



# Desert Knight



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1. Heart of the Desert last round action. The first boards are against the wall. Going from left to right: Open, Schoonmaker vs. Berba; Reserve, Castillo vs. Acosta; Booster, Roybal vs. Barella. