

Results: Las Vegas, Los Angeles,
Sunnyvale, Yountville

California Chess Journal

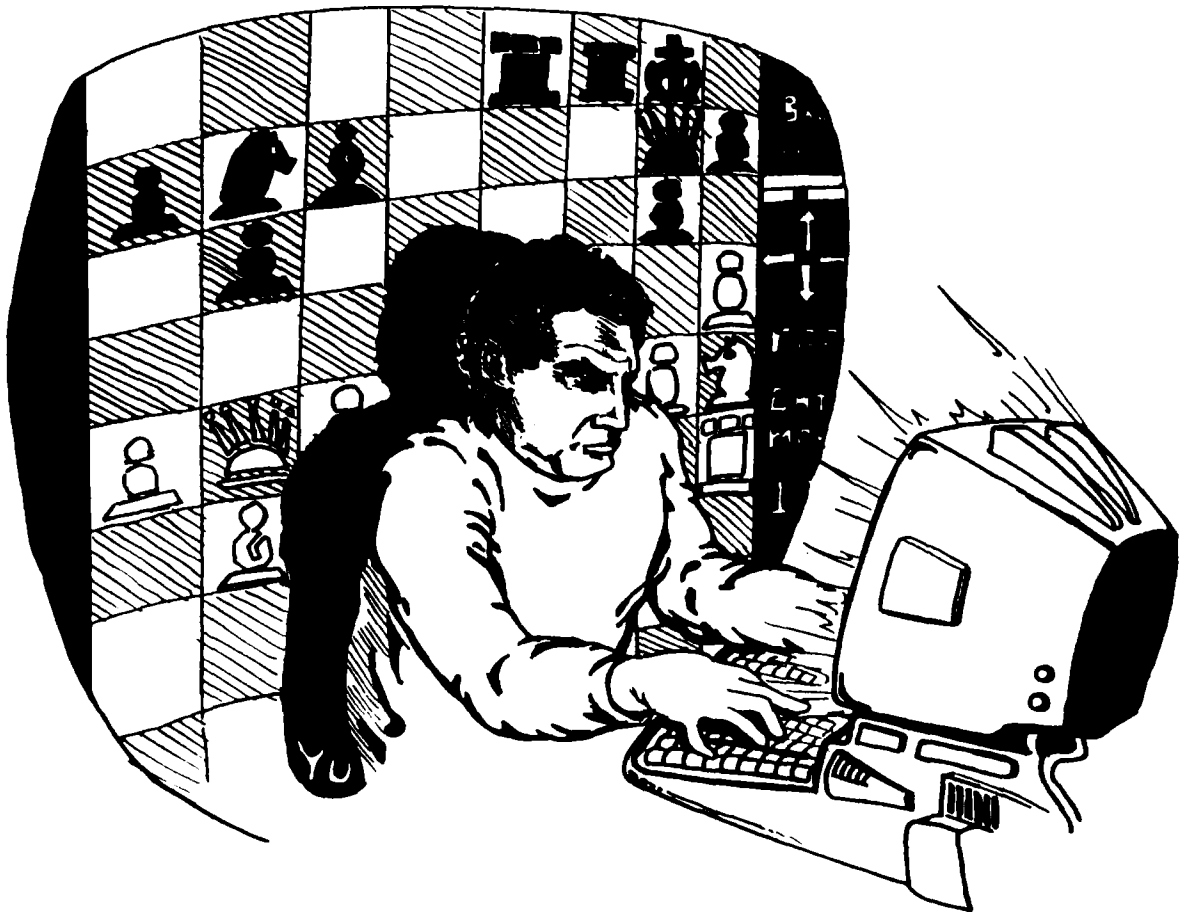
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In this issue: Man vs. Machine, Machine vs. Machine



THE CCA RATINGS LIST

Recently the well-known and respected organizer/TD Bill Goichberg compiled a minimum ratings list for use in all of his tournaments, including the World Open. (See the July 1989 Tournament Life section of *Chess Life*) As President of the Continental Chess Association, Bill is one of the country's most active and successful tournament organizers and constantly keeps in mind the interests of the common chess player. Because of his honest concern, Bill has tried to crackdown on less honest chess players such as sandbaggers.

But in reading the CCA Minimum Ratings List, we must be careful not to misinterpret its purpose. The qualifications for being listed are explicitly announced as "The CCA has awarded permanent minimum ratings to the following players. In most cases, the award reflects an outstanding performance in one or more big-money tournaments." As you can see, the CCA ratings are not

meant to be any sort of incriminating blacklist, but merely a reminder that one should graduate onto the next playing level. Believe it or not, after you've won \$1,000 or more in your current rating class, you're ready for more challenging play.

Achieving a CCA Minimum Rating should be a welcome affirmation of your continual improvement. Every chess player should strive for a higher rating by improving his game. However, if you feel differently and deliberately depress your rating (i.e. throwing games to sandbag), then I hope you will develop some sense of moral judgment.

In any case, I think that the CCA Minimum Ratings List is a good idea which serves to protect true class players, while at the same time reminds others of their growing strength. As an organizer, its great to have a uniform list that everyone can use, so that your own prizefunds will not be exploited. Thanks, Bill, your list is long overdue.

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MAN VS. MACHINE: VALVO-DEEP THOUGHT

by IM Michael Valvo

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Towards the end of November, 1988, I proposed a correspondence match between Deep Thought and myself to be conducted over the Netnews facility of the UNIX System. This computer mail system is similar to the LINC except that it does not support interactive communication. It contains a newsgroup known as `rec.games.chess` where it is possible to post an article for all the members of the group to read. Each member is free to post a reply to any article.

The activity on the net wasn't particularly interesting, so I thought it might be fun to play a game against the computer and post my comments move by move. The computer wouldn't be able to read what I said and everyone could vicariously participate as the game went along.

I had no idea what the results would be. Deep Thought was fresh from victory at the Software Toolworks tournament and I was near the top of my form in recent years. Deep Thought's USCF rating at the time was 2551 and mine was 2488. It turned out that the time rate was more in my favor than the computer's. I guess humans can take better advantage of correspondence rates than machines at the present time.

Since there was no danger that Deep Thought would take advan-

Michael Valvo is an International Master from New Jersey.

tage of my intentions, I wrote freely on the Net about my evaluations of the positions, what moves I expected my opponent to make, and what I planned to do next. Most of these "real-time" analyses are included in the notes below. In various places, mention is made of Chiptest. Chiptest is the name of an earlier incarnation of Deep Thought. All moves were looked at by both machines as a kind of sanity test.

Usually, chess masters take maximum advantage of hindsight to explain what they really "intended" to do and how the position omisciently evaluated during a game. Here you will see the lightly varnished truth, in the stream-of-consciousness notes that I actually disseminated during the games. There are plenty of human hesitations and changes of course along the way. The Deep Thought team also supplied a few real-time comments (and I will supply a few hindsights in brackets).

In the first game, a position develops out of the opening which requires some good strategic understanding, a quality that computers lack. DT gives up its thematic opportunity for counter-play, but defends tenaciously against attempts to seize the theoretical win.

The second game embodies just what humans are supposed to avoid against computers. I sacrifice a pawn and then a piece in a wide open position full of combinational possibilities, daring to carry on the sacrificial attack with Queens off the board. Computers excel at

finding tactical resources in such positions — or is the human's judgment regarding the relative soundness of White and Black's positions worth more than 10 to 20 plies of analysis? On to the two games! (*Game 2 will appear in the July issue—Ed.*)

White: Valvo

Black: Deep Thought
UNIX Mail Maich (1) 11/88-3/89
Alekhine Defense

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. c4 Nb6 5. f4 de 6. fe Bf5 7. Nc3 Nc6 8. Be3 e6 9. Nf3

Black has a lot of choices here and it will be interesting to see what DT plays. I suspect DT is still in book, and will play 9. ...Be7.

9. ...Bg4

Well, DT surprized me with 9. ...Bg4. I don't like the modern 10. Qd2 as that gives Black time to equalize. Right now I intend to vary from my recent game with Albur (Philadelphia, 1988; the games will diverge at White's 13th move). [For example, after Qd2, Black can then play 10. ...Bb4! 11. Be2 (11. 0-0-0 Nc4 or 11. a3 Be7 12. Ne4 a5 13. Be2 Bf3 14. gf Bh4 and Black is better) Bf3 12. gf Na5 13. b3 c5 14. dc Nd7 15. 0-0-0 Qe7 16. Kb2 Nc5 17. Bg5 Qc7 18. Qe3 a6 19. Rd6 Nd7=.]

10. Be2 Bxf3 11. gf

The next few moves should be 11. ...Qh4 12. Bf2 Qf4 and White can choose between 13. Qc1 Qxc1 14. Rxc1 0-0-0 15. Rd1 (Valvo-Albur) or 13. c5. I plan to play the latter.

11. ...Qh4+ 12. Bf2 Qf4 13. c5

continued p. 4

Valvo

continued from p. 3

Black has a choice between

13. ...Nd5? 14. Nxd5 ed 15. Qd2 +=, and 13. ...Nd7 when I intend to play 14. Qc1. Valvo-Alburt continued 13. Qc1 Qxc1 14. Rc1 0-0-0 15. Rd1 g6!? 16. a3 Bh6 17. b4 Rd7 18. Ne4 Rhd8 19. c5 Nd5 20. b5 Nce7 21. c6! bc 22. bc!? (22. Nc5!) Nc6 23. Bb5 Nde7?? 24. Ba6 Resigns.

13. ...Nd7 14. Qc1

White will try to play with the two Bishops and clamp down the Black position. Black will castle Q-side and break with f6. The books claim this position is equal, but not much investigation has been done on this line.

14. ...Qf5 15. Ob1

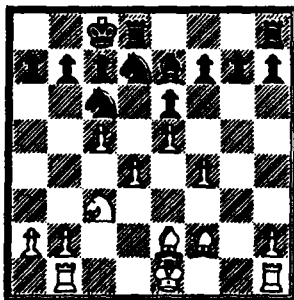
Black will continue this dance no longer... it simply means DT is still in book because some game once went this way. HOWEVER, if by chance 15. ...Qf5, then 16. Qe4, forcing DT to trade Queens.

15. ...Qxb1 16. Rxb1 0-0-0 17. f4

16. ...0-0-0 is the end of the book line I know. It seems to me that Black's main break is f6. If White does not play 17. f4 now, Black could get an initiative on the King side, e.g. 17. a3 f6 18. f4 g5! While 17. f4 seems a natural move, it will also become a point of attack: Be7, Nf8-g6 or Ne7-d5/g6. ECO evaluates the position as equal, but that is an unrealistic assessment.

17. ...Be7

The Deep Thought team announced that with this move the computer is out of book.



18. Rd1

This position is much more delicate than I realized. While thinking about it, the image of a mobile came to mind. Black's Nf8-g6 counterplay could become dangerous if not watched. I considered 0-0, Rg1 and Rd1 as candidate moves. I chose Rd1 because Black could force it anyway with Nf8 and it is the most stable. On the negative side, it allows b6 counterchances: e.g. 18. ... b6 19. Bf3 Nb4 20. a3 Nc2+ 21. Kd2 Nd4 22. Bd4 bc 23. Kc2 =/+.

18. ...g5

[This is an interesting idea. If 18. ...Nf8, Black has to figure out how to deal with 19. d5 ed 20. Nxd5 intending 21. b4.]

19. fg

The real battle begins. DT has been sleeping while the opening moves were played and it woke up to find this mess. Black clearly must attack the White Pawn mass, but if this is the best DT can come up with White must be better. After 19. ... Bxg5 20. Ne4 Be7 21. 0-0 it looks like White has the best of all possible worlds.

