

# COLORADO CHESS

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# INFORMANT

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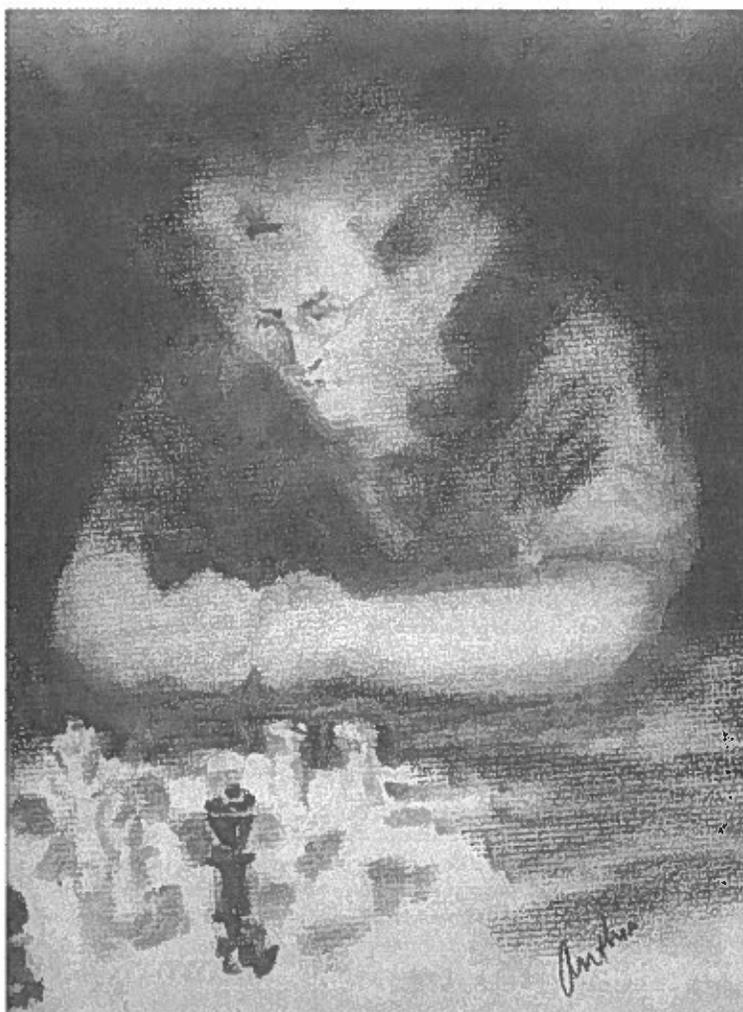
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## The Great Wall



Life Master Brian Wall—an icon of Colorado Chess

**COLORADO STATE  
CHESS ASSOCIATION**

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**The Editor's Square**  
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Greetings Chess Friends,

This will be my final issue as editor. I have enjoyed working on the magazine very much. I am very grateful to all of the people who helped me. I appreciate every contribution that I received!

I hope that you will give as much support to the new editor as you did for me!

Speaking of which, the new editor of the magazine will be Matt DeElena. Matt has previously held the position of editor, several years ago. His email address is matthewdeelena@yahoo.com if you would like to get in touch with him. Matt has a perfect combination of skills for the job—common sense, dependability, enthusiasm, and computer skills. I am confident that he will do an excellent job. Please support him in this role.

In personal news, I am going to be moving to Colorado Springs from Denver at the end of March. My team at work is going to be moving there, and I will still be working for the same company. I will miss the weekly competition at the Denver Chess Club, which is a super organization. I have made a lot of nice friends there, and I will miss seeing them on Tuesday nights. I am looking forward to playing more tournaments in Colorado Springs, which also has a great group of people.

Being the editor has been fun. I have tried to keep the magazine light, and not too serious. I have always enjoyed some of the lighter side of chess, like what the players are like as people, rather than just what their ratings are, or what openings they play. Remember the next time you meet a new player to ask them what their name is **before** you ask them what their rating is!

Remember too that many of the people out there running these tournaments and chess organizations are volunteers. Most positions are not paid, and many are very time consuming. I have been proud to work and play with a lot of hardworking volunteers who go out of their way to promote chess like Paul Grimm, LaMoyné Splichal, Todd Bardwick, Rick Nelson, Joe Haines, JC MacNeil, Andy Rea, Dean Brown, Jon Fortune, Buck Buchanan, Roderick Santiago, Richard Wyatt, Randy Reynolds, and Brian Wall. These people each go out of their way to promote chess, each in a different way, and each does a fantastic job. I am sure I have forgotten some people, and I apologize, but these people really stick out in my mind.

There is a lot you can do also to help Colorado Chess. Become a tournament director. Becoming a "club TD" is fairly easy—just basically tell the USCF you have read the rules. Help clean up after a tournament. Write an article for the magazine, or one of the various electronic newsgroups and newsletters. Bring a friend with you to a tournament, or give someone a ride home. Teach a child how to play the game. Play more games over the board instead of on the internet. Thank the organizers if you had a good time. Fight nice :-)

Thank you again for the support! See you over the board!

*On the Cover: Another wonderful piece of artwork featuring a Colorado Chess player by the talented artist and chess player Anthea Carson. Life Master Brian Wall is one of the most active players in Colorado and is always willing to give back to the Chess community, whether it is helping to organize groups going to Minnesota so they can get a discount, offering free chess lessons, doing prison simulms, or writing articles for the Colorado Chess Informant and his own website. This issue features annotated games by Brian from the Colorado Springs Open and an interview with Tyler Hughes from the man who first taught him the infamous "Fishing Pole" at age 9.*



Cheers,

**Tim**

by LM Brian Wall

# Nobody Makes Me Bleed My Own Blood

## Annotated Games from the Colorado Springs Open

Chess Informant exclusive

### Round 1

Manitou Springs, Colorado  
Bd 3 Open Section  
3/5/2005 40/90 then Game/55 minutes  
with 5 second delay

White - Tom Corbett 1451  
Black - Brian Wall 2218  
Opening - The Scotch  
Subvariation - Glenlivet

All exclaims the responsibility of Fritz 8, who hands out very few medals this game.

The last time I saw Tom Corbett was a few months ago in an Aurora, Co diner where I observed closely a game between Tom and Al "Popeye" Skarie. Tom had just had two wisdom teeth pulled. This game was even more painful and I did not even offer him a pretty, blonde nurse with Novocain.

1. e4! Nc6 2. d4 e5 3. Nf3 exd4! 4. Nxd4! Bb4+ 5. c3! Be7! 6. Bc4 Nf6 7. Nxc6! bxc6 8. e5! Nd5 9. Bxd5 exd5! 10. Qxd5! Rb8 I was tired of losing to the Scotch one day and just sat down and invented a system against it that I still like.

My most popular email on www.Walverine.com is Bloomer! with 1400 International hits since October 2003. That email describes the first time I employed this gambit in a rated game. Josh beat me but I missed brilliancy along the way. There is also email #41 called Bloomer (no exclamation point) where Josh declined 6 draw offers and beat my Fishing Pole 4 years ago.

My idea here is ..Rb6, ..Bb7, ..Rg6 targeting the sensitive g2-square. I respond to White's g3 with ..h5-h4xg3 plus ..Qa8, Bh1, Qg2 mate.

If White defends g2 with f3 I attack the center with ..f6.

Fritz doesn't think much of my idea but I love the following -

- 1 - rook lifts
- 2 - owning all the light squares
- 3 - aiming every piece at my opponent's King and going for mate from move 1.

I found out later that a few players

(even Grandmasters) tried 10. ..Ba6 here instead of my 10. ..Rb8-b6, ..Bb7, ..Rg6 idea. Fritz slightly prefers this. You can try this if you like but I am going to stick to my line just because it's my line.

Watson and Schiller recommend a similar line in HOW TO SURVIVE ANNOYING OPENINGS starting with 4. ..Bb4+ 5. c3 Bc5.

My gambit was born on the same stage, maybe even the same board, in a Manitou Springs City Hall game with Josh. The top boards are elevated and whenever a Master gets upset by a lower rated player and has to leave the stage next round, we commiserate that they have to spend time in "Froggy Hollow".

11. f3 Some people play 500 points above their normal strength against me - the idea of playing a Chessmaster inspires them. I was moving instantly, having blitzed all this many times while Tom was agonizing over every move. Tom had used 40 minutes to get this far and any time on my clock was spent wandering the tournament hall noting 1400 repertoires. Tom said after the game - "I didn't know what you were doing, it was way over my head!"

Tom Corbett is famous locally for winning Hippo games - (.g6, ..f6, ..Bg7, ..Nh6-f7) - go to www.Walverine.com and type Hippo in the search field for more thoughts on this.

I had my first real think here for 10 minutes. I knew the GMs preferred my bishop on a6 and 11 f3 really tempted me to put it there. In the end I couldn't convince myself to change game plans - the idea of ..Ba6 is to attack the center with pawns and bishops - the idea of ..Bb7 is simply mate on g2.

Fritz likes 11. ..Ba6!!, 11. ..d6!, ..0-0! and then my move. I feel good that I at least sensed the moment even if I wasn't ready to exploit it. I did examine 11. ..Ba6 a long time.

11. ..Rb6 12. O-O At this moment, like so many before in my life, I was influenced by the subtle charms of Anthea Carson Martinez. 4 days earlier Anthea had described a Denver Chess Club game, an Evan's Gambit Accepted as Black, where she had a rook sitting on ..g6

Anthea Speaks - "The funny thing is that it didn't even look like it belonged there and yet it influenced practically every move White made. It wasn't threatening anything but its mere presence drove White crazy."

As I pondered the wisdom of Anthea I decided to let my rook linger a bit on b6 in order to provoke a White b-pawn move. In blitz I normally race the maneuver ..Bb7, ..Rg6 but in slow Chess I could play more slyly.

12. ..O-O 13. b4! Cool, it worked. Now my rook can slide to g6 with a clear conscience. My work here is done.

13. ..Bb7 Fritz is in his own world and slightly prefers 13. ..Re6! 14. Be3 d6. I'm sticking to the script - Ready, Aim, Fire.

14. Qb3 Kh8 My trouble all game, as far as perfect Fritz play is concerned, is that the computer wants to attack in the center and I want to mate the White King quickly.

My plan is ..f6, open lines, hand out a blindfold, a last cigarette and order the execution.

Fritz is in love with the frauleins 14. ..Re6!!, ..a5, ..Re8, ..c5, ..Bc5+, ..d6 - all lines very close to equality.

15. Be3! Rg6 All the previous notes apply to my declining 15 ..Re6!!, although I did consider it. I just couldn't escape the influence of my own blitz games in slow Chess.

16. Nd2! f6! 17. e6 This nice move surprised me a bit and I thought for 6 minutes. f6 is an x point ( I think Vukovic calls it a focal point in THE ART OF ATTACK ). I have 5 men that can move there. In that case I felt Tom did the right thing by leaving my pawn there clogging up the works. I kept wondering if I should have played ..f6 BEFORE ..Rg6 to discourage e6 for White.

Fritz prefers 17. e6!, just to be contrary.

17. ..dxe6! 18. Qxe6 f5! Give me back my x-point!

19. Qb3! Bd6 Nothing fantastic but I am proud of this move. I first tried to exploit the floating Be3/Nd2 duo but couldn't find a way so after 12 minutes I just put Corbett's King in my scope.

My move creates a sort of 1400 night-

mare where one White move holds and every other move loses badly. Only moves are not a 1400 specialty unless I am playing Renae 5 minutes/49 seconds. Then she finds them all.

Fritz delights in humiliating me and ever so slightly eventually prefers 19. ..Re8!!, exploiting the floating Be3/Nd2 duo. My move is close on his heels.

After the game I tried to console Tom - I said I had no real attack after 19. Rf2!! (only move) Qh4 20. Nf1!! and then I turned the Black King over. One of my Manitou Springs hotel roommates, Ken Doykos, was observing me from behind and thought I had just resigned a rated game. He was confused when I told him later I won.

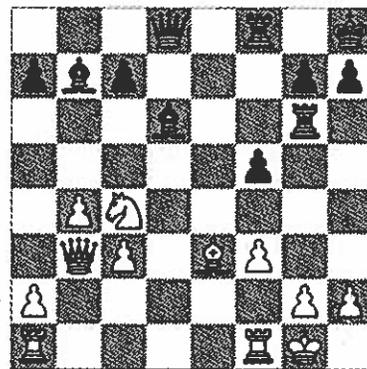
Josh Bloomer, my original almost-victim of the Gambit, happened to be visiting the tournament - Jim Hamblin (who tied with me for second along with Randy Canney, Mikhail Ponomarev, Arthur Glassman and James Kulbacki) joined in the analysis.

Here's a sample - 20. Rf2!! (only move) Wall 20. ..Qh4 Wall/Bloomer (20. ..Re8!! = Fritz 8) 21. Nf1!! (only move) all the Masters - Tom Corbett said he did not want his knight to become passive.

21. ..Bxh2+! Bloomer (21. ..Re8!! = Fritz 8) 22. Nxb2 everyone 22. ..f4!! (only move) Bloomer 23. Qc4 Hamblin (23. Bxf4! Fritz 8 Qxf4 a little better for Tom)

23. ..Rh6! (Only move) everyone 24. g3! (Only move) everyone 24. ..fg 25. Qxh4 Rxh4 =

### 20.Nc4?? Diagram



### Find the best move for black

I give this position to people and most choose 20. ..Bxh2+, about equal. Very few play my move, which took me

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Question #1 at 2004 DCC King Hunt-

Brian - What does the B stand for in Tyler B Hughes.

Tyler - Brian

Brian - Oh, I didn't know that.

Question #2 at Tyler's home with Mom Carol and sister Autumn. -

How much did you know about Chess when I met you at age 9. Sean Kruger already described you as enthusiastic and talented but I didn't really believe him. You had no USCF rating.

A - I knew Sean from the Golden Chess Club - The Barnes and Noble on Colfax. I had read one Chess book - Winning Chess Tactics by Seirawan.

Q - Did you own a clock?

A - No.

Q . Chess board?

A - This horrible tiny wooden Chess set.

Tyler produces the set from his crowded closet - it brings back memories of our first lesson - Aiden and Baby Devon were in the car. Tyler was the only student I ever had that insisted on writing down everything I said. Tyler's Dad Ralph met me at a Starbucks in Golden. The lessons from there were roughly once a month for 2 years.

Q. How did you get better than 98% of adults in 4 years? I imagine this is the question everyone wants me to ask you. Give some hope to the middle-aged.

A. It is hard for adults to get better because they have jobs. I bought 40 Chess books. I read them all.

Brian - I exposed Tyler to Internet Chess Club, www.Chessbase.com and Fritz. I also encouraged him from Day 1 to be an attacker.

## Tyler Hughes Interviewed by his original Chess Teacher

A. The Internet Chess Club helped me a lot. I started playing there for hours a day.

Q -How did it feel to start beating adults that had played for decades?

A - Bewildered.

Q - Now I am going to ask you stupid questions a non-Chess player might ask.

A - Like how many moves do you see ahead? That's the worst.

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*"I bought 40 Chess books. I read them all."*

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Q. Who do you have the best and the worst scores against. What are difficult opponents for you?

A - I was 8-0 against Jesse Hester. I am 0-8 against the other Jesse, Cohen. Hester broke the trend by winning our last Dragon game. Brian is a difficult opponent.

Brian - We hate playing each other.

Q. What advice would you give Paul Grimm in his quest to be 1500?

A. Study anything.

Q. What did you learn from me, the most important stuff?

A. I learned a lot of attacking concepts from you, the Fishing Pole really taught me a lot about attacking the king.

Q. From Mulyar?

A. We studied Nimzovitch's "My System". It should be named "My Confusion".

Q. From Grandmaster Larry Christiansen?

A. It is awesome to analyze anything with him.

Q. What are your Chess goals? GM Dzindi and others have told me you have GM talent.

Your email handle is GMTBH - Grand-Master Tyler Brian Hughes.

A. \*Laughing\*, I made that up when I was 8.

I want to be a Master by December 2005. Beyond that I haven't really thought about it.

Brian- I asked GM Dzindi what the difference was between a GM and an IM. He said, "All the IMs want to be GMs, none of the GMs want to be IMs."

Q - How long do you intend to stay in Denver?

A - I want to go to an East Coast college for better Chess.

Q - Other interests?

A - Piano.

Q- Tell me your opinion of home schooling. What is your method of learning?

A - I learn different things different ways for example, I got into a Physics class at Denver University through my SAT scores, and I am taking a calculus course through an online Stanford class.

Q- What's your birthday?

A- December 26th 1990.

Q- How tall are you?

A- 5' 7 " I think.

(Continued on page 5)

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**Q-** What are your favorite games, your games that you played and the GM games that you admire?

**A-** One of my favorite games that I have played is my draw with GM Dashzeveg Sharavdorj. He played his favorite French, he was killing me and blasted my king out of hiding up to e3. I slowly crawled across to board to g3, and played h4 and hid my king on h2. Somehow I accidentally forced an accidental zugswang,

I didn't realize it was zugswang during the game and was bewildered when he began to throw his pawns away. I was winning after he threw his pawns away, but I was still in a defensive mentality and forced a draw. I also had an exciting Evans gambit game with Pete Karagianis that was published in the newspaper in which I sacrificed my Queen for 2 minor pieces and killer bishops raking down on his kingside.

My favorite GM games are Kasparov-Topalov Wijk aan Zee 1999 and Ivanchuk-Yusupov 1991 ninth match game.

**Q-** Best Combo?

**A -** I think my best combination probably lies in my best game overall game, the previously mentioned Queen sacrifice in the Karagianis game.

**Q-** What is your winning strategy?

**A-** When I am playing I try very hard to force my opponent to react to my threats instead of making progress with their own plans.

**Q-** Tell me about some rating barriers that you have been stuck at for a while.

**A-** I was trapped on the plateau between 1900 and 2000 for a year. I eventually overcame this by going on an 18 game streak without a loss in January and February of 2004. I fear that I may be stuck on the 2100-2200 plateau.

**Q-** This is the most important question. In your opinion, starting at 1200 and moving

up at 200-point intervals, what is the key idea that breaks you through to the next level?

**A-** For me this is hard to answer, as my rating jumped from 1454 to 1606 in one supplement, but I think that if people who are between 1200 and 1500 would stop blundering, their rating would move a lot closer to the 1600 level. I think that the thing that helped me the most to go from 1800 to 2000 is that I kept playing and studying even when I was getting really frustrated by my apparent total lack of improvement. I believe that if you're an 1800 and you keep studying eventually the knowledge will build up and you will have a breakthrough.

Basically, keep studying and playing even when things aren't going well.

**Q-** What openings do you love and what openings do you hate?

**A-** I have a dislike for Colle and London systems, I seem to have a tough time creating interesting positions and problems for my opponent when my opponent plays them. In terms of what openings I love, the openings that I love are not the ones that I play! For example, I am fascinated by the play out of the Yugoslav Attack in the Sicilian Dragon. This is totally pointless; as I don't play go into the Sicilian Dragon as either White or Black. The openings that interest me most I consider too risky to play in rated games.

**Q-** What is your best-played endgame?

**A-** In the King Hunt I won a classic good Knight versus bad Bishop endgame against Ken Doykos.. I was happy with the way that I played that endgame.

**Q-** Rea picked out your game with Eric Anderson but what is personal favorite game in 2004?

**A -** Hughes-Karagianis.

**Q-** I want you to play in the Closed this year - I am even willing to step down like Benko-Fischer if I have to. Is your rating

## DCC Game of the Year

Andy Rea, all the way from his spider hole in Kuwait, chose the following game as 2004 DCC game of the year. This is the second year in a row that the Denver Chess Club choose a game of the year. Todd Bardwick published this game with annotations on January 3rd 2005 in the Rocky Mountain News in his monthly column, which appears the first Monday of the month. The article was called "Denver Chess crowns top players" and can be found online at rockymountain-news.com. Once there search for "Bardwick". The Denver Chess Club presented Tyler with a plaque for his efforts, a free extended club membership, and a DCC polo style shirt with his name embroidered on it. Brian Wall also received an embroidered shirt for winning the club championship.

**W:** Hughes, Tyler (1997)

**B:** Anderson, Eric (2177) [C18]  
Denver Chess Club May Daze (4),  
May 30, 2004

```
1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 c5 5.a3
Bxc3+ 6.bxc3 Ne7 7.Qg4 Qc7 8.Qxg7
Rg8 9.Qxh7 cxd4 10.Ne2 Nbc6 11.f4 Bd7
12.Qd3 dxc3 13.Nxc3 0-0-0 14.Rb1 Na5
15.g3 Kb8 16.Bg2 Rc8 17.Bd2 Nf5
18.Bf3 Nc4 19.Rb3 Nxd2 20.Qxd2 Qc5
21.Ne2 Ba4 22.Rc3 Qb6 23.Rxc8+ Rxc8
24.c3 Qb3 25.0-0 Qxa3 26.g4 Qc5+
27.Nd4 Nh4 28.Bh1 Qxc3 29.Qxc3 Rxc3
30.f5 Bd7 31.g5 Rc4 32.g6 fxg6 33.f6
Rc8 34.Bxd5 exd5 35.f7 Nf5 36.e6 Rf8
37.exd7 Kc7 38.Ne6+ 1-0
```

high enough to qualify yet?

I did qualify for the Closed this year, it will be a great learning experience.

**Q-** I love your style completely because I helped design it. What stylistic changes do you want to make or do you believe will just happen naturally?

**A -** I would like to play more solid openings. I feel my current openings are not strong enough to play at a master level.

(Continued on page 6)

(Continued from page 5)

Q- When you get to be 2300 like Philipp Ponomarev, will you leave the state or want to? Josh Bloomer recently called Denver the place 2400's come to die.

A- As my rating increases, I plan on playing out of state more and more. It has become almost impossible for me to gain rating points here.

Q- Does it make any difference to you playing an adult/child, boy/girl, man/woman ?

A - No, not usually.

Q- Why are you such a good sport about losing?

A- When I lose I am usually angry at myself, but I try really hard to not take this out on other people.

Q- Are you familiar with the styles of all the World Champions?

A-Yes, I have studied many of each of the World Champion's games. My favorite World Champion is Alekhine, I love his attacking, dynamic style.

Q- Did you improve the way they tell 1500's to improve nowadays – Repetitive tactical exercises?

A- I have no idea how I improved, I have always just studied what interested me. Currently I am fascinated by endgame studies.

Q- Can you tell us your opinion of Colorado Chess Informant Editor Tim Brennan? (be careful on this one )?

A- He's a fantastic editor, I always enjoy reading a new Informant. It's a pity it's only quarterly.

Q- What are your Chess goals or plans for future improvement?

I want to make master by the December 2005 supplement. Beyond that I haven't

really thought about it.

Q- Is Chess still fun and exciting for you? Has it become almost work, having to grind down almost everyone you play?

A- Chess has always been fun for me. If it stops being fun I'll stop playing, although I couldn't imagine chess not being fun.

Q- What do you think of Fischer Random, Bughouse and other Chess variants?

A- I enjoy them, although I am terrible at all variants.

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*“My favorite World Champion is Alekhine. I love his attacking, dynamic style.”*

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Q- Which games did you save that were the most hopeless?

A - I recently had an extremely close game with Anthea Carson. She launched a ferocious attack on my king and forced me to give up two pawns and an exchange, as well as destroy my own king's pawn cover. As I had to spend a lot of time trying to figure out how to avoid getting mated, I had only had about two minutes compared to her thirty. She then made the mistake of trading queens, which is usually a good idea when you're up in material but since she had a huge attack she would have done better by keeping the queens on the board. Somehow I was able to active my few remaining pieces to generate a few threats.

She began to take a lot more time, decreasing her time advantage. It eventually got down to a mad time scramble when we each had only about thirty seconds left. In the confusion, despite being down the equivalent of a full rook, I managed to weave a cheap mating net around her king. I felt bad winning this way, because she completely outplayed me for most of the game.



