

COLORADO CHESS

\$175

Colorado State Chess Association
Volume 8 Number 3 1981

BULLETIN



ESTES PARK OPEN

oct 10-11

EDITOR'S COMMENTS

it's never too late

Word has just come that Sammy Reshevsky has tied for third in the 1981 U.S. Championship with a score of 8.5 out of 14. He thus remains in contention for a spot in the Interzonals from which will come the field of Candidates for the next World Championship cycle. Reshevsky is 70. His first tournament win against top opposition was in 1922 against Janowski. Fifty-nine years later, he is contending for the world title. He beat Lein, Kogan, Benjamin, and Kudrin, and lost only to Christiansen.

Hang in there, old man.

chess promotion and the

No doubt you have been moping around your abode lately, wondering exactly how you can help the cause of tournament chess in Colorado in your spare time. Not to worry; herewith your Bulletin, ever eager to be of service, furnishes a list of choices designed to satisfy the most demanding.

1. **PLAY CHESS.** Doing this is getting easier, what with the proliferation of new clubs, the real or planned improvements of existing ones, and a Tournament Planning Committee that appears determined to try out every conceivable tournament format. Re existing clubs, DCC is looking at guaranteed prize funds during again, and has been having excellent turnouts at its Wednesday Swisses. We understand that there will be a major effort this coming school year to revive the CU Chess Club as well. Your entry fee is not that much for an evening/day/week of entertainment, but your clubs--as well as CSCA--depend on it.

2. **VOLUNTEER** for something. CSCA has a number of committees that are always looking for help. Notes on these appear in the Bulletin and the Newsletter from time to time. CSCA President Randy Siebert will be happy to discuss the committee possibilities with you (444-6754). The Bulletin itself needs help in the following areas:

a. **SORTING GAMES.** Out of the vast pile of scoresheets littering the TD's area at the close of each tourney, someone has to decide what games go to the annotators. We have no regular process for this now, nor do we have adequate manpower.

b. **TYPING**--but not the old-fashioned way. Your loyal Editor has in his office a microcomputer which can be used as a sort of word processor (and is serving as such at this very moment). Joy, oh joy, all "typos" can be dealt with electronically. Also, for when you just can't stand the sight of another screwed up scoresheet, or annotations with more squiggly lines than a road map, MYCHESS, generally regarded as the top microcomputer chess program around, is ready to run anytime.

3. **SEND MONEY.** Rich Sweetman's patron membership idea, as you will read elsewhere in this issue, has been approved by the Board. Rarely will you see such benefit to chess from such a relatively small financial contribution. A good deal of the growth in chess in Colorado is attributable to the work of young people, and they deserve your support.

D P B

cover

"ten years ago"--do any readers remember this historic match? Send reminiscences to the Editor. (photo courtesy UPD)

errata

cartoons on pp. 2 and 5 of the last issue should have been attributed to 64.

reprint policy

The Bulletin invites reprints of its original material, provided the source is acknowledged. For material originally appearing elsewhere, direct inquiries to the originating publication.

JELLISON SUCCESSFUL IN EUROPE

Dave Jellison has just returned from Europe. He scored 5.5-3.5 in Baden-Baden and 2-3 in Amsterdam. A game from Baden-Baden (rd 5, 40/2:30): Mrvic-Jellison: 1 e4 c5 2 f6 Nc6 3 Bc4 e6 4 Nf3 d5 5 ed ed 6 Bb5 a6 7 Bxc6+ bc 8 0-0 Nf6 9 d4 Be7 10 Kh1 0-0 11 c3 Qc7 12 Ne3 Bd6 13 Nd2 Rb8 14 b3 Bf5 15 h3 Ne4 16 Nxe4 Bxe4 17 Bd2 cd 18 cd f6 19 Ng4 Ba3 20 Bc1 Bb4 21 Bd2 Qa4 22 Bxb4 Qxb4 23 Rc1 Qa3 24 Rf2 a5 25 Na3 a4 --+ 26 Rxc6 Rfc8 27 Rxc8+ Rxc8 28 Qe2 ab 29 ab Qxb3 30 Kh2 Ra8 (time trouble) 31 Nf1 Qc3 32 Qd2 Qb3 33 Qc1 (t.t.) Qb4 (t.t.) 34 Qc3 Qe6 = 35 g4 Rc8 36 Qe3 Qd6 37 Ng3 Rc8 38 Re2 g6 39 h4 h6 40 g5 fg (adjourned) 41 fg h5 42 Rf2 Ra8 43 Qf4 Qxf4 44 Rxf4 Ra2+ 45 Kh3 Bg2+ 46 Kh2 Bf3+ 47 Kgl Rg2+ 48 Kf1 Rxc3 49 Kf2 Rh3 50 Rxf3 Rrh4 51 Rf4 Kg7 52 Rdd Rxd4 53 Ke3 Re4+ 54 Kf3 Re5 55 Rd7+ Kf8 56 Rd6 Kf7 57 Rf6+ Kg7 0-1. Dave wishes to thank the following chessplayers for their contributions for the trip: Curt Carlson, Ken Case, Walt Gerash, Don Egan, Haynes Hendee, Brian Wall, Ruth Wiley; and CSCA.

1981 BOULDER CHAMPIONSHIP RESULTS

Prize Winners: Open-- Bob Shean 4-0, Eric Anderson 3.5-.5, Steve Dillon and David Rice (under 2000) 3-1; Reserve-- Richard Paul Sharpe 4-0, Franco Gaudiano & Bruce Kleinman 3.5-.5, Dan Boehmer under 1700; Booster-- Matt Ashby & Jeff Green (unrated) 3.5-.5, Gene Carlos & Walt Hamilton under 1300; special prizes: Steve Dillon, Boulder Champion; Damian Baumgardner, Best Performance Over Rating.

Colorado Top 10 + 3

Based on July supplemental and post-event ratings from Class Championships.

1.	Jerry Kearns	2301
2.	Curtis Carlson	2267
3.	Brian Wall	2220
4.	Steve Henderson	2186
5.	Pieter De Haseth	2184
6.	Bob Fordon	2180
7.	Jim Hamblin	2171
8.	Ray Haskins	2158
9.	Gerald Georges	2146
10.	Dave Jellison	2145

11.	Albert Chao	2140
12.	Dave Eberly	2140
13.	Mike Dalesio	2119

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Production: Larry Brown

The Soviet Union has been the strongest chess nation in the last 30 or 40 years. This is largely due to the Russians' attitude towards chess. In Russia chess is considered a kind of sport, and it is one of the most popular ones. Even non-chessplayers know about many chessplayers, just as Americans know football or baseball players.

The development of a chess player starts in the first grades of school. All schools have chess clubs where kids not only play, but study chess. There is a teacher, who plays with students, gives them lessons, organizes tournaments between kids, and gives them chess books, which are very hard to get in the USSR.

When a player reaches a required level of play, which is about 1100 or 1200, he can go to a Pioneer Palace or a Pioneer House, depending on a teacher's recommendation, where his development continues. The Pioneer Palaces are usually superior to Pioneer Houses. All the lessons in these places are absolutely free to students. But

arguments, even skittles. Sometimes a player does not know how others have done, because the results are not posted.

Seventy-five percent or first place in a tournament is enough to earn a higher category. There are no cash prizes. But if a player performs very badly, he can lose his category. There are no tournaments in summertime, because many kids spend time outside the city.

There are also other activities in Pioneer Palaces, including lessons. There are 4 or 5 teachers. Each teaches a certain group of students. A teacher would analyze kids' games, show opening lines, games of grandmasters. But he would never analyze adjourned games, not even knowing the students' sealed moves. A teacher does not have to play very well. V. Zak, probably the best trainer in the Soviet Union, is only a candidate master. He teaches in Leningrad's Pioneer Palace. Boris Spassky and Viktor Korchnoi were two of his students.

Once in a while grandmasters and masters come to Pioneer Palaces and Houses

THE DEVELOPMENT OF A
CHESS PLAYER IN THE
SOVIET UNION

Alexander Fishbein

the Pioneer Palaces and Houses are located only in large cities.

In Pioneer Palaces, there are tournaments between players of approximately the same strength. There are no ratings. A player earns "categories." There are four of them -- 1, 2, 3 and 4 -- with 1 being the strongest. It is equivalent to a rating of about 2000 to 2100. Pioneer Houses have a similar system to the Palaces', but category 1 is like category 2 to a Pioneer Palace. There are fewer good teachers. Tournaments between players of the same category are round robin, with 12 or 14 players. In such a tournament a loss or two would not make winning impossible. This is the main advantage of a round robin over a Swiss.

A player is encouraged to adjourn a game after 40 moves to analyze it at home, and many games are not finished in the first session. There are special days for resuming games. The rounds are held weeknights, and a tournament lasts for 1½ or 2 months. If a player does not come to a round, he is not forfeited. The game is played on a day for resumption. The players can decide themselves when to play. The conditions of play, however, are not excellent. There is often noise,

to give simuls to students.

Of course, not all of the students later become masters or grandmasters, but if a player studies a lot, is serious and really wants to become a good player, he has a good chance to become one. It should be noted that Pioneer Palaces and Houses are the only places for young players to study. They do not play in chess clubs. There are no Swiss or open tournaments.

There is a very important nationwide annual team competition called "The White Rock." It is only for students under 8th grade (there are 10 grades in Russian schools.) First, every school in 18 participating cities picks a team of five players, one of them a girl, and teams compete to decide which is the best in the city. Then 18 winners compete in a five round Swiss tournament. The top six teams play off in a round robin for the title of the best chess school in the nation.

There are also play-offs between the middle six and bottom six teams. Thus, every player plays 10 games, gets a chance to earn a higher category and to meet players from other cities, whom he could not play in a Pioneer Palace or House.

This is what chess life in Russia is like for young people. The important point is that all lessons are free and everybody can get them. Some lessons are even televised. This system has helped the

Alexander Fishbein is an emigrant from the Soviet Union, and now resides in Casper, Wyoming. He is a frequent player in Colorado tournaments. He is 14, and, the last time we looked, was the second-rated player of his age in the United States. Clearly, they do something to teach chess in the USSR that we don't do here, and the Bulletin asked Alexander to inform us on the subject. Ed.

(continued on p. 19)

Jerry Kearns

I played in the World Open, held July 1-5 in New Paltz, N.Y. The tournament was won by Igor Ivanov and Joel Benjamin, each with $7\frac{1}{2}$ - $1\frac{1}{2}$. My own score was a respectable $5\frac{1}{2}$ - $3\frac{1}{2}$, with losses to GM Pal Benko (2512) and Larry Gilden (2383), draws with two 2100s and John Curdo (2480), and wins over Daniels (2016), Jarecki (2097), McCormick (2117) and Weeramantry (2345).

One interesting story I heard at the tournament concerns the Korchnoi-Polugaevsky Candidates' Match. A satirical cartoon of the past, very famous in Russia, shows Fischer being intimidated into accepting a draw in a won position from his burly Russian-bear-like opponent. Fischer's opponent has removed his jacket to reveal his powerful physique. From this cartoon, removing your jacket had become synonymous with crushing your opponent. Polugaevsky, upon gaining a winning advantage in one of the early games of the match, ripped off his jacket and flung it over the back of his chair. The significance of this gesture was not lost on Korchnoi, but was not understood by the non-Russian chess public. The next day, however, the entire story was explained in the press, just in time for the next game. Korchnoi gained the upper hand, made a crushing move and very slowly removed his jacket and folded it over the back of his chair. This time, the entire audience knew about the cartoon, to Polugaevsky's tremendous embarrassment.

An interesting incident occurred at the tournament when GM Lombardy lost to Valvo, who had launched an extremely speculative attack at the expense of a piece. After the game a simple, winning defense for Lombardy was found by the world's first and only master strength computer program -- "Belle," current world computer chess champion -- which also scored $4\frac{1}{2}$ - $4\frac{1}{2}$ in the tournament. The computer is somewhat weak positionally. But it is absolutely fantastic tactically -- scoring virtually 100 percent against 2300s in speed chess. Unfortunately, the USCF has alienated the brilliant author of Belle, Ken Thompson, to the extent that we are now subjected to the inane articles on computer chess which currently are appearing in Chess Life, rather than reading articles written by the world's best computer chess programmer.

Lombardy is also the subject of another interesting incident. He forfeited his last round game rather than have black three times in a row. A win in the last round would have given him 7 points!

The tournament was dominated by Russians to the extent that I felt like a foreigner! The flood of Russian immigrants will help to develop U.S. chess to a large extent, but it is already possible to foresee the day when not a single U.S. born player will be able to make the U.S. Olympiad team. The official language of top-flight U.S. chess is ... Russian! Several young players from Iceland were also present, and they were extremely strong players. There were 274 players in the

over-2000 section and a few hundred more in the other sections. About 100 masters competed.

Organization of the tournament was fair, with the good feature of inexpensive college food and housing. The top eight boards were played in another building. It was impossible to observe these games because of the extreme distance from the spectators' seats to the boards. The overhead projectors which were used as demonstration boards were so burned and yellowed that pieces on the 16 central squares could not be seen at all. **1**

1981 NEBRASKALand Days Open

Wayne Pressnall

For the first time in memory no Denver player attended the NEBRASKALand Days Open, held June 20-21, but several other CSCA players represented their association well in the field of 37 rated players from six states who did attend.

Expert Philip Smith of Fresno, Calif., took the 1st place trophy on tie breaks over Steve Schmadeke of North Platte. Schmadeke (1743) can be remembered for going 4-0 and sharing first in the G.N.E. Mile-High Open reserve section last March.

The rapidly improving Schmadeke stated that he would like to show that he was the top Nebraska junior player when he found 10 juniors at the NEBRASKALand Days, including his main rivals. The local chess club changed the not-needed unrated trophy into a top Junior trophy and told him to try for it. He overshot the mark badly. In the third round he beat an 1840 player to earn the right to play expert Doug Greenwalt, a former Denver resident who is now the Lincoln, Neb., city champion. When Greenwalt overlooked interpolating a key check in a long combination, he found himself a piece down in the ending. With good play and mutual time trouble, Greenwalt made Schmadeke content to force a draw. That left the two experts, Smith and Greenwalt, to battle to a draw in the last round while Schmadeke was forced to accept an unfavorable rook and pawn ending by Steve Patterson (1933). At that point Schmadeke "lost" his top junior trophy by finessing away two of Patterson's pawns and had the 2nd place trophy "forced" on him.

Kiyoshi Akima ($3\frac{1}{2}$ - $1\frac{1}{2}$) of Boulder took the Category II trophy, a cash point prize, and 5th place. Gordon Adamson (1828) of Westminster scored $3\frac{1}{2}$ - $1\frac{1}{2}$, and took a cash point prize and 7th place.

David Landers (1847) helped give the NEBRASKALand Days an unwelcome first. For the first time in its history a round in the tournament started significantly late when Landers and a local 1620 player reached a dead drawn rook and pawn ending in their game. The tournament director started to adjourn the game in spite of it being the fourth round, but Landers suddenly had a clear winning line to play. But then he let



Denver Chess Club

Denver Open

There were 118 players at the 1981 Denver Open held over the July 4 weekend. Both the open section and premier section turnouts well exceeded the number planned for. The large attendance enabled the Denver Chess Club to increase the prize fund by \$300.

Despite the large fields in each section in a four round tournament, no player achieved a perfect 4-0 score. This can be attributed to the balanced competition at the top and to the effects of accelerated pairings in the top two sections.

The title of Denver Champion went to Randy Canney this year. He won on tie breaks with fellow Denver area players Brian Wall and Steve Dykstra. Also achieving 3½ points but not eligible for the title were Colorado Springs' Albert Chao and Boulder's Steve Dillon.

In the Premier Section, six players scored 3½ -- Tom Barber, John Welch, David Quint, Richard Klabunde and Thomas Halvey.

Matt Ashby and Enoch Kawai tied for first and second in the Reserve Section with 3½ points. Tied for third with 3 points were Les Johnson, Gerald Blazek and Steve Bingham.

(Crosstables and games next issue)

At its last meeting, the DCC Board of Directors voted to change the conditions of the two weekly Swiss tournaments. Starting with the October tournaments, the upper rating limit for the Monday tournament will be 1800 rather than 1600. This was done to allow the large number of players in the 1500-1600 range to be able to enter the tournaments knowing that they would not always have to play down. Also effective in October, the Wednesday tournaments will be open only to players with published ratings. This move was taken to ensure fairer pairings. The TD will have the authority to adjust the new Wednesday rule if he sees fit, but it is not anticipated that many occasions for exceptions will arise.

The Board also decided to hold a breakfast in late October or November that will be free to members and at cost to guests and to non-members. The chef will be from the Chateau Pyrenees. The breakfast will be followed by a Tornado with a guaranteed prize fund of \$70 (EF \$7, \$9). Details in the next Newsletter.

