



FREMONT CHESS CLUB

NEWSLETTER

FREMONT CHESS CLUB MEETS EVERY FRIDAY 7-11 pm.
 AT FREMONT COMMUNITY CHURCH (left side entrance)
 39700 MISSION BLVD., NEAR STEVENSON BLVD.

MAILING ADDRESS: HANS POSCHMANN, 4621 SENECA
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random headline

Recent comments have shown "Consultation Night" to be a success. Expressions of pain and exhaustion are even more telling.

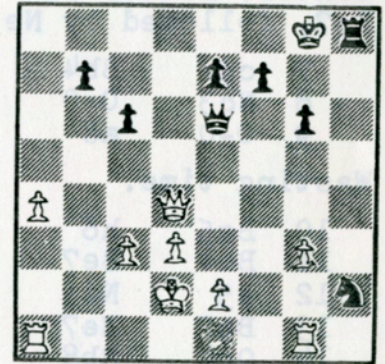
Truth be told, consulting with someone else leads to a good exchange of ideas, but the players are also giving their opponents credit for ideas they probably don't have.

It also allows much weaker players to stay with stronger ones; as with Hans Poschmann and Tony "Terror" LaTorre taking Kerry Lawless and Paul Masgalajian to the limit, before falling deep into the endgame.

CHEAP WIN

Gamesmanship, not talent was the keynote when John Brand and Dan Miranda made random moves to make time control against Mike Sweeney and Dan McDaniel.

RETI - COLLE
 Baden-Baden 1925



Black to move, win

same as above

If you don't care for items on the schedule, suggest something.

For those who don't pay attention to such things, the club starts a 7:00 pm, not an hour later.

It is hard to begin things when you don't know who will be there.

Gripe, gripe, gripe.
 Who cares?

- 2-8 Computer
- 2-15 Free Night
- 2-22 Gambit Night
- 3-1 Quads
- 3-8 Quads
- 3-15 Quads
- 3-22 Time Odds
- 3-29 Quadra Chess
- 4-5 Free Night
- 4-12 Blindfold
- 4-19 Book Swap
- 4-26 Mystery Night

SOLUTION TO PUZZLE

28...Nf3 0-1. (If 29 ef Rh2; 30 Kc1 Qe2; 31 Qd8 Kh7 and white can't avoid mate).

- (W) Paul Friedrich,
Dan Miranda
(B) Ed Sheffield,
Charles Pigg

1	e4	c5
2	Nf3	e6
3	d4	cd
4	Nd4	Nf6
5	Bd3	Nc6
6	c3	Nd4?!

Giving white the big center. Better is Be7, followed by Ne5.

7	cd	Bb4
8	Nc3	0-0
9	0-0	a6

Wasting time.

10	Bg5	h6
11	Bh4	Be7
12	e5	Nd5
13	Be7	Ne7
14	Qg4	Rb8
15	Ne4	Ng6
16	Nd6!	Qh4!

Getting rid of the big one.

17	Qh4	Nh4
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Black's game is cramped but sound.

18	f4	f5
19	g3?!	

The correct choice was ef.

		Ng6
20	d5	b5
21	Rac1	Ne7
22	de	de
23	Rc7	Nd5

Controlling entry to the 7th rank.

24	Ra7	Rd8
25	Bb1	Nb6
26	Re7	Bd7

Black is coming up with some amazing resources.

27	a3	Nc4
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A mistake under time pressure. Nd5 wins.

28	Rf2	Nd6
29	ed	Rb6
30	Rd2	Kf8
31	Ba2	Rd6!
32	Rd6	Ke7
33	Ra6	Rc8
34	Bb3	Rc1
35	Kf2	Rb1
36	Kf3	Rb2
37	Bd1	Rh2
38	Be2	Rh1

An active rook is important in the end game.