19. ...Bxg5 20. Bf3

On reflection, I don't like 20. Ne4 Be7 21. 0-0 f6 as Black is successfully dismantling the White center.

I really do not intend to play Bxc6 at any point, but expect that a computer wouldn't allow it anyway (doubled Pawns, weaknesses around the King). The Black pressure has more bite to it than I realized, so this is just in case I need to remove that Knight. Also, I might be able to play b4 without support now (e.g. 20. ... Rhg8 21. b4 Nb4 22. Rb1).

[I felt like a wimp making this move. I lulled myself into thinking that the computer would never allow Bxc6. 20. Ne4! WAS better: 20. ...Be7 (20. ...Bf4 21. a3! Rhg8 22. b4 Ne7 23. Bh4 Rde8 24. Nf6) a3!]

20. ...f5

This was a double shocker for me. To DT's credit, I was wrong thinking that no self respecting computer would allow Bxc6. But ...f5 is a bad move. If DT wants to move the f-Pawn, why not play 20. ...f6 which forces White to capture? [For example, 20. ...f6 21. Ne4 Rhg8 22. h4 Bf4 23. ef Rd8 with unclear chances.]

20. ...f5 gives me an option I am going to seize because Black has just eliminated the basis of his whole counterplay strategy. In return he denies my Knight the e4 square. I expected 20. ...Ne7 21. b4 c6 22. b5 Nd5 23. Ne2! [23. ...cb?! 24. Nd5 ed 25. Nc3.]

Deep Thought at this point analyzed 20. ...f5 as only 1/128 of a pawn better than 20. ...Ne7; f6 looked seriously worse.

21. 0-0

[This is perhaps too greedy. The King is safe enough in the center and better is 21. Ke2!]

My current intent is an immediate 22. b4: e.g. 21. ...pass 22. b4 Nb4

Valvo

continued from p. 4

23. Rb1 Nc6 24. Nb5.

DT liked 0-0 a lot and is feeling 1/3 pawn better now.

21. ...Nb4 22. Rfe1

I admit it: I didn't see 21. ...Nb4. Well, I saw it, but I thought, "I can just play 22. a3 and it will be a waste of time." Now I see that if 22. a3, DT plays 22. ...Nc2 and threatens 23. ...Ne3 which I would not be able to prevent. I must play 22. Rfe1 to prevent that penetration because, if allowed, it would cost me my d-pawn. I should have expended a tempo on 21. a3!

I expect play to go 22. ...Rg8 23. Kh1 c6 24. a3 Nd5 25. Nxd5 and White will retain a very small edge.

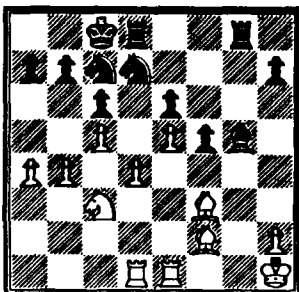
22. ...Rg8 23. Kh1

Nothing new; White has a small, but definite edge: 23. ... c6 24. a3 Nd5 25. Nxd5 cd 26. Rg1 followed by a Queen side pawn advance.

23. ...c6 24. a3 Na6?

While 24. ...Nd5 looked like a slow long term loss, this could be worse. White now has the c6 Pawn as a target and the f3 Bishop can participate in the attack. For example: 24. b4 Nc7 25. b5 Nb5 26. Nb5 cb 27. Rb1 a6 28. a4.

25. b4 Nc7 26. a4



White's plan is simple and direct: attack on the Queen side. Black's counterplay with Nd7-f8-g6-h4 is too slow. The severity of Black's mistake with f7-f5 is becoming apparent as DT can do nothing but defend. This is something computers do not understand yet: counterplay is the name of this game!

[DT is at a further disadvantage in planning counterplay around a blocked center. It is easy for a human player to think of moving the same piece four or five times to position it more effectively on a blocked board. Computers do not think this way. A human can also think about the speed with which pieces can remobilize from one side of the board to another, an important consideration in blocked positions. A computer can position its pieces ideally to meet all immediately foreseeable threats, but can not "think" about balancing its forces to meet all possible mobilizations.]

26. ...a6 27. Re2

[The position contains dangers for White, e.g. 27. b5?! ab 28. ab cb 29. Rb1? Nxc5!]

27. ...Be7 28. Rb2

I am not sure what DT is doing and it could simply be he has nothing constructive to do. Meanwhile, I am going to prepare for b5.

28. ...Nd5 29. Nxd5

Black's 28. ...Nd5 is an admission of a failed strategy. He could have saved four of the last five moves by playing 24. ...Nd5! DT now has a totally passive position. In human chess we call this kind of win "a matter of technique" — the opponent has no power of his own

to alter the destined result... but I could manage to screw it up!

[Okay, DT actually wasted two moves, not four, with the Knight. It's that bad though, it SEEMED like four.]

29. ...cd 30. b5

White could play super safe by playing Rdb1 first, but I think Black is obliged to capture the pawn (30. ...a5? 31. Be1 or 30. ...Nb8 31. Rdb1 Rd7 32. ba Na6 33. c6!) and I plan to recapture with my pawn. I smell a mating net.

30. ...ab 31. ab Rg7 32. Ra1

It is clear White has a winning edge. The only possibility of counterplay for Black is if he has doubled Rooks on the g-line and White has no Rook on the first rank and allows ...Bh4. In other words, virtually none.

White has to engineer a breakthrough by combining all threat possibilities: Rook on a7, Bishop on e2 and Pawn to c6 is one idea. Another idea fragment is Bd5 followed by e6 to close a net around the Black King.

32. ...Nb8 33. Rba2

This is a move I don't think DT will comprehend for quite awhile. The idea is to post a Rook on a8 while maintaining one on the first rank to protect against ...Rdg8 and ...Bh4! I then plan b6 and Be2-b5. If allowed I will then play c6 Bc6 and Rb8! mating.

I looked at the immediate 33. c6, but discarded it because of 33. ...Rdg8! If 33. c6 b6, then 34. c7! wins. Or 33. c6 bc 34. bc wins a piece. 33. Rc2 was worth thinking about too, but I think a Rook penetration to a8 is key for a

continued p. 18

NATIONAL OPEN

"The Strip", Las Vegas, site of numerous bright casinos, flashy shows and big bets. On June 9-11, Las Vegas was also the site of the 1989 National Open. Just as the hype surrounding the Leonard-Hearns fight was culminating, 950 chess players converged at the famous Riviera for a War of their own. But this six-round battle proved to be less of a sham.

In the 300-player Open section, there was an allstar lineup of titled players. After the dust settled, seven lucky players tied for the big jackpot at 5 1/2 and received \$1,428.57: GM Larry Christiansen, GM Michael Rhode, GM Maxim Dlugy, GM Sergey Kudrin, IM Victor Frias, IM Alexander Ivanov, IM Eugene Meyer. Just as an indication of the sheer strength of this top section, the players who fell short of money included GM Walter Browne, GM Nick deFirmian, GM Joel Benjamin, GM Dmitry Gurevich, GM Loenid Shamkovich, GM Arthur Bisguier, IM Vince McCambridge, IM Michael Brooks, IM Igor Ivanov, IM John Donaldson, not to mention a myriad of FMs and untitled masters.

The top rated expert at 2196 was number 112 on the wallcharts and, after losing his last game, joined a six-way tie at 4-2 good for \$236.00. Expert money went to the new sandbagger Peter Yu (rating floor at 2196), John Carr, John Williams, Gibert Sommerfeld, Peter Walsh, and Don Marcott.

Among the many qualified tournament directors were Chief TD Bill Snead, Californians Randy

Hough and John Hillery and many other National TDs.

In the last round, Christiansen drew Rhode, while Dlugy beat Igor, Kudrin beat Shamkovich, Frias beat Donaldson, and Alexander beat deFirmian. Northern California Champ FM David Glueck ended with 4-2 after a disconcerting loss to Benjamin in round 4.

In the 650-player Reserve (U2000) section, there were two perfect scores, numerous 5 1/2s and 5-1 scores turned in even by B-players! Due to space limitations we've skipped listing the Reserve results, suffice to say that nobody we knew won any money.

Below are some annotated games from Bay Area players who attended.

White: Peter Yu (2196)

Black: Robert McGuire (2364)

English Opening

1. c4 e5 2. Nc3 Nf6 3. g3 Bb4 4. Bg2

Better is 4. Nf3, although there is nothing wrong with the text.

4. ... 0-0

If 4. ... Nc6 5. Nd5! += i.e.

5. ... Nxd5 6. cd Ne7

6. ... Nd4? 7. e3 wins a piece) +=.

5. Nf3 Re8 6. 0-0 Nc6!?

BCO gives 6. ... e4 as the best continuation.

7. Ne1!?

Since we have exited book knowledge, White now decides to innovate. This flexible move allows 8. Nd5, Nd3 or even Nc2-e3, etc.

7. ... b6 8. Nd5 Bf8 9. d3

Bb7 10. Nc2?!

Originally, White intended 10. Bg5 but wasn't sure if the two Bishops would be enough after 10. ... Be7 11. Nxe7 Qxe7 12. Nc2 h6 13. Bd2 Rad8 14. b4 d5 ∞. But the text allows Black to equalize easily.

10. ... Nxd5 11. cd Nd4! 12. Bd2 c6 13. dc Bxc6 14. Rc1 Bxg2 15. Kxg2 Qb8?! 16. e4!

All along White's been avoiding Nxd4 because of weaknesses along the e-file. But Black now forces White to play a move which secures the e-file and allows Nxd4.

16. ... Qb7 17. Nxd4 ed 18. Bf4 Bc5!?

White can almost play 19. b4, but it isn't enough after 19. ... Bxb4 20. Rc7 Qa6 21. Qb3 Qa3 =+ or 21. Rxd7 Qxa2 -+.

19. a3 a5 20. f3!

This move eliminates Black's threats on e4. Both 20. ... d5 and ... f5 fail to 21. Qb3.

20. ... Re6 21. Qb3 a4!

Now Black starts a series of moves which kick around White's Queen. In fact, White has to be careful not to get his Queen trapped.

22. Qc4 Rc6 23. Qa2

Forced, 23. Qd5 fails to 23. ... Ra5 24. Bd2?? Bb4 24. Qe5 !? Re6 25. Qg5 (25. Qf5 or Qh5 fail to 25. ... Bxa3, while 25. Qb8+ Qxb8 26. Bxb8 Rb4-Rb3 leaves White defending) 25. ... Be7!! 26. Qg4 h5 27. Qh3 g5! 28. Rc7 Qa6 is clearly better for Black.

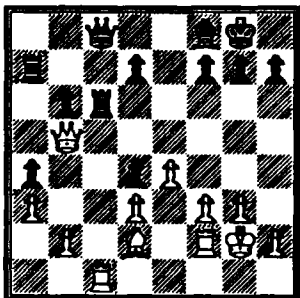
23. ... Ra5 24. Rf2 Rb5 25. Qc4 Qa6 26. Qd5 Qc8

Black should take the perpetual with 26. ... Qb7 27. Qc4 Qa6

RESULTS AND GAMES

28. Qd5 etc. because otherwise White starts pushing Black back.

27. Qc4 Ra5 28. Bd2! Ra7 29. Qb5 Bf8?!



Black slips in time pressure and allows a tactical shot.

30. Qxb6 Rxb6?!

Not much better is 30. ...Rxc1
31. Bxc1 Rb7 32. Qa6.

