

VIRGINIA CHESS

Newsletter

The bimonthly publication of the
Virginia Chess Federation

2007 - #6



MILLENNIUM
CHESS
FESTIVAL
VIRGINIA BEACH, VA

Feb 29-Mar 2
*see page 7
for details*

VIRGINIA CHESS

Newsletter

2007 - Issue #6

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a non-profit organization for the use of its members. Dues for regular adult membership are \$10/yr. Junior memberships are \$5/yr. President: Mike Atkins, PO Box 6139, Alexandria, Va 22306, matkins2@cox.net

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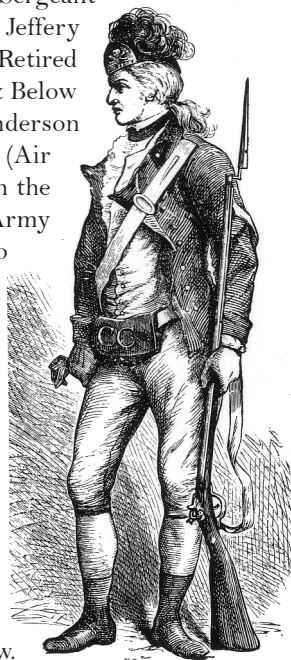
48th Armed Forces Open

by Don Millican

VIRGINIA'S OWN LARRY LARKINS (retired Navy) scored 5½ out of 6 to win the 48th Armed Forces Open Championship over the weekend of October 5-8 at Henderson Hall Marine Base in Arlington. David Jacobs (Senior Cadet, US Military Academy) had won the event three years running, but this time he had to be content with a tie for 2nd-4th with Doug Taffinder (Colonel, US Air Force) & Leroy Hill (retired Tech Sergeant, US Air Force).

Other prizewinners included Top Cadet/Midshipman: Gordon Randall (Air Force Academy); Top Guard/Reserve: Robert Collins (Commander, US Naval Reserve); Top Active Duty, Air Force: Maj Charles Musselman; Top Active Duty, Army: Maj Myron Hnatzuk; Top Active Duty, Navy: Petty Officer 1st Class Peter Kirch; Top Active Duty, Marine Corps: Corporal Corey Flora. Tom Alston (Commander, US Navy) won top class A on tiebreak ahead of Zach Kinney (Major, US Air Force, retired). Samuel Perez (Captain, US Army) scored 4 points to net top B. Michael Donovan (Colonel, US Army) was 2nd B. Sean Allen (Sergeant 1st Class, US Army) took top C on tiebreak over Jeffery Matthews (Senior Master Sergeant, US Air Force). Retired Marine Master Sergeant Byron O'Neal won top D & Below while 2nd place in that group went to Timothy Anderson (Petty Officer 1st Class, US Navy). James Greener (Air Force Academy?) took Top Unrated. The Navy won the service team title with the Air Force second and Army third. The Commander-in-Chief's Trophy, awarded to the top service academy, went to West Point.

Several groups and individuals contributed to the success of the event. Special mention is due John Farrell (Staff Sergeant, US Marine Corps, retired), who chaired the organizing committee and lined up an impressive list of sponsors including Booze-Allen Hamilton, the USCF, MonRoi, the VCF, the US Chess Center, the New Jersey State Chess Federation, the North Carolina Chess Association, the House of Staunton, the Marshall Chess Club, MegaChess, the Continental Chess Association and the Susan Polgar Foundation to name only a few.





Marine Corps Community Services - Henderson Hall's family services provided food to the players and staff for the entire three days. Three-time state champion Macon Shibut was on hand to judge submissions for a series of special game prizes such as the "Marie Antoinette" prize (for the best queen sacrifice—the trophy was an oversized decapitated Queen); the "Rocking the Ramparts" (best attack on a castled position); the "The Knight Fighter" (best tactic involving a knight); etc. Tim Beeck served as the tournament's Webmaster, giving it a voice in cyberspace and its primary information outlet besides the Tournament Life announcement in *Chess Life*.

It was my honor and priveledge to serve as Assistant Tournament Director. This was the third occasion I've worked under National Tournament Director Mike Atkins. Previously I assisted him at the Eastern Open and Virginia Open, both in 2003. This was also my debut at a national tournament. While Mike kept the main event running smoothly, I watched the competition on the floor, completed the minor clerical work between rounds, and ran two of the three side events.

THE COMPETITION KICKED OFF on Friday night with the ARMED FORCES WARM-UP, a 5-round Quick tournament with a time control of G/29. Unlike the main championship, the Warm-up was open to anyone with access to Henderson Hall regardless of military affiliation. Daryl West & Zach Kinney scored 3½ apiece to take 1st and 2nd on tiebreak respectively. Third place went to Robert Haldeman (DoD civilian employee) The best performance with respect to rating went to Sean Allen, who came in at 1485 but performed at a 1835 level.

On Saturday evening, while the organizing committee discussed plans for next year's tournament (to be hosted by the Navy—see below), I conducted the 1ST ARMED FORCES BUGHOUSE CHAMPIONSHIP. Six teams competed in this single-lap round robin. It was an Air Force triumph as the team of cadets Gordon Randall & Dylan Asmar scored a perfect 5 points. As an interesting sidenote, six "teams" competed—but only eleven players. In order to round out the field and avoid byes, I allowed Jerald McGowin to compete as a team of one. It can be argued that he thus had an advantage in not having to synchronize thoughts with a partner. On the other hand, he had to watch two games at the same time and keep track of two clocks. I question whether he had any advantage after all, although he did well enough to be perfect through three rounds before losing to the eventual winners.

Mike ran the final side event on Sunday night: the ARMED FORCES BLITZ CHAMPIONSHIP, a five-round double Swiss. With 8½ out of 10, Tom Alston emerged the winner.



AS FOR THE MAIN CHAMPIONSHIP EVENT, the critical game came in the penultimate (5th) round. As noted previously, Cadet Jacobs had won the championship each of the preceding three years. Here he came in again as the top-rated favorite, but he went down to Larry in a tense battle.

David Jacobs - Larry Larkins

French

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 Bg5 Be7 5 e5 Nfd7 6 Bxe7 Qxe7 7 Qd2 o-o 8 f4 c5 9 Nf3 Nc6 10 o-o-o cxd4 11 Nxd4 Nb6 12 g4 Bd7 13 g5 Rfc8 14 Ncb5 Nxd4 15 Nxd4 Nc4 16 Bxc4 Rxc4 17 Kb1 a5 18 h4 b5 19 h5 b4 20 g6 h6 21 gxf7+ Qxf7 22 Rdg1 Rf8 23 f5 Rxd4 24 Qxd4 Qxf5 25 b3 Rc8 26 Rh2 Be8 27 Qe3 Kh7 28 Rxcg7+? [For whatever it's worth, Fritz sees White winning by 28 Rf2 Qe4 29 Qxe4+ dxe4 30 Rf8 e3 31 Re1 g5 32 hxg6+ Kg7 33 Rf6 Rc3 34 Rxe6 Bc6 35 Rg1 Be4 36 Re7+ Kg8 37 g7 Rc8 38 Re6 Bxc2+ 39 Ka1 e2 40 Rxh6 Bh7 41 e6 Re8 42 Kb2 e1Q 43 Rxe1 Kxg7 44 Rh5 Bg6 45 Rxa5. As for the text, whether due to nerves, time trouble, or some simple oversight, White gives up the rook for basically no compensation.] 28...Kxg7 29 Rg2+ Kh7 30 Rf2 Qg5 31 Qd3+ Kg7 32 Qa6 Rc7 33 Rf1 Rf7 34 Re1 Qg3 35 Qe2 Rf2 36 Qd1 Rg2 37 Rf1 Qg4 38 Qc1 Bxh5 39 Qe3 d4 40 Qc1 Bg6 41 Rf4 Qg5 o-1

The organizing committee selected Thomas Belke (Captain, US Navy) as chairman for next year's tournament. One of his first efforts will undoubtedly be to get all services and service academies represented. The Coast Guard and Coast Guard Academy had no representation this year, perhaps understandable due to their small size, but more conspicuous was the absence of anyone from the Naval Academy. (The West Pointers were especially disappointed in Annapolis's no-show as they were spoiling for a showdown with the Mids.) I wish Capt Belke success for next year, and congratulate John Farrell for his efforts in making this year's tournament a rousing "mission accomplished."



Anyone willing to serve as a **USCF delegate** should contact Mike Atkins – email matkins2@cox.net - before January 15.



40th Annual

Virginia Open

January 25-27, 2008

Holiday Inn Express

6401 Brandon Ave, Springfield, Va 22150

Conveniently located at the junction of

I-95, I-495 and I-395

5-SS, rd1 Game/2 hours, rds 2-5 40/2, SD/1.

\$\$3400 (top 4 Open G, rest b/110) in two

sections: *Open* \$600-400-300-250 Top X, A

each \$180. Winner gets plaque and Va Open

title. *Amateur (under 1900)* \$400-200-150, top

B,C,D, U1200 each \$160, top Unrated \$100.

Winner gets plaque and Va Open Amateur

title. *Both* Reg Friday 1/28 5:30pm-7:45pm,

rds 8, 10-4:30, 9-3:30, EF \$50 if rec'd by

1/18, \$60 at site. \$30 One irrevocable ½

pt bye allowed, must be declared before rd

1 except for 1st round losers who may re-

enter for \$30. VCF membership required

(OSA) \$10 Adults, \$5 U19. NS, NC, W,

FIDE. Hotel: 703-644-5555, ask for Sales

Department and request chess rate of \$95.

Reserve before Jan 12th! **Special Note:**

Please stay at the tournament hotel! If

we get 20 room nights for both Friday

and Saturday nights, site rental is free.

