Rank & File

The magazine of the Southern California Chess Federation

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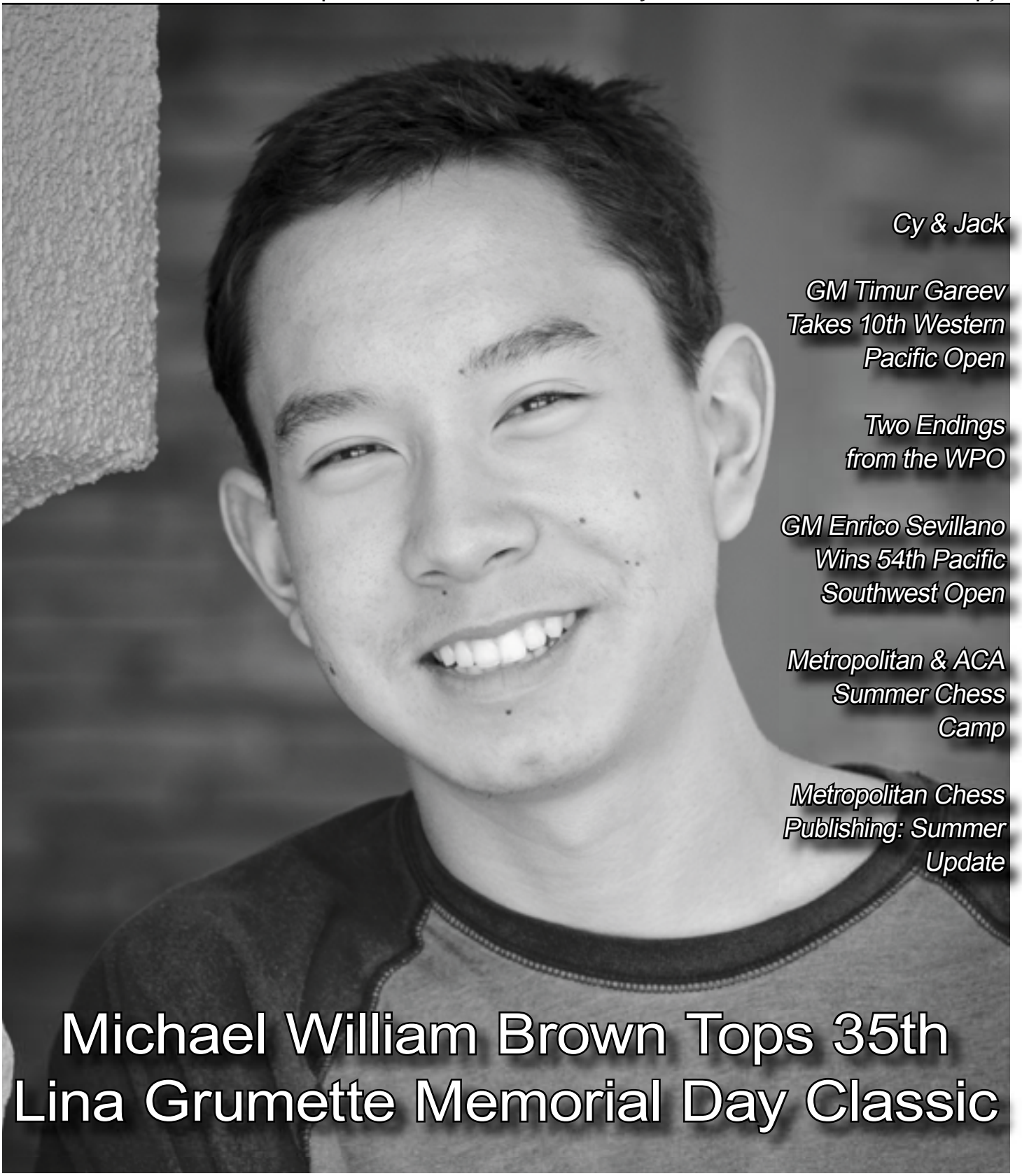

Cy & Jack

GM Timur Gareev Takes 10th Western Pacific Open

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GM Enrico Sevillano Wins 54th Pacific Southwest Open

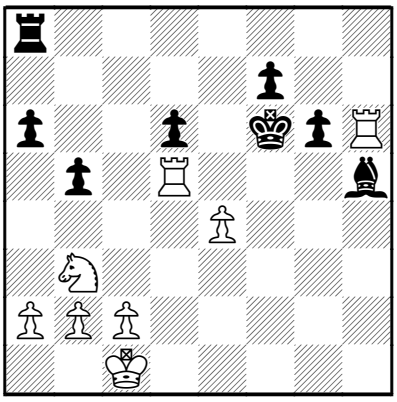
Metropolitan & ACA Summer Chess Camp

Metropolitan Chess Publishing: Summer Update

Michael William Brown Tops 35th Lina Grumette Memorial Day Classic

Inside Moves

A ***tactical warm-up***: It starts out fairly easy, but watch out for No. 8 and No. 9, which sometimes are very hard. Solutions on page 54. - Ed.



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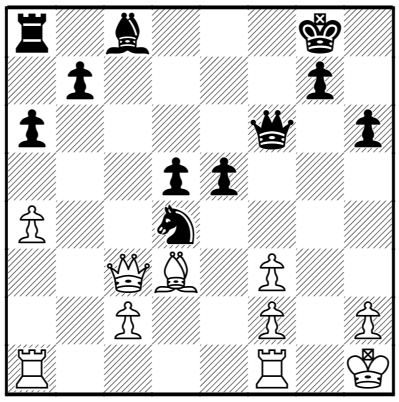

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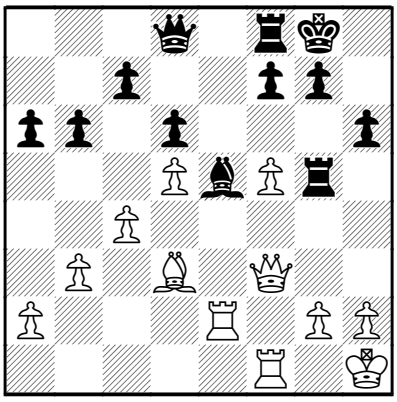

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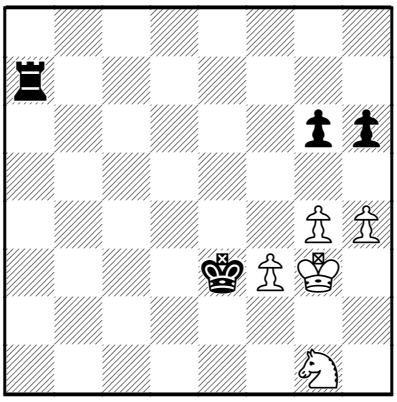

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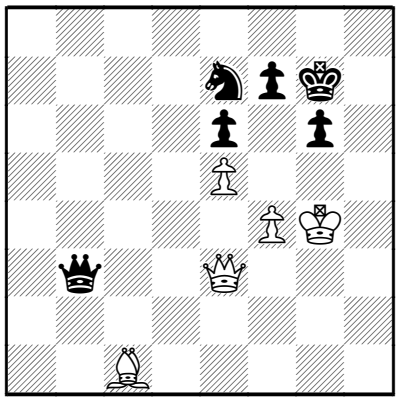

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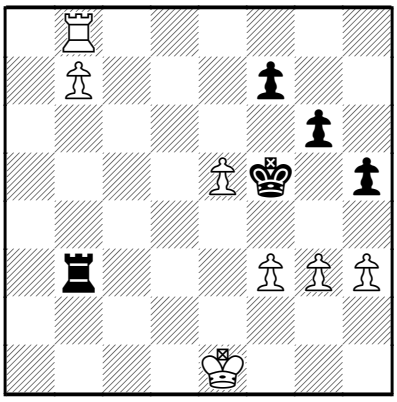

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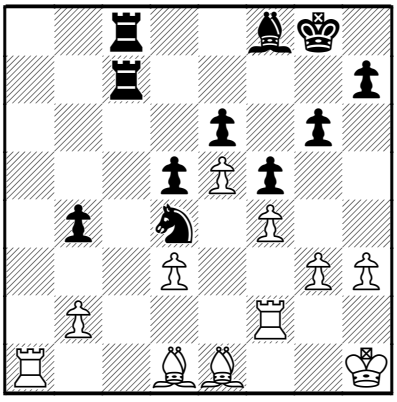

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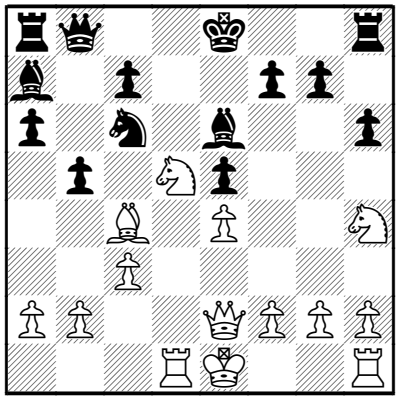

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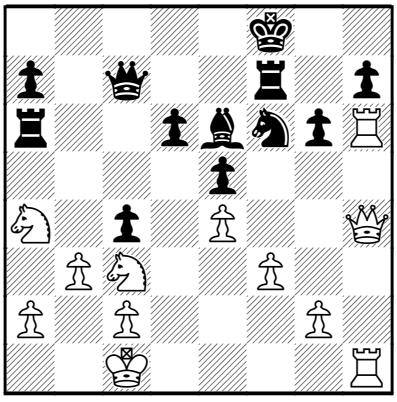

9. Black to Play

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Back Cover: Outside Shots!
They are often from inside games.

View back issues of *Rank & File* at ***www.scchess.com.***

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Positions

E-mail your letters to: RankAndFileEditor@gmail.com.

From email:
Hello

I would like to ask if you could check the link to the *Rank and File* chess magazine. I mean this one: "2013 Feb-Mar-Apr" (all the rest work fine). And best regards for publishing the selected issues for free. I appreciate it and the quality of your magazine is very good! It is one of the best chess magazines (in English) as I have ever seen! I love reading it and your articles as much as games and positions explanations - simply superb!

Your fan - Tom

Tom, thanks for the alert! The link has been repaired by our webmaster Chris Roberts.

The quality of the magazine comes from our great contributors and photographers! Each deserves our thanks. Readers, please express your appreciation to them when you get the chance! See the lists on the Table of Contents page. - Ed.

Editor's Note

This issue is a big one! See the epic Korchnoi game that starts this month's edition of *Cy & Jack*. This time, several of the exercises are presented up front, so you have the opportunity to solve them first. If you work on the exercises before looking at the game, you will enjoy the article that much more.

The Western Pacific Open provided an especially large amount of chess material, with seven games, including a final round struggle that determined the winner right at the last minute. In addition, see the accompanying article by Jack Peters on two endings, which feature opposite color Bishops. They can be won sometimes! See *Outside Shots* No. 5 for a warm-up before you begin. Solving that ending will get you ready!

This issue also features news regarding the summer camp jointly run by Metropolitan Chess and American Chess Academy. The world's No. 2 player, Levon Aronian came to town, and it looks like a great time was had by all. Did one of the world's top players of all time *really* play Bughouse in Glendale? Do real GMs play *Bughouse*? The article tells.

Finally, we have an update on Metropolitan Chess's publishing plans, which include books and videos. This editor worked on the first publication and is also working on the second, which I hope will also be well received.

Until the next issue, enjoy those quiz positions, and good luck in your chess! - Ed.

The ***2014 SCCF State Championship*** is upcoming this summer. To donate a contribution, please e-mail SCCF treasurer Ashok Kumar at **ContactAshok.21@gmail.com**.

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Solutions to Outside Shots!

From the back cover.

1.White wins the Queen with **18.d5+**. From the note after White's 11th move in Mousseri–Kretchetov, Western Pacific Open 2014. See page 22 for the whole game.

2.Black finishes with ***34...Rxh3+ 35.gxh3*** or 35.Kxh3 Qg3 mate ***35...Qg1 mate***, in Creger–Casella, Pacific Southwest Open 2014. See the whole game on page 37.

3.White suddenly goes on the attack with ***16.Nh5!*** Also winning is 16.Bxd5! Bxd5 17.Nf5 f6 18.Bxh6+–. ***16...Nf6 17.Nxf6+ gxf6 18.Bxh6 Be5 19.Qh4 Re8 20.Bxe6 1–0*** and now if 20...fxe6 then 21.Qg4+ mates, Salvaryan–Cohen, Western Pacific Open 2014. See the whole game on page 25.

4.Surprisingly, White finishes it suddenly with **50.e6! fxe6** Or 50...Kf6 51.exf7 Kxf7 52.Rh8 Rxb7 53.Rh7+. And if 50...Kxe6 then 51.Re8+ and the pawn Queens. **51.Rh8 Rxb7 52.Rh7++–**. From the annotation after Black's 49th move in Yankovsky–Mousseri, Pacific Southwest Open 2014. See page 38 for the whole game.

5.Black gains a tempo with **57...Bh1! 58.Kg3 Be4 59.Kf4** *(For 59.Bf8 see page 31 column 1.)* and now **59...a3!** exploits the overworked defender. After **60.Bxa3 Kh4 61.Bc1 g3 62.Be3 Kh3**, Black wins the Bishop for the g-pawn, analysis of Chang–Korba, Western Pacific Open 2014. Also winning is 57...Bg2 58.Kg3 Be4. See page 30 for the whole ending.

6.The only winning move is ***32.Rxd4!***. Muller–Y. Xia, Mount Wilson Open 2014, concluded with ***32...Nxg3 33.fxg3 exd4 34.Qxb5 Qf5 35.Bc4 Qxb5 36.Bxb5 1–0***. See the whole game on page 47, and why taking that Rook with 32.Qxb5 would fail!

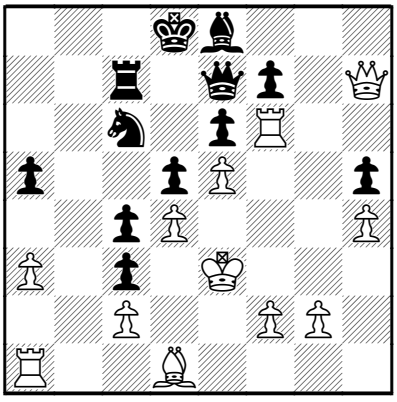
Cy & Jack

By IM Jack Peters and IM Cyrus Lakdawala

Cy's game, from his latest book *Korchnoi: Move by Move* is an epic 87-move battle with Korchnoi as Black at age 77 against Vugar Gashimov (1986-2014) of Azerbaijan, 21, who soon rose to world No. 6. This McCutcheon French is one of Cy's favorite Korchnoi games.

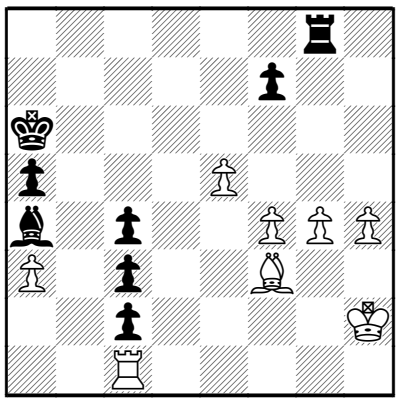
Jack's game is also a McCutcheon, against a young then-IM Varuzhan Akobian. Like the first game, it features attacks on both wings and passed pawns for both sides. Ultimately, Black's loss was due to pushing the wrong pawn, and the game actually ended in a bit of confusion!

For a warm-up, we present four of the first game's exercises—solutions inside! Take your time here, and you will enjoy this article even more. - Ed.



After 28.Qxh7

Exercise (combination alert): It looks like it's time for Black to resign. After all, he is down the exchange and soon faces White's raging h-pawn. Find Korchnoi's trick, which flares up Black's counterattack.

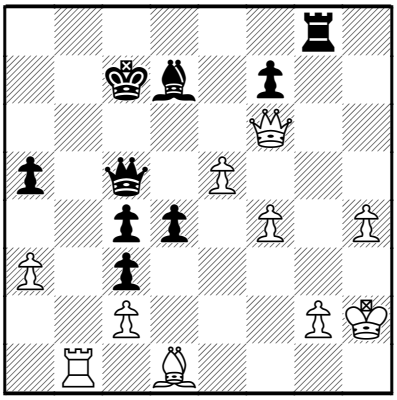


After 46.Rc1

Exercise (planning): The players crochet hallucinatory pawn patterns. In this instance, triple pawns are not a weakness if they are all in an assembly line for promotion. Come up with a clear plan to promote before White does.

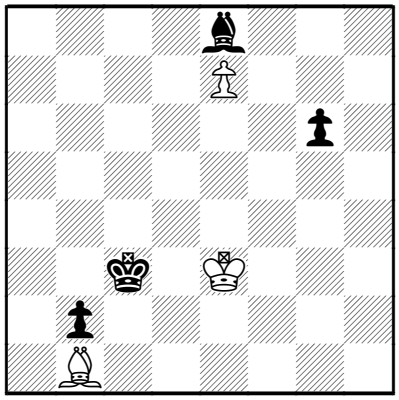
Viktor Korchnoi at Zürich, 2009
Photo: Juerg Vollmer / maiak.info

Vugar Gashimov (2679) -
Viktor Korchnoi (2598)
[C12] French Defense
Russian Team Championship (9)
Sochi, April 11, 2008
1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Bb4



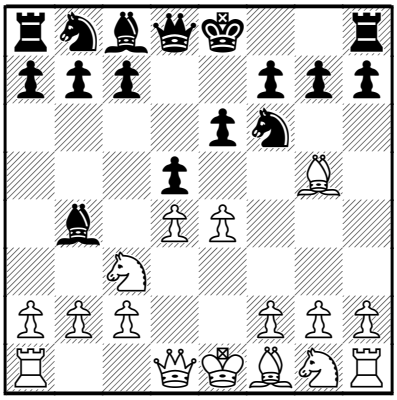
After 38.Kh2

Exercise (planning): Find one key idea, and Black goes from worse to winning. What is the core element of this position?



After 74.Ke3

Exercise (planning): How does Black make progress?



Cy: The ultra provocative McCutcheon Variation of the French Defense.

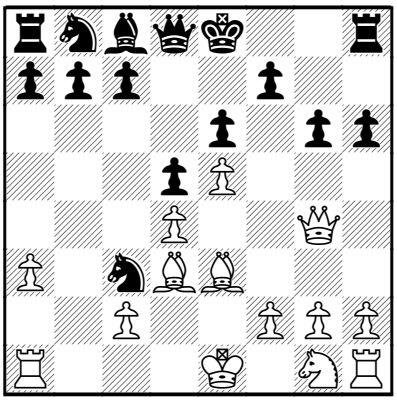
Question: Isn't Black worried about his pinned f6-Knight?

Answer: Black has access to adequate counters with ...h6 and ...g5, similar to the plan in the Botvinnik and Moscow Variations of the Queen's Gambit.

5.e5 h6 6.Bd2

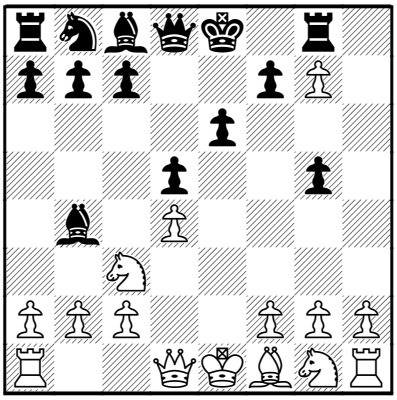
Cy: There are other possibilities:

6.Be3 The major alternative. All others give White less than nothing. 6...Ne4 7.Qg4 g6 8.a3. White sacrifices a pawn in exchange for the Bishop pair and the dark squares. 8...Bxc3+ 9.bxc3 Nxc3 10.Bd3:



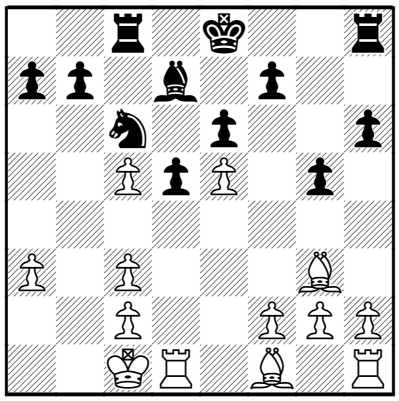
After 10...b6 11.h4 Ba6 12.h5 g5 13.f4 gxf4 14.Bxf4 Kd7!? 15.Bd2 Ne4 16.Bxe4 dxe4 17.Qxe4 Kc8! 18.Nf3 *(not 18.Qxa8?? Bb7 19.Qxa7 Qxd4, and White can resign.)* 18...Bb7 19.Qf4 Rh7, White's space and open f-file may give an edge, Gashimov–Nakamura, Monte Carlo 2011.

6.exf6?! hxg5 7.fxg7 Rg8:



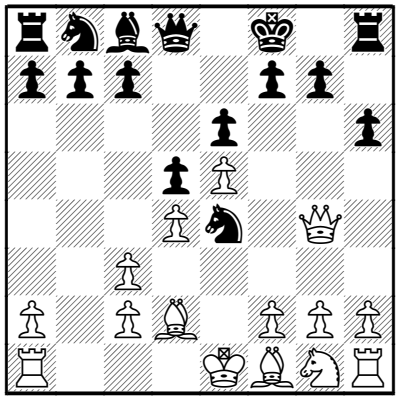
White gave up his Bishop pair and central influence for nothing in return. Black stands better.

6.Bh4 g5 7.Bg3 Ne4 8.Nge2 c5 9.a3 Bxc3+ 10.Nxc3 Qa5 11.Qd3 Nc6 12.dxc5 Bd7 13.O-O-O Nxc3 14.Qxc3 Qxc3 15.bxc3 Rc8:



Black's structural benefits easily compensate for White's Bishops, Landa–Minasian, Linares 1999.

6...Bxc3 7.bxc3 Ne4 8.Qg4 Kf8!?

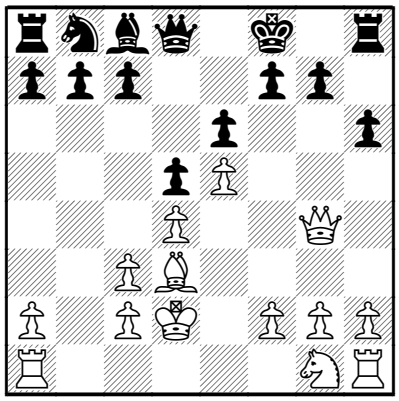


Cy: The King flinches, the way a cowed pet does when it sees an abusive owner enter the room.

Question: Why would Black deliberately deny himself castling rights?

Answer: He does so in order to avoid weakening his dark squares with 8...g6, Black's main line.

9.Bd3 Nxd2 10.Kxd2



10...c5

Jack: Years ago, theory claimed equality after 10...Qg5+ 11.Qxg5 hxg5, and White was supposed to avoid it with 9.h4 instead of 9.Bd3. But 12.h4!? gxh4 13.Nf3 favors White, slightly.

11.h4

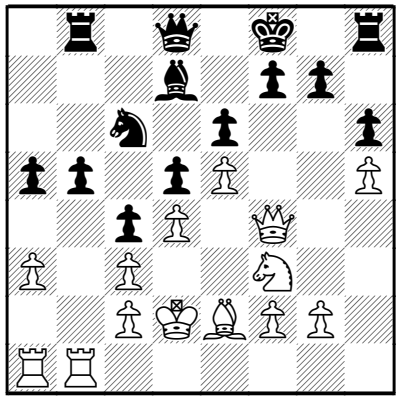
Cy: A multipurpose move:

1. White prevents ...Qg5+ simplification ideas.

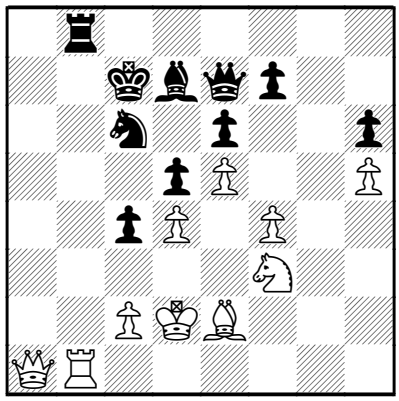
2. White gains space on the Kingside, his theater of operations.

3. White has options to lift the h1-Rook to either g3 or f3.

After 11.Nf3 Black does well to block the center at once with 11...c4!, and Larry Christiansen–Korchnoi, Reykjavik 2000, continued 12.Be2 Nc6 13.h4 b5 14.a3 Bd7 15.h5 a5 16.Rhb1 Rb8 17.Qf4:

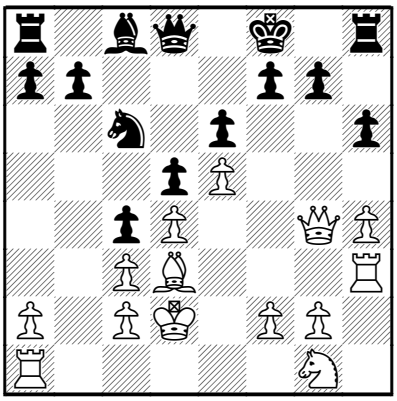


17...Ke7! Korchnoi prepares to run his King over to the Queenside, a safer zone where he controls more territory. 18.g4 *(18.Qh4+ Ke8 19.Qf4 Ke7 is a tacit draw offer.)* 18...Qf8! 19.Qe3 Kd8 20.Ne1 Kc7 21.f4 b4 Black's break arrives first. 22.axb4 axb4 23.cxb4 Rxb4 24.Nf3 g6 25.Qc3 Rxb1 26.Rxb1 gxh5 27.gxh5 Qe7 28.Qa1 Rb8:



Korchnoi managed to win from this dynamically balanced position against Christiansen.

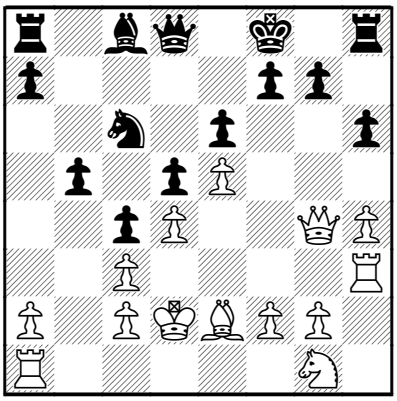
11...Nc6 12.Rh3 c4!



Cy: *Question*: Isn't this move in violation of the principles: Don't close the center when attacked on the wing, and also don't fix your pawns on the same color of your remaining Bishop?

Answer: You are right, yet the move is correct. Black can't afford to allow White's Bishop on that diagonal for too long, since he must prevent Bh7 and Bg6 tricks later on.

13.Be2 b5



Cy: GM Neil McDonald writes: "The battle lines are drawn: Black is planning a pawn storm on the Queenside, while White is going to probe with his pieces to create holes in Black's Kingside structure."

Jack: To me, 13...Ne7 looks more natural. Black safeguards g7 because he can parry 14.Rg3 with 14...Nf5.

14.a3

Cy: After **14.Qf4** Qe7 15.Bh5 Ke8 16.a3 a5 17.Rg3 Rg8 18.Nf3 Ra7 19.Nh2 Kd8 20.Be2 b4 Black's break arrived first and I prefer his position, but objectively the position may be about even, Volokitin–Korchnoi, Igualada 2005.

Also possible is **14.Rg3** Rg8. Note that if Black refrained from ...c4 earlier, White can play Bh7, attacking the defender of g7 in such situations. 15.Qf4 Bd7 16.Bh5 Be8 17.Rf3 f5! and now:

a) 18.exf6?? Unsound. 18...Bxh5 19.fxg7+ Kxg7 20.g4 *(20.Rg3+ Kh7 and White's attack is no more.)* 20...Be8 White has no logical followup.

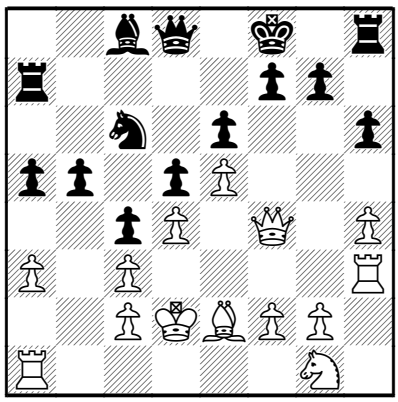
b) 18.Bxe8 Kxe8 19.h5 a5 20.g4 Rf8 Black's ...b4 break follows and I'm not sure how White organizes compensating counterplay on the Kingside, Shukh–Najer, Dagomys 2010.

Jack: It's tempting to threaten g7 and f7 by **14.Rg3** Rg8 15.Qf4 Bd7 16.Rf3 Be8, but the satisfaction of making him defend will fade. White cannot quickly engineer a breakthrough with g2-g4-g5 or f2-f4-f5.

14...a5 15.Qf4

Cy: Targeting f7 and clearing the way for his g-pawn to advance.

15...Ra7



Cy: A theoretical novelty. The idea is long distance coverage of f7. Normally played here are 15...Bd7 and 15...Qe7.

16.Bh5 Qe7 17.Rg3!

Cy: *Question*: Why an exclamation mark? The move looks inconsistent, since White is targeting f7.

Answer: White actually targets both f7 and g7. Since f7 is amply protected, Gashimov alternates targets in order to keep Black busy.

17...Rh7!?

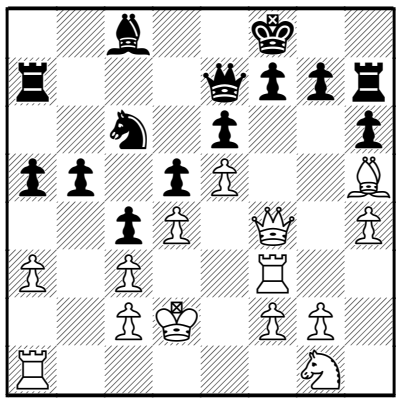
Cy: Are we not all fettered by the uniqueness of our own styles? Yet another unprecedented formulation arises from Korchnoi's fertile mind.

Question: Isn't 17...Rg8 a more natural move?

Answer: It is, but as we all understand by now, the words "natural" and "Korchnoi" don't mix well. This is typically inexplicable Korchnoi weirdness which I fail to fathom. His cramped position has the appearance of being packed with dense bodies, like raisins in the box.

Jack: Maybe Korchnoi wanted to know if White was willing to repeat moves by 18.Bg6 Rh8 19.Bh5. Black could agree to repeat, or vary with 19...Rg8.

18.Rf3



Cy: *Exercise* (planning): Black's thematic 18...b4 break beckons. Is the timing correct for the move?

18...Ke8!

Cy: *Answer*: This was a test of your tactical alertness. 18...b4?? is mistimed and loses a full exchange to 19.Bg6! and now Black must play 19...Kg8 since 19...Rh8?? makes matters even worse after 20.Bxf7! Qxf7 21.Qg3 winning the Queen.

19.Qg3

Cy: Threatening f7 again.

19...g6

Cy: Gashimov finally induces a Kingside pawn weakness. Soon, a dark square pestilence ravages Black's Kingside.

Jack: Black could guard f7 securely by 19...Nd8, but 20.Ne2

creates possibilities of dropping a Knight or Bishop on g6.

20.Rf6!

Cy: A clever Zwischenzug which allows White's Bishop to head back to d1, rather than to g4, where it just gets in the way.

20...b4

Cy: Correct timing.

Most certainly not 20...gxh5?? 21.Qg8+ picking up the loose h7-Rook.

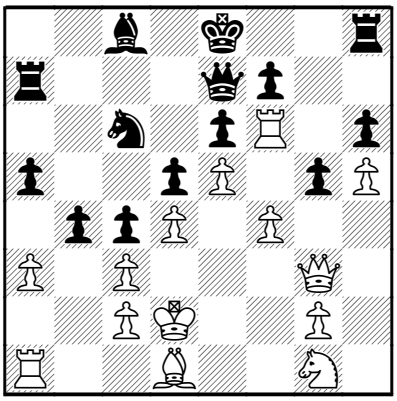
21.Bd1!

Jack: Stopping ...b4-b3 too.

21...h5!

Cy: It's important not to allow White to play h4-h5, which further erodes Black's Kingside structure. But there was a cost: Black has weakened g5.

Jack: Great players do not create weak squares without compelling reasons. This decision must be made intuitively because it's impossible to calculate all the consequences. The position is very sharp after the plausible 21...Rh8 22.h5 g5 23.f4:

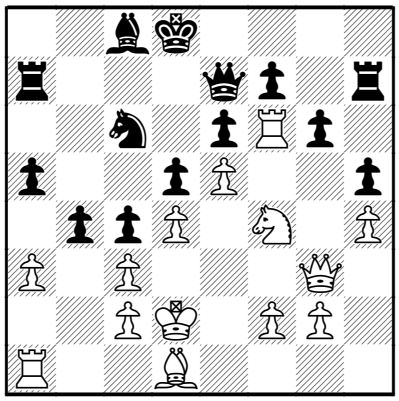


Houdini suggests 23...bxc3+ 24.Qxc3 *(not 24.Kxc3? Nxd4! 25.Kxd4?!, because 25...Qb7! will cost White his Rook at a1, assuming he does not fall for 26.Ne2 Qb2+ 27.Qc3 Qb6 mate)* 24...Nb8! 25.fxg5 Nd7 26.Qg3!? hxg5□ 27.Rf2 f6⇄, which is still too murky for me to evaluate meaningfully.

22.Nh3

Cy: McDonald writes: "Note how Gashimov has cleverly delayed the development of this Knight until the f4 square has become available to it."

22...Kd8 23.Nf4!

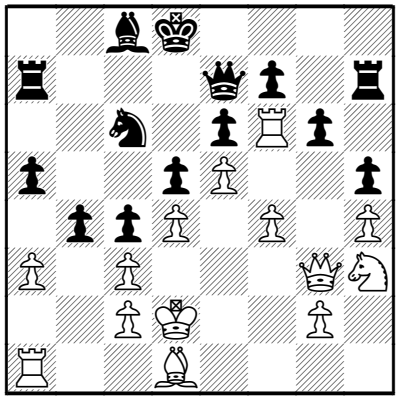


Cy: Threatening breakthrough tricks on h5.

Question: Wouldn't g5 be a more natural square for the Knight?

Answer: Optically yes, but once it gets there, it is difficult to see how White proceeds. All his guns are trained on f7, which Black covered amply.

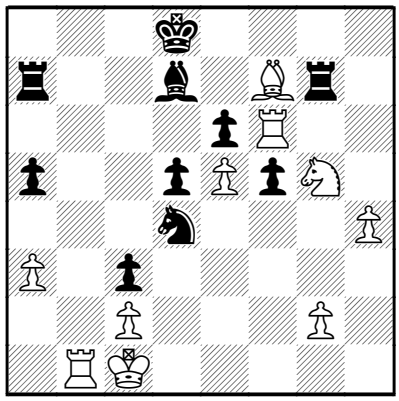
Cy: *Question*: Why not 23.f4, intending f4-f5! on the next move?



Answer: Your move is a clever trap but if Black sees through it, then matters can get tricky, because you essentially entombed your f6-Rook.

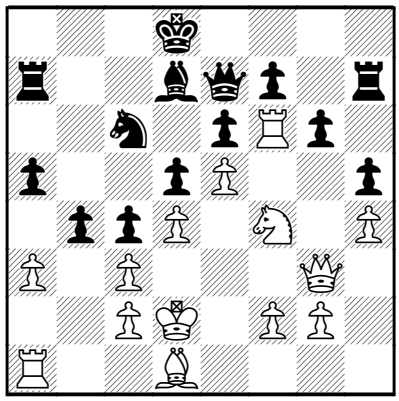
In general, in such McCutcheon lines, White tends to probe mainly with pieces and not as much with pawns—with the exception of his h-pawn.

But saying all this, your move seems to be playable. If Black responds with 23...bxc3+, then 24.Qxc3 *(Not 24.Kxc3? Qb7 25.f5 Qb6 26.Qe3 Rb7 27.fxg6 fxg6, and White is suddenly in deep trouble due to the ...Qb2+ threat.)* 24...Qb7 25.f5 gxf5 26.Ng5 Rg7 27.Kc1 Qb6 28.Rb1 Qxd4 29.Qxd4 Nxd4 30.Bxh5 c3 31.Bxf7 Bd7 arrives at an unclear position.



Jack: I think this variation, beginning with 23.f4, is the most critical test of 21...h5. If now 32.Bg6 (threatening h4-h5-h6) obtains the advantage, then we have to question Korchnoi's judgment in permanently weakening g5.

23...Bd7



Jack: Too slow. Black needs counterplay on the b-file.

Jack: Black can show that 23.Nf4 is harmless by playing 23...bxc3+ 24.Qxc3 Qb7=, intending to hit d4 with 25... Qb6.

24.Qg5

Cy: *Question*: What is the point of this move?

Answer: Gashimov loads up on his new sacrificial breakthrough target: h5.

Jack: Houdini recommends 24.Bf3!± to set up a Knight sacrifice on d5. Black is in serious trouble.

24...bxc3+ 25.Ke3

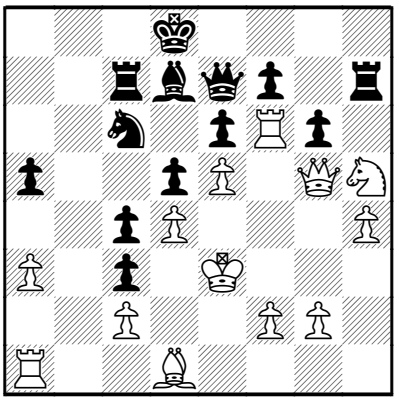
Cy: White's King is far more exposed after 25.Kxc3?!.

25...Rc7

Jack: This makes sense to me. Black imagines his Queen going to c5 after ...Nc6xd4.

