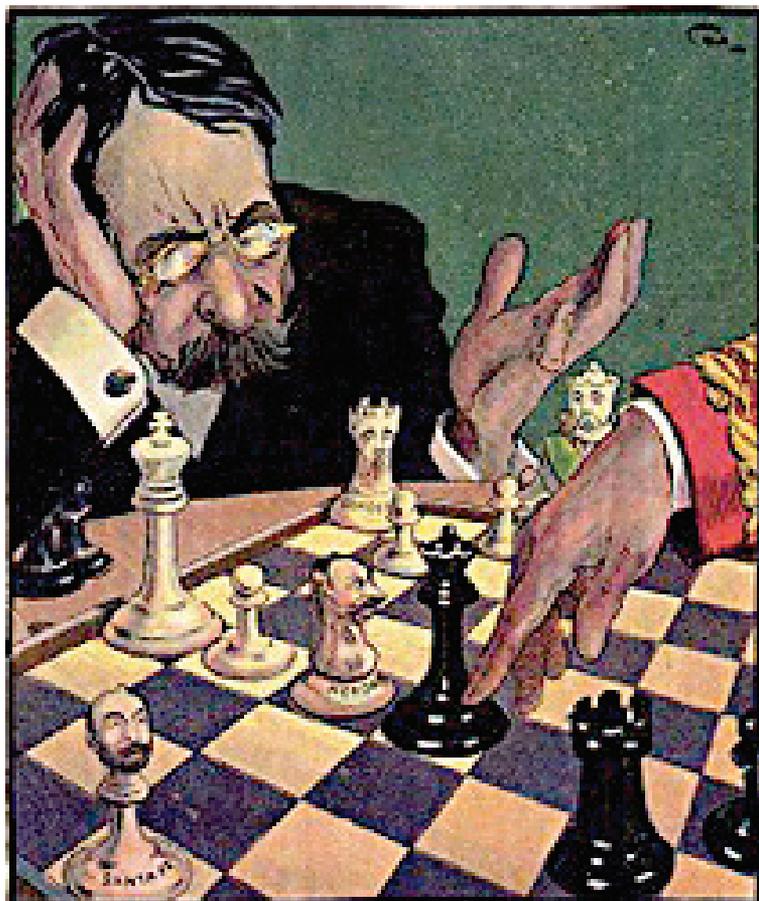


VIRGINIA CHESS

Newsletter

The bimonthly publication of the
Virginia Chess Federation

2015 - #1



*Los años locos del ajedrez argentino
by Juan Sebastián Morgado (Buenos Aires, 2013)*

VIRGINIA CHESS

Newsletter

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2015 US* Amateur Team East

AN all-Virginia team won the 2015 US Amateur Team East* championship in Parsippany, NJ over Presidents Day weekend (Feb 14–16). Over 1100 players comprised 270 teams in this year’s edition of one of the nation’s signature chess events. The team of James Schulyer, Andy Samuelson, Daniel Miller and Lucas Knoll, calling themselves “The Virginia Assassins”, scored $5\frac{1}{2}-\frac{1}{2}$ to reach a 3-way tie for first place. They were awarded the title on tiebreak (presumably based on individual game points).



The Virginia Assassins (l-r) Lucas Knoll, James Schulyer, Daniel Miller, Andrew Samuelson. Photo unattributed, taken from the New Jersey State Chess Federation web site <http://njscf.org>

The top three Assassins were all state champions! Schulyer is the reigning and three-time (2011, 2012, 2014) titleholder; Samuelson is a two-time (2006, 2009) champion; and Miller a five-time (2000, 2003, 2004, 2005, 2013) winner of the annual “Virginia Closed”.

The rules stipulate that every 4-board team must have an average rating below 2200 (thus the “amateur” label in the event name). Every year there are numerous teams who show they are ‘in it to win it’ by entering lineups just below the cut-off. The Virginia Assassins came in with a formidable team rating of 2185.

* Since 2007 the official name for the event has actually been the preposterous “World Amateur Team”. However, even the host New Jersey state chess federation continues to call it the “US Amateur Team East” (or “USATE”) in various places throughout their web site. Virginia Chess also prefers the traditional name, which was in official use from the tournament’s founding in 1971 thru 2006.



There are competing theories as to the relative merits of a “stacked” team roster (three high-rated players supplemented by a lower-rated 4th board to bring the average under 2200) versus a more balanced lineup. Both types have won the championship over the years. One could characterize the Assassins as a ‘moderately stacked’ team. While they didn’t supercharge the top boards with grandmasters, a lineup of three 2300s plus a class B (1646) player is philosophically closer to that than it is to a balanced team (eg, a quartet of high 2100s).

As this team tournament played out, however, the Assassins performed more like a good balanced squad. A stacked team typically relies on the top three boards to score heavily (at least 4 ½ apiece if the team wants a chance to win) while any points from the bottom board are a luxury. A balanced team hopes to get points all up and down the lineup, with if anything more towards the bottom, en route to a bunch of 2½-1½ match wins.

Schuyler posted an undefeated 4-2 score (wins in the first two rounds, followed by 4 draws including one with GM Leonid Yudasin). On board two, Samuels broke even (1-1 plus 4 draws). Miller was the high scorer on board 3, racking up 5 wins and a single draw. And Knoll more than pulled his weight on 4th board, gaining almost 100 rating points en route to a 3½-2½ record. He delivered the decisive win in the key penultimate round against a top-rated (team rating 2199!) opponent when the other three boards all ended up as draws.

We will try to get games and perhaps a full report by one or more of the Assassins themselves for our next issue.



47th Virginia Open

March 20-22, 2015

Washington Dulles Airport Marriott Hotel

45020 Aviation Dr., Dulles, VA 20166-7506

5-SS. 1st round Game/120, d/5; rds 2-5 30/90, SD/60, d/5. \$\$3600 guaranteed.

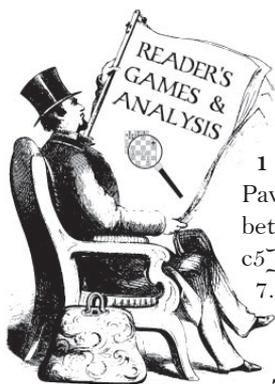
2 Sections: *Open* \$640-420-300-240, top X & A each 200. Plaque to 1st overall.

Amateur (U1900) \$420-250-190, top B, C, D & U 1200, each \$160, top Unrated 100. (Unrated players must play in the Amateur Section). Plaque to 1st overall.

Both Rounds Friday 7:45pm, Saturday 10-3:30, Sunday 10-3:30pm. EF \$65 until 3/17, \$75 thereafter and onsite. Make check payable to Virginia Chess Federation and mail to Adam Chrisney, PO Box 151122, Alexandria, VA 22135.

One ½ pt bye available, must commit 30 min before start of rd 2. Re-entry w ½ pt bye allowed after rd 1 for \$40. USCF & VCF memberships required, available on site, other state memberships honored. Info email andrerea2@yahoo.com—no email entries.

A VCF Cup Event—a Heritage Event—30 Grand Prix Points



Carlos Vegh - Erik Knudsen

Eastern Open 2014

King's Indian

Notes by Erik Knudsen

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f4 [the Four Pawns Attack] **5...O-O 6 Nf3** [Now Black has a choice between the more modern 6...Na6 and the traditional 6...c5] **6...Na6 7 Be2** [I knew that Black is supposed to play 7...Na6 to flick in ...e5 and play actively in the center. However, I couldn't remember exactly when to play this move, so I opted to develop my last minor piece.] **7...Bg4** [7...e5 is the recommended move here, eg 8 fxe5 dxe5 9 Nxe5 (9 d5) 9...c5! etc] **8 O-O Bxf3** [Played to soften up White's control of the dark squares, but this is not Black's best move. It's better to make White hit the bishop first with h3 and only then exchange.] **9 Bxf3 e5 10 fxe5 dxe5 11 d5 Ne8 12 Be3 f5** [This is rather dangerous as Black is not really ready for this break. White has all his minor pieces out and Black needs to spend some time re-organizing his forces. Perhaps White's best move now would be to go ahead and take on f5 to open up the center for the two bishops.] **13 b4** [Black can likely take this pawn although White gets some activity with Rb1 and Rxb7. I opted to develop the queen instead.] **13...Qe7 14 a3 f4** [This was played to obtain a mobile majority on the kingside. White already has a powerful 4 vs 3 majority on the queenside, and Black's only counterplay must come from rolling his f-, g- and h-pawns toward the White monarch.] **15 Bf2 Nf6 16 Na4 b6** [Moving the b-pawn

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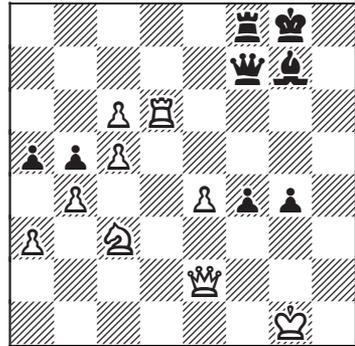
The office of Treasurer is a vital position responsible for managing the VCF's budget, banking and other financial activities, as well as compliance with applicable state and federal banking/financial laws. As with other VCF officers, the Treasurer will also be a VCF board member.