In that case prizes will rise \$400 and two

players who are staying at hotel (chosen

by raffle) will receive one night free. Enter:

Make checks payable to "Virginia Chess"

and mail to Michael Atkins, PO Box 6139,

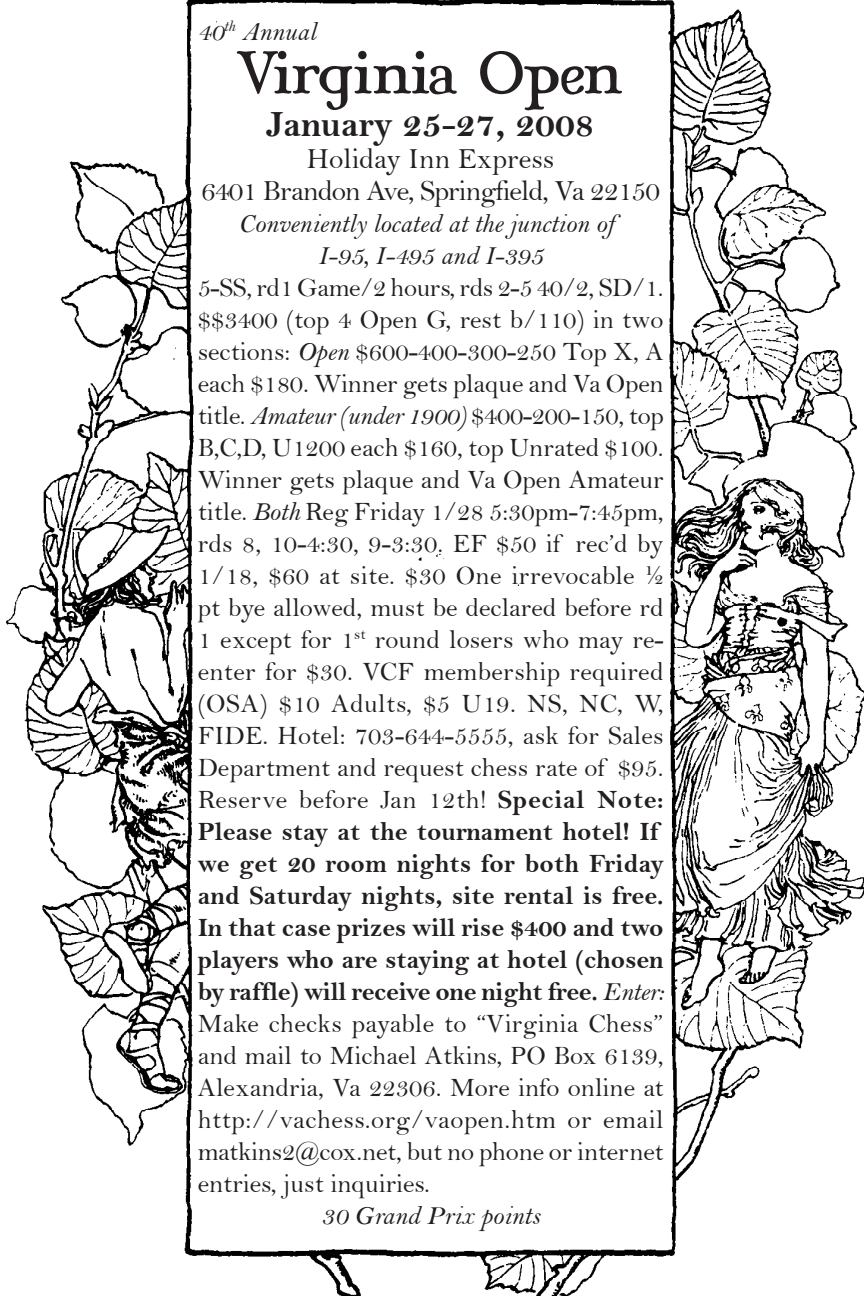
Alexandria, Va 22306. More info online at

<http://vachess.org/vaopen.htm> or email

matkins2@cox.net, but no phone or internet

entries, just inquiries.

30 Grand Prix points





Arlington Open

IM Oladapo Adu scored a convincing $4\frac{1}{2}$ - $\frac{1}{2}$ to claim clear 1st place at the Arlington Open, held October 20-21. Bryan Smith, Stan Fink, Macon Shibut, John Meyer, Steve Greanias & Alisa Melekhina all scored 4-1 to tie for 2nd. Other prizewinners included Chris Sevilla, Daniel Clancy & Chris Bush (tied for top Expert); Elan B Rodan (top A); Fiona Lam, William Carroll & Kun Liu (=B); Steven Kool & Aditya Ponukumati (=C); Robert Pilaud (D); Jeffrey Brown (under 1200); and Edward Wilkinson (unrated).

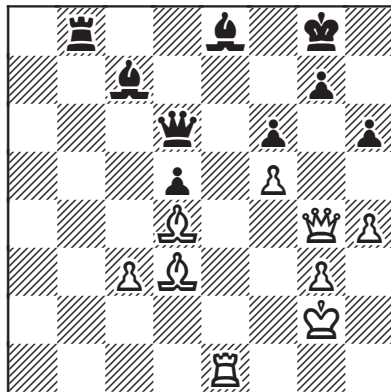
A total of 51 players competed in what was probably the last event that will be held at the GMU/Arlington facility as the building is set for demolition. Mike Atkins directed the tournament plus the concurrent Arlington Quads with his usual efficiency.

Larry Kaufman - Oladapo Adu

French

1 e4 c5 2 Nf3 e6 3 c3 d5 4 exd5 exd5 5 d4 Bd6 6 Bb5+ Nc6 7 o-o Ne7 8 dxc5 Bxc5 9 Nbd2 o-o 10 Nb3 Bd6 11 Bd3 h6 12 h3 Ne5 13 Nxe5 Bxe5 14 Qh5 Bc7 15 Nd4 Qd6 16 g3 Qf6 17 Be3 Bd7 18 Kg2 a6 19 Rae1 Rfe8 20 f4 Qd6 21 h4 b5 22 a3 Rab8 23 Qf3 a5 24 f5 Qf6 25 Qh5 b4 26 axb4 axb4 27 Re2 bxc3 28 bxc3 Nc6 29 Nxc6 Bxc6 30 Bd4 Qd6 31 Rxe8+ Bxe8 32 Qg4 f6 33 Re1

33...Bh5 34 Qf4 Rb2+ 35 Kg1 Qxf4 36 gxf4 Bxf4 37 Rb1 Rh2 38 c4 Bf3 39 Rb2 Rxh4 40 Kf2 Be4 41 Bxe4 dxe4 42 c5 Rh2+ 43 Ke1 Rxh2 44 Bxb2 Kf7 45 Ba3 g6 46 fxg6+ Kxg6 47 c6 Bc7 48 Bc1 f5 49 Kf2 f4 50 Bd2 Kf5 51 Bc1 Kg4 52 Bd2 h5 53 Bc1 h4 54 Kg2 e3 55 Kh1 Kf3 o-1



Steve Greanias - Oladapo Adu

Queen's Gambit Declined

1 c4 Nf6 2 Nc3 e6 3 Nf3 d5 4 cxd5 exd5 5 d4 c6 6 Bf4 Bf5 7 e3 Nbd7 8 Be2 Be7 9 o-o o-o 10 h3 Ne4 11 Nxe4 Bxe4 12 Qd2 a5 13 Ne5 Nb6 14 f3 Bf5 15 g4 Be6 16 Bg3 f6 17 Nd3 Nc4 18 Qc1 Bf7 19 Nf4 b5 20 a4 Bb4 21 Rd1 Re8 22 Bf2 Qe7 23 Ng2 Rac8 24 b3 Na3 25 Qb2 bxa4 26 bxa4 Rb8 27 Bd3 Bg6 28 Bxg6 hxg6 29



Qc1 Rbc8 30 Nf4 g5 31 Nd3 Bd6 32 Nc5 Nc4 33 e4 Bc7 34 Kg2 Rb8 35 Rb1 Qd6 36 e5 fxe5 37 Rxb8 Bxb8 38 Re1 e4 39 Rh1 exf3+ 40 Kxf3 Ne3 41 Nd3 (41 Bxe3 Qg3+ 42 Ke2 Bf4) 41... Qf6+ 42 Ke2 Nxf4+ 0-1

Macon Shibut - Chris Bush Evans Gambit

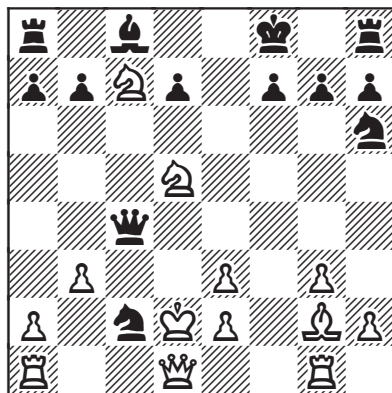
Notes by Macon Shibut

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 b4 Bxb4 5 c3 Bd6 [The so-called Stoneware Defense (or Stone-Ware Defense, derived from the names of a pair of 19th century players. Pillsbury used it successfully at Hastings 1895, winning as Black against Bird and Schiffers.] 6 d4 Nf6 7 o-o [7 Ng5 0-0 8 f4 exf4 9 e5 Bxe5 10 dxe5 Nxe5 11 Bb3 h6 12 Nh3 g5, Anderssen-Kiezeritsky, London 1851!] 7...h6 8 Re1 o-o 9 Nbd2 a6 10 Nf1 Kh7 11 Ng3 g6 12 h3 Ng8 13 a4 Qf6 14 Ra2 Be7 [14...exd4 15 cxd4 Bxg3 16 fxg3 d6 17 Rf2] 15 dxe5 Nxe5 16 Nxe5 Qxe5 17 Be3 [If 17 Qb3 Bc5 is annoying.] 17...Bc5 [17... Qxc3!? 18 Rc2] 18 Bd4 Bxd4 [18... Qe7] 19 cxd4 Qf4 20 e5 d6 21 Re4 Qg5 22 Qb3 Qc1+? [waste of time] 23 Kh2 Kg7 24 Rc2 Qg5 25 f4 Qd8? [He should prefer 25...Qe7 when the indirect pressure on e4 holds White's next move for a while longer.] 26 f5! gxf5 27 Rf4 dxe5 28 dxe5 Qg5 29 Rcf2 Ne7 30 Qb4 Nc6 [If 30... Ng6 31 Nxf5+; maybe 30... Re8] 31 Qc3 Be6 32 Nxf5+ Kh8 33 Rg4 Qd8 34 Qe3! 1-0

Tim Hamilton – Craig Saperstein Dunst

Notes based on post mortem remarks by Tim Hamilton

1 Nc3 e5 2 Nf3 Nc6 3 d4 exd4 4 Nxd4 Bc5 5 Be3 Qf6 6 Ndb5 Bxe3 7 Nxc7+ Kf8 [7...Kd8 8 fxe3 Black can't take the knight anyway.] 8 fxe3 Nh6 9 N3d5 Qh4+ 10 g3 Qe4 11 Rg1 Nb4 12 Bg2 Qc4 13 b3 [not 13 c3 Nxd5] 13...Nxc2+ 14 Kd2 [nor 14 Kf2 Ng4+] 14...Qc5 15 Nxa8 Nxa1 16 Qxa1 Qa5+ 17 b4 Qb5 18 Qe5 Ng8 19 Qd6+ Ke8 20 Nac7+ Kd8 21 Qf8mate 1-0





8th Annual

Millennium Chess Festival

Total prize fund \$12,000 guaranteed!

