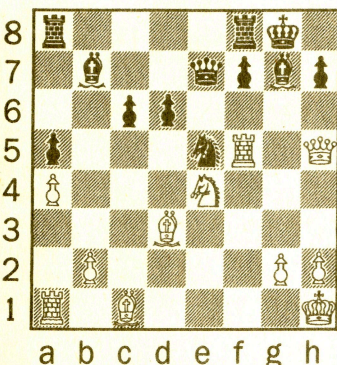


NEWS

CHESS

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Position #5477: White to play and win. From the game L. Snyder - M. Nordanan, Western Class Championships, Los Angeles 1998.

Solution to Position #5476: White wins with 1 Nc7+! Nxc7 (or 1... Qxc7 2 Qe7 mate) 2 Qxc5, as 2... Nxc5 permits 3 Rd8 mate.

LOCAL NEWS

The seventh annual Western Class Championships attracted 290 players to the Wyndham Hotel in Los Angeles last weekend. The master section featured five grandmasters, but IM Raset Ziatdinov of Uzbekistan breezed to victory, scoring 5½-½ and collecting the first prize of \$2,523. Ziatdinov defeated top-rated GM Alexander Goldin of Israel and GM Dmitry Gurevich of Chicago in successive rounds, then clinched first place by drawing IM Josh Waitzkin (the hero of the movie "Searching for Bobby Fischer") in the final round.

Waitzkin and GM Smbat Lputian (Armenia) shared second place at 4½-½. Next, at 4-2, were Goldin, Gurevich, GM Suat Atalik (Turkey), IM Michael Brooks, GM Edward Gufeld, Eugene Martinovsky, and top Under-2400 winners Donny Ariel, Oscar Maldonado and Andranik Matkojian.

Gregor Blekherman, Todd Dubow and Roland Salvador tied for first at 5-1 in the Expert section. Salvador won his first five games before losing to Dubow. Other section winners: Igor Dayen and Ian Zimmerman, 5-1 in Class A; Samuel Arabyan, 5½-½ in Class B; John Schneider, 5½-½ in Class C; Ricky Grijalva, 5½-½ after reentering in Class D; Kevin Heider, Carla Kemp and John Quach, 5-1 in Class E; Sarkis Tonerjan, 5-1 in Class F; and Zhi G. Dai, 6-0 in the unrated section.

The Wilshire Chess Society's April tournament takes place April 26 in the Community Room (third floor, near the food court) of the Westside Pavilion, Pico Blvd. at Overland Ave. in Los Angeles. Each entrant plays three 45-minute games against players of similar rating. For details, call Michael Jeffreys at (310) 473-6291.

TODAY'S GAMES

GM Goldin (Russia) - IM Ziatdinov (Uzbekistan), Western Class Championships, Los Angeles 1998: 1 d4 d5 2 c4 e6 3 Nf3 Nf6 4 Nc3 Be7 5 Bf4 0-0 6 e3 c5 This "harmless" variation of the Queen's Gambit Declined can lead to exciting middlegames, if both players play ambitiously. 7 dxc5 Bxc5 8 Qc2 Nc6 9 a3 Qa5 10 0-0-0 Bd7 11 Kb1 Threatening 12 cxd5 and possibly 12 b4. The immediate 11 cxd5 Nxd5 12 Nxd5 exd5 13 Rxd5?? fails, because of 13... Bxe3+ 14 Bxe3 Qxd5. **Be7 12 h4!** Rfc8 13 Ng5 By eyeing h7, White sets up 14 cxd5 exd5 15 Rxd5. **Nd8?!** This new idea does not solve Black's problems. Did Ziatdinov reject 13... g6 14 h5 e5 because of 15 Nxf7!?, which exposes his King? **14 e4!** g6 Forced. Black cannot stand 14... dxe4? 15 Ncxe4 Nxe4 16 Qxe4 hxg5 17 hxg5 or 14... h6? 15 e5! hxg5 16 hxg5 Ne4 17 Nxe4 dxe4 18 Rxd7. **15 e5** Most aggressive, but White could safely grab a pawn by 15 exd5 exd5 16 Nxd5. For example, 16... Nxd5 17 Rxd5 Qxd5 18 cxd5 Rxc2 19 Kxc2 Rc8+ 20 Kb3 Rc5 21 d6 should win for White. **Nh5 16 Be3 b5!** Inviting 17 cxb5 Bxa3. **17 g4 Bxa3!** Black must distract White, as he cannot defend against White's King-side threats. The proof is 17... Ng7 18 h5 bxc4 19 hxg6 hxg6 20 Bc1! Rab8 21 f4 Bxa3 (or 21... Rb3 22 Qh2 Nh5 23 gxh5 Qxc3 24 hxg6, and White mates) 22 Qh2 Kf8 23 Qh8+ Ke7 24 Qxg7 Qxc3 25 Qf6+ Ke8 26 Rh8+ Bf8 27 Qg7 Qb4 28 Nh7 Ba4 29 Nf6+ Ke7 30 Qxf8 mate. **18 cxb5?!** White goes astray in the complications. After 18 gxh5 bxc4 19 hxg6 hxg6 20 Nxf7! (not clear is 20 h5?! Bxb2) Kxf7 21 h5, White's attack is more powerful. Or White can grab a piece and bolster his Queenside by 18 bxa3 bxc4 19 Bc1! (too greedy is 19 gxh5? Rab8+ 20 Ka2 Rb3 21 Nb1 Nc6) Rab8+ 20 Ka1 Rb3 21 Rh3 Ng7 22 Nge4 Bc6 23 Nd2. **Bb4 19 Nge4?** Now the initiative swings to Black. White must avoid 19 gxh5? Rxc3! 20 bxc3 Bxc3 21 Qa2 Qb4+ 22 Kc1 Rc8, but he can stay on top with 19 Bd4 Ng7 20 h5. **Bxb5! 20 Bxb5 dxe4 21 Bd7?!** Losing. However, 21 gxh5 Bxc3 22 bxc3 Qxb5+ 23 Kc1 Qxe5 24 Bd4 Qxh5 25 Qxe4 Nc6 26 Bf6 Rab8 leaves

