

VIRGINIA CHESS

Newsletter

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Virginia Chess Federation

2016 - #5



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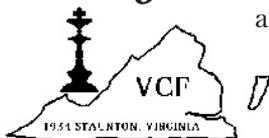
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TD Mike Hoffpauir presents trophies to 2016 Virginia state champion Qindong Yang

2016 Virginia State Championship

University of Richmond student Qindong Yang, of Chengdu, China, won the 2016 state championship at the annual Labor Day weekend Virginia “Closed” tournament. His performance was very convincing, with five successive wins and then a confident draw in the last round to seal the championship. Former state champions Ed Kitces and Macon Shibut each scored 5-1 (four wins, two draws) to tie for second place. Other prizewinners in the open section included Evan Ling, Justin Lohr & Franco Jose (3-way tie for top expert); and a massive 6-way tie for top class A among Nathan Lohr, Larry Larkins, Andrew Parkerson, Brandon Ou, Saad Al-Hariri & Avijith Rajan.

In the Under 1800 section, Nicholas Xie & Adrian Rhodes each scored 5-1 to tie for 1st with Xie claiming the Amateur State Champion title on tiebreak. Jershon Laimana was clear 3rd with 4½-1½. Jeffrey Song, Abhinav Vonteru, Jordan Digges, Shyla Bisht, Nasser Damirchi, Raponyer McClaine & Eric Jensen Jr divided the class C prize. Peter Rigby, Zain Quader & Brian Failon split top D.



Zhengan Chen won clear 1st place in the Under 1200 section. David Brewster, William Jesselson & Shaurya Bisht all finished a half point back. Ritvika Palani claimed the top under 1000 trophy. Saket Sambaraju, Hriday Pothunoori & Cora Lewis were the top Unrated players.

A total of 99 players competed in the event at the Hilton Garden Inn Innsbrook in Richmond's west end. Mike Hoffpauir directed for the VCF with his usual efficiency. At the annual VCF meeting held prior to the first round, Adam Chrisney was re-elected as federation president.

Unusual for a swiss system event, the winner did not play either of the ultimate runners-up. However, that is not to qualify Yang's result in any way; on the contrary, this year's championship section was one of the strongest in recent years with a field that included eleven masters, including seven former state champions, and Yang forged his victory by defeating three of them in succession: 5-time state champion Daniel Miller, defending champion Jennifer Yu, and 2-time champion Andrew Samuelson. The winner graciously annotated a couple of these games for VIRGINIA CHESS.

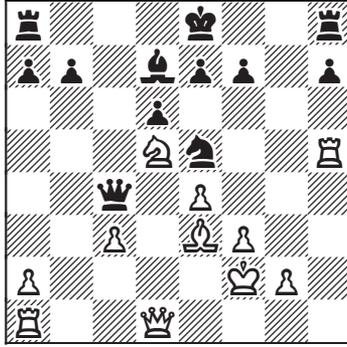
Daniel Miller - Qindong Yang Pirc

Notes by Qindong Yang

1 e4 d6 2 d4 g6 3 Nc3 Bg7 4 h4 [Miller decided to repeat the same variation as he played against me last year, a very aggressive attempt by White. However, instead of panicking, I chuckled a little to myself because it's an opportunity to use my homework.] 4...Nf6 5 Be2 c5 6 dxc5 Qa5 7 Kf1 Qxc5 8 h5 [White threatens to destroy Black's kingside] 8...Nxb5! [A relatively novel response. The more common variation would be 8...gxh5 9 Be3 Qa5 10 Nh3 Bxh3 11 Rxh3 Nbd7 12 Nd5! White seize the initiative and is slightly better off.] 9 Be3 Qa5 10 Bxh5 Bxc3! [destroying White's queenside] 11 bxc3 gxh5 12 Rxh5 Qxc3 13 Ne2 Qc4 14 f3 [an ambitious move which underestimates Black's potential on the queenside] 14...Nc6 15 Kf2 Bd7?! [Too cautious; 15...Be6 is a better choice, potentially defending d5 square from an invasion by White's knight.] 16 Nf4 Nb4? [A miscalculation that gives away the initiative. Black would have been



better off in both material and position after the simple 16...Rc8 17 Rc1 b6 18 c3 (to prevent ...Nb4) 18...Ne5] 17 c3! Nc6 18 Nd5 Ne5?

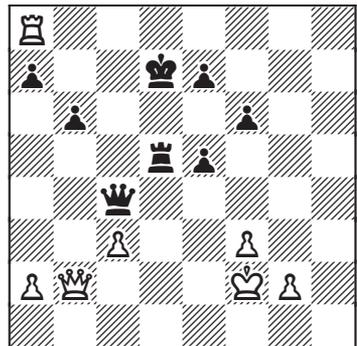


18...Ne5?—natural but overlooks a subtle tactic

19 Bd4?

White also misses the trick 19 Qb3 Rc8 20 Rxe5!! dxe5 21 Qa3 winning. 19...Qxb3 would be a better reply but still 20 axb3 Rc8 21 c4 (or 21 Rxa7 Bc6) ±

19...f6?! [18...Rg8 is the right move to avoid 19 Qb3? because then Black would win: 19...Rxc2+ 20 Kxc2 Qe2+ 21 Kh1 Qxf3+] 20 Bxe5?! [again missing 20 Qb3!] 20...dxe5 21 Qd2? 21 Qb3 is still more accurate to avoid a pin on the d-line] 21...Be6 22 Rg1?! [To maintain pressure it would be better to avoid exchanges by withdrawing 22 Ne3, but to switch gears and retreat is psychologically too hard.] 22...Rd8 23 Rxc7 Rxc7 24 Rxc7 Bxd5 25 exd5 Rxd5 = 26 Qb2 b6 27 Rh8+ Kd7 28 Ra8





28...Ra5?! [Under time pressure Black misses the strong counterattack 28...Qh4+ 29 Ke2 Qg5! and the centralized rook dooms White's] **29 a3 Qc5+ 30 Kg3 Qxa3?!** [too greedy; 30...Qd5 31 Rh8 e4 32 Qb4 e3! ♣] **31 Qc2 Qd6** [31...e4! is much stronger 32 Qxe4 Qxc3 33 Qg4+ f5 34 Qg8 Qe5+ 35 Kh3 f4! However, Black had in mind a subtle plan of defense with the text move.] **32 Qe4! Kc7 33 Qc4+ Rc5 34 Qe4** [if 34 Rxa7+ Kb8 35 Qa6 e4+! 36 Kf2 e3+! -+] **34...a5!** [A very brave move made, but White's threats are only seemingly dangerous.] **35 Ra7+ Kd8 36 Qg4 e4+ 37 Kh3 Qd5 38 Ra8+ Kc7 39 Qc8+ Kd6 40 Qd8+ Ke5 41 Qxe7+ Qe6+** [Forcing the exchange, Black successfully transitions into a winning endgame.] **42 Qxe6+ Kxe6 43 Rb8 b5 44 Kg3 Kd5 45 Rd8+ Kc4 46 fxe4 Kxc3 47 Rd6 b4 48 Rxf6 b3 0-1**

