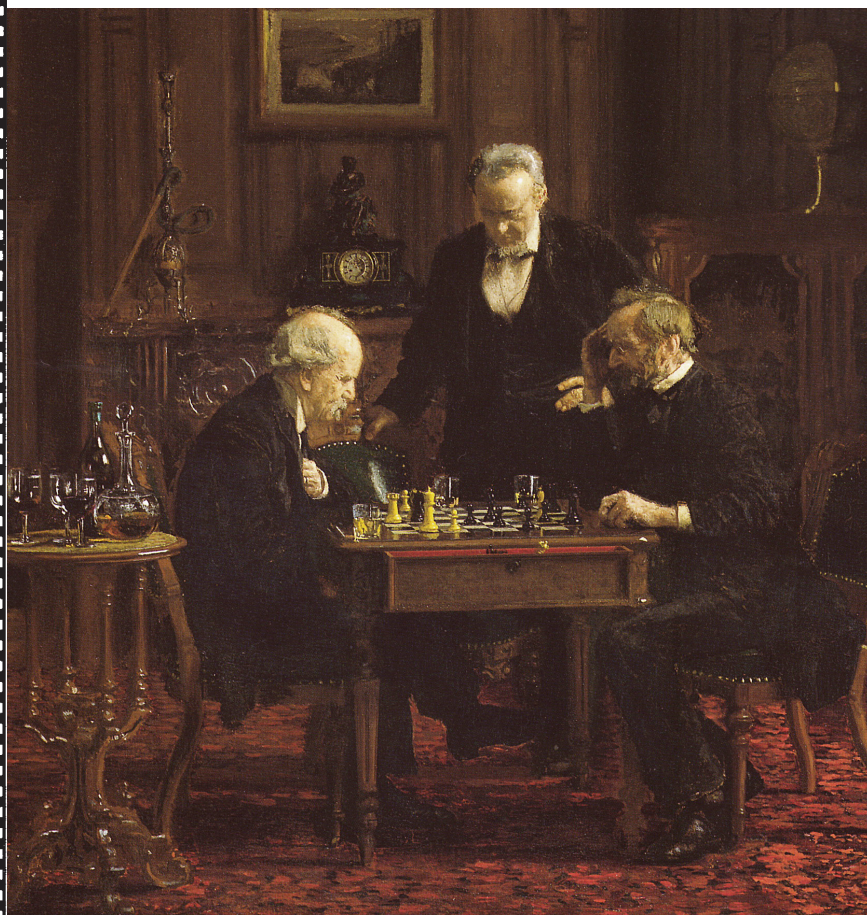


VIRGINIA CHESS

Newsletter

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2009 - #2



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2009 - Issue #2

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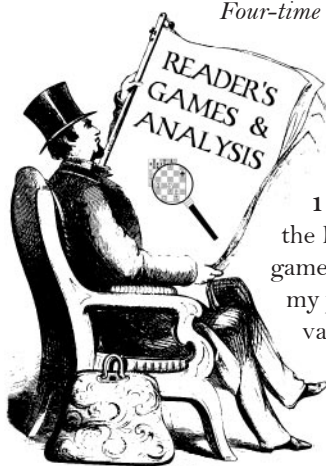
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Four-time stat champion Geoff McKenna, of Alexandria, writes in to share recent adventures in the DC Chess League.



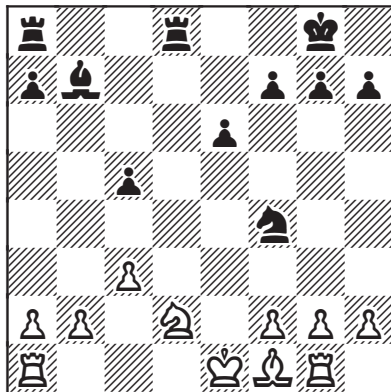
Geoffrey McKenna - Alan Savage French

Notes by Geoff McKenna

1 e4 [The listlessness of my recent efforts against the King's Indian prompted me to try a right-handed game.] **1...e6 2 d4 d5 3 Nd2** [On a whim, abandoning my pregame plan of playing the obnoxious Exchange variation.] **3...b6 4 c3** [The text prevents ...Ba6 because of the threat of Qa4+, but I think 4 Nf3 would have been a better move.] **4...dxe4 5 Nxe4 Bb7** [Here I used up a bunch of time looking at fantastic variations that begin with 6 Bd3 f5. As far as I can tell it's all good for Black.]

6 Ng3 Nf6 7 Nf3 [We now have, by transposition, a form of the Burn variation favorable to Black.] **7...Bd6 8 Bb5+ c6 9 Bd3 Nbd7 10 Qe2 0-0 11 Bg5 Qc7 12 Ne4 Bf4 13 Bxf4?! Qxf4 14 Qe3? Nd5** [Black is probably winning.] **15 Qd2 Qxd2+ 16 Nfxd2 Nf4 17 Bf1 c5 18 dxc5 Nxc5 19 Nxc5 bxc5 20 Rg1 Rfd8**

[I felt that Black's position was still preferable but that I'd gotten a bit of a reprieve. Both players conduct the rest of the game as if Black's isolated c-pawn is the salient feature of the position, an opinion I don't really hold.] **21 Nb3 Rac8 22 Rd1 Rxd1+ 23 Kxd1 Be4 24 Kc1 Kf8 25 g3 Nd3+ 26 Bxd3 Bxd3 27 Re1 Ke7 28 Kd2 Bc4 29 Re4 Bd5 30 Ra4 Rc7 31 c4 Bg2 32 Ra5 Kd6 33 Kc3 e5 34 Ra6+ Ke7 35 Nd2 f6 36 Kd3 f5 37 Ke2 Bb7 38 Ra5 Bc8 39 Nb1 a6 40 Nc3 Bb7 41 Ra3 Rd7 42 Na4 Rc7 43 Rb3 Bc8 44 Rb6 Be6 45**



b3 Bc8 46 Nc3 Bb7 47 Ke3 [The second time control was already looming, and my opponent's time pressure was worse. The text lays a trap.] **47...Rd7?** [Black could have still defended with 47...Kd7] **48 Na4 Rc7 49 Nxc5 Rxc5 50 Rxb7+ Kf8 51 Rb6 a5 52 Rb5 Rxb5 53 cxb5 Ke7 54 Kd3 Kd6 55 Kc4 g5 56 a4 h5 57 b4 1-0**



continued



Geoffrey McKenna - Duncan Thompson

French

Notes by Geoff McKenna

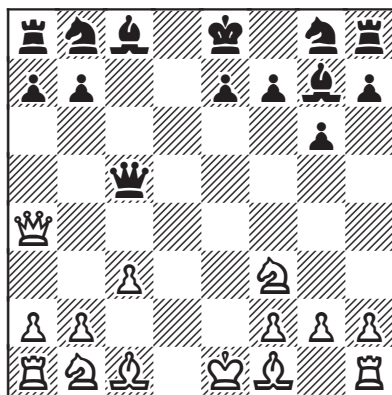
1 e4 e6 2 d4 d5 3 Nd2 c5 4 exd5 Qxd5 5 Ngf3 cxd4 6 Bc4 Qd6 7 O-O Nf6 8 Bb5+?! [I knew that Nb3 was more normal here but I wanted to see if I could harass the Black Queen. For this reason, I vacated c4.] 8...Bd7 9 Bxd7+ Nbxd7 10 Nc4 Qc5?! [I think Qc7 is better.] 11 b3 b5 12 Ba3 Qd5 13 Bxf8 Nxf8 [Korchnoi might have tried 13...Kxf8, holding the pawn for a long time.] 14 Na5 Rd8 [This move has a funny side effect: Black can't readily put his Queen on a dark square without getting exposed to a knight fork.] 15 Qe1!? [The idea is to cover queenside dark squares and develop the rooks without exposing my queen to harassment.] 15...Ng6 16 Rd1 O-O 17 Rxd4 Qa8 18 Rxd8 Rxd8 19 Qb4 a6 [Here I was happy with the outcome of the opening: Black's queenside minority is vulnerable, and I'm not getting mated.] 20 c4 Qe4 21 Re1 Qg4 22 h3 Qf4?! [losing a pawn] 23 Nc6 Rd6? [losing an exchange] 24 g3 a5? 25 Qxb5 [Now the threat of Qb8+ and Ne7+ wins the queen, so...] 1-0

