



Desert Knight



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Colorado 9 1/2 ~ New Mexico 4 1/2

Colorado Team: L to R— Sara Herman, Isaac Martinez, Jason Al-Adsani, Ryan Swerdin, Jackson Chen, Brad Lundstrom, Danile Herman

New Mexico Team: L to R— Douglas Thigpen, Craig Lewis, Peter Latimore

Tony Soria, Thomas Mathine, Harsh Bhundia, Don Lubin

Some games from the Team Tournament will be in the September Desert Knight

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Annotation Symbols	
Excellent Move	!!
Good Move	!
Interesting	!?
Dubious	?!
Bad	?
Blunder	??
Check	+
Double Check	++
Checkmate	#
White Winning	+ -
White advantage	+ =
White small edge	+ / =
Equal	=
Black Winning	- +
Black advantage	= +
Black small edge	= / +
Unclear position	∞
Better move is	> =
Novelty	N

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HELP WANTED

The NMCO Executive Boards is seeking a new team to edit and publish Desert Knight. Art Byers has been at this for about 6 years. For the first four he had Jim Johnston as editor while he did the actual publishing. For the last two years Art has done both the editing and publishing. Now, for personal reasons, Art needs to relinquish the job.

If you are interested, in an explanation of what is involved, contact Art by Email (artjbyers@gmail.com) or by phone (505-440-9754).

From The Editor/Publisher
Art Byers

This edition of DK contains what I consider to be the best and most chess educational annotations in many years.

Our three expert writers, Mark Schwarman, Matt Grinberg and Steve Farmer are owed our thanks many times over for all the hard work and thought they they have invested.

DK is available in hard copy for those who play in the June ABQ/RR Open and to all others as a pdf file download on the web: nmchess.org.

The President's Column
By Oren V. Stevens

A Tribute to our current Senior State Champion: USCF Expert Tony Schroeder and our current State Champion USCF Expert Douglas Thigpen for organizing, promoting, and the administration of a successful Simultaneous Chess Exhibition Saturday June 15, 2013 held at Smith's Grocery and Drug Store Juan Tabo and Eubank Albuquerque, New Mexico. This event drew approximately seventy people comprising of NMCO members, college and scholastic students, families, and spectators. This was a PR Plus for NMCO's mission to expand chess activities in local communities throughout New Mexico.

A special "thank you" from the NMCO Executive board to Foothills Fellowship Church for providing most of the tables and chairs for the Simul and to Smith's grocery and Drug Store for providing a venue for this event and to Jeff Sallade for his assistance in transporting tables and chairs used for this event.

Our appreciation also goes to USCF Expert Zack Stuart for his assistance as a mentor during this event Zack was the only player credited with a victory against Tony. The success of Douglas and Tony's Simul was the net result of contributions of a local business, a community church, and about 5% of our membership who sincerely felt that their contribution in time, resources and effort was well worth the benefit realized by our local community. Once again from The NMCO Executive Board to all who contributed to the success of this event our sincere appreciation. To Tony, Douglas and Zack: What one does with their time and resources defines who they are. I consider the three of you gentlemen and model citizens of this community.

Well Done !

Games from the Cadet section

The 2013 Memorial Senior tournament had this special section for players below 1000. With a solid undefeated performance, Griffin Salvador took first place with 3.5 points followed by a tie for second/Third among Willow Letard, Akshay Warriar and James Camacho with 3 points.

The following games from this section are annotated by Matt Grinberg who had this to say: "I have never before annotated games by players of this level. In spite of the mistakes, I was generally impressed by the level of understanding of both strategy and tactics shown by all the players. I have the book, "The rating of Chess players Past and Present" by Arpad E. Elo. In it he strongly implies that anyone below a rating of 800 is basically playing moves at random. I think these games prove otherwise."

Black's first move puts him in a hole from which he never fully escapes. White allows his queen to be trapped, but when Black fails to capitalize, the game quickly ends in White's favor.

Salvadore, Griffin Zeca 965. Gannon, Benjamin Thomas 590

1. e4 f6?! This weakens the h5 to e8 diagonal leading to Black's king. [A better alternative is the Sicilian Defense 1... c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 +0.27|d18 Rybka4]

2. Nf3 e5 Having already played f6 this further weakens the position about Black's king, but he has to fight for his fair share of the center. [2... Nc6 3. d4 e6 4. d5 +0.77|d18 Rybka4]

3. Nc3 [White could also play a strong sacrifice here. 3. Nxe5! Qe7 (3... fxe5? 4. Qh5 g6 5. Qxe5 Qe7 6. Qxh8 Qxe4 7. Kd1 Ne7 8. f3 +2.80|d18 Rybka4) 4. Nf3 d5 5. d3 dxe4 6. dxe4 Qxe4 7. Be2 Nc6 8. O-O +0.77|d17 Rybka4]

3... Nc6 4. Bc4 Nge7 5. O-O Ng6?! Starting here both players miss an important point. White is better primarily because the bishop on c4 prevents Black from castling king side. Therefore Black should play Na5. If Black fails to play Na5, then White should play a3 to give the bishop a safe retreat on a2. [5... Na5 6. Be2 +0.66|d17 Rybka4]

6. d3?! 6... Bc5! [6... Na5 7. Bb3 Nxb3 8. ax-

b3 Bc5 9. d4 exd4 10. Nxd4 O-O +0.48 Rybka4] 7. Qe2?! [7. a3 a6 8. b4 Ba7 +0.86|d17 Rybka4]

7... Bd4?! [7... Na5 8. h4 d6 9. h5 Nxc4 10. dxc4 Ne7 +0.37 Rybka4]

8. Bd2 d6 9. h3?! Weakening and unnecessary. If Black ever plays Bg4, White can play h3 then. [9. a3 Bg4 10. h3 Bxc3 11. bxc3 Bxf3 12. Qxf3 +0.81|d17 Rybka4]

9... Bd7?! [9... Na5 10. Nxd4 exd4 11. Nd5 Nxc4 12. dxc4 O-O +0.33 Rybka4]

10. a3! Finally! 10... Qe7? Overlooking White's next move. [10... Bxc3 11. bxc3 Qe7 +0.64 Rybka4]

11. Nd5 Qf8? As sad as it may be, it is necessary to play the queen back to d8. [11... Qd8 12. c3 Bb6 13. d4 +1.39|d11]

12. Nxc7 Ke7 13. Nxa8 Qxa8 14. Nxd4 Nxd4 15. Qd1 Qd8 16. c3 Nc6 17. Qb3 Na5 18. Qa2 Nxc4 19. Qxc4 b5 20. Qd5!?

This move looks strong, but leaves the queen vulnerable to being trapped. [20. Qb3 +2.22|d17 Rybka4]

20... Qb6 21. b4?? Losing the queen. [21. Qb3 Rb8 22. Rfc1 +2.17|d18 Rybka4; Or 21. Be3 Qc7 22. Qb3 Rb8 23. Qc2 +2.16|d18 Rybka4]



21... Be6! 22. Be3 Qc7?? Black misses his chance to turn the tables on White. [22... Qa6 23. Qxe6 Kxe6 -3.76|d19 Rybka4]

23. Qxb5 Qxc3? As tempting as it may be to take the pawn, the opening of the c-file favors White. [23... Rc8 24. c4 Kf7 +3.51|d20 Rybka4]

24. Qb7? It is much stronger to bring a rook to the open file. [24. Rfc1 Rc8 (24... Qb2? 25. Rc7 Kd8 26. Qb8 Bc8 27. Qxc8#) 25. Rxc3 Rxc3 +10.37|d15 Rybka4]

24... Bd7 25. Rac1 Qxd3 26. Rc7 Ke6? Losing the bishop, but the position is hopeless anyway. [26... Rd8 27. Bxa7 +2.73|d14 Rybka4]

27. Rxd7 Qxa3 [27... f5 28. Bc5 fxe4 29. Rxd6 Qxd6 30. Bxd6 Kxd6 31. Rd1 Ke6 32. Qd7 Kf6 33. Rd6 Kg5 34. Qg4

Kh6 35. Qh4#]

28. Bc5! Dxc5 [28... Qd3 29. Rxd6 Qxd6 30. Bxd6 Kxd6 31. Rd1 Ke6 32. Qd7#] 29. Qd5# [1:0]

The game is decided after White's oversight on move 12. [FOUR KNIGHTS GAME, C48]

Sallade, Elijah M 226, Letard, Willow Katrina 886

1. Nf3 Nc6 2. e4 e5 3. Bb5 Nf6 4. Nc3 Transposing to the Four Knights Game. [More aggressive is 4. O-O Nxe4 5. d4 Nd6 6. Bxc6 dxc6 7. dxe5 Nf5 +0.16|d18 Rybka4]

4... Bc5 5. O-O O-O 6. a3!? Too slow. [6. Nxe5 Nxe5 7. d4 Bd6 8. f4 Neg4 9. e5 Bb4 10. a3 Bxc3 11. bxc3 d5 12. exf6 Qxf6=]

6... d6 7. b4 Bb6 8. Bb2N Bg4 9. h3!? The threat of Nd4 has to be dealt with. [9. Bxc6 bxc6 10. h3 Bh5 11. Qe2 -0.07|d13]

9... Bh5!? [Better is 9... Bxf3 10. Qxf3 Nd4 11. Qd3 c6 -0.29|d13]

10. Nd5?! Losing a pawn. [10. Bxc6 bxc6 11. Re1 a5 12. Na4 -0.07 Rybka4]

10... Nxd5 Good because it disrupts White's position, but he could go for the pawn instead. [10... Nxe4 11. Nxb6 axb6 12. Be2 f5 13. d3 Nf6 -0.56|d14]

11. exd5 Nd4 12. Nxd4?? Forgetting the pin. [12. Bxd4 Bxd4 13. c3 e4 14. g4 exf3 15. Qxf3 Be5 16. d4 Bxd4 17. cxd4 Bg6 -0.48|d19 Rybka4]



12... Bxd1! 13. Raxd1 exd4 14. a4 a5 15. bxa5 Rxa5 16. c3 d3 17. c4 Qc8 18. Bc3 Ra8 19. Rfe1 c6 20. Re3? Of course the position is lost, but... [White could avoid the loss of the bishop with 20. c5 Bxc5 21. Bxd3 Rxa4 -8.00|d14 Rybka4]

20... cxb5 The rest is just a mop-

ping up operation. **21. cxb5 Rxa4 22. Rg3** Nice try, but Black is not fooled. **22... G6** [Not 22... Qc5?? 23. Rxc7 Kh8 24. Rxf7 Qxc3 25. Rxf8 Kg7 26. dxc3 Kxf8 27. Rxd3 -1.54|d20 Rybka4] **23. Ra1 Rxa1 24. Bxa1 Qc5** [Even quicker is 24... Qc1 25. Kh2 Bxf2 26. h4 h5 27. Rxc6 fxc6 28. g4 Qg1 29. Kh3 Qh1#] **25. Re3 Qc1 26. Kh2 Bxe3 27. fxe3 Qxa1 28. e4 Qe1 29. e5 Qxe5 30. g3 Qe2 31. Kh1 Rc8 32. h4 Rc1# [0:1]**

Spirited play in the sharp Two Knights Defense leads to an up and down game in which the winner is the player who makes the next-to-last mistake.
[TWO KNIGHTS DEFENSE, C57]

:Letard, Willow Katrina 863 - Warrior, Akshay ,812

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Qe7? Not the best way to answer the threat to f7. [Best is the Main Line Two Knights Defense, where Black's active piece play gives him compensation for the pawn. 4... d5 5. exd5 Na5 ; The weird variation 4... Nxe4?! 5. Bxf7 Ke7 6. d4 h6 7. Nxe4 Kxf7 +0.95|d18 Rybka4] **5. Nxf7?** Going after the rook looks nice, but taking away Black's castling privilege is better. [5. Bxf7 Kd8 6. Bb3 Ke8 7. d3 h6 8. Nf3 d6 9. Nc3 +1.35|d16 Rybka4] **5... Rg8?** In a line like this, you can't just play passive defense. You have to play actively. [5... d5 6. Bxd5 Nxd5 7. Nxe4 Nf6 8. d3 -0.03|d17 Rybka4] **6. Nxe5?** White has better than giving up a bishop and knight for a rook and pawn. [6. Ng5 Again going after Black's castling privilege. 6... Rh8 7. Bf7 Kd8 8. Bb3 Ke8 9. Nc3 +1.46|d18 Rybka4] **6... d5?** In this position the bishop and knight are worth much more than the rook on g8. [6... Qxe5 7. Bxc8 Qxe4 8. Qe2 Qxe2 9. Kxe2 Nxc8 -0.97|d17 Rybka4] **7. Nxc6 bxc6 8. O-O?** Apparently overlooking the attack on the bishop. [8. Be2 Qxe4 9. O-O Bg4 10. Nc3 +0.93 Rybka4] **8... dxc4 9. Nc3 Qd6?** Losing the piece back. [9... Qe5 10. d4 cxd3 11. Qxd3 Ng4 -1.34|d16 Rybka4] **10. d3?** But White misses his chance. [10. e5! Qd4 11. exf6 Bg4