Jack: But Houdini suggests 25...Kc8! 26.g4 Qd8= to get the Queen to b6. Then 27.Rb1?? *(only 27.gxh5 Qb6 28.hxg6 maintains equality)* 27...Rb7 28.Rxb7 Kxb7 allegedly wins for Black. Mere humans cannot figure out such things.

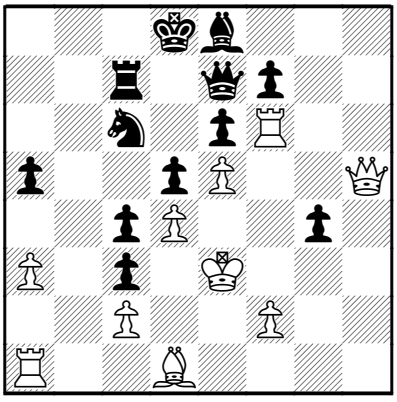
26.Nxh5!?



Cy: Rage is anger spread with an even hand, while its cousin hatred is anger pinpointed to a single location—in this case h5. White's thematic breakthrough sac arrives. White creates a deadly passed h-pawn, which he threatens to promote to a Queen in the middlegame.

Question: Why must White sac when **26.g4** breaks through without material cost?

Answer: This is possible, but the position remains unclear in the line 26...hxg4 27.h5 Rxh5! 28.Nxh5 gxh5 29.Qxh5 Be8:

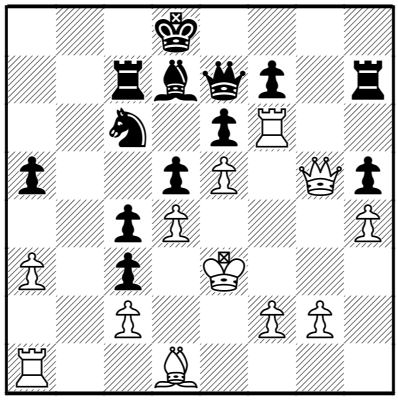


After 30.Qxg4 White lacks the passed h-pawn with which to terrorize his opponent, while being the exchange up doesn't mean much.

Jack: White would like to exploit the extra exchange by sacrificing the Bishop! After 30.Bxg4 *(instead of 30.Qxg4)* 30...Rb7 *(Black gets very little for the Rook with 30...Nxd4? 31.Kxd4 Qc5+ 32.Kxc3 d4+ 33.Kd2+–.)* 31.Qh6, White's threat of 32.Bxe6 is real. However, Black can fight back with 31...Rb2! 32.Bxe6 Rxc2 33.Bxd5 Nxe5! 34.Rd6+! Nd7+ 35.Be4 Rb2, keeping the position incomprehensible.

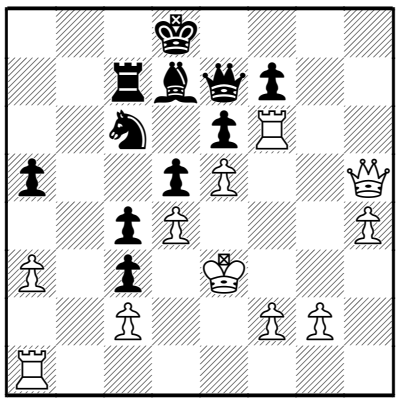
Cy: After the alternative **26.Bxh5** gxh5 27.Qg8+ Be8 28.Qxh7, it appears as if White is winning but Black has a vicious shot: 28...Nxd4! 29.Kxd4 Qc5+ 30.Kxc3 d4+ 31.Kd2 d3 32.Nxe6+ fxe6 33.Qe4. Houdini rates this wild position at 0.00!—dead even!

26...gxh5!!



Cy: A revelatory insight. Korchnoi decides to act rather than react. This atonal response, which appears at first glance like a "??" move, is actually Black's only move in the position.

The natural 26...Rxh5? loses to 27.Bxh5 gxh5 28.Qxh5:



Oddly enough, Black has no reasonable way to halt the advance of the h-pawn. For example:

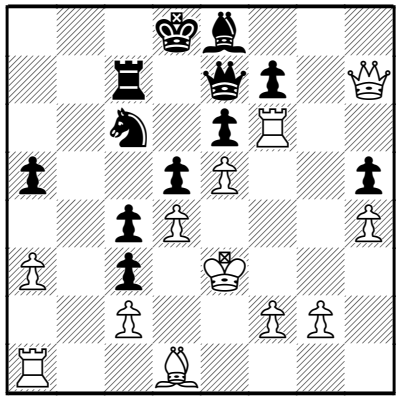
a) 28...Be8? loses without a fight after 29.Qg5:

a1) 29...Rc8 30.h5, and there is nothing to be done about the h-pawn's advance.

a2) **Jack**: Houdini thinks Black can turn the tables with 29...Kc8 for if 30.h5? then 30...Nxd4! 31.Kxd4 Qc5+ 32.Kxc3 d4+ 33.Kd2 d3 34.c3 Qb5–+.

b) **Cy**: After 28...Nxd4 29.Kxd4 Qc5+ 30.Kxc3 d4+ 31.Kd2 c3+ 32.Ke2 *(not 32.Kc1?? Rb7 33.Rxf7 Qb5, and Black wins)* 32...Bb5+ 33.Kf3 d3 34.Qg5 Kc8 35.cxd3 c2 36.Rc1 Bxd3 37.Kg3 Qxa3 38.Rf3, White consolidates. His h-pawn soon surges.

27.Qg8+ Be8 28.Qxh7



Cy: *Exercise* (combination alert): It looks like it's time for Black to resign. After all, he is down the exchange and soon faces White's raging h-pawn. Find Korchnoi's trick, which flares up Black's counterattack.

28...Nxd4!

Cy: Korchnoi's position may creak in complaint, yet it miraculously continues to adhere. It was Jerry Garcia who wrote: "A friend of the devil is a friend of mine." Black reignites a position seemingly without counterplay.

29.Kf4!

Cy: The safest spot for White's King!

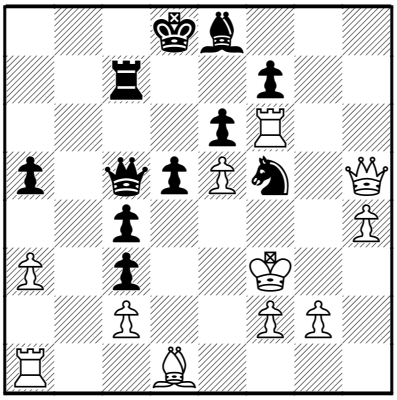
The point of Black's earlier pawn capture—26...gxh5!!—is that White is now unable to accept this Knight sac on d4: 29.Kxd4? Qc5+ 30.Kxc3 d4+ 31.Kd2 c3+ 32.Kd3 *(Note that 32.Ke2??—a move White was able to play in variation b move 32 in the above notes—fails since White's Queen no longer covers e5. This is the subtlety*

Korchnoi saw when he played gxh5!!. 32...Qxe5+ 33.Kf1 Qxf6.) 32...Qxe5. Threatening mate on the move. 33.Qh8 Qb5+ 34.Ke4 Qd5+ 35.Kf4 Qxg2 with a raging attack.

29...Qc5?

Cy: One slip and Black may suddenly be losing.

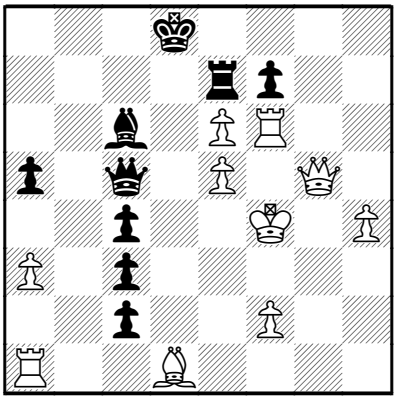
Black should go for 29...Nf5! 30.Qxh5 Qc5 31.Kf3:



And now 31...d4.

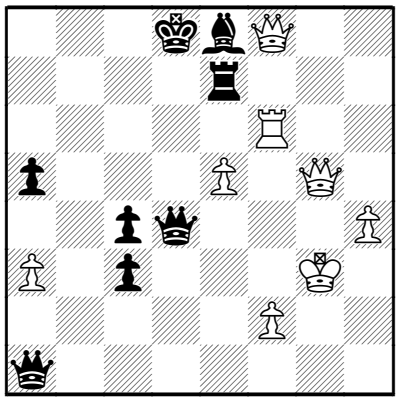
Jack: I agree that 29...Nf5! 30.Qxh5 Qc5 is correct. But Black should meet 31.Kf3 with the mate threat 31...Qd4! *(instead of 31...d4)* 32.Rxf5□ exf5 33.Qxf5 Qxh4=.

Cy: 32.Qg5 Re7 33.g4 Bc6+ 34.Kf4 d3! 35.gxf5 dxc2 36.fxe6!:



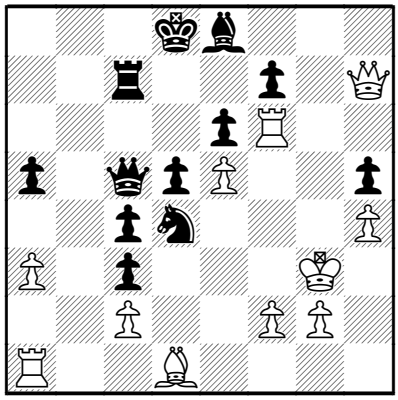
a) After 36...Qxf2+ 37.Kg4 Qd4+ 38.Kh5 cxd1Q+ 39.Rxd1 Qxd1+ 40.Kh6 Rxe6 41.Rxe6+ Kc7 42.Rd6 Qe2 Houdini says White stands better but in real life, this is anyone's game.

b) **Jack**: another wild possibility is 36...Qd4+ 37.Kg3 cxd1Q, when only 38.exf7 clinches White's win. The continuation could be 38...Qxa1 39.f8Q+ Be8:



And now 40.Qxe7+! Kxe7 41.Rd6+ Kf8 42.Qh6+ Kg8 43.Rxd4 Qg1+ 44.Kf3 Bc6+ 45.Ke2+–.

30.Kg3



30...Nf5+ 31.Rxf5!

Jack: White cannot stand 31.Kh3?? Qxf2–+.

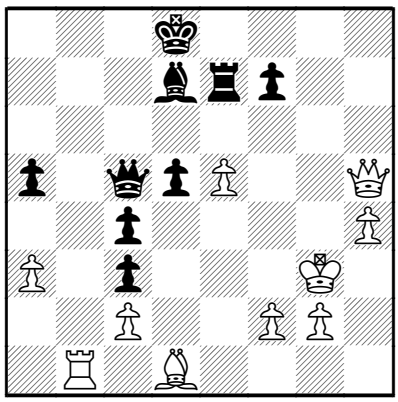
31...exf5 32.Qxf5 Re7 33.Rb1

Cy: Unleashing a new White attacker.

Jack: Developing with a mate threat—how could anyone pass up such an opportunity? But Houdini ranks 33.Rb1 only third-best.

It prefers 33.Bxh5 d4 34.f4 d3 35.Bf3±.

33...Bd7 34.Qxh5

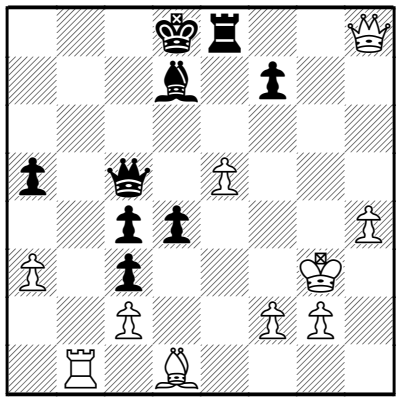


34...d4

Jack: This blunder should cost Black the game, but White returns the favor. I suspect mutual time pressure.

White has only a small advantage after 34...Kc7□ 35.Bg4 d4.

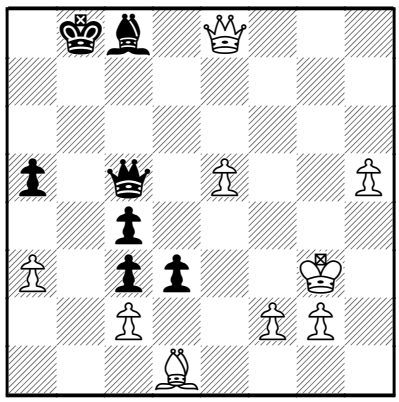
35.Qh8+ Re8



Cy: *Exercise* (critical decision): We arrive at one of those maddeningly hazy positions where it's eerily difficult to foresee the consequences of our actions. Analyze the variations 36.Rb8+ and 36.Qf6+. White wins one of them, while the other is unclear. Which one would you go for?

36.Qf6+?

Cy: *Answer*: White wins after 36.Rb8+! Bc8 *(After 36...Ke7 37.Rxe8+ Bxe8 38.h5, White is simply faster in the Queening race.)* 37.Qf6+ Kc7 38.Qxf7+ Kxb8 *(***Jack***: White has to see 38...Re7 39.Rb5!+–.)* 39.Qxe8 d3 40.h5:

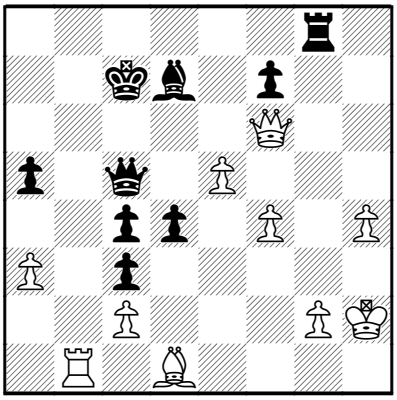


White's passed h-pawn is too fast. The big difference between this position and the way the game went is that in the game Korchnoi was allowed to retain Rooks, which gave him chances against White's King.

36...Kc7

Jack: At the least, Black is out of danger. He plans ...d4-d3, and I don't see a remedy for White.

37.f4 Rg8+ 38.Kh2



Cy: Exercise (planning): Find one key idea, and Black goes from worse to winning. What is the core element of this position?

Answer: If Queens come off the board, White falls from "+=" to "–+."

38...Qc6!

Cy: Powerful leaders emerge, not in golden ages, but in times of crisis.

The key: White's Queen was a terror who enabled the h-pawn to run down to the promotion square very quickly. Without the Queen, Black is suddenly quicker in the race.

39.Qxc6+

Cy: No choice in the matter. White's Queen molds her face into an insincere smile, only with great effort.

39...Kxc6

Cy: We sense a palpable shift in the power structure. Houdini assesses this position as equal. It isn't. Black is faster, since his passers are actually more deeply entrenched than White's h-pawn.

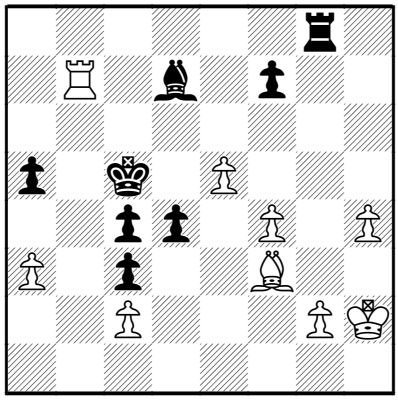
40.Bf3+

Jack: This and White's next move press forward futilely. I would criticize them except I cannot find anything attractive for White.

Houdini is confused too. First it proposes 40.Rc1 to restrain ...d4-d3, but soon it realizes that 40...Kb5 41.Bh5 Rg7 42.Be2 Bf5 is tremendous for Black.

40...Kc5 41.Rb7

Cy: The revoltingly passive 41.Rc1 also fails to 41...Bf5 42.h5 Rb8 43.h6 *(Not 43.g4?? Bxc2 44.Rxc2 Rb2 45.Bd1 d3 and Black Queens first.)* 43...Rb2 44.Bd1 Rb6! 45.g4 Rxh6+ 46.Kg3 Be4 47.Bf3 Bxf3 48.Kxf3 Kd5 49.g5 Rh3+, and if White tries to remain active with 50.Kg4? then 50...Re3! 51.Kf5 d3! 52.cxd3 cxd3 53.Rxc3 d2 promotes and wins.



Cy: *Exercise* (combination alert): With ***41.Rb7*** White attacked the d7-Bishop in a desperate attempt at a counterattack. How did Korchnoi respond?

Cy: *Answer*: He ignored it.

41...d3! 42.Rc7+

Cy: If 42.cxd3 then 42...Be6! Zwischenzug. The threat of ...c2! leaves White hopelessly busted.

And after 42.Rxd7?? dxc2 43.Rd5+ Kb6 44.Rd6+ Kb5 45.Rd5+ Ka4! 46.Bd1 cxd1Q 47.Rxd1 c2 48.Rc1 Kb3, it's game over.

42...Kb6 43.Rb7+

Cy: 43.Rxc4 dxc2 44.Rxc3 Rc8 costs White a Rook.

43...Ka6!

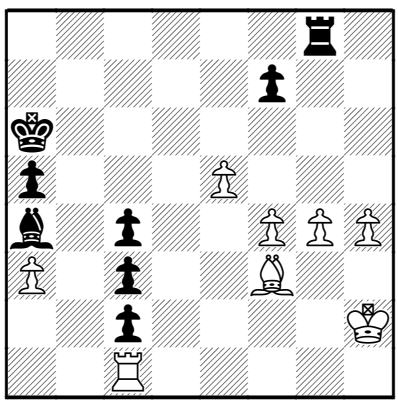
Cy: The King scuttles away in crab-like fashion. No more checks.

44.Rb1 Ba4 45.g4 dxc2!

Cy: The ivy slowly creeps up the side of a building.

Jack: Houdini considers 45...Rb8! 46.Rg1 Bxc2 most decisive.

46.Rc1



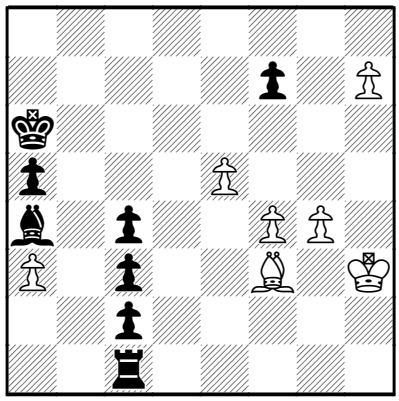
Cy: *Exercise* (planning): The players crochet hallucinatory pawn patterns. In this instance, triple pawns are not a weakness if they are all in an assembly line for promotion. Come up with a clear plan to promote before White does.

Answer: Transfer the Rook to d1.

46...Rd8! 47.h5 Rd2+!

Cy: More accurate than 47...Rd1 48.h6 Rxc1 49.h7 Rh1+ 50.Bxh1 c1Q 51.h8Q Qxf4+ 52.Kh3, which allows White to fight on for a while.

48.Kh3 Rd1! 49.h6 Rxc1 50.h7



50...Rh1+!

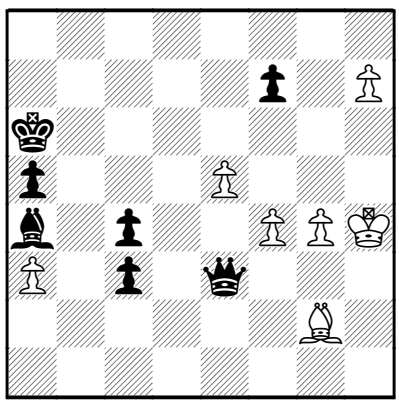
Jack: As usual, the computer suggests the move that leads to the largest advantage. That's not always "correct," as we want the surest win.

I think humans can make more sense of 50...Rf1! 51.h8Q Rxf3+ 52.Kh4 Kb7 53.Qd8 Rd3 54.Qxa5 c1Q–+.

51.Bxh1 c1Q

Cy: The triplets are so closely linked, that it becomes difficult to know where one ends and the others begin. The point: White doesn't have time to Queen just yet.

52.Bg2 Qe3+ 53.Kh4



Cy: *Exercise* (critical decision): Believe it or not, Korchnoi has a method of preventing White's promotion. This one is really difficult, maybe beyond what the puny human brain is capable of finding. What do the comps see here?

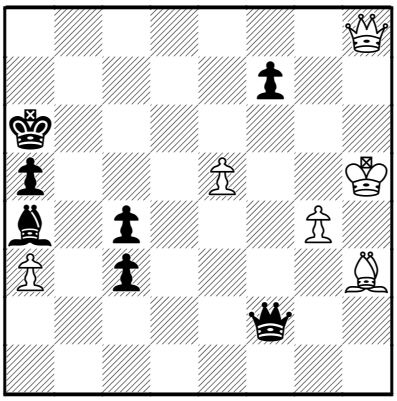
53...Qxf4

Cy: This still wins but Black has the amazing idea of:

Answer: 53...Qf2+!! 54.Kh3 *(Or 54.Kg5 Qxg2 55.h8Q and White gets to Queen in this line, but it does him no good. 55...Bd7 56.f5 c2 and Houdini already announces mate in 12!)* 54...Bc6!! 55.Bxc6 Qf1+! 56.Bg2 *(56.Kg3 Qd3+ picks off the h7 pawn, while 56.Kh4 is met with 56...Qxf4 57.h8Q Qh2+ winning the new Queen.)* 56...Qd3+ and there goes h7.

Jack: Yup. Should the modern generation of great players be more humble because computers show how much they miss?

54.h8Q Qh2+ 55.Bh3 Qf2+ 56.Kh5



Cy: *Exercise* (planning): Find one powerful move and White's hopes end.

56...Bc6?!

Jack: This would be my guess. Wrong again!

Cy: *Answer*: 56...Kb7! and there is no answer to ...c2.

57.Qc8+ Kb5 58.a4+ Kb6?!

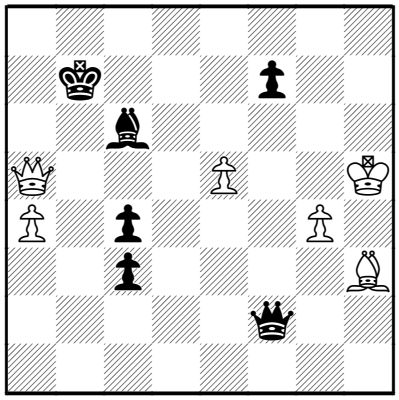
Cy: 58...Kb4! escapes the checks. 59.Qxc6 c2 60.Qb5+ Ka3! 61.Qxc4 Kb2! 62.Qb5+ Ka1 63.Qc4 Qd2. No more checks, and Black Queens next.

59.Qd8+ Kb7 60.Qxa5?

Cy: Correct was 60.Qe7+.

Jack: After 60.Qe7+, Black should still win if he gives up his pawn at c3: 60...Ka6 61.Qc7 Qf3 62.Qc8+ Kb6 63.Qb8+ Bb7 64.Qd6+ Qc6 65.Qd4+ Ka6 66.Qxc3 Qxa4−+.

Back to the game position after ***60.Qxa5?***:



Cy: *Exercise* (planning): Black can achieve his goal of avoiding perpetual check and promoting his c-pawn. How?

60...Qb6?

Answer: White is helpless after 60...Qb2! intending ...c2 and ...c1 Queening.

Jack: I agree that 60...Qb2! is a winner, but White can try to cause trouble with 61.Qd8 c2 62.Qe7+ Ka6 63.Qc5, hitting c6 and c4. Black must see that White's checks run out after 63...c1Q! 64.Qxc6+ Ka5 65.Qc5+ Kxa4.

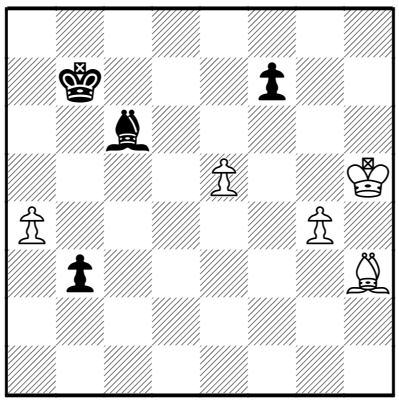
Cy: For the record, 60...c2! also wins.

Black's King certainly loves his Queen, but only in small doses. The torrent of complications gets to Korchnoi as he miscalculates away his c-pawn. Suddenly, the game is even!

61.Qxc3 Qb3

Cy: Korchnoi's point: White must swap Queens. At first glance, Korchnoi's plan looks like a brilliant idea you had when dreaming, but discover it is pure nonsense upon awakening.

62.Qxb3+ cxb3



Cy: *Exercise* (critical decision): When the idea for the *Move by Move* books was created, friend and editor GM John Emms told me the critical decision exercises should be used "sparingly," in his words almost like a "super exercise." Yet here we note the third one in a single game! But in my defense: This game isn't like any other I have ever annotated!

Cy, who cares what the editor says, anyway? Break the rules! - Ed.

Cy: White must stop Black's b-pawn from Queening. He can play 63.g5, intending to transfer his Bishop to f5, or he can play 63.Bf1, intending to transfer to d3. Only one of them works. Which one?

63.Bf1?

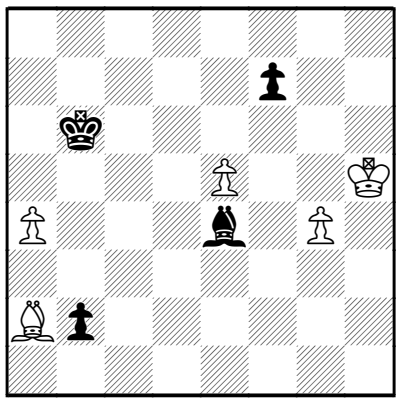
Cy: The wrong one! This rendition leads White into an unwanted, deviant version of his original intent.

Answer: 63.g5! draws. After 63...Be4 64.e6! fxe6 65.Bxe6 b2 66.Ba2 the players can shake hands.

63...Be4 64.Bc4 b2

Cy: The difference is that Black's f-pawn remains on the board, which turns out to be fatal for White.

65.Ba2 Kb6



66.g5

Jack: White has no time to capture at f7, as 66.Kh6 Ka5 67.Kg7 Kxa4 68.Kxf7 Ka3 69.e6 Kxa2 70.e7 can be met by 70...Bc6, or even 70...b1Q 71.e8Q Bg6+.

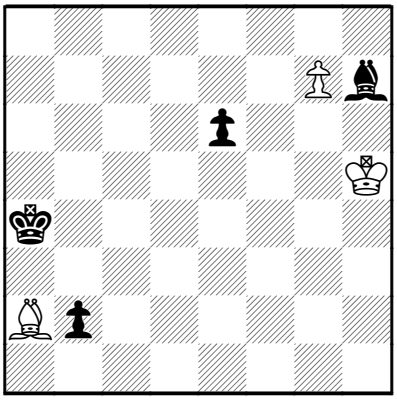
66...Ka5

Jack: Another result-changing error. The middlegame mistakes were understandable, but it's shocking to see Korchnoi, a terrific endgame player, blunder in a position where White has only two ideas. He must have been worn out.

After 66...Bf5!–+, Black always answers e5-e6 with ...Bf5xe6.

67.Kh6

Jack: Both players must have assumed that 67.e6! fxe6 68.g6 Kxa4 69.g7 Bh7 wins for Black:

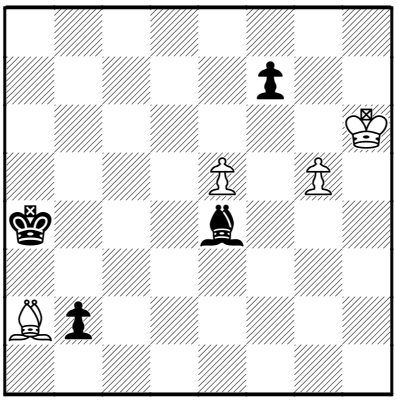


However, White ekes out a draw with 70.Kg5! Ka3 71.Bb1 Bg8 72.Kf6 Kb4 73.Ke7 e5□ 74.Kf6!, winning the e-pawn.

Against 67.e6!, the clever 67...Bd5!? 68.e7 Bxa2 69.e8Q b1Q gains a piece, but White starts checking by 70.Qd8+ Kxa4 71.Qd7+ Kb4 72.Qe7+. Black can never stop the checks by interposing his Queen, as White will trade Queens and push g5-g6. Draw!

67...Kxa4

Jack: Again, Black could spare himself some agony with 67...Bf5!–+.



68.g6!

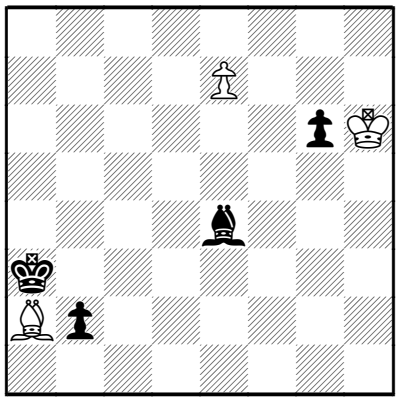
Cy: White's best shot.

Jack: Black refutes 68.e6 fxe6 69.g6 elegantly by 69...Ka3 70.g7 Kxa2 71.g8Q Bd5!.

68...fxg6!

Cy: 68...Bxg6?? 69.e6! Ka3 70.Bb1! holds the draw.

69.e6 Ka3 70.e7!



70...Bc6!

Cy: Korchnoi sidesteps the trap 70...Kxa2? 71.e8Q b1Q 72.Qa4+ Kb2 73.Qb4+ Kc1 74.Qe1+ Kb2 75.Qb4+ with perpetual check.

71.Bb1

Cy: The Bishop hesitates, deciding which lie Black's King will believe.

71...Be8!

Cy: As we shall soon see, Black's extra pawn matters.

72.Kg5

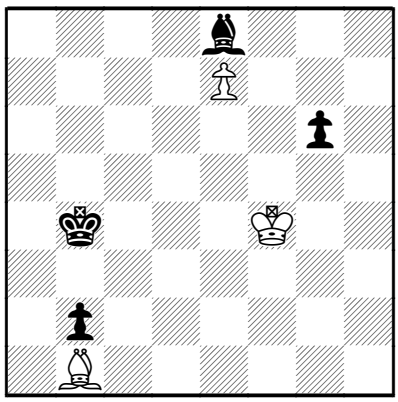
Cy: This is turning into a nightmare for Gashimov. 72.Bxg6?? Bxg6 73.Kxg6 b1Q+ is check! Black wins.

Jack: The location of White's King matters in this variation too: 72.Kg7? g5 73.Kf8 Bc6 74.Be4 Bxe4 75.e8Q b1Q, when the double attack 76.Qe7+ is parried by 76...Qb4.

72...Kb4

Cy: Over to the other side.

73.Kf4

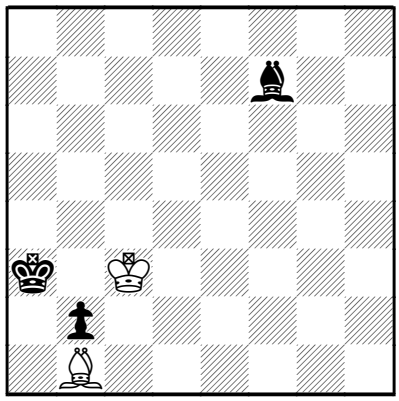


73...Kc3

Jack: Natural, but Black will have to retreat.

The best idea is to win the e-pawn in return for the g-pawn starting with 73...Kc5! First, Black must realize that White cannot go after the b-pawn because 74.Ke3 g5! 75.Kd2 g4 76.Kc3 g3 77.Be4 fails to 77...g2, and one Black pawn promotes.

And if White's King blockades the g-pawn, Black proves the win with a 15-move calculation such as 74.Kg5 Kd6 75.Kf6 g5 76.Kxg5 Kxe7 77.Kf4 Kd6 78.Ke4 Kc5 79.Kd3 Kb4 80.Kc2 Ka3 81.Kc3 Bf7 Zugzwang:

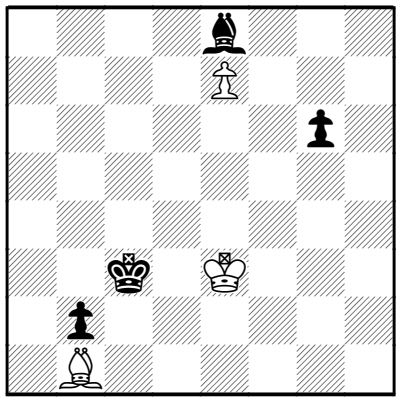


Black's King will reach c3 or a1.

Now, after 82.Bf5 Ka2 83.Be4 Ka1 84.Kb4 Ba2 85.Ka3 Bb1 *(chasing White's Bishop to the "short" diagonal)* 86.Bd5 Bg6 87.Ba2 Bh7–+, it is Zugzwang again.

And King moves let Black's King slide to c3 by 82.Kd2 Kb3 83.Ke2 Kc3 and then Black can maneuver his Bishop to c2 by 84.Ke3 Bb3 85.Ke2 Bc2 86.Ba2 Kb4 87.Kd2 Ka3–+.

74.Ke3



Cy: *Exercise* (planning): How does Black make progress?

74...g5!

Jack: Right idea, wrong timing.

Black needs to eliminate the e-pawn, so he should start with 74...Kc4 or 74...Kb4.

75.Kf3 Bd7 76.Ke3

Jack: Giving Black a second chance to find the winning maneuver.

White can save a draw with 76.Bf5! Bxf5 *(no better is 76...Be8 77.Kg4=)* 77.e8Q b1Q 78.Qe5+ Kc4 79.Qc7+ Kd5 80.Qd8+, picking off the last pawn.

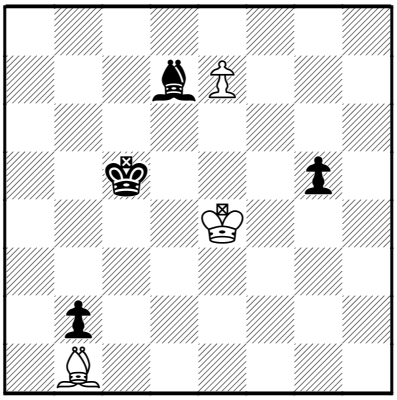
76...Kc4

Jack: Also 76...Kb4 works.

77.Ke4

Jack: Now 77.Bf5!? Be8! 78.Kd2 *(or 78.Kf3 Kc5 79.Kg4 Kd6 80.Kxg5 Kxe7–+)* 78...Kb4 threatens to advance the g-pawn, and 79.Kc2 Ka3 80.Kb1 won't help because 80...Kb3 81.Bc2+ Kc3 82.Bf5 g4 imagines 83.Bxg4 Bg6+.

77...Kc5



78.Ke5

Jack: White does not have time for 78.Kd3 g4 79.Kc3 g3–+.

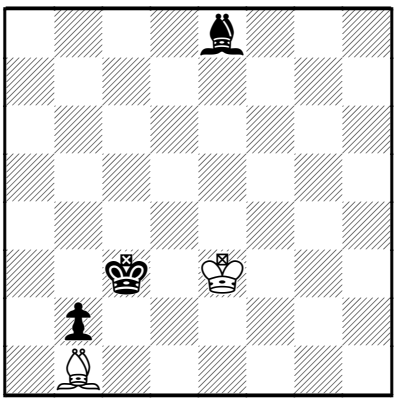
78...g4 79.Kf4 Kd6 80.e8Q

Cy: White produces his own deflection.

80...Bxe8 81.Kxg4 Ke5

Jack: Black has obtained a more favorable version of the pawn swap because his King will get to c3 without difficulty.

82.Kf3 Kd4 83.Ke2 Kc3 84.Ke3



Cy: We are down to the final sprint and it's going to be close. At first glance the position appears to be drawn, but as White discovers, there are many methods to collect an unpaid debt.

The mutual plans coalesce into a single question: Who in the end will control b1?

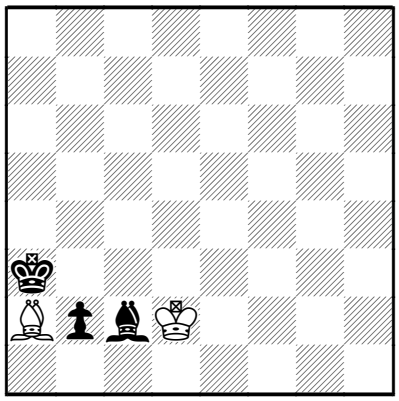
84...Ba4 85.Ke2 Bc2

Cy: The Bishop pounds his brother's back with a hearty, welcoming slap.

86.Ba2

Cy: Night and day are meaningless concepts if you are confined to a tiny, windowless cell. The Bishop valiantly struggles incommunicado.

86...Kb4 87.Kd2 Ka3! 0-1



Cy: White's Bishop makes an involuntary bleating sound, as the assassin's garrote tightens. Black's King severs the Bishop's frail tendrils of support to b1.

What an analytical nightmare—perhaps the toughest game in the entire book!—for your exhausted, befuddled annotator! (**Jack**: Make that plural!) This monumental struggle, made even more endearing from the strange mix of blunders and fantastic ideas, is one of my all-time favorite Korchnoi games.

I ask you: Which player in the history of the game was capable of producing such a masterpiece (flawed perhaps, but a masterpiece none the less) in his late 70's?

I can't think of a single name, except Victor Korchnoi.

Jack Peters (2456) - Varuzhan Akobian (2480)
[C12] French Defense
Memorial Day Classic (4)
Los Angeles, May 26, 2002

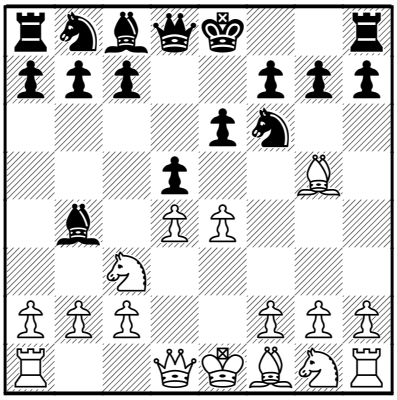
1.e4

Jack: Cy requested this game from 12 years ago. My memory of it was that I was thoroughly outplayed by 18-year old Varuzhan and that I got lucky in his time pressure.

