me several times before, but this would be the first time he was on his own. I hoped there would be no serious problems and that I could help via cell phone for whatever minor ones occurred. Naturally, problems did arise in the Quick-and-Done as the computer was unable to come up with legal pairings for the 4th round, proving the old adage "To err is human, to really mess things up requires a computer." and showing why there will always be a need for flesh-and-blood tournament directors.

Fortunately for John, he had experienced assistance on the scene in the person of Senior TD Greg Vaserstein. When all pairing issues and games were resolved, Kevin Wang was the winner with 4½ points. Vaserstein & Stephen Cheyney tied for 2nd and Joseph Calapati took Top Unrated. I extend great thanks to John and Greg for their efforts in making this tournament successful.

Before the start of play, Kingstowne Chess Club honored our most successful players from the previous year's Quads. Top player 1600 and above for 2006 was Adam Chrisney, while the under 1600 trophy went to William Wilson Jr.

The next Kingstowne event will be the 5th annual Kingstowne Chess Festival, Feb 10-11. Players will have a choice of four sections, with \$1000 in guaranteed prizes along with 20 Grand Prix points in the Open section. See *Chess Life* for full details. [*Hopefully! It seems CHESS LIFE has been screwing this up a lot lately. See Millennium Chess Festival (details on page 3 of this issue!)*—ed]



Virginia Beach Winter Swiss

Twenty-seven players showed up for the December 2 Virginia Beach Swiss tournament. Adithya Balasubramanian went undefeated, going 4-0 against a strong schedule that included Rodney Flores (2014), Mario Murillo (2075) and Yuri Barnakov (2234). Adithya had some interesting games, especially the one from round 3 against Mario Murillo (who is returning to tournament chess after a four-year layoff).

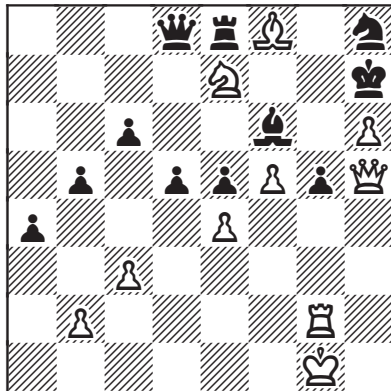
ADITHYA BALASUBRAMANIAN - MARIO MURILLO

KINGS INDIAN ATTACK

1 g3 g6 2 Bg2 Bg7 3 Nf3 c6 4 d3 d6 5 0-0 Nd7 6 e4 Nh6 7 Bg5 f6 8 Be3 e5 9 c3 Qe7 10 h3 0-0 11 Qd2 Nf7 12 Na3 Nb6 13 Ne1 f5 14 f4 Be6 15 Rd1 fxe4 16 dxe4 Bxa2 17 f5 Bb3 18 Rc1 Nc4 19 Nxc4 Bxc4 20 Rf2 a5 21 g4 Bf6 22 Nf3 g5 23 h4 h6 24 hxg5 hxg5 25 Bf1 Bxf1 26 Rcx1 Kg7 27 Rh2 Rh8 28 Rff2 b5 29 Rfg2 a4 30 Rh5 Rxh5 31 gxh5 Rg8 32 Nh4 Kh6 33 Ng6 Qd8 34 Qf2 d5 35 Bb6 Qa8 36 Bc5 Re8 37 Qe2 Qb7 38 Nf8 Nd8 39 Qg4 Qf7 40 Ng6 Qc7 41 Bf8+ Kh7 42 h6 Nf7 43 Qh5 Qd8 44 Ne7 Nh8

(diagram)

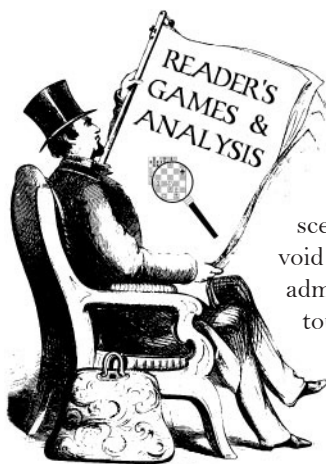
45 Qg6+! 1-0 The finish would be 45...Nxg6 46 fxg6+ Kh8 47 g7+ Bxg7 48 hxg7+ Kh7 49 g8Qmate



