

VIRGINIA CHESS

Newsletter

The bimonthly publication of the
Virginia Chess Federation

2010 - #1

Introducing...

the "Callaham Attack" in
the Philidor Defense (*see page 6*)

Also...

Springfield Open

Rogalski on
The Original of Chess

Book Reviews

Herrera on the Petroff
in Correspondence Chess

Readers' Games & Analysis



42nd annual

Virginia Open

March 5-7

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2010 - Issue #1

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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.

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2010 Springfield Open

CHESS RETURNED to the Holiday Inn-Springfield on the snowy weekend of January 29-31. Ninety-eight players turned out for the five-round, single-section event, including seven masters and seventeen experts. Virginians Macon Shibut & Dov Gorman, and Maryland's Shinsaku Uesugi, tied for first with 4½ points apiece. Other prizewinners were Yuri Barnakov, Kimani Stancil, Eric Most, Daniel Clancy, Gill Guo, Craig Saperstein & Daniel Weissbarth (seven-way tie for top Expert); John Farrell, David Long & David Hulvey (= top class A); Kartik Gupta, Aditya Ponukumati & Matthew Shih (= top B); Isuru Attanagoda, Jordan Bekenstein, Shicheng Zhao, Erik Blad & Frank Kidd III (= top D); and Jonathan Cao (top under 1200).

The Springfield venue hosted several tournaments in recent years, including the Delaune Memorial and several state championships, before shutting down its conference area for renovations last year. The meeting rooms reopened just in time for an elevator system failure that, by virtue of the fire code, left the hotel unable to rent out guest rooms. As a result, out-of-town players had to find other accommodations nearby. The hotel was empty except for the tournament, and the snowstorm, things took on the look of an outtake from *The Shining*: a motley assortment of chess players take shelter from a blizzard in an otherwise abandoned hotel... Mike Atkins & Brennan Price directed the production.

Oladapo Adu – Macon Shibut

Kings Indian Attack

Notes by Macon Shibut

1 Nf3 g6 2 g3 Bg7 3 Bg2 c5 4 O-O Nc6 5 e4 e5 6 d3 Nge7 7 c3 O-O 8 a3 h6 9 b4 d6 10 Be3 b6 11 Nbd2 f5 12 exf5 gxf5 13 b5 Na5 14 Nb3 [not 14 Nxe5 dxe5 15 Bxa8 f4] **14...Nxb3 15 Qxb3+ d5** [Optically, at least, Black has a wonderful center. White's game doesn't feel unduly constricted, however, and things are a bit fragile with my development incomplete and the d-pawn pinned in two directions.] **16 Nh4** [Δ f4, and so provoking Black's reply] **16...f4 17 Bd2 Bg4 18 Rfe1 f3 19 Bh1 Qd6 20 Re3 Nf5 21 Nxf5 Rxf5 22 h3 Bxh3 23 Bxf3 Rd8** [The balance is maintained: White eliminated the thorn at f3, while Black has completed his development. But now a blunder occurred...] **24 Kh2?** [The other attempt to exploit Black's bishop, 24 g4, would also be dubious, eg 24...Rg5 25 Bxd5+ Qxd5 26 Qxd5+ Rxd5 27 Rxh3 Rxd3 28 Kf1 c4! Here and in the course of the actual game we see how the hanging bishop at d2 can hurt White, so the developing move 24 Rd1 would have been logical.] **24...Bg4 25 Bxg4** [There is nothing better. If 25 Kg2 Black can confirm his advantage by 25...Bxf3+ 26 Rxf3 Rxf3 27 Kxf3 e4+ (27...Qg6 may be even stronger) 28 dxe4 c4; and 25 Qd1? would be catastrophic after 25...Rxf3 26 Rxf3 Qg6 with a decisive pin.] **25...Rxf2+ 26 Kh3 Rxd2 27 Rf3 h5!** [Maintaining the initiative is paramount here because the opposite color bishops

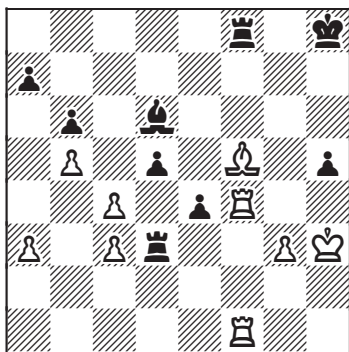


will either accentuate an attack if I can drum one up (Black will attack with virtually an extra piece operating on the dark squares), or major pieces will leave the board and we arrive at an ending where the extra pawn wouldn't matter much. Thus I rejected lines such as 27...Rxd3 28 Rxd3 c4 29 Qxc4! dxc4 30 Rxd6; or 27...Qg6 28 Raf1 Rxd3 29 Rxd3 Qxd3 30 Rd1. Offering to return the pawn opens dark square lines and pokes at White's insecure king. Even though I had no a 'refutation' of 28 Bxh5 in sight, the dangers facing White are clear in variations like 28...Qh6 29 g4 c4 30 dxc4 e4 Δ...Be5. I was not surprised that he declined the pawn, keeping the h-file closed and his bishop on a more central post.] **28 Bf5 Kh8 29 Qa4?**

The intruder at d2 really makes the king uncomfortable and meanwhile White's own queen rook remains unemployed. 29 Ra2! addresses both problems at once. Black would still have some advantage, of course, but White is holding. The text move is over-optimistic. White threatens a7 and also envisions sweeping across to h4 in some cases—suddenly it could be the *light* squares and *White's* initiative driving the play. However, that needn't happen if Black continues resolutely.

29...c4! 30 dxc4 e4 [The pawn center finally has its say.] **31 Rf4 Rd3!** [threat: ...Qxf4] **32 Raf1 Rf8** [threat: 33...Rxf5 34 Rxf5 Qxg3mate] **33 Qb4 Be5! 34 Qxd6 Bxd6** (*diagram*)

Black is winning, but the proof involves a number of sharp variations. For instance, 35 R4f2 would set a trap: 35...Bxg3? looks good at first blush, but then 36 Bxe4! defends (36...Rxf2 37 Bxd3 etc). So I intended 35...Rxg3+ 36 Kh4 Rfg8, reckoning White could not hold out for long with such a king.



What happens if he tries the 35 Bxe4 idea straight away? Again, if 35...Rxf4 36 Bxd3! defends. Black has a beautiful solution available, however: 35...Rxg3+! 36 Kxg3 Rxf4 37 Rxf4 dxe4! and White is paralyzed. 38 c5 bxc5 39 a4 e3 40 Kf3 Bxf4 etc.

35 cxd5 [Forlornly played, after long thought.] **35...Bxf4 36 Rxf4 Rxd5 37 Bxe4 Rxf4 38 Bxd5** [or 38 gxf4 Rxb5 39 Kh4 Kg7. Black will play Kh6 and pick up one of the queenside pawns.] **38...Ra4 39 c4 Kg7 40 Kh4 Rxa3 41 g4 hxg4 42 Kxg4** [The defense is hopeless because White cannot liquidate the queenside, nor can he blockade Black's king in the long run. The winning plan is to get the king amidst the pawns and then return the exchange to capture them both.] **42...Re3 43 Kf5 Kf8 44 Be4 Rc3 45 Bd5 Ke7 46 Ke5 Rc1 47 Bg8 Rg1 48 Bd5 Rg5+ 49 Kf4 Rh5 50 Ke4 Kd6 51 Kd4 Rh4+ 52 Kd3** [or 52 Be4 Rg4] **52...Kc5 53 Kc3 Rh3+ 54 Kd2 Kd4 55 Be6 Rc3** [Δ 56...Rxc4] **0-1**



Charles Yang - Yuri Barnakov

Semi Slav

1 d4 d5 2 Nf3 Nf6 3 c4 e6 4 Nc3 c6 5 b3 Bb4 6 Bd2 Nbd7 7 a3 Bd6 8 cxd5
 exd5 9 g3 Qe7 10 Qc1 Ne4 11 Bg2 O-O 12 Nxe4 dxe4 13 Ng5 Nf6 14 Bf4
 Bxf4 15 Qxf4 Re8 16 O-O h6 17 Nh3 Bg4 18 Qd2 Qd7 19 Nf4 g5 20 f3 e3
 21 Qb2 Bf5 22 d5 Qd6 23 dxc6 gxf4 24 cxb7 Rad8 25 g4 Bg6 26 Rad1 Qb6
 27 Rxd8 Rxd8 28 Rc1 Kg7 [Black has outplayed his opponent thus far, but
 rounding up the b7 pawn turns out to be a bit awkward. The most reliable way
 may be 2...Nd7 29 Rc8 Rf8 and finally Qxb7] 29 h4 Rd5? [to prevent g5 after
 ...Qxb7, but now something even worse happens] 30 Rc6! Qxb7 31 Qxf6+ Kg8
 32 h5 Bd3 33 Qc3 Ba6 34 Rxh6 Kf8 35 Qh8+ Ke7 36 Qf6+ 1-0

42nd Annual

Virginia Open

March 5-7, 2009

Crowne Plaza Tysons Corner

1960 Chain Bridge Rd, McLean 22102

5-SS, Rd1 Game/2, Rds 2-5 40/2, SD/1. \$3400 in two sections, top 4 in
 Open guaranteed, rest b/140. *Open*: \$600-400-300-250, top X, A each
 \$180. Winner gets plaque and title 2009 Virginia Open Champ. *Amateur*:
 (under 1900): \$400-200-150, top B,C,D, U1200 each \$160, Unrated \$100.
 Winner gets plaque and title 2009 Virginia Open Amateur Champ. *Both*:
 Reg Friday 5:30-7:45pm, rds 8, 10-4:30, 9-3:30. EF \$60 if received by
 2/28, \$70 later and at site. \$5 discount to active military. \$35 Re-entry
 from rd 1 into rd 2 only, Sat 9-9:45am. One irrevocable ½pt bye allowed
 with entry before rd 1. VCF membership req'd for Virginia residents (\$10
 adult, \$5 U19). Hotel: chess rates \$79 for single/double, reserve before
 Feb 27. Walk-up chess rate possible but not guaranteed, so reserve early!!
 See www.vachess.org/vaopen.htm for online link to register for hotel.
 No Outside Food allowed in playing room! NS, NC, W. FIDE (Open)
 JGP. *Enter*: Make checks payable to "Virginia Chess" and mail to Michael
 Atkins, PO Box 6138, Alexandria VA 22306. Info www.vachess.org/vaopen.htm
 or email matkins2@cox.net for questions only, no internet
 or phone entries!!