Feb 29 - Mar 2, 2008

Wyndham Virginia Beach Oceanfront

(same site as before, just a new name)

5700 Atlantic Avenue, Virginia Beach, Va 23451

5-SS, Game/2 hours. Open (FIDE): \$2000, 1200-900-600-400-300. U2400 & Unr \$600, U2200, U1900, U1600 & U1300 each \$800-400-300. All Guaranteed. EF \$99 if rcvd by 2/26, \$110 thereafter. Credit cards taken on site. GMs, WGMs, IMs, WIMs free w/conditions if entered by 2/1—contact organizer or see website for details. Reg Fri 2/29 5:00-7:30 pm, rds 8, 9:30-2:30, 9:30-2:30. A single ½ pt irrevocable bye available, must commit with entry. Hotel \$89 1-2, must reserve by 2/7 for chess rate, (757)428-7025. NC, NS, W.

120 Grand Prix points

SPECIAL EVENTS:

MCF BLITZ CHAMPIONSHIP

Saturday, Mar 1, 10pm

5 rd Double Swiss, game/5 minutes.

In two sections, Open and U1800.

\$\$1700 b/60 (top 3 in Open G)

Open \$400-\$225-\$150, U2200-\$125,

U2000-\$100. Amateur \$230-\$150,

U1600-\$120, U1300-\$100,

U1000-\$90. EF \$35 if rec'd by 2/24,

\$45 at site, **cash entries only**. Reg

Any time on Saturday up until 10pm.

Rds will start 10:15 pm promptly

and successive rounds posted as

soon as they are ready. One bye of

two ½ points allowed for late entry

only. Regular USCF ratings used for

pairings and prizes. WBCA rules used

(posted at site).

GM EXHIBITION AND DINNER

A Millennium Festival tradition!

GM vs GM exhibition game,

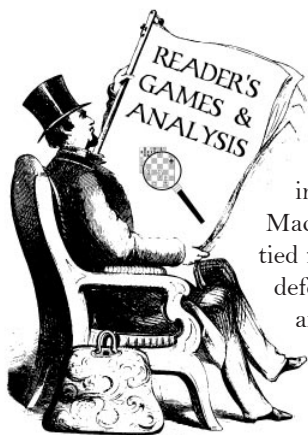
live commentary by the players

themselves, with a Buffet dinner.

Saturday, 7:15pm. \$20 advance, \$25

at door.

Additional info (but no phone or e-mail entries) 757-853-5296 or eschlich@verizon.net. Website: <http://vachess.org/mcf>. **Enter** (all events, printable entry form on website): **Make checks payable to Virginia Chess and mail to Ernest Schlich, 1370 S Braden Crescent, Norfolk, Va 23502.**



Andrew Samuelson - Floyd Boudreaux Free State Chess League 2006

Notes by Andrew Samuelson

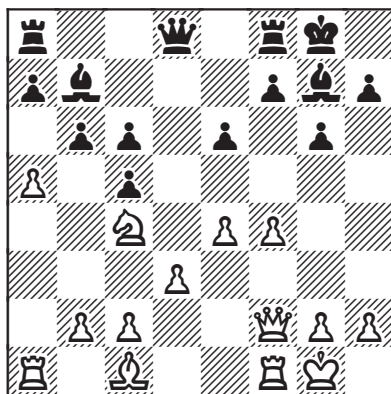
This game was played on board 1 in the last round of the 2005-2006 Free State Chess League in Maryland. My team Chess Phi Chess (me, John MacMillan, Sachin Singhal, Kevin McPherson) was tied for first with the Coral Reef team and had already defeated the top-ranked Terror Squad. Terror Squad and Coral Reef teams were paired against each other, while we played the Passed Pawns. **1 e4 c5 2 Na3**

[This was only the second time I had tried this line. However, I felt under prepared for the Open Sicilian lines with Nc6 and e5, which my opponent

almost always plays.] **2...Nc6 3 Bb5 Nf6 4 Bxc6!?** [Doubling Black's pawns at the cost of the bishop pair is an interesting plan. However, the knight wasn't likely to run away, so waiting with d3 might have been better.] **4...dxc6** [Taking toward the center, 4...bxc6, might have been better, though Black could have more trouble developing than in the game.] **5 d3 g6 6 f4 Bg7 7 Nf3 o-o 8 o-o Ne8?!** [This knight maneuver seems to spend two moves to put the knight on a worse square. I still don't really understand this plan, even if it does open up the g7-bishop.] **9 Qe1 Nc7 10 Qh4** [Playing for the Grand Prix Attack-like plan of f5, Bh6, Ng5 now that he's moved his knight away.] **10...e6 11 Qf2 b6 12 Nc4** [The knight comes back into play from a3 and increases my control over the e5 square. The position is similar to a Rossolimo Sicilian except that my knight is on c4 rather on c3. This difference seems to benefit White as the knight is more

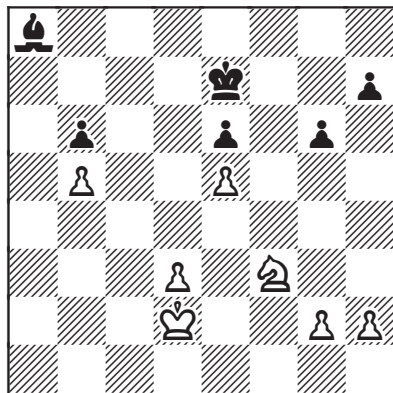
active on the c4 square.] **12...Nb5 13 Nfe5 Bb7 14 a4 Nd6 15 a5** [Trying to weaken Black's queenside pawns by attacking the base of his pawn chain; this also has the benefit of getting my Ra1 into the game.] **15...Nxc4 16 Nxc4**

16...Bd4? [Despite his previous maneuvers, Black's position was still very much okay after 16...Ba6!. For instance, after 17 e5 Bxc4 18 dxc4 Qd4 19 Qxd4 cxd4 Black should be fine. The text, on the other hand, commits him to trading the wrong set of minor pieces.





My knight will be better than his remaining bishop and he no longer has the bishop pair to compensate for his doubled pawns on the queenside.] **17 Be3 b5** [Maybe Ba6 or Bf6 is still okay. Instead Black allows the exchange of dark squared bishops.] **18 Bxd4 cxd4 19 Ne5 f6 20 Nf3 c5 21 a6** [The immediate b4 was also good for White, eg, 21 b4 cxb4 22 Qxd4 Qe7 23 Rab1±] **21...Bc8 22 b4!** [Smashing Black's central and queenside pawn structure. Black will be stuck with inferior pawn structure and a bad bishop versus my good knight.] **22...cxb4 23 Qxd4 Qb6** [Accepting tripled pawns in return for some play on the a-file. It looks ugly but neither 23...Qxd4+ 24 Nxd4 Bd7 25 Rfb1; nor 23...Qe7 24 e5 f5 25 Rfb1 Rb8 26 Qxb4 would solve Black's problems, and it's hard to suggest anything much better.] **24 Qxb6 axb6 25 Rfb1** [This is okay, but Nd4 was possibly even stronger, eg 25...b3 26 cxb3 Rd8 27 Nxb5 Rxa6 28 Rac1±] **25...Bxa6 26 Rxb4 Rfc8 27 Ra2 Kf7 28 Kf2** [Now I bring my king over to guard the c2-pawn. There is little Black can do with his bishop tied to b5 and his rook passively guarding the bishop.] **28...Ke7** [If 28...Bb7 29 Rab2 Ra5 30 Nd4±] **29 Ke3 Kd6 30 e5+ fxe5 31 fxe5+** [31 Nxe5 was also good.] **31...Ke7 32 Kd2** [Finally! The arrival of my king on the queenside frees up the rest of my pieces.] **32...Rc5 33 c4!** [Winning a pawn since 33...bxc4 34 Rxb6 c3+ 35 Kc1 would trap his bishop.] **33...Bb7 34 Rxa8 Bxa8 35 Rxb5 Rxb5 36 cxb5**



[This ending should be losing for Black. His king is cut off by my pawns and, despite the presence of pawns on both sides of the board, his bishop is no better than my knight since it has little to attack. Also, he can hardly afford to trade the minor pieces, which would lead to a lost king and pawn endgame. Eventually I will play d4-d5 and make a passed pawn, a plan which should prove decisive.] **36...h6 37 Ke3 Bd5 38 g3 Bb3 39 Kd4 Ba4 40 Kc4 Bd1 41 Nd2 Be2 42 Kc3 Kd7 43 Nc4 Kc7 44 Ne3** [This doesn't spoil anything but wastes a little bit of time. I should carry out my plan to obtain the setup Nc3, Kc4, d4-d5 while the g6 pawn deprives his bishop of a way back.] **44...Kd7 45 Ng2 g5 46 Ne3 Kc7 47 Nc4 Bh5 48 Nd6 Kd7 49 Kc4 Kc7 50 Ne4 Bg6 51 Nc3 Bf5 52 d4** [Everything is now in place. Time for the decisive breakthrough!] **52...Bh3 53 d5 Bfi+ 54 Kd4 exd5 55 Kxd5 Kd7 56 e6+ Ke7 57 Ke5 Bc4 58 Nd5+ Ke8 59 Kd6 1-0** If 59...Bxb5 60 Nc7+; or if 59...Bxd5 60 Kxd5; or finally 59...Bd3 60 Nc7+ Kf8 61 e7+



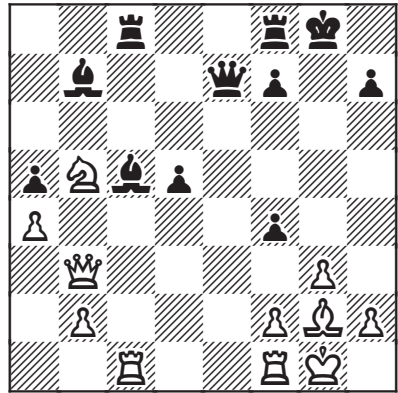
Peter Gilruth - Andrew Samuelson

DC Chess League 2006

Notes by Andrew Samuelson

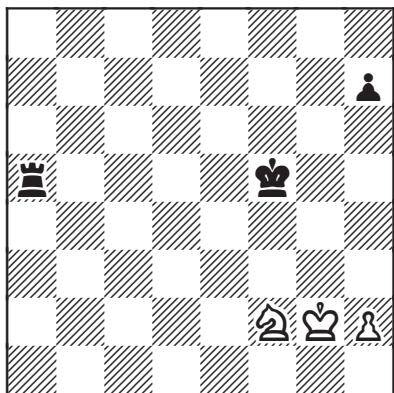
1 d4 Nf6 2 Nf3 e6 3 g3 b5 [This was a bit of a experiment for me, as I had only played this line in one previous tournament game.] 4 Bg2 Bb7 5 o-o c5 6 a4 b4 7 c3 Na6 8 Bf4 d5 9 dxc5 [Giving up the center like this can't give Black too many problems. Maybe a5 or Ne5 improves for White.] 9...Bxc5 10 Qb3 o-o 11 cxb4 Nxb4 12 Nc3 Qe7 13 Ne5 a5 [This move is not bad; however 13...Nh5 would have been a tougher challenge to White's setup. He would have had to decide what to do with his dark-square bishop and risk having his knight on e5 driven away.] 14 Rac1 Rac8 15 Nb5 Ne4 [Played with the idea of g5, trapping the bishop on f4.] 16 Nd3 Nxd3 17 exd3 g5?! [I had a number of crazy tactical ideas here. Objectively 17... Nf6 was probably safest and best, planning to follow up with something like Nh5 or e5.] 18 dxe4 gxf4 19 exd5 exd5