31. Rxc8 f6 32. Bb4 d6 33. Rfc2 Kf7 34. Rec4 d5 35. R8c7+ Rxc7 36. Rxc7+ Kg6 37. Bxf8 Rxb2+ 38. Kh3 de 39. de Rb3 40. Rg7+ Kh6 41. Rg8+ 1-0 (Yu)

White: Joel Salman (2120)

Black: Michael Kretten (2020)
Queen's Indian

1. d4 Nf6 2. Nf3 b6 3. c4 e6 4. a3 Be7!?

An uncommon move order and perhaps not optimal. More usual is 4. ...Bb7 or 4. ...Ba6, the latter the subject of an article in the May 1989 *CCJ*.

5. d5!?

Hoping to transpose into 1. d4 Nf6
2. c4 e6 3. Nf3 b6 4. a3 Bb7 5. Nc3 Be7? 6. d5! +-.

5. ...0-0

Better is Dave Glueck's suggestion of 5. ...Ba6, heading for more

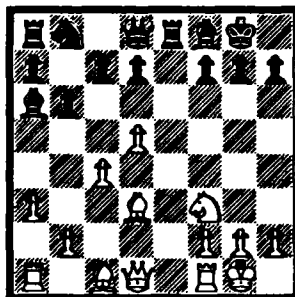
normal Queen's Indian waters.

6. Nc3 Ba6 7. e4 ed 8. ed Re8 9. Be2 Bf8 10. 0-0 Ne4??

A plan with ...g6 and ...d6 was better, when White would have a small plus due to his spatial advantage and Queenside initiative (b4 and c5). The text loses by force to the second oldest trick in the book.

11. Nxe4 Rxe4 12. Bd3 Re8

12. ...Bxc4 drops a piece and after 12. ...Rxc4 Black would not have enough for the Exchange.



I now began to contemplate things like 13. Ng5 h6 14. Qh5 and 13. Ng5 g6 14. Nxh7 Kxh7

15. Qh5+, but didn't see anything and started to wonder where to interpolate b3. But Black's inactive Queenside pieces... and haven't we seen this somewhere before?

13. Bxh7+!!

+ and deja vu. It had been so long since I was even close to one of these that I nearly missed it. Once I woke up, I calculated as far as...

13. ...Kxh7 14. Ng5+ Kg6 15. Qg4

...and recalled that White mates in such positions. How is Black to defend?

15. ...f5

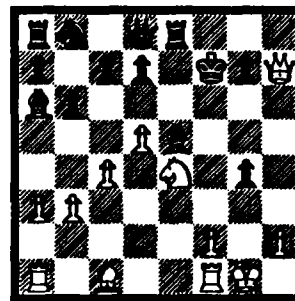
Only move. 15. ...Qf6 16. Ne4+; 15. ...Qc8 (or 15. ...Qe7) 16 Ne6+ Kh7 17. Qh5+ Kg8 18. Ng5.

16. Qh4 Bd6 17. Qh7+ Kf6 18. g4! Threatening Qxf5 and opening the b1-h7 diagonal for the Queen.

18. ...fg 19. b3! Be5

The move I hoped to coax Black into, as White now gets to play Ne4. Dave Glueck later pointed out 19. ...Re2, when at worst White could bail out with 20. Ne4+ Rxe4 21. Qxe4. White can also try for much more with 20 f4 Δ f5 and Qg6 or 20. Qh5 (ΔQf7 or Nh7) g6 21. Qxg4 with many threats.

20. Ne4+ Kf7



21. Qh5+Kg8 22. Ng5

Again!

22. ...Bxa1 23. Of7+

Gaining time on the clock - a useful tactic but not really necessary here.

23. ...Kh8 24. Qh5+ Kg8 25. Qh7+ Kf8 26. Qh8+ Ke7 27. Re1+ Kd6 28. Rxe8 Qf6 1-0

29. Ne4# (Salman)

BROWNE VICTORIOUS IN YOUNTVILLE

BROWNE VICTORIOUS AT VETERANS HOME

On June 3rd and 4th, the Veteran's Home Chess Club of Yountville sponsored their 3rd "Special Class Tournament" and attracted forty-two players including six-time U.S. Champion GM Walter Browne.

This five round swiss was organized by VHCC president Robert Hicks and directed by Peter Yu. A generous guaranteed prize fund of \$2,000 was paid out in three sections. In the Novice section, young Kevin Vote of San Rafael, just back from the National Jr. High Championships, was untouched as he showed that youth and talent can triumph over age and experience.

The Amateur section saw Jiri Skrenek, who tied for third in the U1800 section in L.A., also turn in a perfect score. However, in the Open section, the fight was much closer. GM Browne had requested a final round 1/2-point bye in order to attend his wife's commencement. As the soon-to-be "Doctor" Raquel Browne and Walter's mother spectated, Walter entered a Sudden Death time scramble with Tom Dorsch.

Dorsch was so hypnotized by Walter's intensity at the board that he thought the pawns were attacking backwards! Because of this "hallucination", Dorsch hung a Bishop and Rook on consecutive moves to lose a previously even game. Dorsch was able to rebound by upsetting IM Elliott Winslow in the final round to garner clear second. IM Winslow never quite recovered from his quick, third round loss to Browne.

White: GM Walter Browne (2700)

Black: IM Elliott Winslow (2365)

King's Indian Saemisch

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 0-0 6. Be3 c5

This sharp line offers a pawn, but current theory says that White will give Black too much counterplay if he accepts the gambit. The other main option was 6. ...Nc6 followed by 7. Nge2 a6 8. Qd2 Rb8.

7. d5 e6 8. Nge2 ed 9. cd a6 10. a4 Nbd7 11. Ng3 Ne5 12. h3 Nh5 13. Nnh5 Qh4+

Here Winslow felt Black was better.

14. g3 Qxh5 15. Be2 f5 16. f4 Ng4!?

Perhaps more sound was 16. ...Qh6 17. Kd2! Nf7 18. ef gf 19. g4 (if 19. Qg1 Bd7 20. g4 b5 seems

unclear) Bd4 20. Qg1 and after either 20. ...Re8 or Qg7 White is probably better although the position is still a mess. Black may try 20. ...Bxe3+ 21. Qxe3 Bd7 22. g5 Bg7 23. Rag1 Rfe8 and keep his chances alive. Another possibility for White would have been 23. Qf2 fg 24. hg Qg7 25. Rag1 Rae8 26. Bd3 but Black's reply 26. ...Ng5! keeps the position level, albeit unclear.

17. Bd2 Bd4?

Necessary was 17. ...Qh6 18. Bf3 Nf6 19. e5 Nh5 and Black can hang.

18. Bf3 Bf2+ 19. Kf1 Resign. 1-0

Black's superficial penetration will cost him a piece and eventually the game. (Yu)

OPEN		
1st	GM Walter Browne	4.5-5
2nd	Tom Dorsch	4-1
Best A	Robert Christopher	3.5-1.5
Best U2300/	Tom Stevens	3-2
Best Expert/	Virgilio Fuentes	
2nd/3rd A	Alex Rapoport	
	Annette Caruso	
AMATEUR		
1st	Jiri Skrenek	5-0
2nd	David Hubbard	4-1
3rd/4th	Ursula Foster	3.5-1.5
	Richard McCullough	
Best "C"	Charles Lee	3-2
NOVICE		
1st	Kevin Vote	5-0
2nd	Perry Frek	4-1

MAR, ANDERSON SHARE AT LERA



Co-champs Mar and Anderson Photos: R. Shorman

Over Memorial Day weekend 120 players gathered in Sunnyvale for the LERA Class Championships. TD's Jim Hurt and Ted Yudacufski pass along the following results.

Open	1st/2nd 5.0	FM Craig Mar FM Renard Anderson
	3rd 4.5	Loal Davis
X	1st 5.0	Tom Nelson
	2nd/3rd 4.5	Gene Lee Tom Stevens
A	1st 5.5	Joel Chu
	2nd/4th 4.5	Patrick Herbers Rick Kiger Virgilio Fuentes
B	1st/2nd 5.0	Craig Flores Prasad Paranjpe
	3rd/7th 4.0	Paul Lillebo Tom Lee Peter McKone Alan Stein Richard McCullough
C	1st 5.0	Bruce Bell
	2nd/3rd 4.5	Ake Gullmes David Lankford
D	1st 6.0	David Eldred
	2nd/5th 4.5	Steven Gonzales Dalal Rooshin Fred Rich Derek Patterson
UNR	1st 5.0	David Anderson

E. Donaldson Retrieves Daughter from USSR While J. Donaldson Gives Simul

reported by Bill Wall

On June 6 International Master John Donaldson (2570) gave a lecture and simultaneous exhibition at the Palo Alto Chess Club. He played 21 boards, winning 16, drawing 3, and losing 2 games. The simul was also to include his wife, Elena (Donaldson) Akhmlilovskaya (2590), and the two would have played a tandem simultaneous exhibition. However, at the last minute the Soviet government allowed Elena to return to the Soviet Union to retrieve her 8-year old daughter, Dana. Dana, a daughter from Elena's previous marriage, was left with her grandparents in Soviet Georgia.

LINA GRUMETTE MEMORIAL RESULTS

The Tenth Annual Memorial Day Classic was renamed in memory of tournament founder Lina Grumette. Held in the beautiful Los Angeles Airport Hyatt, this five section, six round swiss was directed under the able cooperation of Chief TD Ben Nethercot and assistants Hal Bogner, Charles Rosedt, and John Breault.

Although this year's tournament attracted fewer Northern Californians than usual, five local players appear on the Winners List. Leading the strong Championship section were GMs Nick deFirmian (Berkeley), Larry Christiansen, Walter Browne (Berkeley), Ron Henley, and Rosendo Balinas of the Phillipines. There were also a few IMs: Igor Ivanov, Jack Peters (of the *L.A. Times*), John Donaldson, Jeremy Silman and Doug Root. But it seemed that the Master/Expert Championship section wasn't strong enough for all of the high-scoring experts. Amazingly enough, a score of 4-2 won some money (\$25 or more) if you were a master, but didn't get a cent if you were rated under 2200! Last year, a score of 4-2 won a few hundred dollars for experts, but this year there seemed to be a large number of last round upsets so that one expert even finished 5-1.

Another strange incident involved the last round matchup between GM Henley and GM Balinas, in which GM Henley resigned before even a move was made! Apparently Henley disliked the round five adjournment of Rowley-Browne in which Browne had two Bishops versus a Knight and two pawns endgame and the game was paired as a draw. In any case, Browne never did win his round five endgame within the USCF required 50-moves; FIDE rules now allow 75 moves for the two Bishops versus Knight. Needless to say, Browne was very disappointed but brightened as he remembered his first place finish in the WBCA Blitz tourney the night before the tournament.

The other Bay Area GM, deFirmian, went 4-0 after taking half-point byes in the first two rounds. Fresh from an excellent qualifying result in the Moscow World Cup, deFirmian tried his best to catch the leaders, but Christiansen and Ivanov drew quickly in the last round, preventing Nick from reaching the big money.

Labate's Chess Center of Anaheim (not Los Angeles, as stated in April's *CCJ*) presented its usual fine display of books and equipment.

