

VIRGINIA CHESS

Newsletter

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2023 - #2



Ajedrez - Jolanta Placzynska

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2023 - Issue #2

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Coastal Virginia Open

by *Christina Schweiss*

The 2nd Coastal Virginia Open, a VCF Cup Event hosted by Hampton Roads Chess Association, was held the weekend of November 4-6 at the Sleep Inn Lake Wright in Norfolk.

In the Friday night Blitz (4 double rounds), 18 players competed for almost \$300 in prize money. National Masters Daniel Miller & Tyson Brady tied for 1st with 6½ points each. Cayden Jackson took clear with 6 points. The top U1400 prize was split four ways between Sid Yambem, Jonathan Ngo, Reginald Green & Lenny Bueltmann-Prok, each with 4 points. Timothy Fuller took clear top U1200 with 4½.

The main event on Saturday and Sunday included 116 players across three sections. The one-day U1000 section played five games at G/40; d5. This section is popular with local and regional scholastic players and adults just entering the tournament scene. Forty players competed in this trophy section, with 25% of the field being unrated, as USCF membership continues to grow. Unrated player Noah Pope took first on tiebreaks with 4½ points, followed by Andrew Moore in 2nd, also with 4½. Four players finished with 4 points. On tiebreaks, unrated high school student Jackson Adams took 3rd, and young scholastic players Lukas LeBakken & Mruthyunjai “MJ” Jawahhar took 4th-5th. Phillip Pound took Top U800, and Aarush Parimi took Top U600.

The Open and U1600 sections played five games over two days, with the first round time control at G/75+10 and the remaining rounds G/90+10. Due to a great turnout, prize money was increased to over \$3500 across these two sections. In the U1600 section, Walker Gilbert took clear first with 4½, taking home the largest payday of the tournament. There was a 3-way tie for 2nd with 4 points: Lawrence Li, Vanya Voloshin & Kenneth Wells. Alvin Abhilash captured top U1200 with 3½, and Ian Riisager took Top Unrated. In the Open section, there were 39 players. The section ended the weekend with a six-way tie for first place (4 points each): masters Tyson Brady, Daniel Miller & Leif Karrell, expert Larry Larkins, and class A Adekunle Alawode & Jason Romsak. Biggest Upset prizes were \$25 gift certificates to the chess store. In the U1600 section, Round 1 Upset went to Pranav Maddipatla with a 375 point rating differential, and Round 2 went to Nathaniel Lorenger with a 396 point differential. In the Open section, Round 1 Biggest Upset went to Maddox Jackson with a 557 point rating differential, and an honorable mention certificate was awarded to Delilah Emerson-Coyle for a 551 point upset. Round 2 Open Upset certificate went to Myles Breguet with a 226 point differential.

The tournament ran smoothly and will be held at the same location on the same weekend in 2024.

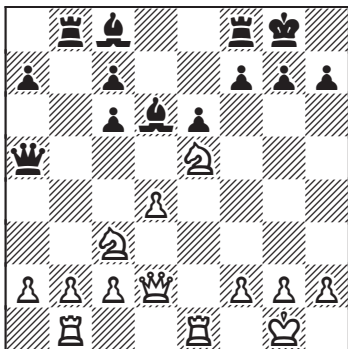
Games *next page*





Tyson Brady - Daniel Miller Scandinavian

1 e4 d5 2 exd5 Qxd5 3 Nc3 Qa5 4 Nf3 Nf6 5 d4 Nc6 6 Bb5 Ne4 7 Bxc6+ bxc6 8 Bd2 Nxd2 9 Qxd2 Rb8 10 O-O e6 11 Rab1 Bd6 12 Rfe1 O-O 13 Ne5



13...Bb7 14 Nd7 Qh5 15 h3 c5 16 Nxf8 Kxf8 17 Rbd1 Qg6 18 d5 Rd8 19 Qe2 h5 20 Qe4 Qxe4 21 Nxe4 exd5 22 Nxd6 Rxd6 23 Re5 g6 24 Rde1 Bc6 25 c4 a5 26 cxd5 Bxd5 27 a3 a4 28 Re8+ Kg7 29 Rd1 Kf6 30 Rc1 Bb3 31 Re2 Rd5 32 Kf1 h4 1/2-1/2

