

VIRGINIA CHESS

Newsletter

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Arlington Chess Club

by Adam Chrisney

January 2017 saw the return of the blitz tournament to the Arlington Chess Club (ACC). Even with adding a new event, the club had a huge turnout for all of our events. We thank everyone who played at ACC this month!

We had an excellent turnout in our renewed ACC Blitz tournament (5 double-rounds [10 games] at a G/3 +2 time control), as 15 players fought for glory and a prize! When the dust settled, Willie Marcelino stood well ahead in first place (8½-1½) followed by Andrew Tichenor in sole second (7½), a half point ahead of three other competitors. While the club hopes to sponsor blitz



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VCF Membership Drawing for US Open Entry Fees

From July 29 to August 6, chess players from across the country will gather in Norfolk to play in the 2017 US Open Chess Championship. We want as many Virginians and VCF Members as possible to participate. To encourage you to play, the VCF will hold a random drawing and fund 10 fully-paid and partially-paid entries to the US Open. Eligibility includes all VCF members with active memberships as of April 1, 2017 and whose memberships are valid through August 6, 2017. There will be 4 fully-paid entries, 3 half-paid entries, and 3 quarter-paid—all at the amount of the earliest entry fee set by US Chess for the tournament and specified in the TLA. The payment will cover all or part of a winner's early entry into the main tournament, including the 6-day and 4-day options. It does not cover any side events. The drawing will happen on May 1, 2017 and winners will be contacted by mail or email immediately afterwards. So, be sure your membership and member information are up-to-date. To see the full eligibility criteria and winners' terms of acceptance, go online to www.vachess.org and select the link for the US Open Raffle. You can also check your membership expiration date on the VCF website. Click on Member List on the left. To update your membership information, contact the Membership Secretary at Membership@vachess.org.

50th annual

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Arlington Chess Club *continued*

tournaments often this year, we expect there will be months when we cannot hold a blitz tournament due to competition for dates with other tournaments.

The club had another large turnout for the ACC Ladder (30/90, SD/60, d5), as nearly 60 players fought for the Ladder Prize. This month, newcomer Wael Shreiba ran over his opposition (3 out of 4) while narrowly edging out long-time member Roberto Aguirre (2½) to secure the prize.

In an awesome turnout for the month, the ACC Action-Plus tournament (5 rounds, G/45, d5) had nearly 50 players compete. The turnout prompted the club to add a class prize in the Premier section. Big surprise (*not!*), Andrew Samuelson returned to his winning ways and ran the boards (5-0) to collect top prize in the Premier section. He was followed by young Andy Huang in sole second (4-1) and Zach Martin in sole third (3½). The Premier class prize went to young Bradley Guo who also picked up just over 100 rating points! In the U1700 section, two up-and-coming young players, Jason Liang and Sachin Satishkumar, tied for 1st/2nd with 4-1 scores, followed by a 3-way tie for 3rd a half point behind. Though she qualified for both, Neha Konduru snagged the U1200 Class prize leaving a 5-way tie for the U1400 prize. (Under USCF prize rules, any player that qualifies for more than one cash prize will be awarded the highest prize, to include accounting for split prizes.)

Finally, for the ACC Action tournament (3 rounds, G/30, d5), we had another great turnout as 16 players competed. Nikolas Theiss outlasted many higher rated opponents to win sole 1st place (3-0) while Andy Huang and Isaac Chiu tied for 2nd (2½).

Arlington Chess Club events continue to be a great value with lots of quality competition at every rating level. All of our recurring events are \$1-\$9 per game. Come check us out and see for yourself!





Mistakes Come in Pairs

by Macon Shibut

The following game illustrates Tartakower's famous adage that the winner in chess is the one who makes the second to last mistake. In fact, in this case the winner—Mikhail Botvinnik, 20 years old then and already among the best players in the world although no one knew it yet—made two consecutive weak moves that rendered his position first difficult and then probably lost. But there exists another pearl of chess wisdom to the effect that nothing is so difficult to win as a won game. Botvinnik's opponent duly committed his own double error. With that the evaluation shifted back the equality and then to Botvinnik's favor.

Savitsky - Botvinnik

Leningrad 1931

Vienna/King's Gambit Declined

Notes by Macon Shibut

1 e4 e5 2 Bc4 [Could this move be the next word in chess fashion? Consider the recent trend in openings among world class players. After several frustrating years of tackling the "Berlin Wall" endgame (1 e4 e5 2 Nf3 Nc6 3 Bb5 Nf6 4 O-O Nxe4 5 d4 Nd6 6 Bxc6 dxc6 7 dxe5 Nf5 8 Qxd8+ Kxd8) White widely conceded the theoretical debate and switched to 4 d3. It promises no great advantage but at least there will be a complicated fight with a board full of pieces. After a while some players got the idea that if they are going to play d3 (ie, not try to prove an advantage in the center by an early c3 and d4), maybe they should just put the bishop on c4 in the first place. It usually winds up on that diagonal anyway, and it seems like Black celebrates no less often than he regrets the 'weakening' but also space-gaining operation to drive it there by ...a6 and ...b5. Thus, after more than a century of Spanish hegemony in the 1 e4 e5 game, we are currently witnessing an Italian revival. And not even the slashing Italian game of Damiano, Greco, *et al* (1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 exd4 6 cxd4 Bb4+ 7 Nc3!? Nxe4 8 O-O Bxc3 9 d5!) but the slow form "Giuoco Pianissimo" eg 1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 O-O Nf6 5 d3 O-O