Geoffrey McKenna - Andrew Samuelson

Sicilian

Notes by Geoff McKenna

1 e4 c5 2 c3 [This is my first Alapin. I knew this to be risky because Andy has himself played the Alapin as White.] 2...d5 3 exd5 Qxd5 4 d4 g6 5 Nf3 Bg7 6 dxc5 [The 4...g6 line is topical thanks to Kudrin's success with it at the last US Championship. I had prepared this innovation, noting that none of Kudrin's opponents had played it. Black can answer simply 6...Qd1+ here, with a fairly normal-looking reversed Catalan. He may never get the c5 pawn back, but White will pay dearly for a long time. I had noticed that Alapin players are willing to put up with poor development and a loose king position, so I figured I should join in the spirit of the thing. After the game I wondered if White should take the c-pawn on move 5, in order to allow for Be3 and f3.] 6...Qxc5 [Played instantly. I now spent a long time looking at things like 6 Be3 Qc7 7 Na3 Bc3+, grabbing two pawns. To improve this sequence, I must interfere with the Black queen's retreat. Hence...] 7 Qa4+?!





7...Nc6? [falling for my trap] 8 Be3 Qd6? 9 Na3 Bd7 10 Rd1 [White has an overwhelming lead in development.] 10...Ne5 11 Bb5 Nd3+ 12 Ke2 Nxb2 [I may have lost my way after 12...Rd8] 13 Bxd7+ Kf8 14 Rxd6 Nxa4 15 Rd3 Nxc3+ [Capablanca once annotated a long listless sequence as follows: "All these moves have a meaning. The student should carefully study them." I don't have the nerve to apply this statement to the following twenty moves. 16 Kd2 Ne4+ 17 Kc2 Ngf6 18 Rhd1 h5 19 Bb5 Kg8 20 Ng5 Rc8+ 21 Kb3 Nxc5 22 Bxc5 a6 23 Bc4 e6 24 Rd8+ Kh7 25 Rxc8 Rxc8 26 Bd3 Ng4 27 Be3 Rc3+ 28 Kb4 a5+ 29 Ka4 Ne5 30 Bf1 Bf8 31 Nb5 Rc6 32 Na7 Rc2 33 Kxa5 Rxa2+ 34 Kb6 Ng4 35 Rd7 Nxb2? [After 35...Nxe3 White's advantage may be too small to win.] 36 Bc4 Rb2+ 37 Nb5 Ng4 38 Bd4 Kg8? [Overlooking the threat, but White is probably crashing through on the Kingside anyway.] 39 Bxb2 1-0

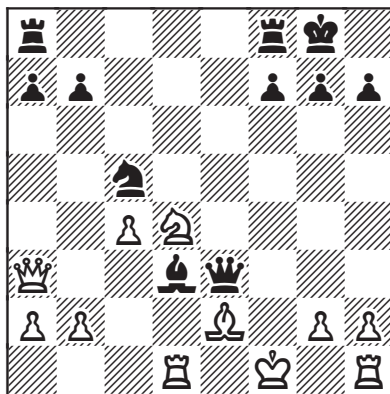
Dov Gorman - Geoffrey McKenna

English

Notes by Geoff McKenna

1 c4 e6 2 Nc3 d5 3 e3 Nf6 4 Nf3 Be7 5 Qc2 0-0 6 Be2 c5 7 d4 cxd4 8 Nxd4 e5!? [White's restrained handling of the opening tempts his opponent to aggression. White's position remains fairly solid, so I don't think this early lunge is really that good.] 9 Nf3 d4 10 exd4 exd4 11 Nb5 Nc6 12 Bf4?! [I'm not sure what White is supposed to do, but the text looks too neglectful of King safety.] 12...Nb4 13 Qb3 d3 14 Bd1 d2+ 15 Bxd2 Nd3+ 16 Kf1 Bc5 17 Be3 Bxe3 18 fxe3 Ng4 19 Nbd4 Nc5 20 Qa3 Qe7 21 Nc2 Bf5 22 Nfd4 Bd3+ 23 Be2 Nxe3+ 24 Nxe3 Qxe3 25 Rd1

25...Qf4+?? [25...Ne4 poses an unstoppable mate on f2, which I had even seen a few moves earlier. I was suffering from a combination of moderate time pressure and dizziness from success.] 26 Ke1 Qh4+ 27 g3 Qxd4 28 Bxd3 Rfe8+ 29 Kf1 Qf6+ 30 Kg2 Nxd3 31 Qxd3 Qxb2+ [Aware that I was drifting, I try to grab some material. But concrete plans are particularly important in heavy piece endings, and I could tell my muse was gone for the evening.] 32 Rd2 Qb6 33 Rb1 Qc7 34 Rb5 Rac8 35 Qf3 Qxc4 36 Rxb7



a5 37 a3 g6 38 Rd5 Re2+ 39 Kh3 Rf8 40 g4 Rc2 41 Rd3 Qe6 42 Re3 Qc8 At this point, my score becomes corrupt. The lengthy sequel is remarkable only for its conclusion. After obtaining the better game, and with three minutes to my one in a sudden-death overtime with no delay on the clock, White graciously offered a draw. I declined, and three moves later White walked into a mate-in-one. ...0-1



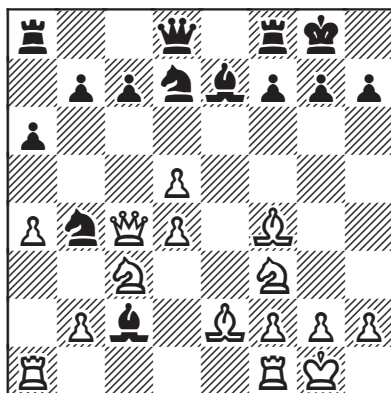
Geoffrey McKenna - Edward Lu

Petroff

Notes by Geoff McKenna

1 e4 e5 2 Nf3 Nf6 [I recently resumed playing 1 e4 after a thirty year hiatus. I don't remember ever facing the Petroff in rated play before.] **3 Nxe5 d6 4 Nf3 Nxe4 5 d4 d5 6 Bd3 Be7 7 0-0 Nc6** [I didn't know this position.] **8 c4 Nb4 9 Be2 0-0 10 Nc3 Bf5 11 Qb3** [After the game Walter Morris identified this move as odd, suggesting 11 a3 instead. It seems that Anand agrees with Walter. With 11 Qb3 I wanted to pressurize the Black b-pawn, but after I played it I noticed that Black can harass my queen. I used a little over half of my 90 minutes on moves nine through eleven. The rest of the game took about seven minutes on my clock.] **11...Nf6 12 cxd5** [Trying to create flight squares for the queen by exchanging. Black can force a draw here with Nb4-c2-b4, but naturally he aims higher.] **12...Bc2 13 Qc4 a6 14 a4 Nd7?** [Planning to trap my queen, but White gets to move, too.] **15 Bf4**

15...Rc8? [Black may still be okay after 15...Nb6] **16 d6 cxd6 17 Qxb4 a5 18 Qb5 Re8 19 Bd3** [The buccaneering spirit had died within me by this point.] **19...Bxd3 20 Qxd3 Qb6 21 Qb5 Qd8 1-0**