20 Bxd5? [If 20 Nc3 fxg3 21 hxg3 Ba6= my open lines and bishop pair seem to compensate for the d5-pawn. However, the line that would have really challenged myg5 idea 20 Rcd1 Rfd8 21 Bxd5. I have some compensation for the pawn here but probably not enough.] 20...Bxf2+! 21 Kxf2 [If 21 Kg2 (not 21 Kh1 Qe4+! mating; or 21 Rxf2 Rxc1+ wins material for Black) Rxc1 22 Rxc1 Bxg3 23 hxg3 Qe2+ 24 Kg1 Bxd5 25 Qxd5 Qe3+ is an improved version of the game for Black.] 21...Bxd5 22 Qxd5 Rxc1 23 Rxc1 Qe3+ 24 Kg2 f3+! [This is the real point of the whole combination, which I had to foresee before playing Bxf2+. 24...Qxc1? would allow a perpetual (25 Qg5+ Kh8 26 Qf6+), but now I win the exchange for a pawn since my queen covers g5 and White queen can only check from g4 and d4.] 25 Qxf3 Qxc1 26 Qg4+ Kh8 27 Qd4+ f6 28 Nd6 Qg5 29 b4?! [White probably shouldn't have done this yet, preferring, eg 29 Kf2 Kg7= Even though it's usually a good idea to swap pawns when down material, here he swaps off my weakest pawn while decentralizing his queen. Besides, he can almost certainly swap these pawns in a few moves if he so desires.] 29... axb4 30 Qxb4 Qd5+ [Getting my queen back to the center and forcing a concession in his king position. In queen endings, queen activity and king position are extremely important, often even more important than material.] 31 Kh3 Rd8 32 Ne4 Qe6+ 33 Kg2 Re8 34 Kf3 Qf5+ 35 Ke3 Qe5 36 Kf3 f5 37 Nf2 If 37 Ng5 Qe2+ 38 Kf4 Qg4mate 37...Kg7 38 Kg2 Qd5+ 39 Kf1





Rc8 40 Qf4 Qc4+ 41 Qxc4 Rxc4 42 a5 Ra4 43 Kg2 Rxa5 44 g4
 [Probably the best practical chance, trading as many pawns as he can. If instead



44 Kf3 Ra3+ 45 Kf4 Kf6 46 h4!? Ra4+ 47
 Ke3 White might try to build a fortress,
 but Black should be able to break through
 eventually by running his king around and
 using zugzwang to force White's pieces
 back from their defensive posts.] 44...Kf6
 45 gxf5 Kxf5

[The ending is still tough to win. If White
 can take the h-pawn the game will most likely
 be drawn, even if he has to give up his pawn
 for mine. My plan was to try to force my way
 in with my king and rook and win the h2-
 pawn. If I can capture the White pawn while

holding onto my own, the resulting position should be winning.] 46 Kf3 Ra3+ 47
 Kg2 Kf4 48 Nh3+ Ke3 49 Kg3 Ra7! [Threatening Rg7+ to force White's king
 to the edge.] 50 Kh4 Ra4+! [A strong in-between check which forces the White king
 to move away from the h2-pawn.] 51 Kh5 [If 51 Kg3 h5 52 Nf2 (or 52 Kg2 Rg4+ 53
 Kf1 h4 54 Ng1 Rd4 55 Nh3 Rd2 56 Kg1 Kf3 57 Ng5+ Kf4 and the knight is driven off)
 52...Rd4 53 h4 (53 Nh3 Rg4+mate) 53...Ke2 54 Kg2 Rxh4 and the pawn drops.] 51...Ra2
 52 Ng5 Rxh2+ 53 Kg4 Kf2 54 Nh3+ Kf1 55 Nf4 Kf2 56 Nh3+ Ke3 57
 Kg3 Ra2 58 Ng5 Ra6 59 Kg4 If 59 Nxh7 Rg6+ wins the knight. 59...Ra7 60
 Kf5 h5 61 Nh3 Ra5+ 62 Kg6 Kf3 63 Ng5+ Kg4 0-1

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20 Grand Prix points



Kieseritsky

by Tim Rogalski

Lionel Adalbert Bagration Felix Kieseritsky (1806-1853) was the world's #1 ranked player for 23 different months between September 1849 and September 1851, with a peak rating of 2734 (according to Chessmetrics' inflated early 19th-century ratings). However, Kieseritsky is best remembered for losing the Immortal Game to Adolf Anderssen—an offhand game played at Simpson's Divan in London in 1851, sometime between rounds of the historic first International Chess Tournament.



THIS FOLLOWING RICH GAME was played in 1843, 1844, or 1845, depending on the source. Games from this period frequently leave open questions about dates, players, moves, and move order. It's possible that Michelet was actually Jules Michelet (1798-1874), a famous French nationalist historian, but I have been unable to ascertain the White player's given name for certain. One thing that is certain is that noble Kieseritsky was no patzer. He was invited to that first International Chess tournament, so his losing to an unknown in such remarkably clever fashion raises suspicions, especially since this unknown has no other games on record. So it's possible that the score may actually have been composed, *à la* Alekhine.

In any case, the game is absolutely unique among the millions of recorded chess games. Black's queen finds herself amusingly encased within a catacomb of her own pawns, as a freshly plastered sepulcher from Edgar Allan Poe's, "Cask of Amontillado". Like the entombed Black queen, the unloved Kieseritsky died penniless and alone in the Hotel du Dieu (a Paris charity hospital for the insane), and was given a funeral similar to Mozart's austere memorial in Amadeus. No one contributed to his pauper's funeral, and no one stood by his grave. I can visualize a solitary cleric, vexed at not receiving any money for his blessing, contemptuously throwing Kieseritsky's cherished chess notebooks onto the corpse before the first shovel of dirt is gruntingly heaved over his remains.

Poor unpopular Kieseritsky, immortalized forever, brilliancy is associated with your name, but you almost always seemed to be on the wrong side of that brilliancy. Great players you have played, only to fall short; yet you were always the first to recognize and preserve these wonderful works of art, for generations to enjoy. And we thank you that the chess stone tablets that came down from Mount Caissa had your name chiseled on them. Your play made you an eternal winner because you did play the game that you loved.

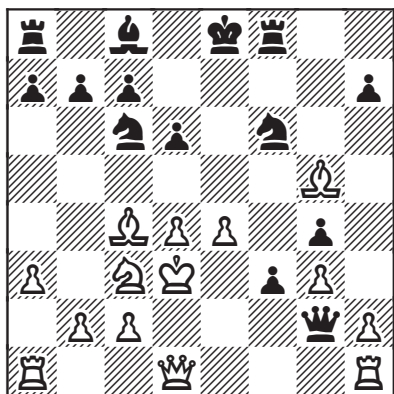


Michelet – Kieseritsky

Paris 1845

King's Gambit

1 e4 e5 2 f4 exf4 3 Nf3 g5 [Fischer recommended the “high-class waiting move” 3...d6 as a way to avoid Kieseritsky’s Gambit, which would now follow had White played 4 h4. As you know, Fischer painfully lost to Spassky’s Kieseritsky Gambit at Mar del Plata 1960 and left the stage crying. Kieseritsky did not actually invent the move order, but he was the one to popularize it, much like the way Ruy Lopez (1540-1580) propagated the Spanish Opening after it was first mentioned in the Göttingen manuscript of 1490.] **4 Bc4 g4 5 Ne5 Qh4+** [One of the benefits of Kieseritsky’s Gambit is that it prevents this queen check.] **6 Kf1 f3** [For the next several moves, both players show utter contempt for the doomed f7-pawn.] **7 d4 Nf6 8 Nc3 Bg7 9 g3?** [9 Bxf7+ Ke7 10 Bc4 was better than creating this horrible weakness.] **9...Qh3+ 10 Kf2?! [10 Ke1] 10...d6?!** [The Silicon Monsters all have 10...Qg2+ 11 Ke3 0-0 atop their evaluation stack as winning for Black.] **11 Nxf7 Rf8?! [11...Qg2+] 12 Ng5?! [Forcing your opponent to play good moves is not an ideal strategy. If White had played the alert 12 Bf1! Qh5 13 Ng5 h6 14 h4!, he could have mixed things up. Black would still better, but not nearly as good as in the game.] 12...Qg2+ 13 Ke3 Bh6 [13...Nc6 14 Nb5 Kd8 15 c3 was considered best by some.] 14 Kd3 Nc6 15 a3 Bxg5** [I think that this move was played for a dual purpose: to remove the g5-knight’s protection of e4, and avoid losing a piece after 15...Bd7 16 Rg1 Qxh2 17 Rh1 Qxg3 18 Rxh6. However, Black could then have heightened the excitement by offering a second piece with 18...Nxd4!? 19 Kxd4 b5. Would Black be able to weave a mating net around the White king stuck in the middle of the board? One possible continuation goes 20 Bxb5 Bxb5 21 Nxb5 Qe5+ 22 Kc4 Qc5+ 23 Kd3 Qxb5+ 24 c4 and White’s is fighting for his life but apparently holding his own.]