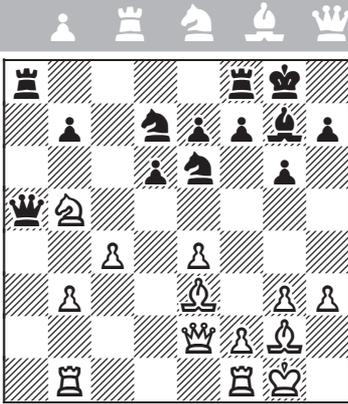
Qindong Yang - Andrew Samuelson

King's Indian

Notes by Qindong Yang

1 d4 Nf6 2 Nf3 c5!? 3 g3 g6 4 Bg2 Bg7 5 O-O O-O 6 c4 cxd4 [Behind the seemingly obvious moves, a psychological game going on. Knowing Samuelson has the reputation as a Benoni expert, I plan to escape from it and turn the game into English Opening.] **7 Nxd4 d6!?** [7...Nc6 8 Nc3 Nxd4 9 Qxd4 d6 10 Qd3 is a more common choice. But now Black has some difficulties developing his queenside.] **8 Nc3 Nbd7** [Black compromises. 8...Nc6!? was an exciting option that worried me. After 9 Nxc6 bxc6 10 Bxc6 Rb8 11 Bg2 Qa5 12 Qc2 Bb7 Black has a considerable pressure on the Queenside. However, there is 13 Na4!, a counter-intuitive way to defend. After 13...Bxg2 14 Kxg2 Qa6 15 b3 White has a slight advantage but Black also has a lot to play for.] **9 h3 Nc5 10 Rb1 a5?!** [giving up the center to contain White's queenside] **11 e4 a4 12 Be3 Qa5?** [...Bd7-Rc8-Qa5 is a better sequence] **13 Qe2?!** [13 Ndb5 directly Δ b4 is more effective] **13...Ne6 14 Ndb5 Bd7 15 b4 axb3 16 axb3 Bxb5 17 Nxb5 ± Nd7**





18 Bd2? [The attempt to retake the a1-h8 diagonal is unnecessary. 18 f4 is a direct way to lock in White's advantage, when 18...Qa2 can be met by the simple 19 Qd1! and then 20 Rf2] **18...Qa2 19 Qe3 Qa6?** [Too passive; 19...Ne5 20 f4 Nc6 21 Bc3 Bxc3 22 Qxc3 Na7! 23 Nd4 Nxd4 24 Qxd4 Nc6 25 Qc3 e5! gives Black a decent opportunity to equalize.] **20 Bc3 Rab8? 21 Bxg7**

Kxg7 22 Kh2 Qb6 23 Qc3+ Kg8 24 f4 Nc7 25 Nd4 e5!? **26 Nc2 Rbe8 27 f5 f6 28 h4** [prevents Black from closing kingside with ...g5] **28...gxf5 29 exf5 Re7 30 b4 Kh8 31 Qe3 Qxe3** [After the queen trade White has full control over the position] **32 Nxe3 e4 33 Rbd1 b5! 34 Rxd6 Ne5?!** [34...bxc4 could cause White more trouble] **35 c5 Nd3 36 Rb1 Kg7 37 Rd4 Na6 38 Nd5 Re5 39 Bxe4 Nf2 40 Bf3 Rxf5 41 Kg2 Nh3 42 Be4 Rf2+ 43 Kxh3 f5 44 Bg2 Re8 45 Rf4 Rd2 46 Rbf1 Rb2** [46...Ree2 47 Rxf5 Rxe2 48 Rg5+ mates —ed] **47 Rxf5 Ree2 48 Rg5+ Kh8 49 Rf8mate 1-0**

The head-to-head matchup of the two runners-up came in round 4:

Macon Shibus – Ed Kitces Sicilian

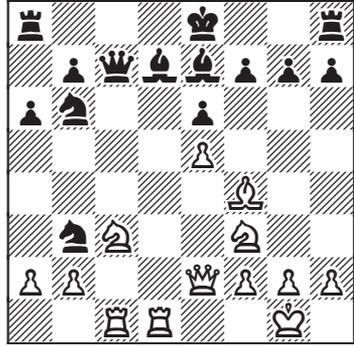
Notes by Macon Shibus

1 e4 c5 2 Nf3 Nf6!? **3 e5 Nd5 4 c3** [Ed Kitces does not play so often nowadays. My sense is he gets by with openings worked out decades ago, including this tricky 2...Nf6 variation. The critical pawn sacrifice 4 Nc3 e6 (4...Nxc3!?) 5 Nxd5 exd5 6 d4 Nc6 7 dxc5 Bxc5 8 Qxd5 Qb6 or (8...d6!?) 9 exd6 Qb6) 9 Bc4! is supposed to be good for White, but pursuing that would be the same mistake young Andy Huang committed against Ed in their 5th round game by straying into an old 1960s-70s main line 6 Bg5 Najdorf. (see next game below)] **4...Nc6 5 d4 cxd4 6 cxd4 d6 7 Bc4 e6 8 O-O dxe5** [Since White can exploit the d-file faster than Black (see next note) I think it would be better to delay this exchange and just go 8...Be7]



9 dxe5 Be7 10 Qe2 Nb6 [10...O-O 11 Rd1 feels a bit awkward for Black] **11 Bb3 Bd7 12 Nc3 a6 13 Rd1 Qc7 14 Bf4 Na5 15 Rac1** [Not a bad move, but my thinking was flawed. I talked myself out of 15 Bc2 on account of 15...Qc4 offering to trade queens while also hitting the undefended Bf4. Without properly considering 16 Qd2 at all—*he'll just put his rook on d8...*—I moved on to other ideas. In fact, 16...Rd8 would be very bad for Black in that position after 17 Bg5! and he can't uncover against my queen because of mate: 17...Bc6 18 Qxd8+! Meanwhile Black's queen becomes uncomfortable on c4 and the undefended Na5 is also a serious tactical concern.] **15...Nxb3**

(diagram)



16 axb3

I had already decided on this when I played 15 Rac1 but only after thoroughly examining 16 Nd5!?!—or so I thought! Black's queen is double attacked, one of the threats with a check. Giving her up seemed unavoidable but there are several ways for Black to do it. The simplest is 16...Qxc1 17 Bxc1 Nxd5 18 axb3 O-O. Engines really likes this for White—a queen is a queen after all—but it's one of those situations that highlights a limitation of computers. Nothing is going to happen this side of any machine's calculation horizon, but all Black's immediate problems have been resolved, there are no targets for the queen to probe, no prospect for creating any soon, and the majestic strong point d5 make either a knight or the unopposed light square bishop worth more than the standard exchange rate. A similar story arises in the alternative 16...Nxd5 17 Rxc7 Nxc7 (17...Nxf4 18 Qc4) 18 axb3 Nd5 19 Bg5 Bc5. And there may be other ways.

As I said, I spent a while considering all this back at move 15, deciding then to simply recapture on b3. But I was curious which line Ed would have chosen, so I asked in the post mortem. Whereupon he stunned me by tossing out a possibility I'd utterly rejected, 16...Qd8!?! After 17 Nc7+ Kf8 18 axb3 Rc8 White's knight is trapped.