Jackson Twilley - Arav Srivastava Sicilian

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 a6 6 Bg5 e6 7 f4 Nbd7 8 Qf3 Qc7 9 O-O-O b5 10 Bxb5 axb5 11 Ndx5 Qb6 12 e5 Bb7 13 Qe2 dxe5 14 fx5 Nd5 15 Nxd5 Bxd5 16 Rxd5 exd5 17 e6 Nf6 18 Bxf6 gxf6 19 exf7+ Kxf7 20 Qh5+ Kg7 21 Qg4+ Kf7 22 Qh5+ Kg7 23 Qg4+ Kf7 24 Qd7+ Be7 25 Qxd5+ Kg7 26 Re1 Rhe8 27 Qd7 Qd8 28 Qxd8 Rxd8 29 Rxe7+ Kf8 30 Ra7 Rxa7 31 Nxa7 Ra8 32 Nb5 Rxa2 33 Kb1 Ra4 34 b3 Rh4 35 h3 Rh5 36 c4 Ke7 37 Kc2 Rg5 38 g4 h5 39 b4 hxg4 40 hxg4 Rxg4 41 Kd3 Kd7 42 Nd4 Rg3+ 43 Ke4 Rg4+ 44 Kd5 Rg5+ 45 Ke4 Re5+ 46 Kf4 Re1 47 c5 Rc1 48 c6+ Rxc6 1/2-1/2



2nd Annual Bright Minds RVA Championships

by Mike Callahan

THIS IS HOW SMALL THE WORLD IS. A friend invites the family over to a barbecue, and who just happens to be in the friend's family, Coach Frank Green! Frank and I go all the way back to Fleming's barbershop in Richmond! I used to stop in and play all the time. We had meetings at the North Ave library and coaching at Obama Elementary School. All less than a mile from each other! 75+ people coming in and out, while Frank and I are playing chess, eating barbecue, drinking responsibly, and getting attention! lol

A few days later Frank called telling me that I needed to get a hold of one Bernice Travers?! I discovered that she and Coach Fleming's "The Legend" Samuels (no relation to the barbershop) had created the Bernice E Travers Foundation back in



2020. I call him “The Legend” because he’s known everywhere in Richmond for his decades of teaching chess in the ‘inner city’. Ms Travers is known for, among so many other things, teaching and advocating for youth entrepreneurship. Their creation “Bright Minds RVA” is an educational, motivational, and life planning, initiative for inner city youth.

Their higher education, career exploration, and success partnership, with the Black History Museum & Cultural Center, Virginia Union University, and Virginia Commonwealth University gives students exposure to real life, learning skills, focus, and motivation.

WHEN I GOT TO THE LECTURE there were a total of 15 kids ages 10 and up. We talked a little about chess and then went on to showing them any easy method for picking better moves. They have some sharp ones in there. A donation of books that I received from Mr and Mrs Richard Runke provided each of the participants their own INFORMANT to keep for future study. They also received a choice of back issues of *Chess Life* magazine.

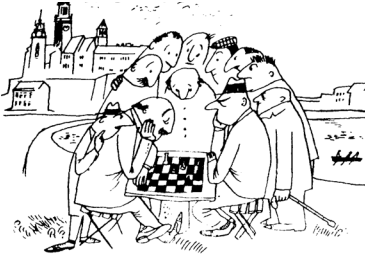
Two weeks later, King Philidor was on hand to direct the Championship. A 4-round swiss. The 3rd round is always where it happens... the draws and the upsets! Miles takes out Johnson (last year’s champ!) and the Harper-Armstead game was drawn. Going into the 4th we have two players with 3 points and two others with 2½. There could still be a 3-way tie for first! Miles put an end to all of that by winning his last game, and the tournament, with a perfect 4-0.

So: 1st place J Miles, 2nd D. Johnson, 3rd P. Ahmed, 4th N. Harper, 5th R. Armstead. Acknowledgement also to Head Coach Flemings “The Legend” Samuels, Assistant Coach Dr Theodore Andrews and Assistant Coach Frank Green.



It's a small world means we're all a lot closer than we think. Thank you Frank, Bernice, and all the other great people that make up your organization, partnerships, and stakeholders, for giving us the opportunity to ride along! We enjoyed every minute and look forward to your continued success.

If you would like to know more about Bright Minds RVA, visit <http://www.brightmindsrva.com>



King Philidor (Mike Callaham) & Flemings Samuels



Alejandro Hoffman

Our roving international correspondent Aleksey Bashtavenko is for now 'settled' in Florianópolis, Brazil. There he had the occasion to meet Grandmaster Alejandro Hoffman. "Alejandro was my opponent in round 1 of the championship of Brazil, which took place in late October. We shared a few drinks after the tournament and we've kept in touch since then. He is certainly no ordinary grandmaster. If you understood Spanish and were to eavesdrop on our conversation, you would have never guessed that he played chess at all."