Speaking of layoffs, Gary Robinson has also returned after 20+ years away from tournament chess. Gary is a cartoonist who has had some of his chess cartoons published in *Chess Life* [and in VIRGINIA CHESS—great to have you back, Gary—ed]

Ettie Nikolova finished 2nd with 3½. Other prize winners were Ryan Rust (top A), Ilya Kremenchugskiy (B), Jerry Wasserbauer & Kevin Zhou (=C), Jerry Flanary (D) and Benjamin Armuth (U1200). The ratings distribution was interesting, with 9 players rated above 2000 yet only three class A and two B players in the field.

For 2007, four Virginia Beach Swiss's are scheduled: March 24, June 23, September 15 and December 1. As always, prizes will increased whenever more than 35 players attend. The site has been expanded by adding another playing room so we can easily handle 60+ players now. (It had been crowded at the Summer Swiss, when 41 attended and only one room was available.) Visit <http://mysite.verizon.net/eschlich> for details of all future Hampton Roads area events.



With Apologies *by Tim Rogalski*

FOR YEARS NOW, Tournament Director Mike Atkins has been the glue that holds the Virginia/Maryland/DC chess tournament scene together. When a quality tournament director void arose, he stepped in to perform, as always, an admirable job. He has even proven that Maryland tournaments can be started on time, contradicting my 25 years experience in the pre-Mike era.

At the time of the following game (September, 2004), Mike was increasing his active tournament participation. If I remember correctly, I arrived early to setup my board and pieces. But Mike arrived later with an absolutely beautiful set and board, and asked if I would be willing to play using it. (I was Black and thus had the choice of equipment.) Without question, this was the finest wood-grain set I ever played a tournament game on. I felt inspired. Here is the game...

MIKE ATKINS - TIMOTHY ROGALSKI
TERRAPIN TYPHOON, COLLEGE PARK, MD 2004

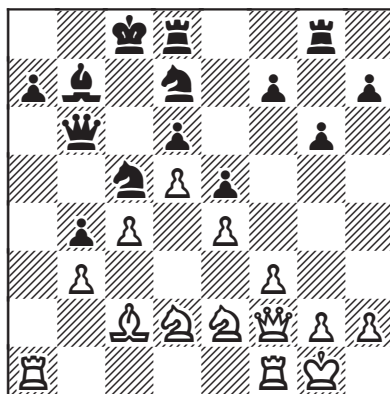
BENKO GAMBIT

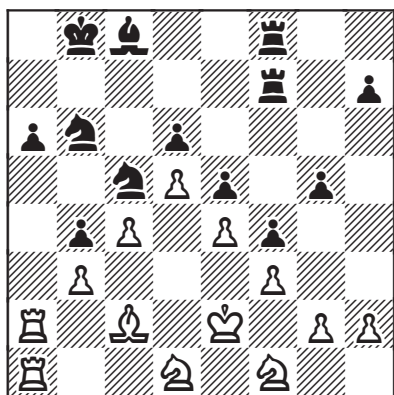
1 d4 Nf6 2 c4 c5 3 d5 b5 4 f3!? [I believe this is better now than after 4 cxb5 a6 5 f3. White gets a rock solid position with extra space, command of the center, and very easy development.] 4...b4 [GM Pal Benko personally recommended to me this pawn locking formation when White declines cxb5.] 5 e4 [5 a3!? e5!? would blaze new trails.] 5...d6 6 b3 g6 7 Bb2 Nbd7 8 Bd3 [If there is a drawback to White's formation, it is this tall pawn on d3.] 8...Bg7 9 Ne2 Bb7 10 0-0 Qb6 11 Nd2 0-0-0 [Milo Nekvasil, captain of the Arlington Kings, cringes whenever he sees me make moves like this. However, I have had very good success with queenside castling in this type of position, beating Masters and Experts alike. But how do you punctuate the move?—"!?" (interesting) or "?!" (dubious)? Well, the answer is both. The machine's evaluation immediately jumps from "equal" to "White stands better," but if you just castle kingside, and do not sharpen the position, then White will prepare and eventually play f4, e5, and break through in the center.] 12 a3 Rhg8? [Is this Nimzowitschian move threatening the king on g1? Or is it losing a tempo by protecting the unprotected bishop, and awaiting developments? Actually, it highlights the dubious aspects of queenside castling. My computer