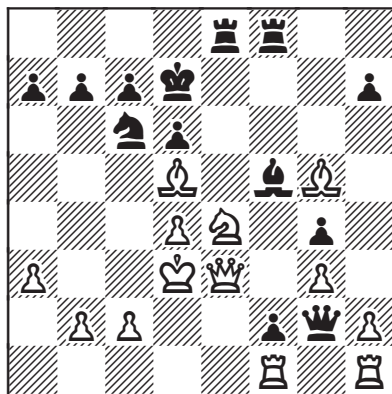
**16 Bxg5**

16...Nxe4? [Kieseritsky was born into the 19th century, when little chess kids were taught to mate the king long before they learned how to tie their shoes. The knight sac is a courageously double-edged move that unfortunately now hands White an advantageous position. 16...Na5 is Black’s best non-sacrificial approach that maintains a microscopic edge. An

interesting line might have continued with the “obvious” 17 Ba2 b6 18 Bxf6! Ba6+ 19 Ke3 Rxf6 20 Nd5 Rf7 21 Nf4 Rxf4!? 22 gxf4 (22 Kxf4 Ke7!) 22...f2—



without any open files for the rooks, White's extra exchange would be insufficient compensation for his uncomfortable king. But I am sure that Kieseritsky never seriously considered this, based on his 15th move.] **17 Qe1?** [And Michelet immediately proceeds to hand the advantage right back to Kieseritsky. Sometimes the best way to refute a sacrifice is to accept it: 17 Nxe4! Bf5 18 Kc3! immediately evacuating from the dangerous pin 18...Bxe4 19 Rg1! (but not 19 Re1? f2) Qxc2+ 20 Qxc2 Bxc2 21 Rge1+ Kd7 22 Be6+ Ke8 23 Bxg4+ Kf7 24 Kxc2 Nxd4+ 25 Kd3 winning.] **17...Bf5?** [These antiquated games are difficult to annotate because the moves generally deserve something more than just ? or !. The unblinking Seeing Eye immediately discerns the sharp 17...f2! 18 Qxe4+ Ne5+! 19 dxe5 Bf5 as giving Black the advantage. Of course, they didn't have electronic computers in the 19th century. They had automatons colorfully named Mephisto, Ajeeb, and The Turk, while in the 21st century we have engines named Rybka, Loop, and Shredder.] **18 Nxe4 f2 19 Qe3 Kd7 20 Bd5 Rae8** [For the past few moves, both players have commendably walked a dangerously unstable tightrope of dynamic equality.] **21 Rafi?!**



Oops, a little slip—wrong rook! **21...Bxe4+??**

But Kieseritsky isn't playing like #1-rated Kieseritsky. He completely loses his balance and throws away his virtually winning advantage. Black may be down a piece but his entire game revolves around exploiting the absolute pin of the e4-knight. The position is prolific with possibilities, and Black has several sensible candidate moves where the tactically complicated variations require a long think. As best that I can determine, 21...Bg6! maintains the crushing pin, protects the valuable advanced f2-pawn, and intends to gradually undermine the e4-knight's protection by attacking the d5-bishop. If 22 Bh6 Ne7! (22...Rf3?! 23 Kd2! Rxe3 24 Nf6+ Kd8 25 Bxe3 Be4 26 Bxe4 Rxe4 27 Nxe4 Qxe4 28 Bxf2) 23 Bxb7 Nc6! is unclear.

22 Bxe4 Rf3 23 Qxf3? [19th century romantically interesting, but 21st century pragmatically unnecessary. 23 Kd2! Rxe3 24 Bxg2 Re2+ 25 Kd3 deftly sidesteps all threats, remaining a piece up.] **23...gxf3?** [How could someone as strong as Kieseritsky overlook that White was threatening to establish a lethal pin in return? 23...Nb4+ was forced and the only move that would have thrown a wrench into White's machinery; however, White would still be preferred.] **24 Bf5+** [Now there is no escaping the baneful barrage of blistering fire from



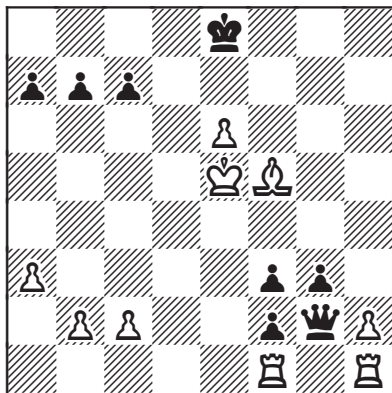
White's bishop pair, like a gunslinger sporting a couple of smoking Colt .45 Peacemakers.]] 24...Re6 25 d5! [Everyone relishes making devastating pawn moves like this. In fact, it is easy to imagine White emotionally screwing the pawn into the d5-square with a wide-eyed beaming grin.]] 25...Ne5+ [From here on in, every move seems composed.]] 26 Kd4 h5 27 dxe6+ Ke8 28 Bf6 h4 29 Bxe5 dxe5+ 30 Kxe5 hxg3

31 h3

Most sources have the game end here with Black resigning after 31 Kf6.

Strongest, in fact, was the forcing 31 Bg6+ Ke7 (31...Kd8 32 Rd1+ Kc8 33 e7 b6 34 e8Q+ Kb7 35 Be4+ c6 36 Qxc6+ and mates next) 32 Rd1 Qh3 33 Rd7+ Kf8 34 e7+ Kg7 35 e8Q+ Qxd7 36 Qxd7+ Kxg6 37 hxg3 f1Q 38 Qh7+ and mates.

31...Qxh1 32 Kf6!? Qxf1 33 Bg6+ Kd8 34 e7+ Kd7 35 e8Q+ Kd6 36 Qe6+ [This version of the game ends with this queen check. If 36...36...Kc5 37 b4+ Kd4 38 Qe5+ Kc4 39 Bf7mate] 1-0 Composed or not, there are many attractive features and interesting history associated with this game. Still, the 1840s must have been an unhappily brutal time for impoverished chess professionals.



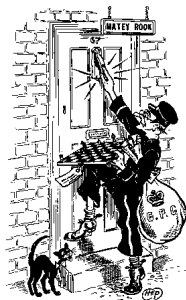
Correspondence Chess

IT'S THE ENDGAME, STUPID

by Alex Herrera

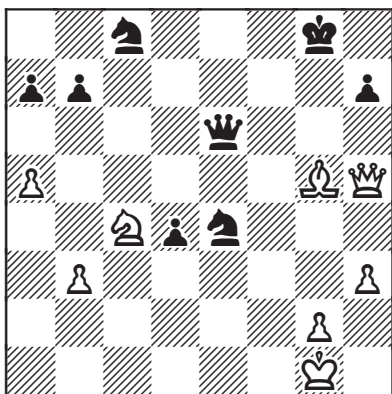
THE RELATIVE IMPORTANCE of the endgame is even more pronounced in correspondence chess (CC) than in over-the-board (OTB) play. As an example I present an ending from my game Herrera-Zawadski from the First USCCC Webserver Final. This tournament is a prestigious one in American CC, effectively our national championship. I had already completed my other games, losing one and drawing six, so this was my final chance to reach a respectable 50% score.

The game was an Advanced French, which is an opening I really like to play both in CC and OTB. But the course of the game was difficult for me and I suffered a slight minus most of the way. At one point my opponent rejected a draw by repetition, which I believe was the right decision. This was especially true since





very few games had ended at that point, and my opponent couldn't know whether he'd need to fight for a win later on. Nevertheless, I kept trying to make good decisions and after some moves I felt in my heart of hearts that the momentum was shifting my way. Zawadski must have felt the same way since he offered a draw, which I refused. Certainly, the chance to get to back even for the tourney was very tempting, and for it I would risk going -2.



Herrera-Zawadski

After 40 Bxg5

Before discussing the specifics of the position, let me say that the course of an endgame can frequently be guided by specific precepts. That's why I really like Fine's *Basic Chess Endings*, because it was a very nice effort to lay down these rules of thumb, even though the lack of computer assistance means that Fine's actual analysis contains more errors than would be acceptable for today's endgame books. (Use Mueller & Lamprecht now as an endgame roadmap). So let me list, in no particular order, some thoughts that may come into play in this ending:

- ♟ It can be difficult for a knight to stop a passed rook pawn (here a potential plus for Herrera);
- ♟ There can be a qualitative difference between passed pawns, which can have a bearing on the result of the game. This became a consideration in the game after Black's 43rd move. Assuming I can make the a-pawn a passer (by capturing the a6 pawn), it must be assessed against the passed d-pawn for Black. This required a lot of specific analysis at that juncture;
- ♟ Q+N can work together very nicely in attack, in many cases better than Q+B (potential plus for Zawadski);
- ♟ Comparative king safety can be a huge factor with heavy pieces on the board. Here a situation with, eg, 2Q+B vs 2Q+N could conceivably arise and be winning for one side or the other even if the opponent promoted first, so long as the enemy king is more exposed in the resulting position;
- ♟ If Black manages to trade a knight plus d-pawn for my bishop plus a-pawn even at the cost of a pawn, it might be difficult or impossible to win the resulting queen ending despite the extra pawn. Even so, if I can reach this with the extra pawn, I'll take it. It may be my best chance;

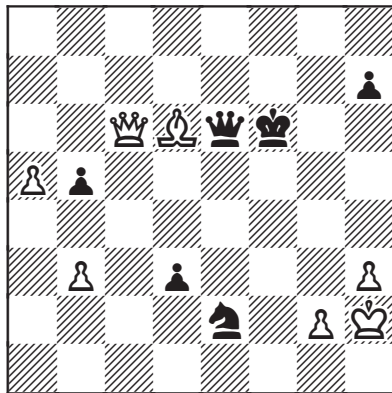


♠ Alertness is paramount. Sometimes a win or a draw can be found that seems miraculous or problem-like.

So these generalities give me a “bag of tricks” that can guide me in selecting moves. The big picture is that I need to win the a-pawn; keep my King safe; make my a-pawn better than his d-pawn; and/or queen my a-pawn as he queens his d-pawn and then mate him or win material.

So do I think White can win the game? I really don't know! But I'm confident that I know how to try to win, and if possible how to avoid losing. And I really want to win! As an aside, I sometimes tell young players never to be disappointed when losing through trying too hard to win. In the end this attitude will make you a better (and more feared) player. Here's what happened in the game:

40...b5 41 Nd2! [Of course not 41 axb6? Nxb6 where Black has a passed d-pawn, and it will be hard for White to generate his own passer. The move played in the game means the White P on a5 may become a nuisance for Black.] **41... Ncd6 42 Nxe4 Nxe4 43 Bf4 a6 44 Qh4 Nc3** [This seems right and more comfortable than 44...Qf5 45 Qd8+ Kf7 46 Qc7+ Kg6 47 Qb6+ Qf6 48 Be5! with winning chances for White] **45 Qg5+ Kf7 46 Be5 Qg6 47 Qd8 Ne2+ 48 Kh2 Qf5 49 Qd5+ Ke8 50 Qc6+ Kf7 51 Bd6 d3?** [This on the other hand seems like a slip. I would prefer making use of the Q+N attacking possibilities even if it means giving the a-pawn up sooner (Events will prove that the pawn falls anyway.) 51...Qe6 52 Qxa6 Qe3 53 Qb7+ Kg6 54 h4 d3 55 Qb6 Qxb6 56 axb6 d2 57 b7 d1Q 58 b8Q Qg1+ 59 Kh3 Qe3+ 60 Bg3 h5=] **52 Qc7+ Ke6 53 Qc8+ Kf6 54 Qxa6 Qe6** [54...Qd7!! needed to be evaluated as well, allowing ten different discovered checks, and I'm not sure any of the bishop slides win! Needless to say, this is not an intuitive solution to Black's problems. One almost needs to be convinced that the move played in the game loses by force before even considering it!] **55 Qc6**