JUNE WEDNESDAY NIGHT OPEN

PLAYER	PRE	POST	RTNG				TOT
			1	2	3	4	
1 WALL, BRIAN	CO 2220	2247 W=8 W=6 W=5 W=2	4.0				
2 MC CALMONT, JOHN	PA 2043	2060 W16 W=7 W=3 L=1	3.0				
3 SHEDD, MICHAEL P	CO 1999	2011 W20 W11 L=2 W=4	3.0				
4 BARDWICK, ALAN S	CO 1940	1954 W21 W19 W12 L=3	3.0				
5 MAGUIRE, JEFF	CO 1884	1905 W22 W15 L=1 W11	3.0				
6 STAHL, JR CARL E	CO 1951	1946 W17 L=1 W19 D=7	2.5				
7 POTTER, BRIAN	CO 1836	1844 W18 L=2 W13 D=6	2.5				
8 BAGSTAD, GARY L	CO 1759	1799 L=1 W17 W10 D14	2.5				
9 JARED, STEPHEN	CO 1744	1772 L11 D21 W15 W12	2.5				
10 HEYSER, DOAK	CO 1956	1924 W13 L12 L=8 W18	2.0				
11 TOWNIN, STEPHEN H	CO 1671	1703 W=9 L=3 W21 L=5	2.0				
12 GARDNER, ALBERT	CO 1630	1674 W15 W10 L=4 L=9	2.0				
13 GERASH, WALTER L	CO 1584	1607 L10 W18 L=7 W16	2.0				
14 FIRFAROFF, KIRILL	CA 1852	1828 L19 W22 U= D=8	1.5				
15 SEHLER, DWIGHT	CO 1880	1826 L12 L=5 L=9 W19	1.0				
16 BRYAN, EDWARD A	CO 1687	1667 L=2 L20 W22 L13	1.0				
17 CASTILLO, JR JOE	TX 1633	1611 L=6 L=8 L18 P22	1.0				
18 BROWN, GLENN	CO 1493	1497 L=7 L13 W17 L10	1.0				
19 WIGNALL, DENNIS L	CO 1411	1436 W14 L=4 L=6 L15	1.0				
20 VON EISSLER, GEOR	CO 0	1843 L=3 W16 U= U=	1.0				
21 DOHERTY, RAY	CO 1877	1833 L=4 D=9 L11 U=	.5				
22 ENGLISH, JAMES	CO 1445/9	1420 L=5 L14 L16 L17	.0				

D.C.C. - A.F.A. MATCH games

(annotated by Buck Buchanan)

Centonze-Bardwick 1 e4 e6 2 d4 d5 3 exd5 exd5 4 c4 (unusual and probably not good. Why isolate the pawn?) dxc4 5 Bxc4 Nf6 6 Nf3 Be7 7 0-0 0-0 8 Re1 Bg4 9 Qb3 Nc6 10 Ne5 Bh5 11 Nxc6 bxc6 12 Nc3 Bd6 13 Bg5? Bxh2+ 14 Kh1 Qd6? (Bd6 is the better part of valor) 15 Bxf6 gxf6 16 Ne4 Qxd4 (if 16...Qf4, 17 Qh3) 17 Kxh2 Bg6 18 Rad1 Qe5+ 19 Gg3 (why not Ng3?) Qxb2 20 Qxc7 f5 21 Ng3 Qxf2 22 Rf1 Qc5 23 Bb3 h5 24 Qf4 Rad8 25 Qg5 (how about Rd8 followed by Qc4?) Rxd1 26 Rxd1 Qe5 27 Kh1 Kh7 28 Nxf5 (opening lines to disaster) Rh8 29 Ng3 (if 29 Kgl, ...Qe2) Qc5! 30 Nf1 Kg7+ (the old king-check variation gets 'em every time) 31 Nh2 Qe5 32 g3 Qe2 33 Kgl Rxf2 34 Rd2 Rg2+ 0-1

Garcia-Jones 1 F-K4 F-K4 2 N-KE3 N-QB3 3 B-B4 B-B4 4 F-B3 B-B3 5 F-Q4 P-K4 6 P-K4 B-N5+ 7 N-B3 N-KP 8 0-0 N-N 9 P-N BxP? (9...P-Q4!) 10 Q-N3 BxR 11 BxP+ K-B1 12 B-N5 NxP?! 13 Q-R3+ KxB 14 BxQ RxB 15 RxB (White should hang on to an attacking piece with 15 Ng5. If 15...Kg6, Rxa1 and Black can't take the knight because of Ge7+) NxN+ 16 QxN+ K-N1 17 Q-Q5+ K-R1 18 R-K1 P-KR3 19 Q-B7 P-QN3? (This drops the QR. After ...c6 White will have some trouble winning) 20 R-K8+ R-R1 21 QxR+ K-R2 22 Q-Q4+ and wins

it escape, leaving his opponent a clear win. With the rest of the tournament looking on, Landers' opponent missed a well known waiting move with his king, and the game was drawn. Dave finished 3-2 in 10th place.

Clarence McCuiston (1698) of Campo, Colo., impressed the field with his enterprising play. His lack of opening knowledge led to his getting into time trouble in every game. But, in spite of this, he was playing well above his rating until, with his flag up in the last round, he misplayed a well prepared combination and lost a knight instead of winning a queen, causing

him to lose a trophy and a point prize. He finished 3-2 and was 11th.

Lance Gill (1675) of Evanston, Wyo., parlayed two draws with higher rated opponents into a 3½-1½ score and a point prize, going undefeated and finishing 8th. ↑

Wayne Pressnall
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The Practical Endgame

International Grandmaster Edmar Mednis

THE READER'S HOUR (II)

Here I continue my contact with readers on subject matter which should be of interest to the general readership. Readers are encouraged to submit their queries to me in care of the *Bulletin*.

Jonathan Kolkey has submitted the following endgame from a Korchnoi simultaneous at Santa Monica, California, September 1977. Diagram 1 shows Korchnoi - Smith+Kolkey, after White's 23rd move. A simple count shows Black to be a pawn up and Mr. Kolkey's query is, "How on earth did we lose this endgame a pawn ahead?" As part of my answer, I'll cover the major principles of correct endgame play, with emphasis, of course, on R + P endgames. As will be seen, White is successful because he plays in full accordance with endgame principles; Black is unsuccessful because he never seems to know what to do. In other words, White knows what's important, whereas Black doesn't know.

A starting point evaluation shows the following:

- Black has a sound 2 P vs. 1 P Queenside majority; White has a sound 4 P vs. 3 P Kingside majority. On a quality basis these are equivalent, yet for a pure K+P endgame, Black's Queenside majority is of superior-perhaps decisive-value.

- Both Kings are equidistant from the center

- Black's advantage obviously comes from the extra pawn in the form of a passed pawn. The d-pawn, however, cannot be promoted, nor is it securely protectable. The correct use of the d-pawn is as a decoy, to tie up White's pieces long enough so that Black can do damage elsewhere.

My over-all evaluation is that Black has excellent winning chances, but must play very resolutely at the start as otherwise the chances will evaporate. As will be seen, this happens very quickly:

23...Kf8 ?!

The first inaccuracy. The mate threat must be attended to, but why such a "modest" move? Indicated is 23...f6! which allows ...Kf7 and helps contain White's majority. Best play thereafter would be: 24 Kf1 d3! (Passed pawns must be pushed - here to immobilize White's King.) 25 Rc8+ Kf7 26 Ke1

d2+ 27 Kd1 g5!. White now is in a quandary as to how to proceed. After 28 Rc2 Black simply plays 28...Ke6! since 29 Rxd2 risks a lost K+P endgame; after 28 g3 Black responds 28...Kg6, both preventing a time-gaining check on the 7th rank and giving the King an opportunity in certain lines to work on the Kingside. It is difficult to prove a definite win for Black after 27...g5!, but unquestionably his chances are excellent.

24 Kf1 Ke7?

Correct is again 24...d3! 25 Rc8+ Ke7 26 Ke1 d2+ 27 Kd1 f6. Black is at least one tempo behind the line given after Black's 23rd move, but it is not certain that White can do much with this tempo.

25 Ke2! Kd6?

Black seems completely oblivious of the need to make some use of the d-pawn + Rook behind the pawn combination. Still clearly correct was to push the d-pawn: 25...d3+ 26 Kd2 Ke6. This would give Black's Rook some breathing room. Black is reluctant to push the d-pawn because he is afraid that it will become weak. Of course, it is just as weak on d4 and without generating any benefits!

26 Kd3!

White now has equality as Black's d-pawn is completely harmless. In R + P endgames, the proper blockader is the King and Korchnoi has rushed his King to the most active blockading square. In the meantime note that Black has achieved nothing with his strength, i.e. the passed d-pawn, even with the Rook behind it.

26...Ke5 27 g3 g5 28 Rf1 h6?

Without a point, especially if Black exchanges next move. In that case, the text is even counterproductive since on h6 the h-pawn is considerably weaker than on h7. If Black wanted to reinforce his g-pawn then 28...f6 is the logical way. The best however is 28...Rc7!, activating the Rook. The active Rook is of utmost value in R + P endgames. Black plays the whole game essentially without his Rook, whereas White's Rook goes everywhere.

29 f4+ gxf4

In point of fact, this is no worse than 29...Ke6, yet the lack of logic behind 28...h6? is now apparent.

30 gxf4+ Ke6 31 Rc1!

Elack's King has been pushed back and the Rook again grabs the most important open file, thereby not only activating itself but also keeping its counterpart docile.

31...f6 32 Rc6+ Rd6! 33 Rc7

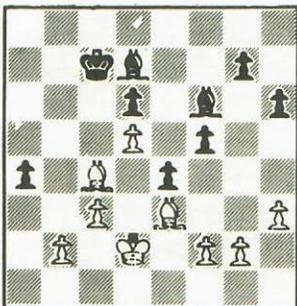
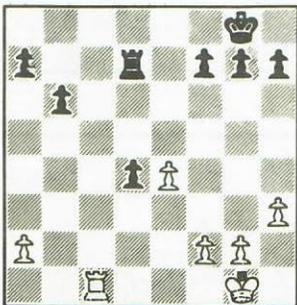
Exchanging Rooks would be erroneous because Black would be left with the advantage of the outside passed pawn in a K + P endgame.

33...Rd7 34 Rc6+ Rd6 35 Rc8!

White has made so much progress from the start of this endgame that he now, understandably, wants more than a draw.

35...Kd7?

What can be the point of this move? It is the Rook that needs activation, not the King! The King has already been running around as if without its head. As a broad comment on Black's play, it can be said that he loses because he is afraid to do anything against the GM. Black has done nothing with his d-pawn, nothing with his Rook and now misses a chance to start using his Queenside



2

majority. Correct and necessary was 35...b5! 36 Rh8 Ra6 37 Rxb6 Kf7! (after 37...Rxa2?!, dangerous is 38 e5) with Black probably having equal chances in an unbalanced position.

36 Rh8 Kc6 37 Rxb6 Kc5 38 h4!

Passed pawns must be pushed - and Korchnoi demonstrates this at the very first chance he has.

38...b5 39 Rh5+ Kc6?

And if Black wanted to play with the King then mandatory was 39...Kb4!?. Not that it's sufficient (White can play, e.g., 40 Rd5), but Black can hope to create some complications. Playing the text is like dying with one's boots on.

40 Rf5! a6

Why not "risk" 40...a5?

41 h5 Kd7 42 Rd5 Black Resigns

The outside passed pawn - White's h-pawn - is the winner once more in a K + P endgame.

A truly practical question has been submitted by S. McDonald of Connecticut. In Diagram 2, Leatherman - McDonald, Correspondence 1977-8, he agreed to a draw and wants to know whether this decision was premature and how play might have proceeded. I believe that the agreement to a draw is reasonable. However, whatever advantage there exists does rest with Black. There is material equality and White has a pawn majority on the Queenside, whereas Black's is on the Kingside. At the moment it is easier for Black to mobilize his majority than for White to do something with his. A particular strategic deficiency in White's pawn formation is that his h-pawn is on h3; this gives Black the opportunity to undermine its support with a potential ...f4 and ...f3.

Black's immediate play in the position is clear: he'll mobilize his Kingside pawns by playing ...g5 and ...f4 (the latter prepared if required by ...Be5). White's immediate best plan is not so clear and he can choose from a number of reasonable possibilities: (1) Immediate Queenside play by Kc2, followed by b3 (or b4); (2) Kingside defensive set-up with Ke2, having in mind f3; (3) Kingside defensive set-up with Bf1, having in mind Queenside/central follow-up with Kc2 and c4. In all cases correct play should lead to a draw. On an immediate it is, however, easier for Black to make the correct strategic decisions.

A more "exotic" position is shown in Diagram 3, Godin - McDonald, Connecticut 1978, after White's 52nd move. Not only does Black have a decisive material advantage, but White's King is an eyelash away from being mated. Black has a number of elementary wins here, including 52...Qe2, 52...Qf7, 52...Qa7, 52...Kc2 (Mr. McDonald originally planned to play this). Instead, human "greed" reared its head and Black unaccountably played:

5

Not realizing that White has the chance for the sneaky, tricky:

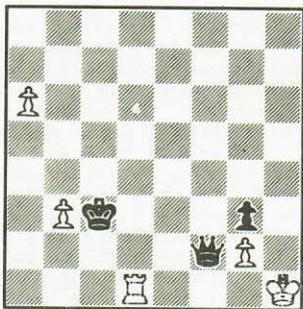
53 a7!

Now things are considerably more difficult, as it seems that to win the a-pawn Black will be losing his g-pawn. There still is a win, however, by concentrating on the weakness of White's first rank.

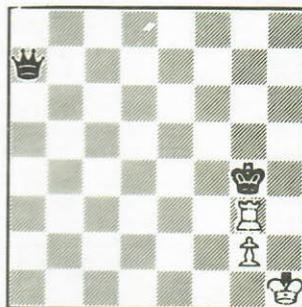
53...Qf5! and Black wins.

Any checks by White's Rook are prevented; 54 a8 = ♚ allows mate after 54...Qh5+ 55 Kg1 Qxd1; 54 Ra1 loses to 54...Qh5+ 55 Kg1 Qh2+ 56 Kf1 Qh1+; the easiest win after 54 Kg1 is 54...Qc5+! 55 Kh1 Qh5+ followed by 56...Qxd1 Mate.

However, Black didn't notice 53...Qf5! in the game, which then proceeded to the position shown in Diagram 4, after White's 59th move. Here Black, feeling there was no longer a win, acquiesced to the draw by



3



4

THE ENGLUND GAMBIT

Giorgio Bertazzo
Bovisa Chess Club, Milan

This article has been written for various reasons, among which is to resist The Encyclopedia's attempted mass execution of "minor" openings as though its writers were some kind of firing squad.

1 d4 e5 2 dxe5

There is nothing better: after 2 d5 Bc5 or 2 Nf3! e4 3 Ne5 d6 4 Nc4 d5 5 Ne3 f5, Black stands better, and 2 c3 and 2 e3 seem to me somewhat difficult.

2...Nc6

In practice there are two alternatives:

A) 2...f6 3 exf6 Nxf6 4 Nf3 Bc5 5 Bg5? (better to play 5 Nc3, 5 e3, or 5 Bf4) Bxf2+ 6 Kxf2 Ne4+ 7 Kg1 Nxf5 8 Qd5 Ne6 9 e3 0-0, with a slight advantage to Black.
B) 2...d6 3 Nf3 (after 3 exd6 Bxd6 4 Nf3 Nc6, White is probably better) Nc6 4 Bf4 (perhaps 4 exd6 is better) Bg4 5 exd6 Qf6! 6 Qd2 Bxd6 (...Qxb2? 7 Qc3) 7 Bxd6 0-0-0! 8 Qf4? (Qc3 was prescribed) Qxb2! 9 Qxg4+ Kb8 10 Bf4 (10 Bxc7+ Ka8! 11 Qf4 Nf6 12 Bxd8 Rxd8 with a clear advantage to Black) Qx1 11 Nd2 Nf6 12 Qf3 Rnd2! 13 Kxd2 Qxb1 14 e4 Rd8+ 15 Bd3 (15 Ke3 Qc1+ 16 Ke2 Gd1+ 17 Ke3 Qd2++) Qxh1 winning, Huerta-Aguirrebena, corres. 1956.

playing 59...Kxg3 stalemate. Is there a win from Diagram 4 if Black plays 59...Kf4? And what of the general chess theory regarding Q vs. R endgames?