Alejandro Hoffman earned his IM title in 1988, when he was 22 years old. He became a grandmaster when he was 30. In the last five years, Hoffman lived in Montevideo, Uruguay. Recently, he competed in the Baku Olympiad, and he regularly participates in various high profile tournaments in the Southern Cone region of South America.



Aleksey asked GM Hoffman to provide his “favorite game” for VIRGINIA CHESS. Here it is, with brief notes by the Editor.

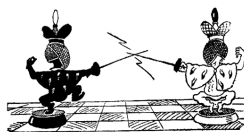
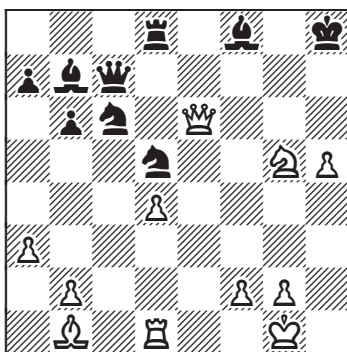
Alejandro Hoffman - Igor Novikov

Porto San Giorgio 1994

Sicilian

1 e4 c5 2 c3 d5 3 exd5 Qxd5 4 d4 Nf6 5 Nf3 e6 6 Be3 cxd4 7 cxd4 Nc6 8 Nc3 Qd6 9 a3 Be7 10 Bd3 O-O 11 O-O b6 12 Qe2 Bb7 13 Rad1 Rad8 14 Rfe1 Nd5 15 Ne4 Qc7 16 Bb1 h6 17 Bc1 Rfe8 18 Ng3 Bf8 19 h4 g6 20 h5 g5 21 Qc2 f5 22 Nxf5!? exf5 23 Rxe8 Rxe8 24 Qxf5 Rd8 25 Bxg5! hxg5 26 Qe6+ Kh8 [26...Qf7? loses the queen to 27 Bh7+ Kg7 28 h6+] 27 Nxc5 (diagram)

27...Rd7? [27...Nf4 looks tempting on account of 28 Nf7+ Kg8 29 Nh6+ Kg7 30 Nf5+? Kh8 31 Qf6+ Bg7 defending. Then you notice 30 Qf5! and it starts to look terrifying after 30...Kxh6 31 Qf6+ Kxh5. But apparently there nothing more there than a perpetual.] 28 Qf5 Qd6 29 Nf7+ Rxf7 30 Qxf7 Nf6 31 Qxb7 Nxd4 32 Re1 Ne2+ 33 Kf1 Nf4 34 g3 N4xh5 35 Kg2 [anticipating ...Nxc3] 35...Bg7 [Black could nonetheless try 35...Nxc3 but, first, 36 fxg3 Qd2+ 37 Kf1 may be still good for White; and second, the cold-blooded 36 Bg6! leaves the knight stranded—36...Ngh5 37 Rh1 etc] 36 Rh1 Kg8 37 Bg6 1-0



Macon Shibut - Ariv Debmisra

2023 US Amateur Team East, Parsippany NJ

Sicilian

Notes by Macon Shibut

1 e4 c5 2 c3 d5 3 exd5 Qxd5 4 d4 Nf6 5 Nf3 Bg4 6 dxc5 [A radical departure from the usual contours of the “c3 Sicilian”. Black’s move order is common so it’s useful to have ready something particular against it.] 6...Qxd1+

6...Qxc5 is a completely different option of approximately equal value. White will harass Black’s queen by Be3, but 7 Na3 is more cunning than the immediate 7 Be3 because the additional resources Nb5 or Nc4 compliments Be3 nicely and create lots of pitfalls for Black. In fact, the best reply to 7 Na3 is considered to be 7...a6, and if that is true then the knight move needs no further endorsement.



The queen exchange played by Black leads to irrational positions. White's king is wandering around, dramatic rival pawn majorities soon appear, and the material balance can take some weird turns.