## Tyler Annotates Two of his Games

By Tyler B. Hughes

**W: Kasper, Matthew (1527)**

**B: Hughes, Tyler B (2115) [C50]**

High School State Championship 2005

Denver (4), Feb 12, 2005

[Hughes, Tyler]

1.e4 e5 2.Nf3 Nc6 3.Bc4 f5 4.exf5 e4 5.Nd4! I was impressed that he found this move, most people retreat the Knight to g1, leaving Black with superior position. I cannot take the Knight as 6.Qh5+ destroys my position. This move shows that White is fighting hard not to fall into a passive position. [5.Ng1 Nf6<sup>3</sup> Black will follow up with 6...d5 and 7...Bxf5 leaving himself with a better position.]

5...Nf6 [5...Nxd4 6.Qh5+ g6 (6...Ke7 7.Qf7+ Kd6 8.Qd5+ Ke7 9.Qxd4) 7.fxg6 Nf6 8.Bf7+! (8.g7+) 8...Ke7 9.Qc5+ d6 10.Qxd4±]

6.Nxc6 bxc6 7.Be2! An ingenious idea that I have never seen before. Most people play another move here, such as 7. 0-0 and only after 7...d5 do they retreat their Bishop back to e2, after which I play 8...Bxf5 with a great position. Matt's idea is that instead of letting me play ...d5 kicking the Bishop he will move his Bishop back to e2 first. This way after my 7...d5 he play 8.Bh5+ planning to meet 8...g6 with 9.fxg6 winning a pawn. Before I had an extra move to play 8...Bxf5 so that I could safely meet 9.Bh5+ with 9...g6 . [7.0-0 d5 8.Be2 Bxf5 9.Bh5+ g6<sup>3</sup> And since I have already taken the f5-pawn White has nothing better than to retreat his Bishop back to e2.]

7...d5 8.Bh5+ g6 9.fxg6 Bg7 10.b3? This move attempts to lure me into a trap. However, if I don't fall for the trap White's a1-Rook will be very dangerously on the h8-a8 diagonal because of my Bishop on g7. Although White is up two pawns, he is lagging behind in development. If he catches up in development I will have no compensation for the pawns. For this reason 10.d3 is a better move, simply chipping away at my pawn center as well as

(Continued from page 6)

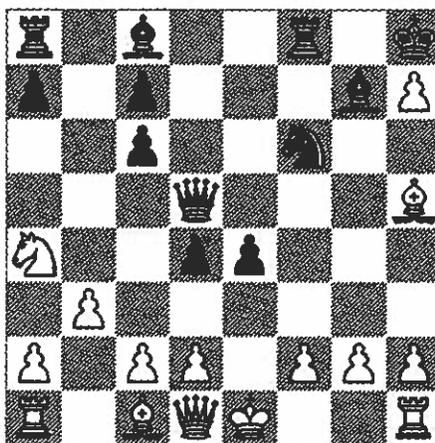
opening up White's dark-squared Bishop. [10.d3! 0-0 11.gxh7+ Kh8 12.0-0 Bf5 13.Be2 Qd6<sup>2</sup> Although I still have compensation for the pawns in the form of open kingside files to attack with as well as a lead in development, with careful play White should be able to fend off my threats and win with his two pawn advantage.] 10...0-0! I am not tempted to take the bait on a1 by playing 10...Nxh5 as I saw that my King would be very exposed. Instead, I simply castle out of danger before exploiting the loose a1-Rook. [10...Nxh5? 11.Qxh5 Bxa1?? 12.g7+! This was the trap that 10.b3 attempted to lure me into. White gains a huge initiative against my exposed King. 12...Kd7 (12...Ke7? Just allows White to develop his Bishop with tempo by 13.Ba3+. 13.Ba3+!+-) 13.gxh8Q Qxh8 14.d3± White is up a pawn but even more worrisome for Black is the fact that his King has no pawn cover. With 14.d3 White begins the process of opening up center. Because when your King is in the center you want to keep the center closed, this is a very nasty situation indeed for Black.]

11.gxh7+? Kh8! I do not take the h7-pawn with 11...Kxh7 as I am planning to take the Bishop next move with 12...Nxh5, opening up an attack on White's a1-rook. If my King were on h7 White would be able to recapture my Knight on h5 with 13.Qxh5+ and after I retreat my King White will be able to protect his a1-Rook. With 11...Kh8 my idea is to hide behind the h7-pawn so that 13.Qxh5 will not be check.

12.Nc3?! White puts a piece in the way of my g7-Bishop so that after 12...Nxh5 I will not be able to grab White's a1-Rook. 12.Nc3 has a disadvantage though, it invites me to push my pawn with 12...d4 and attack the White Knight. Moving my d-pawn to d4 also clears the d5 square for my Queen, which will also attack White's Bishop on h5. For this reason I would prefer 12.c3 which does not allow my Queen to come to d5 with tempo.

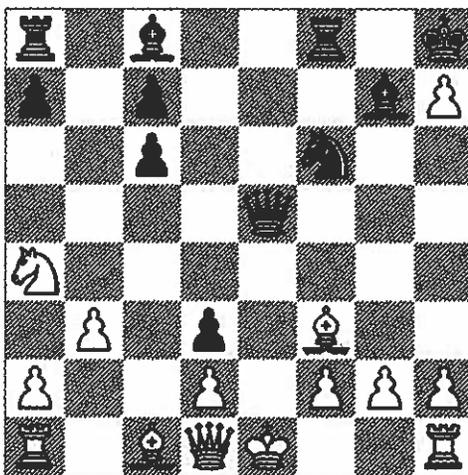
12...d4 13.Na4 Qd5! Diagram

14.Be2 The only safe square for the Bishop.



After 13...Qd5!

14...d3! White saw that 15.cxd3 would only make things worse as after my response 15...exd3 he would have to move his Bishop, probably to f3, I would play the fork 16...Qe5+ hitting White's Rook on a1. In view of that variation, White decides to give up his Bishop for my pawn. White now has 3 pawns for the piece. 15.Bxd3 [15.cxd3 exd3 16.Bf3 Qe5+! Diagram



Variation: After 16...Qe5+!

After 12...d4 I realized that I would have this killer check, forking White's King and Rook. This fork further proves that 10.b3 was a 17.Kf1 Qxa1-+; 15.Nc3 dxe2 16.Qxe2 Qg5±]

15...exd3 16.0-0 Ng4 Yet again, using the hanging a1-Rook to improve my pieces with tempo.

17.Nc3 Qd6 Retreating while threatening mate on h2.

18.g3 Bd4 Ganging up on f2.

19.Ne4 Qh6 Again threatening mate.

20.h4 I decided to just take the Rook and consolidate my position.

20...Bxa1 21.c3 Nf6 22.Nxf6 Rxf6 23.Ba3 Bf5 24.Qxa1 Kxh7 25.Be7 Re6 26.Bg5 Qh5 27.Qd1 Qxd1 28.Rxd1 Bg4 At this point I went under 5 minutes so I stopped keeping score. I did not have any problems converting my extra Rook. 0-1

W: Carson, Anthea J (1727)

B: Hughes, Tyler B (2089) [C55]

DCC January Denver (2), Jan 11, 2005

[Hughes, Tyler]

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d3 I don't like playing against 4.d3 in the Two Knights as usually it is a closed, maneuvering game.

4...Be7 5.c3 0-0 6.Nbd2 d6 7.b4 Qe8 I spent 20 minutes coming up with this move. My idea was to clear d8 for the Knight as well as add extra protection to f7 in case Anthea tried to pile up on the f7 pawn with Qb3 and Ng5.

8.Qb3 a5 Fighting for Queenside space. I didn't want to let Anthea claim that side of the board with a4-a5.

9.Qa4 Bd7 10.b5 Na7 My idea was to play ...Nc8 followed by ..Nb6 blockading the b5 pawn and attacking Anthea's Queen and Bishop.

11.Rb1 Nc8 12.Qc2 a4 To prevent Anthea from playing a4 next move and protecting the b5-pawn, which is now very weak.

13.d4 exd4 14.cxd4 d5! I was happy to play this move, which opens up the center and changes the character of the game.

15.Bd3 dxe4 16.Nxe4 Nxe4 17.Bxe4 Bxb5 18.Bxh7+ Kh8 19.Be4 Nd6 20.Ne5 Bf6 21.f4 Rc8 With the idea of playing ...c5

(Continued on page 8)

(Continued from page 7)

next to undermine the e5-Knight.

**22.Bb2** After spending so much time in the opening I only had about 15 minutes to Anthea's 40. I didn't play 22...c5, which was my idea with 21...Rc8, because although my intuition told me it was a good move I didn't want to open up the position like that without first doing some calculation. As I already was already down almost half an hour on the clock I didn't want to use more time calculating the consequences of 22...c5.

**22...Qe7** [22...c5! 23.d5 a3! Fixing the a2-pawn on a light square and increasing the scope of my light-squared Bishop. 24.Bc3 (24.Bxa3 White cannot take this pawn as the Bishop on b2 was protecting the Knight on e5. Now White's whole position falls apart: 24...Bxe5 25.fxe5 Qxe5-- White will lose a piece next move.) 24...Bc4 25.Bf3 Bh4+ 26.g3 f6= I would prefer to have Black here as the powerful Bishop on c4 is making things uncomfortable for White]

**23.Kf2 Bxe5** [23...Nxe4+ 24.Qxe4 c6]

**24.dxe5 Nc4?** Anthea has a dangerous plan of Qd3-h3-h7 I should've gotten rid of Anthea's powerful light-squared Bishop. [24...Nxe4+ 25.Qxe4 Qh4+! Provoking a weakening of White's light squares. White has a choice, blocking the check with 26.g3 which would weaken his light squares or move the King by 26.Kg1, hemming the h1-Rook in. 26.Kg1 This is the better choice, The weakening of the light squares is fatal after 26.g3: (26.g3 Qh5 Now Black has the threat of ...Bc6 skewering White's Queen and Rook. It proves rather difficult for White to avoid this skewer, as White's h1-Rook is tied down to the defense of h2. And if White's Queen moves to a safe square, White will still be in trouble after ...Bc6 because White cannot move the h1-Rook as White will likely be mated after ...Qxh2+. 27.Rbel (27.Qe3 Bc6 Black is completely winning.) 27...Rcd8! Threatening ...Rd2+ forking White's King and Bishop. 28.Bc3 Bc6 White is lost.) 26...Bc6 27.Qf5 Bd5<sup>3</sup> Black is better as the Bishop on d5 is very well

placed, influencing both sides of the board. White's Bishop's scope on the other hand is limited by the pawns on e5 and f4. Also, Black may begin to push his Queenside majority and use his passed c-pawn.]

**25.Qd3!** During the game I missed this nice move, which plans Qh3+ and Qh7#. It turns about to be exceedingly hard to stop this.

**25...g6** I couldn't find any better way of stopping the mate on h7, but ...g6 is a horrible move to have to play as now Anthea's Bishop on b2 is looking right into my King. [25...Qh4+ Is met nicely by Qg3 26.Qg3 And I cannot trade Queens: 26...Qxg3+ 27.hxg3+ Kg8 28.Bh7+ Kh8 29.Rh5!+- With the idea of doubling on the h-file, which will be very nasty for Black.]

**26.Bd4!** Stopping any idea I might have had with ...Qc5+ and attacking my Bishop on b5.

**26...c6 27.e6+ Kg8 28.Qh3 f6 29.Bxg6** My Kingside is in ruins.

**29...Rcd8 30.Bf7+ Rxf7 31.exf7+ Kg7 32.Rhe1!** bringing another piece into the attack was stronger.

**32.f8B+?** [32.Rhe1! Qxf7 33.Qg4+ Kh7 34.Qh4+ Kg7 Now White wins with a cute tactic: 35.Bxf6+! 35...Qxf6 36.Re7+- Winning Black's Queen.]

**32...Qxf8 33.Qg4+ Kf7 34.Qh5+ Kg7 35.Qg5+ Kh7 36.Qxf6?** It's usually not a good idea to trade Queens when your opponents King is exposed. It would have been better to bring the h1-Rook into the attack. [36.Qf5+ Kg7 37.Rhd1 Simply protecting the Bishop and planning to bring the Rook into the attack via d3. 37...Re8 38.Qg4+ Kf7 39.Qh5+ Kg7 40.Rd3!+- Black is completely lost. There is simply no good way to stop Rg3. 40...Qe7 41.Rg3+ Kf8 42.Qh8+ Kf7 43.Rg7+-]

**36...Qxf6 37.Bxf6 Rd2+** Now my pieces suddenly become very active. As Anthea only had 5 minutes left on her clock at this point, my active pieces are more dangerous than if Anthea had more of time left to deal

with my threats.

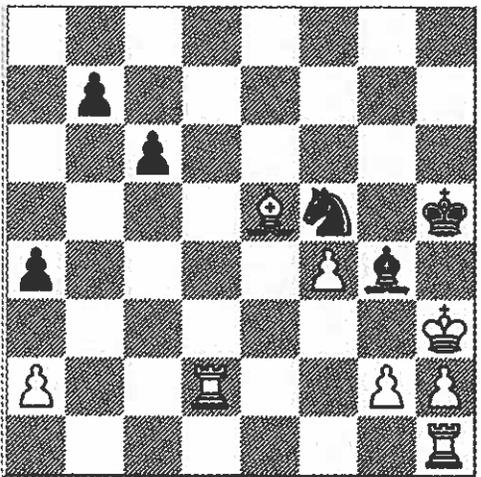
**38.Kg3 Nd6** Routing my Knight over to the kingside to attack Anthea's King.

**39.Be5 Nf5+ 40.Kg4 Kg6** My King that barely survived checkmate earlier is now a key player in my attack.

**41.Rb2??** We each had about 30 seconds here, and Anthea took about 5 seconds to play this move. Intuitively it looks like a good move, defending g2 and offering a trade of rooks. However, it turns out that I'm able to create a mating net. A better mover would have been 41.h4 with the idea of running the King to h2. In the game White's King gets trapped by its own pawns. [41.h4 Be2+ 42.Kh3 Rxa2 43.Rxb7 Kh5 44.Rh7+ Kg6 45.Rh8 Ra3+ 46.Kh2 Ne3 47.Kg1 Ng4 48.h5+ Kf5 49.Rf8+ Ke4 50.Ra8±; 41.Kh3]

**41...Be2+ 42.Kh3 Kh5!** It turns out I don't need the Rook to mate, my minor pieces and King can do it on their own. There is no way White can prevent 43...Bg4#.

**43.g4+** Anthea tried to escape by moving her g-pawn, hoping to escape on g2. Unfortunately for her, my Rook guards g2 after my Bishop moves. [Taking the Rook doesn't help. 43.Rxd2 Bg4# Diagram



Variation: After 43...Bg4#

] **43...Bxg4# 0-1**



# Checkmate

Article Published: Friday, December 31, 2004  
movie review

By Michael Booth  
Denver Post Staff Writer

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"Game Over" tells of Garry Kasparov's chess game against IBM'S Deep Blue and what happens after he loses.

"Game Over: Kasparov and the Machine" is a tantalizing and terribly frustrating documentary. It piques our interest in a subject we knew little about and never thought we'd care to see on a screen, then wastes our newfound curiosity through a lack of material and directorial diligence.

I had forgotten that former world chess champion Garry Kasparov lost to an IBM computer

## GAME OVER: KASPAROV AND THE MACHINE



Photo courtesy of Think Film

in 1997 at the height of his prowess. More important, I had never followed the intrigue carefully enough to know he accused the corporate giant of cheating, or to see that the "Deep Blue" machine could be such a sinister character. So bravo to director Vikram Jayanti for dredging up this story and making us care.

But Jayanti's style is to have too much style. It's a complex debate, what exactly constitutes a fair match between a human and a computer programmed by humans. Such a profound question deserves straightforward treatment.

Instead, Jayanti obscures his subject over and over again with cutaways to an old movie about a magician making an automaton, and with voiceovers whispered for no apparent reason. Each time the tension builds between the emotional Kasparov and the smug IBM team, Jayanti swerves with mysterious music and darkened shots of antique chess-playing robots. Just when a journalist would follow up with more questions, Jayanti opts for moodiness.

I suspect Jayanti was frustrated by limited access. Kasparov in retrospect goes into great detail about his mindset at the time, but IBM is as corporate as ever - the geeks who built Deep Blue are allowed to speak, but no one ever tries to explain all the secrecy that made it easy for Kasparov to claim he was tricked.

The basics worth knowing are this: Kasparov beat an IBM machine in 1996, thus continuing the grandmasters' confidence that no program could fairly defeat human creativity. IBM asked for a rematch; they played in an auditorium of journalists and chess masters.

But IBM's computer screen was attached to supercomputers locked up behind a series of doors, and Kasparov was never given promised documentation of Deep Blue's moves. A stunning second-game loss made Kasparov and many other observers believe Deep Blue's speedy calculations of possibility were illegally assisted by unseen grandmasters. Jayanti gets no closer to the truth, though he clearly sides with Kasparov as the appealing mad genius.

"Game Over" is the kind of movie that makes you want to read a good book. Perhaps some day the IBM empire will crumble to the point where the oceanic knowledge of Deep Blue finally gives up its dead.

Staff writer Michael Booth can be reached at 303-820-1686 or [mbooth@denverpost.com](mailto:mbooth@denverpost.com).

"Game Over: Kasparov and the Machine"  
Not rated I hour, 27 minutes DOCUMENTARY Directed by Vikram

Jayanti; interviews and footage of Garry Kasparov, Frederick Friedel, Joel Benjamin, Murray Campbell, Feng Hsuing-Tsu and Anatoly Karpov!

*Editors note: Game Over played at The Starz Film Center on the Tivoli Center in Downtown Denver in January 2005. The movie was attended by several Denver Chess Club members, and several even saw it more than once. Everyone I talked to, including La Moyne Splichal, Pete Short, Shannon Fox and Brian Wall enjoyed the movie, and would recommend it to their fellow chess players. I also enjoyed the movie, but felt that it provided a very one sided point of view. I enjoyed the book "Behind Deep Blue" much more. This movie will be available on DVD May 31st. ♠*

### A SNOWBALL IN A COAL BIN BY ZISA

The new game of chess -- PEACE!!!

According to a husband and wife chess player team from Wyoming, there is a dream game of chess. It involves a chessboard where the chess pieces move only in harmonious directions. The end result is peace! In other words, there are no conflicts on the chessboard.

Yes, this game was designed by a woman who would serve delicious food and warm drinks while the game of peaceful chess is in full swing. While the chess players move their pieces across the board, they are seated in a cabin in the mountains (beautiful mountain hideaway) or a pleasant setting on the beach while ocean waves roar. ♠

Mark Weeks, the chess editor of about.com recently did several reviews of Fort Collin's own Robert Synder's Chess for Juniors series of books. The reviews can be found online at <http://chess.about.com/library/weekly/aa05b26.htm> Mark gave positive reviews of all of Robert's book. According to the article Chess for Juniors (published in 1991) is the number one selling chess book on Amazon.com, and Unbeatable Chess Lessons for Juniors is the number three selling chess book. Bobby Fischer Teaches Chess is number two. A fourth book in the series entitled More Unbeatable Chess for Juniors is scheduled to be published later this year. ♠

# THE CHESS DETECTIVE:

sends the queen out on a mission to capture it.

## THE MYSTERY OF THE WAYWARD QUEEN

By NM Todd Bardwick

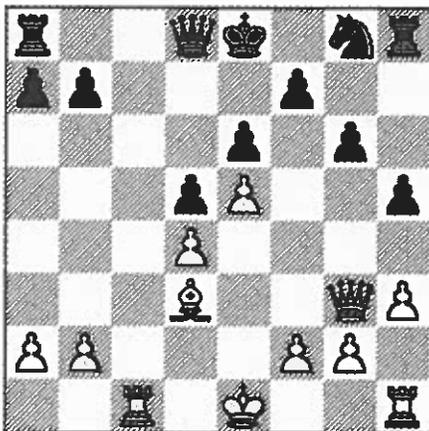
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The beginner chess player quickly learns that bringing out the queen early is generally not a good idea because she can be easily chased around the board, losing critical time, or even worse, get captured.

As the most powerful piece with long-range capability, she is often tempted to enter the game quickly to hunt down an opposing pawn and then try to make a quick get away.

Consider this position from a game between two top scholastic players.

Hughes (1606)



Galler (1692) Black to move

The first step is to pick up the clues and make observations about what is going on. Material is even. White has a huge lead in development. Black should be wary of potential bishop sacrifices on g6 and develop his knight with 16...Ne7, try to castle quickly, and hope that white doesn't come crashing in.

Instead black eyes the pawn on a2 and

16...Qa5+ 17.Rc3 Qxa2 18.0-0 Qa5 Running back home. If the queen now captures the b2 pawn with 18...Qxb2, white can play 19.Rb1 (19...Qxc3 loses the queen to 20.Bb5+) and have a multitude of threatening moves like Rxb7, Rc7, Bb5+, and Bxg6.

19.Rfc1 Qd8 Black spent four (!) moves to grab the a2 pawn. With all that extra time, white has castled and doubled his rooks and is planning an invasion on the c-file. The end is near. 20.Rc7 Ne7 21.Bb5+ Kf8 21...Nc6 loses the knight after 22.Rxb7. 22.Rd7 Qe8 23.Rxb7 Nf5 24.Qa3+ Black Resigns

In next example from the 1996 Colorado Closed, one of the masters brings his queen out early, doesn't sense any danger, and carelessly gets her trapped.

Wall (2281)



Kearns (2371) after 7.Bd3

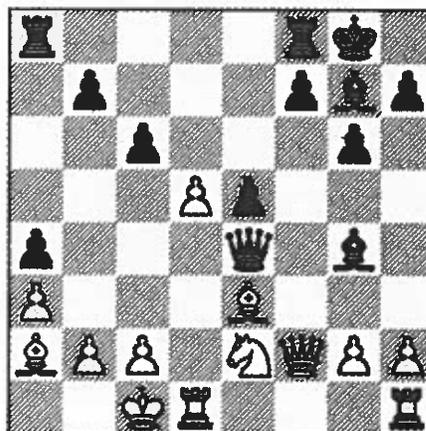
Black plays the logical 7...Nh4 to avoid getting his pawn structure messed up by 8.Bxf5. 8.Nxh4 Qxh4 9.Nd2 cxd4 10.Nf3 Black fails to observe that there are not many available squares for his lady and doesn't feel any danger. The ambitious black queen is actually not much of a threat to the white king because she has no available help from

any of her friends. Black plays 10... Qg4??

White responds 11.h3! and black notices too late that the queen is trapped! 11...Qxg2 If black tries 11...Qh5, white traps the queen with 12.g4. 12.Rh2 trapping the queen and winning the game in 15 more moves.

In this final example from the 1992 North American Open the black queen safely comes out early to take a pawn, but then hangs around in the danger zone too long and amazingly gets trapped in the middle of the board. Every once and a while even a world-class player can get his queen trapped after bringing her out early!

GM Christiansen (2630)



Burden (2194)

Black played 16...Nd7?? 16...Qf5 is necessary here to save the queen. White played 17.Ng3! The black queen is trapped and has nowhere to go.

Amazingly, black was able to mount a comeback and win this game. The entire game is annotated by GM Patrick Wolff in the April 1992 *Chess Life*.

Always remember that even if you can successfully steal a pawn by bringing out your queen early, danger is usually lurking nearby and if you aren't careful, she may get trapped! ♛

Todd Bardwick can be reached through his website at [www.ColoradoMasterChess.com](http://www.ColoradoMasterChess.com)

# Chess whiz checks rivals

Article Published: Sunday, February 27, 2005  
**9-year-old plays, beats 12 other children simultaneously**

By Melissa Cassutt  
 Denver Post Staff Writer



Post / Kathryn Scott Osler

From left, Ian Tidd, 11, Zachary Norris, 5, and Christopher Benton, 9, focus on their next moves while waiting for Bryan Yue, 9, to make his rounds at a chess club tournament Saturday in Fort Collins. Yue played and beat 12 other youngsters simultaneously.

**Fort Collins** - In the time it takes a chess player to beat one opponent, 9-year-old Bryan Yue beat 12.

In a friendly tournament Saturday in Fort Collins, Yue raced around a roomful of chessboards, making one move at each until checkmate had been declared at every board. Though Klondike ice cream bars were offered to competitors who could defeat Yue or earn a draw, no one was able to stop him.

