



Desert Knight



The Official publication of the New Mexico Chess Organization
November 2014 Free as a pdf file on nmchess.org

1.



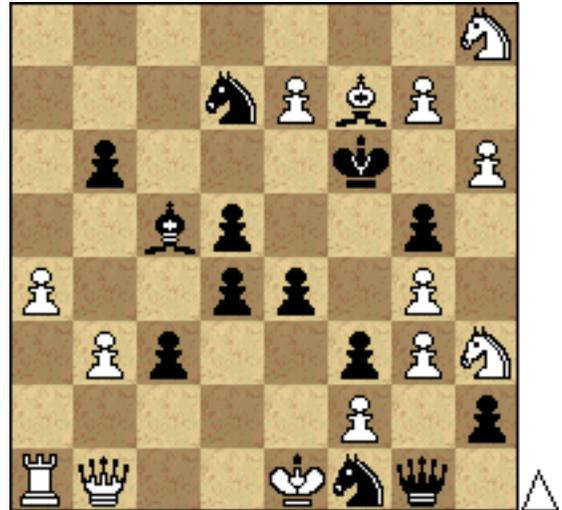
3.



2.



4.



1. Mark Schwarman receives New Mexico Blitz Championship plaque from President Oren Stevens. See page 15.
2. Tournament Organizer Larry Kemp and President Oren Stevens presenting plaque for outstanding performance by an out of state player to 11 year old Kevin Chor of Arizona at the New Mexico Open. See page 3.
3. Intense play at the New Mexico Class Championship. See page 6.
4. Problem by Eddie Wyckoff. White to play and mate in 12. For solution, see page 18.

Contents of Desert Knight are @ copyrighted by the New Mexico Chess Organization unless otherwise noted.

For permission to reprint, write to
P .O. Box 4215, Albuquerque, New Mexico 87196 Attn: Desert Knight Editor

Table of Contents

The President's Column	Page # 2
New Mexico Open	Page # 3
New Mexico Class Championship	Page # 6
Albuquerque/Rio Rancho Open	Page # 11
New Mexico Blitz Championship	Page # 15
Farwell Doug Thigpen	Page # 15
How Well Do You Know the Rules?	Page # 17
Mate in Twelve	Page # 18
The Undefended Piece	Page # 18
Recommended Chess Books	Page # 19
Famous People and Chess	Page # 20

Contributors:

Oren Stevens
 Matt Grinberg
 Steve Farmer
 Andrew Flores
 Eddie Wyckoff
 Art Byers
 Doug Thigpen
 Robert Hampton
 Larry Kemp

Annotation	Symbol
Excellent Move	!!
Good Move	!
Dubious Move	!?
Weak Move	?!
Bad Move	?
Blunder	??
Check	+
Checkmate	#
White Winning	+-
White advantage	±
White small edge	+/=
Equal	=
Black Winning	-+
Black advantage	=+
Black small edge	=/+
Unclear position	∞
Novelty	N

NMCO Officers

President - Oren Stevens
Vice President - Steve Perea
Secretary - Sam Dooley
Treasurer - Dean Brunton
Webmaster -
 Jeffrey S. Sallade
Desert Knight Publisher -
 Matt Grinberg
Tournament Organizer -
 Larry Kemp
Member at Large -
 David Lewis

Email addresses:
newmexchessorg@gmail.com
info@nmchess.org

Web Site: nmchess.org

Message From The Editor/Publisher

Thanks to all the contributors to this edition of Desert Knight!

We are covering three major NMCO tournaments in this edition, rather than the usual one or two. Consequently the size had been expanded from the usual 16 pages to 20 pages.

With the ever expanding group of contributors, this is the most interesting Desert Knight ever!

Desert Knight is available in hard copy for players in the Heart of the Desert Open on the Thanksgiving Day weekend in Las Cruces and to others as a pdf file at nmchess.org.

If you have ideas for future articles, please contact the editor at matt.grinberg@erols.com

Matt Grinberg

The President's Column

Having reached my retirement years, I've learned to evaluate one's character by what they do rather than what they say. As your fifth term president, now serving what is likely to be my final year, I find myself constantly on the look out for men and women of good character who have the potential to assume a leadership role on our Executive Board. I'm particularly interested in those, among our membership, who have a desire to expand chess to the youth in our state's local communities.

As competitive tournament chess players, many of us may understand how becoming a chess mentor to another, especially a child, can make a positive difference in their lives. When we teach others the game of chess and contribute our time and resources to expand chess activities we enrich the lives of others and improve the quality of life in the local community.

I want to reassure our membership that NMCO's Executive Board is dedicated to fulfilling its mission to expand chess through out the local communities in the New Mexico. NMCO supports the mission of the USCF: "Empowering people through chess one move at a time." We also support the vision of USCF: "To enrich the lives of all persons and communities through increasing the play, study, and appreciation of the game of chess.

Oren V. Stevens
 President
 New Mexico Chess Organization

New Mexico Open

This year the state championship was held on the beautiful New Mexico Tech campus in Socorro thanks to the efforts of Caleb Jaquish.

The tournament saw a new player added to the list of New Mexico Champions - Zach Stuart. Zach went out to a 4-0 start before losing to 11-year old Kevin Chor in the last round. Chor tied for second at 3.5 with William Barefield, Caleb Jaquish, and Robert Nolan.

In the Reserve Corbin Gustafson finished clear first at 4.5-0-5. Silversun Sturgis was clear second at 4, while Jim Johnston, Michael Torres and Harsh Bundiya tied for third at 3.5.

The Booster was won by Timothy Tran with a perfect 5-0. Michael Noriega was clear second at 4, while Michael Franc, John Letard and Kristofer Franco tied for third at 3.5.

Chijioke Nwachukwu took first in the Morphy with a perfect 4. Tied for second at 3 were Mike Wylie, Marianne Bishop, Elijah Sallade and Tristan Duggan.

Grinberg, Matthew M. - Stuart, Zach W., 0-1

New Mexico Open, Round 4 Socorro, New Mexico, 9/28/2014

Two of the top rated players in the tournament battle it out in a very sharp line of the Ruy Lopez. Grinberg alternates between disaster and redemption only to succumb to Stuart in the end.

Comments by Matt Grinberg

Ruy Lopez, Exchange Variation

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 The Exchange Variation has a positional reputation.

4... dxc6 5. O-O Bg4 This line, on the other hand, can get quite sharp. 6. h3 h5 Zach uses one of my favorite weapons against me.

[Bad is 6... Bh5?! 7. g4 Bg6 8.

Nxe5 Qh4 9. Qf3 f6 10. Nxc6 hxg6 11. Kg2+/- Black's attacking chances are more illusory than real, whereas White's extra pawn is quite real]

7. d3

[Taking the bishop is a mistake. 7. hxg4? hxg4 8. g3 The knight must stay where it is to stop Qh4. 8... gxf3 9. Qxf3=/+ There is some similarity to the previous note, except that here White doesn't have an extra pawn]

7... Qf6 8. Nbd2 g5 Well, that's embarrassing. He plays a move I'm not familiar with, in one of my favorite lines.

[I am used to this line where White has a small edge - 8... Ne7 9. Re1 Ng6 10. d4]

9. Re1!? Assuming I can answer this new move with my normal move, I immediately get myself into trouble.

[9. Nc4 Bxf3 10. Qxf3 Qxf3 11. gxf3 f6 12. h4!]=]

9... Be6! Black no longer needs the bishop sacrifice to open the kingside because White can't stop the threat of g4. 10. d4 g4 11. Nxe5 O-O-O 12. c3 Ne7

[I had expected Zach to play 12... gxh3, figuring I could give up the extra pawn to get the queens off the board. But even with the queens off the board, Black has a strong attack. 13. Qf3 hxg2 14. Qxf6 Nxf6 15. Ndf3 (Taking the pawn is worse. 15. Kxg2 Rg8 16. Kh1 Ng4 17. Nxc4 Rxc4 18. f3 Rg3 19. Re2 Be7 20. Rg2 Rxd8=+) 15... Ng4 16. Bg5 Re8 17. Nd3 Rg8=/+]

13. Nf1? The only hope of securing the king is to try to close the position, even if it means giving back the extra pawn.

[13. h4 Qxh4 14. Qe2 Rg8 (14... g3 15. Ndf3 gxf2 16. Qxf2 Qxf2 17. Kxf2=) 15. g3 Qh3 16. Qf1 h4 17. Qxh3 gxh3 18. Kh2 hxg3 19. fxg3=/+]

13... gxh3 14. Qf3 Qg7 15. g3 f6 16. Nd3 Bg4 17. Qh1 A really ugly place for a queen. 17... Ng6 18. f3 Bd7 19. Nf4 Nxf4 20. Bxf4 h4 21. Qh2 hxg3 22. Nxc3!? This leaves White's bishop as a target.

[Or the queen can be left as a target. 22. Qxc3?! Qh7 23. Qf2 Rg8 24. Bg3 f5 25. Kh1 Qg7-+; Best is 22. Bxc3 Bd6 23. Kf2 Bxc3 24. Nxc3 c5=+]



22... Rh4! 23. Qd2 h2 24. Kh1 Rxf4? Zach correctly expressed reservations about this sacrifice after the game.

[The immediate 24... Bd6 leaves White in a very difficult position due his exposed king, loose position and Black's bishop pair on the open board. 25. e5 fxe5 26. dxe5 Be7 27. Qe3 Be6-+]

25. Qxf4 Bd6 26. e5 fxe5 27. dxe5 Rf8 28. Qe3? A blunder that allows Black to regain the advantage.

[Black doesn't have enough for the exchange after 28. Nh5 Qg6 29. Qh4 Rh8 30. exd6 Rxh5 31. Qe4 Qg3 32. Re2 Qxd6=/+]

28... Qxc3 29. exd6 Rxf3 30. Qh6 cxd6 31. Re2 c5 32. Rg2 Bc6? "Brilliant" but, like the last sacrifice, both unnecessary and bad. Once again White is allowed back into the game.

[It is better to keep the queen on the board. After for instance 32... Qe5 33. Qg7 Qe4 34. Qg6 Rf5 35. Qg3 Bc6 36. Kxh2 Rh5 37. Kg1 Qf5 with the decisive threat of Bxg2. 38. Rf1 Rh1 39. Kxh1 Qxf1 40. Kh2 Bxg2 41. Qxc3 Qxc3 42. Kxc3 Black has a winning pawn endgame]

33. Rxc3 Rf2?? This "should" have lost.

[Simply winning back the queen gives Black good drawing chances. 33... Rf6 34. Kxh2 Rxh6 35. Rh3 Rf6 35. Rh3 Rf6=]

34. Rg2 Rxc2 35. Qf8??? The end. There is no recovery from this blunder.

[White is a rook up after simply 35. Qh3 Kc7 36. Qxc2 Bxc2 37. Kxc2]

35... Kc7 36. Qe7 Kb6 37. Qd8 Ka7 38. Qc7 Rxb2 39. Qxc6 bxc6 White resigns.

**Barefield, William A. - Grinberg, Matthew M., ½:½
New Mexico Open, Round 5
Socorro, New Mexico, 9/28/2014**

In a critical last round game, William Barefield is denied a tie for the New Mexico State Chess Championship by Matt Grinberg's stubborn defense.

Comments by Matt Grinberg

King's Gambit Declined

1. e4 e5 2. f4!? The King's Gambit is risky, but leads to spirited play. 2... Bc5!? The King's Gambit Declined is safe, but...

[if Black wants to seriously test White, he should play 2... exf4 the King's Gambit Accepted. 3. Nf3 g5 4. h4 g4 5. Ne5=]

3. Nf3 d6 4. Nc3 Nf6 5. Bc4 Nc6 6. d3 Bg4 7. Na4 Bb6 8. Nxb6 axb6 9. c3 O-O 10. O-O exf4 11. Bxf4 d5!? Playing for the initiative, but it is dubious due to the doubled, isolated b-pawns and White's strong center after the following exchanges.