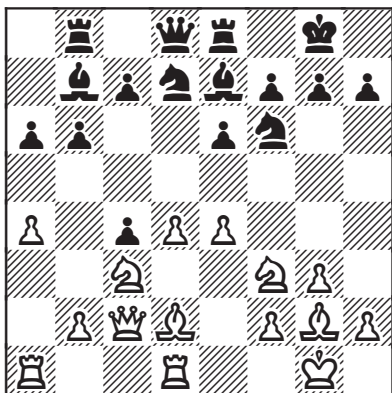


Greg Acholonu - Geoffrey McKenna

Catalan

Notes by Geoff McKenna

1 Nf3 Nf6 2 c4 e6 3 g3 d5 4 Bg2 Be7 5 d4 0-0 6 0-0 Nbd7 7 Qc2 dxc4?! [It is normal to capture on c4 either earlier or later. When I talked to my opponent after the game I discovered that both of us disliked this position. White has an extraordinary number of reasonable tries here, including Qxc4, Nbd2, Nfd2, a4, Na3 (it's a Catalan thing), and Rd1. Instead he played...] **8 Bd2?!** [Greg and I must agree to disagree about this. He thought it Bd2 was justified by the threat of Ba5. In the absence of ...a6, I think his move is a mistake.] **8...Rb8** [Here I heaved a great sigh of relief, because it looks like I will be able to develop my light-squared bishop.] **9 a4 b6 10 Nc3?!** [Now White is playing a true gambit. The risk seems unnecessary. Also, grabbing the c-pawn seems to offer him better prospects of pressurizing c6.] **10...a6 11 Rfd1 Bb7 12 e4 Re8**



[My favorite move of the game. White's biggest threat is to play something like e5, followed by Nc3-e4-g5. The text is supposed to create a hole so I can defend with ...Nf8 when necessary. Still, I think this position represents the high water mark of White's central initiative.] **13 Be3?! [The problem with this move is that White's biggest threat is an eventual e5, so after the likely ...Nd5 response I will be hitting the bishop. The position remains complicated.] 13...b5 14 axb5 axb5 15 Ne5?! [I thought this move ceded Black**

a real advantage. Instead, 15 d5 is still a mess. Black can close things up for a while with 15...e5, but maybe White can then tack about for an eventual f4. I have two principal objections to the text: first, to the extent that it does anything, it promises Black a favorable exchange of knights. Second, it is slow.] **15...c6!?** [Finding some time on his hands, Black lays out concertina wire before the guests arrive.] **16 d5** [And here they are. A little late.] **16...cx d5** [If instead 16...Nxe5 17 dxc6 is more complicated than the game.] **17 Nx d7 Qx d7** [Maybe White's best try here is 18 e5] **18 Ra7 b4 19 Ne2 Qc8 20 Rx b7** [I recognized this as the AIG algorithm: when the going gets worse, the tough get weirder.] **20...Rx b7 21 Nf4 Nx e4 22 Bx e4 dx e4 23 Qx e4 c3** [Here I fantasized about 23...Bf6 24 Nh5 Bxb2 25 Rb1 c3 26 Bh6 and White's entire tiny army points at g7. Okay, so this sequence isn't very realistic, but it pays to be circumspect.] **24 bx c3 bx c3 25 Rc1 Rc7 26 Rc2 Rd8 27 Bd4? Rc4 0-1** This season's result was the highest performance rating of my almost-40-year career (thanks in part to a forfeit win over a low-rated opponent).

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Matthew Freeman, of Parlow, Va, was inspired to take a painstaking look at the critical game from our Virginia Open report last issue.

Daniel Yeager - Eugene Perelshteyn

2009 Virginia Open

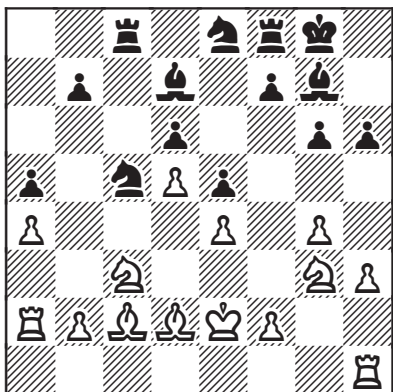
King's Indian

Notes by Matthew Freeman

This is my first attempt at a contribution to our wonderful newsletter. I believe this game has merit as an instructive example of the practical skills currently held by both an accomplished GM and a rising star in American chess. **1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 h3 0-0 6 Bg5 h6** [After analyzing this game, one wonders why this variation isn't employed more often.] **7 Be3 e5 8 d5 Na6 9 Bd3 Nc5!?** [Perelshteyn has his eye to the queenside. Looking the other way by 9...Nh5 equalizes, eg, 10 Nge2 f5 11 exf5 gxf5 12 Ng3 (or 12 Nc1 Nf4 13 Bxf4 exf4 14 Qf3=) 12...Nxg3 13 fxg3 f4= Nikolaidis-Jobava, Yerevan 2000; or 10 Qd2 Nc5 11 Bc2 Nf4 12 Bxf4 (12 Bxc5 dxc5 13 g3 Nh5 14 0-0-0 is equivalent) 12...exf4 13 Qxf4 f5 14 Nge2 fxe4 15 Qe3= Kjartansson-Oliver, Gaziantep 2008] **10 Bc2 a5 11 g4!?** [White seizes control of f5 and prevents Nf6-h5-f4 at what seems to be the perfect time. If instead 11 Qd2 Nfxe4 (11... Kh7 12 Nge2 Δ g4) 12 Nxe4 Nxe4 13 Bxe4 f5 14 Bd3 f4 15 Bxg6 Qg5 16 Be4 Bf5=] **11...c6** [My long-time study partner Matthew Pullin observed that "here Perelshteyn leaves theory, in a position where Black has done well with a variety of moves... but his strategy of contending the center directly makes sense as White is not quite developed yet." Precedents include 11...Ne8 12 Nge2 f5 13 gxf5 gxf5 Shepherd-Coathup, Pori Erin 2003; and 11...Qe8 12 Nge2 Bd7 13 Qd2 Kh7 14 f3 b5 Tay-Narayanan, New Delhi 2007. At any rate, Black has won the opening struggle as he has negated White's first move advantage.] **12 Nge2** [Developing the final minor piece. It is clear the knight is better utilized through N-e2-g3 in an effort to overprotect the key squares e4, f5 and h5, perhaps also assisting a possible kingside pawn storm.] **12...cx d5 13 cx d5!?** [After the alternative capture, Black has the interesting idea of gambiting his weak h6 pawn for intense queenside counter play: 13 exd5 Bd7 14 Qd2 Rb8!! 15 b3 b5; or 15 Bxh6 Bxh6 16 Qxh6 b5. Perhaps this weighed in to Yeager's choice to capture with the c-pawn. The lure of winning the h6 pawn would be too great for most.] **13...Bd7 14 a4?!** [White would have done fine to allow the space gains on the queenside, eg, 14 f3 b5 15 h4 and Black finds himself reacting to complications on the wrong side of the board. After the text, White's counterplay by means of kingside attack is hindered by the loss of time entailed in weakening the queenside.] **14...Qb6 15 Ra2?!** [White leaves no rope for Black. If 15 Qd2, Black could not afford 15...Qxb2? 16 Rb1 Qa3 17 Qd1 Δ Bc1] **15...Qb4 16 Ng3 Rac8 17 Bd2 Qc4 18 Qe2 Qxe2+ 19 Kxe2** [By removing queens Black has achieved the primary goal of the defender,



diminishing the opponent's forces. White has a comfortable game, but a fight ahead of him nonetheless.] **19...Ne8** [Black seeks a harmonious redeployment of forces, attempting to engage his king's bishop and negotiate his f6 knight to a new, weaker quadrant of the board. Unfortunately this was ill-advised as his weakest square should now tie his pieces in knots, allowing at least equality.]