Q vs. R endgames (involving various pawn counts), though well developed in endgame theory, are both difficult and complicated. Queen vs. Rook/Minor Piece Endings by Averbakh et al. devotes 155 analysis-packed pages to this subject, of which 53 pages are for the case of Q vs. R + P. Clearly it is impossible to do much generalizing within the scope of this short column. Regarding the specific position: the g-pawn back-home is a favorable case for the defender and based on the analysis of Diagrams 74, 75, 76 (all with colors reversed) in the Averbakh book, I would call Diagram 4 a theoretical draw. However, it is very easy for White to make a misstep with his King or Rook and very often just a single error is sufficient to cause a theoretically lost position. In a practical game, the stronger side should always play out positions such as Diagram 4. The winning chances are good, losing chances are zero - is this not the ideal practical situation? †

3 Nf3

The other possibilities are:

A) 3 f4 f6 (3...Bc5 4 Nf3 Nge7 5 e4 b6 6 Nc3 Ng6 7 Bb5 Bb7 8 Bxc6 Bxc6 9 Nd5 d6 10 exd6 Bxd6 11 0-0 Bxd5 12 Qxd5 Bxf4 13 Qc6+ Kf8 14 Bxf4 Nxf4 15 Ne5, with a clear advantage to White: Fesche-Keane, Kuortone 1976) 4 e4 (4 exf6 Nxf6 5 Nc3 d5 6 e3 is more than satisfactory for Black) fxe5 5 Bc4 Nf6 6 f5? (after 6 Nc3 Bc5 7 Nf3, White stands very well) d5! 7 Bxd5 Nxd5 8 Qh5+? (putting his head in the noose: after 8 Qxd5! Qxd5 9 exd5 Nb4 10 Na3 Bxf5 11 Nf3, the position is equal. Not a good alternative is 8 exd5? Qh4+ 9 Kf1 Bc5 10 Qd2 0-0 11 Nf3 Rxf5!) g6 9 fxe6 Nf6 10 g7+ Nxe5 11 gxe8=Q Qh4+ 12 Kf1 Be6 13 Nf3 Bc4+ 14 Kq1 0-0-0! 15 g3 (Nxe4 Bc5+) Qh3 19 Kf2 Bc5+, 0-1, Kastenholz-Holstein, W. Germany 1976.

B) 3 e4 Bc5 4 Nf3 Qe7 5 Nc3 Nxe5 6 Nd5, with an unclear position.

3...Qe7

Here also there are two alternatives:

A) 3...f6 4 exf6 (4 e4 fxe5 5 Bc4 Nf6 6 Nc3 Bc5 7 0-0 Rf8 8 a3 d6 9 Qd3 Nh5 10 b4 Bb6 11 Nd5 Bg4 12 Nxb6 axb6 with a complicated position, Walther-Diemer 1956) Nxf6 5 Bg5 d5 6 e3 Bg4 7 Be2 Be7 8 0-0 Qd7 9 c4?! (Nd4!) 0-0-0 10 cxd5 Nxd5 11 Bxe7 Qxe7, with compensation: Klein-Letelier, Santa Fe 1961).

B) 3...Bc5 4 Nc3 (4 g3 f6! 5 exf6 Nxf6 6 Bg2 d6 7 a3 0-0 8 0-0 Qe8 9 b4! Bb6 10 Bb2 Qh5 11 Nbd2? (Nc3) Ng4!, with advantage to Black: Leny-Diemer, Bagnaux 1973) f6 5 Ne4 Bb6 6 exf6 Nxf6 7 Ng3 (7 Bg5? Nxe4 8 Bxd8?? Bxf2++) d5 8 e3 Qe7 9 Be2 h5 10 Bd3 Ne4 11 c3 (11 Bxe4 dxe4 12 Nd2 Bg4) h4 12 Ne2 Bg4 13 Nfd4 Nxf2! 14 Kxf2 h3 15 Nxc6 (15 Qxh3 Qh4+) bxc6 16 Qa4 0-0+ 17 Kg3 Bxe2 (17...Bd7 18 Qh4 Bxe3 19 Qh7+ with a clear advantage) 18 Bxe2 Bxe3 19 Bf3 hgx2 20 Bxg2 (20 Kxg2 Rxf3! 21 Kxf3 Rf8+ 22 Ke2 Bxc1+ 23 Kd1 Rf2) Bf2+ 21 Kh3 d4! 0-1: Fleischer-Felbecker, 12th W German corres. ch., 1970/73).

4 Qd5

In the opinion of Krnic and Cvetkovic the best, but it seems to me that both the alternatives discussed below deserve serious consideration, and perhaps should be preferred to 4 Qd5. This may not be too surprising as regards 4 Bf4, which has been the object of much detailed analysis in the past; but the strength of 4 Nc3 may be new to some.

A) 4 Nc3 Nxe5 5 Nxe5 (5 Nd5 Nxf3+ 6 gxf3 Qd8 7 Bf4 d6 8 Rg1 Be6 9 Nc3 c6 10 Qd4 Qb6 11 Qxb6 axb6 12 0-0-0 0-0-0 =, Kesten-Tartakover, 1934) Qxe5 6 Qd5 Qxd5 7 Nxd5 Bd6 8 e4 c6 9 Bf4 Bxf4 10 Nxf4 Ne7 11 0-0-0 0-0 12 Bc4, with advantage to White.

B) 4 Bf4 Qb4+ 5 Bd2 Qxb2 6 Nc3 (6 Bc3?? Bb4 7 Qd2 Bxc3 8 Qxc3 Qc1+ is a classic in the realm of opening traps) with three possible continuations for Black:

[1] 6...Nb4?! 7 Nd4 (Rc1? Nxa2 8 Rb1 Nxc3!, with advantage to Black) Bc5 (7...c5 8 Na4 Qa3 9 c3 cxd4 10 Bc1 Nc2+ and 11...Qe7, with advantage to Black, but White can also play 8 Rb1 Qa3 9 Ndb5 Qa5 10 Nd5 Kd8 11 e4 with the idea of a3, winning) 8 Rb1 Qa3 9 Ndb5 (the Encyclopedia gives 9 Ncb5 Qa5 10 a3, with a decisive advantage) Qa5 10 Nd5!, with a decisive advantage.

[2] 6...Kd8 7 Rb1 Qa3 8 Rb3 Qe7 9 Bf4 with advantage to White: Blaser-Grob, corres. 1966.

[3] 6...Bb4 7 Rb1 Qa3 with two possibilities:

[a] 8 Nd5 Bxd2+ (8...Ba5 9 Rb5!) 9 Qxd2 Qxa2 10 Rd1 Kd8 11 e4 (11 Qg5+ Nge7 12 Nxe7 Nxe7 13 Qxg7 Re8 and whoever understands much of this position is sharp indeed; 12 Qxg7 Re8! 13 Qxf7 f13 Nf6 Nf5 14 Qg5 Qa5+ 15 Nd2 Rxe5! Qa5+ 14 c3 Nxe5! 15 Nxe5 Nxd5 16 Rxd5 Qxc3+ 17 Kd1 Qb3+ 18 Kd2 Rxe5 19 Qf8+ Re8 20 Qf6+ Re7) and White has nothing.

[b] An interesting continuation, which seems killing to me and which I found in Trifunovic's invaluable, exhaustive two-volume work, is 8 Rb3 Qa5 9 a3!, and Black, however he plays, seems to be through.

4...f6

(4...d6 5 Bg5 f5 exd6 cxd6 6 Bg5 Nf6 7 Qd2 d5 8 Nc3 Be6 9 e4 0-0-0 10 Be2 h6 11 Bxf6 Qxf6 12 Nd5, with advantage to White: Sjostam-Lundin, Stockholm 1932) Qe6 6 Qxe6 Bxe6 7 exd6 Bxd6 8 Nc3, with advantage to White: Lundin-Spielmann, Stockholm 1932)

5 exf6 Nxf6 6 Qb3 d5 7 Nc3

7 Bf4 Bf5 8 e3 (8 Qxb7 Qb4+ 9 Qxb4 Nxb4 with compensation) 0-0-0 9 Bb5 Qc5 10 Bxc6 bxc6 11 Nd4 Bd7 12 Nd2 Qa5 13 Qd3 c5 14 N4b3 Qb6 15 e4 with a slight advantage to White: Spielmann-Lundin, Stockholm 1932)

7...d4

The continuation recommended by the Encyclopedia, which loses another pawn without compensation. Personally, it seems so incredible to me that there should be nothing better (in view of the existing material situation) that I have undertaken to analyze a different line--just to see what comes out--

7...Bd7?! (DIAGRAM) (if you must give up a pawn, at least try to avenge the loss in a useful way). Now White has four choices:

A) 8 Nxd5?! Nxd5 9 Qxd5 Nb4 10 Qd2 (after 10 Qb3 Qe4! 11 Kd1 Bf5!, Black's advantage would be decisive, and the tactical 11 Ng5?! Nxc2+ 12 Kd1 Qd4+ 13 Kxc2 Bxf5+ would fail; after 10 Qd1, 10...Bf5 11 Nd4 0-0-0 or, better, 10...Qe4, with the idea 11 Nd4 Dxd4!) Qe4 11 Kd1 (11 Nxd4? Qxd4) Bf5, with the idea Rd8.

B) 8 Qxb7 Rb8 9 Qa6 Nb4 10 Qxa7 Rd8 11 Qxc7 (11 Kd1 Ng4; 11 Nd4 c5 12 a3 cxd4 13 axb4 dxc3 14 bxc3 Qe5 15 Bd2 f15 Qe3 Ne4!) Nxc2+ 12 Kd1 Ne4 13 Nxd5 f13 Rb1? Nxf2+! f13 Be3 Nxa1! Ba4! 14 Qxe7 Bxe7, winning.

C) 8 Bg5 Na5! 9 Qa3 (9 Bxf6 Nxb3 10 Bxe7 Nxa1 11 Bxf8 Rxf8 12 Nxd5 0-0-0 13 Ne3 Bf5!) Qxa3 10 bxa3 c6 11 Nb1 (11 a4 Bb4 12 Bd2 Nc4 ->) Nc4 12 a4 Ne4.

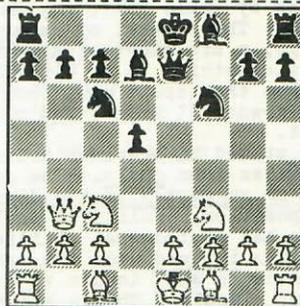
D) 8 Nb5! 0-0-0 9 Bg5! (9 Nbd4 Nxd4 10 Nxd4 c5 11 Nf3) and Black, now, will have reason to worry; for example, after 9...Be6 will come 10 Nbd4 after which White will have excellent prospects. In any case, just as the interesting 7...Bd7?! is the result of a half-hour of meditation (and a bit more for analysis), still more interesting ideas will come to those who spend a little time on these extremely complex lines.

8 Nb5 Bg4 9 Nbxid4

After 9 Bf4 0-0-0 10 Bxc7 (10 0-0-0? Ne4 11 Bg3 g6 12 Nfxd4 Bh6+ 13 f4 Nxd4 14 Rxd4 Rxd5 15 Nxd4 Rd8, Black has the advantage: Lundin-Stoltz, Stockholm 1932) Qb4+ 11 Qxb4 Bxb4+ 12 c3 dxc3 13 bxc3 Bxc3+ 14 Nxc3+ Kxc7 + =

9...Nxd4 10 Nxd4 0-0-0 11 c3 with advantage to White. ♠

from L'arcimatto (Circolo Scacchi Bovisa, Milano), no. 8 April 1981. Translated by David P. Babcock.

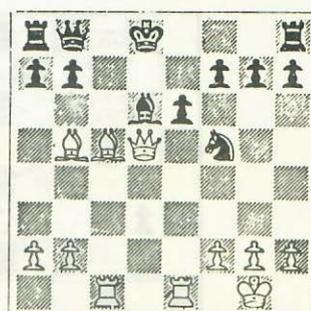
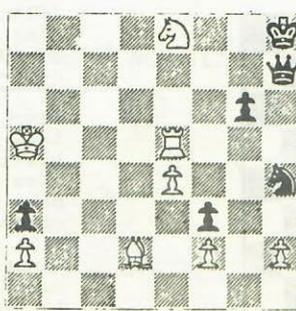
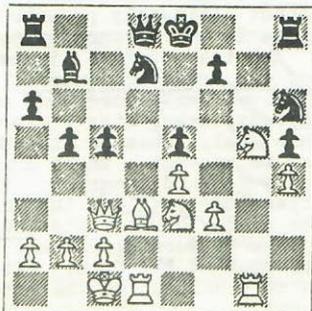


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WHITE TO PLAY AND WIN. These may be from play or they may be studies. Answers on page 13.



Tom Sharkey



Carlson On the End Game

USCF Master Curtis Carlson

I will not complain again about the Bull-etin's editing policies, except to say that I would dearly love to see the as-submitted articles published alongside the edited version so the readers themselves could compare the two. It could not help but remind one of a "before and after" television commercial, only backwards.*

I will also not bother to respond to those who accuse me of "conceit," when in fact my passion is for truth and justice on the chessboard, as in life. Conceit I consider a foolish thing; but more foolish still is that false modesty that vainly attempts to conceal that which all facts tend to prove.

This ending was shown to me between rounds at a recent local tournament during CSCA president Randy Siebert's long-winded, seemingly endless players' announcements, which as usual evoked numerous remarks in the vein of "anyone got a ripe tomato?" The analysis was being done by Brian Wall, Ray Haskins, and Chuck Johnson. Their level of understanding was, unhappily, a bit short of Averbach's. This may have something to do with the fact that among them they spent more than ten years in the third grade. I hope I can now steer them straight.

As I've stated in previous articles, end-game play derives from goals. The goal is always implied or suggested by the demands of the current position. Political analyst Theodore H. White has stated that political strategy is often imposed upon the candidate; he has no choice in what issues to raise or how to present himself. Things are very much

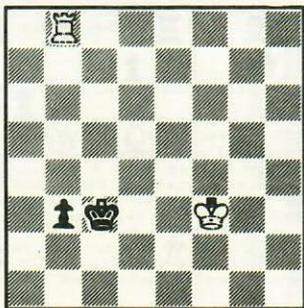
like this in chess. The more accurately one can interpret the positional landmarks and their demands, the fewer choices there will be (i.e., bad choices are eliminated). Very often the player has no choice at all about what goals to pursue and which methods to use.

Black's objective here is obvious: promote his pawn and win White's Rook and achieve a draw. White's goal is to win Black's Pawn for nothing. As usual, the goals are conflicting and someone will go home unhappy. The Pawn, well escorted by its King, is only two moves from promotion. If both King and Pawn were moved back to the fifth rank the whole position would be much weaker. Strength in chess often depends upon how fast effective threats can be created. In addition, White's King is not well placed, though it could be much worse off than it is. If White could complement his Rook by occupying or controlling a square in the Pawn's path the win would be effortless. Hence the suitable goal: approach the Pawn with the King. The moves K-K2 and K-K3 suggest themselves.

Of paramount importance to Black is the mobility of the Pawn--its speed and freedom to move forward. Since he is only three moves from promotion (P-N7, K-B7, P-N8), White must act quickly if he is to frustrate Black. Likewise Black must act with haste to have a chance to get what he wants. Time is on the utmost importance for both sides, and accuracy is imperative.

The key factor, as stated, is the mobility of Black's Pawn. If White can hinder or slow down this advance he will gain the necessary time to attack the Pawn with the King and win it. To maintain mobility Black must control both squares in front of the Pawn (Black cannot ultimately promote unless his King assists in the advance by occupying QB7 or QB8). And the struggle hinges on this: control of the critical squares.

What Black wants more than anything is simple, speedy, easy, straightforward progress towards his goal. This is what White will do his utmost to prevent. There are two ways to slow Black's forward progress: 1) control or make inaccessible to Black the critical squares he needs; or 2) create interference with the Pawn by forcing Black's King onto a square in front of the Pawn. (Pieces are sometimes more helpful to the other side than to their own.)



With this issue the Bulletin introduces its tear-out centerfold, intended to allow chess players to remove calendar and directory information and post it for handy reference without damaging the reference value of the Bulletin. In this issue and in the future, all calendar and directory items will appear in this section.

ORGANIZERS PLEASE NOTE the following Bulletin and Newsletter publishing schedule. Pay particular attention to submission deadlines. Editors will try to accommodate information received after the deadlines, but can make no promises.

BULLETIN

submissions	mailing	coupon	mention
Jan 15	Feb 15	No Colo	Colo Class
Apr 15	May 15	Dvr Open	Colo Open
July 15	Aug 15	Estes Park	December
Oct 15	Nov 15	Bldr Open	GNE Mile Hi

NEWSLETTER

submissions	mailing	coupon	mention
Dec 1	Jan 1	GNE Mile Hi	No Colo
Mar 1	Apr 1	Colo Class	Dvr Open
Jun 1	Jul 1	Colo Open	Estes Park
Sep 1	Oct 1	December	Bldr Open

Organizers of the eight major tournaments listed should pay particular attention to the submission deadlines.