Only good fortune provides the save 19 Be3 evidently forcing 19... Na8 20 Nxa8 Rxa8. The computer likes this for White too, but less than it favored those Q vs R+B positions considered before. I find this remarkable because to my eye White's chances here are much more promising. The rooks are powerfully deployed, Black only has one piece that can use d5 (and White's knight can eventually maneuver around to challenge it) and of course the problem of Kf8/Rh8 is going to take some doing to resolve.

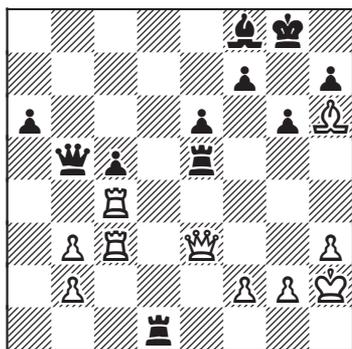
Still, the fact that 16...Qd8?! may even be playable is an object lesson in how important resources can slip through even a "thorough" analysis.

16...Bc6 17 Nd4 O-O 18 Nxc6 bxc6 [Time to take stock. Black's structure is preferable due to the d5 outpost, but White has a dynamic counterplay in alternating pressure between Black's king on the one hand and the pawn weaknesses a6 and c6 on the other.] **19 Rd3 Rfd8 20 Rh3** [Threatening to win by Qh5; inasmuch as ...h6 will always provoke a bishop sacrifice, weakening the dark squares is forced.] **20...g6 21 Qe3 Nd5 22 Nxd5 Rxd5** [of course not 22... exd5? 23 e6] **23 Qe2** [Stepping back to cover the back rank, which is emerging as a slight issue, and also to press a6 and clear the way for Rh3 to swing back across to press c6. As mentioned before, merely hanging around the kingside is not enough for White. He needs to alternate on both flanks to keep Black off balance.] **23...Rad8 24 Rhc3** [24 Qxa6? Rd1+] **24...c5** [The pawn is less a weakness with the bishop defending it, but the other side of that coin is the bishop becomes worse for having his pawn here.] **25 h3 Qb7 26 Ra1 Qb4** [I expected 26...Qb5 when White should not trade queens, of course. Merely getting to penetrate with the rook on the a-file is not worth connecting his pawns and diminishing my dynamic pressure through the queens' disappearance. I would have replied 27 Qg4 maintaining approximate equilibrium.] **27 Ra4** [In the moment, I considered this an absolute gain for me as now both rooks can potentially switch to the kingside. However, Black gets something too: my back rank becomes exposed.] **27...Qb5 28 Rac4 Bf8 29 Qe3** [The plan is clear: Bh6, then all major pieces to the kingside, and then mate. "Only"



tactics complicate the matter.] **29...Rd1+ 30 Kh2 R8d5** [And the complication is this: White's king has emerged on the same diagonal as the e5 pawn. Blocking this diagonal by playing g3 has suicidal tendencies in view of ...Qb7 and 'inevitable' mate at h1. However, without blocking the diagonal my intended Bh6 requires a thorough reckoning of ...Rxe5 Δ Qxe5 Bd6. Happily, we had just reached time control (move 30) so I had time to attempt that reckoning. But the task proved considerable.] **31 Bh6** [In the end I went for it more as a practical consideration than a clear result of analysis. First, there was at least a chance (admittedly small) he'd choose something other than 31...Rxe5, in which case 31 Bh6 is unquestionably how White ought to play. Second, assuming the expected reply, I saw no less than three interesting possibilities for me. *With three chances, at least one of them should pan out—right?! Of course there is no such guarantee, plus multiple options is a two-edged sword since you can only play one of them and it's a problem having to choose! Anyhow, unlike move 15 when I preselected my reaction to ensuing complications, here I played the text uncertain what my next decision would be.*] **31...Rxe5** [Of course—but only after several minutes thought, which allowed me to work some more on my own questions while his clock ran. This could have proved important, given that we were now in a sudden death phase.]

Earlier it might have been Black giving up his queen for rook+minor piece; now it was White's chance to make the same choice. As I said before, I saw three different possibilities ahead. The first two commence with the queen sacrifice 32 Qxe5 Bd6 33 Qxd6 Rxd6



Door #1 was the direct and obvious 34 Rxc5, capturing a pawn, attacking his queen, and threatening mate on the back rank—plenty to recommend it! I fixed the position after 34...Qe8 in my mind's eye (34...Qb6 is better than I thought during the game—35 Rc8+ Rd8



36 R3c6 Qd4 37 Rxd8+ Qxd8 38 Rxa6—but I doubt White faces much danger of losing this) and tried to find ways to continue the assault. In general I concluded Black had little to fear if his next move is ...Rd8 and later the queen could start to roam around and cause me trouble. In the post mortem we looked at 35 Bg5, which I downplayed at the board due to 35...Kg7 but Ed was unconvinced and with him championing my side of the position we stumbled our way through all sorts of interesting resources. Each king got mated in one variation or another of this analysis. But in my heart I believe Black should come out on top here somehow.

Door #2 looked more attractive during the game. Instead of the brute force 34 Rxc5, White can play 34 b4...Well, okay, that's kind of brute force too—but first you must notice the move! The point is that since 34...cxb4? gets mated, Black will have to do something else and White continues bxc5 with the same dark square/back rank bind as before, but now in addition an advanced passed pawn! Sounds promising...let's continue. 34...Rc6 seems natural. Now if 35 Rxc5(?) Rxc5 36 bxc5 Qxb2...hmmm. But wait, it's still a pin, so before capturing White can take time to defend the rear b-pawn, 35 Rc2!? And then what? I wasn't sure! Looking at it in the cold light of two weeks hence, I think Black should relieve the back rank danger by 35...f6, which also threatens to trap the bishop by ...g5, so 36 Be3 and then say 36...Kf7 finally 37 Rxc5 Rxc5 38 bxc5. Black will have to block that pawn soon. I kind of think that inoculates White against losing, but I'm not certain, and in any case the odds of winning may be even less.

So at length we come to *Door# 3*, which is what I chose. Not as dashing as sacrificing my queen, but probably best. Instead White sacrifices a pawn but continues the theme of alternating kingside attack with pressure against the queenside pawns. The forced exchange of bishops favors me on both sides of this pivot, and we will also see a recurrence of the same b4 motif.

