

California Chess Journal

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The UC Berkeley Chess Team: Joel Salman (l), Roger Poehlmann, Peter Yu, and David Glueck.
CCJ coverage of the Pan American Intercollegiate begins on page 3.

FLASH

Spraggett 3:3 Yusupov

Overtime begins 1/31

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COVERAGE NEXT ISSUE!**

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Contents

Volume 3, Number 1
January 1989

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Berkeley 2nd at Pan Ams
Joel Salman 3

Reykjavik World Cup
from the Bulletins 4

Bay Area Splinters 7

Hey, Tournament Director!
Andrew Lazarus 7

Playing the Exchange Down
Craig Mar 8

Brilliancy Winner
annot. David Glueck 9

Back to Square One
Peter Yu 10

Practical Endgames
Roger Poehlmann 12

Local Club Directory 23

Tournament Calendar back

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BERKELEY SECOND TO HARVARD AT PAN AMS

by Joel Salman

Top ranked Harvard University's "A" team rolled through a 36 team field to score 7.5/8 at the 1988 Pan-American Intercollegiate Team Championship, held at the Hyatt Regency in New Brunswick, New Jersey. Finishing tied for second at 6 points were teams two through five: Yale "A", UNPHU (Universidad Nacional Pedro Henríguez Urena - Dominican Republic), UC Berkeley and Rhode Island College. Harvard's 1.5 point lead over the other teams is misleading as the tournament was less of a blowout than the final tally suggests. Things were not decided until the last round, as Berkeley rebounded from a third round loss to Harvard to win its next four matches, including a display of excellent team form by winning three in a row 2.5 to 1.5 in rounds five to seven. This pulled Berkeley within a half point of Harvard entering the final round. Yet Harvard might have made a perfect score for the tournament had not Vivek Rao lost a very drawish rook ending, allowing Rhode Island to draw in round six.

Things began to get interesting before round one as two traditionally strong teams changed shape. Harvard "A" was weakened when

third board senior master Girome Bono did not appear for the tournament. However, he was hardly missed. Harvard was led by 2400s Danny Edelman (7/8 and top first board) and Vivek Rao, with 2200s Issa Youseff and Andy Scrotta on boards three and four. Meanwhile, Columbia University did not show up en masse, causing TD Glenn Petersen to jest that Columbia "hadn't been able to hire the players they wanted."

For the Berkeley team of David Glueck (2420), Peter Yu (2227), Roger Poehlmann (2206) and Joel Salman (2139), the biggest scare might have come before the first round when Glueck's plane was grounded in Detroit with mechanical problems—fortunately he managed to get on an earlier plane, and I was very relieved and surprised when someone approached me in Newark International to ask "Excuse me, are you from Berkeley?" As for our final result, it was somewhat disappointing since it ended with a white-washing by Yale in the last round; a draw would have meant clear second for Berkeley, and even a tie for first seemed possible. However, second place was a good result, even if nobody but Red Sox fans remembers who finishes second.

ROUND 1

Monday, December 26th, 7 PM
The early rounds were supposed to be easy for Berkeley. After all, our 2248 average seeded us fourth. Yet St. Mary's University (#21 at 1885), from "very" Northeastern Canada refused to roll over. The final score of 3.5 - 0.5 wasn't

reflective of how things looked during the match. Glueck accidentally "sacked" the exchange on board one for some compensation. Whether it was for enough compensation is unclear, but Dave worked his way out of trouble to reach a position with N+4P vs R+2P, all on the kingside. Although it looked promising, the Rook was adequate for the defense and the game ended in a draw. The other boards looked like real struggles, but eventually experience and ratings carried the day.

ROUND 2,

Tuesday, December 27th, 10 AM

Berkeley had little trouble with Harvard's "B" team (#12, 2052), winning 3.5 - 0.5. Only Salman got into difficulties, misplaying the Black side of a Queen's Indian to get into a lost position. When his opponent tried to win cutely Joel was able to turn on the tactics and White had to be precise to hold the draw. Glueck pushed home a fast b-pawn while Peter Yu gave a good demonstration of what happens in the King's Indian when Black's dark squared Bishop comes to life. Roger Poehlmann chipped in a win in "The Boring System".

White: Damion (2018)

Black: Peter Yu (2227)

King's Indian Defense

1.c4 Nf6 2.Nc3 g6 3.e4 This move, instead of 3.d4, avoids a transposition into the Gruenfeld and forces black into a King's Indian or Anglo-Indian/Botvinnik System game. 3...d6 4.d4 Bg7 5.f3 0-0

continued p. 14

Joel Salman, Berkeley's fourth board, is the assistant editor of the CCJ. A graduate student at Cal in the fall, he is taking the spring semester off in order to work. Joel also tutors chess privately and will be directing at the 1989 NY Open International.

INTERNATIONAL NEWS:

REYKJAVIK WORLD CUP

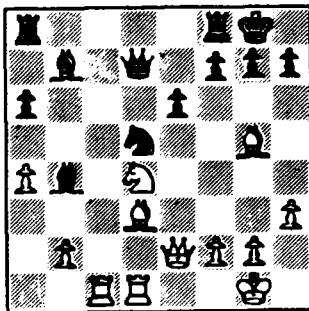
The 1988 Reykjavik World Cup Chess Tournament was a close one up until the end. If the Russian GM Alexander Beljavsky had not lost to Spassky in the 17th and final round, World Champ Gary Kasparov might have had to share first place with his fellow Soviet. Of course, Kasparov could have pressed on for a win against GM Pedrag Nikolic if things ever got too close. Although this is no easy task, one must remember Kasparov's hard earned and desperately needed win against Anatoly Karpov in their most recent title match.

We wanted to include all of the high-quality chess from this super-strong Category 15 (2618) event, but there just isn't enough room in the *California Chess Journal*. However, complete tournament bulletins of this and other world-class events can be purchased from GM Walter Browne, who may be contacted through the editor. The source of these results is the official Reykjavik World Cup tournament bulletin, edited by Icelandic Master Dan Hansson (2280 FIDE). (again, made available through GM Browne)

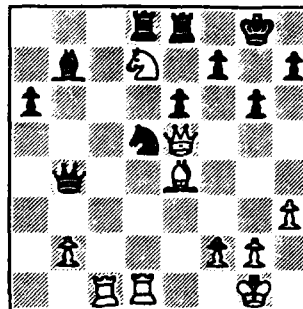
Here are some early round games from the original bulletin. These games give a brief but colorful sampling of the kind of chess that was played. They feature all of the 18 participating GMs and you won't see them annotated anywhere (not living in *Chess Life*, not inside *Inside Chess*) but in the *CCJ*!

White: A. Sokolov
Black: J. Speelman
French Tarrasch

1.e4 e6 2.d4 d5 3.Nd2 In modern grandmaster chess it is amazing how easily black manages to equalize in the French if white plays anything else than 3.Nc3. That move on the other hand involves slightly more risks for the white player, a risk not everyone is prepared to take. 3...c5 4.ed Qd5 The positions with an isolated pawn after exd5 were analysed in depth when Korchnoi played it against Karpov, and since then this old continuation has gained popularity. 5.Ng3 cd 6.Bc4 Qd6 7.0-0 Nf6 Black should not try to hang on to the pawn on d4 with Nc6 and e5, giving white too strong an attack with his better development. 8.Nb3 Nc6 9.Nbd4 Nd4 10.Nd4 a6 11.c3 Qc7 12.Qe2 Bd6 13.h3 0-0 14.Rd1 b5 15.Bd3 Bb7 16.a4 b4 17.cb4 Bb4 18.Bg5 Nd5 19.Rac1 Qd7



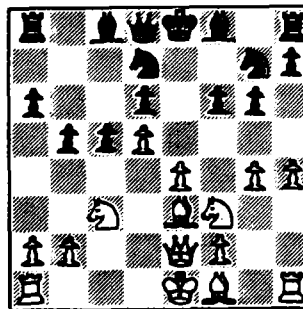
20.Qe4 g6 21.Bh6 Rfc8 22.Qe5 With this second threat of mate in one, white succeeds in weakening the defense around the black king. 22...Bf8 23.Bf8 Rf8 24.Nb3 Giving up a pawn to bring the knight into the attack. 24...Qa4 25.Nc5 Qb4 26.Be4 Rfe8 27.Nd7 Rad8 A good defensive move, keeping the balance.



28.Rd5 ed5 29.Nf6+ Kf8 30.Nh7+ Kg8 31.Nf6+ Kf8 32.Nh7+ Kg8 33.Nf6+ Kf8 34.Nh7+ draw.

White: Margeir Petursson
Black: L. Portisch
Benoni

1.d4 Nf6 2.c4 e6 3.Nf3 c5 4.d5 ed 5.cd d6 6.Nc3 g6 7.Bf4 a6 8.e4 White usually tries to prevent black from expanding on the queen's side with 8.a4, but Petursson's play in this game seem to indicate that white can do without it. 8...b5 9.Qe2 At this point, threatening to break through with e5. 9...Nh5 10.Bg5 f6 11.Be3 Nbd7 12.g4 Ng7 13.h4

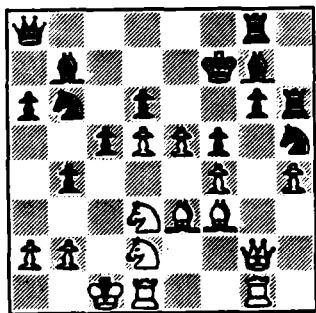


An unusual sight, pawn storms on different flanks with both kings left in the center and the development of the pieces not completed. White's attack is justified by the

annotations by Dan Hansson

strange position of the knight on g7 and his lead in development.

13...Nb6 14.Nd2 b4 15.Nd1 h5
White may not be permitted to play h5 which would cramp the black position, but now a weakness is created on g6. 16.gh Nh5 17.Rg1 Kf7 18.f4 f5 19.Og2 Rh6 20.Nf2 Of6 21.0-0-0 Bg7 22.Nd3 Bb7 23.Be2 White's position is beautiful, his pieces cooperating harmoniously, threatening the opponent everywhere. Black's next move seems to be the only one to defend against e5 and Bh5, as 23...fe4 24.Ne4 only brings more white pieces into the attack and 23...Re8 24.e5 Bd5 25.ef6 Bg2 26.fg Re3 27. Rg2 simply loses a piece. 23...Rg8 24.e5 Qd8 25.Bf3 Qa8



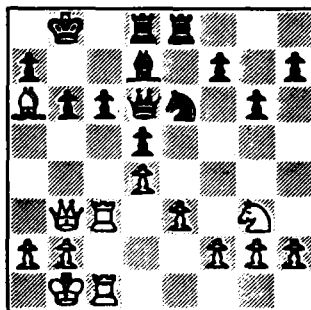
26.Bh5 gh 27.Og5 Black's position is falling apart. 27...nd5 28.Of5+ Ke8 29.ed6 Qc8 29...Ne3 30.Rde1 30.Oe4+ Kf8 31.Bc5 Kf7 32.Nc4 Re6 33.Of5+ Nf6 34.Og6 1-0 A beautiful performance of Petursson!

White: G. Kasparov
Black: U. Andersson
Queen's Gambit

1.d4 Nf6 2. c4 e6 3.Nc3 d5 4.cd ed 5.Bg5 c6 6.Qc2 Be7 7.e3 Nbd7

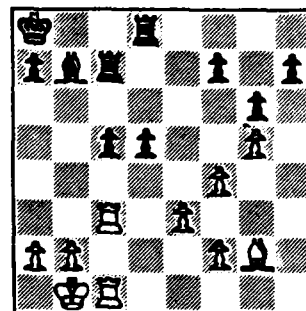
8.Bd3 Nh5 The exchange variation has been a favourite weapon of the world champion, so it's understandable that Andersson should opt for early exchanges. 9.Be7 Qe7 10.Nge2 It is not worth giving up the bishop for three pawns with 10.Bh7 g6 11.Bg6. 10...g6 11.0-0-0 Nb6 12. Ng3 Ng7 Kasparov is well prepared to storm on the king's side should black dare to castle there, so instead Andersson prepares to bring his king into safety on the other wing. Exchanging on g3 would only open a line in white's favour.