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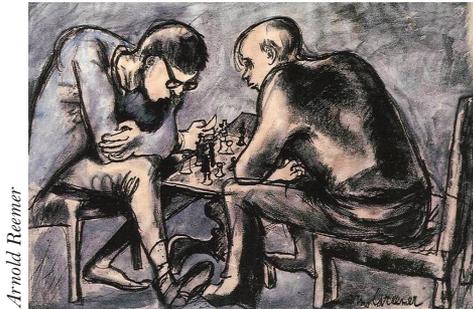


gives White more break moves such as c5. But Black was worried about Bc5 at least ...b6 rules that out. Alternately, he king's rook could have gone to d8 followed perhaps by trying to get the knight back into the game via Na6-b8-d7.] **17 c5 b5 18 Nc3 c6** [Black is desperately trying to get the knight back into the game by moving it to c7, but in doing so he's given White lots of opportunities to break the queenside open. For instance, now 19 dxc6 Nc7 20 a4 bxa4 21 b5 should be winning.] **19 Qb3 Qf7 20 Rad1 Nc7 21 Qa2 a5** [with the simple threat ...axb4.] **22 Qd2 g5** [The computer likes taking on b4 or ...Rfd8 pinning the d-pawn.] **23 h3 h5** [Now it is Black who gets to open up the sector of the board where he is strongest.] **24 Qe2? Qg6 25 g4 fxg3 26 Bxg3 g4 27 hxg4 Nxg4?!** [Taking with the pawn was better. After 27... hxg4 28 Bg2 Nh5 hits the bishop on g3.] **28 Bxg4 hxg4 29 dxc6 Ne6** [Black is seeking to activate his whole army, and trying to get to f4 is very attractive. But right now both players had only about 4 minutes to reach the move 40, and taking on f1 and then again on b4 would have helped Black reach the time control.] **30 Rd6 Rxf1+ 31 Qxf1 Rf8**

32 Qe1?! [32 Qd1 was better, forming a battery with the rook and also eyeing g4.] **32...Qf7 33 Qe2?** [Another poor queen move in time trouble. 33 Nxb5 was better.] **33...Nf4?** [33...axb4 is better as the g-pawn is undefended.] **34 Bxf4?** [After 34 Qxg4 White is simply winning but mistakes are plentiful with both players scrambling to reach the time control.] **34...exf4**



35 Nxb5? [Again 35 Qxg4 is winning.] **35...f3** [Now the momentum has changed hands. Black is playing for a win and both players had mere seconds to play the next 5 moves.] **36 Qf2 Be5 37 Rd7** [a quick move made in mutual time pressure but it's hard to suggest anything better] **37...Qc4 38 Nd6 Qc1+ 39 Qf1 Bd4+ 40 Kh2 Qxf1 0-1**



Arnold Reemer



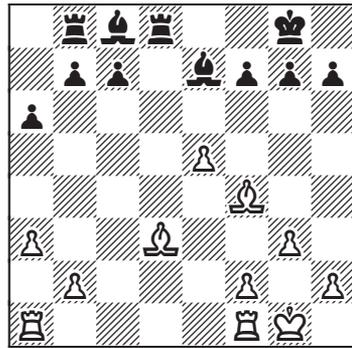
David Bennett - Tom Beckman

DC Chess League 2015

Catalan

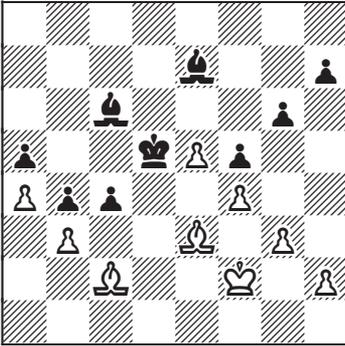
Notes by Tom Beckman

1 c4 Nf6 2 g3 e6 3 Nf3 d5 4 d4 dxc4
 [After much more analysis, I'm now thinking that Larry Kaufman is right (as usual): 4...Bb4+ first and then 5 Bd2 Be7 6 Bg2 O-O 7 O-O c6 8 Qc2 Nbd7 9 Bf4 b6 etc.] **5 Bg2 a6 6 O-O**
 [6 Ne5 may better, as recommended by Dean Ippolito and Victor Bologan.] **6...Nc6 7 Nc3** [The most challenging, although 7 e3 has its proponents.] **7... Rb8 8 e4 Be7!** [I couldn't remember if this was correct, but it seemed wise to prepare castling and prevent pieces from landing on g5.] **9 d5!?** [9 Qe2 is also decent. When I looked this up in my opening notes, I found 9 d5 with no analysis! No wonder I couldn't remember what to do.] **9...Nb4** [9...exd5 first is slightly stronger and then 10 exd5 Nb4 11 Ne5 Bf5 12 a3 Nd3 13 Nxc4 O-O 14 b4 Qd7 15 f4 Nxc1 16 Rxc1 Rbd8 17 Bf3 Qc8 18 Ne3 Bh3 19 Re1 Rfe8 20 Nc4 Qb8 21 Qc2 h6 22 Kh1 Qc8 23 Qf2 Bf8 24 Ne5 Bd6 Black reaches equality.] **10 Ne5! exd5 11 a3 Nd3?!** [Oddly, 11...Nc6! 12 Nxc6 bxc6 is somewhat better.] **12 Nxd3 cxd3 13 e5 Ne4?!** [I didn't trust 13...Ng4 but it seems to equalize.] **14 Nxe4 dxe4 15 Bxe4 O-O 16 Bf4?!** [better 16 Bxd3] **16...Qd4!** = [centralize!] **17 Qxd3 Qxd3 18 Bxd3 Rd8** (*diagram, next column*) **19 Be4 Be6 20 Rac1 c6 21 Be3 Rd7! 22 f4 f5** [22...g6 is somewhat better, and equal.] **23 Bb1** [or 23 Bc2] **23... g6 24 Kf2 Kf7 25 Ke2 Rbd8! 26 Rc3 c5! 27 b3 b5!?** **28 Ba2?!** [We



both thought 28 Bxc5 was weaker because Black's rooks get very active, but in fact it is only slightly better for Black.] **28...a5! 29 Rc2 Rd3 30 Rb1?** [30 Ra1 is better] **30...b4?** [Time control moves. 30...c4!! 31 bxc4 Rxa3 32 Rbb2 b4 33 Bb1 a4 34 Rc1 Rc3 is nice but very hard to see clearly in time trouble, so I just buried White's pieces.] **31 a4 Bc8!** [Redeploying the bishop to a better diagonal; Black is still substantially better.] **32 Kf2 Ke6 33 Rbb2?!** [33 Rbc1 offers better chances to survive.] **33...Bb7 34 Rd2 Bc6 35 Bb1?!** [This is rather passive. White might hold with 35 Ke2] **35...Rxd2+ 36 Rxd2?!** [Of course 36 Bxd2 was better (I'm not the only one to pick the wrong alternative!), but that and the move played looked about equivalent to both of us at the time.] **36...Rxd2+ 37 Bxd2 c4! 38 Bc2 Kd5?** [38...cxb3! 39 Bxb3+ Bd5 and the Black king would penetrate.] **39 Be3!**





39...Bc5 40 bxc4+? [White might hold with 40 Bd1, but now my king decides.] 40...Kxc4 41 Bxc5 Kxc5 42 Ke3 Kc4 43 Bd3+ Kc3 [down to sudden death on time already] 44 Bb5 Bd5?! [44...Bxb5 45 axb5 b3 is quicker, with a skewer at e1] 45 Bd7 b3 46 e6 b2 0-1 If 47 e7 b1Q 48 e8Q Qe1mate.