The competition was arranged by Robert Snyder, the founder of Chess for Juniors, a Fort Collins-based club that trains youngsters to become skilled chess players. The club attracts students from across the state.

Brennan McConnell, a 9-year-old from Fort Collins, held out the longest, saying his strategy was one most didn't try: be aggressive. "Instead of just always being on the defense with my pieces, I was aggressive," McConnell said. "It's fun to see other people's strategies and what they'll do."

McConnell has been playing chess in the club for a few weeks. Yue has been playing since his father, Steven Yue, introduced chess to him at age 6. Steven Yue said his son became really interested in the game about a year later - so interested that he had to call in a professional.

"He's got the abstract thinking to recognize patterns quickly," said Snyder, a national chess master who has been playing the game nearly his entire life. He's won many national and international chess tournaments and has played up to 50 games of chess simultaneously. Now he spends most of his time leading students.

In two years, Yue has become one of Snyder's most promising pupils.

"With just a little bit of proper training, kids can be taught so much so they can go back to their school and beat everybody," Snyder said. "It's great for their self-esteem."

Lessons are held in Snyder's basement, a space filled with rows of chess tables and walls covered in news articles about chess and chess tournaments.

In Snyder's backyard is a large chess set, with pieces about a foot tall, and a playground named "Fort Chess," for those times when the kids are too rowdy for the real boards.

Saturday was Yue's first major multi-game tournament, but he wasn't intimidated.

"It's like opening and closing files," he said. "You make a move, and you go to the next board and do the same thing."

Staff writer Melissa Cassutt can be reached at 303-820-1475 or [mcassutt@denverpost.com](mailto:mcassutt@denverpost.com).

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Jeff Baffo, who is not able to play in tournaments as much as he would like, is looking for players interested in playing USCF rated matches at his place, located near E-470 & Smoky Hill in Aurora. Must be at least 1600 USCF. Contact him at [jbaffo2004@msn.com](mailto:jbaffo2004@msn.com) if you are interested.



Post / Kathryn Scott Osler

Bryan Yue, 9, left, waits for Ezra Speigel's next move. "I kept telling myself not to move my knight," Speigel, 9, said after losing. "I don't know why I did that."

## Denver Chess Club News Updates

Cherry Creek Community Church  
 366 Garfield (4th & Garfield)  
 Denver, CO 80212 303-296-2606  
 Tuesday nights, 7:00 to 11:00 PM.

**3/1/05:** The Denver Chess Club is now offering weekly 5-minute blitz tournaments.

The registration fee is \$5. The tournament is a double round-robin (you play each opponent twice). 100% of prizes is paid out each night. The tournament starts by 8:00 p.m.

In addition, there is still the monthly G90 rated tournament each Tuesday.

**2/18/05:** The new officers for the DCC are:  
 President: Joe Haines  
 Vice President: Bruce Bain  
 Secretary: Shannon Fox  
 Treasurer: Randy Shine

Master's can no longer play for free at DCC events. It was decided that they are getting "short changed" in potential prize money at tournaments. They will therefore have to pay entry fees at DCC sponsored events. The only exception to this policy is if the tournament specifically makes the exception.

## Proposal to amend the CSCA By-Laws from the CSCA Board to be voted on at the 2005 Membership Meeting.

Article III. Proposal to add "4. Code of Conduct—Given the educational purpose of the Association, it is essential that a civil and sportsmanlike atmosphere exist at all events. Chess players and observers will treat each other, tournament directors, and event organizers with the utmost respect and will not engage in any form of un-sportsmanlike or uncivil conduct to include any form of behavior disruptive to the chess playing environment. Violation of this code is good cause for suspension or expulsion."

## Recent Advances in the Electronic Storage of Chess Positions

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**Background** This paper is an edited excerpt from a larger 48-page paper published in 2005 by the Russian Academy of Sciences. This paper is also a follow-on to "B-Tree Database for the Relative Strength of Chess Positions" as published in *Colorado Chess Informant* [James 2004.2]. In that paper, chess positions and Chi-square statistics were stored in compact format in a B-tree database. That format is reviewed and further detailed here. Performance is evaluated for B-tree and other methods of storing very large numbers of instances of this chess data. The invention of a new external sorting algorithm is disclosed that performs in real time as the fastest known method. The use of a mask to search for chess positions in this context is also new. These innovations mark recent advances in the electronic storage of chess positions.

### Data formats revisited

In James 2004.2 it was shown that a compact representation for an entire chess position may be expressed in 24-bytes. This includes 8-bytes for the chess squares that are occupied and not occupied and 16-bytes for the respective pieces in order. It is possible to express the chess pieces for a position in less than the 16-bytes above with bit packing. The principle is to convert all possible combinations of codes for pieces into a large integer with a maximum range of  $n$ -bits. Each such bit is a consecutively higher power of two. For example, with a possible 13-codes for the 32-pieces, there are  $13^{32} - 1$  possible number of combinations that represent all codes for 32-pieces. This converts to about  $2^{119}$  or 15-bytes. This also saves one byte over the 4-bit method above. The trade-off, and there is always a trade-off, is that additional computing time is required to dissect a large bit pattern into its components of base-13 codes.

It is also possible to express an entire position of the chess board and pieces in a *larger* representation that may have advantages. For example, consider doing away with compact bit switches that represent the squares occupied or not occupied. Instead a fixed representation for each of the 64-squares contains the 13 codes. This means there are 64 sequential 4-bit codes for a total size of 256-bits or exactly 32-bytes. The advantage is that no sub records as

keys, such as board then pieces, are processed. Instead the representation is a bit-map that in its entirety may be manipulated at once with one logical bit-wise operation. It is therefore not necessary to decode, parse, or expand the representation. For example, two chess positions may be compared by AND, OR, or XOR to mask or alter the combined positions for graphical presentation of visual equality, comparison, or contrast.

The data record stored also contains a Chi-square statistic. It ranges in value from 39.00000 to 173.00000. If five decimal places are ignored, the value may be converted to an integer in the scaled range of  $0 \dots (17,300,000 - 3,900,000 = 13,400,000)$ . That range fits into two, 8-bit bytes as powers of 256 as follows:  $(a * 256^1) + (b * 256^0)$ , where  $0 \leq (a, b) \leq 255$ . This is known as bit packing to save storage space.

### Data storage methods

Data storage methods are either internal or external. Internal methods operate using memory only and are all classified as sorts. Internal methods do not necessarily save sorted results into persistent files on permanent media such as hard disks or large jump drives. However, internal methods are very fast. In contrast, external methods operate using memory for real time disk input and output with persistent storage. External methods are classified as databases and disk-to-disk sorts.

Some internal sorts that physically move data into sorted order are fast sort and quick sort. Fast sort or bucket sort makes use of predefined buckets as a sub sort and varies in performance based on the size of the bucket choice. Quick sort is a partition exchange method that is not guaranteed to run in  $n * \log_2(n)$ , also  $n * \lg(n)$ , but may run as slowly as  $n^2$ .

External sorts that do not move data but rely on indexes of pointers to indirectly show the sorted order as by list merge sort or radix count sort. The external database method evaluated is the B-tree structure. The advantage of B-tree is that records may be added by effectively linking them into the binary tree and percolating tree link changes when needed, but without the overhead of sorting the entire structure from scratch at each insertion. The disadvantage of B-tree is that it does not run in linear time and for look up only it is more expensive to build and maintain than a static list once sorted. In other words,

the trade off is as between looking up a number in a telephone book or finding it in a dynamic card file catalogue that may be more easily updated. The external sorting methods evaluated are linked list merge sort and radix count sort. A recent improvement on the radix count sort is shown in the invention of the radix hash sort.

The linked list merge sort, or list merge sort for short, operates on the principle of comparing keys to build smaller lists in sorted order that are later linked and merged into larger sorted lists until one sorted list of pointers is obtained. The list merge sort is described here as using a positive link symbol for inside runs, a negative link symbol at the end of each ascending run, and a zero link symbol to terminate the list. Two lists of ascending runs begin for the two smallest keys. All keys rejected by comparison from going on the second smallest list are linked onto the front of the first smallest link. After all of the merge phases, the first smallest key is linked to the second smallest key and to its list.

Listing 1 is source code in True BASIC™ for the list merge sort, as implemented in memory for simplicity.

In Listing 1, the main loop makes multiple passes. The outer nested loop compares keys through runs on a single pass. The inner nested loop merges one run. Within the outer nested loop, a pointer is indexed and updated to mark the start of the next run, the output list is switched to the next list, and the location of the end of the run is saved. Within the main loop, pointers are indexed and updated to mark the start of the next run and the end of the run. To complete the sorted list, the final phase transforms the linked list in place into a sorted list of pointers. This takes two loops. The first loop replaces each pointer in the list by its ordered index. This produces the inverse permutation. The second loop inverts the permutation by chasing the cycles. A nested loop replaces each pointer with the index of its predecessor. Because the pointer values from the first pass are negative, this shows which pointers in cycles

```

MODULE List_merge
SUB List_merge ( inp$( ), links( ) )
LOCAL lower_bound, upper_bound, zero, z_times_two, i, j, k, q
LOCAL link_01, link_02, krun, kother, inp_j$, inp_k$, vi$
! Check for degenerate cases of zero or one key(s)
! Bounds of links() used to index inp$( )
LET lower_bound = Lbound( links )
LET upper_bound = Ubound( links )
IF upper_bound <= lower_bound THEN
IF upper_bound < lower_bound THEN
EXIT SUB
END IF
LET links( lower_bound ) = lower_bound
EXIT SUB
END IF
! Use "z" to represent zero, < z for end-runs, and
! z_times_two - p to negate a pointer p,
! where z = Lbound( links( ) ) - 1 and z_times_two = z*2.
LET zero = lower_bound - 1
LET z_times_two = 2 * zero
! link_01 as the second smallest; link_02 as the first smallest
! link_02 may be a null list
! link_01 is a null list if only two keys
LET link_02 = lower_bound
LET link_01 = link_02 + 1
IF inp$( link_01 ) < inp$( link_02 ) THEN
LET link_01 = link_02
LET link_02 = link_01 + 1
END IF
LET krun = link_01
LET kother = link_02
LET inp_j$, inp_k$ = inp$( link_01 )
FOR i = lower_bound + 2 TO upper_bound
LET vi$ = inp$( i ) ! vi$ is current element
IF vi$ < inp_j$ THEN ! inp_j$ is inp$(link_01)
! Check for new or almost minimum
IF vi$ >= inp$( link_02 ) THEN
LET links( i ) = link_01
LET link_01 = i
ELSE ! New real minimum
LET links( i ) = links( link_02 )
LET links( link_02 ) = link_01
LET link_01 = link_02
IF kother = link_02 THEN
LET kother = i
END IF
LET link_02 = i
END IF
LET inp_j$ = inp$( link_01 )
ELSE
IF vi$ >= inp_k$ THEN
! inp_k$ is last value in run; this goes on the end
LET links( krun ) = i
ELSE

```

```

! Can not start a new run
LET links( kother) = z_times_two - i
LET kother = krun
END IF
LET krun = i
LET inp_k$ = vi$
END IF
NEXT i
LET links( krun), links( kother) = zero
LET links( link_01) = z_times_two - links( link_01)
DO ! Make multiple passes
LET i = links( link_01)
LET j = links( link_02)
IF j = zero THEN
EXIT DO
END IF
LET krun = link_01
LET kother = link_02
DO ! Loop through runs on a single pass
LET i = z_times_two - i
LET j = z_times_two - j
LET vi$ = inp$( i)
LET inp_j$ = inp$( j)
LET k = krun
DO ! Merge one run
IF vi$ <= inp_j$ THEN
LET links( k) = i
LET k = i
LET i = links( i)
IF i <= zero THEN
LET links( k) = j
DO
LET k = j
LET j = links( j)
LOOP WHILE j > zero
EXIT DO
END IF
LET vi$ = inp$(i)
ELSE
LET links( k) = j
LET k = j
LET j = links( j)
IF j <= zero THEN
LET links( k) = i
DO
LET k = i
LET i = links( i)
LOOP WHILE i > zero
EXIT DO
END IF
LET inp_j$ = inp$(j)
END IF
END IF
! Mark start of run
LET links( krun) = z_times_two - links( krun)
LET krun = kother ! Switch output list
LET kother = k ! Save the end of this run
LOOP UNTIL j = zero
LET links( krun) = i
LET links( kother) = zero
LOOP
LET links( link_02) = link_01
LET links( link_01) = z_times_two - links( link_01)
! Complete the sorted list
LET i = link_02
FOR j = ( z_times_two - lower_bound) TO
( z_times_two - upper_bound) STEP - 1
LET k = links( link_02)
LET links( link_02) = j
LET link_02 = k
NEXT j
FOR i = lower_bound TO upper_bound
LET j = links( i)
IF j < zero THEN
LET j = z_times_two - j
DO
LET q = z_times_two - links( j)
LET links( j) = k
LET k = j
LET j = q
LOOP WHILE j > zero
END IF
NEXT i
END SUB
END MODULE

```

Listing 1. List merge sort in memory.

teed to perform in  $n \cdot \lg(n)$ .

The radix sort is described as sorting from the least significant position or digit to the most significant position or digit of the keys. The radix count sort uses a count sort to order the keys within the respective digit. The count sort makes three passes through a digit or sub key.

Pass one takes a census and accumulates instances for each digit. Pass two orders the sub keys according to that census. Pass three indexes the records according to the sorted keys. The pass one census works as follows. Given the keys 209, 308, 408, 208, 109, the radix count sort tabulates the 1's digit as having three 8's and two 9's. Hence the keys are sorted as 308, 408, 208, 209, 109. The radix count sort tabulates the 10's digit as having five 0's. Hence the keys stay in the same order. The radix count sort tabulates the 100's digit as having one 1, two 2's, one 3, and one 4. Hence the keys are sorted as 109, 208, 209, 308, 408 which is the final order. The radix sort makes use of the characteristic that if the least significant digit of all keys is sorted, then subsequent sorting runs of the more significant digits preserve that previously sorted order of the less significant digits.

The count sort portion operates on the abstract principle that the loop to take census and index the keys may be faster than the comparison of key more than once. The count sort must also be programmed with the extrema and extent of the digits. Therefore the use of the count sort implies an a priori knowledge of the set of digits to be counted. However, the count sort works best only when a smaller set of different possible digits is counted. For example, if the keys are in 4-bits as the binary digits of 0...15, the count sort will count 16 times faster than if the keys are in 8-bits as the binary digits of 0...255. The radix count sort makes no comparisons of keys and is stable in preserving the original order of appearance of equal keys. The radix count sort is guaranteed to perform in time at about  $k \cdot n$  where  $k$  is the number of digit positions and  $n$  is the number of keys to sort. The performance of the radix count sort is slower than list merge sort where  $k \cdot n > n \cdot \lg(n)$  or effectively  $k > \lg(n)$ .

Table 1 shows the performance for radix count sort and list merge sort as implemented in memory for simplicity and scaled to 1000. Because

N	N	N*2	Radix	Radix	List
base 2	KB	MB	count	count	merge
2 <sup>18</sup>	256	7	245	233	56
2 <sup>19</sup>	512	13	503	461	121
2 <sup>20</sup>	1024	26	1000	922	255

Table 1. Sorting methods in-memory with scaled times.

the record size is 26-bytes, the size of the resulting database processed is  $N \cdot 26$  in MB.

The in-memory times above do not necessarily reflect disk-to-disk performance as analyzed below because disk access has many more hardware computing variables.

The performance of radix count sort is sensitive to the size of the digits being counted. For example in Table 1, 8-bit digits of 0...255 count more slowly than 16-bit digits of 0...65535. The reasons are counter-intuitive. The 16-bit digits serve as digits for a two byte key in contrast to the 8-bit digits that serve as digits for a single byte key. Because desktop computers are now usually of a 32-bit architecture, a computer word defaults to 16-bits which is the size of the 16-bit digits in contrast to 8-bit digits. Hence the processor takes less time to decode one 16-bit word than two 8-bit words. This is borne out in Table 1 that shows an 8% improvement for the radix count 16-bit sort over the radix count 8-bit sort. However, it is an error to assume that any larger size of sub key is more efficient. For example, in the hash sort consider three-bytes taken as a sub key. A hash sort table for two-bytes holds  $256^2$  unique sub keys. However, a hash sort table for three-bytes holds  $256^3$  unique keys. If less than 16 million random records are sorted by a sub key size of three-bytes, then the hash sort table is sparsely filled. This means that three nested loops are required to visit all elements of the hash table for a sub key size of three-bytes, whereas only two nested loops are required to visit the hash table for a sub key size of two-bytes. Therefore a third nested loop is not faster or economical to test if a location contains a record number in a large, sparsely filled hash table.

Listing 2 is source code for radix sort with counting sort. The implementation is presented as an in-memory sort for simplicity, compactness, and reproducibility. Radix count sort may be improved by replacing the count sub sort with a faster sub sort. The little known or used hash sort meets this criterion. The hash sort uses only one pass through the sub keys because of perfect addressing. The count sort portion is already implemented in nested loops that are optimized, fast running, and make no comparisons. The hash sort also makes no comparisons and avoids nested loops by direct addressing of an array. A sub key is mapped

(Continued on page 14)

(Continued from page 12) were already inverted. The three loops effectively add three extra passes whereby each link is processed three times. The list merge sort is stable and guaran-

```

! Radix.with.counting.sort.16-bit.chunks.pointers
!
! Copyright 2004, CEC Services, LLC All Rights Reserved
!
! Number of elements to sort 2 ^ 20 = 1024 KB
LET n = 2 ^ 20
! All bit patterns in a 2-byte input chunk
LET k = 65536
! Number of bits to process 208 bits = 26 bytes
LET bits = 208
! Record length is 26 bytes
LET rec_len = bits / 8
!
OPTION BASE 0
DIM inp$( 0)
MAT REDIM inp$( n)
LET blk$ = REPEAT$( CHR$( 0), rec_len)
!
DIM inp( 0)
DIM out( 0)
DIM cnt( 0)
MAT REDIM inp( n)
MAT REDIM out( n)
MAT REDIM cnt( k)
LET zero = 0
MAT out = zero
! Initialize values in input array of first sort pass
FOR i = n TO 1 STEP - 1
    LET inp( i) = i
NEXT i
! Process 2-byte chunks of each record to be sorted
FOR h = rec_len TO 1 STEP - 2
    ! Set count array to zero for each chunk
    MAT cnt = zero
    ! Take census by counting 16-bit patterns
    FOR j = n TO 1 STEP - 1
        LET cnt_idx = ORD( inp$( inp( j))[ h: h])
        + ORD( inp$( inp( j))[ h - 1: h - 1]) * 256
        LET cnt( cnt_idx) = cnt( cnt_idx) + 1
    NEXT j
    ! Sum number of sub keys for each 16-bit pattern
    FOR i = 1 TO k
        LET cnt( i) = cnt( i) + cnt( i - 1)
    NEXT i
    ! Move record pointers into order from index above
    FOR j = n TO 1 STEP - 1
        LET inp_idx = ORD( inp$( inp( j))[ h: h])
        + ORD( inp$( inp( j))[ h - 1: h - 1]) * 256
        LET out( cnt( inp_idx)) = inp( j)
        LET cnt( inp_idx) = cnt( inp_idx) - 1
    NEXT j
    ! Set output index to input before next sort pass
    MAT inp = out
NEXT h
END

```

Listing 2. Radix sort with counting sort in memory

into a square array where the record number is stored. The perfect hash sort maps 2-byte keys into a 256 by 256 array with indices of 0...255.

A problem arises when a subsequent key hashes to the same location as a previous key. A method investigated to store equal sub keys was to assign a string of bit switches, of a predefined length of bytes, to each hash sort location where a bit by its relative position in the string represented the presence of the respective record number. This is expensive to use because

test that decrements instead of a test that increments. Another improvement is to process a sub key as two-bytes of 16-bits instead of as one-byte of 8-bits. Table 2 shows the performance of the methods as in-memory sorts with times scaled to 1000 and calculated time in brackets. Each record is 26-bytes.

```

! Radix.with.hash.sort.2-byte.chunks.pointers.decr.loops
!
! Copyright 2004, CEC Services, LLC All Rights Reserved
!
! Number of elements to sort
LET n = 2 ^ 9
! Record length is 26 bytes
LET rec_len = 26
! Possible bit patterns in one byte = 256
LET kd = 256
! Maximum bit pattern number from zero index
LET theta = 256 - 1
!
OPTION BASE 0
DIM inp$( 0)
MAT REDIM inp$( n)
DIM inp( 0)
MAT REDIM inp( n)
MAT inp = 0
DIM hash$( 0, 0)
! Array already has element subscript 0
MAT REDIM hash$( theta, theta)
MAT hash$ = Null$
! Initialize values in input array of first sort pass
FOR i = n TO 1 STEP - 1
    LET inp( i) = i
NEXT i
! Radix sort with hash sort for each key chunk
! Process 2-byte chunks of each record to sort
FOR h = rec_len TO 2 STEP - 2
    MAT hash$ = Null$ ! Clear hash$ array
    ! Hash sort chunks
    FOR j = 1 TO n
        ! Must be 1..n, not n..1, to make it stable
        ! Byte order is h - 1 ... h
        ! with row as h - 1 and column as h
        LET col = ORD( inp$( inp( j))[ h : h ])
        LET row = ORD( inp$( inp( j))[ h - 1: h - 1])
        LET hash$( row, col) =
            hash$( row, col) & NUM$( inp( j))
    NEXT j
    ! One greater due to subtraction operation below
    LET count = n + 1
    ! Read IEEE 8-byte record numbers into inp index
    FOR row = theta TO 0 STEP - 1
        FOR col = theta TO 0 STEP - 1
            ! Sum number of sub keys for each hash pattern
            FOR rec_num =
                LEN( hash$( row, col)) / 8 TO 1 STEP - 1
                LET count = count - 1
                LET char_num = ( rec_num - 1) * 8
                LET inp( count) = NUM( hash$( row, col)
                    [ char_num + 1: char_num + 8])
            NEXT rec_num
        NEXT col
    NEXT row
NEXT h
END

```

Listing 3. Radix hash sort in memory.

of a sparsely filled storage space that performs based only on how fast a bit may be searched and set.

The solution adopted is record chaining that stores the ordinal index of records, or record numbers, consecutively at the same hash location in the same respective order as the records were originally encountered. The mechanism to store consecutive record numbers quickly is to chain by catenating them as strings. This method assures that if all sub keys map to the same location, then the string size available is sufficiently large to catenate all of the ordinal index numbers of records. The implementation used is fully portable across computer system platforms and stores each record number in a fixed length string of the universal standard of 8-byte IEEE numeric format. To resolve a collision, the string is catenated to the end of any other such strings in that location. The original order of such stored strings is preserved and is therefore stable and ascending by ordinal index. In test implementations this was much faster than using the bit switch solution above.

Listing 3 is for radix with hash sort, as an in-memory sort for simplicity.

To improve hash sort performance further, the movement of entire records on disk is avoided by using indexed pointers to records that never physically move themselves but only grow in number. Listing 3 contains such improvements. There is no reference in the literature to combining radix with hash sorting as such. Therefore this computer program represents a recent advance in the implementation of sorting. An improvement is to make the loops structures perform with a logical

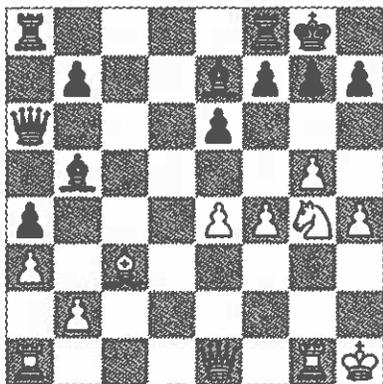
N	N	Nx26	Radix	List
base2	KB	MB	Hash	Merge
2^15	32	0.8	1	1
2^16	64	1.7	2	2
2^17	128	3.4	5	5
2^18	256	6.7	9	10
2^19	512	13.5	20	23
2^20	1024	27	40	50
2^21	2048	52	81	107
2^22	4096	104	164	225
2^23	8192	218	326	474
2^24	165536	436	665	1000

Table 2. Sorting methods disk-to-disk with scaled times.

