

California Chess Journal

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**In this issue:
Valvo Part 2,
GM Torre**

**Left: Berkeley Class
Struggle winner IM
Elliott Winslow.**

THE DOCTOR IS IN

BOOK REVIEW

The Doctor in Your House
by Donald Lieberman, M.D.
Jadon Publications, \$6.95

We've been wondering about Donald Lieberman for a long time. First, he enters every tournament we run, and then he shows up early, leaves late, charms everyone, and leaves us younger folks gasping in his wake.

I recall one time Dr. Lieberman was up against a teen-age opponent. Their game was by far the last to finish. When it was over the teenager demanded a lengthy rest before his next round. Not Dr. Lieberman. He jumped up from the board—incidentally, I think he had just lost—asking who he had to play in the final round. Dr. Lieberman was full of pep while his next exhausted opponent crawled to the board. The result was the same, but no matter: "I played a good game."

Now the good doctor has been kind

enough to let us in on the secret. His new book, subtitled "Dr. Lieberman's Guide to Preventive Medicine and Sensible Money-Saving Self-Care," talks about back pain (bed rest), skin problems, improving your marriage (too many chess addicts will find that chapter hypothetical!), and, most refreshingly, the limitations of modern medicine and doctors.

It's not easy to capture all the flavor of this witty book, but when was the last time *your* physician compared the spinal column to a garden hose? Or reminded you that when Israeli doctors went on strike the drop in deaths almost bankrupted the morticians? Or that another reason to quit smoking is that your friends secretly look down on you for it?

We should mention that a small part of our hearty recommendation for this book is based on the author's mentioning chess tournaments as part of his preventive health regimen. So, live longer: **Play chess!** —ajl

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c/o Peter Yu
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WINSLOW WINS CLASS STRUGGLE

IM Elliott Winslow made hay in his own backyard, placing clear first in the Berkeley Class Struggle held June 24-25. Winslow entered the last round one half-point ahead of the field after Arthur Braden, who tied for second, played an unsound sacrifice against him in Round 3.

Top Australian junior Greg Hjorth, an IM, is now studying for a Ph.D. in logic at Berkeley. Hjorth finished with only 2.5, but he won the accompanying Blitz event with a perfect score. In the second round Hjorth was held to a draw by unrated (!) Sergey Iskotz, a recent arrival from the Soviet Union. Iskotz, whose post-tournament rating was 2268, is only 16.

M	1st 3.5 2/3 3	IM Elliot Winslow Arthur Braden Luis Busquets Dan Switkes
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A WBCA Blitz event was held in conjunction with the Class Struggle. IM Greg Hjorth scored a perfect 11 in the 12-player round-robin. Greg Kotlyar placed second with 10. Neil Regan was to only non-master to tally against a master; his 6 points earned Top Expert honors. David Goldfarb's 3½, sufficed for top A/below.

GUREVICH AT TOP OF THE WORLD

The 17th Annual World Open, held June 30-July 4 at Philadelphia's Adam's Mark Hotel, ended in a huge tie. Ten players—six Americans, three Soviets, and one Colombian—scored 7 1/2-2 1/2 to share \$43,000 in prizes.

On the following day, a 5-minute playoff was held between nine of the ten players for the World Open Title. Soviet GM Mikhail Gurevich emerged as champion, defeating former compatriot GM Lev Albur of New York, after both players won their preliminary sections.

Gurevich, top-ranked in the 236-player Open section at 2707, started slowly by losing to 18 year old Michael Hennigan (FIDE 2345) of England in round one, but he rebounded strongly.

U.S. GMs Lev Albur, Walter Browne of Berkeley, John Fedorowicz and IM Alexander Ivanov were tied with Gurevich for the top spot after 8 rounds. All five drew their last two games, allowing five others to catch them: GM Alex Chernin and IM-elect Vladimir Epishin of the Soviet Union, GMs Michael Rohde and Larry Christiansen of New York, and IM Gildardo Garcia of Columbia (who arrived late and took half point byes for the first two rounds).

Gurevich and Albur won an extra \$300 and \$130 respectively in the playoff.

This was by far the strongest World Open ever, with 30 GMs, 20 IMs, 133 FIDE-rated players, and 199 Masters competing. The Open section had 56 foreign players, a vast improvement over last year's nine. This made IM norms possible, and seven players apparently achieved them: Sekhar Sahu of India, Joseph Fang of New Hampshire, and five juniors: Ilya Gurevich of Massachusetts, Gata Kamsky of New York, Alex Sherzer of Maryland, Alexandre LeSiege of Montreal, and Michael Hennigan of England.

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IN MEMORIAM

Byron Rusk
1960-1989

The CCJ wishes to express its
sincere sympathy to his family.

MAN VS. MACHINE: DT-VALVO, PART II

© 1989 Michael Valvo

White: Deep Thought

Black: IM Michael Valvo
UNIX Mail Match (2) 11/88-3/89
Falkbeer Counter Gambit

1. e4

I had seen Deep Thought's play against various IMs and had no idea how to play 1. e4 against this tactical monster. I decided to play solidly with 1. ...e5. Little did I realize what was in store!

1. ...e5 2. f4

This I didn't expect: a King's Gambit. I thought Deep Thought played the Ruy Lopez. Well, so much for thinking. I knew its book could not be current, so it made sense to whip out the topical 2. ...d5 3. ed c6!

2. ...d5 3. ed c6 4. Nc3 e5 5. Nf3 Bc6 6. d4 Ne7 7. de Nxc6 8. d5 Nb4

Things are heating up. White now must do something about his d5 pawn as 9. a3 Nbd5! 10. Nd5 Nd5 11. Qd5 Bb4 wins. I expect 9. Bc4 and will play 9. ...0-0. If then 10. a3 b5!! I think White was better off playing 8. Bc4 0-0 9. 0-0 Bg4 10. Ne4! Bc7 11. c3 intending Qe1 & Qh4.

[Illescas-Nunn played this line in Dubai, Olympiad 1986, and continued: 11. ...Nd5?! 12. Nc5! Rb8 13. Qe1 Re8 (13. ...g5!?) 14. Qh4! with advantage, but 11. ...Ng6= is better. Nunn has played this variation since, so one has to assume he has an improvement in mind.]

9. Bc4 0-0

I think this is best, but it is virtually

ignored in practice. The game Spassky-Polgar continued with the usual 9. ...Bf5 10. Bb3 and Black later had a problem with the f5 Bishop. I expect the game will continue 10. 0-0 (10. a3 b5! 11. Bxb5 Nbx5 12. Nxd5 Nxd5 13. Bc6 Ba6! 14. Qxd5 Re8+! with complex attacking chances).

10. a3 b5!?

Well, you are going to get your money's worth now. The complications will be mind boggling. I think the computer is wrong and this position is all too deep for it... but I must admit to feeling uneasy about the computer calling my 'bluff'! The main line stands as noted above. After 14. ...Re8+, 15. Kd1 or Kd2 and Black has an enormous attack. Maybe DT is thinking of 11. Bb3 Na6 12. Nxb5 Qa5+ 13. Nc3. I don't know, but Black will get great play.

[Prior to the discovery of this resource, Black played 10. ...Na6 11. 0-0 Bg4 12. Kh1 with a small White edge as in Hebden-Henley, New York 1983.]

11. Bb3

This is the least exciting of White's three alternatives, the others being 11. Bxb5 and 11. Nxb5.

I can now reveal that the winning Black continuation after 11. Bxb5 is ...Nbx5 12. Nxd5 Nxd5 13. Bc6 Ba6! 14. Qxd5 Re8+! 15. Kd1 (15. Be8? Bb4+) 15. ...Be2+ is 16. Kd2 Bc4!! winning the White Queen.

[Elliot Winslow: 14. ...Qe7+! is better: 15. Qe4 Qxe4+ 16. Bxe4 Rfe8 with all the chances. Com-

ments from various people on the net noted that 14. ...Re8+? 15. Kd1 Be2+ 16. Kd2 Bc4 17. Qd4! (17. Bxa8?? Bxd5 18. Bxd5 Bb4+ 0-1 Hoyos Milan-Garcia, Guid., Columbia, 1987) 17. Be5 18. Re1!!+- winning even though 18. ...Qd4 19. Nd4 Rad8 clouds the issue.]

The third alternative, 11. Nxb5 leads to ...Nbx5 12. Bxd5 Nxd5 13. c4 Re8+ 14. Kf1 Ba6 holds everything together. [This 14. ...Ba6 comment is just wrong. I made it in response to a question by the Deep Thought team and replied via blindfold chess. In truth, things are VERY deep: Deep Thought found the improvement before the question was asked of me: 14. ...Bc5!! with the following continuations given by Berliner/Hitech: 15. Qxd5 (15. cd Ba6 16. a4 Qa5 +- if now 17. Qd3 Rab8!) 15. Bf5!+-.]

11. ...Na6 12. Nxb5 Qa5+

Black will get a strong attack for his Pawn. 13. Nc3 is forced and I plan to continue 13. ...Nc5 14. Ba2 Na4 or Ne4.

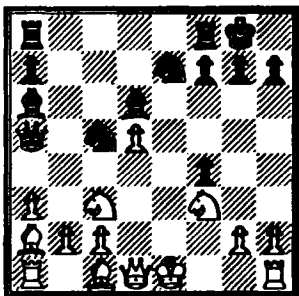
13. Nc3 Nc5

White has snatched a Pawn for now, but can he hold it? At the moment Black threatens Nb3 and Nc4. Another Black idea is Bb7, to surround the d5 Pawn. White may try castling here: 14. 0-0 Nxb3 15. cb Bb7 [maybe best is 15. Ba6! 16. Re1 Rfe8 intending to meet 17. Ng5!? with 17. ...Nd5!] 16. b4 Qb6+ 17. Kh1 Rad8, with approximately equality. [Or 16. Ng5 Nxd5 17. Nxd5 Qxd5 18. Qxd5 Bxd5 19. Bxf4=.]

by IM Michael Valvo

Another idea here for Black is to build a K-side pawn roller with f6 and g5.

14. Ba2 Ba6!



Viva la attack! The White King must be kept in the center even at the cost of a piece. My idea is 15. b4 Qc7 16. bc Rfe8!? I would prefer to proceed more quietly with 14. ...Ne4, but DT could squirm away with 15. Bd2 Nxd2 16. Qxd2 [16. ...Rb8 17. Ne4! (unclear)] and contemplate castling Queen side (dangerous as that would be). [I also worried about 14. Ne4!? 15. Qd4 Nxc3 16. Bd2, although 16. ...Re8! is then more than adequate.]

My intuition says, "Do it!" I can't resist this classical human-computer clash! [When the ideas behind 14. ...Ba6 began to flow for me, I knew it was the move I wanted to make. The more I looked at 14. ...Ba6, the better it felt. Still, it was not without a great deal of trepidation that I mailed off this piece sacrifice.]