32 Qf3! Rd8 [the attributes of Qf3 also included a possibility Qa8]

33 Bxf8 Rxf8 [I assumed this was almost forced in view of 33...



Kxf8 34 Qf6 but in fact that's not so hot after 34...Qb8! White would probably do better playing 34 Qf4 instead, similar to the actual game.] **34 Qf4 Rf5 35 Qe3** [Hitting c5 and 35...Rc8 is no sure defense because, again, 36 b4!] **35...Qb8+ 36 g3** [Unfortunately necessary now since 36 Qg3? Rxf2; or 36 Kg1? Rd8 are both bad.] **36...Re5 37 Qh6** [Standoff by mutually assured destruction comes into view: White menaces Qh6/Rh4, Black has Qb7/Re1] **37...Rh5 38 Qe3 Re5 39 Qh6 Qb7 40 Rh4** [Not 40 Rxc5 because of 40...Re2! (40...Re1 41 Rc6 is less convincing) 41 Qf4 Rxb2 White's pieces lose the coordination to create threats but Black is just getting started.] **40...f6** [The loosening of the Black king's pawn cover means he won't be mated but perpetual check becomes more likely.] **41 Qd2 Rd5 42 Qe2 Re5 43 Re3 Rxe3 44 Qxe3 Qd5 45 Rc4** [45 Ra4!?] **45...Rc8** [One final little jolt awaited me. 46 b4 would leave my rook hanging, so I was looking at 46 Qc1 to prepare it. Analyzing something, I don't remember exactly what, I reached a position where we each grabbed some pawns and then it could be useful for me to have his king on the second rank (f7 or g7) where I envisioned playing some check. So I played...] **46 Qf4** [...expecting the king to come up to defend f6, and then I would go 47 Qc1 etc. Except

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Ed quickly replied...] **46...e5** [...and I admit my first thought was “*Oh my, what have I done?*” The point is f6 doesn’t need defending: 47 Qxf6? Rf8 and Rxf2+ will give mate!] **47 Qc1** [Fortunately, things haven’t changed much.] **47...Qf3 48 Qc2** [defending f2 and threatening 49 b4—nothing can save the c5 pawn now] **48...Rd8** [if 48...a5 to at least prevent b4, 49 Rxc5 Rxc5 50 Qxc5 Qxb3 51 Qxa5 Qxb2 52 Qd8+ is a draw] **49 Rc3** [49 Rxc5 draws even more directly but after 49...Rd1 I only looked at 50 Rc8+? which loses, and did not notice 50 Qc4+!] **49...Qd1 50 Rxc5 Qxc2 51 Rxc2 Rd3 52 Rc6 Rxb3 53 Rxf6** [After the game someone asked me why not 53 Rxa6 evidently with the idea 53...Rxb2 54 Rxf6 etc, but Black has better in 53...Kg7! White must either suffer the 4 vs 3 ending or put his rook on the terribly passive square 54 Ra2? which is even worse. As we verified in the post mortem, Black conducts a general advance on the kingside and eventually White must abandon the b-pawn after all, probably under even worse circumstances.] **53...Rxb2 54 Kg2 a5 55 Ra6 Rb5 56 Ra7** [This, on the other hand, is an easy draw.] **56...h6 57 h4 e4 58 g4** [58 Kf1 heading for e3 is simpler] **58...Re5 59 Kg3 h5** [if 59...g5 60 hxg5 hxg5 61 Kg2 White returns to the K-f1-e2-e3 plan] **60 gxh5 Rxh5 61 Re7 a4 62 Ra7** ½-½ I agreed to a draw as a matter of course. Right after the pieces were gathered up, Geoff McKenna subversively offered that White might be actually starting to do better in the final position. I walked to the skittles room with my mind in a whirl wondering if perhaps I had settled too readily! Resetting the position, it was a relief to see there is nothing. Black can extinguish all chances by, eg, 62...Re5 63 Rxa4 e3 etc.

Ed Kitces - Andy Huang Sicilian

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 a6 6 Bg5 e6 7 f4 Be7 8 Qf3 Qc7 9 O-O-O Nbd7 10 g4 Rb8 [10...b5 11 a3 (11 e5 Bb7) Rb8] **11 Bh4 Nb6 12 Kb1** [12 g5 Nfd7 13 f5] **12...g6** [12...Nxe4!? might have led to excitement such as 13 Bb5+ Bd7 14 Bxd7+ Nxd7 15 Qxe4 Bxh4 16 Nf5] **13 f5 gxf5 14 gxf5 e5 15 Ndb5 axb5 16 Nxb5 Qc5 17 Bxf6 Bxf6 18 Nxd6+ Ke7 19 Qh5 Rf8 20**



Bb5 [Δ Be8 or R-g1-g8] **20...**
Qf2 [20...Bd7 21 Bxd7 Nxd7 22
 Nxf7 Rxf7 23 Rxd7+] **21 Rhf1**
Qg2 [21...Qh4 22 Qf3 Δ Qa3!]
22 Rg1 Qf2 23 Rg8! Qh4 24
Qxf7+! 1-0 After 24...Rxf7 25
 Re8 is mate.

Andrew Samuelson – Macon Shibut Pirc

1 e4 g6 2 d4 Bg7 3 Nc3 d6 4 Be3
 Nf6 5 Qd2 O-O 6 Nf3 c6 7 Bd3
 b5 8 Ne2 Bb7 9 Ng3 Ng4 10 Bg5
 h6 11 Bh4 c5! [11...g5? 12 Bxg5
 hxg5 13 Qxg5 Δ Nf5] 12 h3 Nf6
 13 e5 dxe5 14 dxe5 Nfd7 15 e6
 [15 Bxb5 Bxf3 16 gxf3 Nxe5 17
 Qxd8 Rxd8 18 Bxe7 Nxf3+ 19 Ke2
 Nd4+ 20 Kf1 Rc8] 15...Bxf3 16
 gxf3? [16 exf7+ Rxf7 (16...Kxf7
 17 Bxg6+ Kxg6 18 Qd3+ Kf7 19
 Qxf3+) 17 Bxg6!] 16...Ne5 17
 Be4 Qxd2+ 18 Kxd2 Nbc6 19
 f4 f5 20 Bg2? [20 Bxc6 Nxc6 21
 c3] 20...Nc4+ 21 Ke2? [21 Kc1
 Bxb2+; 21 Ke1 Rac8 22 Rd1 Bxb2]
 21...Nd4+ 22 Kf1 Nd2+ 23 Ke1
 N2f3+ 24 Kf1 Nxh4 25 Bxa8
 Rxa8 26 c3 Nxe6 27 a4 b4 28
 cxb4 cxb4 29 Re1 Nxf4 30 Rxe7
 Rd8 31 f3 Bxb2 32 Ne2 Rd1+
 33 Kf2 Nd3+ 34 Kg3 [34 Ke3
 Ng2mate] 34...Rhx1 35 Rd7 [35
 Kxh4 Bf6+] 35...Rd1 [35...Be5+
 36 Kxh4 Nf2 and mate] 36 Kxh4
 g5+ 37 Kg3 f4+ 38 Nxf4 [38 Kh2
 Rd2] 38...gxf4+ 39 Kh4 Bg7 40
 Rb7 Rg1 41 a5 Ne5 0-1