13.Kb1 Bd7 14.Rc1 0-0-0 15.Na4 Na4 16.Qa4 Kb8 17.Rc3 b6 18.Ba6 Ne6 19.Rhc1 Rhe8 20.Qb3 Qd6



The world champion increases the pressure, but Andersson still has a solid position.

21.Nf1 Ka8 22.Nd2 Nc7 The pawn on h2 is forbidden fruit, white plays 23.Ne3 and brings his knight to e5 and the black defense is broken. 23.Bf1 Ne6 24.g3 Rc8 25.Bg2 Rc7 26.h4 Rd8 27.Nf3 Bc8 28.Qa4 c5 The passive defense Bb7 looks more in line with the position. 29.Ng5 Ng5 30.hg Bb7 31.dc bc 32.Of4 Of4 33.gf



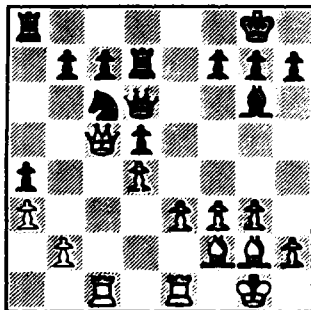
The black position is worse, but the next move blunders a pawn. 33...d4 34.Rc5 Rc5 35.Bb7+ Kb7 36.Rc5 de 37.fe Re8 38.Re5 Maybe black had hoped for drawing chances after 38.Rc3? Kasparov's move wins outright since the pawn ending is hopeless, the king can't stop two white passed pawns at once. 38...Re5 39.fe Kc6 40.Kc2 Kd5 41.b4 Kc5 42.a4 f6 43.gf Kf6 44.b5 1-0

White: J. Timman
Black: M. Petursson
Bogo-Indian Defense

1.d4 Nf6 2.c4 e6 3.Nf3 Bb4+ 4.Bd2 Qe7 5.g3 Nc6 6.Nc3 d5 7.cd ed 8.Bg2 0-0 9.0-0 Bg4 10.a3 Bc3 11.Bc3 Ne4 12.Rc1 a5 The position is about equal. White's long time plan is an advance in the center along with pressure along the c-file. Black must solve the problem of the pawn on c7 and keep his firm grip on the white squares. 13.Re1 a4 14.Bd2 Rf8 15.Be3 Bf5 16.Nd2 Rd8 17.Ne4 Be4 18.f3 Bc2 19.Qd2 Bf5 Probably better was 19...Bg6 immediately where the B is less exposed. 20.Bf2 Qd6 21.Qc3 Bg6 22.e3 Rd7 23.Qc5

Reykjavik

continued from p. 5



23...Na5 Natural looks 23...Qf6 followed by Ra5, Rb5 and a redevelopment of the knight, but GM Petursson finds an interesting continuation which leads to great complications. 24.Qd6 cd 25.e4 Nc4 25...b5 to prepare for Nc4 is not so clear after 26.ed, threatening 27.Bh3 and f5 trapping the B. 26.f4 Nb2 27.Bh3 Re7 28.f5 Bh5 29.ed Now black gets the upper hand, 29.g4 Nd3 30.gh de with a complicated struggle should be played. 29...Re1+30.Re1 Bf3 31.Bf1 Bd5 An unlucky move spoiling the game. After 31...Rc8 black keeps a slight advantage. 32.Rb1 Nc4 33.Rb5 Petursson probably overlooked this move. He is now fighting a lost battle. 33...Na3 34.Rd5 Nc2 35.Rd6 a3 36.Bc4 h5 37.Rd7 b5 38.Bf7+ Kh7 39.f6 a2 40.Ba2 Ra2 41.Rg7+ Kh6 42.d5 b4 43.Rg8 1-0

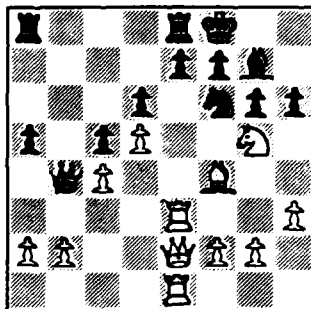
White: M.Tal

Black: J. Speelman

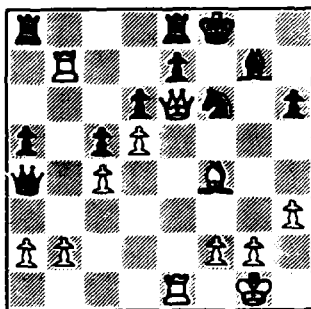
Pirc Defense

1.e4 d6 2.d4 g6 3.Nf3 Bg7 4.Be2 Nf6 5.Nc3 0-0 6.0-0 c5 This move has not as good a reputation as 6...Bg4. 7.d5 Na6 8.Re1 Nc7 9.Bf4 b5 10.Nb5 Ne4 11.Nc7 Qc7 12.Bc4 Nf6 13.h3 Preventing 13...Bg4.

White has the better game, being able to put strong pressure along the open e-file. 13...Re8 14.Rb1 Securing the pawn from an eventual attack by Nh5 followed by Bb2. 14...a5 15.Qd2 Qb6 16.Re3 Ba6 17.Ba6 Qa6 18.Ng5 Qb7 19.Rbe1 Kf8 Driving the N away with h6 would only create new weaknesses. Speelman tries to offer the exchange of Qs. 20.c4 Qb4 21.Qe2 h6 Speelman now offered a draw, probably not realizing the danger threatening him.



22.Nf7! Kf7 23.Rb3 23.Re7 gains nothing, but with this ingenious maneuver white obtains an irresistible attack. 23...Qa4 24.Qe6+ Kf8 25.Rb7



25...Qc4 Black's moves are more or less forced, 25...Ra6 losing to 26.b3 Qa2 27.Re7 Re7 28.Qe7+ Kg8 29.Qb7 26.Bd6 Ng8 27.Re3

Bf6 28.Rf3 Kg7 Black is defenseless against the onslaught of white forces. 29.Be7 Re7 30.Re7+ Ne7 30...Be7 is answered with 31.Rf7+ Kh8 32.Qg6 with mate to follow. 31.Of6+ Kg8 32.Of7+ Kh8 33.Qe7 Qd5 34.Rf7 1-0 This is the kind of game that has earned Tal his reputation as "the Wizard of Riga" and the love and respect of chess fans all over the world!

Final Standings

1	Garry Kasparov	11
2	A. Beljovsky	10.5
3	Mikhail Tal	10
4-5	J. Hjartarson	9.5
	Jaan Ehlvest	9.5
6-8	Artur Jústupov	9
	Gyula Sax	9
	Jan Timman	9
9-11	John Nunn	8.5
	Jonathan Speelman	8.5
	Ulf Andersson	8.5
12-13	Andrei Sokolov	8
	Pedrag Nikolic	8
14	Zoltan Ribli	7.5
15-16	Lajos Portisch	7
	Boris Spassky	7
17	Viktor Kortsnoy	6.5
18	Margeir Pétursson	6

Due to space constraints, the rest of the annotated games will appear next issue to conclude our report.—
Editor.

BAY AREA SPLINTERS: NOVEMBER 30, 1988 - JANUARY 23, 1989

Cal-Berkeley November (Nov. 2-30) TD: Peter Yu: 1st-Seggev Weiss (2057) 3.5-.5; 2nd-NM Peter Yu (2266) 3-1. A half-point ahead of the field, Weiss held a bye-handicapped Yu to a draw in a tense, last round struggle. UCB student Weiss was rewarded with a \$10 gift certificate from Games of Berkeley. Next tournament starts Feb.1.

Berkeley CC Open Qualifier (Oct.-Dec.2) TDs: Henry Mar and David Goldfarb: 1st-NM Roger Poehlmann (2206) 7-1 and \$50; 2nd/3rd-NM Steve Cross (2225), Alan Kobernat (2185) 6-2 and \$12.50 each; 4th-7th-Bob Hamm (2187), Joel Salman (2137), Robert Smith (1778) and SM Rich Kelson (2405) 5.5-2.5. The top six finishers qualify for the closed Club Championship, a round-robin which begins in February. Last year's Co-Champions Kelson and Yu did not qualify, leaving Hamm as the only consecutive finalist. A full story with annotated games from all of the finalists will appear next issue.

JCC Contra Costa Quad (Dec. 4) TD: Peter Yu: 1st place finishers were: Quad A- Peter Yu 2-1; Quad B: Seggev Weiss 2.5-.5; Quad C: Petho Szaboics (1924) 2.5-.5. In the 13-player scholastics section, Eric Baudry (1450) finished 1st with 4-0, followed by Nicholas Woo (1314), Noah Potter (1255), Paul Berry (1250), and Sam Reader (1151) each at 3-1. Eric is currently the highest rated Californian under 11. The next Walnut Creek quad is on Feb.5.

Lowell H.S. Sectionals (Dec. 17) TD: Peter Dahl: 1st-Paul Liebhaber (2020) 3-0; 2nd-Don Urquhart (2143) 2.5-.5. Dark horse Liebhaber upset 2300's Peter Thiel and Charles Powell to finish with a perfect score. The next Lowell Tournament is on March 25.

Vallejo Sectional (Dec. 17) TD: Ernie Valles: 1st-Peter Yu 2.5-.5; 2nd/3rd-Clarence Lehmann (2050), Ernie Valles (1678) 2-1. Despite the small turnout, Vallejo Club Champion Yu had difficulties mostly with roommate Alex Rapoport (1915) who drew his first

master in tournament competition. Next is a 5-rd, class tournament on March 11-12.

Palo Alto City Championships (Jan. 14-15) TD: Bill Wall: OPEN: 1st/2nd-IM Marc Leski (2536), SM Bill Chesney (2417) 4.5-.5 and \$150 each. RESERVE: 1st-Abel Talamantez (1875) 5-0. BOOSTER: 1st/2nd-Quy Le (1591), Steven Esh (1503) 4.5-.5. A huge turnout for the premier tournament of the newly formed Palo Alto Chess Club. The Palo Alto CC meets Tuesday nights for rated and casual play.

Hey, Tournament Director! by Andrew Lazarus

A Tournament Director's nightmare, one of the worst: it's the next-to-last round and the top boards already feature the leading players smelling the big money. And what happens? One of those games just won't end. It's dragging on and on...

Do we adjourn? Or do we let the players struggle on?

A quick look at the rule book doesn't yield much. We're supposed to make "every effort" to finish the penultimate round games. It doesn't say how much is every.

If you ask Northern California's leading TDs, you'll get both possible replies. Some TDs are very proud of getting rounds started on time, all the time. Others think it's more important to let the games finish so that they can be sure of doing the correct last round pairing. Both groups are silently praying to Caissa that one of the players—it doesn't matter which—hangs his Rook and resigns.

The school of directors which adjourns is faced with another problem: how to pair the unfinished game. Lately the so-called Kashdan system enjoys a certain vogue, in which each player is paired for what he states he is trying to accomplish. In general this means one player is paired for a win and the other for a draw. The advantage of

Andrew Lazarus is an Associate National Tournament Director and a Regional Vice-President of USCF for Region XI (Pacific). He is also a Ph.D. candidate in mathematics at Berkeley.

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CHESS LAB:

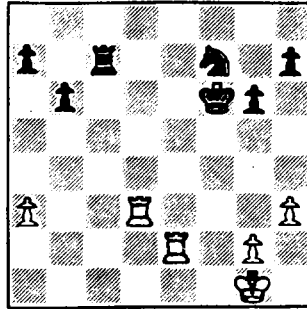
PLAYING THE EXCHANGE DOWN

One must carefully weigh one's chances when deciding to enter an ending down Knight + Pawn or Bishop + P versus Rook. One important factor is whether the exchange down side has a rook or not. In general, R+B+P is easier to draw than B+P versus R, with other pawns still on the board. The presence of the Rook gives additional chances of checking the opponent's King and capturing pawns. It lends a middlegame element, attack, to an otherwise static ending. Here are some tips:

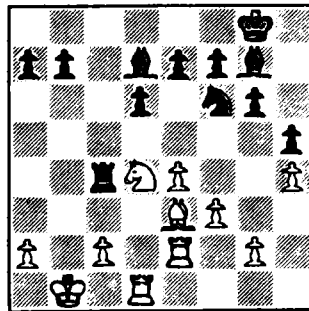
- 1) With B+Pawn (s) versus R, stick the pawns on the same color as the B when they are far away from your K. Why? So they can be protected by the bishop.
- 2) R+B+P versus R+R is equal if the defender has an active rook.
- 3) Number of pawns is not as important as placement of pawns. The far advanced passer is still your best weapon.
- 4) Generally prefer a B over a N in the endgame. A bishop has range and can better guard pawns.
- 5) Two connected passers have more value than two isolated pawns.