12. Qe1 Kf7 13. fxc7 Bxc7 +1.27 Rybka4] **10... Ng4 11. g3?!** Unnecessarily weakening his castled position when he could have again taken advantage of the vulnerable position of Black's king. [11. e5! Qg6 (11... Nxe5? 12. Re1 Qf6 13. f4 Be6 14. Rxe5 +1.61|d17 Rybka4) 12. f3 Nh6 13. Ne4 -0.07 Rybka4] **11... cxd3 12. cxd3 Qd7** Defending the knight so he can follow with Ba6. **13. Qb3?** Taking the queen away from the weakened castled position is not a good idea. [13. d4 Be7 14. f3 Nf6 15. Re1 -0.29 Rybka4] **13... Qf7?** There are things worth more than your rook, like the opponent's king. [13... Ne5! 14. Bf4 (14. Qxc7? Nf3 15. Kg2 Nh4 16. gxc4 (16. Kh1? Qh3 17. Rg1 Bg4 18. gxc4 Bf3 19. Rg2 Qxc7#) 16... Qg4 17. Kh1 Qf3 18. Kg1 Bh3 19. Qe6 Bxe6 20. Nd1 Bh3 21. Ne3 Bxf1 22. Nxf1 -8.18|d17 Rybka4) 14... Nf3 15. Kg2 Nd4 16. Qd1 -1.91|d17 Rybka4] Bringing the queen back to defend. (16. Qxc7?? Qh3 17. Kh1 Nf3 18. g4 Nh4 19. Rg1 Bxc4 20. Rxc4 Qxc4 21. Rg1 Qf3 22. Rg2 Qxc7#)] **14. Qa4 Qh5?** Black either over estimates his attack or misses White's next move. [14... Bd7 15. f3 Nf6 16. Be3 -0.15 Rybka4] **15. Qxc6 Bd7??** Giving up a rook with check can't be good. [15... Kf7 16. h4 Ne5 17. Qxc7 Be7 18. f3 Re8 +0.91|d13] **16. Qxa8 Kf7** Black is lost no matter what he does. **17. h3???** Well, Black WAS lost. [17. Qd5 Qxd5 18. Nxd5 +4.50 Rybka4]



17... Qxh3! 18. Qd5 Be6 19. Qh5 The only way to avoid a quick checkmate. **19... Qxh5 20. Kg2 Nf6 21. Bf4 Bh3** White's had enough. [0:1]

The game centers around the fight for White's pawn on e5. After it drops, White's position falls apart.
[PIRC-ROBATSCH DEFENSE, B06]
**Schmitz, Benjamin
Donald 911
Warrior Akshay ,812**

1. d4 g6 2. e4 Bg7 3. Nf3 e6 4. Bd3 Ne7 5. e5!? This gains space, but at the same time the pawn becomes a target. [5. O-O O-O 6. c3 +0.33|d16 Rybka4] **5... O-O 6. O-O d6 7. Bg5 dxe5 8. dxe5 h6 9. Be3 Nf5 10. Bc5 Re8 11. Bxf5?!** Exchanging a bishop for a knight and opening the e-file for Black's rook. [11. Bb4 Nc6 12. Bc3 +0.05|d18 Rybka4] **11... Qxd1 12. Rxd1 exf5 13. Re1?!** Ironically this defensive move loses the e-pawn anyway. He should look for active counter play. [13. Nc3 Nd7 14. Bd4 c6 15. Rd2 g5 16. Rad1 -0.44|d14] **13... Nc6 14. c3 Bxe5?!** Setting a sly trap. [But objectively 14... Nxe5 is better. 15. Nxe5 Rxe5 16. Rxe5 Bxe5 -1.27 Rybka4] **15. Nxe5!?** The trap depends on White playing this move. The bishop can't move. Just let it suffer. [15. Na3 Bd7 16. Rad1 Rad8 -0.41 Rybka4] **15... Nxe5 16. f4??** White falls for it. [16. Na3 Bd7 17. Rad1 Bc6 -0.80|d14] **16... Nf3! 17. gxf3 Rxe1 18. Kf2 Re8?** Of course Black is winning anyway, but keeping the rook on the back rank is better. [18... Rh1 19. Bd4 Be6 20. Kg2 Rc1 21. b3 Rd8 22. Be3 Rc2 23. Nd2 Rxd2 24. Bxd2 Rxd2 -5.90|d22 Rybka4] **19. Nd2 b6 20. Ba3 Ba6 21. Nf1 Re6 22. Ng3 h5 23. h4 f6 24. b3 g5?** An attack with all of your pieces in play is better than an attack with some pieces idle. [24... Rd8 -5.73|d19 Rybka4] **25. fxc5 fxc5 26. hxc5 h4 27. Nxf5 Re2 28. Kg1 h3 29. Ng3?** Removing any glimmer of hope. [29. Nh4 -5.09|d20 Rybka4] **29... Rg2 [0:1]**

Black opts for complications instead of the equalizing line in the Danish Gambit. He loses his way before getting his king out of the center.
[CENTER GAME, C21]
**McGrane, Nicholas Shea
610—Camacho, James M 598**

Black no longer controls the g1 square after 21. Qe8 Bf8 22. hxg4 +0.00|d21 Rybka4; But he gains the upper hand with 20... Be6 21. Be3 Nxe3 22. Nxe3 Bxh3 23. gxh3 Qxh3 24. Qh2 Qf3 25. Qg2 Qxe3 -1.38 Rybka4]

21. Bd2?? Once again missing the threat of Qg3. [21. f5 Bxf5 22. Bxf5 Re8 23. Be3 Nxe3 24. Nxe3 Rxe3 25. Qf1 -0.44 Rybka4]

21... Be6?? The last chance to play Qg3. [21... Qg3! 22. Qxg4 There is no other way to avoid mate. 22... Bxg4 -11.50 Rybka4]

22. Be1! Stopping the threat of Qg3 for good! **22... Qh5 23. a4** [The attempt to win a piece fails. 23. f5? Bxf5 24. Bxf5?? Nf2! 25. Qxf2 Bxf2 26. Nxf2 Qxf5 -4.88|d20 Rybka4]

23... Re8 24. Qf1? Worried about a discovered attack by Black's bishop, White once again retreats his queen to f1 - this time fatally. [24. Bg3 Bf5 There is no better discovery. 25. Qf3 Bxd3 26. Qxd3 Nf6 +0.99|d18 Rybka4]



24... Bd5! 25. b4?? Losing immediately, but Black's attack is now irresistible. [25. h4 Re3! 26. Nxe3 Nxe3 27. Qe2 Bxg2 28. Kh2 Bf3 29. Bg6! Otherwise White would have to give up his queen to avoid mate. 29... Qg4 30. Bh5! Ditto. 30... Qxh5 31. Qb5 Kg8! -4.67|d12 To stop mate at b8.]

25... Qxh3# [0:1]

White exploits Black's uncastled king to take home the point.

SICILIAN DEFENSE, SIMAGIN VARIATION, B34]

**Warrior, Achyut K 1253—
Letard John 1016**

1. e4 c5 2. Nf3 g6 3. d4 cxd4 4. Nxd4 Nc6 5. Be3 Bg7 6. c3!?

Too defensive. He could instead transpose to either [the Dragon Variation 6. Nc3 Nf6 7. Bc4 O-O 8. Bb3 d6 9.

f3 Bd7 10. Qd2 Rc8 11. O-O-O Ne5 12. h4 +0.16|d18 Rybka4; or the Maroczy Bind 6. c4 Nf6 7. Nc3 O-O 8. Be2 Nxd4 9. Bxd4 d6 10. O-O Bd7 11. Qd2 Bc6 12. f3 +0.21|d17 Rybka4]

6... e5? Due to the fact that Black has fianchettoed his king bishop, this leaves him extremely weak on the dark squares. [6... Nf6 7. Nd2 O-O 8. Be2 d5 9. Nxc6 bxc6 10. e5 Nd7 11. f4 -0.07|d18 Rybka4]

7. Nxc6? By giving him a pawn with which to defend d5 White lets Black off the hook.

[Much better is 7. Nb5 Bf8 8. N1a3 a6 9. Nd6 Bxd6 10. Qxd6 +1.38 Rybka4] **7... bxc6 8. Qd2?!** If he stops d5, he still has a small advantage. [8. c4 Nf6 9. Nc3 O-O 10. Be2 +0.40|d19 Rybka4]

8... d5?! The right idea, but premature. He needs to get his king out of the center first! [8... Nf6 9. f3 O-O 10. Qc2 d5 -0.18 Rybka4]

9. exd5 cxd5?! Because his king is still in the center, this move can't be played. [9... Qxd5 10. c4 Qxd2 11. Nxd2 +0.29|d17 Rybka4]

10. Bb5 Bd7 11. Qxd5 Bxb5 12. Qxb5 Kf8 13. Bc5 Ne7 14. Qc6?! Setting a sly trap, but he'd be better off developing his pieces. [14. Nd2 Qc7 15. O-O-O Bh6 16. Rhe1 +1.38 Rybka4]

14... Kg8? Falling for the trap. Black's queen is overworked. [14... Rc8 15. Qd6 Qxd6 16. Bxd6 +0.72 Rybka4]



15. Bxe7! Qxe7? Losing a rook instead of only a knight. [15... Qe8 16. Qxe8 Rxe8 17. Bb4 +4.03|d12]

16. Qxa8 Bf8 17. O-O Kg7 18. Re1 Qf6 19. Qe4 Bd6 20. Nd2 Re8 21. Rad1 Bc5 22. Qf3 Qh4 23. Ne4 Bb6 24. Nd6 Re6? Dropping the rook, but the position is beyond hope anyway. [24... Re7 25. Nc8 +7.52|d16 Rybka4]

25. Qxf7 Kh6 26. Nf5! The quickest way to win. **26... gxf5 27. Qxe6 Kh5 28. Qxf5 Kh6 29. Rd6 Kg7**

30. Qxe5 Kf8 31. Qe8 Kg7 32. Qe7 Qxe7 33. Rxe7 Kf8 34. Rxh7 Kg8 35. Rb7 Kf8 36. Rc6 Ke8 37. Rc8 Bd8 38. Rxa7 Kf8 39. Rxd8# [1:0]

Passive play by White allows Black to get a strong initiative, but a series of mishaps allow White to win a pawn, retake the initiative, and finally win a rook deciding the game.

[VAN 'T KRUIJS OPENING, A00]

**O'Neal, Aubrey Glen
1253 - Koslow, Aaron
1108**

1. d3 The Van 't Kruijs Opening. Not one of the more popular choices.

1... d6 Both players are content to postpone the fight for the center. [1... d5 2. Nf3 Nf6 3. g3 Nc6 4. Bg2 e5 -0.14|d18 Rybka4]

2. c4 Nf6 3. g3 e6 [He could transpose to the English Opening. 3... g6 4. Nc3 Bg7 5. Bg2 O-O 6. Nf3 e5 7. O-O +0.10|d16 Rybka4]

4. Bg2 Nc6!? He needs to get his fair share of the center. [4... c5 5. Nc3 Nc6 6. Nf3 Be7 7. O-O O-O +0.10|d17 Rybka4]

5. Nc3 Be7 6. Nf3 O-O 7. O-O d5 Losing a tempo, but better late than never. **8. b3!?** Letting Black seize the initiative in the center. [8. cxd5 exd5 9. d4 Likewise losing a tempo for White. We could have gotten here in 8 moves if the game had started 1. d4 d5. 9... Re8 10. Qb3 +0.03|d17 Rybka4]

8... d4 9. Nb1 e5 10. Nbd2 h6 11. Ne1 Be6 12. Nc2 Qd7 13. Ne4 Bh3 14. Nxf6 Bxf6 15. Ba3 Rfe8 16. Re1 Bxg2 17. Kxg2 e4

With more space and more active pieces Black aims to open the position. The danger is that the pawn on d4 will now become a target. **18. Bb2 Qf5 19. dxe4 Qxe4 20. f3 Qe5?**

Losing the d-pawn due to the pin. [20... Qe6 21. Qd2 (The pawn can't be taken. 21. Nxd4? Nxd4 22. Bxd4 Rad8 23. e3 c5 -2.27|d20 Rybka4) 21... Rad8 -0.48 Rybka4]

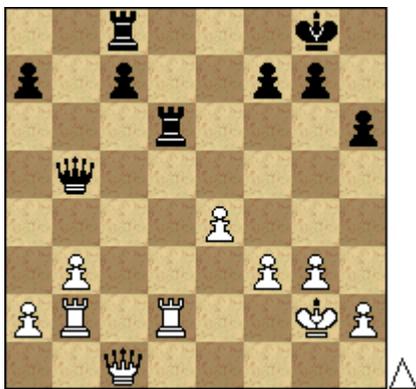
21. e3 Qd6 22. Nxd4 Nxd4 23. Bxd4 Rad8 24. Bxf6 Qxf6 25. Qc1?! The queen needs to get out of the way of the queen rook so it can develop. [25. Qe2 Qc3 26. Rac1 +0.73|d19 Rybka4]

25... Rd7 26. e4 Red8 27. Rb1?? Something has to be done to defend the second rank! [27. Re2 Rd3 28. Rf2 +0.14|d17 Rybka4]

White's position is very passive, but

he is up a pawn and has everything defended.] **27... Qa6??** Missing his only chance to win. [27... Rd2 28. Re2 (28. Kh3 Qe5 29. Re2 Qh5 30. Kg2 Rxe2 31. Kg1 Qxh2 32. Kf1 Qg2#; 28. Kg1 Qxf3 29. Re2 Qxe2 30. Qxd2 Rxd2 31. Rf1 Qg2#) 28... Rxe2 29. Kh3 Qe6 30. g4 Qe5 31. Qg1 Rdd2 32. f4 Qxf4 33. Kh4 Rxh2 34. Qxh2 Rxh2#] **28. Re2 b5?!** This serves only to weaken Black's own position. His main asset is the doubled rooks. He should find a way to use them. [28... Rd3 29. Rbb2 Qf6 30. Qf4 +0.45]d19 Rybka4] **29. Rbb2 Rc8!?** The rook was much better where it was on the open file. [29... c6 30. Rbd2 Qb7 +0.88]d18 Rybka4]

30. Red2 Rd6?! Losing a pawn due to the unfortunate placement of the two rooks. [30... Rcd8 31. cxb5 Qxb5 +1.07]d20 Rybka4] **31. cxb5 Qxb5??** The pawn on c7 is now overworked defending both rooks. [31... Rxd2 32. Rxd2 Qxb5 +1.52]d15]