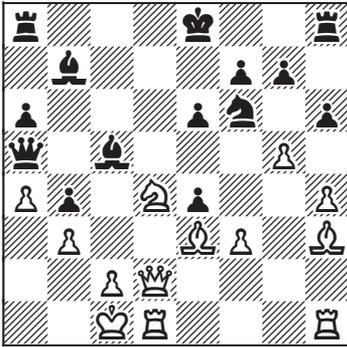


Andrew Samuelson - Michael Auger
Arlington Action Plus 2014
Sicilian

Notes by Andrew Samuelson

This game was played in the last round of an Action-Plus tournament at Arlington Chess Club. We both needed to win to have any shot at first place. The game was quite an adventure! 1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 a6 6 Be3 e6 7 f3 b5 8 g4 h6 9 Qd2 b4 [This very sharp line was popular at the elite level a few years ago. My loss to Daniel Ludwig as White in the variation was published in *Chess Life*. I played 10 Nce2 in that game. Both that and my choice here seem playable.] 10 Na4 Nbd7 11 O-O-O [This has been the main choice of strong players.] 11...Qa5 [According to my database, 11...Ne5 is more popular. Black has scored well after 12 b3 Bd7 13 Nb2 d5 14 Bf4, so maybe White needs to find an improvement earlier in the game?] 12 b3 Bb7 13 h4 d5 14 Bh3 [14 e5 Nxe5 (14...Ng8 15 f4 looks good for White. The structure is more like a French than a Sicilian, and Black's pieces are misplaced.) 15 Nxe6 (the only reasonable follow-up, with the

point that if 15...fxe6 16 Bb6 traps the Black queen) 15...d4 16 Nxd4 O-O-O 17 Bg2 White is clearly better. Black has to be very careful due to White's superior development and safer king. However, although this appears to be more popular than the move I chose, it doesn't score as well. Both lines appear in the book *ENGLISH ATTACK* by deFirmian and Fedorowicz. During the game, I was trying to remember their recommendation.] 14...Nc5 [White seems to be a lot better after 14...g5 15 hxg5 hxg5 16 e5 Nxe5 17 Bxg5 Nfd7. Black will have trouble finding a safe place for his king.] 15 Nxc5? [A natural move, but 15 g5 may already be good, eg 15...Nh5 16 g6 e5 17 gxf7+ Kxf7 18 Rhg1 Nxa4 19 Qg2 Nc5 20 Qg6+ Kg8 21 Ne6 White's threats outweigh Black's extra piece.] 15...Bxc5 16 a4 [Locking up the queenside in this manner stops Black's queenside attack. Now Black will have to find play in the center before g5-g6 destroys his kingside structure.] 16...dxe4 17 g5



17...hxc5?

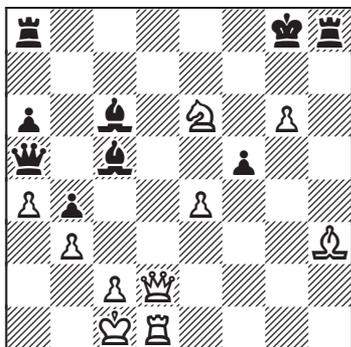
It turns out there was a 1989 game which preceded much the same way for the next several moves, but without the inclusion of the captures on g5. We were both unaware of the earlier game at the time. The pawn exchange on g5 opens the h-file for Black but loses control over the g5 square, apparently compromising Black's defenses. The computer prefers 17...Nd5 and claims that Black is slightly better. For example 18 g6 (in the spirit of this opening; if 18 gxh6 gxh6 19 fxe4 Nxe3 20 Nxe6 Nxd1 21 Rxd1 Bc6 22 Qf4 Be3+ 23 Qxe3 Qe5 24 Qd4 Qxd4 25 Nxd4 Bd7 ♞ due to the extra material) 18...O-O-O 19 gxf7 Nxe3 20 Qxe3 Qb6 21 Qf4 Bxd4 22 Rxd4 Rxd4 23 f8Q+ Rxf8 24 Qxf8+ Rd8 25 Qxg7 Qe3+ 26 Kb1 exf3 again with a slight edge for Black due to the extra pawn on f3.

18 hxc5 Nd5 19 g6 [the standard idea to damage Black's structure] **19...f5?** [This meets a violent refutation. 19...Qb6 20 gxf7+ Kxf7 21 fxe4 Nxe3 22 Qxe3 Kg8 23 Rdf1 White has a winning attack here, for example 23...Rh7 24 Qf3 Rf8 25 Bxe6+ Qxe6 26

Qxf8+ Bxf8 27 Nxe6 Rxh1 28 Rxh1 White has a winning ending with an extra exchange. ; 19...Nxe3 20 gxf7+ Kxf7 21 Qxe3 Bxd4 22 Qxd4 Qg5+ 23 Kb1 Rad8 This is tougher for White to break through, but after 24 Bxe6+ Kxe6 25 Qb6+ Kf7 26 Qxb7+ Qe7 27 Qc6 Rxh1 28 Rxh1 e3 29 Re1 Rd6 30 Qc4+ Ke8 31 Qg8+ Kd7 32 Qb8 Re6 33 Rd1+ Rd6 34 Rxd6+ Qxd6 35 Qa7+ Ke6 36 Qxe3+ White is better in this queen ending thanks to the extra pawn. Still, this would be hard to win. **20 fxe4 Nxe3 21 Nxe6!** [Basically forced, but very strong; my opponent expected this move but may have underestimated its strength. 21 Qxe3? was a way to go very wrong! 21...O-O-O 22 exf5 Rxd4 23 Rxd4 Bxd4 24 Qxd4 Bxh1 25 Qxg7 Rd8 Black would be much better with the extra material.] **21...Nxd1 22 Rxd1** [Here I missed 22 Nxc7+!! Ke7 (22...Kf8 23 Qd7 Be3+ 24 Kxd1 Rd8 25 Ne6+ Kg8 26 Nxd8 and Black will be checkmated soon) 23 Nxf5+ Kf6 24 Qf4 White has a winning attack in spite of the large material minus.] **22...Bc6** [22...Be3 was a better try, but still insufficient, eg 23 Nxc7+ Kf8 24 Qxe3 Qe5 25 Rd7 Qa1+ 26 Kd2 Qc3+ 27 Qxc3 bxc3+ 28 Ke2 Rxh3 29 Nxf5 Re8 (29...Bc6 30 Rf7+ Ke8 31 Ng7+ Kd8 32 Ne6+ Kc8 33 Rc7+ Kb8 34 g7 Rg3 35 Rxc6 Ra7 36 Rd6 Raxg7 37 Nxc7 Rxc7 38 Rxa6 White has a winning rook ending) 30 Rxb7 Rxe4+ 31 Kf2 Rf4+ 32 Kg2 Rxf5 33 Kxh3 Rh5+ 34 Kg3 Rg5+ 35 Kf3 Rxc6 36 Ke4 and here too White has a winning rook ending. Black's king is cut off on the back rank and he will lose another pawn



soon.] **23 Nxg7+ Kf8** [Forced, since 23...Ke7 loses immediately to 24 Qg5+ (now we see a difference from the 1989 game where Black played Nd5 without exchanging on g5 first—if Black still had a pawn on h6, this would not work!) 24...Kf8 25 Qf6+ Kg8 26 Qf7mate] **24 Ne6+ Kg8**



25 Bxf5!?

My computer prefers taking with the pawn! 25 exf5!! Rxh3 26 f6 Kh8 27 f7 Be3 28 Qxe3 Rxe3 29 f8Q+ Rxf8 30 g7+ Kh7 31 gxf8Q with a winning attack, eg 31...Qe5 32 Qe7+ Kh6 33 Qh4+ Kg6 34 Rg1+ Kf7 35 Nd8+ Ke8 36 Rg8+ Kd7 37 Qh7+ Qe7 38 Qf5+ Kc7 39 Nxc6 Kxc6 40 Qc8+ Kd6 41 Rd8+ Ke5 42 Re8. I don't think I could have calculated all this over the board, especially with a fast time control. This line is very logical for a computer, but it is easier psychologically to recapture some material and keep attacking.

25...Qb6 26 Kb1 Re8 27 Qf4 [27 Qg5, with similar attacking ideas, was a bit stronger, eg, 27...Be7 28 Qf4 Qb8 29 Nc7 Bf6 30 Bd7 Bxd7 31 Qxf6 Rf8 32 Qe5 Bg4 33 g7 and the pawn fork wins a rook.] **27...Bd7?** [This makes my life easier by giving back material. However, Black's defense is very difficult, so I



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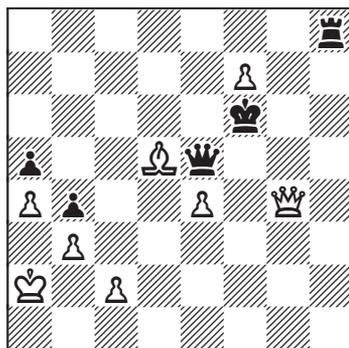
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think this is a case of a bad position leading to a bad move. If instead 27... Be3 28 Qe5 Qb7 29 Qd6 Rh5 30 g7 the threat of Qf8+ leaves Black in bad shape.] **28 Nxc5?!** [I played this instinctively to avoid back rank checks, but the “obvious” 28 Rxd7 was stronger, eg 28... Rh1+ 29 Ka2 Bd6 30 Rg7+ Kh8 31 Rh7+ Kg8 32 e5 and so on.] **28...Qxc5 29 Bxd7 Re7** [Allows a mate, but it’s hard to suggest anything! 29...Qf8 30 Qg5 Kg7 31 Bxe8 Qxe8 32 Qc5 White would be three pawns up with a winning attack.] **30 Be6+?!** [I saw the right way but didn’t play it! I’m still not sure why I chose this move instead of 30 Qf6 but most likely I just fell into the typical phenomenon of “see a check, play a check”. After 30 Qf6! Qe5 (30...Rxd7 31 Qe6+ Kg7 32 Rxd7+ Kh6 33 g7+ also forces a quick mate) 31 Be6+ Qxe6 32 Rd8+ Re8 33 Qxe6+ mate will follow soon. I calculated this variation during the game.] **30...Kg7** [30...Rxe6 31 Qf7 *mate* surely isn’t the way to respond!] **31 Rf1?!** [This is still enough to win, but 31 e5 was stronger, eg 31...Rxe6 32 Rd7+ also leading to mate.] **31...Qd4 32 Bd5?!** [Now Black is able to get his queen back into the defense, and it becomes much harder to finish him off. My computer suggests 32 Bg8! Rxg8 33 Qh4 forcing mate. I don’t feel so bad about missing that one!] **32...Qe5 33 Qg4 a5 34 Rf7+ Rxf7 35 gxf7+ Kf6 36 Ka2!**

Moving my king off the back rank makes it easier to continue to attack, as

...Rh1 will not be check. This is not the only winning move but it seems to be the cleanest and strongest. I was proud of finding the idea during the game.