FM Craig Mar is a veteran instructor and columnist who consistently appears on the Top 50 list. In future issues Craig will direct his writing talents to the middlegame.

Some examples:

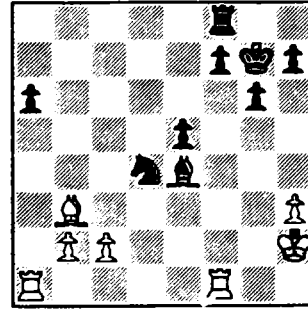


Unfavorable for black. Materially black is fine, but the presence of open files, and passive knight give white a big advantage.



Playable for black. Black sacked his R for a N in the dragon variation of the Sicilian Defence. Black has full compensation for the exchange because white's pawns on the Q-side are isolated and black's weaknesses are hard to attack. White's rooks are passive because they lack open files. Black's minor pieces dominate the center.

IM Shirazi (2395)

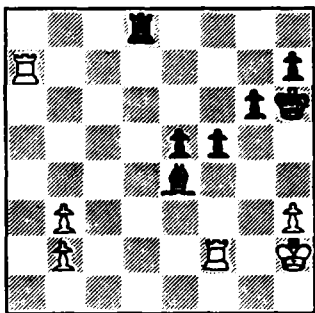


IM deFirmian (2507)
Black to move

This heavyweight battle, played in Berkeley '79 taught me a great deal. At first I thought black was better with two strong pawns for the exchange; only now, years later do I realize that *Black has a won game*, and he must only use technique to win it. Black doesn't have a mobile 3-1 majority of pawns on the K-side, he has a mobile 4-1! White's two passed pawns on the Q-side are lifeless and passive, so he cannot race them. Black's passed pawns become powerful with f5-f4 coming very quickly. Those are the pluses, now what specific plan do we follow? Shirazi played sharply 31...f5! The pawn on a6 is just an ornament, not worth the time to guard. 32.Rxa6 White must take the pawn and try to defend by attacking the passed pawns from behind. 32...Rd8! Black has a mating attack. The combination of rook, bishop, and 2 passed pawns will overpower the lone rook, there is no defence! DeFirmian, sensing the danger, offered a draw. Shirazi declined. Nick said later, "I knew I was worse, but I didn't realized it was

by FM Craig Mar

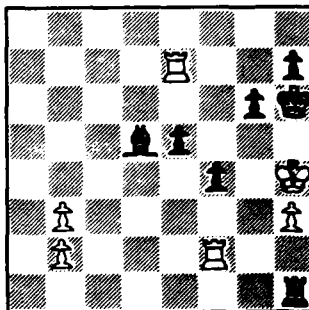
lost." 33.Ra7+ Kh6 34.Rf2 Best, because 34.Re7 Nc6! and the Black rook goes to the seventh with check and a crushing attack 34...Nxb3! 34...Nf3+ is crushing also, but Shirazi's method is much simpler. 35.cb



Black to move

Kamran waited until the best possible moment to trade off his powerful knight for the spectator bishop. 35...Rd1 In mild time pressure, white now has the unpleasant task of coming up with a defence. 36.Re2 A good drawing try, but Shirazi's next move keeps

the edge. 36.h4!? Rh1+ 37.Kg3 f4+ 38.Kg4 Bf5+ 39.Kf3 Rh3+ 40.Kg2 Rxh4 is also hopeless. 36...Bf3! So that if 37.Rxe5 f4! and mate next move. 37.Rf2 Bd5 The threat is 38...Rh1+ 39.Kg3 f4+ 40.Kg4 Rg1+ 41.Kh4 g5 mate. 38.Re7 Rh1 39.Kg3 Rg1+ 40.Kh2 Rh1+ Shirazi repeats moves to get to the time control. 41.Kg3 f4+ 42.Kh4!



Black to move and win

42...g5+! 43.Kg4 Kg6! And white resigned, as there is no defence to 44...h5 mate and 44...Rg1 mate.

Brilliance Winner

Grandmaster Tony Miles and the computer Deep Thought tied for first at the Software Toolworks open, held Thanksgiving weekend in Long Beach. Cal top board David Glueck contributes this sacrifice-rich gem.

White: FM David Glueck (2446)

Black: FM Renard Anderson (2295)

Sicilian Defense
2nd Brilliance Prize
annotations by Glueck

1 e4 c5. 2.Nf3 d6. 3 d4 cxd4. 4

Qxd4 Nxd4 is the best move but now Black has to think. Nc6. 5 Bb5 Bd7. 6 Bxc6 Bxc6. 7 Nc3 Nf6. 8 Bg5 e6. 9 0-0-0 Be7. 10 Rhe1 0-0. 11 Kbl Qc7. 12 Qd2 Rfd8. 13 Nd4 a6. 14 f3 Be8. 15 g4 Following an attacking plan characteristic of this variation. White aims all his pieces at g7. b5. 16 Nce2 a5. 17 Ng3 b4. 18 Rg1 Kh8. 19 Nh5 Ng8 This maneuver lets Black avoid the immediate opening of the g-file (19...Nxb5) and the destruction of his pawn structure (20 Bxf6 was threatened). I had already seen this

Hey, TD!

continued from p. 7

this system is that the TD does not have to perform a temporary adjudication, which can be embarrassing when the players are rated 600 points higher than the TD. (One 2400+ player protested when paired for a loss down two pawns for a Rook. His GM opponent validated the directors' analytical skills by quickly finishing Mr. 2400 off in the second session.)

Kashdan pairings are not, however, a panacea. A player who overestimates his chances—very common—may be unfairly easy pickings paired up in the last round. While the other leading players *gomano a mano*, this player may wilt, delighting his opponent and infuriating everyone else.

In fact, not only did I see this at a recent tournament, but the lost player was paired against an odd man who was really a full point higher in the standings. (This is a pairing to eschew.)

The only foolproof suggestion I have heard is allegro time controls. When allegro controls first came in, I thought they would ruin chess. I also prefer baseball with its leisurely extra innings to football with sudden-death.

In any event, if you are itching to get home and can't understand where the last round pairings have gone, look around for that hangnail game. Then join the TD in the hall, where he is sticking voodoo pins into the Kings.

idea in the game Glueck—A. Shaw, Natick MA 1986, with the signi-

continued on p. 13

BACK TO SQUARE ONE

by NM Peter Yu

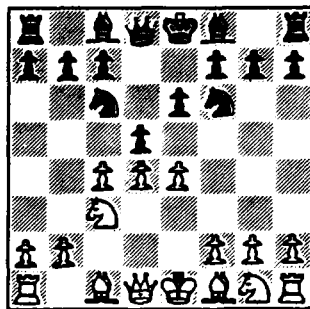
Welcome back to square-one. This will be the first of a monthly column dedicated to rudimentary chess improvement. If you are just starting out in tournament chess, or still waiting for your rating to reach puberty (that is, if you're C-player or below), then this should help you. Square-one will teach or reinforce the basic chess themes, question your own understandings of chess, and hopefully show that even at Master level—the basics count first. Chessbooks often use the word "obvious" to assess positions, there will be no such language on Square-one; nothing will be assumed and everything will be explained.

This month we will focus on a game played at the Burlingame CC between a 1928-player and this author. The A-player, who had black, forgot to follow some basic fundamentals of chess; it was up to his Master-opponent to remind him...

OPENING : 1.c4 The English Opening, a quiet move which attacks d5 and opens a diagonal for the Queen without creating any weaknesses around the King. (often played by World Champion Gari Kasparov) 1...Nf6 2.Nc3 Putting

NM Peter Yu teaches chess for the Berkeley Unified School District and also tutors students privately. His past accomplishments include coaching the 1987 National H.S. Champions, and teaching nationally ranked former students. Peter intends to be a Business major at U.C. Berkeley.

the Knight behind the Pc4 is best, this also contests black's Nf6 placement. Now if either side moves his N once more, the other N can invade the center on e4 or d5. Pieces can control the center just like pawns do. 2...e6 Preparing d5, black sees that white already has Pc4 and Nc3 attacking d5, so he puts Nf6 and Pe6 defending it. 3.e4! But too late, white grabs d5 once more, black should have played 2...d5 if he wanted to in the first place. (In chess, don't beat around the bush!) If now 3...d5 4.e5 Nfd7 5. d4 and black is all cramped up. Or 4...d4 5.ef dc 6.bc Qf6 7.d4 and white is better because he has the center and black's Q is developed too early making it a big and easy target for white's minor pieces. 3...Nc6 Black stops e5! which will kick the N back home. 4.d4 White now gets the full center. Three pawns to one, white now threatens e5 again. 4...d5 Attempting to stake his own claim of the center territory and stopping white from kicking the Nc6 with the expanding d5. Now white should choose between a) Pxd5 b) e5 or c) Bg5.



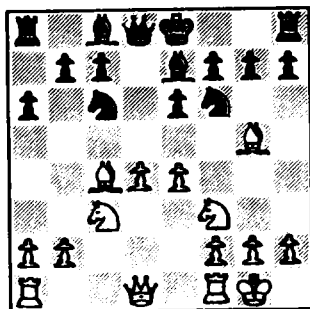
a) Either pawn takes d5 is bad because white gives up one of his farther advanced center pawns to allow black to retake with his not-so-far placed Pe6. After say, 5.cd ed black's center pawn is still there on d5 while white has one less center pawn in his wall than before. White is also opening up black's QBishop, before it was blocked in by Pe6.

b) At first 5.e5 was good: because black's N would be kicked back to g8. But now the position has changed with ...d5. If now white pushes his eP black will invade with ...Ne4! and after 6.Nxe4 dxe4 white's Pd4 is very weak (its already under double attack, so white must start defending!). So we see that a move that was good a minute ago may be bad just one move later because the chessboard is constantly changing.

5.Bg5 c) Looks to be best. It keeps the tension in the center without exchanging Ps and also develops a piece. The B pins black's Nf6 so that Pe4 cannot be won and held on to. Now white threatens 6.cd ed 7.Nd5 winning a P because the pinned N is a paralyzed N and cannot attack d5 or e4. 5...dc Black exchanges off his only center pawn to prevent white from outright winning it. A better idea was taking the more central P on e4. White cannot immediately recapture Nxe4 because of ..Nxd4, so he must first defend the weak Pd4 with the developing (but slightly awkward because it blocks in the KB) Nge2. Now Nxe4 is threatened after which white will

still have his center wall on c4 and d4 so black must defend cautiously. (i.e. 5...de 6.Nge2 Be7! unpinning 7.Qd2 0-0 8.Rd1! there's no rush to eat the eP, its not going anywhere. We have to hold d4 first. 8...b6 9.Ng3 Bb7 10. Nge4 now otherwise Na5 defends the Pe4. 10...Re8 11.Be2 Rc8 12.0-0 and white is better because of the central control of c4, d4 and Ne4.)

6.Nf3 Again we must be patient and support the Pd4 before we play Bxc4. Black can't protect Pc4 anyway so wait until the best time comes to take it. 6...Be7 7.Bxc4 a6 8.0-0 Finally, white completes his first stage of development: his minor pieces and castling, not to mention a nice center wall on d4 and e4. Black, on the other hand, has wasted his moves with dxc4 and a6. These moves neither enhance his position or develop pieces. White has followed all the basic principles of good opening play and is rewarded with a good position. See how easy chess is!