mistakenly rates it as best, but overprotecting the a-pawn with 12...Kb8—a move that the machine does not include in its list of top candidates—was in fact correct.] **13 a×b4 c×b4+** [I didn't seriously consider 13...Ng4!?] **14 Bd4?!** [Surprisingly, this was White's opportunity to refute Black's whole scheme with the startling sweeper 14 c5!!, the type of move you see either instantly or not at all. After 14...N×c5 15 Nc4 Qc7 16 R×a7 White will probably win dozens of moves later since it is completely illegal for Black to teleport his king to safety on h8. Notice that this variation would not be possible with my king on b8.] **14...Nc5** [A black eagle lands on his nest with a squawk and chases away the hungry raccoons. This knight now gets an eagle-eye view of everything from c5.] **15 Bc2** [Yes, it is true: tall pawns can move backwards.] **15...Nfd7** **16 Nb1 B×d4+** **17 Q×d4 e6!?** [Setting a cunning positional trap. If I play 17...e5 immediately, it would be more than obvious that I really want the pawn on e5, and thus provoke an *en passant* capture.] **18 Nd2 e5** [The finesse worked! This pawn move gave me a warm satisfaction, like a key that fits perfectly into an opening lock. Now that the dark-squared bishops have been exchanged, dark-squared pawns increase in value.] **19 Qf2**

19...Rdf8 [The machine still evaluates the position to White's advantage, but the momentum has subtly changed. With simple moves, Black's game keeps improving and improving.] **20 Ng3** [Temporarily preventing f5, but throwing sandbags onto a dike during an unrelenting downpour is only postponing the inevitable.] **20...Kb8** **21 Ra2 Bc8** **22 Rfa1 a6** **23 Kh1** [Carelessly giving me an opportunity that wasn't there a move before.] **23...f6** [This is okay, but there is a better move. Can you see it?] **24 Ndf1** [Botvinnik wouldn't hesitate to undo a misstep and play 24 Kg1!] **24...Na4** [Of course!] **25 Q×b6+** [Otherwise the knight lands on c3 and disrupts White's entire queenside.] **25...Na×b6** **26 Ne3** [Throwing yet another sandbag onto the levee, but White's position is precariously sinking below sea level, and the water is slowly rising...] **26...Nc5** [This knight is superb, and Black's bishop stands double duty preventing any White rook invasion and supporting the slow advance of Black's army ants.] **27 Kg1 Rg7** **28 Kf2 Rgf7** **29 Ke2 f5** **30 Nd1 f4** [After this pawn thrust, the focus shifts from the f-file onto the g-file.] **31 Nf1 g5**





White's pawn structure hasn't changed since move 13. Comparing this position with the previous diagram illustrates Black's steady improvement. This game reminded me of the 13th game of the Anderssen-Steinitz 1866 match, annotated on pages 200-202 in LASKER'S MANUAL OF CHESS. To paraphrase Lasker, *modern high-level players play to improve their position, gradually accumulating small advantages, until they have so many small advantages that they have a large advantage, which is usually discharged in*

a combination. Fritz assesses the position as equal, Crafty gives Black a small edge, yet Black in fact can lay claim to a large advantage. Material is even but otherwise he holds almost all the high cards: White's early space advantage has been replaced with a Black space advantage. The quasi-isolated b4-pawn is unassailable and the backward a6-pawn is well protected; computers evaluate such pawn structure 'weaknesses' against Black, but here they're not exploitable and even provide the magnificent c5-outpost. White's knights are on the edge of the board, while Black's c5-knight is the game's best piece, radiating in every direction like a lighthouse beacon. White's bishop does not complement his pawn structure while Black's bishop does, and now looks considerably more promising than when it was first developed to b7. This bishop is ideally placed, 'undeveloped' on its original square, supporting the future g5-g4 break, which both players know is coming. This break will allow Black's rooks to penetrate with devastating effect. White's rooks look strong on their semi-open file, but they cannot break through and have nowhere else to go. White's king can only pace his cage, while Black's king could eventually invade via the b6-c5-d4 mountain pass.