32. Rxd6! The end! **32... Qb4 33. Rdd2 c5 34. Rbc2 a5 35. Rc4 Qb5 36. Rd5 f6 37. Qd2 Kh7 38. Qc2 Qa6 39. Rdxc5 Rxc5 40. Rxc5 Qd6** A mistake, but the position is hopeless anyway. **41. e5 Kh8 42. exd6** Black resigned. [1:0]

Michael Torres (1759) vs. Kevin Lucas (1533) 2013 NM Memorial senior Meadowlark Center, Rio Rancho (2), 05.01.2013

1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.cxd5 cxd5 5.Nf3 e6 6.Bg5 Be7 7.e3 a6 8.Bd3 Nc6 9.a3 Nd7 Based on basic principles I don't think Black should be eager to offer up his good bishop for White's 'bad' bishop. True, the White bishop is outside of the pawn chain, but the bigger point to me is that Black's KB is one of his few useful pieces in this opening. **10.Bxe7**

Qxe7 11.Qc2 Already, just a couple of moves after the bishop trade Black is forced to make a concession on the kingside if he wants to castle on that side. **11...h6** This is like shutting the barn door *after* the horses have gotten out. Most often you see this move played to prevent a move like Bg5, but the bishop has been here and gone. Perhaps ...Nf6 was less committal. **12.0-0 0-0 13.b4** 13.Rfe1 aiming for an eventual push of the e-pawn is an enterprising idea, aiming to obtain an isolated Queen Pawn position which is often dangerous for Black with a dark squared defender, and perhaps even more so now that the dark squares are not as well defended. **13...b5?** See Diagram

Surely a move made in haste. This move opens Black up for a simple tactic that should, in theory, lead to a winning position. **14.Nxd5!** Wisely, Michael does not play along in 'auto-pilot' mode and spots the tactic. **14...exd5 15.Qxc6 Ra7** I think b8 was a better place for the rook so that after Qxd5 and ...Bb7 the two rooks would be connected. Even here White has a winning position. **16.Rfc1 16.Qxd5** was a bit stronger, picking off a second pawn. Maybe Michael was worried about Black fracturing his kingside pawns after **16...Bb7** looking to trade on f3, but White can simply play **17.Qf5** which threatens

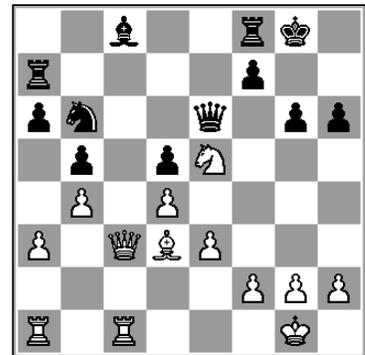
**2013 Memorial Senior
U1800 Section
Annotated by Steve Farmer**

Steve, who resides in Arizona, not only works at his full time job 5 or even 6 days a week, but also is a respected chess teacher and coach. In past years he has played in several chess events in New Mexico.

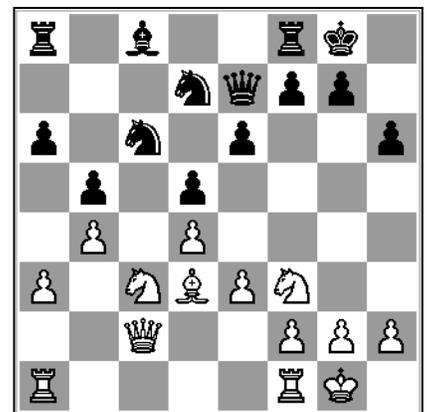
Steve's Annotations to the following games are detailed, exhaustive and very instructive .
ENJOY !!

mate, so **17...g6 18.Qf4** White is two pawns up and his pawn structure remains intact. **16...g6 17.Qc3** We can no longer say that White has a winning advantage. One or two passive moves is all it takes to turn the tides. Now, on **17.Qxd5!?** Black can mess up White's pawn structure with

17...Bb7 18.Qb3 Bxf3 19.gxf3 but even the fractured pawns are well worth the trouble of gaining a second pawn and in the process making the White d-pawn a passed pawn, turning the game plan into a technically winning strategy, i.e., advance and promote the d-pawn. **17...Nb6 18.Ne5 Qe6**

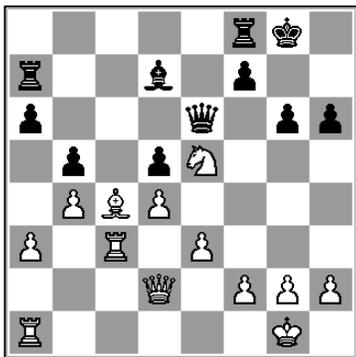


This is an interesting position A knight on c4 closes the entry way for White into Black's camp, the big idea in the overall strategy is to bring the pieces in before



the door closes. White should now play **Qc6. 19.Qd2** As mentioned, **19.Qc6 Nc4** looks good for White. (**19...Re8 20.Rc5** getting the rook into Black's camp before the knight lands on c4. The big idea for White is to trade off pieces, all of them if possible, and bring his king to the center and work for an advantage in a basic endgame being a pawn up.) **20.Bxc4 dxc4 21.Qc5** White is clearly better, but at least in this line Black has a passed c-pawn, on the flip side White is well centralized, will look to open the a-file and hopefully win the b-pawn in conjunction with future threats to push the d-pawn. (**21.Qxe6 Bxe6 22.e4** is also playable for White with a clear advantage here as well.) **19...Bd7** Blocking things up with **19...Nc4** was still the best plan. **20.Rc3** He should have slid the rook up two

more squares to c5, leaving the barn before the door is closed. Again, why? Trading off material is still an important goal for White, and with the rook blocked inside his own camp such trades become more difficult to achieve. From the c5 square tacit pressure is exerted on both the pawns on b5 and d5 and may eventually force Black at some point to exchange off this rook, bringing White one step closer to his end goal - a pure King and Pawn endgame. **20...Nc4 21.Bxc4**



21...bxc4?! Chess is such a difficult game. What 'rules' do you follow and when? More importantly, when do you NOT follow the rules? Here Black follows the well-known rule of "Capture towards the center" - but in this case it was better to violate this rule. There are two phases of fully understanding chess "Rules of thumb", the first is to learn them in their basic form, where the rules hold true, and from that point on you will constantly be looking for ways to refute or violate these rules. This may not make a lot of sense, but consider a scientist working on some technical problem, let's say a mathematical formula; First, a hypothesis for the equation is developed, from then on the scientist works hard to disprove the theory he first held. If everything holds up, his theory is good. If he finds a hole in his theory he starts over from scratch. So, the lesson here is to know the simple rules of thumb but always, and I mean ALWAYS, be on the lookout for a way to violate them in some way. In this case it was better to capture 'away from the center' **21...dxc4!?** **22.e4 g5.** This may seem like a crazy move, needlessly weakening the kingside, but it actually follows another rule of thumb; if you have only one bishop, try to put your pawns on the opposite color squares - this gives your full ensemble of pieces the maximum coverage of the board.

Here it helps to stop White from getting a dominating center with f2-f4. Still, even here, White is clearly better, but Black can resist. **22.e4!** I was really impressed with this move. I saw it pretty quickly but that a person rated 1759 actually played it is quite impressive. It is indeed the best move for several reasons. First, there is an instant threat to take on h6, play Rh3 and deliver mate! To avoid mate Black must give up his c-pawn. Very well played Mr. Torres! **22...Kg7** A tough move to make, but probably the best shot. **22...dxe4 23.Qxh6 Qd6** preventing Rh3 as the bishop defends the h3 square. The best move for White here is the simple **24.Rd1** protecting the d-pawn. After **24.Rxc4?! Bb5 25.Rc5** (**25.Rc3?? Qxd4** is winning, for BLACK. The rook cannot come to h3 as the rook on a1 would hang, and Black would be the first to deliver mate. Black is the one winning in this position, White has too many pieces hanging.) **25...Qxd4 26.Rac1** White looks better to me here.) **24...Rc7** protecting his c-pawn, White now has a very strong initiative with **25.Qf4** and this move wins a second pawn giving White excellent winning chances. As a matter of fact, owing to Black's weak pawns all over the board, the win is just a matter of technique. **23.exd5 Qxd5 24.Rxc4** White is up a second pawn now and has the added benefit that he will likely create a passed pawn on the queenside sometime soon. **24...Bb5 25.Rc5 Qd6 26.Rac1** This doesn't throw away the win, but there was a better move. **26.Ng4** Is a more accurate method. The idea is to get the d-pawn moving up the board, create a second passed pawn on the queenside and force Black to give up more material to stop their advance. Pushing the pawn now would just drop the knight on e5, so first we move it with tempo (hitting the pawn on h6). **26...g5** (**26...h5?? 27.Qh6+ Kg8** is cruelly met by the very nice **28.Rxh5** when Black must surrender his queen to avoid mate as **28...f5 29.Qh8+ Kf7 30.Qh7+ Ke8 31.Qxa7** with **Re1+** to follow is no better than giving up the queen a few moves ago.) **27.d5 Re7 28.Qc3+ f6 29.Ne3 a4** followed by **b5** is no longer avoidable, giving White two passed pawns. **26...Re7 27.Nc4** Again, a couple of inaccurate moves close together can give Black some hopes of survival. Even here **27.Ng4** was the move. **27...Rh8 28.d5 h5 29.Qd4+ f6 30.Ne3** This should still be a technical win for White. He has a firm grip with his pawn on d5, Black's king is

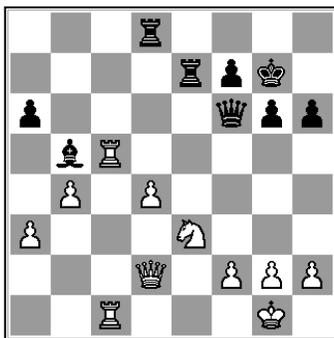
now a bit more exposed shunning him from undertaking any sort of 'active' defense. **27...Qf6** Once again, the chess rules of thumb come back to bite the players right on the brain cushion. We are told, all the time, when down in material DO NOT EXCHANGE PIECES. But here, this is exactly what Black should do in this case. **27...Bxc4!?** **28.R5xc4 Rfe8** White is probably still winning, even here, but at least Black is making him earn the point. **28.Ne3 Rd8**

29.Qc3?? Yet another inaccuracy and Black is fully back in the game after eliminating the dangerous White d-pawn. **29.d5** maintaining the d-pawn was the simplest path to victory. Though, White could have also tried; **29.Ng4!?** There's only one move Black can play here as taking on d4 is very dangerous. **29...Qh4** (**29...Qxd4 30.Qxh6+ Kg8 31.h3** Black threatened a back rank mate, so White takes a slight pause in his aggressions. **31...Re6 32.Re5!** a fun move to have turn up. **32...Qb6** (**32...Rxe5 33.Nf6 is mate**) **33.Qf4 Rxe5 34.Nxe5 Be8 35.Ng4** and White has excellent winning chances. Still, preserving the d-pawn made more sense, no risk, all gain.) **30.h3 Bd7 31.Ne5 Bb5 32.f4** White is very solid and maintains a winning edge. **29...Re4?** Mistakes often come in pairs, and not always by the same player! After **...Qxd4** Black is back in the game. **30.Qc2?** Wow! Poor Delroy, no one gives him any respect. **30.d5** is still winning for White. **30...Rexd4** And there you have it, things are now dead level... until... **31.Rd1??** Oh my! White must have been in some serious time pressure because it is hard to explain this move, a move that Black is quick to punish. **31.Qc3** kept White in the game. **31...Rxd1+!** Simply put, this wins the game. **32.Nxd1 Re8 33.Ne3** perhaps White felt that this move held his position together, and from outward appearances it seems so, that is until you see the tactics - of which Kevin now takes advantage. **33...Rxe3!** A beautiful move regardless of your rating, be it 1500 or 2500. White overlooked that recapturing is not possible due to the mate threat on f1! **34.Qd2** Resignation is the only alternative. **34.fxe3 Qf1# is mate. 34...Re2 35.Qc3 Qxc3 36.Rxc3 Re1#** A roller-coaster of a game! This shows you the importance of never giving up on your position; you never know

what will happen.