7 Kxd1 e5 8 b4 [the point!] **8...e4 9 h3 exf3**

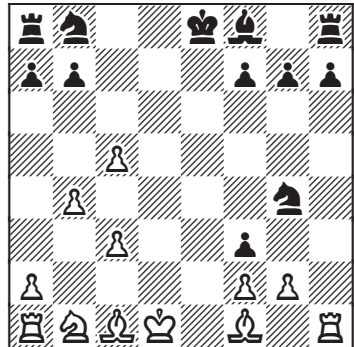
The 'main line' is 9...Bh5 10 g4 Nxg4 in the spirit of the Slav "Botvinnik Variation". After 11 hxg4 Bxg4 12 Nd2 exf3 13 Bd3 Black does not manage to castle because White's rook comes to e1 and the Be7 is unstable. The position is unclear, but my game versus Jack Barrow from the 2006 Virginia Closed is a template for how it looks when this goes right for White: 13...f5 (if 13...Be7 14 Re1 Nc6 15 Kc2 neither 15...O-O nor 15...O-O-O turn out well after 16 b5; so Black should try 15...h5 and after 16 Nc4 an important idea for White to keep in mind is Bf4 in good time to be ready to blockade the h-pawn on h2) 14 Re1+ Kd8 15 Nc4 Nd7 16 Bg5+ Nf6 17 Ne5 Kc7 18 Nf7 Rg8 19 Bf4+ Kc8 20 Bc4 b5 21 Be6+ Kb7 22 Ne5 Rd8+ 23 Kc2 g5 24 c6+ Kc7 25 Nxg4+ gxf4 26 Nxf6 Rg2 27 Bd7 Rxf2+ 28 Kb3 Re2 29 Nd5+ Kd6 30 Nxf4 Rxe1 31 Rxe1 Rxd7 32 cxd7 Kxd7 33 Rf1 Kd6 34 Rxf3 Ke5 35 Ne2 Ke4 36 Rf4+ Ke5 37 Kc2 Be7 38 Rf1 Bg5 39 Nd4 f4 40 Nf3+ Kf5 41 Nxg5 Kxg5 42 Kd3 Kf5 43 Rh1 1-0

Once upon a time I also analyzed 13 Bb5+ with a similar idea except instead of being ready to drive off the Nc6 from defending Be7, White simply threatens to take it. Based on the happy progress of my Barrow game I'm inclined to favor 13 Bd3, but both moves are worth investigating. After 13 Bb5+ Nc6 14 Re1+ Be7 15 Kc2 my old analysis continued 15...a5! 16 Nc4 axb4 17 cxb4 Kf8! 18 Bxc6 bxc6 19 Bb2 Bf5+ 20 Kb3 Be6. That timely ...a5 idea constrained White's initiative and gained Black the bishop pair. His kingside armada looks more mobile and threatening than White's queenside majority. However, even here I found an entertaining variation where White maintains a balance of sorts by 21 Rxe6!? fxe6 22 Ne5 with a lot of tactical inconveniences for Black. 22...Ra6 23 Rh1 Kg8 24 Rd1 Bf6 25 Rd6 Bxe5 26 Rd8+ Kf7 27 Rxh8 Bxb2 28 Kxb2 h6 29 Kb3 obviously with the idea of a4 & b5—and I will abandon this for now as "unclear".

My opponent's choice 9...exf3 also has its points but I had not taken it seriously beforehand.

10 hxg4 Nxg4 (diagram)

I was on my own at the board now. But by comparison with the lines just discussed, my thoughts initially centered on 11 Bb5+ Nc6 12 Re1+ Be7 13 gxf3 Nxf2+ 14 Kc2 "with an improved version of the main line since, if nothing else, it's a White pawn on f3 rather than a Black one."





Then I noticed the venomous reply 11...Kd8 threatening both ...Nxf2+ and also ...fxg2. Yikes! 12 Be3 fxg2 13 Rg1 Nxe3+ 14 fxe3 g6! doesn't look like an "improved version" at all...

I was about to abandon the bishop check in favor of 11 Be3 fxg2 12 Bxg2 Nxe3+ 13 fxe3 Nc6—*me!*—but then I noticed a further detail. Looking again at 11 Bb5+ Kd8, I have 12 Re1! threatening mate by Re8+ & Bf4 etc. Easy once you see it, but I doubt I would have looked hard enough to find it without the prior experience of ideas like from the Barrow game.

In any case, the mate threat means Black doesn't get time to execute both his ...Nxf2 and ...gxf3 threats. 12...Nxf2+ 13 Kc2 Nc6 (13...Bxc5?! 14 bxc5 fxg2 15 Rg1) 14 gxf3 ± ... back to an improved version of the main line!

So after 20 minutes' hard thought, I gave the bishop check... and was disappointed when my opponent replied almost instantly. I don't think he even saw the 'bait' or so much as considered 11...Kd8.