[Black is fine after 11... Ne5 12. Bxe5 dxe5 13. h3 Bxf3 14. Qxf3 Qe7 15. Rf2 Ne8 16. Raf1 Nd6+/=;

or 11... Nh5 12. Be3 Nf6 (Not 12... Ne5? 13. Nxe5!! Bxd1 14. Nxf7 Rxf7 15. Rxf7 d5 16. Bxd5 Qxd5 17. exd5 Kxf7 18. Rxd1 Rxa2 19. Rb1±) 13. Bg5 Ne5 14. Bxf6 gxf6 15. Qd2 Bxf3 16. gxf3 Nxc4 17. dxc4+/=]

12. exd5 Nxd5 13. Bxd5 Qxd5 14. Bxc7 Rxa2 15. Rxa2 Qxa2 16. Qd2 b5 17. d4 Qd5 18. Qf4 Bh5 19. Re1 f6 20. Nd2 Qd7 21. Qd6 Qxd6 22. Bxd6 White is clearly better in this

endgame due to his strong protected passed d-pawn and Black's weak doubled b-pawns. The problem with trying to win is the possibility of a bishops of opposite color endgame always in the background. He has to try avoiding exchanges of either the knights or the rooks, unless he gains something in return. 22... Rd8 23. Bc5 Up to here both players have played very well, but now the tension of this critical last round game starts to get to them. Both sides make a series of second best moves. 23... b4!? Getting rid of the doubled pawn would not be a bad idea, if it were not for the fact that Black has a better idea.

[Activate the knight! 23... Ne5 24. Re3 Bg6 25. dxe5 It is either this or let the knight drop into d3. 25... Rxd2 26. exf6 gxf6 27. b4 Rd1 28. Kf2 Rd2 29. Re2 Rxe2 30. Kxe2+/=]. In spite of his wretched pawn structure, Black should draw due to the bishops of opposite color]

24. Bb6!? The bishop is good where it is.

[Like Black, he needs to activate his knight. 24. Nc4 bxc3 25. bxc3 Bg6 26. Kf2 b5 27. Nd6 b4 28. cxb4 Nxd4 29. Re7+/=]

24... Rd7?! Too defensive.

[He should be looking for ways to counter attack. 24... Ra8! 25. d5 bxc3 26. bxc3 Ne5 27. Bd4 Ra2=]

25. Ne4 bxc3 26. bxc3 In spite of the pawn exchange, White has good winning chances due to the strong passed d-pawn and Black's weak b-pawn. 26... Bg6!? The idea of attacking the knight is right, but this is the wrong move order.

[Pin it first! 26... Re7 27. Kf2 Bf7 (27... Re8 28. Nd6 Ra8 29. Bc5 Ra2 30. Kf1 Rb2 31. d5 Ne5+/=) 28. Nd6 (Not 28. Nc5?! Rxe1 29. Kxe1 when 29... Bd5 holds.) 28... Rd7 29. Nxf7 Kxf7 30. Rb1±. With no more worries about a bishops of opposite color endgame, White is sitting pretty]

27. Kf2!? This allows Black to force the rooks off of the board.

[He would do better to avoid the

trade and redeploy the rook to the open a-file. 27. Nc5 Re7 28. Ra1! It is curious that the open a-file is there through much of the game, but neither side makes an attempt to use it. 28... Be4 (28... Re3 29. d5 Ne5 30. d6 Be8±) 29. Nxe4 Rxe4 30. d5 Ne5 31. Ra8 Kf7 32. Rb8 Re1 33. Kf2 Nd3 34. Kg3 Re7±]

27... Re7 28. Nc5 Rxe1 29. Kxe1 Ne7



30. c4?! If there was a place in the game where White let a win slip by, it was here. He should take the b-pawn.

[It is true that Black immediately wins the pawn back 30. Nxb7 Be4 31. Nd6 Bxc2 32. c4±, but the connected passed pawns give White good winning chances]

30... Nc8 31. Bc7 b6 32. Na4 Bd3 33. Nb2 Be4 34. g3 Bc6 35. d5 Bd7 36. Kd2 Kf7 37. Kc3 Ke7 38. Kb4 f5 39. Nd3 g5 40. Kc3 Be8 41. Ne5

f4!? After the game William expressed the opinion that advancing my kingside pawns was a mistake because it leaves them weak and allows his king to march over and win a pawn. I, on the other hand, knew that I was pitching a pawn. I did it because I wanted to draw his king away from the queenside, allowing me to eliminate his queenside pawns. I figured even if (as actually happens) he ends up a pawn ahead, his last remaining pawn would be his h-pawn, which would probably allow me to draw.

[The Rybka computer program recommends 41... h6 42. h4 Bh5 43. Kb4 f4 44. hxg5 fxg3 45. Nc6 Kf7 46. Bxg3 hxg5, but I feel very uncomfortable with this position because of his strong passed d-pawn. However, it is likely a draw anyway]

42. gxf4 gxf4 43. Kd4 Ba4 44. Ke4 Bb3 45. Kxf4 b5 46. d6!?

Effectively losing a tempo.

[But there doesn't seem to be a way to win anyway. 46. cxb5 Bxd5 47. Kg5 Nd6 48. Bxd6 (48. b6 Nf7 49. Nxf7 Kxf7=. The bishops of opposite color make it impossible to win in spite of the passed pawn on the sixth rank) 48... Kxd6 49. Ng4 Kc5 50. Kh6 Bf3 51. h3 Kxb5 52. Kxh7=. The position is essentially the same as the game after White's 53rd move]

46... Nxd6 47. Bxd6 Kxd6 48. cxb5 Kc5 49. Nd7 Kxb5 50. Nf6 Bc2 51. Kg5 Kc5 52. Kh6 Kd4 53. Nxb7

This is as far as I recorded the game. The rest is a reasonable guess as to what happened. However, the position is clearly drawn. To win, White would have to be able to move his pawn forward without Black's bishop being able to take it. To do that he has to first move the knight to g4 with the king protecting it and at the same time stop Black's king from getting into the h8 corner. It is impossible to do all of these things at the same time. The game is drawn unless Black blunders or runs out of time. 53... Ke5 54. Ng5 Kf6 55. h4 Bd1 56. Ne4 Ke5 57. Nf2 Be2 58. Kg5 Ke6 59. Kg6 Ke7 60. Ne4 Kf8 61. Ng3 Bd1 62. Ne4 Kg8 Draw agreed.

Gustafson, Corbin M. - Johnston, Jim A., 1:0
New Mexico Open, Under 1800, Round 4
Socorro, New Mexico, 9/28/2014

In the very sharp Sicilian Najdorf, Corbin Gustafson scores a critical fourth round victory on his way to first place in the Under 1800 Section. The game isn't

decided until Jim Johnston misses a nice shot.

Comments by Matt Grinberg

Sicilian Defense, Najdorf Variation

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7 8. Qf3 Qc7 9. O-O-O Nbd7 10. g4 b5 11. Bxf6 Nxf6 12. g5 Nd7

All normal Najdorf stuff which has been played a million times - well, 2,226 according to Chess Assistant. 13. f5! Amazingly this move, which seems to chuck a pawn with check without gaining anything in return, is the theoretical best move. 13... Nc5!?

My guess is that both players ran out of their opening preparation around here. When that happens in my own Najdorf games (mostly as White), both players start making one mistake after another. The Najdorf is so difficult both strategically and tactically, that we amateurs just don't get it. So why do we continue playing it? Because it is FUN!

[Black should take the pawn, but he has to be careful due to the exposed bishop and White's pressure on e6. 13... Bxg5 14. Kb1 O-O (14... Ne5!?

15. Qh5 Qe7 16. Nxe6 Bxe6 17. fxe6 g6 18. exf7 Kxf7 19. Qe2 White has won back the pawn with a good position) 15. fxe6 Nb6 16. Nd5 Nxd5 17. exd5 fxe6 18. Qh5 e5 19. Qxg5 exd4+/=]

14. h4!?

But this move is too slow. [14. f6 gxf6 15. gxf6 Bf8 16. Rg1+/=]

14... b4 15. Nce2!?

White should avail himself of the opportunity to disrupt Black's position rather than retreat.

[15. fxe6 fxe6 (15... bxc3?! 16. exf7 Kf8 17. Qxc3 White has more than enough for the piece) 16. Nce2=]

15... Bb7?! Black in turn misses the opportunity presented by White's last move.

[Simply 15... e5 16. Nb3 (16. f6 exd4 17. fxg7 (17. fxe7?! d3 18. Nd4 b3 19. Bxd3 bxa2 20.

Kd2=+) 17... Rg8 18. Nxd4 Rxg7=+/) 16... Nxe4! wins a pawn]

16. Ng3 Rc8 17. fxe6!?

It is tempting to open the position with Black's king in the center, but so long as Black still has the option of castling kingside, it is better to keep open the option of playing the pawn to f6.

[For instance 17. Bh3 O-O 18. f6 Bd8 19. fxg7+/=]

17... Nxe6 18. Rh2 Nc5?! So long as Black's king is in the center his main concern should be getting it castled. Not only does Black not castle, but he takes a key defender away from the center. If there is to be an attack, Black should play for it only after taking care of more important business.

[18... O-O=]

19. Bh3 A defensive move with the idea of forcing Black to retreat the knight or move the rook off of the c-file.

[I would prefer to press the attack. 19. Bc4 O-O 20. Rf2+/=]

19... Rd8 20. Bf5?

Perhaps this is the real reason behind 19. Bh3, to inhibit Black from castling. But it makes no sense since so long as Black has not castled, there is no reason why he can't respond with g6. What is needed on f5 is one of the knights.

[20. Ndf5+/=]

20... O-O?

Black obligingly castles, justifying White last move.

[20... g6 21. Re2 O-O 22. Kb1 d5 23. e5 a5 24. Bh3=+/]

21. Rf2?

Only to have White to pass up his golden opportunity.

[21. Qh5 h6 (21... g6? is futile since he can't take the bishop. 22. Qh6 d5 (22... gxf5?? 23. Ngxf5 and mate in two) 23. Nh5 Qe5 24. exd5 Bxd5 25. Re2 White has a winning attack. Black has too many things hanging, including his king) 22. gxh6 g6 23. Bxg6 Kh8 24. Bf5±]

21... Bc8?

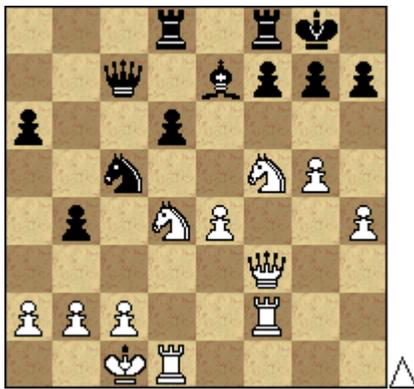
Not only is this a bad move because it allows White to clear f5 for the knights, but it signals something more important - Black has mentally abandoned his own plan and is now focused only on

White's plan. As soon as you take your focus off of what you are doing and instead focus on what your opponent is doing, you are half way to losing.

[Black has a good game after 21... d5 22. e5 Qxe5 23. Re2 Qc7 24. Rde1 Ne4 25. Nxe4 dxe4 26. Bxe4 Rxd4 27. Bxb7=/+]

22. Bxc8 Qxc8 23. Ngf5 Qc7? Disaster. Jim misses Corbin's devastating response.

[Better is 23... Rd7 but White still wins a pawn after 24. e5 d5 (24... dxe5? 25. Nc6 Bd8 26. Rxd7 Qxd7 27. Rd2 e4 28. Rxd7 Bxg5 29. hxg5 exf3 30. Nfe7 Kh8 31. Rd1 and wins) 25. Nxe7 Rxe7 26. Qxd5±]



24. Nc6! Rd7 25. Ncxe7 Rxe7 26. Nxe7 Qxe7 An exchange up and with more active pieces, White has a clear win. 27. Re2 Rd8 28. Qf5 g6 29. Qf6 Qxf6 30. gxf6 Kf8 31. e5 d5 32. Red2 Ke8 33. Rxd5 Rc8 34. Kb1 h6 35. R1d4 Ne6 36. Rxb4 g5 37. hxg5 hxg5 38. Rd6 Rd8 39. Rxd8 Kxd8 40. Rb8 Kd7 41. Rb7 Nc7 42. e6! Black resigns.