Ken Thompson visited the Deep Thought team in Pittsburgh at this point and later told me that things were in near panic after reception of 14. ...Ba6. I believe he said at

the time that Deep Thought searched 35 plies (17. moves!) and could not find a refutation.]

This move caused a stir on the net and a Deep Thought groupie offered to bet me five dollars that the machine could hold its position. Debate quieted after a member of the Deep Thought team reported the difficulties the machine was having with the position.

15. b4 Qc7

White's best (and only move, in my opinion) is to take the piece and play Ne2: 16. bc Rfe8 17. Ne2! I then intend to play 17. ...Qxc5. I looked at 17. ...Nf5, but 18. cd Qc3+ 19. Bd2 Rxe2+ 20. Qxe2 Qxa1 and either 21. Kf2 or 21. Qd1 wins.

Deep Thought Team: DT thinks that 16. b5 is also reasonable, but has a lower score than bc. DT does not expect to hold the piece advantage.

16. bc Rfe8!

I considered playing Rae8 because the f7 square might need additional protection in some variations and that Rook might not have any other lines anyway. But in the end I discarded the thought because the a2-f7 diagonal always had a White Pawn blocking it in the lines I looked at.

The critical line I see is: [This is actually what is going to happen!] 17. Ne2 Qxc5 18. c4 Nxd5! 19. Qd4 (19. Qxd5 Re2+ 20. Kd1 Qxd5 21. cd Rxc2 with threats of Rf2 and g5-g4) Qxd4! 20. Nd4 Bc5!

17. Ne2 Qc5

There is not much new to add here: we are still moving toward the critical position mentioned just above. While I think 18. c4 is White's best, we will have to see what DT does.

[Berliner: Actually, I thought 16. Bb2 followed by Kd2 and Kc1 was best for White. In that line, I thought 16. ...Nf5 was best, forcing White to play Qd2. That DT played 16. bc in the actual game must mean it sees a way to survive the attack, or that my plan is unexecutable.]

The Deep Thought team noted above that 16. b5 was reasonable. According to Peter Jansen, DT came up with this interesting main line, which it thinks is mostly forced and leads to approximate equality: 16. ...Be5 17. 0-0 Bxc3 18. d6 Qb6 19. de Ne4+ 20. Kh1 Bxb5 21. ef=Q+ Rxf8 22. Rb1 Bxf1 23. Rxb6 Nf2+ 24. Kg1 Nxd1 25. Bxf7+! Rxf7 26. Rb8+ Rf8 27. Rxf8+ Kxf8 28. Kxf1 =.

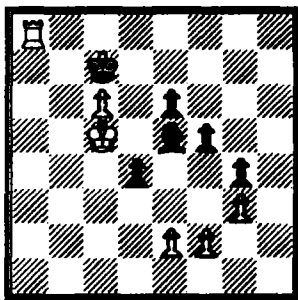
18. c4 Nxd5!

DT must think it is OK here, but I see nothing but trouble for it. Maybe it will go into 19. Qxd5 Rxe2+ 20. Kd1 Qxd5+ 21. cd Rg2 because it sees it has extra material and doesn't appreciate the coming Black King side pawn rush. 19. Bd2 is possible, but kind of passive: 19. ...Ne3 maintains the Black initiative and moves like 19. ...Rad8 aren't bad either. The try 19. Qd4, mentioned earlier, is the most complex. Most likely is 19. ...Qxd4! 20. Nd4 Bc5! and now:

PRACTICAL ENDGAMES: EMOTIONS

Chess books are generally concerned with what happens on the board instead of the two people playing the game. Human beings aren't computers; we feel confident or discouraged, we are patient or hurried, we are cautious or desperate. These are reflected in how we play the endgame, and the practical player is interested in how to handle his own emotions and how to exploit his opponent's.

The most common endgame vice is impatience. After concentrating for hours, it is natural to want to end the game quickly: we seek the quickest way to win or the clearest road to an obvious draw. When a player seeks the fastest win instead of the surest win, disaster is on the horizon.



White: Adamson(2104)
Black: Pohlmann(2153)

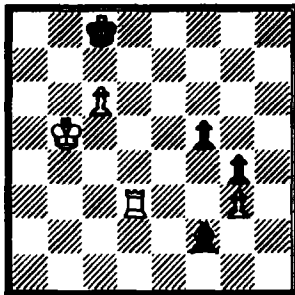
Yes, I played this out. I could read, "Just resign already!" on my opponent's face, and I hoped that his bad attitude would compensate for my material deficit. As Black, the best plan is to remain calm, stay alert, and move slowly, even taking time on automatic moves. It usually helps to look discouraged, but in this position I found that smiling

and looking out the window infuriated my opponent.

1. ... Bd6+ 2. Kb5 e5 3. Ra7+ Kb8
4. Rd7 Bc7 5. Rg7 e4 6. Rg8+ Ka7
7. Rg7 Kb8 8. Ka6?

2. Kb5 instead of 2. Kxd4 was the first clue that my opponent wants to mop up in short order. He expects to win with the c-pawn in a few moves, and is blind to my potential counterplay. 8.Kc4 is better, conceding that the pawns are dangerous and retreating to head them off.

8. ... Be5 9. Re7 Bd6 10. Rf7 d3
11. ed ed 12. Rd7 Bc5 13. Rxd3
Bxf2 14. Kb5 Kc8



14. ... f4 didn't work because of 15. gf g3 16. Rd8+ and 17. Rg8, so I prepare it with what looks like a somber waiting move. White should now play the patient 15. Rd5 Bxg3 16. Rxf5 Bd6 17. Rg5 g3 18. Rg7 Be5 19. Rg8+ Kc7 20. Kc5 Bf4 21. Kd5, but that takes so much longer than the simple plan of Kc4-d5-e6xf5xg4. White wants to end the game quickly, and he does just that.

15. Kc4? f4!

Now I started to concentrate hard, convinced that he had thrown away the win. Unfortunately my game

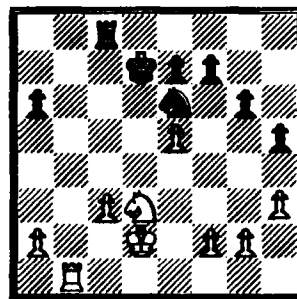
isn't strong enough to play for more than a draw, but if it were, my newfound confidence combined with the sudden turn of events at the board might have been enough to encourage future errors.

16. gf g3 17. f5 g2 18. Rd1 g1=Q
19. Rxe1 Bxe1 20. f6 Be3 21. Kd5
Bg5 22. f7 Be7 23. Ke6 Ba3 1/2-1/2

"Yeah, but White played badly", you might complain. Sure he did — that's the whole point. But Adamson is a strong player, and had he been careful and patient he wouldn't have overlooked my tactical resources.

But he who lives by the sword dies by the sword...

White: Pohlmann (2203)
Black: Shirazi (2598)



Easy win! Extra passed pawn, active rook, everything anyone could hope for against an IM. I can even take the seventh rank! But in the game I was scared stiff. I had never even played anyone rated this highly, and that I might win the game was beyond my comprehension.

1. Rb7+ Kd8 2. Ra7 Ke8 3. g3

Shirazi must have sensed fear already. Having worried about all kinds of threats (...Rd8, ...Rxd3+

by NM Roger Poehlmann

and ...Nc5+) after 3. Rxa6 Rd8, I decided against 4. Ra3 Nf4 5. c4 because this was the last move before time control. Although this is a generally a good policy, I was already chasing after phantoms.

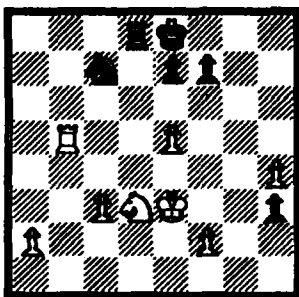
3. ...h4! 4. Rxa6

Wow, am I really going to beat this guy? What's his rating again? In my excitement I wanted to ensure the win, so I started imagining all kinds of threats that I should defend against. When it came time to answer the real ones, I lost my way.

4. ...Rd8 5. Ra5 g5! 6. Ke3 g4!

Now I was totally confused. Had Shirazi played "normally" by activating his King or seeking counterplay with his Rook, I would have understood what was going on. If he had clutched his temples or looked nervous during the past few moves, I would have been encouraged by that. But he sat like a sphinx, staring nonchalantly at the board, thrusting pawns forward with confidence, as if he had everything under control.

7. gh?? gh 8. Rb5 Nc7!!-+



And suddenly everything falls apart! All Black's pieces are on the back two ranks, the pawn can be stopped (sort of), but Black wins by

force!

9. Rb1 Nd5+ 10. Kd2

10. Ke2/Ke4 Nxc3+; 10. Kf3 Nxc3; 10. Kd4 Nf4+ wins a piece. Watch how Black's pieces combine now.

10. ...Nf4 11. Ke3 Nxd3 12. f4 Nc5 13. c4 Rd3+ 14. Ke2 Ra3 15. Ra1 Ne4

Threatening ...Rxa2+ and ...Nc3+.

16. Kf1 Rg3 17. Ke2 h2 18. Rh1 Ra3 0-1

Shirazi's swindle didn't just appear out of thin air, it arose by disorienting me with aggressive moves which took advantage of my increasing fear. Of all the ways to seek active play, he chose the one that did the most psychological damage, played confidently, and I cracked.

In both games the player with the clear head triumphed despite a rather hopeless position. Time pressure was not a factor (although it is a powerful catalyst for emotion); the player's emotions simply clouded his judgement and he was unable to play good chess.

How can we conquer feelings at the board that diminish our playing strength? First, admit to yourself that you aren't Mr. Spock, that you are swayed by emotion during the game and that they affect (and can adversely affect) your play. Listen to anyone describing his game: "He played an opening I know well, but he tried a new plan and I got a good position. I sacked a pawn for the attack, but I should have traded pawns in the center. He forced a Queen trade and I had some Queenside weaknesses. I thought I

could draw the Rook endgame but his King was too active." It's obvious he was satisfied with his opening, he was confident and bold in attacking, but got careless, discouraged, and frustrated. As much as we'd like to believe that chess is a game of pure logic and calculation, it just isn't so; emotions play a key role.

Second, study yourself as you play, and make changes in the areas that you are weak. Are you tired? Get up and walk around a bit. Eat or drink something. Are you impatient? Take more time on your own moves, dedicate yourself to winning, and watch for surprise tactics. Are you sick of playing? Get up and watch other games. Talk to somebody. Just enough time away from the board to stretch and to keep your mind fresh. Is your position a hopeless mess? Fight or resign. Be fully alert and seek a way out, or turn over your King and prepare for the next round. Halfheartedly playing out a lost game saps your strength and will lead to future disappointments.

Watch your opponent: A player who leaves his hand on a piece for a long time is indecisive; you should respond by bashing out our moves with confidence, and by playing bold moves. A player who grinds a piece into its square, on the other hand, is feeling overconfident and prideful. Don't be discouraged (it helps to *look* discouraged though), don't get angry or frustrated, but look for counterplay. Once the bind on your position is broken, so usually is your opponent's spirit.

continued p. 8

CHESS LAB: WHAT'S THE BEST DEFENSE

Wanted: a defense which leads to unbalanced positions with winning chances and avoids exchanges.