11 Bb5+! Nc6 12 Re1+ Be7 13 gxf3 Nxf2+ 14 Kc2 Kf8 [I was thinking that if 14...a6, instead of just 15 Bxc6+ bxc6 16 Nd2 Rd8 17 Nc4, I might try to trap his knight by 15 Bf1 but it doesn't work: 15...O-O 16 Be3 Bh4. But now that he gave up castling I thought 15 Bf1 might be back on the agenda. Examining it cost me another 20 minutes.] **15 Bf4** [In the end I concluded that it still doesn't quite work. 15...Nh1 (or 15...Bh4 16 Bf4 and now 16...Nh3 17 Bd6+ Kg8 18 Re4; or 16...g5 17 Bd6+ Kg7 18 b5 Na5 19 Be5+ f6 20 Bc7 b6 21 Re7+) 16 Bf4 Bh4 17 Bd6+ Kg8 18 Nd2?! Bxe1 19 Rxe1] **15...Nh3** [Now this is forced. If 15...Bh4 I just develop 16 Nd2 and Black's pieces are in trouble.] **16 Bh2** [preemptively to the 'blockade square'] **16...Ng5** [He decided to bring his knight back before anything else. This does not create the stability he hopes for, however, and it would have been better to solve the problem of the king rook and also get on with using his best asset, the kingside majority, 16...h5] **17 Nd2 Ne6** [incidentally threatening ...Nd4+] **18 Bc4!** [the Ne6 finds no peace] **18...Ncd8 19 Ne4 a5 20 a3 Rc8?** [Only White would benefit from opening the a-file, so Black seeks prospects for his queen rook elsewhere. But here again 20...h5 was called for. The text move simply loses time.] **21 Nd6 Ra8** [White's initiative accelerates after 21...Bxd6 22 Bxd6+ Kg8 (22...Ke8 looks ridiculous but it might be the best way) 23 f4 etc] **22 Nf5 h5** [finally!] **23 Rad1** [eyeing d7] **23...g6 24 Nxe7 Kxe7 25 Bd6+ Ke8 26 b5!** [I found the correct plan only after struggling in vain to make the more forcing variation work: 26 Be5 Rg8 27 Bf6—this much seemed 'obvious' and it was only with effort that I restrained myself from just playing it and 'figuring out what next' afterwards. In reality, the bishop is not so secure on the beautiful square f6. 27...g5 28 Bb5+ Nc6 29 Rd6 Rg6 30 Rxc6 bxc6 31 Bxc6+ Kf8 32 Bxa8 Rxf6 33 Be4 White is better for sure but there is still work to do. I was very happy when I discovered the more convincing text continuation.] **26...Rc8** [Loses, but I don't see anything else. 26...Rh7 27 b6 intending 27...Rh8 28 Bb5+ Nc6 29 Bxc6+ bxc6 30 b7] **27 c6 bxc6 28 b6 Rh7 29 Ba6! 1-0**



The Mummy

by Rusty Potter



Three-time state champion Rusty Potter re-enters the pages of our newsletter after a long absence. For his first of what will hopefully be a forthcoming series of articles, Rusty elected to resurrect an article he wrote that first appeared over twenty years ago—in VIRGINIA CHESS 2001/#5 to be exact. We will add that Rusty remains devoted to teaching chess by phone or Internet. Interested students can find his contact information in his advertisement on page 11. (Mention that you heard about him in VIRGINIA CHESS!)—ed

ON THE WAY DOWN to the Millennium tournament, the movie The Mummy was somewhat on my mind. The first remake of this old sci-fi classic had done well at the box office so, naturally, Hollywood was producing a sequel. Perhaps subconsciously inspired by this, I played a game which features a thoroughly entombed religious symbol, consecrated by a sacrifice. This entombed creature would come to life only briefly before meeting an abrupt and indecorous end. To top off the metaphor, my opponent was a very fine International Master from the African continent, the very setting of the aforementioned movies! Naturally then, I had to christen this game “The Mummy.”

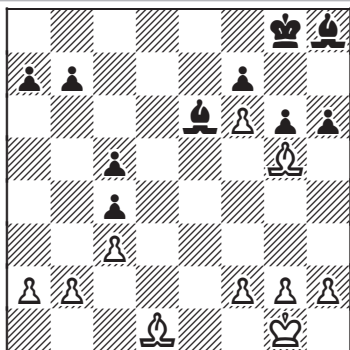
Rusty Potter - Oladapo Adu 2001 Millennium Chess Festival Pirc/Modern

1 d4 d6 2 e4 g6 3 c3 Bg7 4 Bg5 Nf6 5 Nd2 0-0 6 Ngf3 [White has managed to establish an Accelerated Torre type attacking pattern against the Modern/KID opening. I think this may well be the best system against Black's particular move order.] **6...Nfd7?! 7 Be2 c5 8 d5!** [Allowing c5xd4 is quite playable but gives Black's pieces more targets than this half-Benoni structure.] **8...Nf6!?** [The exotic nature of these mysterious dancing movements by dark horses is a real addition to the movie, don't you think?] **9 0-0 e6?! 10 dxe6! Bxe6 11 Nc4 d5 12 e5 dxc4 13 Qxd8 Rxd8 14 exf6 Bh8?!** [The better 14...Bf8 would have robbed VIRGINIA CHESS of an interesting article.] **15 Ne5!**

When I played this move I already knew what my plan was going to be. Inspired by several Capablanca games, I intended to exchange off as many pieces as possible. The point would be to be able to say...