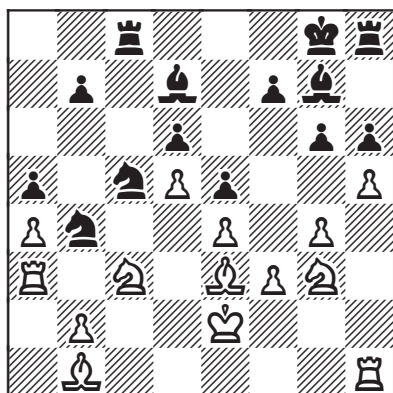


20 f3

This passive move falls directly in to Black's hands concerning his redevelopment. 20 b3 promised an easy path to equality, eg 20... Nc7 21 Nd1 b6 22 Ne3 Ne8 23 Nc4 Rb8=. However, 20 Nb5 was interesting and worthy of intense study. 20...Na6 may be a decent response, eg 21 Bd3 Nb4 22 Ra3 Nxd3 23 Kxd3 f5; but if Black wants to untie his pieces immediately then capturing 20...Bxb5+ is required There could follow 21 axb5 Nc7 22 b6 Nb5 23 Be3 a4 (if 23...Ne6 24 dxe6 Rxc2+

25 Kd3 Rc6 26 e7 ±) 24 Bxa4 Nxa4 25 Rxa4 Rc2+ 26 Kd3 Rxb2 27 Ra7 =

20...Nc7 21 Be3 N7a6 22 Ra3 Nb4 23 Bb1 [White's pieces are uncoordinated but Black has run out of ideas for counter play. Has passive defense really won the day?] **23...Kh7 24 h4 Rh8** [Perelshteyn safeguards the most vulnerable square in his king's camp, but 24...b6! was correct. The defensive maneuver initiated with the text leaves more vulnerable weaknesses at a5 and e5.] **25 h5 Kg8?** [25...b6! was still right. Black should not have broken contact with his significantly weak g6 and h6 pawns.]



26 Nf1!! [This doubled edged plan takes what looks like a strongly posted piece and turns it in to White's only hope for a winning game. Black must be stunned!]

26...Kf8 [At this point Black is helpless to White's superior strategy. If 26...Bf6 27 Nd2 Be7 28 hxg6 fxg6 29 Bxc5 Rxc5 30 Nb3 Rc7 31 Nxa5 b6 32 Nc6 Nxc6 33 dxc6 Rxc6 34 b4 White achieves sufficient winning chances thanks to the brilliant knight maneuver; or if 26...Bf8 27 Nd2 Kg7 28 hxg6 fxg6 29 Bxc5 Rxc5 30 Nb3 Rc8 31 Nxa5 b6 32 Nc6 Nxc6 33 dxc6 Rxc6

34 b4 *deja vu*.) **27 Nd2 Ke7 28 Bxc5** [also 28 hxg6 fxg6 29 Nc4 was possible] **28...Rxc5 29 Nb3 b6** [Black may have had an easier time defending by 29...Rc7



30 Nxa5 b6 31 Nc6+ Nxc6 32 dxc6 Bxc6 33 Rb3. On the other hand, his sacrifice has gained him a solid and strong defensive pawn structure, which could prove to be the great equalizer. The bishop pair in this closed position counts for little to nothing above and beyond base value. Perelshteyn might be able to save a draw. Of course, White could always go wrong.] **30 Nxc5 bxc5 31 Bd3 Bf6 32 Na2?! [Black won't miss the knights but White will, as it was his only piece capable of traversing the pawn-filled landscape. The bishop pair should be able to prevent White ever making use of the open file.] 32...Bg5 33 Nxb4 cxb4 34 Ra2 Rc8 35 b3 Rc3 [The game takes on a drawish nature.] 36 Rb1 Bf4?! [36... g×h5 37 g×h5 Bc8! 38 Rab2 (38 Rc2 Ba6) Bb7 39 Rg1 Kf6] 37 Rc2 Rxc2+ 38 Bxc2 g5?! [Closing lines serves no purpose but to constrict ones own counter play—the Black king can no longer waltz to h4, the dark-square bishop can no longer swing to the queenside (protecting a5) via g5] 39 Bd3 Bc8 40 Rb2 Kd8 41 Rc2 Bb7 42 Kf2 f6 43 Ke2 Bh2 44 Kd1 [44 Kf1] 44...Bg1 45 Ba6!! Bxa6 46 Rc6 Bc8 [46...Bb7 47 Rxd6+ Ke7 48 Re6+ Kf7 49 Kd2 Bd4 50 Kd3 Bc5 51 Kc4 Be7 52 Kb5 Bd8 53 Rb6 Bxb6 54 Kxb6 Ba8 55 d6] 47 Rxd6+ Ke7 48 Rc6 Bd7 49 Ra6 Bc8 50 Rxa5 Kd6 51 Rb5? [51 Ra8 Kc7 52 d6+; or 51...Kd7 52 a5—*passed pawns must be pushed!*] 51...Ba7 52 Kd2 Kc7 53 Kd3?? [53 Rxb4 “... an optical illusion?”—VIRGINIA CHESS #2009/1. No... but a tough win to work out OTB: 53...Ba6 54 a5 Bc5 55 Ra4 Bb5 56 Ra2 Bb4+ 57 Kd1 (covering f3) Kb7 58 Rc2 Be7 59 Rc1 Kb8 60 b4 Kb7 61 Rc3 Bxb4 (or 61...Bd6 62 a6+ Kxa6 63 Rc8;**



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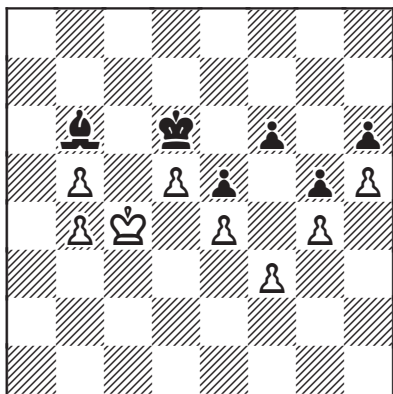
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the rook always breaks through) 62 a6+ Kxa6 63 Rc8 the breakthrough is forced 63...Be7 64 Rh8 etc.] **53...Ba6 54 Kc4 Bf2 55 Kxb4 Be1+ 56 Kc4 Kd6 57 b4 Bf2 58 Kc3 Bxb5 59 axb5 Bb6 60 Kc4 ½-½** In response to “could Black have won?,” the answer is absolutely not. A d5-d6 push must be closely watched by the Black king, since a bishop capture of that pawn yields infiltration of the white king to d5 without opposition. On this account, Black’s king can never gain opposition on the White king at c4.

EDITOR’S POSTSCRIPT:

I thank Matthew Freeman for his contribution to VIRGINIA CHESS, and I would like to append my own remarks regarding the final position.

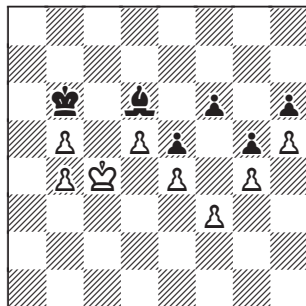


This may indeed be a draw, but it’s anything but simple. I happened to be present at the conclusion of the game, and there were several strong players on hand who felt Black ought to win somehow. GM Perelshteyn himself seemed completely uncertain. However, the sudden death time limit was approaching (less than five minutes remained on his clock) and a draw was sufficient for him to win the tournament outright, so of course splitting the point was the correct practical decision.

To understand Black’s chances, consider that he wins straightaway if he only manages to swap the placement of his two pieces to produce this position with White to play.

In that case the Black king would simply roll forward, capturing pawns, using the bishop to make tempo moves and cut off particular squares from the overmatched defender. For instance, 1 Kc3 Kxb5 2 Kb3 Bxb4 3 Kb2 Kc4 4 Kc2 Bd6 5 Kd2 Kd4 6 Ke2 Kc3 7 Ke3 Ba3 8 Ke2 Bc5 9 Ke1 Kd3 10 Kf1 Ke3 11 Kg2 Ke2 12 Kg3 Kf1 13 Kh3 Kf2 etc.

The problem achieving this outwardly simple rearrangement is that the king and bishop both need square c7 to execute an efficient switch. They get in each others’ way, while more ponderous methods of trading places grant White counterplay as outlined by Matthew in his final note.