32 h3 h5 33 Nf2 [Here come more sandbags.] **33...Rg7 34 Nh2** [And again.] **34...Nbd7 35 Ra5** [If 35 Kf1 Rfg8 36 Bd1 Nf6 and the breakthrough cannot be prevented. White is running out of constructive moves to play, and Black now uses the a5-rook sortie as a reason to bring his king closer to the action.] **35...Kc7 36 Kd2 Kb6** [When they landed on a square with their soft thud, these thick-felted, triple-weighted pieces felt as if they magnetically moved under their own volition.] **37 Nd3** [Of course White wants to exchange off the strong c5-knight, but he should remove his a5 rook from harm's way and inhibit g5-g4. White can put up stiffer resistance by prefacing Nf2-d3 with 37 R5a2! Rfg8 38 Bd1] **37...Nxd3 38 Bxd3 Nc5 39 Kc2 g4! 40 hxg4 hxg4 +-** [The machine now gives Black



a winning evaluation in every variation.] **41 Be2 gxf3 42 Bxf3 Rfg8 43 Nf1 R×g2+! 44 B×g2 R×g2+ 45 Nd2 R×d2+ 46 K×d2 N×b3+ 47 Kc2 N×a5 48 Kd3 Nb3 49 Rh1 Nc5+ 0-1** After he resigned, Mike smiled and asked me kindly not to publish the game. But I knew, at that moment, that I would. Hopefully enough time has passed to ease the intense pain that some losses inflict. You may forget the game, but you will always remember the emotion. It takes two players to create a sparkling gem of a game—Kieseritzky knew that better than anyone. Personally, my vanity likes to see my games in print even if I lose. So Mike, I can only offer a sincere apology.

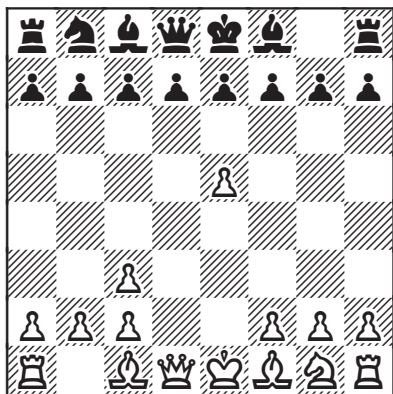
Eastern Open (and other memories) *by Macon Shibut*

MACON SHIBUT - ALEXANDER HEIMANN

2006 EASTERN OPEN

ALEKHINE

1 e4 Nf6 2 e5 Nd5 3 Nc3 Nxc3 4 dxc3



I learned this simple variation as a kid by observing one of the nice guys who gave me rides to tournaments and chess clubs before I was old enough for my driver's license. I have played it often, and its ideas are so straightforward

and natural that no particular study or "preparation" has ever seemed necessary. You just develop the way Fred Reinfeld taught us: knight to f3; one bishop to f4 (or occasionally g5 or e3 depending on what Black is doing); other bishop to c4 (or b5 or e2); queen to e2 (or d2, or sometimes g4 or h5); castle one way or another (usually 0-0-0); and rooks to the center files. Then you stay alert for a chance to drop the tactical hammer!

4...d6 5 Nf3 Nc6

I've been told that some respected book recommends 5...dxe5 6 Qxd8+ Kxd8 7 Nxe5 Ke8 as the antidote. Well, alright, if Black really wants to play that way...

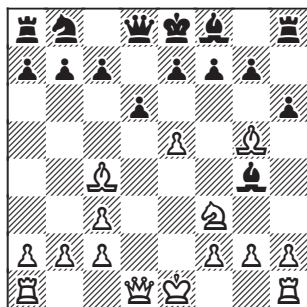
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Steve Greanias tried 5...Bg4 against me in 1984, which is to say years before my present opponent was even born. I was younger then too, and evidently in a frisky mood on that particular evening since I answered 6 Bg5!? h6 7 Bc4!!!?