Cardenas, Jorge H. - Tran, Timothy H., 0:1
New Mexico Open, Under 1400, Round 4
Socorro, New Mexico, 9/28/2014

Timothy Tran wins his fourth round game on the way to a 5-0 first place finish and a 140 rating point gain. Watch out!

Comments by Matt Grinberg

French Defense

1. e4 e6 2. Bc4!? Weak because White will lose a tempo after Black plays d5.

[Normal moves are better. 2. d4 d5 3. Nc3 Bb4 (or 3... Nf6 4. Bg5+/=) 4. e5+/=]

2... d5 3. exd5 exd5 4. Qe2 Be6 5. Bb3 a6!? Stopping the "threat" of Qb5, but neglecting his development.

[But it is not really a threat anyway. 5... Nf6 As usual, going after the b-pawn with the queen is dangerous. 6. Qb5!? (Better is 6. d4 Bb4 7. c3 Bd6 8. Nf3 (8. Qb5!? Nbd7 9. Qxb7 Bf5 10. Nf3 Qe7 11. Be3 O-O=+) 8... O-O 9. O-O Re8=+) 6... Nbd7 7. Qxb7 a5 8. c3 Nc5 9. Qb5 c6! 10. Qe2 (10. Qxc6?? Bd7 winning the queen) 10... Bd6 11. Nf3 O-O=+ Black's lead in development and the awkward position of his queen give Black more than enough for the pawn;

And if you want to counter the threat and continue developing, just play 5... Qd7]

6. Nc3!? The bishop on b3 is in danger of either being trapped or blocked out of the game by Black's queenside pawns. By blocking the c-pawn, this makes the matter worse.

[Better is 6. d4 c5 7. c3=]

6... Nf6 7. Nf3 c5 8. Ng5 Qd7 9. d3 Nc6 10. Nxe6 fxe6 11. Bg5 Nd4 12. Qd1!? Evidently played with the idea of using the queen on the d1-h5 diagonal. But there is nothing there. The queen will eventually have to move to get the queen rook into play.

[12. Qd2 Be7 13. O-O O-O=+]

12... Be7 13. Bxf6!? There is no reason to give up the bishop for the knight.

[13. O-O b5 14. Nb1 O-O 15. c3=+]

13... Bxf6 14. O-O O-O 15. Ne2? The idea is right, the execution is wrong.

[The b-pawn needs to be defended first. 15. Rb1 Rf7 16. Ne2 Nxb3 17. axb3=+]

15... Nxe2 16. Qxe2 Bxb2 17. Rab1 Bf6 18. c4 Qf7 19. cxd5 exd5 20. Qf3 c4 21. dxc4 dxc4 22. Bc2 b5 Black is clearly winning. His extra pawn is a protected passed pawn on the f-file. Tran finishes nicely.



23. Rfd1 Rad8 24. Qf5 He might not notice... 24... g6 25. Qf3 Bd4 26. Qe2

[There is nothing good. 26. Qxf7 Rxf7 27. Rd2 Bxf2 28. Rxf2 Rxf2 29. Kxf2 Rd2 30. Kf3 Rxc2 and wins]

26... Qxf2 27. Qxf2 Bxf2 28. Kh1 Rde8 29. Rf1 Re2 30. Bd1 Rxa2 31. Bg4 Kg7 32. Rbd1 c3 33. Rd7 Kh6 34. Rfd1 c2 35. R1d3 Ra1 36. Bd1 Bh4 37. g3 Rf1 38. Kg2 Rfxd1 39. R3d4 Rxd4 40. Rxd4 Bf6 41. Rd6 c1=Q 42. Rxf6 Ra2 43. Kh3 Qc8 44. Kh4 Rxh2#

New Mexico Class Championship

Report by Steve Farmer.

Over the weekend of May 17-18 Rio Rancho hosted the 2014 New Mexico Class Championship with 56 players entered.

In section "A" Jeff Serna came in clear 1st with 4 wins and 1 loss (Shaun Mac-Millan stopped the perfect score in the final round). There were 5 players tied for 2nd through 6th with +3 -2.

Section "B" was won by Brady Barkemeyer with 4.5/5 just ½ point ahead of 2nd place finisher Manuel Rios.

Section "C" went to Paul Porter with 3.5/5 ahead of Christine Smith and Aubrey O'Neal who tied for 2nd-3rd with 3/5.

Section "D" was won by Gopikrishnan Muraleedharan with 2.5/3. Section "E" went to Michael Noriega scoring 4/5. Michael Franco won the Under 1000 1st place prize with 3.5/4.

Langlois, David A. - MacMillan, Shaun
New Mexico Class Championship, A Section, Round 1
Albuquerque, New Mexico, 5/17/2014

Comments by Steve Farmer

Round 1 showdown of 2nd place finishers

Sicilian Defense, Closed

1. e4 c5 2. Nc3 g6 3. g3 Bg7 4. Bg2 Nc6 5. d3 Nf6 6. f4 d6 7. Nf3 O-O 8. O-O Bd7 9. h3 Nd4 A new move but one that both Houdini and Stockfish like best. White shows an uncompromising spirit. 10. g4 Qc8

[10... Bc6 is a slight improvement]

11. Nxd4

[11. f5 Bc6 (11... Nxf3 12. Qxf3 Bc6) 12. Nxd4 cxd4 13. Ne2 Nd7 Both sides have something to play for]

11... cxd4 12. Ne2 e5 While this is not a bad move it is one of those 'automatic' moves we tend to make.

[I am not a fan of making the bishop on g7 a shut-in and would have preferred 12... Qc5 with the idea of Rac8 giving White concern about his pawn on c2]

13. f5



13... gxf5 While there is nothing technically wrong with this move, I always look at the chance to fight back in the center when faced with a flank advance. Does 13... d5 work here?

[13... d5!? 14. Ng3 (14. exd5 Qc5 stirs up some counter play regaining the pawn; 14. g5 is similar to the main variation. 14... Nh5 15. f6 Bh8) 14... dxe4 15. g5 Nd5 16. f6 Bh8 17. Bxe4 Be6 18. h4 This is a very difficult position to assess. On first glance the Black bishop on h8 seems to give White a clear upper hand, but then again, he doesn't have much play to press forward with. There will be no attack for White. Black's pieces are well posted and he has play on the c-file and a minority attack on the queen-side. The position is unclear]

14. exf5 Bc6?

[It was necessary to play 14... h6 to stop White's next move]

15. g5 Ne8

[15... Bxg2 16. Kxg2 Qc6 17. Kh2 Nd5 18. f6 Rfc8!? Hey, you have to make the best out of what you have. It is true no one would like to give up their bishop like this, but then again, counter play is often more valuable. 19. fxg7 Qxc2 20. Kg1 Qxd1 21. Rxd1 Rc2 22. Ng3 Rac8 23. h4 R8c6 White stands better, but, compared to the game continuation, Black has chances to survive. He has two pawns for the bishop and control of the center]

16. f6 Bh8 After this there's trouble in Tinsel Town. It was relatively best to sac the bishop on f6, but this is

quite different from what was pointed out in the previous note. 17. Ng3 Bxf6 "Better late than never," but it is already too late to save Black.

[17... Bd7 to stop Nf5. 18. Qh5 with the idea of playing Be4 and Nf5 if Black tries to stop the bishop move with ...Bc6]

18. gxf6 Kh8 19. Bxc6 bxc6 20. Kh2 Qe6

[20... Rg8 would only prolong the agony]

21. Qg4

[21. Ne4 was more accurate]

21... Nxf6 22. Qxe6 fxe6 23. Bh6 Rf7 24. Nh5 White's pieces flow into Black's camp. Black could resign now and not feel bad about it. 24... Nxf5 25. Rxf7 d5 Black's only hope is to get the central pawn mass rolling, but it is just too chunky. 26. Raf1

[26. Rg1 leads to an eventual infiltration with a mating attack]

26... Nf4 27. Bxf4 exf4 28. R1xf4 Kg8 29. Rc7 Rb8 30. b3 [1:0]

Barkemeyer, Brady - Lattimore, Peter J., ½:½
New Mexico Class Championship, B Section, Round 5
Albuquerque, New Mexico, 5/18/2014

Comments by Matt Grinberg

With sole possession of first place prior to the last round, Brady Barkemeyer holds a draw against Peter Lattimore to secure clear first place in the B Section.

Queen Pawn Opening

1. d4 Nf6 2. e3 Not bad, but I would prefer normal moves like

[2. c4 or 2. Nf3]

2... g6 3. a3!? White is aiming to advance his queenside pawns en masse. But there are two problems with his plan; without adequate development, the pawns will be difficult to hold, and his focus should really be on the center. 3... Bg7 4. c4 O-O 5. b4?! Continuing with his plan, but

at his own peril.

[Normal moves still give White equality. 5. Nc3 d5 6. Nf3 Nc6 7. Bd3 Re8 8. O-O=]

5... b6!? A poorly supported pawn structure should be IMMEDIATELY attacked. Instead Black plays normal developing moves in a position that is decidedly not normal.

[5... a5! 6. b5 c5 7. Nf3 cxd4 8. exd4 d5 9. c5 Ne4 10. Ra2 e5! 11. Nxe5 Nxc5!/=+]

6. Nf3 Bb7 7. Nbd2 Nc6?! The knight on c6 blocks both the bishop and the c-pawn. The knight belongs on d7 and Black should play for the e5 break.

[7... d6 8. Bb2 e5! 9. Be2 (Capturing does no good due to White's weak queenside. 9. dxe5 Nfd7 10. Qc2 Nxe5=) 9... e4 10. Ng5=]

8. Bb2 e6 Now that White's pawns are well supported, they give him a space advantage. 9. Be2 d6!? Black continues to play timidly.

[Either 9... A5 or 9... d5 would be better]

10. O-O Qe7 11. Qc2 a5 Finally Black does something to undermine the pawns, but by now they are so well supported that the best he can do is simply neutralize them. 12. b5 Na7 13. a4 Rac8!? Black wants play on the c-file, but the problem is White can beat him to the punch.

[Instead he should immediately shut down White's queenside play. 13... c5! 14. Rfe1 (14. bxc6 Nxc6 15. Ba3 Nd7 16. Rab1 Rfc8+/=) 14... Rad8+/=]

14. Rac1!? White misses the chance to use his queenside pawns to good effect.

[14. c5! Bxf3 15. Nxf3 dxc5 16. dxc5 Nd5 (16... Qxc5!? 17. Qxc5 bxc5 18. Rac1 Nd7 19. Ba3 Rfd8 20. Bxc5 Nxc5 21. Rxc5±) 17. Bxg7 Kxg7 18. Rac1+/=]

14... c6 15. Qb1 Rc7 This is one of those "Who takes first?" situations. Brady wants Peter to take first, which will result in the exchange of the major pieces on the c-file and a likely draw. Peter wants Brady to take first giving him some winning chances with play against White's a and c

pawns. 16. Rc2 Rfc8 17. Rfc1 c5?! Peter tries to force the issue. It is the right idea, but the wrong move order.

[17... Nd7+/= so as to be able to capture on c5 with his knight]



18. dxc5! Perhaps not the right move for the position, but it is the right move for his tournament situation. By forcing the closing of the c-file and the opening of the d-file, he pretty much secures the draw he needs for first place.

[He could play for more with 18. Bd3+/=, but he didn't need more]

18... dxc5 The other captures are blunders.

[18... Rxc5? 19. Bd4!; 18... bxc5? 19. b6!]

19. Rd1 With the pawn structure on the queenside locked, the focus shifts to the d-file and the long diagonals. The inevitable exchanges quickly lead to a draw. 19... Rd8 20. Rcc1 Nc8 21. Nf1 Nd6 22. Ng3 Nfe4 23. Bxg7 Kxg7 24. Nxe4 Bxe4 25. Qb2 Kg8 26. Nd2 Bb7 27. Bf3 Rcd7 28. Qc2 f6 29. Bxb7 Nxb7 30. Ne4 Nd6 31. Nxd6 Rxd6 32. Kf1 Qd7 33. Ke2 Kf7 34. Rxd6 Qxd6 35. Rd1 Qc7 36. Rxd8 Qxd8 Draw agreed.