Karjakin-Aronian, Tata Steel 2017 among many other games. With the world's best players thus struggling away in positions that look to my eyes like every other game back in middle school, why wouldn't 2 Bc4 be the logical next step? White can aim for the same Italian Four Knight constructions but along the way he sidesteps the Petroff and gains the additional strategic option of an early f4. If you witness 2 Bc4 on the board of Carlsen or Giri in the coming months, remember that you read it here first.] **2...Nf6 3 d3 Nc6 4 Nc3 Bc5 5 f4 d6 6 Nf3** [By transposition a position from the King's Gambit Declined, normally reached via the move order 2 f4 Bc5 3 Nf3 d6 4 Bc4 Nf6 5 Nc3 Nc6 6 d3. Tchigorin sacrificed a rook against Pillsbury way back at Hastings 1895: 6...Bg4 7 h3 Bxf3 8 Qxf3 Nd4 9 Qg3 Nxc2+ 10 Kd1 Nxa1 11 Qxg7. The sacrifice also occurred in a Fischer simul game from 1964, and you can bet your e-pawns that Fischer was totally aware of the predecessor game. White might not be winning but he has a very strong attack. For instance, 11...Kd7! (the right move—11...Rf8 12 fxe5 dxe5 13 Rf1 Be7 14 Bg5 Nh5 15 Bxf7+ Kd7 16 Qxe5 is bad) 12 fxe5 dxe5 13 Rf1 Be7 14 Bg5 Rg8 15 Qxf7 Rxf7 16 Qe6+ Ke8 17 Rxf6 Rg7 18 Nd5 and Black might survive after 18...c6! but not 18...Qd6? 19 Nxc7+! Qxc7 20 Bb5+ Kd8 21 Rf8+! Bxf8 22 Qe8mate just like Morphy versus the Count.] **6...O-O 7 Na4 Bg4 8 Nxc5 dxc5 9 Be3 exf4 10 Bxc5 Re8 11 Qe2** [He might have simply castled but White wants to put his king on the queenside. To that end 11 Qd2 also attacks f4 but there is a tactical problem: 11...Ne5 12 Nxe5 Rxe5 13 Bb4 Nxe4! 14 dxe4 Rxe4+] **11...Ne5 12 Bb3** [now f3 is defended sufficiently] **12...a5 13 a4 Qd7 14 Bf2!?**

White changes his mind; if 14 O-O-O b5! rips apart the queenside. 14 Nxe5 doesn't work either because of 14...Rxe5 White's queen and bishop are both threatened so 15 Qf2 would be forced, then 15...b6 16 Ba3 Nxe4! 17 dxe4 Rxe4+ 18 Kf1 Rd8! (18...f3!? also looks promising) White has almost no move. If 19 Re1 Rxe1+ 20 Qxe1 Re8 wins; or 19 Kg1 g5 20 h3 Re2.





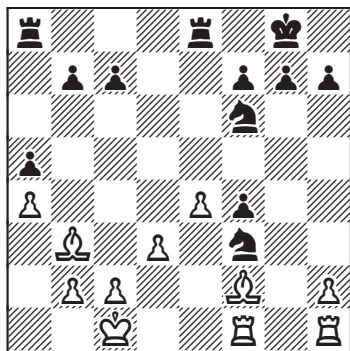
Savitsky's sly pawn sacrifice may be objectively no better than simply 14 O-O but it does force Black to solve some problems, and sure enough, errors were soon forthcoming.

14...Bxf3 15 gxf3 Qh3 16 O-O-O

Qxf3 [One naturally likes to get the queens off the board when grabbing a pawn, but in this particular case White's queen is situated rather awkwardly.

Botvinnik may have done his opponent a favor exchanging it. 16...Nxf3! 17 Rdf1 Qg2! for instance, highlights the problem. The text is not really a mistake yet, Black is fine, but he puts himself in a situation that is subjectively more difficult to handle and so lays the foundation for what follows.] **17**

Qxf3 Nxf3 18 Rdf1



Two bishops versus two knights, half-open f- and g-files, and a pair of unstable targets on f3 and f4... this is White's compensation for

the sacrifice. If he manages to win back the pawn—if, for instance, Black winds up just retreating the knight and allowing Rxf4 without drama—it will have been a great investment. Botvinnik's next move is comprehensible on these grounds: he wants to maintain the Nf3, which impedes White's rooks on both the f-file and the g-files since it controls g1

18...g5?

A thought experiment: try to forget about whatever tactics might be happening on the f- and g-files. Simply ignore all that for a second. What does Black want to play? 18... Rad8 looks logical, bringing the last piece into play on its obvious square. And that is indeed the right move! But the tactical justification is not easy to anticipate.

Now White would move the f2 bishop to discover against the knight, but where? There aren't so many squares. Only 19 Bc5 at first sight. Except the bishop is *en prise* on that square, which activates the gorgeous tactic 19...Nd2! 20 Kxd2 (20 Rxf4 Nxb3+ 21 cxb3 Rxd3) Nxe4+! and ...Nxc5

Had White noticed this in time, he might have hit on the better idea 19 Be3! fxe3 (19...Nxe2!?) 20

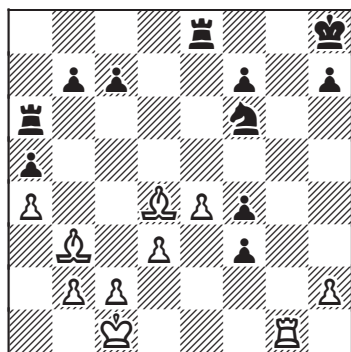


Rxf3 and rounding up the e-pawn with approximate equality.

19 Bc5 [19 Be3!? may be good here too, although it might never occur to anyone who hadn't seen the previous note. Sometimes one variation sows an idea that unexpectedly blooms in a different line.] **19...g4?** [As per the plan and, unfortunately, the second mistake. Black should again look to exploit the hanging bishop: 19...Nd7! 20 Rxf3 (if 20 Ba3 Nde5 the knights get entrenched without further compromising the kingside pawn structure) 20...Nxc5 White can retrieve his pawn after 21 Rg1 but 21...Nxb3+ 22 cxb3 Re5 23 Rxf4 Rd8 leaves Black fine.] **20 Rxf3!** [So much for firmly blocking the kingside files. A sacrifice usually finds easy justification if it destroys the entire premise of the opponent's play.] **20...gxf3 21 Rg1+ Kh8 22 Bd4** [22 Bxf7!? was also good] **22...Ra6**

As a result of Botvinnik's two slips, White is a full exchange down but the compensation is overwhelming. To begin with, 2R+N vs R+2B is a notoriously unreliable extra exchange in the best of cases. It often doesn't

play like a sacrifice at all, and here with the bishops running amuck it feels almost as if White were ahead material. Add to that the frightening situation of Black's king in the corner, plus all the pathetically weak f-pawns, White's advantage is nearly decisive.



23 e5?

Flush with the lust of battle, White voluntarily detaches the spearhead of his beautiful pawn chain. After a sacrifice like Rxf3 it can happen that you feel a need to push on as violently as possible. In fact, White should simply capture all the f-pawns, beginning 23 Bxf7! Rf8 (23...f2 wouldn't help—White plans to move his rook off the g-file anyway—24 Rf1 Rd8 25 Bc3 Kg7 26 Bc4 and then harvest the pawns) 24 Bc4 Rd6 25 Bc3 and either R-f1xf3 or R-g4xf4. Once he takes the pawns White actually will be ahead material



while maintaining all the positional advantages.