30 Grand Prix points



Arlington Chess Club Championship

IM Oladapo Adu scored a perfect 4–0 to win the 2009 Arlington Chess Club Championship. Aaron Margolis won the Amateur title. The tournament was played Dec 5–6 at Henderson Hall (Ft Myer) and attracted 31 entries.

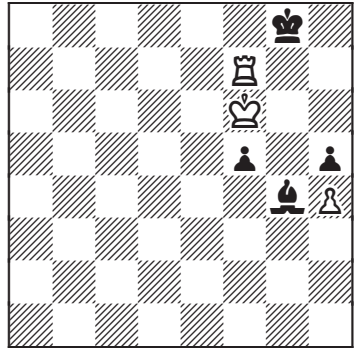
Oladapo Adu - Ian Schoch

Kin's Indian Attack

This was the exciting last round game board #1. 1 Nf3 Nf6 2 g3 b6 3 Bg2 Bb7 4 O-O e6 5 d3 Be7 6 e4 d6 7 Re1 O-O 8 Nbd2 Nbd7 9 c3 c5 10 a4 a6 11 Bf1 Qc7 12 d4 cxd4 13 cxd4 e5 14 d5 Rfc8 15 Re3 Qc2 16 Qe1 Ng4 17 Rea3 Qc7 18 h3 Ngf6 19 Rc3 Qd8 20 Nb1 Rxc3 21 Nxc3 Nc5 22 Nd2 a5 23 Bb5 Nfd7 24 Qd1 Rc8 25 Qe2 Bg5 26 Ra3 Nf6 27 f3 Nh5 28 Qe1 Qf6 29 Be2 Be3+ 30 Kh2 Qg5 31 h4 Qh6 32 Nd1 Nxe4 [32...Nxg3!? 33 Nxe3 (33 Qxg3? Bf4) 33...Nxe2 34 Qxe2 Qxh4+ 35 Kg1 Nxe4] 33 Nxe3 [33 fxe4 Rxc1] 33...Nexg3 34 Ng4 [34 Bc4!?] 34...Qf4 [34...Qg6] 35 Nc4 Qd4 36 Be3 Qxd5 37 Nxb6 Qe6 38 Nxc8 Bxc8 39 Qxa5 h6 40 Bb5 Qe7 41 Kh3 [41 Qa8!? Qxh4+ 42 Kg1 Qh1+ 43 Kf2] 41...f5 42 Nxh6+ gxh6 43 Bc4+ Kh8 44 f4 [44 Qa8] 44...Qg7 45 Qd8+ Kh7 46 Bg8+ Kh8 [46...Qxg8 would transpose] 47 Bf7+ Kh7 48 Qg8+ Qxg8 49 Bxg8+ Kxg8 50 b4 Ne2 51 b5 Nhx4+ 52 Kh2 Bd7 53 b6 Bc8 54 a5 Ba6 55 Rb3 Bb7 56 Rb2 Nc3 57 Bxf4 exf4 58 Rf2 f3 59 a6?! [59 Rxf3! Bxf3 60 a6 and b7] 59...Bxa6 60 Rxf3 Nd5 61 Rb3 Bb7 62 Rd3 Nxb6 63 Rb3 Bf3 64 Kg3 Bg4 65 Rxb6 h5 66 Rxd6

At this point each player had only a minute or so left in the ‘sudden death’ second time control. White began moving his rook around, playing quickly so that no time was running off his time-delay clock. This allowed him opportunity to gather his thoughts, plus it ran an occasional second or two off Black’s clock whenever something vaguely threatening arose. In fact, the position probably ought to be drawn with Black’s king near the “safe” corner, ie the one not of the same color square as his bishop. (Similar positions are difficult, and sometimes impossible, to win even without Black’s two pawns—look it up!) Nevertheless, after 21 moves, the following position was reached with Black to play:

87...f4 88 Kg6 f3 89 Rf4 Bh3 90 Kxh5 Bf1 91 Kg5 Be2 92 h5 Kg7 93 h6+ Kg8 94 Rf6 Bd1 95 Rg6+ Kh7 96 Rc6 Be2 97 Rc7+ Kg8 98 Rd7 f2 99 h7+ Kh8 100 Kh6 1–0





Kingstowne Chess Club

by Don Millican

FRIDAY, DECEMBER 13, 2009 TURNED OUT TO BE UNLUCKY for myself and the regulars of Kingstowne Chess Club's monthly Quads and Action-Pluses. After battling illness for nearly a week, I gave in to the inevitable and sought medical care, which lead to a five-day hospital stay. This required a last-minute cancellation of Quad#60/Action-Plus #32. January 9 saw the resumption of the series in Alexandria. With three events cancelled in 2009, players were more than a little uncertain as to the status of the tournament. I received several e-mails asking exactly that. Yes, I replied, the tournaments will go on as scheduled. Twenty-five turned out for the Action-Plus while a half-dozen played in a single "Quad" section.

Dennis Burke won the Swiss system "Quad" with $2\frac{1}{2}$ points, taking home a gold medal. Just behind with 2 were John Brockhouse, Abihin Dommalapati, and Francis Chen. Tiebreaks gave Brockhouse second place silver and Chen third place bronze.

2009 Virginia State Champion Andrew Samuelson started and finished at the top of the Action-Plus with a perfect 5-0 score. Alex Passov, Adam Chrisney and Aravin Ponukumati tied for 2nd-4th with 4. Saad Al-hariri won Under 1800 with $3\frac{1}{2}$. Under 1400 was shared by Jordan Flemer, Ryan Zhou, Robert Getty, Kaizen Conroy, Jason Liu and Jnanadeep Dandu, all with 2. Alex Lamana took Top Unrated with half a point.

The Quads and Action-Pluses take February off for the 8th annual Kingstowne Chess Festival. The FIDE-rated Open section features \$1,000 in guaranteed prizes and 15 Grand Prix points. The lower sections feature prize funds up to \$500 based on entries. Quad #62/Action-Plus #34 will be on March 20.





Philidor Defense – the Callaham Attack

by Mike Callaham

I've been playing the Philidor Defense for a long time. I have found several improvements in the Hanham variation. Larry Evans published one of them in the September 1986 CHESS LIFE (page 46). I played that improvement for the entire time I used the old 1 e4 e5 2 Nf3 d6 3 d4 Nd7 4 Bc4 c6 move order, but now I reply 3...Nf6.

As I read up on the Philidor, Pickett's name just kept coming up. I finally got his pamphlet (I had to purchase my copy from Australia!) and I feel it takes the reader to a more repeatable and instructive middle game skeleton than any of the other available books. With the line 1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 Nc3 Nbd7 5 Bc4 Be7 6 O-O O-O 7 Qe2 c6 8 a4 Qc7 9 a5 h6 10 Bd2 Re8 11 Ba2 Nf8!? 12 Qc4 Bd8, Black's pieces get properly positioned for kingside operations. The other thing is that Pickett stays with Philidor philosophy. Almost everyone playing the White side of this opening gets in time trouble. Pickett's lines require more thought and courage than a lot of the pseudo-aggressive early breakaways that concede White a routine and comfortable middle game.

As for other Philidor books, Harding's *Philidor Defense—A Reappraisal* has the most practical lines against the exchange variation (4 de?! Ne4!?). His analysis of these tricky lines was most impressive. Cermak's *The Philidor Opening* is in German. I found this to be the only book to analyze some of the rare gambit lines. Kosten's *Winning With the Philidor* is a little difficult to read, but I'd have to call it the definitive book on the system! Kosten's explanations and examples go way beyond the introductory phase. He provided a lot of original and creative ideas and analysis. Kosten's understanding of the piece placement and the necessity not exchanging on e5, goes way beyond the Philidor! Better than any other author, he makes clear the tension on d4 and e5 in the main line! For instance, page 126 explains the problem with White pointlessly exchanging dxe5?!

As Black can only take on d4 and concede the center if there is tactical justification, likewise White can only capture on e5 if it is part of a well-conceived tactical operation. The resultant center configuration slightly favors Black, if anyone, as he has pawn control of d5, whilst White cannot say the same about d4. Obviously, there is no good reason to take on e5 at this juncture; Black gains use of b5 and c5, while White gains nothing.

That statement is true in the Hanham variation for the whole game!