55...Kg6 [Other moves lose: 55...d2 56 Qf3+ Kg7 57 Qd3; 55...Nd4 56 Qb6 Nxb3 (56...Qd5 57 Qd8+ Kf5 58 Qd7+ Kg6 59 Qe8+ Kf5 60 g4+ Kf6 61 Qe7+ Kg6 62 h4 h5 63 gxh5+ Kf5 64 Qh7+ Ke6 65 Bf4 Qf5 66 Qh6+ Kf7 67 Qg6+ Qxg6 68 hxg6+ Kxg6 69 a6 Nc6 70 Kg3 b4 71 Be3 Kh5 72 Kf2 Kxh4 73 a7 Nxa7 74 Bxa7 Kg4 75 Ke3) 57 a6 d2 58 Qf2+ Qf5 59 Qh4+ Ke6 60 Qe7+ Kd5 61 a7 d1Q 62 a8Q+ Kc4 63 Qc7+ Kd3 64 Bb4 Qc2 65 Qxc2+ Kxc2 66 Qa2+ Kc1 67 Ba3+ Kd1 68 Qxb3+; 55...Kg7 56 Qc7+ Kf6



continued p 27



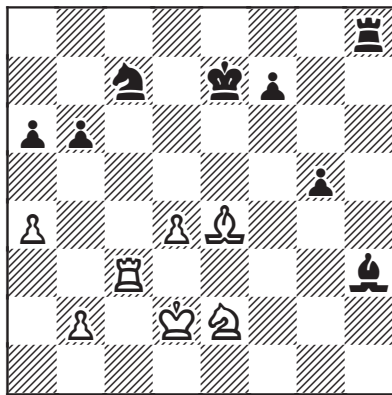
Virginia Beach Fall Swiss

by Ernie Schlich

The Virginia Beach Fall Swiss was held Sept 15 with a reasonable turnout of 28 players, down slightly from the 31 who entered the Summer Swiss. Master Adithya Balasubramanian and experts Larry Larkins, Abby Marshall & Rodney Flores headed the field competing for the \$200 first place prize. When it was all over, Adithya finished clear 1st with a 4-0 score. Flores had a shot at him in the 3rd round but was unable to find the correct line under time pressure.

Adithya Balasubramanian – Rodney Flores Grob

1 g4 d5 2 h3 e5 3 Bg2 h5 4 gxh5 Nf6 5 c4 c6 6 d4 e4 7 Nc3
Rhx5 8 Bf4 Bd6 9 Bxd6 Qxd6 10 e3 Na6 11 Nge2 Nc7 12 Nf4 Rh4
13 cxd5 cxd5 14 Qb3 b6 15 a4
a6 16 Kd2 Bd7 17 Qa3 Ke7 18 f3
Qxa3 19 Rxa3 g5 20 Nfe2 exf3
21 Bxf3 Rxh3 22 Rxh3 Bxh3 23
e4 Nxe4+ 24 Nxe4 dxe4 25 Bxe4
Rh8 26 Rc3



26...Kd7? [A time pressure mistake; Fritz indicates that Black is winning after 26...

Ne6 27 Bf3 f5 28 d5 Nd8 29 Ke1 Rh4 30 b3
Kd7 31 Ng1 g4...] 27 Rxh3 Rxh3 28
Bf5+ Kd6 29 Bxh3 a5 30 Ng3 b5
31 axb5 Nxb5 32 Kd3 Kd5 33 Bg2+

Ke6 34 Ne4 g4 35 Kc4 Nc7 36 Nc5+ Ke7 37 d5 f5 38 Nb7 f4 39
d6+ Kd7 40 dxc7 f3 41 Bh1 Kxc7 42 Nxa5 Kd6 43 b4 Ke5 44 b5
Kf4 45 b6 g3 46 b7 g2 47 b8Q+ Ke3 48 Bxg2 fxg2 49 Qg3+ 1-0

Adithya gained 9 Elo points in this event, adding to his great result at the Atlantic Open in August for a 2230 post-event rating.

Six players finished in a tie for 2nd: the above-mentioned experts Larkins & Flores, and class A players Ryan Rust, Torsten Warnk & Thomas Belke, plus class B player Adam Sultan. Other prizewinners included Ted Rust (top class C); Thomas Wolfe, Thomas Schumann, Drew Eaton & Rodney Holmes (= top class D); and Gopalan Balasubramanian (top U1200).



Northern Virginia Open

A pair of Pennsylvanians came down to Springfield for the weekend of Nov 3-4 and took home the top prizes at the 12th annual Northern Virginia Open. Daniel Yeager swept through to a perfect 5-0 to capture clear 1st place. Alisa Melekhina came just behind with 4½-½.

Hercules Del Mundo - Tim Hamilton Nimzowitsch Defense

This is an amusing win. We had some interesting post-game analysis with Hercules' son, master Anton Del Mundo. Black seems to be veering dangerously off-road in both the opening and middlegame but prevails in the end. [Hamilton]

1 e4 Nc6 2 Nf3 f5 3 e5 d6 4 Bb5 a6 5 Bxc6+ bxc6 6 d4 e6 7 c3 g6 8 h4 h6 9 Nbd2 a5 10 Qa4 Bd7 11 Qd1 Bc8 12 Qa4 Ne7 13 exd6 cxd6 14 Nc4 Ba6 15 Bf4 Bb5 16 Qb3 a4 17 Qb4 Nd5 18 Nxd6+ Kd7 19 Ne5+ Ke7 20 Ndf7+ Kf6 21 Qxb5 cxb5 22 Nxd8 Nxf4 23 g3 Nd5 24 Ndc6 a3 25 bxa3 Bxa3 26 Nd7+ Kg7 27 Nc5 Bb2 28 Rb1 Bxc3+ 29 Kf1 b4 30 Nxe6+ Kf6 31 Nc5 Rxa2 32 Nb3 Re8 33 Ne5 Re7 34 Nc1 Ra1 35 Rxa1 Bxa1 36 Nb3 Bc3 37 Kg2 Ra7 38 Nd3 Ra2 39 Kf3 Ra3 40 Ndc5 Bxd4 41 Kg2 Bxc5 42 Nxc5 Rc3 43 Na4 Rc2 44 Rb1 Ke5 45 Rb3 Kd4 46 Nb6 Nxb6 47 Rxb4+ Nc4 48 Kf3 Kd5 49 Rb8 Ne5+ 50 Ke3 Ng4+ 51 Kd3 Rxf2 52 Rg8 Rg2 53 Rd8+ Ke6 54 Ra8 Rxg3+ 55 Ke2 h5 56 Ra6+ Kf7 57 Ra7+ Kf6 58 Ra6+ Kg7 59 Ra7+ Kh6 60 Ra6 Rh3 61 Rb6 Rxh4 62 Kf3 Kg5 63 Kg3 Rh2 64 Rb5 h4+ 65 Kf3 Rf2# 0-1

Kingstowne Fall Festival V

by Don Millican

International Master Oladapo Adu, of Upper Marlboro, Md, won the fifth annual Kingstowne Fall Festival over the weekend of October 13-14 in Alexandria. Former state champion Andrew Samuelson, from Annandale, took second. Shared 3rd-5th places went to Daniel Clancy, Vijay Kumar & Gill Guo. Guo and Kumar also shared the Under 2000 prize. Under 1800 went to Darrin Berkley & Daryl West.

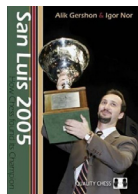
Francis McCullough, of Springfield, topped the Amateur (U1800/unr) section for the second consecutive year. Steven Kool, Michael Donovan & Fiona Lam tied for 2nd-4th. Lam also won the Under 1600. The Reserve (U1600/unr) section drew the largest field and David Johnston scored 4½-½ to win the first prize. John Brockhouse & Richard Li tied for 2nd-3rd. Perry Feng & Saroja Erabelli tied for Under 1400, while Jesse Cai took Under 1200.



Book Reviews

THE EDITOR'S BOOKSHELF OVERFLOWETH. It's been a while since we featured reviews, and simply too much stuff has piled up for us to do justice to every title. But with the holiday season is upon us, let's at least give notice of some potential stocking stuffers for good little chess players.

To start with a real treat, Alik Gershon and Igor Nor have delivered a tournament book in the grand old style with *San Luis 2005*. This was the tournament where an incandescent Veselin Topalov smoked the field to win the FIDE portion of the world championship. Gershon & Nor have annotated every game in terrific style. It would take up practically a whole issue of VIRGINIA CHESS if we were to excerpt even a single game, and these are not mere computer-generated avalanches of moves with Informant-style symbols. On the contrary, the notes in *San Luis 2005* are heavy on text, offering penetrating insight and speculation as to the *real reason* behind moves: not just the objective variations, but also subjective factors such as the tournament situation, past history between the two players, even the predilections of a particular player's seconds which might have shaped his preparation for the game. I learned something from practically every game in this book. Throw in a wealth of attractive photographs, a solid binding, and some of the heaviest stock paper ever used in a chess book, and you have a tome that justifies its \$34.95 list price. Better yet, last I checked you can pick it up for less than \$25 on Amazon! *The best chess book of the 21st century thus far.*



Publisher Everyman Chess continues their prolific output. There are of course a slew of new opening books among their offerings, continuing several ongoing series. For instance, the *Starting Out...* run continues, eg, *Starting Out: the Colle* by Richard Palliser; *Starting Out: the King's Indian* by Joe Gallagher; or *Starting Out: The Sicilian Sveshnikov* by John Cox. These offer an overview that's heavy on ideas — explanation of typical plans and motifs. Two things about the *Starting Out...* series deserve special note. First, these books provide a repertoire from the perspective of one side. They don't attempt any sort of comprehensive coverage, instead pitching a recommended line or two against all major variants. Thus, Cox treats the Sveshnikov from Black's point of view, and in the line 1 e4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nx d4 Nf6 5 Nc3 e5 6 Ndb5 d6 7 Nd5 Nxd5 8 exd5 he recommends 8... Nb8 and analyzes it exclusively, merely noting the existence of alternative 8... Ne7 without any further examination. The second thing is that, titles notwithstanding, these are not beginner books. The analysis is actually at a reasonably high level. "Starting Out" is better understood to mean the books are aimed at experienced players who may be taking up a particular opening for the first time.