Fischer decided upon the Sicilian Defence early and it was his main counterattack. Strong conservative players like Botvinnik and Petrosian preferred the French and Caro-Kann. Most main line variations of the Sicilian lead to a sharp pitched battle with unbalanced pawns and sometimes castling on opposite wings. Black can fall prey to a strong attack easily, but that is part of the thrill; White must attack perfectly to win, but meanwhile his Q-side and center may be collapsing.

White: Bill Chesney (2435)

Black: Craig Mar (2516)

Sicilian Dragon

LERA May 29, 1989

1. e4 c5 2. Nf3 Nc6

This line already precludes the Najdorf variation, but may transpose to other lines.

3. d4 cd 4. Nxd4 g6!?

Black allows the Maroczy Bind. 4. ...e6 and 4. ...Nf6 are more normal. This is the so-called Accelerated Dragon, where Black delays playing d6.

5. Nc3 Bg7 6. Be3 Nf6 7. Be2 0-0 8. Nb3 d6 9. 0-0 Be6 10. f4 Qc8!?

Tempting, but 10. ...a5 11. a4 Nb4 is a more reliable sequence.

11. Bf3 Rd8?

11. ...Ng4! looks best, then 12. Bg4 Bxg4 13. Qd2 Be6.

12. Nd5! Bxd5 13. ed Nb8

Black is already "on the carpet".

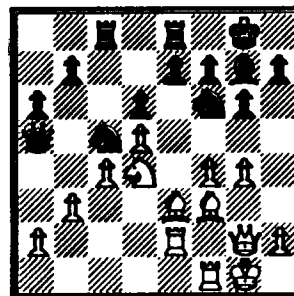
14. Qe2 Nbd7 15. c4 Rfe8

Black is doomed to passivity, and White's main choice is where he should attack.

16. Nd4 a6 17. Rac1 Qc7 18. b3

White has perhaps not used the best plan; 17. b4 and 18. Rac1, forcing Black to play b6 eventually, cedes c6 to the Knight. But he has a strong K-side attack.

18. ...Qa5 19. Of2 Nc5 20. Re2 Rac8 21. g4



White's plan becomes evident; g5-Qh4-Bg2-Rf3 with a mating attack. Although I felt White was burning his bridges and overextending, I didn't know how to respond.

21. ...Nfd7!?

21. ...e5 is the natural move. "The correct reaction to a wing attack is a center thrust."

22. Bg2

Whites plan begins. Qh4-Rf3-Rh3 is the idea.

22. ...Nd3 23. Qh4 Qc3 24. Rc2 Qa5

Preventing 25. Rf3 because of 25. ...Qe1+! 26. Qxe1 Nxe1 forking.

25. g5 Nb4

I mulled over 25. ...e5! 26. de fe for a long time.

Poehlmann

continued from p. 7

moves it, chances are he's getting careless and frustrated with how the game is going. Play solidly, so as to deny him any counterplay, and let him self-destruct as he reduces himself to further passivity.

What are the ratings involved? If you're higher rated but a glance at your position would convince any spectator otherwise, consider offering a draw if that's what you're seeking. Time it when your opponent has an automatic move to make (like a recapture) so his thinking is more fuzzy and he wastes time on the clock considering it when he would normally just move. It works best when your

opponent has no obvious plan, several good plans that look about the same, or when trying to win involves a risk. Nobody likes to lose, and if you some counterplay your opponent's fear will exaggerate its impact. (I will discuss the art of offering draws in a future column).

Emotionalism is a broad subject, best left to the psychologists. But a chessplayer should be aware of it, correct the defects in his own play and learn to diagnose it in his opponents. Clear thinking is essential to rational chess; emotions make us play bold moves or cautious moves, but reason helps us find the best moves.

by FM Craig Mar

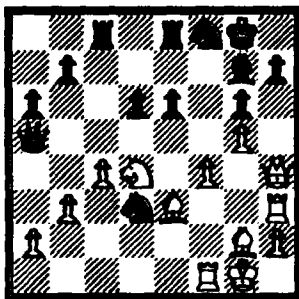
26. Rf2 Nd3

Black is willing to draw.

27. Rf3! e5?

27. ...Qxa2!? was better but White still has a decisive attack.

28. de fe 29. Rh3 Nf8



The critical position. It's now a wide open affair. Dangerous is 30. f5! gf 31. Nf5 Qc7. Black cannot take the Knight because of 31. ...ef? 32. Bd5+ Kh8 33. g6 and there is no defence. White would have a decisive attack.

30. Nxe6!?

This is not as strong, however.

30. ...Rxe6 31. Bd5 Rce8 32. f5 gf 33. Rx(f5 Ne5)?!

Caught up in the struggle I missed 33. ...Qe1+! trading Queens and getting out of the mess.

34. Bd4

34. Rf6!? is totally obscure.

34. ...Qd2 35. Bc3

Black threatened 35. ...Qxd4+.

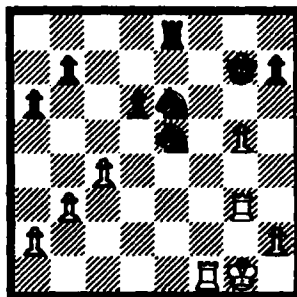
35. ...Qd1+ 36. Rf1 Qg4+!

37. Qxg4 Nxxg4

Black can breathe easier with the Queens off.

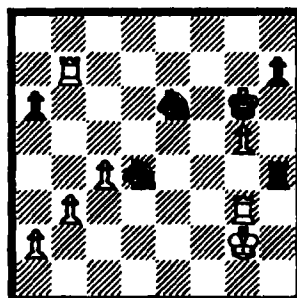
38. Bxg7 Kxg7 39. Bxe6 Nxe6

40. Rg3 Ne5



The fight continues in a double-edged endgame. No major errors are committed in the time scramble to reach move 45.

41. h4 Rf8 42. Rd1 Nf3+ 43. Kh1 Rf4 44. Rxd6 Rh4+ 45. Kg2 N3d4 46. Rd7+ Kg6 47. Rxb7



The time scramble is over, but it took me a few minutes to realize the difficulties Black is in. He must try to Queen the h-pawn or conjure up a mating attack.

47. ...Nf5!? 48. Rb6?!

Tempting, but giving Black the edge! Better is 48. Rc3 to start the race. White's best plan is to get his c-pawn moving.

48. ...Re4!

The only move. Not 48. ...Nxg3 49. Rxe6+ Kf5 50. Kxg3! winning. 49. Rh3

White is already on the defensive. If 49. Rc3 Kxg5 50. c5 Re2 51. Kf1 Ned4 52. c6 Ne3+ 53. Rxe3 Rxe3 wins for Black. The small army of Black pieces attack quickly and efficiently.

49. ...Kxg5 50. Rxb7 Re2+ 51. Kg1 Ned4!

Black now operates with concrete mating threats.

52. Rh3 Kg4 53. Rd3 Rxa2!?

Going for it! Drawing was 53. ...Nf3+ 54. Rxf3 Kxf3.

54. c5 Nf3+ 55. Rxf3 Kxf3 56. Rf6!

Black has won a piece and it looks drawish but both sides are in time trouble, making blunders possible.

56. ...Ke4 57. c6 a5 58. c7 Rc2 59. Re6+ Kf4 60. Ra6 Nh4!?

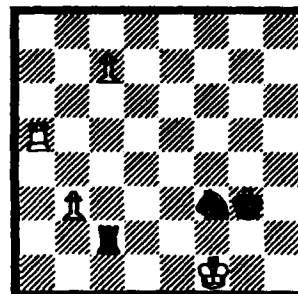
60. ...Nd4! may give more winning chances. The time control has been reached, but Chesney wasn't sure. And so he quickly played...

61. Rxa5??

Only 61. c8=Q! draws.

61. ...Nf3+ 62. Kf1 Kg3! 0-1

White resigns, as there is no stopping mate on f2.



LOSE LIKE A GRANDMASTER, PART II

White: Robert Hübner
Black: Viktor Korchnoi
Tilburg 1987
Ruy Lopez

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6
4. Ba4 Nf6 5. 0-0 Nxe4

The Open Defence offers more active piece play than the Closed variations. However, Black must defend carefully against White's attacking potential and the possibility of a bind on c5.

6. d4 b5 7. Bb3 d5 8. dxe5 Be6
9. c3 Nc5

9. ...Be7 and 9. ...Bc5 are the alternatives.

10. Bc2

This is the usual reply although 10. Nd4 is a dangerous pawn sac. Readers interested in the Open Defence should play through the 1978 (and 1981) Karpov-Korchnoi match, where it was Korchnoi's main defence. Game 8 went 10. Nbd2 g6?! 11. Qe2 and Game 10 saw 10. ...d4 11. Ng5!?

10. Bg4 11. Re1 Be7 12. Nbd2

Watch this Knight monopolize the next few moves! Korchnoi's next is his favourite—12. ...0-0 is also possible.

12. Qd7 13. Nf1

The previous year, the players had tried 13. h3 Bh5 14. Nf1 Rd8 15. Ng3 Bg6 16. Nd4 0-0 and Korchnoi ultimately won. 14. Nb3 Ne6 15. Bf5 Ncd8 16. Be3 a5 was Karpov-Korchnoi, 28th Match Game 1978.

13. ...Rd8 14. Ne3

Interesting is 14. Ng3 e.g. 14. ...d4 15. h3 Bxf3 16. Qxf3 d3 17. Bb3 0-

0 18. Nf5 with attacking chances, Palecek-Hracek, Czechoslovakia 1988.

14. ...b5

Poor is 14. ...Bxf3 15. Qxf3 Nxe5 16. Qg3.

15. Nf5

Also 15 b4 immediately: 15 ...Ne6 16. Nf5 and now 16 ...0-0 is better than 16. ...d4? 17. Be4! Hjartarson-Korchnoi, 1st Match Game 1988.

15. ...0-0 16. Nxe7+ Nxe7

16. ...Qxe7 is known to be bad: 17. Bg5! Qxg5 18. Nfg5 Bxd1 19. Bxh7+ Kxh8 20. Raxd1 although this didn't prevent Gild. Garcia from repeating it against Arn. Rodriguez, Bayamo 1987.