1...e6 2.d4 d5 3.Nc3 Nf6 4.Bg5

Jack: In my opinion, the Steinitz system 4.e5 has become popular not on its own merits, but because it avoids the McCutcheon, Burn and Classical variations.

4...Bb4

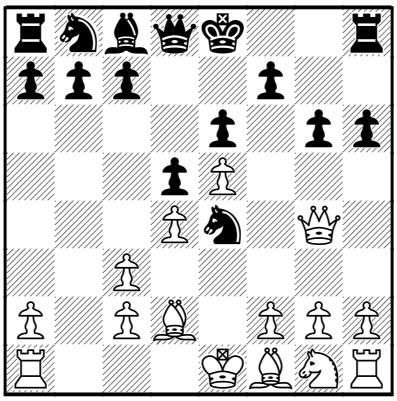


Jack: I love to bash the French Defense, but I grudgingly respect this move. Fortunately, I've only faced it three times.

5.e5 h6 6.Bd2

Cy: 6.Be3 is fast gaining in popularity and may well take over as the main line in a few years.

6...Bxc3 7.bxc3 Ne4 8.Qg4 g6



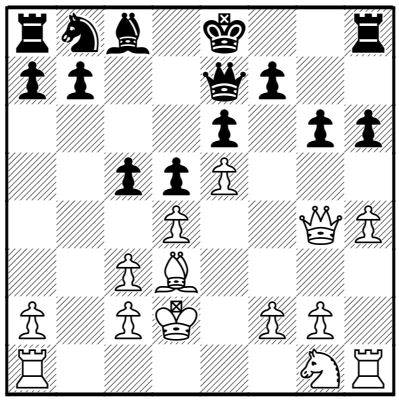
Jack: My two other McCutcheon games varied with 8...Kf8.

Cy: I actually prefer 8...Kf8 as well.

9.Bd3 Nxd2 10.Kxd2 Qe7

Jack: White often tries to attack g6 or f7. At e7, Black's Queen is better placed for defense than in the more common line 10...c5 11.h4 Qa5.

11.h4 c5



12.Rh3

Jack: I picked f7 and f6 as targets, and the Rook maneuver to f3 seemed logical.

Perhaps White can obtain a tiny advantage from 12.h5 g5 13.f4 gxf4 14.Qxf4 *(Houdini assesses 14.Qg7 Qf8 15.Qxf8+ Kxf8 16.Rf1 Rg8 17.Rh2 as "0.00," but I still prefer White.)* 14...Nc6 15.Rb1 b6 16.Nf3.

The non-committal 12.Nf3 makes sense too.

12...Bd7

Jack: A little more flexible than 12...Nc6. Sometimes Black follows with ...Bd7-c6 and ...Nb8-d7.

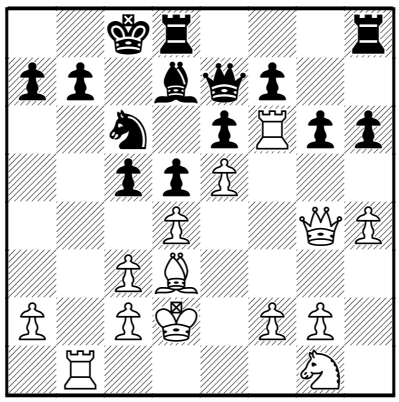
13.Rf3

Jack: I should have played 13.Rb1 first.

13...Nc6 14.Rb1

Jack: Completely unsound is 14.Rxf7?? Kxf7 15.Qxg6+ Kf8−+.

14...O-O-O 15.Rf6



Jack: I thought a well-timed h4-h5 would apply strong pressure to Black's Kingside, and I thought Black could do little on the Queenside. Probably too optimistic!

15...c4

Jack: This surprised me. Frankly, I didn't understand the position then, and I'm still perplexed by it.

Cy: This move is new in the position. Normally ...c4 is played in conjunction with the 8...Kf8 lines.

Jack: I expected Black to protect f7 with 15...Be8 before undertaking any Queenside action. White would try to stir up trouble by 16.h5 g5 17.f4∞.

Another idea is 15...h5 16.Qf4 Be8, which looks passive but challenges White to find an active plan. What can he do except attack f7?

16.Bf1 Qa3

Cy: !? This is one of those falsely true decisions, whose soundness depends on who you ask. I would have covered f7 before going on this adventure, with 16...h5 17.Qf4 Be8 18.Nh3 Qa3 19.Ng5 Qxa2 20.Kc1 *(20.Rd1 Na5 21.Nxf7 Bxf7 22.Rxf7 Nb3+ 23.Ke1 Qxc2 is better for Black)* 20...Qa3+ 21.Kd2 Qa2 which is drawn.

17.Rxf7 Qxa2

Cy: The Queen lives her life by a cold reckoning, according to an impetus of self-interest.

18.Qd1?

Cy: Jack seeks to identify the genesis of his difficulties and seal the leaks, but retreat looks like a shaky way to go about it.

Jack: Retreating must be wrong. My intention was 18.Rc1 Qb2 19.Qxg6 Na5 *(***Cy***: Black can consider 19...a5!? intending to go all the way to a1.)* 20.Kd1□ Qxc3 21.Ne2, which seems fine for White. I don't remember exactly why I changed my mind, but I might have been worried about the passed a-pawn.

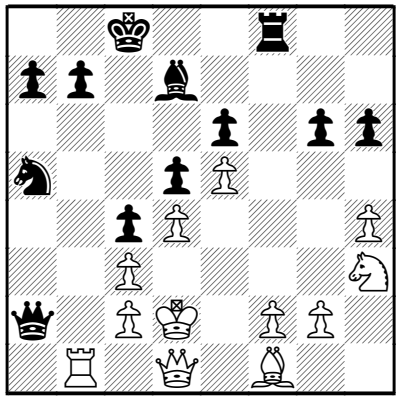
18...Rhf8 19.Rxf8

Jack: There goes my best piece. Only now did I realize that Black had taken control of the position. He will certainly accomplish something on the Queenside before White can create a Kingside threat.

19...Rxf8 20.Nh3

Jack: Threatening 21. Ra1.

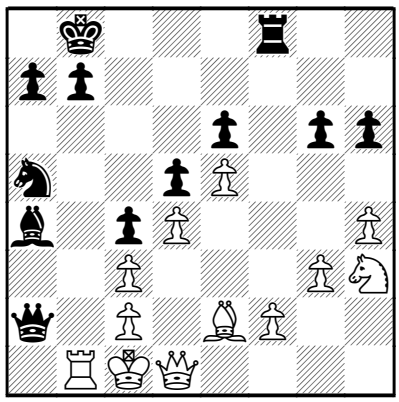
20...Na5



21.Ke3

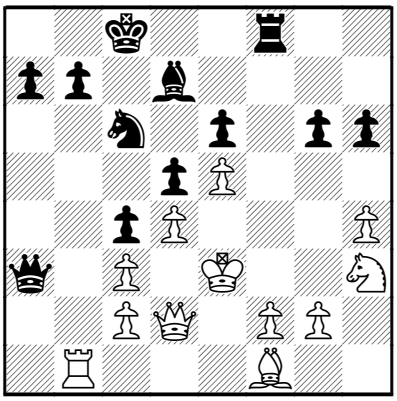
Jack: Was I bluffed? I assumed that 21.g3 Ba4 was awful for White. **Cy**: The Black Bishop, a professional faith healer, shaman and augur, draws deeply into his clairvoyant powers and tells White's King: ""Your future is unclear," which turns out to be an astoundingly accurate prediction. **Jack**: Houdini confirms that 22.Be2 *(or 22.Nf4 g5↑)* 22...Kb8 23.Bg4? fares poorly against 23...Nb3+ 24.Ke1 Nxd4!, because 25.cxd4?? loses to 25...Bxc2 26.Ra1 Bxd1 27.Rxa2 Bxg4.

But Houdini claims that 21.g3 Ba4 22.Be2 Kb8 23.Kc1!



leaves Black nothing better than a repetition with 23...Qa3+ 24.Kd2 Qa2 25.Kc1 Qa3+. I find this difficult to believe.

21...Qa3 22.Qd2 Nc6



23.Nf4

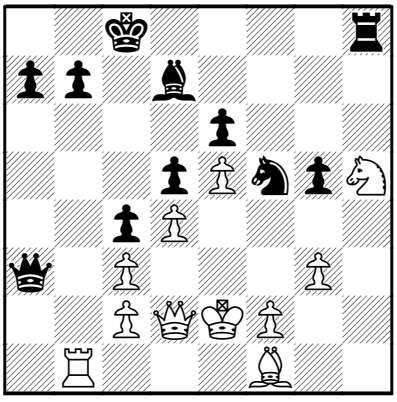
Jack: I doubt that 23.g3 helps much. Black can start Queenside counterplay with 23...a5 possibly followed by ...Nc6-a7-b5 or even 23...b5!?.

23...Ne7?!

Cy: Neither Knight seems to be bothered by this exchange of empty pleasantries.

Jack: I thought Black was wise to pass up 23...g5! 24.hxg5 hxg5 25.Nh5 because the Knight would settle on f6. Now I realize that 25...a5 26.Nf6 Nb4!∓ and 27...Na2 will win the pawn at c3.

24.g3 g5 25.hxg5 hxg5 26.Nh5 Nf5+ 27.Ke2 Rh8!



Jack: Both of us were short of time. Everyone knows that time pressure causes miscalculations, but this game shows that it also distorts judgment.

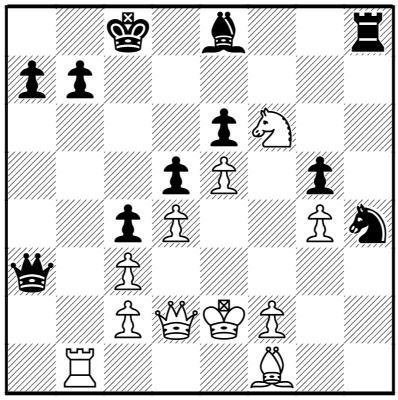
28.g4□

Jack: White must avoid 28.Nf6? Nxg3+ 29.fxg3? Rh2+. Once I spotted this little tactic, I was sure I was losing. I didn't have enough time to calm down and assess the position sensibly.

28...Nh4

Jack: I was worried about 28...Be8 29.Nf6 Ng3+ but 30.Kf3= is all right.

29.Nf6 Be8



30.Qe3?!

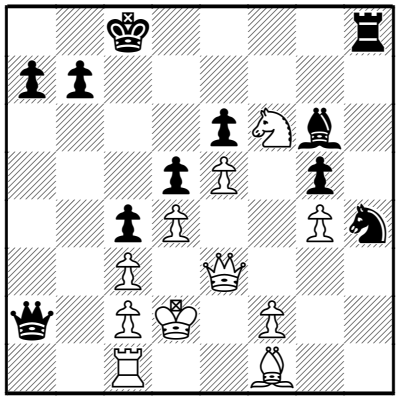
Jack: I was convinced that this four-move maneuver was necessary to defend the c-pawns and threaten to capture on g5.

It's true that White cannot stand 30.Nxe8? Rxe8 31.Qxg5? Qxc3 32.Qd2 Qf3+ 33.Ke1 Qxg4−+.

But Houdini recommends a different maneuver: 30.Ke3 Ng6 *(or 30...Bg6 31.f4⇄)* 31.Qe1, renewing the idea of Rb1-a1.

Cy: White may be able to drum up counterplay with 30.Qe1 Bg6 31.Ke3 Qa2 32.Qc1 Qxc2 33.Qxc2 Bxc2 34.Rc1 Bb3 35.Ra1 a6 36.f4 gxf4+ 37.Kxf4, although I still prefer Black who has the g4-pawn blockaded on g6, and can slowly try and push his Queenside pawns up the board.

30...Bg6 31.Kd2 Qa2 32.Rc1



32...a5?

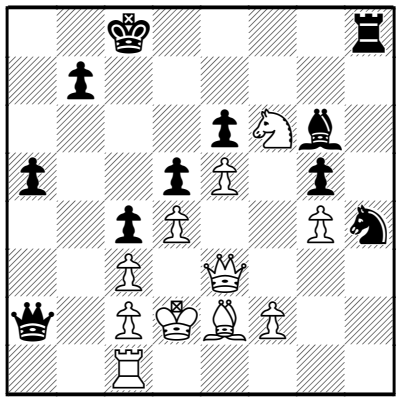
Cy: An indication that the a-pawn grows dissatisfied with his present station and seeks advancement. The position begins to exceed the reach of either side's understanding, due to mutual time shortage.

Jack: Varuzhan had to move very quickly and didn't foresee the loss of his Knight.

To win, Black must imagine 32...b5! *(***Cy***: Correct. Black must undermine c3 to get at White's King.)* 33.Be2?! Ng2! 34.Qxg5 b4 35.cxb4 c3+ *(also 35...Qb2 wins)* 36.Kxc3 Qa3+ 37.Kd2 Qxb4+ 38.c3 Qb2+ 39.Kd1 Rh1+ 40.Bf1 Rxf1 mate. I doubt that I could work that out in an hour! **Cy**: The old, deathly ill King murmurs a final prayer: "When will God see fit to release me from earthly torment?"

Jack: White is still suffering after the better 32...b5! 33.f4 gxf4 34.Qxf4∓.

33.Be2



33...a4??

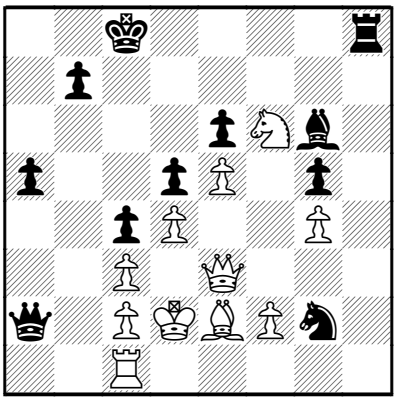
Cy: "Honors, glory and wealth beyond imagination are within reach and will soon be mine!" predicts the a-pawn, who hasn't had such a great track record on similar prognostications in the past.

In time pressure, when a position devolves beyond our power to predict and calculate, all we can do is speculate. Varuzhan, playing with irreversible intent, refuses to draw back and embrace necessity. But how to navigate such cyclopean mazes when low on the clock?

It's hard to blame him for the move, since White's Queenside permeates a feeling of haunted desolation, and it appears as if the a-pawn will promote someday.

Jack: Suddenly Black is losing. My memory was accurate—I was very lucky!

Black can salvage a half-point by 33...Ng2!:

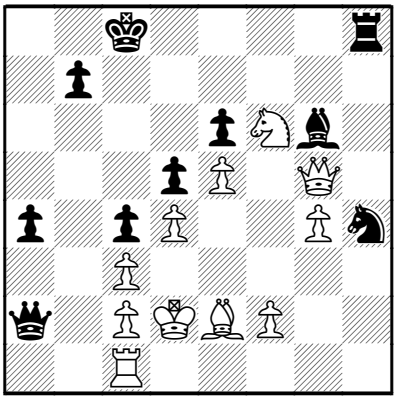


Cy: It's impossible for light and darkness to coexist in occupation of the same area. Only this line works for Black.

Jack: 34.Qxg5 Bxc2! 35.Rxc2 Qb1 36.Bd1 Rh1, forcing White to draw with 37.Qg8+ Kc7 38.Qf7+ Kb8 39.Nd7+□ Ka7 *(or 39...Kc8 40.Qf8+ Kxd7 41.Qd6+, with perpetual check)* 40.Qf3□ a4 41.Rc1□ Qb2+ 42.Rc2 Qb1 43.Rc1.

A second method begins 33...b5 34.Qxg5 b4, when 35.Nxd5! exd5 36.Qf6 bxc3+ 37.Ke3 leads to a wild position with even chances.

34.Qxg5



34...a3

Jack: White refutes 34...Be4 most cleanly by 35.Nxe4 dxe4 36.Rh1.

35.Nh5!

Cy: They say the devil always conceals his true intent in all his dealings with us mortals.

Nice tactic. Now Black's position is one brushed by mortality's cold finger. The Knight, who performs fluctuating functions, waves to his now trapped h4-counterpart with an expansive flourish. This is very easy to miss in time pressure.

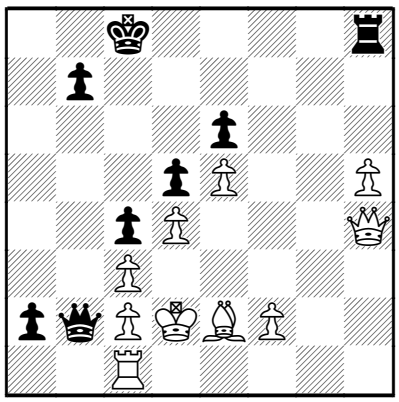
I like the way Jack plays without a trace of even subconscious alarm at Black's impending Queening threat on the other side of the board.

Jack: One Knight on the edge traps the other. I had just enough time to shift my mood from desperation to elation.

35...Bxh5 36.Qxh4

Cy: Now Black's Bishop can do nothing but brood over past injustices at the hands of White's Queen.

36...Qb2 37.gxh5 a2

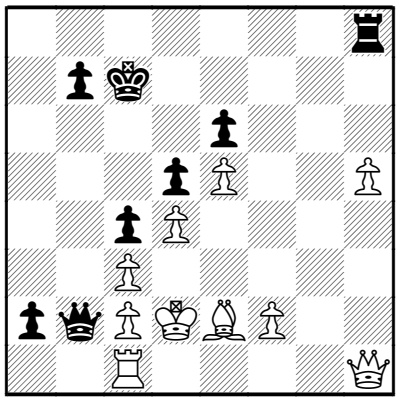


38.Qh1

Jack: The "safe" move. **Cy**: But good enough. This move to buttress a1 gets the job done.

Jack: More forceful is 38.Qf6 (**Cy**: *! "My rule is resurgent," boasts the power hungry Queen. After this move there is no respite for Black, as his troubles multiply.)* 38...Qxc1+ 39.Kxc1 a1Q+ 40.Kd2 Re8 41.Bg4+–.

38...Kc7



39.h6?? 1-0

Jack: A feeble move, but it persuaded a disappointed Varuzhan to resign.

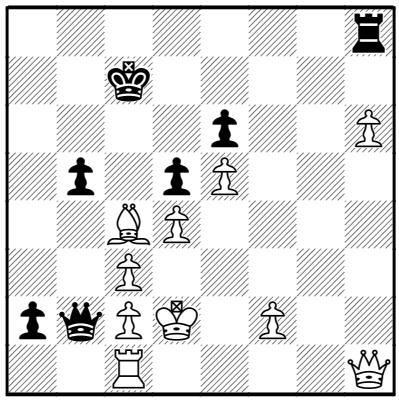
Cy: The result all researchers fear is the dreaded "inconclusive." Resigning in a not-yet-resignable position is a bit like drinking from a mountain stream where a rotting corpse lies floating, just feet away. Negative emotions, like depression, are not corporeal, and therefore not as easy to heal as our injured flesh.

Akobian decides he can't achieve victory over inevitability and resigns prematurely. He may well have been resurrected from the dead, simply by playing on.

Jack: White should defang the a-pawn by 39.Ra1 Ra8 40.Qc1+–.

Cy: "Bye! Take care! Have a safe trip!" says White's Queen, thankfully to her hateful b2-sister, who she hopes not to see again for a long, long time.

Jack: After 39.h6?? b5, I would not have found White's only winning attempt: 40.Bxc4!!:



Cy: The Bishop, realizing he does evil, blames Black's Queen for bewitching him. His conduct, having surpassed proprieties' bounds, raises eyebrows in court. Agreed. I would need a week to find this one!

Jack:

a) White has a big plus after 40...bxc4 41.Rg1 Qa3 42.Qg2 Qf8 43.Qg7+ Kb6 44.Qxf8 Rxf8 45.Ke3 Rh8 46.Ra1 Rxh6 47.Rxa2±.

b) Also very tricky is 40...dxc4?! 41.Rg1 Kb6 42.Rg7 Rb8 43.Qh3 Rb7 44.Rxb7+ Kxb7 45.Qh1+ Kc7 46.h7 a1Q 47.Qxa1 Qxa1 48.h8Q b4 49.Qh7+ Kb6 50.Qh3+–. ♜

GM Timur Gareev Takes 10th Western Pacific Open

Los Angeles, April 25-27, 2014

GM Timur Gareev won the 10th Western Pacific Open, scoring 4½-½ to top the 39-player Open section, yielding only a single draw to second place finisher Texas Tech's IM Andrey Gorovets of Belarus who scored 4-1. But for a single move, their places would have been reversed. See their final round game in this article.

Third place was a six-way tie at 3½-1½ among Michael William Brown, Joshua Sheng, Nicky Korba, and Albert Lu, and FMs Alexander Kretchetov and Eugene Yanayt.

Fernando Sevilla scored 4-1 to top the 21-player under 2000 section, while 4½-½ was scored by Srikar Donapati to win the 18-player under 1800 and by Richard Martin who took the nine-player under 1600. Finally, George Wang won the eight-player under 1400 with a score of 4-1.

In the scholastic sections, Benjamin Bankhead won the Open with 4-1 and Phoenix Changkachith swept the Reserve with 5-0.

Metropolitan Chess sponsored the event, which was hosted at the LAX Radisson and directed by Ankit Gupta with assistance from Kostya Kavutskiy.

This tournament provided an unusually large amount of chess material! We present seven games, as well as an additional article by IM Jack Peters on two endings that is not to be missed.

The first game is an upset by new National Master Venkat Iyer, and the second is a win by IM Larry Remlinger with a tricky ending. Both games are from the second round and annotated by the winners.

Next are three games annotated by Peters, starting with another second round game, an interesting Evans Gambit won from the Black side by Alexander Kretchetov. Next is a third round win by Nicky Korba featuring a fine Queen sacrifice, and lastly, another third round win by Hovanes Salvaryan in which a seemingly natural move meets with sudden attack that wins decisive material. Chess is like that sometimes.

The sixth game is annotated by the winner Michael William Brown, who carefully turns a positional advantage into a win. See his notes; there was a lot to think about!

We conclude with the game that decided the tournament. The dramatic final round contest was a sudden death cliffhanger, and was the last game to finish. Late mistakes by both sides eventually evened out. Annotations are by the editor with additional on-the-spot observations by Kostya Kavutskiy. - Ed.

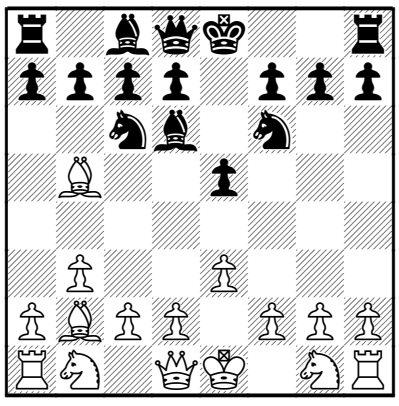
Venkat Iyer (2225) -
Jack Peters (2435)
[A01] Nimzo-Larsen Attack
Western Pacific Open (2)
Los Angeles, April 26, 2014

Notes by Venkat Iyer.

1.b3 e5

The Nimzo-Larsen. Essentially, White states his dissatisfaction with theory and aims for a dynamic middlegame position which doesn't require knowledge of 15+ memorized moves.

2.Bb2 Nc6 3.e3 Nf6 4.Bb5 Bd6



Whenever I have a discussion about 1.b3, this is always brought up as a "refutation." However, it really gives Black nothing other than a dynamic equality, which is exactly what White is searching for.

5.Na3 a6

I feel this is unnecessary. White will probably end up taking on c6 anyway, and a6 isn't that helpful of a move. It's a bit of a waste of time.

6.Bxc6 dxc6 7.Nc4 Qe7 8.Ne2

More often seen is 8.Nf3, putting more pressure on the e-pawn. After 8...e4, both 9.Nd4 and 9.Nfe5 are playable, with chances for both sides.

8...0–0 9.Ng3

My intent was to gain control over e4 and play e3-e4 myself in a turn or two, allowing the c4-Knight to drop back to e3 to increase control over f5. Normally, one might want to take on d6 to get rid of the Bishop pair, but in this case I felt that the Bishop was more of a hindrance to Black's position, as it really is just taking up space to protect e5.

9...Bg4?!

Furthering my plan. I presume Black was not expecting 10.f3!

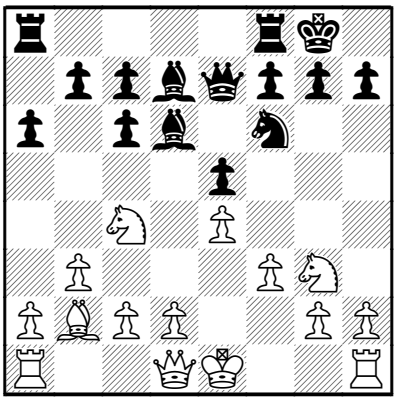
I felt 9...b5 was correct instead. This forces White to make the difficult choice of continuing to play against the dark-squared Bishop with Na5, or remove the Knight vs. Bishop matchup completely and shift the position towards dynamic balance and an equal position:

After 10.Na5, the maneuver 10...Bg4! 11.f3 Bd7 is correct, as there is no good way for a White Knight to

reach e3, making White's whole plan of f3-e4 a complete waste of time.

If instead White trades with 10.Nxd6 10...cxd6=, the doubled pawns and the Knight vs. Bishop are gone, and Black is the one pressing for an edge.

10.f3 Bd7 11.e4



All of a sudden, Black runs out of things to do. ...b5 is no longer a real plan at the moment since White can just drop his Knight back to e3, and the light-squared Bishop is even worse off than the dark-squared one at this point.

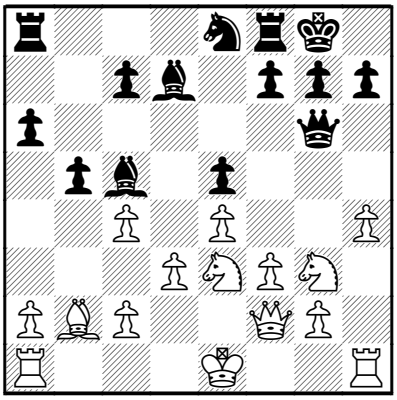
11...c5 12.d3 Ne8!

This move opens up the Queen along the d8-h4 diagonal, threatening Qg5, and possibly planning for a c6-Nc7-Ne6 kind of maneuver.

13.Qd2 b5 14.Ne3 Qg5 15.Qf2

The solid 15.c4?! locks the position, making it very hard for White to find play.

15...c4 16.h4 Qg6 17.bxc4 Bc5

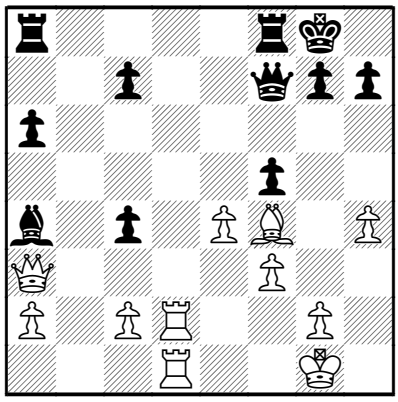


Sacrificing the e5 pawn for play. Although it may be a bit unsound, you can't blame Black for wanting more to do than a tedious defense.

18.Bxe5 f6 19.Bf4 bxc4 20.0–0 Nd6 21.Ne2 Nb5 22.d4

Giving the pawn back. While this is the "safe" move, 22.dxc4 is more ambitious and probably correct.

22...Nxd4 23.Nxd4 Bxd4 24.Rad1 Bxe3 25.Qxe3 Ba4 26.Rd2 Qf7 27.Rfd1 f5 28.Qa3

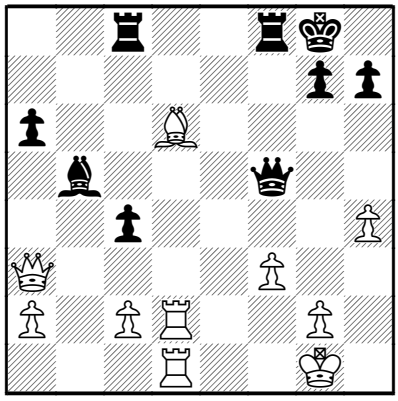


28...Bb5

Probably Black's best course of action is 28...fxe4 29.Qxa4 Qxf4 30.Qxc4+ Kh8 31.Qxe4 Qxe4 32.fxe4. Though defending is hard, finding enough room to poke through in a double-Rook endgame a pawn up is equally as hard, if not harder.

Another interesting variation is 28...c3 29.Qxc3 fxe4 30.Be5! exf3 31.Rf1. I don't like this for Black as much, simply because there is much more play in an opposite-color Bishop position, which favors the attacker. There will be a lot of pressure on g7 in the coming moves.

29.exf5 Qxf5 30.Bxc7 Rac8 31.Bd6



The problem with Black's position is that his Bishop is simply not as useful as White's. This leads to heavy pressure on his King, due to the fact that his Bishop can never protect any of the squares that White will target.

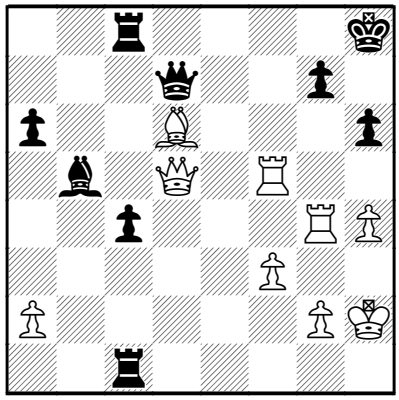
31...Rfe8 32.Qc3 h6 33.Rd5 Qg6 34.Be5 Kh7 35.R1d4 Re7 36.Bd6 Re2

No longer possible is 36...Ree8 because of 37.Rg4! Qf7 38.Be5! g6 39.Rd6+–.

37.Rg4 Rxc2 38.Qd4 Rc1+ 39.Kh2 Qf7 40.Qe4+ Kg8

Or 40...Kh8 41.Be5 Rg8 42.Rg6+–.

41.Rf5 Qd7 42.Qd5+ Kh8



43.Rf7? 1–0

While this looks overwhelming, both sides missed the reply 43...Rd1!! where White still has an advantage, but significantly reduced.

However, Black resigned.

Much more accurate was 43.Rxg7! a fitting finish to the game. And now:

If 43...Qxg7 then 44.Be5.

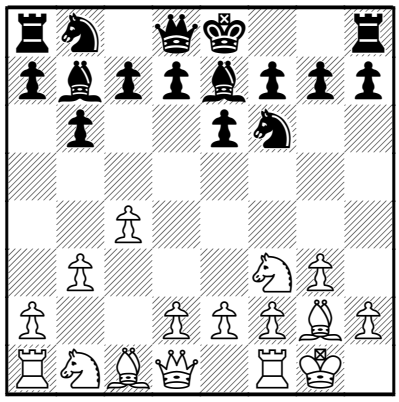
If 43...Kxg7 then 44.Be5+ Kg6 45.Rf6+ Kh7 *(or 45...Kh5 46.Bf4+ Qxd5 47.Rxh6 mate)* 46.Rf7+.

Finally, if 43...Rd1 then 44.Rh7+! Qxh7 45.Be5+ Qg7 46.Bxg7+ Kxg7 47.Rf7+ Kg8 48.Qf5+–.

kk

Foreground: after 8...O-O.

Larry Remlinger (2381) - Matthew Shuben (2138)
[A30] English Opening
Western Pacific Open(2)
Los Angeles, April 26, 2014
Notes by IM Larry Remlinger.
1.Nf3 Nf6 2.c4 b6 3.g3 Bb7 4.Bg2 e6 5.O-O Be7 6.b3=

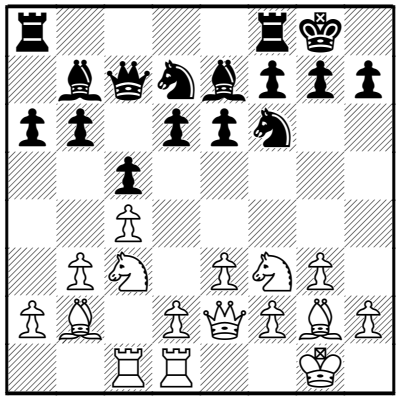


Selecting a Réti setup. 6.d4 would move into Queen's Indian formations.

6...O-O 7.Bb2 c5 8.e3 d6 9.Qe2 Nbd7

I would prefer 9...Nc6 here, but perhaps Black wanted to have the flexibility to move into a Hedgehog set up.

10.Rd1 Qc7 11.Nc3 a6 12.Rac1



12...Rac8

In the post-mortem my talented young opponent said he was curious how the game would go, since he too plays the Réti on occasion.

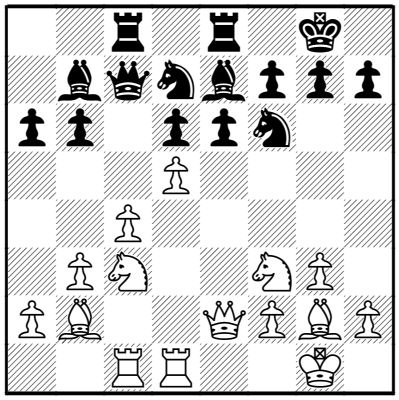
Other possibilities are 12...Ne4 and 12...Rad8.

My sense is that in this setup Black's King's Rook belongs on e8. So, I would play 12...Rfe8 at this point and depending on what White does, only then make a decision about where to place the Queen's Rook.

13.d4 cxd4

Releasing the tension, which often favors the opponent. More consistent seem 13...Qb8, 13...Ne4 or 13...Rfe8. If then White pushes d4-d5, Black could exchange there and then play ...b6-b5 with counterplay.

14.exd4 Rfe8 15.d5±



15...exd5?!±

Seems natural, to open lines and free up some space, but it's not the best.

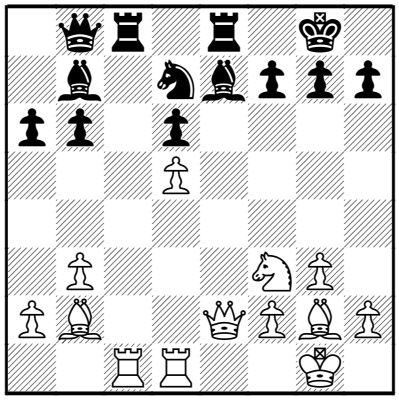
Preferable would be 15...e5 16.Nd2 g6 17.Nf1 Bf8 18.Bh3±. White still has a little pull, given his extra space, in a complex position.

16.Nxd5?!±

White returns the favor, wanting to open the c-file and long diagonal. But here too, not the most precise.

Better was 16.cxd5 Qb8 17.Nd4±, as exchanging a set of minor pieces only helps Black.

16...Nxd5 17.cxd5 Qb8



18.Rxc8?!

Here White errs in releasing the tension, reasoning that Black's Queen would be exposed on the c-file.

kk

After 9...Nbd7.

Less committing is 18.Qd2, getting the Queen out of danger on the e-file.

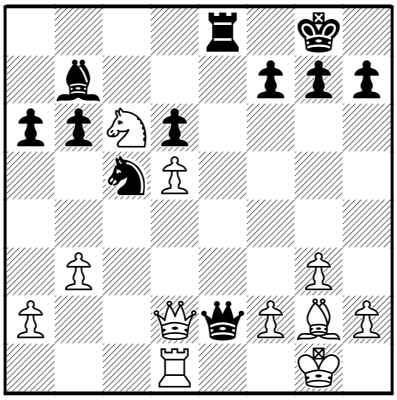
18...Qxc8 19.Nd4 Bf6 20.Qd2 Nc5 21.Nc6 Bxb2 22.Qxb2 Qg4

Another consequence of White's decision on the 18th move: Black activates his Queen.

23.Qd2±

White is still better, with more space and Black's trouble with activating his Queen's Bishop. Also, White's Knight clearly is an annoyance for the second player.

23...Qe2



24.h3?!=

One of those 'normal' moves that throws away White's advantage.

Better was 24.Qxe2. Yet this exchange seemed so counter-intuitive: why activate Black's Rook? But, as so often happens, concrete calculation was called for here. For example 24...Rxe2 25.b4 Ne4 *(Better than 25...Nd7 26.Nd4 Rxa2 27.Nf5—I hadn't seen this idea—27...g6 28.Nxd6 Ba8 29.Re1±.)* 26.Bf3 Rd2 27.Re1 f5 28.Ne7+± Kf8 29.Nxf5 Ng5 30.Bg2 Bxd5 31.Nxd6—I hadn't seen this idea either!

24...g6?!

Seems natural enough; Black wants some Luft but allows White's next move.

ap

IM Larry Remlinger—with hat!

But 24...a5 takes the sting out of White's b4 and secures his Knight at c5.

25.b4 Nd7?!±

Still equal was 25...Qxd2 26.Rxd2 Re1+ 27.Kh2 Ne4.

26.a4?!=

Again, White plays mechanically and misses a chance to capitalize on Black's error.

Better was 26.Qxe2 Rxe2 27.Nd8 Ba8 28.Rc1 Re8 29.Nc6 Kg7 30.a4±.

26...Qxd2 27.Rxd2 Re1+ 28.Kh2 Ne5?

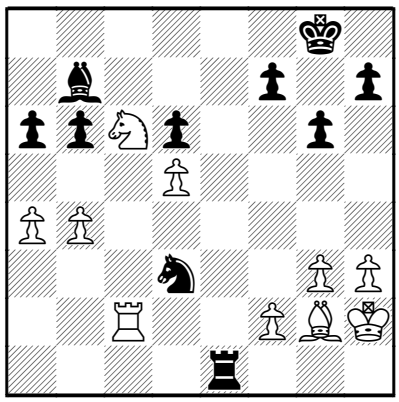
Apparently underestimating White's next move.