Then there are the *Play...* series books. For example, there are *Play the Gruenfeld* by Yelena Dembo; *Play the Caro Kann* by Jovanka Houska; *Play 1...b6* by Christian Bauer; and *Play 1...Nc6!* by Christoph Wisniewski. These also treat their topic openings from one or the other color's perspective, so sometimes the titling convention demands an inversion, eg Palliser's *Fighting the anti-Sicilians*. Bauer's *The Philidor Files* and the Nigel Davies pair *Gambiteer I* and *Gambiteer II* likewise appear to be of the same general ilk even without the *Play...* title convention. Compared to *Starting Out...* books, these are broader in their treatment, with a somewhat greater emphasis on analysis of main lines rather than exposition of general themes. Palliser's anti-Sicilian book gives recommendations for defanging various White systems (Alapin, Closed, Grand Prix Attack, Morra Gambit, etc). The Davies books offer more or less complete repertoires for White (book I) and Black (II) composed entirely of variations that offer gambits, or at least pursue the gambit spirit. However, I suspect most people who consider buying these books would do so because they contain material on one or two of their own pet lines, rather than with a purpose of adopting the Full Davies repertoire. For them, we'll report that for White Davies recommends the Wing Gambit against both the Sicilian and French (1 e4 c5 2 b4, or 1 e4 e6 2 Nf3 d5 3 e5 c5 4 b4!); the Danish Gambit against 1...e5; the Fantasy (3 f3) variation against the Caro Kann; 3 Nc3 against the Alekhine; an offbeat Austrian Attack with 5 a3?! against the Pirc; and another b-pawn thrust against the Scandinavian (1 e4 d5 2 exd5 Qxd5 3 Nc3 Qa5 4 Nf3 Nf6 5 b4!?). For Black there is the Schliemann against the Ruy Lopez; the Albin against the Queen's Gambit; and a grab bag of ideas for sharpening the play against "the Stodge", Davies' term of contempt for that bane of gambiteers everywhere who would employ, eg, the English Opening. Expect no help here at all should your opponent get in his gambit first however, eg 1 e4 e5 2 f4!? As someone who has played a number of these variations on an every-once-in-a-while basis, my sense—after an admittedly cursory thumb through—is that Davies's analysis is not particularly thorough. Which is to say that he simply ignores many difficult counters that you might well meet in practice.

The *Dangerous Weapons...* series is a horse of a completely different color. Here you'll find no repertoire at all; rather, you get a bag of tricks, a willy-nilly selection of offbeat lines that may be better than their reputations (Nimzowitsch's criteria for a worthwhile opening). Reading through these books is kind of like hanging out between rounds at a tournament where someone says, "Hey, let me show you this cool variation against the Najdorf...", and then, after you look at that for a while, somebody else say, "I've got one... Did you see that thing Shirov played against Leko in the Amber tournament?" One or more of the lines offered might be just the thing to plug a hole in your otherwise watertight preparation. For example, let's say you want to play the French as Black. You're set in the Winawer



and you've got a good line against the Advance variation, but you're kind of stuck against the Tarrasch. Maybe 1 e4 e6 2 d4 d5 3 Nd2 h6!?, from John Watson's *Dangerous Weapons: the French*, will be the answer. I've also seen *Dangerous Weapons: the Sicilian* by John Emms & Richard Palliser; and *Dangerous Weapons: the Nimzo-Indian* by the same two writers plus Chris Ward.

I'm always a bit depressed contemplating the proliferation of opening books, which makes it hard for me to evaluate them objectively or to recommend even good ones wholeheartedly. Chess, and chess players, would be better off with more tournament books like *San Luis 2005*. The poisonous idea of catching your opponent in a web of preparation so that you win with hardly a need to think has been the stumbling block that thwarts many a player's effort to advance. It's like buying an expensive tennis racquet in the belief that this will somehow make you Roger Federer. That philosophical caveat notwithstanding, I'll allow that these Everyman opening books all appear to be competent, professional efforts.

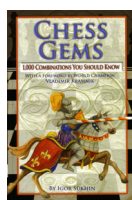
Happily, the Everyman catalog also includes some other sorts of work too. John Emms' *The Survival Guide to Competitive Chess* is a readable and seemingly very honest collection of practical experience and wisdom. A lot of it addresses subjective aspects of chess: dealing with the fears and prejudices that might cause you to play worse than your technical skills might otherwise promise. Emms offers numerous little mental tricks for organizing and error-proofing your thoughts. The examples from selected games, mostly his own, will put to death once and for all any illusion that grandmasters are omniscient chess machines! I read this book cover to cover in just a couple days and enjoyed it.

One book that I will not read cover to cover is Glenn Flear's *Practical Endgame Play—beyond the basics*, but that doesn't mean it's not great! Indeed, this one strikes me as the best of the Everyman titles reviewed here. I will certainly treasure it as a reference source and read particular sections as different endgames come to interest me. But it's a colossal 543 pages of endgame analysis, not exactly the stuff to accompany a glass of milk before bedtime. Actually, I should point out that the positions Flear addresses are mostly not quite endgames. As he explains it, standard endgame textbooks cover the elemental positions (eg, R+2P vs R+P) quite well, but there's less available on positions he calls "nuckies"—as in, Not Quite an Ending (NQE). These are positions with reduced material but still too varied in form to allow the sort of rule-based formulation ("the position is won if the defending king is cut off by two or more files; otherwise it's drawn") that characterizes most endgame theory. So, for instance, Flear analyzes almost a hundred pages of positions with rook + minor piece vs rook + minor piece, drawing up rules of thumb where possible but also acknowledging and illustrating the concrete nature of every position. This is indeed an area of great practical



import. My sense is that more of my games are decided in an NQE phase than in any true, classical ending. Yet Flear is correct, there is very little in the literature that systematically treats these situations. If only because it fills this important gap, *Practical Endgame Play* is excellent work.

Richard Palliser's *The Complete Chess Workout* is a tactical puzzle book. 1200 tactical positions from actual games are offered, with solutions in the back of course. The examples are mostly recent; in fact, at least half of them seem to be dated 2007! The positions are organized by type: "Opening Tricks and Traps", "Skill in the Endgame", and "Fiendish Calculation" are among the chapter headings. Terse but useful text notes accompany the solutions. If you like solving exercises of this sort (I do it sometimes in the days right before a tournament), *Workout* strikes me as a pretty good, up-to-date collection.



Finally another puzzle book, but this one with higher aspirations. Igor Sukhin's *Chess Gems: 1000 Combinations You Should Know* is a handsome volume from a publisher that's new to me at least, Mongoose Press. (Their web site was still under construction at this writing.) No less than Vladimir Kramnik wrote an introduction that fairly summarizes the point of the book: "The book you have in your hands contains more than 1000 combinations from games played over the last two millennia. Many are classics, an important part of chess education for beginners and intermediate players. Some examples, like Anderssen-Kieseritsky, are so famous that practically any chess player has seen them. Yet there are many more. Huge chunks of chess history from the nineteenth century are omitted from the textbooks. This book was designed to fill the gap."

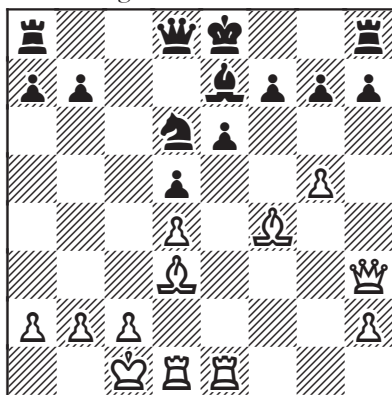
Thus Sukhin provides an anthology of beautiful tactical creations from the dawn of modern chess up to the year 2000. (The first chapter's positions from the 9th through 15th centuries will certainly be eye-opening for readers whose chess culture may not extend beyond Fritz.) In presenting the material chronologically, Sukhin also at least hints at a theory of tactics—what ideas are foundational, springing as it were from the geometry of the pieces, and what then comes only later after the great masters assimilate the underlying layer? Each chapter begins with a selection of positions that are strung together in a textual account of what was going on in chess at the time they were played. Then follows a larger group of positions headed, "How Would You Play"—essentially the quiz selection, with answers at the end of each chapter. They're all nice and the presentation is well done (albeit with some odd punctuation idiosyncrasies). Work through the entire book and assuredly your rating will go up a hundred points—the rare gift that would suit players of all levels! \$24.95 at Amazon.



Unusual sunspot activity has disrupted the geomagnetic fields of Planet Diemer. How else to explain what follows?

Dan Deming - Boris Zisman
DC Action Championship 2007

1 d4 d5 2 Nc3 Nf6 3 e4 dxe4 4 f3 Bf5 5 fxe4 [The manly way; invertebrates recover the pawn by 5 g4 followed by g5, Nxe4, etc.] **5...Nxe4 6 Qf3 Nd6 7 Bf4 Bc8** [True, White threatened Bxd6 when both b7 and Bf5 would be left hanging, but can that explain such retrograde motion? In the event of 7...e6, does White really want 8 Bxd6 Bxd6 9 Qxb7 Nd7 so badly?] **8 o-o-o c6 9 Nh3 Bxh3?!** [Some alien force is pulling the bishop to and fro.] **10 Qxh3 e6 11 Bd3 Nd7 12 Rhe1 Nf6?** [After this the g2 pawn falls within range of the knight's gravitational pull.] **13 g4! Be7 14 g5 Nd5 15 Nxd5 cxd5**



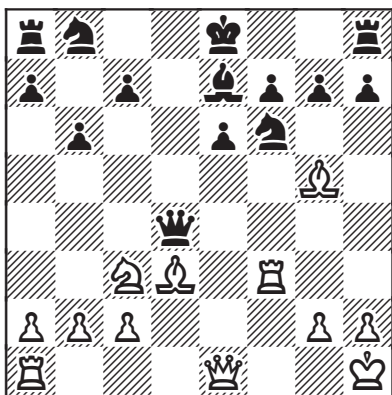
16 g6! [The projectile crashes into Black's kingside with devastating effect due to the undefended Rh8] **16...Qd7 17 gxf7+ Nxf7 18 Rxe6 Kf8** [The king would probably be safer on d8—a closed file—but of course White is happy either way. Now he finishes with cruel efficiency.] **19 Rf1 Kg8 20 Bf5 Rf8 21 Rh6 Qd8 22 Rxe7 Bg5 23 Rxe8+ Nxe8 24 Bh7+ 1-0**

Macon Shibut - Julian Chan
Atlantic Open 2007

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 Bg5 dxe4 5 f3! [Our remote correspondent displays admirable objectivity and courage—punctuating this move in this manner could earn him a lengthy prison stay in that unforgiving land. But a truth cannot



be denied for long: this is not the smartest way to enter The Gambit. White has already moved Bg5, so the reply 5...e3 would put him a tempo behind regular lines after inevitable Bxe3] 5...exf3 [Fortunately Black lives by credo that the way



to refute a gambit is to accept it.] 6 Nxf3 Be7 7 Bd3 b6 8 o-o Bb7 9 Qe1?