39	Rb6	Rb1
40	a4!	b4
41	a5	Ra1
42	a6	Ra3
43	Kf2	Bc8
44	Bc4	Kd8
45	Rb4	Ba6
46	Be6	Bd3
47	Rb7	g5
48	fg	hg
49	Rd7	Ke8
50	Rd5	Be4
51	Re5	Kf8
52	Bf5	Rf3
53	Ke2	Rf5
54	Re4	½-½

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- (W) John Brand,
Dan Miranda
(B) Dan McDaniel,
Mike Sweeney

1	e4	e6
2	d4	d5
3	Bd3	c5
4	ed	Qd5!
5	Qf3	cd
6	Qd5	ed
7	Nf3	Nc6
8	Bb5	Bc5
9	Nbd2	Ne7
10	Nb3	Bb6
11	Nbd4	0-0
12	Be3	Bd7
13	Be2	Rfe8

Black managed to hold onto the pawn long enough for a lead in development.

14	0-0?	Rad8?!
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Instead 14...Nd4; 15 Nd4 Bd4; 16 Bd4 Nf5 wins a piece for black.

15	Rfel	Bc7
16	c3	Nf5
17	Bd3	Ne3
18	fe	Ne5
19	Ne5	Re5
20	Nf3	Rh5
21	h3	Re8
22	e4	Bb6
23	Kh2	de

Both teams are in time pressure, having less than four minutes apiece to make seven moves.

24	Be4	Bc7
25	Kg1	Bg3
26	Re2	Be6
27	Bd3	Kf8
28	Rd1	a6
29	a3	Bb3
30	Nd4??	1-0

Obviously a free rook. Black stalls momentarily, "why did they do that?" and lost on time. When the clocks were checked out after the game, white had two seconds left. The random move syndrome wins again.

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- (W) Dan McDaniel
(B) Novag 3.6

1	e4	e5
2	Nf3	f5
3	Bc4	fe
4	Ne5	Qg5
5	d4	Qg2
6	Qh5	g6
7	Bf7	Kd8
8	Bg6	Qh1
9	Ke2	Qc1
10	Be4	

First move out of the books. According to those two revered experts of opening theory, Richard Shorman and Dan McDaniel, this is a new idea. Promptly named the "Big Mac Attack."

10 Nf6
11 Qh4 Ke7

The computer defends against the fork. It would be better to give back some greed.

12 Nc3!! Qa1
13 Nd5 Ke8
14 Nc7 Ke7
15 Nd5 Ke8
16 Nf6 Ke7
17 Nd5 Kd6
18 Qf6 mate.

* * * *

(W) Super Novag
(B) Helen Beckett

1 d4 Nf6
2 c4 e5
3 de Ne4!?

Black cares nothing for material, just naked aggression.

4 Nf3 Nc6
5 Nbd2 Bb4
6 a3 Bd2
7 Bd2 d6
8 ed Qd6
9 Rcl Bf5
10 Rc2!

White is willing to give up the rook and a pawn for two pieces to end black's threats.

0-0-0

More force.

11 e3 g5!
12 Be2 h5!

With pressure like this, who cares if you are a pawn down?

13 0-0

Into the teeth of the storm.

13 h4
14 b4 g4
15 c5 Qg6!
16 Ne1 g3
17 fg hg
18 h3 Nf2!

Powerful stuff.

19 Qc1 Bh3
20 gh Rh3
21 Nf3 Qh6
22 e4 Rh1
23 Kg2 Qh3 mate.

* * * *

(W) Paul Friedrich
(B) Dan McDaniel

1 d4 Nf6
2 c4 e5
3 ed Ng4
4 Qd4?

Breaking all the rules concerning normal development.

This heathen must be punished.

d6
5 ed Bd6
6 Qg7? Be5!

The white queen is trapped.

7 Qh8 Bh8
8 Nc3 Bc3
9 bc Qf6
0-1.

* * * *

(W) Manning
(B) J. Kalish

1 e4 e5
2 Nf3 d5
3 ed e4
4 Ne5

Best is Qe2.

5 Nc4 Bd6
6 Nd6 Nf6
7 Nc3 Qd6
8 Bc4 0-0
9 0-0 Ne5

Note how the black pieces keep edging closer to the white king.

10 Bb3 Bg4
11 Qe1 Bf3!

We want open lines on the king! If 12 gf Nf3 wins the queen.

12 h3 Nfg4!
13 g3 Qh6
14 h4 g5!
15 d4 gh!!
16 Bh6 h3

and the pawn will mate next move!