COMMITTEE WORKERS SOUGHT

As discussed in the editorial, CSCA needs chess players to work on its various committees. Even one hour a month helps. Committees are:

- | | |
|---------------------|------------------|
| Bulletin | Hospital/Library |
| Scholastic Chess | Publicity |
| Prison | Fund Raising |
| Tournament Planning | Club Development |

Please feel free to call Randy, 444-6754, if any of these topics interests you.

Dick Lazaro



FIRST ANNUAL ESTES PARK OPEN

October 10 + 11

Sponsored by CSCA with personal donation from Ruth Wylie.

Come and enjoy a beautiful fall weekend in and around the Estes Park - Rocky Mountain National Park area while competing in this new major Colorado chess event.

Special hotel rates, many activities planned for friends and family!

4 round Swiss System Tourney - NON ELIMINATION

Three USCF rated sections plus special Newcomers tourney for unrated players(may be rated)

Over \$1100 in guaranteed prizes, much more if entries permit.

SITE: The Inn at Estes Park, on Hwy 34 east of town.

Open: Entry Fee \$22, under age 18 only \$18. \$300-1st, \$150-2nd, \$100-3rd. All guaranteed. Best under 2100-\$100, top 2 performances over rating - \$50 each, biggest upset-\$30.

PREMIER (Under 2000): EF \$18, under 18 only \$14. \$175-1st guaranteed, \$100-2nd, \$50-3rd, Under 1800-\$50, top 2 performers over rating-\$40 each. Biggest upset-\$20.

RESERVE: (Under 1600 + Unrated): EF \$14, Under 18-\$10. Unrateds with over 1200 strength pay half entry. Others should play in Newcomer's. \$100-1st, \$60-2nd, \$40-3rd, Under 1400-\$40, Under 1200-125, top performer over rating-\$25 Best unrated-\$40.

NEWCOMERS: Open to unrated players and players under 1200. EF \$8, Under 18 \$4. Prizes depending on entries, 1st-Best Junior guaranteed. Fees lower if not rated.

SPECIAL PRIZES: Donated by Imprint Capablanca and other sponsors. Most Brilliant Game - \$30 Best Junior - \$20, plus special awards to: Best Local Player, Best Local Junior player, and Best Game in EACH round.

TIME CONTROL: Round 1-40/90, 15/30 with adjournment after 55 to allow time in mountains, Rounds 2-4, 40/2, 25/60. Newcomers: 1/30, 1/1, 6/30.

SCHEDULE: Op, Prem, Res: 10:30-7, 10-3:30 Newcomers: 10:30-12:30-3:00-5:00.

ALL: Fees for rated players are \$4 more after 10/7. Minimum 3 entries per prize category, must score 1/3 of points possible in Over The Board (OTB) games. All listed prizes will be given; at least 1/2 of each non gtd prizes will be paid(full amounts based on 100).

Hotel Rates: Special to players. \$32 single, \$36 for 2 or more (pack em in). Reservations: 303-572-0795

ENTRIES: Checks to CSCA, c/o R. Siebert, 2939 Marine, Boulder, CO,80303, must receive by 10/7 for adv. rate.

LIMITED SMOKING

MEMBERSHIPS: USCF + CSCA required in Op, Prem, Res (Dues included in price for Newcomers). USCF - \$20(\$10 jr), tournament only-\$4(\$2) CSCA - \$8(\$4), tourn. \$2(\$1). Combined annual-24\$(\$12).

INFO: 303-444-6754

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TOTAL-REMITTANCE ENCLOSED \$ _____	Tourney
*Net of affiliate fee, if paying CSCA dues also	Date of birth _____ phone#-_____

calendar

DCC 1-round-a-week Swiss tourneys begin the first Monday and Wednesday of each month. Mondays are restricted to below 1800 (below 1600 in September); Wednesdays are open to all players with published ratings. Call DCC for more information.

Sep 19 Colorado Speed Chess Championships. Information at centerfold.

Sep 26 Colorado Student Individual Championships. Details not available at press time.

Oct 5 DCC under-1800 Swiss, first round. 4-SS. TL: 40/90, 30/60. Prizes per entries. EF; \$5,\$8. Reg: 7:30 PM; all subsequent rounds start at 7:30.

Oct 7 DCC Open Swiss. Same as above, but open to all with published ratings.

Oct 10-11 Estes Park Open. Information and entry coupon at centerfold.

Oct 17 DCC 30-minute tourney. TL: 30/G. Reg: 9:45 AM. EF: \$3,\$5.

Oct 24 DCC 30/30. 4-SS. Prizes per entries. EF: \$5,\$7. Reg: 9:30 AM. Rated.

Oct 31-
Nov 1 Packer Open. Information at centerfold.

Nov 7 Hi Plains Open. Date tentative. See next Newsletter for format.

Nov 14 Fort Collins Championship. Tornado. 4-SS. Prizes: \$50 1st (+\$25 to best Fort Collins entry); others based on entries. Reg: 8-8:45 AM. Rds 9-12-3-6. TL: 40/1,20/30. 202 Lory Student Center, CSU. Entry: Ken Smith, 3717 S. Taft Hill #47, Fort Collins 80526 (226-1436)

December Watch the Newsletter for details on a new-format tournament to replace the Junior-Senior. It will include a closed section for the top players.

directory

AURORA Beck Center, 17979 E 6th Ave, Tues 6:30-9:30, 341-4420

BOULDER Moore Realty, 3004 Arapahoe (NOTE NEW LOCATION), Wed 6:30-10:30, 444-6754--see below

COLORADO SPRINGS LDS Building, Garden of the Gods Rd. & I-25 (next to Tommy Wong's, Tuesdays 7:30, 685-5048

C.S.U. Student Center, C.S.U., Ft. Collins, Mon 7:30

C.U. University Memorial Center, Boulder, Thurs, 7:00

DENVER 1290 Williams, 7 days a week; Swissses start 1st Mon & Wed monthly. 322-0168

ESTES PARK 249 Moraine Ave, Gaslight Pub, Sundays 7-12 PM

GLENWOOD Hotel Colorado, Wednesdays 7 PM. Call Bob at 945-8366.

SPRINGS

GOLDEN 300 Club, 2400 East Street, Saturday noon, 278-0429

GRAND JUNCTION American Lutheran Church, 1350 North 7th, Sundays at 6:30

GREELEY Community Building, 7th St & 10th Ave, upstairs, Thurs 7-10

LOVELAND Loveland High School Library, Thurs 7:30

NORTH JEFFCO Secrest Recreation Center, 66th & Pierce, Arvada, Thurs 7:00

PUEBLO National College of Business, 330 Lake Ave, Wed 7:00. Harold Long, 544-4746

NEW CHESS CLUBS-- JOIN ONE IN YOUR AREA

Chess interest in the metro area has increased recently so that several new clubs have been formed. These groups need the support of area players in order to grow. They are looking for PLAYERS, not organizers. Call:

SOUTH DENVER (Lakewood/Littleton/Englewood): Dan Hilliard (989-3095) or Jim English (798-5606)

NORTH DENVER (Northglenn/Thornton): Ray Meester (451-1567) or Richard Klabunde (427-2534)

EAST DENVER (Aurora): Dan Boehmer (344-9101) or Tom Halvey (752-1255)

NORTHWEST (Arvada): Al Kriznar (429-4990)

Watch local papers for announcements about club meetings.

1981 COLORADO SPEED CHESS CHAMPIONSHIPS

Cosponsored by the CSCA, the Boulder Chess Club and the CU Chess Club.

Saturday, September 19
University of Colorado, UMC Room 159.

Registration:(at site only): 10-1045 a.m.
(After 11 parking will be scarce due to CU football game).

Blitz, rapid transit, or 5 minute games.

Round Robin finals with RR or SS preliminaries if necessary.
12-14 games should decide titles.

This year offering 4 divisions + many more guaranteed prizes so all players may compete and enjoy.

Open: \$8 entry, \$100-1st, \$50-Under 2000

Reserve:(Under 1900) - \$6 entry, \$60-1st, \$30-Under 1700

Booster:(Under 1500) - \$4 entry, \$40-1st, \$20-Under 1300

Unrateds: \$2 entry, Prize depends on entries. (\$10 gtd) (Unrateds with known chess strength may compete in other divisions)

ALL PRIZES GUARENTEED. NO CASH PAID AT SITE. ALL CHECKS WILL BE MAILED.

Juniors(18 and under), CU students- 25% off entry, pay balance of fee if win prize.

Tournament should end by 3 pm. May be followed by "Bughouse" tourney for teams of entrants. No details available.

Don't miss this fun chess event.

CSCA Board meeting planned for Saturday following tourney-all members invited to attend.

Info: Call Randy 444-6754

EVERYONE BRING CLOCKS + SETS!!

FOURTH ANNUAL ALFERD PACKER OPEN

--Boulder's annual fall weekend Swiss run by the Boulder and C.U. Chess Clubs

to be held: October 31 & November 1.
This is the ONLY weekend the Broncos don't play on Sunday--a great chance to play some chess.

This year using a new format:

5-SS, ONE OPEN SECTION, no clusters!
No lower groups!

Entry fee only \$15, \$12 to juniors

Players compete in open section, but may indicate preference to:

1. avoid players more than 300 points above them
2. avoid players more than 300 points below them
3. willing to play anyone

This allows players to compete against the competition that they want for at least 2 rounds. Low-rateds may play top-ranked entries, or avoid them.

NEW PRIZE SCHEME: Place, class, and point prizes.

PLACE: \$150-100-75-50 all guaranteed.

CLASS: (at least one per class):
Cat I \$30, Cat II \$25, Cat III \$20,
Cat IV \$15, Cat V-VI \$10, Unrated \$30-\$15

PLUS POINT MONEY based on score and entries (\$\$ estimates based on 80 entries, not guaranteed)

	SCORE					
	5	4½	4 - 3½	3	2½	2
\$20	10	-	-	-	-	Masters
25	15	10	-	-	-	Experts
30	20	15	10	-	-	I
35	25	20	15	10	-	II
40	30	25	20	15	10	III
45	35	30	25	20	15	10 IV
50	40	35	30	25	20	15 V-VI

Note: Anyone can win back most of (or more than) the entry fee by simply performing slightly above his rating. Everyone has a definite goal to shoot for.

Comments: Tell Randy (444-6754). The exact details for byes, forfeits, etc are still being worked on.

carpool coordinators

Denver: Alan 322-8284
Boulder: Randy 444-6754
Pueblo: Harold 544-4746

The strongest moves are those which further one's own plan and hinder the enemy plan. Hence White plays:

1. K-K2!

Simple and strong. White furthers his own plan of approaching the Pawn with his King and hinders the enemy plan of advancing the Pawn--if 1... P-N7 2.K-Q1 makes inaccessible the critical c2 square that Black needs. Thus the Pawn is stopped dead in its tracks and falls next move. 1.K-K2? is much weaker as it makes no attempt to control or influence the vital c2 square.

1.... K-B7!

Black subscribes to the same philosophy: hinder the enemy and help thyself. Black's King is magnificently placed of QB7: the Pawn is at last ready to stroll down to the eighth and White's King is up against a stone wall. Pieces like this invite attack.

2. R-B8ch!

White must play this at once, for if Black was able to play ...P-N7 he could answer the Rook check with ...K-N6, avoiding interference.

2... K-N7

The game is over. White has succeeded and Black has failed. The Pawn is robbed of its mobility and White gains the necessary time to advance while Black straightens himself out. The rest needs little comment: 3.K-Q2 K-R7 4.K-B3 P-N7 5.R-R8ch! K-N8 (once again White forces interference) 6.R-N8 (The culmination of White's plan to double up on the Pawn) 6...K-R8 7.K-B2 and wins.

A great deal can be learned from a careful analysis of deceptively simple positions. I recommend that the reader study this ending and variations of it (i.e., the same initial position except with the Pawn at N5, etc.) as it will develop his instinct for position. There can be no greater asset to the chess player than a highly developed intuition. †

*We do not publish the "as-submitted" version on the advice of legal counsel. Ed.

WHITE TO PLAY AND WIN answers (problems p. 7)

1) 1 BxP PxB 2 RxN KxR (if 2...QxR, 3 QxKP+ and 4 QxR) 3 R-Q1+ K-B3 4 RxQ KRxQ 5 P-N4! P-B3 6 QxBP+ K-Q2 7 N-Q5 BxN 8 QxB+ winning (Kupreichik-Lutikov, Sochi 1970)

2) 1 R-R5! (1 B-B3? Q-R2 and 2...QxP; then if 3 N-G6, ...G-N7+ etc) QxR+ (1...PxR 2 B-B3+ K-N1 3 N-B6+) 2 K-N4! (threat B-B3+) Q-N5/R2 (2...N-B4 3 B-B3+ N-N2 4 BxN+ K-any 5 N-B6+ KxB 6 NxQ PxN 7 KxP with a won ending) 3 B-B3+ K-any 4 N-B6+ winning (Troitsky, 1894)

3) 1 QxN! PxG 2 QR-Q1 P-QN3 3 BxB Q-N2 4 B-B8+ K-B2 5 R-Q7+ K-N1 6 R-K8+ Q-B1 7 B-G6++ (Pitel-Lenk, Poland 1967)



THREE BOOKS BY JAMES R. SCHROEDER

Reviewed by IGM Edmar Mednis

LINARES (SPAIN) ALL GRANDMASTER INTERNATIONAL TOURNAMENT 1981; All 66 games; \$2.00

LONE PINE 1980; All 191 games; \$3.25

THE KING'S GAMBIT by "An American Master"; 33 pages, 8½ x 11"; \$3.00

Jim Schroeder, the tireless editor and publisher, has recently come out with three books which should be of interest to Americans. All are neatly done and come with a translucent plastic cover.

Larry Christiansen's result at Linares 1981 -- tying for first with Karpov in an all grandmaster event -- is the first world class result by an American since Robert Byrne's qualification for the Candidates Matches at Leningrad 1973. His wins against Spassky, Portisch and Gligoric are of the highest order. The total of 66 very recent GM games for the cheap \$2 price is a great bargain and is highly recommended.

For many years now Lone Pine holds the distinction of being the strongest GM open tournament in the world. 1980 was no exception with some of the major names being: Dzindzihashvili (the winner!), Miles, Geller, Larsen, Albut, Gheorgiu, Christiansen, Gligoric. Schroeder has published a nice tournament book at a very modest price.

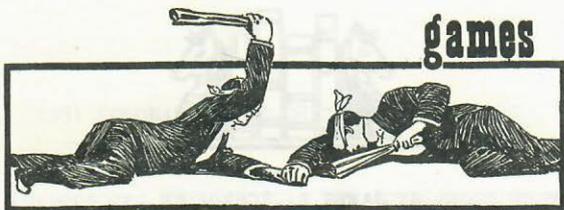
While preparing to do the sections on the King's Gambit for RHM's "Open Games", I came to the conclusion that the theory of this exceedingly complicated opening is in its very infancy. Schroeder's "The King's Gambit" obviously can not be a definitive study of this opening, yet is a contribution toward its theory. It contains 37 games in full and lots of analysis, mostly by a now deceased American master whose name apparently can not be divulged for legal reasons.

All of the above books should be ordered directly from the publisher: James R. Schroeder, P.O. Box 5268, Cleveland, Ohio, 44101. †

COORDINATORS:

carpool: Denver: Alan 322-8284
Boulder: Randy 444-6754
Pueblo: Harold 544-4746

games

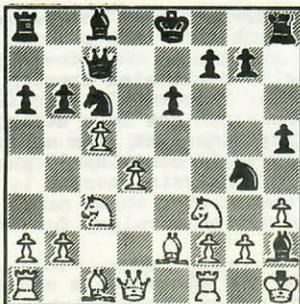


BOULDER TORNADO (RION SWISS) games

annotated by Steve Dillon

J. Samuel- J. Hamblin: 1. e4 e5 2. Nf3 f5!? (Mr Hamblin is the only one outside of Latvia who plays this gambit.) 3. ef e4 4. Nd4 (4. Ne5 offers better chances) Qf6 5. Nb5 Na6 (Now White's knight invites a nice black pawn chain extending from b7 to e4.) 6. g4 (White plays it like a King's Gambit accepted reversed.) c6 7. N5a3 (7. N5c3 is better as the e4 pawn should be shot down as soon as possible. If 7..d5 8. d3) d5 8. d4 h5 9. Be2 Bd6 (Sadistic) 10. Be3 hg 11. Bg4 Bf5 12. h3 Nh6 13. Rg1 0-0-0 14. c3 (Both knights return from the edge now.) Nc7 15. Nc2 Ne6 16. Nd2 Nf4 17. Bf4 Bf4 18. Ne3? (Black had the better game anyway. Hamblin now accepts White's resignation.) Be3 19. fe Qh4+ 20. Kf1 Bg4 21. hg Rdf8+ 0-1

M. Ashby- J.Kindsfather: 1. P-K4 P-Q4 2. PxP N-KB3 3. P-QB4 P-B3! 4. PxP (P-Q4) NxP 5. N-KB3 P-K3? (Black is playing a gambit and so must play more aggressively. Black's compensation lies in the fact that White's QP and development are backward. Black should pile up on his Q5, 5..P-K4! intending QB-N5, KB-B4 etc..) 6.B-K2 (P-Q4) Q-B2? 7. 0-0 B-Q3 8. P-KR3 P-KR4 (..0-0) 9. P-Q4 N-KN5 (Black wastes time threatening nothing.) 10. P-B5 B-R7+ 11. K-R1 P-R3 12 N-B3 P-QN3 (Black is lost, See diagram)



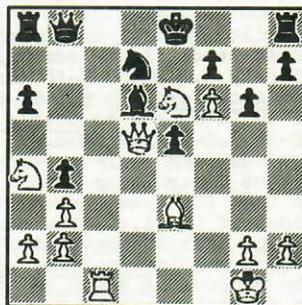
13. P-Q5!