[White offered the second with a light heart, calculating little but reckoning that Black's king will never feel secure in any sector of the board if he takes the bait.]

9...Bxf3 10 Rxf3 Qxd4+ 11 Kh1

11...c6 [Directed against various tactics: Nb5 or, after capturing the Nf6, Qe4 hitting the kingside as well as Ra8] 12 Rd1 Qc5 [There are limits to pawn grabbing, and the variation 12...Qb4 13 a3 Qxb2? 14 Bc1!

highlights one of them.] 13 Bxf6 gxf6!? [White can impose this same pawn formation after 13...Bxf6 14 Ne4 but with the additional scary possibility of doing so by sacrificing the exchange, Rxf6. Then the knight might get to check from f6 (or d6) in conjunction with, say, Qh4. So the idea of the text is that now White will have to pay not just an exchange but a whole rook for such motifs.] 14 Qg3! [Eyeing both flanks.] 14...Nd7 15 Ba6 [The point was *not* to prevent castling. On the contrary, White played Ba6 with a certain regret, having failed to find a compelling alternative: if 15 Bf1, it would be too much to hope for 15...0-0-0?? 16 Ba6mate. And the h-pawn didn't seem to worth the decentralization it would cost after 15 Bxh7 or 15 Qg7.] 15...Qe5? [Black simply assumed that White would avoid the exchange of queens and so overlooked the reply. 15...Ne5 was better, when White would have replied 16 Ne4] 16 Bb7! [Decisive; Black's knight winds up in a vicious pin and must eventually fall.] 16...Rd8 17 Bxc6 Qc5 18 Qc7 o-o 19 Qg3+ [After this Black gets definite counter-pressure by doubling rooks on the g-file, so it might have been wiser to eliminate one of them by 19 Rxd7 Rxd7 20 Qg3+ (but not 20 Qxd7? Rd8 21 Qb7 Qxc3!) 20...Kh8 21 Bxd7 Rd8 22 Bb5 etc.] 19...Kh8 20 Bxd7 Rg8 21 Qf4 Rg6 22 Rfd3 [The first order of business must be to arrange the bishop's return home.] 22...Rd8 23 R3d2 Rg4 24 Qf3 Qb4 25 Bb5 Rf4 [White takes over the initiative if Black carries through his raid of the queenside, eg 25...Qxb2 26 Bf1 Δ Rd7. However, the text is a tactical oversight.] 26 a3! [Black's queen cannot maintain defense of his rook.] 26...Rxf3 27 axb4 Rf5 28 Bd3 Rh5 29 b5 Bd6 30 h3 f5? 31 Be2 Rhg5 32 Rxd6 Rxg2 33 Rd8 1-0

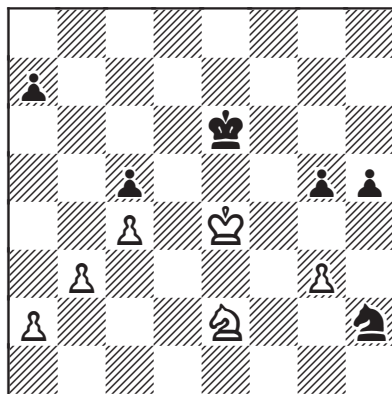




by Woodie Harris

Kenneth Jackson & Nabil Nassar tied for 3rd/4th with 3½-1½ scores, also claiming the class B and C prizes respectively. Other prizewinners were Keith Carson, Ray Fletcher & Shawn McIntosh (tied for top class A); Joe Faries, Evan Gerlach & Mark Bland (=2nd B); Jerome Mueller & George Shearin (=2nd C); Charles Chen (D); and Matt Potts (E).

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Qxd4 Nc6 5 Bb5 Bd7 6 Bxc6 Bxc6
7 Nc3 Nf6 8 Bg5 e6 9 o-o-o Be7 10 Qd3 o-o 11 Nd4 d5 12 e5 Nd7
13 Bxe7 Qxe7 14 f4 f6 15 exf6 Qxf6 16 g3 e5 17 fxe5 Nxe5 18 Qe2
Rae8 19 Rhf1 Qh6+ 20 Qd2 Qxd2+
21 Kxd2 Nc4+ 22 Kc1 Ne3 23 Rxf8+
Rxf8 24 Re1 Rf1 25 Rxf1 Nxf1 26
Nf3 d4 27 Nxd4 Nxh2 28 Nxc6 bxc6
29 Ne2 Kf7 30 Kd2 g5 31 Ke3 Ke6
32 Ke4 c5 33 c4 h5 34 b3



35 gxf4 gxf4 36 Nf4+ Kd6 37 Ng2 h3 38 Nf4 Now Black must
scramble back to fight for a draw. 38...Ng4 39 Nxh3 Ne5 40 Nf4 a5 41
Ke3 a4 42 Kd2 axb3 43 axb3 Nc6 44 Kc3 Nb4 45 Kb2 Ke5 46
Ne2 Ke4 47 Ka3 Ke3 48 Ng3 Nc2+ 49 Kb2 Kd3?! 49...Nb4 was
more reliable. 50 Ne4! A trick that wins another pawn. But remarkably, it
may not be enough. 50...Ne3 51 Nxc5+ Kd4 White must somehow prevent
Black's knight from sacrificing itself for the remaining pawns. 52 Ne6+ Ke5
53 Ng5 Kd4 54 Nf3+ Kd3 55 Ne1+ Kd2 56 c5 Nd5 56...Kxe1? 57



Kc3 would probably have lost. 57 Nc2 Kd3 58 c6 Nc7 59 Nb4+ Kd4 60 Ka3 Kc5 61 Ka4 Kb6 In the end Black finds a defensible formation. White cannot make further progress due to the awkward placement of his knight. 62 Ka3 Kc5 63 Nd3+ Kxc6 64 Kb4 Kb6 65 Kc4 Nb5 66 Ne5 Nd6+ 67 Kb4 Ne4 68 Nc4+ Ka6 69 Ka3 Nc3 ½-½



Correspondence Chess

Continued from p 17

57 Bb4 Qe3 58 Qb6+ Qxb6 59 axb6 Nd4 60 Bc3 Ke6 61 Bxd4 d2 62 b7 d1Q 63 Bf2!! Qxb3 64 b8Q Qd3 65 Qc8+ Ke7 66 Bc5+ Kf7 67 Qg4 Qd5 68 Qf4+ Ke6 69 Qh6+ Kd7 70 Qxh7+ Kc6 71 Bf2 b4 72 Qc2+ Kb5 73 Qb2] **56 Qc5 Kf6** [The alternatives are even more dire, eg 56...Kf7 57 a6 d2 58 Qh5+ Qg6 59 Qd5+; or 56...Qxb3 57 g4 Qe6 58 a6; or 56...h5 57 a6 Nc3 58 a7 d2 59 Bf4 d1Q 60 Qg5+ Kf7 61 a8Q Qdd7 62 Qag8mate] **57 Qf2+ Kg6 58 Bb4! Qe5+** [The d-pawn is worth more than the bishop and so Black forgoes 58...d2 59 Bxd2 Qd6+ 60 g3 Qxd2 61 a6 Qa2 (61...Kg7 62 a7 Qa2 63 b4 Qa3 64 g4) 62 a7 Kg7 63 b4 h5 64 g4 hxg4 65 hxg4 Kg8 66 Kg2 Nf4+ 67 Kf3 Qd5+ 68 Kxf4 Qd6+ 69 Kf3 Qd5+ 70 Kg3 Qd6+ 71 Qf4 Qd3+ 72 Qf3 Qd6+ 73 Kf2 Qb6+ 74 Qe3 Qf6+ 75 Kg3 Qd6+ 76 Kh4 Qh2+ 77 Kg5; 58...Qxb3 also loses: 59 Qb6+ Kg7 60 Qxb5 Qd1 61 Qg5+ Kf7 62 Qc5 d2 63 Qe7+ Kg6 64 Qe3 Qh1+ 65 Kxh1 d1Q+ 66 Kh2] **59 g3 Nd4** [59...Qb2 60 a6 d2 61 Bxd2 has already been noted to be bad] **60 a6 Qd5** [not 60...Qe4 61 g4 Nf3+ 62 Kg3 Qxb4 63 Qb6+ Kf7 64 Kxf3 Qxb3 65 Qb7+ Ke6 66 Qc6+ Ke7 67 Qc7+ Ke8 68 Qc8+ Ke7 69 Ke3 Qd1 70 Qc5+ Kd8 71 Qd5+ Kc7 72 Qb7+ Kd6 73 Qb6+ Ke7 74 Qc7+ Ke6 75 Qc6+ Ke7 76 Qe4+ Kd7 77 Qxd3+ Qxd3+ 78 Kxd3 Kc6 79 h4 b4 80 g5 b3 81 h5; nor 60...h5 61 a7 Qe4 62 a8Q Qxa8 63 Qxd4] **61 g4!** By keeping his eye on all the "big picture" aspects of the position, White has achieved a winning position. At the outset the situation looked drawish, but Black's vigilance ebbed at critical moments. The game ended **61...h5 62 gxh5+ Kxh5 63 a7 Nf3+ 64 Kg3 Ng5 65 Qe3 Ne4+ 66 Kf4 1-0**

My final score in the 1st Webserver USCCC was 4/8 (+1-1=6) and I finished 5th out of 9 finalists. The event was won by Dave Myers with 6 points (+4-0=4).

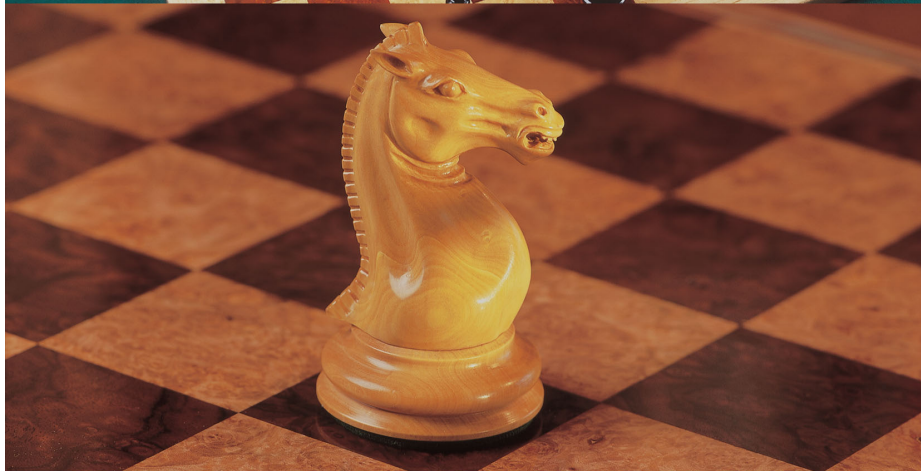


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Please send additions / corrections to the Editor:

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