CHAMPIONSHIP SECTION:

1st/2nd 5.5 GM Larry Christiansen
IM Igor Ivanov
3rd/6th 5 GM Walter Browne
GM Nick deFirmian
GM Rosendo Balinas
IM Jack Peters

Experts:

1st 5 Hugo Villanueva
2nd/5th 4.5 Romulo Fuentes
Alexey Rudolph
Richard Kasa
James Corig

AMATEUR (U2000):

1st 5.5 Anthony Valdez
2nd/4th 5 Bruce Robison
Buddy Thompson
Donato Lacro
5th/8th 4.5 William Bragg
Fregozo Genaro
Robert Bolias
David Bassett

BOOSTER (U1800):

1st/2nd 5.5 David Jolibert
Samson Labrador
3rd/6th 5 Robert Brunicardi
Jiri Skrenek
Chan Engan
Tom Jarrell

RESERVE (U1600):

1st 6 Ivan Roa
2nd 5 Bruce K. Grace
3rd/8th 4.5 Geoffre Talvola
Henry Schmit
Ed Singleyn
Chris Rosenfield
Jose Guerrero
Dennis Hegzi

NOVICE (U1400):

1st Unr. 5.5 Keith Liddicoat
2nd/3rd 5 Dmitry Kogan
Unr. John Hersc
1st/3rd 4 Barbara Szabo
U1400 H. Crock Benson
Perry La Salle
4th/5th 3.5 Eileen Doran
U1400 Leong-Kwan Li

STRATEGIES FOR THE INFREQUENT PLAYER

by Matthew Ng

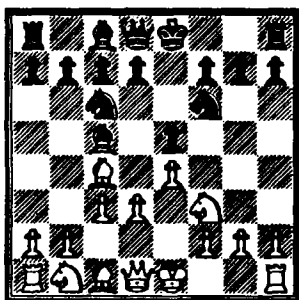
In my last column, I focused on playing d3 in the Ruy Lopez to solidify the center so that White could attack on the Kingside. Black was able to advance his Queenside pawns with tempo because they attacked White's light-squared Bishop (e.g. after Bb5, Black could play a6 and after Ba4, Black could play b5 with tempo). I tried to improve on the positions that I was getting from the Ruy Lopez by playing 3. Bc4 so that Black would not be able to play a6 and b5 with tempo.

White: Ng (2244)

Black: Chen (2058)

Giuoco Piano

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5
4. c3 Nf6 5. d3



Normal here is 5. d4. The text leads to a quieter game. By vacating d2, White also prepares to maneuver the Queen's Knight to the Kingside via d2 and f1.

5. ...a6 6. Bb3 d6 7. Nbd2 0-0
8. Nf1 Be6 9. Ng3 Qe7 10. 0-0

White has maneuvered the Queen's Knight to the Kingside and castled safely. Unlike the Ruy Lopez, Black does not advanced pawns on

the Queenside. However, Black does have a more active dark-squared Bishop on c5 instead of e7.

10. ...Bxb3?!

Weakens control of f5 and unnecessarily releases tension on the center squares. 10. ...Ba7 would have been better.

11. axb3

Also playable was 11. Qxb3 which avoids doubling the pawns. Note that Qxb7 is not threatened because ...Na5 traps the Queen.

11. ...Ba7 12. Nf5 Qe6?

Allows White to play Ng5 with tempo. Better would have been 12. ...Qd7.

13. Ng5 Qd7 14. Qf3

Prevents 14. ...h6 because of 15. Nxf6+ gxf6 16. Qxf6 hxf6 17. Qxg5+ Kh7 (or h8) 18. Qh5+ Kg8 19. Bh6 where White will get a Rook and two pawns for a Bishop and Knight.

14. ...Ne7? 15. Nh6+ Kh8?

Loses a pawn and the Exchange. Black should have played 15. ...gxf6 which only loses a pawn. 16. Qxf6 and now 16. ...hxf6 loses a pawn to 17. Bxf6 which threatens the Knight and Bh6. 16. ...Ng6 also loses a pawn after 17. Nf3.

16. Nxf7 Rxf7 17. Nxf7+ 1-0

Instead of keeping the game closed with ...d6 (the above game), Black can also open up the game earlier with ...d5. In the next game, this forces White to castle before maneuvering the Queen's Knight to the Kingside.

White: Ng

Black: Pifer

Giuoco Piano

Beginning from the above diagram.

5. ...d5 6. exd5 Nxd5 7. 0-0 0-0

8. Re1

White immediately puts pressure on Black's e-pawn because it is on a half-open file.

8. ...Nb6

(8. ...Re8) After 8. ...Nb6 9. Nxe5 does not win a pawn, and after 9. ...Bxf2+ 10. Kxf2 Nxe5 Black is winning. 11. Rxe5 loses an Exchange to Qf6+, 11. Bb5 a6 12. Ba4 Nxd3+ also drops an Exchange. 11. Kg1 Nxc4 wins a pawn.

9. Bb3 h6 10. Bc2 Be6 11. Nbd2?!

White could also have played 11. b4 followed by b5 which would win the pawn on e5.

11. ...f6?

Weakens the light squares around Black's King and leaves the light-squared Bishop unprotected.

12. d4 Bd6 13. Nf1

Threatens Qd3.

13. ...Bg4 14. Qd3 e4 15. Qxe4 f5

16. Qd3 Qf6

(Qd7 is better)

17. Bb3+ Kh8 18. Re6 Qd8 19. h3 Bh5 20. Bxf6

Wins another pawn. 20. ...Bxf3 21. Qxf3 gxf6 22. Rxf6+ Kg7 23. Qh5 wins.

20. ...Bf7 21. Bg5 Be7 22. Bxe7

Nxe7 23. Re5 Bg6 24. Nh4 1-0

LOSE LIKE A GRANDMASTER, PART I

What do Spelman, Larsen, Ehlvest, Nogueiras, Tal and Gulko have in common? They are all strong grandmasters. But they can lose short games, the theme of this two-part article. There are three basic reasons for such miniatures:

- I Even strong grandmasters are human and can blunder
- II Even strong grandmasters cannot calculate everything and can be outplayed tactically
- III Even strong grandmasters can respond poorly to an opponent's theoretical novelty

At the non-GM (i.e. our) level, Type III losses are uncommon, because of our poorer book knowledge. Types I and II, however, are usually responsible when we lose a miniature. In Part I, I present two examples of each type from GM play in the last two years. These GM's are no pushovers—both opponents had to be rated 2500+ for a game to be selected. I did omit miniatures that I could recall being annotated in Chess Life, which everyone gets (you're forgiven if you don't read it).

BLUNDERS

White: Nigel Short
Black: Jon Spelman
British Ch. 1987
Pirc Defence

1. e4 d6 2. d4 g6 3. Nc3 Bg7 4. Be3 a6

To discourage possible Queenside castling by White.

Ganesan is a UCB graduate student in chemistry. He is from Malaysia.

5. a4 Nf6 6. h3 0-0 7. Nf3 b6

Spelman has since played 7. ...d5: 8. e5 Ne4 9. Nxe4 dxe4 10. Ng5 c5 11. dxc5 Qc7 12. Qd5!?? with complications, Kortchnoi-Spelman, Brussels 1988.

8. Bc4 Nc6!?

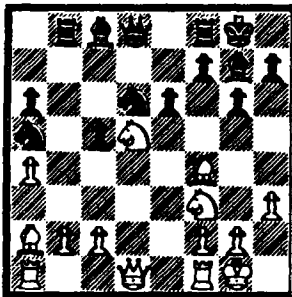
8. ...e6 looks more solid.

9. e5 Ne8 10. Bf4 Na5 11. Ba2 c5 12. dxc5 bxc5 13. 0-0 Rb8 14. exd6 Nxd6?

Underestimating White's next, which threatens Nxe7+.

15. Nd5 e6??

Everybody should get this one.



16. Bxd6 1-0

Black loses his Queen after 16. ...Qxd6 17. Nf6+. Not the way Spelman got to be a semifinalist for the World Championship.

White: Bent Larsen
Black: Viktor Korchnoi
Brussels (SWIFT) 1987
Reti Opening

1. e4 Nf6 2. g3 c6 3. Nf3 d5 4. b3 Qb6!?

5. Bg2

5. ...e5 6. 0-0

Naturally, not 6. Nxe5?? Qd4

6. ...e4

Black already has a nice position.

7. Ne1 h5! 8. Nc3?

8. h4 would keep the h-file closed.

8. ...h4 9. d4 hxg3 10. fxg3 Qa5?!

Korchnoi considers 10. ...Be6 stronger.

11. Qc2

Not 11. Bd2? e3 but 11. Na4 and

11. Qd2 were possible, as well as

11. Nc2 dxc4

(11. ...Qxc3 12. Bd2 13. Bc1=) 12. Nxe4

Nxe4 13. Bxe4 Qh5 14. h4

Bd6 15. Bf4.

11. ...Bb4 12. Bb2

12. Bd2 e3 13. a3 exd2 14. axb4

dxe1=N! 15. Rxe1 Qb6 Korchnoi.

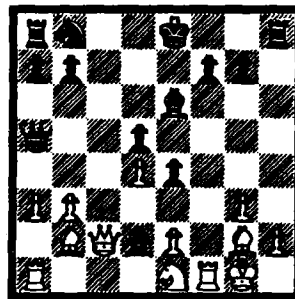
12. ...Be6 13. cxd5?!

13. a3

13. ...Nxd5! 14. Nxd5 cxd5 15. a3 Bd2?

15. ...Bd6 with a big advantage-Korchnoi.

16. Qd1??



After 16. Kh1! Be3 17. Qc5! Nc6 18. Nc2 Bg5 19. Nb4 Black is only slightly better. Another illustration of the fact that it's harder to defend than attack. In an inferior position, it's easy to overlook the best saving chances.

by Ganesan

16. ...Be3+ 17. Kh1 Qc7 18. 1-0

White cannot defend g3.

TACTICS

White: Rainer Knaak

Black: Jaan Ehivest

Erevan 1988

Slav Defence

1. d4 d5 2. c4 dxc4 3. Nf3
Nf6 4. Nc3 c6 5. a4 Bf5 6. Ne5
e6 7. g3!?

A recently fashionable idea.

7. ...Bb4 8. Bg2 Ne4

This leads to wild play. 8. ...Be4 is more in keeping with the Slav's solid reputation.

9. 0-0! Nxc3 10. bxc3
Bxc3 11. Ba3!

Shades of the Evans' Gambit!

11. ...Qxd4!? 12. Nxc4 Qxc4

Possibly Black should accept the dare and try to survive

12. ...Bxa1 13. Qb3.

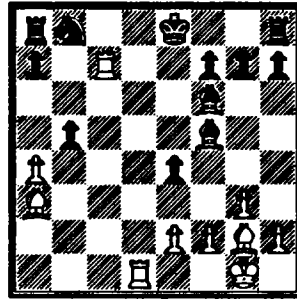
13. Qd6 Bf6 14. Rfd1 e5 15. Qc7!
Qa6!?

Knaak gives 15. ...Nd7 16. Qxb7
Rb8 17. Qxa7 c5 18. Rac1
Qb3 19. Bxc5 Rc8 20. Be4
Bh3 21. Bd6 Bd8 22. Rb1.

16. Rab1! b5

16. ...Nd7? 17. Rxb7
Qxa4 18. Rxd7 Qxa3 19. Rd8+!
with menacing threats.

17. Rbc1! Qc8 18. Rxc6!?
Qxc7 19. Rxc7 e4?



Another case where the loser misses his "only" defence:

19. ...Bd8! 20. Rcc1 b4! 21. Bb2
e4 22. g4 Nd7! 23. gxf5
Nf6 24. Rc4 with only a slight plus
—Knaak.

20. Bxe4 Bd8 21. Rc5
Be7 22. Rxf5 1-0

White: Predrag Nikolic

Black: Jesus Nogueiras

Match (Game 1), Havana 1987

Queen's Gambit Declined

1. d4 e6 2. c4 d5 3. Nc3 c6 4. Nf3
Nf6 5. Bg5 Nbd7

Many players prefer to avoid the complicated 5. ...dxc4.

6. e3 Qa5 7. cxd5 Nxd5 8. Qd2
Nxc3

8. ...N7b6 immediately or
8. ...Bb4 is better.