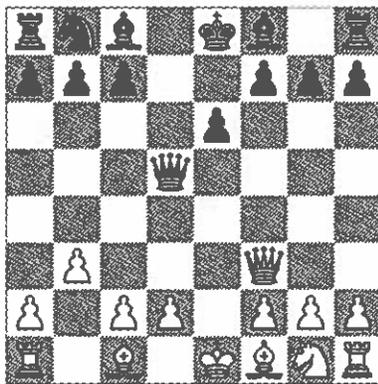
Continued on page 17

# Tactics Time!

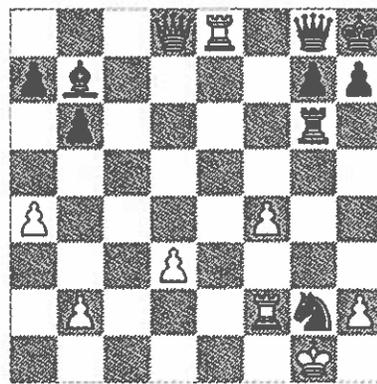
One of the best ways to improve your game is to study tactics, such as the following from recent games played in Colorado. Answers on page 16



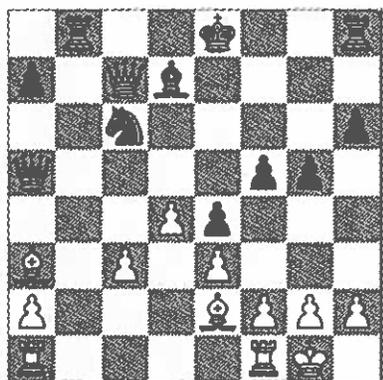
**1. Grimm, Paul - Berman, Lou**  
*Denver Chess Club Dec 2004*  
 White to Move



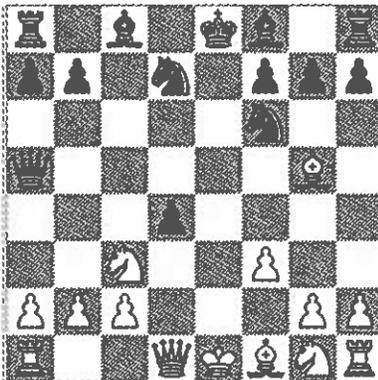
**2. Corbett, Tom - Short, Pete**  
*Denver Chess Club 2004*  
 Black to Move



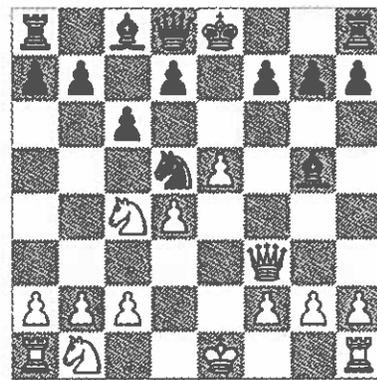
**3. Baltier, Francisco - Walker, D**  
*NM Memorial 2005 (variation)*  
 Black to Move



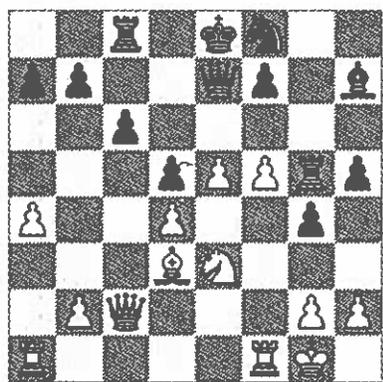
**4. Lohmer, Chris - Petrino, R.**  
*Denver Chess Club Jan 2005*  
 Color to Move



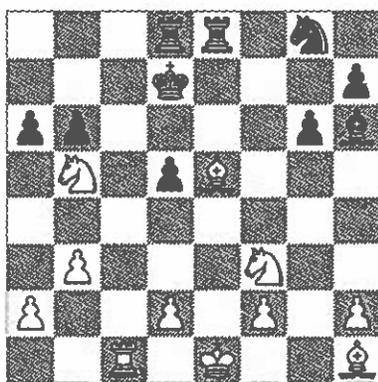
**5. Varney, M - Foster, Cory**  
*Loveland Open 2005*  
 White to Move



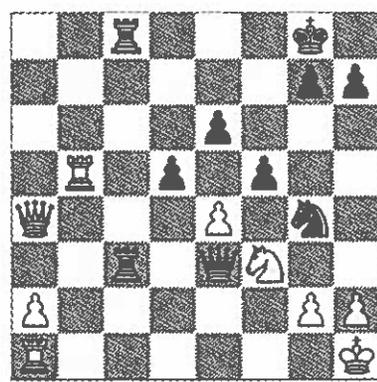
**6. Mullikin, T - Pastuszczak, L**  
*DCC Halloween 2004*  
 White to Move



**7. Mink, Chris - Brennan, Tim**  
*DCC Club Championship 2003*  
 White to Move



**8. Powell, Terry - Corbett, Tom**  
*Denver Chess Club Feb 2005*  
 White to Move



**9. Ufer, Allen - Grimm, Paul**  
*Denver CC Championship 2004*  
 Black to Move

## Readers Games

This game was submitted and annotated by Andrew Ritchie.

The following game is from round 2 of the NM Open in Albuquerque last month. I won the U1500 section (woohoo) and got \$75. Unfortunately, this didn't cover all of my travel expenses (not to mention the lost information from the classes I had to cut to make it there on time), but overall it was a worthwhile experience.

White: Andrew Ritchie - 1348

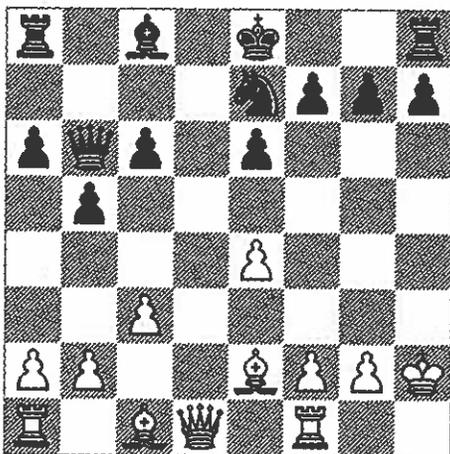
Black: Cesar Guevarra - 1744

1. e4 c5 It seemed that the Sicilian was all the rage in my section. Three of my four games involved this opening, one with colors reversed.

2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 e6 Dang. The Yugoslav is about the only variation I enjoy playing, especially with the White pieces. Only one of my three Sicilian opponents in this tournament obliged, though without Bd7. (Ironically, that was the only game of the three I lost.)

5. Nc3 a6 6. Be2 Bb4 7. 0-0 Nge7 8. Na4 b5 9. c3? I "accidentally" gambit the pawn on h2 for an open file there. That said, this move was still probably no good (but at class level, who knows.)

9. ... Bd6 10. Nxc6 dxc6 11. Nb6 Bxh2+ 12. Kxh2 Qxb6, diagram:

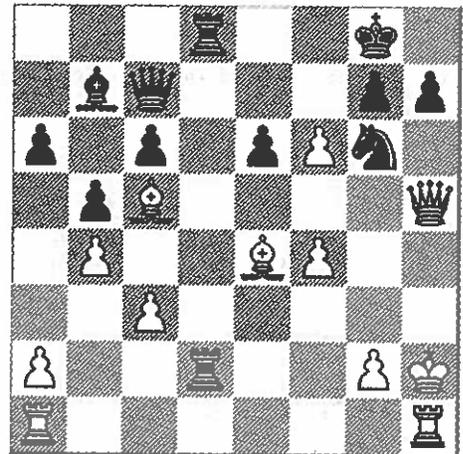


After 12. ...Qxb6

At this point, the bold 13. Qd6! would have dominated Black's game. Black's extra material is not enough to ensure him victory, or even equality, as long as his Bishop is imprisoned in its own house as such. Black's plan at this point (regardless of what White plays) should be to focus all his energies on a c6-c5 thrust, which means controlling c5 with everything he's got. Even if Black trades Queens with Qb8, White will have an endgame advantage with sundry ideas like Be3, b4, and control of the d-file.

13. Bd3? Unfortunately, I had just read Vukovic, and I had images from his book swimming in my head. This move gives Black the opportunity to play 13. ... Qc7+ (preventing Rh1) followed by 14. ... c5. Black, thinking he had an easy victory against a twice-outclassed opponent, opted for sterile safety:

13. ... 0-0? 14. e5 Ng6 15. Qh5 Qd8 16. Be4 Bb7 17. Be3 (heading for c5 and a won ending, at least) Qc7 18. Bc5 Rfd8 19. f4 Rd2 20. b4 Rad8 21. Rh1 (moves like this make one feel real slick, even if one's position is suspect, as mine is here) f5 22. exf6ep diagram:



After 22. exf6 I contend that Qxf4+ fails in all variations. Any challengers?

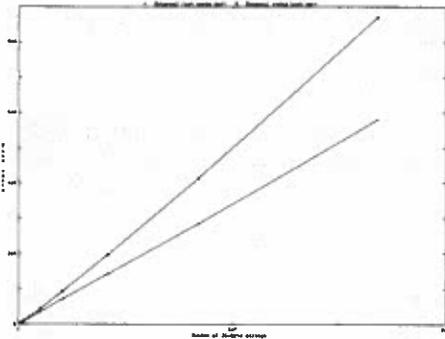
At this point, Black could have won with 22. ... gxf6, followed by a trade of Queens on g7 and some mondo Rook activity along the 2nd rank (with White's stuck on rank 1.) Instead, he opts for a counterattack on White's delicate position, which fails due to some fortunately-efficient piece coordination.

22. ... Qxf4+? 23. Kg1 Qxe4?? 1-0, as White has mate in four. ♖

### Tactics Time answers:

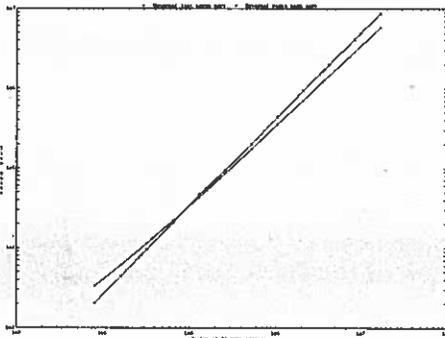
1. Answer 1. Nh6+! Kh8 [1...gxh6 2.gxh6+ Bg5 3.Rxg5#] 2.Bxg7+! Kxg7 3.Qc3+ Kg6 (3...e5 and 3...f6 don't save the day) 4. f5+ exf5 5.exf5+ Kh5 6.Qf3+ resigns [6...Kxh4 7.Qg4#]
2. Tom fell asleep at the wheel on the previous move after playing 6. b3?? allowing 6...Qe5+ forking the king and rook. The complete game went 1. e4 d5 2. exd5 Nf6 3. Nc3 Nxd5 4. Nxd5 Qxd5 5. Qf3 e6 6. b3 Qe5+ 7. Qe2 Qxa1 8. Kd1 Ba3 0-1. The position where Tom played b3 can be reached via the Alekhine's Defense as well. Vassily Smyslov once played as white 1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Nxd5 Qxd5 5. Qf3 e6 6. Qxd5 and took the queen instead of playing b3 after reaching the same position from a different move order.
3. This position did not occur in the game, but was in one of the variations that Fritz pointed out, and is a nice mate starting with the always dangerous discovered check. 1. ...Ne3+ 2. Rg2 Rxc2 (Qg5 is the only other legal moves) 3. Kh1 Rf2+ 4. Kg1 Rf1#
4. This was a swashbuckling game featuring the Budapest Gambit, Fajarowicz Variation. In the game Chris missed Bh5#, but still won after 1. Qd6 Rh7 (Richard is following Chapter 14 of "My System" by Aron Nimzowitsch "Overprotection") 2. Qf8#
5. It appears that white is in trouble, because both their Bishop and Knight, which is pinned, are attacked. However White can wiggle out of it with Bxf6. In the game White played Qxd4, saving the knight, but losing the bishop.
6. This short game went 1. e4 e5 2. Nf3 Nc6 3. Bc4 Na5 4. Nxe5 Nxc4 5. Nxc4 Nf6 6. e5 Nd5 7. d4 Be7 8. Qf3 c6 9. Bg5 Bxg5 (diagram) 10. Nd6+ Ke7 11. Qxf7#
7. Chris violated me with the move 1. Nxd5, and the game quickly was over after Qd8 2. Nf6+ Ke7 3. Qc5+ Qd6 4. Qxd6#
8. 1. Rc7+ Ke6 2. Nbd7# is a pretty mate
9. 1. Nf2+ Kg1 2. Nh3++ Kh1 3. Qg1+! NxQ 4. Nf2+ smothered mate!

The performance graph for list merge sort and radix hash sort is in Graph 1 with normal x-y axes and in Graph 2 with logarithmic x-y axes.



Graph 1. Performance for list merge sort and radix hash sort.

Graph 1 shows the list merge sort at  $n * \lg(n)$  is not linear and that the radix hash sort at about  $k * n$  is linear. At  $2^{18}$  or 256K records the radix hash sort is faster than the list merge sort where  $k < \lg(n)$ . This is accentuated at  $2^{24}$  or 16 million records where the difference is about 34% and increasing in favor of the radix hash sort.

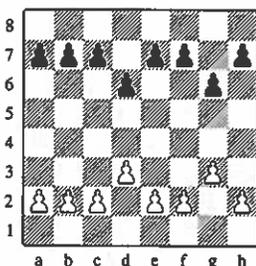


Graph 2. Logarithmic performance for list merge sort and radix hash sort.

For logarithmic x-y axes Graph 2 illustrates  $\log(2^{18})$  records as the point where the radix hash sort becomes faster than the list merge sort.

**Search of data**

The advantage of an external pointer sort, such as radix hash sort, is that the sorted pointers, as stored in persistent files, may be binary searched in time of  $n * \lg(n)$ . If portions of the data records are to be searched, then multiple indexes are required. For example, consider the black pawn structure of the Pirc Defense as of interest. Figure 1 represents this. Similarly, the white pawn structure reflection of Figure 1 is included in the same combined figure as Figure 2.



Figures 1 and 2. Black pawn structure of the Pirc Defense and reflected white pawn structure.

The positions of Figures 1 and 2 may be searched as portions of already indexed 8- and 16-byte records. The 8-byte group is bit switches showing what squares are occupied. For Figure 1, this is listed as bits and bytes in Table 3. The bits begin at a1 and end at h8. The bits are blocked into 8-bit bytes that are also represented as the ordinal index number for byte patterns of 0...255.

Bits	0000	1110	0001	0000	0000	0000	0000	0000
	0000	1101	0010	0000	0000	0000	0000	0000
Bytes	0	237	18	0	0	0	0	0

Table 3. The bits and bytes of the 8-byte group for squares of Figure 1.

The 16-byte group is pieces in 4-bit codes that occupy the squares as bits in the 8-byte group. For Figure 1, this is listed in bytes in Table 4. The 4-bit code for a black pawn is arbitrarily set in binary as 1001 and as the ordinal index 9.

Bits	1001	1001	1001	1001	0000	0000	0000	0000
	1001	1001	1001	1001	0000	0000	0000	0000
Bytes	153	153	153	153	0	0	0	0

Table 4. The bytes of the 16-byte group for pieces of Figure 1.

The 8-byte group of each record is searched for the bit pattern in Table 3. The 16-byte group of each record is searched next for the byte pattern in Table 4. The key to be searched is therefore the combined bit pattern of the 8-byte group combined with and concatenated in front of the 16-byte group to make a 24-byte key.

To avoid the testing of unnecessary bits for squares and bytes for pieces of the position of interest, the combined key to search may be used as a mask. Each record to be searched has the combined key applied as a mask using the AND logical bit-wise operator after. The result of the operation is then compared to the combined key. If the result is equal then the record contains the position, otherwise it does not. The bit mask for the combined key in Tables 3 and 4 as ordinal index numbers for bytes is in Table 5.

0	237	18	0	0	0	0	0	153	153	153	153	0	0	0	0
---	-----	----	---	---	---	---	---	-----	-----	-----	-----	---	---	---	---

Table 5. The combined bit mask as ordinals of bytes for Tables C and D.

This type of masked search takes on order of  $k * n * \lg(n)$  where  $k$  is the additional line required to mask each record retrieved before comparison with the key. For two such index searches, the search time is  $2 * k * n * \lg(n)$ .

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 James III, Colin. B-Tree Database for the Relative Strength of Chess Positions. Colorado Chess Informant. October 2004. Volume 31. Number 3. pp 21-23. Denver, Colorado.



## Speaker of Two International Languages/ Chess and Music

### An Interview with Richard Buchanan

By Zisa Mogilefsky

Richard Buchanan speaks two international languages: chess and music. When you meet him, you see a very happy face. His eyes twinkle as he talks about his love of music and chess. His beard flows and his hands wave too. He is happy with his chess playing and his love of music.

As a resident of Manitou Springs, Mr. Buchanan participates in many chess events and musical productions. He also organizes chess tournaments.

In addition, Mr. Buchanan organizes three chess tournaments per year. There is the Colorado Springs Open Tournament, the Pikes Peak Open Tournament and the Winter Springs Tournament.

#### Q and A

Q. When did you begin to play chess?

A. I began to play chess when I was a school-boy in Ohio.

Q. When did you become active in the CS Chess Association?

A. In 1986, I became active in the CS Chess Association. There were many strong master chess players such as Chris Brunt and John Hall Unger.

Q. When did you become President of the Colorado Springs Chess Association?

A. From 1990 until 2001.

Q. What is the history of the Colorado Springs Chess Club?

A. Bill Jeavons organized the club in the 1970s. Then Lee Simmons inherited the job and he also began the Scholastics Chess Club for children aged kindergarten to 12<sup>th</sup> grade. In 1988, Dean Brown, Sean McMillan and I (Richard Buchanan) became leaders of the Colorado Springs Chess Club.

Q. What is your music experience in CO?

A. I sang with the Pueblo Choral Society from 1984 until 1986. From 1990 until 2001, I sang with the Colorado Springs Chorale and the Opera Festival of Colorado. From 2001 until the present time, I am affiliated with the Opera Theater of the Rockies and the First Strike Theater.

What does it take to organize a chess tournament? One must be a fundraiser, a publicist, and people-friendly. Richard Buchanan worked hard to raise the money to rent the building where the chess tournament was held.

Mr. Buchanan was born in Ohio. "I spent my childhood years in Wilmington Ohio which is a small town located not too far from Cincinnati and Columbus. When I was 8 or 9 years old, I learned to play chess."

"I was given a chess set by a member of my family and then, I began to play the game with friends and also, read some chess books. I remember that I enjoyed reading Fred Reinfeld's book *The Fireside Book of Chess*."

In high school, I played chess but nobody seemed to be able to compete with me until later. Meanwhile, I thought I was "hot stuff."

Then I went to college, and learned that I was no longer the terrific chess player I thought. I learned that if I wanted to play against good chess players, I must enter chess tournaments. I played in New Mexico chess tournaments and in Colorado while I was teaching Math in high school. It was the only way I could meet serious chess players. (Today, computers enable us to meet excellent chess players on the internet).

He married his wife Dee in Ohio in 1968. He has two grown children. In 1977, they moved to Eastern Colorado where he began teaching high school English. Between 1977 and 1982, Richard Buchanan traveled with some of his students to chess tournaments in New Mexico and Colorado.

He is very active in community affairs in Colorado Springs. He displays his love of music and his love of chess on a daily basis. As President of the Colorado Springs Chess Club, he plays chess with his teammates every Tuesday evening at the Acadia Apartments.

"I sing first tenor in the Colorado Springs Chorale and the Opera Theatre of the Rockies" says, Richard Buchanan. "I had stage fright before I was thirty years old. I no longer have stage fright and I tell myself that the show must go on. I am able to learn my lines easily too."

Richard Buchanan organized the Winter Springs Tournament in Manitou Springs. I met him in December 2004 at the Winter Springs Tournament.

In March 2005, he organized the Springs Invitational at the Manitou Springs City Hall. He has been participating in chess tournaments for almost 30 years. In addition, he promotes chess and was the editor of the Colorado Chess Informant from 1990 until 2001.

Richard Buchanan is currently acting in a play by Christopher Durang at the Pikes Peak Community College. He is known as a social activist and volunteers at the Peace and Justice Commission in Colorado Springs.

Sometimes chess players arrive at the Colorado Springs Chess Club and meet a man dressed in a formal tuxedo and a bow tie. It is Richard Buchanan, their teammate, and tenor at Opera of the Rockies. Richard Buchanan: speaker of two international languages, chess and music. He has just finished singing in a musical production at the Opera of the Rockies. Now, he is ready to play chess. ♖

#### Colorado Road Warriors By Tim Brennan

Congratulations to Robert Ramirez who tied for first at the North American Open held in Las Vegas December 26-29. Robert scored 5 out of 6 points in the Under2000 section. Joshua Jex, also of Denver, nipped Robert for a 1/2 point in round two and finished with a respectable 3.5 points. It is always funny when you travel to an out of town tournament with hundreds of players in it, and have to play someone from your hometown.

Other players from Colorado who spent their holiday in Vegas included Renard Anderson (open 3/6), Ken and Ted Doykos, Imre Barlay, Jeel Williams, and Rim Yurkus.

Several Colorado Players drove down to Albuquerque, New Mexico in January for the annual New Mexico Memorial and Senior Tournament. This is a nice event, run by Art Glassman where the sections are named after players who have passed away. Colorado players included Karl Irons, Tim Brennan, Paul Grimm, Dean Brown, Kathy Schneider, Andrew Ritchie, and former Denver player Francisco Baltier, who came up from Tucson.

A large group of Colorado Players is planning on attending the HB Global Chess Challenge May 18-22 in Minnesota. Visit their website at [www.hbfoundation.org](http://www.hbfoundation.org) to see the most up to date registration list. The tournament is offering half a million dollars in prizes! ♠

## Durango youth chess queen heads to Florida

By John Peel

Reprinted w permission from the Durango Herald August 2, 2004

*Editors note: This article is rather old, but I think it is still of interest to readers—Tim*

Four moves into the game, Mackenzie Mical threatens my knight with a pawn. It's while I'm determining the best escape for my piece that she drops the bomb:

"Ha! Your knight is trapped," the Durango High School senior-to-be says. Actually, I think she left out the "Ha!"

But she can't be right. My knight has eight possible positions to jump. ... I study the board. ... She is right. Anyway, big deal - who needs a stupid knight?

"If you're a good player you know how to win with a one-piece advantage," she informs me.

This story, believe it or not, is about the lack of good women chess players.

It's also about Mical, who leaves in a few days for Fort Lauderdale, Fla., where she will join champions from all 50 states in the Aug. 7-14 Susan Polgar National Invitational, a first-ever all-girls scholastic chess tournament. Polgar, a Hungarian-born chess master who is one of the few female upper-echelon players, is sponsoring it to promote women's chess.

Mical qualified by faring best among 10 girls at the Colorado State Scholastic Championships in February. She won four of six matches against the mostly boy field of 86, taking 24th place and barely edging out Russian-born Alina Svyatlovsky, who had 3½ wins.

Before the final round, Mical held a slim half-point lead. "Going into that round I was just shaking," she says. Still, she won. So, unfortunately for me, Mical is among the players who don't generally lose when they've gained that one piece.

"Most traps I haven't seen before. This one I've seen before," she says. "I didn't have to think about it."

Ah, now I feel better. I struggle on for a few moves, then offer the question: If you were me, would you resign? She doesn't say no. We play

it out, but quicker than I'm prepared for, she belts out "checkmate." Really? ... Of course. I've been beaten by a girl?!

If you lose at cards, she points out, you can blame the cards.

"Chess has really nothing to do with luck," she continues. "If you lose, you know it's your fault. ... It's really discouraging when you lose games. I lose a couple games (in a tournament) and leave, I'm like crying."

How does a girl become good at chess? Girls are dancers (Mical does jazz, tap and hip-hop dancing), athletes (she runs cross country), even newspaper writers (she pens stories for the DHS monthly paper, *El Diablo*). Not often are they chess whizzes. But why wouldn't a girl like a game where the most powerful piece is the queen?

Mical thinks she was about 6 when she and her brother, Lee, a 2004 DHS graduate, bugged their father to explain the game.