N-Q1 14. P-Q6 QxBP 15. N-K4 Q-B3 16. NxB NxN 17. KxN QxN 18. B-B3 Q-K4ch 19. B-B4! QxBch 20. P-N3 Q-K4 21. BxR and White won (47)

J. Hamblin-R. Sweetman: 1. e4 Nc6 (A blind man's Alekhine's defense) 2. d4 e5 3. de Ne5 4. f4 Ng6 5. Nf3 (5. Be3) Bc5 6. Bc4 Nf6 7. e5 Qe7

(If 7..Ng4 or 7..Ne4 8. Bf7+) 8. Qe2 Ng4 9. Ng5 Nh6 10. Nc3 0-0 11. h4 (11. Nd5 Qd8 12. Qh5!? c6 13. Nf6+ gf 14. Qh6 fg 15. f5 intending 16. fg6, f6, or Bg5; but 12..d6! aiming at g4, e5 is =+) d6 12. h5 Bg4 13. Qe4 Bf5 14. Qf3 (14. Qb7 is playable, i.e.: 14..Ne5 15. fe Qe5+ 16. Ne2 but I think Hamblin would rather offer a gambit than accept one.) Bg4 15. Qg3 (Playing to win.) de! 16. Nd5 Qe8 17. f5! Nf4! 18. Ne4 Qc6! 19. Bf4 ef 20. Qf4 Rae8 (Suddenly all of White's dangerously posted pieces appear over-extended.) 21. f6! Bb4+! 22. Kf2! Qc4 23. fg Qd4+ 24. Ne3 Qg7 25. Ng4 Ng4+ 26. Qg4! Bc5+! 27. Kf3? (Kf1! =) Qg4+ 0-1 A brief tactical melee.

M. Sherbring-C. Stahl, Jr: 1. e4 c5 2. Nf3 d6 3. d4 cd 4. Nd4 Nf6 5. Nc3 a6 6. Bc4 e6 7. Bb3 Qc7?! (7..b5!) 8. Be3 b5 9. 0-0 b4 (Greedy) 10. Na4 Ne4 11. f4 Nc5 (Black leaves his king to die in the center. 11..Be7 was a try.) 12. f5! Nb3 13. cb! (Opening the central lines) e5 14. Rc1 Qc8 (Most commentators would say something about Black being an admirer of Steinitz or having his pieces almost set up for the next game.) 15. Qf3 d5 16. f6! g6 17. Rc8! Qc8 18. Qd5 (Even better than 18 Nb6 though it doesn't make much difference. Black's king is such a sitting duck you can practically hear him quacking.) Nd7 19. Rc1 Qb8 20. Ne6! (Threatening Nc7 or Rc7. It's bleak for Black.) Bd6 (Guarding c7 but White has an ace up his sleeve. See diagram.)

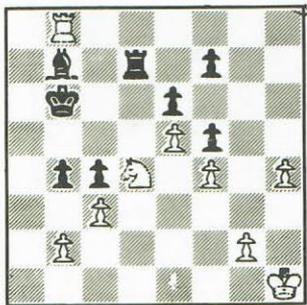


21. Rc8+!! (Wow!) Qc8

22. Qd6 (Black has only one defense to Qe7 mate) Nf6 23. Ng7 mate! Mr Sherbring makes Alekhine look dull.

Buchanan-Sherbring: 1. e4 c5 2. Nc3 g6 3. f4 (3. d4 is no big deal after 3..cd 4. Qd4 Nf6 5. e5 Nc6 6. Qf4 Nh5 7. Qe3 Ng7) Bg7 4. Nf3 e6 5. d4 cd 6. Nd4 a6 7. e5 d6 8. Nf3 d5 9. Bd3 Ne7 10. 0-0 Nbc6 11. a3 b5 12. Kh1 Bb7 (Black is maintaining the option of castling to either side.) 13. Bd2 Qd7 14. Qe2 h5 (Securing f5 and foreshadowing possible k-side violence.) 15. Qf2 Bf8 16. Rad1 (This is a nice centralizing move but ultimately, I think, pointless. 16. Ne2 immediately was better threatening 17. a4 and if b4 18. c3 opening some lines on the queenside.) Nf5 17. Ne2 Nh6

18. Ncd4 Ng4 19. Qg3 Bc5 20. Nc6 Qc6 21. Ng5 Qb6 22. Nh3 0-0 23. Qe1 Qc6 24. Ng5 Rdf8 25. h3 Kb8! 26. Rf3 Nh6 27. Bb4 Nf5 28. Bf5 gf 29. Bc5 Qc5 30. Rc3 Qe7 31. Qe3 Rc8 32. Rdd3 Rhd8 33. Qb6 Ka8 34. Nf3 Rc4 35. Nd4 Rdc8 36. Qa5 Qc7! 37. Qc7 R8c7 38. Rc4 dc 39. Rg3 Be4 40. c3 Kb7 41. Rg5? (As this loses White must keep the rook back to defend.) Kb6 42. Rh5 a5 43. Rh7 (White has no defense to the following fine maneuver.) b4 44. ab 45. Rh8 Rd7 46. Rb8+ Bb7 47. h4 (The knight cannot move due to the resultant infiltration of Black's rook. See diagram.)



Rd4! 48. cb
(Instead of resigning.) Rf4 49. Rh8 Rg4
50. Kg1 Rg2+ 51. Kf1 Rb2 52. h5 Rh2 0-1

D. Baumgardner- T. Hitson: 1. Nc3 (The Baumgardner system- intending to fight with pieces rather than pawns.) e5 2. Nf3 Nc6 3. d4 d6?! (3...ed 4. Nd4 d5) 4. de Ne5 (4...de would be more consistent) 5. e4 Be7 6. Bf4 Ng6 7. Bg3 Nf6 8. Bc4 Be6?! 9. Be6 fe 10. e! Nh5 11. ed cd 12. Nd4 Ng3 13. hg Qd7 14. Qg4 e5 15. Ne6 Bf6 16. Nd5+- Nf8? 17. Nec7+ 1-0

F. Nelson-M. Deschner: 1. e4 e5 2. Nf3 Nc6 3. Bb5 Nd4 (The Tuna variation) 4. Ba4 Nf3 5. Qf3 Qf6 6. Qg3 Bc5 7. 0-0 c6 8. d3 d6 9. Be3 Bb6 10. Nc3 Be6 11. Nd5! Bd5 12. ed Rc8 (12...Ne7 13. Bg5) 13. f4 Ne7 14. Bb6 ab 15. fe Qe5 16. Qe5 de 17. d6! Nd5 18. d7+ Kd7 19. Rf7+ Kd6 20. Rg7+- b5 21. Bb3 b6 22. Rf1 Rce8 23. Rff7 (Nimzovich would love it) h5 24. Rd7+ Kc5 25. Bd5 cd 26. Kf2 b4 27. Ke3 Ra8 28. Ra7 Ra7?! 29. Ra7 Rg8 30. g3 Rf8 31. Re7 Kd6 32. Rh7 Rf5 33. Rh6+ Kc5 34. Re6 Rg5 35. Rf6 h4 (Kb5) 36. Kf3 hg 37. hg Rh5 38. Kg2 b5 39. g4 Rg5 40. Kg3 Rg8 41. Rf5 Kd4 42. g5 Rc8 43. g6! Rg8 44. Rg5 e4 45. de Ke4 46. Kf2 Rf8+ 47. Ke2 Re8 48. Kd2 d4 49. g7 Rg8 50. Rg4+ Kd5 51. Kd3 Ke5 52. Rg5+ Kf6 53. Rb5 Rg7 54. Rb4 1-0
Mr Nelson gives a chess lesson.

D. Yoshinaga-K. Redhorse: 1. c4 e5 2. Nc3 Nf6 3. g3 Nc6 4. Bg2 d6 (4...Bb4) 5. Nf3 Be6?! 6. b3 (6. d4!, if 6...Bc4 7. d5 Nd4 (forced)) 8. Nd4 ed 9. Qa4+ Qd7 10. Qc4 dc 11. Qc3 Be7 12. Be3 (intending Bd4) Ng4 13. Bd4 Bf6 14. Bf6 Nf6 15. Rcl Rc8 16. Qe3+ Qe7 17. Qa7 winning. But as Larry Evans sez: "Distrust all long

analysis.") d5 7. cd Nd5 8. 0-0 Bd6 9. Bb2 Qf6? 10. Nh4 g5 11. Bd5? gh? (It seems to me that 11...Bd5 12. Nd5 Qe6 snags a horse.) 12. Ne4 Qg6 13. Be6 Qe4 14. d3 Qg6 15. Bh3 Rg8 16. e4! (Who needs d4?) Nd4 17. Bd4 ed 18. Bf5 Qh6 19. g4? (Qf3) Qf4 20. Re1 Qh2+ 21. Kf1 h3? (21...Bb4!, if 22. Re2 Qh1 good-bye) 22. Qf3 (--and White is safe!) h5 23. e5 Be5? 24. Re5! and White won (45).

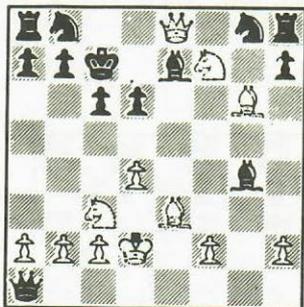
C. Stahl, Jr- K. Redhorse: 1. Nf3 d5 2. g3 Nc6 3. Bg2 e5 4. d3 Be6 (4...Be7) 5. Nbd2 Nf6 6. 0-0 Be7 7. e4 (7. Ng5) de (7...h6 was better. There was no reason to release the tension.) 8. de Bd6? (...0-0) 9. b3 Nd4? 10. Bb2 (10 Nd4 ed 11. f4 gives White a good initiative.) Nf3 11. Qf3 0-0 12. h3 Qd7 13. Kh2 a5 14. g4 Ne8 15. Qe2 (15. a4) a4! 16. Rad1?! ab 17. ab Ra2 18. Rb1 f6 (18...b5) 19. Nc4 Qc6 20. Nd6 cd 21. f4 Nc7 22. f5 (I guess nobody likes tension anymore.) Bf7 23. Rfd1 Rd8 24. c4?! b5! 25. Bf1 bc 26. bc Na6 (...Rb8) 27. Ral Ral 28. Ral Nc5 29. Rc1 h6? (...Qe4!) 30. Bg2 Rb8 31. Ba3 Rb3 32. Bc5 Qc5 33. Qa2 Qe3 34. Qa8+ Kh7 35. Ral? Rb2? (35...Qg3+ 36. Kh1 Rb2 37. Rg1 Bc4 (threatening Bf1!)) 38. Qe8 Bg8 looks good for Black; White's bishop is an ugly dog.) 36. Qa3 Qf2 37. Rg1 Bc4 38. Qg3 Qg3 39. Kg3 Rd2 40. Rcl Bg8 41. Bf1 d5 42. ed Bd5 43. Rc8 Bf7 44. Rf8 Rd7 45. Bb5 Re7 46. Kf3 Bd5+ 47. Ke3 Bg2? (47...g6) 48. Be8! h5? (48...Re8 hangs tough.) 49. Bg6+ Kh6 50. Rh8+ Kg5 51. Rh5 mate

T. Hitson-D. Furtney: 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6 5. Bd3 Bb7 6. f3?! (The normal move is 6. Nf3) c5 7. Nge2 d5 8. a3 cd 9. Nd4 (After 9. ed the e3 square looks a bit silly. A better try, however, might have been 9. ab dc 10. bc with a better ending should Black play 10...dc 11. Bc4 Qd1+.) 9...Bc3+ 10. bc e5?! (10...0-0) 11. Nf5 g6 (...0-0) 12. Ng3. (12. Nh6!) 0-0! 13. cd Qd5 14. c4 Qe6 15. Bb2 (15.0-0 followed by a4 and Ba3 threatening a5 or c5) Na6 16. 0-0 Nc5 17. Be2 Rfd8 18. Qc2 Ne8 19. Rad1 Nd6 (...Bc6) 20. f4 (Opening both long diagonals) e4? (20...ef! 21. ef (21. Rf4 Qe3+ 22. Rf2 Nce4; 21. Qc3 f6 22. Qf6 (22 Rf4 Nde4) Qf6 23. Bf6 fg 24. Bd8 gh+ 25. Kh2 Rd8 7) ..Nde4) 21. Qc3 f6 22. Qf6 Qf6 23. Bf6 Rd7 (Black is up the creek.) 24. Bg4 Nf5 25. R5 Rd7 Nd7 26. Bd4 Ng3 27. hg Nc5 28. f5 Nb3 29. Bc3 Rd8 30. fg Bc8 (Oops!..hg is answered by 31. Be6+ Kh7 32. Rf7+ and Rb7) 31. gh+ Kh7 32. Rf7+ Kg6 33. Rg7+Kh6 34. Bc8 Rc8 35. Ra7 Rc4 36. Be5 Rcl+ 37. Kh2 Nc5 38. Bf4+ Kg6 39. Rc7 Ral 40. Rc6+ Kf7 41. Rb6 Ra3 42. g4 (42. Bd6) Nd3 43. Kg3 Ra2 44. Rd6 Ne1 45. Rd4 Kg6 46. Re4 Rg2+47. Kh4+ Nf3+48. Kh3 Rg1 49. Rb4 Ng5+ 50. Bg5 (Otherwise Black draws by perpetual) Kg5 51. Rb5+ Kg6 52. e4 Re1 53. Rb4 Kg5 54. Kg3? (54. Kg2 Kg5 55. Kf2 Ral 56. e5 Ra2+ (56...Ra5 57. Re4+-) 57. Kf3 Ra3+ 58. Ke4! Kg4 59. e6 Kg5 60. Ke5 Re3+ 61. Kd6 Rd3+ 62. Ke7 Re3 63. Kd7 Rd3+ 64. Ke8 Kg6 65. e7 Kg7 (A Lucena position) 66. Rg4+ Kh7 67. Kf7 Rf3+ 68. Ke6 Re3+ 69. Kf6 (Whites threatens Rg5-e5) Rf3+ 70. Ke5 Re3+ 71. Re4! winning) Rg1+ 55. Kf3 Rf1+ 56. Ke2 Rf4 57. Rb5+ Kg4 and 1/2-1/2 in seven moves

J. Serandos-G. Courtois: 1. e4 c5 2. Nf3 Nc6 3. d4 cd 4. Nd4 Nf6 5. Nc3 d6 6. Bg5 e6 7. Qd2 Be7 8. 0-0-0 a6 9. Kb1 (Usually played eventually but here White could try 9. f3 intending g4-Bc3-g5 or 9. f4) h6 10. Bh4 Qc7 11. f3 0-0 (11..Ba7 followed by 0-0-0 is another idea.) 12. Bf6 Bf6 13. Nc6 bc 14. Qd6 Qb6! (This type of gambit is a common weapon in Black's Richter-Rauzer system.) 15. Qa3 Rb8 16. Na4 Qa5 17. c3 (Black was threatening Rb2+!) Rb7! (Idea: hit White's queen where it hurts with Be7.. 18. b4 fails to Bc3) 18. Kc2!? Be7 19. b4 Qe5 (The Q is well placed here.) Ba6?! (Walking into a cruel pin on the a-file.) 20. Nb2 might have been attempted, if 20..c5 21. Qa5!) 20.. Ra7 21. Bc8 Rc8 22. Qb3 Rca8 23. Nb2 Ra2 24. Kc1? (Overlooking Black's threat. 24. Rd3 would have continued the fight.) R8a3! 25. Nd3 Bg5+! 26. Kb1 (Oh, well) Rb3+ 27. Ka2 Qc3 0-1