9. bxc3 Nb6 10. Rb1 f6 11. Bh4
Bd7 12. Bd3 c5 13. 0-0
cxd4 14. Nxd4

Trying to exploit his superior development. 14. cxd4 is good enough for an endgame edge while 14. exd4 is interesting.

14. ...e5 15. Nb5 0-0-0 16. a4
Nxa4?

Not 16. ...e4 17. Bxe4

Bxb5 18. Rxb5 but

16. ...a6 17. Ra1 Nxa4 is unclear.

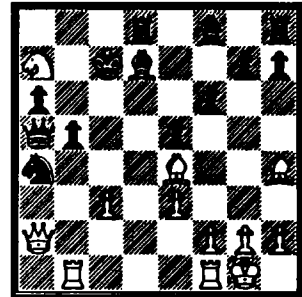
17. Qa2! a6

Black should play 17. ...Kb8 first.

18. Na7+ Kc7

18. ...Kb8 19. Be4 b5 20. Nc6+
Bxc6 21. Bxc6 with an attack.

19. Be4 b5



If 19. ...Rb8, 20. Rfd1!

20. Qf7! Kb6 21. Qd5!
Nxc3 22. Ob7+ Kc5 23. Rfe1 1-0

23. ...b4 24. Rxc3+ bxc3 25. Qd5#.

NOVELTIES

White: John Nunn

Black: Mikhail Tal

Brussels (SWIFT) 1988

Caro-Kann Defence

1. e4 c6 2. d4 d5 3. Nd2
dxe4 4. Nxe4 Nd7 5. Ng5

The current rage. The Caro-Kann is not a Tal favourite and presumably he had planned a prepared variation. However, this backfires on him.

5. ...Ndf6

White keeps an edge after
5. ...Ngf6 6. Bd3 e6 7. N1f3. Also possible are 5. ...Nb6! and 5. ...h6! 6. Ne6 Qa5+ 7. Bd2 Qb6 8. Bd3 Ngf6- but not 8. ...fxe6?? 9. Qh5+ Kd8 10. Ba5 1-0 is Nunn-Georgiev, Linares 1988.

continued p. 14

Lose like a GM

continued from p. 13

6. N1f3 e6

6. ...h6 7. Nxf7 Kxf7 8. Ne5+ Ke8 9. Bd3 with a strong attack. Smyslov (against Smirin) tried 6. ...Nh6!? but got a poor position after 7. c3 g6 8. Bc4 Bg7 9. 0-0 10. Re1 Nf5 11. Ne5 Nd5 12. Ngf3 Qc7 13. Bb3 e6 14. c4 Nf6 15. g4 Ne7 16. Bf4, USSR Ch. 1988.

7. Ne5!

A strong TN.

7....Nh6 8. Bd3 Bd6

8. ...Qxd4 9. Ngxf7 Nxf7 10. Nxf7 Bb4+ 11. c3 Rf8 (11. ...Bxc3+ 12. bxc3 Qxc3+ 13. Bd2 Qxd3 14. Nxb8 Qe4+ 15. Qe2) 12. 0-0 Qd5 13. cxb4 Rxf7 14. Qe2 - Nunn

9. c3 Qc7

9. ...0-0 10. Qc2 Nf5 11. g4 Bxe5 12. gxf5 Bd6 13. fxe6.

10. Qe2 c5!?

Tal should probably keep the position closed.

11. Bb5+ Ke7 12. 0-0

cxd4 13. cxd4 Nf5 14. Be3! Nxe3

14. ...Bxe5 15. dxe5 Qxe5

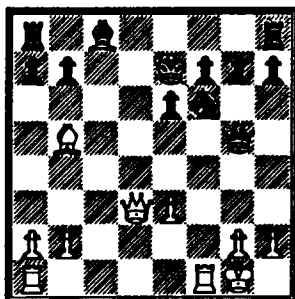
16. Bxa7

15. fxe3?

Nunn prefers 15. Qxe3.

15....Bxe5 16. dxe5 Qxe5 17. Qd3 Qxg5?

see diagram next column



We expect Tal to be White in such positions!. Nunn gives

17. ...a6! 18. Qa3+ (18. Bb4!?) Qd6 19. Qxd6+ Kxd6 20. Nf7+ Ke7 21. Nxb8 axb5 22. g4 Bd7 23. g5 Rxb8 24. gxf6 gxf6 25. Kf2.

18. Qa3+ Kd8 19. Rad1+ Bd7 20. Bxd7 1-0

20. ...Nd5 21. Rxf7 Qxe3+ 22. Qxe3 Nxe3 23. Rd3

White: John van der Wiel

Black: Boris Gulko

Amsterdam 1987

Scotch Game

1. e4 e5 2. Nf3 Nc6 3. d4

exd4 4. Nxd4 Bc5 5. Nb3 Bb6 6. e4 a5 7. Nc3 d6

The game renders this setup dubious. Black may have to return to 7. ...Qf6, or earlier, 6. ...a6.

8. Nd5 Ba7 9. Bb5 Bd7 10. 0-0 Ne5

Less good is 10. ...Nce7 11. Qg4

Ng6 (11. ...c6 12. Qxg7

Ng6 13. Nxc7+) 12. Qxd7+!

Qxd7 13. Nxc7+ but

10. ...Nge7 11. Bg5 is possible.

11. Bd2!

A devastating TN.

11....Nf6

Obviously, 11. ...c6 is critical. van der Wiel gives 12. Bxa5 b6 13. Bc3 f6 (13. ...cxb5 14. f4 bxa5 15. fxe5 axb3 16. e6!+-) 14. Bxe5!? dxe5

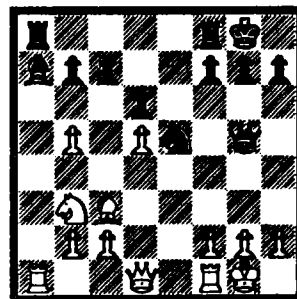
15. Bc4 cxd5 16. Qxd5 Nh6 17. Qd6 Qe7 18. Qc7 Rc8 19. Qxa7 Rxc4 20. Qxb6 with a clear plus.

12. Bxa5 Nxd5 13. exd5 Bxb5

14. axb5 0-0

Now, Black's compensation for the pawn is nebulous. Trying to play actively, he soon blunders.

15. Bc3 Qg5??



16. Rxa7 Rxa7 17. f4 Oh6 18. Qd4

Ng4 19. h3 Raa8 20. hxg4 Rfe8

21. Nd2 Re2 22. Ne4 1-0

Stay tuned for Part 2, which includes more miniatures, including a loss by the World Champion as White in 20 moves.

REMEMBER YOUR FRIENDS

CCJ staff member David Moulton was the top graduating senior in Mathematics at Berkeley and received awards too numerous to mention at Commencement. During his valediction he said, "In my spare time, I played chess. I don't see too many of you out there from the chess club."

At least two CCJ editors in the audience hissed.

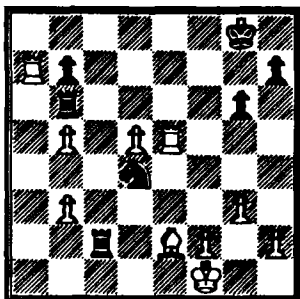
Dave has a chance to make amends. He is staying at UCB on a National Science Foundation fellowship.

RANDOM CHESS

by Dave Glueck

A LONG-LIVED TRAP

In this position



from the game Glueck-Mar, Berkeley 1988, Mar played 32. ...Nxe2 33. Rxe2 Rxe2 34. Kxe2 and lost the Rook ending. In the May CCJ, Erik Osburn suggested that 32. ...Rc1+ 33. Kg2 Re1 gives Black drawing chances, criticizing the maneuver 30. Ra1 and Rxa7.

During the game I intended to reply 34. Re7, seeing 34. ...Kf8 35. Rxb7 Kg8 36. Rd7 winning. A better defense to the threat Ra8# is 35. ...Rf6 but this also loses quickly to 35. Rxb7. Now (a) Rxe2 36. Rb8+ Rf8 37. Rxf8+ Kxf8 38. Rxe2 Nxe2 39. b6 and the pawn is unstoppable. (b) Nxe2 36. d6. Since the logical moves Rxd6, Rf8 and Kf8 are all help-mates, Black cannot stop the d-pawn, for example 36. ...Nf1+ 37. gf Rxe7 38. de, or 36. ...Rg1+ 37. Kh3 Nc3 (Nd4 38. d7 Rf8 39. Re8) 38. d7 Rd1 39. Rb8+ Rf8 40. Ree8. Perhaps the best cheapo

Dave Glueck will be hunting for a norm at the Lloyds Bank tournament in August. His report will appear in CCJ.

attempt is 36. ...g5 37. d7 Rg1+ 38. Kh3 Nf4+ but 39. Kg4 does the job.

Another refutation of the attempt Rc1-e1 is the direct 34. d6, threatening Bc4+: 34. ...Rxe2 35. Rxe2 Nxe2 36. d7 Δ Ra8+; or 34. ...Nxe2 35. d7; or 34. ...Kg7!? 35. d7 Rd6 36. Rxb7 Kf6 37. Re8.

Despite time pressure, Mar avoided this trap. Unfortunately for him, not all Rook endings are drawn.

MORE RANDOMNESS

White: Velikov

Black: Antonov

Bulgaria Championships 1986
Queen Pawn Misc.

1. Nf3 d6 2. d4 Bg4

A strange idea that Miles has been using recently.

3. e4 Nf6 4. Nbd2 e6 5. Bd3 c6

6. c3 d5 7. e5 Nfd7

The position now looks like a French defense where Black has developed his bad Bishop.

8. Qc2 Bh5 9. 0-0 c5 10. c4

White uses his lead in development.

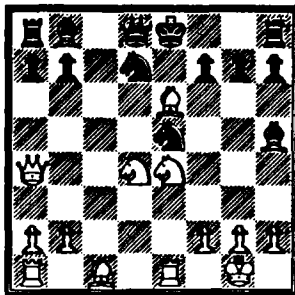
10. ...dc 11. Bxc4 cd 12. Nxd4

Nxe5

Very brave.

13. Qa4+ Nbd7 14. Re1 Bd6

15. Ne4 Bb8 16. Bxe6



Whee!

16. ...fe 17. Nxe6 Qe7 18. N4c5 Kf7 19. Ng5+ Kg8 20. Qb3+ Bf7 21. Qxb7 Qxc5 22. Nxf7 Ng4

One of my favorites of all time.

23. Be3

On 23. Re8+, Black presumably planned Nf8.

23. ...Bxh2+ 24. Kh1 Qh5

25. Qxa8+ Bb8+

An unusual sequence! How often does something like this happen?

26. Kgl Kxf7 27. Qb7 Rd8

28. Qb3+ Kf8 29. Qb4+ Kg8

30. Bf4 Bxf4 31. Qxf4 Rf8 32. Qg3

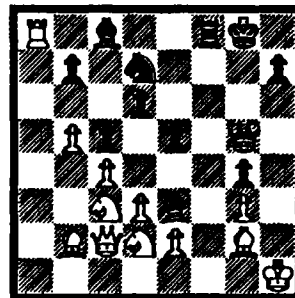
Nxf2 33. Qh2 Qc5 34. Qg3 Ng4+

35. Kh1 Rf5 36. Qxg4 Rh5+

37. Qh3 Rxb3+ 38. gh Qd5+

39. Kh2 Qd2+ 0-1

To answer the question from move 25, consider the game Walsh-Glueck, Los Angeles 1987:



after 23. ...Qe7-g5. White resigned after 24. Nf3 gf 25. Bxf3 Qxg3, but the following fantasy variation was amusing:

24. Bd5+ Kh8 25. Nf3 Qh5+ (gf is best) 26. Nh4 Rf1+ 27. Kg2?

(27. Kh2!) Rg1+ 28. Kh2 Qxh4+

29. gh g3+ 30. Kh3 Nb8+.