"He didn't want to teach us 'cause we were so young," she says. "We pushed pieces around like Army men until he taught us how to play."

John Mical, a top-notch player himself, is proud of his daughter's achievements. He's traveling to Florida with her, where he will play in the U.S. Open, being held in conjunction with the Polgar tournament. John Mical has coached Durango youths for a dozen years - the local team was



Mical

first at state in 2003 and third in 2004. Mackenzie's mother is Melinda Mical-Claussen.

Why are there so few top women's players? Theories are that girls tend to be less aggressive and competitive than boys, and they tend to lose interest in the game after about fourth grade.

Mackenzie, John Mical says, has a competitive streak. She'll mix it up with the boys, whether it's racing them down the mountain on a snowboard or playing chess.

Polgar, contacted via telephone in New York City, encourages girls. They often don't feel comfortable in tournaments where 95 percent are male, she says, and many quit in fourth or fifth grade. The four-time women's world champion writes on her Web site:

"It is important for (girls) to know and understand that they can be beautiful, feminine, graceful, charming, but play a mean and tough game on the chessboard."

Between her job at a coffee shop, her boyfriend and maintaining a 4.0-plus grade point average, Mackenzie finds time for chess. Her hope is to win a couple of matches in Florida.

When she tells fellow students she plays chess, the typical response is, "Are you serious?"

"Yeah, girls can be smart," she says. "Even blonde girls can think. Obviously there's a stereotype of chess players."

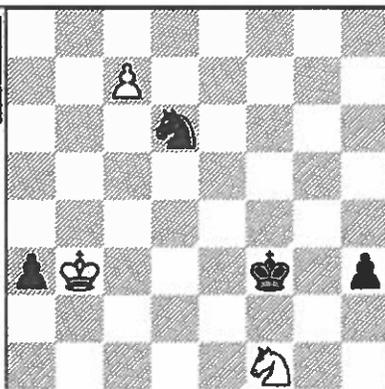
A group of girls in Florida will be working to change that. ♖

John Peel writes a weekly human-interest column.

## Postcard from Kuwait

by Andy Rea

I can report I finished 6th at the 2nd Sharq Market International Open, Feb 6-15 Kuwait City 83 players- my score was 6.5-2.5, might have been better if I had been able to play Round 4! (unlike the US, if you don't play you get zilch!..) As it turned out I was 1/2 point behind two players going to the last round.... alas, the player on Board 2 fell apart, so that was one player in with 8-1 and in final minute of my game I couldn't quite find the draw in a close Knight and P ending. The crucial position occurred when I was down to 22 seconds, ouch!! White (me) draws with Ka2, incredibly the Nf1 has just enough room to survive Blacks monster King.... but, sensing I needed my King to help, I took on a3- and after ...Nb5+xc7 my Knight could not survive the double team... ♖



White to play and draw  
Where there's a will there's a Rea!

Kuwait Flag courtesy www.cia.gov

## Winter Springs Open 2004 Games

Selection and comments by Richard Buchanan

### June Section

Anthony Telinbacco - Randy Canney, Colle

1.d4 Nf6 2.Nf3 d5 3.e3 g6 4.Bd3 Bg7 5.0-0 0-0 6.Nbd2 c5 7.c3 Nbd7 8.Re1 b6 9.e4 dxe4 10.Nxe4 cxd4 11.Nxd4 Bb7 12.Nxf6+ Nxf6 13.Bf4 Qd5 14.f3 e6 15.Qe2 Rac8 16.Rad1 Qxa2 17.Ra1 Qd5 18.Rxa7 Rfd8 19.Be5 Ba8 20.Ba6 Rc5 21.c4? Qxe5! 22.Qxe5 Rxe5 23.Rxe5 Ng4! 24.Re4 Bxe4 25.fxe4 Bxd4+ 26.Kf1 Nxb2+ 27.Ke2 Bxb2 and Black won. 0-1

Eric Billaux - Larry Wutt, French

1.e4 e6 2.d4 d5 3.Nd2 Be7 4.e5 Nh6 5.Bd3 c5 6.c3 Nc6 7.Ne2 Bd7 8.0-0 Qb6 9.Nf3 0-0-0? 10.dxc5 Qc7 (I guess he was worried about 10...Bxc5 11 b4 Be7 12 Be3 Qc7 13 b5, which does look crunchy.) 11.b4 Ng4 12.Ned4 Ngxe5 13.Nxe5 Qxe5 14.Be3 Nxd4 15.cxd4 Qc7 16.a4 e5 (Ooh - risky!) 17.dxe5 Qxe5 18.c6! Bxc6 19.Bxa7 Bxb4? 20.Qg4+ f5 21.Qxb4 d4 22.Rfcl Qd5 23.Rxc6+! bxc6 24.Qe7 Rd7 25.Ba6+ Kc7 26.Qb4 d3 27.Bc5! Rb8 28.Qa5+ 1-0

Randy Canney - Eric Billaux, Sicilian

1.e4 c5 2.Nc3 e6 3.f4 d5 4.Nf3 dxe4 5.Nxe4 Nc6 6.Bb5 Bd7 7.Qe2 Be7 8.f5! Rc8 9.0-0 Nh6 10.fxe6 Bxe6 11.d3 Nf5 12.Neg5 Bxg5 13.Nxg5 Nfd4 14.Qh5 g6 15.Nxe6 Nxe6 16.Qh6 b6 17.Be3 Qe7 18.Rael Kd7 19.d4! cxd4 20.Bxd4 Rhf8 21.Qxh7 Kc7 22.Bxc6 Kxc6 23.Qh3 Kb7 24.Qf3+ Rc6 25.c3 Qd6 26.Be5 Qc5+ 27.Kh1 a6 28.b4 Qc4 29.Qf6 Nc7 30.Qe7 Re6 31.Qxf8 Rxe5 32.Qg7 Rh5 33.Qd4 Qxa2 34.c4 Qa3 35.Rxf7 Qg3 36.Qe4+ Kb8 37.Qe8+ Kb7 38.Rxc7+ 1-0

David Wallace - Brian Wall, Dutch

1.d4 c5 2.e3 f5 3.g4 fxg4 4.Qxg4 Nf6 5.Qg2 Nc6 6.c3 b6 7.Bd3 Bb7 8.Bg6+ 1-0

Larry Wutt - Anthony Telinbacco, Benko Gambit

1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 a6 5.bxa6 Bxa6 6.Nc3 g6 7.f4 d6 8.Nf3 Bg7 9.e4 Bxf1 10.Rxf1 0-0 11.e5 Nfd7 12.Qe2 Nb6 13.e6 f6 (Black sacrificed a pawn to get this position??) 14.f5 g5 15.Qe4 Na6 16.h4 Nb4 17.hxg5 Na4 18.Rh1 fxg5 19.f6 Rxf6 20.Qxh7+ Kf8 21.Bxg5 Nxc3 22.Bxf6 exf6 23.Nh4 Nc2+ 24.Kd2 Ne4+ 25.Kxc2 Qa5 26.Ng6+ Ke8 27.Qg8+ 1-0

Josh Bloomer - Randy Canney, French

1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.Bd3 c5 6.c3 Nc6 7.Ne2 cxd4 8.cxd4 f6 9.exf6 Nxf6 10.0-0 Bd6 11.Nf3 Qc7 12.Bg5 0-0 13.Rc1 a6 14.Bb1 h6 15.Bh4 g5 16.Bg3 Bxg3 17.Nxg3 Qg7 18.Re1 h5 19.Ne5 h4 20.Nh5 Nxb5 21.Qxh5 Nxd4 22.Ng4 Rf4 23.Bh7+! Kf8 24.Ne5 Rf6 25.Ng6+ Rxg6 26.Bxg6 e5 27.Rc7! Qxc7 28.Qh8+ Ke7 29.Qg7+ Kd8 30.Qf8+ Kd7 31.Qe8+ Kd6 32.Qxe5+ Kd7 1-0

Jason Caldwell - Larry Wutt, King's Indian

1.c4 Nf6 2.g3 g6 3.Bg2 Bg7 4.Nc3 d6 5.d4 0-0 6.e4 e5 7.Nge2 Nc6 8.Bg5 h6 9.Bxf6 Qxf6 10.Nb5 Qd8 11.d5 Ne7 12.0-0 a6 13.Nbc3 f5 14.f3 Bd7 15.b4 g5 16.c5 h5 17.h3 Ng6 18.Rc1 Bh6 19.exf5 Bxf5 20.g4 hxg4 21.fxg4 Bd7 22.Qd3 Be8 23.Rxf8+ Bxf8 24.Be4 Nf4 25.Nxf4 gxf4 26.Bg6 Qf6 27.Bxe8 Rxe8 28.Ne4 Qg6 29.g5 Kg7 30.Qf3 Be7 31.Re1 Rh8 32.Qg4 Qf7 33.h4 Qxd5 34.h5 dxc5 35.h6+ Kg6 36.Nf6! Qd4+ 37.Kg2 Bxf6 38.gxf6+ Kxf6 39.Qg7+ Ke6 40.Qxh8 Qd2+ 41.Kf1 Qd3+ 42.Re2 Qf3+ ½-½

Brian Wall - DuWayne Langseth, Blackmar-Diemer Gambit

1.e4 d5 2.d4 dxe4 3.Nc3 Bf5 4.g4 Bg6 5.Bg2 e6 6.Nxe4 c6 7.Ne2 Nf6 8.N2g3 Nxe4 9.Nxe4 Nd7 10.Bf4 Bxe4 11.Bxe4 Nf6 12.Bg2 Bd6 13.Bg3 Bxg3 14.hxg3 Qb6 15.g5 Qa5+ 16.Qd2 Qxd2+ 17.Kxd2 Nd7 18.Rh4 0-0-0 19.Rah1 Nf8 20.Ke3 Kc7 21.Be4 g6 22.b4 a5 23.bxa5 Ra8 24.Rf4 f5 25.gxf6 Rxa5 26.Rfh4 Rxa2 27.g4 Ra3+ 28.Kf4 Ra5 29.Rh6 Ra8 30.g5 Kd7 31.Ke3

Ra3+ 32.Kf4 Rg8 33.Rxh7+ Nxb7 34.Rxh7+ Kd6 35.Rxb7 Raa8 36.c4 Rad8 37.c5# 1-0

Eric Billaux - Josh Bloomer, Sicilian

1.e4 c5 2.Nf3 d6 3.c3 Nf6 4.Bd3 Nc6 5.Bc2 Bg4 6.d3 e6 7.Nbd2 Be7 8.h3 Bh5 9.Nf1 d5 10.Ng3 Bg6 11.Qe2 Qc7 12.0-0 0-0 13.Nh4 b5 14.Nxg6 hxg6 15.Be3 Rfd8 16.Racl d4 17.Bd2 Rd7 18.Bb1 Qb6 19.Kh1 Rad8 20.f4 dxc3 21.bxc3 b4 22.Be3 a5 23.Qf2 Qb5 24.e5 Ne8 25.Ne4 bxc3 26.Bxc3 Bxc5 27.Nxc5 Rd5 28.Ne4 Qa6 29.Rxc3 Nb4 30.a3 Nc6 31.Rfcl Nd4 32.Ba2 Nb5 33.Rc6 Qa7 34.Bxd5 exd5 35.Qh4 Rb8 36.Ng5 Nd4 37.Rc8 Ne2 38.Qh7+ Kf8 1-0

David Wallace - Jason Caldwell, QP London

Alternate moves are from post-mortem notes on Jason's score-sheet. 1.d4 Nf6 2.Bf4 c5 3.e3 Qb6 4.Nf3 Qxb2 5.Nbd2 cxd4 6.exd4 Qb6 7.Nc4 Qd8 8.d5 b5 (8...d6) 9.Nce5 Bb7 10.c4 bxc4 (10...d6) 11.Bxc4 Bxd5 12.Qb3 Bxc4 13.Qxc4 d5 (13...e6) 14.Qa4+ Nbd7 15.Ng5 Qb6 16.0-0 e6 17.Rab1 Qc5 18.Rfcl Qa3 19.Qc6 Rd8 20.Ngxf7 1-0

Larry Wutt - Brian Wall, QP

1.d4 Nc6 2.Nf3 d5 3.Bg5 f6 4.Bh4 Bg4 5.Nbd2 Qd7 6.Bg3 e6 7.h3 Bh5 8.c3 Bd6 9.Bxd6 cxd6 10.e3 Nge7 11.Be2 Bf7 12.Nb3 0-0 13.g4 a6 14.a4 b6 15.h4 Na5 16.Nbd2 b5 17.g5 Bh5 18.axb5 axb5 19.gxf6 gxf6 20.Rg1+ Kh8 21.Nh2 Bxe2 22.Kxe2 b4 23.Qa4 Qxa4 24.Rxa4 bxc3 25.bxc3 Nc4 26.Rgal Rxa4 27.Rxa4 Nxd2 28.Kxd2 Rb8 29.Ra7 Nc6 30.Rc7 Na5 31.Ng4 f5 32.Nf6 Rb7 33.Rc8+ Kg7 34.Ne8+ Kg6 35.Nxd6 Rb6 36.Rg8+ Kf6 37.Ra8 Nb3+ 38.Kc2 Nxd4+ 39.exd4 Rxd6 40.f4 Rd7 41.Rg8 Ra7 42.Rf8+ Kg6 43.Re8 Ra6 44.Kb3 Rb6+ 45.Ka4 Kh5 46.Rg8 Kxh4 47.Rg1 h5 48.Ka5 Rb3 49.Rg6 Rxc3 50.Rxe6 Kg4 51.Kb4 Rc8 52.Re5 Rc4+ 0-1

### July Section

Joe Haines - Paul Anderson, Reti

1.Nf3 d5 2.c4 c6 3.b3 Nf6 4.g3 e6 5.Bg2 Be7 6.0-0 Nbd7 7.d3 0-0

(Continued on page 21)

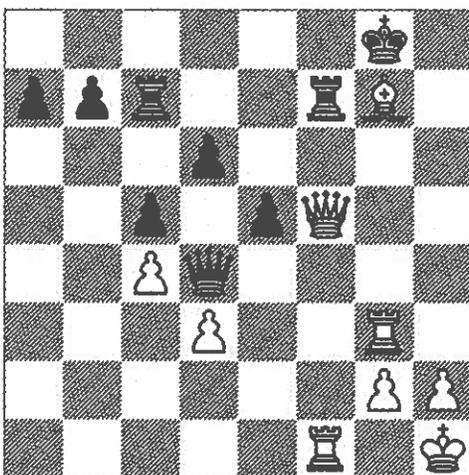
(Continued from page 20)

8.Bb2 Re8 9.Nbd2 Nf8 10.Rb1 N6d7  
 11.Re1 Ng6 12.e4 Nc5 13.Qc2 dxe4  
 14.dxe4 Nd3 15.Re3 Nxb2 16.Qxb2  
 e5 17.Re2 Qc7 18.Nf1 Be6 19.Rd2  
 Rad8 20.Rbd1 Rxd2 21.Rxd2 f6  
 22.Ne3 Bb4 23.Rd1 Nf8 24.Nc2 Be7  
 25.h3 Bf7 26.Nh4 g6 27.Nf3 Rc8  
 (So far not much excitement, but  
 you just wait.) 28.Ne3 Bc5  
 29.Nc2?! Qb6 30.Rd2 Bxc4 31.Nce1  
 Bf7 32.Nd3 Be7 33.Nh2 Ne6 34.Ng4  
 Kg7 35.Ndxe5! (A nice move to  
 regain the pawn with a good po-  
 sition. 35...fxe5 is way too  
 dangerous.) 35...Nf8 36.Nxf7  
 Kxf7 37.Nh6+ Kg7 38.Ng4 Rd8  
 39.Rxd8 Qxd8 40.e5! f5 41.Ne3  
 Ne6 42.f4 Bc5 43.Kf2 Qd4 44.Qxd4  
 Bxd4 45.Ke2 Bxe3 46.Kxe3 Kf7  
 47.Bf1 Ke7 48.g4 c5 49.gxf5 gxf5  
 50.Bd3 Nd4 51.h4 Kf7 52.Bc4+ Kg7  
 53.Bd5 b6 54.h5 h6 55.Bf3 Kf7  
 56.Bd5+ Ke7 57.Kd3 Kd7 58.b4!?  
 Kc7 59.bxc5 bxc5 60.Kc4 Ne2  
 61.Be6 Nxf4 62.Bxf5 Nxf5 63.Kxc5  
 Ng7 64.Bh3 Nh5 65.Bg2 Nf4  
 66.Bh1?! (The bishop owns the  
 long diagonal, but that's not  
 where the action is right now.  
 He has time before worrying  
 about h1. Try 66 Be4 looking at  
 66...h5 67 Bf5! h4 68 e6  
 (threat: 69 e7) Kd8 69 Kd6 win-  
 ning.) 66...h5 67.Kb5 h4 68.Kc5  
 (Getting nowhere) 68...h3 69.Kb5  
 h2? (This move ultimately costs  
 Black the win.) 70.Ka6 Kb8 71.a4  
 Ne6 72.Kb5 Kc7 73.Ka6 Nc5+  
 74.Kxa7 Nxa4 75.Ka6 Nc3 76.Ka5  
 Kd7 77.Kb4 Ne2 78.Kc5 Ke6 (Paul  
 has calculated this out well -  
 except for one little trick!)  
 79.Bg2 Kxe5 80.Kc4 Kf4 81.Kd3  
 Kg3 82.Bh1 Kf2 83.Kd2 Nf4 84.Kd1  
 Kg1 85.Ke1! Kxh1 86.Kf2! (Only  
 here. 86 Kf1 loses.) 86...Nh5  
 87.Kf1 Ng3+ 88.Kf2 Ne2 89.Kf1  
 Ng3+ (A very nice finish. If  
 the pawn had been back on h3,  
 none of this could have hap-  
 pened.) ½-½

Paul Grimm - Andrew Ritchie,  
 Sicilian

1.e4 c5 2.Nc3 d6 3.f4 Nc6 4.Nf3  
 Nf6 5.Bb5 Bd7 6.d3 g6 7.0-0 Bg7  
 8.Qe1 0-0 9.f5 gxf5 10.Qh4 fxe4  
 11.Ng5 Re8 12.Ncxe4 (12 Rxf6  
 exf6 13 Qxh7+ Kf8 may hold.)  
 12...h6 13.Nxf6+ exf6 14.Ne4 f5  
 15.Qg3 Nd4 16.Rf2 fxe4 17.Bxh6

Ne6 18.Bc4 Qe7 19.Bxe6 fxe6  
 20.Rf4 e5 21.Rxe4 Rf8 22.Bg5 Qe8  
 23.Qh4 Qg6 24.Rae1 Bf5 25.R4e3  
 Rae8 26.Be7 Rf7 27.Rg3 Qe6  
 28.Bg5 Qxa2? 29.Bf6 Rc8 30.Qg5  
 Rcc7 31.Qxf5 Qxb2 32.Rf1 Qd4+  
 33.Kh1 Qd5 34.c4 Qd4 35.Bxg7?!  
 Diagram (35 Qe6!)



After 35. Bxg7?!

35...Rxg7? (35...Rxf5 36 Bxe5+  
 Kh7 37 Bxd4 Rxf1+ 38 Bg1 Re7  
 and it's definitely still a  
 game.) 36.Qf8+ Kh7 37.Rh3+ 1-0

Ken Dail - Gerry Sunderland,  
 French

1.e4 e6 2.d4 d5 3.exd5 exd5  
 4.Nf3 Nf6 5.Bd3 Ne4 6.0-0 Be7  
 7.Re1 f5 8.Ne5 0-0 9.c4 c6 10.f3  
 Nf6 11.Qc2 g6 12.c5 Kg7 13.Nc3  
 Ng8 14.Bf4 Bg5 15.Qd2 Bf6 16.Ne2  
 Re8 17.Ng3 Be6 18.Qc2 Qc8 19.Qf2  
 Nh6 20.Nh5+ gxh5 21.Qg3+ Kh8  
 22.Bxh6 Rg8 23.Qh3 h4 24.Bxf5!  
 Bxe5 25.Bxe6 Bxd4+ 26.Kh1 Qd8  
 27.Bxg8 Qxg8 28.Qxh4 Na6  
 29.Qxd4+ 1-0

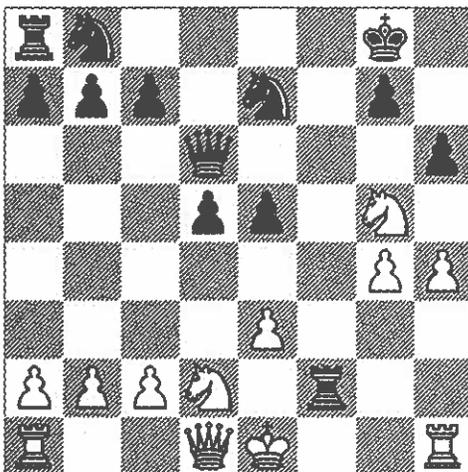
Paul Anderson - J. C. MacNeil,  
 Benoni

1.d4 c5 2.d5 Nf6 3.c4 d6 4.Nc3  
 e6 5.e4 exd5 6.cxd5 g6 7.f3 Bg7  
 8.Bb5+ Nbd7 9.Bf4 Qe7 10.Nh3 a6  
 11.Be2 b5 12.Qd2 0-0 13.Nf2 Re8  
 14.0-0 Nb6 15.Rae1 Nh5 16.Be3 f5  
 17.Bg5 Bf6 18.Bxf6 Nxf6 19.exf5  
 Qf7 20.fxg6 hxg6 21.Nfe4 Qf8  
 22.Qg5 Kg7 23.Bd3 Re5 24.Qxf6+  
 Qxf6 25.Nxf6 Rxe1 26.Rxe1 Kxf6  
 27.Ne4+ Ke5 28.Ng5+ Kf6 29.Ne4+  
 Ke5 30.Bb1 Bf5 31.Nxc5+ Kxd5  
 32.Bxf5 gxf5 33.Ne6 Rc8 34.Nf4+

Kd4 35.Kf2 Na4 36.Re2 Nc5 37.g3  
 Nd3+ 38.Nxd3 Kxd3 39.f4 d5  
 40.Kf3 d4 41.h4 Rc2 42.Re6 a5  
 43.Re5 Rxb2 44.Rxf5 Kd2 45.Rd5  
 Rxa2 46.Rxb5 Ra3+ 47.Kf2 d3  
 48.Rc5 a4 49.Rc4 Ra2 50.f5 a3  
 51.f6 Rc2 52.Ra4 a2 53.f7 Kc1+  
 54.Ke3 d2 55.f8Q Rc3+ (I don't  
 get it. Why not queen the  
 pawn?) 56.Kd4 Rng3 (Now  
 56...d1Q+ 57 Kxc3 Qxa4 58 Qf1+  
 Qd1 59 Qf4+ Kb8 60 Qb4+  
 mates.) 57.Qc5+ Kb2 58.Rb4+ Rb3  
 59.Qc3+ 1-0

## August Section

Allan Ufer - Michael Varney, QP  
 1.d4 e6 2.Nf3 d5 3.Bg5 f6 4.Bf4  
 Bd6 5.Bxd6 Qxd6 6.e3 Ne7 7.Bd3  
 0-0 8.Nbd2 e5 9.dxe5 fxe5 10.Ng5  
 Bf5 11.Bxf5 Rxf5 12.h4 h6 13.g4  
 Rxf2!?! (Now it gets wild.  
 Black's sacrifice gives him good  
 active play - but Allan defends  
 well.) Diagram



After 13...Rxf2!?