7...hxg5 8 Bxf7+ Kxf7 9 Nxg5+ Ke8 10 Qxg4. Two pawns for the piece and, of course, White's birthright in this variation—a lead in development. That plus all kinds of prospects for harassing Black's king on the light squares add up to ample compensation. After 10...Qd7 11 Qe4 I was threatening *both* rooks: the h8 one by Qg6+ and Nf7+; and the a8 one by Qxb7, since then the ...Qc6 defense fails to Qc8mate. Steve played 11...Qb5, clearing



Shibut-Greanias digression, 7 Bc4!!!?

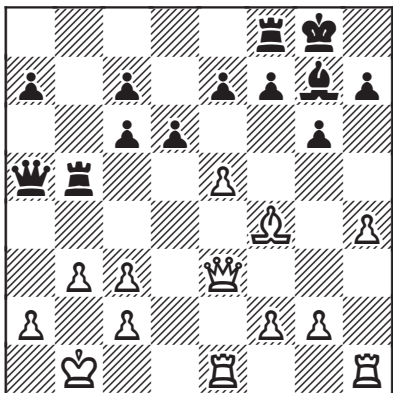
a square for his king, defending b7, and hoping for counterplay via ...Qxe5+. There followed 12 Qg6+ Kd7 13 Qf5+ Kc6 14 Nf7. My knight stops ...Qxe5+ and his rook finds itself surprisingly short of options since 14...Rg8 would meet with Q-h7xg8. So 14...Rh4, whereupon 15 g3 continued the hunt. And here Steve got too clever for his own good. (As I recall it, time trouble worries may have factored in too. For as much as had already happened, we were still only on move 15!) Instead of simply moving the rook to c4 or a4, he played 15...Qd5? counterattacking my rook. In this case at least, offense was *not* the best defense as 16 0-0! was a legal reply, whereupon Black was suddenly losing. His material advantage will vanish as rook and bishop are both threatened (Nd8+, etc); his king is still exotically placed; and his queenside remains undeveloped. The fight concluded 16...Qe4 (16...Re4 would have lasted longer) 17 Qc8 Nd7 18 Qxa8 Qd5 19 Nd8+ 1-0 Ah, memories...

6 Bb5 [In the old days I liked Bc4 in such positions (sometimes even a turn earlier, instead of Nf3) because my weak opponents occasionally lost their queens, eg 6 Bc4 Nxe5? 7 Nxe5 dxe5 8 Bxf7+ Kxf7 9 Qxd8. Alas, opponents got better and time came to put aside childish things. The bishop is better at b5, pinning Black's knight and so helping to secure the e5 pawn.] **6...g6 7 Bf4 Bg7 8 Qd2?** [Black's kingside fianchetto enticed me to preserve the option of plans with Bh6 and h4-5,

etc, but in doing so I abandoned the theme of overprotecting e5. 8 Qe2 was correct, compared to which the text essentially loses a tempo, as we shall see.] **8...0-0 9 0-0-0 Bg4 10 Bxc6 bxc6** [Even after eliminating the knight, I still must reckon with his taking e5. Besides that, the prospect of my kingside pawns being broken up by ...Bxf3 is unpleasant. Had my queen been on e2 instead of d2, none of this would have been of concern and I could play any useful move I wanted. Instead



I had to go...] **11 Qe3** [...which just proved the error in my 8th turn.] **11... Qc8 12 Rde1 Rb8 13 h3?** [It was time to think in terms of limiting the danger, 13 exd6] **13...Bxf3 14 Qxf3 Qa6** [It suddenly dawned on me that Black would win a pawn with, eg, 15 Kb1 Qb5 16 b3 dxe5. That's not the end of the world; after 17 Bg5 Black has a lot of weak pawns, my king is reasonably secure, and I would have the plan h4-5, etc to work with. But a pawn is a pawn, and for sure White would be struggling to equalize in that event.] **15 Kb1 Qa3? 16 b3 Qc5** [I'm not sure what he saw (or missed) but he put some considerable thought into this odd maneuver. Now we've each wasted time with our queens so the errors have balanced out and likewise the position, more or less.] **17 Qe3 Qa5 18 h4 Rb5**



The critical position of the game!

Again e5 is attacked and, generally speaking, there's nothing to do about it. 19 exd6? loses after 19...Bxc3 because Black threatens, among other things, 20...Qxa2+! 21 Kxa2 Ra5+ 22 Kb1

Ra1 mate. Black must hold e5 for as long as possible and hope for a counterattack with h5, etc.