Unfortunately, White's cooperation is usually required to get a finish like this!

Presenting the Classics:

KREJCIK THE GREAT

Reti, Spielman, Tartakover, Grunfeld, Schlechter and Vidmar were all world renowned products of the famed "Vienna school of chess". But who remembers their fearless and gifted nemesis, Dr. Josef Krejciik?

Born in 1885, the great Krejciik frequented the Wiener Schachklub and the Cafe Central in Vienna for 50 years, playing hundreds of games with Vidmar, Tartakover, Konig, Kmoch, Spielman, Albin, Wolf and many others.

Though he seldom left his beloved Vienna due to a heart ailment, Krejciik nonetheless earned the respect of his more illustrious peers. He won brilliancy prize games against Grunfeld and Wolf, beat Vidmar in fine style, held Reti and Tartakover to desperate draws and even had Lasker dead to rights before succumbing to a mirage.

A "Monster-Blitz" tournament of over 100 players held in Vienna, 1922, finished with Krejciik and Alekhine among those tied for fifth through eighth. Between 1920 and 1930, he never lost a game as a Vienna team member in regular inter-city matches versus Munich and Budapest.

For sheer beauty and depth of play, Krejciik's "Game of a Lifetime" deserves to down in history on a par with Anderssen's "Evergreen Partie".

White: Josef Krejciik
Black: Konrad Krobot
Vienna 1908
Center Game

1. e4 e5 2. d4 ed 3. Qxd4 Nc6
4. Qe3 g6 5. Bd2 Bg7 6. Nc3 Nge7

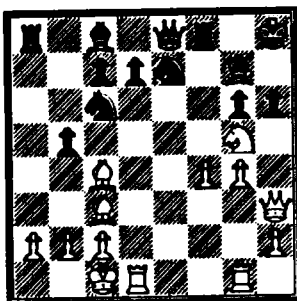
7. 0-0-0 0-0 8. f4 a6 9. Nf3 f5
10. Bc4+ Kh8 11. Ng5 Qe8 12. ef
Rxf5

On 12. ...gf Black Bishop would never command the c8-h3 diagonal and after 12. ...Nxf5 Black loses the Exchange following the trade of Queens.

13. g4 Rf8 14. Oh3 h6

Now comes the finest move of the game, the full meaning of which will become clear later.

15. Rhg1!! b5 16. Nxb5! ab 17. Bc3



17...h5

17. ...Ng8 18. Rde1! and White wins some pretty variations:

(a) 18. ...Nce7 19. Bxg7+ Kxg7
20. Bxg8 Kxg8 (20. ...Rxxg8
21. Qc3+) 21. Qxh6 Rf7 22. Rg3
Qf8 23. Nxf7 Qxf7 (23. ...Kxf7
24. Qh7+ Kf6 25. Rxe7! Qxe7
26. g5+ or 25. ...Ke8 26. Rge3)
24. Rh3 Qg7 25. Qxg7+ etc.

(b) 18. ...Qxe1+ 19. Rxe1 bc
20. Bxg7+ Kxg7 21. Qc3+ Nf6
22. Ne5 d5 (22. ...Rxa2 23. Nxf6!
Ra8+ 24. Kd2 Rxe1 25. Nh5+ Kf7
26. Qf6+ mating; 22. ...g5 23. fg
hg 24. Nxf6 Rxf6 25. Rf1 wins)
23. Nxf6 d4 24. Qxc4 Rxf6 25. Re8
etc. The *Suddeutschen Schachblat-*
ter commented, "This game

contains a particularly demonic combination!"

18. Rd6!! cd

The penalty for refusing the Rook is a Queen sacrifice at h5 and mate by the Rook at h6, whereas accepting the Rook offer bottles up the power of Black's defensive Bishop at c8. If 18. ...Ng8 or 18. ...bc, White wins with 19. gh. The strength of 15. Rhg1 will now be revealed...

19. gh gh

Here White announced mate in eight.

20. Bxg7+ Kxg7 21. Nf7+ Ng6
22. Rxxg6+! Kxxg6 23. f5+

The veteran master Johannes Berger later demonstrated mate two moves sooner with 23. Qg3+.

23. ...Kf6 24. Oh4+ Kxf5 25. Qg5+
Ke4 26. Nxd6+ Kd4 27. c3# 1-0

A problem-like mate! On 26. ...Kf6 would have followed 27. Qg3#

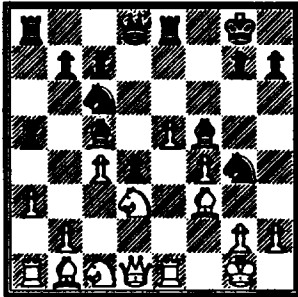
White: Johannes Berger
Black: Josef Krejciik
Vienna 1907
Albin Counter Gambit

1. d4 d5 2. c4 e5 3. de d4 4. e4

Not 4. e3? Bb4+ 5. Bd2 de!
6. Bxb4 ef+ 7. Ke2 fg=N+!

4. ...Bc5 5. f4 f6 6. ef Nxf6 7. Bd3
Nc6 8. a3 a5 9. Nf3 0-0 10. 0-0 Re8
11. e5 Ng4 12. Re1 Bf5!

by Richard Shorman



A beautiful sacrifice, the acceptance of which leads to a wonderfully swift conclusion. Schlechter cites this game as a source in *Bilguer's Handbuch*.

13. Bxf5 d3+ 14. Kf1 Qh4!!
15. Qd2

15. Nxb4 Nh2#

15... Qxh2 16. Bxd3 Qh1+
17. Ke2 Qxg2+ 18. Kd1 Qxf3+

Another game from the New York Open. Will this be in the Classics of the next century?

White: Gata Kamsky (2345)
Black: IM Judit Polgar
New York Open, 1989
King's Indian Defense

1. d4 Nf6 2. Nf3 g6 3. Bg5 Bg7
4. Nbd2 d5 5. e3 0-0 6. c3 b6 7. Bd3
Bb7 8. Qe2 Ne4 9. Bh4 c5 10. g4!!

10. 0-0 is better, but Kamsky tries for a quick win without first completing his development.

10. ...Nd7 11. Rg1 a6 12. Bc2 Qe8

This common manoeuvre prepares ...e5.

13. Nxe4 de 14. Nd2 cd 15. ed e5
16. d5 Bxd5 17. Nxe4 Nc5 18. a3
Qc6 19. f3 Rac8 20. 0-0-0 Bxe4
21. fe Bf6 22. Bf2 Be7 23. Rg1!!

A waste of time. Now Black's attack comes faster.

23. ...Na4 24. Be1 b5 25. Bxa4

19. Be2

The alternatives are 19. Qe2 Nf2+ 20. Kd2 Qf4+ 21. Kc3 Rxe5 etc. or 19. Kc2 Nd4+ 20. Kc3 Nf2! 21. b3 Bb4+ 22. ab ab+ 23. Kxd4 Nxd3 24. Rxa8 c5#

19. ...Ob3+ 20. Qc2 Nf7+ 21. Kd2
Be3# 0-1

White: Josef Krejcik
Black Franz Klar
Olmutz 1907
Vienna Game

1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. fe
Nxe4 5. Nf3 Bg4 6. Be2

Spielman used to play 6. Qe2 here.

6. ...Bxf3 7. Bxf3 Qh4+ 8. g3
Nxg3 9. hxg3 Qxg3+ 10. Kf1 Bc5

Perlis - Kopsa (Barmen 1905)
continued 11. Qe2. White finds a stronger move.

11. d4! Bxd4 12. Qe2 c6 13. Be3

Kamsky prefers opening more lines to his own King to having Polgar's pawns walk down the a and b files.

25. ...ba 26. Rd5 Rb8 27. Rf3 Rb3
28. Rf2 Rfb8 29. Qf3 Qe6 30. Qd1
Qb6 31. Qf3 f6 32. Qe2

32. Qg2 holds on to the Queen only a few moves longer due to

32. ...Bxa3 33. ba Rb1 34. Kd2
Qb2+ 35. Ke3 Rxe1+ 36. Re2
Qxc3+ 37. Kf2 Rxe2+ Δ36. ...Rb2+
(32. Qh1!! Bxa3 33. ba Rb1+
34. Kd2 Qxf2!!)

32. ...Bxa3 33. ba Rb1+ 34. Kd2
Rb2+ 35. Kd3 Rxe2 36. Kxe2 Qb1
37. Rd3 Qa2+ 38. Bd2 Qc4 39. Ke3
Qc5+ 40. Ke2 Qb5 41. Rxf6 Rd8
42. Rff3 Qc4 43. Rfe3 Rxd3
44. Rxd3 Qxe4+ 45. Re3 Qxg4+
46. Kf2 Qh4+ 47. Kg2 Qc4 48. Bc1
Qd5+ 49. Kf2 Qh1 50. Re1 Qxh2+
51. Ke3 Qc2 52. Bd2 e4 53. Re2
Qd3+ 54. Kf2 h5 55. Ke1 Qg3+
56. Kf1 h4 57. Be3 h3 58. Bg1 Qf3+
59. Ke1 Qxc3+ 0-1 (Yu, Weiss)

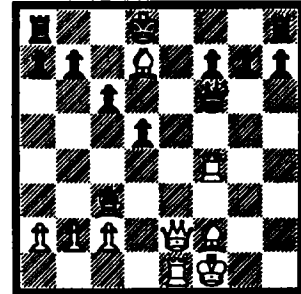
Bxe5

Or 13. ...Bxc3 14. bc Qxe5 15. Rh5 Qe7 16. Qh2! Nd7 17. Re1 with a crushing attack. In this line if Black plays 15. ...f5, then White wins after 16. Qd3 g6 (16. ...0-0 17. Bd4 followed by 18. Re1) 17. Bd4 Qg3 18. Re1+ Kd8 19. Bf6+ Kc8 20. Bxh8 gh 21. Qxf5+.

14. Bf2 Qf4 15. Re1 Nd7 16. Rh4
Qf6 17. Bg4! Kd8 18. Bxd7 Bxc3

A brilliancy prize winning combination begins. GM Spielman, the best Vienna Game expert in the world, regarded this game as one of the finest in the Vienna.

19. Rf4!!



19. ...Qd6

If 19. ...Qxf4 then 20. Qe7+ Kc7 21. Be8+ wins. Or 19. ...Bxe1 20. Rxf6 gf 21. Bh3!, intending 22. Qg4, with the same result.

20. Rxf7 Bxe1

Not 20. ...Bf6 21. Qe8+.

21. Qxe1 h6

The threat was 22. Bh4+ followed by 23. Bg3!

22. Qa5+ Qc7 23. Bh4+ g5 24. Qc3
1-0

(Notes by Austrian master Josef Krejcik, translated from his book *Mein Abschied vom Schach*, Berlin 1955, pages 33-36.)

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breakthrough. Black can do nothing while White sets up.

33. ...Rdg8 34. Ra8

White's plan is b6, R1a7, Be2. According to Black's responses White will then play Ba6 or c6. For example, 34. Ra8 Bg5 35. b6 Bf4 36. R1a7 h6 37. Be2 Rg2 38. Bg3 Re2 39. c6 intending 40. Rb7 & 41. R8b8 mate. There are endings where White is a piece up and the win is hard: (moves 34-36. as above) 37. c6 bc 38. Be2 Ra7 39. ba Kb7 40. ab=Q Rxb8 41. Rxb8 Kxb8 42. Kg2 c5. Note that Ba6 without c6 is also an idea.