14.Kxf2 Qf6+ 15.Qf3 hxg5 16.Qxf6  
 gxf6 17.h5 Nbc6 18.c3 e4 19.Raf1  
 Ne5 20.Kg3 Rf8 21.b3 c6 22.a4  
 Kf7 23.a5 Ng8 24.c4 Nh6 25.c5  
 Nexg4 26.a6! bxa6 27.Ra1 Nxe3  
 28.Rxa6 Nef5+ 29.Kg2 Nh4+ 30.Kf2  
 Ng4+ 31.Ke2 Ne5 32.Rxa7+ Ke6  
 33.h6 Rf7 34.Rxf7 Kxf7 35.Rf1 f5  
 36.Rg1 Kf6 37.h7 Neg6 38.Ra1  
 Ke5?! 39.Ra8 d4 40.h8Q+ Nxf8  
 41.Rxh8 (A rook up - but facing  
 four connected passed monsters!)  
 41...e3? (41,,,Kf4 looks a bunch  
 better, e.g., 42 b4 d3+ 43 Kd1

(Continued on page 22)

(Continued from page 21)

e3 44.Nc4 e2+ and 45...Nf3+ wins.) 42.Nf3+ Nxf3 43.Kxf3 f4 (I like 43...g4+ better: 44.Kg3 d3 or 44.Ke2 Kf4.) 44.Ke2 Kd5 45.b4 Kc4 46.Rh6 d3+ 47.Kd1 Kc3 48.Re6 e2+ 49.Ke1 f3 50.Rd6 Kc2 51.b5! (Whatever Black does, he'd better do it quick.) 51...cxb5 52.c6 g4 (No time for this, but it doesn't look like anything else works, either.) 53.c7 f2+ 54.Kxf2 Kd2 55.Rxd3+! Kxd3 56.c8Q g3+ 57.Ke1 g2 58.Qh3+ Kc4 59.Qxg2 Kc3 60.Qxe2 b4 61.Kd1 Kb3 62.Kc1 Ka4 63.Qa6+ Kb3 64.Kb1 Kc3 65.Qf6+ Kb3 66.Qf3+ Ka4 67.Kb2 Kb5 68.Kb3 Ka5 69.Qf8 1-0

Ed Cronin - Renae Delaware, Two Knights

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Nc3 Nxe4 5.0-0?! Nxc3 6.dxc3 Be7 7.Re1 d6 8.b4 0-0 9.a4 a6 10.Bb2 Be6 11.Bf1 f5 12.b5 Na5 13.bxa6 bxa6 14.g3 Nc4 15.Rb1 Nxb2 16.Rxb2 f4 17.Bg2 fxc3 18.hxg3 Bg4 19.Qd5+ Kh8 20.Rb4 Bxf3 21.Bxf3 Rb8 22.Bg2 c5 23.Rb7 Rxb7 24.Qxb7 a5 25.Rb1 Bg5 26.Qd5 Qf6 27.Rf1 h5 28.Be4 h4 29.Kg2 hxg3 30.Rh1+ Bh6 31.f3 g5 32.Rh5 Kg7 33.Kxg3 Qf4+ 34.Kg2 Qf6 35.Qb7+ Rf7 36.Qd5 Rf8 37.Qb7+ Qf7 38.Qxf7+ Rxf7 39.Kg3 Rf4 40.Rh1 d5! 41.Bxd5 Rxa4 42.Re1 Kf6 43.Re4 Ra1 44.Bb3 Kf5 45.Rc4 Bf8 46.Ra4 Rxa4 47.Bxa4 e4 (Renae is able to create threats on both sides of the board, a classic strategy for opposite bishops endings.) 48.fxe4+ Kxe4 49.c4 (Needlessly loosening the pawns and handing over the key square d4.) 49...Kd4 50.Bb3 Ke4 51.Kg4 Be7 52.Kg3 Kd4 53.Kg4 Kc3 54.Kf3 a4!? (54...Kb4 first looks better, intending 55...a4 56.Ba2 Kc3.) 55.Bxa4 Kxc4 56.Bb3+ Kc3 57.Ba4 c4 58.Ke2 Bd6 59.Kd1 g4 60.Bc6 Kd4 61.Bg2 Ke3 62.Bd5 g3! 63.Bg2 Kd4 64.Bf3 Kc3 65.Bd5 Kb2 66.Bg2 Kc3 67.Bf3 Kd4 68.Bc6 Ke3 69.Bd5 Kf2 70.Bc6 Bb4 71.Bb7 g2 72.Bxg2 Kxg2 73.Kc1 Kf2 74.Kb2 Ke2 75.c3 Kd2! 0-1

Robert Rountree - Gary Crites, Giuoco Piano

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5

4.d4?! exd4 (4...Bxd4 is the recommended move.) 5.0-0 Nf6 6.e5 Ng4 (6...d5 gives a Max Lange position.) 7.Bxf7+! Kxf7 8.Ng5+ Kg8 9.Qxg4 Nxe5? 10.Qe4 Ng6? (10...Qe7) 11.Qd5+ 1-0 ♠

## USCF Rules Corner

By Tim Brennan

Recently the following USCF rules related questions were posted on the Fort Collins Chess Yahoo Group, [http://games.groups.yahoo.com/group/fort\\_collins\\_chess](http://games.groups.yahoo.com/group/fort_collins_chess), an electronic bulletin board, and email distribution list. Answers by Tim Brennan.

**Question:** Time control is 40/2 then 20/1. Say both players are in time trouble in the first time control. White writes down his 35th move and Black's 35th move, but from that point on only places a check mark in the space for the move. White makes his 40th move and punches the clock, Black's flag immediately falls. White stops the clock and claims win on time.

**Is this a win on time for White? If it is not what or how is this situation ruled? Assume that Black has correctly written down all the moves.**

**Answer:** Rule 13C Time forfeit says "The player who properly claims that the opponent has not completed the prescribed number of moves in the allotted time wins the game, provided that the claimant has mating material and a reasonably complete scoresheet (13C7) ..."

13C7 says: Definition of a reasonably complete scoresheet. Unless otherwise posted or announced in advance at the site, a reasonably complete scoresheet is one that has no more than three missing or incomplete move pairs (consecutive moves, white and black or black and white). The absence of three consecutive individual moves, e.g. white-black-white counts as two incomplete move pairs.

**So my answer would be "no", white cannot claim a win on time.**

**So in this case two minutes would be added to the claimant's opponent's remaining time and the game would continue (per rule 13C11 Time forfeit claim denied in non-sudden death).**

**Question:** Going back to my original time trouble scenario... if Black accepts the time forfeit when his flag fell and everything else remains the same (i.e. check marks by White...) does Black lose? So is it prudent to be quiet when a

time forfeit is at hand? Also, Black's well kept scoresheet can't be used against him if he keeps quiet, right?

**Answer:** That is right - it is up to black to protest the claim. If he accepts white's claim, then the game is over.

Black's scoresheet cannot be used against him. It does not matter that 40 moves were not made, and black's scoresheet confirms this. It has to be less than 40 moves, and white has a valid scoresheet.

**Question:** I understand that it is Black's choice for selecting the chess set and board?

**Answer:** Chapter 4 of the USCF rule book covers equipment. Yes, black has the choice of equipment, unless the tournament director has supplied the equipment, then it is expected you will use that. If black does not have equipment, and white does, then it is expected to use white's not go searching for a set (like a house set).

**Question:** If Black is late to the round, can White go ahead and use his set and board?

**Answer:** Yes, if black is late white can use their set. This does not mean first one to the table gets to use their set. This is only after games have started.

**Question:** Under what circumstances can White deny or decline Black's set and board? If the pieces are covered in pizza sauce or other indescribable substances qualify for denial?

**Answer:** The USCF has a several pages on what is acceptable. A "Simpsons" chess set would not be acceptable. Pizza sauce probably not either. Basically a "Staunton" type set is what you should use.

**Question:** Clocks should end the first time control at 6:00?

**Answer:** Yes, but read clock rules at <http://www.uschess.org/tds/clockrules.php>. The preferred method is to use a digital clock.

One other similar rule regarding start of rounds (which I see people not follow) is that if both players start late, then an equal amount of time should be taken off each clock. So if you arrive ten minutes after the start of the round, and your opponent is still not there, you should take five minutes of each person's clock, then start your opponent's clock. The reason for this is so that it does not delay the start of the next round. ♠

**CO Tour thru Colorado Springs Open**  
*compiled by Randy Reynolds*

**Top 10 Overall**

	Name	Rtng	Points	Games
1	Phillip Ponomarev	2270	378.91	49
2	Mikhail Ponomarev	2190	329.77	49
3	Brian Wall	2212	312.64	43
4	David Wallace	2024	278.46	31
5	Leonardo Sotaridona	1681	233.82	42
6	Jason Caldwell	1945	222.98	20
7	Morgan Robb	1731	219.42	25
8	Dean W. Brown	1428	206.79	45
9	Paul Grimm	1683	197.6	55
10	Josh Bloomer	2131	197.36	33

**Top 10 Active**

	Name	Rtng	Points	Games
1	Paul Grimm	1683	197.6	55
2	Mikhail Ponomarev	2190	329.77	49
3	Phillip Ponomarev	2270	378.91	49
4	Dean W. Brown	1428	206.79	45
5	Brian Wall	2212	312.64	43
6	Kathy Schneider	837	58.02	43
7	Leonardo Sotaridona	1681	233.82	42
8	Thomas Mullikin	1094	49.54	41
9	J.C. MacNeil	1703	141.88	40
10	Lee F. Lahti	900	60.02	39

**Top 10 Experts**

	Name	Rating	Points	Games
1	Mikhail Ponomarev	2190	329.77	49
2	David Wallace	2024	278.46	31
3	Josh Bloomer	2131	197.36	33
4	Eric Billaux	2075	173.18	15
5	James Hamblin	2069	172.64	15
6	Tyler Hughes	2007	170.13	18
7	Chris Mink	2018	107.98	25
8	Jesse Cohen	2099	99.48	6
9	Marc Jimenez	2016	81.23	12
10	Paul Cornelison	2017	73.89	7

**Top 10 Class A**

	Name	Rating	Points	Games
1	Jason Caldwell	1945	222.98	20
2	James Drebenstedt	1881	181.2	27
3	Joshua Jex	1936	160.33	29
4	Shaun T. MacMillan	1887	140.83	15
5	Jeffrey Baffo	1866	118.78	19
6	Larry Wutt	1815	118.11	21
7	Andrew Smith	1989	113.64	13
8	James Kulbacki	1888	112.95	9
9	Ken Doykos	1801	103.38	15
10	James Hammersmith	1946	87.76	12

**Top 10 Class B**

	Name	Rating	Points	Games
1	Leonardo Sotaridona	1681	233.82	42
2	Morgan Robb	1731	219.42	25
3	Paul Grimm	1683	197.6	55
4	Anthea Carson	1615	181.08	38
5	Roderick Santiago	1663	171.25	27
6	Jon Fortune	1601	165.36	29
7	J.C. MacNeil	1703	141.88	40
8	Dylan Lehti	1605	127.02	36
9	Joshua Suresh	1723	106.75	13
10	DuWayne Langseth	1720	104.49	15

**Top 10 Class C**

	Name	Rating	Points	Games
1	Dean W. Brown	1428	206.79	45
2	Tim Fisher	1468	174	24
3	Ted Doykos	1575	145.59	21
4	Tom Corbett	1446	127.32	18
5	Richard Cordovano	1571	108.38	11
6	Curtis Crockett	1507	91.66	18
7	Joseph P. Haines	1544	84.9	19
8	Salvador Menaamaro	1555	81.57	11
9	Ryan Gould	1441	68.69	15
10	Carlos Herrera	1527	68.53	12

**Top 10 Class D**

	Name	Rating	Points	Games
1	Thao Le	1223	119.17	25
2	Renae Delaware	1354	110.74	27
3	Allan Ufer	1201	79.66	24
4	Rich Pace	1382	78.36	20
5	Robert Zing	1277	58.79	5
6	Terry Powell	1258	58.74	14
7	Ryan Crisp	1350	55.06	18
8	Greg Pulliam	1264	48.99	5
9	Michael Igoe	1307	48.99	5
10	Trent Gould	1284	47.32	13

**Top 10 Class E**

	Name	Rating	Points	Games
1	J. M. Szymanski	1037	71.05	15
2	Eirik Ogilvie	1040	70.43	21
3	Peter Robinson	899	67.7	12
4	Peter Grigg	1025	65.3	10
5	Lee F. Lahti	900	60.02	39
6	Kathy Schneider	837	58.02	43
7	Christofer Peterson	599	54.42	36
8	David Roenfanz	888	53.86	12
9	Robert Rountree	1182	51.66	18
10	Thomas Mullikin	1094	49.54	41

## CLUB DIRECTORY: PLACES FOR YOU TO PLAY CHESS

**Editor's note: PLEASE! Send new or updated information to editor for listing here.**

**The Denver Chess Club** Meets Tuesday nights from 7-11 at Cherry Creek Community Church 366 Garfield (4th & Garfield) Denver, CO 80212 720-283-3996 Contact Paul Grimm at grimm\_p@msn.com On the web at <http://www.denverchess.com>

**The Aurora Chess Club** meets Saturdays, 1-4 PM, at the Aurora Public Library, 14949 E. Alameda. Certified coach available. Contact Jeff Baffo at jbafo2004@msn.com or (303) 617-9123.

**The Centennial Chess Club** Jeff Baffo. jbafo2004@msn.com Meetings will be at the *new* Smoky Hill Library! 5430 S. Biscay Circle Centennial, Colorado 80015. Sundays 1:30 - 4:00 pm (303) 617-9123

**Chess Knights** meets on the 2nd & 4th Wednesday Evening from 7-9pm. We meet in Library conference room. Information on the Chess Knights' Web site at <http://groups.yahoo.com/group/chess-knights/>. Contact: Frank Atwood 720 260-1493

**The Glendale Chess Club** meets Fridays, 6:00 PM, Glendale Community Center, 999 S. Clermont, Room 2B.

**The Lakewood Chess Club** meets Thurs, noon to 4:00 p.m., at Clements Community Center, 16th & Yarrow, also on Sun., 9:00 a.m. to 8:00 p.m., at Higher Grounds Coffee House, 14th and Washington in Golden. Info, contact Bill Riley at 303-232-7671 or 303-232-6252.

**The Littleton Chess Club** meets on the first and third Thurs of every month at the Edwin A. Bemis Public Library. If you are looking for free, non rated casual games and live near the Littleton area please give us a visit. Take Santa Fe Dr. to Littleton Blvd, make a right on Datura St., go about 6 blocks and the library is on the left. Email vibi at vibiv@yahoo.com"

**Colorado Springs Chess Club** meets Tues, 7:00, at Acacia Apts Platte & Tejon in downtown Colorado Springs. Many activities, tournaments. Call Richard Buchanan at (719) 685-1984.

**Monument Academy Chess Club** has nearly 50 members. Monument Academy has grades K-9, with nearly all of members in K-5. Schools in the area interested in a match, contact Mike McConaughy at mmconna@aol.com.

**USAF Academy Chess Club** meets most Fridays during the school year, 4:00 - 6:00 PM, Fairchild Hall, Room 5D2. Call Jim Serpa or Pete Cohen, (719) 333-4470.

**Alamosa Chess Club** meets Thurs, 7-10 PM, Adams State College Student Center food court. Call Ken Dail (719) 589-0995.

**Boulder Chess Club** meets Saturday afternoons 1:30 pm - 4:00 pm in northwest Boulder 80304 Beginning late October and Continuing through the school year except holidays. This club offers: USCF Rated Events, Casual Play, Equipment, Book Library, Under 18 Permitted, Refreshments, Beginners Welcomed. Contact Dan Lang at (303) 417-1263 (home) or email at DWL3858@attbi.com. Visit us on the web at <http://boulderchessclub.com>

**Carbondale Chess Club** meets every Tuesday from 6pm until ?? at Kahhak Fine Arts & School, 411 Main St, Carbondale. All levels and ages are welcome and chess coaching is available. Rated games and tournaments offered soon. Please contact Majid Kahhak at (970)704-0622 or e-mail at: Mkahhak@aol.com.

**Casper Chess Club** (Casper Wyoming), meets Tuesdays at 6:30 - 10:30 PM, St. Patrick's Church, 400 Country Club Rd, Casper, Wyoming.

**CU/ Boulder** : Every Wednesday, 7:00 pm - midnight

**LOCATION:** University Memorial Center (UMC) on Boulder Campus. Rooms 382 to 386. The UMC is on the north side of Broadway at approximately 16th St. and Broadway. Dave Bayless (303) 444-2144.  
**Colorado State University Chess Club** now meets Mondays at 7:30 PM, in the Lori Student Center's basement near the Subway on the CSU campus, Fort Collins. Now officially recognized and funded by CSU.

**Craig Chess Club** meets Thursdays, 6-9 PM, School Administration Bldg, 755 Yampa. Call Rick or Mary Nelson, (970) 824-4780.

**The Durango Chess Club** meets every Wednesday at 6:15 at the Steaming Bean on 915 Main Avenue. For questions concerning that club, contact John Mical jbovinski@cs.com.

**Estes Park The Chess Club**, Stanley Steamers is not in session for the summer but you can still play on Mon. nights at the Estes Park Library from 6:00-9:00pm. We welcome all. Info, call Estes Park Library at (970) 586-8116.

**The Fort Collins Chess Club** is open to anyone interested in playing chess. For more information please visit us on the web at: [http://groups.yahoo.com/group/fort\\_collins\\_chess](http://groups.yahoo.com/group/fort_collins_chess), or call Bret McKee at (970) 495-1787 for more information.

**The Fort Lewis College Chess Club** meets Thurs nights in X-treme room located in College Union Building, the club is sponsored by the school and is a USCF affiliate club. Questions? Contact Andrea Browne at (970)247-6239 or e-mail flcchessclub@hotmail.com.

**Glenwood Springs Chess Club** meets Thurs nights, 6:30 until we get tired, basement of Black Diamond Studios, 823 Cooper Ave., Downtown Glenwood Springs. Call Jon Rietfors (970) 928-8344 or email jrietfor@sopris.net for info. All welcome!

**Grand Junction Junior Chess Club** meets every 3rd Saturday of the month at the Knights of Columbus Bldg, 2853 North Ave. Call Rand Dodd at (970) 245-4015.

**The Greeley Chess Club** meets Thurs, 7-11 PM, meets at Best Western Inn, Bourbon on Eighth St Restaurant, 8th Ave and 8th St, poc: Gary Dorsey, 970-353-1539

**Gunnison Chess Club** open to all community members. Meets in the College Union Rm 202 7:00pm to 10:00pm on Tuesdays. All levels are welcomed. Contact Jacob Hadar at 641-5856 or e-mail at jacob.hadar@western.edu

**The Longmont Chess Club** meets Thursdays, from 6:30 to 8:30 p.m. at the Meeker Center, 831 Meeker Street, in Longmont, Colorado. (One block east of 9th and Lashley St.)

**The Loveland Chess Club** meets Mondays, 7 PM, at the 425 W. 10th St. Call Charles Moore, (970) 667-7043.

**The Pueblo Chess Club** meets Mondays, 6-10 PM, at the Barnes & Noble, 4300 N. Freeway Rd. Contact: Chris Clevenger at (719) 647-1712.

**Recent Advances in Opening Theory**

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**Abstract**

An opening series of forced moves is discovered using computer analysis that is a guaranteed draw for Black if both sides play perfectly. If White does not play perfectly and Black plays perfectly, then the opening is a guaranteed win for Black. The opening is a variation of the Modern B08 as 1. e4 d6 2. d4 g6 3. Nc3 Bg7 4. Be3 Nf6 5. Nf3 0-0 6. Qd2 with the newly discovered move 6. ... Nbd7. (A continuation of the line with the human move of 7. e5 allows Black to force a draw in 29 moves.) Such an opening of forced moves proves that while chess may appear to be infinite in practice to a human, chess is a finite problem to a relatively small computer.

**Apparatus**

The computer used in this study was a dual Opteron 240 with 2 GB of ECC registered RAM. The software used was Deep Fritz 8 with a hash table size of 1056 MB or about 1 GB. The moves were processed to at least level 20. A faster Opteron computer would replicate the results but within a linearly shorter period of time.

**Findings**

The move orders of the opening are named in the literature as the Modern, Pirc (pronounced Peertz), Robatsch, and Yugoslav openings.

The moves are as follows: 1. e4 d6 2. d4 g6 3. Nc3 Bg7 4. Be3 Nf6 5. Nf3 O-O 6. Qd2 Nbd7 7. Bh6 c6 [or transposes 6. Qd2 c6 7. Bh6 Nbd7] 8. Bxg7 Kxg7 9. h3 Qc7 10. Qe3 e5 11. O-O-O b5 12. g4 b4 13. Ne2 d5 14. Nxe5 Nxe5 15. dxe5 Qxe5 16. Bg2 dxe4 17. Rhe1 Re8 18. Ng3 Be6 19. Nxe4 Bd5 20. Nxf6 Qxf6 21. g5 Qf5 22. Qd4+ Kg8 23. Bxd5 Qxg5+ 24. Re3 Qxd5 25. Qxd5 cxd5 26. Rxd5 Rxe3 27. fxe3 f5 28. Kd2 Re8 [or transposes 27. fxe3 Re8 28. Kd2 f5] 29. Rd4 a5 30. Rd5 Ra8 31. c4 bxc3+ 32. bxc3 Rb8 33. Kc2 Kf7 34. Rd7+ Kf6 35. Rxh7 Re8 36. Kd3 Rd8+ 37. Ke2 Rc8 38. Ra7 Rxc3 39. Rxa5 Rc2+ 40. Kf3 Rh2 41. Kg3 Re2 42. Ra6+ Kg5 43. h4+ Kh5 44. Kf3 Re1 45. a4 Rf1+ 46. Ke2 Ra1 47. Kf3 Kxh4 48. Rxg6 ½-½

The moves above are all forced by Black throughout the variation. The important move discovered is 6. ... Nbd7 on which the definitive nature of the opening turns. The author proposes the name of the opening to be the "Deep Fritz Variation" of the B08 Modern Opening because the Deep Fritz engine chugged it out.

Two chess masters reviewing the results sug-

gested that the move of 7. e5 was better than the machine move of 7. Bh6. That suggestion was submitted to computer analysis. The results of the line are below.

7. e5 Ng4 8. 0-0-0 Nxe3 9. Qxe3 c5 10. dxc5 Nxe5 11. Nxe5 Bxe5 12. cxd6 exd6 [or transposes 11. cxd6 exd6 12. Nxe5 Bxe5] 13. Kb1 Bf5 14. Nd5 Re8 15. Qb3 Rc8 16. Bd3 Be6 17. Bb5 Bxd5 18. Rxd5 Re7 19. c3 Qb6 20. Rd2 Rc5 21. Bc4 Qc7 22. Bd5 Qa5 23. Qd1 Rxc3 24. bxc3 Qxc3 25. Re1 Qxa1+ 26. Kc2 Qc3+ 27. Kb1 Qa1+ 28. Kc2 Qc3+ 29. Kb1 ½-½

The move 7.e5 allows for Black to draw in 29 moves, thereby supporting the claim that the better line is that first presented.

A search of the author's chess library found that the following dedicated text references show these numbers of moves of this variation, where for moves 6. xxx yyy, move 6.0 is 6.xxx for White, and move 6.5 is 6. ... yyy for Black:

- 7.0: Friedstein [1970], 1975
- 6.5: Gallagher, 2003; McNab and Nunn, 1998; and Tella and Yrjölä, 2001
- 6.0: Chess Informant, 2002 (as ECO B08:03.06.0)
- 4.5: McDonald and Speelman, 1998
- 4.0: Alburt and Chernin, 2001; Seirawan, 2003
- 3.0: Watson, 1998; and Watson, 2003
- 0.0: Dvoretzky and Yusupov, 1994

It is remarkable that the text titled in part "Advances Since Nimzowitsch", Watson, 1998, does not show the most moves of the variation. Rather, it is a 1975 translation of a 1970 USSR text, and not in algebraic notation, that publishes the most moves of the variation. This fact should serve as a caveat to those who would summarily dismiss older chess treatises, such as those not in algebraic notation, as without merit.

The only game found in the Mega Database 2004 of ChessBase that goes through move 8.5 is between Jonas Hoffmann and Ernst Millen (0-1) at Westpfalz on June 24, 2000. The White side error was at move 9. 0-0-0. Millen, at the time an expert rated at 2076, subsequently took a total of 40 moves to win.

**Conclusions**

This opening variation of B08 is in the category of generic moves based on 1. ... d6 for response to almost every opening move by White. Tella and Yrjölä, 2001, were the first to recognize this in major print media. Therefore the goal is to obtain transposition to one of the positions within the variation above for a guaranteed draw as Black if Black can manage to play per-

fectly.