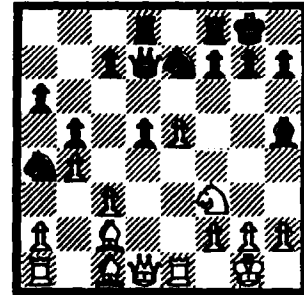
17. b4

17. Qd4?! Bxf3 18. gxf3 Ne6 19. Qh4 Ng6 20. Qg4 d4 Grünfeld-Korchnoi, Zagreb 1987. More critical is 17. Be3 e.g. 17. ...Ne6? 18. Bxh7+ Kxh7 19. Ng5+ Kg6 20. g4 Geller-Hazai, Sochi 1982. Korchnoi has improved with 17. ...Na4!: 18. Qd3 Ng6! 19. e6 fxe6 20. Ne5 Nb2! 21. Nxd7 Nxd3 22. Nxf8 Nxe1 23. Bxg6 Bxg6 24. Nxf6 Nc2 25. Ne7+ Kf8 26. Nc6 Rd6 27. Bc5 Nxa1 28. Nd4 Kf7+ Marjanovic-Korchnoi, Belgrade 1987.

17. ...Na4??

An unusual blunder in home analysis. With the e-file open, what was good against 17. Be3 turns out to lose here. Later in the tournament, Korchnoi demonstrated that Black is OK after 17. ...Ne4!: 18. Bxe4 dxe4 19. Qxd7 Rxd7 20. Ng5 Bg6= Sokolov-Korchnoi

(Korchnoi won the ending).



18. Bxh7+ Kxh7 19. e6! 1-0

Not 19. Ng5+ Kg6. On 19. e6, Korchnoi had planned 19. ...Bxf3, overlooking 20. Qd3+ Be4 21. Qh3+. 19. ...fxe6 20. Ng5+ Kg6 21. g4 allows a crushing attack similar to Geller-Hazai above.

White: Jan Timman
Black: Andrei Sokolov
Tilburg 1987
Queen's Indian Defence

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3
Ba6

4. ...Bb7 is sounder but offers Black less unbalancing chances and has declined in popularity.

5. Nbd2

In their book on the Queen's Indian, Ribli and Kallai consider this less critical than 5. b3 or 5. Qa4.

5. ...Bb7

Also possible are 5. ...Bb4 and 5. ...c5.

6. Bg2 Be7

A Sokolov patent. 6. ...c5 7. e4 cxd4 8. e5 is more common.

7. 0-0

The sharper 7. e4!? was tried in Timman-Sokolov, Montpellier

by Ganesan

1985. Timman may have feared an improvement.

7...0-0 8. Qc2 d5 9. cxd5

Ribli and Kallai point out that this is usually best when Black plays ...d5 in the Queen's Indian. Black must concede the centre after a piece recapture or accept hanging pawns after ...exd5 and a subsequent ...c5. 9. Ne5 c5 led to a quick draw, Nikolic-Sokolov, Tilburg 1987.

9. ...exd5 10. Ne5 c5 11. dxc5

In the stern game of this variation, Korchnoi-Sokolov, Montpellier 1985, Black was better after 11. Ndf3 Na6 12. Bh3 Ne4 13. Be3 Bd6 14. a3 Qc7 15. Rfd1 c4.

11...Bxc5

Possibly disheartened by this game, Sokolov later tried 11...bxc5 against Yusupov but White developed strong pressure after 12. Ndc4 Re8?! (12. ...Qc7!? 13. Bf4 g5! 14. Bxg5 dxc4 15. Bxb7 Qxb7 16. Bh6 Bles-Riemersma, Netherlands 1987, and now 16. ...Nbd7) 13. Bf4 Qc8 14. Na5 Ba6 15. Rfd1 Nbd7 16. Bh3!?

12. Nd3 Be7 13. Nf3 Nbd7 14. Bf4 Rc8 15. Qa4 a5 16. Rac1 Nc5 17. Nxc5 bxc5 18. Rfd1 Qb6 19. e3 d4?

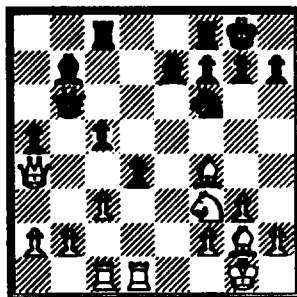
Premature liberation. 19. ...Bc6 followed by ...Rfd8 was correct.

(see diagram top of next column)

20. exd4 cxd4 21. Nxd4! Bxg2 22. Kxg2 Qxb2 23. Nc6 Qa3?

He had to resign himself to losing the a-pawn by 23. ...Qb7.

24. Rc4 Rfe8 25. Qc2 1-0



after 19...d4

White threatens 25. Nxe7+ and 25. Ra4.

White: Yasser Seirawan

Black: Alexander Belyavsky
Brussels (SWIFT) 1988

Slav Defence

1. d4 d5 2. c4 c6 3. Nc3 Nf6 4. cxd5 cxd5

Despite the symmetrical pawn formation, White's advantage of the move can quickly prove significant. Botvinnik and Portisch (as well as Seirawan) have often played the Exchange variation. Look up Portisch-Petrosian, Moscow 1967, lost by the world champion in 24 moves.

5. Bf4 Nc6 6. e3 Bf5 7. Nf3 e6 8. Bb5

In a later round, Seirawan tried 8. Qb3 but Nikolic equalized after 8. ...Bb4 9. Bb5 0-0 10. 0-0 Qe7 11. Bxc6 bxc6 12. Na4 Nh5 13. Bg3 Nxg3 14. hxg3 Rfc8. Another try is 8. Ne5. Andersson-Belyavsky, from the same tournament, went 8. ...Nxe5 9. Bxe5 Nd7 10. Bd3 Bxd3 11. Qxd3 Nxe5 12. dxe5 Be7 =.

8...Nd7 9. 0-0

9. Qa4 Rc8 is more common.

9...Be7 10. Bxc6 bxc6 11. Re1 Rc8

The immediate 11...g5 is weaker. Belyavsky continues 12. Bg3 h5 13. Nb5! cxb5 14. Be7 Qc8 15. Be5 Qb7 16. Bxh8 f6 17. Nxg5 fxg5 18. Qxh5+ Kd8 19. Bg7

12. Na4?

Belyavsky now gets his pawns rolling. 12. Ne5.

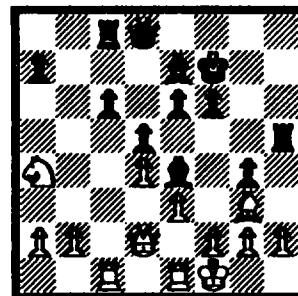
12...g5! 13. Bg3 h5 14. h3 g4 15. hxg4

15. Nxe5 Nxe5 16. Bxe5 f6 17. Bf4 gxh3 is also good for Black.

15...hxg4 16. Ne5 Nxe5 17. Bxe5 f6 18. Bg3 Kf7 19. Re1

Belyavsky considers 19. f4 stronger but still losing to 19. ...gxh3 20. Qxf3 Qg8 21. Nc5 Qg6! 22. Bf4 Rcg8 intending 23. ...Bxc5 and 24. ...Bxe4.

19. ...Rh5 20. Qd2 Be4 21. Kf1



21...Bf3! 0-1

Mate along the h-file is unstoppable.

White: Drazen Velimirovic

Black: Mihai Suba
Pinerolo 1987

Skiljan Defence

1. e4 c5 2. Nf3 d6 3. d4 cxd4

continued p. 17

EXCLUSIVE INTERVIEW: GM TORRE

In April, Grandmaster Eugenio Torre was in the Bay Area for a series of simultaneous exhibitions. He had just returned from the New York Open. On April 4 he was at the Palo Alto Chess Club and gave a simultaneous exhibition for 30 players. He won 25 games and drew 5. Before the exhibition I interviewed him.

Bill Wall: When did you start playing chess?

Eugene Torre: I was born on November 4, 1951. I learned the game from my grandfather when I was 5. My development at a young age was nothing special. I practiced with my brothers. There were 10 in the family; 6 boys and 4 girls. We grew up in Manila. They gave me practice. We were lacking in chess tournaments for kids. I only became reasonably good when I was 13 or 14 and started reading chess books. I had no coach or trainer.

BW: Are your brothers or sisters strong players?

ET: My other brothers are quite strong. One of them became a National Master. He played on the Philippine Olympiad Team with me in 1978 at the Buenos Aires Chess Olympiad.

BW: What were some of your tournament successes?

ET: I became Philippine National Junior Champion when I was 16 (1968). I represented the country when I was 17 in the World Junior Chess Championship in Sweden in 1969. I won the Group B section. This was the year Karpov won the World Junior Championship and became an International Master. Afterwards, I became National Champion of the Philippines at the age of 18. I became Asian Champion at the age of 20. That was held in Hong Kong in 1972 and that's when I became an International Master. In 1974 I became an International Grandmaster as a result of my performance at the 1974 Chess Olympiad in Nice, France. There, I gained a silver medal for board 1, behind Karpov. Before that, my first GM norm came in Malaga, Spain when I tied for first in a Grandmaster tournament there.

BW: What's been your most memorable achievement so far?

ET: I was the first to become a Grandmaster in Asia. That is one achievement nobody can take that away from me. But my most memorable achievement was

when I won the 1976 Marlboro King's Championship. I defeated Karpov, Walter Browne, and Ljubomir Ljubojevic and also drew them in a double round robin. I scored 4 1/2 out of 6 games. I was happy with that. In 1982 I won the Toluca Interzonal in Mexico.

BW: You then qualified for the Candidates Match.

ET: That's right. That was also the first time an Asian became a Candidate. I then played Zoltan Ribli and lost. After that I had some heartbreaking losses in the last part of some major tournaments. I failed to make it to the Candidates after that. For example, in Biel, Switzerland in 1985 I was leading with 3 rounds to go. I then scored a draw with Yasser Seirawan then lost 2 games. I needed only one point out of the last three games and I failed. I did not make it to the top 4. That also happened in the 1987 Interzonal. I was only a half point behind in qualifying. Chess is like that.

BW: You still play for the Philippine Olympiad team?

ET: Yes, I still play board 1 for the Philippine National Chess Olympic team. I have been a member of the Olympiad team since 1970, starting in Siegen on board 2. In 1972 in Skopje, Yugoslavia I played board 1 and still play board 1 today.

BW: To what do you attribute your strong chess ability?

ET: It is a combination of opening preparation, lots of work and study, some natural talent and good memory. You must have the dedication for chess. Everyone has talent, it is just a question of how early that talent has been nourished. Discipline and reading chess books is important. What I missed was a chess coach, especially in my development stage. This is important, not only for the theoretical point of view, but for the psychological point of view. I had to learn the wisdom of chess the hard way. We are not as systematic in the Philippines as in the Soviet Union. I am blessed from the fact that I came from a chess-playing family which contributed to a chess atmosphere. The chess program in the Philippines is not that great.

BW: Did you have sponsors to help you in chess?

ET: It was my Federation's obligation when I won the Philippine Junior Championship and represented

by Bill Wall

the country. Sometimes it was hard times. Sometimes the Federation did not have the money. Somehow, it worked out.

BW: Do you like all the travel and do you still enjoy chess?