36...Qc7?

36...Rf8! would have made White’s task much more difficult. I’d still have to find a way to break through in some sequence like 37 Qh4+ Kg6 38 Qh3 Qf4 39 Kb1 Qg5 40 Qh2 Kg7 41 Qd6 Qg1+ 42 Ka2 Qg5 43 Qc7 Qg2 44 Qc5 White still has work to do. Most likely I can maneuver until either Qxa5 or e5-e6 becomes possible. As a practical matter, I don’t think Black has much hope of defending. Continuing the line, White could try 44...Qd2 45 e5 Rxf7 46 Bxf7 Kxf7 47 Kb2 with a winning queen ending.

37 Qf5+ [Now it’s simple as I will win the rook on h8 for my f7 pawn. It even happens with check on every move!]

37...Ke7 [if 37...Kg7 38 Qg5+ Kh7 39 Qh4+ Kg7 40 Qxh8+ wins] **38 Qe6+ Kf8 39 Qe8+ Kg7 40 Qxh8+ 1-0**





Denys Shmelov – Macon Shibut

2015 US Amateur Team East

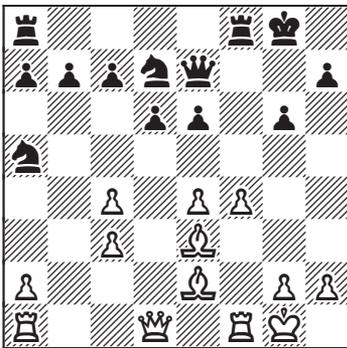
King's Indian

Notes by Macon Shibut

My opponent was an International Master, originally from the Ukraine, as I learned later. **1 d4 Nf6 2 c4 d6 3 Nf3 g6 4 Nc3 Bg7 5 e4 Bg4 6 Be2 O-O 7 O-O Nfd7 8 Be3 Nc6 9 d5 Bxf3 10 Bxf3 Na5 11 Be2 Bxc3 12 bxc3 e5**

[This variation plays like a Nimzoindian where Black's bishop captured on c3 via the route f8-g7xc3 instead of the 'usual' f8-b4xc3. I first saw it in the 1973 interzonal game Cuellar-Tal and since then I have played the line four or five times, winning them all.] **13 dxe6**

[Some people are reluctant to make this exchange because it makes White's pawn structure appear even worse (the doubled c-pawns are now isolated). You just have to get past that. First, White needs to open the position as much as possible for his bishops. Second, the d5 pawn impedes White's light square bishop more than it prevents Black's knights from finding good outposts. So the exchange dxe6 is absolutely correct.] **13...fxe6 14 f4 Qe7**



15 Qc2 [The aforementioned Tal game went **15 Qa4 b6 16 Rae1 Nb7 17 Bf3**

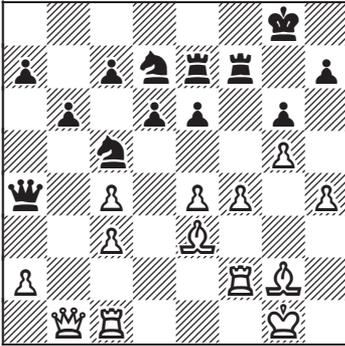
Nbc5 18 Qc2 Rae8 19 g3 Rf7 20 Bg2 Rf8 21 Bh3 Kh8 22 Re2 e5 23 f5 g5 24 Bg2 Rg8 25 h3 h6 26 Qd1 Nf6 and from this more or less equal position Black gradually took over and won in 79 moves (Cuellar-Tal, Leningrad 1973).

One of my games against a strong master varied at move 16 when my opponent elected to double his rooks on the f-file instead of stationing them side-by-side *à la* Cuellar: **16 Rf2 Nb7 17 Raf1 Nbc5 18 Qc2 Rae8 19 Bc1 Qg7 20 Kh1 Re7 21 g4 e5 22 f5 g5 23 h4 h6 24 hxg5 hxg5 25 Qd2 Nf6 26 Bf3 Kf7 27 Rh2 Rg8 28 Kg2 Ke8 29 Qe2 Qf8 30 Rfh1 Reg7 31 Rh6 Ke7 32 Ba3 Ncd7 33 Qd3 Qa8 34 c5 dxc5 35 Qc4 Qc6 36 Rd1 Rd8** and Black eventually secured the upper hand and won in 66 moves in Eidemiller-Shibut, 1997 World Open.] **15...Rae8 16 Rae1 b6 17 Kh1 Nb7 18 g4 Nbc5 19 g5 Rf7 20 Bf3 Qf8 21 Bg2 Ree7** [The dynamics resemble a Hedgehog defense: Black has a break ...e5 to work with, but first of all he maneuvers around for a long time waiting for White to initiate action. Often whatever White tries will expose his own weaknesses.] **22 Rf2 Qe8 23 Rg1 Qc8 24 h4 Qa6 25 Qe2 Qa5 26 Qc2 Qa6** [Around this point the special considerations of a team tournament began to kick in. Specifically, my team's board 2 broke through spectacularly and victory there seemed imminent. We also looked at least okay on boards 3 and 4. Combined with the fact that my opponent



bishop after 38...Qxc4 39 Bf1 Qa4 40

is just a stronger player than me, the state of the match qualified my offer to repeat the position as a threat.] **27 Qe2 Qa5 28 Rc1** [So naturally he had to try something else. However, abandoning potential kingside breakthrough to nursemaid a sickly c-pawn is poor assignment for his rook. Moreover, the problem persists...] **28...Na4 29 Qc2 Qa6 30 Qe2 Qa5 31 Qc2 Qa6 32 Bf1 Nac5 33 Kg1 Qa4 34 Qb1 Qc6 35 Bg2 Qa4 36 Bf1 Qc6 37 Bg2 Qa4**



The critical moment. By this time we had indeed recorded our win on board 2. I expected now the exchange sacrifice **38 Qb5!?** **Qxb5 39 cxb5 Nd3 40 Rcf1 Nxf2 41 Rxf2** White's pawn formation is straightened out and he achieves notorious imbalance $R+2B$ vs $2R+N$, which is formally the exchange down for him but sometimes operates as not a material disadvantage at all.

38 Bd4? [The problem with this is Black does not have to take c4 right away.] **38...e5!** [The same pawn break that figured in both the Tal and Eidemiller games cited above. White would indeed get some compensation through the increased activity of his light square

Bb5 Qa3 41 f5 etc.] **39 Bxc5** forced **39... Nxc5 40 f5 Qxc4 41 f6 Re8** [I guess he hoped the f6 pawn would amount to something, but my knight is still better than his remaining bishop and he has additional weak pawns.] **42 Rd2 Qe6** [threatening to attack both h4 and e4 by ...Qg4] **43 Qb5 Ref8 44 Qe2 h6! 45 Rf1 hxg5 46 hxg5 Rh7** [Δ Kf7, Rfh8 Meanwhile White cannot generate any threats whatsoever.] **47 Bf3 Qh3 48 Qc4+ Kh8 49 Rg2 Ne6** [The threat **50...Qh8+** **51 Kf2 Qh4** & **52...Nxc5** means the beginning of the end for pawn g5—although there are pitfalls I did not yet appreciate.] **50 Kf2 Qh4+ 51 Rg3 Nxc5 52 Rh1 Qf4 53 Rxc7+ Nxc7!** [But not **53...Kxh7?** **54 Rxc7!** and Black would have to force a draw **54... Qd2+**! **55 Kf1 Qc1+** etc in view of the threat **Qxc7+** followed by **Qg7+** and mate. I had not seen this variation as I zeroed in on his g5 pawn with my 47th and 49th moves. I only noticed **54 Rxc7!** after he moved **50 Kf2** and there were a few seconds of kicking myself for having perhaps blown it, until I verified that in fact **53...Nxc7** would do fine.] **54 Rxc6** [**54 Rh3 Rxf6 55 Qxc7 Rf7 56 Qxd6 Kg7** threatening both ...Ng5 and ...Qxe4 is hopeless] **54...Nxf6 55 Kg2** [if **55 Qe6 Nxe4+** **56 Kg1 Ng5 57 Rh6+** Nh7] **55... d5!** [Originally I had planned discovered attacks on the bishop (**55...Nd5!**) but once the position actually arose I noticed the text move hitting the queen and e4 while exploiting the horizontal pin. If now **56 Qb4** attacking my rook, **56...Nxe4 57 Bxe4 dxe4** and the doubled pawns will figure in the final assault.] **56 Qxc7 Ne8**