19 h5! [Before playing this obvious looking move, I had to discover two tactical points. Otherwise White would have settled for 19 Rh3!? Bxe5 20 Bh6 Δ 21 h5. The motivation for this 19 Rh3 would be to shore up c3, and the possible need for that arises in the variation 19 h5 Bxe5 20 hxg6 (20 Bh6? Bxc3! Black wins) 20...Bxc3 21 gxh7+ Kh8 and it seems White is in trouble because, quite apart from ...Bxe1, Black is threatening a forced mate: Qxa2+! followed by Ra5-a1. But finally I noticed that after 22 a4! Bxe1 (22...Qxa4? 23 Qxc3+) there's no need even to recapture at e1 because 23 Qxe7! threatens mate at both f8 and f6. Remarkably, there is no satisfactory defense. (23...Kg7 24 Qxf8+! Kxf8 25 h8Q+ Ke7 26 axb5)] **19...Bxe5 20 hxg6 fxg6!** [Bringing us to the second tactic that I found at move 19. This one isn't quite as critical since White can get mutual chances in a sharp position with 21 Bh6 Bxc3! (again threatening Qxa2+!) 22 Qe6+ Kh8 (22...Rf7? 23 Qc8+) 23 Rh4! So that was my backup plan, but I'd spotted something I hoped would be better, and when the position actually arose on the board of course I went for it.] **21 Qh3! Rxf4 22 Qxh7+ Kf8 23 Rxe5!**

This was it! His bishop was the key defender for Black's king. Without it, even a rook up, he's facing a mating attack. However, I did overlook one little thing...

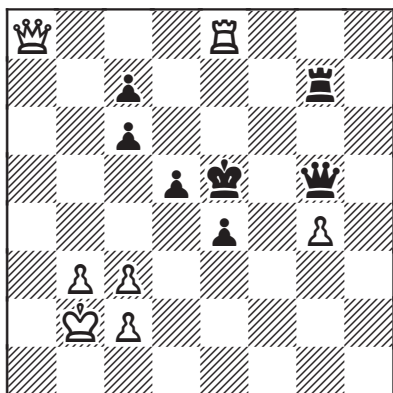


I'd reckoned now on 23... Rxe5 (23... dxe5 24 Qxg6 Δ Rh8 seems like an immediate win) 24 Qxg6 (what I'd seen first was to recover the rook by 24 Qh6+ but it didn't take long to realize that continuing the attack is better; indeed, Black must return the rook in any case) 24... Re1+ (forced) 25 Rxe1 and White is just better. For instance, if 25...Qxc3 26 Qh6+ Ke8 (26...Kg8 27 Qg5+ and next either take his rook with check or Rh1+) 27 Rxe7+ Kxe7 28 Qxf4 etc; or if 25...Rxf2 26 Qh6+ Ke8 White can either go for a queen ending with the more sheltered king and a passed pawn by 27 Rxe7+ Kxe7 28 Qh4+ etc, or (better!) keep attacking with 27 Qe6!

23...Rxb3+! [Clearly best and—I can't deny it—I'd overlooked this altogether.] **24 axb3 Qxe5 25 Qxg6 Rxf2 26 Kb2!** [Direct threats don't yield anything so I simply defended c3 and got off the back rank to avoid Black somehow exchanging rooks with a back-rank check. Black remains a pawn ahead but his position is difficult because of his exposed king.] **26...Rf7 27 Rh5 Qf6 28 Qg4 e6 29 Qb4 Ke7 30 Qb8 Kd7 31 Rh8 d5** [Black must advance his pawns in order to give his king room. This is a double-edged business. In general the pawn moves loosen his defenses and make them more vulnerable to the combined efforts of White's queen and rook. However, at some point the e-pawn may become a force in its own right. White must also