The title of Bauer's *The Philidor Files* is definitely misleading! I thought this was going to be a connoisseur's manual but instead it seemed to me that this young



GM spent more time in front of his computer than his board and other available books. His comments about some of Pickett's lines indicate he hadn't actually read or analyzed Pickett's booklet! Throughout his book, Bauer expresses a serious disdain, even maybe a hatred, for the move ...h6. But he conducted virtually no analysis on the move. All in all, I saw very little break from the computer's analysis trees. I would sell this book first simply because I already have a computer!

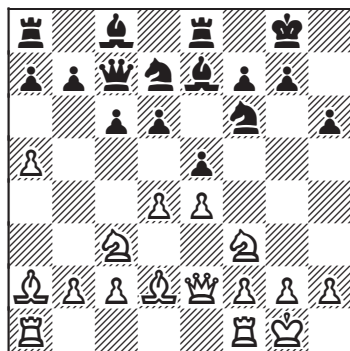
**1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 Nc3
Nbd7 5 Bc4 Be7 6 O-O O-O 7 Qe2
c6 8 a4 Qc7 9 a5 h6 10 Bd2! Re8**

White has lots of good choices, but which one? Retreating the light square bishop to a protected square is standard in lots of openings. But this is what I call a "Philidor Gift" — a routine/non-responsive move by White in a dynamic, peculiar, or deceptive position! Whatever the reasoning, Bd2 and a5 means shut down and control. Therefore, White needs to play d5! For most players, that's a lot of commitment.

11 Ba2?! (see diagram) 11...exd4!?

Pickett, Harding, Kosten, Cermak and Bauer all missed this, but it is very sound and may surprise White. You be the judge!

**12 Nxd4 d5 13 exd5 Bd6 14 Be3
Bxh2+ 15 Kh1 Ne5 16 a6**



The only move—really! 16 g3?! Qd7!! 17 f3 (17 Kxh2?? Qh3+ 18 Kg1 Neg4 19 f3 (19 Nf3? Re5! -+) Qxg3+ -+) 17...Bxg3 18 Qg2 Bh4 19 Bxh6 Nh5 20 Kg1 Qd8 ♯

**16...Neg4 17 axb7 Bxb7 18 dxc6
Bxc6 19 Nxc6 Qxc6 20 Nd5 Be5**

There's a lot of game left, and probably a lot of time. I think very few players would find 16 a6!

I've discovered how to get a lasting initiative when White retreats his light squared bishop to b3 or a2. This same research resulted in the discovery of a deceptive and virtually irresistible middlegame gambit. It gives Black a worthwhile and fun way to conduct a no-holds-barred assault against an unsuspecting king! If you think the Philidor is boring, you've been playing the wrong people!

**1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 Nc3
Nbd7 5 Bc4 Be7 6 O-O O-O 7 Qe2
c6 8 a4 Qc7 9 a5**

Harding gives a5 "!" and writes: "This move, suggested by Keres and analyzed in Pickett's booklet, cripples Black's queenside!" He goes on to

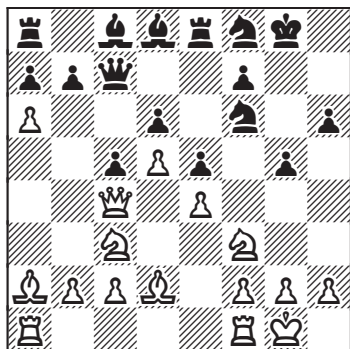


recommend 13...Ng6! and concludes by saying, "Readers should analyze these variations for themselves, as it is not impossible that an improvement could be found to establish equality." I don't agree with 13...Ng6! but my analysis has shown he was correct about there being improvements!

9...h6 10 Bd2 Re8 11 Ba2 Nf8!? 12 Qc4 Bd8 13 d5 c5 14 a6

From here, Pickett's line goes 14...b6? 15 Nh4! g5?! 16 Nf5 Bf5 17 exf5 with a delightful game for White. I took this position apart repeatedly, hundreds of times. I studied it days, weeks, months and now years. The results have been nothing less than spectacular! My move will change the Philidor forever!

14...g5!?



I first got interested in the Philidor because of a game I saw in Horowitz's *Modern Ideas In the Chess Openings* (1953). On page 70, he said that ...h6 in the Philidor "conceals its real purpose. It is not to prevent the adverse Bg5, as appears at first sight. Instead, it is intended as a prelude to a kingside assault, with the rook pawn serving

as a prop for the later advance ...g5. This plan in conjunction with the maneuver ...N-f8-g6 has the makings of a formidable assault in view!"

That idea gave birth to the Callaham Attack! The Philidor isn't going to be boring anymore!!? I looked at all the other alternatives in the position after 14 a6 and only 14...g5!?! poses a long term, unexpected problem for White. (And if anyone thinks a computer came up with 14... g5!?! they'll find that most programs think there are at least twenty better moves.)

Here is the plan: gain space on the kingside to induce h3 or f3. Eliminate the useful forward movement of the Knight on f3. Take 100% control of f4 to prevent opening of the f-file. Use the knights to pressure the g- and h- files as well as f3. The king will need to slide, lift, or both, to allow the rooks onto the g- and h- files. The queen will need a couple tempos to get over and out on the wing, and the king may need tempo help for his lifts and slides. Give away the whole queenside if you have to. Eliminate White's dark squared bishop if at all possible—pawns left on a5 or a7 will usually draw it out to where you can take it with a rook. Stay alert for opportunities for ...d5, and for bringing the knights into f4 and h4—even when g3 has been played. Understand that any White pieces returning to save their king must use e2, f1, or the 3rd rank; other squares are too far away! Lastly, remember that there is no turning back. Sooner or later something always comes if you're ready to sac and attack.



15 axb7 Bxb7 16 Bb3!

Another possibility is 16 b4 cxb4 17 Qxb4 a5 18 Qa3 Ba6 19 Rfb1 Ng6 20 Rb2 Nf4 21 Qa4 Kg7 22 Rb3 Rc8 23 g3 Ne2+ 24 Nxe2 Bxe2 =

16...Ng6 17 Ba4 Rf8 18 b4 cxb4 19 Qxb4 a5 20 Qa3 Ba6 21 Rfb1 Qe7 22

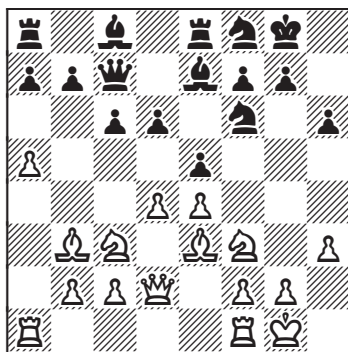
Bc6 Rc8 23 Be3 Nh5 24 Bb6 Nhf4 25 Bxa5 g4 26 Nd2 Qg5 27 Bxd8 Rfxd8 28 Qxa6 Nxg2! 29 Qd3 N6f4 30 Qg3 Nh4 31 Kh1 f5 32 Nc4 Nh3 33 Rf1 f4 34 Qd3 Qh5 35 Nd2 Ng5 36 Rg1 Rc7 37 Nb5 Rg7 38 Ra7 Rxa7 39 Nxa7 Kh8 40 Qb5 Rg8 ∞

Since I broke that line, my Philidor has become world class. This is just my prep line, but the encouraging thing is that virtually every motif shows up in my games! For your pleasure, here are three of them. In each I received Philidor Gifts. The first game is against John Roush, a five-time West Virginia state champion. The next game is with a long-time Expert who took over an hour for his first 15 moves while I had used just 17 minutes! He lost on time. The third and most recent game is from the 2007 Virginia Closed against the 1998 state champion. I am respectfully requesting that anyone with a serious opinion about the theoretical importance of the Callaham Attack contact me directly by emailing ms20493@aol.com

John Roush - Mike Callaham 1997 Lipkin/Pfefferkorn Open

1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 Nc3 Nbd7 5 Bc4 Be7 6 O-O O-O 7 h3 [White plays this move as routinely as he plays the bishop retreat. It gives me a tempo and a target.] 7...c6 8 a4 Qc7 9 Bb3?! h6!? 10 a5?! [a5 and a bishop retreat do not go together.] 10...Re8 11 Be3 Nf8

12 Qd2 (diagram) 12...N6h7!? [I spent 28 minutes looking at a straight 12 ...g5. I was playing in the under 2200 section and was afraid the sac would leave me too exposed. At home I found out it is equal: 12...g5!? 13 Bxg5 hxg5 14 Qxg5+ Kh8 15 Bxf7 Nsh7 16 Qg6 Rf8 17 Bc4 Bxh3 18 Qh6 exd4 19 Nxd4 Bg4] 13 Ne1 g5!? 14 f3 Ng6 15 Nd3 Nh8 16 Qf2 Nf4! 17 dxe5 dxe5 18 Bxa7?! [Not his best, but easy to do because he will gain tempos against the queen. But they chase me



where I want to go.] 18...N8g6 19 Bb6 Qd6 20 Rfd1 Qf6 21 Be3 Qg7 22 Ne2 [Another 30 minutes...] 22...Bxh3!? 23 g3 Ng2?! 24 Kh2?! Nxe3 25 Qxe3 g4 26 f4 Bd8 27 f5 Nf8 28 Nc5 Re7 29 Qc3 Qg5 30 Bc4? [White has misses opportunity after opportunity. At one point I wondered whether he was trying to win the game at all. Once I got more experience I realized that he doesn't have a plan, he's waiting for me to mess up.] 30...Qh5? [I saw 30...Bxa5! 31 Rxa5 Rxa5