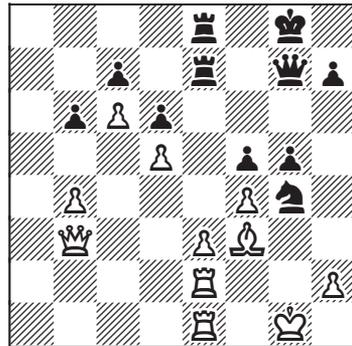


Macon Shibut – Kyron Griffith,
2015 US Amateur Team East
Nimzowitsch-Larsen

Notes by Macon Shibut

1 b3 e5 2 Bb2 Nc6 3 e3 Nf6 4 c4 d6
5 Nf3 g6 6 d4 e4 7 d5 exf3 8 dxc6
fxg2 9 Bxg2 b6 10 Nc3 Bg7 11 Nd5
Be6 [A profound disappointment! I
hoped for 11...O-O when I'd prepared
12 Qd4 Nh5 13 Qxg7+! Nxc7 14 Bf6
Qe8 (I also saw, and indeed expected,
14...Be6 15 Bxd8 Bxd5 16 cxd5 Raxd8
which I rather willfully evaluated as
better for White—it really isn't) 15
Nxc7 and having poached the c7 pawn,
White recovers the queen! True as far
as it goes—but I did not notice the
continuation 15...Bh3! The variation
is still fine for me but only due to the
tactic 16 Nxe8 Bxg2 17 Nxc7! Bxh1
18 Ke2 Bxc6 19 Nf5! and the knight
escapes (19...gxf5 20 Rg1+ and mate).
The plausible conclusion would be
19...Rfe8 20 Ne7+ Rxe7 21 Bxe7 and
an eventual draw with the bishops of
opposite color.] 12 Qf3 Bxd5 13 cxd5
O-O [Here too I considered that my
“strong advanced pawn” might translate
to some kind of advantage for me.
That was not so much an objective
assessment as an emotional expectation
of some ‘reward’ chess owed me for
intending a queen sacrifice.] 14 O-O
Nh5 15 Qe2 a5 16 Rae1 Qh4 17 f4 f5
18 Bxg7 Nxc7 [or 18...Kxg7 19 Bf3
Nf6 20 Kh1] 19 Qc4 Rae8 [By this
point there were no more illusions about
my position. White is in fact somewhat
worse. But I correctly determined to
not do anything violent (read: e4 under
any near-term circumstances) but just

defend the e3-f4 pawn structure as is.
White should manage to hold out.] 20
a3 Re7 21 b4 axb4 22 axb4 Rfe8 23
Qc3 Nh5 24 Rf3 Qf6 25 Qa3 Qf7
26 Rf2 Nf6 27 Qb3 Ng4 28 Rfe2
Qg7 29 Bf3 g5!?



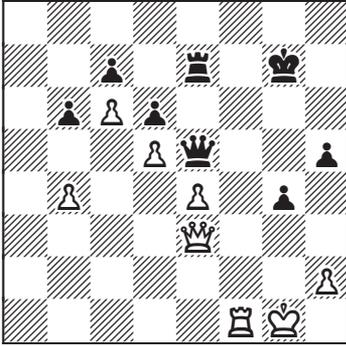
At the time I thought this was impatient
and might even be flipping the game my
way. What is there in principle that should
make Black any better off than White now?

With hindsight, I reckon Black needs ...
g5 at some point and this is as opportune
a moment as he is likely to get. The
answer to my rhetorical question is:
Black has nothing *in principle*—but
in point of detail, his queen is more
involved at present. Maybe she will get
pinned on the g-file by one of my rooks,
but my opponent had accurately judged/
calculated that this need not happen.

To sum up: 29...g5!? dramatically
changes the nature of the play but does
not alter the evaluation. Black is a bit
better.



30 fxg5 Qxg5 31 Bxg4 fxg4 [I did not even consider 31...Re4(!) and I doubt my opponent did either.] **32 e4 h5 33 Qd3 Kg7 34 Rf1 Re5 35 Ref2** [35 Kh1] **35...R8e7 36 Rf5 Rxf5 37 Rxf5 Qc1+ 38 Rf1** [if 38 Kf2 Re5! retains the edge] **38...Qb2 39 Qe3 Qe5**



40 Rf4

It was a terrible decision to have to choose between this and 40 Qf2 with just a minute or so left for my last move of the time control, but I guessed correctly. The lure of 40 Qf2 was that after 40... Qxe4 41 Qf8+ Kh7 42 Rf7+ Rxf7 43 Qxf7+ I might grab c7. Remember, from right out of the opening I had nursed a sentimental conviction that my c6 pawn would turn out a hero for me. Alas, it doesn't seem it work. The calculable line over the board was the straightforward 43...Kh6 44 Qxc7 Qe1+ 45 Kg2 h4 46 Qxd6+ Kh5 White has no checks and Black's attack is now decisive. (There is already a threat 47...h3mate!) Dancing around before going after c7 does not improve White's chances. For instance, 44 Qf6+ (instead of Qxc7) Qg6 45 Qf8+ Kg5 46 Qe7+ Kf4 47 Qxc7 Black has a winning attack beginning 47...Kf3!

After the text it was Black's turn to make a choice on the 40th move—but neither of us realized the critical nature of the moment.

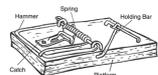
40...Qxd5?

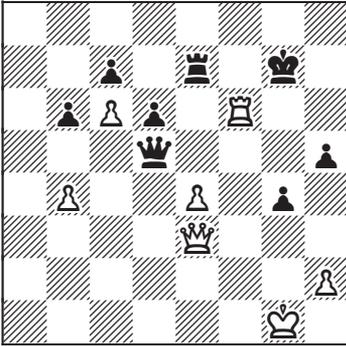
Indeed, what could be more obvious? I don't think I considered any other move for him, and my opponent appeared to take the pawn off without intense deliberation. However, the capture is a mistake. 40...Rf7! was the correct move to maintain Black's advantage, eg 41 Rxf7+ Kxf7 42 Kg2 h4 etc.

41 h3

The rule is you should always get up and take a short break to recompose yourself after reaching the time control. I did not do it in this instance, but to be honest I don't think it would have made any difference since I was certain about my next turn. Indeed, 41 h3 had been part of the hard decision to go with 40 Rf4 instead of 40 Qf2, so I don't think I would have seriously reconsidered in any case.

The text dissolves his kingside pawns, my major pieces get some shots at his king, and as played I even recover the lost pawn. What more could I possibly look for in this position? Even after the game I still believed 41 h3 had been a good move, just not quite enough to stem Black's advantage. It was only when I got home and let the computer review things that I was apprised of the thunderclap 41 Rf6!!





Black can't take the rook because of 41... Kxf6 42 Qh6+ and I capture his queen next. But meanwhile I'm threatening Qh6+ anyhow. There's nothing left for Black but to force a draw by 41... Qd1+ 42 Rf1 Qd5! (on any other queen move I reply Qg5+ etc) 43 Rf6! etc

41...Qe5 42 hxg4 hxg4 43 Rxc4+ [I gave quite a bit of thought to the finesse 43 Qg3!—maybe too much thought, as the prospect of the second time control's "sudden death" limit already began to weigh on me after this. It doesn't make much difference. In either case my harassment of his king turns out to be short lived. The basic problem is my own king on the g-file allows him

to interpose and force a winning pawn endgame. See the next note for a case in point.] 43...Kf8 44 Rf4+ [if 44 Qh6+ Rg7 45 Kf2! (or more submissively 45 Rxc7 Qxc7+ 46 Qxc7+ Kxc7 47 Kf2 Kf6 48 Ke3 Ke5 49 Kd3 d5) 45...Kg8 46 Rxc7+ Qxc7 47 Qxc7+ Kxc7 48 Ke3 b5 49 Kd4 Kf7! 50 Kd5 Kf6 51 Kd4 Ke6 52 Kd3 Ke5 and 53...d5 etc] 44... Rf7 45 Rxf7+ Kxf7 46 Qb3+ Kf6 47 Qc2 [47 Qf3+ Ke7 48 Qg2 would offer greater resistance but Black should win eventually.] 47...Qd4+ 48 Kh1 Qxb4 49 Qf2+ Ke5 50 Qf5+ Kd4 51 Qd7 [It was for the sake of this move that I played 47 Qc2—I finally break through to win c7! Unfortunately my little hero likewise perishes just two turns later.] Kc5 52 Qxc7 Qxe4+ 53 Kh2 Qxc6 54 Qa7 [Now we are reduced to hoping for stalemate tricks. Black didn't let it happen.] d5 55 Kg1 Qg6+ 56 Kf2 Qf6+ 57 Ke1 d4 58 Kd1 Qf3+ 59 Kc1 Qc3+ 60 Kb1 Qb4+ 61 Kc1 d3 62 Qc7+ Kb5 63 Qd7+ Kc4 64 Qe6+ Kc3 65 Qf6+ Qd4 66 Qc6+ Qc5 67 Qg2 Qa3+ 68 Kb1 Qb4+ 69 Kc1 Qc5 70 Kb1 d2 71 Qf3+ Kb4 72 Qf4+ Kb3 0-1





Reflections

REFLECTIONS

LOOKING BACK ON AN AMATEUR CHESS “CAREER”

by Mark Warriner

Yin and Yang

Anatoly Karpov wrote a book about his losses, *HOW TO LEARN FROM YOUR DEFEATS* (Collier Books, 1985, ISBN 0-02-011420-6). With each one he included his “revenge” game where he beat the opponent the next time they played. Sort of a “Yin and Yang”—Chinese yin and yang correspond to English geography terms “ubac”—shady side of a mountain—and “adret”—sunny side of a mountain—respectively. Here’s my version of the two sides of the mountain. I much prefer the sunny side of a mountain.