Smith, Christine M. - Kemp, Kenneth L., 1:0

New Mexico Class Championship, C Section, Round 2

Albuquerque, New Mexico, 5/17/2014

Comments by Steve Farmer

Matt Grinberg sent me 41 games from which to pick my favorites from the

tournament. For my computing power in looking at these games I use Houdini Pro 4 on a quad core monster computer. I recently saw the Stockfish 5 was out, so I downloaded it and ran it as a backup kibitzer. From what I could tell Stockfish is a bit more 'optimistic' than Houdini. Stockfish 5 is free and very strong but I still put my faith in Houdini. I mention this because this game is very complex. Played in the "C" section, this game is my favorite of the entire tournament. There were tactics galore worth playing over and over again.

Two Knights Defense

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. O-O Nf6 5. d3 d6 6. c3 Bg4 7. Nbd2 O-O 8. b4 Bb6 9. Bb2 a6 10. Qb3 Qd7 11. a4 Ba7 12. Ng5 Nd8 13. b5 h6 14. Ngf3 Ne6 15. Rfe1 In these types of openings it is important for the aggressor to play for a knight outpost to force concessions from the opponent. For White this would be the f5 square, for Black it is the f4 square. In this position I think that had Black played ...Nf4 White would have been hard pressed to come up with a good defense.



15... Nc5

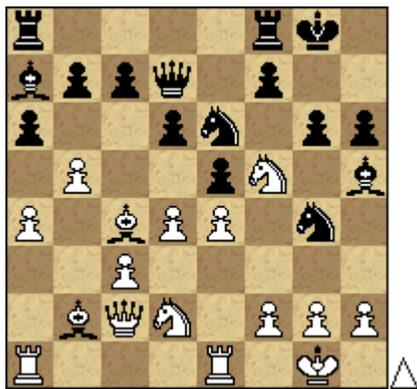
[15... Nf4 16. d4 seems to be the best shot at a defense. (16. g3 proves too weakening for the White king. 16... Bxf3 17. Nxf3 Qh3 18. gxf4 Qg4 19. Kf1 Qxf3 White has to find some answer to the threat of mate on f2. 20. d4 (20. Qc2 Qh3 21. Kg1 (21. Ke2 Bxf2!! 22. Rf1 Ng4 Black is a pawn up and still holds the initiative, fun times!) 21... Ng4

I don't see how White can hold out much longer) 20... Qh1 21. Ke2 Qxe4 22. Kd1 Qxf4 Black is two pawns up with a strong initiative; 16. Qd1 Doesn't quite get the job done. 16... axb5 17. axb5 Nxc2 18. Kxg2 Bh3 19. Kh1 Ng4 20. Re2 (20. Qe2 Nxf2 21. Kg1 Qg4#) 20... Nxf2 21. Rxf2 Bxf2 with lots of pressure on the kingside.) 16... Bxf3 17. gxf3 (17. Nxf3 Qg4 will win a piece) 17... Nh7 18. Bf1 Ng5 White has managed to not lose material but at what cost? His kingside is shattered, the Black knights and queen bear down on the kingside and the bishop on a7 even plays a strong role. I think Black is on the verge of winning and it can all end abruptly with one bad move by White]

16. Qc2 Bh5 17. Nh4 Now it is White's knight that heads for its outpost on f5. White should probably prepare this maneuver by first trading on a6 and playing d4 to gain a strong center. 17... Ne6 18. Nf5 Ng4

[Black could have made things very complicated with 18... Nf4 when both sides are playing with fire]

19. d4 g6 Black weakens his kingside a little to evict the knight. Will this be enough for White to win? Probably not, but this combined with another threat somewhere else might be enough to crack the combination to the safe.



20. Ng3 White decides to gamble a pawn.

[20. Ne3 might have been a tad better. 20... Nxe3 This is Black's best shot. (20... exd4 21. cxd4

Nxd4 22. Qc3 Ne5 23. b6 Now Black has to get all ninja to stay in the game. 23... cxb6! (23... Bxb6 is a natural move but a horrible blunder. 24. Nd5! Another reason the knight came to e3. The fork threat on f6 means that Black will lose material. 24... Kg7 25. Nxb6 cxb6 26. Qxd4 winning for White) 24. Qxd4 b5 25. Qd5 Nxc4 26. Ndxc4 bxc4 27. Qxc4 White is a pawn down, but holds a bit of an edge) White plays 21. fxe3+= building a very solid center, a key building block for a successful attack on the wings. This is not a big advantage for White but it will be a persistent one]

20... exd4 21. cxd4 Nxd4 22. Qc3 Nxf2! A full on ninja move! Nicely done.



23. Nxc5?!

[23. Kf1 would have avoided a lot of trouble for White with a level position]

23... Ne2?? A nice try but simply taking on h5 was the smarter continuation.

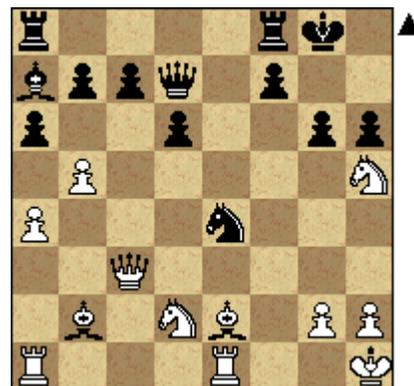
[23... gxh5 24. Qg3 (24. Re3 just allows the knight to run away with his ill-gotten gains. 24... Ng4 +) 24... Qg4! Two pawns up, Black is winning]

24. Bxe2?? The complications are so thick that you can peel them back with the wrong side of a knife! Forks, discovered checks and discovered attacks, oh my!

[24. Rxe2! This works out well for White even though Black's main trump is still playable. 24... Nxe4 25. Kh1 Nxc3 "Okay," you may think, "Isn't this worse than

Bxe2 because now the rook is hanging on e2?" Well, let's look! 26. Nf6 No, because after 26... Kh8 27. Nxd7 the knight on c3 is pinned! 27... Bd4 This is the only move in the position for Black. Now the reason for capturing with the rook on e2 becomes clear... 28. Re4!! Bazinga! 28... Bg7 (28... Nxe4 29. Bxd4 would not just be an embarrassment to Black, but to his children and his grandchildren after that) 29. Re7 White has worked his way out of the wilderness with two pieces for three pawns]

24... Nxe4 25. Kh1



25... Nxc3?? Oh! The humanity!

[Black had to go for the draw with 25... Nf2 26. Kg1 Ne4 when White has to take the draw by going back to h1. If 27. Kf1 then 27... Qf5 wins on the spot as the Black queen has stepped out of the threatened fork on f6 and White's queen is hanging. What's worse is if White were to play 28. Qf3 there would follow 28... Nxd2#]

26. Nf6 Kg7 27. Nxd7 Rfd8

[27... Bd4 28. Nb3 Nxe2 29. Nxd4 Nxd4 30. Bxd4 Kg8 31. Nxf8 with an easy win gobs of material up]

28. Bxc3 Kg8 29. Nf6 Kf8 30. Bf3 Rab8 31. Re4 d5 32. Rh4 Be3 33. Nxd5 Bg5 34. Rc4 axb5 35. Rxc7 bxa4 36. Rxa4 b5 37. Bb4

[37. Raa7 right away is a bit faster]

37... Kg8 38. Raa7 Re8 39. Ne4 Black resigned. I have to credit both players in this game, it was a complex affair and rather than avoid the

complications both took the bull by the horns and gave us a beautiful game.

Kurtiz, Tiegan M. - Mura-leedharan, Gopikrishnan
New Mexico Class Championship, D Section, Round 1
Albuquerque, New Mexico, 5/17/2014

Comments by Steve Farmer

Gopikrishnan wins on his way to a first place finish in the D Section. His opponent, Kurtiz recovers from this loss to win the last two games and take second.

Sicilian Defense

1. e4 c5 2. Nf3 d6 3. c3 g6 4. d4 cxd4 5. cxd4 Bg7 6. Nc3 Nf6 7. Be3 Bg4 8. h3 Bxf3 9. Qxf3 Nc6 10. Bb5 O-O 11. Bxc6 bxc6 12. O-O e5 13. d5 I can understand White's train of thought here, he wants to close in the bishop on g7. His plan is to end up with a piece on d5.

[13. dxe5 was a much more logical plan for White. It leaves Black with a bad bishop and isolated a and c pawns for White to target. 13... dxe5 14. Rac1 White is clearly better here]

13... cxd5 14. Bg5! This is White's plan, to be able to take on d5 with the knight! 14... h6 15. Bxf6 Qxf6 16. Qxf6 Bxf6 17. Nxd5 White has a small positional edge with the strong knight on d5. Still, had he traded on e5 earlier, Black would have had more weaknesses for White to target. In the current situation it is a knight and rook(s) vs. bishop and rook(s), this almost always favors the bishop, especially when there are pawns on both wings as in this case. 17... Kg7 18. Rfd1 Rfd8 19. Nxf6 While a moment ago I mentioned the bishop and rook being better than a knight and rook, this move is actually a concession on White's part for two reasons: first, the knight, for the moment, was the stronger minor piece sitting on the very solid d5 square;

second, the Black king is brought one square closer to the center, just where he wants to be in an endgame. 19... Kxf6 Now things stand dead level. 20. Rd2 Rac8 21. Rad1 Ke7 22. g4 Rc4 23. f3 f6

[23... f5 would have also made sense from Black's perspective; if the position opens up the White king will be the more exposed of the two]

24. Kg2 h5 Black manages to find a way to open the kingside, very nice.

25. gxh5 gxh5 26. Kg3 a5 [26... f5!? 27. b3 Rb4 28. exf5 Rf4 I like Black's position]

27. Kh4 f5 Nicely done. 28. Kxh5?? White needed to play one of his rooks to the e-file to defend the pawn on e4.



28... fxe4 Black is still winning, but he had better.

[28... Rcc8! and the White king is stuck out in the cold. To avoid mate White must give up a rook.

29. exf5 (29. Kh4 White finds there is no place to hide after 29... f4!; 29. Kg6 Rg8 30. Kh5 Rh8 31. Kg5 Rcg8 32. Kxf5 Rh5#; [The only way to (temporarily) avoid mate is 29. Rxd6 Rxd6 30. Rxd6 Kxd6 but that is obviously futile - ed.] 29... Rh8 30. Kg4 Rcg8#]

29. Kg4 [29. fxe4 Rxe4 is an equally hopeless endgame for White]

29... e3 30. Kg5 exd2 31. Rxd2 Rg8 32. Kh5 Rf4 33. Rd5 Rxf3 34. Kh4 Rf4 35. Kh5 Ke6 36. Rxa5 Kf6 37. Kh6 Rh8# Pretty much model play by Gopikrishnan in that he just kept his head and waited for his opponent to overreach his position.

Noriega, Michael D. - Stout, Jonathan M., 1:0
New Mexico Class Championship, D Section, Round 1
Albuquerque, New Mexico, 5/17/2014

Michael Noriega starts his way towards first place in the E Section with this first round win against Jonathan Stout.

Comments by Steve Farmer

Sicilian Defense

1. e4 c5 2. Nc3 d6 3. Nf3 Nf6 4. Bc4 a6 The last book move. 5. a4 e6 6. d3 Be7 7. h3 O-O 8. O-O Nc6 9. Nh2 Re8 10. f4 d5 11. exd5 exd5 12. Bb3 Rb8 13. Qf3 d4

[13... c4! 14. dxc4 (14. Ba2 Bc5 15. Kh1 Nd4 White's game is in a shambles) 14... dxc4 15. Ba2 (15. Bxc4 Qd4 16. Kh1 Qxc4) 15... Bc5 16. Kh1 Nd4 Believe it or not, White is already lost]

14. Nd5 Nxd5 15. Bxd5 Nb4 16. Bb3 Be6 This move helps White to ease the burden on his position.

17. Bxe6 fxe6 18. c3?

[18. Qe2 hits the pawn on e6 and protects the pawn on c2. After Black defends the e6 pawn White can play his knight from h2 to f3 to e5 with equality]

18... Nd5?