Andrew Samuelson - Jack Barrow Sicilian

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Qxd4
 Nc6 5 Bb5 Bd7 6 Bxc6 Bxc6 7
 Nc3 Nf6 8 Bg5 Qb6 9 Qxb6 axb6
 10 Bxf6 gxf6 11 Nd4 Rg8 12 g3
 e6 13 O-O-O Bh6+ 14 f4 Kd7 15
 Rhe1 Rgd8 16 Kb1 Kc7 17 f5 Bd7
 18 Ndb5+ Bxb5 19 Nxb5+ Kc6
 20 Nd4+ Kd7 21 Rd3 Ra5 22 b4
 Ra4 23 a3 d5 24 fxe6+ fxe6 25
 exd5 e5 26 Nf5 Bf8 27 Re4 Ke8
 28 g4 Kf7 29 Rc4 Rd7 30 Ng3
 Ra8 31 Ne4 Kg7 32 d6 Rad8 33
 Rc7 Kg6 34 Rxd7 Rxd7 35 Rf3
 Bg7 36 c4 h6 37 c5 bxc5 38 bxc5
 Kf7 39 Kc2 Ke6 40 Kd3 h5 41 h3
 hxg4 42 hxg4 Rd8 43 Kc4 Ra8
 44 Kb5 Kd5 45 Nxf6+ Kd4 46 g5
 Rc8 47 Kb6 Bf8 48 Nd7 Bxd6 49
 cxd6 Rc6+ 50 Kxb7 Rxd6 51 Nf6
 Re6 52 a4 Kc5 53 Re3 Re7+ 54
 Kc8 Kd6 55 a5 Ra7 56 Ra3 Ke6
 57 Ne4 Kd5 58 Ra4 Kc6 59 Kd8
 Kb5 60 Nc3+ Kc6 61 Rc4+ 1-0

Andrew Samuelson - Akshay Indusekar Sicilian

1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxd4
 a6 5 Nc3 b5 6 Bd3 Qb6 7 Nb3 Qc7
 8 O-O Nf6 9 f4 b4 10 Ne2 d5 11
 Ng3 Bb7 12 e5 Ne4 13 Qf3 Nc5
 14 Nxc5 Bxc5+ 15 Kh1 Nd7 16 a3
 bxa3 17 bxa3 Bd4 18 Rb1 Nc5 19
 Nh5 f5 20 exf6 gxf6 21 c3 Nxd3 22
 cxd4 Nxc1 23 Rfxc1 Qf7 24 Nxf6+
 Qxf6 25 Rxb7 h5 26 Qe3 O-O 27



Teach chess in schools as a chess coach/instructor and/or manage a staff of instructors. We have a complete turn-key program to teach chess to children using our unique curriculum and methods. This is an excellent opportunity for retirees, former teachers, early childhood instructors or college students. You should have some chess skills but do not have to be a strong player. Teaching skills are a plus because you will be working mostly with students in grades 5 and below.

Up to 20 hours of non-paid training is included. As a coach, pay starts at \$25.00 per class hour, after training. Most classes start between 2:30 and 4:00 PM Monday - Friday during the school year and last for an hour. As your school base grows, you may become an affiliate and hire your own coaches.

Please email your resume to CoachBrian@ChampionshipChessRVA.net including a summary of your chess experience—how you got started in chess, where you played and what is your current level of play.

Brian Garbera 804-464-1628 (office)

Qg3+ Kh8 28 Rcc7 Qh6 29 Qe3
Rf5 30 g3 Re8 31 Ra7 h4 32 Rh7+
Qxh7 33 Rxh7+ Kxh7 34 g4 Rf6
35 Kg2 Ref8 36 Kh3 Rxf4 37 Qxe6
R8f6 38 Qd7+ Rf7 39 Qxd5 Rf2 40
Qe5 R2f3+ 41 Kxh4 Rxa3 42 g5
Rff3 43 Kg4 a5 44 h4 a4 45 Qe7+
Kg8 46 Kh5 Rae3 47 Qd8+ Rf8
48 Qd5+ Kh8 49 g6 Rfe8 50 Kh6
R3e6 51 Qd7 R8e7 52 Qxa4 Re8 53
h5 R8e7 54 Qa8+ Re8 55 Qf3 Rg8
56 d5 Re7 57 Qf6+ Rgg7 58 Qf8+
Rg8 59 Qxe7 Rxg6+ 60 hxg6 1-0

Tobin Foster - Jershon Laimana Sicilian

1 e4 c5 2 Nf3 Nc6 3 Nc3 a6 4 d4
cxd4 5 Nxd4 e6 6 Be2 d6 7 O-O
Nf6 8 Re1 Be7 9 Bf3 Ne5 10 Be3
O-O 11 a3 Nc4 12 Qc1 Nxe3 13
Qxe3 Nd7 14 Rad1 Ne5 15 Qe2 b5
16 Na2 Bb7 17 b3 Rc8 18 Nb4 Bg5
19 Nd3 Ng6 20 Bg4 Rc3 21 Nb4
Nf4 22 Qf1 f5 23 Bf3 fxe4 24 Bxe4
Bxe4 25 Rxe4 e5 26 Rxf4 Bxf4 27
Ne6 Bxh2+ 28 Kxh2 Qh4+ 29 Kg1
Re8 30 Rxd6 Qh6 31 Rxa6 Rxe6
32 Rxe6 Qxe6 33 Qxb5 Rc8 34 a4
e4 35 Nd5 Rf8 36 Ne3 Qf7 37 Qc4
Qxc4 38 Nxc4 Rd8 39 Ne3 Kf7 40
Kf1 Ke6 41 Ke2 Ke5 42 Nc4+ Kd4
43 Ne3 g6 44 Nc4 Kc3 45 Ne3 h5
46 Ke1 Rd2 47 g3 Rd8 48 Ke2 Rf8
49 Ke1 g5 50 Ke2 h4 51 gxh4 gxh4
52 Kf1 Rg8 53 a5 h3 54 Nf5 h2 55
Ng3 Rxg3 56 fxg3 h1Q+ 0-1





Reflections

REFLECTIONS



Looking Back on an Amateur Chess “Career”

BACK TO THE BEGINNING

I beg the reader’s kind indulgence as I’m going to do something different with this edition of “Reflections”. I’m not going to begin by celebrating the present rather than reflecting on the past.

I’d like to put in a plug for the local club I attend here in the west end of Richmond. We meet at Panera Bread at the Ridge Shopping Center, located on Parham Rd (diagonally across from Regency Mall), on Thursday nights from 6-10pm. Why am I mentioning this specifically? Well a very interesting thing happened during the 80th Virginia Closed State Championship this past Labor Day weekend. Our little club produced a number of players who did extraordinarily well!

First and most impressively, in the Open Section our strongest player, Qindong Yang, won the 2016 state championship. Congratulations, Qindong! I can attest from painful personal experience that Qindong is a very strong player. His knowledge of the game and the speed with which he sees things is most impressive.

Next I would mention expert James Richardson who defeated five-time state champion Dan Miller, on the way to a respectable 3½ out of 6. A special “thank you” to James for graciously permitting me to publish the game; perhaps he will submit an annotated version in a future VIRGINIA CHESS ? There’s a very interesting backstory to how this game developed. I also must confess to living vicariously through James’ victory as Dan ripped my head clean off in a laughter during our lone encounter over a decade ago.