Tim Brennen (1773) vs. Kevin Lucas (1533) [B21] Morra Gambit
2013 NM Memorial Senior Meadowlark Center, Rio Rancho (4),
06.01.2013

This was a last round game that won the section for Mr. Lucas **1.e4 c5 2.d4 cxd4 3.c3 dxc3 4.Nxc3 Nc6 5.Nf3 e5** For those of you who picked up Mark Esserman's book "Mayhem in the Morra!" don't bother looking up this move, it's not in his book. Maybe here we can find a way to deal with this move. By the way, I



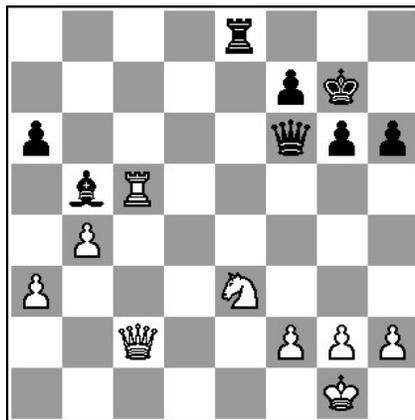
am glad that I am not the only person who refers to this opening as

the Morra and not the "Smith"-Morra, but I won't go into the "why" about that at this time. **6.Bc4** White continues with the typical Morra development. **6...h6?!**



Black should have played d6 first as it would avoid some nasty possible tactics. If Black did play d6 it would probably transpose into one of the lines in the notes to White's next move which, at best, give White a clear edge. **7.0-0** Now White barely has enough compensation for the gambit pawn. Marc, if you see this, add 7.Qb3 in your next book revision! At least give this ...e5 idea some print. The move 7.Qb3! is more potent when played right away. White plays it

on the next move, but it packs more punch on this turn. **7...Qe7** The only way to defend the f7 pawn. (Bad, worse than bad, would be **7...Na5?!** This move is found in similar positions, but here the

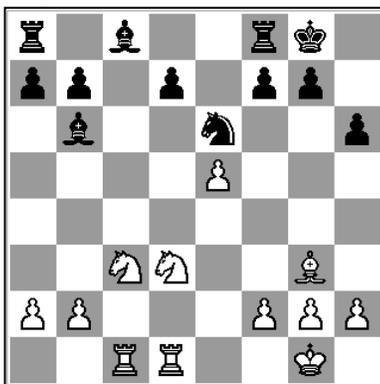


Black king is just simply too exposed and Black will be mated soon! **8.Bxf7+ Ke7 9.Nd5+!! Kxf7 (9...Kd6 10.Qb4+ Kc6 11.Nxe5 is mate.) 10.Nxe5+ Ke6 (10...Ke8 11.Nc7+ Ke7 (11...Qxc7 12.Qf7+ Kd8 13.Qxf8 with mate) 12.Ng6+ Kf6 (12...Kd6 13.Bf4+ Kc5 14.Qb5+ Kd4 15.Qd5 mate)) 11.Qh3+ Kd6 (11...Kxe5 12.Bf4+ Kxe4 13.Rd1 Bb4+ 14.Ke2 Bc5 15.f3 and it's mate again.) 12.Nf7+ Kc6 13.Qc3+ Bc5 14.Nxd8+ Kb5 15.a4+ Ka6 16.Qxc5 Mate on b5 comes on the next move.)** But after **7...Qe7** White has **8.Nd5 Qd8 9.0-0 d6 (9...Na5 10.Qc3 Nxc4** It looks like after this move Black is going to be okay, but, as computers have shown us in the past 3 or 4 years, White has very potent weapon in the Morra when it is in the hands of a capable and knowledgeable player, watch this! **11.Nxe5!!** Absolutely beautiful! Most players would automatically recapture on c4, but as you will see, this move leads to a very nice game for White. **11...Nxe5 (11...Nf6 12.Nxc4** White has won back the gambit pawn with a better pawn structure, more space and a lead in development.) **12.Qxe5+ Be7 (12...Ne7?? is a horrible idea as 13.Nc7+ would send a grown man running home to mommy crying his eyes out.) 13.Nc7+ Kf8 14.Nxa8 d6 15.Qd4 b6 16.Qc4** and the knight will escape from a8 taking his ill-gotten gains with him. White has a clear if not decisive advantage.) Going back to **9.0-0 d6**, White can continue with **10.Be3 Nf6 (10...Na5 11.Qa4+ Bd7 12.Bb5 Nc6 again, a deceptive Morra position arises where it looks like Black is going to be okay, but... 13.Bb6! axb6 14.Qxa8 Qxa8 15.Nc7+ Kd8 16.Nxa8** Once again the

knight will escape from a8 with his ill-gotten gains - a beautiful line.) **11.Rac1 Nxd5 12.Bxd5** I would have to say that White is clearly better here. He has more space, better development, a solid grip on the center and threatens things like **Nd2** followed by **f4** aiming to attack on the f-file. **7...Nf6? 7...d6** Seems to be the move to play here. The move played leaves the door open for White to get a sizable edge. **8.Qb3!** **8.Qe2** was played in the game Aguado Rodriguez (1845) vs. Medina De La Torre - Madrid Spain 2010 (White won in 53 move) but the move played in this game is better. **8...Qe7 9.Rd1N** The first new move of the game and not the best. Okay, one of the reasons that the Morra is adopted by players is the predictability of the moves, a 'pattern' of sorts. But one thing I have learned from Esserman's book is that we need to look at the Morra from a different perspective. For one, the Black queen is no longer on d8, so placing the rook on d1 may not be the best in many variations (this line being one of them). Secondly, with the queen on e7 Black has a new problem to attend to: King safety and the vulnerable c7 square. In the game P. Duijs vs. J. De Waal vs. Alkmaar 1985 (which lasted 47 moves) White played **9.Nd5** but this was easily met by **9...Nxd5 10.Bxd5 Qf6** with a roughly level game. White went on to win, but it is not due to the opening. **9.Re1** was played in another game, but it misses the point as well. The best move in the position is **9.Nb5!** The very best Black can do here is abandon any hope of castling and play **...Kd8** and then White has more than enough compensation for the pawn, in fact, I think that White is winning in this line. Let's take a look at two alternatives to giving up the right to castle. **9...d6** guarding the c7 square with the queen, but this also falls short as we will see. (**9...Rb8** steps out of the threatened fork. **10.Be3!** There is a saying that "Time is money" and in the Morra, time is often more important than money! Pawns matter not when you have your opponent on the run. **10...Nxe4** to win this pawn Black is moving the same piece twice, not a good thing in this case. **11.Bd5 Nd6 12.Nxd6+ Qxd6 13.Bxf7+** Your castling rights have been revoked! **13...Kd8 14.Nh4 Be7 15.Ng6 Rf8 (15...Rh7 16.Rfd1 Qb4 17.Qd5** White is winning. Of course, he could win the rook at any time.) **16.Rac1** Okay, White has a winning advantage here. Black's position, if

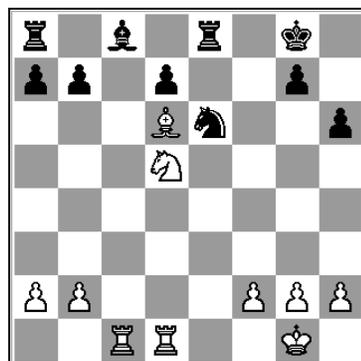
we are to use the legal term, sucks.) 10.Nxd6+! You know what? We're going to have to rename this opening and call it the Houdini-Morra, or the CPU-Morra. There are just so many resources in this opening that it makes it viable at top levels. After all, Marc beat Van Wely with it - that IS the top level! 10...Qxd6 11.Bxf7+ Ke7 12.Nh4 Kd8 13.Ng6 Rh7 14.Be3 it seems that already Black's problems are insurmountable. White seems to be winning here. **9...Na5 10.Qb5** *The actual move that was written down was Qb4 it is obvious that the queen went to b5. Please be careful when keeping score. If there is ever a dispute over the result of a game it could come back to haunt you!* **10...Nxc4** Of course, if the queen were really on b4 it could have just been captured. Not even I would miss that move! **11.Qxc4** After several golden opportunities the game is pretty level. White has compensation for the pawn, but further prospects have dimmed somewhat. **11...Qc5 12.Qxc5** I think White would be better served to avoid the queen trade with 12.Qe2] **12...Bxc5² 13.Nxe5 0-0 14.Nd3 Bb6 15.e5 Ne8 16.Bf4 Nc7 17.Rac1 Ne6 18.Bg3**

Diagram next column



White has a very good position. He has harmonious development, more space and good central control. On the flip side, Black has a difficult time completing his development, but if he can complete his development he will have the bishop pair which could eventually offset any advantage White currently holds. **18...f6?** This seems a bit rash in my opinion, though White didn't capitalize

on this move. White could now trade on f6 and either smash Black's pawn structure or eliminate one of Black's most active pieces, the Bishop on b6, an in removing this piece forever take away from Black the possibility of ever using the advantage of the bishop pair. 18...Bd8 19.h4 b6 fighting to get his light squared bishop into the game is probably the most accurate way to continue. **19.Nd5?!** 19.exf6 seems stronger. 19...gxf6 This would leave Black with three isolated pawns. (19...Rxf6 doesn't help Black either, after 20.Nd5 Rf8 21.Nxb6 axb6 22.Nb4 White has excellent central control. The once active Black bishop has disappeared, his d-pawn cannot move and his bishop on c8 will be very difficult to get into the game. I would be comfortable in saying this is winning advantage for White.) 20.Nf4 notice how the d-pawn cannot move and this leaves the bishop entombed on c8 while White gains even stronger control on the center. White is clearly better here. **19...Bd8 20.exf6 Bxf6 21.Bd6 Rf7 22.Ne5 22.Nxf6+ Rxf6** (22...gxf6 Black's best choice at this point 23.Nf4 b5 24.Nd5 Bb7 25.Nc7 Nxc7 26.Rxc7 Black is really restricted in what he can do, but on the plus side for Black he has managed to enter an endgame with bishops of opposite color which will afford him drawing chances in some lines.) 23.Nb4 Nf4 24.Bxf4 Rxf4 25.Nd5 Rf8 26.Rc7 keeping an eye on the d-pawn. 26...b6 27.h3 Rf7 guarding the d-pawn in order to get his bishop developed. 28.Rd3 Ba6 finally! But more trouble is on the horizon 29.Ra3 and it turns out that Black's a-pawn will fall in place of his brother on d7. White is clearly better here. **22...Bxe5 23.Bxe5 Rf8?** Black is unaware of the dangers that lay in wait in this position. He should have continued with ...b6 with an eye for getting the bishop developed. After the move in the game Black is lost. **24.Bd6 Re8**



Sadly the rook is stuck on the back rank.

Okay, why is it so bad for the rook to be stuck on the back rank? Well, it leaves Black completely devoid of any play whatsoever. This may not seem like much until you study this position deeper, and being move 28, I would probably be correct in my belief that both players were probably fairly low on time. Seriously, this is a wonderful position to cover up the moves and find the winning continuation for White after Black's last move. 24...Rf7 25.Ne7+ is just crushing for White (the bishop on c8 falls). 24...Rd8 doesn't help Black either, but for a different reason. 25.f4! g6 to stop f5, this can be played since there is no knight fork on f6, or is there? 26.Be7 Re8 27.Nf6+ **Bazinga!** The fork IS there! White is winning easily. **25.Rd3?** White still seems clearly better to me after this move, but the win was missed with f4, so to not mark it as a mistake would not be fair. Better would have been 25.f4! but this is not an easy move to spot, it looks to slow, but it's not! It reminds me of the steam-roller scene in Austin Powers, and just like the movie Black will get flattened! 25...b6 (The big problem for Black is that he cannot stop the f-pawn with 25...g6 due to 26.Nf6+ which wins easily.) 26.f5 Ng5 27.Nc7 winning the exchange, and thanks to the numerous open files, White should win rather easily. **25...b6 26.Rg3** 26.f4 should have been played, though it lacks the power it did a move ago. 26...Bb7 27.f5 Bxd5 28.Rxd5 Nf8 White is better. Black is rocked back on his heels trying to find a solid defense. White should now centralize his king and look for a favorable endgame, though Black might be able to hold from here. **26...Kh7 27.Ne7 Bb7 28.h3 Ng5** The door is cracked open for White to gain a toe-hold in Black's camp. A better try is 28...Nf4 29.Bxf4 Rxe7 and the bishops of opposite color give very some drawing chances. The game is pretty level here. **29.Rc4?** There is a tactical solution to this move, and Black didn't let this chance slip away! Better is 29.Rc7 Ne4 (29...Bc8 30.Ra3 looks good for White.) 30.Rxb7 Nxd6 31.Rxd7 Rxe7 32.Rxe7 Nf5 33.Rd7 Nxc3 34.fxc3 White could torture Black for a long time in this rook and pawn ending, and indeed White looks to be better here, but the win will be very hard to prove over the board. **29...Ne4!** White is the one in serious trouble after this move. Tim tries to make the best of things by giving up

the exchange. **30.Rxe4 30.Rd3** just doesn't work due to **30...Nxd6** and the knight on e7 is off to the glue factory. **30...Bxe4 31.Rg4** Just check out Black's position and compare it to a few moves ago when the bishop was entombed on c8, now it is the centerpiece of the chessboard. **31.Rc3** heading for c7 is a bit more stodgy of a defense. **31...Bb1 32.a3 Ba2 33.Rg3 Be6 34.Rc3 b5 35.Rc5 a6** This phase of the game is very difficult to play if one is low on time. Black is up the exchange, but to win is not so easy. **36.b4 g6 37.Nd5 Bxd5 38.Rxd5 Re6 39.Bc5 d6! 40.Be3 40.Bxd6 Rd8** Pinning and winning. **40.Rxd6 Rxd6 41.Bxd6 Rd8 42.Bg3 Rd1+ 43.Kh2 Rd3** wins easily. **40...Rc8 41.Rd3 Rc6 42.Kh2 g5 43.Kg3 Kg6 44.h4 gxh4+ 45.Kxh4 Re4+ 46.Kg3 h5 47.Kf3 Kf5 47...Kf6??** When Art went to reconstruct the game from the score sheet, this is the move that was given. **Thanks to some clever detective work by Matt Grinberg**, we now know that this is not the right move. **48.Rd5+ Re5 49.Rd3 Ke6 50.Kg3 d5 51.Be5 Re4 52.Kf3 Rc7** Black's rooks can now roam the entire board, the win from here is rather easy. **53.Kg3 Rg7+ 54.Kh2 h4 55.Be3 Rg4 56.Rd4 Rxd4 57.Bxd4 Rg4 58.Be3 Rc4 58...d4** also wins with ease. **59.Kh3 d4 60.Bg5 Kf5 61.Kxh4 Rc2 62.g4+ Kg6** "Obviously unless White ran out of time the game did not end here." - Matt Grinberg. I would only add that White has been losing for some time now, so a resignation at this point is certainly reasonable. **0-1**