The Holy Grail



60...Bd8

Plan: Kc7, Be7, Kb6, Bd6 and wins. This looks so direct and dangerous that White might panic and grasp at the first glimmer of counterplay by 61 b6 Bxb6 62 Kb5. In that case he would almost surely lose, eg, 62...Be3 63 Ka6 Kc7 64 b5 Bd4 and now we see the problem: the bishop coordinates with the king and affords Black infinite tempo moves. If 65 Ka5 Kb7, etc, so White tries instead 65 d6+ Kxd6 66 b6, but still 66...Kc6 67 b7 Kc7 and so forth.

61 b6 is insufficient because its only point is forcing through the b-pawn. To this end, White's king gets sidelined on the queen's flank. Instead he must bide his time in hope of more fertile possibilities connected with breaking through to the kingside.

61 Kc3 Kc7 62 Kc4 Be7

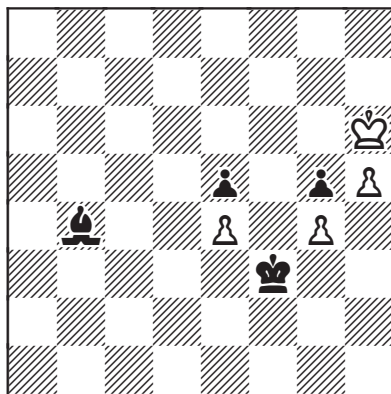
Of course not 62...Kb6 63 d6 Δ K-d5-e6, but after the text White is at the moment of crisis. 63 Kc3? Kb6 64 Kc4 Bd6 Black achieves the aim. White must use the forward b-pawn to deflect Black's king.

63 b6+! Kxb6

Obviously neither 63...Kb7 64 d6; nor 63...Kd6 64 b7 Kc7 65 d6+! improve Black's chances.

64 d6! Bxd6 65 Kd5 Bxb4 66 Ke6 Kc5 There isn't enough room for the bishop to drop back and defend the kingside pawns, so the race is on. **67 Kxf6 Kd4 68 Kg7! Ke3 69 Kxh6 Kxf3**

Of course not 69...Kf4? 70 Kg7! etc



Now White must not get too clever. He might be tempted to leave the g5 pawn alone, since it interferes with the bishop stopping the h-pawn. However, the result would be 70 Kg7? (or 70 Kg6? Bf8 71 Kf7 Kxg4 72 Kxf8 Kxh5) Kxe4 71 h6 Kf4 72 h7 e4! and Black wins.

70 Kxg5! Kxe4 71 h6 Bd2+ 72 Kg6 Bxh6 73 Kxh6 Kf3 74 g5 e4 75 g6 e3 and both pawns promote.

Still, I don't quite share Matthew's certainty that the game's final position is "absolutely" unwinnable. The bishop+king tandem gives rise to a lot of subtleties. In the analysis above we went right for the prize from move 60, but that isn't forced. Black can tempo and triangulate around first, and perhaps achieve some delicate improvement. Given time on the clock and a competitive situation that demands a win, any strong player would play this out and not always without success, I believe. Let me put it this way: if someone writes in with a finesse that wins by force after all, I will not be surprised. For now, however, I don't see it. So yeah, it seems like a draw.





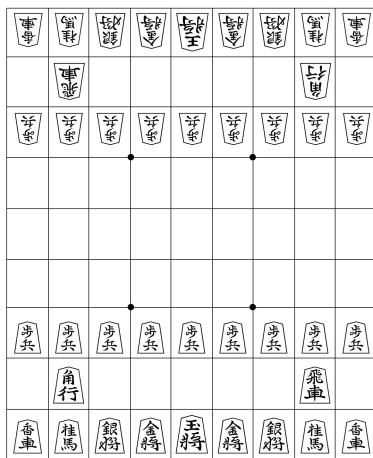
The General's Board Game

by Tim Rogalski

SHOGI, or Japanese Chess, is the best version of chess. I realize that in our deeply ingrained culture, that statement grates the conditioned western senses, but it is true. It took me years to overcome my prejudice and honestly admit that to myself. The Japanese dismiss our beloved Western Chess (henceforth referred to simply as Chess) as a “comparatively primitive and uninteresting form of Shogi”. The many flaws that exist in Chess are resolved in Shogi. The good news is that analytical Chess skills are directly applicable to Shogi. If you play Chess well, then you can quickly learn how to play Shogi well. I hold an amateur 1-Dan Shogi Shodan title, which is a black belt.

Shogi is bloodthirsty hand-to-hand combat, and not a game of attrition like Chess. One wins by direct mating attacks, not by queening an extra pawn. First, and foremost, the object and goal of Shogi is checkmate. If you adopt a Chess approach toward Shogi, where your intention is to win material, then you will succeed; however, you will almost certainly be mated along with your stockpile of extra material. Shogi is like a long, protracted middlegame that increasingly builds in tension. There are no endgames in Shogi as we understand them in Chess. Rather, the Shogi ending is a frantic race to see who can mate first, where opponents shed material to gain precious time. Shogi is a return to chess in its most pure form, where a game ends in checkmate.

In professional Shogi, maybe 2% of games are drawn, and draws are even rarer among amateurs. While in Tokyo in 2003, I visited the Shinjuku Shogi Center, and one of my games ended in a draw. I was excited about the result because it may be my only lifetime draw. Satisfied, I won the re-played game. Unlike Chess, one cannot play for a draw since a game of Shogi grows in depth, richness, and complexity right up to the moment of checkmate. If you took a drawish Chess approach toward Shogi, you would be jolted out of your fantasy when your opponent announces mate, and politely laughs in your face. Shogi players who offer a draw are courteously handed a sharp, short blade.



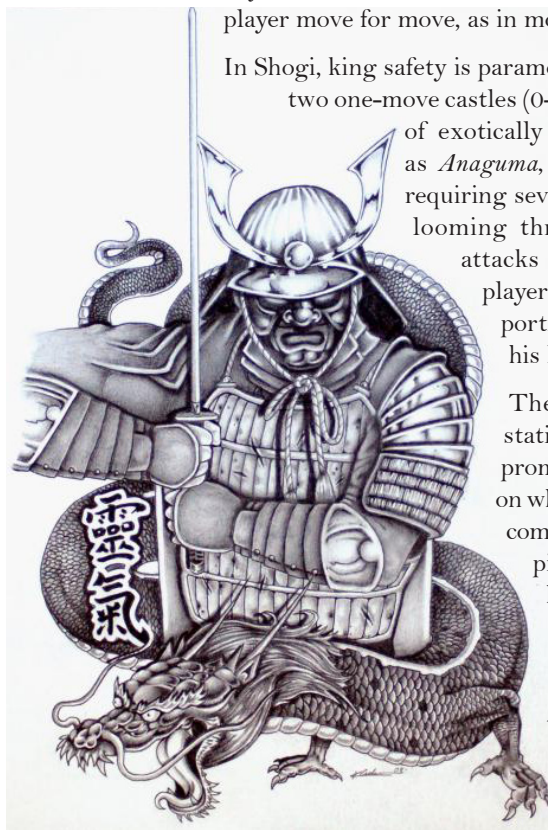


Shogi openings, or *josecki*, are nothing like the tedious memorization of Chess. Instead, what one aims for out of the opening in Shogi is good shape, or pristine coordination among all the pieces. Unlike Chess, the first move is not a significant advantage since the first player statistically wins about 52% of the time. *Josecki* is relatively free from theoretical constraints. The second player may open any way he likes, and is not reactively bound to reply to the first player move for move, as in most Chess openings.

In Shogi, king safety is paramount. Unlike Chess, which has two one-move castles (O-O and O-O-O), there are dozens of exotically named castle formations such as *Anaguma*, *Yagura*, and *Mino-Gakoi*, all requiring several moves to complete. With looming threats of slashing sacrificial attacks ending in exquisite mates, a player is forced to reserve a sizable portion of his army for defending his king.