In my first Virginia Closed I played a game versus James DeKraft. I was still in my provisional rating period, and he dispatched me pretty easily. Please forgive the chess “drivel” that is this first game, I promise there is better to come.

Jim DeKraft – Mark Warriner

1984 Va State Closed Championship

Pirc

1 e4 d6 2 Nf3 Nf6 3 Nc3 g6 4 Bc4 Bg7 5 d3 O-O 6 Ne2 Nbd7 7 c3 c6 8 Ng5 d5 9 Bb3 Nc5 10 e5 Ne8 11 Bc2 Ne6 12 d4 Nxg5 13 Bxg5 f6 14 Bf4 e6? [14... fxe5] 15 Qd3 fxe5 16 dxe5 Qc7 17 Qe3 Qf7? [17...Bd7; 17...Qb6] 18 O-O-O [18 h4] 18...Kh8? [18...b6] 19 h4 h6 20 g4 [20 Bxh6] 20...Kg8 21 Qd3? c5 22 h5 c4 23 Qxg6 Qxg6 24 Bxg6 Bd7 25 g5 hxg5 26 Bxg5? [26 Rdg1 Rxf4 27 Nxf4 Bxe5 28 Nh3 Kf8 29 Nxg5 Nd6 30 h6 Ke7 31 Nf3 Bf6 32 h7 Rh8 33 Bc2 Kf8 34 Rg6 Ne8 35 Rhg1 with an attack] 26...Bxe5 27 f4 Bh8 28 Be7 Ng7? 29 h6 Nf5 30 Bxf8 Rxf8 31 Rdg1 Ne7 32 Be8+ Kh7 33 Bxd7 e5 34 fxe5 Bxe5 35 Rf1 Rxf1+ 36 Rxf1 Kxh6 37 Nd4 Bxd4 38 cxd4 Kg6 39 Be6 b5 40 Kc2 a5 41 Rf7 Nc6 42 Kc3? [42 Rf4] 42...b4+ 43 Kd2 a4? [43...Nd8] 44 Bxd5 c3+? [44...Nxd4] 45 bxc3 b3 46 axb3 a3 47 b4 Nd8 48 Rf1? [48 Rd7] 48... Kg7 49 b5 Nb7 50 Bxb7 a2 51 Kc2 a1Q 52 Rxa1 Kf6 53 Re1 Kf5 54 d5 1-0

I had to wait four years, but I got him back. And it was even somewhat pretty. I remember wanting to grab NM Phil Collier, who was strolling by after beating me earlier in that tournament, and say, “*See?—I can play a decent game!*” I used to talk to Phil years ago while he sold books at tournaments. He’s an interesting

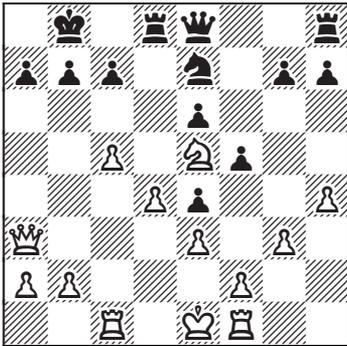


fellow who told me tons of good stories. I remember him vividly describing his game against Roman Dzindzichashvili, which included an interesting and lengthy endgame. He ought to write a book, or at least some more articles. Well, he didn't get to see my game that day. Maybe now.

Mark Warriner – Jim DeKraft
1987 VA State Closed Championship
Queen's Gambit

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Bg5 Be7 5 e3 Nc6 [Not a common move. It doesn't deserve a "?" but database results don't favor Black.] **6 Nf3** [The most frequently played response.] **6...Bd7?** [But this move merits the question mark.] **7 Rc1?** [7 Bxf6 Bxf6 8 cxd5—how on earth do I miss these things?] **7...Ne4 8 Nxe4** [8 Bxe7 Nxe7 9 Bd3 Nxc3 10 Rxc3 dxc4 11 Bxc4 O-O 12 O-O] **8...dxe4 9 Bxe7 Qxe7 10 Nd2 f5 11 h4** [Extravagant. Simply 11 Be2 was better.] **11...O-O-O 12 c5** [12 a3] **12...Nb4?** [12...Kb8 or 12...Rh8] **13 Qb3 Nd5 14 g3** [14 Nc4 right away is to be preferred.] **14...Qe8 15 Qa3** [Again 15 Nc4] **15...Kb8 16 Nc4 Bb5 17 Ne5 Bxf1 18 Rxf1 Ne7** [18...c6 was called for, to stop what happens.]

(diagram)



19 c6! Nxc6 20 Nxc6+ bxc6 21 Qa6 [21 Rc5 should be played first.] **21...Rd6 22 Rc5** [22 Rc3 Qc8 23 Qa4] **22...Qc8?** [22...Rd5 23 Rxc6 e5] **23 Qc4 Qb7 24 b3 Kc8?** [24...Rh8] **25 Ke2 Kd7 26 Rc1 Rb8 27 g4** [I liked this move very much, but actually it's not so great. Just 27 Kf1 and get the king to safety.] **27...g6 28 Rg1?** [Actually 28 h5 is desired, but I didn't figure that out until later.] **28...Qb4 29 Qxb4 Rxb4 30 Ra5 Rb7 31 h5 Ke7 32 hxg6 hxg6 33 Rh1 Rd8 34 g5 Kd6 35 Rh6 Rg8 36 Rh7 c5?** [Our 'metal

friend' indicates Black need not panic and can just play 36...Ra8 unconcerned about the g-pawn falling. But this is difficult for us amateurs to understand, especially on the clock.] **37 Rxc5 a6 38 Kd2 Ra7 39 Kc3 Rf8 40 Rg7 f4 41 Rxg6 fxe3 42 fxe3 Rf3 43 Re5 Rxe3+ 44 Kd2?** [never even considered the superior 44 Kc4] **44...Rd3+ 45 Ke2 Rxd4 46 Rgxe6+ Kd7 47 Re7+ Kd6 48 R7e6+ Kd7 49 Rxe4 Rxe4+ 50 Rxe4 Ra8 51 Kf3 Rf8+ 52 Kg4 Rf1** [Black could have put up more resistance but it was lost in any case. Something like 52...Rg8 53 Kh5 Rh8+ 54 Kg6 Rh2 55 Ra4 Rg2 56 Kf6 Ke8 57 Rxa6 Rf2+ 58 Kg7 Ke7 59 g6 Rh2 60 Kg8 c6 61 g7 Kd7 62 Ra7+ Ke8 63 Ra8+ Ke7 64 Ra4 Kd6 65 Ra7 Rf2 66 Kh7 Rh2+ 67 Kg6 Rg2+ 68 Kf7 Rf2+ 69 Ke8 Re2+ 70 Kf8 Rf2+ 71 Rf7 etc] **53 g6 Rg1+ 54 Kf5 Rf1+ 55 Rf4 Rxf4+?** [55...Rg1] **56 Kxf4 Ke7 57 Ke5 a5 58 a3 Kf8 59 Kd5** [missed a quicker win with 59 Kf6] **59...Kg7 60 Kc6 Kxg6 61 Kxc7 1-0**



One of my most embarrassing losses was to Al Harvey. Al has been a fixture in Virginia chess for several decades. You can usually find him at the Closed each year. He certainly found me. Sorry for yet more drivel, but again much better to come.