Better was 28...h5 29.g4 hxg4 30.hxg4 g5=.

29.Rc2±

Threatening to penetrate on the c-file.

29...Nd3



30.Nd8?=

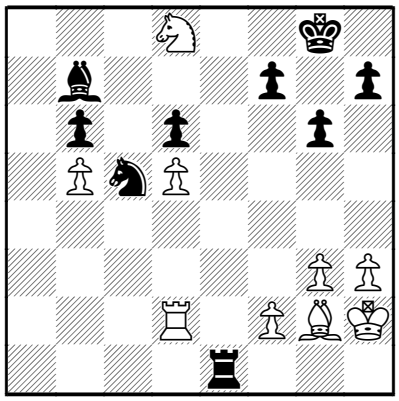
Missing a big chance.

More alert was 30.a5 b5 31.Rc3 Nxf2 32.Nd8 Re7 33.Bf3! Pinching in on Black's Knight. 33...Ba8 34.Rc8+–.

30...Re7= 31.Nc6 Re1 32.Rd2 Ne5 33.b5?! axb5=

Or 33...Nd7 34.Bf3 Ra1=.

34.axb5 Nd7 35.Nd8 Nc5

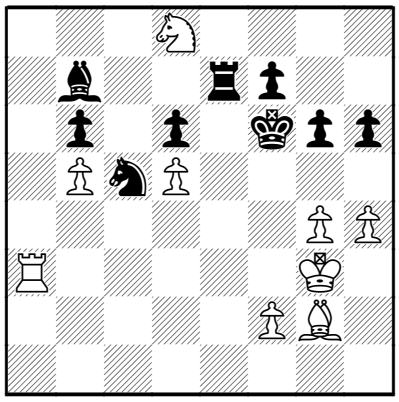


The engines say the position is equal, but in a practical game with clocks, etc., Black must be precise with his defense.

36.Ra2 Re7

So as to be able to recapture at b7 with his Rook instead of Knight —which would allow Ra6.

37.g4 Kg7 38.Kg3 Kf6 39.h4 h6 40.Ra3



A useful move, keeping an eye on the third rank and specifically the e3 square for checks.

40...Kg7

Or 40...Bc8 41.Ra8 Bd7 42.Nc6 Re8=.

41.Ra7 Rd7 42.Nxb7 Rxb7

Not 42...Nxb7? 43.Ra6±.

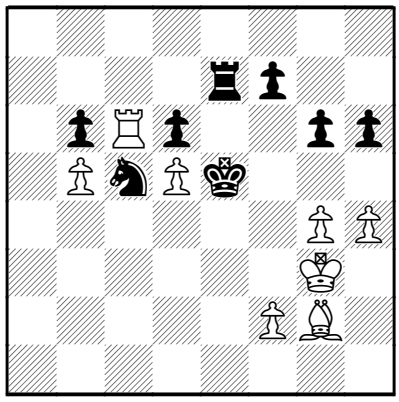
43.Ra8 Re7

Or 43...g5 44.h5=.

44.Rc8 Kf6?!

Maintaining equality was possible with 44...Ra7=, grabbing the a-file, for example 45.Rc6 Ra3+ 46.f3 Rd3 47.Rxb6 *(not 47.Rxd6?? Ne4+–+)* 47...Rxd5=.

45.Rc6± ***Ke5***



46.f4+?=

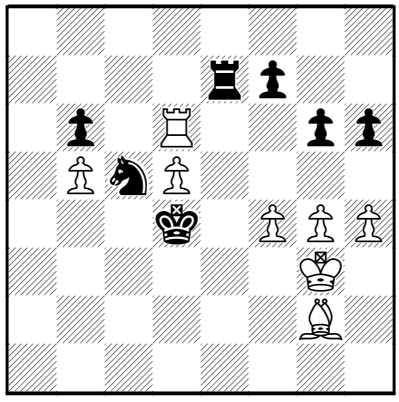
Seemingly almost 'begging to be played', but going against the wisdom of the Masters that warns, 'Be careful with your pawn moves, especially in the ending'.

Better was 46.Rxb6± g5 This was the move I didn't want to allow. 47.Rb8±. and now:

Dubious is 47...Ne4+?! 48.Bxe4 Kxe4 49.h5 Kxd5 50.Rh8±.

Instead, better is 47...Ra7 48.Rh8 Ra3+ 49.Kh2 gxh4 50.Rxh6 Ra2 51.Rh5+ Kf6 52.Rf5+ Kg6 53.Kh3 Rb2±

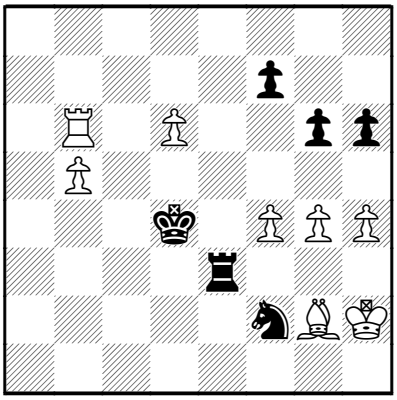
46...Kd4 47.Rxd6=



47...Nd7?+–

Best was an amazing fantasy move overlooked by the players but not our friend, the engine! It's 47...Nd3! The weakness at e3 created by White's 46th move leads

to a forced draw! For example, after 48.Rxb6 Re3+ 49.Kh2 Nf2 50.d6:



Black now forces the draw with 50...Nxg4+ 51.Kg1 Re1+ 52.Bf1 Ne3 53.d7 Rxf1+ 54.Kh2 Ke4!!=. What a move! 55.d8Q Rf2+ 56.Kg3 Rf3+ 57.Kh2 Rf2+ and Black gets the perpetual check!

48.Rc6?!+–

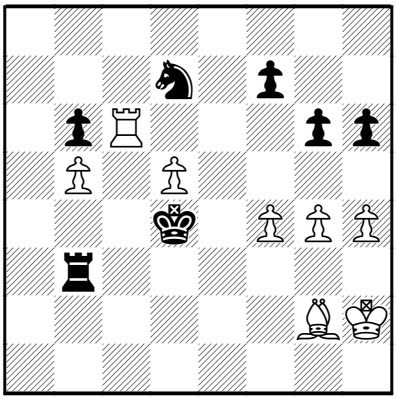
Best was 48.h5!+–.

48...Re3+ 49.Kh2

More accurate was 49.Kf2 Nc5 50.d6+–.

49...Rb3

Lasting longer was 49...g5 50.d6 Re6 51.fxg5 hxg5 52.h5+–.



50.Rd6 1-0

Winning more material.

Another way was 50.h5 gxh5 51.gxh5 Rxb5 52.Rxh6 with too many threats. For example, if Black tries to advance the b-pawn with 52...Ra5 *(not 52...Rb2 53.Rd6 Nf8 54.Rf6)* then 53.Rd6, threatening to both capture the Knight and advance the h-pawn, and now 53...Nc5 54.Rxb6 Ra8 55.d6 Rd8 56.h6 Rh8 57.Kg3+–.

Daniel Mousseri (2230) - Alexander Kretchetov (2389)
[C51] Evans Gambit
Western Pacific Open (2)
Los Angeles, April 26, 2014

Notes by IM Jack Peters.

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4!?

The Evans Gambit, a great choice for an ambitious young attacker.

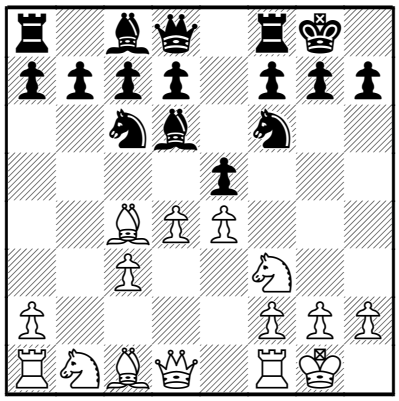
4...Bxb4 5.c3

5...Bd6!?

The Stone-Ware defense, nearly abandoned in the 19th Century. Modern computers rate it very highly!

The main line 5...Ba5 and the modern 5...Be7 6.d4 Na5 also lead to lively games.

6.d4 Nf6 7.0–0 0–0



The Bishop will have to leave its strange post at d6 soon so Black can advance his d-pawn. But notice that Black has managed to get his King to safety without returning the pawn, no mean feat against the Evans.

8.Re1 h6

kk

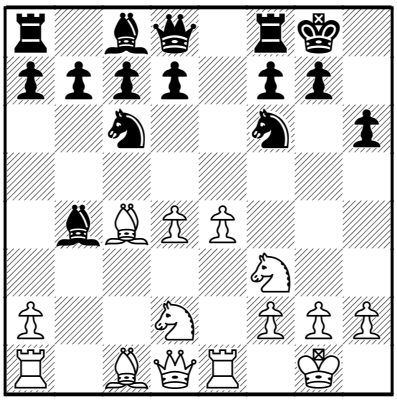
After 8...h6.

9.Nbd2 exd4

A small concession.

However, maintaining the pawn at e5 by 9...Re8 10.Qb3 Qe7 leaves the Bishop stuck at d6. White would continue 11.a4, welcoming 11...Na5 12.Qa2 Nxc4 13.Nxc4↑.

10.cxd4 Bb4

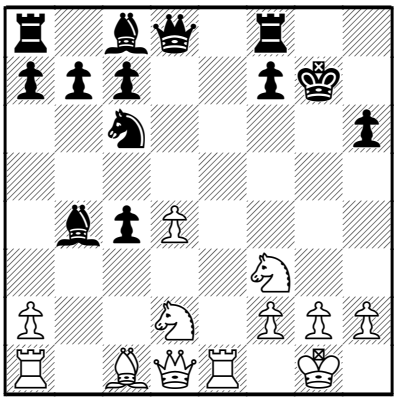


11.Qb3

Reasonable.

White has two attractive alternatives that also offer sufficient compensation.

With 11.e5, White forces 11...d5! 12.exf6 dxc4 13.fxg7 Kxg7:

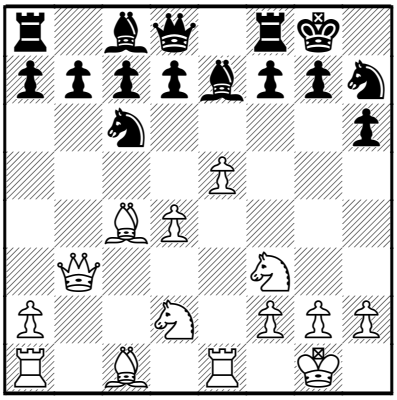


Black's King appears exposed, but Black seems safe enough if he blockades the d-pawn. Houdini analyzes 14.Re3 Qd5! *(too risky is 14...Nxd4? 15.Nxc4)* 15.Bb2 Rd8 16.Qc1 Be6 17.Nxc4 f6 *(not 17...Qxc4?? 18.d5+)* 18.Ncd2, followed by either 18...Rg8 or 18...Bd6.

Less violent is 11.d5 Na5 12.Bd3 d6 13.Bb2, giving White's Bishops great potential. Meanwhile, Black will struggle to find good spots for his minor pieces—only one can use c5!

11...Be7 12.e5 Nh7

Not 12...Na5?? because 13.Qc3 Nxc4 14.exf6 gains a piece.



13.Bd3

The direct 13.d5 does not worry Black, as 13...Na5 14.Qc3 Nxc4 15.Nxc4 d6= reclaims f6 for a Knight or Bishop.

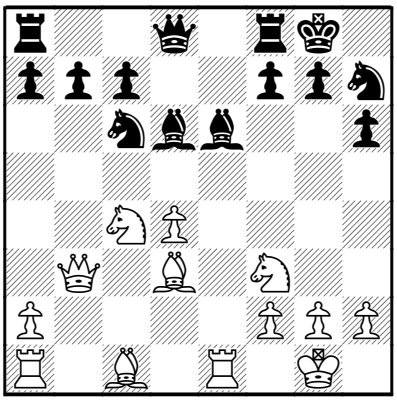
But 13.Bd5! tries to keep control of d5. If Black fights back with 13...Nb4 14.Be4 d5, then 15.exd6 Bxd6 16.a3 Nc6 17.Bb2 Nf6 18.d5 seems promising for White.

13...d5 14.Nf1

It's difficult for White to sustain any initiative when the pawn at d5 assures Black of a foothold in the center.

The gambit spirit calls for 14.exd6 Bxd6 15.Nc4 *(less reliable is 15.Ne4?! because Black regains control of d5 with 15...Be6! 16.Qxb7 Bd5∓)* 15...Bg4 16.Nce5, keeping fair compensation.

Even so, 14.exd6 Bxd6 15.Nc4 Be6! poses a problem for White:

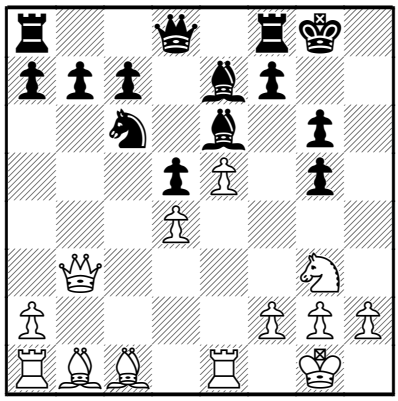


Houdini recommends 16.Rxe6! fxe6 17.Nxd6 Qxd6 18.Ba3 Qd5 19.Bxf8 Qxb3 20.axb3 Nxf8 21.Be4 Nd8 22.d5, with just enough initiative to equalize.

14...Ng5 15.Bb1 Be6

Black cannot snatch the d-pawn: 15...Nxf3+ 16.Qxf3 Nxd4?? fails to 17.Qd3 Nf5 18.g4 g6 19.gxf5 Bxf5 20.Qg3, when Black must part with another pawn.

16.Nxg5 hxg5 17.Ng3 g6∓



Killing threats to h7. White's compensation is almost gone.

18.Qd3 Nb4 19.Qb3 a5 20.Qf3

Hoping for 21.Nh5.

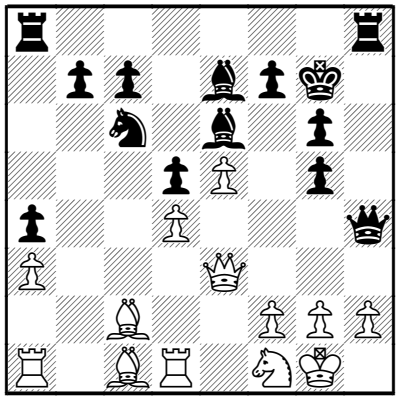
20...Kg7 21.Qe3

Now White dreams of 22.h4. Black will squelch this too.

21...Rh8

The attacker's nightmare. Lines he opened will be used by his opponent for counterattack.

22.a3 Nc6 23.Ne2 Qg8 24.Ng3 Qh7 25.Nf1 Qh4 26.Rd1 a4 27.Bc2

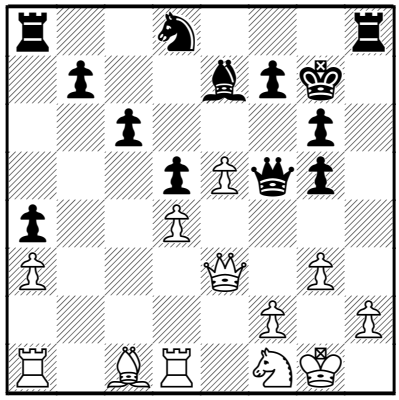


27...Nd8

Houdini prefers 27...Na5, as 28.Bxa4 Nc4 29.Qb3 loses to 29...Nxe5 30.dxe5 Qxa4.

But 27...Nd8 should win too. White has no threats, while Black will gradually improve the position of his minor pieces.

28.Qc3 c6 29.g3 Qh3 30.Qe3 Bf5 31.Bxf5 Qxf5



32.f4?!

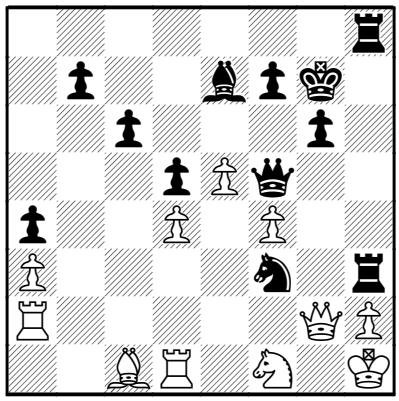
White cannot keep it closed with 32.f3?! g4 33.f4 because 33...Ne6 prepares both ...c6-c5 and ...g6-g5.

But 32.Qe2, clearing e3 for the Knight, is tougher. If 32...Qh3 33.f3, Black cannot force a decision on the Kingside, and he will have to exploit his extra Queenside pawns.

32...Ne6

The immediate target is f4, but ultimately, every Black piece will aim at h2.

33.Qf3 gxf4 34.gxf4 Ng5 35.Qg3 Rh3 36.Qg2 Nf3+ 37.Kh1 Rah8 38.Ra2



38...Qe4

The computer points out the faster win 38...Nxh2! 39.Nxh2 Bh4–+.

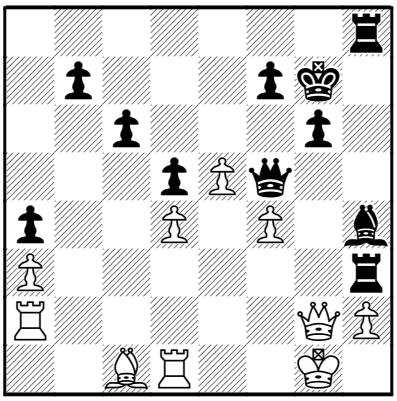
39.Re2 Qb1 40.Nd2 Nxd2

Or 40...Qd3–+.

41.Rexd2 Qf5 42.Ra2 Bh4!

Heading for h2.

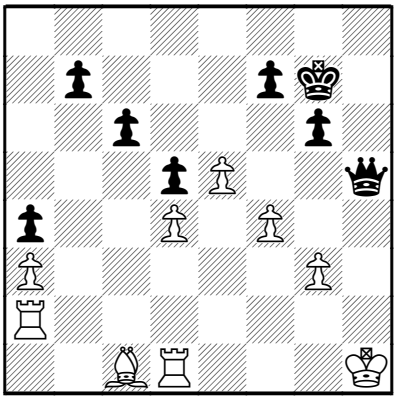
43.Kg1



43...Bg3

Black has an alternative win with 43...Rxh2! 44.Qxh2 Qg4+ 45.Qg2 Qxd1+.

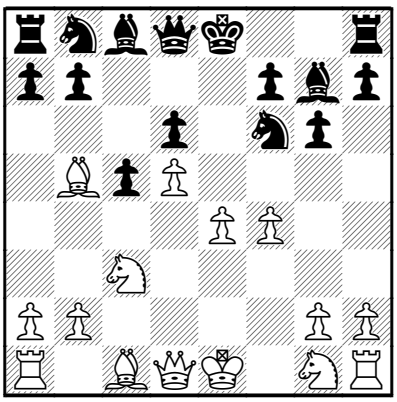
44.hxg3 Rh1+ 45.Qxh1 Rxh1+ 46.Kxh1 Qh5+ 0–1



Nicky Korba (2258) -
Hans Niemann (2111)
[A67] Benoni Defense
Western Pacific Open (3)
Los Angeles, April 26, 2014

Notes by IM Jack Peters.

1.d4 Nf6 2.c4 c5 3.d5 e6 4.Nc3 exd5 5.cxd5 d6 6.e4 g6 7.f4 Bg7 8.Bb5+



ap

Nicky Korba: a nice Queen sacrifice!

Taimanov's system, one of the best answers to the Modern Benoni.

8...Nfd7 9.a4 0–0 10.Nf3 Re8

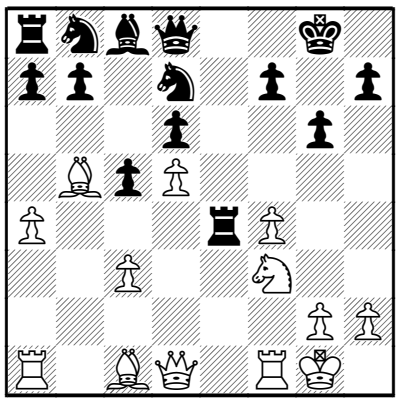
Probably 10...Na6 11.0–0 Nb4, as played by Tal a half-century ago, is Black's best reply.

11.0–0 Bxc3?

This Bishop is too valuable to give up to gain a mere pawn.

Black should decline the offer with 11...a6 12.Bd3 Nf6±.

12.bxc3 Rxe4



13.f5

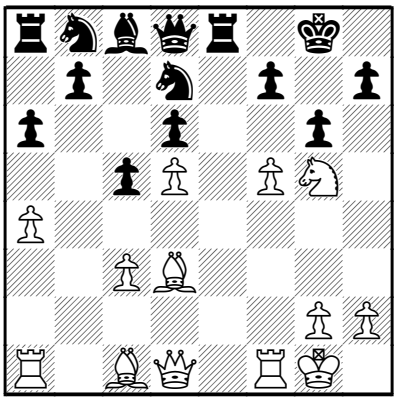
Second best, and still terrific!

Black has no defense to 13.Ng5! Re7 14.f5. If 14...Ne5 15.Ne4!, Black is too vulnerable on the dark squares. One possible finish is 15...Bxf5 16.Rxf5 gxf5 17.Nf6+ Kg7 18.Qh5!

13...a6

Houdini claims 13...Ne5 is best, although only White is having fun after 14.fxg6 *(maybe Black can survive 14.Ng5 Rg4)* 14...hxg6 15.Bg5 Qf8 16.Nxe5 Rxe5 17.Bf6±.

14.Bd3 Re8 15.Ng5!



Winning. At the moment, White threatens to take any of Black's Kingside pawns.

15...Nf6

The best try.

White demolishes 15...Ne5 with 16.Nxf7! Nxf7 17.fxg6 hxg6 18.Bxg6 Ne5 19.Qh5 Re7 20.Bh6+–. One of the prettiest variations is 15...Ne5 16.Nxf7! Kxf7 17.fxg6+ Kg8 18.Qh5 Re7 19.Rf7!, conquering h7.

16.Qf3

Lining up against f6 and f7.

Also crushing is 16.fxg6 fxg6 17.Qc2, threatening 18.Bxg6 and inviting 17...Kg7 18.Nxh7! Nxh7 19.Bxg6+–.

16...Rf8

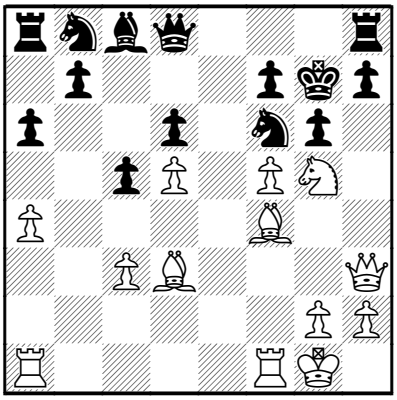
The plausible 16...Nbd7 runs into 17.Nxf7! Kxf7 18.fxg6+, destroying the pawn cover near Black's King. Then 18...hxg6 *(or 18...Kg7 19.gxh7 Kh8 20.Bg5+–)* 19.Qg3 Nf8 *(after 19...Rg8 20.Bg5, Black is too tangled to prevent Ra1-e1-e6)* 20.Bg5 Bf5 21.Bxf5 gxf5 22.Rxf5 N8h7 23.Raf1 Re5!? 24.Bxf6 Nxf6 25.R5f4!+– dooms the Knight.

17.Bf4

Good enough.

Amusingly, White can still sacrifice with 17.Nxf7! Rxf7 18.fxg6+–.

17...Kg7 18.Qh3 Rh8



In a miserable position, Black has the good sense to permit the most spectacular idea.

The allegedly superior 18...h5 19.Qg3 leads to a more foreseeable disaster at g6.

19.Qh6+! Kg8

Rejecting 19...Kxh6 because of 20.Ne6+ Kh5 *(or 20...g5 21.Bxg5+ Kh5 22.Be2+ Ng4 23.Bxg4+ Kxg4 24.Rf4+ Kh5 25.Rh4 mate)* 21.Ng7+ Kh4 *(after 21...Kg4 22.Be2+ Kh4, the computer points out the fastest mate: 23.Rf3 Bxf5 24.Rh3+ Bxh3 25.g3#)* 22.g3+ Kh3 23.Rf2 Bxf5 24.Bf1+ Kg4 25.h3 mate.

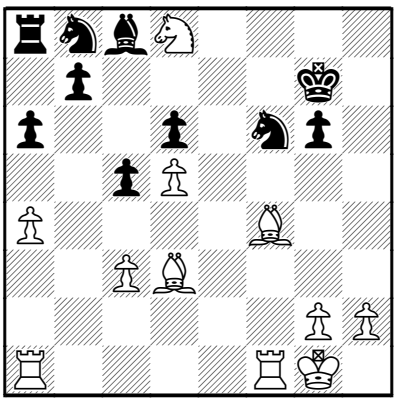
20.fxg6

Once again, 20.Nxf7! Kxf7 21.fxg6+ Kg8 22.Bg5 wraps it up more quickly.

20...hxg6

Hopeless, but Black holds out longer than with 20...fxg6 21.Bxg6.

21.Qxh8+ Kxh8 22.Nxf7+ Kg7 23.Nxd8



23...Nxd5 24.Bxd6 Nc6 25.Nxc6 bxc6 26.Bxc5 Be6 27.Bd4+ Kh7 28.c4 Nb4 29.Bxg6+ Kxg6 30.Rf6+ Kh7 31.Rxe6 Nc2 32.Bc3

White could fall for 32.Rd1 Rd8 and clinch the win with 33.c5 Nxd4 34.Rd6+–.

32...Nxa1 33.Bxa1 Rd8 34.Be5 Rd1+ 35.Kf2 Rd2+ 36.Kf3 Rd3+ 37.Ke4 Rd1 38.Rxc6 Re1+ 39.Kd5 Rf1 40.Rxa6 Rf7 41.c5 1–0

The next game also features a sudden attack! - Ed.

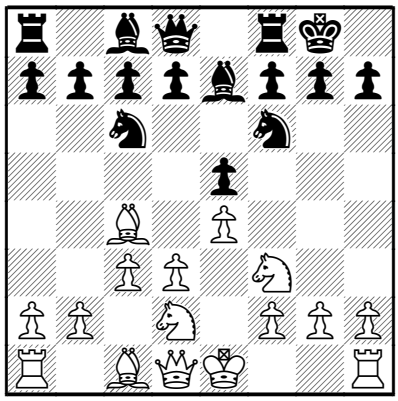
Hovanes Salvaryan (1932) -
Ed Cohen (2005)
[C55] Giuoco Piano
Western Pacific Open(3)
Los Angeles, April 26, 2014

Notes by IM Jack Peters.

1.e4 e5 2.Nf3 Nc6 3.Bc4 Be7 4.d3

A modest line of the Giuoco Piano.

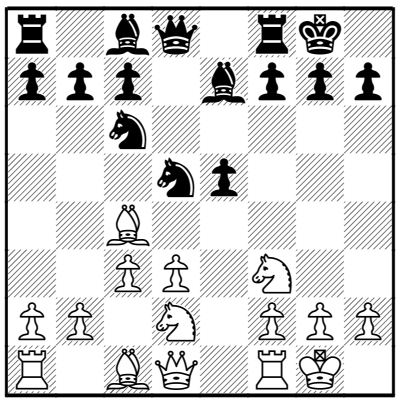
4...Nf6 5.c3 0–0 6.Nbd2



6...d5

More ambitious than 6...d6.

7.exd5 Nxd5 8.0–0



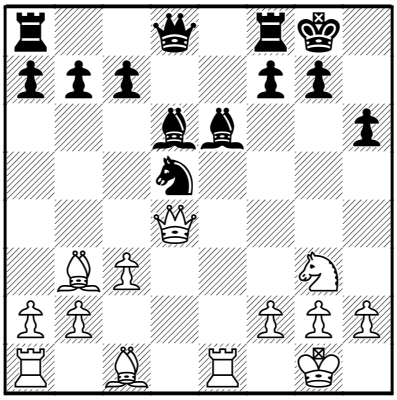
8...Bf6

Black cannot quite equalize. The natural 8...Re8 9.Re1 Bf8 supports e5, but 10.Ne4± looks toward g5 while preparing d3-d4.

9.Ne4 Be6 10.Bb3 Be7 11.Re1 h6 12.Ng3

Strongest is 12.Ba4.

12...Bd6 13.d4 exd4 14.Nxd4 Nxd4 15.Qxd4



15...c6??

Natural, but catastrophic. The punishment for chess oversights can be harsh!

Black has to cede Bishop for Knight by 15...Bxg3 16.hxg3 Re8±.

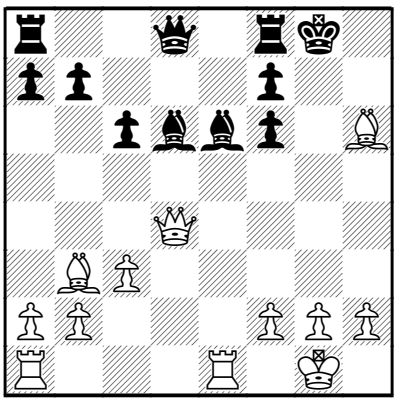
16.Nh5!+–

Black must lose a piece to stop mate.

16...Nf6 17.Nxf6+ gxf6

Useless is 17...Qxf6 18.Qxd6.

18.Bxh6



18...Be5

After 18...Re8 19.Rxe6!, White intends 20.Qg4+. It will cost Black a second piece to stop mate: 19...Bxh2+ 20.Kxh2 Qxd4 21.Rxe8+ Rxe8 22.cxd4+–.

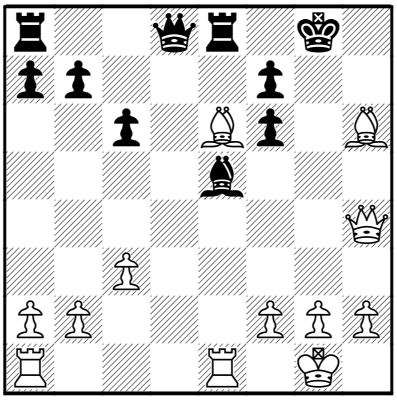
19.Qh4

Threatening to capture either Bishop.

19...Re8

White refutes 19...f5 by 20.Bg5 Qc7 21.Rxe5! Qxe5 22.Bf6.

20.Bxe6 1–0



In the next game, White gets a strong grip on the position and turns it into a win. - Ed.

Michael William Brown (2392) - Venkat Iyer (2225)
[A40] English Defense
Western Pacific Open(3)
Los Angeles, April 26, 2014

Notes by Michael William Brown.

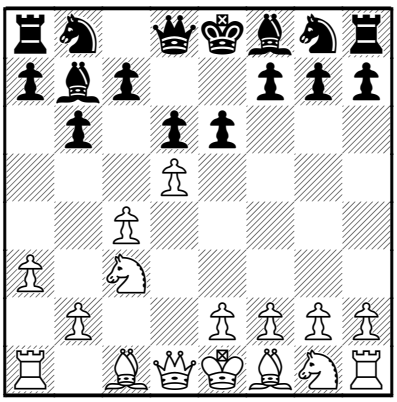
1.d4 b6

An interesting surprise! I had only faced this once before in tournament play, and so was not too familiar in how to play against it.

2.c4 e6 3.a3

This may have been unnecessary; if I had just started 3.Nc3, my opponent (who is not a Nimzo player) would hardly have replied 3...Bb4 and gone into the lines of the Nimzo when he could avoid it.

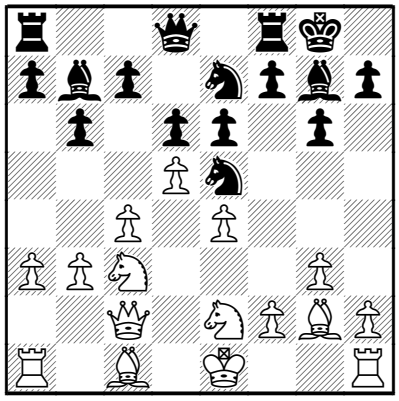
3...Bb7 4.Nc3 d6 5.d5!?



Michael William Brown: trading off one advantage for another.

Now it was my turn to make a concession! This push does indeed inhibit the activity of the light-squared Bishop, but at the same time allows Black's Knight on b8 to those squares on c5 and e5. An interesting positional decision.

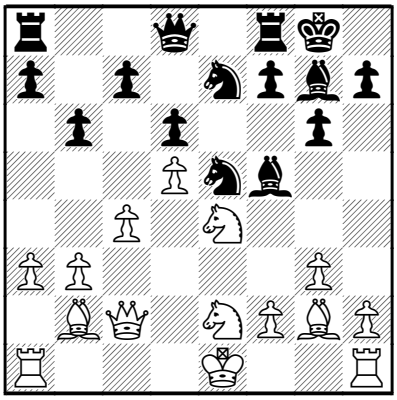
5...g6 6.e4 Bg7 7.Qc2 Ne7 8.g3 O-O 9.Bg2 Nd7 10.Nge2 Ne5 11.b3



11...exd5 12.exd5

I avoided 12.cxd5 because of Bb7-a6 ideas, when Black could penetrate to d3; however it may not have been entirely necessary, as Black's threats aren't too dangerous: 12.cxd5 Ba6 13.O-O Bd3 14.Qd1.

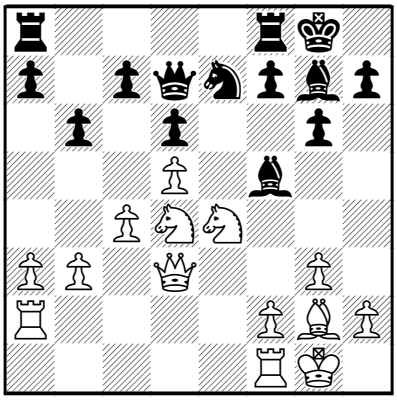
12...Bc8 13.Bb2 Bf5 14.Ne4



14...Nd3+

Black trades off his Knight on e5 to gain the two Bishops.

15.Qxd3 Bxb2 16.Ra2 Bg7 17.O-O Qd7 18.Nd4



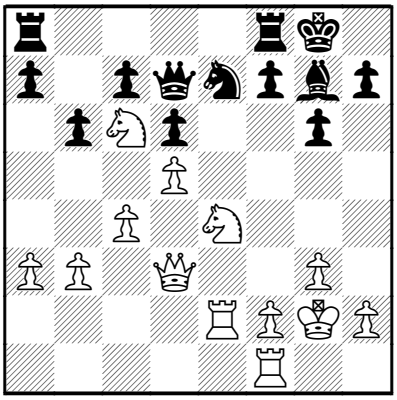
Here, I am slowly improving my position and pushing for a decision by Black on how he will proceed. There are a variety of options that he could take, but he decides to play:

18...Bh3?!

I think this is a positional error, and here are some reasons; White's Bishop on g2 is blocked thanks to the pawn on d5, and so Black needn't trade it off immediately. Also, the Knight on e4 is doing far better than the Bishop on f5, so a trade on e4 was almost warranted by these conditions.

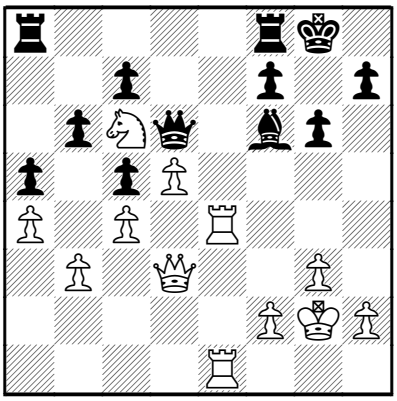
After 18...Bxe4 19.Bxe4 f5 20.Bf3 Bxd4 21.Qxd4 f4± White still maintains a slight edge, but it is nothing compared to the game.

19.Re2 Bxg2 20.Kxg2 Nf5 21.Nc6 Ne7?



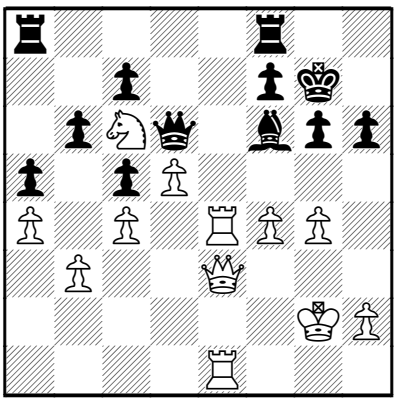
I don't think my opponent realized how strong my next combination was. It throws his position into complete shambles, as he is unable to create activity along the e-file—the only open file.

22.Nc5! dxc5 23.Rxe7 Qd6 24.Rfe1 Bf6 25.R7e4 a5 26.a4



This position is all White could ever want: he has complete control of the e-file, and the Queenside is blocked off. White's Knight on c6 prevents any possible pawn breaks and restricts the movement of the Black Rooks. Now I look to the Kingside to make a last push against Black's position.

26...Qd7 27.Qf3 Kg7 28.Qe3 Qd6 29.g4 h6 30.f4

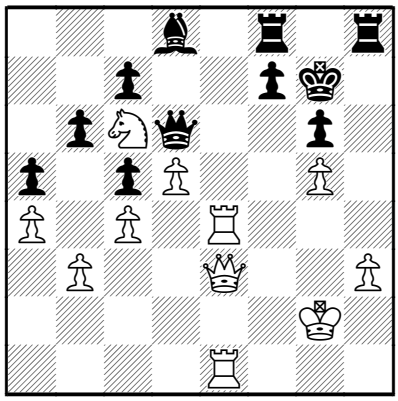


Black is unable to meet the coming g4-g5.