34. ...Bg5 35. b6

I am getting a little concerned that Black can defend by putting his Bishop on d8 and doubling Rooks on his second rank. This will neutralize a direct assault by R1a7. I think I will have to induce one more Black weakness by provoking f4 (e.g. Bg3 threatening Bd5 followed by e6 to get at the b8 Knight: 35. ...Bd8 36. Bg3 Re7 37. Bf4 Rgg7 38. Bxd5). If Black ever plays f4, then h3 & Bg4 becomes possible. A direct Bh5 is good now because it ties a Rook down to guard the f7 square.

35. ...Bd8 36. Bh5

The purpose of 36. Bh5 is to force the g7 Rook to guard f7. I intend to play Be3-f4 (Bh6!?). Finally, back to Bf3 threatening Bd5 and e6. Black can neutralize this by Bg5 trading Bishops. Then White can play Be2-b5 followed by c6 winning. This is the plan; let's see what happens in reality!

[I later wondered if 36. Be3!? with

the idea of Bf4, Bd5!?, and e6 threatening the b8 Knight might be more effective. If 36. ...f4 37. Bf2! +- intending Rf1, Be1-a5, Rc1 and c6.]

36. ...Rf8 37. Be2

Apparently DT intends to meet 37. Be3 with 37. ...f4 38. Rf1 Rg5 39. Be2 Rgf5 40. Bf2 f3! with counterplay. I want Black to play ...f4, but not ...f3. I am trying to set up a position with the Black pawn on f4, my Bishop on f3 blockading it, the other Bishop on a5 and a Rook on c1. I then want to play Be2-a6 and finally c6-c7. To achieve all this, I want the Black f-pawn to move exactly once. And only once!

Right now I am sorry I played 36. Bh5 as it gained nothing. I could have played a direct 36. Be3 and, if 36. ...f4, play 37. Bf2 to achieve what I am trying to get now.

Another possibility was 37. Rf1, to be able to play Be3 without fearing the advance ...f4-f3. If Black now tries 37. ...f4, then 38. Bf3 and White proceeds to set up the above mentioned plan. If 37. ...Bg5? then 38. Rg1 Rfg8? 39. h4 Bf4 40. Bf7! wins quickly. White is interested in exchanging pieces so if DT instead plays 38. ...Bh6 in this last line, 39. Rxc7 Bxc7 40. Be2! with ideas of Ba6 & c6.

DT might answer 37. Rf1 with ...Rg5 36. Bf3 Rfg8 37. Be3 R5g7 38. Bf4 Bg5, but 39. Bxc5! (not 39. Bg3? Be3 40. Bd5 ed 41. e6 Rg3) Rxc5 40. Rc1 Kd7 41. Be2 Kc6 42. Rb1 Kd7 43. Bb5 Nc6 44. Rxc8 Rxc8 45. Rg1! winning. Or 41. ...Nc6 42. Rca1 h5 43. Bb5 and White can again think about 44. Rg8 Rg8 45. Rg1!

With 37. Be2, I can say in my notes after the game that 36. ...Rf8 grants White the tempo he needs to continue his attack on the Queen side! While this is in fact true, I didn't plan it that way. If DT now tries 37. ...f4, 38. Bf3 sets up ideas discussed earlier. The direct 37. ...Rfg8 38. R1a7!? Rg2? (38. ...Bh4!) 39. c6! wins: 39. ...bc 40. Ba6 mate or 39. ...Rf2 40. Rb7. The line 37. ...Bg5 38. R1a7 Bf4? 39. c6 shows why Black must keep the Bishop on d8 observing the b6 pawn. Unhindered, White will play Bb5, Rc1, Be1-a5 & c6. Black can distract White via mate threats on g1 and harassing the c1 Rook by Bg5.

A possible line of play now is 37. Be2 Rfg8 38. Bb5 Rg2 39. Rf1 R2g7 40. Bg3 Rf8 (else 41. Rf5! ef 42. e6 Rg3 43. Bd7 mate!) 41. Bf4 Rfg8 42. Rc1 with a strong attack. I don't know — I find myself wavering between several attractive plans. The nice thing about all this is if I don't like what I am doing, I can go back and try the whole thing again because there isn't much DT can do about it.

At this point there was a delay of several days in the game. The Deep Thought Team explained that the program had stumbled into a bug. In analyzing the position, DT discovered a huge number of lines ending in mate. The programmers had not anticipated the need to keep track of so many ways of losing! It took two days to track down a resulting buffer overflow. Bug corrected, DT thinks it is only 1.2 pawns down, so it hasn't lost hope yet!

37. ...Rfg8 38. Be3

White is aiming for Rb1 and c6, but wants to reposition the dark colored

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Bishop on a better diagonal. DT cannot now afford 38. ...Rg2? 39. Bh5! as 39. ...R2g7 40. Bh6 is trouble and if 39. ...R8g7 40. Bf7! anyway.

I considered 38. Bb5 Rg2?! 39. R1a2 Bh4? 40. c6!! with the threat of Rb8 followed by c7 and Ra8 mate. If now 40. ...bc, then 41. Bc6 and Rb8 followed by Ra8 cannot be prevented.

I decided on the text because I still wanted to keep open the option for Bf4, Bf3 & Bd5 (or Bd3 & Bf5). Black will have to now unconnect his Rooks from the g-file or the 2 Bishops will harass them terribly.

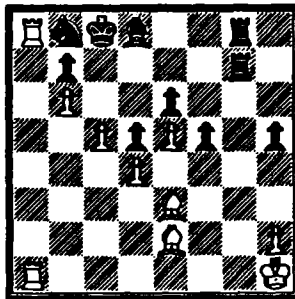
When I play Rb1, an immediate c6 is then threatened because if bc, then Ba6+ wins the b8 Knight. DT can defend by moving the Bishop off the eighth rank so that when he (it?) makes a King move, a Rook will protect the Knight. I then intend to maneuver Ba6! followed by c6.

Example line: 38. ...Rh8 39. Rb1 Bh4 40. Ba6!? ba 41. c6 Bd8 42. c7!? Rxc7 43. bc Bxc7 44. Bd2 Kd7 45. Bb4 Rd8! 46. Bd6 Bxd6 47. ed Nc6 and Black is OK. But White can improve with 40. Bd2 first, or try 42. Ra7.

38. ...h5

Well, if anyone (me!) wondered where that pawn was that DT thought it was down on move 37 (-1.2 pawns), there it is. I have to assume DT 'saw' all the stuff we discussed in the note to my last move, and "hopes" to get some counterplay by sacrificing its h-pawn. This is not a bad idea, actually: a natural human reaction!

DT probably 'thought' that I would be distracted by the [sound] pawn offer.



39. Rb1!

The end is near. White immediately threatens to win a piece by 40. c6 bc 41. Ba6+ Kd7 42. Rxb8. Counterplay by 39. ...Rg2 runs into 40. Bh5 R2g7 (40. ...R8g7? 41. Bf7!) 41. Rg1 Rxg1+ (else 42. Bf7! anyway) 42. Bxg1 Rg7 43. Be8 and Black remains tied up. If 39. ...Bh4 40. c6 bc 41. Rba1! (The Bishop no longer threatens the b6 pawn) Bd8 42. R1a7 threatening 43. Ba6 and 44. Rb8 mate.

39. ...Be7

Jeez! I thought this was completely over, but DT comes up with another good (the only!) defense. I had expected something like 39. ...Bh4 40. c6 bc 41. R1a1 Kb7! 42. R1b7+ followed by Rg7. But after 39. ...Be7 this line is not possible because the Bishop masks the Rook.

40. Bb5

This move is deadly. If 40. ...Rg2? 41. Bd7! Kd7 42. Rb8. And if 40. ...Bg5 41. Bxg5 Rxg5 42. c6 bc 43. Bxc6, when the mate threat via R1a1, Rb8 and Ra8 wins heavy material.

I expect 40. ...Bd8 41. Ba4! (to protect the b pawn) Rg4 42. c6 bc

43. Bxc6 f4 44. Bf2 Rg2 45. b7+ Kc7 46. Rc1! Rxf2 47. Bd5+ Kd7 48. Rxb8 ed 49. Rbc8 Rgg2 50. Rd8+ Ke6 51. Rd6+ Kf5 52. Rf6+ Ke4 53. Rg6!! winning.

Note that any attempt by White to play the tempting Bd2 fires up the Black counterplay: 40. Bd2 Bh4!! 41. Ba5 Bf2 threatening mate.

40. ...Bd8 41. Ba4

Now if 41. ...Rg2 42. Bd7+ Kxd7 43. Rxb8 Re2 44. Rxb7+ Kc6 (44. ...Kc8 45. Ra7 & 46. b7 Queens) 45. Rb8 Re3 46. b7 and White Queens. I dealt with 41. ...Rg4 in the note to my previous move.

I didn't comment on 40. ...Rg2 above, but I intended to play 41. Ba6! ba 42. c6 Bd8 43. c7 Bxc7 44. bxc Kxc7 45. Raxb8! Rh2+ 46. Kxh2 Rxb8 47. Ra1 and the weak Black pawns will tell.

At this point the Deep Thought Team decided they would resign in either game if DT's evaluation dropped below -300 points (-2.25. pawns).

41. ...f4 42. Bxf4

Again! When I think it is over, DT comes up with something to prolong the game. Now 42. Bf2 is not good: 43. ...Rg2 44. Bd7+ Kxd7 45. Rxb8 Rgg2!

After 42. Bf4 Rf7 43. Be3 h4 44. c6? Bb6!

So it seems I am just a pawn up and the game continues.

42. ...Rf7?

This is a serious mistake; 42. ...Rg4 is better. After 43. Bh6!, Black cannot dislodge the Bishop from the h6 square: (1) 43. ...Rh7 44. Rf1! Rxh6?? 45. Rf7 wins immediately or (2) 43. ...Rh8 44. Rg1! Rxh6?? 45. Rg8 winning

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as 46. Rxb8+ followed by mate is threatened.

43. Bh6

White's plan now is to oppose Rooks on the g line. Black will be unable to allow an exchange as the f7 Rook will be helpless to prevent a Bishop invasion via e8 or f8.

White's further plan is unclear to me now, but ideas of a Bishop trade look promising.

43...h4 44. Bb5

Black is nearly without moves. It is interesting that this phenomena has occurred in both games. Computers are willing to go to the breaking point where a human would not. It reminds me of kids playing 'chicken' by driving cars at each other.

Illustrative of Black's problems is 43. ...Rf5?! 44. Bd7+! Kxd7 45. Rxb8 Kc6 46. Ra1!! Rf2 47. Rc8+! Kd7 48. c6+!! bc (48. ...Kxc8? 49. Ra8 mate!) 49. b7.

Instead of the text 44. Bb5, I think White could also win by 44. Rg1 but 44. Rg1 Rxc1+ 45. Kxc1 Bg5!? 46. Bxc5 (47. Be8!?) Rg7 is not totally clear.

White slightly improves his piece placement with 44. Bb5, and Rg1 is still be coming.