So you see, even strong players such as black in this game will sometimes forget the basics. To

make sure that you won't, commit these simple rules to memory:

BASIC OPENING PRINCIPLES :

- 1) Place pawns in the center (e4, d4, e5, d5, or even c4, c5) while avoiding useless pawn moves (such as ...a6 in this game).
- 2) Develop your pieces quickly and aggressively (point them towards

the center, make them give pins, or develop by capturing) along with your pawns.

- 3) Castle your King into safety.

Next issue we will see how black is punished for not following good opening ideals, and how white converts his better position into a win when the game continues in *MIDDLEGAME*.



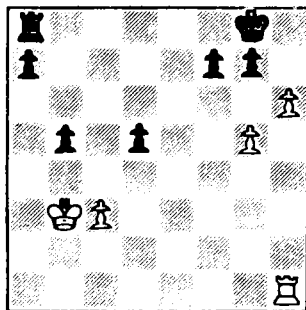
**UC Berkeley MLK Student Union,
Bancroft and Telegraph
Main Tournament closes 10:00 Feb. 18
Blitz Tournament: 2:45 Feb. 18
Youth Tournament: 10:15 Feb. 20**

Info: Peter Yu 415-642-7511

PRACTICAL ENDGAMES

I fancy myself a practical player, meaning that I'm concerned with results rather than creating art at the chessboard. Likewise, this column will cover practical endgames from real games, not composed studies or obscure theoretical positions. If this column helps you to grind out a win in a better position, or to save the draw in a lost one, then it has accomplished its purpose.

Andy Serotta, Harvard A (2212)



Joel Saiman, UCB (2135)
Pan-Ams 1988

Rook endings are the most common type of endgame, so this is the logical place to start. The rook is a bad defender, a worse blockader, but an excellent attacker which should be activated and kept active. It doesn't matter whether the rook attacks enemy pawns from behind, from the front, or from the side, so long as it is attacking and remains mobile. Endgame books constantly remind us that "rooks belong behind the passed pawns, whether

attacking or defending", so the following game shows the view from the other side: the frontal attack.

White is two pawns down here, but has some drawing chances thanks to his active pieces. Black's usual theme is to sacrifice a pawn (one is probably lost anyway) in order to activate his rook. 33.hg Salman's postmortem idea of 33.h7+ Kh8 34. Rf1 doesn't quite work, although 34...Rf8 35.g6! f5 36.Re1 f4 37.Re7 f3 38.Rf7! is amusing. Better is 34...Kxh7 35.Rxf7 Kg6 36.Rd7 Kxg5 37.Rxd5+ Kf4 38.Rxb5 g5, winning easily: 39.Rb7 g4 40.Rg7 (40.c4 g3 41.c5 Rg8+) 40...g3 41.c4 (41.Kc2 a5 42.c4 a4 43.c5 a3 44.Kb1 Rc8+) 41...Kf3 42.c5 g2 43.c6 (43.Rf7+ Ke2 44.Re7+ Kf2 45.Rf7+ Kg1 46.c6 Rh8 47.Rxa7 Rc8! 48.c7 Kh1+) 43...Rf8 44.c7 Kf2 45.Kc4 g8=Q 46.Rxg1 Kxg1 47.Kc5 Rc8 48.Kc6 a5.

33...Kxg7 34.Rh6?! 34.Kb4 is more flexible, since White's rook has a number of squares where it can attack juicy pawns. I'm no magician, though: 34...a6 35.Rd1 (35.Kc5? Rc8+ 36.Kxd5 Rxc3) 35...Rd8 36.Kc5 (36.Ka5 Rd6! defends) 36...Kg6 37.Kb6 Kxg5 38.Kxa6 f5 39.Kxb5 f4 40.Kc5 f3 41.Kd4 Kf4 42.Rf1 Kg3 43.Ke3 Rf8 44.Kd4 Kg2 45.Rc1 Rd8 46.Rc2+ f2 47.Ke3 Rf8 48.Kd4 Rf5 and there's no joy in Mudville.

34...Rd8 The first move to occur to me (for some strange reason) was 34...f5!. Joel wanted to play 35.Rxf6 e.p., but the more legal 35.Rf6 Rf8 36.Ra6 Rf7 wins for

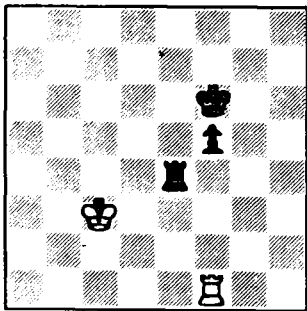
Black. 35.Rd6 f4 36.Rxd5 f3 37.Rd1 f2 38.Rf1 Rf8 turn's White's rook into a doorstop, and Black is still up a pawn, winning easily by 39.Kb4 Rf5 40.Ka5 Kxg6-g4-g3-g2. Serotta envisions a position where all the pawns are gone except the Black f-pawn, and the enemy King is cut off by two files. This is where knowing the basic theoretical positions pay off, as he simplifies a complex ending into a straightforward book win.

35.Kb4 d4 36.cd Rxd4 37.Kxb5 Rg4 38.Ra6 Rxg5 39.Kc4 Rg1 40.Rxa7 Rd1 41.Ra6?! By all means, if you're busted, play for swindles! 41.Ra! forces Black to find the right reply (which was missed by our whole team when analyzing this game afterwards). 41...f5?? 42.Rd3! Rxd5 43.Kxd3 Kg6 44.Ke3 Kg5 45.Kf3 is drawn, as is 41...Kg6?? 42.Rg3+ Kh5 43.Rf3 Rd7 44.Rf1 Kg4 45.Rg1+ Kf4 46.Rf1+ Kg3 47.Kc3! Kg2 48.Rf6 Kg3 49.Rf1. (Had Black played the Dutch Defense, he wouldn't have these problems.) Nevertheless, 41...f6! wins, since 42.Rd3 Rxd3 43.Kxd3 Kg6 44.Ke2 Kg5 45.Ke3 (45.Kf1 Kf4 46.Kf2 f5) 45...Kg4 46.Ke2 f5 47.Ke3 Kg3 is a losing pawn ending for Black. There's nothing better than 42.Kc3 Kg6 43.Kc2 Rd8 44.Ra1 transposing to the game.

41...f6 42.Kc3 Kg6 43.Kc2 Rd8 44.Ra1 f5 45.Rf1 Kg5 46.Rg1+ Kf6 47.Rf1 Rd4 48.Kc3 Re4?? Serotta wants to impress the spectators by reeling off the win in the shortest possible time. Unfortunately (for him), he throws away

NM Roger Poehlmann is a welcome addition to the UCB Chess Team. A Junior transfer student from UC Irvine, Roger is a Physics major.

by NM Roger Poehlmann



After 48. ...Re4

the win. With time control on move 50, the correct two-stage plan was: (1) Move back and forth on the d-file with the rook. (2) When you reach time control, think. Capablanca frequently played temporizing moves like 48... Rd7 49. Kc4 Rd2 50. Kc3 Rd8 to ensure the inevitable win, and nobody ever laughed at him (although his being World Champion probably had something to do with it).

The winning plan (Grigoriev) is to first advance the King as far as it can go (h3), then put the Rook behind the pawn and push it. 51... Kg5 52. Rg1+ Kh4 53. Rf1 Kg4 54. Rg1+ Kh3 55. Rf1 Rf8 56. Kd2 Kg2 57. Rf4 Kg3 58. Ra4 (58. Rf1 f4 59. Rg1+ Kf2 60. Rg6 f3 61. Rg7 Rd8+ 62. Kc3 Kf1 63. Kc2 f2 64. Rg6 Rh8 — The Lucena Win, 64.... Rd5 65. Rg8 Ke2 66. Re8+ Kf3 67. Rf8+ Ke3 68. Re8+ Kf4 69. Rf8+ Rf5! is more refined, but less common in practice — 65. Kd2 Rh1 66. Rg8 Rg1 67. Rf8 Rg2 68. Rg8+ Kh3 and the King approaches the rook, followed by f1=Q. This plan is the same one used to queen Rook's pawns when the enemy King is cut off.) 58... f4

59. Ke1 Re8+ 60. Kf1 Rb8 61. Ra1 f3 62. Rc1 Rb2 63. Rd1. Remember this one? 62... Rh2! 63. Kg1 f2+ 64. Kf1 Rh1+ wins. This rook maneuver would not be available if the pawn were a knight's pawn, and so if we were to shift all the pieces in the second diagram one file to the right, White would draw. White also draws if Black's pawn is on f6 and his King on f7.

49. Kd2! Kg5 50. Rg1+ Rg4 51. Rf1 Rg3 If Black tries the Grigoriev method now, White can set up the Philidor Draw as follows: 51. Rg3 52. Rg1+ Kf4 53. Rf1+ Kg4 (53... Ke5 54. Re1 Kd4 55. Rxe4+ Kxe4 56. Ke2=) 54. Rg1+ Kh3 55. Rf1 f4 56. Kd3 Ra4 57. Ke2 Kg2 58. Rf2+ Kg3 59. Rf3+ Kg4 60. Rb3 Ra2+ 61. Kf1. The draw is secured by maintaining the rook on the third rank, preventing the advance of the attacking King. When Black pushes the pawn, Rb8 is played, followed by checks from behind.

52. Ke2 Kg4 53. Ra1 Rb3 54. Rg1+ Rg3 55. Ra1 f4 56. Kf2 Rf3+ 57. Ke2 Rb3 58. Rg1+ Rg3 59. Ra1 Rg2+ 60. Kf1 Rb2 61. Ra3! Rb4 62. Kf2 f3 63. Ra8! Rb2+ 64. Kf1 Salman and Philidor are old friends, so the game was agreed drawn here. Remember:

- 1) Keep that rook active!
- 2) Learn the simple theoretical positions, since knowing them enables you to accurately analyze variations where material has been greatly simplified. Most players know the Lucena Win and the Philidor Draw, but not much beyond that.

3) If you have a certain win or draw, repeat moves to make time control so you are absolutely sure of the correct plan. If you have a win, all that is important is that you win the game, not that someone else could have won a little faster.

Brilliancy

continued from p. 9

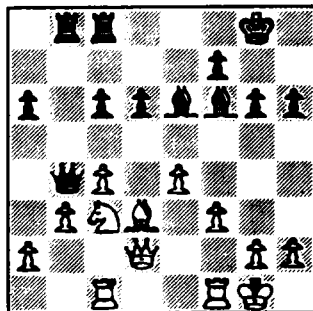
ficant difference that Black had played ... Rac8, not ... b4. 20 Nxc7! My first original move of the game—but it wins. Kxc7, 21 Nf5+ gxf5 Opens the g-file, but he had no choice: ... Kf8, 22 Bh6+, ... Kg6, 22 Bxe7, or ... Kh8, 22 Nxe7 Nxe7, 23 Bf6+ all win for White. 22 Bh6+ Kh8 Not best but it's too late. 22 ... Kf6, 23 Qg5+ Ke6, 24 Qxf5 mate, or 22 ... Kg6, 23 exf5+ Kf6, 24 Qd4 mate were worse. I expected 22 ... Nxb6, 23 gxf5+ Bg5 (Kh8, 24 Qxh6 is too easy) 24 Qxg5+ Kf8, with the idea 25 Qxh6+ Ke7 and runs away. Hence 25 f6. Now 25 ... Bc6, to clear the e8 square, loses to 26 Qxh6+ Ke8, 27 Qh3, which forces ... Kf8. Then 28 Rg8+ Kxg8, 29 Qh6 wins. The best move is therefore 25 ... Ba4, so if 26 Qxh6+ Ke8, 27 Qh3 then ... Qxc2+, 28 Ka1 Qxd1+ defends. This is Black's only threat, which suggests my favorite move of the combination: 26 b3!, which regains the piece and wins easily. 23 gxf5 Threatens Bg7 mate. Bf6, 24 Rxg8+ Kxg8, 25 Qg2+ Kh8, 26 Rg1 1-0. Instead of resigning Black should play 26 ... Qxc2+ with the idea of 27 Kxc2 Ba4+ plus ... Rg8, but 27 Qxc2 planning Bg5 wins without much trouble.

Pan Ams

continued from p. 3

6.Bg5 Up until this move we were playing the Sämisch variation main line in the KID. But instead of the common **Be3**, White plays the aggressive **Bg5** in hopes of confusing Black and tricking him into weakening black's position. Black may now choose **6...c5** such as against the Averbakh and hope that **Pf3** is misplaced. BCO now gives **7.d5 e6 8.Qd2 ed 9.cd h6 10.Be3 (Bh6? Ne4! 11...Qh4+) ...Kh7 11.Nge2 a6 12.a4 Nbd7 13.Ng3 Rb8 14.Be2 Ne8 15.0-0 Nc7 16.Rab1+-**. The simple **6...h6?!** allows Black to prepare **...e5** without the bothersome **Bg5** pin, but would be positionally weakening because White is intending to attack Black's Kside. For example, **7.Be3 Nc6 8.Nge2 a6 9.Qd2 Kh7 10.g4 Rb8 11.g5!** breaks through and now Black is on the defensive after either **11...Ng8** or **11...hg 12.Bg5 e5 13.Nd5! ed (...Nd4? 14.Nd4 ed 15. Qf4+-) 14.Qf4 Ne5! 15.Nd4!+-** with a deadly pin on **f6**. Best is **6...Nc6!?** **7.Nge2 a6 8.Qd2 Rb8 9.Nc1** A new move; BCO gives **9.0-0-0 b5 10.Qe3!?** ∞ intending **e5**. But Black can strike first with **10...e5!** **11.d5 Na5 =+** with good queenside play. **2...e5!** The logical reply because without the B on e3 or Ne2 white has significantly weakened d4 and Black must strike this dark-squared Achilles Heel. **10.d5 Nd4 11.Nb3 c5** Black rejects the superficial **11...h6 12.Bh6 Nb3 13.as Ne4!** because of the simple **12.Be3 +- 12.dc bc 13.Nd4 ed 14.Qd4 h6!?** After **14...Rb2** White has the amazing **15.0-0-0! +-/∞. 15.Bf6** Forced; if **15.Bh4? g5!**

intending **...Ne4** otherwise **15...Ne4** or **Nd5** is great for Black. **15...Bf6 16.Qd2** According to theory, Black's open b-file, bishop pair, and dark-squared control coupled by White's lack of development is enough compensation for the pawn. **16...Qa5 17.Rc1 Qb4** eliminating potential White threats on **d6, 18.b3 Be6 19.Bd3 Rfc8!?** Black completes his development by preventing White from doing the same. This is the critical position for White, he has to find some way to connect his rooks and snuff Black's compensation. The point of **Rfd8** is to lay a trap for white if he plays the "obvious" **0-0**, and also Black must break with **...d5!** before White consolidates and equals Black's superior piece coordination. Realistically, there is no other plan for Black. True, he has long-range advantages such as the B-pair versus White's bad-B, but Black must act before his P-compensation expires. **20.0-0?!** White falls for it.



20...d5! 21.Rfd1 An interesting way to relieve the pins on **Nc3** while also setting a poisoned pawn trap on **c4** (**21...dc 22.Bc4 Bc4 23.bc Qc4?? 24.Nd5!+-**). But it is White who has been swindled! **21...dc 22.Bc4 Bc4 23.bc Rd8! 24.Qc2 Rd1+ 25.Nd1 Oe1** mate.

White never knew what hit him. Instead of allowing mate white could have just lost a piece and prolonged his own agony. Of course, an instant replay shows **24.Qe3** as a try, but black still has **...Rd1+ 25.Nd1 Bd4!!** winning. So looking back, white should have prevented **...d5** at all costs by trying **20.Ke2!?** after which **Rc8** is misplaced. But black should regroup with **20...Rd8 21.Rd1** and now **...d5!** attacking white's awkward center. A possible continuation might be **22.cd cd 23.Kf1 Bg5!** (not **...de 24.Ne4** and white's okay) **24.f4 de!** and black at least regains his pawn with interest. A fine example of King's Indian theory in practice! **0-1** (Yu)

White: Roger Poehlmann (2206)

Black: Svoboda (1972)

London System

1. d4 Nf6 2. Nf3 d6 3. Bf4 g6 4. h3 ECO prefers **4. e3**, but Black can snag the bishop pair by **4...Nh5 5. Bg5 h6 6. Bh4 g5 7. Bg3 Nxg3** and Black is up a tempo on the related Torre Attack (**3. Bg5**) line where he goes after the bishop. **4...Bg7 5. e3 O-O 6. Be2 6. Bc4** is more ambitious, e.g., **6... Nbd7 7. O-O Re8? 8. Bxf7+! Kxf7 9. Ng5+ Kg8 10. Ne6** winning. Another viable choice was **5. Nbd2** intending **e4**, but the whole point of this opening is to win without really trying.

6... Nbd7 7. O-O Nh5!? Since the beginning of time, players of the Black side have searched for ways to support the **...e5** break: (A) **7. Re8 8. c3 e5 9. de de 10. Nxe5 Nxe5 11. Qxd8 Rxd8 12. Bxe5** wins a pawn. (B) **7... c6 8. c3 Re8 9. Nbd2 e5 10. de de 11. Bh2 e4 12. Nd4 Ne5 13. Nc4 Nxc4 14. Bxc4 Nd5 15. a4 =** was Poehlmann-Frangos, Round 4 (1-0, 58). (C)

7... Qe8 8. c4!? e5 9. Bh2 Qe7 10. Nc3 e4 11. Nd2 Re8 12. Nb5 Qd8 13. c5! a6 14. cd! ab 15. dc Qe7 16. Bxb5+- with a tremendous bind for the piece as in Spassky-Bilek, Bugojno 1978 (1-0, 41).

8. Bh2 c6?! Dozens of blitz games have confirmed that Black should seek counterplay with either his c-pawn or his e-pawn, but not both since d6 becomes weak. 9. c3 Qc7 10. Nbd2 h6 11. g4!? Black threatened ...f5, not possible last move because of Ng5. 11. e4 e5 and ...Nf4 next is good for Black. 11... Nf6 12. e4 e5 13. de de? 13... Nxe5 14. Qc2 h5!? 15. g5 Nh7 16. h4 f5 gets counterplay, so 14. Nxe5 de may be best, although White's edge is minimal.

14. Qc2 White has several advantages here: (1) His development is complete, whereas Black must find a way to bring his QB into the game without dropping the e-pawn. (2) d6 can fall victim to Rfd1 and Nc4-d6 (followed by Bc4 and Qb3 and f7 is under fire). (3) I have played dozens of tournament games from positions like this, while my opponent is examining it for the first time. The game resembles a Classical Pirc where White can play like a complete moron and still draw due to the structural symmetry.

14... Re8 Black has a number of more-or-less equivalent defensive plans to choose from (14... Rd8 and 15... Ne8, or 14... Ne8 immediately), and proceeds to take an inordinate amount of time making up his mind. Players prone to time pressure typically indulge themselves in positions (like this one) where there are few direct threats to answer. Running your

opponent into time pressure and then capitalizing on his mistakes may not be the most glamorous way to play chess, but it's not how you play the game, it's whether you win or lose. 15. a4 Nh7 16. Rfd1 Bf8 17. Nc4 Ng5 18. Nxe5 hg 19. Rd2 Nb6 20. Rad1 Nxc4 21. Bxc4 a6 22. b4 hoping to cripple the Q-side pawns by a5, but Black's idea is ...b5 anyway. 22... b5 23. Bb3 Ra7 23... c5 24. ab c4 25. b6! is good for White, as is 23... a5 24. ab cb (24... ab 25. bc Qxc6 26. Bd5+-) 25. ba Rxa5 26. Rd5 Be6 (27... b4 27. Rxa5 Qxa5 28. Rd5 Qc7 29. cb Qxc2 30. Bxc2 Bxb4 31. Rxe5 with an extra button) 27. Rxe5! Bxb3 28. Rxe8 Qc4! 29. Qd3 Bxd1 30. Rxf8+! Kg7 (30... Kh7 31. Qxd1; 30... Kxf8 31. Qd8+ Kg7 32. Be5+ f6 33. Qxf6+ Kg8 34. Qg7#) 31. Be5+! +-—) **24. Kg2!** The QB will be reactivated via g1. 24... Qe7 25. f3 Rc7? Rd7 loses a pawn after 26. Rxd7 Bxd7 27. Bxe5 Qxe5 28. Rxd7, but the presence of opposite-colored bishops favors the attacking side. So, 28.. Bd6!, seizing the initiative. 29. Rxf7? Qh2+ 30. Kf1 Qxc2 31. Bxc2 Kxf7 loses, and although 29. Bxf7+ Kf8 30. Kf1 (30. Bxe8 Qh2+) 30... Re7 (30... Qg3 31. Bxe8 Qxh3+ 32. Qg2 wins) 31. Bxg6 wins three pawns, 31... Qf4 creates technical problems. 32. Qd3 ba 33. Qxa6 Qc1+ 34. Ke2 Qxc3 35. Qxa4 Bxb4 36. Qd1 Bd6 should draw.

26. Bg1 Be6 27. Be3 Bxb3?!

When your opponent is in time trouble, moves that maintain the tension (like 27. Be3) give him the greatest chance to go wrong. He will gladly exchange pieces to simplify the position, and here Black gives up the a2-g8 diagonal

for free. 28. Qxb3 Qe6? 28... Kg7 was a good waiting move, but a player in time pressure feels obligated to take an active plan (like digging his own grave). 29. Qxe6 Rxe6 30. Bxg5 Be7 31. Bxe7 Rxe7 32. Rd8+ Kg7 33. Ra8 Ra7 34. Rxa7 Rxa7 35. a5! Black is down a pawn and cannot position his passive rook to defend both the a-pawn and c-pawn simultaneously. 35... Kf8 36. Rd6! Rc7 37. Rd8+ Ke7 38. Ra8 g5 39. Rxa6 c5 40. Rb6! Active rook wins. 40... cb 41. cb Rc2+ 42. Kg3 Ra2 43. Rxb5 Kd6 44. Rb6+ 1-0 (Poehlmann).

ROUND 3

Tuesday, December 27th, 5 PM

Our result in round two aroused some attention, as Berkeley rose up to first board to meet Harvard "A" (#1, 2398). Harvard "B"'s board three told us the night before about Edelman being responsible for the arrival of the "B" team, calling to make sure they knew where they were going. Edelman was no doubt displeased when his classmates went astray in round 2 and the "A" team took revenge 3-1. Glueck got a tough position as Black in a French against Edelman, with Edelman's two Knights looking much better than Glueck's two Bishops. Dave hung tough and fought back into the game, but ran into further troubles. Dave eventually got to play his King to f1, but the touchdown didn't help and he resigned. Peter Yu had a reasonable position against Rao, but allowed a devastating Exchange sac and lost. Youseff-Poehlmann on board three was drawn in about twenty-five moves. Salman-Serotta went nearly five hours, as Salman threw away a big plus with a blunder at move 16 and then had

Pan Ams

continued from p. 15

serious problems. Serotta failed to find the best continuation and Joel managed to save an instructive Rook ending two pawns down when both sides played inaccurately. (See Roger Poehlmann's Practical Endgames column for this game.)

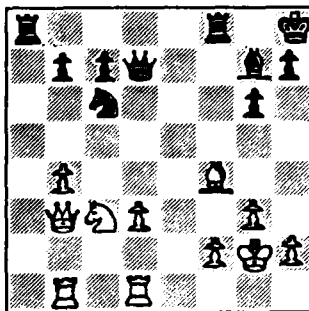
White: Yu

Black: Vivek Rao (2467)

English

1.c4 g6 2.Nc3 Bg7 3.g3 d6 4.Bg2 e5 5.d3 f5 6.e3 Nf6 7.Nge2 0-0 8.0-0 Nc6 9.Rb1 a5 Although the move order is confused, ECO now gives 10.d4 g5 11.d5 Ne7 12.f4 gf 13.ef e4 =. Vivek probably knew this, so white tries something different. 10.a3!? Be6 11.b4?! Premature; better was 11.Nd5 first, plugging up d5 and preventing black from getting the center. White was afraid of 11...a4 stopping his own pawn advance but overlooked the rejoinder 12.Nec3 +=. 11...ab 12.ab d5! Now black has equalized. 13.cd Nd5 14.Nd5 Bd5 15.Nc3 Bg2 Weakening white's K-side. 16.Kg2 Kh8 17.Qb3!? Black's last move was to prevent Qb3 with tempo, but white can still place the Q on b3 (the only constructive square for the Q) because Pd3 is not edible. Also playable was 17.b5, suggested by Vivek. 17...Qd7! 18.Rd1?! Too passive, Pd3 was not hanging yet. Necessary was 18.b5, now black siezes the initiative. 18...f4! The deadly point of Qd7. 19.ef? Best was 19.Ne4 f3+ 20.Kh1 Qh3 21.Rg1 h6 22.g4 ∞. But white thought he was getting checkmated after 19...f3+, so he plays the "obvious" defense and underestimates the eventual exchange sac.