23...f2 24 Bxf2?

It's possible Savitsky actually wanted to be rid of his e5 pawn, hoping to exploit the dark-square diagonal, but this is the final mistake, whereas retaining the pawn as long as possible with 24 Rf1!? could have led to 24... Rd8 (not 24...Ng4? 25 e6+) 25 Bxf2 Ng4 26 Bh4 Rd4 and now 27 e6! Rxe6! (27...fxe6? puts Black back in danger after 28 h3) 28 Bxe6 fxe6 even looks winning for White at first glance since after 29 h3 the knight can't move due to Bf6+. In fact, 29 h3? overlooks 29... Rxa4! Instead 29 b3 would be correct and after 29...h5 30 h3 Ne3 31 Bf6+ Kh7 32 Rf3 Rd7 chances remain approximately balanced.

24...Rxe5 25 Bd4 Rf5 [The strafing

bishops and rook on the g-file appear menacing but there is no way to further reinforce the attack. Meanwhile Black retains a decisive trump: the forward f-pawn lives!] 26 Bxf7 h6 [relieving the mate threat and preparing to break the attack completely by ...Rg5] 27 h4 f3 28 Rg8+ [White can't find anything constructive so he bashes out the most forcing move. Rational 28 Kd2 is insufficient after 28...c5 forces the bishop to abandon either the pin or the f2 square, eg 29 Bc3 f2 30 Rf1 Kh7 etc] 28...Kh7 29 Rg1 Ng4! [threatening Rxf7] 30 Bc4 Rg6 31 Re1 [last try!] 31...Nf6 32 h5 [The point of Black's last turn was screening the dark diagonal to meet 32 Re7+ with 32...Rg7] 32...Nxh5 33 Re8 [Now 33 Re7+ can be answered 33...Ng7. The text threatens mate, but...] 33...Nf6 [...meeting all threats, attacking the rook, and also readying ...f2 next] 0-1

BRING CHESS TO YOUR SCHOOL!!!

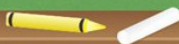
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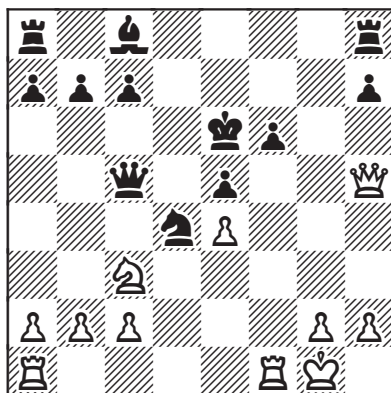
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Pick N Play – A Better 1st Move

by Mike Callaham



White to Play

This month's issue is #4529 from *Lazlo Polgars' 5334 PROBLEMS, COMBINATIONS AND GAMES* and our theme is making a better 1st move! The position arises after the introductory **1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 O-O Nf6 5 d4 Bxd4 6 Nxd4 Nxd4 7 f4 d6 8 fxe5 dxe5 9 Bg5 Qe7 10 Bxf6 gxf6 11 Nc3 Qc5 12 Bxf7+ Kxf7 13 Qh5+ Ke6**

White has a bona fide attack but might have only gotten a draw because he played the wrong move to start the attack.

14 Rxf6+?

The text move is only a draw!

14 Nd5! is correct and will result in Black losing everything! I'll bet White was just trying desperately to get his check in first. Proper calculation eliminates fear! Even when you are winning, complications like these are tough and demand amazing amounts of character and concentration. Without them, we will settle blindly for what looks good and turn wins into draws and losses!

After 14 Nd5 Black has 7 possible checks in reply. They all lose under analysis, but will make you start seeing shadows if you have to calculate them during a game!



14...Nxc2+ 15 Kh1 Qf8 16 Rac1 Kd6 17 Rxc2 Be6 18 Rxf6 c6 19 Qh3! Qe8 20 Rd2 cxd5 21 Rxd5+ Kc7 22 Qc3+ Qc6 23 Qxe5+ Kc8 24 Rc5 Re8 25 Rxe6 Rxe6 26 Qxe6+ Kc7 27 Rxc6+;

14...Nc6+ 15 Kh1 Qf8 16 Rxf6+ Qxf6 17 Nxf6 Kxf6 18 Rf1+ Bf5 19 Qxf5+ Ke7 20 Qf7+ Kd8 21 c3;

14...Nb5+ 15 Kh1 Rf8 16 b4 Qe7 17 Nxe7 Kxe7 18 g4 Be6 19 g5 Nd6 20 gxf6+ Kd7 21 Qxe5 Rae8 22 Qd4 Kc8 23 Qxa7 Bf7 24 Rf4 Nxe4 25 Rd1 Nd6 26 c4 Bh5 27 Rxd6 cxd6 28 Qa8+ Kc7 29 Qa5+ Kc6 30 Qb5+ Kc7 31 Qxh5;

14...Nf5+ 15 Kh1 Kd6 16 b4 Qc6 17 Rad1 Be6 18 Rxf5 Kd7 19 Rxf6 Qd6 20 Rxe6 Qxe6 21 Nf4+ Qd6 22 Qf7+ Kc6 23 Rxd6+

In fact, Black's best practical try might have been a non-check: 14...Kd6 but White can still win eg 15 b4! Qc6 16 Qf7! Re8 17 c4 b6 18 c5+ bxc5 19 bxc5+ Qxc5 20 Qxe8 Nf5+ 21 Kh1 Bb7 22 Qf7 Bxd5 23 exd5 Qxd5 24 Rad1 Qxd1 25 Rxd1+ Nd4 26 Qxf6+ Kd5 27 Qf3+ Kc5 28 Qxa8

14...Kxf6 15 Nd5+ Ke6 16 Qh6+ Kd7 17 Qg7+ Kd6?