keep an eye on the d-pawn lest ...d4 doesn't pry open his king as well.] **32 Rc8 Kd6 33 Qxa7 e5 34 Qb8 e4 35 Rd8+ Rd7 36 Rf8 Rf7 37 Rd8+ Rd7 38 Rf8 Rf7 39 Re8** [Restraining both Black pawns since if 39...e3 I obviously take it, and if 39...d4 there is 40 Rxe4 dxc3+ 41 Ka3 (or perhaps 40 Qd8+!? Qxd8 41 Rxd8+ Ke5 42 cxd4+ Kf4 although in this case the e-pawn could yet prove to be a source of formidable counterplay). My opponent didn't care to venture anything sharp as we approached time control.] **39...Rg7 40 Qc8 Rd7 41 Qa8** [eyeing Qa3+ in some cases] **Rg7 42 Qc8 Rd7 43 Rf8 Rf7 44 Rd8+ Ke5 45 Re8+ Kd6** [It's too risky for Black's king to venture forward, eg, 45...Kf4 46 Qh3! Rf8 47 Re6 with irresistible looking threats. However, after the text we see the gradual shifting back and forth has led to a position similar to what was after my 39th turn except it's my move again—a tempo gained through a sort of 'triangulation' (conceptual rather than geometric). I decided to advance my g-pawn and perhaps thereby disrupt Black's defenses.] **46 g4 Rd7 47 Rf8 Rf7 48 Re8 Rd7 49 Qa8** [Hoping to repeat my move-gaining procedure to advance the g-pawn again.] **49...Rg7 50 Rf8 Qg5** [He figured he couldn't just sit there any longer, but as a result his king gets flushed out into the open.] **51 Rd8+ Ke5** [If 51...Rd7 52 Rg8 and 52...Rg7? is impossible because of 53 Qf8+] **52 Re8+**



**52...Kf4**

If he tries to go back, White's has new angles to attack from now that Black's queen stands at g5: 52...Kd6 53 Qa3+ Kd7 54 Qf8 and now 54...Rh7 55 Ra8 Qe7 56 Qf5+ Kd6 57 Qg6+ Kd7 58 Ra6; or 54...Rg6 (if 54...e3 simply 55 Rxe3) 55 Qf7+ Kd6 56 Rc8 Rg7 57 Qf8+ Kd7 58 Qe8+ Kd6 59 Rd8+ etc

53 Qxc6 Re7 [It's possible Black can defend somehow but it's really hard in practice and White has all the fun. For instance, if 53...Kxg4 (53...Qxg4 54 Qxd5) 54 Qc5! poses very unpleasant problems.] **54 Rf8+ Kxg4 55 Rf1 Kh3 56 Qa6!** [Occupying two of the longest open lines on the board—the rank a6-h6, the diagonal a6-f1—and also envisioning Qc8+ or even Qa1!? depending on where Black tries to run.] **56...Qe5 57 Qh6+ Kg4** [After 57...Kg2 the finish might have been 58 Qh1+ Kg3 59 Rg1+ Kf4 60 Qh6+ Kf3 61 Qh3+ Kf4 62 Qg3+ Kf5 63 Qg4+ Kf6 64 Qg6mate] **58 Qg6+ 1-0**

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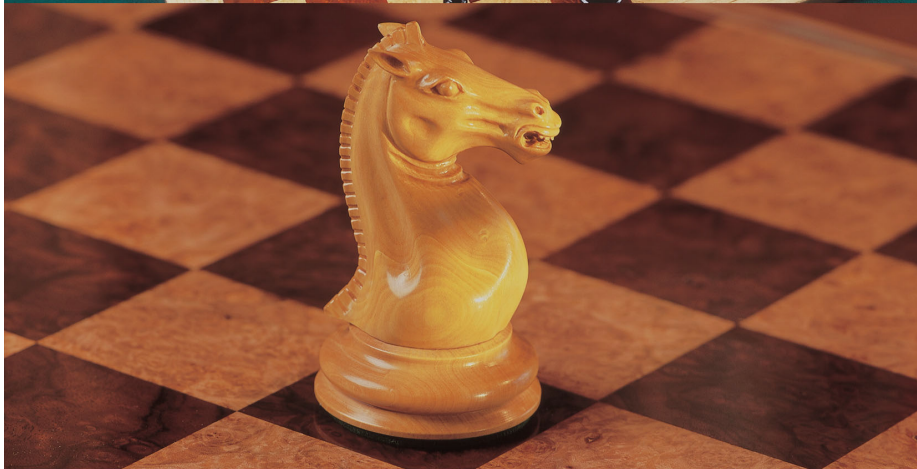
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