15...Nd7 16 Nxd7 Rxd7 17 Rfd1 Rad8 18 Rxd7 Rxd7 19 Rd1 Rxd1+ 20 Bxd1 h6

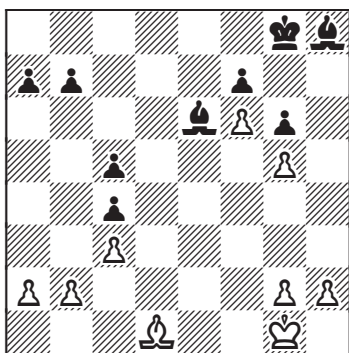




21 f4!!

...the Curse of the Mummy begins! Okay, okay, 21 Bxh6 should also win. Black's pawn majority on the queen's wing is crippled (his would-be passed pawn is doubled) but White's majority on the kingside is healthy. But the more pieces Black can keep on, the more counterplay he can generate. The way I played, active material is reduced to a minimum.

21...hxg5 22 fxg5



In entering into such an endgame White must calculate the consequences of the counter sac at f6 very accurately. My analysis indicated that if I could keep Black's king out of e5, nothing could save Black from the lethal

outside passed pawn created by steadily advancing the g- and h- pawns.

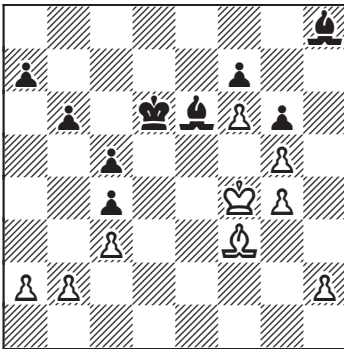
22...Kf8 23 Bf3 Ke8!? [A pawn offer; if accepted, Black gains a tempo to eventually reach e5. While he would still be in a bad way due to the weaknesses of his queenside pawns, still, he could then sac his Mummy for two pawns, thus destroying White's pawn majority: 24 Bxb7 Kd7 25 Kf2 Kd6 26 Ke3 Ke5 27 Bf3 Bxf6 28 gxf6 Kxf6 29 Ke4 g5 30 h3 Ke7±] 24 Kf2! [No thanks. White sticks to his original vision.] 24...b6 25 Ke3 Kd7 26 Kf4 Kd6 27 g4 b5 [27...Bc8 would have been more sturdy, whereas 27...Bd5(!) would have produced a very interesting pawn endgame that will be analyzed separately below.] 28 h4 a5 [My opponent began thumping the chessmen down very loudly and angrily at this point. That a growing crowd of astonished spectators were following this bizarre looking game did not seem to help his disposition.] 29 h5 gxh5 30 gxh5 b4 31 Be4 [White calmly waits...] 31...a4 32 a3! [...until the precise moment to maximize the number of pawns left on the color of my opponent's bishop. Of course White could not permit the breakthrough trick...a4-a3!] 32...bxa3 33 bxa3 [My opponent's aggressive series of pawn pushes had evoked a striking image in my mind. If Black were a shepherd, I thought, it seems he has relentlessly driven his flock into the very heart of the wolf's lair and then dispersed them to make for easier pickings.] 33...Bd7 34 Bf3 [White decides to maneuver against Black's weakened pawns.] 34...Bc8 35



Bd1 Bd7 36 Bc2 Bc6 37 Bf5 Bd5 38 Bc8 Bg2 39 Ba6 Bc6 [It was impossible to defend so many stray sheep.] **40 Bxc4 Be8 41 Ba2 Kc7 42 Ke5** [One last frustration: Black must give up control of this key square and a bushel of material.] **42...Kc6 43 Bc4 Kc7 44 Kd5 Bd7 45 Kxc5 Be6 46 Bxe6 fxe6 47 f7 Bg7** [At long last! The moment the audience has been waiting for since move 14. The Mummy comes back to life!] **48 h6** [Unfortunately, he becomes tangled in his White bandages, trips and falls. His reign of terror will be brief...] **48...Bf8+ 49 Kc4 Kd7 50 h7 Bg7 51 h8Q Bxh8 52 f8Q 1-0**



BUT NOW... the sequel! Let us return to the situation after White's 27th move...