19...ef 20.Bf4



20....Rf4! Routine; black has more pieces around white's unprotected King, so of course he sacs. White's moves are now all forced. 21.gf Qg4+ 22.Kf1 Qh3+ 23.Ke1 Nd4 24.Qc4 Qf3 25.Rb2 Re8+ 26.Ne4 Re4+! 27.de Qe4+ 28.Re2 Nf3+ 29.Resigns There is no point in playing on. A faultless game by black, culminating in a duo of winning sacs. 0-1 (Yu)

THE LEADERS: Harvard "A" and UNPHU at 3 points. Yale shows signs of problems ahead when they draw with Rhode Island, joining several other teams at 2.5

ROUND 4

Wed., December 28th, 10 AM

After our loss to Harvard, we retreated to our room to recover by eating pizza and watching ROBOCOP. Despite ROBOCOP being listed in the Hyatt cable guide, it was on a channel we couldn't receive. This really ticked us off, and our rout of Brooklyn College "A" (#10, 2079) was the result. Glueck won a nice game as White in an Alekhine's. Yu equalized nicely on the Black side of a Tarrasch French only to get into difficulties later on - until his opponent's flag fell. Poehlmann wound up with two rooks as White

vs. his opponent's three minor pieces, with Queens on, but Black incorrectly played for mate rather than try to press the ending. Roger's proper defense left him up an Exchange. Salman went up a pawn in the opening, then the Exchange at move twenty and won easily when his opponent failed to make anything of his practical chances.

White: Dave Glueck (2420)

Black: Mark Kurtzman (2208)

Alekhine's Defense

1.e4 Nf6, 2.e5 Nd5, 3.d4 d6, 4.Nf3 g6, 5.Bc4 Nb6, 6.Bb3 Bg7, 7.Ng5 d5, 8.0-0 8 f4 is the best move here but this is a reasonable idea. h6, 9.Nf3 Bg4, 10.Nbd2 0-0, 11.h3 Bxf3, 12.Nxf3 e6 The position now resembles a French where Black has gotten rid of his bad Bishop. 13.Bf4 e5, 14.e3 Nc6, 15.dxc5 With the idea of delivering checkmate before the c3 square collapses. Nd7, 16.Re1 Nxc5, 17.Bc2 b5 ...Qb6 and if 18.Be3 a5 was another approach. 18.h4 To stop ...g5 as a possible response to Qd2 and preparing to open the h-file. Re8 Perhaps ...Rb8 was better but it is hard to criticize this move. 19.Qd2 Kh7 ...h5 is ugly but may be ok as it is not easy for White to arrange g4. 20.h5 a5, 21.g3! Intending Kg2 and Rh1 but also making possible Nh4 if necessary. b4, 22.Kg2 If 22.Nh4 Ne4! with counterplay. ...Ne4 opens up the attack on c3 and is Black's best defensive idea throughout the rest of the game. bxc3, 23.bxc3 Ne7 ...Ne4, 24.Bxe4 dxe4, 25.hxg6+ fxg6, 26.Rxe4, for example, gives Black some drawing chances due to his control of the white squares and the weak c3 pawn. 24.hxg6+ fxg6

...Nxc6+ is met by 25 Bxh6 Ne4 (...Bxh6, 26 Rh1) 26 Bxe4 dxe4, 27 Ng5+ Kg8, 28 Nxe4 with an extra pawn but again some chances for Black to draw; the more ambitious 26 Qc1 also looks playable (...Rxc3, 27 Rh1). Some moves ago I had decided that 25 Rh1 won easily in this position but then decided to see if 25 Bxh6 was better. After 25 Rh1 Black must play ...Ne4 (not ...Ng8, 26 Ng5+ Kh8, 27 Bxg6). Then 26 Bxe4 dxe4, 27 Ng5+ Kg8, 28 Qxd8 Rfxd8, 29 Nxe6 Rd5, 30 Nxc7 Kxc7, 31 Rxd8 should win for White although Black's pieces are active. Bxh6? During the game I had calculated ...Rxf3!, 26 Bxg7 (26 Kxf3 Bxh6, 27 Rh1 Qf8+) Kxc7, 27 Kxf3 Ne4!, 28 Qf4 Rxc3+, 29 Kg2 Rxc2, 30 Rxe4 dxe4, 31 Qf6+ Kg8, 32 Rh1 and mates. The problem is that 28 ...g5 (I did not see that the ...Ne4 defended it!) White's best is probably 28 Qe2 Rxc3+, 29 Kg2, or 28 ...Nxc3, 29 Qd3 d4, 30 Kg2 Qd7, 31 Rh1 Rf8, 32 Rh4 when Black should not have enough compensation. The text loses by force. 26 Rh1 Ng8, 27 Rxd6+ Nxd6, 28 Rh1 There is no defense, i.e. ...Qe7 (and ...Qc7), 29 Qxh6+ Kg8, 30 Qh8+ Kf7, 31 Bxg6+ Kxc6, 32 Qh5+ Kg7, 33 Qh7 mate, and on 31 ...Ke7, 32 Rh7+. Rc7, 29 Qxh6+ Kg8, 30 Bxg6 30 Qh8+ Kf7, 31 Bxg6+ worked again, but this is faster. 1-0. (Glueck)

THE LEADERS: Harvard beat UNPHU to take first at 4. Yale and Rhode Island both won and share second at 3.5

ROUND 5

Wed., December 28th, 5 PM

Extremely pleased with our performance in round four, we return

from lunch to find the pairing Berkeley - Brandeis University (#16, 1998). What should have been a simple matter nearly turned into disaster. Roger neglected to accept his opponent's offer of a free piece and was later unable to win the ending with even material. Joel took the two Bishops as Black in a Queen's Indian and then was forced to defend strenuously as White built up his position. He was up to the task, but used up too much time. Both sides missed the best lines in Salman's time pressure, but he who blunders last loses and Salman hung a rook to a Knight fork in an even ending. Peter's opponent blundered a pawn as White in a French and departed the playing hall for an hour to sulk outside. He eventually returned so that Pete could finish him off. So with the match score 1.5 - 1.5, everything was up to Dave Glueck on board one. Unfortunately, Dave got nothing as White against expert Mike Podol. This eventually became less than nothing when Podol snared a pawn, but then Dave managed to become "El Cheapo" to save the day. Thus we survived, 2.5 - 1.5

THE LEADERS: Harvard beat Yale 3-1 to reach 5. UNPHU beat Rhode Island to join Berkeley at 4.

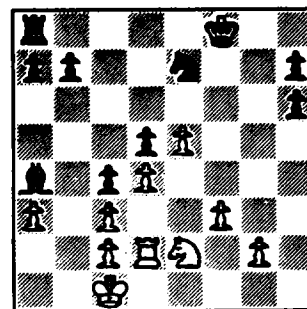
ROUND 6

Thurs., December 29th, 10 AM

Berkeley faces "The Men from UNPHU" on stage, board two. The deep and experienced Dominican Republic team (#3, 2264) consisted of some really nice guys, but at the board they set us numerous problems. Dave got into hot water against James Lewis (2378) when he castled short as Black in a Winawer, but El Cheapo rose again to

net a Rook. Time pressure reared its ugly head and shortly after winning the Rook Dave was lost. Lewis failed to find the win though, and Dave kept a miracle h pawn to hold against Lewis' Knight. Board two saw Yu as White win a pawn against Gustavo Hernandez (2305), but Black had pressure. Pete declined a draw offer but was unable to consolidate and Hernandez went on to win in nice style. Poehlmann (Black) had a wild Pirc on board three. White's sac Nxf7 was only good for perpetual, but neither player claimed a draw by repetition. When White went for more, he got less and Roger consolidated to win. This left things up to Salman, who had a good position with White on board four. This led to a Knight ending two pawns up and all appeared well until a small case of panic around time control nearly cost the full point. Indeed, it appears Black should have held, but with his Knight offside he despondently threw in the towel—just when putting the Knight further offside would have drawn. Berkeley 2.5 - UNPHU 1.5

Dave Glueck (2420)



James Lewis (2378)

After 25 awful moves the game reached this position. Although Black has a piece for pawn White is

Pan Ams

continued from p. 17

probably better as he has connected passed pawns, Black's h and d pawns are weak and his pieces are inactive. To add to my troubles I was quickly running out of time.

White played 26 Nf4 Bc6, 27 g4 Kg7, 28 Rh2 Bd7 ...Ng8, to stop Nf6, was possible i.e. 29 Nh5+ Kg6, 30 f4 Rf8, 31 f5+ Kg5 with a much improved position for Black; then 32 Rg2 Be8, 33 Ng7 Bf7, 34 Kd2 Ne7 is still very messy. the text move was intended to activate the Ra8 but I never had a chance... 29 Nh5+ Kg6, 30 Nf6 Rd8, 31 f4 Ng8, 32 f5+ This allows Black to activate his King. 32 Nxd5 Bxg4, 33 Ne3 with three connected passers was also possible - for example 33 ...Be6, 34 Rg2+ and f5. ...Kg5 Complicating the position despite having about one minute to reach move 50.

...Bxf5, 33 gxf5+ Kxf5, 34 Nxc8 Rxc8, 35 Rxc6 with a protected passed pawn should be good for White but it is a rook ending. At this point White thought for about 30 minutes while I worried about 33 Nxd5. Lewis rejected this because of ...Bxf5, overlooking 34 gxf5 Rxd5, 35 Rg2+ winning; 33 ...Kxc4 34 Ne3+ and now ...Kg3, hoping for 35 Rg2+ Kf3, 36 Kd2 Bxf5 but 35 Rh1 should be good for White with 3 connected passers. However 33 ...h5!? with the idea 34 Rxc5+ Kxc4, 35 Rxc7 Kxf5 is not clear. Instead 33 Nxc7+ Kxc4, 34 f6 occurred. White threatens f7-f8 and also Rg2+. Bf5? Trapping the Nh7, but ...Kg3 preventing Rg2+ is much better; if 35 Rh1 Kg2, 36 Re1 (36 Rh5 Bg4) Bf5. After ...Kg3 White's best hope

would probably be to win on time. 35 Rg2+ Kf3, 36 Rxc8?! Very clever but the simple 36 Rg7 seemed to me an easy win. It still does: ...Bxc7 37 Rxc7 and I intended ...Rf8 to reach a rook ending at any cost. Not 38 Rxb7 Nxf6, rather 38 Rh8 planning Rxc8 winning. Black has one nice cheapo with 38 ...Ke2! hoping for 39 Rxc8 Rxc8, 40 f7 Rg1+, 41 Kb2 Rf1, 42 e6 Kd2, 43 e7 Rc1 and if 44 a4 a5 with perpetual check, but 39 Kb2 wins trivially. Probably best for Black is 36 ...Bxc7, 37 Rxc7 Nxf6 but 38 exf6 Rf8, 39 Rxc6 is good for White, who can trade the f pawn for the d pawn if nothing better is available. Rxc8, 37 f7 Earlier I had not feared this because of the obvious ...Bxc7 but now I noticed 38 e6 and the pawns are unstoppable. On 38 ...Rf8, 39 e7 Rxf7, 40 e8=Q the rook and bishop are not coordinated and White should win. Luckily, Black draws with 37 ...Rh8 when the rest of the game is forced. 38 f8Q Rxf8, 39 Nxf8 h5, 40 e6 Bxe6, 41 Nxe6 h4 After playing the last five moves instantly I now had time to evaluate the position. Since 42 Ng5+ Kg4 doesn't help, Black's only problem is his flag.