Al Harvey – Mark Warriner

1986 Va State Closed Championship

Sicilian

1 e4 c5 2 Nc3 d6 3 f4 Nc6 4 Nf3 g6 5 Bc4 Bg4?? [falling into an obvious theme] **6 Bxf7+ Kxf7 7 Ng5+ Ke8 8 Qxg4 Qd7??** [making it even worse by tossing away the exchange] **9 Qxd7+ Kxd7 10 Nf7 Nd4 11 Kd1 Bg7 12 Nxh8 Bxh8 13 Nd5 Nf6 14 Nxf6+ Bxf6 15 c3 Nc6 16 d3 b5 17 Bd2 Rb8 18 Ke2 a5 19 h4 Rg8 20 g4 1-0**

So that one really made me mad, even though it was nobody's fault but my own. Just an embarrassment to Caissa really. I had to wait five years for satisfaction but it was worth it. I had a lot of fun playing the "revenge" game. I actually enjoyed this one. Every now and then we fantasize about throwing caution to the wind and just playing carefree and wild. For once I got away with it. It feels like a great weekend ride in the countryside with the top down on a cool convertible sports car, or even the freedom of an open road motorcycle cruise. When it works.

Al Harvey – Mark Warriner

1991 Va State Closed Championship

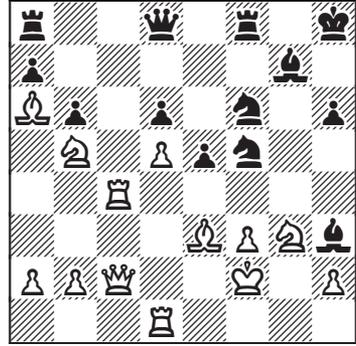
Reverse Grob

1 e4 g5 [Whee! I had recently been 'infected' by reading Michael Basman's The Killer Grob (Pergamon, 1991, ISBN 0-08-037131-0)] and figured I had nothing to lose. It was worth playing just to see the look on Al's face. #priceless] **2 d4 h6 3 c4 d6 4 Nc3 Bg7 5 Be3 Nc6 6 Nge2** [Perfectly playable, as would be 6 h4] **6...Nf6 7 f3 e5 8 d5 Ne7 9 c5** [Hard to argue, but also 9 h4 or 9 Ng3] **9...g4** [Incautious, but I'd already made my mood clear. Perhaps 9...Bd7 was more sound.] **10 Rc1** [10 Qd2] **10...Bd7?** [This wasn't so hot. Instead 10...0-0 or 10...gxf3] **11 Qb3 b6 12 cxd6** [12 c6 Bc8 is solid if a bit boring.] **12...cxd6 13 Qb4** [13 Nb5 Bxb5 14 Qxb5+ Kf8] **13...Nc8** [Not best, but I just didn't want to suffer 13...0-0 14 Qxd6 Ng6] **14 Ng3 0-0 15 Ba6 gxf3 16 gxf3 Bh3** [I really liked this, but it puts Black on the edge of lost. 16...Ne8 was better.] **17 Kf2?** [Loses most of White's advantage. 17 Nb5 would have posed Black a sterner test.] **17...Ne7 18 Rhd1** [18 Bf1 was more to the point.] **18...Kh7?** [A misstep that could have cost the game—the king belonged on h8. But then the game continuation probably never would have occurred.] **19 Nb5?** [Instead 19 Kg1 or 19 Bf1, whereas now Black is squarely in the game.] **19...Ne8 20 Rc2** [White is losing the thread.] **20...f5 21 exf5 Nxf5 22 Qe4?** [Paradoxically, this loses. Even though the White queen is centralized and Black's knight pinned, tactical factors



have to be considered. As Garry Kasparov points out: it's about Material, Time and *Quality*.] **22...Kh8 23 Rc4?** [not spotting the danger] **23...Nf6 24 Qc2?**? [a most unfortunate choice] (*diagram*)

24...Ng4+ 25 fxg4 Nd4+ 26 Kg1 Nxc2 27 Rxc2 Bxg4 28 Rdc1 Qf6 29 Rf2 Qg6 30 Rfc2 h5 31 Rc6 Rf6 [31...Bh6 32 Bxh6 Qxh6 33 R6c3 h4 was even better] **32 Rc7 h4 0-1**



I'll close out this article with a pair of correspondence games that fit the bill. Joe Wheelhouse was another fixture in Virginia chess during the late 20th century. I never played him in an over-the-board game, but we danced twice via post. He danced on me first and then I returned the favor. At least mine was a gambit, in correspondence at that. So there.

Mark Warriner – Joe Wheelhouse
1990 Virginia Postal Chess Championship
Ruy Lopez

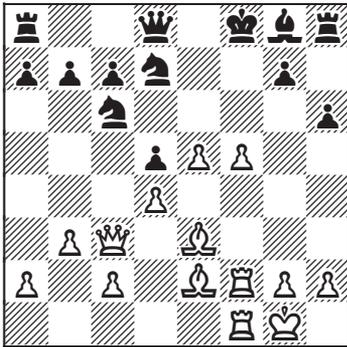
1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 d6 [The Rubinstein System of the Ruy Lopez (or Spanish Opening). The most direct attempt to go at it is 6 Bc6, but I like to try and not go the way my opponent offers most of the time. So I transposed to the Steinitz Defense Deferred.] **6 c3 Bd7 7 d4 Be7 8 Nbd2 0-0 9 Re1 b5 10 Bb3** [In retrospect, I'd have preferred 10 Bc2 had I known how this would turn out.] **10...Bg4 11 h3 Bh5 12 Qc2** [12 Bd5] **12...exd4 13 cxd4 Na5 14 Qc3** [14 d5] **14...Nxb3 15 Nxb3 d5 16 e5 Ne4 17 Qe3** [While not awful, White's last three or four moves have been clumsy. His pieces wind up on squares where they are not cooperating sufficiently to prevent Black from slowly improving.] **17...Bxf3 18 gxf3 Ng5 19 Kh2 f6 20 f4 Nf7 21 Bd2 fxe5 22 fxe5** [22 dxe5] **22...Ng5 23 f4 Ne4 24 Rf1 Rf5 25 Rg1** [25 Ba5 Qd7 26 Nd2] **25... Qd7 26 Ba5?** [This doesn't do anything now that there's no pin.] **26...Raf8 27 Raf1 c6?** [27...Bg5! was the way to punish White for his transgression, eg 28 Rxf3 Rxf3 29 fxg5 (29 Rf3 Rh5 30 Nd2 Qf5 31 Nxe4 dxe4 32 Rf2 (32 Rg3 Qxf4) 32...g5 33 Bd2 g4) 29...Rxf1] **28 Nd2 Nxd2 29 Bxd2 Kh8 30 Qe2 g6 31 Qg4?** [31 Rc1] **31...Qa7 32 Be3 c5 33 dxc5 Bxc5 34 Bxc5 Qxc5 35 Rc1?** [35 Qg3] **35...Qb6 36 Rcf1 Qd4 37 Rd1 Qxb2+ 38 Rg2 Qc3 39 Rxd5 Rxf4 40 Qg3 Rf3 41 Qh4 Qe3** [41...b4] **42 Rd8?** [Sternier resistance is available, but the result is not in doubt. 42 e6 Qxe6 43 Rgd2 R3f4 44 Qg3 Re4 45 Qc3+ Kg8 46 R5d3 Re2+ 47 Kg3 Rxd2 48 Qxd2 Qe5+ 49 Kg2 Qf6 50 Qe3] **42...Qxe5+ 43 Rg3 Rxf3?** [43...Rxd8 44 Qxd8+ Kg7 45 Qd7+ Kh6 46 Qd2+ g5 47 Qxg5+ Qxg5] **44 Rxf8+ Kg7 45 Re8 Rg4+ 46 Rxe5 Rxh4 47 a3 Kf6 48 Re3 Rd4 49 Kg3 b4?** [49...a5 was more accurate, and then pushing the b-pawn.] **50 axb4 Rxb4**



51 Ra3 Rb6 52 Kf4 Re6 53 Ra5 h6 54 h4 Ke7 [There's probably an endgame expert reading this article that could explain the intricacies of rook and pawn endings. I have a ton of books on them collecting dust on my shelves. Suffice it to say I have no clue what should happen here. All I know is that after White trades pawns, which I look at now and think is a terrible idea, our metal friend starts indicating tablebase mates in 40+ for Black. It was a grim defense at best anyhow.] **55 h5 gxh5 56 Rxh5 Kd6 57 Ra5 Kc7 58 Kf5 Rc6 59 Ke5 Kb6 60 Ra1 Rc5+ 61 Kd4 a5 62 Ra4 h5 63 Ra2 h4 64 Rf2 h3 0-1**

Mark Warriner – Joe Wheelhouse
1990 Virginia Postal Chess Championship
Cochrane Gambit