Black two pawns ahead, with little danger. **Rxc3! 22 bxc3 Bxc3 23 Qa4** After 23 Qb3 Bxe5 24 gxh5 Bb8, White's homeless King will suffer. **Rb8+ 24 Ka2** Or 24 Kc2 Rb2+ 25 Kc1 Qc7. **Rb2+ 25 Ka3 Qxe5 26 gxh5 Qb8!** Threatening 27... Ra2+. Even 27 Qc4 does not stop 27... Ra2! 28 Qxa2 Qb4 mate. **27 Bb5 Nc6** Not 27... Rxb5?? 28 Rxd8+. **28 hxg6** If 28 Qc4 Rxb5 29 Qxc3, Black finishes with 29... Qb7! 30 Ka2 Qa6+ 31 Qa3 Nb4+ 32 Kb3 Nd3+ 33 Ka2 Rb2+. **Qf8+**, White Resigns.

IM Ziatdinov (Uzbekistan) - GM D. Gurevich (U.S.A.), Western Class Championships, Los Angeles 1998: 1 e4 g6 2 d4 Bg7 3 Nf3 d6 4 Be2 Nf6 5 Nc3 0-0 6 0-0 c6 A popular variation of the Pirc Defense. Alternatives are 6... Nc6 and 6... Bg4. **7 Bg5** Less common than 7 a4 or 7 h3, but quite reliable. **Qc7 8 Qd2 Re8?!** Both 8... e5 and 8... b5 improve. **9 Bh6 Bh8?!** It's not worth two tempi to preserve this Bishop. **10 Ng5! b5** Already Black is in serious trouble. If 10... Ng4 11 Bxg4 Bxg4, White presses ahead with 12 Qf4 Be6 13 d5 cxd5 14 exd5 Bf5 15 g4 e5 16 dxe6 Bxe6 17 Nce4. Perhaps 10... e5 blunts White's attack, but 11 dxe5 dxe5 12 Bc4 Be6 13 Nxe6 fxe6 14 Rad1 leaves Black with weaknesses at d6 and e6. **11 f4 b4 12 Nd1 c5 13 e5! Ng4?!** Losing. White refutes 13... Nfd7?! by 14 e6 fxe6 (or 14... Bxd4+ 15 Qxd4! cxd4 16 exf7+) 15 Nxe6 Qc6 16 Bf3 d5 17 Ne3. Black's only hope is 13... Nd5. **14 Bxg4 Bxg4 15 Ne3 Bd7** Other ways to lose include 15... f6 16 Nxe4 fxe6 17 Bxg5 cxd4 18 Nh6+ Kg7 19 f5 dxe5 20 f6+; 15... Qc8 16 f5 Bxf5 17 Nxf5 gxf5 18 Qd3 f6 19 Rxf6 Bxf6 (or 19... exf6 20 Qc4+) 20 Nxf5 Nd7 21 Rxc5 Bxd4+ 22 Kh1; and 15... Be6 16 f5 gxf5 17 Nxe6 fxe6 18 Nxf5! exf5 19 Qg5+ Kf7 20 e6+! Kxe6 21 Qxf5 mate. **16 f5!** The "safe" 16 c3?! lets Black resist with 16... bxc3 17 bxc3 f6. **dxe5** Neither 16... cxd4 17 fxd6 hxg6 18 Rxf7 dxe3 19 Qd5! e6 20 Qd3 nor 16... gxh5 17 Nxf5 f6 18 e6! Bb5 19 Rf3 helps Black. And the plausible 16... f6 gets crushed by 17 fxg6 hxg6 (or 17... fxg5 18 Nd5 Qd8 19 Qxg5 e6 20 gxh7+ Kxh7 21 Rf7+) 18 Qd3 f5 19 Nxf5! gxh5 20 Rxf5 (threatening 21 Rf8+ Rxf8 22 Qh7 mate) Bxf5 21 Qxf5, e6 22 Qg6+ Bg7 23 Qxe8+. **17 fxg6 hxg6** Similar is 17... fxg6 18 Rf7. **18 Rxf7** White plans 19 Qf2 Bf6 20 Qxf6! or 20 Rg7+, mating. **Qd6 19 Qf2 Bf5** Useless is 19... Bf6 20 Rg7+. **20 Nxf5, Black Resigns.** If 20... gxh5 21 Qxf5 Qxh6, White breaks through with 22 Rg7+! Bxg7 (or 22... Qxg7 23 Qe6+) 23 Qf7+ Kh8 24 Qxe8+ Bf8 25 Nf7+.