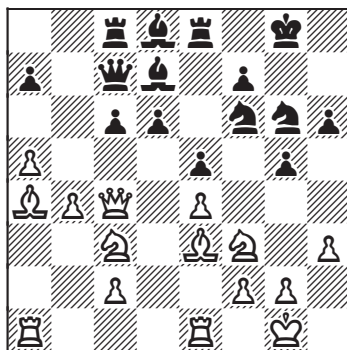
32 Qxa5 Qe3 33 Qe1 Qxc5 ♣ but didn't feel I was getting enough. When I got home, I learned better.] **31 Kg1 Nh7 32 Nd7? Rxd7 33 Rxd7 Bb6+ 34 axb6?** [34 Rd4 Bxd4+ 35 Nxd4 exd4 36 Qxd4 Qg5 ♣] **34...Rxa1+ 35 Kf2** [35 Nc1 Rxc1+ 36 Kf2 Nf6 37 Bxf7+ Qxf7 38 Rxf7 Nxe4+ 39 Ke3 Nxc3 40 Rxb7 Nd5+ 41 Kd2 Rb1 42 b3 e4 43 Re7 e3+ wins] **35...Rf1+ 36 Ke3 Rf3+** [36...Qg5+ 37 Nf4 (only move) exf4+ 38 gxf4 Qxf4+ 39 Kd4 Rd1+ 40 Bd3 Nf6 41 Rxb7 Qxe4+ 42 Kc5 Qd5+ 43 Kb4 c5+ 44 Qxc5 Qxb7 wins] **37 Kd2 Rxc3 38 Kxc3 Nf6 39 Rxb7 Nxe4+ 40 Kb4 c5+ 41 Kb3 Nd2+ 42 Kc3 Nxc4 43 Kxc4?** [43 Rb8+ Kg7 44 b7 Qxf5 45 Rg8+ Kxg8 46 b8Q+ Kg7 47 Kxc4 Bf1 wins] **43...Qxf5 44 Nc3 Qxc2 45 Kxc5 Bg2 46 Rb8+ Kg7 47 Kc4 Qxb2 0-1**

Lief Kerell - Mike Callaham
2003 Millennium Chess Festival

This game taught me to look for ...d5. I also saw how long my opponents will take to come up with the right moves. **1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 Nc3 Nbd7 5 Bc4 Be7 6 O-O O-O 7 Re1** [When you play this move, I have to figure you may have a clue.] **7...c6 8 a4 Qc7 9 a5 h6 10 Qe2 Re8 11 Bb3 Nf8!? 12 d5 g5 13 h3 Ng6 14 Qc4 Bd8 15 dxc6?! [What Kosten said about dxe5 is probably true about this capture as well. The time control was game 2 hours, and to this point my opponent had used over an hour compared to my 17 minutes! I think he was afraid that if I got in ...c5, he wouldn't have enough time to figure out how to win.] 15...bxc6 16 Ba4 Bd7 17 b4 Rc8 18 Be3?!]**

(diagram)

18...Nh5? [18...d5! 19 exd5 (only move) cxd5 20 Qxc7 Rxc7 21 Nb5 Bxb5 22 Bxb5 Re6 ∞] **19 Rad1 Re6? 20 Qa6 Nh4 21 Qxa7 Qxa7 22 Bxa7 Rf6 23 Be3 g4 24 Bxf4 exf4 25 Nd5?** [25 e5! was a killer! 25...dxe5 26 Ne4 Re6 27 hxg4 Be8 28 Bb3 Re7 The only reason I'm getting away with playing this badly is because my opponent is in major time trouble!] **25...gxf3 26 Nxf6+ Bxf6 27 Rxd6 Be6 28 Rxc6 Rd8 29 Bb3 Bxb3?! 30 cxb3**



Kg7 [White has to push the pawns, 'cause I'm never gonna exchange the rook!] **31 Rec1 Ne5 32 Rc8 Rd6 33 b5 Bh4 34 gxf3 Nxf3+ 35 Kg2 Nd2 36 R8c6 Rd4** [He has five minutes left!] **37 b6 f3+ 38 Kh1 Bxf2 39 b7 Bg3 40 Rg1?? Nxe4 41 Rxc3+** [He almost touched the pawn on b7! 41 b8Q? Nf2mate] **41... Nxg3+ 42 Kh2** [forced—42 Kg1? Rd2!] **42...f2 43 b8Q f1Q 44 Qxc3+ Kh7 45 Rc2 Rd1 46 Qf2 Qh1+ and White's flag fell! 0-1**

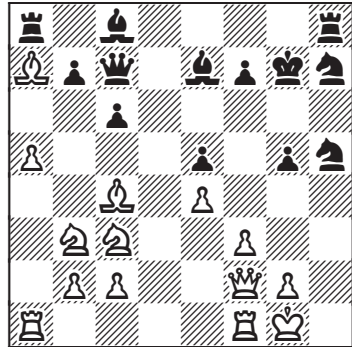


Rodney Florez - Mike Callaham

2007 Virginia Closed

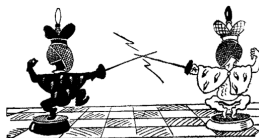
My opponent was the 1998 Virginia champ. This game again confirms what Kosten said about dxe5. I'd spent a lot of time preparing for this exchange. I was ready! **1 e4 e5 2 Nf3 d6 3 d4 Nf6 4 Nc3 Nbd7 5 Bc4 Be7 6 O-O O-O 7 h3?! c6 8 dxe5 dxe5 9 a4 Qc7 10 a5?! [Without the threat of d5, this move means very little right now! Still, he spent 24 minutes finding it! White has spent a total of 41 minutes. Black has used three!] 10...h6 11 Be3 Rd8! [Now Qd2 like in the Roush game is not possible.] 12 Qe2 Nf8 13 Nd2 g5?! 14 h4?! [I'd have to assume that 13...g5 did not go into his calculations since this move cost him 12 more minutes!] 14...N8h7 15 hxg5 hxg5 [Rodney is in serious time trouble. We are playing 30/90 and he has 18 minutes left, while I've got 74!] 16 Qf3 Kg7! 17 Qg3 Bg4 [This is the only move that gives the Callaham Attack a chance. If the knight come to f3, it must be exchanged! 18 f3 was what I was hoping for and is in accordance with the plan!] 18 f3 Bc8 19 Qf2 Nh5 20 Nb3 [20 Bxa7? Rxd2!] 20...Rh8 21 Bxa7 (diagram)**

21...Rxa7! [Eliminating his dark squared bishop prepares for the transfer of my queen to the kingside.] **22 Qxa7 Qd6 23 Rfd1 Qh6** [White's best here is a6! But if it took 41 minutes for your 1st 10 moves, and then 12 more minutes to come up with 14 h4?!, you are in too serious time trouble for moves like that!] **24 Qb8? Nf4 25 Qxe5+? Nf6 ♯ 26 Qxe7?** [26 Kf2 Qh2 27 Qxg5+ Kf8 28 Rh1 Nh3+ 29 Ke3 Nxg5 30 Rxh2 Rxh2 ♯ was White's last hope.] **26...Qh2+ 27 Kf2 Qxg2+ 28 Ke3 Ng4+!! 29**



fxg4 Rh3+ 30 Kd4 Qf2+ 31 Ke5 Ng6+ 32 Kd6 Qf4+ 33 e5 Nxe7 34 Rd4?? [34 Kxe7?? Qxe5+ 35 Be6 Bxe6 36 Nc5 Bxg4+ 37 Ne6+ Qxe6+ 38 Kd8 Qc8+ 39 Ke7 Qf8mate; or 34 Kc5 Qxe5+ 35 Kb4 Bxg4 wins] **34...Rh6+ 35 Kc5** [35 Kxe7?? Qxe5+ 36 Be6 Rxe6+ 37 Kd8 Re8mate] **35...Qxe5+ 36 Kb4 c5+ 0-1**

Well, there you have it, the Callaham Attack in the Philidor Defense: the non-Hollywood story of an A player busting analysis by experts, masters and grandmasters. The result? A new, fun, unknown and previously-unrecorded long-term middlegame gambit that sacrifices a whole side of the board in an attempt to kill the king. I will provide more examples against experts and masters as they become available!





Book Reviews

by Dov Gorman



PLAY THE SICILIAN KAN: A DYNAMIC AND FLEXIBLE REPERTOIRE FOR BLACK
by GM Johan Hellsten, Everyman Chess, paperback, 192 pages. List \$25.95

The Sicilian Kan variation (1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxd4 a6) is an excellent choice for players seeking a solid opening. One characteristic of the Kan is that it emphasizes long-term strategic maneuvering play over tactical blows. While this variation has not enjoyed the popularity and excitement of, eg, the Sveshnikov, Najdorf, or Dragon, it's earned a reputation as a "hard to crack" defense.

Play the Sicilian Kan is an excellent repertoire book. Author Johan Hellsten, a Swedish Grandmaster, does a fantastic job describing the strength and weaknesses of typical pawn structures, the variation's relevant plans, and the nuances arising during play. The opening concepts are presented via deep analysis of 40 games, organized in a logical way. The selection is sufficient for the reader to develop a deep schematic understanding, as well as a detailed specific preparation. This book is written such that players of all levels could benefit from its insights. It is refreshing to see an author who does not hold back, presenting the subject matter with passion.

CHESS SECRETS: THE GIANTS OF POWER PLAY

by GM Neil McDonald, Everyman Chess, paperback, 239 pages. List \$24.95

Packaging and re-packaging content in multiple fashions is a marketing trend common in, eg, the music industry. Thus we find offerings like "ABC Greatest Hits" or "Best of the 90's" or the "Classical/Jazz Ultimate Collection". The idea is to assemble compilations around particular themes. An editor can select from readily available content and present the highest quality expressions of the theme.