* * * *

(W) Krogius
(B) Ojansen

1 e4 c5
2 d4 cd
3 c3 cd
4 Nc3 e5
5 Nf3 d6
6 Bc4 h6?
7 Bf7! Kf7
8 Ne5 Ke7
9 Nd5 Ke6
10 Qg4 Ke5

White better be right.

11 Bf4 Kd4
12 Be3 Ke5
13 Qf4 Ke6
14 Qf5 mate.

* * * *

(W) Charles Pigg
(B) Novag 3.6 (Level 7)

1 e4 e5
2 Nf3 Nc6
3 d4 ed
4 Nd4 Bc5
5 Be3 Qf6
6 c3 Nge7
7 Bb5 Qg6
8 Qf3 Ne5
9 Qg3 Qg3
10 hg c6
11 Be2

White's game has much more potential.

11 d5
12 Nd2 Bd6

If you understand the programming of computers, you realize they don't like to trade bishops for knights.

13 f3 0-0
14 Kf2 Bd7
15 Rh4 N7g6
16 Rh5 h6
17 Rahl

The wrong rook.

Rfe8
18 Nf5! Bc7

Still refusing to part with a bishop. Too bad for him... This computer was programmed by David Janowsky.

19 Nh6 gh
20 Rh6 Be6
21 f4 Ng4
22 Bg4

Charles is not afraid. If parting with a bishop is required by the position, then the gods have spoken.

Bg4
23 f5 Ne5
24 Bg5 Nd3
25 Kf7 de
26 Bf6 Be2

Desperado stupidity.

27 Ke2 Nc1
28 Kd1 Na2
29 Rh8 mate.

* * * *

(W) Super Novag
(B) Dennis Stambaugh

1 d4 Nf6
2 c4 g6
3 Nc3 d5
4 Nf3 Bg7
5 Qb3 c6
6 Bg5 Nbd7
7 cd cd

8 Nd5 Ne4
9 Be7 Qa5
10 Bb4 Qb6
11 Rcl a5
12 Nc7 1-0

You will be impressed to know that white took only :53 seconds vs black's 6:56.

* * *

(W) Edgar Colle
(B) S. Landau

1 d4 Nf6
2 Nf3 b6
3 e3 Bb7
4 Bd3 d6
5 0-0 Nbd7
6 Nbd2 e4
7 e4

White gets the center first.

ed?
8 Nd4 g6

An awful lot of pawn moves.

9 Bb5! a6
10 Bc6 Qc8
11 e5!!

White will sac a pawn of open lines on the uncastled king.

de
12 Qf3!

The point.

Bc6

Forced, the threats being 13 Bb7 or Qf6.

13 Nc6 Bd6
14 Nc4 e5

If black castles, then 15 Nd6 cd; 16 Ne7 wins the queen.

15 Rel h6
16 Qc3 Qb7
17 Nd6 cd
18 Re4!! Kf8
19 Re7 Kg7

20 Bf4 Rac8
21 Qb3 d5
22 Ne5 Rce8
23 Rf7 Kg8
24 Qg3

Crushing black's feeble hopes.

g5
25 Bg5 Re5
26 Bf6 Kf7
27 Qg7 Ke6
28 Be5 1-0.

* * *

(W) Ken Walter
(B) Dan McDaniel

1 d4 Nf6
2 c4 e5
3 de Ng4
4 e4 Ne5
5 Nc3 Bb4
6 Qc2 Nbc6
7 Bf4 Qe7
8 a3 Bc3
9 Qc3 d6
10 Nf3 Ng6
11 Qg7 Qe4
12 Be3 Bg4
13 Be2 0-0-0
14 0-0 f5
15 Rfel Rdg8

The wrong rook. It is better to give up the h-pawn for open lines.

16 Qc3 Nge5
17 Nd4 Nd4
18 Qd4 Qg2!?
19 Kg2 Be2
20 Kh3 Bg4
21 Kh4 Nf3
22 Kg3 Bh5
23 Kh3 Nd4
24 Bd4

The note after the 15th moves is proven.

Bg4
25 Kg2 Be2
26 Kh3 Bg4
27 Kh4 Bf3
28 Bh8 Rg4
29 Kh5 Rg6
30 Kh4 Rg4
 $\frac{1}{2} - \frac{1}{2}$