White receives another chance to get away with a win. 17...Ke6 was essential. It is so important to make sure you stay awake and don't give your opponent anything. 18 Qf6+ Kd7 19 Qf7+ Kd8 20 Qf6+ Kd7 etc =

18 Qe7+ Kc6 19 Qxc7+ Kb5 20 a4+ Kc4 21 Ne3+ Kb4 22 c3+ Kb3 23 Qxc5 Kxb2 24 Qa3mate



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Mike Callaham



Personal & General

from the Editor



JUST as we go to press I learn that **Fred Holmes**, of Falls Church, has died unexpectedly. Fred was regular presence at the Arlington Chess Club and tournaments in the Washington DC metro area, although he didn't actually *play* chess often. (The last tournament he entered was in 2004 and only a handful of events over two decades before that.) He was more an active spectator and kibitzer, livening up countless post mortems with his keen observations and humor. Fred had an enormous chess book collection that he shared readily with anyone who asked. To encourage writing for our newsletter, I have occasionally offered book prizes to *Virginia Chess* contributors. It can now be told that those books were donated by Fred. I still have a few, and I will find some occasion to distribute them over the coming year. Fred and I were nearly the same age (born 1957), he and I both had our first children around the same time, and we each named our daughters Helen! He will be missed.

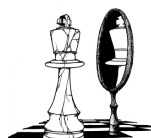
RESPONDING to feedback at the VCF annual meeting last September, the most recent couple issues of *Virginia Chess* have featured **larger type** for (hopefully) easier reading. There is a cost of course: larger type over the course of an entire issue can add up several extra pages, which costs the VCF more—or, alternately, I can print less material to keep the issues the same length. Now that it's been tried a couple issues, I'm looking for further feedback: has anyone even noticed the difference? Like it? Hate it? Is it worth having fewer articles? Let me know if you have an opinion.

Iam not above **crass use my Editor's chair for personal advantage**. As noted elsewhere in this issue, the US Open is set for July 29 to August 6, 2017 in Norfolk. I want to play... *hmm, I wonder if someone in the Norfolk area might be willing to house the Editor for the event?* In return for your hospitality I can offer a week of informal chess lessons, encouragement, and tall tales from a 3-time state champion; or if you prefer, I will just shut up and be an easy houseguest. I can pick up restaurant checks as the opportunity arises. I'll have a car and will provide transportation or pay for gas to and from the tournament venue. Anyone interested in seizing this rare opportunity please email vcfeditor@cox.net



Reflections

Reflections



Looking Back on an Amateur Chess “Career”

by Mark Warriner

COMBAT CHESS

Have you ever wound up with a position where you’ve no idea how you arrived and you’re sure sorry you let it happen? Yup, me too, lots of times. It happens due to a lack of adequate preparation, ie, study. No opening study, no pawn structure study, no tactics practices, no endgame study, no reviewing recent game theory, just... no study. I’ll let you in on a not-so secret: I barely study at all. I love to read chess books... okay, *peruse* chess books... okay, maybe just thumb through chess books. I haven’t tried the old “put the book under the pillow” trick, but it sounds more appealing than grinding away an afternoon memorizing the correct pattern for mating a lone king with knight + bishop, so I can drive it to the opposite-color corner first and then do the trick to mate it in the same-color corner, *blah, blah, blah*. I mean, how often does that really happen anyway? I’m sure now that I’ve said that, it will happen. And I’ll mess it up. At any rate, here are a few examples of costly combat. I won, but really the cost came down the road because I never progressed, thinking I could just get along on “talent.” Riiight...

Mark Warriner – David Dickey 1984 Virginia Closed State Championship English

David Dickey was a lawyer from the Charlottesville area. That’s about all I knew of him until I read his obituary a few years back. Apparently, he had a passion for wrestling, which might explain the “combat” nature of this game. It was quite a wrestling match for me. **1 d4 Nf6 2 c4 e6 3 g3 c5 4 Nf3** [This was just my eighth rated game, so

I can be forgiven just a little. The alternative here was 4 d4 which scores about the same.] **4...cxd4 5 Nxd4 Bc5** [5...d5 or 5...Bb4+ are to be preferred] **6 Nf3** [passive—6 Bg2 or 6 Nb3] **6...Nc6** [This lets White off the hook. After 6...Ne4 it’s just about suffering a bad position.] **7 Bg2 O-O 8 O-O a6** [8...d5 is the most often played, though there



are several decent possibilities.] **9 Nc3** [We've arrived at a position that occurred in Huebner-Sachdev, 2011 with just one problem: in that game it was White to move and here it's Black.] **9...Rb8 10 Bf4** [So finally "out of book." 10 a3 b5 11 b4 Be7 12 c5 d6 13 cxd6 Bxd6 14 Bb2 Bb7 15 Rc1 Ne5 16 Nxe5 Bxg2 17 Nxf7 Rxf7 18 Kxg2 Qb6 19 e3 Rd8 20 Qe2 Be5 21 Kg1 Qb7 22 Rcd1 Rdf8 23 f3 Qa7 24 Nxb5 axb5 25 Bxe5 Qxa3 26 Bd6 Re8 27 Bc5 Rb8 28 Rd3 Qa6 29 Rfd1 Qa8 30 e4 h5 31 Rd6 Nh7 32 h4 Re8 33 Kg2 g5 34 Qxb5 Ref8 35 Ra6 Qc8 36 Bxf8 Qc2+ 37 Kg1 Rxf3 38 Bd6 Qxd1+ 39 Kg2 Rf7 40 Ra8+ Kg7 41 Qe5+ Rf6 42 Ra2 Kg6 43 Bc5 g4 44 Rf2 Rxf2+ 45 Bxf2 Qf3+ 46 Kg1 Nf6 47 Qxe6 Qxe4 48 Qxe4+ Nxe4 49 b5 Nd6 50 b6 Kf5 51 Kf1 Ke4 52 Ke2 Nb7 53 Kd2 Kf3 54 Be1 Ke4 55 Kc3 Nd6 56 Kb4 Kd5 57 Bf2 Kc6 58 Ka5 Kb7 59 Kb4 Ne4 60 Be1 Kxb6 61 Kc4 Kc6 62 Kd4 Nf6 63 Ke5 Ne8 64 Kf5 Kd6 65 Kg6 Ke6 66 Kxh5 Kf5 67 Kh6 Nf6 68 Kg7 Nh5+ 69 Kf7 Nf6 70 Kg7 Nh5+ 71 Kh6 Nf6 72 h5 Ne4 73 Kg7 Nf6 74 h6 Nh5+ 75 Kf7 Nf6 76 Bc3 1-0 De la Casa-Keat Kao, Skopje 1972] **10...d6** [It's time to figure out how the opening dust has settled and come up with a plan, which I actually should have had in mind already before getting into this situation. I remember not being happy about his center pawns and realizing that my