Michael Torres (1767) vs. Stephen Marquez (1513) Chigorin Defense
2013 NM Memorial Senior Meadowlark Center, Rio Rancho (3), 06.01.2013
1.d4 d5 2.c4 Nc6 3.cxd5 Qxd5 4.Nf3 Nf6 5.Nc3 Qd8 6.e4 6.d5 Is the most popular move here and is believed to yield White an edge. **6...Bg4 7.d5 Ne5?**



Better is **7...Nb8 8.Qa4+ c6 9.Be3** But I'd rather have the White pieces here... any day! **8.Be2?** White misses his chance. How often to you get to sacrifice your queen in the opening? That's exactly what White should have done here. **8.Nxe5! Bxd1 9.Bb5+ c6 (9...Nd7 10.Bxd7+ Qxd7 11.Nxd7** White emerges a full piece ahead.) **10.dxc6 a6 (10...Qc7 11.cxb7+ Nd7 (11...Kd8 12.Nxf7 is mate) 12.bxa8R+ Qd8 13.Bxd7#** a rather pretty mate, isn't it?) **11.c7+ axb5 12.cxd8R+ Rxd8 13.Nxd1** The smoke has cleared and White is up a full piece. **8...Nxf3+ 9.Bxf3 Bxf3 10.Qxf3 h6?** Black really should have struck back in the center with either **...e6** or even **...e5**. **11.0-0** White misses a golden opportunity, having the lead in space and development he should have played **11.e5!** There is no time to waste! A lead in development will not last forever. **11...Nd7 (11...Nh7 12.0-0 g6 13.d6!** at this point the lead in development and opening lines against the enemy king are the deciding factor. **13...cxd6 14.exd6 Qxd6 15.Bf4!** This lead in development should be child's play to win. **15...Qc6 16.Nd5 Rc8 17.Rac1 Qd7 18.Rxc8+ Qxc8 19.Nc7+ Kd8 20.Rd1+ yeah, child's play.) 12.e6 Nf6 (12...fxe6 allows mate in two moves.) 13.Be3 g6 14.0-0 Bg7 15.exf7+ Kxf7 16.Rfe1 Qd7 17.Bc5 Rhe8 18.Re6** Things are looking very good for White, very good indeed! **11...Qd7?**

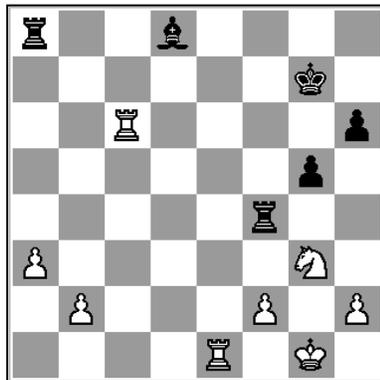


Black didn't see any of the variations we just looked at, if he did then surely he would have played **...Nd7** instead and buckle down to defend a difficult position. Now he is lost... provided White plays things right. **12.e5!** White spots the winning move. **12...Nh7 13.e6! fxe6 13...Qd6 14.Ne4 Qb6 (14...Qxd5 15.Qxf7+ Kd8 16.Bf4** winning along the open files and diagonals that all point straight at the Black king.) **15.exf7+ Kd8 16.Be3** and one cannot imagine Black living a long life from this position. **14.dxe6** This is still winning, but re-

member the saying "When you see a good move, look for a better one." Well, White had a much better move available. I think that Black is close to resignation after **14.Qh5+ Kd8 15.dxe6 Nf6** This seems to be the most logical response (**15...Qc6** keeping a watchful eye on the e8 square to keep the White queen at bay. **16.Rd1+ Kc8 17.Qe5** Okay, some would take their calculations to this point and say, material is even, this is not good. In reality, Black is completely tied up. Think of it in this way, for Black to complete his development (loosely speaking, this is when the rooks are connected) it will take Black a minimum of five moves, for White, only one. There is another rule of thumb that a pawn is worth 3 to 4 moves, sometimes even just two moves. That being the case White should be able to do something constructive with such a large time advantage, let's continue on and see... **17...Nf6 18.Bf4** White has completed his development and has a big lead in space. Plus, the Black king is a bit exposed and flapping in the breeze. **18...g5** Looks like Black gains at least one tempo to finish his development, right? **19.Nb5 Ne8 (19...gxf4 20.Rac1** Black can return some material here but it would only delay mate by a move or two. **20...Qb6 21.Rxc7+ Kb8 22.Rd8 Mate.) 20.Qd4 b6 21.Rac1** offering more material, that is how important time (development) is in chess. **21...Qxb5 22.Qe4 Rb8 23.a4** White wants to play **Rd7** in order to deliver mate, not being happy with just winning material. **23...Qb3 24.Rd7** after this Black can resign. **24...c5 (24...Nd6 25.Rxc7#) 25.Qc6+ Nc7 26.Qxc7#) 16.Qe5 Qd6 (16...Qc6 17.Rd1+ Kc8 18.Bf4** is simply a transposition to the above variation.; **16...Ng4 17.Qe4** wins either the knight or the queen.) **17.Rd1** Winning decisive material. **14...Qxe6 15.Qxb7** Materialistic, and still winning, but not the best. If we remember that "Time is money" i.e., development is equal to material in a relative sense, then **15.Nb5!?** is a much better try. You want to catch the Black king in the center to totally hold up his development. **15...0-0-0** This is without doubt Black's best try, and when calculating the variations we just looked at you can actually stop your analysis short, it's not intuitive, just logical, and you need to turn your attention to a line that looks more solid - in this case, finding safety for the king by castling long. (**15...Rc8 16.Bf4 Qf5** What do you do here? Take the pawn on

c7? Move the knight to d4? Or is there something else? 17.Rfe1!? would be my preference, though Nd4 is also good, and both these moves are better than taking on c7. But wait, isn't that knight hanging? 17...Qxb5 Yes, junior, the knight was hanging. 18.Qg4! Threatens Qg6+ and Qxc8. 18...Nf6 (18...Rd8 19.Qg6+ Kd7 20.Rac1 c6 21.Red1+ Kc8 22.Qe6+ Rd7 23.Qxd7#; 18...Ra8 19.Qg6+ Kd8 20.Red1+ Kc8 21.Qe6+ leads to mate in two.) 19.Qxc8+ Kf7 20.Bxc7 Qd7 (20...Qxb2 21.Qe6+ is a nightmare for Black.) 21.Qxb7 White is up a rook and pawn for the knight.) 16.Bf4 Ng5 (16...Rd7 17.Rfd1 Ng5 18.Nxa7+ Kb8 19.Qa3 When calculating, and seeing this position in one's mind, you can stop calculating altogether. White has invested no material and completely dominates in every aspect of the game. 19...Rxd1+ 20.Rxd1 Qa6 21.Nc6+! bxc6 (21...Kc8 or ...Ka8 22.Rd8#; 21...Qxc6 22.Rd8#) 22.Qxa6 is just an example line of the misery of which Black must endure.) 17.Qc3 Qb6 18.Rac1 c6 19.Qe5 Black simply has too many weaknesses in his camp. 19...Rd6 to close down the dangerous diagonal, but after 20.Nxd6+ exd6 21.Qe8+ Kc7 22.Bxg5 hxg5 23.Qf7+ Kb8 24.Rce1 well, no point in going on, Black is completely lost. 15...Qc8 16.Qf3 White decides to calmly consolidate his position rather than trade queens. 16...Nf6 17.Bf4 c6 18.Rfe1 e6 19.Ne4 Bb4?? A serious mistake, but Black is lost anyhow. Better would have been ...Be7. 20.a3 White is still winning, but he had better. I think that White put the game on auto-pilot too soon. He could have closed out the game by attacking the bishop and taking advantage of the weakened light squares around the enemy king. 20.Nxf6+ gxf6 21.Qe4 Be7 (21...Qb7 22.Qxe6+ Be7 23.Qxf6 and only an earthquake with a massive power outage could save Black now.) 22.Qg6+ Kf8 (22...Kd8 23.Rad1+ is even worse for Black.) 23.Bxh6+ wins easily. 20...Be7 21.Rac1 0-0 22.Rxc6! Qd7 22...Qxc6?? 23.Nxf6+ Bxf6 24.Qxc6 is a tad bit unpleasant. 23.Rd1?? Oh! The humanity! Rc7 and White continues his winning ways. Now Black has a nice counter-stroke that gets him back into the game. As mentioned, 23.Rc7 is still winning for White after 23...Qe8 (23...Qd8 24.Qh3 Nxe4 25.Qxe6+ Kh8 26.Qxe4 two pawns up and life is good.) 24.Nd6 Bxd6 (if 24...Qd8 25.Nf5 and White's attack continues with force.) 25.Bxd6 trading off

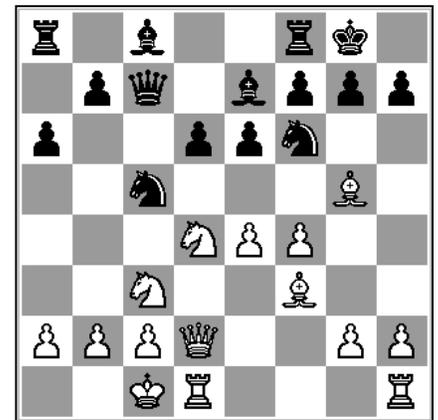
material which is greatly to White's advantage. 23...Nd5! This simple move is very strong and levels the game in one move. 24.Rcc1 Qe8 24...Bg5 was a bit more accurate. 25.g3 (25.Nxg5? hxg5 26.h3 Rxf4 looks to be winning for Black.) 25...Bxf4 26.gxf4=; 24...g5 is okay as well, but it is not an attempt if one is playing for a win. 25.Qh5 Rxf4 26.Qg6+ Kf8 27.Qxh6+ Ke8 28.g3 Rf5 29.Qh8+ Rf8 30.Qh5+ Rf7 is probably best as I don't believe White has more than a draw after (30...Kd8 31.Nxg5 is a bit risky for Black. 31...Bxg5 32.Qxg5+ Ke8 (32...Qe7?? 33.Rxd5+ exd5 34.Qxd5+ grabbing the rook on a8) 33.Re1 the position is very muddy, but I think I would prefer to have the White pieces here.) 31.Qh8+ Rf8 32.Qh5+ from here both players could win... or lose! 25.g3 g5 [25...Qf7 is a bit stronger] 26.Qg4 Nxf4 27.gxf4 Rxf4 28.Qxe6+ Qf7 29.Qxf7+ Kxf7 30.Re1 Bd8 30...Bf6 31.Rc2 yes, White is a pawn up but the win is difficult to prove even without the minor piece imbalance. 31.Rc6 With this White continues to fight for the win. 31...Kg7 32.Ng3



32...Bb6?? A horrible oversight after a heroic comeback. My heart goes out to Mr. Marquez, this is the most frustrating type of mistake to make in the game of chess. [32...Kf7 Keeps the hope alive, though there is no doubt that White is clearly better.] 33.Nh5+ Kf7 34.Nxf4 gxf4 Up the exchange and a pawn, White went on to win.

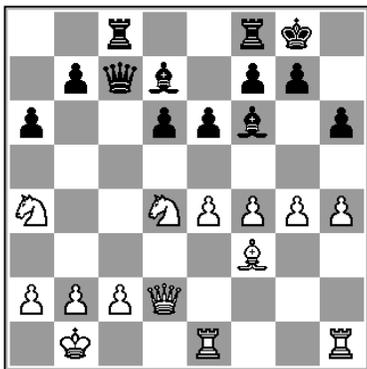
Peter Zollinger (1536) vs. Hector Martinez (1740) Sicilian Najdorf
 2013 NM Memorial Senior Meadowlark Center, Rio Rancho (3), 06.01.2013
 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Be7 8.Be2 Peter opts for the road less traveled. As a matter of fact, I only have one game in my 2300+ database in which this was played. 8.Qf3 is the main line of the 6.Bg5 Naj-

dorf and we are still about 20 some odd move away from the starting tabya of this sharp tactical system. 8...Nbd7 9.Qd2 9.Bf3 looks more thematic. 9...Qb6 10.Nb3 h6 11.Bxf6 Qe3+ 12.Qe2 Qxe2+ 13.Nxe2 Nxf6 14.0-0 0-0 1/2-1/2 (14) Pavlov (2400) vs. Boensch (2425) - Zinnowitz 1983 9...0-0 9...Qc7 10.Bf3 Nb6 11.b3 When you have to play this move in any version of the Najdorf you have done something wrong. Black is just fine here and went on to draw. 11...Bd7 12.Nd1 h6 13.Bxf6 Bxf6 Black has some pull in this position Camara vs. Gadia - Brazil 1964 1/2-1/2 (49); 9...h6 Those who have seen my videos on the Najdorf know of my support for this move in the main line, it seems equally good in this sub-variation. 10.Bh4 Qc7 11.Bg3 b5 Paul (1830) vs. Petersen - Heimbach Weis 1997 1-0 (47) Black has no particular troubles in this position, though he did manage to lose the game. 10.0-0-0 Nc5 Now, if 10...h6 White can take on f6 or play 11.h4 chances are about level, though, through conversations with Najdorf advocates most confess that they find this sort of move somewhat scary to face, I myself, am among that group! 11.Bf3 Qc7