[18... dxc3 19. bxc3 Nxd3 when Black is clearly better. We all want to create works of beauty but such creations only come about from having a good position. Sometimes you must win a game by simple prosaic play, like winning a pawn and pushing that edge into the endgame]

19. Qe4?

[19. c4 would have chased the Black knight away from its strong outpost, leaving it without a good square to call home]

19... Bb6

[Again, Black misses the chance to win a pawn with 19... dxc3. Whenever you have a position where there is 'tension', i.e., a pawn capture or trade such as here, the biggest (and first) question you should ask is "Is this the time to break the tension?" That one question alone would have probably lead Black to win the pawn on c3]

20. f5

[Once again, White could have held a level game after 20. c4 kicking the strong knight from it's home. 20... Nf6 21. Qf3=]

20... Bxh2 Once again, ...dxc3 is missed. 21. Kxh2 Nf6 22. Qe5 Qd5 23. Bf4 exf5 Black misses a simple tactic which his opponent jumps on right away. 24. Qxd5 Nxd5 25. Bxb8 Rxb8 26. Rxf5 White has won an exchange and has a winning end-game as he will soon pick up a pawn. 26... Ne3

[26... Rd8 27. c4 Nb4 28. Rxc5 Nxd3 29. Rc7 Nxb2 30. c5 d3 31. Rxb7 d2 32. c6 d1=Q 33. Rxd1 is an easy win for White]

27. Rxc5 dxc3 28. bxc3 b6 29. Re5 Like I said before, good things happen from good positions - the Black knight is lost. 29... Nc2 30. Ra2 Nd4 31. cxd4 Rd8 32. d5 Kf7 33. Rf2 Kg8 34. Rb2 Rd6 35. Rc2 h6 36. Rc6 Rxc6 37. dxc6 Black resigned. White handled the latter stage of this game in a fine manner.

Albuquerque/Rio Rancho Open

The ABQ/RR Open drew a strong field of 89 players to the New Mexico State University campus in Albuquerque.

Andrew Flores won the Open section with an impressive 4.5/5, drawing only against Jeffrey Serna, who finished second at 4. Third place was shared by Doug Thigpen, Sam Dooley and Albert Zou at 3.5.

Eddie Wyckoff won the reserve with

4.5/5, giving up only a bye in the first round. Jim Johnston, Christopher Cruz and David Lewis tied for second at 4.

In the Under 1400, section Michael Hsu took first with 4.5/5 after beating previously undefeated Joe Schrader in the last round. Joe Schrader tied for second with Michael Miller at 4.

In the Under 1000 section, Declan Foster took first place with a perfect 4/4, defeating two of the players who tied for second in the process. Mike Wylie, Philippe Bakhirev and Matias Coronado tied for second at 3.

Nolan, Robert H. - Flores, Andrew R., 0:1

Albuquerque/Rio Rancho Open, Round 5
Albuquerque, New Mexico, 6/29/2014

Comments by Andrew Flores

In the last round of the Albuquerque/Rio Rancho Open, I was on board one tied for first with Jeff Serna at 3.5/4.0. A win would at the very least give me shared first. Of course, if Serna stumbled, (which he ended up doing) I would be the tournament champion. Consequently, I chose this game to annotate because it won the tournament for me, and it was probably my cleanest victory, where I made the most of my chances by playing prophylactically and capitalizing on each of my opponent's missteps.

Closed Sicilian: Tiviakov Grand Prix

1. e4 c5 2. Nc3 Nc6 3. Bb5 Nd4 4. Bc4 d6!?

[4... g6 5. Nf3 Bg7 is the main line. I figured my opponent knew this relatively well and I wanted to get him off the reservation and thinking on his own, so I deviated]

5. Nge2 g6 6. O-O Bg7 7. d3 e6 Blunting White's light square bishop, and controlling the key d5 and f5 squares. 8. f4

[8. Nxd4!? cxd4 9. Ne2+/- White

has a very slight advantage tied with his lead in development and the solidity of his pawn structure. However, after the game continuation, Black gains a nominal edge, which with each move he manages to gradually increase by outplaying his opponent positionally]

8... Ne7 9. Bb3 O-O 10. Qe1

[10. Nxd4 Bxd4 11. Kh1 b6=/+]

10... Nec6 11. Nxd4 Nxd4 12. Ne2 Nxb3 13. axb3 Black has the bishop pair. 13... Bd7 14. g4? A serious strategic error! White is lost for a plan since Black has stopped all of his ideas up to this point. So he uses an idea common in closed Sicilian positions; a pawn storm on the kingside. However, in those positions White's King remains relatively safe because his light square bishop is sitting in front of him on g2 and the center pawns are either locked or lack mobility. Here Black still has his light square bishop and it is unopposed. As we see in the game, he manages to place it on the long diagonal and he is able to open the center at his will.

[14. Nc3!? must definitely be considered]



14... f5!+= An important prophylactic move, stopping any real attacking possibilities by White. 15. gxf5

[15. Qg3 Qf6=+]

15... exf5 16. c3?+ Another positional error. White wants to limit the scope of Black's dark square bishop and to free his from the protection of b2, however this has the drawback of weakening the b3 pawn. At this point, White is close to being strategically busted.

[16. Ng3!?=+]

16... Qb6 17. Kh1? Selling out for the attack. Black is completely winning now. He just has to corral White's king.

[17. Ng3 Qxb3 18. Qe2 Bc6-+; 17. Qd1 c4 18. d4 cxb3 19. exf5 Bxf5 20. Ng3]

17... Qxb3 18. Ng3 fxe4 19. dxe4 Bc6 The hunter now becomes the hunted, and he will soon find himself up to his neck in alligators. For the remainder of the game Black displays excellent technique. 20. Rf2

[20. Qd1 Qc4-+]

20... Qe6 21. Kg1 a6 22. Re2

[22. Qf1 Bxe4 23. Nxe4 Qxe4-+]

22... Rae8 23. f5

[23. Rg2 Qh3-+]

23... gxf5 24. exf5 Qd5 25. Bd2

[25. Bf4 doesn't get the bull off the ice. 25... h5! Mate attack 26. Qd1 Qxd1 27. Rxd1 Rxe2 28. Nxe2 Rxf5-+]

25... Kh8

[25... Re5 and Black has it in the bag. 26. Bf4 Rxf5 27. Rd1 Bd4 28. Rxd4 cxd4 29. c4-+]

26. Rd1 Qf3 27. Bg5

[27. Qf2 is still a small chance. 27... Be5 28. Qxf3 Bxf3 29. Rxe5 dxe5 30. Rf1-+]

27... Be5!! 28. Ne4 is the last straw.

[28. Qf2 Qg4 29. Bh6-+]

28... Bxe4! [0:1]

[29. Rxe4 Bxh2 30. Kxh2 Rxe4 31. Qg3 Qxd1 32. Qg2 Rg4 33. Qg3 Rxf5 34. Bh4 Rxf3 35. Bxf3 Qf3 36. Be5 Rxe5 37. b3 Rh5 38. Kg1 Rh1#]

Lattimore, Peter - Wyckoff, Eddie, 0:1

Albuquerque/Rio Rancho Open, Under 1800 Albuquerque, New Mexico, 6/29/2014

Eddie Wyckoff scores a nice tactical win against Peter Lattimore to take first place in the U1800 Section.

Comments by Eddie Wyckoff

Money rounds are hard, especially on a Sunday afternoon. Maybe I'm wrong, but 1.c4 almost seemed like a draw offer to me. I have heard good things about Peter Lattimore, who, if I may say so, bears an uncanny resemblance to Albert Einstein. I would also like to add, more seriously, that he was an all-around friendly and intelligent person to meet.

English Opening

1. c4 e5 So I decided to make it off-beat :) I have trouble keeping things interesting in the symmetrical lines, and didn't feel like an Indian structure. 2. g3 Nf6 3. Bg2 d5 4. cxd5 Nxd5 5. Nc3 Be6 6. Nf3 Nc6 7. O-O Qd7 8. a3

[8. Ng5! looks really attractive. 8... Nxc3 9. dxc3 Qxd1 10. Rxd1 Bf5+/=]

8... O-O-O 9. d3 Nxc3 10. bxc3 f6 In effect, a reversed Yugoslav attack. Some of the opening was a little shaky, but not really worth mentioning. 11. Rb1 Bh3 The constant idea of Qb3 over the next few moves threw some scare into me. The bishops should be traded ASAP to avoid tactical ideas for White. 12. Be3 Bxg2 13. Kxg2 g5 14. a4 Seems a little slow. Qa4 or Qb3 would seem to be the logical next step. 14... h5 15. h4 gxh4 16. Nxh4 This is a remarkably even, almost textbook Dragon game with reversed colors. 16... Be7 17. Ng6 I think neither my opponent nor I noticed this, but 17. Ng6 was a turning point in favor of Black. 17... Rhg8 18. Nxe7

[18. Qb3 b6 19. Qf7 f5=/+]

18... Nxe7 It's strange to suddenly realize that Black now has many options to make inroads on the king-side. 19. f3

[19. Bxa7 Nd5 20. Qb3 Nf4 21. Kg1 b6-+;

19. Qb3 Qc6 20. Kh2 h4=+ appears best for White]

19... Nf5

[19... h4 is even stronger. 20. g4 Rxf4 21. Kf2 (21. fxf4 Qxf4 22. Kh2 Qg3 23. Kh1 Qh3 24. Kg1 Rg8) 21... Rxa4-+]

20. Bf2



20... Rxf4 21. Bxf4 Ne3 White resigns. A premature resignation I think, considering this is a class game, but it comes at a respectable time.

Schrader, Joe H. - Hsu, Michael J., 0:1

Albuquerque/Rio Rancho Open, Under 1400 Albuquerque, New Mexico, 6/29/2014

In the deciding last round game, Michael Hsu secures first place in the Under 1400 section when Joe Schrader trips up and loses in what should have been a drawn endgame.

Comments by Matt Grinberg

Queen's Gambit, Ragozin System

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Bg5 Bb4 5. Nf3 h6 6. Bh4!? There is a risk that the bishop will be locked out of the game after an eventual g5. Plus the bishop is no longer in a position to help defend the queenside.

[It is better to simply trade off. 6. Bxf6 Qxf6 7. e3 O-O 8. Rc1+ =]

6... **Nc6** Blocking the c-pawn is dubious. Typical plans in this sort of position, where White's dark square bishop is no longer in touch with the queenside, involve moving the c-pawn forward and launching an attack on the knight at c3 with the queen, bishop and king knight.

[For instance 6... c5 7. e3 g5 8. Bg3 Ne4 9. Rc1 Qa5 10. Qb3=]

7. **e3 a6** A waste of time.

[Black is doing well after 7... g5 8. Bg3 Ne4 9. Qc2 h5 10. h3 Nxc3 11. fxc3= Note that if he had traded the bishop for the knight at move 6, this fracturing of White's pawn structure would not have happened]

8. **Be2 Be7?** Another waste of time. Now White is better.

[Black is still doing well with 8... g5 9. Bg3 Ne4= as in the previous note]

9. **cxd5 exd5** 10. **O-O Bf5** 11. **Bd3 Ne4** 12. **Bxe7 Nxe7** 13. **Qc2 Nxc3** 14. **Bxf5 Nxf5** 15. **bx c3 Nd6** 16. **a4 O-O** 17. **Nd2 Re8** 18. **c4 Nxc4** 19. **Nxc4 dxc4** 20. **Qxc4 Qd6** 21. **Rab1 Rab8** 22. **Rfc1 c6** At this point White has much the better game. He has the better center, more active pieces and a lot of pressure on Black's backward queenside pawns. With simple moves like a5 and Rb6, he has good winning chances. 23. **Qc5**

[23. Rb6 Rec8+/=]

23... **Qxc5** 24. **dx c5?** Wrecking his pawn structure for no good reason.