Suppose Black trades bishops and clears e6 for his king?

27...Bd5 28 Bxd5 Kxd5

Can White still win? The question is not trivial and there are several plausible ways to fritter away the chances.

29 h4 Ke6 30 Ke4

Now the immediate counter sac is insufficient: **30...Bxf6 31 gxf6 Kxf6 32 Kd5 Ke7** (or **32...g5 33 h5 Kg7 34 Ke5 f6+ 35 Ke6 b5 36 Ke7 a5 37 Ke6 b4 38 Ke7 a4 39 a3 bxa3 40 bxa3 f5 41 gxf5 g4 42 f6+ Kh7 43 f7** etc) and now the simplest is **33 Ke5, eg 33...f6+ 34 Kd5 Kd7 35 h5** the outside passed pawn will be decisive.

30...Kd6 31 h5 gxh5 32 gxh5 Ke6 33 Kf4 Bxf6

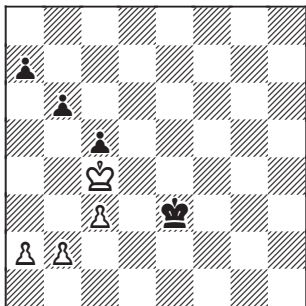
There's no point in delaying any longer. If **33...b5 34 a3 a6 35 Ke4 a5 36 Kf4 b4 37 Ke4 bxa3** (or **37...Bxf6 38 gxf6 Kxf6 39 Kf4 Kg7 40 Kg5 Kh7 41 h6 f6+ 42 Kxf6 Kxh6 43 Ke5 Kg5 44 Kd5 Kf4 45 Kxc4 Ke3 46 axb4 cxb4 47 cxb4 axb4 48 Kxb4**) **38 bxa3 a4 39 Kf4 Bxf6 40 gxf6 Kxf6 41 Kg4 Kg7 42 Kg5 Kh7 43 h6 f6+ 44 Kxf6 Kxh6 45 Ke5 Kg5 46 Kd5 Kf4 47 Kxc5 Ke5 48 Kxc4 Kd6 49 Kb4 Kc6 50 Kxa4**. White wins in all lines.

34 gxf6 Kxf6 35 Kg4 [White has an outside passed pawn but he is overall a pawn down and Black's extra pawn is doubled. Can White win? It doesn't look very promising at first blush...] **35...Kg7 36 Kg5 Kh7 37 h6 f6+ 38 Kxf6 Kxh6 39 Ke5 Kg5 40 Kd5 Kf4 41 Kxc4 Ke3 42 Kb5 Kd3 43 Ka6 Kc2 44 Kxa7 Kxb2 45 Kxb6** [45 c4 is no improvement over the direct pawn-munch, eg **45...Kc3 46 Kxb6 Kxc4 47 a4 Kb3 48 a5 c4 49 a6 c3 50 a7 c2 51 a8Q c1Q =**] **45...c4 46 a4 Kxc3 47 a5 Kb2 48 a6 c3 49 a7 c2 50 a8Q c1Q =**

IS THAT THE FULL picture then? Does the time required to capture the extra pawn in a crippled majority slow White down just enough to offset his outside passed pawn? After all, a material advantage should count for something! But



the answer appears to be...*no!*! The truth is that White does win. The key maneuver occurs back on move 42.



After 41...Ke3

42 a4!

I have seen this maneuver variously described as “curling the snake’s tail” or more simply “the finger curl.” The idea is to curl up the pawn chain as close to the White king as possible for protection. Only afterwards does White initiate tit-for-tat pawn gobbling with the kings. This maneuver will sometimes win by the fat margin of just one tempo! Let’s see...

42...Kd2 43 b4!

But not 43 a5? which gives Black a choice of drawing lines: 43...bra5 44 Kxc5 Kc2 45 Kb5 Kxb2 46 c4 Kb3! 47 c5 a4 etc; or 43...Kc2 44 axb6 axb6 45 b4 Kb2 46 b5 Kc2 47 Kd5 Kxc3 48 Kc6 c4 49 Kxb6 Kd2 50 Ka7 c3 51 b6 c2

43...Kc2

Sticking like glue to the pawn group is the most testing defense. Instead 43...cxb4 loses after 44 cxb4 Ke3 (or 44...a6 45 b5 a5 {45...axb5+ 46 axb5 Kc2 47 Kd5 Kc3 48 Kc6 Kb4 49 Kxb6 wins} 46 Kd5 Kc3 47 Kc6 Kb4 48 Kxb6 Kxa4 49 Ka6 Kb4 50 b6 a4 51 b7 a3 52 b8Q+) 45 Kb5 Kd4 46 Ka6 Kc4 47 b5 Kb4 48 Kxa7 Kxa4 49 Kxb6