30...Rh8 31.h3 Raf8 32.g5 hxg5 33.fxg5

Thanks to White's 31st move, Black does not attack h2 now. - Ed.

33...Bd8

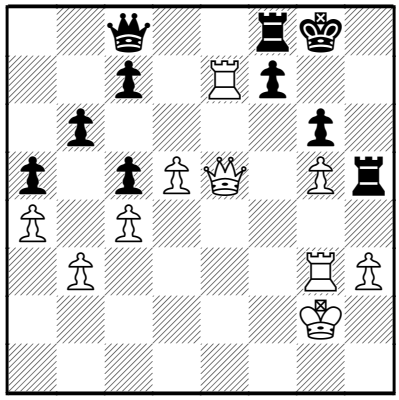


34.Nxd8!

This is an example of trading off one advantage for another.

The Knight is much better than the dark-squared Bishop; why then, did I trade it off?? It was because the Bishop was the only piece stopping my Rook on e4 from penetrating on the seventh; I traded the static advantage of a better minor piece for a dynamic advantage where I can make more threats.

34...Qxd8 35.Qc3+ Kg8 36.Re7 Rh5 37.Qf6 Qc8 38.R1e3 Rh7 39.Qe5 Rh5 40.Rg3

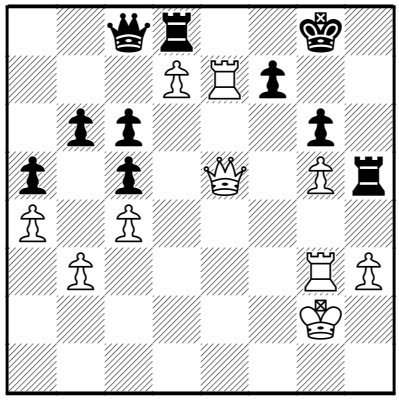


Simply consolidating my position so Black's counterplay is at a minimum. He tried

40...c6?

but after

41.d6 Rd8?? 42.d7 1-0



His entire position will fall apart; the threat of Re8+ cannot be met.

ap

The Final Round.

Andrey Gorovets (2541) -
Timur Gareev (2755)
[E43] Nimzo-Indian Defense
Western Pacific Open(5)
Los Angeles, April 27, 2014
Notes by the Editor.
Notes in italics by Kostya Kavutskiy.

The final round pairings were :
Board 1: Gorovets 3½ vs. Gareev 4
Board 2: Brown 3 vs. Peters 2½
Board 3: Korba 3 vs. Remlinger 2½

After several hours the games on boards two and three finished in hard-fought draws, but the game on the top board was still going, and was the last game to finish in the entire tournament!

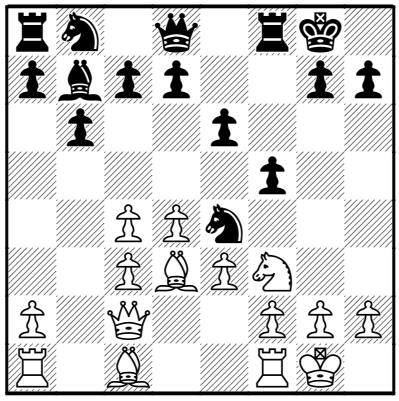
Gorovets, playing White, played a very solid and clean game against Gareev's Nimzo-Indian defense, and had a small edge for most of the middlegame.

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Nf3 b6 5.e3 Ne4 6.Qc2 Bb7

ap

After 6...Bb7.

7.Bd3 f5 8.O-O Bxc3 9.bxc3 O-O



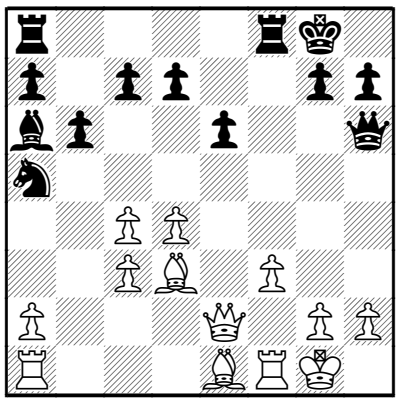
In the database, there are about twenty games between very strong players from this position. The last few years have seen very good results for White.

10.Nd2 Nxd2 11.Bxd2 Nc6 12.e4 fxe4 13.Bxe4 Qh4 14.f3 Na5 15.Bd3 Ba6 16.Be1 Qh6

kk

After 16...Qh6.

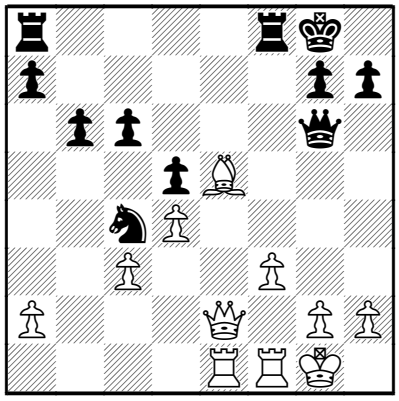
17.Qe2=



17...d5

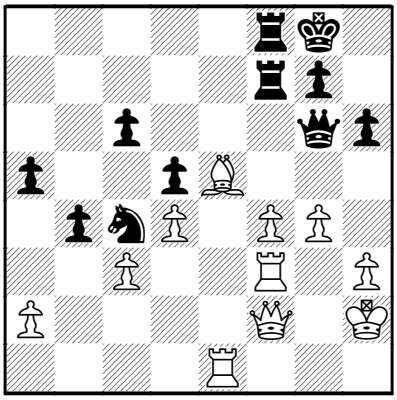
Portisch–Nikolic, Niksic 1983 continued 17...c6 18.Bd2 Qf6 19.Rfe1 Rfe8 20.Qe4 g6 21.c5 Bc4 22.Bc2 Qf5 23.Bh6 bxc5 24.Qh4 Qf7 25.Re4 e5 26.dxe5 Bd5?? 27.Rf4 Qe7 28.Rf8+ Qxf8 29.Bxf8 Rxf8 30.Qg5 Nb7 31.f4 Rae8 32.Re1 1-0.

18.cxd5 Bxd3 19.Qxd3 exd5 20.Bg3 c6 21.Rae1 Qf6 22.Be5 Qg6 23.Qe2 Nc4



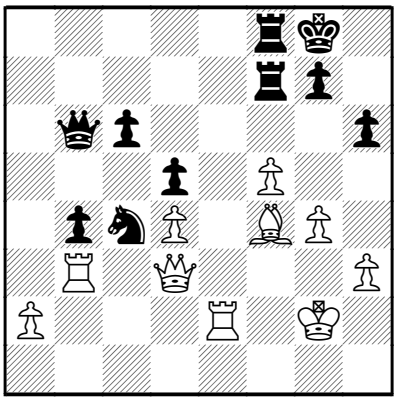
If both sides make use of their pawn majorities, then it's White who has to advance pawns in front of his King. Easy to say, hard to do. You have to be careful that you don't allow your King safety to be compromised.

24.f4 Rf7 25.Rf3 h6 26.Qf2 Raf8 27.h3 a5 28.Kh2 b5 29.g4 b4

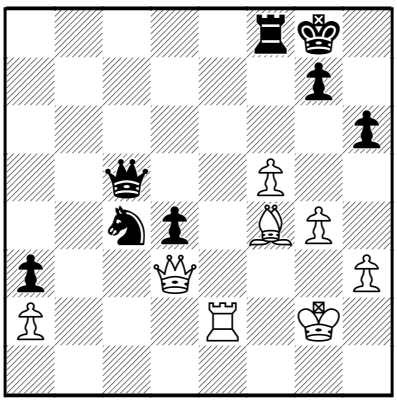


Both sides have advanced their majorities.

30.cxb4 axb4 31.f5 Qg5 32.Bf4 Qd8 33.Rb3 Qa5 34.Re2 Qa4 35.Kg3 Qa5 36.Kg2 Qb5 37.Qe1 Qb6 38.Qf2 Qb5 39.Qf3 Qb6 40.Qd3



40...c5 41.dxc5 Qxc5 42.Rb1 Ra7 43.Bg3 Ra3 44.Rb3 d4 45.Rxa3 bxa3 46.Bf4



46...g5

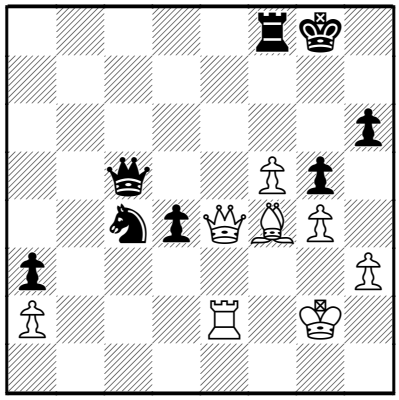
An interesting moment. The Black Kingside is opened up, and that g-pawn isn't coming back.

Houdini prefers 46...Nb2 47.Qb3+ Kh8 48.Qe6 Qc4=.

Gorovets took some time and responded with:

47.Qe4!?

White has a decent position after 47.Bg3 Ne3+ 48.Kg1±.



White threatens a series of checks along the 6th rank.

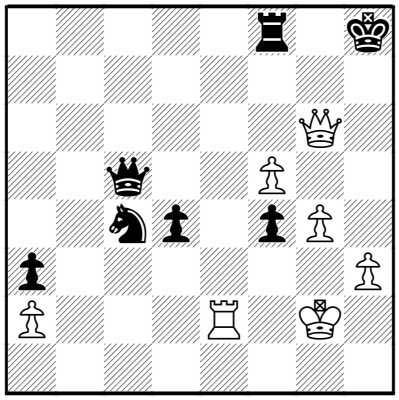
And offers up the Bishop!

47...gxf4?? +–

Some of the Kingside defense is repaired with Houdini's 47...Rf6 48.Qe8+ Qf8±, but White has some clear targets in the Black Queenside pawns. White creates pressure with 49.Qd7—threatening to win the Queen with Re8—49...Nb6 50.Qb5 Qa8+ 51.Kf2 Qc6 52.Qb3+ Qd5 53.Qxd5+ Nxd5, and now 54.Be5 wins a pawn.

Andrey Gorovets: Almost! ap

48.Qe6+ Kh8 49.Qxh6+ Kg8 50.Qg6+ Kh8 51.Qh5+ Kg8 52.Qg5+ Kh8 53.Qh5+ Kg8 54.Qg6+ Kh8



Gorovets had been spending a few minutes on each move trying to find a winning continuation, rather than simply forcing the perpetual. With under a few minutes left, it seemed like he would concede the draw and allow Gareev to secure clear first place.

Gareev also appeared confident, believing that White could do no better than continue giving checks, but then came:

55.Re6!

Not fearing the several checks available to Black, Gorovets bravely lifted his rook up to the menacing sixth rank, with devastating threats.

White is now threatening 56.Qh6+ Kg8 57.Qg5+ Kh7 58.Rh6 mate.

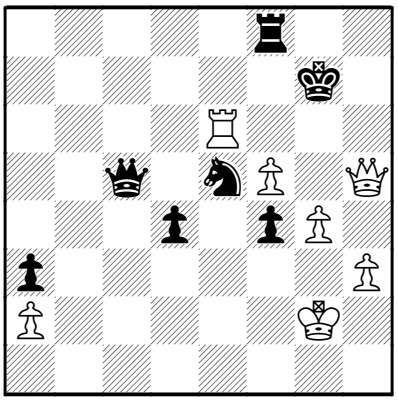
At this point Gareev still had plenty of time left to search for a defense, and quickly sank deep in thought. After 10 minutes went by without Gareev making a move, it seemed like the game would be soon over! 55...Ne3+ could be met with 56.Kf3, and if 56...Qd5+ then 57.Kxf4 Ng2+ 58.Kg3 and Black is out of useful checks.

Gorovets also started to look more confident, since it appeared that Black was without any suitable defense. Finally, after a few more minutes, Gareev played his only chance to save the game:

55...Ne5

The best move, but still losing.

56.Qh5+ Kg7



57.f6+??

A serious mistake! Instead, as analyzed by the players after the game, 57.Qg5+ Kf7 58.Qf6+ Kg8 59.Qxe5 would have given White a relatively straightforward winning rook endgame.

For example, 59...Qxe5 *(not 59...Qc2+? and the King gets away after 60.Kf3 Qd3+ 61.Kxf4)* 60.Rxe5 Rd8 61.Kf3 d3 62.Re1 d2 63.Rd1 Rd4 64.g5 Kg7 65.h4, and White soon goes after the d-pawn with his King.

In the game Gareev quickly seized his chance and played:

57...Rxf6! 58.Qg5+ Kh7!

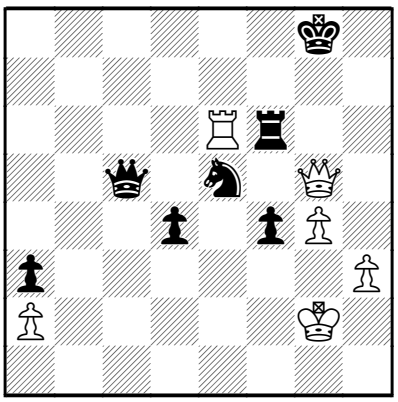
Not 58...Rg6?? 59.Rxg6+, and the Knight can't recapture.

And at this point, Gorovets had realized that the win had slipped through his fingers! Any capture of the Rook would be met with 59...Qc2+, when it's Black who mates! Without having much time to consider other options, he finally acquiesced and forced a draw by perpetual with:

59.Qh4+

Continuing to check is better than 59.Qxe5 Qc2+ 60.Kg1 Qb1+ 61.Qe1 Qxe1+ 62.Rxe1 Rb6.

59...Kg8 60.Qg5+ Kh7 61.Qh4+ Kg8 62.Qg5+ ½-½



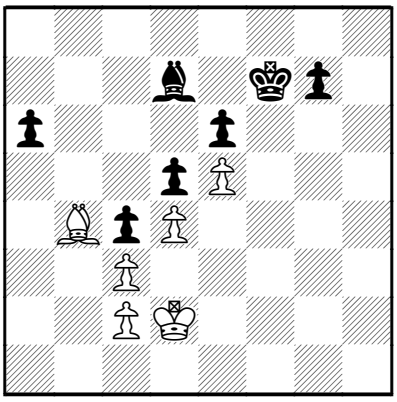
Two Endings from the WPO

IM Jack Peters annotates two enthralling endings with opposite-colored Bishops. Both of these endings feature lengthy winning King marches. We hope you enjoy them. Thanks, Jack! - Ed.

By IM Jack Peters

Opposite Bishops have a well-deserved reputation for producing draws, even when one player has two extra pawns. The Bishops never interact. However, that gives the Kings a larger role, and sometimes there can be a lot of slow-motion action. Here are two examples from the Western Pacific Open.

Aaron Chang (2037) - Nicky Korba (2258)
Western Pacific Open (1)
Los Angeles, April 25, 2014



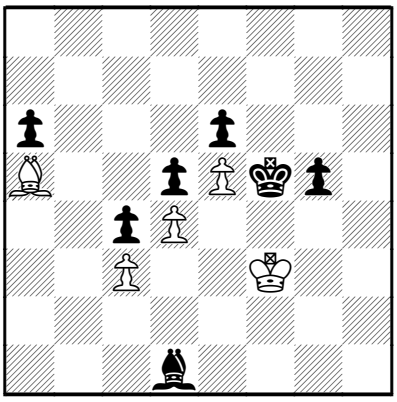
Black to Play

Black is winning because of his two passed pawns. It's very important that his King can support either one.

35...g5

Another method begins 35...Kg6 36.Bf8 *(else 36...Kf5)* 36...a5–+.

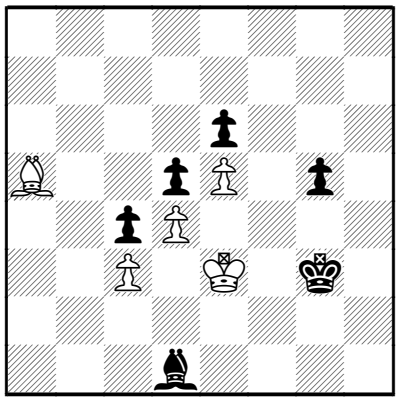
36.Ke3 Kg6 37.Kf3 Kf5 38.Kg3 Ba4 39.Kf3 Bxc2 40.Ba5 Bd1+!



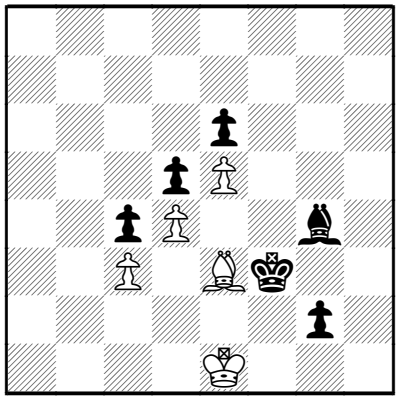
Black demands access to e4 or g4 for his King.

41.Kg3

After 41.Ke3 Kg4, the g-pawn decides. If 42.Bd8, Black makes progress with 42...a5! 43.Bxa5 Kg3:

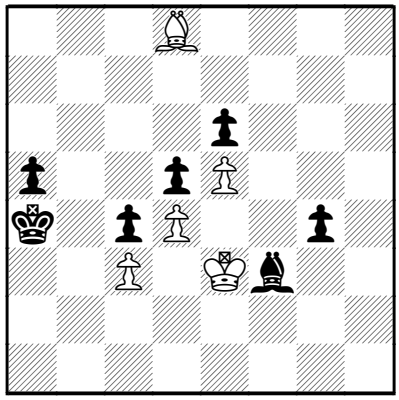


For example, 44.Bd8 g4 45.Bg5 Kg2 46.Kf4 Kh3 *(even the "blunder" 46...g3? wins, as 47.Bh4 Kf2 48.Bxg3+ Ke2 49.Bh4 Kd2 will get a passed c-pawn.)* 47.Ke3 g3 48.Bf4 Kg2 49.Kd2 Bg4 50.Ke1 *(similar is 50.Ke3 Bh5 51.Kd2 Kf2 52.Be3+ Kf1–+)* 50...Bh5 *(avoiding the stalemate trap 50...Kf3 51.Bg5 g2?? 52.Be3!*



and White guards the Queening square with a Bishop that's immune to capture.) 51.Be3 Kh1 52.Kd2 g2–+ costs White his Bishop.

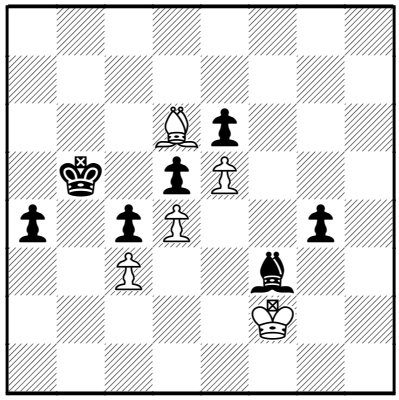
41...Ke4 42.Kf2 Kd3 43.Ke1 Bf3 44.Bb4 Kc2 45.Ba5 g4 46.Kf2 Kb3 47.Ke3 Ka4 48.Bd8 a5



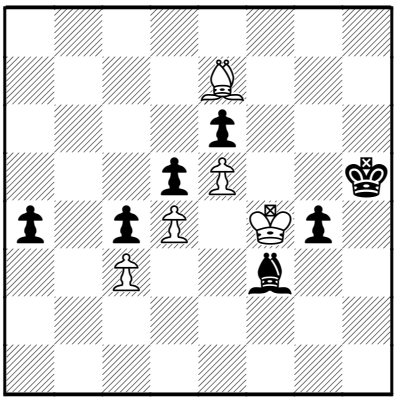
49.Kd2?!

Easing Black's task, but there was no satisfactory defense.

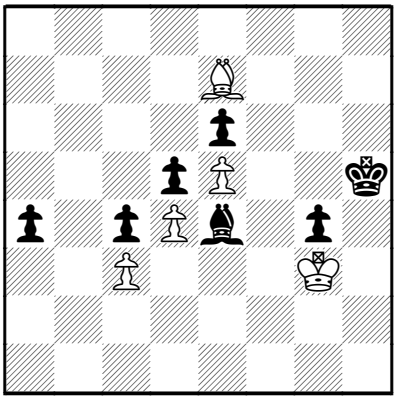
The sturdier 49.Kf2 Kb5 50.Bc7 a4 51.Bd6 appears to stop both passers:



But you can disprove it with a simple 10–move maneuver: Black's King goes to c6, d7, e8, f7, g6, f5, e4, d3, c2, and b3 to assist the a-pawn. Obviously, White's Bishop cannot interfere with this light-square invasion. White's only hope is to post his King at f4, and Black can overcome that too. The critical position arises from 51...Kc6 52.Ba3 Kd7 53.Bb4 Ke8 54.Ba3 Kf7 55.Kg3 Kg6 56.Kf4 Kh5 57.Be7:



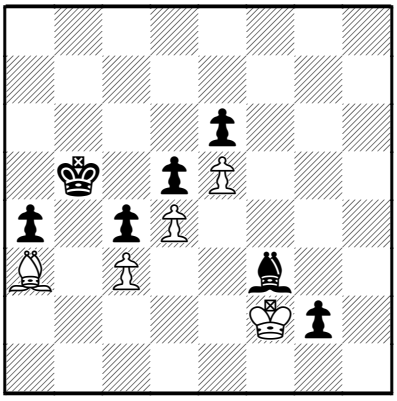
From e7, White's Bishop tries to guard both a3 and h4. However, after 57...Bh1! 58.Kg3 Be4:



Now 59.Kf4 a3! exploits the overworked defender. After 60.Bxa3 Kh4 61.Bc1 g3 62.Be3 Kh3, Black will win the Bishop for the g-pawn.

If instead 59.Bf8, then 59...Kg5 60.Be7+ Kf5 intends ...Be4-f3 and a King march through e4. White can delay it only slightly by 61.Kf2 Kf4 62.Ba3 g3+ 63.Ke2 g2 64.Kf2 Bf3 65.Bf8 Ke4–+.

49...g3 50.Ke3 g2 51.Kf2 Kb5 52.Be7 a4 53.Ba3



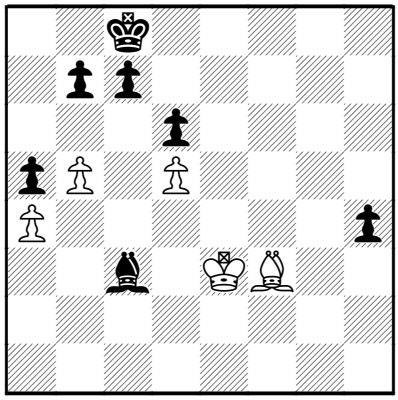
Another pseudo-blockade. See 10 moves ahead!

53...Kc6! 54.Bc1 Kd7 0–1

The Black King enjoys his clockwise orbit all the way to b3 to advance the a-pawn and win the Bishop.

The next ending also features ideas involving King marches. - Ed.

John Daniel Bryant (2496) - Andrey Gorovets (2541)
Western Pacific Open(4)
Los Angeles, April 27, 2014



Black to Play

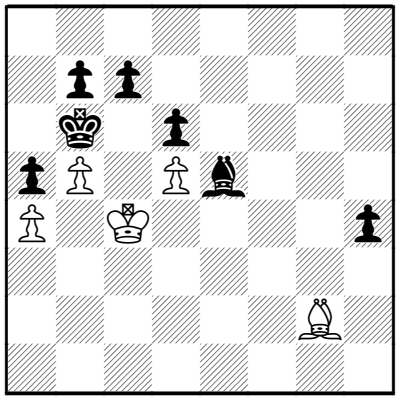
In this fourth-round game, White lost two pawns but managed to reach an ending with opposite Bishops.

I don't think Black can force a win.

58...Kb8 59.Bg2 Ka7

Black wants to bring his King to b4. White must stop him from reaching c5.

60.Kd3 Be5 61.Kc4 Kb6



Now White must let the h-pawn advance or permit ...c7-c6. Not to worry, neither is fatal!

62.Bh3

Also 62.Be4 h3 63.Bh1 h2 64.Be4 draws as long as White does not let Black's King get to f2.

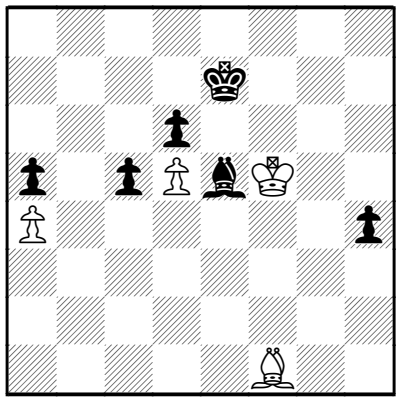
62...c6

Black's only winning attempt.

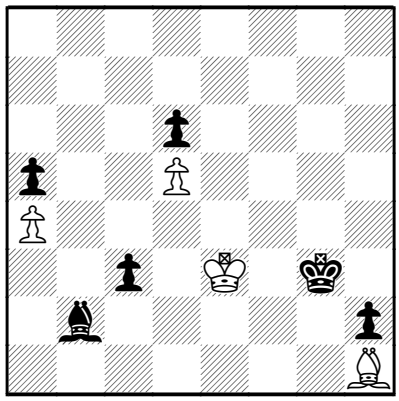
63.bxc6 bxc6 64.dxc6

Forced.

After 64.Bg2? c5! Black will bring his King to g3. If White's King interferes with this plan, the c-pawn will advance. For example, 65.Bf1 Kc7 66.Kd3 *(Black does not mind 66.Kb5 Bc3 67.Kc4 Be1–+)* 66...Kd8 67.Ke4 Ke7 68.Kf5 puts White's pieces in ideal posts, but they will have to retreat:

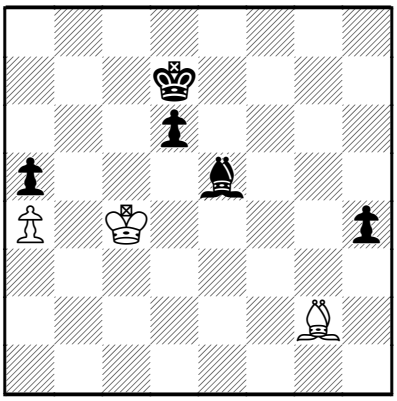


68...Kf7 69.Kg5 Bf6+ 70.Kf5 Be7 Zugzwang. 71.Kf4 Kf6 72.Ke4 *(if 72.Be2, Black gladly sacrifices the h-pawn by 72...h3 73.Kg3 Ke5 so his King can assist the c-pawn)* 72...Kg5 73.Bh3 Bf6 *(preparing ...c5-c4)* 74.Bf1 *(or 74.Kd3 Kf4–+)* 74...Kg4 75.Ke3 Kg3 76.Bd3 h3 77.Be4 c4 78.Bh1 h2 79.Be4 Bb2 80.Bh1 c3:



Finally, White's King must pay attention to the c-pawn, opening a path for Black's King to g1. 81.Kd3 Kf2 82.Kc2 Kg1–+.

64...Kxc6 65.Bg2+ Kd7

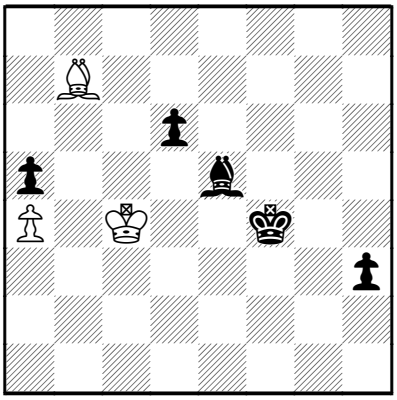


66.Kd5

Acceptable, but White overlooks the simplest drawing method.

He can draw if he maintains control of two blockade squares on the same diagonal. That means d5 and h1. White should not care if Black's pawn reaches h3.

Watch how White's King keeps pace with Black's: 66.Ba8 h3 67.Bb7 Ke6 68.Ba8 Kf5 69.Bb7 Kf4:



After 70.Kd3 Kg3 71.Ke2 Kh2 72.Kf1 Black can do nothing.

66...Ke7 67.Ke4 Kf6

If 67...Ke6, White must prevent ...d6-d5 by 68.Bh3+ Kf6 69.Bg2=.

68.Bh3

White should revert to the easy method 68.Kd3 Kf5 69.Ba8 Kf4 70.Bb7 Kg3 71.Ke2.

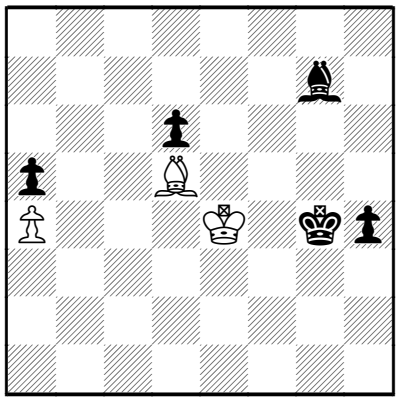
68...Kg5 69.Kf3??

Letting the d-pawn advance is fatal because White can no longer use one diagonal to stop both passers.

Nor can White draw by keeping his Bishop on the c8-h3 diagonal. Black refutes 69.Bc8 Bh8 70.Bd7?? by 70...d5+! 71.Kxd5 Kf4 72.Kc4 Kg3 73.Kd3 h3 74.Ke2 *(no better is 74.Bc6 Kf2–+)* 74...Kg2 75.Bc6+ Kg1, soon winning the Bishop for the h-pawn.

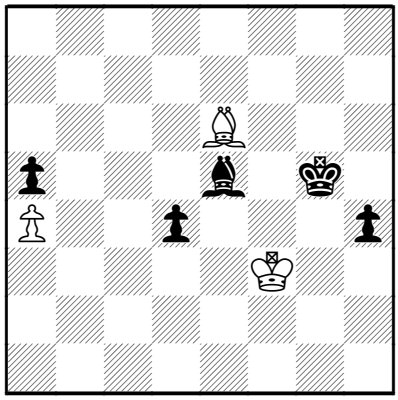
However, White can draw with 69.Bc8 Bh8 70.Bb7! h3 71.Kd3.

Or more directly, he can draw with 69.Be6 Bg7 70.Bd5 Kg4:



And now 71.Kd3 Kg3 72.Ke2 h3 73.Bc6 Kf4 *(or 73...Kh2 74.Kf1)* 74.Kd3 Ke5 75.Kc4.

69...d5–+ 70.Be6 d4



Eventually White will have to yield his Bishop for the two passers. The presence of the a-pawns guarantees Black a win.

71.Ke4 Bg7 72.Bh3

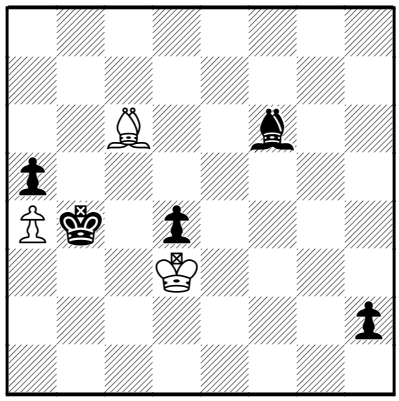
This might look like a blockade, but it won't last.

72...Kg6!

Black plans to bring his King to c3.

73.Bg4

The most thematic finish is 73.Bf1 Kf7 74.Kd5 Ke7 75.Ke4 *(White gets no relief from 75.Kc4 Kd6 76.Kb5 Ke5 77.Kxa5 Ke4 78.Kb4 d3–+)* 75...Kd6 76.Bg2 Kc5 77.Kd3 Kb4 78.Bc6 h3 79.Bd7 h2 80.Bc6 Bf6 Zugzwang:

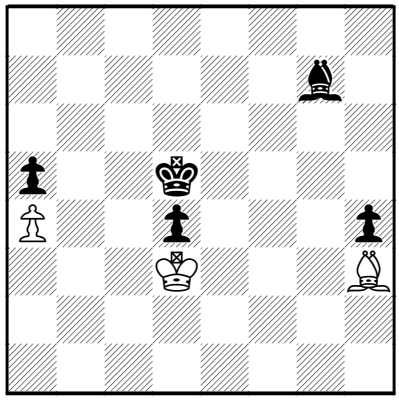


81.Kd2 Kc4 82.Be4 *(White cannot stop the h-pawn after 82.Bb5+ Kc5)* 82...Bg5+ 83.Kc2 d3+! 84.Kd1 *(or 84.Bxd3+ Kd4)* 84...Kd4 85.Bb7 Ke3 86.Ke1 d2+ 87.Kd1 Kf2 88.Bc6 Kg1–+.

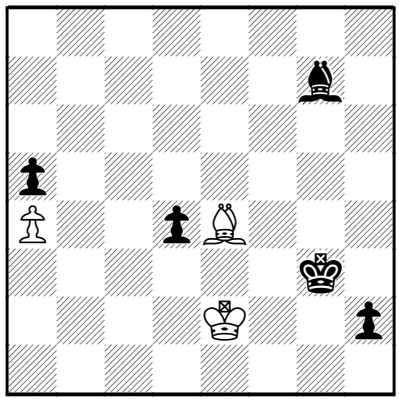
73...Kf6 74.Bh3

Black relied on the discovery 74.Kxd4 Kg5+.

74...Ke7 75.Bg4 Kd6 76.Bh3 Kc5 77.Kd3 Kd5 0-1



The best White can hope for is 78.Bf1 Ke5 79.Bg2 Kf4 80.Ke2 Kg3 81.Bb7 h3 82.Bc6 h2 83.Be4:



And now Black wins with 83...d3+ 84.Kxd3 Kf2. ♜

Michael William Brown Tops 35th Lina Grumette Memorial Day Classic

Ontario, May 24-26, 2014

Michael William Brown won the 35th Lina Grumette Memorial Day Classic, scoring 5½-½ to top the field of 30 in the Open section. Tied for second, a full point behind, were FM Mark Duckworth and Alaa-Addin Moussa at 4½-1½. Tied for fourth were Joshua Sheng, Kevin Davidson, WFM Annie Wang, and Agata Bykovtsev at 4-2.

The Holiday Inn Express in Ontario hosted the tournament, which was directed by Aaron Ong.

The 29-player Premier section (under 2000) finished in a four-way tie at 4½-1½ for James Williamson, Anthony Ge, Gabriel Sam, and Chris Roberts. Benjamin Deguzman scored 5-1 to top the 20-player Amateur (under 1800), Gahan Sudhir scored 5½-½ to take the 18-player Reserve (under 1600), and Dylan Gould with 5-1 topped the Booster section (under 1400) which attracted 11 players.

Justin Hsu swept Saturday's 12-player Scholastic Tournament with 5-0, and Chris Pensoneau won the other two side events, sweeping Sunday's six-player Hexes with 3-0, and tying for first with Ashok Ramadoss and Donald Cotten at 3½-½ in Monday's nine-player Action Swiss.

We present three games. The first is between Brown and Duckworth, the only other player rated above 2300, with notes by the tournament winner. Next is the final round decider between Brown and Annie Wang, who was alone in second place with 4-1, a half point back. Finally, we present a lively game from the Premier section.

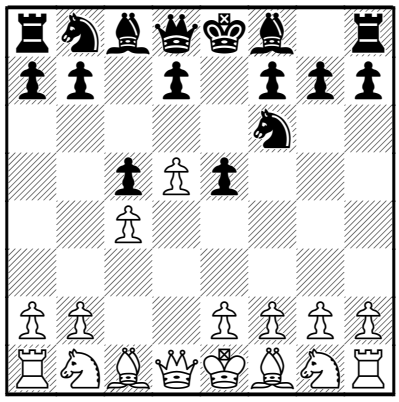
Michael William Brown (2403) - Mark Duckworth (2318)
[E72] Czech Benoni
Memorial Day Classic (4)
Ontario 25.05.2014

Notes by Michael William Brown.

1.d4

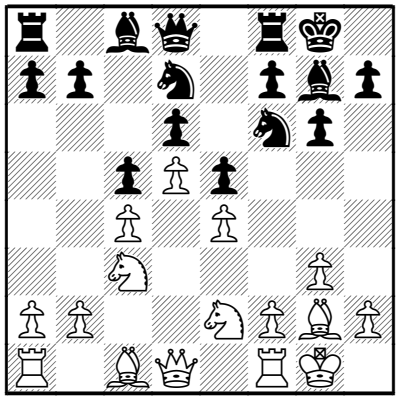
Halfway into the tournament, there were only two players with perfect scores, and so this matchup was almost the deciding factor for victory.

1...Nf6 2.c4 c5 3.d5 e5



The Czech Benoni, a line which I had faced before, but very rarely. However, I had studied the lines sufficiently to know how to play.

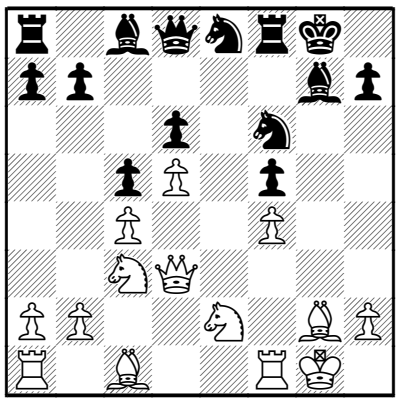
4.Nc3 d6 5.e4 Nbd7 6.g3 g6 7.Bg2 Bg7 8.Nge2 O-O 9.O-O



9...Ne8

This may be a bit imprecise; I saw 9...Nh5 as another option for Black, because in the game this Knight ends up out of play for a very long time.