There is no consensus on the static values of unpromoted and promoted pieces—just agreement on which piece is weaker or stronger compared to the other pieces. Most pieces increase in strength, and have the option to promote into stronger pieces, once they reach their opponent's promotion zone. Throughout the game, dynamic piece values fluctuate wildly with the specifics of the position, especially when the race to mate each king begins.

There are three classifications of pieces: generals, major pieces, and minor pieces. The King is sometimes referred to as the Jade General, while the other generals are the Gold and Silver. The Rook and Bishop are the major pieces, and the minor pieces are the Knight and Lance. The King and Gold are the only two pieces that do not have the option to promote. The Pawn promotes into a Gold so feared that it has a special name, the Tokin. By gaining the power of a King, the Rook promotes into a Dragon, which is the strongest piece.





The wedge-shaped Shogi pieces are all of the same color, where ownership is determined by the direction the piece is pointing. Unlike Chess, captured pieces are never removed from play. Once captured, they always revert to their initial unpromoted state and become off-the-board pieces, which can later be placed back onto the board as a legal move. In that sense, Shogi resembles Bughouse, which is probably the most fun version of chess, although Bughouse is played on two boards with two sets of colored pieces. Among chess versions, it is this concept of drops that puts Shogi in a league of its own.

Because they are dropped behind enemy lines like Ninja, a few highly coordinated pieces can overwhelm an uncoordinated army, penetrate an opponent's castle, and quickly checkmate the king. Defensively, coordinated pieces are difficult to overcome, such as stated in the proverb, "a Gold supported by a Pawn is as solid as a rock". Premature attacks are easily repulsed, and the initiative usually trumps material.

Professionals loudly snap their pieces onto the prized Kaya wood board with fanfare and panache. There is occasionally a super cool way to capture and promote, disallowed by the Shogi *Renmei* (Federation), which only pertains to unpromoted pieces of the exact same kind. While capturing, you overturn your opponent's piece, and place your own piece onto your *Komadai*, which is used to hold captured pieces. The first time that a Japanese player performed this super cool promotion capture against me, I was mesmerized, and looked for any and every opportunity to play one myself.

There are no perpetual checks in Shogi. The hapless player who repeats a position for the 4th time having given check at all intervening moves immediately loses the game. In tournament play, any infringement of the rules, or making any sort of illegal move, loses the game for the offender, no matter when the infringement is discovered. I wish that Chess had this feature. If you commit any infraction (such as offering a draw or adjusting pieces on your opponent's time, making an improper pawn promotion, or your cellphone rings during a game), you lose! In this regard Shogi is centuries ahead of Chess.

In my opinion, the real beauty of Shogi lies in handicap play. Among players of disparate strengths, a game is handicapped so that both the weaker and stronger player each has an approximate equal chance of winning. Handicaps keep the game interesting for both players, where the weaker player learns vital techniques and gains experience. The techniques and skills that a beginner learns at a very high handicap are required as a necessary foundation before proceeding to advanced techniques, just like in martial arts. Lopsided games where the stronger player sadistically derives pleasure from crushing a weaker opponent are considered unworthy. The stronger player removes one or more pieces from the board to



compensate a weaker opponent's disadvantage in strength, knowledge, and skill. In Shogi, each side has 10 pieces, but a beginner will receive an 8-piece handicap in his first game—and it is extremely rare for the beginner to win! With only two Gold generals versus a full complement of ten pieces, the stronger player will capitalize on the beginner's mistakes, using his opponent's captured pieces against him, like in Judo. I know of only two players who won their first, 8-piece game. When I tell experienced players that I am the one of the two, they are always surprised. In all honestly, I was helped along, and appreciatively able to ask questions during the game against Troy Conner (4-Dan); however, I did prettily sacrifice my Dragon to force mate. GM Tiger Hillarp Persson won his first 8-piece game against then-IM Larry Kaufman. Every year there is an exhibition game where the strongest Amateur (6-Dan) plays the strongest Professional (*Meijin*) at Bishop-handicap. With an extra major piece, it is considered a prestigious accomplishment for the Amateur if he can defeat the *Meijin*.

Another beauty of Shogi is that one can be down material, even seriously behind, but one can strike back by playing better than your opponent plays. In Chess, the stronger player normally wins. In Shogi, the one who wins is the one who plays better within the handicap. In the early 1980s, I once lost a Silver to a higher-rated rival for nothing. I was so infuriated with myself that I dug in my heels, kicked my brain into a higher gear, and eventually won a rewarding victory.

Shogi is a whole-brain exercise, and considerably more complicated than left-brain-dominated Chess. The left-brain analytical aspects are so complex that one is forced to use right-brain intuition to temper move selections. Once in the 1980s, arriving home from several hours of play at the DC Shogi Club, I picked up a CHESS LIFE & REVIEW and easily solved all nine Chess-To-Enjoy problems in less than eight minutes. It felt like my brain was chess-magnetized!

The 'Kasparov of Shogi', Yoshiharu Habu, is considered by many to be the smartest man in Japan. He is the only person in history to have swept all seven major Shogi titles within a single year. He is unique among Shogi professionals in that he has a predominantly intuitive, right-sided brain. I received Habu's autograph while he was playing Chess in the 2003 World Open, and consider it a collector's item. The strongest Shogi player's title is considered so distinguished that its illustriousness is reflected in my favorite Shogi proverb, "*Meijin* needs no *josecki*".

My favorite Shogi professional, the popular chairman of the Japanese Shogi Association, Kunio Yonenaga said, "If there are 10 children who want to be a professional Shogi player it is easy to choose which one will be the strongest player and who I want to be my student. A child who plays one game of Shogi within 15 minutes by quickly moving his fingers one by one will be a stronger player



than a child who plays slowly and thoughtfully and takes his time for one hour. By looking at the stages of the game of either Shogi or Go, the best moves are made by the first thought. Especially in the case of the professional, about 95% of the best moves are played by being flashed in one's mind. The reason for a child playing slowly is that he does not catch his first thought. It is very important to have his first thought, his intuition before he thinks. For a child to have the ability to be a good future Shogi player, it is very clear that it depends on whether this child has intuition or not — his first thought.”

From a western perspective, Shogi is the least explored of the three major versions of chess. Due to a sheer volume of players, Chinese Chess, or Xiangqi, is the most popular version of chess. The irony here is while China placed 7th (men) and 8th (women) in the 38th Chess Olympiad, Japan did not even place within the top 50. In my opinion, most Japanese Shogi players view Chess much as American Chess players view Checkers. I hope that these cultural perspectives will eventually change. It may be difficult for Chess players to shake off their bias conditioning, but Shogi is an excellent investment that pays dividends, and is definitely worth an investigation. The strongest non-Japanese player, Senior World Champion GM Larry Kaufman (5-Dan), and IM Ray Kaufman (3-Dan) both attest that Shogi is a positive factor in their Chess accomplishments. Shogi is an activity that will actually improve your Chess!



Book Review...

DANGEROUS WEAPONS: FLANK OPENINGS: DAZZLE YOUR OPPONENTS!

by IM Richard Palliser, GM Tony Kosten, FM James Vigus

Everyman Chess, soft cover, 256 pages, list \$19.95

Reviewed by Dov Gorman

Everyman Chess' *Dangerous Weapons* series is an interesting attempt to focus on specific sharp opening ideas rather than building a complete repertoire. As such, the implementation of the underlying opening idea is demonstrated through an illustrative game which outlines the strategic concept, tactical issues and nuances. Each chapter contains a section “Looking a little Deeper” which covers transpositions, relevant variations and extensions to the main idea as well as a conclusion which assess and summarize the topical concept.



The authors define "Dangerous Weapons" as:

- ♣ Moves that create complex, original positions, full of razor-sharp tactics and rich positional ideas where creative, attacking play is rewarded; moves which are new, rare or very fresh, leaving plenty of scope for research.
- ♣ Moves that are highly ambitious; ones which aim for total domination.
- ♣ Moves that have been previously ignored, discarded or discredited by theory, perhaps unfairly so or maybe for the wrong reasons.
- ♣ Moves that are visually shocking, moves which seem to contradict the laws of the game.