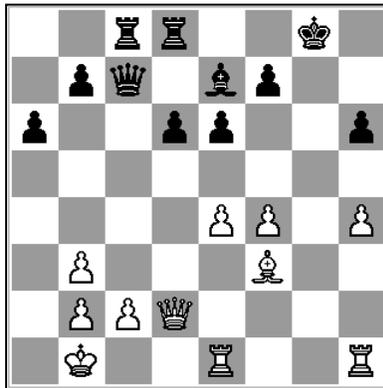


12.Rde1 In a sharp and complex opening like the Najdorf, one move can mean the difference between winning and drawing or from drawing to losing. Tempo, with regards to the proper placement of the pieces, is very important. Better was Rhe1 when White centralizes his rook, a natural enough looking move and in about 95% of the cases it may well belong on this square. However, a move like 12.g4, commencing aggressive operations on the kingside is both more thematic and principled. In principle, White, being ahead in development, should look to attack or gain the initiative. Thematic in that this is the way the

majority of Najdorf positions of this type proceed. So, if 12. g4 were to be played, would the White KR belong on e1 or h1? We're not so sure, in any case the h-R belonged on e1 rather than the Rook from d1. **12...h6** This is rather compliant on Black's part in that it weakens the kingside a bit. Better, it seems, would have been Ncd7 instead. **13.Bxf6 Bxf6** 13...gxf6 Would be disastrous with the Black king having castled on the kingside. 14.f5 d5 (On 14...e5 White's approach is that of a caveman. 15.Nd5 Qd8 16.Qxh6 exd4 17.h4 and Black has no good answer to stop White from playing Rh3 to conclude the attack.) 15.Qxh6 Bd6 guards against the h4 and Rh3 ideas, but after 16.Kb1 Be5 17.Rd1 White is a pawn up, dominates the center (which is he about to tear open), has a lead in development and has the Black king as the ultimate target. **14.Kb1 Bd7 15.h4 Rac8** I feel that Black has worked through all of his opening difficulties and stands equal here. The game turns very exciting now; both sides are going to press forward with attacks on opposite wings. Who will be the first to land the decisive blow? **16.g4 Na4 17.Nxa4**



Black has a tough decision to make here in the heat of the battle. **17...Bxa4** And he chooses the wrong path. It seems that this is where things start to slip away for Black. Better was 17...Bxd4!? 18.Qxd4 (18.g5 Bxa4 also looks a bit better for Black.) 18...Qxc2+ 19.Ka1 Qxa4 Black has snagged a pawn and stands a bit better. **18.Nb3 Rfd8?** Black should have sensed the danger around his king and faced it head on with 18...g6 but even here life is not simple after 19.g5 Bxb3 20.axb3 Bg7 21.f5!! White has a fantastic initiative giving him good chances to find a way to the Black king. **19.g5 Bxb3 20.axb3 Be7 21.gxh6 gxh6**

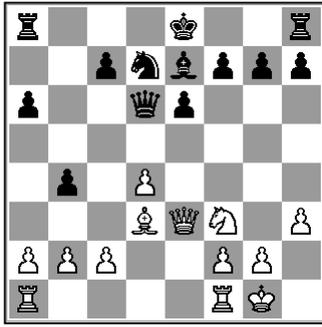


22.Reg1+ A shame, now White starts to lose the thread of the attack. The key in such attacks to throw as much wood onto the fire as possible, and here that is best achieved through 22.f5!! This threatens mate by Qxh6 and Rg1 and would force Black to give up material to stop mate. 22...Bf6 and here Houdini found a very instructive winning idea 23.e5!! Why this move? White wants to take on h6 keeping the Black king stuck on the kingside, but playing that before playing e5 allows Black to mate in two moves, can you see it? Put the pawn back on e4 and place White's queen on h6, now you can see that the Black bishop eyes the b2 square so that after ...Qxc2 there would be mate on b2. (The more 'human' move of 23.Rhg1+ should be good enough for White to win after 23...Kf8 24.fxe6 Ke7 (worse is 24...fxe6 25.Rg6 Ke7 26.Rxf6!? winning) 25.exf7 with a relatively easy win for White.) 23...dxe5 (23...Bxe5 so that White cannot take on h6 owing to the ...Qxc2 ...Qxb2 mate threat 24.Rhg1+ Kf8 25.fxe6 Ke7 (25...fxe6 26.Qxh6+ Bg7 27.Qh7 material is equal but the Black king is just too exposed. Notice how the bishops of opposite color greatly favors the aggressor in this position.) 26.exf7 winning for White) 24.Qxh6 Bg7 (24...Qxc2+ 25.Ka2 Qxf5 26.Rhg1+ winning) 25.Rhg1 f6 26.Rg6 Rd7 27.Reg1 Re7 28.Be4 Rce8 29.fxe6 Rd8 Black is completely passive and cannot relieve his defensive task, he just sits back passing time until judgment day. 30.Bf5 b5 31.Rxg7+ Rxg7 32.Qh7+ Kf8 33.e7+!? Qxe7 (33...Rxe7 34.Rg8#) 34.Qh8+ Kf7 35.Rxg7# **22...Kh7** White is better, there is no doubt, but I do not see a convincing win from this position. The attacking potential has decreased dramatically. **23.Bh5** 23.f5 was probably still the best practical shot. **23...Bf6 24.Rg2 Rg8 25.Bf3 Rxd2 26.Qxg2 Rg8** Things are pretty level now. The bishops of opposite color which are a liability as a defender

now becomes an asset in a difficult endgame. A draw seems the likely result with proper play. **27.Qf2 Qc5 28.Qxc5 dxc5 29.Bh5 Rg7 30.Bd1 Bd4 31.h5 f6 32.c3 Be3 33.Rf1 a5 34.f5 e5 35.Ka2 Rg2 36.Re1 Be1 37.Be2 Bd2** The game score ends here with no result being declared, but I am assuming that the game was drawn unless one of the players overstepped the time control.

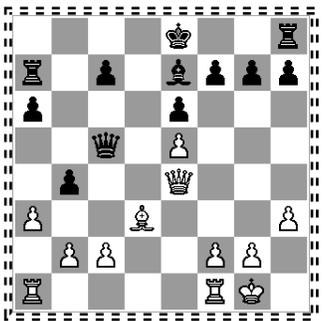
Rebecca DeLand (1466) vs. David Lewis (1747) Scandinavian Defense

Rebecca DeLand is a three time three year consecutive winner of the NMCO scholarship to attend the Polgar event for girls in Lubbock Texas and her rating continues to increase with each tournament she enters. **1.e4 d5 2.exd5 Qxd5 3.Nc3 Qd6 4.Nf3 Nf6 5.d4 a6 6.Be3 b5 7.Bd3 Bb7 8.Qe2 e6 8...Nbd7 9.0-0 e6 10.Rhg1 Be7 11.Ng5 b4** was an exciting way to play in J. Tuma (2292) vs. V. Sergeev (2488) - Ceska Trebova 2007 and this game ended in a draw after 79 moves. **9.0-0** Castling long is more common and a line I favor against this brand of defense. There is really not much to fear from Black's queenside aggression, especially if you like to play the White side of Sicilian Defenses. The point is that Black will most likely castle kingside in such situations and then I believe White's pieces are already poised to take advantage of such a turn of events (while maintaining a watchful eye on Black's evil intentions on the opposite wing, naturally). **9...b4** (Dave Lewis: A big mistake. 9 Be7 was safer but I started with b4 trying to be cute in case Rebecca didn't execute Nbd7 or g3 and played h3 or other move when BXN is a killer) **10.Nb1 Ng4 11.Nbd2 Bxf3 12.Nxf3 Be7 13.h3 Nxe3 14.Qxe3** Taking with the pawn was also quite acceptable. White seems to stand clearly better here. Black's queenside operations seem to have only weakened his pawn structure and nothing more. **14...Nd7 Diagram**



15.Ne5!? This is a shame, comparing the quality of the two pieces; White's was the stronger knight, now Black can trade them at an equal value. It was better to start harassing the weakened pawns on the queenside with 15.a3!? bxa3 (15...c5 16.axb4 cxb4 17.Ra4 Nb6 18.Ra5 White is very solid and will now double rooks on the a-file to hit on the soft spots in Black's camp. White is clearly better here.) 16.Rxa3 Now Black's a-pawn is a target. White is clearly better here, close to having a winning advantage, but not quite there yet. **15...Nxe5 16.dxe5** Now the position is almost lifeless. The bishops of opposite color give the second player chances to counter the weaknesses on his queenside. **16...Qc5 17.Qe4 Ra7 17...Qd5 18.Rfd1 Rd8 19.Qe1** White is a tiny bit better. **18.b3** How does one handle a position with bishops of opposite color. When you only have one bishop you want to put your pawns on the opposite color of the bishop you have, yes, even if your opponent has a bishop that can attack those squares. The purpose of this is; a) to give your own bishop more scope, and b) you limit the scope of your opponent's bishop. Another point in a position like this is that Black has a far advanced b-pawn and that will be a constant target for White. 18.a3

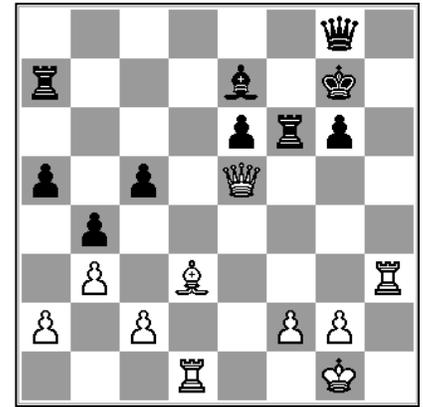
(See Analysis Diagram Below)



This would be an excellent way to fight for the win. Black will have to concede something here; he will have to either trade material and maintain a slight pawn structure weakness into the endgame or he will have to make a drastic decision to keep the material on the

board but offer an even greater concession regarding the pawn structure.. (I mentioned material comes off the board, leading to a good endgame for White, the reason I mentioned that is that if Black tries to minimize the amount of material that gets removed he finds himself in a world of hurt, the following line is an example: 19...axb4? 20.Rxa7 Qxa7 21.Bb5+ Kf8 22.Qc6 Threatening Qe8+ and Qxe7 22...Qb8 the only move to save the piece, but 23.Ra1 and there is no answer to the threat of Ra8 winning the queen.) 20.Qc6+ keeping Black from castling 20...Kf8 21.Ra4 activating a once far-off piece 21...Qb6 22.Qf3 Material is equal here but I would rather have the White pieces because he a) has all his pieces in the game (Black still has not completed his development), b) White has a better pawn structure and c) the opposite color bishops often favors the aggressor, White, in this case. Is White winning here? No, but I'd have to say White is clearly better. By the way, if you are wondering why Black cannot take the pawn at b2, here's why: 22...Qxb2 23.Rf4 f6 (23...Qxe5 24.Rb1 Bf6 (24...c5 25.Rxf7+ Kg8 26.Bc4 h6 27.Rb8+ Qxb8 28.Bxe6 Qb1+ 29.Kh2 Qb8+ 30.g3 and Black will cave in a couple more moves.) 25.Rb8+ Ke7 26.Rxb8) 24.Re1 Rb7 25.exf6 gxf6 (25...Bxf6 26.Rxe6 h6 27.Qc6 is crushing) 26.Rxe6 h6 27.c3 either blocking off the queen from defense or bringing her to a very vulnerable square 27...Qxc3 28.Rxf6+ Bxf6 29.Rxf6+ Ke7 (29...Ke8 30.Bg6+ wins the queen on c3) 30.Rf7+ Kd6 31.Qxb7 White is a piece up with an attack as 31...Qxd3 is impossible due to 32.Qxc7+ Ke6 33.Re7+ Kf6 34.Qe5+ Kg6 35.Rg7#) 19.Qxb4 Qxb4 20.axb4 Bxb4 21.Rxa6 Rxa6 22.Bxa6 White has won a pawn. Though the bishops of opposite color make this extremely difficult to win, this is still White's best chance. **18...g6 19.h4 Qb6 20.Rad1 Bc5** The moves a5 or c5 at almost any time are also okay. **21.Qf3 Be7 22.h5 0-0** This is a bit risky to me. Heading straight into the battle zone. Well, when chaos rings, some run away, some don't! **23.Qg4 Kg7 24.Be4 Qb5 25.Qg3** White could more actively protect the e-pawn with Rfe1. If the queen takes on e5 White can play Bxg6. **25...c5 26.Bd3 Qb8 27.Rfe1 a5 ...Rd8**, fighting back in the center, should give Black easy equality. **28.Qh2 Qe8?!** I think Black may have been getting short of time around this point, 28...a4 is a good shot for equality. **29.Re3 f5?** This seems like a panic move or a

possible shortage of time. **30.exf6+ Rxf6?? 30...Bxf6** was a better way to recapture **31.hxg6 hxg6 32.Rh3 Qg8 33.Qe5** diagram



33...Kf7?? Too bad, White still would have to 'prove' the win after 33...Rd7, but here Black gives Rebecca the win on a silver platter. **34.Bc4** Piling up on the e6 pawn will eventually win the game. There is no defense now. **34.... 35.Re3** Black either resigned or overstepped the time limit at this point. White earned the win in this one! The endgame is miserable for Black if he were to play on. **All in all a very nice game by Rebecca De Land.**

Covington, Paul (1920) - Snediker, Tad (1859) [D02]

D02: 1 d4 d5 2 Nf3 sidelines, including 2...Nf6 3 g3 and 2...Nf6 3 Bf4 SLOW PLAY IS SOMETIMES TOO SLOW!: Here Paul Covington tries to outmaneuver his opponent. Mr. Snediker first neutralizes then counter attacks. With 4 horses saddled and ready to go there are limited outposts until White fights for a central square with e4. The battle is joined with Blacks attacking chances giving him the better of it. When the pieces fall off the board it is now White who is playing for a win! A true fighting Draw with mistakes made by both sides but no quarter given. **1.d4 d5 2.Bf4** Paul likes to sneak up on his opponent. While c4 is more usual it is not mandatory. The problem with developing a Bishop this early is it's not clear where it belongs. Hence an alternate to c4 is Nf3, It is clearer where the Knight should go. Another problem with an early Queen Bishop development is the weakening of the Queens Knight Pawn.. **2...c6 3.Nf3 Bf5 4.e3 e6 5.Bd3 Nf6.0-0-N** [6.Bxf5 exf5 7.Qd3+/- Nessler, V-Smyslov, V/Venice 1950/MCD/0-