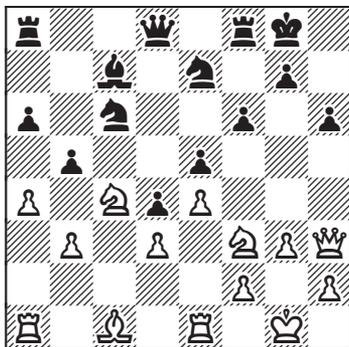


Dan Miller – James Richardson

2016 Virginia Closed State Championship

Benko Opening

1 g3 e5 2 Bg2 d5 3 d3 c6 4 Nf3 Bd6 5 O-O Ne7 6 e4 O-O 7 Re1
d4 8 c3 c5 9 Na3 Nbc6 10 cxd4 cxd4 11 Nc4 Bc7 12 a4 Be6 13
b3 a6 14 Ng5 Bd7 15 Qh5 h6 16 Nf3 f6 17 Bh3 Bxh3 18 Qxh3 b5



19 Qe6+ Kh7 20 axb5 axb5 21 Rxa8 Qxa8 22 Ba3 bxc4 23 Bxe7
Re8 24 Qf5+ g6 25 Qxf6 Rxe7 26 bxc4 Qe8 27 Rb1 Rf7 0-1

Then there is newcomer to our club (for the first time last week, actually), expert Jason Morefield, who drew last year's state champion, Jennifer Yu in round 2. Another member, noted local chess trainer (<https://championshipchessva.net>) Brian Garbera, drew our illustrious newsletter Editor in the first round. And William Stoots defeated expert Justin Lohr, also in the first round. Nicely done gentlemen!

In the Under 1800 Section, Adrian Rhodes tied for first, losing the title only on tie-breaks; congratulations Adrian! Dr Nasser Damirchi tied for the C class prize, and Dr Peter Rigby tied for and won the D class prize trophy. (*I told you that you would, Peter—proud of you!*) on tiebreaks.

If I left anyone out, please forgive me. Not bad for a small, informal club! If you live in the area and are interested in casual games (all time controls, or even without a clock), please come by. There are



lots of tables, both inside and out on the heated patio, Panera's offers plenty of food of course, and we have players of all strengths and ages. It is a very diverse club with a lot of really nice people. We'd look forward to having you attend.

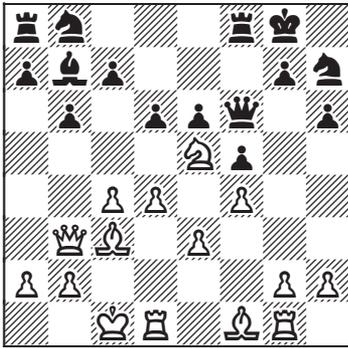
Okay, now for some reflection. Way back around 1983, I took a serious interest in chess. I told my parents I wanted to start playing in tournaments and attend a local club. I saw an article in the paper about a tournament, the aforementioned Virginia Closed if I'm not mistaken, and it included contact information for former VCF President James Johnson. My father drove me over to his house in Lakeside and he played an offhand game with me, while he simultaneously played against another gentleman named Stuart Jones. We played without clocks and Jim offered me the white pieces to see what I could do. I hadn't participated in rated games yet, and had only read Fred Reinfeld's *THE COMPLETE CHESS COURSE* (ISBN 0-385-00464-8, 1959, Doubleday). It was the first chess book I ever bought and I still treasure it today. I read it front to back. Anyway, the game was nothing remarkable, pitiable stuff from a novice really, but as must be, there was an interesting footnote. James was rightfully concentrating more on his other game and I got lucky and tagged him. Just before mating him, Stuart told his distracted friend "Jim, I think he's got you." Jim, visibly distracted, looked back at our game with some annoyance and more than a little chagrin while Stuart chuckled. "Yeah." I'll spare the reader annotations, it's riddled with mistakes, but it's interesting to plug the game into an engine and see if you spotted them correctly. Actually you should always do that with your games—first work it out without help, and then check your thoughts with an engine.

Mark Warriner – James Johnson

Causal Game 1983

Dutch

**1 d4 f5 2 c4 Nf6 3 Nf3 e6 4 Nc3 Bb4 5 Qc2 O-O 6 Bg5 h6 7 Bd2
b6 8 e3 Bb7 9 Ne5 Bxc3 10 Bxc3 Be4 11 Qb3 Nh7 12 f3 Bb7 13
O-O-O Qg5 14 f4 Qf6 15 Rg1 d6**



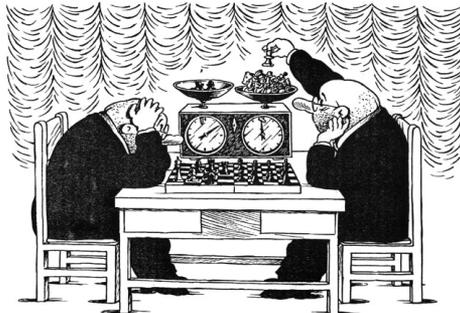
16 Nc6 Nxc6 17 d5 e5 18 dxc6 Bxc6
 19 fxe5 dxe5 20 c5+ Qf7 21 Bc4
 Bd5 22 Bxd5 Qxd5 23 Qxd5+ Kh8
 24 Qxe5 Rae8 25 Qxg7 *mate* 1-0

Jim graciously went over the game with me, pointing out several errors we both made. The takeaway for me was two-fold. First, it was the first game I ever memorized (I didn't have a way to write

it down); I was elated when I got home and could correctly recreate the moves. And second, I'd better work a lot harder if I wanted to be able to play a decent game of chess. I'm still working on that... Afterwards, Jim showed me his chess book collection and recommended a few to read. It was the first time I ever saw *CHESS INFORMANTS* and I was mesmerized. Little did Jim know what he started!

I don't know whether Jim is still with us; the last time I saw him was at a tournament at least 15-20 years ago and he was in poor health. I made sure to thank him for the inspiration he provided me, and especially the ridiculous 1,000+ volume library I have now that won't stop growing.

So, for me a nice trip down memory lane back to the beginning. Thank you for coming along, and I encourage you to seek out your local club if you want to improve or just have fun. And if someone new asks you to introduce them to the Royal Game, remember that you never know how you might inspire someone. Thank you! 





VCF Volunteer Opportunities

The Virginia Chess Federation (VCF) is seeking a dedicated volunteer to fill the role of **Membership Secretary**. This is a central position responsible for maintaining and administering a membership database for all VCF members and managing the addition/renewal/withdrawal of members.

Requirements:

Commitment to devote the time necessary to perform these duties. Expertise with Microsoft Office programs, particularly Office and Excel. Capacity to interact with VCF board members/officials (including tournament directors) with decorum and on a timely basis.

Appointed for one year at a time by the VCF President during the Annual Meeting.

Primary Responsibilities

Compiles and maintains membership lists including up-to-date member contact information and records receipts of dues.

Interacts with membership and VCF Board Members/officials/tournament directors as needed.

Utilizes tournament directors to issue membership cards.

Develops and promotes means for increasing membership numbers.

Delivers annual report on the state of the membership at the VCF Annual Meeting over the Labor Day weekend.

Performs any other duties as identified/required by the VCF Board of Directors.

The VCF is also seeking persons willing to serve as Delegates or Alternates at the USCF Annual Meeting to be held in conjunction with the US Open in Norfolk. The 1-2 day meeting will be during the day on Saturday (August 6, 2017) from 9am-5pm and possibly on Sunday (August 7) starting at 9am. This is your chance to vote on issues important to our members. All USCF members have the opportunity to discuss and vote on USCF issues at the Staff Forum / General Membership meeting on Friday August 5 from 4-5pm.