Chess Secrets: The Giants of Power Play is such a compilation. I must admit that I enjoyed looking back at the classic games included here. Without a doubt they are highly instructive and some of the most entertaining ever played. However, the general feeling the book leaves is similar to a 'greatest hits' music collection: while concentrated and entertaining, it lacks cohesion and depth.

McDonald defines "Power Play" as the combination of preparation, psychology and dynamism. Power players tend to use specific approaches to their games, including dynamic strategy, creating positional imbalances, risk taking, and diving into positions where tactical combinations are likely. McDonald presents examples from five giant power players: Paul Morphy (1892-1884), Alexander Alekhine (1892-1942), David Bronstein (1924-2006), Efim Geller (1925-1998) and Veselin



Topalov (1975-). The elements of power play are discussed using 88 illustrative games thematically organized in chapters such as “Catching the King in the Centre”, “A Battering Ram on the f-file”, “The Art of Surprise”, etc.

TRUE COMBAT CHESS: WINNING BATTLES OVER THE BOARD

by IM Timothy Taylor, Everyman Chess, paperback, 192 pages. List \$24.95

What does it take for a serious chess player to take his game to the next level? Acquire new opening knowledge? improve endgame technique? master strategic concept? identify tactical patterns? or perhaps acquire, or improve, mental toughness? In his new book, IM Tim Taylor describes his personal attempts to make his first Grandmaster norm. In the process he touches on many valuable lessons for anyone seeking practical approaches for making progress.

Some of the battles one has to fight before and during chess tournaments are internal to the player related to psychology, habits and preferences. Others are external, related to the opponents and objective over the board factors. Taylor addresses all of this in connection with 27 of his own games. For each game he describes the circumstances under which it was played; elaborates the main ideas in the opening (including model games as background; and of course analyses the play, with emphasis on the dynamics of each phase.

The game IM Tim Taylor – IM Kenny Solomon, to provide an illustration, was played in a round robin where players could prepare specifically as the opponent for each round was known in advance. Researching his opponent in a database, Taylor takes us through the process that led him to anticipate the Taimanov variation of the Benoni defense as likely to appear. Moreover, Taylor noticed that Solomon’s treatment of the variation includes the maneuver Qd8-h4-e7 and he provides some model games to help the reader get a feel for those positions. Taylor also noticed that Solomon has a tendency for speculative pawn-grabbing play based on ...Bxc3 and ...Qxe4. With all of that as background, it is interesting to see the resulting game:

Tim Taylor –Kenny Solomon

Budapest 2008

1 d4 Nf6 2 c4 e6 3 Nc3 c5 4 d5 exd5 5 cxd5 d6 6 e4 g6 7 f4 Bg7 8 Bb5+ Nfd7 9 Be2 a6 10 a4 Qh4+ 11 g3 Qe7 12 Nf3 0-0 13 0-0 Bxc3 14 bxc3 Qxe4 15 c4 Nf6 16 Bd3 Qe7 17 Re1 Qc7 18 Bb2 Nbd7 19 Qd2 Re8 20 Qc3 Rxe1+ 21 Rxe1 b5 22 Re8+ Kg7 23 g4! 1-0 [23...b4 24 Qxf6+ Nxf6 25 g5 h6 26 Bxf6+ Kh7 27 Rh8mate]

The flow of ideas in *True Combat Chess* is logical and easy to follow. Overall, I like this book and believe that it can provide valuable lessons. I found the discussion to be entertaining, honest, and insightful.



Where did Chess Really Originate?

by Tim Rogalski

IN EARLY 2001, I worked with an opinionated Iranian who stated that Chess originated in Persia. I told him that he was mistaken, that I had a lifetime of chess knowledge, and that Chess originated in India in the 6th century. He wouldn't hear of it. He insisted that Chess originated within Persia, and mentioned something along the lines that anyone who does not believe is an infidel. Over the course of several days, I was resolved to provide him with convincing evidence to substantiate my claim. My research took a shocking turn. I found out that there was actually more evidence to indicate that Chess originated in... China, and neither Persia nor India.

Yes, Chess originated in China! The first time I read this, I didn't believe it myself. It sounded more blasphemous than Chess originating in Persia. I discovered that as far as chess is concerned, India is actually an archeological wasteland. All I could find was the same hearsay I had been reading all my life, ie, comments by Murray, Reinfeld, and others that Chess originated there. If there were absolute conclusive evidence where and when Chess originated, I would not be writing this article. Everyone would have the same identical answer. If you have always thought that Chess originated in India, and never considered otherwise, then read on.

A 1985 article entitled, *The Origin of Chess*, by Sam Sloan, (online at www.anusha.com/origin.htm) is an eye-opener! Sloan's lengthy piece is packed with interesting information, along with dozens of useful links. I take what he says with a grain of salt, yet his enthusiasm can have positive effects. Sloan has a reputation for sometimes being controversial, but after reading his amazing article several times, I was at least convinced that Chess did not originate in India. So where did it come from?

I purchased the 1998 book, *The Genealogy of Chess*, by David H Li. Like Sloan, Li certainly did his research. He makes no apologies within the 300+ pages of his book that Chess originated in China, and believes that XiangQi (Chinese Chess) was invented by a Chinese general in 203 AD. The website www.chessbase.com/newsdetail.asp?newsid=2455 mentions that Li believes Chess was invented roughly 2200 years ago, citing that the rules of XiangQi are older than the rules of Western Chess. Li states, "The 'Chess-was-invented-in-India' theory has been with us for at least 300 years, so it is difficult to dislodge it in just a few years' time. I have proven the dissemination of XiangQi to Persia and India via the Silk Road. The result of my research: I cannot find any support for the 'Chess-is-an-Indian-invention'."

Historians agree that Chess spread via the Silk Road, which is a Chinese road. I can spell the word chess out of the letters in the word Chinese, while I can spell nada out of the letters in the word Indian. The facts are that the earliest chess excavations are found in China, while none has been found in India.



Another website, www.chess-poster.com/english/history.htm, mentions that the true origin of Chess remains unclear. However, it states, "it was not only two quoted texts that strengthened the belief for China as the birthplace of Chess, but also the circular bronze and ivory counters for the astrological Hsiang Hsi and for the war game Hsiang Chhi found during excavations. India is a Chess Sahara Desert for archaeological finds, written documents, literature, early references, legends or anything akin."

Like the adventures of Indiana Jones, my research continued to take many exciting turns. After brushing away more cobwebs, I stumbled upon a goldmine of historical research entitled, *Catastrophe - An Investigation into the Origins of Modern Civilization*, by David Keys. The excellent researcher Keys claims that the mythical Dark Ages began in the 6th century, precisely 535 AD, when the infamous Krakatoa volcano not just erupted but literally exploded with such force that the volcanic dust and ash spewed into the Earth's atmosphere blotted out the Sun for 18 months. This upheaval caused droughts, floods, plagues, and a worldwide drop in temperatures of more than two degrees. The healthy water supply of several thriving civilizations gradually disappeared, and eventually these became lost civilizations.

What was most compelling about *Catastrophe* is that the three coldest centuries of the Modern Era—the 6th, 15th, and 19th—all correlate to significant leaps of chess advancements. In the coldest century, the 6th, Chess was invented (presumably). In the 15th century, chaturanga became modern chess when the Queen and Bishop gained their present day powers. In addition, both castling and *en passant* rules were introduced. The 19th century saw the modern rules finalized and clocked tournaments introduced.



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Thirty or forty years ago, I visited the rare book department of the State University College at Buffalo, NY. Somewhere, I read that Chess originated 4000-5000 years ago in ancient Sumer. Sumer was a highly advanced civilization with batteries, indoor plumbing, and whitewashed multi-storied buildings. Sumer is also the origin of laws, printing, and language. The Sumerian language is a language isolate, which means that it did not descend from any other language. Around the time of Abraham, Sumer mysteriously vanished as a civilization, virtually overnight. Sumer was located in southern Mesopotamia, or Persia. Therefore, if Chess did originate in Sumer, then my workmate was correct, ie, Chess originated in Persia.

The Sumerians worshipped the same pantheon of gods as the Greeks and Romans. The names of these gods became different in each culture after the confusion of Earth's one language at the Biblical Babel, or Babylon. Referencing the website chessaleeinlondon.wordpress.com/2009/01/25/caissa/, a 1763 poem describes how Mars becomes infatuated with a nymph named Caissa. She is somewhat repulsed by the God of War, and does not return his favors. Mars enlists the aid of an ally, Euphron, the God of Sports and Games. Euphron creates the game of chess and designs a beautiful and elaborate board and chess set for Mars to give to Caissa. Mars gains Caissa's attention this way and teaches her how to play. As the game progresses, Caissa's resistance wears down. In the end, Mars wins more than just the game. Nevertheless, Caissa wins eternal fame. This 1763 poem is based on *Scacchia Ludus* ('The Game of Chess') written in 1510 by Marco Girolamo Vida—an Italian poet and later Bishop of Alba—where the nymph is called Scacchis.

Today, we dismiss such stories as entertaining myths. Yet, some old poems have more veracity than others. In the 19th century, the German archaeologist and adventurer

Heinrich Schliemann treated Homer's epic poems the *Iliad* and the *Odyssey* as factual and was thereby able to excavate Hisarlik, the legendary site of Troy, exactly where Homer said Troy was located.