Dangerous Weapons: Flank Openings covers 14 concepts. Most of these chapters introduce fantastic tactical weapons for White and Black, the type of blows one will not want to be facing for the first time during a game. While some weapons are better than others, the net is that this specific book represents solid analysis and ambitious ideas. My overall impression is positive.

The book includes the following chapters:

Fun times with Nimzowitsch's 4 e4 (1 c4 e5 2 Nc3 Nf6 3 Nf3 Nc6 4 e4)

Fighting Back against the Kostenites: Part 1 (1 c4 e5 2 g3 c6 3 d4 e4)

Fighting Back against the Kostenites: Part 2 (1 c4 e5 2 g3 Nf6 3 Bg2 c6 4 d4 exd4 5 Qxd4 Na6)

Disaster on the Dark Squares (1 c4 Nf6 2 Nc3 e6 3 e4 c5)

Further Aggression with the Mighty Mikenas (1 c4 Nf6 2 Nc3 e6 3 e4 d5)

An Improved Lowenthal? (1, c4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nxd4 e5 5 nb5 a6)

The Kasparov Gambit (1 c4 c5 2 Nf3 Nf6 3 d4 cxd4 4 Nxd4 e5 5 Nb5 d5 6 cxd5 Bc5)

Slaying the Slav (1 c4 c6 2 Nf3 d5 3 e3 Nf6 4 Nc3 e6 5 b3 Bd6 6 Bb2 Nbd7 7 Qc2 0-0)

Kramer's Gambit (1 Nf3 d5 2 c4 dxc4 3 e4)

An Enhanced Benoni (1 Nf3 d5 2 c4 e6 3 b3 Nf6 4 Bb2 Be7 5 g3 0-0 6 Bg2 c5 7 0-0 Nc6 8 e3 d4)

Larsen's antidote to the From (1 f4 e5 2 fxe5 3 exd6 Bxd6 4 Nf3 Nf6 5 Nc3)

Beware the Polar Bear! (1 f4 d5 2 Nf3 g6 3 g3 Bg7 4 Bg2)

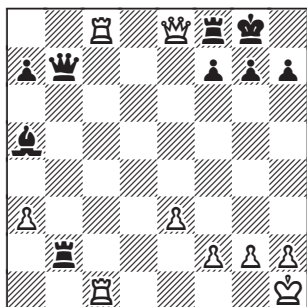
As you can see, this is a rather eclectic collection of ideas to complement one's opening repertoire. From a pragmatic standpoint, it makes sense to find ideas relevant to one's style and existing opening repertoire. For example, if either the Benoni or Benko is already in your arsenal, the Kasparov Gambit (1 c4 c5 2 Nf3 Nf6 3 d4 cxd4 4 Nxd4 e5 5 Nb5 d5 6 cxd5 Bc5) should be right up your alley. This variation became popular after the following famous game, and I used it to beat a couple of GMs.



Adrian Mikhalchishin - Garry Kasparov

1981 USSR Ch

1 d4 Nf6 2 c4 c5 3 Nf3 cxd4 4 Nxd4 e5 5 Nb5 d5 6 cxd5 Bc5 7 N5c3 O-O 8 e3 e4 9 Be2 Qe7 10 Nd2 Rd8 11 a3 Nxd5 12 Nxd5 Rxd5 13 Qc2 Bf5 14 b4 Bb6 15 Bb2 Nc6 16 O-O Qg5 17 Kh1 Rd6 18 Nxe4 Bxe4 19 Qxe4 Rd2 20 b5 Rxe2



21 bxc6 Rxb2 22 cxb7 Rf8 23 Rac1 Ba5 24 Rc8 Qb5 25 Rfc1 Qxb7 26 Qe8

26...Qxc8 27 Qxc8 Bd2 28 h3 h6 29 Qc4 Bxc1 30 Qxc1 Rxf2 31 Qc7 a6 32 Qa7 Rf6 33 a4 Rd8 34 a5 Rd1+ 35 Kh2 Rd2 36 Qb8+ Kh7 37 Qb4 Rff2 38 Qe4+ f5 0-1

The book illustrates some of the fine points of this system using the following game:

Klaus Bischoff - Gawain Jones

Liverpool 2006

1 d4 Nf6 2 c4 c5 3 Nf3 cxd4 4 Nxd4 e5 5 Nb5 d5 6 cxd5 Bc5 7 N5c3 O-O 8 e3 e4 9 Be2 Qe7 10 a3 Rd8 11 Nd2 Nxd5 12 Nxd5 Rxd5 13 Qc2 Bf5 14 b4 Bb6 15 Bb2 Nc6 16 O-O Bc7 17 Rfd1 Rc8 18 Qb3 Be6 19 Qa4 b5 20 Bxb5 Bxh2+ 21 Kxh2 Qh4+ 22 Kg1 Rh5 23 f4 Qh2+ 24 Kf2 Rh3 25 Nf1 Rf3+ 26 Ke1 Qxg2 27 Rd2 Qg1 28 Rad1 Bh3 29 Qa6 Rxe3+ 30 Re2 Qxf1+ 31 Kd2 Rd8+ 0-1

Some ideas presented in the book are creative and fascinating. For example, in the Mikenas Variation of the English opening:

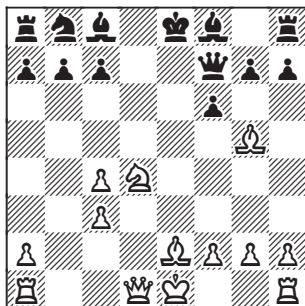
Andrey Shariyazdanov - Alexander Riazantsev

Biel 2004

1 c4 Nf6 2 Nc3 e6 3 e4 d5 4 e5 d4 5 exf6 dxc3 6 bxc3 Qxf6 7 Nf3 e5 8 d4 exd4 9 Bg5 Qe6+ 10 Be2 f6 11 Nxd4 Qf7

And now, the invention of the imaginative English player, Simon Williams:

12 Bh6!! g6 13 Qd2 Na6 14 O-O Bxh6 15 Qxh6 Bd7 16 Bf3 O-O-O 17 Rfb1 c6 18 Qc1 Rhe8 19 Qb2 Bf5 20 Nxf5 gxf5 21 Bh5 Qe7 22 Bxe8 Rxe8 23 Qd2 Nc5 24 Re1 Ne4 25 Qe3 Qa3 26 f3 Nd6 27 Qd4 Rd8 28 Rad1 Qxa2 29 c5 Nf7 30 Qxf6 Rg8 31 Qxf5+ Kb8 32 Qf4+ Kc8 33 Rd2 1-0





This variation has been played by strong GMs and White is 5-0 in games listed in Chessbase.

Ni Hua - Aleksej Aleksandrov

Calcutta 2004

1 c4 Nf6 2 Nc3 e6 3 e4 d5 4 e5 d4 5 exf6 dxc3 6 bxc3 Qxf6 7 d4 e5 8 Nf3 exd4 9 Bg5 Qe6+ 10 Be2 f6 11 Nxd4 Qf7 12 Bh6 c5 13 Nb5 [13 Bxg7!! wins: 13...Qxg7 14 Bh5+ Ke7 15 Nb5 Nd7 16 Qd6+ Kd8 17 Qc7+ Ke7 18 O-O with winning attack; or 13...Bxg7 14 Bh5 cxd4 15 Bxf7+ Kxf7 16 Qh5+ Kf8 17 O-O and White maintains a strong attack, eg, 17...Bd7 18 Rfe1 Nc6 19 Qc5+ Kf7 20 Qd5+] 13...Bf5 14 O-O Qd7 15 Bf4 Na6 16 Re1 Kf7 17 Bf3 Rd8 18 Bxb7 g5 19 Bg3 Nb8 20 Qh5+ Kg7 21 Rad1 Qxb7 22 Rxd8 Nc6 23 Rd5 Bg6 24 Qg4 h5 25 Rd7+ Kh6 26 Qe6 Qa8 27 Qxf6 Be7 1-0

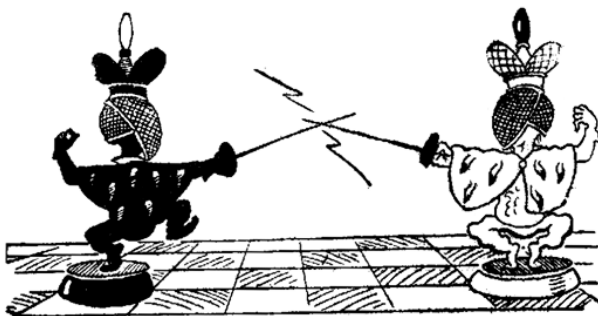
Another instructing idea is presented in the chapter "Disaster on the Dark Squares (1 c4 Nf6 2 Nc3 e6 3 e4 c5)". In this variation White sacrifices a pawn in order to exploit the weakness of Black's dark squares. The book's discussion focuses on White's long-term positional compensation.