42 Kd2 h3, 43 Ng5+ Kg4, 44 Nxc3 Kxc3 This is a draw. 45 Ke2 Kg2, 46 Ke3 Kg3, 47 a4 a5, 48 Ke2 Kg2, 49 Ke3 Kg3, 50 Ke2 1/2 - 1/2 (Glueck)

White: Manuel Marte (2218)

Black: Roger Poehlmann (2206)

Pirc

1. e4 d6 2. d4 Nf6 3. Bd3 This move bypasses most Pirc theory, while allowing White some annoying transpositional possibilities if Nc3 is played later. White can also play c3 instead, giving the

line independent significance. 3... g6 4. f4 Bg7 5. Nf3 O-O Better was 5...c5 6. dc (6. c3 is similar to the game continuation, except I can play ... Nc6 after trading pawns on d4) 6... Qa5+ 7. Nc3 Qxc5 with a transposition to the ...c5 Austrian Attack which has been giving White nothing recently, e.g. 8. Qe2 O-O 9. Be3 Qa5 10. O-O Bg4 11. Nd1!? Nc6 12. c3 e5 13. Nf2 ef 14. Bxf4 Bxf3 15. Qxf3 Ne5 and e4 was weaker than d6 in Dolmatov-Gurevich, Moscow 1987. (drawn, 28).

6. O-O Na6!? 6... Nc6 is the better move, but 7. Nc3! transposes to the ...Nc6 Austrian which I do not play! I didn't think my opponent would play 7. Nc3 c5 8. d5 here, allowing me to reestablish my footing, but at least now we would both be cast on our own resources (or at least I was). 7. h3 c5 8. c3 Qb6 9. Kh2!? An interesting development. The King is safe from any future knight checks on g3 or f2, which renders visions of ...d5 and quickly, a bad omen for the good guys. 9... cd 10. cd Nb4 11. Nc3?! I had slaved over 11. e5 Nd5!? (11... Ne8 12. Be2! -12. Be4 d5- 12... Bf5 13. Na3 Rc8 14. Nc4 Qc7 15. a3 Nc6 16. Be3 and Black is going to get rolled by g4 or d5 or both. 16... d5 17. Nd2 h5!? 18. Rc1+-) 12. Be4 (now Nc6 is okay for Black) 12... f5!? 13. ef Nxf6 14. Nc3 Nxe4 15. Nxe4 Bf5 16. Ng3 (16. Ng5 Nc2) 16... Rac8!? which looked alright, but after 13. Bxd5 Nxd5 14. Nc3 Be6 15. Ng5 Nxc3 16. bc Bc4 17. Rf2 (or 17. Rg1 and g4 next) I didn't see how Black would get any counterplay. 11... Nxd3 12. Qxd3 Qa6! Forcing the White Queen to a passive location and eliminating the threat

of e5 and Nd5. White is of course invited to trade queens by 13. Qxa6 ba 14. e5 Ne8 15. Nd5 e6! and the bishop pair will come alive. 13. Qd1 Be6!? Provoking d4-d5 so e4-e5 wouldn't completely squelch the Bg7. Marte didn't like this move, but 14. e5 Ne8 15. Be3 makes it near impossible for Black to attack White's center. 14. d5 Bd7 15. e5 Ne8 16. Be3 Rc8!? 17. Bd4 Nc7 Joel remarked later that all my games with Black looked the same: I would have a fianchettoed bishop, pieces on the back two ranks, and a bunch of pawns in front of my King, most of them belonging to my opponent.

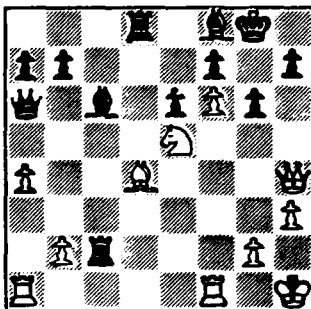
18. a4 Preventing ...Nb5 with exchanges, and forcing Black to unbalance the center with White's minor pieces already in it. 18...e6 19. Ne4! 19. ed Qxd6 20. Bxg7 Kxg7 21. Qd4 f6! 22. de and Black should not play 22...Qxf4+ 23. Kh1 Bxe6 24. Ng5 Qe5 25. Nxe6 Qxe6 (...Nxe6 26. Qd7+ Kh8 27. Nxf6!) 26. Ng5!?, but 22...Qxd4 23. Nxd4 Nxe6, with a bishop for a knight but a probable draw.

19...de I didn't like 19...Nxd5 20. Nxd6, but since White cannot be denied the d6 square, I felt I should at least get a pawn for my troubles. 20. fe Nxd5 21. Nf6+!? I had only considered 21. Nd6 Rc6 22. Qd2 Rxd6! 23. ed Qxd6+ 24. Kh1 a6 with two pawns for the exchange.

21...Nxf6 22. ef Bh6 23. Qe1 Rfd8 24. Qh4 Bf8 25. Kh1!? It must have been better to play 25. Ne5 Be8 (25...Bc6 26. Nxf7! Kf7 27. Qxh7+ Ke8 28. Qxg6+ Kd7 29. Qf7+ Kd6 30. Re1 Bd5 31. Be5+ Kc6 32. Rac1+ +-) 26. Kh1, but the attacking 25. Ng5 h6 26. Nf3 Be8 27. Ne5 Qb6! 28. Rad1 Rc4! 29. Rf4 g5!? leads to a wild position where

everything seems to lose for White: (a) 30. Nxc4 Qxf4+ 31. Qxf4 gf 32. Rd2 Bxa4 33. Bxa7 Rxd2 and Black should win. (b) 30. Qg4 Kh7 31. Re4 Bc6! 32. Kh1! Qd5 33. Nxc4 Qxe4 keeping the extra pawn. Obviously, White's critical mistake in this game was 9. Kh2?.

25...Rc2 26. Ne5 Bc6!? 26...Be8 27. b3! keeps Black tied up, since 27...Qe2 28. Rf2! wins. I might have had to resort to 27...Rd5 28. Rae1 Rd2, but then 29. Be3 Rb2 30. Bh6 Qd6 31. Bxf8 Qxf8 32. Rf2 keeps the pressure on the position.



27. Nxf7! Naturally, 27. Rg1 is bad: 27...Qe2 28. Nxf7 Bxg2+ 29. Kh2 Be4+ 30. Kg3 Qf3#, and if White must go on the defensive he will still be a pawn down if the attack fails. 27...Bxg2+ Black has some cute ways to lose: 27...Rxc2 28. Nh6+ Kh8 29. f7+ Kf8 30. Qxh6+ Ke7 31. f8=Q+ intending Qxf8+ and Rd7#. But I had calculated a forced win.

28. Kg1 Rxd4 It's a real donnybrook! 29. Nh6+ White loses the Q on 29. Qxd4 Bc5, and here I was ready to play 29...Bxh6 30. Qxh6 Rd7! 31. Rad1 Bxf1 32. Rxd7 Qb6+ 33. Kh1 Rh2+!! etc. but I suddenly noticed 30. f7+! when Black is lost! So much for my "forced win"!

29...Kh8 30. Nf7+ Kg8 31. Nh6+ Kh8 32. Nf7+ Kg8 33. Nh6+ Kh8

Either of us could have claimed a draw here, but on the other boards, Dave was up the exchange and Peter was a pawn up. My opponent felt obliged to play "for the win", heh heh heh... 34. Qxd4? Better, of course, was 34. Handshake, drawing. The next 20 moves were played in mutual time pressure, so play them over quickly on your pocket set. 34...Bc5 35. Qxd5 Rxc5 36. f7 Rc8 37. Kg2 Qe2+ 38. Rf2 Qe4+ 39. Kg1 Kg7 40. Ng4 h5 41. Nf6 Qd4 42. Ne8+ Kf8 43. Re1 Rc2 44. Ref1 g5 45. Ng7 Rc6 46. Nxb5 g4 47. Ng3 gh 48. Kh2 Rc7 49. Kg1? Black may still be winning after 49. Kxh3 Qxa4 and a Q-side pawn push, but after this blunder it's all over. 49...Rxf7 50. Nh1 Ke7 51. Kh2 Rxf2 52. Rxf2 Qxa4 53. Ng3 b5 54. Kxh3 Qe4

We settled down to think at this point. Having remembered Dave's ingenious endgame plan in Round 2 where he played b2-b4-b5-b6-b7 and his opponent resigned, I formulated a similar plan. 55. Kg2 a5 56. Rd2 a4 57. Nf1 b4 58. Ne3 Qb5 59. Kf2 a3 60. ba ba 61. Nd1 Qb3 0-1. (Poehlmann)

White: Joel Sabnan (2135)

Black: Juan Sena (2158)

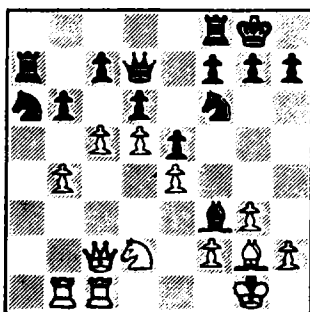
Bogo-Indian Defense

1. d4 Nf6. 2. Nf3 e6. 3. c4 Bb4+. 4. Bd2 Qe7. 5. a3 Strictly speaking not best. Lines with Nc3 and/or g3 give more chance of promising an advantage, while the lines with a3 generally lead to equality. However, one way of playing the opening is to take up Portisch's maxim "Your only task in the opening is to reach a playable middlegame." (How to Open a Chessgame/RHM) I have played this system before, and even if it's not optimal, at least I understand

Pan Ams

continued from p. 19

the concepts. 5...Bxd2+, 6 Nbx d2 Here the books give Qxd2, with the idea of putting the Knight on c3. My plan is twofold: should Black continue with ...d5, I can play Bd3 and if ...dxo4 then Nxc4 and perhaps a later Ne5, while on the more common setup with ...d6 and ... e5, the Knight protects e4 (against possible threats of ...exd4 uncovering the Queen against White's e-pawn), can recapture on f3 if necessary, and allows the Queen to go to c2 in one move, where it protects e4 and helps with the plan of c5. In the lines where Black plays ...d5, then White's remaining Bishop is more active. In the ...d6 and ...e5 lines, like this game, Black's Bishop is more active as White's central pawns land on White squares - but the central wedge also impedes Black's Bishop a bit and White gets to break with c5 quickly. 6... a5, 7 e4 d6, 8 Qc2 e5, 9 d5 0-0, 10 b3 Bg4, 11 g3 Prevents ...Nh5-f4 and Bg2 will cover e4. Na6, 12 Bg2 Nc5, 13 0-0 Qd7?! Perhaps intending ...Na4 but the text weakens e5. ...Nfd7 overprotecting c5 and playing for ...f5 is a thought. 14 b4 axb4, 15 axb4 Na6 If ...Na4 then White can either double on the a-file or play for c5 undermining e5. 16 Rab1 b6, 17 Rfc1 Ra7 Intending to double on the a-file and apparently protecting c7, but allowing the text. 18 c5 Bxf3 ...bxc5, 19 bxc5 Bxf3, 20 Nxf3 Nxc5, 21 Nxe5 and Nc6 after the Black Queen moves looks nice for White.