[Perhaps he was afraid of this continuation 24. Rxc5 b5 25. Rxc6 bxa4 26. Ra1 Rb4 27. Rxa6 Reb8 28. Kf1 Rb1 29. Rxb1 Rxb1 30. Ke2 Rb2 31. Kf3 Ra2± But the best Black can hope for from his passed pawn is to exchange it for one of White's kingside pawns. Meanwhile White advances his center pawns, keeping his king in front of them to avoid rear checks, and he will win]

24... **Red8** 25. **Rd1 Rxd1** 26. **Rxd1 b5** 27. **cx b6 Rxb6** In the next few moves both players miss an important point. White needs to play his rook to the eighth rank to push Black's king to h7. Black needs to prevent

that by advancing his g-pawn. 28. **Kf1**

[28. Rd8 Kh7 29. Kf1 c5 30. Rc8 Rb4 31. Rxc5 Rxa4 32. Rc7 Kg6 33. Ra7 Ra2=]

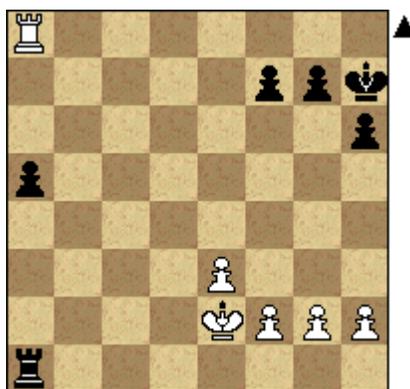
28... **Rb4**

[28... g6 29. Rd8 Kg7 30. Rc8 Rb4 31. Rxc6 Rxa4 32. Ke2=]

29. **a5 Rb5** 30. **Rd6 Rxa5** 31. **Rxc6 Ra1**

[31... Ra2= is better, keeping the king confined and attacking the pawns]

32. **Ke2 a5** 33. **Rc8** Finally! 33... **Kh7** 34. **Ra8**



This is a very interesting and commonly occurring endgame. Black has an advantage with the passed a-pawn. If his rook was behind the pawn, he would have winning chances. But with his rook in front of the pawn and White's behind, White holds.

But doesn't Black have winning chances anyway? Black advances the passed pawn. If White moves his king over to intercept it, you move your rook to the kingside and start picking off his pawns. If he waits until the pawn is on the seventh to move the king to e2, then you just move your rook to f1 and after Black takes the a-pawn, you play Rxf2+ winning White's rook. If the pawn is on the 7th rank, White's king will never be able to leave the second rank if Black can safely check.

Fine but what if White doesn't move his king over to the passed pawn? Then Black's only hope of winning is support the passed pawn with his king. Unfortunately, if the pawn is

already on the seventh rank, there is no place Black's king can hide from the checks. White will keep checking until Black backs off, when White will put his rook behind the pawn again.

If Black persists in keeping his rook in front of the pawn on the seventh rank he actually risks losing. The rook has no scope because it is hemmed in by his own passed pawn. Consequently White has a strong plan of his own - he advances his kingside pawns, always keeping his king in front of the pawns to prevent checks. If Black does nothing in response, White will develop threats to create a passed pawn or mate. The threats will force Black to abandon the passed pawn.

Does this mean that Black has no winning chances? Perhaps, but he does have another try. Move the pawn to the sixth rank and then move the king over to support it. That way the king will have a safe square in front of the pawn. But White still uses the plan of advancing his king and pawns on the kingside to create threats. After the Black king finds safety at a2, White will pick off at least one of Black's kingside pawns before having to sacrifice his rook for the a-pawn.

And Black has two more problems in trying to win. First, his king is on the opposite side of the board from the passed pawn. Second, instead of playing his rook to the eighth rank he should have placed it on the seventh where it would have confined the White king and kept White's pawns under attack.

Black has some winning chances in this endgame, but it should be a draw with best play.

In my fifty years playing chess I have reached an endgame like this four times. All four times I was playing against the passed pawn. In all four games my opponent advanced the passed pawn to the seventh rank. Out of the four games I drew two and

WON two - yes WON two, scoring 3 out of 4 from the White side. The reason two of my opponents lost is because they persisted in holding onto the passed pawn until after I had developed threats on the kingside.

34... a4

[He could instead immediately implement the plan of moving his king over to support the passed pawn. 34... Kg6 **35. Ra6 Kf5 36. Ra7 Ke6 37. Ra6 Kd5 38. Ra7 a4 39. Rxf7 a3 40. Rxc7 Kc4 41. Rh7 Rg1 42. Ra7 Kb3 43. Rb7** Now Black has to concede the draw because ducking into a2 will give White enough tempi to at least secure a draw on the kingside. **43... Kc4= (43... Ka2 44. Kf3 Rb1 45. Ra7 Rb3 46. Kg4 Kb2 47. e4 a2 48. Rxa2 Kxa2 49. f4 Re3 50. e5 Kb3 51. Kh5 Kc4 52. Kxh6 Kd5 53. Kg6 Re2 54. Kf7 Rf2 55. g3 Rxh2 56. e6 Rh7 57. Kg6 Re7 58. f5 Ke5 59. g4 Rb7 60. g5 Rb6 61. Kf7 Kxf5 62. e7 Re6 63. e8=Q Rxe8 64. Kxe8 Kxg5=)]**

35. f4 In general it is best to advance the potential passed pawn first. Here there is another reason for playing e4. It would have helped to confine Black's king to the kingside.

[**35. e4 Kg6 36. Ra6 f6 37. f4 Kf7 38. Ra7=]**

35... a3 Missing the chance offered by White's last move.

[**35... f5** Clears a path to the queenside, but it is insufficient to win anyway. **36. Kf2 Kg6 37. Ra6 Kf7 38. Ra7 Kf6 39. Ra6 Ke7 40. Ra7 Kd6 41. Rxc7 a3 42. Rg6 Kc5 43. Rxh6 Ra2 44. Kf3 Ra1 45. Ra6 a2 46. Kf2 Kb4 47. h4 Kb3 48. h5 Kb2 49. Rb6 Kc3 50. Ra6 Kb2=]**

36. e4 a2 There is no other way to try for a win.

[White easily stops an attempt to get the king into play. **36... Kg6 37. Ra6 f6 38. Ra7=]**

37. Kf2 Kg6 38. Ra5 Kh7 39. h3 Kg6 40. Kg3 Kh7 41. Kf2 Kg8 42. Ra8 Kh7 43. Ra5 g6 44. e5 Kg7 45. Ra7

[**45. Ra8** would have kept the

king confined, but it is a draw either way]

45... Kf8 46. Kg3 Ke8 47. Kf2 Kd8 48. Kg3 Kc8 49. Rxf7?? The losing move. I can only assume White was desperately short of time.

[**49. Kh4 Kb8 50. Ra3 Rf1** (If Black persists in the plan of supporting the passed pawn with his king, he actually risks losing. **50... Kb7? 51. g4 Kb6 52. f5 gxf5 53. gxf5 Rf1 (53... Kb5? 54. e6 fxe6 55. fxe6 Kb4 56. e7 Re1 57. Rxa2 Rxe7 58. Kh5 Re6 59. Rg2** White wins the pawn and the game because Black's king is too far away to help.) **54. Rxa2 Rxf5 55. Re2 Kc5 56. e6 fxe6 57. Rxe6 Rf4 58. Kg3 Kd5 59. Rxh6 Rf1** Black's king is close enough to the action to hold the draw) **51. Rxa2 Rxf4 52. Kg3 Re4 53. Ra5=]**

49... Re1 50. Rf8 Kd7 51. Rf7 Ke8 52. Ra7 a1=Q 53. Rxa1 Rxa1 54. Kg4 Ra2 55. g3 Ra4 56. h4 Kf7 57. h5 gxh5 58. Kxh5 Ra3 59. Kg4 Ra6 60. Kf5 Ra3 61. g4 Rh3 62. Ke4 h5 63. g5 Ra3 64. Kf5 h4 65. g6 Kg7 66. Kg4 Rg3 67. Kxh4 Rxc6 68. f5 Rg1 69. Kh5 Kf7 White resigns.

Byers, Arthur J. - Hibner, Arthur M., 1:0

Albuquerque/Rio Rancho Open, Under 1400, Round 5

Albuquerque, New Mexico, 6/28/2014

Comments by Art Byers

Unsolved Mysteries

English Opening

1. Nf3 e6 2. c4 d5 3. cxd5 exd5 4. g3 g6 5. d4 Nf6 6. Bg2 Bg7 7. e3 O-O 8. O-O Bg4 9. Nbd2 Re8 10. h3 Be6 11. Re1 c6 12. b3 Qd7 13. Ng5 Bf5 14. Kh2 h6 15. Ngf3 Qe6 16. Bb2 Nbd7 17. Rc1 Ne4 18. Rf1 Nxd2 19. Nxd2 Nf6 20. Nf3 Qd6 21. Ne5 Re7 22. Ra1 [This is an "odd" move. Why would White take his rook off of the half open c-file and

tuck it in the corner? When your opponent makes an odd move, your antennae should go up. Don't just dismiss an odd move on the assumption that your opponent doesn't know what he is doing. Always check to see what your opponent is up to. Even moves that look odd or downright bad may have a hidden point. Mr. Byers does indeed have a point in making this move, a point that becomes apparent after his next move to everyone but his opponent - ed.]

22... Rae8 23. Qc1



A great Mystery is: "Why do we U1400 players blunder so often?" Here is a typical example. Material is even. White has posted his knight in an aggressive place and has the two bishops, which looks like an advantage in the long run. More important: White has an obvious simple one move threat of Ba3 skewering the Black queen to the rook. Black has only to move his queen off the dime - oh say to d8 or c7 or even b8. Restricting the Black bishop by moving the Black queen to e6 is also possible but not the best choice. An alternative is moving the rook on e7 off the a3-f8 diagonal. BUT what does Black do? Black blunders and his game immediately falls to pieces.

23... Nh5?? One can only wonder what Black had in mind with this move. Now White can win material, not only with the previously mentioned skewer but also after that by pawn forking the Black bishop and knight. **24. Ba3**

[[I believe that Mr. Hibner played 23...Nh5 with the idea of enticing White into playing 24. g4 opening up his kingside. Then he continues with 24... f6 Does this work? No, because of 25. f4 (not to mention 25.Ba3). Still, I think I understand where he was coming from. He figured, "All my pieces are poised for an attack on White's king, while he is messing around on the other side of the board. All I have to do is open up the position around his king and I win." When you feel you have a winning attack it is easy to get caught up in your own ideas and ignore what your opponent is up to. You do so at your own peril - ed.]]

24... c5 25. Bxc5 Qc7 26. Bxe7 Qxe7 27. g4 Bxe5 28. dxe5 Qxe5 29. f4 Qf6 30. gxf5 Qh4 31. Qe1 Qxe1? Down a rook, if Black wants to play on he should not have exchanged queens. It simplifies White's win and reduces Black remote chances such as a perpetual check. 32. Raxe1 gxf5 33. Rg1 Kh7 34. Bxd5 Rf8 35. Rd1 Re8 36. Bxf7 Rxe3 37. Bxh5[1:0]

Can we solve the mystery? Maybe! At the diagram, we can speculate that Black was solely concentrating on the kingside of the board. He never even looked over at the queenside. In this case the lesson is to look over the whole board before moving. Simple enough? Yes!... but another mystery now arises: Why don't we U1400 players do that before every move?

New Mexico Blitz Championship

Report by Tournament Director, Robert Hampton.

Larry Kemp and Art Byers asked me to TD the NM Blitz on August 2nd at the Foothills Fellowship Center. I have all of the qualifications necessary - a laptop, a printer and a lack of common sense! I

was looking forward to just pairing and directing the rounds since speed chess is not my forte. Unfortunately we had an odd number of entries and I was forced to play. I tried talking Oren and/or Art into playing but to no avail. I was the 22nd entrant (Dean offered to drop out but I wouldn't let him - we don't see near enough of Dean playing).

The tournament was an 8-round double Swiss which meant we got to play a lot of chess in a relatively short amount of time. I think the turnout was pretty fair - previous years have been 18, 14, 20, and 28 way back in 2009.

The overall winner was Mark Schwarman with Andrew Flores coming in second and Jai Dayal and Bill Barefield tying for third. I proved that you shouldn't try to do two things at once, finishing in a dismal tie for 18th, though to be fair I had to drop out when someone had to leave early.

We had a nice cross-section of the state with players from Socorro (Mark and Bill) and Alamogordo (Matt Grinberg) plus the usual suspects from Albuquerque. We also got to see Carlos Santillan from Colorado, Jai Dayal before he went back to Georgia, Rebecca Deland before going to college and Curtis Cooper before he took his new job out of state. We also got Chris De La Cruz to come out of retirement. Overall it was a big success. Thanks to everyone for coming out to play.