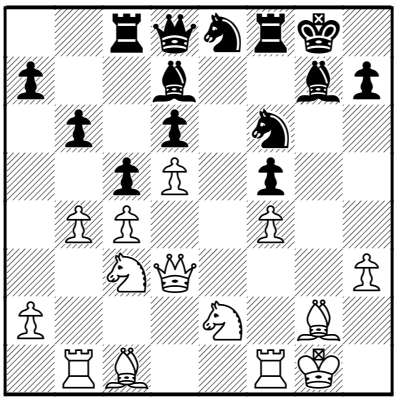
10.f4 exf4 11.gxf4 f5 12.exf5 gxf5 13.Qd3 Ndf6



14.Rb1

Going for the b4 push. I also considered 14.Ng3 with the idea of going after the f5 pawn, but I thought it was unnecessary to allow my opponent some play of his own on the Kingside, as after 14...Ng4 I have to be careful of Bg7-d4 ideas.

14...Bd7 15.b4 b6 16.h3 Rc8



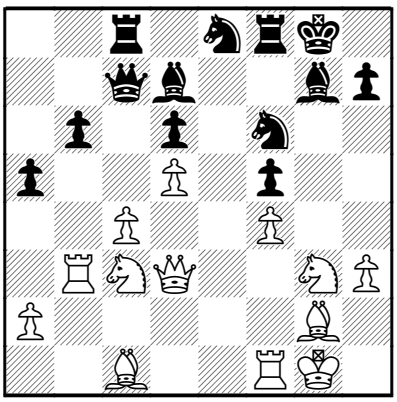
Interesting here is that my opponent offered me a draw.

The position does look a bit bland at first, but I saw a possibility that would change the course of the game, so I declined.

17.Ng3 cxb4

After the game, my opponent suggested that he had the idea 17...Kh8, and after 18.Nxf5 Bxf5 19.Qxf5, the move 19...Nxd5! could be devastating to White. I had not seen this possibility, but I had prepared for this exchange.

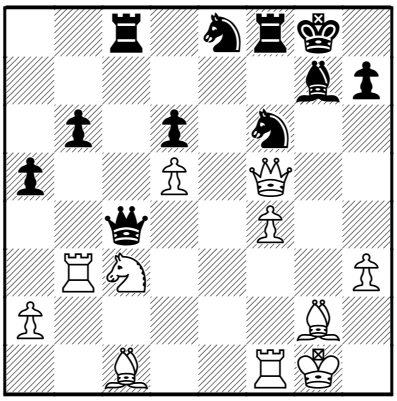
18.Rxb4 a5 19.Rb3 Qc7



20.Nxf5 Bxf5

Black could have taken on c4 with his Queen as well, but that leads to an endgame where I think White is pushing for the win, for after 20...Qxc4 21.Qxc4 Rxc4 22.Nxg7 Nxg7 23.Bd2 White is slightly better, but both sides have chances.

21.Qxf5 Qxc4



22.Nb5

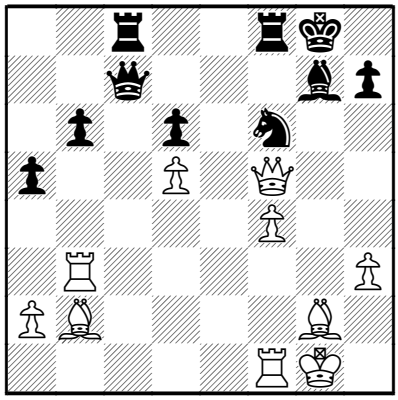
This move gives away much of the advantage. I missed the strength of his next move in dealing with the threats, but there was an interesting possibility in 22.Na4. At first, this looks like a killer move, because Black seems unable to defend his b6-pawn and c8-rook sufficiently. However 22...Nh5! 23.Qg4 and now 23...Qxc1 24.Rxc1 Rxc1+ 25.Kh2 Nxf4∞ creates a very unbalanced position.

But it seems simple development is always the best way to go: After 22.Be3, Black's position is quickly crumbling, as White can create an array of threats that Black will have difficulty in meeting.

22...Nc7 23.Nxc7 Qxc7

An interesting possibility was 23...Rxc7, because after the seemingly obvious 24.Qe6+ Kh8 25.Qxd6 Black has the active 25...Ne4! and White will have difficulty in realizing any advantage, as his King comes under fire.

24.Bb2



24...Nd7?

The decisive mistake. Black underestimates White's threats on the Kingside. He had to play 24...Kh8 and prepare for a slightly worse middlegame because of White's more active pieces.

25.Qg5 Rf7 26.Rg3 Nc5 27.f5!

Though in essence this seems like a very slow move, it is the best way to break down Black's defenses, as Black is unable to meet the threat of f6. He tried

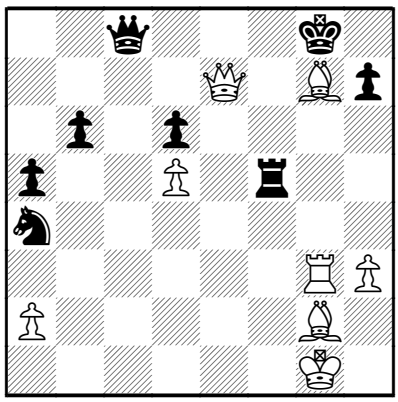
27...Na4

but after

28.Rc1

his Queen is simply overloaded.

28...Qd8 29.Rxc8 Qxc8 30.Bxg7 Rxf5 31.Qe7 1-0



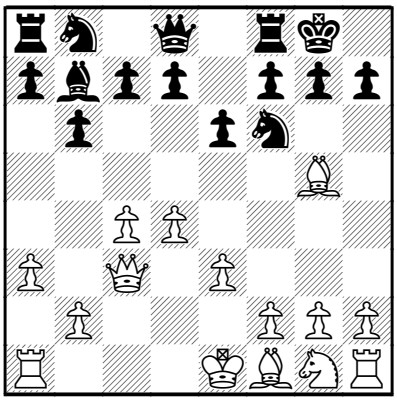
After losing a piece and having his King still in terrible danger, my opponent decided to call it a day.

This allowed me to enter the last day a clear point ahead of the field, which helped me to win the tournament.

Michael William Brown (2403) - Annie Wang (2205)
[E32] Nimzo-Indian Defense
Memorial Day Classic (6)
Ontario, May 26, 2014

Notes by the Editor, with help from IM Jack Peters.

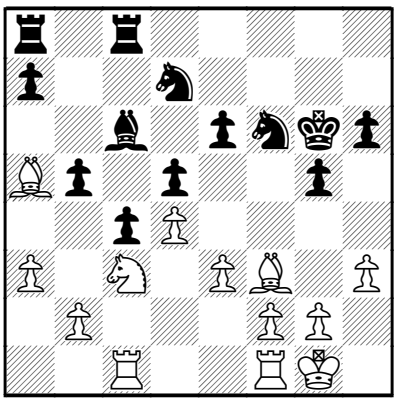
1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2 O-O 5.a3 Bxc3+ 6.Qxc3 b6 7.Bg5 Bb7 8.e3



8...h6

More topical is 8...d6 9.Ne2 Nbd7 10.Qc2 h6 11.Bh4 c5.

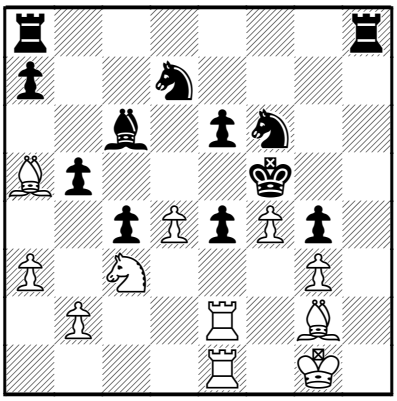
9.Bh4 d6 10.Ne2 Nbd7 11.Qd3 c5 12.Rc1 d5 13.cxd5 exd5 14.Nc3 c4 15.Qf5 Qe8 16.Be2 Bc6 17.O-O b5 18.Bf3 Qe6 19.Qxe6 fxe6 20.Bg3 Kf7 21.Bd6 Rfd8 22.Bc7 Rdc8 23.Ba5 g5 24.h3 Kg6



25.g3

The King's Bishop can switch sides with 25.Bd1 Rg8 26.Bc2+ Kf7±.

25...h5 26.Bg2 Nb8 27.f4 g4 28.hxg4 hxg4 29.e4 dxe4 30.Rfe1 Kf5 31.Re2 Nbd7 32.Rce1 Rh8



33.Nxe4

Houdini finds 33.Rxe4! Nxe4 34.Nxe4 Bd5 35.Nd6+ Kf6 36.f5! Nf8 37.Bxd5 exd5 38.Re5± and White enjoys more than enough compensation for the exchange.

It looks like no capture is automatic for Houdini—see the remark on White's next move!

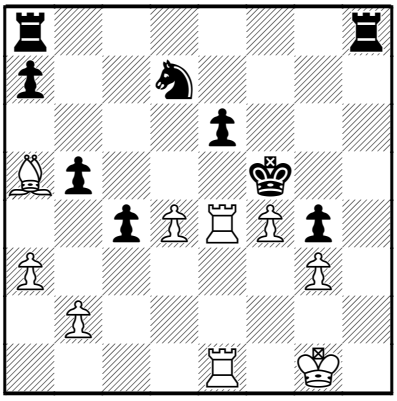
33...Bxe4?

Trading down with 33...Nxe4 34.Bxe4+ Bxe4 35.Rxe4 and counterattacking with 35...Rh3 obtains counterplay sufficient for equality, for example 36.Rxe6 Rah8 37.Re7 Rxg3+ 38.Kf2 Rf3+ 39.Kg1 Rg3+ =.

34.Bxe4+?

Surprisingly effective is Houdini's 34.Rxe4! Nxe4 *(34...Rae8 amazingly loses material to 35.Re5+! Nxe5 36.dxe5, and White gets the Knight because if it moves, there is 37.Be4 mate)* 35.Bxe4+ Kf6 36.Bc3 Kf7 37.d5 Rad8 38.dxe6+ Kxe6 39.Bxh8 Rxh8 40.Bc6+ Kd6 41.Bxb5±.

34...Nxe4 35.Rxe4



35...Rh6?

Protecting e6 and preparing to double Rooks on the h-file. But it's the losing move—there is a flaw.

Instead, the counterattack with 35...Rh3 36.Rxe6 Rah8 37.Re7 Rxg3+ equalizes. The other reasonable h-file squares would have been safe for the Rook, too—a case of bad chess luck.

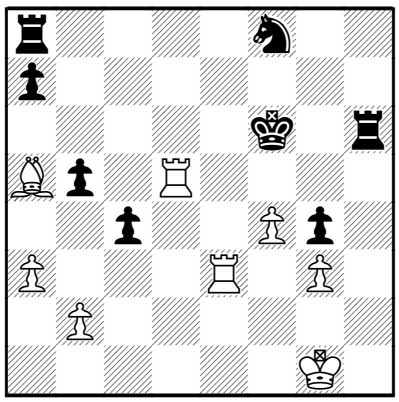
36.d5!

This temporary pawn sacrifice breaks into the Black position. White seizes the first clear chance in the game.

36...exd5 37.Re7

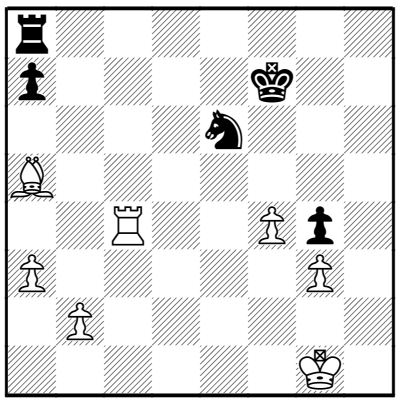
The defending Knight is cleared away, and White decisively invades on e5, exploiting Black's momentary lack of piece coordination.

37...Nf8 38.R1e5+ Kg6 39.Rxd5 Kf6 40.Re3



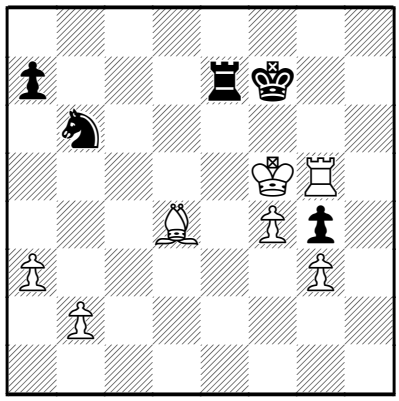
White threatens 41.Rd6+ Kg7 42.Re7+, winning the unfortunate Rook on h6.

40...Kf7 41.Rxb5 Re6 42.Rf5+ Rf6 43.Rc5 Re6 44.Rxe6 Nxe6 45.Rxc4



White consolidates with a clear two pawns up—a technical win.

45...Kf6 46.Bc3+ Kf5 47.Ra4 Nc7 48.Kf2 Nd5 49.Ke2 Re8+ 50.Be5 Re7 51.Kd3 Nb6 52.Ra5 Ke6 53.Bd4 Rd7 54.Ke4 Kf7 55.Rg5 Re7+ 56.Kf5 1-0



The patient advance of the White King is easily sufficient.

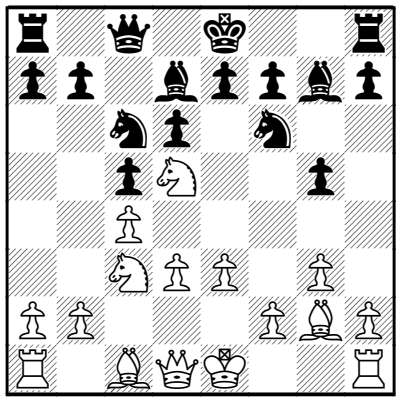
George Shan (1910) -
Austin Cambon (1981)
[A10] English Opening
Memorial Day Classic Premier (3)
Ontario, May 25, 2014

Notes by the Editor.

1.c4 g5 2.Nc3

Or 2.d4 attacking the g-pawn 2...Bg7, but taking with 3.Bxg5 is met by 3...c5 4.e3 Qa5+ 5.Qd2 *(not 5.Nc3?? cxd4! winning a piece.)* 5...Qxd2+ 6.Nxd2 cxd4=. Instead, White continued with 3.Nc3 h6 4.e4 d6 5.Be3 Nc6 6.Nge2 Nf6 7.f3 a6 8.Qd2 Rb8± in Mednis–Hodgson, New York 1990.

2...Bg7 3.g3 c5 4.Bg2 d6 5.e3 Nc6 6.Nge2 Bd7 7.d3 Qc8 8.Nd5 Nf6 9.Nec3



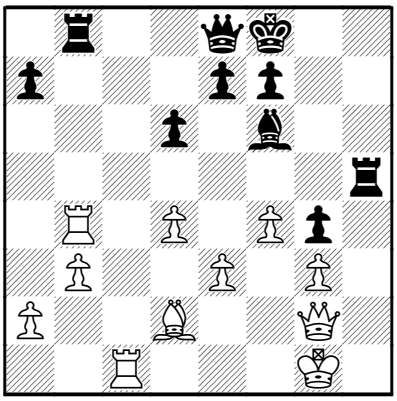
Houdini likes Black here, as well as the game continuation.

9...Nxd5 10.Nxd5 Nb4

But now Black should play 10...g4.

11.Nxb4 cxb4 12.O-O h5 13.f4 g4 14.Qe2 h4 15.d4 hxg3 16.hxg3 Rb8 17.Bd2 b5 18.b3 Bc6 19.Rac1 Bxg2 20.Qxg2 Qa6 21.cxb5 Qxb5 22.Rc7 Rh5 23.Rfc1 Bf6 24.R7c4

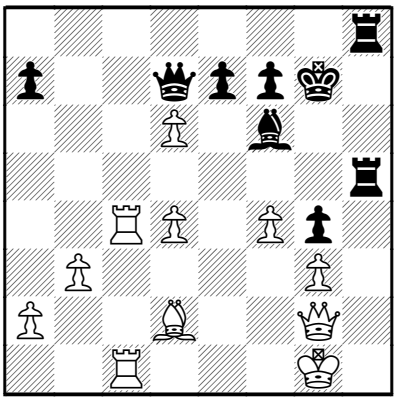
Kf8 25.Rxb4 Qe8



26.Rbc4±

White makes better use of his development with 26.Rb7 a6 27.Rxb8 Qxb8 28.Qc6 Kg7 29.Qc8 Qxc8 30.Rxc8+–.

26...Kg7 27.e4 d5! 28.exd5 Qd7 29.d6 Rbh8



Counterattacking down the h-file.

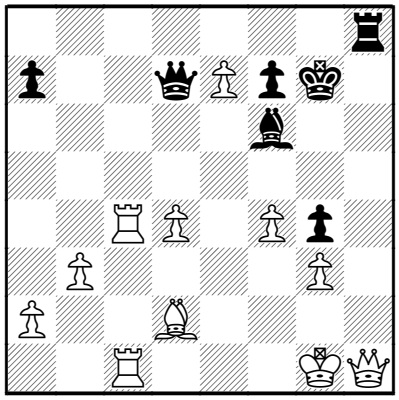
30.dxe7??

Necessary was 30.d5 exd6 31.Qe4=, and if Black tries to press with 31...Rh3 then White can defend with 32.Be1 Qb5 33.Bf2=.

30...Rh1+

Even stronger was 30...Bxd4+! 31.Kf1 Rh1+ 32.Qxh1 Rxh1+ 33.Ke2 Rxc1 34.Bxc1 Qxe7+–+.

31.Qxh1



31...Rxh1+??

But now 31...Bxd4+! was absolutely essential, and after 32.Rxd4 Qxd4+ 33.Kg2 Qxd2+ Black mates.

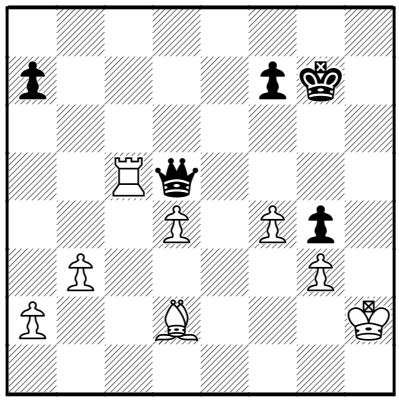
32.Kxh1 Qd5+??

Black must capture with 32...Qxe7. For example, if 33.Re1 then 33...Qb7+ 34.Kg1 Qf3 35.Re3 Qd1+ 36.Be1 Kh7=, but not 36...Bxd4?? 37.Rxd4 Qxd4 38.Bc3! winning the Queen.

33.Kh2 Bxe7 34.Rc5??

White consolidates with 34.Bc3+–.

34...Bxc5 35.Rxc5

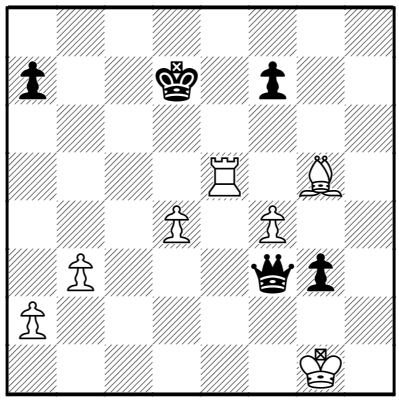


35...Qf3!

The right square. Now White cannot hold the g-pawn, and Black decisively advances his own g-pawn.

Black avoids 35...Qxd4?? 36.Bc3!.

36.Rg5+ Kf6 37.Ba5 Qf2+ 38.Kh1 Qxg3 39.Bd8+ Ke6 40.Re5+ Kd7 41.Bg5 Qf3+ 42.Kg1 g3 0-1



Mate ends it. ♜

jw

The Final Round.

GM Enrico Sevillano Tops 54th Pacific Southwest Open

Los Angeles, July 4-6, 2014

GM Enrico Sevillano won the 54th Pacific Southwest Open with a score of 5-1. Tied for second with 4½-1½ were four IMs Roman Yankovsky, John Daniel Bryant, Ricardo De Guzman, Jack Peters, and Michael William Brown and 14-year-old Vignesh Panchanatham. Sevillano won his first four games, including wins against Yankovsky and IM Dionisio Aldama, and drew his final two with Panchanatham and Brown to top the 46-player Open section. The final round game between Panchanatham and Yankovsky finished in a draw, when the winner would have secured a first place tie. In fact, Panchanatham came very close—see Final Points No. 8, page 55.

Pranav Narnur and Jack Easton scored 4½-1½ to tie for first in the 21-player Premier (under 2000) section, Gordon McNeill topped the 18-player Amateur (under 1800) with 5½-½, and Andy Johnson and Alex Silvestre scored 5-1 to tie for first in the 23-player Reserve (under 1600) section.

In Sunday's Scholastic events, Brian Sui and Dale Pyoun tied for first in the 9-player Open section and Muthiah Panchanatham won the 22-player Reserve section, all with a score of 4½-½.

We present two games: Jack Peters annotates a nice attacking game by Michael Casella, and Roman Yankovsky annotates his own fifth round win, in which mistakes were made, but we find the game very instructive nevertheless. - Ed.

ap

GM Enrico Sevillano: also won the PSW in 2002 and 2009.

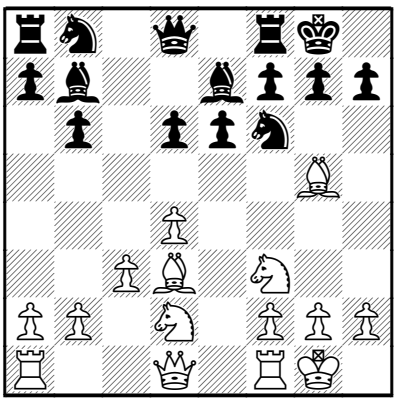
Leo Creger (2183) -
Michael Casella (2268)
[A47] Torre Attack
Pacific Southwest Open (4)
Los Angeles, July 5, 2014

Notes by IM Jack Peters.

1.d4 Nf6 2.Nf3 e6 3.Bg5

The Torre Attack.

3...c5 4.e3 cxd4 5.exd4 b6 6.Bd3 Bb7 7.Nbd2 Be7 8.O-O O-O 9.c3 d6

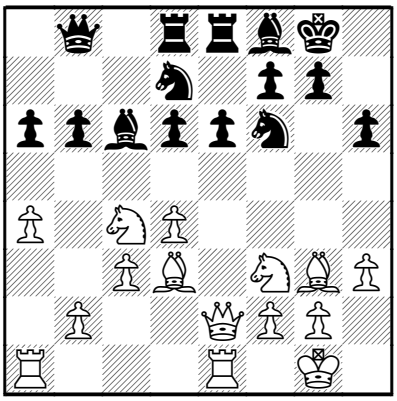


Black chooses a quiet formation that keeps all of the pieces on the board for the middlegame.

10.Re1 Nbd7 11.Rc1

Probably thinking of c3-c4, although White never carries out this advance.

11...Re8 12.Bh4 Qc7 13.Qe2 Bf8 14.Bg3 Rad8 15.h3 Qb8 16.Nc4± a6 17.a4 Bc6 18.Ra1 h6



19.b4?!

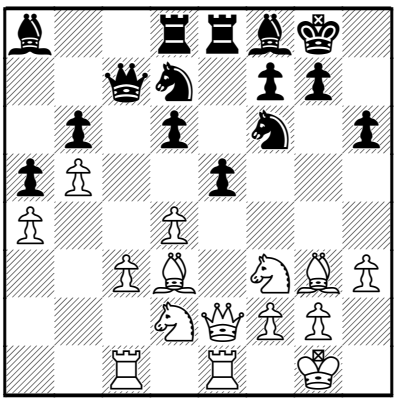
Weakening c3.

Instead, 19.Ne3 induces 19...a5 20.Nd2± and lets White post minor pieces at b5 and c4.

19...Qc7 20.Ncd2 a5 21.b5

Also harmless is 21.bxa5 bxa5=.

21...Ba8 22.Rac1 e5!



23.Ne4

Houdini suggests 23.Bb1, welcoming 23...exd4 24.cxd4 Rxe2 25.Rxc7=.

23...Nh5!

The lineup on the e-file favors Black.

Black gains nothing from 23...Bxe4 24.Bxe4 exd4 because 25.cxd4 hits Black's Queen, and then 25...Qb8 26.Qd3± escapes the pin.

24.Qd1?

White can stand 24.Bh2=. If Black tries 24...f5? 25.Ned2 e4?, White turns the tables with 26.Bc4+ Kh8 27.Ng5!.

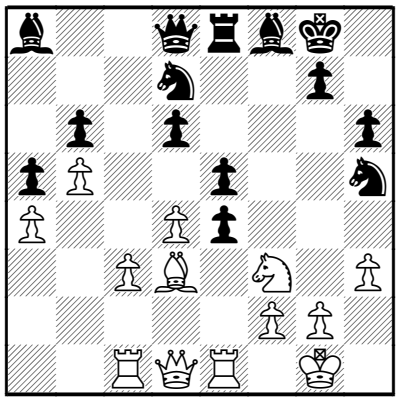
24...f5

Houdini claims 24...d5! 25.Bh4 Nf4! 26.Bxd8 Rxd8∓ is even stronger. If 27.Ng3, Black would gain material by 27...Nxd3 28.Qxd3 e4.

25.Bh4?

The tricky 25.Qb3+ Kh8 26.Neg5! hxg5 27.Nxg5 Ndf6 28.Bxf5∓ minimizes the damage.

25...fxe4 26.Bxd8 Qxd8



27.Bc4+?!

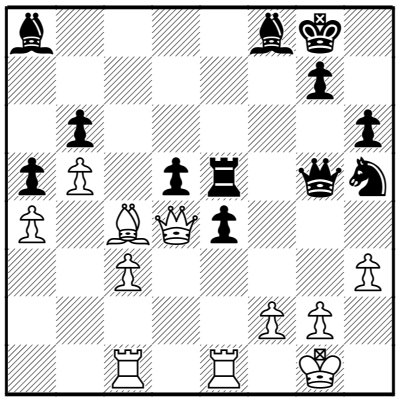
Hopeless.

However, after 27.Bxe4 Bxe4 28.Rxe4 Ndf6 29.Re3 e4−+, Black continues powerfully with ...d6-d5 and ...Nh5-f4-d3.

27...d5 28.Nxe5 Nxe5 29.dxe5 Rxe5 30.Qd4

Black finishes with an energetic attack against White's undefended Kingside.

30...Qg5!

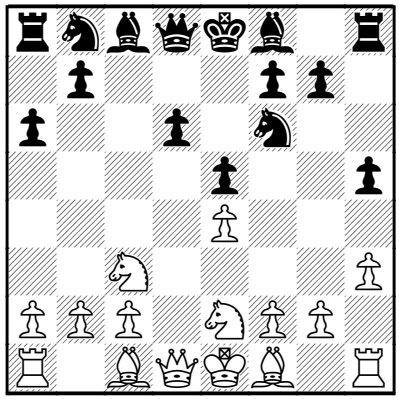


31.Bf1 Bc5 32.Qd1 e3 33.fxe3 Rxe3 34.Kh2 Rxh3+! 35.gxh3 Qg1 mate

Roman Yankovsky (2524) - Daniel Mousseri (2247)
[B90] Sicilian Defense
Najdorf Variation
Pacific Southwest Open (5)
Los Angeles, July 6, 2014

Notes by IM Roman Yankovsky.

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.h3 e5 7.Nde2 h5!?



Black stops White's plan with g4 and Ng3, but now the h5-pawn is a weakness.

8.Bg5 Be6 9.Bxf6

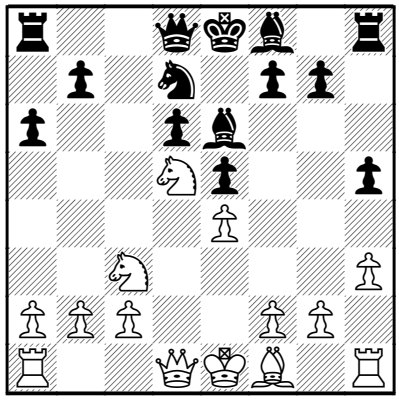
Allows White to solve the problem of the development of the e2-Knight.

A more aggressive plan is 9.f4, trying to take advantage of the Bishop on e6.

9...Qxf6 10.Nd5 Qd8

10...Bxd5?! saves Black some time, but his light-squared Bishop is too important.

11.Nec3 Nd7∞



12.Bc4?!

This is a common idea in the Najdorf Variation, but it's not good in this line.

Better would be 12.Ne3 or 12.Be2.

12...Rc8 13.Qe2

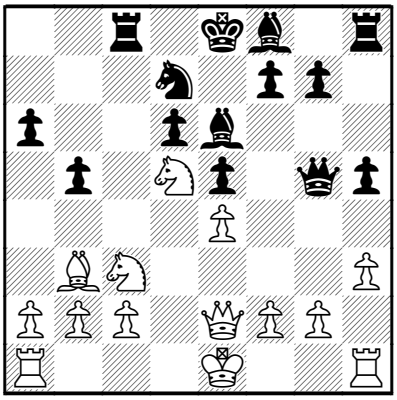
13.Bb3 might have been better, but I didn't want to allow Nd7-c5xb3 until the Black pawn got to b5. After 13...Nc5 14.O-O Nxb3 15.axb3 it's an unclear position.

13...b5?

This move is only to White's advantage. The Bishop gets to a safer square on b3, and the b5 pawn is a clear target.

13...Qg5 would almost force White to go into complications: 14.Bb3 *(14.Kf1 planning Kg1 and Kh2 seems playable, but hardly allows White to fight for advantage. Had White played 12.Be2 instead of 12.Bc4, Qd8-g5 would have never been dangerous because of Bf3.)* 14...Qxg2 15.O-O-O∞ with a very unclear position.

14.Bb3 Qg5



I just missed this move.

15.Qf3

15.a4 was an interesting opportunity, but I couldn't evaluate the position after 15...Qxg2 16.O-O-O Qg5+ 17.Kb1 Nc5!—allows black to activate his pieces—18.axb5 axb5 19.Qxb5+ Bd7.

15.g3 h4 16.g4 is just not good

It would be nice to play 15.Ne3 and Ncd5, but after 15...Nc5 the c3 Knight has to protect the e4 pawn.

15...Nc5 16.O-O Qd8?!

Too passive.

Black should've followed up with 16...Rh6 and Rg6. In that case it would be hard for White to improve, since all his pieces are busy covering important squares. For example, if 17.a4? then 17...b4 18.Nxb4 Bxb3 19.cxb3 Nxb3 20.Rad1 Nd4, or if instead 17.Ne3? then 17...Rf6.

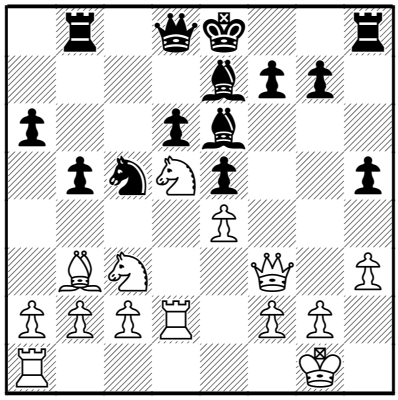
17.Rfd1± Rb8

Slow, but it's hard for Black to develop: the h5 pawn is hanging if Black castles, and 17...g6? is impossible because of 18.Nf6+ Ke7 19.Ncd5+.

18.Rd2

Preparing Rad1 or Nd1-e3.

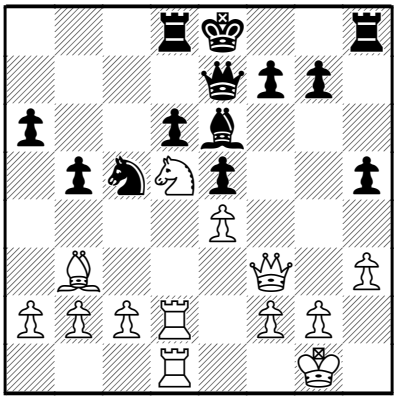
18...Be7



19.Nxe7

It's important to take this Bishop off, since Black wants to play Bg5, g6, and O-O. Also this exchange allows the Knight on c3 to get into the game.

19...Qxe7 20.Rad1 Rd8 21.Nd5



21...Qb7?!

After the aggressive 21...Qh4?!, threatening ...Bg4, White can prevent Black from castling with 22.Nc7+ Ke7 23.Nd5+.

However, after 21...Bxd5 22.Bxd5 Ne6, Black's position is perfectly fine: the Knight is strong and Black is going to castle soon.

22.c3

Preparing Bc2, and possibly b4.

22...Qa7

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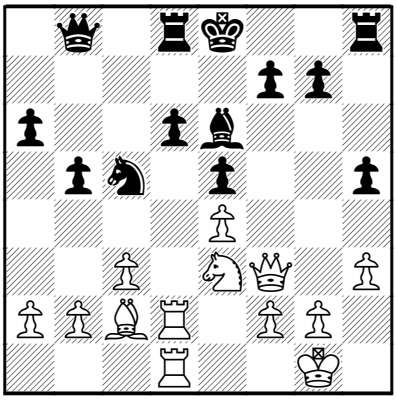
Roman Yankovsky: winning on a difficult day.

Black doesn't know what to do.

22...h4 sacrifices a pawn, but allows Black to castle: 23.Bc2 O-O 24.Qh5 Bxd5 25.exd5 g6 26.Qxh4. Maybe Black should still go for this.

23.Bc2 Qb8 24.Ne3!±



If the Knight gets to f5, Black is in big trouble.

24...g6

Lines like 24...Bxa2 25.Nf5 or 24...Na4 25.Bxa4 bxa4 26.Nf5 Bxf5 27.exf5—threatening Qc6 and f6—are clearly to White's advantage.

25.b4

White chooses the moment for this move, when Black can't play ...Nd7.

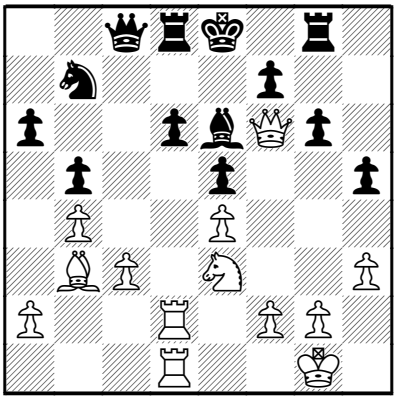
25...Nb7

Not 25...Nd7 26.Rxd6.

26.Qf6 Rg8

Unfortunately, 26...O-O is impossible: 27.Nf5 gxf5 *(27...Bxf5 28.exf5 is not any better)* 28.exf5 Bc4 29.Qg5+ Kh8 30.f6+–.

27.Bb3+– Qc8



28.Nd5

28.Bd5 Qc7 29.Bxb7 Qxb7 30.Rxd6 Rxd6 31.Rxd6 Qe7 32.Qxe5 was also possible, but I wanted to get rid of the Bishop on e6.

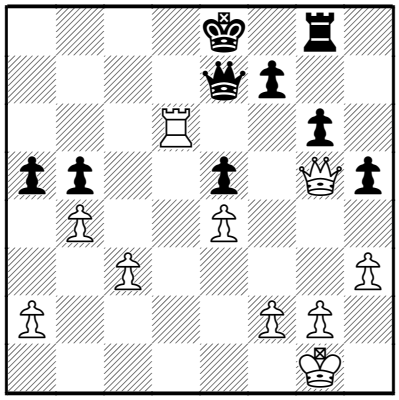
28...Qd7

Black is defenseless: neither 28...Rd7 29.Nb6 Qd8 30.Nxd7 nor 28...Kf8 29.Ne7 survive.

29.Qg5 Bxd5

Black cannot allow Nd5-f6, for example 29...Kf8 30.Nf6 Qe7 31.Qh6+ Rg7 32.Qh8+.

30.Bxd5 a5 31.Bxb7 Qxb7 32.Rxd6 Rxd6 33.Rxd6 Qe7



34.Qxe7+?

White chooses to go into the Rook endgame with two extra pawns which should be enough, but it was easier to finish the game in the middlegame with 34.Qd2 Kf8 trying to escape on g7 35.Rd7 Qf6 36.Qh6++–.

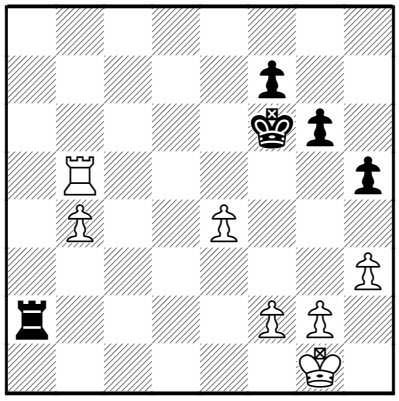
34...Kxe7 35.Rb6

35.Rd5 is more natural, but I was scared of 35...axb4 36.cxb4 Rb8 37.Rxe5+ Kd6 38.Rd5+ Kc6, threatening Ra8. I forgot that I could've just played 38.Rc5.

35...axb4 36.cxb4 Ra8 37.Rxb5 Rxa2

Not 37...Kf6 38.Ra5+–.

38.Rxe5+ Kf6 39.Rb5±



White should be winning, but it's not as easy as I expected it to be.

Daniel Mousseri

39...Rb2?

Black should've blocked the White pawns on the Kingside with 39...h4.

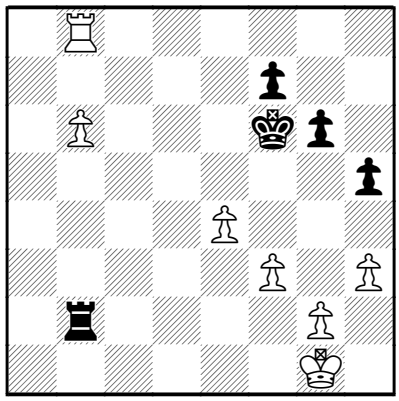
40.Rb7?

White tries to win the game immediately, but it doesn't work. 40.h4, planning g3, Kg2, Kf3 etc. was slower, but stronger.

40...Re2 41.f3

White's plan was to play Rb8 and b4-b7, but Black has a strong response.