H. Lestinsky-B. Wall: 1. e4 c6 2. d4 d5 3. Nc3 (3. Nd2 allows White to react to 3..g6 more flexibly.) g6 4. Be3 Nf6 5. f3 (Preventing Ng4) de 6. Ne4 Nbd7 7. Bd3 e5= 8. Qe2 Ne4 9. Be4 Bg7 10. 0-0-0 0-0 11. de Qa5! 12. a3 Ne5 13. Bd4 Qc7 14. h4 f5! 15. Bd3 Nd3 16. Rd3 Qf4+ 17. Qe3 Qe3+ 18. Be3 Be6 (On move 14 Black obtained the two bishops which he now utilizes in an instructive manner.) 19. h5 Rfe8 20. hg hg 21. Bf2 b6 22. Nh3 Rad8 23. Rd8 Rd8 24. Ng5 Bd5 25. Rd1 Bf6 26. Nh3 g5 27. Bg1 g4 28. Nf4 Bf7 29. Rd8 Bd8 30. fg fg 31. g3 Kg7 32. Bd4+ Kh6 33. Kd2 Kg5 34. Kd3 Kf5 35. Ng2 Bc7 36. Ne3+ Kg5 37. Nf1 Bg6+ 38. Kd2 Be4 39. Bf2 Bf3 40. Be3+ Kf5 41. Bf2 Bd8 42. b4?! (This can only be a weakness.) Bg5+ 43. Be3 Be7 44. Bf4 Ke4 45. Nh2 b5 46. c4? (Losing outright-- 46. Be3 was playable.) bc 47. Kc3 Kd5 48. Nf3?! (Trading material and giving Black a passed pawn.) gf 49. Be3 Bf6+ 50. Kd2 Bd4 51. Bf4 Ke4 52. g4 Be3+! 53. Be3 c3+ 54. Kc3 Ke3 0-1

e3! (a useful move, as Black temporarily blocks the diagonal of White's QB, and forces White to sacrifice the other rook) 11 Bxe3 Qxal 12 Nf7+ Kc7 13 Qe5+ (probably the best try; White will penetrate the Black position with his queen, win back some material, and force the Black king out from behind. The alternative is Qg5, threatening Qd8+, but it comes up short against best play by Black. For example, 13 Qg5 Be7! 14 Bf4+ Kb6 15 Na4+ Ka6 16 Bd3+ b5 and Black is safe, or 16 Bc7?! b6! (not ..Bxg5 17 Bd3+ b5 18 Nc5++) and again Black is safe) d6 14 Qe8 Bg4+ 15 Kd2 Be7



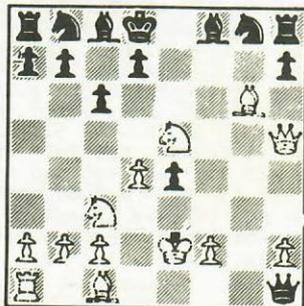
16 Bf4 (threatening 17 Bxd4+ Bxd6 18 Qd8++) Na6 17 Qxa8 Hxg 18 Bxd6+ Kd7 19 Bxe7 Nxe7 20 Qxh8 Qg1 21 Qd8+ Ke6 22 Ng5+ Kf5 23 Ng4 Ke6 24 Ng5+ 1/2-1/2 (Neither side can avoid the repetition. A brilliant, hard-fought game that is essentially error free)

GNE Mile High Rd 3 Open Lynn-Jellison 1 Nf3 Nf6 2 g3 g6 3 Bg2 Bg7 4 0-0 0-0 5 d3 d5 6 Nbd2 c5 7 c4 d4 8 b4! (white transposes the game into a Benko Gambit with colors reversed. He will have strong pressure on the queenside because of the h1-a8 diagonal and the a- and b-files) cxb 9 a3 Bxa 10 Rxa3?! (10 Bxa3 is better, for then the bishop doesn't block the more important b-file, and it will support White's knight on c5 after Nb3-c5) Nc6 11 Bb2 Bg4 12 h3 Bxh3 13 Bxh3 Qd7 14 Kh2 Rfb8 15 Qb3 g5? (Black tries to find counterplay, but this severely weakens his kingside. 15..h5 would be better) 16 Qb5 g4 17 hxg Nxc4+ 18 Kg2 N4e5 19 Rh1 a6 20 Qb6 Qd8 21 Qxd8+ Rxd8 22 Be4 h6 23 Nb3 e6 24 Nc5 Bf8 25 Nxb7 Bxa3 26 Nxd8 Bxb2 27 Nxc6 Nxc6 28 Bxc6 Rb8 29 Rxbh8 Rb6 30 Bd7 Rb7 31 Ba4 Bb4 32 Bd7 Rb7 33 Ba4 Bc3 34 c5 Rc7 35 c6 Kf8 36 f4 Ke7 37 g4? Bd2 38 Rh8 Kd6? (better is 38..BxP 39 Ra8 Kf6) 39 Kf3 Kc5 40 Rb8 f5? (allowing White to create a protected passed pawn is a mistake. Kd5 is better) 41 g5 e5 42 g6 Bxf4 43 Rb7 Rc8 44 c7 Kd6 45 g7 Bh2 46 Rb8 1-0

G.N.E. MILE HIGH OPEN games

(annotated by Randy Canney)

GNE Mile High Rd 4 Open Lestinsky-Hamblin 1 e4 e5 2 Nf3 f5?! 3 Bc4 (the sharpest move. Both Nxe5 and ef give White a small advantage) fe 4 Nxe5 Qg5 5 d4 Qxg2 6 Qh5+ g6 7 Bf7+ Kd8 8 Bxg6 Qxh1+ (White has a strong attack for the sacrificed material, and Black is lagging in development) 9 Ke2 c6 (Black creates an escape square for his king) 10 Nc3



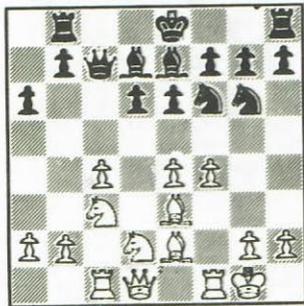
GNE Mile High Rd 2 Open Lynn-Pressnall 1 d4 Nf6 2 c4 Nc6?! 3 Nc3 e5 4 d5 Ne7 5 Nf3 d6 6 e4 Ng6 7 g3 Be7 8 h4 h5 (Black must prevent h5, but now his pawn will become a weakness, and White works to win it) 9 Be2 Ng4? (9..Bg4 is better) 10 Nh2 Nf6 11 Bg5 Nh7 12 Bxe7 Nxe7 13 Bxh5 Nf6 14 Bf3 Neg8 15 Qd2 Bd7 16 0-0-0 Nh6 17 Qe2 Qc8 18 Bg2 b6 19 f3 a5 20 Nf1 Nh5 21 Qf2 g6 22 Nd2 Qa8 23 Bh3 Ke7 24 Bf1 Qc8 25 Ne2 a4 26 g4 Ng7 27 g5 Ng8 28 f4 (White has effectively forced back Black's pieces and now breaks through) a3 29 b3 Qa6 30 Fxe dxe 31 Nf3 Kd6 32 Nxe5! 1-0

GNE Mile High Rd 4 Reserve Stone-Adamson 1 e4 c6 2 d4 d5 3 Nc3 dxe 4 Nxe4 Bf5 5 Ng3 Bg6 6 Nf3 h6 (Black weakens his kingside before he is forced to by h4) 7 Bc4 Nf6? (7...e6 would prevent the destruction of Black's kingside that follows) 8 Ne5 Nd5 9 Nxc6 fxc6 10 Qg4 g5 11 Qh5+ Kd7 12 Bxc5 Qb6 13 0-0-0 Nf6 14 Qh3+ Kd8 15 Bxf6 exf6 16 Qe6 Nd7? 17 Rhei Kc7 18 Ne4 Bb4 19 c3 Rhe8 20 Qg4 Bf8 21 Be6 Rad8 22 Qg3+ Kc8 23 Nc5 Qc7 24 Bxd7+ Rxd7 25 Rxe8+ Rd8 26 Qxc7+ Kxc7 27 Ne6+ 1-0

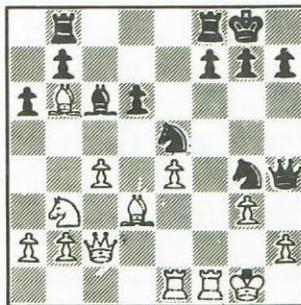
GNE Mile High Rd 1 Reserve Towbin-Ogden 1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 exd Nxd5? 6 Bxd5? (Black's last was a mistake, as his f7 square is weak, and White will continue to have pressure on the a2-f7 diagonal. Better is 5...Na5. White, however, misses his chance to open the game advantageously with 6 d4, and instead trades his strong, attacking bishop for black's knight) Qxd5 7 0-0 Be7 8 Nc3 Qd8 9 Nf3 0-0 10 h3 Re8 11 Re1 Bc5 12 Na4 Bf8 13 d4 exd4 14 Rxe8 Qxe8 15 Nxd4 Nxd4 16 Qxd4 Qe1+ 17 Kh2 Bd6+ 18 g3 Bd7 19 b3 Bc6? 20 Bb2! (Black must now lose a piece, as his queen is attacked and mate is threatened) Qe5 21 Qxe5 Bxe5 22 Bxe5 Re8 23 Re1 f6 24 Bc3 Rxe1 25 Bxe1 Bxa4 26 bxa axb 27 g4 g6 28 Bd2 Kf7 29 Kg3 Ke6 30 h4 and White won

COLORADO CLASS CHAMPIONSHIP games

Colo Class Ch Rd 1 Master/Expert Morris (IM) - Hammersmith (Candidate IM) 1 e4 c5 2 Nf3 e6 3 d4 cd 4 Nd4 Nc6 5 Nb5 d6 6 c4! a6 7 N5c3 Nf6 8 Be2 Be7 9 0-0 Qc7 10 Be3 Rb8??! 11 Nd2 Bd7 12 Rcl Ne5 13 f4 Ng6 (It's hard to believe an IM could lose this position to a Candidate Master! In fairness to Walter, it must be mentioned that he arrived only shortly before the round was to begin, after a gruelling bus trip. Walter tends to lose about 200 points in playing strength whenever he comes to Colorado. This is probably due to his habit of staying with a weak player during his visits here)



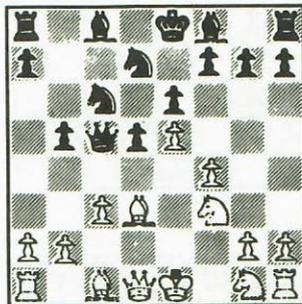
14 Nb3 0-0 (14 b4 0-0 15 Nb3 followed by c5 looks attractive) 15 Bd3 Bc6? (obviously overlooking White's next move. Better was 15...b6 followed by Qb7-Bc6-Rfd8) 16 Nd5! Qd7 (16...ed? 17 cd leaves Black's position shattered) 17 Ne7+ Qe7 18 Qc2? Ng4 (18 Nd2! followed by g4 or c5 is better) 19 Bb6 e5! (suddenly White has lots of weak squares on the kingside) 20 fe?? N6e5 (20 f5! Nf4 21 g3 leaves White in control) 21 Rcl Qh4! 22 g3??



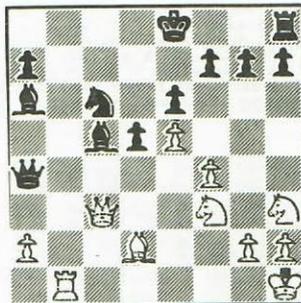
Qh2! -- (22 h3?! Qg3! 23 hg Qd3 --) 23 Qh2 Nh2 24 Kh2 Nd3 25 Re2 Rbe8 26 Bc7 Re4 27 Re4 Be4 28 Bd6 Re8 29 Ba3 b5! 30 cb ab 31 Nc5 B4 32 Ne4 ba 0-1 (32 Nd3 Bd3 33 Rd1 Be2 0-1) [Kearns]

Colo Class Ch Rd 3 Master/Expert Dacus-T. Bardwick 1 e4 e6 2 d4 d5 3 Nd2 Nf6 4 e5 Nfd7 5 f4 (consolidating the center. This is often a bad move in the French, since Black's KN is able to go to e7 or h6, restricting the f4 pawn. Even here, castling onto the a7-g1 diagonal can be a real problem. 5 Bd3 is the alternative) c5 6 c3 Nc6 7 Nfd3 (saving the KN for e2) Qa5 8 dc5 (a positional concession, bringing Black's queen to an awkward square. Of course not 8...Bc5 9 b4) Qc5 9 Bd3 ("along the well-trod path" up to here) b5?! (the idea here is to open lines on the queenside by exchanging Black's b-pawn for White's c3 pawn. It seems that in so doing, however, he gives up control of the a7-g1 diagonal, allowing White's king to flee to safety. On 10 Ne2 b4 11 a3! bc3 12 Nc3 Black cannot stop Qe2, Be3, and 0-0 [12...Qb6 13 Qe2 Bc5 14 b4 Bd4 15 Na4]. 10...Rb8 11 Nfd4 b4 12 Be3 also looks

o.k. for White. Another idea is to retain control of the a7-g1 diagonal by 9...Qb6 10 Ne2 Bc5. Now 11 b4 Be7 12 Nfd4 is possible but gives White a hole on c4. 12...Qc7 [threatening to win a pawn] looks good for Black)



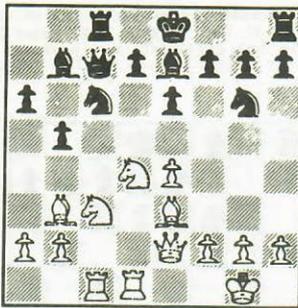
10 Qe2? b4 11 Be3 Qa5 12 Nh3? (there is no reason to hand Black a pawn) bc3 13 0-0 cb2 14 Qb2 Rb8 15 Qe2 (White's only compensation for the pawn is that Black's king has no safe place to stay in the middlegame. Thus, Black's strategy should be to exchange pieces and win the endgame a pawn up) Nc5 16 Bd2 Qa4 17 Rfb1 Rb1+ 18 Rb1 Nd3 19 Qd3 Bc5+ 20 Kh1 Ba6 21 Qc3 (so far so good. Black has managed to exchange two pairs of pieces without giving White play against his king)



Qa2?? (getting greedy, Black makes a tactical error. 21...Qc4 looks simple and attractive. 22 Qc4 Bc4 23 Rb7 Bb6 would go nowhere, while after 22 Qb2 0-0 Black is winning) 22 Ra1! Qc4 23 Ra6 Qa6 24 Qc5 (suddenly Black is in trouble since his king is trapped in the middle of the board) Qb6 (from now on, Black plays "hope chess," not attempting to find and analyze White's best replies) 25 Qd6? (losing a tempo to 25...Ne7 26 Qa3 Kd7, and at least Black is still playing, e.g. 27 Nhg5 Rcb8? 26 Qa3 Qc7 27 Ba5 Qe7? 28 Bb4 Qb7 29 Nd4 Qd7 30 Nf2 Nc6 31 Nc6 Qc6 32 Nd3 Qb6?? 33 Qa4+ Kd8 34 Ba5 1-0 [Chao])

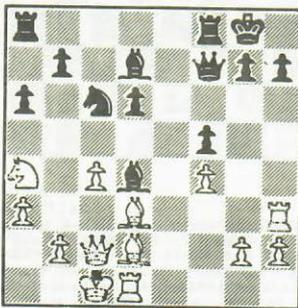
Colo Class Ch Rd 3 Master/Expert Shean-Covell 1 e4 c5 2 Nf3 e6 3 d4 cd4 4 c3 (the Smith-Morra Gambit) dc3 5 Nc3 a6 6 Bc4 b5 7 Bb3 Bb7 8 Qe2 (defending the e-pawn) Ne7 (Black's position seems geared toward playing d5. For what it's worth, ECO gives 8...Bb4 9 0-0 Bc3 10 Bc3 Ne7 9 0-0 Ng6 10 Rd1 Be7 11 Nd4 Qc7 (Black should consider castling. 11 0-0 12 Be6 de6 13 Ne6 fe6 14 Rd8 looks o.k.) 12 Be3 Nc6 (12...b4 13 Na4 Be4 is very interesting. 14 Rcl [14 Bh6 Bg2] Bc6 [if 14...Nc6 15 f3 Bd5 16 Bd5 ed5 17 Nb6 or 15...Bf5 16 q4] 15 Nc5 is unclear) 13 Rcl (typical of the Smith-Morra. White has strong central pressure) Rb8 (0-0 is possible again)