44...Be7 45. c6

Now that the Black Bishop is not observing the b6-pawn and the Black Rooks are not connected, this sortie is possible. 45. ...bc is forced because of the c7 threat. White then threatens Rc1 and a devastating discovered check. A possible defense is 45. ...bc

46. Bc6 Ba3!? 47. Rxa3 Nxc6 48. Ra8+ Nb8 49. Rc1+. Or 46. ...Rg6 47. Rc1!

45...bc 46. Bxc6

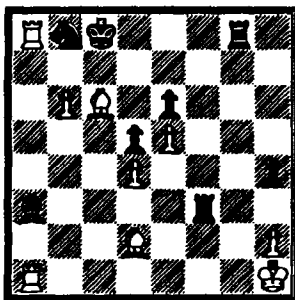
If now 46. ...Bd8 47. b7+ Kc7 48. Rc1 wins. Fireworks could start after 46. ...Rf3 to protect the a3 square: 47. Rc1 Ba3 48. Bxd5! Bxc1 49. Bxe6+ Kb7 50. Bd5+! Kxb6 51. Bxc8 with a huge edge.

46...Rf3 47. Rba1

Changed my mind (I'm allowed)! I was afraid the final position from the last analysis gives DT drawing chances two pawns down: 51. Bxc8 Bh6 52. Rb8 Kc7 53. Rb1 h3.

Now 47. ...Ra3 fails to 48. R1xa3 Bxa3 49. Bd2 (with the plan Ba5) 49. ...h3 50. Ba5 Rg7 51. Bb5! and 47. ...Ba3 48. Bd2! Rb3 49. Bc1.

47...Ba3 48. Bd2



White now threatens 49. Bb4 Bxb4 50. Rxb8+ Kxb8 51. Ra8 mate. Therefore 48. ...Rb3 is forced. Then comes 49. Bc1: (...Rf1 mate is no longer a threat) and Black has two plausible tries: (a) 49. ...Rxb6 50. Bxa3 Rxc6 51. Rb1! winning everything or (b) 49. ...Rc3!? (the b6 pawn is left untouched to block the b-line influence of the a1 Rook) 50. Bxa3 Rxc6 51. Bc5 followed by Ra1a7, Rc7 tradings one pair of Rooks then Bd6 to force off the rest of the minor pieces.

48...1-0

Deep Thought Team: DT's 3 best lines at the end were :

a) 48. ... Rb3 49. Ba5 Bb3 50. Rb1 Rh8 51. b7 Rb7 52. Bb7 Kb7 53. Rb8 Kb8 54. Rb2 Kc8 (evaluation = -4.04 pawns)

b) 48. ... Rb3 49. Bc1 Rb6 50. Ba3 Rc6 51. Rb1 Kd7 52. Bd6 Ra6 53. Rb8 Rb8 54. Rb8 h3 (evaluation = -3.34. pawns)

c) 48. ... Rf8 49. Bb5 Kb7 50. Ra3 Nc6 51. Rf3 Ra8 52. Bc6 Kc6 53. Bg5 Kb6 54. Bh4 Kb5 (evaluation = -4.28. pawns)

Game Two of this historic match will appear next month.

DEEP THOUGHT DEFEATS MACHINE OPPONENTS

Deep Thought had better luck (or skill) against other machines, sweeping the World Computer Chess Championships. Other plus scores were achieved by

- | | |
|-----------------|---------|
| 1. Deep Thought | 5.0-0.0 |
| 2. Bebe | 4.0 |
| 3. Cray Blitz | 3.5 |
| Hitech | |
| Mephisto | |
| 6 Fidelity X | 3.0 |
| Merlin | |
| AI Chess | |

... The critical last round game which gave DT the title appears annotated on the next page.

MACHINE VS. MACHINE: DT-HITECH

The following game was posted to the computer net, annotations are apparently by the Deep Thought team.

White: Hitech
Black: Deep Thought
 World Computer Chess Champ. 89,
 round 5
London System

1. d4 d5 2. Nf3 Nf6 3. Bf4 e6 4. e3 Nc6 5. Nbd2 Be7 6. h3 0-0 7. Be2 Nh5!?

This move and its follow-up are highly unusual, to say the least. It seems that Black is about to just waste two moves and/or create weaknesses in its pawn structure, specifically on e5, where White will be able to position an unassailable Knight.

8. Bh2 g6!? 9. O-O f5 10. Be5 Nxe5 11. Nxe5 Nf6 12. e4 c5(l)

Black assures a possibility to open up the position. Neither program was in a hurry to actually resolve the tension in the center, however, putting the commentators for a virtually impossible task.

13. Ndf3 Bd6 14. a3 Qc7 15. Rc1

Putting "pressure" on the Black Queen, but DT simply refuses to worry about it.

15. ...a5 16. Qb3 b6 17. Qa4

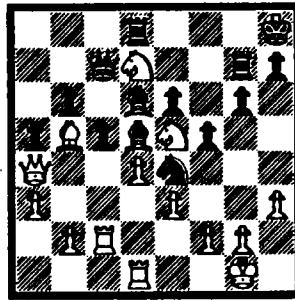
This is probably not such a good square for the Queen, which will remain here in almost complete passivity for the rest of the game.

17. ...Bb7 18. Rc2 Kh8 19. cxd5(?)

This improves only Black's position, who now gets his Bishop on the beautiful strong point d5. Around this time, when asked what he thinks about the current state of

computer chess, Kevin Spraggett said that quite a few of the games actually reminded him of Grandmaster games. Hitech-DT in particular made him think of games by Britain's top GM Nigel Short with the Dutch defense.

19. ...Bxd5 20. Rd1 Rad8 21. Bb5 Ne4 22. Nd7 Rg8 23. Nfe5 Rg7



Most spectators thought that White was better here (as did Hitech, evaluating the position more than 1/2 pawn to its advantage). For some reason, neither program considered 24. f3 to be a good idea, possibly because of the resulting weakness of e3 and g3. In the following maneuvering phase, Hitech doesn't seem to be able to decide what to do, while DT gradually improves the position of its pieces and sets up a Kingside attack.

24. Rd3 Be7 25. Rd1 h5 26. Rdc1 Bg5 27. Re1 Bh4 28. Rf1 Be7 29. Rfc1 (This is the same position as after 26. Rdc1) g5(l) 30. f3 Nf6 31. Kf1 g4 32. hxg4 hxg4

The open h-file will prove entirely to Black's advantage. In addition, White's pawn position is already decisively weakened. Hitech can no longer escape the loss of a pawn.

33. f4 Be4 34. Rd2 Nd5 35. Re2

Rh7 36. Ree1 Nxe3+l

A gasp was audible from the spectators when this move was played on the demo board.

37. Kg1

Several commentators thought that Rxe3 was the best chance, but after 37. ...Rh1+ 38. Ke2 Rxc1 39. Nf7+ Kg8 40. Nxd8 Bxd8 Black has too many threats : cxd4, Qxf4, Rc2, ...

37. ...Nd5 38. Ng6+ Kg7!

39. Nxe7?

White's only hope was 39. Nde5, although then too Black must be winning: 39. ...Bd6 or Bf6 followed by 40. ...Bxe5 41. Nxe5 Nxf4 (or if 40. g3 Rh1+ etc.) and Black is two pawns up in the better position.

At this point both programs detected mate, and began to make their (not very human-like) moves at great speed, making at least for some excitement for the audience.

39. ...Qxf4! 40. Nxf5 exf5 41. Rxe4 Qcx1+ 42. Bf1 fxe4 43. Qb3 Rh1 +! 44. Kxh1 Qxf1+ 45. Kh2 Rh8+ 46. Oh3 g3+(l) 47. Kxg3 Of4 mate, 0-1

After a few moments of confusion as to what had actually happened, the roughly 200 spectators that were still around (a large number for such an event!) burst out in applause.

LETTER TO THE EDITOR

Editor:

Thank you generously for your article on the Nor-Cal Scholastics ("Over 200 at Scholastic Championships", April *CCJ*). You were quite kind to me, despite the very sub-par performance I turned in. I myself have played over those two games thousands of times in my head. Having done so, I think that I can offer additional analysis to that which you have provided:

A) Chan-McManus:

2. Ne5! This move I had not seen before, as 0-0 is given as "book" in BCO. I consider Ne5 much stronger, as it embarrasses the a6 Bishop and prevents Nbd7 (Nc6!). I felt that Black was losing at this point, as White can play where he wants and Black's Q-side play leads to very little. I believe Qd6, Δ Nbd7, is the only playable continuation, even though it leads to hell. My Bishop is completely retarded.

17. Qh6?! I have tried thoroughly to examine where in fact White loses his edge in the game. I believe that it is at this point, since the placement of the Queen at h6 allows Black a valuable defensive tempo later. I believe now that Black's position is at least equal, as White's fianchetto Bishop is shut in and has little scope, and Black has a huge endgame advantage.

28...Qg7? (??) Because 28. ...Rg4+! wins for Black: I. 29. Kh1? Rd3!! Δ Qa8+. II. 29. Kf1 Rdd4 Δ Qf8-a8-g2#. For example (1) 30. Rd1 Qa8! —++ (2) 30. e6 Rdf4+ 31. Rxf4 Rxf4+ 32. Kg1 Rg4+ (if 32. Ke2 Re4+ or 32. Kg2

Qa8+) —++ . III. 29. Kf1 Rdd4 30. Qf2! Qa8 31. Qf3 Qxf3+ 32. Rxf3 Rxf3 with a winning endgame.

43...a4? For any chance to win, Black must play h6!, after which White must struggle to draw.

B) McManus-Tse

5. Qd3? This move is purely bad. When I play against the Modern and Pirc type openings, I am used to an early Qe2 to aid a King-side attack. I picked up the Queen to play Qe2 and then suddenly saw 5. Qe2 Bxd4! —Gee, I guess I'd better move it somewhere else...

16. Qg5?! Since I am going to rip the Knight anyway, why not now? In the position after 16. Bxc4 bc I almost certainly wouldn't play Qg5, so I wasted a move.

19...h5? Much better, if Black insists on h5, is h6 —Queen moves, h5— forcing the Queen to a weaker square.

28...Ng5?? Obviously Qe3+ is much better. I expected this, and I also expected to win the endgame. Therefore I disagree with your assessment that "Black is O.K." Where and when do his pieces move? For example, 28. ...Qe3+ 29. Qxe3 Rxe3 30. f4! and then...

(1) 30. ...Nf6 31. Rxx8 Nxxg4 32. Rh7+ and Rxa7.

(2) 30. ...Rf3 31. Rh6 Δ Rxxg6.

(3) 30. ...Ree8 31. Rh6 Reg8 32. Rgh4 Kg7 33. Kd2 Nf6 34. Rxxh8 with a King and Knight ending that should be won for White (N gets to e5).

(4) 30. ...Kg7 31. f5 Nf8 32. Rxxh8 Kxxh8 33. fg Kg7 34. Kd2 Δ Ne2-f4,

trading off to a won K+P endgame if necessary.

(5) 30. ...Re6 31. Rh6 Δ Rgh4, Kd2, Ne5. Black can do little but trade to a lost endgame.

As you see, I felt that I would win this endgame and so I allowed the exchange of Queens. Holes in my analysis will be much appreciated, as I need help on my endgame anyway.

Andrew A. McManus
Oakland, CA

Thanks for the additional analysis on your games, Andy. As you know, it is often very easy for chess players to point to an obvious blunder and say, "Well, it's too bad that the game had to end like this, otherwise so-and-so would be O.K." I often think this way without considering the consequences if there hadn't been a blunder. It's so easy to attribute losses to a gross blunder and just leave it at that. I compliment you on a thorough and insightful job of analyzing — your future in chess looks bright indeed! (Andy McManus, this year's N. Ca representative to the Arnold Denker Trmt. of H.S. Champions, is currently ranked fourth in the U.S. among 15 and 16 year-olds.)

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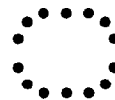
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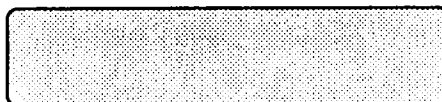
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