play was going to come on the wings. So at least I realized something.] **11 Rc1** [But evidently I wasn't listening to myself. Where does that rook think he's going? Either 11 a3, preparing to play b4, or 11 Bg5, trying to provoke Black into weakening his king position with ... h6. (Our Metal Friends actually like ...h6, but me not so much.)] **11...Nh5** [Here I could have tried either 12 Bd2 or 12 Bg5 (hoping for 12... f6) but I thought of another plan. A "combat" plan.] **12 Ne4** [Not awful, but probably this should not have worked. My idea was a direct assault on the King via the g-file, which my opponent kindly obliged.] **12...Nxf4 13 gxf4 Qe7 14 a3 Rd8 15 Qc2 Bb6** [Both sides are jockeying about, looking for the best squares for both attacking and defending. Engines actually don't dislike the chosen sequences, interestingly enough.] **16 Neg5** [But this is too much, too soon. Instead, just 16 Rfd1 or 16 e3—one must prepare the position before attacking.] **16...f5** [Just so. 16...g6 is probably good too.] **17 e3 h6 18 Nh3** [White's game has become very passive and it will be difficult to untangle this mess. The only good thing going for White is that it's not so obvious how Black coordinates his pieces for a successful attack.] **18...Bc7** [probably a wasted move as the dark square bishop can do more on the a7–g1 diagonal] **19**



Kh1 e5 20 Rg1 [I simply didn't want to suffer rerouting the knights, and this isn't much worse.] **20...e4 21 Nd2 Be6** [maybe 21...Kh8 instead, but again my choice doesn't seem a lot worse] **22 Bf1** [Engines hate this move, wanting 22 f3 instead. I kind of liked it as I thought maintaining the dark square pawn complex helped in my defense. I suppose allowing the Black pawn to remain on e4 is too much of a liability.] **22...Rd7** [Engines prefer 22...Qf6, still thinking White's best play will be aiming for f3] **23 Be2 Qh4** [This takes the queen too far out of the action. 23...Qf6 was clearly better, helping in defense of the king and after Bf7 it becomes very hard to gain entry.] **24 Rg3 Bd8** [I suppose my opponent was thinking about placing the bishop on f6 but then the queen is really

shut out.] **25 Rcg1 Qf6** [Ouch. He figured it out, but a move too late. Now my "combat" is unjustly rewarded.] **26 Rg6 Qh4** [26...Qf7 would have maintained some defense] **27 Qc3** [What on earth?! I give myself the question mark for not taking the freebie on e6 but I have no idea what I was thinking 22+ years ago. Just an amateur at work. {It's not really a mistake since Black still has no adequate defense against the threats to g7 and e6—ed}] **27...Qxh3 28 Rxg7+ Kf8 29 Rxd7 Bxd7 30 Qg7+ Ke8 31 Qg8+ Ke7 32 Rg7+ Kf6 33 Qf7mate 1-0** Sadly I can no longer recall Esq Dickey's pithy witticism after the game, but I remember admiring the gentlemanly grace with which he took the defeat—my first win in a Virginia state championship. A fun fight for a fresh initiate.

Mark Warriner – Fatih Guner

VCU Ladder 1984

Grunfeld

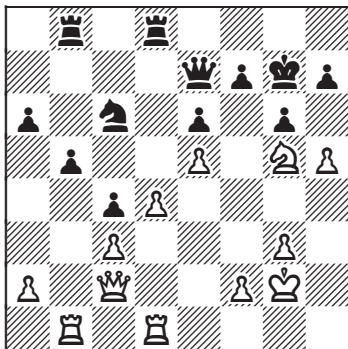
Osman Fatih Guner is a very smart person. I recall that he has multiple degrees, I believe in electrical & chemical engineering. I think he was from Turkey, but too much time has passed for me to clearly remember. He was one of the better players at the VCU Chess Club when I started going in 1984. We played in the state championship that year, in the round directly before my game

with Esq. Dickey as a matter of fact, and he drummed me quite handily. When I found myself paired against him in a ladder match, I approached the game with a certain foreboding dread. I really didn't want to lose, but he out-rated me by about 300 points. Time for some combat!

1 d4 Nf6 2 Nf3 d5 3 e3 e6 4 c4 g6 [Just like that, he had me out of my book knowledge. Great. I thought



he'd unnecessarily weakened his kingside, but I had no idea how to try to make something of it.] **5 Nc3 Bg7 6 Bd3 O-O 7 O-O c5** [Okay, so all this seemed reasonable to me. Hard to believe that my next move isn't in the databases, at least none that I have.] **8 cxd5 Nxd5 9 Qb3 Nxc3** [I would have been more worried by 9...cd 10 ed Nc6] **10 bxc3 Nc6 11 Rd1** [11 Ba3 b6 12 Be4 seems like a better effort in hindsight] **11...Na5 12 Qc2 c4** [This really worried me at the time, but now it can be understood that this fixing of the pawn structure actually helps White more than Black.] **13 Bf1 Qc7 14 e4** [maybe 14 Ba3 first] **14...b5 15 Ba3 Rd8 16 Rab1 a6 17 g3** [Here perhaps 17 h4 instead. Engines even like 17 Qe2, but not me.] **17...Bb7 18 Bg2** [18 Bh3 was cute and perhaps even more correct] **18...Rab8 19 e5 Bf8 20 Bxf8 Kxf8** [This allows too much play for White. 20...Rxf8 had to be tried.] **21 Ng5** [probably 21 h4 first is best] **21...Bxg2 22 Kxg2 Kg7 23 h4 Nc6** [23...h6 24 Ne4 h5] **24 h5 Qe7**



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25 h6+

I was, and still am, kind of proud of this move. I'm not smart enough to know if it's all that good. Engines don't even consider it at first, or even for quite a while. Interestingly, if you let them run long enough they start giving it a bit more favorable attention. That noted, their initial choice of 25 Ne4 certainly looks strong.