41...Rb2 42.b5 Ke6 43.b6 Kf6 44.Rb8



44...Kg5?

Now White wins easily.

After the correct 44...h4 45.b7 Kg5 46.e5 Kf4 47.Kh2 *(not 47.e6? Kg3)* 47...Ke3! *(not 47...Kf5? 48.e6+–).* The Black King hides from checks behind the pawns and threatens Kf2-Kf1. White has to play 48.Rh8 Rxb7 49.Rxh4, keeping the winning chances.

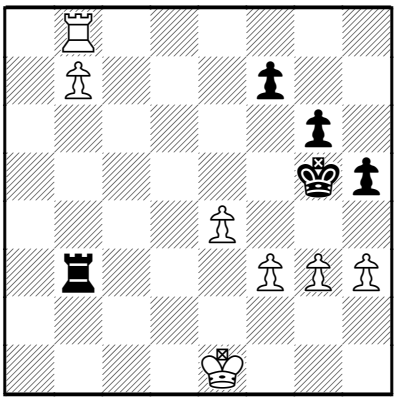
45.g3+–

The Black King can't get in, and now White's plan works perfectly.

45...Rb1+

If 45...h4 then 46.f4+ and if 46...Kh5?? then 47.Rh8 mate!

46.Kf2 Rb2+ 47.Ke1 Rb3 48.b7



Now the Black Rook has to stay on the b-file.

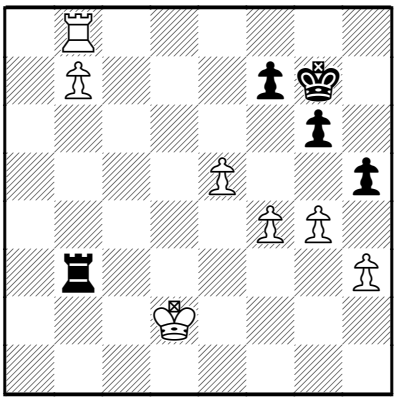
48...Kf6 49.e5+ Kg7

Against anything else e6 wins: for example 49...Ke7 50.e6 and 49...Kf5 50.e6 Kf6 51.exf7 Kxf7 52.Rh8.

50.f4 Kh7 51.Kd2

Just to avoid some blunder like 51.g4 hxg4 52.hxg4 Kg7 53.f5 gxf5 54.gxf5 Rb6 55.e6?? fxe6 56.fxe6 Rxe6+= check!.

51...Kg7 52.g4 1-0



Black resigns. f5 and e6 are unstoppable.

Photos (right) from the tournament, top to bottom: 14-year-old Vignesh Panchanatham, Enrico Sevillano and Michael William Brown in their final round game, and analysis with IM Dionisio Aldama in the hotel lobby.

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Metropolitan & ACA Summer Chess Camp

By Kostya Kavutskiy

The 2014 Metropolitan and ACA Summer Chess Camp took place July 9-13 at the Glendale Hilton Hotel. This was the first year that Metropolitan Chess and American Chess Academy combined forces to run a summer camp. The lead instructor and honored guest of the camp was world No. 2 GM Levon Aronian, who had never previously visited the chess community in Glendale. Levon was well received and had an engaging personality at the camp, teaching and motivating over 100 kids to work hard and improve their chess. Joining him were several strong instructors, including GM Dejan Bojkov, GM Melikset Khachiyan, IM Andranik Matikozyan, IM Armen Ambartsoumian, WGM Tatev Abrahamyan, Jay Stallings, and Jerry Yee.

The camp had a balanced structure. The morning lecture session took place from 9:30 a.m. to 12 noon, followed by lunch, training games, and an afternoon lecture session from 3:00 to 5:30 p.m. While Jay and Jerry worked with the beginners and younger kids, the rest of the coaches rotated through each of the four groups, giving each student a different perspective on how to improve at chess. As time permitted, the coaches also stopped by the beginners group to offer advice, inspiration, and to autograph chess memorabilia!

Dejan Bojkov and Albert Lu

Evening activities started at 6:30 p.m. and included a blitz tournament, a tandem simul with Khachiyan and Bojkov, and two bughouse tournaments. The winners of each activity were awarded a signed copy of Bojkov's new book, *Modernized: The King's Indian Defense*, while the bughouse winners had the added bonus of later playing a bughouse match against Aronian.

Levon worked with the top group every morning, showing them his most interesting games and answering questions in detail on a variety of topics from the opening to the endgame. This group had about a dozen masters, but the strongest participant by far was 16-year-old GM Kayden Troff, who had just won the 2014 U.S. Junior Championship.

Left to right: Andranik Matikozyan, Ardy Kassakhian (City Clerk of Glendale), Melik Khachiyan, Kostya Kavutskiy, Zareh Sinanyan (Mayor of Glendale), Dejan Bojkov, Tatev Abrahamyan, Jerry Yee, Ankit Gupta, Lev Aronian, Jay Stallings, and Armen Ambartsoumian.

In the afternoon Levon would cycle through the remaining groups, spending 1 to 1½ hours at a time giving prepared lectures and answering more questions about how to improve—study the classics!, what it's like to be a top player, and whether or not he's friends with world champion Magnus Carlsen—his answer was a humorous *"No."*

The final day of the camp was perhaps the most exciting, as it coincided with the final match of the 2014 FIFA World Cup! Not only did Levon and the rest of the instructors want to watch, but most of the attendees (and their parents) wanted to view the game as well. Fortunately, the World Cup started right at lunchtime, meaning not much class time conflicted with the game. In the afternoon we gathered all the groups in a large ballroom, where we welcomed the Mayor of Glendale, Zareh Sinanyan, as well as the City Clerk Ardashes Kassakhian. Levon played a ceremonial blitz game with the Mayor, which resulted in a diplomatic draw after a few moves.

After the blitz game, Levon and the Mayor took photos with the individual winners of the training tournament held throughout the camp. As a bonus, Levon also agreed to play a serious blitz game against each first place finisher, choosing Black in every game and winning handedly!

He then challenged the winners of the bughouse tournament, Bovey Liu and Ethan Li, as well as locals Albert Lu and Shyam Gandhi to a couple of friendly bughouse games. Levon chose NM Karthik Ramachandran of Texas as his partner, for being one of the most active students during lectures—they won twice against Bovey and Ethan but split victories against Albert and Shyam. After a large number of autographs and photos with Levon, it was finally time to close out the camp.

Overall, the camp was a large success—everything seemed to run smoothly and many of the participants expressed great satisfaction overall. Metropolitan Chess and ACA will likely run more chess camps in the future, and hopefully Aronian will return next year!

Photos top to bottom: partners Levon Aronian and Karthik Ramachandran in some serious bughouse action, Natasha Mertens making it difficult for Aronian in a blitz game, and Tatev Abrahamyan with happy campers Natasha Mertens, Gloria Galassi, and Joy Chu. All photos: Metropolitan Chess, Inc.

Metropolitan Chess Publishing: Summer Update

As editor of Modernized: The King's Indian Defense *I am pleased at the positive response, and I'm now working on Modernized: The Open Sicilian, which I hope will do as well. Metropolitan's further plans are described here. - Ed.*

By Kostya Kavutskiy

Shortly after Metropolitan Chess's first publication was released, GM Dejan Bojkov's *Modernized: The King's Indian Defense*, we decided to commission several new titles. We first contacted GM R. B. Ramesh, a successful coach and commentator for the 2013 World Championship Match, to see if he was interested in writing a book about chess improvement. His response was enthusiastic, which also came with a detailed outline for such a book! It turns out that he had been interested in writing for quite some time, as through his years of coaching experience he had amassed a large collection of instructive examples and ideas. His general idea for the book was to analyze and explore the process of making decisions during a game, including how to calculate more effectively and greatly improve one's positional awareness. After some brainstorming we decided that Ramesh's book would be perfect as the first installment of a new series, *Fundamental Chess*, which will aim to improve both understanding and practical skill.

Metropolitan also contacted local IM Larry Remlinger to commission another book. The topic we eventually decided upon was the modern role of pawns, pawn structures, and how they relate to middlegame planning. Although the book will hardly cover any opening theory, we felt it would be a good addition to our *Modernized* series, since the book will explore pawn structures as they are understood and utilized by today's Grandmasters.

Next, since GM Dejan Bojkov's book received excellent reviews, Metro commissioned another book. Due to his vast coaching experience and love for the endgame, we felt he'd be a perfect candidate to write a book about practical endgame play—a topic we felt was currently under-represented. He agreed, and confirmed our suspicions that he was quite passionate about the topic!

In addition to commissioning these new titles, we are currently in the editing process of two more opening books: *Modernized: The Open Sicilian*, and *Modernized: The Petroff Defense*, which are due to be released later this year.

Finally, Metropolitan has decided to edit and publish previously unreleased video footage of Viswanathan Anand's lectures during the 2012 and 2013 Metropolitan Chess Summer Camps. The series of DVDs, titled *World Champion Perspective*, will each offer several lectures featuring Anand's take on and analysis of the most interesting games from recent years. The topics of the lectures range from sharp opening theory, to creating deep middlegame plans, to studying theoretical endgames, and will surely offer something to everyone.

Here is our full schedule of expected releases:

Modernized: The Open Sicilian, by IM Zhanibek Amanov and FM Kostya Kavutskiy (September 2014)

World Champion Perspective: Volume I, by GM Viswanathan Anand (October/November 2014)

Modernized: The Petroff Defense, by GM Ronen Har-Zvi (November 2014)

Fundamental Chess: Logical Decision Making, by GM R. B. Ramesh (Spring 2015)

Modernized: Pawn Structures & Planning, by IM Larry Remlinger (Spring 2015)

Fundamental Chess: Practical Endgame Play, by GM Dejan Bojkov (Spring 2015)

World Champion Perspective: Volumes II-IV, by GM Viswanathan Anand (Spring-Fall 2015)

Metropolitan Chess is also in the process of considering other titles for commissioning under its publication imprint.

With these expected releases Metropolitan Chess plans to become the premier American publisher of chess books. Eventually all of our titles will be available in e-book format as well, as we are in the process of developing an e-book reader. For more information about the Metropolitan Chess Publishing imprint, please visit **www.MetroChessLA.com**. For any questions, comments, or concerns, please feel free to contact **info@metrochessla.com**.

Here and There

Local News and Events Around the Southland

*With "***Here and There***" in your subject line, please send your club or tournament news and notices to the editor at:* RankAndFileEditor@gmail.com.

Pico Rivera

The Whittier High Chess Team won its third consecutive (and 4th overall) Del Rio League title May 20, at El Rancho High School.

Representing Whittier over the board were the following students:

Daniel Rivera, senior
Aaron Peretz, senior
Daniel Basurto, sophomore
Alfonso Pineda, senior

Playing with a slight disadvantage as Black in all his games, Rivera swept the top boards to become the 2014 Del Rio League Individual Champion. The critical game was his win against former league champion Jesse Gomez of Santa Fe High School. Basurto and Pineda also swept their games on the lower boards.

The League includes La Serna, Santa Fe, California, and Whittier High Schools in Whittier, and El Rancho High School in Pico Rivera

-Kele Perkins

La Palma

With a perfect score of 7-0, national master David Bassett won **La Palma Chess Club's *2014 Club Championship***. Second place at 5½-1½ was Wan Kim. Tying for third place at 5-2 were Joseph Bellinger and Yoshio Dupree. The 46-player event held at La Palma's Central Park ended May 16. Other prizewinners were Eric Lu, best under 1700; and Kenneth Jiang best under 1500. Justin Hsu won the best game prize, and Bassett won the largest rating gain prize (91 points).

With a perfect score of 3-0, Joseph Bellinger won the top "Bonnie" section of La Palma Chess Club's Bonnie and Clyde Blazer. The 41-player event held at La Palma's Central Park ended June 6. Also with a perfect score of 3-0, Rianne Ke won the lower "Clyde" section. Ke also won the biggest rating gain prize for her 130-point jump in rating. Tony Gray won the best swindle prize and Chris Roberts won the bloodiest winning sacrifice prize.

For the ***National Open Refuseniks***, LPCC held a one night event of ladder matches on June 13. Players were paired with the player having the next closest rating. Each of the following winners were awarded a special prize for their win: Dave Bassett, Craig Faber, Sid Somasundaram, Leigh Hunt, Mark Jackson, Brian Scanlon, Justin Hsu, Dr. Harold Valery, Leonard Vu and Tony Gray.

With 66 points, Dave Bassett won a six-month ***Grand Prix*** competition at La Palma Chess Club that ended June 13. The event rewards regular attendance and winning. Players are awarded three points for a win, two for a draw, and one for a loss. Other winners were best under 1850, Chris Keefe with 53 points; and best under 1600, Alan Chu with 45 points. A new Grand Prix started June 20 and will run through the end of the year.

For wall charts, Grand Prix standings, games, pictures and a schedule of events, see the club's website at **www.LaPalmaChess.com**.

-Chris Roberts

Thousand Oaks

The **Thousand Oaks Chess Club** concluded its 5-round ***Spring Fever Swiss*** tournament on June 9th. With a 4-1 score, NM Larry L. Smith took clear 1st in the 17-player Open Section. Half a point behind at 3½-1½ were A-player Rick Bucaria and Expert John R. Williams, who finished second and third respectively on tiebreaks. David Steinhart, also with 3½, took best under 1800 prize, and Frank Martelli won the biggest upset prize for his victory over Smith, which helped to raise his rating to 1815 and break the Class A barrier for the first time. Well done Frank!

In the 12-player under 1600 section, Naren Krishnan's 4-0 score in first four rounds was enough to clinch clear first despite taking a last-round zero-point bye. Trent Chu and Bradley Sturgeon, half a point behind at 3½-1½, took second and third, respectively.

Unrated Jason Tsao swept the 15-player under 800 section with a perfect 5-0 score. Siblings Ekaterina Kiseleva and Georgiy Kiselev took second and third respectively, a full point behind at 4-1, both losing only to Jason.

The **TOCC** offers year-round tournaments on Monday nights, as well as open play and occasional special events such as blitz tournaments and master simuls.

For more information, including when the next tournament is set to start, see the club's website at **www.TOChessClub.org** or email Cindy Garcia at **ThousandOaksChess@att.net**.

Port Hueneme

The new ***Port Hueneme Chess Club*** meets Tuesdays in the Community Center, 550 Park Ave. Free chess lessons for children and beginners are offered from 4 p.m. to 5:30 p.m., and casual play for adults and tournament players from 5:30 p.m. to 9 p.m.

Call the Community Center at 805.986.6542, or contact Alexander Bykovtsev at 805.985.4839 or at **bykovtsev1@yahoo.com**.

Lancaster

With a score of 4-0, IM John Daniel Bryant swept the ***Antelope Valley Summer Chess Open*** held Sunday June 22 at the Mason Lodge in Lancaster. The 21-player event was directed by Ruben Ondangan and sponsored by Dr. Sheldon Brooks. Anton Velikodnyy topped the under 1700 section with 3½-½, and Manelito Pascua, Christian Anthony Mercado, Dylan Gould, Kevin Chen, and Elmer Estebez all tied for first in the under 1450 section with 2½-1½.

See the May issue of Chess Life *for the article on page 10 about Daa Mahowald promoting chess in the Antelope Valley. - Ed.*

Pasadena

Eleven-year-old Annie Wang, the subject of a recent *LA Times* story, rebounded quickly from the temporary loss of her record-setting master rating, topping the first section of the 78-player ***Pasadena City Championship*** by a full point with 5½-½, yielding only a second round draw to Daniel Manahan. Ron Jabali and Henry Castro tied for second. Category winners in that section included Hamlet Tovmasyan (under 2000); George Shan and Roberto Queiro (under 1900); and Julian Chang (under 1700).

Maxim Neumann took the second section, also with a 5½-½ score, Gahan Sudhir finishing second. Under 1400 honors went to Alex Chen, and Michael Yang topped the under 1200 players, Other winners included Brian Sheldon (under 1200), Juan Henry (under 1000), and Chelsea Wu (unrated). Yang racked up the most upset points.

The 73-player ***Mount Wilson Open*** was also structured in two sections. Axel Muller downed top seed Yusheng Xia en route to a 4½-½ triumph, giving up only a bye. Xia, Ron Jabali, and Jesse Victoria trailed by a half point. The under 2000 prize was a log jam among Anthony Ge, Phil Chase, Greg Hall, Daniel Manahan, Gordon Brooks, Roberto Queiro, and Rolando Tenoso. Danny Machuca was top under 1800, and Gahan Sudhir and Richard Shu split under 1700.

Gabriela Yu topped Group 2, also with 4½-½ and taking a ½-point bye. Brian Cheng and Michael Yang were a half-point behind, splitting under 1500 honors. Dennis Rui was top under 1300, and James Yang earned under 900 honors. Juan Henry had the most upset points.

On September 5 the club begins the traditional ***San Gabriel Valley Championship***, five rounds in two sections. Meetings are on Friday nights at the Boys and Girls Club, 3230 East Del Mar.

mm

Above photos: some serious chess activity at the 20th Anniversary Thunder on the Lot, held June 7-8 at the Antelope Valley Fairgrounds. This organization supports over 25 children's charities each year.

For further information, see **tim-thompson.com/pasadena.html** for further information and a catalogue of the hundreds of books in the club lending library. Questions can be directed to Randy Hough at 626.282.7412 or by email at: **randallhough@gmail.com**.

- Randy Hough

Yusheng Xia (2289) -
Ron Jabali (2127)
[D10] Slav Defense
Mt. Wilson Open (3)
Pasadena, June 13, 2014
Notes by Yusheng Xia.
Notes in italics by the Editor.
1.d4 d5

This came as a great shock because I always thought Jabali played 1...Nf6 lines.

2.c4 c6 3.cxd5 cxd5 4.Nc3 Nf6 5.Bf4 a6

5...Qb6 should equalize for Black. If White can prevent the Black Bishop from leaving c8, then he would have slight positional advantage.

The alternative 5...Nc6 6.Nf3 a6 has gotten Black good results, and now 7.Ne5 Qb6 is topical, being seen in recent games.

6.e3 Nc6 7.Bd3 Qb6 8.Qd2 e6

This is the positional advantage I was looking for. Now Black has a weak Bishop on c8.

9.Nf3 Nh5 10.Bg5 h6 11.Bh4 g5 12.Bg3 Nxg3

Black weakens his pawn structure and creates holes, in return for a White doubled pawn and the two Bishops.

13.fxg3!?

From here I looked at two potential plans. First was an attack on the f-file, the second was an attack on the weak light squares.

13...Bg7 14.O-O O-O 15.Rac1

Planning to move my Bishop back to b1 when the time is right. Black finds it hard to find meaningful developing moves.

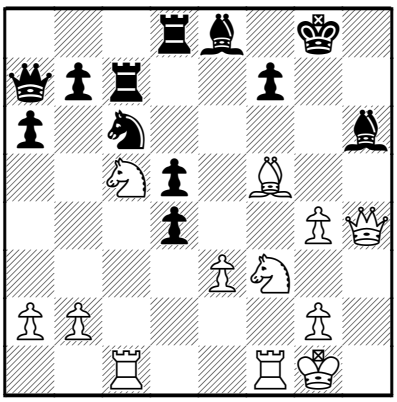
15...Bd7 16.g4!

Further strengthening White's control on the light squares.

16...Rac8 17.Na4 Qa7 18.Nc5 Rfd8 19.Qf2 Be8

Now looking at the position, most of Black's pieces are stuck on the Queenside, making it possible to open up the Kingside.

20.h4 e5 21.Bf5 Rc7 22.hxg5 exd4 23.gxh6 Bxh6 24.Qh4



Giving up the exchange, but White still has an irresistible attack. At this point White is winning.

24...Bg7

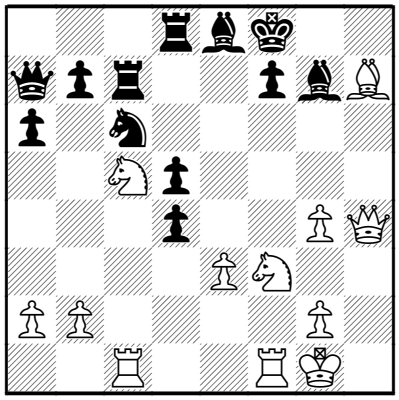
It's risky for Black to accept the sacrifice with 24...Bxe3+ 25.Kh1 Bxc1 26.Qh7+ Kf8 27.Rxc1, for example 27...Qb8 28.Qh6+ Ke7 29.Re1+ Ne5 30.Rxe5 mate.

a) or 27...Ke7 28.Re1+ Kd6 29.Nb3 with mate or huge material loss to follow.

b) also 27...Qb6 28.Qh6+ Ke7 29.Re1+ Ne5 30.Rxe5+ ends it very shortly.

If 24...Rd6 then 25.g5 Bg7 26.Qh2+–.

25.Bh7+ Kf8



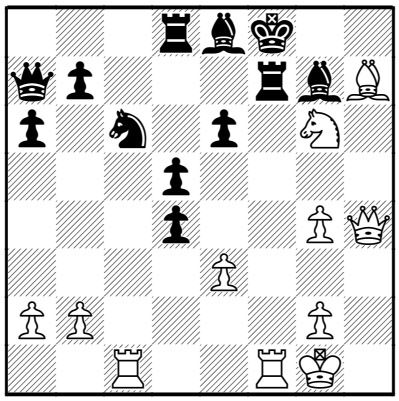
26.Ne6+!! ***fxe6 27.Ne5+***

Now I have everything planned. I controlled the Kingside light squares and attacked on the open f-file.

27...Rf7

It's still over after 27...Bf7 28.Rxc6!! Rxc6*(or 28...Bxe5 29.Qxd8+ Kg7 30.Rxc7+–)* 29.Qxd8 mate.

28.Ng6 mate

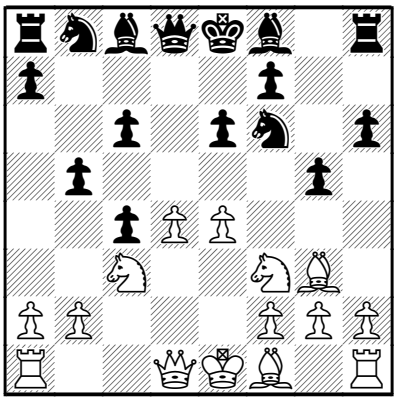


Finishing with beautiful Knight checkmate!

Axel Muller (2202) - Yusheng Xia (2289)
[D43] Semi-Slav
Mt. Wilson Open (4)
Pasadena, June 20, 2014

Notes by the Editor.

1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.Nc3 e6 5.Bg5 h6 6.Bh4 dxc4 7.e4 g5 8.Bg3 b5



Let's get wild!

9.Be2 Bb7 10.h4 g4 11.Ne5 h5 12.O-O Nbd7 13.Nxd7

13.f3 has produced great results.

13...Nxd7 14.d5 e5 15.a4 a6 16.dxc6 Bxc6 17.Nd5 Bc5 18.axb5 axb5 19.Rxa8 Bxa8 20.b3 Bd4 21.bxc4 bxc4 22.Bxc4 Bxd5 23.Bxd5= O-O 24.Qd2 Qf6 25.Rc1 Nc5 26.Rc2 Rb8 27.Kh2 Qg6 28.Rc4 Rb5?

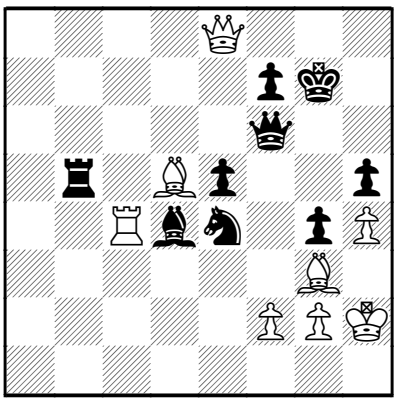
The losing move, according to Houdini. Necessary was 28...Rc8 29.Qa2 Kg7 30.Qa3 Qb6=.

But not 28...Rb2 29.Qc1! Rb5 30.Rxd4 exd4 31.Qc4 Ra5 32.Qb4+–.

29.Qa2! Qf6 30.Qa8+ Kg7

If instead 30...Kh7 then 31.Rxd4! exd4 32.Qe8! Rb1 33.Bxf7, and if 33...Nd3 then 34.e5+– does it.

31.Qe8 Nxe4

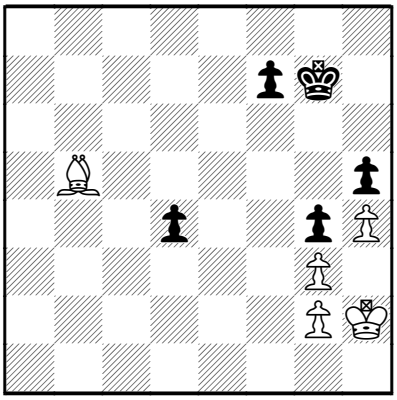


32.Rxd4!

The only move.

That big juicy Rook sitting on b5 is poison: 32.Qxb5?? Nxg3 33.fxg3 Qf1 and Black's mate threat is decisive, requiring White to toss his Queen with 34.Rxd4 Qxb5 35.Rd2 f5 36.Ba2, and Black's advancing e-pawn soon decides it: 36...e4 37.Rc2 e3 38.Rc7+ Kf8–+.

32...Nxg3 33.fxg3 exd4 34.Qxb5 Qf5 35.Bc4 Qxb5 36.Bxb5 1-0



Quite a battle! But in the next round, Yusheng was on the winning side of the combos, exploiting some early mistakes. - Ed.

Yusheng Xia (2289) -
Daniel Manahan (1984)
[D80] Grünfeld Defense
Mt. Wilson Open (5)
Pasadena, June 27, 2014

Notes by Yusheng Xia; *notes in italics by the Editor.*

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Bg5 c6

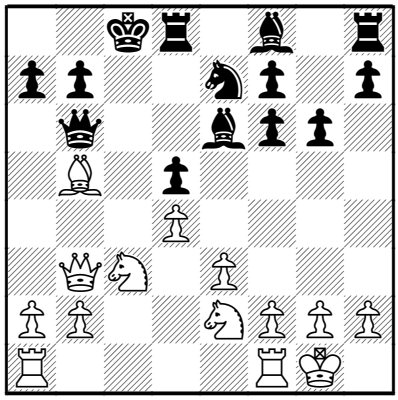
More usual is 4...Ne4 5.Bh4 Nxc3 6.bxc3 dxc4 7.e3 Bg7 *(The computer's 7...Be6 has become topical recently.)* 8.Bxc4 O-O 9.Nf3 c5, Wang–Kamsky, Beijing 2013.

5.Bxf6 exf6 6.cxd5 cxd5 7.Qb3 Be6

Black has nothing better than 7...Nc6 8.e3 Bd6 *(Also possible is 8...Bb4 9.Rc1 O-O.)* 9.Qxd5 O-O 10.Qb3 Bf5.

8.e3 Qb6 9.Bb5+ Nc6 10.Nge2 O-O-O 11.O-O Ne7

The losing move. The computer goes 11...Na5 12.Qa4 Kb8 13.Rfc1 Bd6±. White now takes advantage of the lapse.



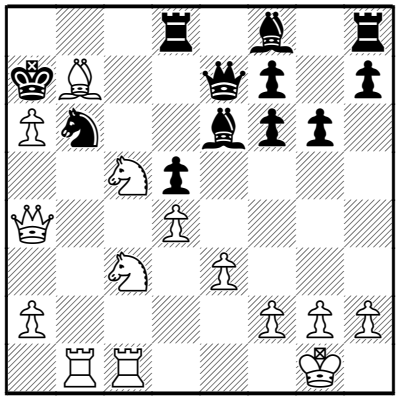
12.Na4! Qa5 13.Rfc1+ Kb8 14.Nc5 Ka8 15.Bc6

Even better is 15.Nxb7, for if 15...Kxb7 then White forces mate with 16.Bc6+ Kc7 17.Ba4+.

15...Qb6 16.Bxb7+ Kb8 17.Qa4

Threatening 18.Rc3.

17...a5 18.b4 Nc8 19.bxa5 Qd6 20.Rab1 Ka7 21.Nc3 Qe7 22.a6 Nb6



23.Nb5+ Kb8 24.a7 mate

San Diego

The **San Diego Chess Club** names its events after long standing current members, and the first event this year, after the club championship cycle, started in April and was called ***The Alejandrino Baluran Open***, a *McMahon Swiss* where Masters and Experts started with 4 bye points, Class A players with 3, B's with 2, C's with 1 and D's and below with none. "Ed" Baluran was so happy to have an event named after him he provided munchies before each round, which were happily gobbled up by the 50 players competing in the event. In the four-round event, Jim Humphrey and Aaron Wooten tied for first with 7½-1½ followed by David Saponara, Jeffrey Turner and Peter Hodges in Third Place. Sergio Gimutao won best under 2000, Ken Green took best under 1800, Mark Lawless was best under 1600 and Dwayne Matheny finished best under 1400.

Next on the calendar was ***The Pejman Sagart Open*** in May through June, with 61 players split into five sections. The three main sections were a Doubleheader format where the players played each other twice in the same night at Game/45, with alternating colors. The Open Section was won by Nikolay Arutyunov with 8-2, second was Bruce Baker with 6-4 and best under 2000 were Peter Hodges, Miguel Herrera and Aaron Wooten with 5½-4½.

In the Premier (under 2000) Section, Shaun Sweitzer won with 7-3, while Chuck Ensey was second with 6-4 and Sean McNeely was best under 1800, also with 6-4. In the Reserve (under 1600) Section, new player Yason Khaburzaniya dominated with 9-1, and best under 1400 was won by Karen Kaufman with 6-4.

In the two slow sections (Game/100), David Saponara and Alejandrino Baluran tied for first in the Open while Lennart Mathe was third. In the under 2000 Section, Fred de Leon tied with Fawsi Jose Murra, Eliza Eggert was best under 1800, Michael Blandin best under 1400 and Jim Harrell best under 1400.

The ***May Super Gambito Open #653*** had 37 players in three sections and was won by IM Dionisio Aldama. IM Cyrus Lakdawala was second, Venkat Iyer was best under 2400 and four players tied for best under 2200: Kevin Trujillo, Aaron Wooten, Enrico Balmaceda and Gurveer Singh. In the under 2000 Section, Ramil Macaspac took first with a perfect 4-0 score and Randall Fair was best under 1800. The under 1600 Section was won by new player Peter Schmeeckle, and Peter Liang won best under 1400.

The ***June Super Gambito #658*** was a special five-round event with a $50 entry fee. Forty-two players fought for $2,200 in prizes and IM Dionisio Aldama once again came out on top

scoring 4½-½, and IM Keaton Kiewra was second with 4-1. A half-point behind was Bruce Baker winning best under 2400. Third prize went to Venkat Iyer scoring 3-2. Best under 2200 were Aaron Wooten, William Whitney, Peter Hodges and Richard Skinnell, all finishing at 2½-2½.

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*New NM Venkat Iyer keeps up the good work in San Diego. Are you a new NM? Send us **your** photo! - Ed.*

The under 2000 section was won by 13-year-old Thomas Diem with 4½-½, followed by 10-year-olds Justin Kang with 4-1 and Brandon Xia with 3½-1½. Rachel Hong and Bellan Rombaua scored 3-2 to tie for best under 1800. Finally, in the under 1600 section, unrated James Bui scored 4½-½, but was only eligible for a book prize. Alex Silvestre took first with 4-1 and Alec Chen was best under 1400 with 3-2.

The ***July Super Gambito #662***, with 37 players, was won by Kyron Griffith who scored 3½-½. He recently returned for the summer from his first year at Columbia University in New York, where he also played at the Marshall Chess Club with good success. Keaton Kiewra and Cyrus Lakdawala tied for second with 3-1 along with Gurveer Singh, who also won best under 2200. Ramil Macaspac once again won the Premier under 2000, but he was nicked for a draw by Zechariah Zhu who placed second with 3-1. John Wickersham also scored 3-1 to win best under 1800. John has come back to chess after a long layoff and this was his first big win at an event, helped with a last round upset of Daniel Zhu. In the under 1600 Reserve section Stephen Zhu, the third youngest brother in the Zhu family, won first place with 3½-½, and Jihe Xu was second with 2½-1½.

Gambito Opens are played every Saturday starting at 10:30 a.m. and the summer months bring out more players, for example, our last two events, #660 on June 21 and #661 on June 28, drew 41 players and 44 players, respectively. The last one (#661) had three IMs, five NMs, nine Experts, 13 Class A, seven players under 1800 and seven under 1400, so we draw from all types of players and it is really fun!

This year we are expecting to break the record of 49 players in a Gambito Open any week now. See more at our new website: **www.SanDiegoChessClub.org.**

The club is also looking forward to the ***San Diego County Championships*** August 2-3.

In addition, we look forward to the ***Southern California Open*** starting August 30. The SCO has a **$20,000 prize fund**, drew 196 players last year, and we hope to have well over 200 players this year at the same location in Mission Valley, The Town and Country Hotel, only with a bigger ballroom this year.

Reserve now at 800.772.8527 or **www.towncountry.com** to get the best rooms. Sign up for the SCO event online at the SCCF website, **www.scchess.org**. There is an early bird special for only $90 if received before July 31.

- Chuck Ensey

Here are a couple of interesting games from two recent regular (non-super) Gambitos! - Ed.

Cy Lakdawala (2546) - Dionisio Aldama (2557)
[A45] Trompowsky Attack
Gambito 651 (2)
San Diego, April 19, 2014

Notes by the Editor.

1.d4 Nf6 2.Bg5

You need to know this one if you are Black.

2...c5

Bobby's move. At least, that is what he played against Dinah Shore on her afternoon TV show.

Most popular is 2...Ne4 3.Bf4 c5 4.f3 Qa5+ 5.c3 Nf6 with about 300 games between 2400+ rated players.

3.d5

More usual is 3.Bxf6 gxf6 4.d5 Qb6 5.Qc1 f5, with about 100 games between 2400+ players.

3...Qb6

Also good is 3...Ne4 4.Bf4 Qb6 5.Bc1 and now e6 or g6.

4.Nc3 Qxb2 5.Bd2 Qb6

Urgent, for White threatens 6.Rb1 Qa3 7.Nb5 winning the Queen.

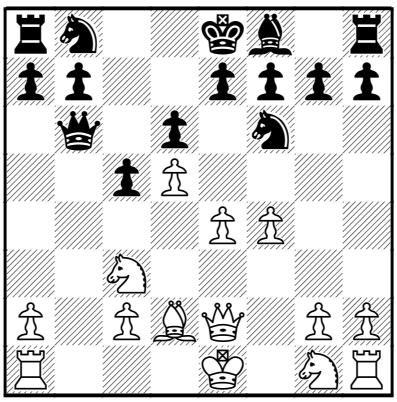
6.e4 d6

White is up a couple of tempos and has good compensation for the pawn.

7.f4 Bg4

Better is 7...g6 8.e5 Nfd7 9.Nf3, and now 9...Bg7 or 9...a6. Decent results have also been seen with 7...e6 and 7...Qc7.

8.Be2 Bxe2 9.Qxe2



White has scored nearly 100% from here, with e4-e5 impending. Not only is White ahead in development by a couple of tempos, Black's center is caving in and more time will be lost. Something has gone wrong, and it must be 7...Bg4.

9...a6

Houdini likes 9...e5 10.Rb1 Qc7, and White gets his pawn back with 11.Qb5+ Nbd7 12.Qxb7 Qxb7 13.Rxb7 with the better development and piece placement.

10.Rb1 Qc7 11.e5

Better than 11.Nf3 b5 12.e5.

11...dxe5 12.fxe5 Nfd7 13.Nf3

Continuing development, better than 13.d6 Qc6 14.Nf3.

13...g6 14.0–0 Bg7 15.d6!

Winning.

This is much better than 15.e6 fxe6 16.Ng5 Bd4+ 17.Kh1 Qe5 and despite the Queen trade, after 18.Nxe6 Qxe2 19.Nxe2 Be5 20.Rxb7 White still has the upper hand.

15...Qc6

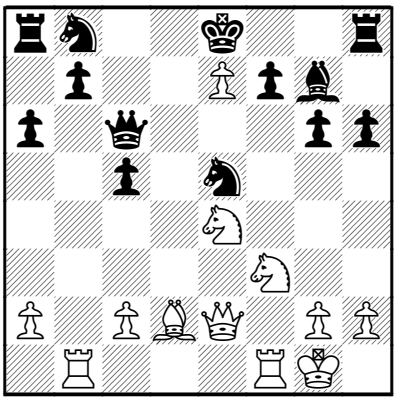
Not 15...exd6?? as 16.exd6+ drops the Queen. Ouch!

16.dxe7 h6

Worse is 16...Kxe7 17.Ng5 Rf8 18.Nxh7.

17.Ne4 Nxe5

After 17...Kxe7, Black's Queen Knight still can't move.



18.Bc3!

Better than 18.Rxb7 Nbd7 *(18...Qxb7 allows the big fork 19.Nd6+)* 19.Bc3. It's not so hard to pass up the b-pawn if you realize that there are better things for this Rook to do.

18...Nbd7 19.Nxe5 Nxe5 20.Rbd1

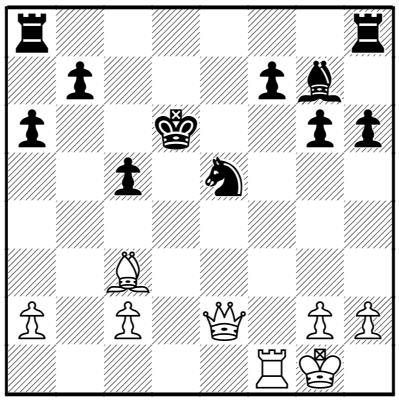
Here we are. The d- and f-files are sufficient for White.