If you wish to serve as a Delegate or Alternate, please submit your request to VCF President Adam Chrisney, at chrisney2@gmail.com. The VCF President will announce Virginia's delegate list on the VCF website and submit our list to the USCF by November 1, 2016.



Pick N Play – Swiss Cheese

by *Mike Callahan*

Almost 10 years ago I asked Danny Miller to tell me a good book to read. He recommended Lazlo Polgars' 5334 PROBLEMS, COMBINATIONS AND GAMES. I got the book, toyed with it off and on, and I really liked the format. For the most part I mistook it for a beginner's/basics book. The more I began to use the book, and the more I found out about the author and his daughters, the more interesting the book and it's order became to me. Why was checkmate the focus of the first 4462 problems? Why had no other book broken down the squares to attack around the king? I suggested this book to all of my students. I came to learn myself that learning how to checkmate would teach me how to do all of the other combinational types—but doing all the other combinational types would not make me a better checkmater!! This was a profound discovery. Checkmate puzzles taught me how to trap! Checkmate puzzles taught me the difference between power and force. When you focus on checkmate puzzles exclusively for a long time, you develop a much needed desensitization to material!

The next lesson I was going to get from this book I stumbled upon completely by accident. After making this book my primary training tool, I began to give players the homework assignment of watching the games in any of its six sections and then trying to reconstruct the win when I came by for the next lesson. What happened was very unexpected. Nearly half the time, I was able to escape the result that had happened in both the game and the analysis. It was happening so frequently that I became curious as to how many of those games and analysis would stand up to the scrutiny of an engine.

Among the first 100 puzzles, I found 30 playable positions for the 'losing' side. What do I mean by playable? The advantage could be limited to a pawn or two, or an exchange, or some other tactical or strategic feature that would need to be played out before it was time to resign. The types of positions that were produced were close



enough for opponents within 200 rating points of each other to wait and see how the game might go. This too is significant! We play mostly Swiss System tournaments where we frequently are paired up or down by significant rating differences. There is no doubt in my mind that if I'm playing up or down 200 points, we'd have to continue to play these imbalanced and peculiar positions!

I developed a training method I called Pick N Play. We simply take a position from the book, one side or the other supposedly wins, and find out if that is true. The lessons teach attacking patterns, how to play defense, how to deal with surprises, and how to play sharp positions with imbalances!

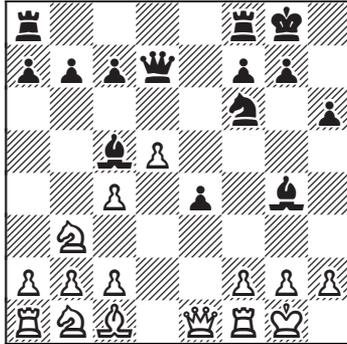
Going through 600 positions, I found 160 playable alternatives to the 'given' solutions' and over 200 realistic "Pick N Play positions. I learned long and short mating patterns with many piece combinations. I learned how to play defense, look for escape squares, and measure time. I learned a lot about combinational psychology and a process I call anchoring. Most of all, I completed a trek that all great players have done: study master games until they reveal their secrets. Find difficult tactical positions with great complications and master them. The result is that I have become exposed to and equipped with a certain set of skills, knowledge, and weaponry that only comes from following the layout of this book!

I documented my journey in a journal that I'm calling, "Eye of the Beholder" I will tell you and any person I meet: more than any other book I've seen on chess, 5334 PROBLEMS, COMBINATIONS AND GAMES is a reflection of the owner, not the author! Do you suppose that an author who made it his mission to create geniuses gave his daughters a 'beginners book'!? The Polgars are the greatest chess family in history!

If you want to see all my corrections, donate \$19.99 and I'll send you a copy. Meanwhile, enjoy some of them one in Virginia Chess! This example, number 4536, which I call Swiss Cheese. If you find yourself paired against players that are hundreds of points above or below you, a draw is a win for the lower rated player and a disaster for the higher rated player. This example illustrates the warnings of a coming draw, methods for how to avoid the draw, enforce the



draw, how to keep the draw in hand while continuing to play, and how it can be taken away. The result is a valuable lesson for Swiss System tournament tactics and strategy.



1...Bf3!

This shows us an instructive attack and mating pattern. White can fight his way out but it's going to cost! Every way out is a Pick N Play worthy position!

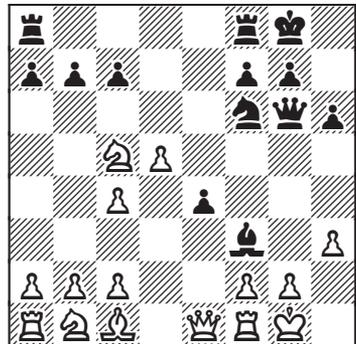
2 Bf4?

In the game White sent a lone bishop to fight against a queen, three pieces, and a pawn. It's not enough!

2 h3 was better. Continue 2...f5 3 Nxc5 Qg6 (diagram)

and at this point the player with the White pieces is going to make a decision. Why here?

Imagine yourself in the tournament room. Tensions are high. White seems to be taking a long time to think... Why? *Because if he wants to avoid the draw, he has to do it now.*



White might calculate that Black can get a perpetual check in a variation like 4 g3 Qf5 5 Kh2 Ng4 6 Kg1 Qh5 7 h4 Qf5 8 Nc3 Ne5 9 Kh2 Ng4!



What can he do if he wants to avoid this? How about 4 g4!? Why this punctuation!? That gets to the heart of the purpose of the lesson. The point is if White is the higher rated player, he's going to take his chances, even giving up some material, under the belief that his superior skill will get him back in the game later. It's actually smart competitive chess. The bigger the spread, the more you must be aware of these possibilities!

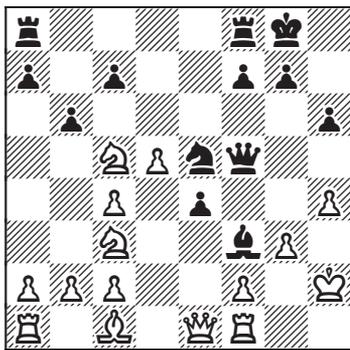
Let's say White tries 4 g4!? Continue 4...Nxg4! A second piece must be sacked! Any other move let's White off the hook—giving meaning to the phrase “sac or lose”! 5 Nxe4 Bxe4 6 f3 Ne5+ (There is another possibility that White might have needed to consider: 6...Ne3+ 7 Kf2 Nxf1 8 Qxf1 Bxc2 9 Nc3 Bd3 10 Qg1 Bxc4 11 Qxg6 fxg6 12 b3 Bd3 13 Ba3 with a tough battle for both sides!) 7 Kf2 Nxf3 8 Qe3 Rae8 9 Qf4 Ng5 10 Kg3 Bxc2 11 Nc3 Qd3+ 12 Rf3 Nxf3 13 Qxf3 Black would be winning.

Now go back to the diagram and suppose White settled for 4 g3. Again, a draw if he calculated correctly and if Black was satisfied with that. But you can't assume anything!