25...Kg8 26 Qc1? [But this, instead of 26 Ne4, was a total misfire and should have cost me. I completely missed that Black reply simply 26... Ne5. (26...Nxe5 27 dxe5 Rxd1 28 Qxd1 Qxg5. The text touched off a cascade of questionable moves for both sides.) **26...b4? 27 cxb4** [not horrible but again 27 Ne4 was best] **27...Rxb4 28 Rxb4 Qxb4?** [This take the queen much too far from the king and now White has a solid advantage.] **29 Qf4 Qe7 30 Qe3?** [Why was I so averse to playing such a good move at Ne4 so many times? Amateur. It's interesting to note that if you follow this column, it's been a recurring theme: the best move is still the best move for several turns. Certain positions have a 'gravity' as it were that remains unchanged for some period of time.] **30...Rd5?** [The combat is getting ridiculous now. White keeps giving gifts and Black keeps returning them. 30...Nxd4

31 Rxd4 Rxd4 32 Qxd4 Qxg5 33 Qxc4 Qxh6 34 Qxa6 Qd2 would be a draw] **31 Ne4** [finally!] **31...Nxe5** [not the worst choice, though 31...Rd8 was better] **32 Rb1?** [should have cost the win! 32 Nc3] **32...Nc6?** [32...Ng4 33 Qf4 f5 would leave Whit feeling pretty foolish] **33 Qf3?** [33 Rb6] **33...f5 34 Nc3 Rd6 35 d5 Ne5 36 Rb8+** [I'd thought I'd spotted a nice trick to win the game but there is a flaw, so 36 Qf4 Nd7 37 Re1 e5 38 Qxc4 should have been tried.] **36...Kf7 37 dxe6+ Qxe6 38 Qa8 Qe7?** [the aforementioned flaw was 38...Kf6 (Δ 39 Rf8+ Nf7) =] **39 Rh8?** [eschewing the much stronger 39 Nd5 Rxd5 40 Qxd5+ Kf6 41 Rb7] **39...Kf6 40 Nd5+ Rxd5 41 Qxd5 Ng4 42 Qxc4?** [Unnecessarily giving Black play, but 42 Kf1 is not easy for an amateur to determine.] **42...Nxh6?** [42...Qb7+] **43 Qxa6+?** [43 Qh4+ ends the game] **43...Kg7 44 Qa8** [From here my technique isn't without flaws but it was adequate to the task.] **44... Ng4 45 Qg8+ Kh6 46 Qf8+ Qg7 47 Qxg7+ Kxg7 48 Rb8 g5 49 a4 Ne5 50 Rb7+ Kg6 51 a5 h6 52 a6 1-0** This was my first win versus a Class A player, so I was pretty happy afterwards. For the record, I won a battle but lost the war—Fatih won the next two games to take the ladder match.



Mark Warriner – Patrick Spain

1989 Richmond Open

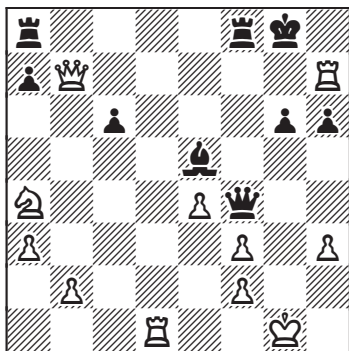
Grunfeld

This game is interesting for something that happened off the board that involved our esteemed Editor. Read on to resolve the teaser... **1 d4 Nf6 2 Nf3 g6 3 c4 Bg7 4 Nc3 d5 5 cxd5 Nxd5 6 e4 Nf6** [Uh oh. That was a new move to me and I didn't have a clue how to reply. 6...Nb6 I'd seen before and had at least a tiny clue of what to do. Combat Chess time!] **7 Be2** [This and also 7 Bc4 or 7 h3 score pretty well in a limited survey of games.] **7...O-O 8 O-O Bg4** [8...c6] **9 Be3 c6 10 Qd2** [My "TN." The only other game I have access to between reasonably strong players went 10 Qb3 Qc8 11 Rac1 b6 12 h3 Be6 13 d5 Bd7 14 e5 Ne8 15 Rfd1 Qb7 16 Bg5 Bc8 17 dxc6 Nxc6 18 Nd5 e6 19 Nf6+ Bxf6 20 Bxf6 Ne7 21 Qe3 Nf5 22 Qf4 Nxf6 23 exf6 e5 24 Nxe5 Be6 25 g4 Nh4 26 Nf3 Nxf3+ 27 Bxf3 1-0 27 Amin-Mousa, Assiut 2009] **10...Nbd7 11 Rfe1** [No clue why I thought this was reasonable. These days either 11 Rac1 or 11 Rfd1 would come to mind.] **11...e6** [No need for this weakening move; 11...Nb6 or 11...Bxf3] **12 Rad1** [or 12 Bg5] **12...Qa5** [12...Nb6] **13 h3** [Not horrible, but 13 b4 was better, eg 13...Qc7 15 Nxd5 Qxd2 16 Ne7+; or 13...Qxb4 14 e5 Ne8 (14...Nd5)

15 Rb1 Qa5 16 Rxb7 Nb6 17 Ne4 Qxd2 18 Bxd2] 13...Bxf3 14 Bxf3 Rfd8 15 Qc2 [15 Bg5 deserved consideration] **15...Kh8** [What? Just a waste of time. 15...Nb6] **16 Na4 Kg8** [Again. 16...e5 17 dxe5 Qxe5] **17 a3 Qc7 18 d5?** [Misfire. I thought that I was threatening Black's unguarded queen on c7. Not even!] **18...Ne5** [18...exd5 19 exd5 Ne5 and I would have felt foolish] **19 Bg5** [What was the point of this move now? I don't know. 19 dxe6 Nxf3+ 20 gxf3 fxe6] **19...Nxf3+ 20 gxf3 h6?** [20...exd5 21 exd5 (21 Bxf6 Bxf6 22 exd5 b5 23 d6 Rxd6 24 Nc3 Rxd1 25 Rxd1 Qf4) 21...Rxd5 22 Bxf6 Rxd1 23 Rxd1 Bxf6] **21 Bxf6 Bxf6 22 dxe6 Qf4?** [Ambitious, but bad. 22...fxe6 might not feel 'pretty' but it's equal.] **23 exf7+ Kxf7 24 Qb3+?** [Missing the point. Looking back, I think the amateur might have been thinking that the queen shouldn't go on c4 as it could soon allow Black to fork with ...b5. You do have to look farther than one move sometimes, despite Capablanca's well know quote about only looking ahead one move, the best move. In HOW TO CHOOSE A CHESS MOVE (ISBN 0-7134-8979-0, Batsford 2005), Chapter 8 "Reality Check", GM Andy Soltis writes



about what I'm calling Combat Chess: "It's important to recall what your task is when selecting a move and what it is not. It is not to discover 'the truth' about a position and all its subtle nuances. It is simply to find a move you can play with some degree of confidence and hope that it is best." Well, I hadn't yet read about that concept at the time. So 24 Qc4+ was strong, and then 25 Nc5 whether the king goes to g7 or e8] **24...Kg7 25 Qxb7+ Kh8** [Now I had to accept that I'd let an opportunity slip. But oh no, Combat Chess, remember?—take the c6 pawn and carry on.] **26 Rd7 Be5 27 Red1 Rf8 28 Rh7+** [White should drop back and defend, 28 Qb3 or 28 R7d3, but I had the bit between my teeth.] **28...Kg8**