Until clear-cut archaeological evidence is discovered, the true origin of Chess will remain unclear and inconclusive. Sadly, what does appear definitive is that Chess did not originate in India. The meager evidence suggests that Chess originated in China earlier than the 6th century, but it is still not strong enough to win a definitive ruling in the Supreme Court of Caissa.





Andrew Samuelson - Ronald Henry
DC Chess League 2009
Sicilian

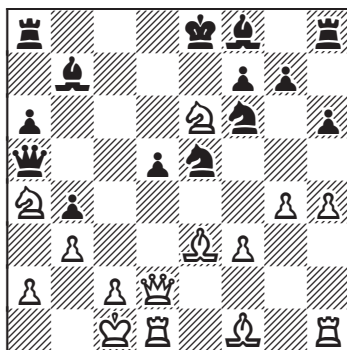
Notes by Andrew Samuelson

1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 d6 6 Be3 a6 7 f3 b5 8 g4 h6 9 Qd2 Bb7 10 O-O-O Nbd7 11 h4 b4 12 Na4 [The other knight moves, 12 Nce2 and 12 Nb1, are also reasonable.] 12...Qa5 13 b3 [This is all pretty well-known theory up to this point, and was played fairly quickly by both of us. This opening was very popular for a while among the world's elite players, although it currently seems to be out of favor.] 13...d5?! 14 e5! [Interestingly, this move is not the most popular option here. However, it seems strong. During the game it occurred to me that there must be a good reason top players haven't played 13...d5 in this exact position, and 14 e5 seemed like the only attempt to try and punish him. The main book line is 14 Bh3 dxe4 15 g5, but why allow Black to take on e4 if it's not necessary?] 14...Nxe5 [If 14...Ng8 15 f4 Black would have a lot of trouble developing his kingside.] 15 Nxe6! ± (diagram)

Without this trick 14 e5 wouldn't make sense, but the tactics are all in White's favor due to better development and a safer king.

15...Ned7?!

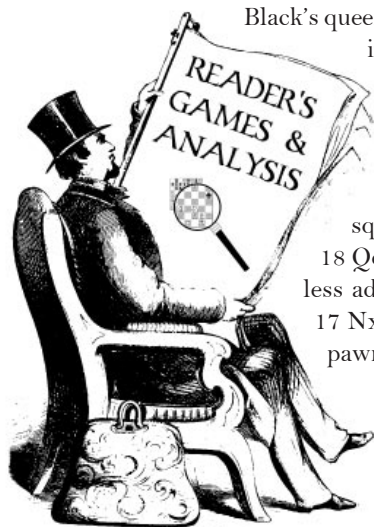
The main tactical is that
Black's queen is trapped



if 15...fxe6 16 Bb6; 15...Nxf3 is no better as after 16 Qe2 d4 17 Bxd4 Black's king position is too weak for him to survive long.

15...d4 is the best try, opening the long diagonal for Bb7 and giving his pieces the d5 square. Still, 16 Nxd4! (16 Bxd4 fxe6 17 Bb6 Qd5 18 Qe2 Qxf3 19 Qxe5 Qe4 20 Qxe4 Bxe4 21 Rg1 is less advantageous for White) 16...O-O-O (16...Nxf3 17 Nxf3 Bxf3 18 Bg2 +-) 17 Bg2 Black would be a pawn down for little or no compensation.

16 Nxf8 Rxf8 [16...Kxf8 17 a3 isn't much better. The b4-pawn will fall and he will be a pawn down along with king safety and development problems.] 17 g5 [A thematic idea for White in this opening, and Black's





position is already caving in. Where is he supposed to put his king?] **17...Nh5 18 Bh3 f5 19 gxf6 Nhxf6 20 Rhe1** [I continue hunting the Black king.] **20...Kd8** [An ugly move, but at this point there isn't much he can do to save his king. If **20...O-O-O 21 Bb6 Qb5 22 Qh2 Qc6 23 Ba7** there is no defense to **Qb8mate**] **21 a3** [Picking off b4 due to the pin will leave me a pawn up and win the c5 square for my pieces on top of my other advantages.] **21...Rc8 22 axb4 Qc7 23 Nc5 Nxc5 24 Bxc5 Rf7 25 Qe3** This is even stronger than taking the rook on c8, which isn't going anywhere. Black resigned in view of threat **26 Bb6**. For instance, if **25...Qc6 26 Be7+ Kc7 27 Qe5+ Kb6 28 Qd4+ Kc7 29 Qf4+ Kb6 30 Bc5+ Kb5 31 Bf1mate. 1-0**

Zhi-Ya Hu - Andrew Samuelson

DC Chess League 2009

Sicilian

Notes by Andrew Samuelson

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 a6 6 Be2 e5 7 Nb3 Be7 8 f4!? [8 Be3 or 8 0-0 are much more popular than this very aggressive move.] **8...exf4 9 Bxf4 Nc6 10 Qd2 O-O 11 O-O-O Ne5 12 Nd4 Qc7** [I should probably play **12...b5** right away to get counterplay on the queenside as quickly as possible, eg **13 Rhe1 Bb7 14 Nf5 Nxe4 15 Nxe4 Bxe4 16 Nxd6 Bxd6 17 Qxd6 Qxd6 18 Rxd6 Ng6 19 g3 Nxf4 20 gxf4=**] **13 Nf5 Bxf5 14 exf5 b5 15 a3 Rfc8 16 g4 Qb7** [The position has a ton of dynamic potential for both sides. This incredible computer-generated variation illustrates the possibilities: **16...b4 17 axb4 a5 18 b5 a4 19 Bxe5 dxe5 20 Bf3 a3 21 Bxa8 Rxa8 22 Qd3 axb2+ 23 Kxb2 Qa5** and Black wins] **17 Qd4!?** [Getting the pawn storm underway with **17 g5** was stronger, eg **17...Ne4 18 Qd5 Qxd5 19 Nxd5 Bd8 20 Rhg1 Nf2 21 Rd2 Nh3 22 Rg3 Nxf4 23 Nxf4 ±**] **17...Rab8?!** [It was better to eliminate the g4-pawn: **17...Nexg4 18 Rhg1 Ne5** Now White gets the upper hand.] **18 g5 Nfd7 19 Nd5 Bf8 20 h4** [Commencing the wrong plan. He should play **20 f6!** with a bind, eg **20...Nc5 21 Kb1 g6 22 Rhe1 Ne6 23 Qd2 Nc4 24 Qc1 a5 25 Bg4 Rc5 26 Bf3 Qa7 27 Be3 Nxe3 28 Qxe3 b4 29 a4** and it would be very difficult to use my bishop.] **20...a5 21 h5** [21 f6 was still preferable] **21...b4 22 axb4 axb4 23 b3 Qc6 24 Rd2 Nc5 25 Kb2 Ra8 26 Rb1??**

26 g6 was the best try, though by now the game is swinging in Black's favor in any case. For example, **26...Qb7 27 Ra1 Nc6 28 Qg1 Rxa1 29 gxf7+ Kxf7 30 Qxa1 Ra8 31 Qb1 Ne4 ±**

The text is a blunder that loses instantly. Can you see why?



26...Ra2+! 27 Kc1 [27 Kxa2 Qa8+ 28 Ba6 Qxa6+ 29 Kb2 Qa3mate] **27...Nxb3+! 28 Rxb3 Rxc2+ 29 Kb1** [29 Kd1 Rc1mate] **29...Rc1+ 30 Kb2** [30 Ka2 Qa4+ 31 Kb2 Qa1mate] **30...Qc2+ 0-1**