1 (39); 6.Nc3 Bd6+/-] **6...Bd6 7.Ne5** [7.Bxf5 exf5 8.Ne5 0-0+/- Instead Paul finds a home for his Knight on e5, a thematic idea with this pawn structure, the only question is when.] **7...Bg6** Black invests a valuable tempo by retreating the Bishop. White can now play c4 with a growing initiative. [7...Bxd3 8.cxd3 0-0 9.Nd2+/-] **8.h3** A usual idea. Developing might be more pressing. The move played shows a desire for long term strategic play as opposed to tactical opportunism. [8.c4 Bxd3 9.Qxd3 Nbd7+/-] **8...Bxd3** Black is swimming around not sure of his objectives. As a note moves like Nd7 can be met with Nxf7 with a dual attack on d8 and d6, White snares a pawn. Black is behind in development and should be careful. **9.cxd3 0-0 10.Nc3 Qe7 11.a3** Allows for Nbd7 (The d6 Bishop is now protected), Qb3 would have slowed this idea. The problem with White's opening is revealed, there is nothing to bite on in this position. [11.Bg5 h6 12.Bh4 Nbd7+/-] **11...a5** [11...Nbd7 12.Qf3+/-] **12.Rc1** [>=12.e4+/-] **12...Nfd7?** Fritz does not like this move because it is non-developing. As a human I think it is okay. The idea is to fight for e5 with pawn to f6 as an option. The Knight on b8 is kept in reserve to protect c6. [12...Nbd7 13.Qb3 Rab8 14.Rfe1+/-] **13.Bh2** [>=13.Qh5!+/-] **13...f6 14.Nf3 Bxh2+ 15.Nxh2 c5** I like Na6 developing. It is now equal, which is not the same as being drawn. [15...Nb6 16.Nf3+/-] **16.dxc5 Nxc5 17.Nb5** [17.Qc2 Ncd7+/-] **17...Nc6= 18.Qc2 Nd7 19.Nf3 Nb6** [19...Rac8 20.Qe2= **20.Rfd1** White has lost all opening advantage. [20.Qc5 Qxc5 21.Rxc5 Rf7+/- =] **20...Rfc8= 21.Qb1** [21.Qd2 Qd7= **21...Kh8** [21...Qd7 22.Rc2= **22.b3 e5 23.e4** Where are we going with this? [23.Rc2 Nd8= **23...d4 24.Nd2** [24.Rd2 Nd8= **24...Nd8** Diagram



Ah! the Knight is heading for f4 via e6. Fritz likes this idea and so do I. If a Black Knight reaches f4, it will be the promised land and White will be hard pressed. **25.Nc4 Nxc4 26.Rxc4 Rxc4** [26...Rc5 27.a4=/+ After Rc5 27. Rxc5 Qxc5 the Knight on b5 hangs. This little tactical nuance allows Black to grab the c file. The chances are all blacks.] **27.bxc4= Ne6 28.g3 Qd7 29.Kg2 Ng5** [29...Rf8 30.Rf1=/+] **30.Rh1= f5** [30...Kg8 31.Qd1=] **31.h4+/- Nf7** Blacks horse has lost its way. He should have prepared f5 with his inactive rook. One minute Black's Knight looks unstoppable now goofy. [31...Ne6 32.exf5 Nc5+/-] **32.Re1** [32.exf5 Nh6+/-] **32...Rf8** [32...g5 33.Qd1 gxf4 34.Qh5 hxf4 35.Rh1=] **33.f3** [33.exf5 Qxf5 34.Qd1 g5=] **33...Nh6** Black plans f4 **34.Qd1 Qe7 35.Qd2 f4 36.Rh1** [36.Qf2 Kg8=/+] **36...fxg3=/+ 37.Qg5** [37.Qe1 b6=/+] **37...Rf6!** Far and away the best move. No Queen trade and Rg6 threat. **38.h5** [38.Qxg3?? Rg6+] **38...Nf7 39.Qh4?** [39.Qxg3 Ng5 40.Qxg5 Rg6 41.Qxg6 hxf6 42.hxf6+ Kg8-/+] **39...h6** [>=39...Nd8 40.Qxg3 Ne6+ And the Horse heads for the promised land, f4.] **40.Rf1-/+** [40.Qxg3? Ng5 41.Qg4 Qe8+ (<41...Rxf3 42.Rf1 Rxf1 43.Kxf1-+ 41...Nxf3?! 42.Rf1 Nd2 43.Rf2-)] **40...Qf8** [>=40...Qc5!? 41.f4 exf4 42.Rxf4 Rxf4 43.Qxf4 Qxh5 44.Qxg3 Qe2+ 45.Kg1 Qd1+ 46.Kg2 Ng5=/+] **41.f4=** [41.Kxg3 Rf4 42.Qh3 Ng5+] **41...exf4 42.Rxf4 Ng5 43.Rxf6** [43.Kxg3 Qb8 44.Nxd4 Qd6-+] **43...Qxf6 44.Qxg3** [] **Qf7** [44...Ne6!? 45.Qf3 Qg5+ 46.Kf1 b6=] **45.Qg4 Ne6 46.Qf5 Qxf5 47.exf5 Nf4+?** And the true horror of Kh8 is now revealed. While the pawn structure offers both sides play and Black's Knight is slightly more active, White's King comes into its own while Black's is in the h8 tomb. Only White has realistic chances to win, he is playing with an extra piece. [>=47...Nc5+/-] **48.Kf3+- Nxd3 49.Ke4 Nc5+** [49...Nb2 50.Kxd4 b6 51.Nc7+-] **50.Kxd4 b6 51.Nc7 Kg8 52.Ne6** [52.Kd5 Nd3 53.Kc6 Nf4+-] **52...Na4** [52...Nd7 53.Kd5 Kf7 54.Kd6+/-] **53.e5** [>=53.Nf4!? +-] **53...bxc5+/-= 54.Nxc5 Nb6 55.Nb7** [55.Ne4 Kf7+/-] **55...a4= 56.Kc5** Black's king side pawns threaten to fly down the board after White's are taken. A fighting Draw. 1/2-1/2

Harper,Richard (2039) - Schroeder,Tony (2031) [C00]

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C00: French: Unusual White 2nd moves CONFUSING WANTS AND NEEDS: White wants a slow controlled buildup, Black throws firecrackers on the board. The result is White hopping about and dancing to Black's tune. Tony takes no prisoners and literally has play over the entire board. It is always interesting to see how Tony uses files and squares in a classical manner to further his game. In other words, "don't go toe-to-toe with a chess Madman!" **1.e4 e6 2.Nf3** Okay, what is this all about? Richard has great respect for Tony and therefore seeks to keep the position closed and White in control. A good idea against a player of Tony's ability. **2...d5 3.Nc3 d4 4.Ne2 c5 5.d3 Nc6 6.g3 Be7** [6...Bd6 7.Bg2 Nge7 Guseinov,G (2527)-Filippov,V (2625)/ Moscow 2002/CBM 088/0-1 (21) I like this idea, with an eventual f5. It seems to give black straight forward play.; 6...e5 7.Bg2 Nf6 Uusitupa,A-Money,A (1951) /Sibenik 2007/CBM 120 ext/0-1 (63) I don't like this idea, it seems White is in a reverse King's Indian up 300 tempos. Black might be okay but danger is in the air.] **7.Bg2 h5N** [7...g5 8.h3 e5 9.g4 h5 Hijweegen,N (1144)-Belle,P (1632)/Hengelo 2005/CBM 107 ext/0-1 (54); 7...e5 8.0-0=/+] **8.h3** It is pretty funny that White who wanted to keep control has lost control, he wanted to keep the position closed and it threatens to explode. After 8 moves Black is pressing, a tribute to Tony's positional understanding. [8.c3 dxc3 9.bxc3 h4 10.gxf4 Bxf4=] **8...g5** [>=8...e5!+/-] **9.c3 e5** [9...Bf6 10.cxd4 cxd4 11.Qb3+/- =] **10.cxd4** [10.Qa4 Bd7+/-] **10...cxd4 11.Nd2** Blocks the White's Bishop attack of the g pawn, now Black can play ...Nf6. [>=11.a3!+/-] **11...Be6=/+ 12.a3** [12.Nf3 Nh6=/+] **12...Qd7** Diagram



obviously, played to keep White from castling. But Black's King must also find safety. [12...Nf6 13.Nf3 Nd7 14.b4-/+] **13.f3!?** This move, while fighting for g4, looks like trouble. [>=13.b4!?= **13...Nh6-/+ 14.b4 Rc8 15.Bb2** [15.Nb3 b6-/+] **15...f5 16.Qa4** It isn't that White is losing, it is the fact White can't breathe. He is being squeezed of the board. [16.b5 Na5 17.Qa4 b6-+] **16...b6** [>=16...a6!?! 17.0-0 f4-+] **17.Rc1=/+ 0-0 18.Nc4?** [>=18.0-0!?! fxe4 19.fxe4 Rxf1+ 20.Bxf1-/+] **18...fxe4** [>=18...Nxb4!?! 19.Qxd7 Nxd3+ (19...Bxd7 20.axb4 Bxb4+ 21.Kf2+/-) 20.Kd2 Bxd7 21.Kxd3 fxe4+ 22.Kd2 e3+ (22...exf3?! 23.Bxf3 Rxf3 24.Nxe5-+) 23.Kd1 Nf7-+] **19.fxe4-/+ Nf7** [19...Nxb4 20.Qxd7 Nxd3+ 21.Kd2 Bxd7 22.Kxd3-+] **20.b5** [>=20.0-0!?!?=/+] **20...Ncd8+ 21.Kd2??** [>=21.0-0!?!?+] **21...Rc5** WhileNb7 might be slightly better,Rc5 is more thematic and clear cut. [21...Nb7 22.Nxe5 Nxe5 23.Qxd4-+] **22.Rc1?** [22.Ba1-+] **22...Rxb5 23.Bc1** The threat of course wasBxc4 followed byRxb2+ [23.Ke1 Nb7 24.Qc2 Nc5-+] **23...Nd6** [>=23...Nb7 24.Qxa7 Rb3 25.Rxf7 Bxf7 26.Nxe5-+] **24.Rxf8+ Bxf8** [24...Kxf8 25.Ke1 Nxc4 26.dxc4-+] **25.Kd1** [25.Ke1 Nxc4 26.dxc4 Ra5 27.Qxd7 Bxd7 28.Bxg5 Nf7-+] **25...Nxc4 26.dxc4 Rc5 27.Qxd7 Bxd7 28.Bxg5 Nf7 29.Bf6** [29.Bd2 Rxc4 30.Bf1-+] **29...Rxc4 30.Bf3** [30.Nf4 exf4 31.gxf4 Bxa3-+] **30...Bxa3 31.Bxh5 d3** White collapses. **32.Bxf7+** [32.Kd2 dxe2 33.Bxe2 Rxe4 34.Ba6-+] **32...Kxf7 33.Bxe5 0-1**

Thigpen,Doug (2038) - Harper,Richard (2039)

B70: Sicilian Dragon: 6 g3 and 6 Be2 (without a later Be3) WHY YOU NEVER PULL A DRAGON'S TAIL: White, Doug Thigpen, operates under a broad strategic and positional umbrella, Black, Richard Harper, under concrete tactics. The resulting game demonstrates that strategy is great but you might have to resign before it bares fruit. By exchanging Dark squared Bishops and placing his Queen on h6 White lays the groundwork for a quick h pawn advance ripping apart Black. Black quickly counterattacks and all of White's pieces become targets. This Dragon bites and not in a nice way. **1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Bc4 Bg7 7.Bb3 0-0** Nxd5 18.Qg5 Rc5 19.Nf5 gxf5

20.Rxd5...Na6 9.Be3 Nc5 10.Qd2 a5 Diagram

I don't like this move. It scares White away from 0-0-0 but 0-0 is fine and probably correct. If White doesn't castle Queen-side this must be off point, just look at the hole on b5. [>=10...Bd7=] **11.Bh6** White jumps the gun but the gun doesn't want to be jumped. A fairly modern conception is to purposely delay castling-to save time, keep the opponent from developing counter-play etc. Here not so good. [>=11.0-0!?!?+] **11...Bxh6=/+ 12.Qxh6 a4** [12...Qb6 13.Qd2=/+] **13.Bc4=/+ a3** [>=13...Qb6 14.Qd2 Be6 (14...Qxb2? 15.Rb1 Qa3 16.Ndb5 Nxc4 17.Nxe4 Nxe4 18.fxe4-+) 15.Nxe6 Nxe6 16.Bxe6 fxe6=/+] **14.b4?** Holes everywhere in White's position, his pieces are targets , his Queen is out of play, his King in the center ,his rooks unconnected. Our state champion is about to experience a tale of woe as all of his position's defects are probed. [>=14.b3!?!=] **14...Qb6** [>=14...Nxc4 15.fxe4 Qc7 16.Bxf7+ Rxf7-/+] **15.Nd5?** An attempt to tactically wiggle out of trouble. The problem is White's position is still filled with weakness. [>=15.bxc5 Qxc5 16.Bxf7+ Rxf7 17.Qd2-/+] **15...Nxd5-+ 16.bxc5** 16. Bxd5 Nxe4 and Whites game is falling apart. **16...Qb4+** [16...dxc5?! 17.Bxd5 cxd4 18.h4-/+ ; 16...Qxc5?! 17.Bxd5 Qxd4 18.Rd1 Qc3+ 19.Qd2-/+] **17.Qd2 Qxc4 18.exd5 dxc5 19.Nb3 Rd8 20.Rd1** [20.Qe2 Qc3+ 21.Qd2 Qxd2+ 22.Kxd2 Rxd5+ 23.Ke3 Bf5-+] **20...b6** [20...Bf5 21.Kf2-+] **21.h4** [21.Qe2 Qxe2+ 22.Kxe2 Bb7-+ The end game offers no relief for white, he is down pawns and position.] **21...Bb7 22.Qg5** [22.Qe2 Qc3+ 23.Kf2 Rxd5-+] **22...Rxd5** [>=22...Qxc2 23.h5 Qxd1+ (23...Qxa2 24.hxg6 Qc2 25.gxf7+ Kxf7 26.0-0-+) 24.Kxd1 Rxd5+ 25.Qxd5 Bxd5 -+] **23.Qxe7** [23.Rxd5 Bxd5 24.h5-+] **23...Qxc2 24.0-0** A day late and dollar short. White can only be hoping for a miracle. [24.Rxd5 Bxd5 25.0-0 Bxb3 26.axb3 Qxb3 27.Qe4-+] **24...Rxd1 25.Qxb7 Rxf1+ 26.Kxf1 Rd8** ThreatRd1 mate **27.Kg1 Qd1+ 28.Kh2 Qd6+ 29.Kh3 Re8** With a solid position, threats to trap the Knight, Queen a pawn and attack Whites king, White rightfully gives up. [29...Re8 30.g3 c4-+] **0-1**

Ewing,Gabe (1966) - Mulcahy,Donald (1822) [E97] /.....