ET: Chess has now become more of a profession. It becomes work now that I have become a family man. In younger times it was more fun. I am still involved in the game. I will be involved for a long time yet because I am very much impressed by players like Smyslov, Korchnoi, Najdorf, and some of the older generation. They have shown that as long as you keep yourself in good shape and in good form, you can play excellent chess in spite of your age. Besides, I have been involved in chess for almost my whole life and don't see myself getting out of it. Maybe in the future when I am not competitive enough, I will still get involved in chess promotion or chess development of our young players. It has been my dream that a Filipino would make it to the very top of chess. If I could only reach so much I hope I could be of help to another Filipino to reach even greater heights.

BW: How is chess in the Philippines today?

ET: It is not like it used to be. We have experienced some national problems. We are still recovering from this. Chess really sky-rocketed during the Fischer era. Now, after the Revolution, we don't have Grandmaster tournaments anymore. When Campomanes became President of FIDE, it was a loss for Philippine chess. His time and effort is concentrated on world chess. We used to have Grandmaster tournaments every year from 1973 until 1982. After that, no more. 1982 was when Campomanes was elected to FIDE.

BW: Do you see any problems between FIDE and Grandmasters Association (GMA)?

ET: There have been problems, but I think the problems emanate from the President of GMA himself, Kasparov. I think it is obvious because even his other members are withdrawing or not so happy. They are still members but not so much involved anymore, such as Jan Timman withdrawing his Vice Presidency. If not for this, I was really happy with the GMA organization. The GMA was giving competition in the organization of tournaments with FIDE. Compe-

tion is sometimes healthy as long as it is done in good faith. But this wasn't being done. For example, a GMA tournament was being held in Yugoslavia at the same time FIDE was holding a World Action tournament in Mexico. This was very unpleasant for us professionals. On my part, I wanted to play in both events. The ones suffering are the Grandmasters, the professionals themselves.

BW: What is your view on Action Chess?

ET: I think it is good for chess in general, especially for deviation from very serious and long period of chess playing in regular chess.

BW: Would you prefer seeing a different rating system for Action Chess?

ET: Yes. It should be split. They can also split blitz chess into its own rating system. Why not? Normally the strong players are also good in blitz and action chess. But there are some who are REALLY good. They may not be as strong in serious chess but are really quick in blitz chess.

BW: Any comments on Bobby Fischer?

ET: I think he is still raring to play. He is ready. It is only a question of if such an event will come along to bring him out.

BW: Thank you very much.



World Open

continued from p.3

Marino Alejandro Cid of Argentina won \$5000 as best 2300-2399.

Dennis Strenwilk of Maryland and Miguel Salomon of Florida were best U2300, each winning \$4000.

U.C. Berkeley student FM David Glueck finished with a mediocre 5 1/2-4 1/2 after his hopes for an IM norm were dashed by GMs Ron Henley and Nick deFirmian. A similar fate befell NM Peter Yu who missed a FIDE rating by losing in the last round and finishing 4 1/2-5 1/2.

Other Northern Californians in the Open section included GM deFirmian and IM Igor Ivanov each at 6 1/2, and NM Greg Kotlyar of Stanford who finished with 5 points. In the U2200 section was Leonardo Moguel with 4 1/2-3 1/2, in U2100 was Maroth deMarothy at 4 1/2, and U.C. Berkeley Sophomore John Alioto won \$637.50 for six points in the U2000 section.

Lower section winners included: U2200 Boris Zivotov and Karl Schleinkofer (7, \$4000), U2100 Vitaliano Rafael (7, \$5000), U2000 Al Ruehmann and Keith Saints (7, \$4000), U1900 Antonio Angel, Scott Roods, Jason Ochoa, Anatoly Nahumovich, Samuil Lapushner (6 1/2, \$2650), U1800 Ivan Roa of Berkeley (7, \$5000), U1700 Brian Floyd (7 1/2, \$5000), U1600 William Conlogue (7, \$5000), U1500 Robert Fierstein (7 1/2, \$3000), U1400 Ronald Amirante (6 1/2, \$2000).

A total of 1130 players competed, 150 less than in 1988, causing the tournament to lose money. Nonetheless, tournament organizer Bill

Goichberg did a good job of pleasing all the players.

White: GM Joel Benjamin (2688)

Black: IM Michael Brooks (2620)

1989 World Open, Philadelphia
Ruy Lopez

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6
4. Ba4 Nf6 5. 0-0 Be7 6. Re1 b5 7.
Bb3 0-0 8. a4

If 8. d3 d6 9. c3 and BCO evaluates the position as equal.

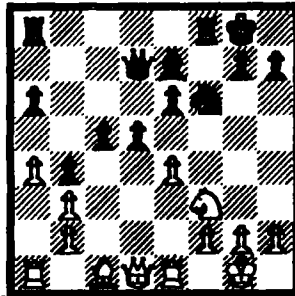
8. ... b4 9. d3

The main line is 9. d4 d6 10. de de 11. Nbd2 Bg4 12. h3 Bxf3 13. Qxf3 Nd4 14. Qg3 Nd7 15. Nf3 Nxb3 16. cb +=, Westerinen-Ivkov, 1970.

9. ... d6 10. Nbd2 Na5

Keres gave 10. ... Rb8 11. Nc4 Be6 12. c3 Nd7 13. Be3 bc 14. bc as equalizing for Black.

11. Ba2 Be6 12. Bxe6 fe6 13. d4
ed4 14. Nxd4 Qd7 15. Ndf3 e5
16. Nb3 Nxb3 17. cb3 d5



Black looks at least equal now because of the pawn structure.

18. Qd3 Qb7 19. ed5 ed5 20. Ng5
Bd6 21. Re6 Rae8 22. Be3

Of course not 22. Rxd6? Re1 winning the Queen.

22. ... Rxe6 23. Nxe6 Re8

After 25. ... Rc8 24. Rd1 Be7 (to prevent 25. Bg5) 25. Rc1 (to prevent 25. ... c4!) Nd7 26. Rd1 Nf6 and both players can go home

with empty pockets. 24.... d4 is bad because of 25. Qc4! threatening both the d-pawn and a deadly discover check winning the Black Queen. Brooks plays correctly by sacrificing his pawns for a dangerous initiative thereby keeping his winning chances alive.

24. Nxc5 Qe7 25. Nxa6 Ng4 26. g3
Nxe3 27. fe3 Qxe3+ 28. Qxe3
Rxe3 29. Rd1 Kf7

The immediate capture 29. ... Rxb3 loses the initiative to 30. Rxd5. Now both players begin a series of pawn captures to eliminate any possible losing chances.

30. Rxd5 Ke6 31. Rg5 Rxb3
32. Rxe7 Rxb2 33. Nxb4 Rxb4
34. Rxb7 Rxa4 1/2-1/2

Either side may now sacrifice to reach a theoretical draw.

White: Kevin Gentes (2365)

Black: Peter Yu (2226)

King's Indian

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4
d6 5. Nf3 0-0 6. Be2 e5 7. d5 a5
8. Bg5 h6 9. Bh4 g5

Better is 9. ... Na6 10. Nd2 Qe8 11. 0-0 Bd7 12. b3 Nh7 13. f3 h5 14. a3 Bh6 15. Bf2 Qe7 16. Qc2 h4 17. Rfd1 f5 18. Rab1 Qg5 19. b4 ab4 20. ab4 Nf6 with an equal game (ECO) as in Petrosian-Stejn 1967.

10. Bg3 Nh5 11. h4! Ng3 12. fg g4
13. Nh2?!

White is slightly better after 13. Nd2 h5 14. 0-0 Bh6 15. Bd3, the text is only equal.

13. ... h5 14. Bd3 Na6 15. Qe2 Nc5
16. Bc2 Bh6 17. 0-0

White's plan is to prevent Black's ... f5 while slowly maneuvering his pieces for a break on the Queenside. Black must somehow exploit

World Open*continued from p. 14*

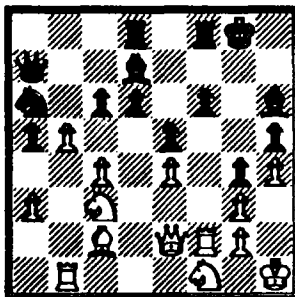
White's awkward Nh2 before this happens.

17....c6 18. Kh1 Qb6 19. Rb1 f6
20. Rf2 Bd7 21. Nf1 Rad8 22. a3
Qa7 23. b4

Well, it looks like White's getting in his thematic Queenside play without Black having the traditional Kingside attack. But Black has a different front in this position: the

center.

23....Na6 24. dc bc 25. b5



25....Qd4!

This move randomizes the position and suddenly Black may be getting the upper hand. If now 26. ba Qxc3 27. Rb3 Qd4 and White's a6 pawn is lost.

26. Qe1 Nc5 27. bc Bc6

Black now has excellent piece placement and is threatening to win the c4 pawn.

28. Nd5! Bxd5 29. Rd1

continued p. 17

7th Annual Reno Open Chess Tournament

October 6, 7 & 8, 1989

Three tournaments in one weekend! Plus GM Larry Evans--Free Lecture on Bobby Fischer (Thursday, October 5, 7-8:30 PM) at the Sundowner Hotel/Casino 450 North Arlington Avenue, Reno NV 89503

- 1: Main Tournament: 6 Round Swiss, 5 sections, October 6, 7, & 8
- 2: WBCA Blitz October 5, 8:30 PM
- 3: Action Chess, October 8, 11 AM

Main Tournament \$3600 Guaranteed
FIDE Rated, 40 USCF Grand Prix Points
Unrated Players Free Entry.

Masters who pre-register, play all six rounds, and win no prize get EF refund!

Prizes: Open \$1000-500-300-200, U2200 400-100 U2100 300-100
 A 300-100, B 250-100, C 200-100, D/Under 150-75, 1st Unrated 2 years USCF Membership

Entry Fees (received by October 1) Open 55, A 50, B 45, C 40, D/under 35.
 After Oct. 1 and at site before 11 AM \$10 more. At site after 11 AM \$20 more.
 Half-point bye is available for pre-registrants in Round 1, 7:30 PM start available for Round 2. Rounds 12-6:30; 10-4:30; 9-3:30

Advance Entries to Jerome Weikel (Senior TD), 3905 Peregrine Circle, Reno, NV 89506, 702/329-0711.

Rooms at the Sundowner \$50 per night (800/648-5490, reserve by September 15), also the Easy 8 Motel (702/322-4588)--mention "Chess"!

paid advertisement

Lose

continued from p. 11

4. Nxd4 Nf6 5. Nc3 a6 6. Bc4 e6
7. Bb3 b5 8. Be3 Bb7

...b4 followed by snatching the e-pawn is always dangerous for Black in the Najdorf Sozin e.g. 8. ...b4 9. Na4 Nxe4 10. Nb6! Qxb6 11. Nxe6 Qxe3+ 12. fxe3 fxe6 13. Qf3 d5 14. Bxd5 exd5 15. Qh5+ Velimirovic.

9. f4 Nbd7

And now 9. ...b4 10. Na4 Nxe4 11. 0-0.