20...Kxe7 21.Nd6 Qxd6

The Black King can't hide.

White answers 21...f6 with 22.Bxe5 fxe5 23.Rf7+ Kd8 24.Qg4 and 25.Qe6.

22.Rxd6 Kxd6



Now White has many ways to win, with the open lines, unsafe Black King, and unprotected men.

23.Qe4 Ke6 24.Re1 f6 25.Qxg6 1–0

White threatens both 26.Qxg7 and 26.Rxe5+.

Our final game is another one between these two IMs. You would not think that the symmetrical Benoni would be so wild! But with Cy and Dionisio, the fans get to see some serious chess action. - Ed.

Cy Lakdawala (2545) - Dionisio Aldama (2557)
[E70] Benoni Defense
Gambito 656 (1)
San Diego, May 24, 2014

Notes by the Editor with help from the computer.

1.d4 c5 2.d5 d6 3.e4 g6 4.c4 Bg7 5.Nc3 Nf6 6.Bd3 0–0 7.Nge2 e6 8.0–0 exd5 9.exd5

The Symmetrical Variation. Usually, after 9.cxe5 instead, the game revolves around White's efforts to get in e4-e5. What is going on here? Is White trying to get in f2-f4-f5?

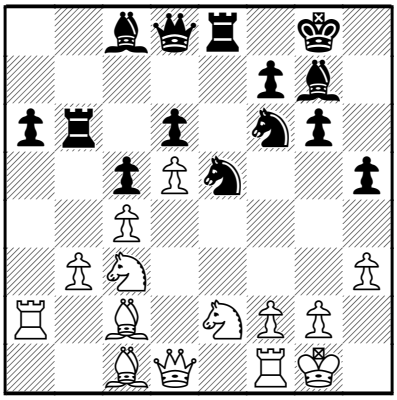
9...Nbd7

Most usual is 9...Ng4 to head for e5, considering it's not so clear what to do with the Queenside pieces at this point. White might prevent it with 10.f4 *(if 10.Ng3 then 10...f5)* but after 10...Re8 11.h3 Ne3 12.Bxe3 Rxe3 Black is all right.

10.b3

Also, 10.f4 and 10.Ng3 have been tried.

10...a6 11.a4 Ne5 12.Bc2 Rb8 13.a5 Re8 14.h3 b6 15.axb6 Rxb6 16.Ra2 h5



This Rook pawn move makes the natural f2-f4-f5 very strong.

17.f4 Ned7

After 17...Neg4, Cy intended 18.f5 *(After 18.hxg4 Nxg4 19.g3! h4 20.Qd3 Bf5 21.Qf3 Bxc2 22.Rxc2 f5 23.Nd1± White has a smaller plus.)* 18...Ne3 19.Bxe3 Rxe3 20.fxg6 fxg6 21.Bxg6 Qe7 22.Qc2±.

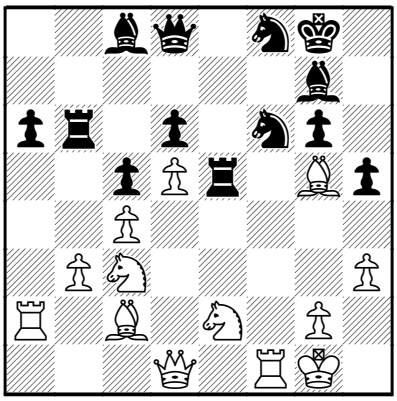
18.f5 Nf8

No one's ever been mated with a Knight on f8.

19.fxg6 fxg6 20.Bg5

A nice pin, as there is no h-pawn to bother the Bishop.

20...Re5



21.Qd2!

Less clear is 21.Ne4 Bf5! 22.N2g3 Bxe4 23.Nxe4 Rxg5 24.Nxg5 Ng4! 25.hxg4 *(trying to win a piece with 25.Nf7 Qh4 26.hxg4 runs into 26...Bd4+ 27.Qxd4 cxd4 28.gxh5 Qxh5∓)* 25...Qxg5 26.g3±.

21...Bd7 22.Ng3 Qe7 23.Nce4

Also good is winning the exchange with 23.Bf4 N6h7 24.Bxe5 Bxe5+–.

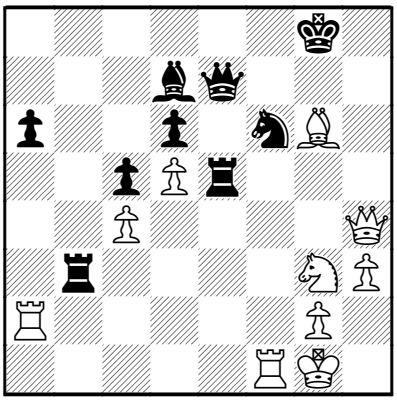
23...N8h7

If 23...Nxe4 then 24.Nxe4 Rxg5 25.Nxg5 Bf6 *(25...Bh6 26.h4+–)* 26.h4 Bd4+ 27.Kh1 Qe5+–.

24.Nxf6+ Bxf6 25.Bxf6 Nxf6 26.Bxg6 Rxb3 27.Qf4 h4

More stubborn is 27...Qg7 28.Qxf6 Qxf6 29.Rxf6 Rxg3 30.Rxd6 Bxh3 and now 31.Rb2!+– is better than 31.Kh2 Reg5 32.gxh3 Rxg6±.

28.Qxh4!

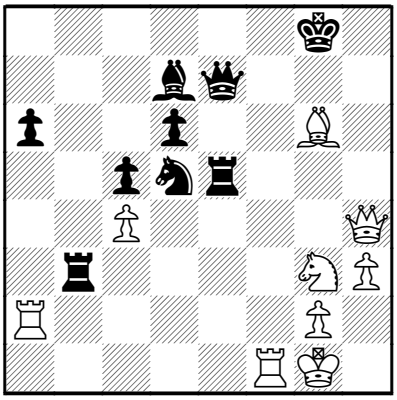


Now the f6-Knight has pressure on it.

28...Nxd5

Or 28...Nh7 29.Bxh7+, and it's real bad: 29...Kg7 *(or 29...Qxh7 30.Rf8+)* 30.Nh5+ Kxh7 31.Nf6+ Kg6 and now 32.Re2 breaks down Black's defense to Queen checks at h5 or h7.

No better is 28...Kg7 29.Rxf6 Qxf6 30.Qh7+ Kf8 31.Rf2+–.



But what now? If 29.Qxe7 then Nxe7, keeping the d-pawn. But White is ready with a complete answer:

29.Rf8+ 1-0

Wow! A nice mate in three!—29...Kg7 30.Qh7+ Kxf8 31.Qh8 mate.

We hope you enjoyed the extra games for Here and There this time! If you have some good games, send them in. - Ed. ♜

Solutions to Final Points

From inside back cover.

1. It's a nice Queen sac with a Knight mate: ***31.Rg4+ Kh8 32.Qg8+!! 1–0*** for if 32...Rxg8 then 33.Nf7 mate. Lin–Kammerdiner, Lina Grumette Memorial 2014.

2. White went on the attack with ***28.Bxg7! Kxg7 29.Rg3+ Kf7 30.Qh6*** Black found nothing better than ***30...Ke7 31.Rg7+ Kd8 32.Rxd7+ Kxd7*** The game finished with ***33.d5 exd5 34.Qxh7+ Re7 35.Qxf5+ Kc7 36.Qf4+ Kd7 37.Qg4+ Kc7 38.Qg3+ Kd7 39.cxd5 1–0***, Gorovets–Jones, Western Pacific Open 2014.

3. After **14.Qh7+ Kf8 15.Nf5!** Black can't stop the mate on h8 without giving up at least the Bishop on d6. Instead, the game continued with 14.Be3 and White later won, in Roberts–Newell, Pacific Southwest Open U2000 2014,

4. Black got the move order just right with ***30...fxg3+ 31.fxg3 Bxc3 32.Rxf6*** or 32.bxc3 Rxb1 33.Rxb1 Rf2+–+ ***32...Qxf6 33.Rf1 Rxb2! 0–1*** and Black is the piece keeper, Shevelev–Iyer, Western Pacific Open 2014.

5. Black interferes with the protection of c3 starting with ***22...Ba6! 23.Rd4 e5*** It's not yet time for 23...Qxc3 because of 24.Qxc3 Rxc3 25.Rxb4+–. ***24.Rxb4*** Or 24.fxe5 dxe5 25.Rd5 and now 25...Qxc3 is sufficient, as is 24.Rd5 exf4 25.Qf3 Qxc3. ***24...axb4 25.Nd5*** and Black has a winning attack starting with ***Qxc2+*** and eventually won, Becker–Morford, Lina Grumette Memorial U2000 2014.

6. Black can force the g-pawn through with **28...Bxd3!** Instead, B. Xia–Roberts, Pacific Southwest Open U2000 2014, continued with 28...Qd4+ and Black later won. **29.Qxd3** After 29.Qg2 gxf3, the g-file is opened up right on the White King; and if 29.Qf2 then 29...Bd4 wins the Queen. **29...Qxh2+ 30.Kf1 g3! 31.Qe3 g2+ 32.Ke1 g1Q+–+**.

7. Immediately decisive is ***33.Bc2!*** due to the coming Bf5. ***33...Re8*** No help is 33...Kh8 34.Bf5 gxf5 35.gxf5 Qf7 36.f6 Re8 37.Qg7+ Qxg7 38.fxg7+ Kg8 39.e6. ***34.Bf5! 1–0.*** Now 34...Qf7 is met with 35.Bxd7 Qxd7 36.Qf6, and if instead 34...Qe7 then it's 35.Qxe7 Rxe7 36.Bxd7 Rf7 37.e6 with a quick mate. Ensey–Woodward, Lina Grumette Memorial Premier U2000 2014.

8. Black can win this ending starting with **54...Rf8!** behind the dangerous passed pawn. Instead, Yankovsky–Panchanathan, Pacific Southwest Open 2014 continued with 54...Rg8 and White picked up the h-pawn with 55.Rxh5 Kg1 56.Rf5 f1Q and the game was later drawn. **55.Rxh5** If 55.Rf7 then 55...Rg8 56.Rg7 *(or 56.Kd3 Kg2–+)* 56...Rxg7 57.a8Q Kg1 58.Qh8 Rg2–+. **55...Kg1□** Not 55...Kg2? 56.Rf5 Rxf5 because the pawn Queens with check: 57.a8Q+! Rf3 58.Qg8+ =. **56.Rg5+** Of no help is 56.Rf5 Rxf5 57.a8Q f1Q–+, and the idea of 56.a8Q Rxa8 57.Rg5+ Kh2 58.Rf5 Kg2 59.Rg5+ runs out of checks: 59...Kf3 60.Rf5+ Ke4 61.Rf7 *(61.Rxf2 Ra2+ loses the Rook)* 61...Ra1 62.Rxf2 Ra2+. **56...Kh2 57.Rh5+ Kg3–+** and the checks soon end.

Panchanathan came very close to tying for first in this final round game!

9. The computer finds **24.Nxf7!** Instead, Iyer–Lin, Pacific Southwest Open 2014, continued 24.Nc6 Qxc6?? *(necessary was 24...d4 25.Bxd4±)* 25.Rxg7+ with a later mate. **24...Bxg3 25.Nxh6+ Kh8 26.Nf7+ Kg8 27.Ng5 Bxh2+ 28.Kh1 d4 29.Qh7+ Kf8** And now the necessary **30.Kxh2□** is required to prevent the Bishop from getting back to defend. **30...dxc3 31.Qh8+ Ke7 32.Qxg7+ Ke8 33.Re1+ Be6 34.Qf7 mate.**

Upcoming Events in Southern California

***** Please see uschess.org for the latest info and complete TLA for each event. *****
See also adult TLAs at
SCchess.com/calendar.html
and Scholastic TLAs at
SCchess.com/calendar_kids.html

August 23-24
Summer Chess Camp & Tournament II

TOURNAMENT II: G/30 d5. CAMP: 3 Sections: Over 1000, U1000, U500 EF: $199; Siblings 1/2, 25% off new LACC members; Free new LACC Life members! $10 ($5) off if preregistered by 8/21 for the 2-day (1-day). 1-Day option: $109. Reg.: Sat 9-10 a.m.; Schedule: Day 1(Beginner/ Intermediate) 10-11: Tactics I (theory); 11-12: Game I (practice); 12-1: Lunch& games analysis; 1-2: Opening I (theory); 2-3: Middle game I (theory); 3-4: Endgame I (theory); 4-5: Game 2 (practice); 5-6: Game 2 analysis. Schedule: Day 2 (Intermediate/ Advanced) 10-11: Tactics II (theory); 11-12: Game 3 (practice); 12-1: Lunch& games analysis; 1-2: Opening II (theory); 2-3: Middle game II (theory); 3-4: Endgame II (theory); 4-5: Game 4 (practice); 5-6: Game 4 analysis. Ent: LACC, Box 251774, LA, CA 90025. Info: Mick Bighamian: 310.795.5710; Mick@LAChessClub.com or www.LAChessClub.com. Parking: Free in basement.

August 30-31
Petrosian Memorial
Chess Magnet School Junior Grand Prix!
Trophies Plus
Grand Prix Points: 6

6SS, G/61 d5. 11514 Santa Monica Blvd., LA 90025, 2nd fl. 1 Open section. EF: $70; $50 LACC members; Spouses/ siblings 1/2, $20 new LACC members, Free new LACC Life members! $5 off if notified by 8/29. Reg.: Sat 10-11:30. Rds.: 12, 2, 4 p.m. each day. Byes: Up to three ½-point byes available. 1-Day option I: Play 1 day- no ½ pt byes- ½ EF. 1-Day option II: Play 1 day with three 1/2 pt byes- Full EF. Prizes: $$1,500 ($750 Guaranteed). 1st-3rd $400-200-100 U2000: $100. U1800: $200-100-$50; U1600: $100–50; U1400: $100-50; U1200/unrated.Ent:LACC-Box251774, LA, CA 90025. Info: Mick Bighamian: 310.795.5710; Mick@LAChessClub.com or www.LAChessClub.com. Parking: Free in basement.

August 30-September 1
or
August 31-September 1
36th Annual Southern California Open
A Heritage Event!
Chess Magnet School Junior Grand Prix!
Trophies Plus Grand Prix Points: 150 (Enhanced)

6-SS, 40/2, SD/1 d5 (2-day schedule rds. 1-3 G/60 d5 then merges). Town & Country Hotel, 500 Hotel Circle North, San Diego, CA 92108. $$20,000 in Guaranteed Prizes, **6 Sections**. Prizes: **Open** Sec 1st $2,400-1,600-1,200-900-600-500-400, plus BU2300 $1,000-600; **U2200**, **U2000**, **U1800** and **U1600** Sections ALL: $1,000-600-400-200; **U1400**: $600-400-200-100, plus BU1200 $300-150, Best Unrated $100. Plus Best Game Prizes: $75-50-25, one reserved for non-open sections. Reg.: 3-day: 8 to 9:30 a.m., Sept official rating list used. 2-day: 8 a.m. to 9 a.m. Sunday. Rds.: 3 day: 10 a.m. & 5 p.m. on Sat-Sun, 9 a.m. & 4 p.m. on Mon. 2- day: 9:30 a.m. ,11:45, 2 & 5 p.m. (merged) Sun, then 9 a.m. & 4 p.m. Monday. EF: $90 Early Bird Special if received by 7/31, $100 from 8/1 to 8/20, $120 after 8/20, or $140 at door. No credit cards at door, checks or cash only. Special rate of only $75 if U1400 or unrated if pd by 8/20, $90 after 8/20, or $100 at door. Special rate for GMs and IMs: $20 if registered by 8/20, $40 after 8/20 or $60 late entry at door. Open section will be FIDE rated except for 3 fast games in the 2 day schedule. Unr players are eligible for place prizes only in the Open Section, or the unrated prize in the U1400. Players who forfeit any round are ineligible for prizes! **SCCF membership required** ($18 Adult; $13 Jr, or $3 Jr w/o mag,) **for all So Cal residents**. Two byes allowed, but must be requested at least one hour before round, and round 5 & 6 byes must be requested before rd. 2 and are irrevocable. Entries: SDCC, PO Box 120162, San Diego, CA 92112 or enter online at www.scchess.com. For more info call Bruce Baker at 619.239.7166, or email Chuck Ensey at chucnglo@aol.com SCCF Annual Membership Meeting: Sunday 3 p.m.. Hotel Rates: Special rate of only $109, 619.291.7131, or 800.772.8527

if booked by 8/12/14, book ASAP, as rates may go up and rooms may sell out by mid-August. Large hotel is in the heart of Mission Valley, close to airport, great attractions such as Sea World, Legoland, The San Diego Zoo and Fashion Valley for shopping. The Town and Country Hotel (see www.towncountry.com) has over 1,000 rooms, 4 great restaurants, a heated pool, a spa and fitness center, plus golf next door. NS. NC. W. State Championship Qualifier.

September 6-7
Tournament III & Summer Chess Camp

TOURNAMENT III: Both days, 4SS, G/30 d5. CHESS CAMP: 3 Sections: Over 1000, U1000, U500. EF: $199; Siblings 1/2, 25% off new LACC members; Free new LACC Life members! $10 ($5) off if preregistered by 9/4 for the 2-day (1-day). 1-day $109. Reg.: Sat 9-10 a.m.; Schedule: Day 1 10-11: Tactics I (theory); 11-12: Game I (G/30, practice); 12-1: Lunch & games analysis; 1-2: Opening I (theory); 2-3: Middle game I (theory); 3-4: Endgame I theory); 4-5: Game 2 (G/30, practice); 5-6: Game 2 analysis. Schedule: Day 2 10-11: Tactics II (theory); 11-12: Game 3 (G/30; practice); 12-1: Lunch & games analysis; 1-2: Opening II (theory); 2-3: Middle game II (theory); 3-4: Endgame II (theory); 4-5: Game 4 (G/30, practice); 5-6: Game 4 analysis; Ent: LACC- Box 251774, LA, CA 90025. Info: Mick Bighamian: 310.795.5710; Mick@LAChessClub.com or www.LAChessClub.com. Parking: Free on streets, BoA, or basement.

October 3-5
Temecula Chess Club Fall Open
Chess Magnet School Junior Grand Prix!
Trophies Plus Grand Prix Points: 30 (Enhanced)

Temecula Chess Club, 29275 Santiago Rd., Temecula, CA 92590. OPEN prizes 100% GTD; other prizes 50% Gtd. In **2 Sections**, **Open**: 6SS, G/90 +30. **U1800**: 6SS, G/90 +30, Open to 1800 & under. ALL: EF: $70. $55 for Temecula Chess Club Members. Prizes: OPEN-$500-300-200; U1800 $100-50-25; U1600 $100-50-25; U1400 $75-50-25. Rds.: Fri 7 p.m., Sat 9:30 a.m., 2 p.m., 6:30 p.m., Sun 9:30 a.m., 2 p.m. ENT: www.temeculachess.com/events. INFO: Guy Reams info@temeculachess.com. www.temeculachess.com.

October 9-13
Millionaire Chess
$1,000,000 Prize Fund Guaranteed

Site: **Planet Hollywood Resort And Casino, Las Vegas, NV**. For details, see: **MillionaireChess.com**

EF: $1,500 from August 1 through October 8, and $2,000 from October 9 through 3:30 p.m. October 10. Registration officially closes at 3:30 p.m. on October 10. Discounts: Register with a group of 10-24 players and get 10% off. Register with a group of 25+ and get 12% off.

October 11
National Chess Day Chess Tournament

Highland Elementary School, 2900 Barnett St., Bakersfield, CA 93308. **4 Sections**: **K-3 U300**; **K-3 U850**; **4-6 U850**; **Open** (all 7-12 and K-6 rated over 849). All sections are 5SS, G/30 d0. Cost $10 before 10/10; $15 after 10/9; or $20 onsite 9:15-9:40. First round starts at 10:20. http://foothill.kernhigh.org/wp-content/uploads/2014/05/TourneyForm-101114.pdf. Trophies to top 5 individuals in K3 U300 and K3 U850 sections. Trophies to top 10 individuals in K-6 U850 and Open sections. Team awards for top three teams: K-3, 4-6, and Open sections. Info: sattav@gmail.com

November 22-23 or 23
American Open Scholastic

Doubletree Anaheim/Orange County, 100 City Dr., Orange, CA 92868, 714.634.4500. Hotel rate is $99, mention SCF. Chess Computer for each 1st place winner per section. Trophies to top 10 places and top 3 in teams, in each section. Finalist medals to all above-average scorers. **9 Sections** based on grade and rating: **Varsity K-3, K-6, K-12; Junior Varsity K-1, K-3 rated U600, K-6 rated U600, K-6 rated U800, K-9 rated U1000, K-12 rated U1200**. Pre-Registration only (onsite reg. pay more and receive 1st round bye): Rds.: Saturday & Sunday 9 a.m., 12:15, 3:15 for Varsity sections; and Sunday 9 a.m., 10:45, 12:15, 1:45, 3:15, 4:45 for Junior Varsity sections. Time Controls: All rounds will be G/75 d5 in Varsity and G/30 d5 in Junior Varsity sections. EF: Varsity $80, Junior Varsity $60, register by 11/20 save $5, by 11/20 save 10%, by 10/31 save 20%, by 9/30 save 30%. Play-up +$5. Limited space for onsite registration! USCF Membership required for all sections. November Supplement & TD discretion to place players accurately. National Tournament Director: Randall Hough. Info: http://americanopen.org/junior-tournament. Inquire: play@americanopen.org. Chess Magnet School JGP for Varsity Sections.

November 27-30 or 28-30
50th Annual American Open
An American Classic!
A Heritage Event!
Chess Magnet School Junior Grand Prix!
Trophies Plus Grand Prix Points: 150 (Enhanced)

8SS, 40/2, SD/1 d5. Doubletree Hotel Anaheim/Orange County, 100 City Dr., Orange, CA 92868. $$50,000 b/o 500 entries, $25,000 guaranteed. In **6 sections**. **Open**: $5000-2500-1200-800-600-300, U2450/Unr. $1500-700-500, U2300/Unr. $800-400. **U2200**, **U2000**, **U1800** Each $3000-1500-1000-500-400-300. **U1600** $3000-1500-700-500-400-300. **U1400/Unr**: $2000-1000-500-300-200-100, U1200 $1000-500-300 (not a separate section; U1200s also eligible for U1400 prizes), Unrated: $300-200-100 (Unrateds in this section eligible for these prizes only). ***Mixed Doubles Prizes***: 1st $500 - 2nd $250 - 3rd $125.

Plus score bonus ($2,500 in chess store gift cards) every player who finishes with 4½ points or better who didn't place in the money prize wins a $25 gift certificate towards chess store - redeemable only onsite. EF: $200 same day, register by 11/26 save $25, register by 11/23 save $35, register by 10/31 save $60. $50 more for players rated less than 2000 playing in Open. No checks at door - cash only, credit card accepted for a $10 fee. **SCCF membership** $18 for adults and $13 juniors ($3 juniors w/o mag) **required for So Cal residents**. 4-day schedule: Reg. closes 11 a.m. on 11/27, (Rounds 12:30-7:30, 12:30-7:30, 10:30-5, 10-4:30). 3-day schedule: Reg. closes 9:30 a.m. on 11/28, Rounds. 11a.m.-2:30-5-8 p.m. (G/60 d5), schedules merge in Rd. 5 and compete for common prizes. Two byes max with advance notice. CCA minimum ratings and TD discretion used to protect you from improperly rated players. November Rating Supplement used. HR: Mention SC2 for $99 single or double, rates may go up after. Call Doubletree 714.634.4500. Cutoff for special hotel rate/offer is Oct 31st. Parking cost $10. Info: organizing club - Chess Palace 714.899.3421, play@americanopen.org. Premium play hall (Grand Ballroom) for the duration of the event. Ent: American Open, 5246 Lampson Ave., Garden Grove, CA 92845 or www.AmericanOpen.org. W, F.

November 29

American Open Blitz (BLZ)

Trophies Plus Grand Prix Points: 6

5-round double swiss, G/5 d0. Projected prizes $1000, 80% Guaranteed! $300-100; U2200, U2000, U1800, U1600, U1400, Unr. each $100. EF: $35 by Nov. 20th. $40 after. Registration ends 9 p.m.. Info: 714.899.3421, play@americanopen.org. Ent: American Open, 5246 Lampson Ave., Garden Grove, CA 92845 or http://americanopen.org/main-tournament/side-event.

November 30

American Open Action

5 round SS, G/30 d5. Projected prizes $500, 80% Guaranteed! EF: $25 by Nov. 20th. $30 after. Registration 10:30-11. Rounds 12-1:15-3-4:15-5:30. Info: 714.899.3421, play@americanopen.org. Ent: American Open, 5246 Lampson Ave.., Garden Grove, CA 92845 or http://americanopen.org/main-tournament/side-event.

Solutions to Inside Moves

From inside front cover.

1.White takes advantage of the pin on the g-pawn with ***26.Rdxh5 1–0*** winning a Rook. Cambon–B. Xia, Lina Grumette Memorial U2000 2014.

2.Black wins the Queen with ***26...Qxf3+ 27.Kg1 Ne2+ 0–1***. Again, it's a pin that wins, for if 28.Bxe2 then 28...Qxc3. O'Connor–Ramadoss, MDC Action 2014.

3.White wins a piece with ***27.Rxe5! dxe5 28.h4***, and the Rook can't escape. O'Neil–Dikit, Pacific Southwest Open U1600 2014.

4.Black closes the deal quickly with ***63...Ra1 64.Nh3 Rf1 65.f4 Rf3+ 66.Kg2 Rxh3 67.Kxh3 Kxf4 68.g5 h5 0–1.*** Stein–Peters, Pacific Southwest Open 2014.

5.With White's Queen forced to guard the Bishop, Black has the decisive checking sequence ***48...Qd1+ 49.Kh3 Qh1+ 50.Kg4 Qh5+ 0–1***, and a Knight fork will finish it. Lin–Aldama, Pacific Southwest Open 2014.

6.It's a quick win with **50.e6! Kf6** Either capture exposes the King, allowing a check to force a Queen: 50...fxe6 51.Rf8+ and 50...Kxe6 51.Re8+. **51.exf7 Kxf7** But now White picks up a Rook with **52.Rh8 Rxb7 53.Rh7+**. From the note after Black's 49th move in Yankovsky–Mousseri, Pacific Southwest Open 2014. See the whole game starting on page 38.

7.Black wins material with ***31...Rc1 32.Rxc1 Rxc1*** And now the White pieces cannot organize. ***33.Rd2 b3 34.Kg2 Bb4*** So something falls. ***35.Bf3 Bxd2 36.Bxd2 Rc2 0–1***. Black is going to be up a Rook. Shao–Cambon, Lina Grumette Memorial U2000 2014.

8.White ends it with the amazing ***15.Nf6+!! 1–0***, Yankovsky–Hilby, Pacific Southwest Open 2014.

a) After 15...Ke7 16.Bxe6 the variations seem without limit, with so many possible captures:

16...gxf6 17.Rd7+ Ke8 18.Qh5+–.

16...fxe6 17.Rd7+ Kxf6 18.Qf3++–.

16...Kxf6 17.Qf3+ Kxe6 18.Qf5+ Ke7 19.Rd7++–.

16...Kxe6 17.Qg4+ Ke7 18.Rd7+ Kf8 19.Ng6+ fxg6 20.Qe6+–.

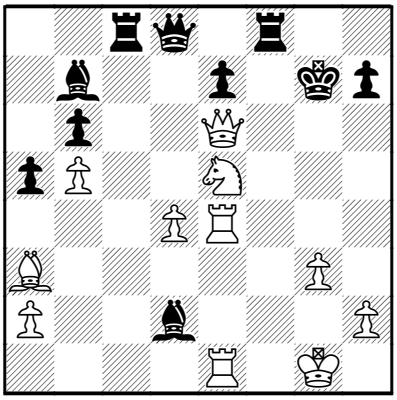
b) White also gets in after 15...Kf8 16.Bxe6 gxf6 17.Qh5 Rh7 18.Qf5 Kg7 19.Rd7.

c) Finally, after 15...gxf6 16.Bxe6 the Black Kingside is broken up with the defending pieces too far away to help. If the Bishop is now captured with 16...fxe6 *(If 16...Qb6 then White develops with 17.0–0 Ne7 18.Bb3 c5 and penetrates with 19.Qg4 c4 20.Qd7+ Kf8 21.Rd6.)* then decisive is 17.Qh5+ with a winning attack on the King, as control of the d-file prevents any escape. 17...Kf8 *(or 17...Ke7 18.Ng6+ Ke8 19.Nxh8+ with a mate)* 18.Ng6+ Kg8 19.Nxh8+–.

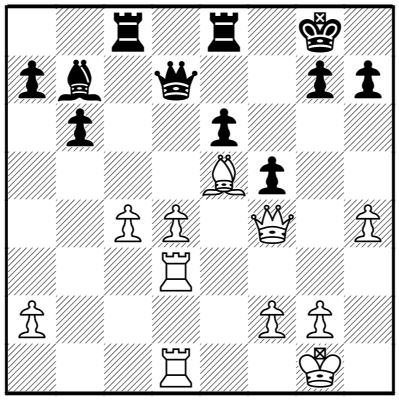
9.After ***26...cxb3 27.axb3*** Black wins with **27...Rxa4!** Instead, Peters–Kim, Pacific Southwest Open 2014, continued 27...Rc6 and White eventually won. **28.Nxa4** Or 28.bxa4 Qxc3 and the White King is helpless against Black's eventual piece pileup, for example 29.Kd1 *(or 29.Qf2 Qa1+ 30.Kd2 Nxe4+!)* 29...Qa1+ 30.Kd2 Qxa4 31.Rb1 Qd4+ 32.Ke2 Bc4+–+. **28...Bxb3** Threatening mate and the Knight, with a raging attack. If **29.Qf2** to stop the mate, then **29...Bxa4** threatening Nxe4! **30.Qd2 Qc5 31.R6h2** Now Black breaks through with **31...Nxe4 32.fxe4 Rf2–+**.

Final Points

We hope you enjoyed this issue. Until next time, here is another quiz, all from scoresheets submitted in the WPO, the MDC, and the PSW. So please keep submitting those scoresheets, or take a smartphone photo and email one to RankAndFileEditor@gmail.com. See page 51 for solutions. - Ed.



1. White to Play



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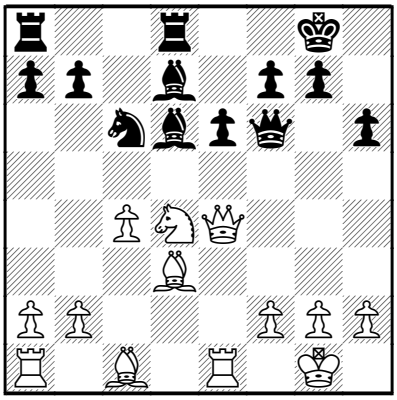

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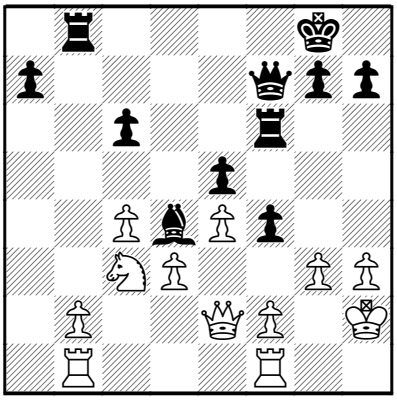

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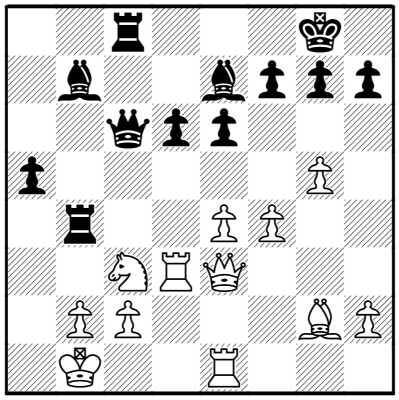
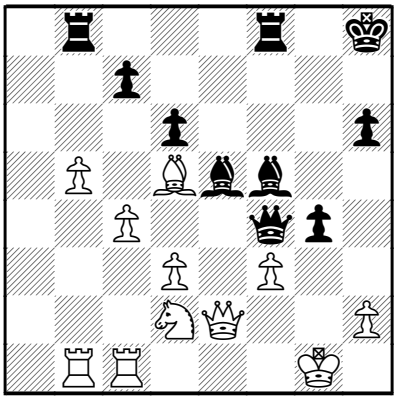
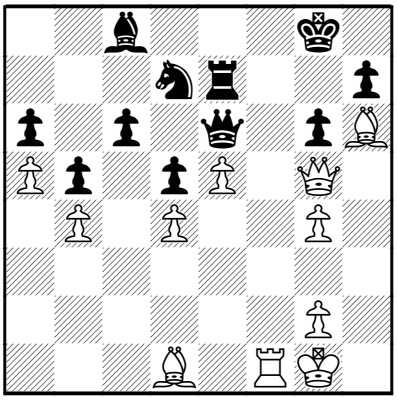


5. Black to Play



6. Black to Play



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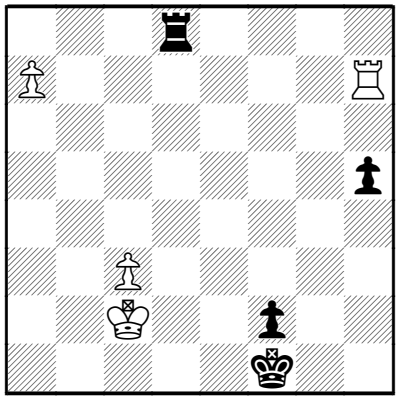
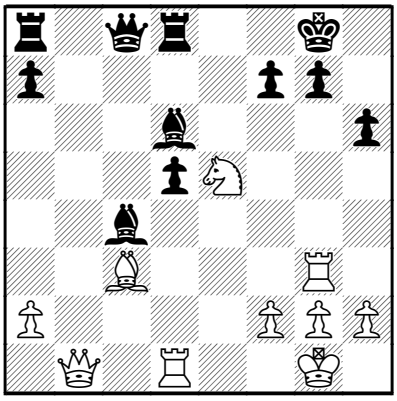


8. Black to Play



9. White to Play

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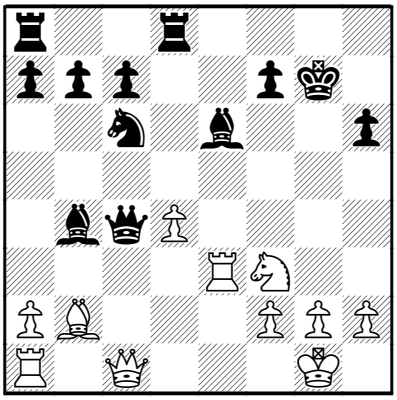
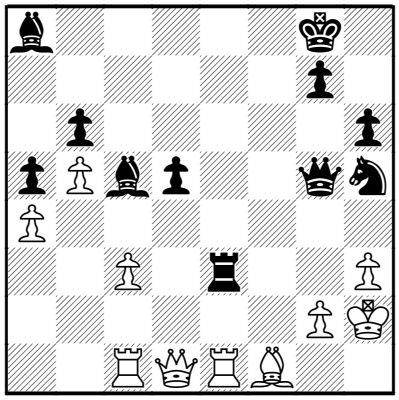
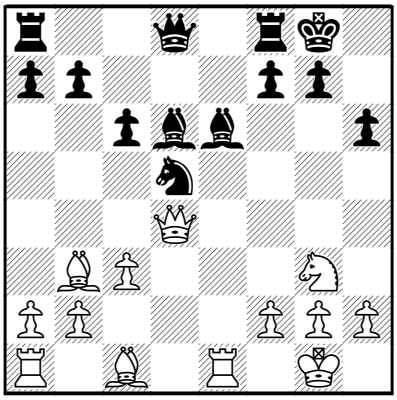


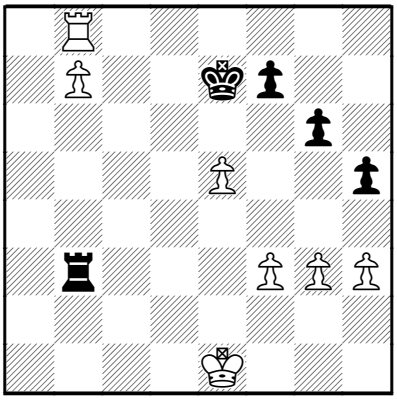
1. White to Play



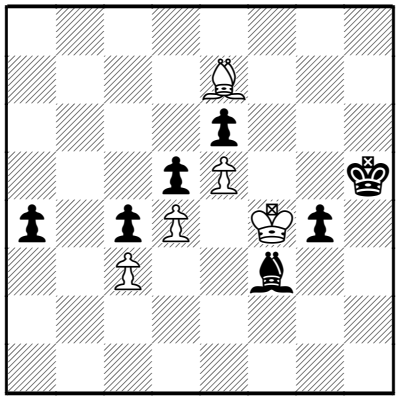
2. Black to Play



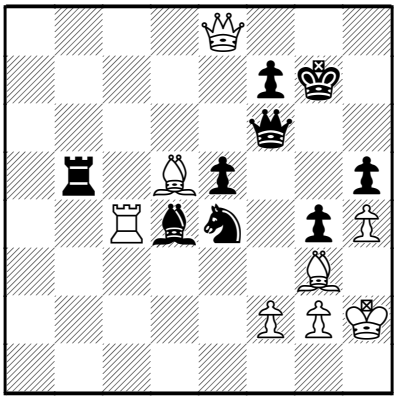
3. White to Play



4. White to Play



5. Black to Play



6. White to Play

See page 4 for solutions.