Continue 4...Qf5 5 Kh2 Ng4+ 6 Kg1 Qh5 7 h4 Qf5 8 Nc3 Ne5 9 Kh2

(diagram)

Here it would be Black's turn to face a similar decision. Yes, he can draw, but he can also try for more by 9...Ng4+! 10 Bf4 (Black's attempt could pay off if 10 d6 Ng4+ 11 Kg1 Nf6 12 Kh2 Qxc5) 10... Ng4+ 11 Kg1 Ne5. The threat ...Qh3



forces 12 Kh2, then the knight checks again from g4, and it's equal after all.

Again, how you feel about it depends on who you are. If I had Black and was the lower rated player, I would take the draw! If I had White and was the lower rated player, I would secure my extra piece thereby forcing the draw or making my opponent attempt to win a piece down. If I have Black and am the higher rated player, I'll play with my draw in hand and try to get an advantage. If I'm White and the higher rated player, then I'm looking for the first chance to break the draw cycle as inexpensively as possible and get back to work!



Okay, let's get back to the actual game (2 Bf4?)

2...Qg4 3 Bg3 Nh5 The White king is being swarmed! **4 Nxc5**

If 4 gxf3 exf3 5 Kh1 Nxg3+ 6 fxg3 f2 7 Rxf2 Rae8 8 Qf1 Bxf2 9 Nc3! (9 Qxf2? Re2 10 Qf1 Qe4+ 11 Kg1 Re1 wins) 9...Bxg3! 10 hxg3? Re3 11 Rd1 Rxg3 12 Rd2 Re8 13 Nd4 Rh3+ 14 Rh2 Rxh2+ 15 Kxh2 Re5 Black will win

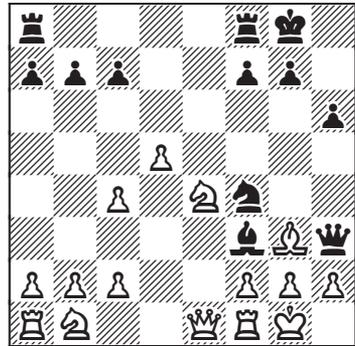
4...Nf4 5 Nxe4?

Even as late as this. White could still fight on less than a piece behind! The toughest try was 5 Qc3 Ne2+ 6 Kh1 Nxc3 7 Nxc3 Black could only win after finding something like 7...f5 8 gxf3 Qxf3+ 9 Kg1 f4 10 Rae1 Rf5 11 N5xe4 Raf8 12 Nd2 Qg4 13 f3 Qh3 14 Nce4 fxg3 15 Re2 Rh5

5...Qh3! (*diagram*)

The final tactical point of Black's combo! It mates. Either ...Qxg2 next or 6 gxh3 Nxb3 *mate!*

I hope you found this helpful, enlightening, or a good reminder. Send your comments, questions and suggestions!



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Virginia Chess: An Open Letter

by Mike Callahan

Dear VCF members, players, coaches, Tournament Directors and organizers, I'm writing to encourage chess coaches, tournament directors and organizers to make the most of the resource the official newsletter of the VCF.

Nothing warms chess players more than seeing their picture, friends, or games in print. I know that the Internet has replaced a lot of print, but where else are you going to find out what's going on in Virginia chess? Every child would enjoy seeing their best games in the newsletter. Every parent wants to see their child in the newsletter. Every organizer could benefit from having their event covered in the newsletter. The only thing needed for that to happen is good communication with the Editor. We organizers have to take and email pictures. We need to provide detailed stories. We need to use the collectible scoresheets.

Virginia Chess can also be a resource for learning chess. We should be sending in as many games as possible. If we run across a great lesson in analysis, we should be sending that in. Because with this issue I'm volunteering to do some regular writing based on the fact that I know I've got at least 12 valuable lessons that I can share to bring value to the newsletter.

All of us remember patiently waiting on our *Chess Life* or other monthly publication to see what would be in it. We dreamt about being an expert, seeing our games published, becoming known and separating ourselves from our peers. Having games appear in *Virginia Chess* is actually a part of a player's growth experience. Everyone can teach. Take pride in your chess and share it throughout the commonwealth!

Every week, someone is doing something extraordinary. There are tournaments, ladders and other events that should be in the newsletter. Thank a coach. Write a review of a tournament, a club meeting, a simul. Did you get some great advice that helped you? Share it with everyone! Anything you think other chess players would like to know may have a place in *Virginia Chess*.

In summary—embrace the newsletter! *Your* newsletter. Get recognition for participants in your events and thrive on! Every one of us can be involved in telling the story of chess in Virginia. Whether you are the past present or future of Virginia chess, make sure it gets documented!



Chess Clubs *Please send additions / corrections to the Editor.*

■ *Alexandria*: Kingstowne Chess Club, Kingstowne South Center, 6080 Kingstowne Village Parkway, Tuesdays 7-9:30pm, info Gary McMullin, gary.at.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 www.arlingtonchessclub.com or email chrisney2@gmail.com ■ *Arlington Seniors Chess Club*, Madison Community Center, 3829 N Stafford St, Mondays, 9:30am, info 703-928-5285 ■ *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) in 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, 271 Southgate Shopping Center, Culpeper, VA 22701. Wednesdays 6:30-8:30pm 540-727-0695 ■ *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 ■ *Fredricksburg*: Fredericksburg/Spotsylvania area chess players get together every Friday evening 6-10pm on the second floor of Wegman's in Central Park. ■ *Glenns Rappahannock Community College-Glenns Campus Chess Club*, Glenns 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, various times and locations—see www.mechanicsvillechessclub.org for up-to-date details ■ *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 ■ *Orange County*: Wilderness Branch Library Chess Club, 6421 Flat Run Rd, Locust Grove VA 22508 most 1st and 3rd Tuesdays 6:30-8:30pm 540-854-5310 ■ *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, Virginia Center Commons food court, 10101 Brook Rd, Glen Allen, Va, Wednesdays & Fridays 6-9, www.henricochessclub.com, 443-823-5530 ■ Huguenot Chess Knights, Bon Air Library Community Room, 1st & 3rd Friday of each month, 7-11pm, info Walter Chester 276-5662 ■ Panera Bread Chess, Panera Bread-Ridge Shopping Center, 1517 N Parham Rd, Richmond, Va 23229. Thursdays 6-10 pm, casual games, blitz, rapid or no clock. Lots of tables and room to play, heated outdoor patio. ■ *Roanoke*: Roanoke Valley Chess Club, Saturday afternoons 1-6pm 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, 3846 Jeff Davis Highway, Stafford VA 703-291-5690 very chess friendly - games most days - more show up Tuesdays 6-9pm ■ *Virginia Beach*: Tidewater Community Chess Club, Bldg D ("Kempsville") Cafeteria, Tidewater Community College Va Beach Campus, 1700 College Crescent Rd. Mondays 7-10pm ■ *Warrenton*: Warrenton Chess Club, St James Episcopal Church, 73 Culpeper Street, Warrenton VA 20186, Thursdays 6:40pm info <http://warrentonchessclub.com/> or email jonathan@maxwellchess.com Occasionally the church is unavailable and the club meets 1 mile away at the Warrenton Community Center, 430 East Shirley Avenue, Warrenton VA 20186 - check web page for announcements. ■ *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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