What remains is to prove the perfect opening move for White. If it is either 1. d4, 1. e4, or 1. Nf3 then Black's response of 1. ... d6 guarantees a draw. What follows is that the arch chess problem is solved for the first time from the standpoint of a perfect move response for Black to White's three best first moves.

As a side effect, these findings also show that one moderately skilled in the use of computer hardware and chess software may achieve results and conclusions that chess experts will recognize as true and valid and which cannot be disproved.

**Acknowledgments**

Thanks are due for helpful discussions to the former and current Colorado State Chess Champions, Dr Mikhail Ponomarev and Philipp Ponomarev.

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**The Colorado State Scholastic**

**Championship** was held at the Tivoli Student Union on the Auraria Campus in Downtown Denver February 12 and 13th 2005. This six round event featured 41 players in the K-3 section, 72 players in the 4-6 section, 68 players in the 7-9 section, and 79 players in the 10-12 section. The complete crosstable can be found on the CSCA website. Below are the top finishers in each section.

**Scholastics: K-3**

1	Jay Kranzdorf	5.0
2	Bryan Yue	5.0
3	William Matheson	5.0
4	Alexander Jensen	5.0
5	Webb Harrington	5.0
6	Michael A Chado	4.0
7	Isaac Martinez	4.0
8	Peter P Cannici	4.0
9	Jake Watkins	4.0
10	Eileen J Kirby	4.0
11	Leo Bruell	4.0

**Scholastics: 4-6**

1	Curtis Crockett	6.0
2	Paul V Carroll	5.5
3	Zander Meitus	5.0
4	Derbyshire-Schul	5.0
5	Myles Vigoda	5.0
6	Charlie Schneiders	4.5
7	Robert A Chado	4.5
8	Jacob Oppenheim	4.5
9	Robert J Herbst	4.5

**Scholastics: 7-9**

1	Samuel M Galler	5.5
2	Dylan M Lehti	5.0
3	Asa Wa Harrington	5.0
4	Haoshuang Zhang	5.0
5	Joshua Lum	5.0
6	Ethan Dickinson	5.0
7	Grayson Zulauf	5.0
8	Marshall Carpenter	4.5

**Scholastics: 10-12**

1	Dustin H Eager	5.5
2	Tyler B Hughes	5.5
3	Tien Q Nguyen	5.5
4	Richard E Herbst	5.0
5	Mitesh Shridhar	5.0
6	Andrei Tarasov	4.5
7	Robert Phillips	4.5
8	Carsten Wenger	4.5
9	Alina Svyatlovsky	4.5
10	Brandon Cooksey	4.5
11	Dmitriy Tarasov	4.5
12	David S Chernyak	4.5

(Continued from page 3)

about 3 minutes. 20. ..Qh4!! is second best and 20. ..Qe7! (Brennan) is third best.

I wasn't satisfied with a stinking pawn after  
20. ..Qh4! 21. Nxd6! Rxd2+! 22. Kxg2! Qg4+! 23. Kh1! Bxf3+! 24. Rxf3! Qxf3+! 25. Kg1! Qxe3+! 26. King-any cd!

20. ..Qh4! 21. Nxd6! Rxd2+! 22. Kxg2! Qg4+! 23. Kf2 is much worse for Tom -  
23. Kf2 Qxf3+ 24. Ke1 Qxe3+ 25. Kd1 Rd8 or ..Qd3+ kills.

20. ..Bd5!! This exposes the silliness of the pawns c3-b4, Queen-b3, Nc4 arrangement -- a horrible pin impossible to get out of and meanwhile the Kingside is on fire too.

21. g3 Nothing works anymore for Tom C.

Proof - After 21 Rf2 I have easy wins with 21. ..Qh4, ..Qe7, ..Re8, ..Re6 and others.

After 21. Bc5 I have easy wins with 21. ..Bxc5+, ..Qh4, ..Qg5, ..Bf4, ..Re8 and many others.

Let us not waste too much time on this dead position.

I would like to add that in answer to Tom's move 21 g3 there is one move better than mine - I considered it and even got excited about playing it but my move just looked simpler.

Corbett's King would be strafed after  
21. g3 Bxg3!!! 22. hg! Rxd3+! 23. Kf2! Qh4! with vicious Queen pressure from h4 to e1 and upcoming bishop pressure on c4 to f1.

21. ..Qh4 Josh Bloomer was giving Renae Delaware 4/1 Queen odds (Renae won a 5 game match) and just to tease Renae, we started talking about her in the third person.

Example - Brian - Do you think a 1400 feels any pain when it drops a piece?

Josh - It's hard to tell if it really thinks.

(as if we were talking about an

amoeba in a Petri dish being experimented on with heat and light)

Renae is an exceptionally good sport but we had to apologize many times to earn our Fritos with corn and bean dip that night. Then we had to practice apologizing like we meant it. This was an especially difficult for Josh, possibly even a novel concept.

I would describe the situation after 21. ..Qh4 as a "Frito's moment".

22. f4 Rxd3+!! I thought the game was over considering the variations 23. hg Qxd3 mate or 23. Kf2 Rg2 (doesn't look like a mate but it is).

Tom was flustered and responded

23. Bf2!! pinning my Rook to my Queen.

Price of a Chess book - \$25  
Entry fee - \$30  
CSCA dues - \$30

The confusion on Corbett's face when I played 23. ..Bc5!!!!  
CHECK - Priceless.

0-1 White resigns

**Round 2**

2005 Colorado Springs Open  
Manitou Springs City Hall Rd. 2  
Board 3 40/90 Game/ 1 hour  
3/5/2005

White - Brian Wall 2218  
Black - Jeff Baffo 1853

Jeff Baffo's reaction to this game comes from Ben Stiller in the movie DODGEBALL

White Goodman: Nobody makes me bleed my own blood. NOBODY.

Since Jeff is about 300 pounds and I am about 250, the game should have been decided on the Sumo wrestling mat. People always assume fat people are laying on the couch stuffing themselves with bonbons and swilling soddy pop every day but I usually discover they are torturing themselves for past indiscretions. I run/walk an hour or two a day and Jeff has a similar routine. I told Jeff - We are in a lot better shape than we look.

Baffo - I am walking 6 days a week. Weights on Thursdays while

watching SmackDown! To our detractors I say this: "Don't hate us 'cause we're beautiful!"

Whereas Tom Corbett in Round 1 agonized over every move with almost Drebstedt-like contortions, Jeff breezes through the game at lightning speed as if to say - "Let's get this farce over with as soon as possible".

Some people are accident prone, Jeff is brilliancy-prone. If I think about it, he may be my favorite opponent as far as the quality of my games go. It seems like every time we play, I create a miracle on lard. Each of our games is a delicious soufflé - stop, I have to grab a bite to eat. OK, I'm back.

Despite my braggadocio, I was in awe of the way I played against Jeff and told anyone who would listen - "I think I created a brilliancy today."

Fritz 8 confirmed that I had played 19/26 perfect moves, a 73% ratio, way over the normal %50 in the Colorado Closed. I am glad I played this game over the board or the Thought Police would have confiscated my pocket Fritz. By comparison, my Round 1 Corbett miniature perfect-Fritz- move-ratio was the normally disastrous 30% ( 7/23 ).

Jeff must have felt it was a great game too because he begged me to write this game up - so did Brennan. I'll try.

[Opening "Dunst (Sleipner, Heinrichsen) opening"]  
[ECO "A00"]

1. Nc3 This move is a kind of slap in the face, an insult to demoralize my Colorado competition. As I explained it to Bloomer - "The theory in our state is so weak that the only way to get a relevant game is to play their favorite opening and pray they can remember a few moves". The idea of beating someone in their favorite opening should produce despair, as if nothing they try matters. Beating Gitis in a Caro-Kann as Black or Sean MacMillan in an English as White lends a special pleasure to the game. Sean (a lifetime 1. c4 player) is on my email list - when I played 1. c4 he started mock cursing at me to let me know what he thought of

(Continued on page 28)

## Mike Valvo Remembered

Recently Former Colorado Chess Informant Editor Jeff Baffo was bidding on some Chess Life magazines on Ebay from a seller named Marie. When Marie saw Jeff was from Colorado she asked him if she knew his brother. Jeff asked "what was his name". She replied "Mike Valvo".

Jeff responded:

"My goodness gracious yes! I had played against him in many tournaments in the Colorado area. His love for chess and passion for excellence in playing the game was truly inspiring. It is no exaggeration to say he was not only a Master of the game, but a respected authority who's presence lent celebrity stature to any event he attended!"

Marie wrote back:

"Thank you for your kind words. He passed away in September. It was very difficult and also very interesting to go through the pictures and clippings of him that my mother saved. There are photos of him watching my father play in tournaments when he was 8 years old. In 1954, when he was 12 years old, my father placed 3rd and he placed 6th in the New York State Open. I remember it vividly because we all went and the rest of us were camping while they played. It was the year of Hurricane Carol and the whole camping thing was basically a wash out!



Marie Valvo writes about this picture: "It was actually when Mike was 10 years old, taken in Williamstown, Mass, in 1952. I believe it was the US Open. My father, Frank Valvo, was playing while my brother studied the game."

### Denver Chess Club Grand Prix Update Compiled by Randy Reynolds as of March 14, 2005

#### Top 10 Overall

Name	Rating	Points	Games
1 Leonardo Sotaridona	1707	41.95	23
2 Joshua Jex	1931	38.75	20
3 Tyler Hughes	1998	35.74	16
4 Mark McGough	1776	33.73	21
5 Anthea Carson	1614	33.52	23
6 Volodimir Biryukev	1504	32.3	17
7 Andrew Ritchie	1356	31.32	19
8 Peter Short	1451	29.2	16
9 Randy Schine	1526	28.27	16
10 Shannon Fox	1568	27.85	16

#### Top 10 Active

1 Anthea Carson	1614	33.52	23
2 Leonardo Sotaridona	1707	41.95	23
3 Bruce Bain	757	13.46	22
4 Mark McGough	1776	33.73	21
5 Michael Varney	588	19.06	21
6 Joshua Jex	1931	38.75	20
7 Paul Kullback	1210	22.07	20
8 Andrew Ritchie	1356	31.32	19
9 Mack McGough	474	9.04	19
10 J.C. MacNeil	1716	22.27	17

#### Class Leaders

Expert Briañ Wall	2174	24.94	12
Top A Joshua Jex	1931	38.75	20
Top B Leonardo Sotaridona	1707	41.95	23
Top C Volodimir Biryukev	1504	32.3	17
Top D Andrew Ritchie	1356	31.32	19
Top E Michael Varney	588	19.06	21

He was totally enraptured by the game. It became his whole life.

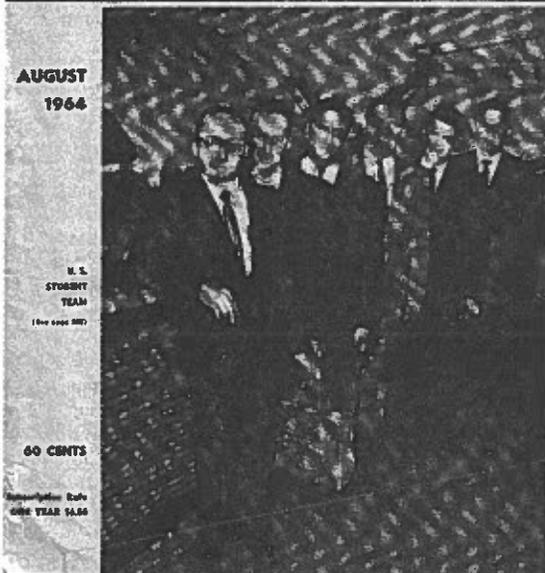
He was first board on the Columbia Student Chess Team that went to Poland in 1964. I believe it was the first USA team to ever attend the World Student Team Chess Championship. Chess and other games like GO were to him like video games are to the younger generation these days!



photos courtesy Marie Valvo

## CHESS REVIEW *the picture chess magazine*

AUGUST  
1964



The Chess Review cover of the Columbia University Student Chess Team going to the World Student Team Chess Championship in 1964.

(Continued from page 26)

my plan. If NM Bardwick ever showed his face in a tournament 1. c4 or 1. ..e6 would be mandatory for me - if SM Robert Snyder reappeared I would whip out 1. e4 c5 2. b3!. We Masters have to amuse ourselves somehow.

Jeff has played 1. Nc3 in dozens if not hundreds or thousands of blitz, computer, OTB and postal games. When he played it against me I was miserable because I realized I hated the Black side of the Vienna, the Closed Sicilian or any other transposition I could think of. I finally decided on 1. ..a6.

This is why Jeff calls losing to 1. Nc3 "bleeding his own blood".

1. ..d5! 2. e4 d4! 3. Nce2! e5! 4. Ng3 Be6! 5. Nf3! f6! 6. b3! Bd6 7. Bc4! Bxc4! 8. bxc4! Ne7! The story of this opening starts over 20 years ago - Paul Szeligowski, who lives in Longmont, Colorado, invented the only opening named after our State, the Colorado Opening - 1. e4 Nc6 2. d4 f5! - LM Jack Young has tried this occasionally. Before he invented 2. ..f5!? Paul would play 2. ..e5, the normal Nimzovitch Defense move and after I played 3. d5 and c4 he managed to trade off his dark-squared bishop with ..b6 and ..Bc5. I felt positionally miserable as White after that because I had a bad bishop and he didn't. It was a hopeless task trying to defend all those dark squares.

I was very happy to have the same position a tempo up, colors reversed.

9. Rb1! Nd7 I was a little annoyed that Jeff didn't stop to waste time with 9. ..b6 but I saw no advantage in 10 Rxb7 Nb6 trapping my rook. I have to go through contortions then with 11. c5 Bxc5 12. Qe2.

So I just castled.

10. O-O! c5? For some reason this enraged me - the fact that he twice ignored my threat to his b-pawn was getting personal! Time to teach this A-player a little respect. Jeff took his longest think in the game here, 16 minutes.

For Petrosian fans, you can admire the strategic beauty as I occupy the weak light squares.

For Tal fans, you can watch my tactics in breathless awe.

For Botvinnik fans, you can watch as I surpass his famous Portisch victory with the maneuver Rc1-c7:f7 as Por-

tisch tried in vain to trap the rook.

For Alekhine fans, you can admire my near perfect blend of strategy and tactics.

There is something here for everyone so don't be shy.

It took me 5 minutes to let Jeff trap my rook.

11. Rxb7! White Goodman: You're going down like a sweet muffin! - Dodgeball

11. ..Nb6! 12. Nh4! Qc8 Jeff is consistent.

I can save my rook after IM Vigorito's suggestion of 12. ..g6! with 13. Qf3!! O-O 14. Qa3!

I can even soundly play 12. ..g6! 13. Nhf5! or 13. Ngf5.

13. Qh5+!!! 13. Knight-either-to-f5!! and 13 Rxe7+! Have their fans too but my move is best.

This is the part where I surpass Botvinnik, who merely played Rc1:c7:f7 against Portisch. The point is that after 13. Qh5+ g6 14. Nxc6 Nxc6 I have the pedestrian 15. Rxb7! with a slightly better game but the real point is the stunningly beautiful 15. Rg7!!!. As a postal player, Jeff is accustomed to savoring exquisite gems so he avoided all this.

The only precedent I can think of is a NEW IN CHESS magazine game where Anand demonstrated that instead of Queen takes rook, Fritz stopped one move short, as if he had dropped the piece from his fingers and it turned out to be the right move.

Some stellar points of 13. Qh5+ g6 14. Nxc6 Nxc6 15. Rg7!!! are

1 - I threaten 16 Rxc6.  
2 - my 7th-rank rook prevents a Baffo King-advance, connecting his h8-rook to his other major pieces.  
3 - After 15. Rg7!!! Rf8 I can play Rxb7 without trading rooks and use the maneuver Nf5 (tempoing off the very dark, undefended d6-bishop) to h4 to win the pinned g6-knight. I can even play around with the move order of these two ideas if I like with no ill effects.  
4 - Bottom line - instead of losing any advantage by trading a hyper-active b7-rook for a useless one on h8, 15. Rg7!!! allows me to play 16 Rxc6 on almost any Black reply, keeping all the

chances.

Does this move look as pretty to you as it does to me or is it just closing time?

13. ..Kd8! 14. Rxe7!! Pepper Brooks: Ooh, Ouchtown, population you, bro! - Dodgeball

The strength of my judgment is demonstrated by the fact that 14. N-either-f5! is also good. Again by some instinct I made the best move. This took 15 minutes.

14. ..Bxe7! I can win with either knight to f5 check after 14. ..Kxe7 - here's a sip -

14. ..Kxe7 15. Nhf5+ Kd7 16. Qf7+ Kc6 17. Nxd6 Kxd6 18. Nf5+ Kc6 19. Ne7+ forking King and Queen.

14. ..Kxe7 15. Nhf5+ Ke6 16. Nxc7+ Kd7 17. N3f5 (among many others like 17. d3) with two pawns for the exchange, a better bishop, a safer King and positionally dominating Knights.

15. Ng6!! I again have a great option with 15. Nhf5!

15. ..Re8! 16. Qxh7!! the alternate win this move is 16. Nxe7!

16. ..Qe6 17. Nf5 The British would say "very visual" here. The light-squared domination begun with 6 b3! is transparent to all now.

Alternative wins here include 17. d3!!!, 17. f4!! and 17. Qxc7!!! among others.

I decided on 17 Nf5 here after 14 minutes thought because it contained the threat of 18. Nxe7.

In plain English, I have two pawns for the exchange, a better pawn structure, King, Bishop and Knights. His rooks have trouble invading and it is easy to make progress by taking on g7, solidifying with d3 or opening more lines with f4.

As Petrosian once commented in a lecture -

"You should be able to sense that my opponent's extra exchange means nothing here."

17. ..Bf8! 18. d3! This one little pawn move seems to lock every Black piece out of the game while I continue the winning process. My c1-bishop has 7 available squares while the f8-bishop has 2.

18. ..Nd7! 19. f4! An engraved invitation for my f1-rook to enjoy the festivities.

White Goodman: You happy? Fatty make a funny? - Dodgeball

19. ..Rb8! 20. fxe5 Rb1 I was a little surprised by this because now I have 3 pawns for the exchange but I have all kinds of winning moves after 20. ..gf like 21. h4! with the idea of running my pawn down to h5 to help out before gobbling the g7-pawn. Jeff is fairly helpless here.

21. exf6! The best of the too many wins to mention. I wrote Full Metal Jacket on my scoresheet here which means my gun is fully loaded (I still have all 8 pawns).

I started rushing a bit here because I only had 14 minutes to Jeff's 46 minutes and analyzing which win was minutely better than other was wearing me out. This is a strategy used by Bloomer and many other 2500 types - They put a lot of energy and time into the beginning of the game and hope they can easily catch up in a winning position later.

21. ..gxf6 22. Nxf8 Rxf8! 23. Bf4! Rxf1+ 24. Kxf1! Rf7? "This sucks. I'm always the first one out. ..ALWAYS!" - Dodgeball

25. Qg8+! Qe8? I guess my slight time pressure plus the hopeless nature of Jeff's position was making us both sloppy. Jeff has done this to me before - starts playing fast and I get caught up in his rhythm and forget my own move technique.

26. Qxe8+ Here I visualized 26. Qxe8+ Kxe8 27. Nd6+ Kf8 28. Nxf7 Kxf7 29. Ke2-f3 followed by King or pawn to g4. I am 3 pawns up and have the better minor piece. I did not see anything that Baffo could even attack in my position I was so happy with having all this I forgot to go backwards 10 moves in my analysis and look for something better like 26. Bc7+!! winning the Queen.

Does this ruin the game? Maybe a little but not really. At least not to me.

Conscience doth make cowards of us all - Shakespeare

Fritz doth make fools of us all - Brian Wall

White Goodman: Oh, I don't think I'm a lot dumber than you think that I thought I once was. - Dodgeball

(Continued on page 29)

(Continued from page 28)

### 1-0 Black Resigns

Jeff used to be stationed in Germany in the Armed Services.

German Coach: [shouting in German] You are all swine! You have brought shame to your houses! Losers! - Dodge-ball

Jeff did not play badly with 15/26 of his moves as best. It reminds me of my last 3 losses to Philipp Ponomarev - I am not playing horribly but my opponent is missing almost nothing.

Jeff's Baffo's response to the article - Wow! Love it. The best annotated game I have read in quite some time and the Dodge Ball quotes are hysterically appropriate and funny!

I consider that you have cut the Gordian knot - what to do with the white squared Bishop. I consider your 6.b3! the main line now.

Playing the other person's specialist opening gives you invaluable info as to what they consider the best line. This was "paid for in blood, sweat, tears, and rating points", which means it is confirmed in the fires of tournament battles. As such it is not prone to the analytical errors found in many chess books and periodicals. Believe me, most, if not all of the errors get exposed in tournament games, especially postal! In short, you are getting "Top Secret battle plans" from the other side. Heed them! Or as we used to say in the military "Comply or Die!"

We are not talking about a losing streak here, I have those against more players than I care to mention. You seem to have an "exclam streak" against me. I have never had an opponent play so consistently brilliantly against me, even the Ponomarev's, Renard Anderson, IM Valvo, you name them, have had "mediocre" games against me. Why am I cursed to bring out your best??

Similar Botvinnik-Portisch game, also 26 moves.

Monte Carlo 1968

White: Botvinnik, Mikhail

Black: Portisch, Lajos

1.c4 e5 2.Nc3 Nf6 3.g3 d5 4.cxd5 Nxd5 5.Bg2 Be6 6.Nf3 Nc6 7.0-0 Nb6 8.d3 Be7 9.a3 a5 10.Be3 0-0 11.Na4 Nxa4 12.Qxa4 Bd5 13.Rfc1 Re8 14.Rc2 Bf8 15.Rac1 Nb8 16.Rxc7 Bc6 17.R1xc6 bxc6 18.Rxf7 h6 19.Rb7 Qc8 20.Qc4+ Kh8 21.Nh4 Qxb7 22.Ng6+ Kh7

23.Be4 Bd6 24.Nxe5+ g6 25.Bxg6+ Kg7 26.Bxb6+ 1-0

Earlier Baffo-Wall brilliancy

W: Jeffrey A. Baffo (1800) -

B: Brian Wall (2200) [B76]

Denver Open, 01.07.2000 [Sicilian, Dragon]

1.Nc3 a6 2.e4 c5 3.Nf3 d6 4.d4 cxd4 5.Nxd4 Nf6 6.Bc4 g6 7.f3 Bg7 8.Be3 0-0 9.Qd2 Nbd7 10.0-0-0 Ne5 11.Bb3 b5 12.h4 Nc4 13.Qe2 Bd7 14.Bxc4 bxc4 15.Qxc4 a5 16.g4 Rb8 17.h5 Qb6 18.b3 Rfc8 19.Qd3 Qb4 20.Nde2 Nxc4 21.fxc4 Bxc3 22.Nxc3 Rxc3 23.Qd4 Qa3+ 24.Kb1 Rxc2 25.Kxc2 Qxa2+ 26.Kd3 Rxb3+ 27.Qc3 Bb5+ 0-1

I used to put Fritz 5.32 on all night analysis and 24. ..Rxc2!! is the only time the computer graded me with a double exclaim - ever.

### Round 3

Board 2 The Boring Opening

White - THE David Wallace who beat me in 8 moves 2024

Black - Brian Wall 2218

This was a funny round because Philip squeezed a win out against Jason Caldwell and I won this game. I went up to Philipp and Jason's postmortem and said, "Philipp and I had no advantage whatsoever, we just hated more". They smiled.

I don't really hate David Wallace (nuttyphysicist@yahoo.com) but I couldn't think of anyone I wanted to win more from after my embarrassing debacle. We had already played a 15 minute game draw that went something like this game in the opening - I castled queenside as Black and went down 3 pawns before saving the game with a knight sac in David's extreme time pressure. I was OK before I turned down his draw offer, then I went ballistic. I had disgraced myself twice against this guy and wanted to even the score badly.

I was prepared to play 108, 208 moves, play until midnight or beyond, whatever it took.

I think David used to be a physicist and now he seems happy living in a tent traveling the country playing Chess. I am not sure of the whole story but he has a brilliant mind.