14 Nf5! (all of the tactical elements are in White's favor: the o-file pin, the center position of Black's king, the half-open d-file, and the generally aggressive placement of his pieces. The sacrifice breaks the position open for tactical threats) e5 f5 Nge5 16 Nd5 Qb8 17 f6 (shattering any K-side shelter for Black's king, but maybe f4 should be played first) g4 18 f4 Rg8 (or 18...Ng6 19 Nf6+ looks decisive) 19 fe5 Qe5 (19...Ne5 is better. After 20 Rg8+ Qc8 [Bc8 21 Ne7 Ke7 22 Bc5+ Ke8 23 Qf2! with the idea Bd6, Be5, Qf7] 21 Rcl Bc6 22 Bf4 Qb8 I can't find a breakthrough for White. After the text White is winning) 20 Qd2 d6 21 Bf4 Qh5 22 Bd4 Ne5 23 Rc8+ Bc8 24 Nc7+ Kf8 25 Be7+ Kg7 26 Qf4 Bf5 27 Nd5 Nd7 28 Rf1 Kg6 29 Rf3 h6 30 Ne3 Bb1 31 Rh3 Qxh3 32 gxh and 1-0 in 35 [Chao]

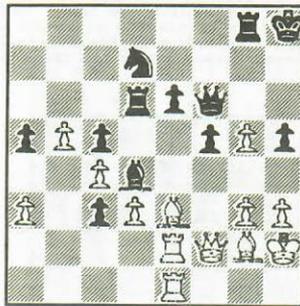
Colo Class Ch Rd 4 Category 1 Wilson-Courtois 1 c4 c5 2 e4 Nc6 3 Nf3 e6 4 Nc3 Nge7 (I like ...Nd4 either here or on the last move) 5 d4 Nxd4 6 Nxd4 oxd 7 Nb5 Nc6 8 Nxd4 Bb4+ 9 Bd2 Qa5 10 Nb5 a6 11 Nc3 Qe5 (dodging 12 a3) 12 Bd3 0-0 13 a3 Bc5 14 Na4 Bd4 15 f4 Qc7 16 Rf1 f5 (keeping the b1-h7 diagonal closed) 17 Rf3 d6 (about time!) 18 Rh3 Qf7 19 Qc2 (19 g4 is sharper. The queen can't attack from this square until the diagonal is opened. White's pieces need to get to the king-side to divert Black from his queen-side push) Bd7 20 ef ef 21 0-0-0



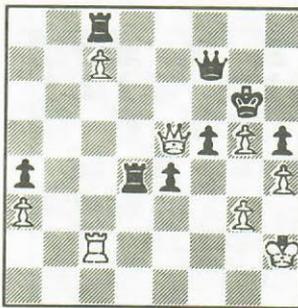
b5 (this sac gives Black good attacking lines) 22 cxb axb 23 Bxb5 Rf8 24 Bc3 Nb4 25 Qe2 (if 25 ab, Bxb5 26 Rxd4 Rxa4 27 Rxd6? Ra1+ 28 Kd2 Ba4) Na2+ 26 Kbl Bxb5 27 Qxb5 Rob8?? (evidently overlooking the amount of material White will get for the queen. He should have played 27...Nc3+ 28 Nc3 Rxb8 with many threats: 29 Qa5 [to cover c3], Re5 winning the knight! 28 Qxb8+ Rxb8 29 Bxd4 Qc4 30 Nb6 (Black's queen and dead knight are no match for White's active pieces) Qe2 31 Rhd3 Nc3+ 32 bc Qxg2?? (a blunder, but Black has no chances anyway) 33 Rgl Qe4 34 Rxg7+ Kf8 35 Rgg3 Qh1+ 36 Rgl Qe4 37 Kc2 Qe2+ 38 Rd2 Qe4+ 39 Kcl (now what?) Rb7 40 Rdg2 Qxf4+ 41 Kb2 Qf3 42 Rg8+ Rf7 43 Rig7+ 1-0 [Buchanan]

Colo Class Ch Rd 4 Category 1 Shedd-Gaudio 1 c4 Nf6 2 Nc3 c5 3 g3 Nc6 4 Bg2 g6 5 Nf3 Bg7 6 0-0 0-0 7 d3 d6 8 a3 Bg4 9 h3 Bxf3 10 Bxf3 Rb8 11 Rbl Nd4 12 Bg2 b5 13 e3 (since this doesn't win the pawn, it looks better to play b4 or Nd5 first) b4 14 ed4 (this gives Black a very strong pawn on c3) bc3 15 dc do 16 d4 a5 (this gives White a passed pawn that will make trouble later. ...Nd7

right away is better) 17 b5 Nd7 18 Bf4 Bb6 19 Re1 e6 (...e5, of course, just blocks the bishop. Black needs to get his pieces in play, and the knight has little maneuvering room. White's next gives Black a chance to attack) 20 Qa4 g5 21 Be3 Rdd2 22 Rbd1 f5 (intending ...f4 and ...Ne5) 23 f4 Bb4 24 Kh2 h6 25 Qc2 Kh8 26 Qf2 Rg6 27 Re2 Qf6 28 Rdel h5 29 fg



Qg6? (I guess Black was counting on Rxg5, but then noticed that if Bxg5 his queen is loose, too. But he can play 29...Qxg5, and if 30 Bxg5 Bxf2 31 Rxf2 Rxg5 32 Bf1 [if 32 Rd1, Ne5] Nb6 33 Rc2 Na4 with a good position) 30 h4 Kh7 31 Bf3 Ne5 32 Bxd4? Nxd3 (oops) 33 Qe3 Nxe1 34 Bxc5 Nxf3+ 35 Qxf3 Rd2 (let's see--White has a pawn against the exchange, and there are passed pawns all over the board. What is Black going to do against 36 Rxd2 cd 37 Gd3?) 36 Be3? Rgd8 37 b6 (of course not 37 Rad2 cd) e5 38 Qf2 Rd1 39 b7 (now the pawn is loose. Better is c5 or Qg2) Rb1 40 Re2 Rbd1 41 Qf3 e4? 42 Qf4? (what's wrong with 42 Qxd1?) Rkh7 43 Qe5 a4 44 Bd4! Rg7 (apparently necessary) 45 Rxc3 Qf7 46 Ro2 (White should win the ending after the exchanges on g7, though the pawn on e4 gives chances for complications. What follows in the game is rather painful) Rg8 47 c5 Re8 48 Qf4?? Rxd4 49 c6 Kg6 50 c7 Rc8 51 Qe5



[Buchanan]

Rd7?? 52 Rc6+ 1-0

(more games next issue)

Deschner-Garcia DCC May 30/30 1 P-K4 P-K3 2 P-Q4 P-Q4 3 N-Q2 N-KB3 4 B-Q3 PxP 5 NxfP QN-Q2 6 N-KB3 NxfN 7 BxfN N-B8 8 B-Q3 P-KR3 9 P-B3 B-C3 10 0-0 0-0 11 R-K1 P-QN3 12 P-KR3 B-N2 13 B-K3 N-Q4 14 B-Q2 P-QB4 15 PxfP BxfP 16 B-K4 P-KB4 (creating a weakness) 17 B-B2 R-B3 18 B-N3 Q-B2 19 N-K5 B-Q3 20 Q-K2 P-QR4 21 P-QB4 B-R3 22 QR-B1 N-K2 (bad knight) 23 B-B3 N-N3 24 N-Q3! (24 N-B3 N-B5!) BxfP 25 BxfR N-B5 26 NxfN BxfQ 27 RxfQ PxfB 28 BxfP+ K-B1 29 N-N6+ K-K1 30 RxfB 1-0 (30...BxfR, 31 B-Q5+) [Deschner]

As of July 19 more than \$3,400 has been pledged toward a projected \$5,000 prize fund to be offered at the 1982 Boulder Open. Such a prizefund will offer excellent prizes for players of all abilities; a \$1,000 1st prize should attract top ranked national/international players. This type of event should provide good media publicity -- something we need very badly.

Pledges of from \$10 - \$100 have been received. The individuals and clubs involved are NOT donating the money -- but will receive FULL refunds if attendance is as good as expected. If entry fees fall short each pledge will contribute only the percentage needed to cover the shortfall. Persons who have pledged are asked to send their checks to Randy Siebert, with checks made out to the Boulder Chess Club, before Sept. 15. For details call Randy. We need everyone's help to make this a truly fine event. Every \$10 pledge helps.

---FLASH---FLASH---FLASH---

-----TUNA VARIATION SEEN OUTSIDE COLORADO-----

The Tuna Variation (Bird's Defense to the Ruy Lopez) was used in the recent Phoenix Futurity. Instead of the usual 1 e4 e5 2 Nf3 Nc6 3 Bb5 Nd4!!! 4 Nxd4 exd4 5 0-0 Bc5 6 d3 Ne7, Black played the novel 5...h5 to block White's queen from the h5 square. Black (Spencer Lower) overlooked the probable forced win, however, and lost to White (Robert Rowley). [Deschner]

(SOVIET UNION from p. 1)

Soviet Union have so many strong grandmasters.

Can American chess be improved by learning from the Soviet methods? I think so. First, chess in the United States should be more serious than it is. Any fast-improving youngster of 1600-1900 strength requires some attention. The stronger the chessplayer is, the easier it will be to advance further without aid. Thus, Category II or III youngsters should be helped to become candidate masters, after which they would be able to improve themselves. To help these youngsters and older players as well, chess clubs should have some teachers of an expert or master strength. Teachers can have classes in the clubs more often, and the players would improve. Players attitudes are important too; players should participate in tournaments not "just for fun," but for improvement.

Second, I don't believe there should be any "Reserve" tournaments in chess clubs, and it is quite clear why so few people are coming. Players are getting bored by competing with opponents of their own strength. They want to play higher rated chess players. There should be upset or performance prizes in open club tournaments. A game with a better player would be like a lesson.

Scholastic chess in Colorado is finally beginning to take root. Last year's Student Individual and Scholastic Team Championships were both well attended. However, most Colorado Junior and Senior High Schools are still inactive in chess and other states (such as New Mexico and Pennsylvania) have scholastic programs far more extensive and successful than Colorado's. The goal of the CSCA Scholastic Committee is to nurture the existing scholastic program into a healthy asset to Colorado chess. To finance this goal we are offering Patron Memberships.

Benefits of a patron membership include:

- 1) A one year extension on current CSCA membership
- 2) A special Patron Member card, with all CSCA information
- 3) Mention in the CSCA Bulletin
- 4) Waiver of late entries for all CSCA supported events

The Patron Memberships are available in red (\$50) and blue(\$100). All proceeds will go towards scholastic chess. Any donation of under \$50 will also be greatly appreciated, and will receive recognition in the Bulletin. Please keep in mind that all donations are tax-exempt.

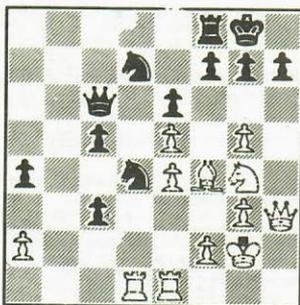
Junior players are enthusiastic about both playing and organizing chess (three of eight board members are juniors!) Growth in the junior program will greatly benefit Colorado chess. If you have any questions please don't hesitate to write or call.

Rich Sweetman
Junior Representative, CSCA Board
779 Brook Road
Boulder, CO 80302
447-9612



RIION SWISS I/OPEN SECTION

Randy Canney-Glen Clark 1979 Golden Knights Preliminary Round 1 e4 c5 2 Nf3 e6 3 d3 d5 4 Nbd2 Nf6 5 g3 Nc6 6 Bg2 Be7 7 0-0 0-0 8 e5 Nd7 9 Re1 b5 (This is a common type of position in the Kings Indian Attack. With the center now closed, White will attack on the kingside, and Black will advance on the queenside, trying to force weaknesses there) 10 Nf1 a5 11 h4 b4 12 Bf4 Ba6 13 Nh2 a4 14 Ng5 Qe8! (an interesting defensive move. Black will counter 15 Qh5 with 15...Bxg5 16 hxg5 f5!) 15 c4! (White will attempt to tie Black's pieces to the defense of the center and queenside, and then attack the king) bxc e.p. 16 bxc Nb6 17 Rb1 Rb8 18 c4 dxc 19 Qh5 (now Black's queen is protecting his knight, and thus the defensive maneuver with f5 is impossible) Bxg5 20 hxg5 Nd4 21 Qh3 Bb7! (Black must eliminate White's bishop, or else it will be deadly at e4) 22 Be4 Bxe4 23 dxe4 Qc6 24 Kg2 Nd7 25 Rbd1 Rb2 26 Ng4 c3? (Black should play Rb8 so as to create an escape square for his king)



27 Nf6+ gxf? (Black is immediately mated after this. 27...Nxf6 is better, though White's attack will still be strong after 28 gxf, as he has the threats of Qg4 and Rh1) 28 gxf Kh8 29 Rxd4 (this eliminates Nf5 as a defense for Black) cxd4 30 Qh6 Rg8 31 Qxh7+ 1-0 (Black is mated after 31...Kxh7 32 Rh1+ Qg6 33 Rh6++) [Canney]

PLAYER	PRE ST RTNG	POST RTNG	POST				TOT	
			1	2	3	4		
1 WALL,BRIAN	CO 2151	2170	w25	D=9	W=6	W=3	3,5	
2 HAMBLIN,JAMES E	CO 2203	2190	L14	w12	w15	w=8	3,0	
3 SHERBRING,MARK W	CO 2072	2086	w23	w16	w=7	L=1	3,0	
4 NELSON,FRED M	CO 2062	2068	D17	w19	w13	D=5	3,0	
5 ANDERSON,ERIC K	CO 2044	2059	w11	D14	w=9	D=4	3,0	
6 LESTINSKY,HELMUT	CO 2039	2036	w15	w17	L=1	D=7	2,5	
7 BUCHANAN,RICHARD	CO 1978	1985	w18	w10	L=3	D=6	2,5	
8 SAMUEL,JOSHUA R	CO 1976	1971	D19	w24	w14	L=2	2,5	
9 WICKER,SCOTT	CO 1953	1960	w20	D=1	L=5	w19	2,5	
10 BAUMGARDNER,DAMIA	CO 1868	1873	w26	L=7	w20	D13	2,5	
11 WITTEKING,RICHARD	CO 1694	1752	L=5	w23	D16	w17	2,5	
12 TOWBIN,STEPHEN H	CO 1604	1644	w27	L=2	w21	D14	2,5	
13 DESCHNER,MARTIN T	CO 2008	1993	H=	w18	L=4	D10	2,0	
14 SWEETMAN,RICH	CO 1768	1801	w=2	D=5	L=8	D12	2,0	
15 BRUDERICK,MICHAEL	CO 1683	1698	L=6	w26	L=2	w22	2,0	
16 STAHL,JR CARL E	CO 1960	1951	w22	L=3	D11	U=	1,5	
17 YOSHINAGA,DAVID K	CO 1808	1807	D=4	L=6	w22	L11	1,5	
18 FURTNAY,DAVID A	CO 1707	1711	L=7	L13	w23	D20	1,5	
19 HAMILTON,DOUG A	CO 1682	1700	D=8	L=4	w24	L=9	1,5	
20 HITSLOW,TIM	CO 1658	1672	L=	w=9	w21	L10	D18	1,5
21 COURTOIS,JR GARTH	CO 1838	1805	U=	L=20	L12	w24	1,0	
22 REDHORSE,KENNETH	CO 1619	1618	L16	w25	L17	L15	1,0	
23 BARBER,THOMAS G	CO 1726	1697	L=3	L11	L18	H=	.5	
24 SENANDOS,JEFFREY	CO 1670/9	1611	H=	L=8	L19	L21	.5	
25 BECKER,STEPHAN J	CO 1823/9	1762	L=1	L22	U=	H=	.0	
26 HANAGAN,CHRISTOPH	CO 1478	1468	L10	L15	U=	U=	.0	
27 ROLLER,MATTHEW	CO 1327/13	1326	L12	U=	U=	U=	.0	

RIION SWISS I/RESERVE SECTION

PLAYER	PRE ST RTNG	POST RTNG	POST				TOT
			1	2	3	4	
1 BARNA,MATT	CO 1571	1609	w14	D=8	w=7	w10	3,5
2 WILLIS,HEREDITH L	UT 1490	1540	w=9	w15	w=5	D=3	3,5
3 KOBUS,JAMES A	CO 1391	1472	w23	w18	w10	D=2	3,5
4 KINDSFATHER,JOHN	CO 1477	1493	L11	w16	w20	D12	3,0
5 POWELSON,LARRY	CO 1524/8	1518	w17	w11	L=2	D=6	2,5
6 HORBURG,AARON T	CO 1385	1397	w22	L10	w13	D=5	2,5
7 ROLLER,MATTHEW	CO 1326/14	1386	H=	w21	L=1	w11	2,5
8 O'HEILY,BRIAN	CO 0	1755	w13	D=1	w18	U=	2,5
9 POLLAK,ROBERT	CO 0	1561	L=2	H=	w21	w16	2,5
10 GARDNER,ALBERT	CO 1628	1613	w12	w=6	L=3	L=1	2,0
11 ASHBY,MATT	CO 1356/12	1366	w=4	L=5	w19	L=7	2,0
12 ARAGON,JOSE R	CO 1313	1312	L10	w23	w15	L=4	2,0
13 MILLER,CHRIS D	CO 1227/8	1280	L=8	w14	L=6	w19	2,0
14 HAMILTON,WALT	CO 1189	1211	L=1	L13	w23	w20	2,0
15 HAREGGER,MILLARD	CO 1115/8	1218	w19	L=2	L12	w18	2,0
16 PANNU,SUKHRAJ S	CO 0	1211	H=	L=4	w22	L=9	1,5
17 PATRICK,JEFF	CO 0	1315	L=5	L19	H=	w21	1,5
18 WOLCOTT,KENNETH A	CO 1557/4	1362	w20	L=3	L=8	L15	1,0
19 LUNDSTROM,CHARLES	CO 1252/7	1180	L15	w17	L11	L13	1,0
20 HARRACH,ED J	CO 0	1106	L18	w22	L=4	L14	1,0
21 STRATTON,JAMES D	CO 1569/11	1447	H=	L=7	L=9	L17	.5
22 JONES,BETTY L	CO 979/3	905	L=6	L20	L16	U=	.0
23 GREEN,TIMOTHY ALL	CO 802/4	854	L=3	L12	L14	U=	.0