E97: King's Indian: Classical Main Line (6...e5 7 0-0 Nc6): 8 Be3 and 8 d5 Ne7,

not 9 Ne1 **LOTTED TEMPOS IF FOUND PLEASE RETURN (REWARD):** Young gun Gabe Ewing plays a classical King's Indian for White. Not as popular as it once was, Fischer declared that it has almost been worked out to a forced win for Black! Gabe does not make it look close, Black gets a theoretical slap down. Why? Simply put, Black loses a couple of tempo. Tempo's lost are not regained and it all looks easy. Note: White's play is a model for this set-up. **1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 0-0 6.Be2 e5 7.0-0 Nc6 8.d5 Ne7 9.Ne1** One of several moves in this position. It is my favorite mixing offense with defense. **9...Nd7**Ne8!?! **10.b4 f5 11.f3 a5N** [11...f4 12.c5 g5 Sabirov,A-Syrlanov,V/Ufa 1999/CBM 070 ext/0-1 (37); 11...Nf6 12.Nd3 a5 Gil,K (2086)-Tylecek,D (2031)/Ostrava 2005/CBM 106 ext/0-1 (41)] **12.Ba3** White handles the position as a normal bayonet type position. [>=12.b5+/-] **12...axb4-/+ 13.Bxb4 f4** [>=13...fxe4 14.Nxe4 (14.fxe4 c5 15.dxc6 Qb6-/+) 14...Nf5=/+] **14.Nd3+/-** White plans c5 **14...Nf6** [14...b6!?!?+/- slows down White's c5, now White must continue with a4, a5. One tempo might be critical.] **15.c5+/- g5** [15...dxc5!?! 16.Bxc5 b6-+] **16.a4+- h5** Old and obvious. Most modern play seeks to do without this move-it is too time consuming. [16...Ng6 17.cxd6 cxd6 18.Nb5+-] **17.cxd6 cxd6 18.Nb5** 18.....Ra6 19. Nb2 continuing pressure buildup on the Queen side. **18...Ne8 19.Nb2 Ng6 20.Nc4** White intends a5 **20...Rf6** [20...Ra6 21.Qd2 g4 22.Rac1 gxf3 23.Bxf3+-] **21.a5 Bf8 22.Nb6 Rb8 23.Qc2** [23.Rc1 Bd7+-] **23...g4 24.Rac1** Diagram

A key theme in this position is the destruction of Black's light squared Bishop. It is vital for Black's play. Exchanging it in this type of position almost always assures a winning position. **24...Bd7 25.Nc7 Ng7** [25...gxf3 26.Bxf3 Ng7 27.Qb3+-] **26.Nxd7** [26.Be1!?! Rf7+-] **26...Qxd7 27.Bb5** [27.Ne6 gxf3 28.Rxf3 Nxe6 29.dxe6 Rxe6+-] **27...Qf7** [27...Qd8 28.Qb3+-] **28.Ne6! g3** [28...Nxe6 29.dxe6 Passed pawn] **29.h3** Without the light squared Bishop, Black does not have the thematic sac on h3. Breakthrough attempts are now problematic. [29.Qc7 Qxc7 30.Rxc7 Rf7 31.Nxf8 Rbxf8 32.Bxd6 Ra8 33.Rxf7 Kxf7+-] **29...Kh8** Black really has no moves or plan. [29...Nxe6 30.dxe6 Rxe6

31.Bc4+-] 30.Nxf8 Qxf8 31.Qc7 Kg8 [31...Kh7 32.Qb6 Ne7 33.Rc4+- (33.Bxd6?! Rd8 34.Bxe7 Qxe7+-)] 32.Bd7 Threat Bc8 -attack on rook b8 and pawn b7. It is time for Black to panic. 32...Ra8 [32...Qd8 33.Bxd6 Qxc7 34.Bxc7+-] 33.Qxb7 Rb8 [33...Ne7 34.Rb1 Rb8+-] 34.Qxb8! Qxb8 35.Rc8+ Rf8 [35...Qxc8 36.Bxc8 Rf7 37.Bxd6+-] 36.Rxb8 Rxb8 37.Rb1 [>=37.a6!? Ra8 (37...Rxb4?? 38.a7 Kh7 39.a8Q+-) 38.Ra1 Kf7+-] 37...Ne7 [37...Kf7 38.a6 Ra8+-] 38.a6 Rb6 [38...Kf7 39.a7 Ra8 40.Ra1+-] 39.Ra1 Rxb4 The rest requires no comment. [39...Ne8 40.Bxe8 Nc8+-] 40.a7 Ng6 41.a8Q+ Kh7 42.Qd8 [42.Bf5 Rb3 43.Qc6 Nxf5 44.exf5 Ne7 45.Qc7 Rb8 46.Qxe7+ Kh8 47.Qxd6 Rc8 48.Qxe5+ Kg8 49.Qe6+ Kf8 50.Qxc8+ Kg7 51.Qe6 h4 52.Ra7+ Kf8 53.Qf7#] 42...Rb2 43.Qf6 [>=43.Bf5 Rb7 44.Qf6 Nxf5 45.exf5+-] 43...Rb6 44.Bf5 Nxf5 45.exf5 Nh8 [45...Rb1+ 46.Rxb1 Ne7 47.Rb8 Nc8 48.Qg6+ Kh8 49.Rxc8#] 46.Ra7+ [46.Ra7+ Rb7 47.Rxb7+ Nf7 48.Rxf7+ Kg8 49.Qg7#] 1-0

Irons,Karl (1892) - Grinberg,Matt (2042) [C54]

C54: Giuoco Piano: 4 c3 Nf6, main lines with 5 d4 and 5 d3 A 64 SQUARE



HEADACHE: In the following Matt Grinberg plays a risky move (....Nb8) and is rewarded by shattering Whites Kingside. Everybody, including Fritz thinks the game is over (except of course Karl Irons who states, "Prove it.") With limited board space, Black must and does prove the superiority of the Knight versus Bishop. White plays for a Stalemate shot which Black avoids, A Whopping good game. 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d3 The slow approach, quite popular. White is not giving up d4,

just postponing it. 4...Bc5 5.0-0 d6 6.c3 0-0a6 might be slightly better here and is a standard move. A latent Black threat isNa5 grabbing Whites Bishop. 7.b4 Bb6 8.Bg5 h6 9.Bh4 Be6 [9...g5 10.Bg3 Bg4 11.Nbd2 Kosten,A (2510)-Lane,G (2410)/Schoeneck 1988/TD/1-0 (39)] 10.Nbd2 Nb8N Interesting but time consuming. A more usual idea is Ne7 followed by Ng6. White should be able to get in d4 more easily now or reposition his Knight via f1 to g3. White's Bishop on h4 looks a little goofy. A concern for black is that a g5 can be answered with nxg5, Bxg5 and Q f3. This plan does not always work but must be considered if Black plays g5. [10...Qe7 11.a4 a6 12.Qb3 Maurer,R-Engel,F/Voelklingen 2003/CBM 093 ext/1/2-1/2 (25); 10...Bxc4 11.Nxc4 Re8 Goumas,G-Karaoulanis,D/Athens 2004/CBM 104 ext/1/2-1/2 (48); 10...Bd7 11.a4 a6 12.Bb3+/-] 11.Bxe6+/- fxe6 12.Nc4 [12.a4 a5 13.Qb3 Qe7+-] 12...g5 [12...Nbd7 13.h3+/-] 13.Bg3+/- Nbd7 14.Re1 [14.h3 a5+/-] 14...Qe8 [14...Nh5 15.Nxb6 Nxb6 16.d4 Nxg3 17.hxg3 exd4 18.cxd4+/-] 15.a4 a6a5!? A tough decision. Fritz likes a5 slightly over a6, but it is not clear. 16.Nxb6 Nxb6 17.a5 Nbd7 18.h3 [18.d4 Screaming to be played! 18...g4 19.dxe5 gxf3 20.exf6 Rxf6 21.gxf3 Qg6+/-] 18...Qg6 19.Qb3 Nh5 20.Bh2 Nf4 Diagram

[>=20...Rf7+/-] 21.Rad1?? [>=21.Bxf4 Rxf4 22.Re3+/-] 21...Nxb3+!-+ 22.gxh3 [22.Kf1 g4 23.Bg3 gxf3 24.gxh3 Nb8+-] 22...Rxf3 23.Kg2 At this moment White looks like mincemeat. A shattered Kingside and about to come under heavy attack by Black's pieces. [23.Qc4 g4 24.h4 Qf7+-] 23...Raf8 24.Bg3 [24.Rd2 h5+-] 24...h5 25.Re3 [25.Rd2 h4 26.Bh2 Qf7+-] 25...Rxe3 [>=25...Qf6!? 26.Qc2 Rxe3 27.fxe3+-] 26.fxe3 h4 27.Bf2?! [27.Be1 Kg7 28.Qa2+-] 27...g4 28.Rg1 Qf6 g3 should also win. [>=28...Qf7 29.Qc2 Qf3+ 30.Kf1+-] 29.Kh1 [29.Qc2 Qf3+ 30.Kf1 g3+-] 29...Qf3+ 30.Rg2 Qxh3+ much better is simplyKf7 threatening ...gxh andg3 crushing White. 31.Kg1 Rf6 [31...g3 32.Be1 Nf6 33.b5+-] 32.Qd1 g3 33.Be1 Rg6 34.c4 [34.Qh5 Kg7 35.Ra2 Nf6+-] 34...Qg4 Black stumbles and decides to win the endgame, Karl has different ideas. [>=34...Nf6 35.Qf3 Ng4 36.Bxg3+-] 35.Qxg4 Rxg4 36.Kh1 Kg7 37.Rg1 Kh6 38.Kg2 Rg6 39.Rf1 Rf6 40.Rh1 Kg5 41.Bxg3 Rh6 [>=41...hxg3 42.Rh8 Of course Black is concerned wiith Rh7 gaining great coun-

ter-play against Black's sitting dick pawns. White is still losing but it is much less clear. 42...Rf8+-] 42.Bh2 [42.Be1 Kg4+-] 42...Rf6 43.Bg1 Nf8 [>=43...Kg4+-] 44.Rh3? [>=44.Bf2!? Ng6 45.Kf1+-] 44...Kg4 45.Rh2 [45.Rh1 Ng6 46.Bf2 h3+ 47.Kf1 Nh4 48.Rg1+ Ng2+-] 45...Ng6 [45...Nh7 46.Bf2 h3+ 47.Kf1+- (47.Rxh3?? Rxf2+ 48.Kxf2 Kxh3+-)] 46.Rh3 [46.Bf2 h3+! 47.Kg1 Nh4 48.Bxh4 Kxh4+-] 46...c6 47.Bh2 [47.c5 d5+-] 47...Rf7 48.Bg1 White's moves are easier to find than Black's. 48...Rf8 49.Bh2 [49.c5 dxc5 50.bxc5 Rd8+-] 49...Rf2+! 50.Kxf2 Kxh3 51.Bg1 Kg4 52.Kg2 [52.c5 d5+-] 52...h3+ 53.Kh2 Nh4 54.Bf2 Nf3+ 55.Kh1 d5 56.exd5 exd5 57.c5 White is playing for zug-zwang/stalemate ideas. 57...Kg5 [>=57...d4 58.exd4 exd4 59.Bg1+-] 58.Bg3 Kf5 59.Bf2 Kg4 60.e4 d4 61.Bg3 [61.Bg1 Kg3 62.b5 axb5 63.a6 bxa6 64.Bf2+ Kg4 65.Bg3 b4 66.Bh2 Nxb2 67.Kxh2 b3 68.Kh1 Kg3 69.Kg1 b2 70.Kf1 b1Q+ 71.Ke2 h2 72.Kd2 h1Q 73.Ke2 Qc2#] 61...Kh5 [61...Kxg3 62.b5 Ng5 63.b6 Nxe4 64.dxe4 d3 65.Kg1 d2 66.Kf1 d1Q#] 62.Bf2+ Kg5 63.Bg3 Kg4 64.Bf2 Kf4 65.b5 [65.Bh4 Nxb4 66.Kh2 Kg4 67.Kh1 Kg3+-] 65...axb5 66.Be3+ [66.a6 bxa6 67.Bg3+ Kg5 68.Bf2 Kg4 69.Bh4 Nxb4 70.Kg1 b4+-] 66...dxe3 [66...Kxe3 67.a6 Ne1 68.a7 Nxd3 69.a8Q Nf2+ 70.Kg1+-] 67.a6 0-1