Farewell Doug Thigpen

Three time New Mexico State Champion, Doug Thigpen, has moved to Oregon. While this is the right career move for Doug, the New Mexico chess community has lost a great friend and chess player. Oren Stevens will write a tribute for the next Desert Knight.

Wall, Brian D. - Thigpen, Douglas B., 1/2:1/2
Rocky Mountain Team Chess Challenge, Round 1

Trinidad, Colorado, 6/14/2014

We asked Doug to annotate a couple of his games for the Desert Knight. With typical humility, he submitted this draw.

Doug narrowly misses winning against Master Brian Wall on first board of the Rocky Mountain Team Challenge.

Comments by Doug Thigpen

Sicilian Defense, Sozin Attack

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Bc4!? My opponent breaks from the "book" moves early. After the game Brian revealed that he had seen this move in a game Bobby Fischer played in a simultaneous exhibition. 5... e6

[In that game, Fischer responded with 5... Nxe4 and (of course) went on to win. However, not knowing anything about this move beforehand (and not being Bobby Fischer) I decided to play it safe and return the game to normalcy. Had I accepted the challenge play might have continued 6. Bxf7 (6. Qh5? d5! is a surprising and powerful resource, comfortably equalizing) 6... Kxf7 7. Qh5 followed by Qd5+ with a messy game]

6. Nc3 a6 7. Bg5?! White's other bishop is already vulnerable to Black's future queenside advances. White can't afford to compromise both bishops while the position could explode open at any point. 7... h6 8. Be3 Given that trading the bishop would cause serious weaknesses, Black challenges it and White correctly realizes the importance of preserving the piece. If 8. Bh4, White would still be obliged to eventually trade the wayward bishop as it wouldn't serve White well from g3. 8... b5 9. Bb3 Bb7 10. f3 Nbd7 Black has a fairly comfortable game, but he must stay alert. If Black had played ... Be7? anytime between moves 8 to 12, White would respond with the crushing Bxe6! 11. Qd2 b4 12. Nce2 d5 Challenging White's center and blocking the dangerous a2-g8 diagonal.

13. exd5 Nxd5 14. O-O-O Be7 15. Kb1

[If 15. Nf5!? then 15... Nxe3 16. Nxe3 Nb6! when Black has a good game]

15... O-O 16. Nf5 Nxe3 17. Nxe7 Qxe7 18. Qxe3 Nf6 19. g4?! Far too ambitious. White dreams of a kingside attack, but any attacking chances he had are gone now and he is left with only kingside weaknesses.

19... Rad8 20. c3 Nd5 Better is 20... bxc3. 21. Bxd5 Bxd5 22. Nf4 Bb7 23. c4 Qf6 24. Rde1 Qd4 25. b3 Qxe3 26. Rxe3 Rd2



27. Rc1! Giving practical chances. 27... Rfd8? Alas, chess can be a heartbreaking game. One inaccuracy can squander the investments you've been building in the center and for the endgame.

[Much better is 27... Rxh2 when Black can continue to play for the win. The moral here is that sometimes it's best to be greedy]

28. Rc2 a5 29. h4 g6 30. g5 Draw agreed. Black has better pieces, but lacks a clear way to make progress.

Haines, Robert W. - Thigpen, Douglas B., 0:1

Albuquerque/Rio Rancho Open, Round 4

Albuquerque, New Mexico, 6/29/2014

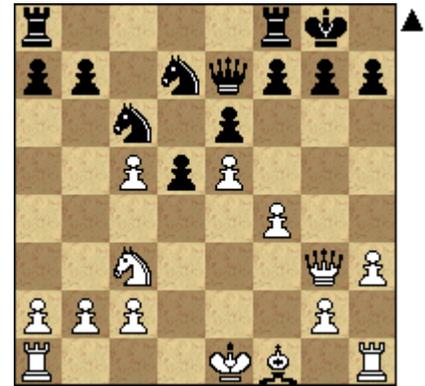
Doug Thigpen plays a nice positional game winning a pawn. Seeing the handwriting on the wall, Robert Haines tries to throw a monkey wrench into the works. Doug's calm defense secures the

win.

Comments by Doug Thigpen

Caro-Kann Defense

1. e4 c6 2. Nc3 d5 3. Nf3 Bg4 4. h3 Bxf3 5. Qxf3 e6 Now is a good time to take stock of the initial struggle. White can crow about owning the bishop pair and Black compensates for this lack with his granite center. The position is dynamically balanced. 6. d3 Nf6 7. Bg5?! White's attacking spirit is in the right place but he's soon going to find that his center is indefensible. I suggest choosing one of two alternative plans: 1) An aggressive but restrained approach with Bd2 and 0-0-0. This preserves the dark square bishop for future ideas. White can soon play g2-g4-g5 when he will have no shortage of activity; 2) I also like a modest plan with g3, Bg2, and 0-0. White's position may look passive but don't be fooled, it has a great deal of potential. The point is that White doesn't have any weaknesses, still owns the bishop pair, and has chances to gain space in all three parts of the board! White shouldn't suffer any stress during the middlegame and will likely benefit from most endgames. 7... Be7 8. e5 Probably not best, as it sentences the White pawns to live on what will soon be the most inhospitable squares on the board, but it is consistent with White's last move. After any other move the g5 bishop would seem incongruous with the rest of White's pieces. 8... Nfd7 9. Bxe7 Qxe7 10. d4 O-O Now we start to see the poison in the Bg5 strategy; White has built a magnificent center, but one that he cannot protect. The moves ...c5 and ...f6 are coming and White cannot defend against both. 11. Qg3 c5 12. dxc5 Nc6 13. f4



13... f6! Practically forcing the win of a pawn. 14. O-O-O fxe5 15. fxe5 Qxc5 16. Ne4 Qe7 17. Ng5 Ndx5 18. Re1 h6 19. h4!? Objectively speaking, White does not have enough for the piece sac, however, there are practical reasons for playing it. White's game has been in trouble and shots like this can have a stumbling effect on an unwary opponent. 19... hxg5 20. hxg5 Qb4? Wasting time. I played this with the deadly threat of Qf4+ in mind. However, I missed White's straightforward reply (straightforward as in White literally moves his rook straight forward).

[What's funny is that I had dismissed the correct move 20... Rf5! after seeing a similar response 21. Rh5, missing the follow-up 21... g6!]

21. Rh4 Qe7 22. Bd3 Nxd3 23. cxd3 Rf5 24. Reh1

[After the game, Robert wanted to look at a move that may give White a much better game, 24. g6! Now Black seems to have problems since Qg5+ and Rg5 both fail to a timely Reh1 and Rh8+ (#). However, not all hope is lost after 24... Qc5! 25. Kb1 Rf2 26. Rc1 Qb6 when both kings experience dreadful threats. I'd prefer to not reveal what the computer "thinks" about this position as that takes all of the fun and beauty out of it. I invite the reader to play with the position, formulate attacks for both sides, and create their own assessments]

24... Rxg5 25. Rh8 Kf7 White's attack is over. [0:1]

How Well Do You Know the Rules?

By Larry Kemp

The United States Chess Federation published the 6th Edition of the Official Rules of Chess last August. I read the 5th Edition cover to cover twice to prepare for the Local Tournament Director examination. In spite of the fact that I have been playing chess since I was 5 and playing tournament chess for over 30 years, I learned a lot from reading the 6th Edition. This quiz will test your knowledge of important rules for the tournament player.

Rules Quiz

1. When a game is adjourned, are the players permitted to consult books and go over the game with their friends?
2. What do you do when you are ahead in the game and your opponent walks away from the board without saying anything and is gone 25 minutes?
3. Your Aunt Minnie has come all the way from Binghamton, New York to watch you play. Unfortunately, she has a nervous twitching in her brow and your opponent complains to the Tournament Director that it is annoying to him. What can you say on behalf of Aunt Minnie to allow her to stay near your board?
4. Your opponent is in time trouble and he's still taking a long time to move. You are in a team match and his team captain has finished his own game and is standing near the board watching nervously as the time is ticking away on your opponent's clock. Without saying anything, the opposing captain starts looking at your opponent's face trying to get his attention and nodding his head in the direction of the clock. Finally your opponent gets the message and quickly makes a brilliant move. What do you do?

5. Your opponent is in time trouble and his son, who is a higher rated player than his father, has finished his own game and come to watch Dad, who is now in a bit of time trouble but has the better game. The father moves a pawn to the eighth rank and starts to remove his pawn from the board. The son picks up a queen standing beside the board and puts it on the square previously occupied by the pawn. What can you do? Does it matter that the move results in a checkmate against you? What if the son had picked up a Knight instead and the under promotion is the only move that results in checkmate, a result the father may not have been skilled enough to see? Does it matter that your flag has fallen, but nobody else has noticed?

Answers to Rules Quiz

1. Yes. Rule 20F1 states, "Adjournment Help Outside Playing Room Allowed. While a game is adjourned, a player may receive help outside the playing room from any source, including other players, books, or computers. A prohibition on such help would be unenforceable and would penalize only those honest enough to observe it."
2. "Players with games in progress should not leave the playing room for more than 15 minutes without prior permission from the director." So says Rule 20H.
3. Rules 20G, 20H and 20M1 must be read together to get a feel for this issue. You take each opponent as you find him and even if he lets insignificant matters annoy him, the director must do what he can to prevent players from being annoyed. Spectators have no rights. So, if the director finds your opponent is genuinely annoyed by Aunt Minnie's twitching, he has a duty to remove her from the vicinity of your game.
4. Rule 20M4 says "It is highly improper for any spectator to discuss a player's position or time manage-

ment with that player, to point out that it is the player's move, or to talk in a loud enough voice to be heard by a player with a game in progress." The fact that the spectator is captain of the team does not give him the right to communicate time management information to the player. The role of the captain is limited by rules 31G, 31G1, 31G2, 31G3, 31G4, 31G4a, 31G5 and 31G6. Rule 20E2 gives the Tournament Director the authority and the duty to prevent the recipient of the time management information from benefitting thereby. It is suggested that, if the recipient is ahead in a clearly won game and was so unaware of the time problem that he would have lost on time, the proper resolution may be for the Director to declare the game drawn. If the outcome is unclear, then the Director should give the recipient of time management advice a significant time penalty. He director should also penalize the team captain for his misconduct. Ejection is not too stiff a penalty. See Rule 20E4.

5. Stop both sides of the clock and find the Tournament Director. This is Unsolicited Advice, the topic of Rule 20E2, which authorizes the director to penalize the giver and prevent the recipient from profiting from the advice. The director must first decide if the advice was good, then decide whether it is so obvious that even the recipient would have easily discovered it without assistance within the remaining time. If so, there is no reason to penalize the innocent recipient who did not ask for help. But if the director believes the recipient would not have discovered the move, he may prohibit the recipient from making that move. Note that a flag is not considered to have fallen until one of the players points it out. So if you stop both clocks to consult the director, it will likely become apparent to your opponent that your flag has fallen. So if the move would have resulted in mate and your opponent is unlikely to have discovered it and unlikely to have discovered the fallen flag, the

director should put 2 minutes on your clock and prohibit Dad from promoting to a Knight but make him advance the pawn and promote to something else. And he should send the son out of the room until the next round. See Rules 20E, 20E2, 20M1, 20M6.

Mate in Twelve

By Eddie Wyckoff

I realize this is technically an illegal position, but I consider it my greatest composition to date because of its vitality.

White to move and mate in 12.



1. g8=N Ke5 2. Ng6
[2. e8=Q?? Kd6 3. Qe6 Kc7 Black escapes. Conclusion: White can't promote to a queen with check]
- 2... Kd6 3. e8=N Kc6 4. Bxd5 Kxd5 5. Qxe4
[Or 5. Nh4 gxf4 6. Qxe4 Kxe4 7. Nef6 Nxf6 8. Nxf6 Kd3 9. O-O-O Ke2 10. Nxf4 Kxf2 11. Ne4 Ke3 12. Re1#]
- 5... Kxe4 6. Nef6 Nxf6 7. Nxf6 Kd3 8. O-O-O Ke2 9. Ngf4 gxf4 10. Nxf4 Kxf2 11. Ne4 Ke3 12. Re1#

The Undefended Piece

By Matt Grinberg

Bobby Fischer brilliantly won the following game against Samuel Reshevsky

by taking advantage of the dreaded undefended piece. Fischer, though only 15, was already the U.S. Chess Champion. Six time U.S. Champion, Sammy Reshevsky was out to reassert himself.