Macon Shibut - Vladimir Polyakin

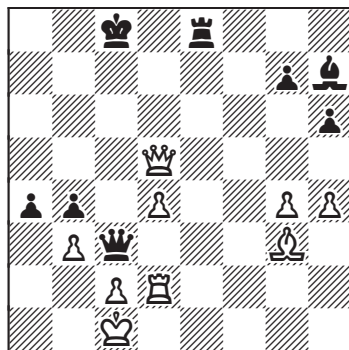
2009 Atlantic Open

Caro-Kann

Notes by Macon Shibut

1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Bf5 5 Ng3 Bg6 6 N1e2 Nd7 [Despite having been played once by Botvinnik, this is a weak move. Better 6...e6 or, particularly, 6...Nf6] **7 h4 h6 8 Nf4 Bh7 9 Bc4 e6** [9...e5!? was played in Tal-Botvinnik, 1960 (game 7). Black equalized after 10 Qe2 but Tal claimed that 10 Nd3 would have been a promising pawn sacrifice.] **10 Qe2 Bd6 11 Ngh5 Bxf4** [White has real pressure but this and Black's following move defend.] **12 Bxf4 Ndf6! 13 O-O-O** [White cannot just steal a pawn by 13 Nxg7+!? Kf8 14 Nh5? because of 14...Qa5+. However, I could have proceeded to sacrifice a piece with 14 Nxe6+ fxe6 15 O-O-O. I looked at this a long time, finally deciding that my position was too good to cash in for such a speculation. For instance, 15...Bf5 Δ Rh7 looks like an adequate defensive plan.] **13...Nxb5 14 Qxb5 Nf6 15 Qe2 Bf5!?** [I expected 15...O-O and White launches an attack of course, 16 g4 etc] **16 f3 b5 17 Bb3** [17 Bxb5 is well met by 17...Bxc2] **17...a5 18 a4 Nd5 19 Be5 Rg8! 20 g4 Bh7 21 Rhe1 Ra7! 22 Bg3** [Another piece sacrifice looks promising but it is hard to pull the trigger when the position seems good in any case: 22 f4!? f6 23 f5 fxe5 24 Qxe5, eg, 24...Re7 25 fxe6 b4 26 Qh5+ g6 27 Qxb6...] **22...Rb7 23 axb5 cxb5 24 Qe5 Rd7 25 f4 a4 26 Bxd5** [Only a computer could love 26 Ba2 Nb4 27 Bb1] **26...Rxd5 27 Qe3 Qc8 28 Rd2!?** [28 f5 was more active, reducing Black's options and in particular ruling out the plan he chose in the game.] **28...Kd7!** [Getting the king rook into the action at the cost of placing his king in the middle of things.] **29 f5 Re8** [I was very short of time – less than one minute to reach move 40 (the cost of considering all those unclear piece sacrifices earlier). In this position I considered (briefly!) 30 Qe4!? threatening fxe6+ and Qxb7—but I heeded my tactical distrust of putting the queen on line with his bishop. Also 30 f6!? was possible, to break up his kingside—but I heeded my strategic distrust of stabilizing his king's station in the center. So I just played a “normal” move.] **30 Qf3 Qc6 31 fxe6+ fxe6 32 Re3 b4 33 Re5 Qc4** [if 33...b3 I come back, 34 Re3 Δ Rc3] **34 b3** [Expecting 34...axb3 35 Qxb3=. Absent the time trouble I might have kept the tension with 34 Qf4, but Black is probably okay there too. Suddenly...] **34...Qc3? 35 Rxd5+ exd5 36 Qxd5+ Kc8** (diagram)

37 Qc4+? [I played moves 35-36 instantly but then hallucinated in the changed position. Black was threatening mate by Qa1 and also (I thought) Re1+ as I didn't realize my bishop defended that square. Trading

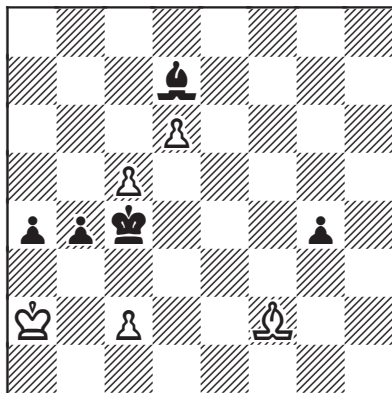




queens seemed “forced”. I altogether missed that I can capture with check after 37 Qa8+ Kd7 38 Qxa4+!, which probably wins. White can harass Black’s king until time control and, if necessary, close the e-file later by Be5] **37...Qxc4 38 bxc4 Bg8 39 d5 Re4 40 d6?** [Another missed opportunity, although even with more time I might not have found 40 Rf2! Rxg4 41 Rf8+ Kd7 42 Be5! etc] **40...Be6 41 c5 Rxg4 42 Be5?** [We were past move 40 but scorekeeping had long since gone by the wayside and we kept blitzing along. Remarkably, White had another good resource here: 42 c6! Rxg3 43 Rf2. After missing so many chances, it is only just that my position be now losing.] **42...Kd7**

At this point my flag fell and we reconstructed out score sheets. Before showing the remaining moves I will summarize how things played out: First I surveyed the wreckage of my game. At first things seemed grim but eventually I thought I might have worked out a drawing mechanism. Things proceeded as planned and my opponent began to take a long time on his moves—by then he had noticed the same defensive plan and was trying to figure a way around it. The specter of sudden death time control began to creep up on him. Unable to find a win, he offered a draw rather than just playing on in the hope that his superior position would somehow bear fruit. I accepted, of course. However, during one of his long thoughts, I had found an interesting possibility for him. The more I thought about it, the more worried I became. By the time he offered the draw I had pretty much assured myself that my position was lost after all (as my intuition had told me from the beginning).

43 Rd4 Rxd4 44 Bxd4 [For the moment I’m going to wait, using my king to hold up his queenside pawns, my bishop to stop the g-pawn. Black has some housekeeping to do before the position becomes critical.] **44...g5 45 hxg5 hxg5 46 Bf2 Kc6 47 Kd1 Kd5 48 Kc1 g4 49 Kb2 Bd7** [Hereabouts he began thinking 10 minutes or more on every turn.] **50 Ka2 Kc4 51 Kb2 Bc6 52 Ka2 Bd7**



Here Black offered the draw based on the following idea: White marks time with his king. As soon as Black’s king releases contact from c5, White plays Be1, takes the b-pawn, and then draws by sacrificing the bishops for the g-pawn while blocking the ‘wrong color rook pawn’ with the king. For example, 53 Kb2 Kd5 54 Ka2 Ke4 55 Be1 Kf3 56 Bxb4 g3 57 Bc3 Ke4 58 Be1 g2 59 Bf2 etc.

However, a study-like win is nonetheless possible as follows: 53...a3+ 54 Ka2 Kb5! With his pawn now at a3, Black’s king goes

back to free the bishop. 55 Ka1 Kc6 56 Kb1 Bf5 57 Kc1 Be6! losing a tempo 58



Kb1 Bd7! 59 Kc1 Bf5 This position is zugzwang: pawn moves either give away my connected pawns or allow Black his own (54 c3 b3 etc); a bishop move on the e1-h4 diagonal loses pawn c5 and d6 next; a bishop move on the other diagonal allows the g-pawn to reach g2. After that the basic drawing mechanism (B-e1xb4) doesn't work any more so Black would return his bishop to d7 to free his king, then advance the king to win White's bishop for the g-pawn. Finally, if 60 Kb1 b3; or if 60 Kd1 a2 61 Bd4 Kd5! 62 Bb2 Kxc5 etc. So unless I am mistaken, Black could have won in the final position. ½-½

John Meyer - Dov Gorman
DC Chess League, 2009
Blumenfeld Gambit

Notes by Dov Gorman

1 d4 Nf6 2 c4 e6 3 Nf3 c5 4 d5 b5 5 dxe6 fxe6 6 cxb5 d5 [Black sacrifices a pawn in order to achieve a strong mobile center.] **7 Bg5 Be7 8 Nbd2 Nbd7 9 e3 Bb7 10 Bd3 Qc7 11 Qe2 e5** [Black delays castling in order to gain space in the center.] **12 Nh4** [12 e4 does not work because of 12...c4 13 Bc2 c3 14 bxc3 Qxc3 15 Rc1 Ba3; but 12 Bf5 was better since the knight is off-side on h4.] **12...e4 13 Bc2 Qe5** [A strong centralizing maneuver by which Black seizes the initiative.] **14 Bf4 Qxb2 15 Nb3 Qc3+** [15...c4 was possible but the text forces a series of favorable simplifications.] **16 Qd2 Qxd2+ 17 Kxd2 Nh5 18 Nf5 Nxf4 19 exf4 g6 20 Nxe7 Kxe7** [The smoke has cleared and Black remains with an imposing set of central passed pawns.] **21 Na5 Rab8 22 Nxb7 Rxb7 23 a4 Rf8 24 Rhe1 Kd6 25 g3 g5 26 f3 exf3 27 Ra3 gxf4 28 Rxf3 Ne5 29 Rff1 f3 30 h3 h5 31 Ke3 d4+ 32 Kf2 d3 33 Bd1 a6 34 Ke3 axb5 35 axb5 Re7 36 Kd2 Rg7 37 Rxe5 Kxe5 38 Kxd3 Rxg3 39 Ke3 f2+ 40 Ke2 Rxh3 41 Rxf2 Rxf2+ 42 Kxf2 h4 43 b6 Kd6 0-1**


Adithya Balasubramanian - Larry Kaufman
2009 Maryland Open
Giuoco Piano

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 d3 Nf6 5 Nc3 d6 6 Bg5 h6 7 Bxf6 Qxf6 8 Nd5 Qd8 9 c3 a6 10 h3 Ba7 11 d4 O-O 12 O-O Re8 13 Re1 Bd7 14 Qd2 Na5 15 Bd3 c6 16 Ne3 b5 17 Rad1 exd4 18 cxd4 Nb7 19 Bb1 Qe7 20 e5 Rad8 21 Qc2 g6 22 e6 Bxe6 23 Qxc6 Ra8 24 Nd5 Bxd5 25 Qxd5 Qc7 26 Bxg6 Rxe1+ 27 Rxe1 Rb8 28 Bd3 Kg7 29 Nh4 Rd8 30 Re7 Qc1+ 31 Bf1 1-0



Changing Address?

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Continued - 
 one more on page 24



The Russian Game, times 6 *by Alex Herrera*

I am currently involved in a tournament for an IM norm in ICCF (WS/MN/047). There are 13 participants, meaning six games as White and six as Black. Oddly, all my Black games started out with the Petroff!

A couple observations:

♠ You see 1 e4 more in correspondence chess than in over-the-board. Correspondence players are still hopeful that they can defeat the Petroff or the Marshall. They take a long view—winning against these openings may be tough, but winning *any* correspondence game is tough!

♠ The top two ICCF countries, in terms of number of members, are Germany and the USA. Perhaps Fischer's 1 e4 is the sentimental choice for these nationalities?