10. 0-0 b4

On 10. ...Rc8, Velimirovic has improved on 11. f5?! (Velimirovic-Portisch, Szirak 1987) by 11. Qe2 (Velimirovic-Gutman, Metz 1988) and also suggested 11. a4!?. After the text-move, Velimirovic gets the attacking game he craves for.

11. Na4 Bxe4

11. ...Nxe4 also leaves White plenty of compensation e.g. 12. f5 e5 13. Qh5 Qe7 14. Ne6 Nef6 15. Qh4 fxe6 16. fxe6 Nb8 17. Bg5.

12. f5 e5 13. Ne6! fxe6 14. fxe6 Nb8

On 14. ...Nc5, Velimirovic offers 15. Rxf6.

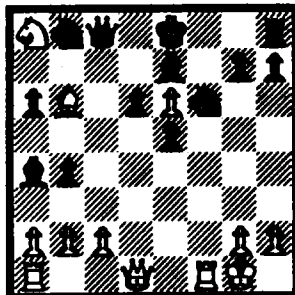
15. Nb6 Be7

15. ...Ra7 16. Ba4+ Bc6 17. Nd5 Nxd5 18. Bxc6+ Nxc6 19. Qxd5 Rc7 20. Bb6 - Velimirovic.

16. Ba4+ Bc6?

Now it's all over. 16. ...Kf8 was the last try.

17. Nxa8 Bxa4 18. Bb6 Qc8



19. Rxf6! Bxc2

Or 19. ...gxf6 20. Qh5+;
19. ...Bxf6 20. Qxd6.

20. Rc1 Bxf6 21. Rxc2 Qb7

22. Qxd6 Be7 23. Nc7+ Kf8

24. Rf2+ 1-0

White: Maya Chiburdanidze

Black: Eugenio Torre

Biel 1988

Ruy Lopez

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6
4. d3

Selecting a quiet, unambitious line that is ultimately responsible for her defeat. See Benjamin-Torre in the August issue of Chess Life for an example of play after 4. 0-0.

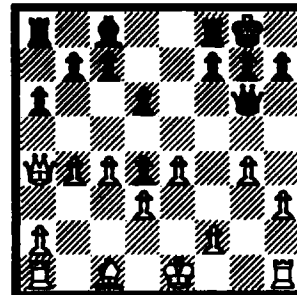
4. ...d6 5. c4 Be7 6. Nc3 0-0 7. h3 Nd7 8. Be3 Bf6 9. Nd5 Nd4
10. Nxd4?!

10. Bxd4 exd4 11. Bxd7+ Bxd7
12. Nxf6+ Qxf6 13. 0-0 with a plus for Black - Torre.

10. ...exd4 11. Nxf6+ Qxf6
12. Bc1 Nc5 13. b4 a6 14. Ba4

14. bxc5 axb5 15. cxb5 dxc5 is uninviting but gives White a chance to catch up in development.

14. ...Nxa4 15. Qxa4 Qg6 16. g4
16. g3 meets with the same reply.



16. ...f5! 17. Bb2

Maya tries to keep the position closed.

17. ...fxe4 18. Bxd4 exd3 19. Bxc3 Be6 0-1

A pawn down with a miserable position, the World Champion has had enough.

White: Gary Kasparov

Black: Vasili Ivanchuk

USSR Ch. 1988

English Opening

1. c4 Nf6 2. Nc3 e5 3. Nf3 Nc6
4. g3 Bb4 5. Bg2 0-0 6. 0-0 e4
7. Ng5 Bxc3 8. bxc3 Re8 9. f3 exf3

The prelude to one of the most eagerly awaited TN's of the year. In the 2nd game of their most recent match, Karpov scored a memorable victory with 9. ...e3! against Kasparov.

10. Nxf3 d5

The "book" move. Karpov, suspicious of Kasparov's willingness to enter this line, varied with 10. ...Qe7? in the 4th game but was in trouble after 11. e3 Ne5 12. Nd4! Nd3 13. Qe2 Nxc1 14. Raxc1 d6 15. Rf4!. Kasparov's intentions after 10. ...d5 remained unanswered until this game.

11. d4!

A typically dynamic Kasparov treatment. The books consider 11. cxd5 Qxd5 12. Nd4 Qh5 13. Nxc6

Lose

continued from p. 17

bxc6 14. e3 Bg4 equal but double-edged e.g. 15. Qa4 Bxe2
16. Rxf6!?

11. ... Ne4

On 11. ... dxc4 both 12. Bg5 and 12. Nh4 with an eventual e4 are good.

12. Qc2 dxc4

White activates his centre after 12. ... Be6 13. cxd5 Bxd5 14. c4.

13. Rb1 f5?

Allowing another knockout punch. 13. ... Qe7 or 13. ... h6.

14. g4! Qe7

14. ... fxg4 15. Nxe5 Nxe5 (15. ... Nf6 16. Nxc4) 16. Bxe4 Ng6 17. Bxg6 hxg6 18. Qxg6 with threats of Rf7/Bh6. 14. ... Nd6 15. Ng5 h6 16. Bd5+ Kh8 17. Nf7+ Nxf7 18. Bxf7 Rf8 19. Bxc4 fxg4 20. Ba3! 14. ... g6 15. Bf4 fxg4 16. Ne5.

15. gxf5 Nd6?

15. ... Bxf5 is better but both 16. Ne5 or 16. Ng5 leave White with an annoying initiative.

16. Ng5! Qxe2

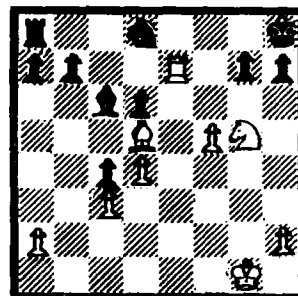
16. ... h6 17. Bd5+ Kh8 18. f6! gxf6 19. Rxf6 hxg5 20. Rh6+.

17. Bd5+ Kh8 18. Qxe2 Rxe2

19. Bf4 Nd8 20. Rbe1!

Exchanging Black's only active piece.

20. ... Rxe1 21. Rxe1 Bd7 22. Bxd6 cxd6 23. Re7 Bc6



24. f6! 1-0

The final point is 24. ... Bxd5 25. Re8+ Bg8 26. f7 Nxf7 27. Nxf7#. A fitting game to end with. Kasparov's games often feature such "maximalism", especially as White.

Finally, some advice on how to avoid being the victim of a miniature. Follow the basics outlined in any beginner's book! Don't neglect the centre. Don't fall behind in development. Remember that a slip is usually more fatal for Black than White. Watch out for the safety of your King. Strive for the initiative yourself. In a complicated position, do spend the necessary time calculating variations. Failure to do so may lead to a speedy defeat. Last, but not least, many of the games presented were resigned at the appropriate level for a GM. If your opponent is a lesser mortal, it may be worth playing till the bitter end.

World Open

continued from p. 15

Black stands slightly better after 29. cd a4 30. Rd1 Qc4 31. Ne3 Bxe3 32. Qxe3 Kg7.

29. ... Qc4 30. ed Kg7 31. Ne3

If White grabs the pawn 31. Qxa5 Black can still remain ahead with 31. ... Ra8 32. Qb4 Qa2 33. a4 Rfb8! -+ (not 33. ... Nxa4?? 34. Qb7+! +-).

31. ... Bxxc3 32. Qxe3 Rde8

33. Bb1 Qb3 34. Qxb3 Nxb3

Black has a winning endgame because of his extra pawn and superior minor piece.

35. Rb2 Rb8 36. Ba2 Nc5 37. Rdb1 Rxb2 38. Rxb2 f5

Δ 39. ... f4 40. gf Rxf4 and 41. ... g3 or if 41. g3 then Rf3. Now it's just a matter of technique.

39. Kg1 Kf6 40. Rb5 a4 41. Bc4 Rc8 42. Rb4 Rc7 43. Resign 0-1

Perhaps a bit premature, but Black was not planning on blundering.

White: John Brooke (1886)

Black: G. Strayer (2387)

Anaheim, Labate's 1989

Grünfeld Defense

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd Nxd5 5. e4 Nxc3 6. bc Bg7 7. Bc4 0-0 8. Nge2 b6 9. Be3!?

White usually castles here, but this innovation tries to punish Black's less dynamic set-up.

9. ... Bb7 10. f3 Nc6 11. Re1 Qd7 12. g4 e6 13. Ng3 Rfd8

13. ... Rad8 was better.

14. h4 Na5 15. Bd3 c5 16. Ne2 Nc6

Perhaps 16. ... a6!? 17. ... Nc6 is better.

17. Bb5 a6 18. Bxc6 Qxc6 19. h5 Rd7 20. hg fg 21. Qb3 Raf8 22. Nf4! c4?!

While this takes away White's immediate threats, it gives up the tension and solidifies White's center.

23. Qc2! Rfd7? 24. Qh2 Bf6

Black's only move, however White's attack soon proves to be decisive.

25. Qh6 Qd7 26. g5 e5 27. Nxc6 ed 28. Nxf8 Qc7 29. gf 0-1 (Brooke)

Valvo

continued from p. 5

(a) 21. Kf1 Re4

(b) 21. Kf2 Nc3

(c) 21. Kd1 or 21. Kd2 then
21. ...Ne3

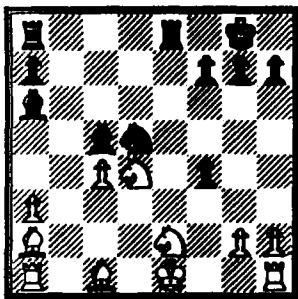
(d) 21. Nb5 Bxb5! 22. cb
Nc3 23. Bc4 Bd4!!

(e) 21. Bb2 f3! (21. ...Rab8?
22. 0-0-0!) 22. gf Bxd4 23. Bxd4
Nf4

19. Qd4 Qxd4

I am impressed that the computer
didn't go for the 19. Qd5 line.

20. Nxd4 Bc5!



This was not an easy move to see,
and I had to consider it before
playing 14. ...Ba6. 20. ...Nc3?! is
interesting, but it just doesn't work.
After the text however, it becomes
a threat.

I now expect DT to play 21. Kd1.
My analysis continues 21. ...Ne3+
22. Bxc3 Rxc3 23. Nc2 Rd8+
24. Ke1 Red3! 25. Rf1! (25. Nb4
Rxa3 26. Nxa6 Rxa6 with the dual
threat of 27. ...Bd4 and
27. ...Rac6. Or 25. Nxf4 Rd2!
threatening Bf2+ and then Bd4) g5
[26. h4 h6 27. hg hg 28. Rh1,
unclear.]

I suspect this is the line we will
play because it is still unclear, and
DT gets to cling to his material. It

seems like this positional sacrifice
is going to run 20. moves before I
get my piece (or the equivalent)
back!