29 Rdd7?

Visually appealing but horrible and losing by force. I couldn't help myself. I mean, how often do you see White get all of his major pieces lined up on the seventh rank? Shouldn't this

just be crushing? Well no, depending on how the other pieces on the board are placed! And so here is where our Editor enters the story. Before I played the move, Macon wandered by our board and paused for what I thought was an inordinate amount of time for a game on a much lower board between two amateurs. *What was he looking at?* I wondered. I'm guessing the heavy artillery on the seventh rank caught his eye. Well, I wanted to triple on the seventh, so I did. After that Macon put a finger to his lips and tried his best not to react. *What is it?* I wondered. He looked like he had to restrain himself from grabbing my opponent by the shoulders and cautioning him. Probably an over-active imagining on my part, but I took another look. And to my horror I found what I believe that he'd seen rather quickly.

29...Qh2+ 30 Kf1 Qxh3+?

And just like that I dodged the bullet and won the combat. But I shouldn't have! Black has victory in his grasp, albeit via some rather long lines. 30...Qh1+ 31 Ke2 Qxf3+ 32 Kd2 (or 32 Ke1 Qxf2+ 33 Kd1 Qf1+ 34 Kc2 Qc4+ 35 Nc3 Bxc3 36 Rhf7 Bf6+ 37 Kb1 Rxf7 38 Rxf7 Qxe4+) 32...Qxf2+ 33 Kc1 Qf1+ 34 Rd1 Qc4+ 35 Kb1 Qxa4

31 Ke1 [Oh what a big difference a small move can make! White's king dances away as there's no longer a capture with check on f3]



31...Qh1+ [Now it's mate-in-9—for White!] **32 Kd2 Bf4+ 33 Ke2** Safely tucked away, after a most harrow adventure in neglect. **1-0**

A notable thing about these three games is that they all featured active queens. Not sure what that means except having it on the board really helps if you're trying to save a mess via combat. But I'm sure the correct explanation is on the shelf in some book I refused to study.

Like all good amateurs, my plan has always been to not let it come to that, just get a dominating position before the endgame and mop up. If only it was that simple. What's far more likely to happen is that you'll achieve

a lost position and have to engage in Combat Chess, ie, fight for your life. If you're lucky early on in your play, you'll get stomped and learn that you have to develop healthy work habits. Or, you might get away with it just enough times, like me, to feel tempted to keep coasting. My advice? Don't coast. It will cost you down the road. If I had some talent and had applied myself, this column could have been titled "Reflections: Looking Back on a Professional Chess Career." Yes, yes, a serious flight of fancy. Maybe I should just have called this edition "The Cost of Early Good Fortune." Good luck to you should you choose to continue to engage in "Combat Chess!"



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2017 Virginia State Scholastic & College Chess Championships

Friday Night, Saturday and Sunday, March 10th - 12th, 2017

Place	Holiday Inn Virginia Beach – Norfolk Hotel & Conference Center; 5655 Greenwich Road, Virginia Beach, VA – 757-499-4400
Tournament Format and Player Eligibility	<p><u>T H E R E A R E F O U R T O U R N A M E N T S ! !</u></p> <p>#1 and #2. Friday Night Blitz & Bughouse: March 10th. Four or five rounds of Blitz and Bughouse, you can register for either event. Blitz has 3 Sections (K-5, K-12, and College), Bughouse has 2 Sections (K-5 and K-12), no College Bughouse. Time control is Game-in-5, no time delay, with 2 games per Round in both Blitz and Bughouse. See schedule and awards below. <u>On-site Registration for Blitz and Bughouse closes 5:15 PM, and Round 1 is at 6 PM.</u> Open to any Scholastic or College Player, you do not need to be a Virginia resident to play Blitz or Bughouse. Players must bring a chess clock.</p> <p>#3. The Main Event—2017 VA State Scholastic & College Chess Championships: Sat and Sun, March 11th and 12th. Five (5) Sections—K-3, K-5, K-8, K-12 and College. College plays 4 rounds, all on Saturday, the Scholastic Sections play Six Rounds on Sat & Sun. Players can “play up” into a higher section. Scholastic players must be attending a public, private or home school in VA. College Section players must be enrolled in a VA college or university, or be a Virginia Resident attending college out-of-state. Titled GM or IM college players cannot be more than 25 years old as of September 1, 2016.</p> <p>#4. Parents and Friends (P&F) Tournament: For adults only (e.g. parents, coaches, family friends and other adult players), no scholastic or college players. 4 USCF-rated games, with Rounds 1-3 on Sat. at G/45 time control, and Round 4 on Sun. at G/60. See below for Registration instructions and Round Times. See www.vachess.org for details.</p>
Registration	<p>Early Entry: The Early Entry Fees are \$25 for P&F, \$20 for Blitz or Bughouse, \$50 for the Main Event. You have 2 ways to enter early: 1) Online at www.vachess.org; or 2) by Mailing your Entry Form and payment using the 2nd page of this form. NOTE: Early Entry ends on Monday, March 6th.</p> <p>Late Entry: Begins Tuesday, March 7th and also on-site Friday, March 10th from 3-9PM at the Tournament Hotel. Late Entry Fee for Blitz and Bughouse is \$30 per player, \$35 for P&F, and \$65 for the Main Event. Blitz & Bughouse Registration closes at 5:15PM sharp!! Un-registered Blitz or Bughouse Players arriving after 5:15 can register to play starting with Round 2. Entries and payments for Parents & Friends will be accepted on Saturday until 11AM at the tournament hotel. On-site payments can be made by check, cash or credit card.</p> <p>No Main Event registrations after 9 PM Friday evening without the express approval of the Chief TD. Entries will not be accepted by phone or email.</p> <p>Main Event Players not paid in full by 9 PM March 10th RISK NOT BEING PAIRED for Round 1.</p> <p>A limited number of Team Rooms are available: Details at www.vachess.org.</p>
Schedule of Events	<p>Check-in and Late Registration: 3-9PM on Friday, March 10th. Check-in is only for players who need to pay fees, who have questions, or who want to enter Blitz or Bughouse (Blitz & Bug Registration closes at 5:15 PM sharp!). Arrive at the Registration Desk by 9 PM Friday to pay. Cash, check or credit card accepted at the tournament site.</p> <p>Round Times: Blitz & Bughouse Rd 1 @ 6 PM Fri. March 10th. For the Main Event, Rds 1-4 are on Sat. March 11th @ 9AM, 12-noon, 3 PM, and 6 PM. Rds 5 and 6 on Sun. March 12th @ 8:30 AM and 12-noon. For the P&F Tournament, Rd 1 Sat. at 12:30PM, Rd 2 at 3:30PM, Rd 3 at 6:30PM, Rd 4 Sun. at 9AM.</p> <p>Time Controls: Blitz & Bughouse, Game-in-5, no time delay. Main Event—Rds 1-3 (G/60; delay 5), Rds 4-6 (G/90; delay 5). P&F is G/45 delay 5 for Rds 1-3 and G/60 delay 5 for Rd 4.</p> <p>Awards Ceremonies: Blitz & Bughouse Awards—Saturday before Rounds 3 and 4. P&F Awards handed out before start of Round 6 in the main tournament. Main Event Awards handed-out by section on Sunday afternoon as soon as possible after each section's final round.</p> <p>Chess Sets and Boards: Will be provided. IF YOU OWN A CHESS CLOCK, BRING IT.</p>
Awards	<p>In the Main Event, Players and Teams who finish in 1st Place earn the title of “2017 V4 State Champion” For a list of all prizes, see the tournament web site at www.vachess.org.</p> <p>If there is a tie for 1st place in either the K-8 or K-12 Section with a perfect 6.0 score there will be a 1-game “Armageddon” Blitz Playoff between the TOP 2 FINISHERS based on tie-breaks. The winners of the K-8 and K-12 Sections are eligible to represent VA at prestigious National Chess events in late July 2017 as part of the U.S. Open (being held in Norfolk in 2017). The top girl in K-12 is eligible to represent VA at the National Girl's Tournament of Champions in late July during the U.S. Open.</p>
Hotel Information	<ul style="list-style-type: none"> • Official Tournament Hotel: The Holiday Inn Virginia Beach – Norfolk Hotel & Conference Center. • Early Bird Reservation Period: December 1st – January 1st, for \$99 plus taxes. • Advance Reservation Period: January 2nd – February 7th, for \$109 plus taxes. • On February 8th, the chess rate may no longer be available ... don't press your luck! • Reserve your rooms at www.vachess.org, or call the hotel directly to make your bookings!!
Questions	<p>See the Tournament Home Page at www.vachess.org for more information and directions to the site.</p> <p>Additional questions? Contact Mike Hoffpauir at 757-846-4805 or email to mhoffpauir@aol.com.</p> <p><u>Please do not contact the hotel to ask questions about the Tournament!</u></p>