Okay, enough fun speculating. As I said, I choose the Petroff, or Russian game, as my defense six times. Somebody called the Petroff an indirect attempt at winning, and I find that formulation very interesting: *Throw everything you've got at me! You, as White, are honor-bound to try to win! But I know this defense is very solid; should you overextend, I'll be there to collect a full point!*

So what are my brethren correspondence players trying these days? A line I see some enthusiasm for from the White perspective is 1 e4 e5 2 Nf3 Nf6 3 d4 Nxe4 4 Bd3 d5 5 dxe5 this has received some testimonial support in NIC 84 yearbook, and also elsewhere. I chose 5...Nc6 against Debevec and Mayr and drew both games.

Blaz Debevec - Alex Herrera

Petroff

1 e4 e5 2 Nf3 Nf6 3 d4 Nxe4 4 Bd3 d5 5 dxe5 Nc6 6 O-O Bg4 7 Nc3 Nxc3 8 bxc3 Bc5 9 h3 Bh5 10 Bf4 O-O 11 Rb1 b6 12 Re1 Na5 13 Be3 Bxe3 14 Rxe3 f5 15 e6 Qe7 16 Re5 g6 17 Ba6 c6 18 Qd3 Bxf3 19 Qxf3 Rfe8 20 c4 dxc4 21 Qc3 Rad8 22 Rbe1 Rd6 23 Bxc4 Nxc4 24 Qxc4 Kg7 25 Qc3 Qf6 26 Qa3 Qe7 27 Qg3 c5 28 a4 Qf6 29 e7 1/2-1/2

Franz Mayr - Alex Herrera

Petroff

1 e4 e5 2 Nf3 Nf6 3 d4 Nxe4 4 Bd3 d5 5 dxe5 Nc6 6 O-O Bg4 7 Nc3 Nxc3 8 bxc3 Bc5 9 Re1 O-O 10 h3 Bh5 11 Bf5 g6 12 Bg4 Bxg4 13 hxg4 Re8 14 Bg5 Be7 15 Bxe7 Rxe7 16 Rb1 Qd7 17 Rxb7 [I've found that in many instances giving up the pawn on b7 is a good defensive choice for Black; that idea also figured



into the game versus Laube below] 17...Rae8 18 g5 Nxe5 19 Nxe5 Rxe5 20 Rxe5 Rxe5 ½-½

In another game I tried a new move on move 16. It looks risky, but I spent some time on it. I had a few nervous moments, but managed to draw here too.

Rein DJ Thierry - Alex Herrera

Petroff

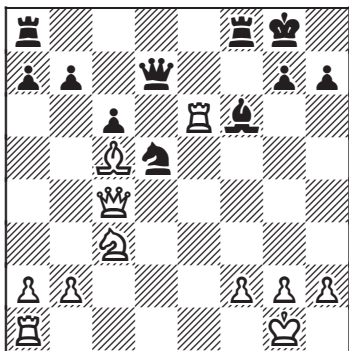
1 e4 e5 2 Nf3 Nf6 3 Nxe5 d6 4 Nf3 Nxe4 5 d4 d5 6 Bd3 Nc6 7 O-O Be7 8 c4 Nb4 9 cxd5 Nxd3 10 Qxd3 Qxd5 11 Re1 Bf5 12 g4 Bg6 13 Nc3 Nxc3 14 Qxc3 f6 15 Nh4 Kd7 16 Bf4 Bd6 17 Bxd6 cxd6 18 Nxg6 hxg6 19 Qc2 f5 20 Rac1 Rhc8 21 Qa4+ b5 22 Qa5 Rxc1 23 Rxc1 Qb7 24 Qb4 Re8 25 Qb3 Re6 26 g5 a5 27 a4 b4 28 f3 Ke7 29 Kf2 f4 30 Kg1 Qa7 31 Qc4 Qb7 32 Qc7+ Qxc7 33 Rxc7+ Kf8 34 Ra7 Re1+ 35 Kg2 Rd1 36 Rxa5 Rxd4 37 Ra6 b3 38 a5 Rd2+ 39 Kh3 Ke7 40 Ra7+ Kf8 41 Rd7 Rxb2 42 Rxd6 Ra2 43 a6 b2 44 Rb6 Kg8 45 Kg4 Rxa6 46 Rxb2 Ra4 47 Re2 Kh7 48 Re4 ½-½

In the next game I've tried another new idea on move 19 to try to defend a known position. Morozovich-Ivanchuk had seen 19...Re8. It seems that after my 19...Qd7 a position is reached where Black is a pawn down but likely to draw:

Panu Laine - Alex Herrera

Petroff

1 e4 e5 2 Nf3 Nf6 3 Nxe5 d6 4 Nf3 Nxe4 5 d4 d5 6 Bd3 Nc6 7 O-O Be7 8 Re1 Bg4 9 c4 Nf6 10 Nc3 Bxf3 11 Qxf3 Nxd4 12 Qd1 Ne6 13 Bf5 dxc4 14 Qa4+ c6 15 Bxe6 fxe6 16 Qxc4 O-O 17 Rxe6 Nd5 18 Be3 Bf6 19 Bc5 Qd7

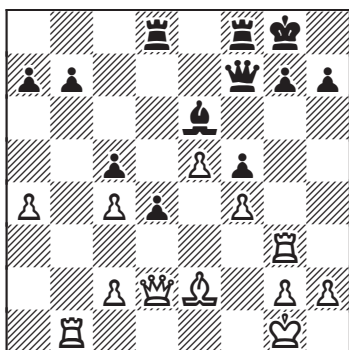


An illustrative line: 19 Bc5 Qd7 20 Rd6 Qf7 21 Nxd5 cxd5 22 Rxd5 Rfd8 23 Rad1 Rxd5 24 Rxd5 [24 Qxd5 Qxd5 25 Rxd5 Bxb2] 24... Re8 25 Kf1 Re5 26 Rd4 Rxc5 27 Qxc5 Bxd4 28 Qxd4 Qxa2 29 Qd8+ Kf7 30 Qd7+ Kf6 31 Qxb7 Qc4+ 32 Ke1 Qc1+ 33 Ke2 Qc2+ 34 Ke3 Qc5+ 35 Kf3 Qh5+ 36 Kg3 Qg5+ 37 Kf3 Qh5+ 38 Ke4 Qe2+ 39 Kd4 Qxf2+ 40 Kd3 Qf1+ 41 Kc3 Qc1+ 42 Kb3 Qd1+ 43 Kc3 Qc1 ±

Bernd Laube - Alex Herrera

Petroff

1 e4 e5 2 Nf3 Nf6 3 d4 Nxe4 4 Bd3 d5 5 Nxe5 Nd7 6 Nc3 Nxe5 7 dxe5 Nxc3 8 bxc3 Bc5 9 O-O O-O 10 Re1 Qh4 11 Be3 Bxe3 12 Rxe3 c5 13 Qd2 Be6 14 Rg3 f6 15 Re1 f5 16 f4 Qe7 17 Be2 Rad8 18 Rb1 d4 19 c4 Qf7 20 a4



20...Bxc4

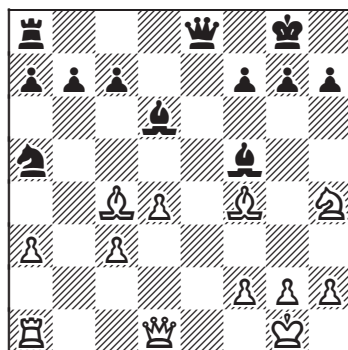
Not the obvious choice, but I thought it worthwhile to get rid of the not-so-great minor piece. White's bishop has more potential to become dangerous, while my bishop is no more than an awkward blockader. With the bishops on the board, White has a very clear plan of expanding on the queenside with a5, etc. So I thought it better to give up the b7 pawn rather than put it on b6. The resulting major piece ending seems very difficult to win.

Loving Akwei - Alex Herrera

Petroff

1 e4 e5 2 Nf3 Nf6 3 Nxe5 d6 4 Nf3 Nxe4 5 d4 d5 6 Bd3 Nc6 7 O-O Be7 8 c4 Nb4 9 Be2 O-O 10 Nc3 Bf5 11 a3 Nxc3 12 bxc3 Nc6 13 Re1 Re8 14 Bf4 dxc4 15 Bxc4 Bd6 16 Rxe8+ Qxe8 17 Nh4 Na5

It would be a great feeling to get through these games without a loss! I'm far from achieving that, but I intend to expend a great effort in pursuit of that goal.



The battle continues...

Readers' Games, *continued from page 21*

Andrew Samuelson - Martin Stengelin

2009 Maryland Open

French

1 e4 e6 2 b3 d5 3 Bb2 dxe4 4 Nc3 Nf6 5 Qe2 Nc6 6 Nxe4 Nd4 7 Qd3 e5 8 O-O-O Bf5 9 f3 Be7 10 c3 Bxe4 11 fxe4 Nc6 12 Qc2 O-O 13 Nf3 a6 14 Kb1 Re8 15 d4 exd4 16 Nxd4 Nxd4 17 cxd4 c6 18 Bd3 Ng4 19 Qe2 Qd7 20 e5 g6 21 h3 Nh6 22 g4 Bf8 23 Rhf1 Bg7 24 Qf3 Rad8 25 Be4 Qe7 26 Qf4 Kh8 27 g5 Ng8 28 h4 Rf8 29 h5 h6 30 hxg6 fxg6 31 Qg3 Qxg5 32 Qxg5 hxg5 33 Rh1+ Bh6 34 Bxg6 Kg7 35 Bc2 Rf4 36 Rdg1 Ne7 37 Bc1 Rfxd4 38 Rxh6 Kxh6 39 Bxg5+ Kh5 40 Bxe7 R4d5 41 Bg6+ 1-0



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