Etienne Bacrot - Josif Dorfman

Marseille 2001

1 c4 Nf6 2 Nc3 e6 3 e4 c5 4 e5 Ng8 5 Nf3 Nc6 6 d4 cxd4 7 Nxd4 Nxe5 8 Ndb5 a6 9 Nd6+ Bxd6 10 Qxd6 f6 11 Be3 Ne7 12 Bb6 Nf5 13 Qc5 Qe7 14 Qxe7+ Kxe7 15 f4 Ng6 16 g3 d6 17 Bh3 Bd7 18 O-O-O Bc6 19 Rhe1 Kf7 20 Nd5 exd5 21 Bxf5 Nf8 22 c5 dxc5 23 Bxc5 h5 24 Re7+ Kg8 25 Rde1 Rh6 26 Rc7 Ng6 27 h4 a5 28 Bc8 a4 29 Kd2 Rh8 30 Bf5 Rh6 31 a3 Rd8 32 Kc3 Kh8 33 Bb6 Ra8 34 Bc8 Kg8 35 Bd4 Rh8 36 Be6+ Kh7 37 Bxf6 Rhe8 38 Rxg7+ Kh6 39 Rc7 1-0

Overall, *Dangerous Weapons: Flank Openings* is a worthy book for players who would like to navigate their opponents into relatively unexplored waters.





From the creators of "The Box..."

MATE

A Film by Alexander Kane

YOUR NEXT MOVE MAY BE YOUR LAST...

SUMMER 2009



Chess Clubs

Please send additions / corrections to the Editor:

♚ Alexandria: Kingstowne Chess Club, Kingstowne South Center, 6080 Kingstowne Village Parkway, Tuesdays 7-9:30pm, info Rob McKinney, robcmckinney@aol.com, (703) 924-5883 ♚ Arlington: Arlington Chess Club, Lyon Village Community House, 1920 N Highland St (at Lee Hwy), Fridays 7:30pm. Registration for rated Ladder and Action events ends 8pm. Blitz/Quick tourney first Friday of each month. Info www.wizard.net/~matkins or John Campbell (703) 534-6232 ♠ Arlington Seniors Chess Club, Madison Community Center, 3829 N Stafford St, Mondays, 9:45am, info (703) 228-5285 ♚ Blacksburg: Chess Club of Virginia Tech, GB Johnson Student Center, Rm 102, Virginia Tech, Wednesdays 7-9pm ♚ Charlottesville: Charlottesville Chess Club, St Mark Lutheran Church, Rt 250 & Alderman Rd, Monday evenings ♚ Chesapeake: Zero's Sub Shop, 3116 Western Branch Blvd (Rt 17), (Poplar Hill Plaza near Taylor Rd intersection), Mondays 6pm to closing ♠ Great Bridge United Methodist Church, corner of Battlefiled Blvd & Stadium Dr, Tuesdays, 6:30-10pm, info 686-0822 ♚ Culpeper: Culpeper Chess Club, Culpeper County Public Library, Rt 29 Business (near Safeway). Adults meet Tuesdays 6:30-8:45pm, juniors Thursdays 6:30-8:45pm. Info John Clark 540-829-6606 ♚ Fort Eustis: contact Sorel Utsey 878-4448 ♚ Danville: Danville Chess Club, Danville YMCA, 810 Main Street. Mondays 6:30-9:30 pm. Info John Thompson 434-799-8898 ♚ Fredricksburg: Spotsylvania Chess, Lutheran Church Rte West 4.7 miles from Exit 130 on I-95. Every Tuesday 6-9pm, info Mike Cornell 785-8614 ♚ Glenss: Rappahannock Community College - Glenss Campus Chess Club, Glenss Campus Library, Tuesdays 8-10pm in the student lounge, info Zack Loesch 758-5324(x208) ♚ Harrisonburg: Shenandoah Valley Chess Club, Trinity Presbyterian Church, corner of S High (rt 42) & Maryland Ave (Port Republic Rd), Fridays 7:30pm, <http://cep.jmu.edu/huffinacj/svcc/svcchome.html> ♚ McLean: Booz Allen Hamilton CC, Hamilton Bldg, Rm 2032, 8283 Greensboro Dr. Thursdays, info Thomas Thompson, 703-902-5418, thompson_thomas@bah.com ♚ Mechanicsville: Stonewall Library, Stonewall Pkwy, Mondays 6:30-9pm 730-8944 ♚ Norfolk: Tidewater Chess Club, Beth Messiah Synagogue, 7130 Granby St, Norfolk. Tuesdays, 7-10 pm, Ernie Schlich (757) 853-5296, eschlich@verizon.net ♠ Larchmont Public Library, 6525 Hampton Blvd, Wednesday 6-9pm ♠ ODU Chess Club, Webb Univ Ctr, Old Dominion University, info www.odu.edu/~chess ♚ Reston: Reston Community Ctr Hunters Woods, 2310 Colts Neck Rd, Thursdays 6:30-9:30 pm. Limited number of sets & boards available, or bring your own. No fee, but you must sign-in at each meeting ♚ Richmond: The Kaissa Chess Club, Willow Lawn Shopping Center, in the food court, Thursdays 6-9pm. info Gary Black (804) 741-1666 ♠ The Side Pocket, Cross Roads Shopping Center, Staples Mill Rd. A billiards parlor with chess tables set up any hour, every day ♠ Huguenot Chess Knights, Bon Air Library Community Room, 1st & 3rd Friday of each month, 7-11pm, info Walter Chester 276-5662 ♚ Roanoke: Roanoke Valley Chess Club, Grandin Ct Rec Ctr, Corner of Lofton & Barham Rd SW, Fridays 7:00-11:00pm, Info Brian Roark (540) 378-1316 or brian.roark@acterna.com ♚ Stafford: Bella Cafe Chess Nights, 3869 Jefferson Davis Hwy, Suite 103, Stafford, VA 22554. Tuesdays & Thursdays 7pm -10, sets and boards on site, frequent tourneys. Contact Will at 703-445-8855 or bellabagelcafe@yahoo.com ♚ Virginia Beach: Tidewater Community Chess Club, Bldg D ("Kempsville") Cafeteria, Tidewater Community College Va Beach Campus, 1700 College Crescent Rd. Mondays 7-10pm ♚ Williamsburg: Williamsburg CC, The Williamsburg Landing, 5700 Williamsburg Landing Drive. 2nd floor Game Room. Tuesdays 7-10pm. Don Woolfolk 757-229-8774 or Tom Landvogt 757-565-5792 ♚ Winchester: Winchester Chess Club, Westminster-Canterbury Home for the Elderly, Tuesdays 7pm ♚ Woodbridge: Prince William Chess Club, Tuesdays 7-9pm at the Game Parlor, Prince William Square, 14400 Smoketown Road. Contact Dick Stableford, 703-670-5887 or o6usmc@comcast.net



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In This Issue:

Readewrs' Games & Analysis	
(McKenna, Freeman)	1
The General's Board Game (Rogalski)	11
Book Review (Gorman)	15
Chess Clubs	20
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