Version 2, Nov 30, 2016

2017 VA State Scholastic & College Chess Championships

Mail-in Entry Form

(Use this form if you cannot access the Internet, or you do not want to register online)

Note: See the Player Eligibility rules under Note #2 below. Please send **one form per player.**

Player's Last Name: _____, **First Name:** _____ **MI:** _____

USCF ID Number: _____, write "New" if player is a new member. (See Note 4 below.)

Name of School or College currently attending:

Current Grade in School or College:

Location of School or College (county or city):

1. **MAIN EVENT ENTRY:** Section this player will enter (circle one): K-3 K-5 K-8 K-12 College
One optional half-point bye per player, 4 Rounds in College): Rd 1 Rd 2 Rd 3 Rd 4 Rd 5 Rd 6
2. **BLITZ:** Section you want to enter (circle one): K-5 K-12 College (no Byes in Blitz)
3. **BUGHOUSE:** Section you want to enter (circle one): K-5 K-12 (no Byes in Bughouse)
 Partner's Name: _____; Partner's School: _____
4. **Parents & Friends (P&F) ENTRY:** **No MAIL IN ENTRIES for P&F, sorry.** Enter on-line or on-site only.
5. Mailing Address for the person entering the tournament:

Phone Number: _____ Email Address: _____

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NOTES:

1. Please complete **all information.** **ONE ENTRY FORM PER PLAYER**, you can send multiple entries in the same envelope.
2. **Player Eligibility Rules:**
 - a. **Blitz & Bughouse:** Open to all scholastic and college students, REGARDLESS OF STATE OF RESIDENCY.
 - b. **Main Event:** Scholastic players must be attending a public, private or home school in VA. College Section players must be enrolled in a VA college or university, or be a Virginia Resident attending college elsewhere.
 - c. **Parents & Friends:** No scholastic or college players; Adults only.
3. **Early Entry Fees:** Blitz or Bughouse (\$20 per player), Parents & Friends (\$25), Main Event (\$50). If you wait to pay or register on site the entry fees are \$10 to \$15 higher. Mail payments by **CHECK OR MONEY ORDER ONLY**, payable to "VSCA".
4. **All players** must be current members of the U.S. Chess Federation (USCF) to play Blitz, the Main Tournament, or the Parents & Friends. USCF membership is NOT required for Bughouse. You can join the USCF or update your membership at the tournament during On-Site Registration, but it is EASIER and PREFERABLE for you to join USCF or update your membership online at www.uschess.org at least 1 week before the tournament. If you join online, please bring a copy of your new USCF Membership Card or Temporary Registration with you.
5. To enter **BLITZ or Bughouse**, we must have your payment **by 5:15PM Friday March 10th**.
6. Payment on site for all events can be made by Cash, Check or Credit Card. Parents & Friends Entry closes at 11AM on Saturday morning.
7. If you mail your entry, complete and mail this form and your payment to the address shown below. If you entered on-line, you do not need to send this form. ***Mail-in entries must be post-marked by Monday March 6th***.

Mike Hoffpauir
ATTN: VA State Chess Ch
405 Hounds Chase
Yorktown, VA 23693-3356
8. After we receive your entry, we will send you a confirmation email, or give you a phone call.
9. Registrations will be posted on the Tournament Web Site (www.vachess.org) as soon as possible after we receive them. A registration is not "complete" without your payment in full, including USCF membership.
10. **Main Event Players not paid in full when the Registration Desk closes at 9 PM on Friday March 10th risk not being paired for Round 1 of the Main Tournament.**
11. **Questions?** Contact Mike Hoffpauir at mhoffpauir@aol.com or by phone at 757-846-4805.

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