Colorado Class Championships crosstables

COLORADO CLASS CHAMP/M/X

PLAYER	PRE ST RTNG	POST RTNG	POST				TOT
			1	2	3	4	
1 WALL,BRIAN	CO 2170	2220	w=5	w=8	w=6	D=2	3,5
2 HENDERSON,STEVEN	CO 2118	2186	w12	w13	w=3	D=1	3,5
3 KEARNS,JERRY	CO 2287	2301	w=9	w=4	L=2	w=7	3,0
4 SHEAN,ROBERT G	CO 2050	2084	w20	L=3	w14	w10	3,0
5 DACUS,JIM R	CO 1985	2033	L=1	w20	w11	3,0	
6 HAMBLIN,JAMES E	CO 2183	2171	w14	w17	L=1	w=8	2,5
7 DURISCH,RALPH E	WA 2098	2116	D10	w16	w11	L=3	2,5
8 CASE,KENNETH J	CO 2040	2045	w21	L=1	w19	D=4	2,5
9 LESTINSKY,HELMUT	CO 2036	2042	L=3	D15	w16	w17	2,5
10 JELLISON,DAVID K	CO 2153	2145	D=7	D18	L12	L=4	2,5
11 SHERBRING,MARK W	CO 2086	2073	w15	w19	L=7	L=5	2,0
12 ANDERSON,ERIC K	CO 2059	2052	L=2	w23	L10	w20	2,0
13 HAMMERSMITH,JAMES	CO 2014	2029	w21	L=2	D17	D15	2,0
14 COVELL,STEVE	CO 1972	1984	L=6	w22	L=4	w19	2,0
15 BARDWICK,ALAN S	CO 1937	1940	L11	D=9	w23	D13	2,0
16 BIGGS,BARRY F	CO 1886	1877	D18	L=7	L=9	D=	1,5
17 SPANSON-KRUEGER,R	CO 1802	1801	B=	L=6	D13	L=9	1,5
18 BARDWICK,TUDD A	CO 2069	2053	D16	D10	L=5	U=	1,0
19 MAC MILLAN,SHAUN	CO 1810	1815	w22	L11	L=8	L14	1,0
20 YOSHINAGA,DAVID K	CO 1807	1801	L=4	L=5	B=	L12	1,0
21 MURRIS,JR WALTER	IA 2402	2387	L13	U=	U=	U=	.0
22 NELSON,FRED M	CO 2061	2015	L19	L14	U=	U=	.0
23 RUDEL,GEORGE	CN 0	1612	L=8	L12	L15	U=	.0

COLORADO CLASS CHAMP/CAT I

PLAYER	PRE ST RTNG	POST RTNG	POST				TOT
			1	2	3	4	
1 SHEDD,MICHAEL P	CO 1933	1999	w14	w=7	w=6	w=5	4,0
2 WILSON,STEVE R	KA 1972	1987	w=3	D=4	D=5	w=7	3,0
3 LANDERS,DAVID M	CO 1847	1877	L=2	w13	w=8	w=6	3,0
4 DOHERTY,RAY	CO 1847	1887	w16	D=2	D10	w11	3,0
5 GAUDIANO,FRANCO	CO 1845	1881	w=8	w12	D=2	L=1	2,5
6 DUNLOP,GENTRY	CO 1949	1949	w15	w10	L=1	L=3	2,0
7 COURTOIS,JR GARTH	CO 1805	1817	w11	L=1	w=9	L=2	2,0
8 RAGSDAL,GARY L	CO 1734	1759	L=5	w15	L=3	w10	2,0
9 MC QUISTION,CLARE	CO 1720	1739	L10	w16	L=7	w14	2,0
10 TAYLOR,JOE	CO 1860	1836	w=9	L=6	D=4	L=8	1,5
11 CARL,JOHN E	CO 1658	1670	L=7	w14	D13	L=4	1,5
12 EVERSOLE,JOSEPH P	CO 1959	1948	w13	L=5	U=	U=	1,0
13 NORRUS,LEE	CO 1829	1801	L12	L=3	D11	D15	1,0
14 KESSLER,GOTTFRIED	CO 1804	1777	L=1	L=11	w15	L=9	1,0
15 JARED,STEPHEN	CO 1784	1744	L=6	L=8	L14	D13	.5
16 SHIPPEY,DANIEL A	CO 1840	1803	L=4	L=9	U=	U=	.0

COLORADO CLASS CHAMP/CAT II

PLAYER	ST	PRE RTNG	POST RTNG	1	2	3	4	TOT
1 HAMILTON, DOUG A	CO	1700	1753	X--	W-7	W-8	W-4	4.0
2 MATTOON, RICK	CO	1792	1812	A20	W11	D-3	W-9	3.5
3 AKINA, KIYOSHI	CO	1728	1752	A19	W13	D-2	W-8	3.5
4 HALVEY, THOMAS	CO	1578	1629	W21	W15	W16	L-1	3.0
5 SIKORA, BRENT J	CO	1517/11	1603	L-8	W10	W15	W11	3.0
6 LIVINGSTON, ROYD T	CO	1638	1657	L13	W19	D12	W15	2.5
7 WINDHOLZ, KENNETH	CO	1477	1532	W-9	L-1	W17	D12	2.5
8 AINSLIE, JIM N	CO	1716	1767	A-5	W12	L-1	L-3	2.0
9 GOLOB, JOE J	CO	1675	1673	L-7	W18	W14	L-2	2.0
10 GARDNER, ALBERT	CO	1613	1630	L14	L-5	W18	W19	2.0
11 RHOADES, THOMAS S	CO	1494	1514	W16	L-2	W13	L-5	2.0
12 WARD, LESLIE V	CO	1485	1514	W17	L-8	D-6	D-7	2.0
13 COOPER, ART	CO	1102/4	1359	W-4	L-3	L11	W17	2.0
14 PATTERSON, NICHOLA	CO	0	1647	W10	L-7	L-9	W16	2.0
15 WALKER, JOHN C	CO	1741	1718	W18	L-4	L-5	L-6	1.0
16 BARHER, THOMAS G	CO	1697	1667	L11	P-20	L-4	L14	1.0
17 GERASH, WALTER L	CO	1603	1584	L12	A-14	L-7	L13	1.0
18 CHRISTOPHER, BRUCE	CO	1541	1528	L15	L-9	L10	W20	1.0
19 BOEHMER, DANIEL L	CO	1428/13	1430	L-3	L-6	W20	L10	1.0
20 HOLLAND, ROBERT G	CO	1571	1534	L-2	L16	L19	L18	.0
21 SMITH, ALBERT E	CO	1201/1	1197	L-4	U--	U--	U--	.0

COLORADO CLASS CHAMP/CAT III

PLAYER	ST	PRE RTNG	POST RTNG	1	2	3	4	TOT
1 TOWBIN, STEPHEN H	CO	1644	1671	W25	W10	W13	D-2	3.5
2 SPIEGEL, STEVE	CO	1439	1557	A-7	W-6	W-4	D-1	3.5
3 PLETCHER, JR JOHN C	CO	0	1927	A-5	D-9	W19	W-8	3.5
4 HILLIARD, DANIEL L	CO	1624	1643	W15	W20	L-2	W-9	3.0
5 NORTEGA, MICHAEL G	CO	1619	1642	L-3	W23	W14	W12	3.0
6 READEL, STEVE L	CO	1509/7	1562	W16	L-2	W18	W17	3.0
7 FEICHMANN, SIMON	CO	0	1629	L-2	W16	W21	W13	3.0
8 FITZSIMMONS, BOB	CO	0	1821	W18	W19	W12	L-3	3.0
9 WILLIS, MEREDITH L	UT	1532	1559	W24	D-3	W11	L-4	2.5
10 COX, GARY W	CO	1485	1499	D28	L-1	W27	W19	2.5
11 ZIERMAN, RANDY K	CO	1674	1680	W21	L12	L-9	W22	2.0
12 LIBERO, RICHARD D	CO	1518	1529	W24	W11	L-8	L-5	2.0
13 CUNNINGHAM, CHARLE	CO	1485	1497	W23	W14	L-1	L-7	2.0
14 HORNE, MIKE	CO	1420	1409	W27	L13	L-5	W26	2.0
15 MEREDITH, DANIEL C	WY	1412/4	1390	L-4	L17	A28	W27	2.0
16 ARAGON, JOSE R	CO	1312	1330	L-6	L-7	A24	W25	2.0
17 SKELTON, DAVID H	CO	0	1392	L20	W15	W25	L-6	2.0
18 PRICE, JOHN S	CO	0	1531	L-8	W22	L-6	W21	2.0
19 LOMBARDI, GEORGE	CO	1536	1523	W22	L-8	L-3	L10	1.0
20 SCHROEDER, MARVIN	CO	1457	1461	W17	L-4	U--	U--	1.0
21 PUTNAM, JAMES A.	CO	1421/A	1369	L11	W26	L-7	L18	1.0
22 GOODHART, RAY	CO	1372/14	1361	L19	L18	W23	L11	1.0
23 TUCKER, ALAN	CO	1351	1346	L13	L-5	L22	W2A	1.0
24 VIDMAR, RICHARD S	CO	1200	1200	L-9	L27	L16	B--	1.0
25 LILLIBRIDGE, RICH	CO	0	1207	L-1	W28	L17	L16	1.0
26 SEELEY, DAVID R	CO	0	1053	L12	L21	A--	L14	1.0
27 JENNINGS, III JAME	CO	0	1179	L14	W24	L10	L15	1.0
28 MILLER, CHRIS D	CO	1280/12	1225	D10	L25	L15	L23	.5

COLORADO CLASS CHAMP/CAT IV

PLAYER	ST	PRE RTNG	POST RTNG	1	2	3	4	TOT
1 HOOPER, DAN	CO	1467/A	1570	W-5	W-4	W-2	W-3	4.0
2 ASHBY, MATT	CO	1366	1387	W16	W-8	L-1	W-7	3.0
3 HATCH, STEVE V	CO	0	1457	W-7	W11	W12	L-1	3.0
4 BAILEY, CLIFFORD T	CO	1350/9	1327	A--	L-1	D13	W-8	2.5
5 BLAZEK, GERALD E	CO	0	1357	L-1	W14	D11	W12	2.5
6 HUMPHREY, STEPHEN	CO	0	1276	D-9	L12	W14	W11	2.5
7 BINGHAM, STEPHEN	CO	0	1233	L-3	W15	W-9	L-2	2.0
8 CARLOS, EUGENE D	CO	0	1293	W14	L-2	W10	L-4	2.0
9 WOLF, HOLGER CHRIS	CO	0	1144	D-6	D13	L-7	W15	2.0
10 DUNHAM, JAMES C	CO	0	1236	U--	W16	L-8	W13	2.0
11 LUNDSTROM, CHARLES	CO	1153	1167	W15	L-3	D-5	L-6	1.5
12 RICKHAM, PIERRE J	CO	0	1188	D13	W-6	L-3	L-5	1.5
13 TURNER, DAVID	CO	0	1130	D12	D-9	D-4	L10	1.5
14 HAREGGER, MILLARD	CO	1218/12	1169	L-8	L-5	L-6	W16	1.0
15 SCHMIDT, DAVID L	CO	0	929	L11	L-7	W16	L-9	1.0
16 KELLFON, TED R	CO	0	805	L-2	L10	L15	L14	.0

Northern Colorado Open crosstables

NAME	RATING	ROUND	2	3	4
SCORE=4:					
1 James E. Hamblin	2094	W8	W9	W6	W5
SCORE=3:					
2 Mark Sherbrine	2054	W18	L4	W12	W7
3 Brian Hall	2152	L6	W12	W16	W4
SCORE=2.5:					
4 Gerald Georges	2105	W16	W2	D5	L3
5 Peter deHasetth	2174	W13	W7	D4	L1
6 Eric K. Andersoh	2001	W3	D10	L1	W1
SCORE=2:					
7 Robert G. Sheani	2046	W14	L5	W10	L2
8 Mark Ludwig	1892	L1	W17	W9	L6
9 Marc Lynn	2136	W17	L1	L8	W19
10 Robert Gordon	2216	D15	D6	L7	W18
11 Alexander Fishbein	2081	L12	D15	D13	W17
SCORE=1.5:					
12 Mark Willis	1859	W11	L3	L2	D13
13 Jim Debus	2002	L5	D14	D11	D12
14 Pat Mahone	1827	L7	D13	L17	W15
SCORE=1:					
15 Fred M. Nelson	2039	D10	D11	L	L
16 Brad Lundstrom	1919	L-4	W18	L3	L10
17 Wayne Pressnall	1936	L-9	L-8	W14	L11
18 Dave Yoshinasa	1858	L-2	L16	W1	L9
PLACE NAME RATING ROUND 2 3 4					
SCORE=4:					
1 James W. Smith	1714	W18	W7	W4	W2
SCORE=3:					
2 David H. Landers	1779	W17	W6	W3	L1
3 George Moorhis	1782	W9	W10	L2	L6
4 Gordon Adamson	1782	W8	W14	L1	W3
5 Ken W. Smith	1714	D11	W12	D7	W2
SCORE=2:					
6 Neil Pressnall	1661	W12	L2	W15	L7
7 Joe Taylor	1854	W13	L1	D5	D11
8 Joe Golob	1658	L4	W16	W10	L5
9 Steve Schmaedeke	1673	L3	W17	W14	L4
10 Jim Ainslie	1719	W16	L3	L8	W15
11 Damian Baumgardner	1882	D5	L15	W13	D7
12 Rich Sweetman	1782	L6	L5	W18	W14
SCORE=1.5:					
13 Doug Hamilton	1693	L7	D18	L11	W16
SCORE=1:					
14 Harold Long	1579	W15	L4	L9	L12
15 Clarence McCuiston	1733	L14	W11	L6	L10
16 Virgil L Fairchild	1576	L10	L8	W17	L13
17 Donald Stein	1625	L2	L9	L16	W18
SCORE=.5:					
18 Robert Holland	1549	L1	D13	L12	L17
PLACE NAME RATING ROUND 2 3 4					
SCORE=4:					
1 M. G. Noriega	1518	W19	W17	W8	W2
SCORE=3:					
2 Meredith L. Willis	1470	W16	W9	W6	L1
3 Clifford T. Bailey	1075	W20	W13	W10	L4
4 Daniel L. Boehmer	1515	W11	L6	W9	W2
5 James A. Kobus	(1351)	L13	W15	W12	W8
SCORE=2.5:					
6 Dan Hooper	1200	W14	W4	L2	D7
7 John Kind-fathe	1441	L17	W19	W13	D1
SCORE=2:					
8 Matt Ashby	(1300)	W12	W10	L1	L5
9 Virgil Waterman	1089	W15	L2	L4	W16
10 George Lowbard	1541	W18	L8	L3	W14
11 Chris Miller	1181	L4	W1	D14	D13
12 Doug Morris	1520	L8	W18	L5	W17
SCORE=1.5:					
13 Terry Lee Ondler	1535	W5	L3	L7	D11
14 Ruth Wyllie	1517	L6	W16	D11	L10
15 Art Cooper	(1500)	L9	L5	W17	D16
16 C. J. Lundstrom	(1000)	L2	L14	W1	D15
SCORE=1:					
17 Michael Bruch	918	W7	L1	L15	L12
18 James R. Gurtner	(1414)	L10	L12	W19	L9
19 Jay Habegger	(1250)	L1	L7	L18	W1
SCORE=0:					
20 Leslie V. Ward	1497	L3	L	L	L

What "famous" Colorado player experienced the following ratings history? Jan 69-1284, Dec 69-1576, Dec 70-1515, Jan 72-1866, Dec 72-2054, Dec 75-2127, Dec 76-2144, Dec 78-2127, Jan 80-gives it away. Send your guess to the editor.

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