19 cxb6! cxb6 Forced. ...Bxg2 with the idea of mating with ...Qh3 and ...Ng4 is met by 20 bxa7 Qh3, 21 f3!, when there is no mate (...Nh5, 22 Qd3 Nxc3, 24 hxg3 Qxc3, 24 Nf1! +-) and White will pick up the Knight on a6 and/or play Qc6 and a8=Q (if 21... Ra8, 22 Qc4 Rxa7, 23 Ra1 +-), while on 19 ...Bxe4 20 Nxe4! cxb6, 21 Nxf6+ gxf6, 22 Be4 (pointed out two days later at the Manhattan Chess Club by Sena) leads to advantage as White rules the light squares, and Black's shattered kingside should allow White to recover at least his pawn, if not more. 20 Bxf3 Rc7, 21 Qd3 A temporary pawn sac, but White has correctly calculated that he will recover his pawn and activate his Bishop, taking the initiative into the ending. Nxb4, 22 Rxc7 Nxd3, 23 Rxd7 Nxd7, 24 Bg4 Nf6, 25 Be2 Nc5, 26 f3 Rb8, 27 Nc4 Ne8, 28 Rxb6 Rxb6, 29 Nxb6 Kf8, 30 Nc8! g6?! Now Black loses two pawns when he plays 31...f5. Bb5 is coming (30...Nb7, 31 Bb5 and Bc6 next). 31 Bb5 f5?, 32 Bxe8 Kxe8, 33 exf5 gxf5, 34 Nxd6+ Ke7, 35 Nxf5+ Kf6, 36 Nd6 36 g4 was also good. Nd3, 37 Ne4+ Kf5, 38 Kf1 h5, 39 Ke2 Nb4, 40 d6 h4, 41 Kd2 41 gxf4 was fine, when the split passed pawns should carry the day. 41 d7 was

good (...Nc6, 42 Nc5 and then march the King up the board). But as White starts to run short of time with the control at move 50, he begins to go astray. h3, 42 Kc3 Nc6, 43 d7?! And now White really creates headaches for himself. Short of time, White becomes concerned about phantom Knight sacs by Black to let the h-pawn Queen. Ke6, 44 Ng5+?! 44 Nc5+ Kd6, 45 Kc4 with f4 or g4 to follow should be good. Even the text should work but... Kxd7, 45 Nxb3 Ke6, 46 Ng5+ Kf5, 47 h4 Nd4, 48 Kd3 48 Kc4 Ne2, 49 g4+ Kf4, 50 Kd5 looks good. Kg6, 49 Ke4? 49 g4! Nf5, 50 Kxe5 Nxc3, 51 f4? Kf4 may still win, but it is getting more difficult. Kh5, 52 Ne4 Nf1, 53 Kd4 At this point, the game should be drawn. The h-pawn is going and Black should be able to bring the Knight back to stop the f-pawn. Kd4 represents the only try, as f5 would allow ...Ne3, 54 f6 Ng4+!. The problem with Knight endings is that the defending side can always sac for the pawns - give me rooks anytime! Kxh4 At the time I thought this lost, while ...Nh2 would draw. However ...Kxh4 does draw, and ...Nh2 should but needs to be checked. 54 f5 Kh5, 55 f6 Kg6, 56 Ke5 Ne3, 57 Ke6 Nd5? But it is here in desperation that Black actually loses. ...Nc2!! (Glueck) draws as follows: 58 f7 Nd4+, 59 Ke7 Nf5+, 60 Ke8 (Kf8 Nh6 =) Ng7+, 61 Kf8 Nf5! = i.e. 62 Kg8 Nh6 =, 62 Ke8 just repeats the position and 62 N anywhere Nh6 =. 58 Kxd5 Black Resigns 1-0 (Salman)

THE LEADERS: Rhode Island nicked Harvard for a draw when Rao managed to lose a Rook ending

with four pawns each, all on the kingside, leaving Harvard at 5.5. Berkeley's victory put them at 5. U of Toronto (#6) and U of Chicago "A" (#7) are at 4.5, while #2 Yale continued to struggle, drawing #11 U of Virginia. Yale is back in the pack with 4.

ROUND 7

Thurs., December 29th, 5 PM

We remain on stage to play University of Chicago "A" (#7, 2169). Chicago is given White on boards one and three, despite Berkeley being due White, higher rated and with a higher score. We decide not to complain to the director, anticipating the White pieces against Yale for the last round. Eric Schiller took advantage of this to get a slight edge and offer Dave Glueck a draw at move thirteen. Dave accepted, and a similar scene soon occurred on board two. Roger got a typical position as Black in the Pirc, i.e. risky but double edged. For reasons unknown his opponent went into several long thinks, including one of fifty minutes. Short of time White collapsed and so Berkeley went ahead 2-1. Fourth board saw Salman and Chicago's Bill Maddex engage in "a real donnybrook". A month later we understand this game differently than when it was played, but much remains unclear. Both sides seem to have picked tempting but wrong plans and the game went back and forth. Joel entered time pressure first, soon followed by Maddex when he spent a lot of time examining the rook ending. As the dust cleared, moves were repeated and Maddex offered a draw. This was wisely accepted and Berkeley had the match 2.5 - 1.5.

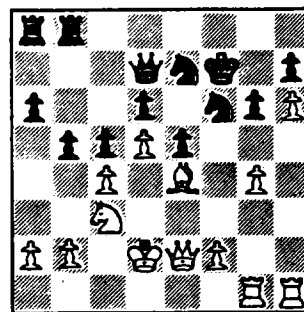
White: Joel Salman (2135)

Black: Bill Maddex (2080)

King's Indian Defense

I suggest playing through this game once before giving it a serious analysis. Likely you'll find it entertaining. 1 d4 g6. 2 Nf3 Bg7. 3 c4 d6. 4 Nc3 Bg4. 5 e3 Seemingly best with the uncommon move order chosen by Black. 5 e4 and 5 g3 may allow the ruining of the kingside pawns with ...Bxf3. Worthy of consideration is 5 Qb3. ...Nc6. 6 Be2 e5. 7 d5 7 Nxe5 dxe5, 8 Bxg4 exd4 looks fine for Black. ...Bxf3, ... Nce7?, 8 Nxe5 Bxe2, 9 Qa4+ Kf8, 10 Nd7+ Ke8, 11 Nf6+ Kf8, 12 Nxc8 and White is up a pawn. 8 Bxf3 Nce7. 9 Qa4+! Interesting seems to be the best description for this move. If Black trades Queens with ...Qd7 then White is slightly better in the ending with his two Bishops. What Maddex plays is in the spirit of the opening - Duncan Suttles would approve! ...Kf8. 10 Qc2 Intending to pressure the kingside and retaining options on the more standard c5 break is these positions. As the game went, White develops a kingside attack with Black's cooperation. But if Black hadn't been so cooperative? When and where White should have played for c5 is unclear. ...f5. 11 e4 Bh6. 12 h4! Maybe Ne2 and c5, either here or at move 14. ...Bxc1. 13 Rxc1 Nf6. 14 h5! Kf7. 15 h6 Qd7. 16 Qe2 a6 Black underestimates the coming kingside attack. A plan with ...Rh8 and ...Kg8 would seem to counter this, when White's pawn on h6 would likely become weak. 17 Kd2 Rhb8. 18 Rcg1 Opposite sides castling by hand. ...c5. 19 g4 fxe4 If ...fxg4, 20 Bxg4 Nxc4, 21 Rxc4 intending

f4 and e5 is good for White, while on ...f4, 20 g5 intending Bg4-e6 will hamper Black and the threat is Qf3 and Ne2xf4 to open things up. 20 Bxe4 b5? This should lose, if White were to play correctly. There was still time for ...Rf8 and ...Kg8.



21 cxb5? (21. Qf3!) ...axb5. 22 Oe3 b4. 23 Nd1? After this seemingly natural move White is lost - yet winning was 23 Nb1!, when the Knight and Bishop cover all the key squares while White wins the Black Knight on f6 by playing g5. ...e4. 24 g5 c3+. 25 Ke1 Nf5!. 26 Bxf5 Qxf5. 27 Oxf5 gxf5. 28 gxf6 c2. 29 Kd2 cxd1=O+. 30 Kxd1 Rxa2. 31 Kc2 b3+. 32 Kc3 Kxf6. 33 Rg7 Re5. 34 Rxb7 Rc5+. 35 Kd3 Rxd5+. 36 Kc3 Rd4? The beginning of the wrong plan. ...Rc5+ and ...Rc2 would win, as the White b and f pawns are weak while the h pawn is easily stopped by ...Rh8 and an eventual ...Rf2-h2. 37 Rc7 Rh8. 38 Kxb3 Rg4. 39 Rd7 Ke6. 40 Rb7 Rg6. 41 h7 Kf6. 42 Rd7 Ke6. 43 Rb7 draw agreed 1/2-1/2. Bill's flag was even closer to falling than mine and he did not believe there were winning chances for Black. Neither did I, but who knows? Wild Game. (Glueck, Metz and Salman)

THE LEADERS: Harvard beat

Pan Ams

continued from p. 21

Toronto to reach 6.5, a half point ahead of Berkeley. Yale, UNPHU and Rhode Island all won to reach 5. Final round pairings shape up as Chicago-Harvard, Berkeley-Yale, UNPHU-Toronto, and Rhode Island-U of Akron (#8).

ROUND 8

Friday, December 30th, 10 AM

Long Swiss tournaments with few participants take on the look of a round robin after the early rounds are over. Teams separated by as much as a point get paired as most of the leaders have played each other. Thus we played Yale "A" (#2, 2367) on board two. We had high hopes of an upset; having White for the match gave Glueck, Yu and Poehlmann the colors they are happy with (White, Black and White) and Yale did not appear to be playing well. Yale had other thoughts and despite our best intentions recovered their form to beat us 4-0. Glueck formed a bad plan in the early middlegame and lost to Patrick Wolff. John Litvinchuk announced his retirement from tournament play and made Peter Yu his last victim, grinding out another win against the King's Indian. Litvinchuk's tally of 7.5 made him the top second board. Roger seemed fine as White in the Boring System, then suddenly lost the thread of the game and an exchange against Joey Waxman. As for Salman, his three pieces were insufficient against Andy Metrick's Queen and outside passer.

THE LEADERS: Early on it appears Chicago will hold Harvard,

but Harvard went on to win 3-1. UNPHU and Rhode Island also won to join Yale and Berkeley at 6.

POSTMORTEM: The tournament was a complete success for the powerful Harvard team. Yale must have been disappointed. They were especially hurt by Patrick Wolff's poor form; Wolff could only make a 4.5 score despite being the highest rated player by about one hundred points. UNPHU, Berkeley and Rhode Island all had average ratings more than one hundred points below Harvard and Yale, so equal second with Yale is a fine result.

The first board prize went to Danny Edelman of Harvard (7), second board to John Litvinchuk of Yale (7.5 and the best performance of the tournament - quite a way to retire), third board to Berkeley's Roger Poehlmann and Stephen Hrop of U of Akron (6), and the fourth board prize to Andy Metrick of Yale and U of Virginia's George Nick (6.5).

The playing conditions were OK, but could have been better. The room was either too hot or comfortable but noisy from the ventilation fan. On the other hand, the fan did drown out the noise from the analysis room, which was improperly located directly outside the playing hall. The fact that this is typical for many tournaments doesn't alter how annoying noise is while playing "serious" chess. TD Glenn Petersen managed to stay in the background - good directors should be seen but not heard - with the exception of one color problem in round eight. The rounds did start on time, which was nice.

Many conversations during the

tournament centered on the tournament site, the poor turnout, and future sites. Rutgers was the host team, and since the tournament had no major problems they should be congratulated for a job well done. New Brunswick has the advantage of being centrally located in the Northeast and surprisingly had several good inexpensive restaurants within walking distance of the hotel. If you think good food is unimportant during a tournament, I suggest reading Dave Glueck's comments about the 1987 Pan Ams (*CCJ*, January 1988 p.10). On the other hand, there are warmer places than New Jersey in December, and perhaps a sunny site would increase the turnout. Rumor has it Kentucky is in the running for 1989's event, which would be several steps in the wrong direction. "Kentucky is hell in December," according to Dave Glueck. Berkeley made up the western contingent, the only team this side of Chicago to attend. Travelling distance will always be a problem wherever this event is held, but the Pan Ams (and team tournaments in general) are always fun; team chess is different from individual OTB chess.

It was worth the trip.

Editor's Historical Note: In the past decade Berkeley has finished second to Harvard, Yale, and the University of Toronto (more than once). The Pan Ams have not been held on the West Coast since before the Fischer boom.

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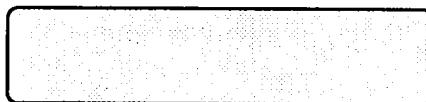
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