The game itself is almost devoid of content but it does show how sheer

determination can win instead of good moves.

The game somewhat reminds me of kids in the back seat of a car making faces to annoy each other without letting their parents know what is going on. There seems to be a lot of taunting moves here on both sides. I will show you what I mean.

The exclams are from Fritz 8.

Opening "Queen's pawn: Lundin (Kevitz-Mikenas) defense"

1. d4 Nc6 2. Bf4 d5! 3. Nf3! Bg4 4. c3 e6! 5. Nbd2 Bd6! 6. Bg3 Nf6! 7. Qa4 O-O 8.e3!! TN Theoretical Novelty by David Wallace. This might be the place to jump in. The position "looks like the kind of woodpushing that always bored me" - Bobby Fischer.

8. Ne5 is the only move that has been played before, being answered correctly in Fuller-Knox, Portsmouth 1976 with 8. ..Bf5!

David's move is a micro-improvement and the best move but the position is so dry I am not sure how much it means.

8. ..Qe8 This is what I mean by a mocking move. David puts his Queen on the a4-e8 diagonal so I follow suit. David thought for 20 minutes here and found the best move again. He never got back those 20 minutes though.

My idea, right or wrong, was to answer 9. Bb5 with 9. ...a6. If David does nothing my Queen helps support ..e5.

9. Ne5! Nxe5 10. Qxe8! Nd3+ Fritz prefers 10. ..Ne8! but I saw no reason to start retreating minor pieces - maybe Fritz 8 just hates doubled pawns.

11. Bxd3! Rxe8 Ditto the last comment.

12. Bxd6! David offered a draw. GM Fishbein suggests if you want a draw wait till your opponent has to make a difficult decision, don't ask on automatic recaptures. It is too easy for your opponent to just take and remain silent.

I have thousands of ICC clones who play this way - set up a solid Colle, Torre or London System setup and dare me to beat them. One day I decided - OK, I can't get you guys in 20 moves and I won't try to, but can you hold out 40 moves, 60 moves?

I decided that a Chessplayer has to do more than get his bishop outside a pawn

chain and beg for a draw before he earns one from me. Maybe they look at it like - "I have avoided all the tactical traps I don't have time to study" but I look at it like this - "You are willing to reduce Chess to a boring set of positions in order to avoid a real fight but what about me and my enjoyment of the game and what about all those phantasmagorical positions you will never touch. I realize it's no fun to walk into a book trap and get caught but if you trying to play risk-free Chess I am not sure why you are sitting down at the board in the first place."

This is an age old debate and I don't mean to insult the legions of people who play or have played this way for a long time, especially some of my best Colorado friends like the Fortunes, Al Gardner, Anthea, etc. I realize now from teaching so many Chessplayers that some players are just not meant to or don't want to memorize thousands of tactical lines.

All I can tell you is that Josh Bloomer and I groan when someone does this to us.

David has the better bishop so I really have no business turning down the draw Chesswise.

12. ..cxd6! 13. O-O I think David said he doesn't know how to play endgames. I would leave my White King in the center with 13 f3 and later maybe Kf2.

13. ..e5 My bishop gets a little air although I wouldn't mind a swap.

14.Rfe1 Re7 15. Rac1 Rc8! 16. Kf1 Kf8 This seems like another mocking moment, imitating David's last move.

17. Kg1 h6 Fritz wants me to imitate David and play 17. ..Kg8! here.

18. Kf1 a6 19. Kg1 Nah nah nah nah boo boo You can't catch me.

This either means David can't find a plan or he is trying to prove to me the position is a dead draw if he does nothing.

David has 12 minutes now to my 33.

19. ..Rec7 Maybe this will scare him or make him think.

20. a4 Bd7 21. a5! Bb5 I will have 4 doubled pawn if he trades but at least I will rid myself of Enemy #1, the d3-bishop.

(Continued on page 30)

(Continued from page 29)

**22. Bf5 Rb8!** Trying to stare down the b2-pawn until he shuffles his feet nervously.

David gets down to 3 minutes here and his move technique goes South rapidly.

**23. dxe5?** Giving up his central strong-point, the rock of this opening, for no reason. This is the first time in the game I have a smidgin of advantage.

**23. ...dxe5! 24. e4?** Now I get to exile his bishop. A little hope was creeping into my heart.

**24. ...g6! 25. Bh3! Rd8!** I got bored with staring at b2 so now I am glaring at d2.

**26. exd5?** Down to a minute and he is coming unglued. I had a comfortable 20 minutes which I earned with the amusing 8. ...Qe8.

**26. ...Nxd5! 27. e4? Nf4!** Who's forking who after 28. cb? Rxc1 29. Rxc1 Ne2+.

Meanwhile I have threats all over the board and David has less than a minute.

**28. Nf3 f6!** I had many good moves but I wanted to pick the cruelest one that would keep every threat intact and make it impossible for David in blitz to find a good choice. I thought for 7 minutes and chose the best move.

**29. cxb5?** There wasn't a good move for Mr. Wallace on the board anyway. He only had a choice of very bad endings.

**29. ...Rxc1! 0-1** White resigns

This game seemed so long I was shocked to find out after the game that I had won my third game in under 30 moves. I was pleased with my play the first day.

The motivator

Winter Springs Open 2004, Manitou Springs, Colorado, Dec. 4, 2004, Round 2

White: David Wallace  
Black: Brian Wall  
Opening: "Old Benoni defense"  
TimeControl: "40/90 then Game/Hour"

1. d4 c5 2. e3 f5 3. g4 fxg4 4. Qxg4 Nf6 5. Qg2 Nc6 6. c3 b6 7. Bd3 Bb7 8. Bg6+ 1-0 Black resigns

David and I split our blitz games at the Denver Chess Club tonight - this one

was sweet because the opening followed our 8 move game for a while.

Denver Chess Club Blitz tournament  
Site: "Cherry Creek Community Gambling Hall, Colorado" March 15, 2005  
White: David Wallace  
Black: Brian Wall  
Opening: "Old Benoni defense"  
TimeControl: "Game/5"

1. d4 c5 2. e3 f5 3. g4 fxg4! 4. Qxg4! Nf6! 5. Qg2 d5!!

I veer course from my mini-miniature!

6. c3 Nc6! 7. Bd3 e5 8. dxe5! Nxe5! 9. Bc2! Be6! 10. b3 Qd7! 11. Bb2 c4 12. Nd2! O-O-O 13. Ngf3! Nxf3+!  
14. Nxf3! Bd6 15. Nd4! Kb8 16. Nxe6 Qxe6! 17. O-O-O! Rd7 18. Qf3 g6! 19. Rd4 Rc8 20. Rhd1 Ne4 21. Rxd5 Nxc3!!  
22. Bxc3! cxb3! 23. Bxb3 Rxc3+! 24. Kb1! Ba3 25. Rxd7?? Rxb3+!! mate in 5  
26. Ka1 Bb2+ 27. Kb1 Bd4+ 28. Kc2 Qc4+ 29. Kd2 Bc3+ 30. Kc2 Bb4#

David Wallace won a blitz quad with Brian Wall, Paul Nikitovich and Mark Sherbring Tuesday, Mar 15, 2005.

We split our two games.

I found out many things that night about David.

- 1 - He likes to street race
- 2 - He has a Masters in Physics, almost a PHD.
- 3 - He is a strict Vegan
- 4 - His dad is a virologist like in the movie "Outbreak".
- 5 - He loves to travel - been to many countries is South America and Asia.
- 6 - Big believer in Self-Improvement
- 7 - Likes tactical Chess.
- 8 - After reading Ayn Rand he sort of rejected society for a while and loves to camp out in the mountains.
- 9 - David has a gift for understanding real estate.
- 10 - David's hero - Nietzsche
- 11 - David's Philosophy - Nothing matters except longevity.

I was sitting at Old Chicago's last night (the one where my 50th birthday party will be - 3/26/2005 8 PM Market and Speer, Denver) and when David uttered #11, I made Robert Ramirez laugh. David had been describing all the things he does to live forever like 30 dietary supplements, etc. -

Brian - You may live 20 more years than me but I am going to have a lot more fun!

## Round 5

## Final Money Board 1

Tournament situation for Philipp and me

Both players in clear first (4-0)

Win - First prize alone = \$275  
Draw - A tie for first worth about \$200  
Loss = 0 - \$75

Brian - Fritzbest moves - 24/43 - 56%  
Philipp - Fritzbest moves - 29/43 - 68%

White - Brian Wall 2218

Black - Philipp Ponomarev 2299

Amusing incident before the round -

I was jogging - well, more like stumbling, straggling, panting, gasping - to an Italian restaurant for lunch with Renae and Thao Le - I saw Philipp running my way - I sped up so we both passed each other smiling on the main byway in Manitou Springs - my sunset is his dawn.

Even though I have played thousands of blitz games with Josh Bloomer and Philipp Ponomarev, we have no draw arrangement in tournaments - in fact those two are determined to surpass me and refuse almost every draw offer I make. Mikhail Ponomarev also hates draws. So even if we study and play together, when we play, we play.

Philipp beat me the last 2 games we played ( maybe more ) and his rating is 2299 now so I didn't really feel like risking \$200 for an extra \$75. Nevertheless Philipp refused two draw offers and played nearly perfectly to beat me. As Ted Doynos told me after the Ponomarevs crushed us in blitz - Give Philipp some credit. I am about 30 years apart in age from the both of them - :)

I followed Josh Bloomer's advice in the opening and will continue to do so, no matter how many points it cost me. Nobody knows openings better in this town.

Josh knows normal, popular openings - The Ponomarevs perfect their own systems. I just try to keep track of what Roderick Santiago plays. Occasionally our worlds collide.

Exclamation Points determined by Fritz 8

Opening "QGD: Grau (Sahovic) defense"

**1. d4 d5! 2. c4 Bf5** The Ponomarevs have played dozens of games with me in their favorite Baltic Defense and probably thousands on ICC. I have tried different approaches but have not been able to find a dent in their armor yet.

**3. exd5 Bxb1 4. Qa4+! c6! 5. Rxb1! Qxd5! 6. f3 e5!** Bloomer recommended 6. f3 and Mikhail should have beat me with 6. ...b5 in our DCC final Championship game - I did a Chess email about this on my Yahoo group entitled - Why didn't you resign? I was ready for 6. ...b5 (7. e4!) and for 6. ...Nf6 (7. e4 Nxe4 8 Bc4 Qf5 9 fe Qxe4+ 10 Ne2 Qxb1 11 Qb3! wins ).

**7. dxe5!** I should have been prepared for this line but I wasn't. Nightmare flashbacks of my game with Mikhail echoed in my screams - weak dark squares, King running through tunnels - it wasn't a Chess game, it was a Rambo movie. I pathetically offered a draw but could not escape my fate.

**7. ...Qxe5** Fritz prefers 7. ...b5 here so look for that in the future.

**8. e4** I analyzed the position for 1 minute and cursed Josh for 7.

10 games in my database. 8 Nh3 once. 8. e4 twice. 8. Bf4 7 times.

Fritz list - 8. Bf4, Nh3, Qb3, Bd2, e4, a3

My main concern, which I didn't solve, is what to do about my weak dark squares.

**8. ...Nd7** Fritz again slightly prefers 8. ...b5.

Reaction to this email from Philip Ponomarev -

Looks great! Only thing I don't agree with is the early b5 move. Looks like a crappy move to me, a human. -Philipp

**9. Be3 Bc5! 10. Bxc5! Nxc5!** I am already worse with no clear idea of what I did wrong (even now a week later) so the opening feels like an abysmal failure. Add Philipp's experience in this line into the mix and you can guess what I was feeling right now. Nothing to do but trudge forward trying to play the best moves.

**11. Qc4 Rd8! 12. Be2** Philipp didn't like this move. I was trying to defuse ..f5. Fritz thinks I am already teetering between a loss and a draw. Fritz

(Continued on page 31)

**CSCA Sense**

By CSCA President Todd Bardwick

Congratulations to the new Colorado Scholastic State Champions: **K-3:** Jay Kranzdorf, Bryan Yue, William Matheson, Alexander Jensen, Webb Harrington  
**4-6:** Curtis Crockett  
**7-9:** Sam Galler  
**10-12:** Dustin Eager, Tyler Hughes, Tien Nguyen

Scholastic Team State Champions are Coronado Elementary (K-3), Challenge School (4-6), Summit Middle School (7-9), and Cherry Creek High School (10-12).

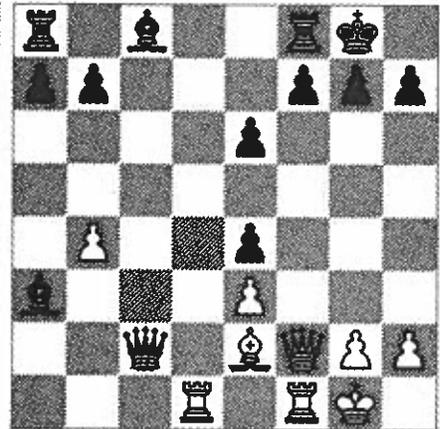
Tyler Hughes will be the Colorado representative to the Denker Tournament in August at the US Open in Phoenix and Alina Svyatlovsky will represent Colorado in the Polgar Tournament. Attending upcoming fundraiser tournaments will help to support these young players to finance their trips. The CSCA is a non-profit that also accepts donations if you wish to contribute to sending our representatives to these tournaments. ♖

**Aurora Chess Club news by Jeff Baffo**

The Aurora Invitational Quads finished on 26 Feb 2005. Originally slated to have 5 quads only 4 were completed due to drop outs. Yes, even with no entry fee and generous free prizes provided we couldn't get people to play. This is a sad commentary on the level of apathy out there folks: "WE COULDN'T EVEN GET PEOPLE TO PLAY CHESS WHEN WE WERE GIVING AWAY FREE MONEY!!" Be that as it may, the four sections that finished had the following prize winners:

- Quad A** Mike Emerson and Dustin Eager equal first, \$50 each
- Quad B** Paul Grimm, 1st = \$70  
John Schultz 2nd = \$30
- Quad C** Tony Gil, 1st = \$70  
Corey Kesler 2nd = \$30
- Quad D** Bob Kikes, 1st = \$70  
Lucasz Pasurszeak, 2nd = \$30

Rumor has it the Mysterious Anonymous Donor is talking about a ONE THOUSAND DOLLAR EVENT! Stay tuned. For more information about the Aurora Chess Club contact Jeffrey A. Baffo at jbafo2004@msn.com ♖



**Schneider, Kathy - Jesch, Isaiah**  
*Lindsborg Reserve 2004*  
 White to Move answer below

*This is an ad I got in my email. I can forward it anyone who is interested the details. —Tim*

Please join GM Joel Benjamin, GM Larry Christiansen, GM Susan Polgar and other great chess players next January 14-21 in the Caribbean on a fantastic Chess Cruise: [www.GeekCruises.com/chess](http://www.GeekCruises.com/chess)

prefers 12 Qc3 but I was deliberately avoiding groveling Queen trade offers.

12. ..Qg5 13. Nh3 I was happy to find a counterattacking move - Fritz prefers the miserable looking 13. g3 Qc3!

I thought 13 Nh3 Q:g2 14 Rg1 Q:h3 15 Q:c5 Q:h2 16 R:g7 was going to be my salvation but Fritz says I am just a pawn down for nothing here.

13. ..Qd2+ 14. Kf1! 14. Kf2 Nd3+ 15. Kf1 is about equivalent - somewhat worse for me in either case.

14. ..Qe3! 15. Nf2 Castling is going to be impossible - the dark squares are irreparable. 15. b4 Ne6 16. b5 is a little better supposedly but I am going to need a miracle here.

15. ..Nf6! 16. g3 Rd4 Some lost positions are full of hope but my problems are so basic and structural that it is hard for Philipp to go wrong here. 16. ..b5!! is strong here and just developing with 16. ..0-0 is good too.

My choices are Grimm after Philipp's move - 17 Nd1 fails to ..Q:f3+. I was tempted to bail out with 17 Q:c5 Rd1+ 18 Kg2! Q:c5 19 Rh:d1. I may not have my Queen in this line but I am finally castled. Rook and Bishop didn't seem enough against Philipp even though all

he needed was Rook against Queen to draw Drenbenstedt.

17. Qc3! Qxc3! 18. bxc3! Rd2! 19. Rg1 Rxa2! 20. Nd3! Nfd7! My "tricky" idea was 20. ..Nxd3 21 Rxb7?! even though this fails miserably to 21. ..Ra1+ 22 Kg2 R:xg1+ 23 Kxg1 Nc1! - Philipp doesn't even grant me that much. He keeps an iron lock on the position.

Bloomer put it well - "The ..c5-knight is perfect".

21. Rg2 Nxd3 22. Bxd3! R:xg2! 23. Kxg2! Nc5! 24. Bc2! Philipp's queen-side formation is formidable - I agonized over the pitiful possibility of 24 Be2 followed by a possible bishop sac on b5 to eliminate some pawns but this looked hopeless too.

24. ..Ke7! 25.Kf2! b5 26. Ke3 a5! 27. f4! Rd8! 28. e5 I have arranged my pieces and pawns as well as I can and this saves many games. I am only a pawn down - one slip from Philipp and I am back in it. I had some vague hopes attached to answering ..a4 with c4.

28. ..f6 29. exf6+! Kxf6! 30. h4 Philipp told me 30. g4 was better after the game.

30. ..h5! 31. g4 hxg4 32.Rg1! I had delirious dreams of Rg1-g4-g6-c6 but Philipp knocked those out of the ball park.

32. ..Re8+! 33. Kd4 Ne6+! 34. Ke4!

I was definitely delusional at this point. I had visions of Kd4-c5-c6 but Philipp's knight starts tormenting me with nasty forks, ending my dreams.

34. ..Ng5+! 35. Kd3! Reality #1 - 35 Kd4 Nf3+

35. ..Nh3! 36. Rg3! Reality #2 - 36 R:xg4 Nf2+

His knight won't let me do anything fun!

36. ..Nxf4+ 37. Kd2! Re2+! 38.Kd1! Rg2 39. R:xg2! N:xg2! 40. Be4! Ne3+! 41. Kd2! Nd5 42. Kc2 Ke5! 43. Bh1! g3! Renae Delaware after the game - "Oh, that's cool, ..g2 and ..Ne3."

Renae, laughing - "You offered a draw before I played my first move!"

0-1 White resigns

All Hail the New King of Colorado Chess, Philipp Ponomarev, 2300+

Deciding game in 2004 Denver Chess Club Championship against Mikhail Ponomarev in same opening.

Denver Chess Club Championship 04 Tattered Cover, Wyncoop, Denver Dec 16 2004 Round 5  
 White: Brian Wall  
 Black: "Dr Mikhail Ponomarev TimeControl G/85 with a 5 sec delay

1. d4 d5 2. c4 Bf5 3. cxd5 Bxb1 4. Qa4+ c6 5. Rxb1 Qxd5 6. f3 b5 7. Qd1 e5 8. dxe5 Qxe5 9. Nh3 Nd7 10. Bf4 Bb4+ 11. Kf2 Qe6 12. Ng5 Qxa2 13. Ne4 Ngf6 14. Nd6+ Kf8 15. e4 Bc5+ 16. Be3 Bxe3+ 17. Kxe3 Qe6 18. Kf2 g6 19. Be2 Ke7 20. Nb7 c5 21. Na5 c4 22. Qd2 Qb6+ 23. Kg3 Rhd8 24. Rhd1 Nc5 25. Qb4 Ke8 26. b3 Nh5+ 27. Kg4 Qe6+ 28. Kh4 Qf6+ 29. Kg4 Qe6+ 30. Kh4 Qe7+ 31. Kg4 a6 32. g3 Qe6+ 33. Kh4 Qf6+ 34. Kh3 Nd3 35. Bxd3 cxd3 36. Kg2 Rac8 37. Rd2 Rc2 38. Rd1 Qg5 39. e5 Qxe5 40. Rxc2 dxc2 41. Rxd8+ Kxd8 42. Qd2+ 1-0 Black Resigns ( about 30 moves missing in time scramble ) ♖

*Kathy, the sweetheart of Colorado Chess, showed great vengeance and furious anger with the move 1. Qxf7+! Rxf7 2. Rd8+ Rf8 3. Rdx8#. For more tactics like this played by Colorado Players see Tactics Time on page 15. Nice combo Kathy!*

**Tournament Announcements:****Simultaneous Chess Exhibition -  
NM Todd Bardwick,  
April 23, 2005**

Site: Southglenn Mall (South University and Arapahoe Road)

**Entry fee:** \$5 to play

**Registration:** Simul starts at 12:00 noon.

Sponsored by It's Your Move Game Store (303-798-8828)

**3rd Annual DCC School of Mines  
Chess Tourney, April 30, 2005**

5 round Swiss system tournament.

**Time Control:** G/30

**Site:** Ben Harper Student Center, upstairs. Corner of 16th St & Maple. Parking free in Elm St. lot.

**Directions:** I-70 west to 6th Ave exit. 6th Ave west (right on 6th) to 19th street. Right on 19th street.

East on 19th to Elm street. Left on Elm street. Take Elm street north, the road will curve to the right. Ben Harper Student Center will be on your left.

**Open:** Open to all USCF and unrated.

**Unrated Section:** FREE entry. No prize money in this section.

**Entry fee:** \$10 for DCC members and students/employees of School of Mines. \$13 for all others.

**Prizes:** B/entries. 1st & 2nd open, 1st & 2nd in these classes: U2000, 1800, 1600, 1400, 1200 and unrated.

**Registration:** 9:00 - 9:45. on-site registration only, no pre-registration., Rounds: 10:00 am and every hour thereafter except for extra 30 min for lunch between Rnd 2 & 3..

**Entries:** Paul Grimm

**Phone:** 720-283-3996

**E-mail:** [grimm\\_p@msn.com](mailto:grimm_p@msn.com)

DCC Grand Prix event. Masters play free (winnings deducted from entry fee)

**2005 Wyoming Open,  
May 14 - 15, 2005**

5 round Swiss system tournament.

**Time Control:** Rd. 1 = G/60, Rds. 2-5 = 35/90, G/60

**Site:** Laramie County Community College, Center for Conferences and Institutes, Room 124, 1400

East College Drive, Cheyenne, Wyoming.

**Sections:** Open

**Entry fee:** \$20

**Prizes:** Based on entries.

**Registration:** 8:30-9:30 am,

**Rounds:** 9:45-12-5:30, 9-2:30.

**Entries:** Allan Cunningham 4019 Golden Court, Cheyenne, WY 82001

**Phone:** (307)635-3102

**E-mail:** [adcdac@aol.com](mailto:adcdac@aol.com)

WCA memb. req., OSA.

NS, NC

**Southern Colorado Open,  
June 11 - 12, 2005**

6 round Swiss system tournament.

**Time Control:** G/90

**Site:** Manitou Springs Masonic Lodge, 455 El Paso Blvd, Manitou Springs.

**Directions:** Take I-25 to Exit 141, US 24 West. Head 3 1/2 miles west toward mountains and depart Highway 24 at the Manitou Avenue exit. Turn onto Manitou Ave then go 1 mile west to the Manitou Springs City Hall. Turn right at the Manitou Springs City Hall; go about 3 long blocks to the Masonic Lodge.

**Open:** Open to all. \$700 Guaranteed: \$250-150; A, B, U1600, each \$100. More per entries. 10 USCF Grand Prix Points.

**Reserve:** Open to U1500/Unr.

Prizes per entries.

**Entry fee:** Open: \$30 if received

by 6/9, \$35 at site; \$7 off for juniors, seniors, unrateds. Reserve:

\$25 if received by 6/9, \$30 at site;

\$6 off for juniors, seniors, unrateds.

**Registration:** 8:30-9:30 am.,

**Rounds:** 10-2-6, 9-1-5.

**Entries:** Dean Brown 4225 Hedge

Lane, Colorado Springs, CO 80917

**Phone:** (719) 573-5176

**E-mail:**

[browndw1@mindspring.com](mailto:browndw1@mindspring.com)

No advance registration accepted

w/o payment.

CSCA membership required: \$15,

\$10 for juniors & seniors; OSA.

A Colorado Tour Event.

Sponsored by Southern Colorado

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