21. Kd2 Ne3

Of all the White choices at this
point, this is the one I spent the
least amount of time on. By the
way, 21. Bb2 is better than I had
thought: My 21. ...f3 is met simply
by 22. cd. [An interesting contin-
uation is: 21. Bb2 f3 22. cd Rab8
23. Bc3 Bxd4 24. Bxd4 Rxe2+
25. Kd1 Rxa2 26. Rxa2 Rb1+
27. Kd2 Rxh1 28. d6! with at least
equality.]

My original analysis of the piece
sacrifice ended after 21. Kd2 Ne3. I
couldn't find a viable plan for
White (not that computers operate
using plans!). I suppose 22. Bb2
Rad8 23. Kc1 Nxc2 (or
23. ...Bb7!) 24. Rd1 is one plan. If
so, I will always have the idea
...f3! in reserve. I am not sure what
DT's intent is. Maybe 23. Kc3! In
any case, I will play some combina-
tion of ...Rad8, ...Bb7, ...Nxc2
and ...f3.

[I still think 21. Kd1 was best for
White.]

22. Kc3

White has just upped the stakes in
this game by using the King as an
active piece. DT now threatens
23. Nxf4, and is apparently willing
to give up the exchange: 22. ...Bb7
23. Nxf4 Bxd4 24. Kxd4 Nc2+
25. Kc3 Nxa1 26. Bd2. This line
illustrates White's chances — with
Nxf4, DT will threaten to play Nd5
and seal off the Black attack.

22. ...Rac8

If now 23. Nxf4, Black has three
main continuations: (a)
23. ...Bxd4+ 24. Kxd4 Nc2+

25. Kc3 Nxa1 26. Kb2! (26. Bd2?!
Bxc4 27. Bxc4 Re4!) Bxc4
27. Bxc4 Rxc4 28. Kxa1 and
although the material is roughly
even, Black has very active Rooks.
(b) 23. ...Bxc4! 24. Bxc4 Bb6 25.
Nf3 Rxc4+ and White is clearly OK
and (c) 23. ...Nxc4! 24. Bxc4 Bb6
25. Nc2 Bxc4 with a very strong
attack. [After the game GM Ron
Henley thought the 23. Nf4 Re4!
would be adequate for Black.]

If White plays 23. Bb2, then
...Nxc2 24. Rhf1 Rcd8 and
25. ...Bb7.

Deep Thought Team: taking the f4
pawn isn't viable according to DT.
Ndf3 was considered, and found to
be slightly worse than Bb2.
(Chiptest would reverse this
evaluation).

After either 24. Nfe2 or 24. Nde2,
24. ...Nc4! and the White King is
caught in a deadly cross fire.

DT's next move might have been a
"fingerfehler", a genuine over-the-
board blunder. The Deep Thought
operator mentioned on the next
move something about sending off
the 23rd move too quickly when he
sent Deep Thought's 24th.

Apparently, the machine was still
considering the 23rd and he
misread the information. I offered
to let DT retry the 23rd, AFTER
SENDING MY RESPONSE TO
THE 23rd MOVE, but the DT
Team declined.

Deep Thought Team: A software
change to DT proved to be faulty.
Analyzing for about 10. hours, it
had managed to search only
10. plies plus some new extensions
of (as yet) unknown utility. The
operator interpreted Chiptest's
scores wrong and sent out 23. Bb2
too soon.

Valvo

continued from p. 18

23. Bb2 Nxe2

The Deep Thought Team regarded 23. ...Bb6 as a crushing response to 23. Bb2.

My choice of 23. ...Ng2 may have encouraged them NOT to replay the game from DT's 23rd.

It is interesting that the computer considers Bb6 best. My view is that the c4 situation isn't going to go away and I can come back with Ne3 and bug DT again. What is he going to do in the meantime? [My human spirit also cried out for some tangible compensation for the piece I gave up seven moves earlier. I didn't give enough weight to the 23. ...Bb6 and 24. ...Ba5+ idea. I did see that 13. ...Nxe2 would maintain an edge in initiative and recoup some material.]

I wonder what DT would have played instead of Bb2. I rated Nxf4 as best, and Nf3 as second. From earlier messages it seems that DT rejected Nxf4 and would have played Nf3. I am just as glad as DT that 23. Nxf4 wasn't played, as that line was too complex for my little mind to handle. My concern was the likely exchange of pieces, since I would prefer to maintain the tension, as we seem to be doing now.

Actually, I would have preferred to go back and continue with the 23rd move DT really had in mind. (Yes! Let the computer take back its move!) The current position is silly to play as DT can barely move.

Deep Thought Team: We think that continuing with 23. ...Nxe2 is more reasonable. It isn't clear what DT's move would have been

without software problems; the 23. Nxf4 line might have been it.

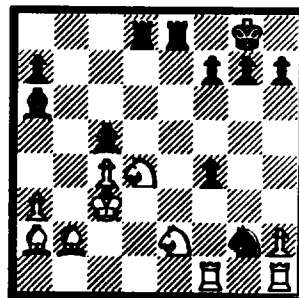
Back to the game. The focus of attention over the last few moves has been interesting. The flight of the White King to c3 has caused Black to become interested in a direct assault on the King by concentrating on the c4-Pawn. Now that White has bolstered his center with Bb2, Black shifts back to the King side. The human views this position as follows: DT can do nothing anyway, so let me take my time and grab everything I can before making large structural changes.

White now has to deal with the positional threat of f3, so I expect the next moves to be 24. Rhf1 Bb7! maintaining the pressure and indirectly protecting the f-Pawn. Or, I can answer 24. Rhf1 with ...Ne3! The f4 Pawn is too dangerous to capture (for example, 25. ...Bd6).

24. Ra1 Rcd8

It was difficult to decide upon this move. I considered three candidate moves: (A) 24. ...Ne3, (B) 24. ...Rcd8 and (C) 24. ...Bb7. I spent a lot of time on the first candidate, 24. ...Ne3, because it was my original intent against 24. Rhf1. While I think Black retains a small edge after this try, I could not establish anything conclusive. I discarded the third candidate, 24. ...Bb7, as not having any independent significance. I ended up choosing the second candidate, 24. ...Rcd8, not only because I was unable to find any adequate replies to it, but also because it "feels right!" Program that into a computer!

continued p. 20



(A) 24. ...Ne3 25. Rxf4

1) 25. ...Nd5+!? 26. cd Bxd4 27. Kxd4 Rxe2 28. Rb1. I originally thought that between ideas like Rb8 and Rcc2 and the exposure of the White King that something was there, but...

a) 28. ...Rb8 29. Re4

b) 28. ...Rd2+ 29. Ke5! (also good is 29. Ke3 Rd3+ 30. Kf2 Rc2+ 31. Ke1! [31. Kg1?? Rd2 either mates or wins a piece] and I was unable to demonstrate anything) Bd3 30. Rb4 Bxb1 31. Bxb1 Rxh2 unclear.

2) 25. ...Bd6 26. Rf2 (26. Rh4?! Nc4 27. Bxc4 Rxc4 28. Kb3 (28. Kd2 Rb8) Rb8+ 29. Ka2 Be5 30. Rb1! (not 30. Ba1?? Rc2 31. Nxc2 Bc4 mate or 30. Rd1? Rc2! Also, 30. Bc3 Bd4 drops a piece).

(B) 24. ...Rcd8

1) 25. Rhg1 Re3+!

a) 26. Kd2 f3 27. Rxf3 (27. Rxe2!?? fe!) Rxf3 28. Rxe2 Bxa3 29. Bc3 Bb7! and White is all tied up again, but this time he has no material compensation.

b) 26. Kc2 Bb7 27. Rxe2 Bxe2 28. Rxf4 Be4+ 29. Kd2 (29. Kc1?? Rxe2!) Rd3+ 30. Ke1 Bxd4 31. Bxd4 R3xd4 32. Nxd4 Rxd4 33. Bb1 f5 and Black is up a Pawn.

Valvo

continued from p. 19

2) 25. Bc1 Bb7 26. Nb3 Bb6!
27. Nxf4 Ne3! 28. Bxe3 Rxe3+

a) 29. Kb4 Bc6! threatening a5. For example: 30. Nd5 a5+!
31. Nxa5 Bxa5 32. Kxa5 Bxd5
33. cd Rxa3 recovering the piece.

b) 29. Kb2 Bxh1 30. Rxxh1 Bc7 31. Rf1 (31. Nd5 Re2 32. Kb1 Be5 or 32. Kc1 Rxd5) Be5 32. Kb1 Rb8 or 32. Kc2 Rc3 33. Kb1 Rb8.

24. ...Rcd8 is more in keeping with the spirit of this game anyway!

24. ...g5! is also worth considering, but I like the played move best.

25. Rhg1 Re3+

I am beginning to feel more comfortable now because I sense some material coming my way. It is nice and fine to have a big attack, but you need to cash in SOME time! As I mentioned, DT must now choose between Kd2 and Kc2 (see the lines above).

26. Kd2 f3

White must now return some of his booty: 27. Rxf3 Rxf3 28. Rxxg2 Bb7! (28. ...Bxa3? 29. Kc2! unpinning and winning back material) 29. Ke1 Re3! Care must be taken to watch White's b2 Bishop and g-file Rook, because they are eyeing the g7 square. Captures at g7, including temporary Rook sacrifices there are omnipresent.

27. Rxf3 Rxf3

After DT plays Rxxg2, material will be even. I plan simply to play 28. Rxxg2 Bb7 (28. ...Rh3!?) and wait for White to self destruct: 29. Rg3 Bd4! to see how DT recaptures (30. Nxd4 Rf2 or 30. Bxd4 Rxd4). If 29. Ke1 Re3! (29. ...Rd3!?

30. Rxxg7+!).

28. Rxxg2 Rh3!

I wanted to play 28. ...Bb7 until the eleventh hour, but I couldn't make it work. I looked at 28. ...Bb7

29. Rg3 Bxd4 (29. ...Rf2! 30. Ke1 Bxd4 31. Bxd4 Rxe2+) 30. Bxd4 Rxxg3 31. hxxg Bf3 32. Ng1 Rxd4+ 33. Ke3 Rd1 34. Nxf3 Ra1 35. Bb3 Ra3 36. Nd2 a5 37. Kd4 a4 38. Bd1 Rxxg3 39. Ba4 Kf8. But 29. Ke1! Rh3 (29. ...Re3 30. Rg3) 30. Rg3 Rxxh2 (30. ...Bxd4?! 31. Rxxh3! Bxb2 32. Rb3+) 31. Rxxg7+ Kxxg7 32. Nf3+ (32. Ne6+ Kg8 33. Nxd8 Bf3+) Kg8 33. Nxxh2 is unclear.

Also inadequate is 28. ...Bxa3?

29. Kc2! unpinning. [29. ...Rh3 30. Nf4 Rh4 31. Rxxg7+ Kxxg7 32. Nf5+ Kg8 33. Nxxh4 Bxb2 34. Kxb2 Rd2+ 35. Ka3 Rxxh2 36. Nf5 Rf2 37. Nd5 and if anything, White is for choice.]