What if one of your pieces is under attack? Obviously you want to defend your piece. What if your piece is on the line of attack of one of the opponent's pieces and there are two pieces between them? Your piece is safe, right? Wrong!

This game brilliantly illustrates why.

Fischer Robert J (USA) 2626 - Reshevsky Samuel H (USA) 1:0 (USA Championship) 1958

Sicilian Defense, Accelerated Dragon Variation

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 g6 5. Be3

[White could instead play the Maroczy Bind. 5. c4 Bg7 6. Be3 Nf6 7. Nc3 O-O 8. Be2 d6 9. O-O +/-]

- 5... Nf6 6. Nc3 Bg7 Reshevsky has omitted the normal d6 in the hope of being able to play d5 instead. 7. Bc4 But Fischer immediately clamps down on d5 to prevent Black's plan. 7... O-O 8. Bb3

[Weaker is 8. f3!? when 8... Qb6! creates simultaneous threats on b2 and d4. 9. Bb3 Nxe4! 10. Nd5 Qa5 11. c3 Nc5 12. Nxc6 dxc6 13. Nxe7 Kh8 14. Nxc8 Raxc8 15. O-O Rcd8 16. Qc2 Qb5 17. Rfd1 Kg8 18. Rxd8 Rxd8 19. Rd1 Re8 20. Bf2 a5 21. Bxc5 1/2-1/2, Fischer Robert J (USA) 2626 - Panno Oscar (ARG) 2580, Portoroz 1958 Interzonal Tournament]

- 8... Na5?! Reshevsky tries to take advantage of the rapid development of the bishop, but the move is tactically flawed.

[Instead he should transpose to a normal (not accelerated) Dragon Variation by playing 8... d6 9. f3 Bd7 10. Qd2 Rc8 11. O-O-O Ne5 +/-]

9. e5 Ne8? Reshevsky clearly didn't foresee what was coming; else he wouldn't have played this losing move.

The problem with this move is that it leaves Black's queen undefended. So what? The queen isn't under attack. Or is it?

[Instead he gets a decent position with a rook and a pawn for two knights after 9... Nxb3 10. exf6 Nxa1 11. fxg7 Kxg7 12. O-O f6 13. Qd2 Nxc2 14. Bh6 Kg8 15. Qxc2 Rf7 ±]



10. Bxf7!! Kxf7

[Black loses material anyway after 10... Rxf7 11. Ne6! dxe6 12. Qxd8 Nc6 13. Qxe8 (Or 13. Qd3 Nxe5 14. Qe2 Nc6 +/-) 13... Rf8 14. Qxf8 Kxf8 15. f4 +/- The dust has settled with White up a rook and a pawn for a bishop]

11. Ne6!! The end! 11... dxe6 The only way to avoid losing the queen leads to checkmate. Now Reshevsky is kicking himself for leaving the queen undefended.

[11... Kxe6?? 12. Qd5 Kf5 13. g4 Kxg4 14. Rg1 Kh4 15. Qe4 Rf4 16. Qxf4 Kh5 17. Qg4#]

12. Qxd8 Nc6 Reshevsky fights on in a losing position, but the outcome is inevitable. 13. Qd2 Bxe5 14. O-O Nd6 15. Bf4 Nc4 16. Qe2 Bxf4 17. Qxc4 Kg7 18. Ne4 Bc7 19. Nc5 Rf6 20. c3 e5 21. Rad1 Nd8 22. Nd7 Rc6 23. Qh4 Re6 24. Nc5 Rf6 25. Ne4 Rf4 26. Qxe7 Rf7 27. Qa3 Nc6 28. Nd6 Bxd6 29. Rxd6 Bf5 30. b4 Rff8 31. b5 Nd8 32. Rd5 Nf7 33. Rc5 a6 34. b6 Be4 35. Re1 Bc6 36. Rxc6 bxc6 37. b7 Rab8 38. Qxa6 Nd8 39. Rb1 Rf7 40. h3 Rfxb7 41. Rxb7 Rxb7 42. Qa8 Reshevsky finally threw in the towel.

[42... Rb1 43. Kh2 Ne6 44. Qxc6 +/-]

Recommended Chess Books

By Matt Grinberg

Several people have asked me recently what chess books I would recommend. So after looking at my own library and some web sites, here is my list.

Books for Novice Players

If you are beyond beginner but need a solid foundation in strategy and tactics, these are the books for you.

- "Logical Chess: Move by Move"** by Irving Chernev - Very instructive. It takes you through games "move by move" explaining the strategy of both sides.
- "1001 Winning Chess Sacrifices and Combinations"** by Fred Reinfeld - A good puzzle book for working on your tactics. The one thing I don't like about it is it divides the puzzles into categories, like "Knight Fork" and "Double Attack." To me this gives away half the puzzle before you even start, but it is a good book for the novice player.
- "Lasker's Manual of Chess"** by Emanuel Lasker - Lasker claims that if you study this book, you will become a master. Obviously it didn't work for me, however it is an excellent instructional book for the up and coming player.
- "Attack and Counter Attack in Chess"** by Fred Reinfeld - An excellent book for the novice player who wants learn how to attack.
- "The Ideas Behind the Chess Openings"** by Reuben Fine - Somewhat out of date, but still THE book for the novice player who wants to understand the openings, rather than just memorize them.
- "Chess Endings Essential Knowledge"** by Yuri Averbakh - Averbakh is recognized as the best endgame author for the advanced player. Here he uses his talents to write an excellent endgame book for the novice player.

Books for More Advanced Players

The experienced tournament player who is looking to advance to the next level will find everything he needs in these books.

- "How to Reassess Your Chess"** by Jeremy Silman - A good book for the average player looking for a plan to improve his play.
- "Modern Chess Openings," 14th edition**, commonly referred to as MCO-14, by Nick de Firmian - The book for the average player who wants a quick source for studying opening lines. There is, however, little in the way of explanation.
- "Basic Chess Endings"** by Reuben Fine - If "Modern Chess Openings" is the essential source for the average player in the openings, then this is the essential source for the aver-

age player in the end game.

- "The Art of Sacrifice in Chess"** by Rudolf Spielman - The title of the book is misleading. It is really a book of Spielman's best games. But Spielman was certainly an excellent tactician. If that is your thing, then this is your book.
- "Chess Master vs. Chess Amateur"** by Max Euwe and Walter Meiden - An excellent instructional book that gives you a good idea of what sets the master apart from the average player and how to bridge that gap.
- "The Search for Chess Perfection"** by C.J.S. Purdy - Purdy was not a top player, but he had a superb way of explaining things. This is considered to be a classic.
- "Think like a Grandmaster"** by Alexander Kotov - One thing most chess books ignore is that HOW you think is at least as important as WHAT you think when playing chess. This book gives you a blueprint for the correct way to approach the game.
- "Play Like a Grandmaster"** by Alexander Kotov - This book puts into practice what the previous book explains.
- "The Middle Game"** by Max Euwe and H. Kramer - The book for the average player looking to improve his middle game play.
- "Encyclopedia of Chess Openings"** commonly referred to as ECO, by Alexander Matanovic - If you want a compendium of opening lines, then this five volume set is it. But be warned, all it has is moves and evaluations. There are no comments or explanations.
- "Pawn Power in Chess"** by Hans Kmoch - Probably the best book ever written on the subject of pawn structure.

Fun Books

Tired of serious study and just want to enjoy the game? These are the books for you.

- "The Oxford Companion to Chess"** by David Hooper and Kenneth Whyld - An excellent reference book with biographies of all the leading players of the past.
- "The World's Great Games of Chess"** by Reuben Fine - A superb book giving the very best games of the game's best players.
- "My 60 Memorable Games"** by Bobby Fischer - Fischer may have been a jerk as a person, but he was perhaps the best chess player ever. This book reflects him as a chess player.
- "Chess Traps Pitfalls and Swindles: How to Set Them and How to Avoid Them"** by Israel A. Horowitz and Fred Reinfeld - I don't know that you will learn much, but you will definitely be entertained.
- "Searching for Bobby Fischer"** by Fred Waitzkin - The movie was good, the book is better!
- "The Queen's Gambit"** by Walter Tevis - A novel. You won't learn anything about chess, but you might learn a thing or two about chess players.

Famous People and Chess

By Matt Grinberg

Here is a sampling of people famous outside of chess who played or influenced chess over the last 300 years. All loved the game, but only Duchamp was actually a strong player.

Benjamin Franklin - The American founding father and Renaissance man was also an avid chess player. He is the first American known to have written a book on chess. "Morals on Chess" was published in 1796. In 1999 he was inducted into the US Chess Hall of Fame.

Napoleon Bonaparte, Emperor of France - Napoleon is reported to have been an enthusiastic, though weak player. Three games allegedly played by him are known, but the authenticity of them has never been established.

Marcel Duchamp - The world famous French painter was also a strong chess player. He was good enough to represent France in the Chess Olympiad of 1928. He sometimes featured chess in his art as in this work titled, "Portrait of Chess Players"



Okay, if you say so, Marcel.

Humphrey Bogart - The famed American actor was also a good chess player. He was purported to be an expert strength player, though he never played in tournaments. He always had a chess set with him when filming. Remember the scene in Rick's Café Américain from "Casablanca"?

Claude E. Shannon - Shannon, an American mathematician, was one of the pioneers in the development of computer technology. He was a code breaker during World War II. Though he was an amateur chess player, he is best known in the chess world for coming up with the first design for a chess program.

He never wrote a chess program himself, though virtually all computer chess programs use the design he spelled out in "Programming a Computer for Playing Chess," published in 1950.

Jacqueline and Gregor Piatagorski - Gregor was a Russian born American cellist. His wife, Jacqueline, was a strong chess player and regular participant in the U.S. Women's Chess Championship. Together they sponsored several major chess tournaments in the late 1950's and 1960's. Two of the strongest tournaments ever held on American soil were the First Piatagorski Cup in 1963, where Paul Keres and Tigran Petrossian tied for first, and the Second Piatagorski Cup in 1966, where Boris Spassky barely beat out Bobby Fischer for first.

Henry Kissinger - Kissinger, National Security Advisor and Secretary of State under Nixon, is best known in the chess world for a phone call that changed history. At a point in the negotiations between Fischer and Spassky for their World Championship match in 1972, when it seemed that Fischer's demands would scuttle the match, Kissinger called Fischer and talked him into playing. The rest is history.

Bobby Darin - The American singer and songwriter was an enthusiastic chess player. He is best known in the chess world for something that didn't happen. In the wake of Bobby Fischer's rise to World Chess Champion, Darin set out to sponsor a Grandmaster chess tournament. Unfortunately the event was cancelled after Darin's premature death.

Dr. Charles Krauthammer - If you watch Fox News, you know who Krauthammer is - a commentator and regular guest on many of their shows. He enjoys a good game of chess and frequently uses chess analogies in his commentary. The only time I saw him in person was at a simultaneous exhibition on Capitol Hill against GM Lev Albur. The simultaneous was held to benefit GM Boris Gulko, who had been barred from leaving the Soviet Union.

Walter Tevis - Was an American novelist and short story writer. His best known novels were "The Hustler," "The Color of Money," and "The Man Who Fell to Earth," all of which were made into movies. He was also an avid chess player and wrote the novel, "The Queen's Gambit," about a child prodigy.

Sting - "Sting" is the stage name of Gordon Matthew Sumner, lead singer of the band, "The Police." In 2000 his interest in chess inspired him to invite Gary Kasparov to play a simultaneous exhibition against "The Police." The exhibition took place on ABC's "Good Morning America." Needless to say, Kasparov was neither stung nor impressed.

For a list of more famous people who played chess, see http://www.chess-poster.com/english/notes_and_facts/famous_people_who_played_chess.htm