44 bxc5 bxc5 45 a5 a6 [45...Kb2 leads to much the same: 46 a6 Kc2 47 Kxc5 Kxc3 48 Kc6 Kc4 49 Kb7 Kc5 50 Kxa7 Kc6 51 Kb8 wins by a single tempo! With one more turn Black could have locked in White’s king by ...Kc7] **46 Kxc5 Kxc3 47 Kb6 Kc4 48 Kxa6 Kc5 49 Kb7** and again White has the one tempo he needs. *Whew!*



RUSSELL POTTER:

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◆ Three-Time Virginia State Chess Champion ◆

◆ Over 40 Years of Chess Teaching Experience ◆

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Vocation Corner STARTING YOUR CHESS COMPANY

by *Mike Callahan*

MY PURPOSE in writing this is to help chess players, coaches, tournament directors, and affiliates create a better balance between volunteerism, philanthropy, and entrepreneurship! A chess company, whether it's for profit or non-profit, has lots of moving parts. In this issue I will give you the steps to finding a home for your weekly meetings and a monthly tournament. Remember, it's an outline. Use as much or as little as you want. If you have questions or need help, contact me!

1) The first thing you need is a mission statement. My Scholastic Chess Business Center (SCBC)'s mission is to help chess players of all ages earn scholarship, employment, and entrepreneurial opportunities. Your mission must inform, interact with, and serve your community in a way where every business, school, church, and household upon hearing it, would become your advocate!

2) With a mission, now you need a team. Your team must include: rated chess players, certified chess coaches, certified tournament directors, and a USCF Affiliate. There are no rating requirements at the entry level of these credentials! These credentials instantly identify you and your organization as high performing enthusiast and/or professionals.

3) What services is your organization going to offer? Don't let current circumstances limit your ambitions. If you had your ideal venue, what would you be doing on a daily, weekly, monthly, quarterly, and annual basis?

4) It's time to name your organization. Let everyone on your team offer suggestions. It will be entertaining to see how many come up with the same name! Then you need is a logo. Your logo is the first thing people will see every time and everywhere your organization appears. Ours is a Knight wearing a tie! lol

5) Get ready to greet the public. Get your LLC, tax id, your domain name, website, business checking account, company debit card, and a merchant account so that you can accept credit cards. (SCBC invoices through SQUARE and have not gotten a card reader)

6) A business card and a "hope to see you soon" are not enough. You need a trifold! Services descriptions, your logo, a picture or two, your website, your email, and a phone number... you've filled a trifold. Behind a picture, at either the top or bottom of a page, make a contact form where someone can fill in their name, phone number, email, and comments. Ask every person you meet if they would like to receive your monthly newsletter and notifications about local chess events. When they say yes, get them to fill in their info and tear it off the trifold. Now you're building a mailing list!





7) Begin your search for a home for your organization. You'd like one evening a week from 5-9pm or 6-10pm for your meeting, and one Saturday a month from 8am-5pm or 9am-5pm for your tournament. But stay flexible; someone may offer you space for a week night but can't give you Saturday. If at all possible, avoid settings where non-chess people will be walking through or sharing your space. Start by taking whatever you can get, but keep looking and working to improve your situation. Libraries, schools, colleges, hotels, museums, businesses, and churches could all be candidates. Even some government buildings allow space for community use. If you are feeling really aggressive, run ads in the community section of Craigslist asking for space to hold meetings and tournaments.

8) As soon as you have a place to meet and run tournaments, it's time for a press release and launching your newsletter. Send your press release to every TV station, radio station, and publication in your area. Invite anyone and everyone to come be a part of the fun! Attach a copy of your flyer and ask everyone to re-post it. Contact school principals and PTAs and ask them to post your flyer on the bulletin board at school. Post it at the local grocery stores, dry cleaners, and gyms. Make tear-away flyers that allow people to take your info with them.

9) Speaking from experience, now that you are out there, you have to be ready for everything! You will get calls and emails about private coaching, school coaching, classes, club meetings, camps, fundraisers, tournaments, employment, simulms, books, gear, sets, clocks, etc.

10) Part of scaling is duplication. There are clubs in Virginia that have had national success in all areas of running chess events. Trying to figure out everything on your own can be daunting. Look at the activities, websites, tournaments, activities, and publications, of other clubs and copy them—they won't get mad! We all want the best for chess. Call them, or call me, and I'm sure we'll do whatever we can to help you and chess!



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