28. ...Rh3 is designed to avoid problems and stabilize the White counterplay potential. For example: 29. Ke1 g6! (29. ...Bb7 30. Rg3 Rh2 31. Rg7 Kg7 32. Nf3) and the pieces stay on the board. The White counterplay is over and the awkwardness of his pieces will soon become apparent.

29. Kc1 g6

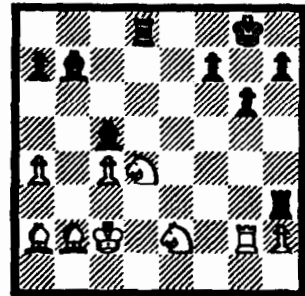
This ends all the White tricks. Sure, I might be winning a pawn with 29. ...Bxa3, but will I win because I net such a pawn? Will I Queen my a-pawn? By ignoring it for one more move (the threat is stronger than the execution), I let DT worry about it. Bb7 will also be a tough move to meet. I am in no rush.

White's pieces are all awkwardly placed and every pawn (he hasn't many!) is weak. I see nothing constructive for him to do.

It is odd that DT achieved passive positions in both games. This game was interesting in that I could not break DT tactically — it met every threat. However, its position has lost its structural integrity; it will now collapse of its own dead weight. I will take the time to reorganize my pieces slightly and I am sure something good will happen.

Such are the musings of a 'mere' human.

30. a4 Bb7



Something rather incredible is happening in this game. In short, White is running out of waiting moves and Zugzwang looms just around the corner. The unusual part is the fact we are still in a middle-game where first glance doesn't even remotely suggest this possibility!

Let's see if we can unravel what is going on here. After 30. ...Bb7 and White's forced 31. Rf2, we have a critical position. Black can win material with 31. ...Rh4!?, but White will get enormous counterplay with 32. Kd2 Rxxd4+ 33. Nxd4 Bxd4 34. Bxd4 Rxd4 35. Kc3. White's advanced c-pawn, his excellent King position and the pressure on the f7 square combine to give White more than reasonable chances to draw. The try 31. ...Bd6

Valvo

continued from p. 20

32. Ng3 Bxg3 33. hg Rxg3 runs into nasty things after 34. c5. In general, the Black c5 Bishop must pretty much remain where it is to cut down on the most potent of White's counterplay. 31. ...Be4 seems to yield nothing after 32. Bb1 and while Black can play 32. ...Bxb1 33. Kxb1 Rh4 34. Kc2 Rxd4 35. Nxd4+ Bxd4 36. Bxd4 Rxd4 37. Kc3 might grant White sufficient counterplay to draw.

Let's consider what would happen if Black could pass and it were White's move. Neither Knight or Rook can move without losing something. 32. Bc3 loses to 32. ...Rc3 and 32. Ba1 to 32. ...Ra3 33. Kb2 Rxd4. 32. Kc2 allows 32..Be4+ and then Rb8 could be deadly: 33. Kd2 Rb8 34. Bc3 Rc3!! 35. Kxc3 Bb4+ winning easily. 32. Kd1/d2 might also be met by 32. ...Be4 as 33. Bb1 would no longer be possible.

(While considering all these possibilities, it is worth observing that the Black Rook might be better positioned on b8 than d8 since the White Knight can't move due to the c5 Bishop pin.)

This leaves White the move possibilities a5 and Bb1.

32. a5 can be dealt with by 'losing' a move, but 32. Bb1 is a problem. If 32. Bb1 could be dealt with, White would be in Zugzwang!

Enter the mysterious Bishop move 31. ...Ba8!! This clears the b line for the Rook on d8 to move to b8 and have immediate effect:

31. ...Ba8 32. Bb1 Rb8 33. Bc2 (or 33. Ba2) Rh4 threatening

34. ...Rb2! followed by 35. ...Rd4.

If after 31. ...Ba8 White plays

32. a5, then 32. ...h5 maintains the Zugzwang.

I have never seen this kind of situation come up in any games I have ever played or read about. I asked myself, "why not?" I think it is because DT is a computer.

Computers are designed to go down hill gradually. Humans lash out in desperation. The comments I made earlier in the other game about counterplay are relevant here, too.

31. Rf2 Ba8

Black angles for Zugzwang. DT can postpone things with 32. a5, but after ...h5 he faces the same problems. A critical line seems to be 32. a5 h5 33. Bb1 Rb8 34. Nf4!? Rh4 35. Bd3 Rb2! 36. Rb2 Rf4. If DT continues a6 at some point, Black could always grab the pawn with the Rook with Rd6 or Rb6. Kb1 for White was not mentioned earlier, but it is no good because White is no longer able to react to a Black Rd3 with Bb1.

Black is just trying to determine the right time to simplify into a pawn up endgame; one where White will have insufficient counter chances to draw.

32. Bb1 Rb8

The noose tightens. Black now threatens ...Rb4, so the Bishop must return to a2.

33. Ba2 Rd3

Black threatens 34. ...Rxb2 followed by 35. ...Rxd4. This pretty much forces the White Rook to move to f1 or f4. Black then intends to step up the pressure with 34. ...Rd2! Black is getting prepared to liquidate into a pawn(s) up ending.

Black could have also tried

33. ...Rb4, but that grants White some activity with 34. Nf4 or 34. Ng3.

34. Rf4 Rd2

This seems to force a straight pawn up endgame for Black: 35. Kxd2 Rxb2+ 36. Nc2 Rxa2 37. Nc3 Rb2. White's passed c-pawn is not enough compensation for the lost pawn. In addition, every one of White's pawns are weak.

35. Kxd2 Rxb2

Finally Black is going to be a pawn up after ...Ra2. The two Bishops and the pawn plus must add up to a winning position.

36. Nc2 Rxa2

After 37. Nc3 Rb2 (37. ...Bb4!?) and Black will reorganize his pieces in preparation for a King side pawn advance.

37. Nc3 Rb2

I have nothing new to add. Hopefully the rest is a matter of technique. I have learned something through the experience of these two games. Humans can learn a lot from computers on how to play lost positions. When humans see the end coming, they usually stake all on some desperate counterplay. Korchnoi is an exception, BUT the "lost" positions he gets to are not really lost!

Computers bravely hold onto everything for as long as possible. At the very least, this is disconcerting to the opponent who expects some kind of acknowledgement that he is winning. The losing human feels obliged to take risks (or whatever), and overextends himself, and loses.

38. Rf6 Kg7

continued p. 22

Valvo

continued from p. 21

White's move looks silly, but it is probably some attempt to help protect the weak Queen side pawns. Black threatened 38. ...Bb4 and 39. ...Ra2. DT seems willing to go through strange contortions to prevent a pawn from being lost. 38. Rf1 and then 39. Ra1 seems much more sensible. If DT is planning to follow 38. Rf6 with 39. Ra6, then ...Bb6! (threatening 40. ...Bb7) 40. a5 Bg1! (40. ...Bc5!? 41. Na4! Bb4+ 42. Kd3 Ra2 doesn't seem to lead anywhere) 41. h4 Rb3 (42. ...Bf2 immediately runs into 43. Nd1) and something has to go soon. [But in this line White does get SOME counterplay, possibly better than in the actual game.]

39. Rf1 f5

I had a hard time choosing between this and 39. ...Bc6, which at first seemed to be a good constraining move, and White will lose another pawn or two. But I have to get around to winning this game sometime! The two White Rook pawns seem vulnerable, but I won't win the game just by winning one or both pawns.

After 39. ...f5, 40. Re1 is met by 40. ...f4!: 41. Re5 f3! 42. Rxc5 f2 and Black wins both Knights. If 40. Kd3, Black reorganizes by 40. ...Rb8.

40. Nd5 Bxd5

After 41. cd Rb3 White will have to worry about his h-pawn. Black will then start moving in on the White d-pawn with Kf6. Every White pawn is weak and I expect them to start falling soon. I can't even find reasonable moves for DT anymore.

41. cd Rb3

Everything works for Black in this position. 41. ...Bd6 is another good alternative.

42. h4 Kf6

Black eyes the White d5 pawn and takes the sting out of any h5 ideas (...g5!). Also good was 42. ...Rh3 43. Rf4 Kf6 44. Rc4 Bb6. The difference between the two is Black allows h5 in the line I played and 45. ...Rh3 does not. But 45. ...Kf6 gets down to the business of winning faster as the goal is to either snap off White's d5 pawn or get those King side pawns moving. Either way, White is helpless.

43. Re1 Rh3

White in nearly without moves. A probable continuation is now 44. Re6+ Kf7 45. Rc6 Bb6 46. Rc4 Kf6! and the d5 pawn is a dead duck. Black has everything: the Black Bishop dominates the White Knight, every White pawn is weak, Black has better King placement. White only has some temporary initiative and a passed d-pawn.

In this line however, I'm wondering if White can generate some active play after 45. a5!? Rxh4 46. Rc6. For example :46. ...Bb4 47. Nxb4 Rxb4 48. Rc7+ Kf6. It still looks like it will wind down to a R+2 (connected) vs. R+1 which is a clear win: 49. Rxh7 Rd4+ 50. Ke3 Rxd5 51. Rxa7. I bet the the computer will be happy to be 'only' one pawn down.

44. Re6+ Kf7

Nothing new to add; the White h-pawn goes soon and the d-pawn looks shaky.

45. a5 Rxh4

White controls the b6 square so that Rc6 cannot be met by Bb6.

However, after 45. ...Rh4 46. Rc6 Bg1 and the White d-pawn is a tower of weakness as well as strength. The sample "active play" line given above leads to a known win for Black after 51. Rxa7.

46. Rc6 Bb4

I bow to human frailities: I see the win and I want to simplify toward it. The computer should be happy: he will win a pawn in the process. Computers probably won't do this until they have end games built in and they, too, see the win.

47. Nxb4 Rxb4

It is safe to say play will continue with 48. Rc7+ and so on as indicated above. Even if White can get his pawn to a7 and Rook to a8, Black just keeps his Rook on the a-line and puts his King on g7. Finis. A human would consider varying with 48. Kc3!?, but 48. ...Rb7! kills the passed pawn counterplay.

48. Rc7+ Kf6 0-1

Deep Thought Team: After having some local experts confirm that the endgame is hopeless for DT, we resign. DT thinks it is only a pawn down, but a local expert managed to beat DT at 30 seconds/move time control, so evidently DT doesn't understand this endgame correctly. These two convincing defeats of DT have been quite instructive for the DT team, and we wish to thank Mike Valvo for playing these games.

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Winners (all 4-0) in this scholastic event: High School, **Matthew Gross**, Junior High **Matthew Kwong** (4-0), Elementary **Jay Prunty**, Primary **Micah Fisher-Klrshner**. **Micah** was seventh in his division in the Nationals.

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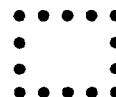
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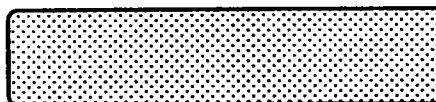
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