1 e4 e5 2 Nf3 Nf6 3 Nxe5 d6 4 Nxf7 [The Cochrane Gambit is an infrequent guest in correspondence circles, or even over the board, for an obvious reason: it's not sound. But I wanted to exact revenge for my earlier loss and I wanted it with effect. W John Lutes wrote an interesting book on this entitled PETROFF DEFENSE COCHRANE GAMBIT (Chess Enterprises, 1994, ISBN 0-945470-44-4). Unfortunately for me, it was published just after this game was played.] **4...Kxf7 5 d4 Nc6** [It's interesting how many reasonable replies Black has after 5 d4 and this is certainly one of them, though it might not be the best.] **6 Nc3 Be7** [6...g6 may have been preferable.] **7 Bc4+ Kf8 8 0-0 Bg4** [I find this move baffling, though it's been played before. Even though down a piece, White's game is now easier to play, with clear ideas. It's not so easy to find a plan for Black, despite the material advantage. This is what makes the Cochrane Gambit appealing.] **9 f3 Bh5 10 Be3 Bf7** [This probably wasn't best and could have been punished by 11 Bf7 Kf7 12 f4. with the plan of advancing the central pawns. For some reason I got the idea of regrouping and launching a slower, more methodical attack.] **11 Be2 Kg8 12 Qd2** [Again I probably should have commenced central pawn center expansion with f4 etc, but I was determined to connect the rooks first.] **12...h6 13 Rf2** [Now for some reason I wanted to double rooks on the f-file prior to advancing pawns. Most likely a waste of time.] **13...d5** [But this helps White a lot. Why would you give up e5 so easily? White's game flows nicely now.] **14 e5 Nd7 15 f4 Nb6** [Moving the knight to the wrong theatre of operations. The attack will be on the kingside.] **16 b3** [to prevent the knight landing on c4] **16...Bb4** [A useless pin that won't yield dividends, and removing yet another piece from the defense of his king.] **17 Raf1** [Another waste of time allows Black to try to regroup. 17 f5 would have been more vigorous.] **17...Nd7 18 Qd3?** [committing a tactical oversight] **18...Bxc3?** [After Black missed the opportunity 18...Nc5 19 dxc5 d4 20 Na4 dxe3 21 Qxe3 White's game almost plays itself.] **19 Qxc3 Kf8** ["You can run but you can't hide."] **20 f5 Bg8** [Hastens his demise. Retreating is no defense.]



21 Bb5 [My opponent's bishop retreat was bad, and I didn't consider the rather poetic possibility that the refutation might be a bishop retreat of my own: Bc1-a3!]
21...Ne7? [But what about...]
22 f6 Nc6 [Black's just floundering now.]
23 Bc1! [I didn't miss the idea a second time!]
23... gxf6 24 Ba3 + Ke8 25 Bxc6 bxc6 26 Qxc6 Kf7 [The fact that 26...fe5 meets 27 Rf8*mate* even without the queen rook on f1 shows that 17 Raf1 was a wasted move.]
27 e6+?

[Eschewing mate in 5. In correspondence. Ouch. (27 Rxf6+ Nxf6 28 Rxf6+ Kg7 29 Rg6+ Kh7 30 Rxh6+ Kg7 31 Qg6*mate*)] **27...Kg7 28 exd7 1-0**

Many Chinese place names or toponyms contain the word "yang" or "sunny side" and a few contain "yin" or "shady side". In China, as elsewhere in the northern hemisphere, sunlight comes mostly from the south, and so the south face of a mountain or the north bank of a river receives more direct sunlight than the opposite side. So now you've been to some of my sunny sides and shady sides. Should we ever meet over the board, and since we're in the northern hemisphere, I hope to see you on the north bank of a river on the south face of my mountain. 



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▲ Alexandria: Kingstowne Chess Club, Kingstowne South Center, 6080 Kingstowne Village Parkway, Tuesdays 7-9:30pm, info Gary McMullin, garyat.kcc@gmail.com, (571) 295-5463 **▲ Arlington:** Arlington Chess Club, Arlington Forest United Methodist Church, 4701 Arlington Blvd, Fridays 7:30pm. Registration for rated Ladder and Action events ends 8pm. Blitz/Quick tourney first Friday of each month. Info John Campbell (703) 534-6232 **▲ Arlington Seniors Chess Club,** Madison Community Center, 3829 N Stafford St, Mondays, 9:45am, info (703) 228-5285 **▲ Ashburn:** Ashburn Chess Club, Sakasa Tea and Coffee House, 44927 George Washington Blvd, Suite 125. Tuesdays 5pm, Saturdays 3pm. Bring board and set. Info www.meetup.com/Ashburn-Chess-Club/ or Scott Knoke, 703-433-2146 **▲ Blacksburg:** Chess Club of Virginia Tech, GB Johnson Student Center, Rm 102, Virginia Tech, Wednesdays 7-9pm **▲ Charlottesville:** Charlottesville Chess Club, St Mark Lutheran Church, Rt 250 & Alderman Rd, Monday evenings **▲ Senior Center,** 1180 Pepsi Place, 6-8pm on Thursdays. Info 434-244-2977 **▲ Chesapeake:** Zero's Sub Shop, 3116 Western Branch Blvd (Rt 17), (Poplar Hill Plaza near Taylor Rd intersection), Mondays 6pm to closing **▲ Great Bridge United Methodist Church,** corner of Battlefield Blvd & Stadium Dr, Tuesdays, 6:30-10pm, info 686-0822 **▲ Culpeper:** Culpeper Chess Club, Culpeper County Public Library, Rt 29 Business (near Safeway). Chess players casually drop by on Wednesday nights starting at 6:30pm **▲ Danville:** Danville Chess Club, Danville YMCA, 810 Main Street. Mondays 6:30-9:30 pm. Info John Thompson 434-799-8898 **▲ Fort Eustis:** contact Sorel Utsey 878-4448 **▲ Fredericksburg:** Fredericksburg/Spotsylvania area chess players get together every Friday evening 6-10pm on the second floor of Wegman's in Central Park. **▲ Glens:** Rappahannock Community College - Glens Campus Chess Club, Glens Campus Library, Tuesdays 8-10pm in the student lounge, info Zack Loesch 758-5324(x208) **▲ Gloucester:** Gloucester Chess Club, Gloucester Library (main branch), Tuesdays 5-8pm, www.co.gloucester.va.us/lib/clubschess.html **▲ Harrisonburg:** Shenandoah Valley Chess Club, Trinity Presbyterian Church, corner of S High (rt 42) & Maryland Ave (Port Republic Rd), Fridays 7:30pm **▲ McLean:** Booz Allen Hamilton CC, Hamilton Bldg, Rm 2032, 8283 Greensboro Dr. Thursdays, info Thomas Thompson, 703-902-5418, thompson_thomas@bah.com **▲ Mechanicsville:** Mechanicsville Chess Club, Mechanicsville Volunteer Fire Department, Station #3, 4428 Mechanicsville Turnpike, Mechanicsville, Va 23111. 2nd & 4th Tuesday of ever month, 6-9pm. Info www.MechanicsvilleChessClub.org or Kevin Nardini 804-615-8762 **▲ Stonewall Library,** Stonewall Pkwy, Mondays 6:30-9pm 730-8944 **▲ Norfolk:** Larchmont Public Library, 6525 Hampton Blvd, Wednesday 6-9pm **▲ ODU Chess Club,** Webb Univ Ctr, Old Dominion University, info www.odu.edu/~chess **▲ Reston:** Reston Community Ctr Hunters Woods, 2310 Colts Neck Rd, Thursdays 6:30-9:30 pm. Limited number of sets & boards available, or bring your own. No fee, but you must sign-in at each meeting **▲ Richmond:** Henrico Chess Club, 1307 Lakeside Ave, Henrico, Va 23228, Fridays 6-8:30, www.meetup.com/Henrico-Chess-Club **▲ One-Eyed Jacques,** 3104 W Cary St, Saturdays 5-10pm. **▲ Huguenot Chess Knights,** Bon Air Library Community Room, 1st & 3rd Friday of each month, 7-11pm, info Walter Chester 276-5662 **▲ Starbucks,** 5802 Grove Ave, Richmond, VA 23226, Wednesdays 5-8pm. For more info contact Christopher Yarger at www.facebook.com/RichmondChess **▲ Panera Bread Chess,** Panera Bread-Ridge Shopping Center, 1517 N Parham Rd, Richmond, Va 23229. Thursdays 6-9pm, casual games, blitz, rapid or no clock. Lots of tables and room to play, heated outdoor patio. **▲ Roanoke:** Roanoke Valley Chess Club, Saturday afternoons 1-6 pm in the coffee shop of the Roanoke Natural Foods Co-Op, 1319 Grandin Road SW. For more information www.roanokechess.com or write PO Box 14143, Roanoke, Va 24038, (540) 725-9525 **▲ Stafford:** Bella Cafe Chess Nights, 3869 Jefferson Davis Hwy, Suite 103, Stafford, VA 22554. Tuesdays & Thursdays 7pm -10, sets & boards on site, frequent tourneys. Contact Will at 703-445-8855 or bellabagelcafe@yahoo.com **▲ Virginia Beach:** Tidewater Community Chess Club, Bldg D ("Kempsville") Cafeteria, Tidewater Community College Va Beach Campus, 1700 College Crescent Rd. Mondays 7-10pm **▲ Waynesboro:** Augusta Chess Club, Books-A-Million, 801 Town Center Dr, every Saturday 10am-noon. Contact Alex Patterson (540) 405-1111 or AugustaChessClub@gmail.com **▲ Winchester:** Winchester Chess Club, Westminster-Canterbury Home for the Elderly, Tuesdays 7pm

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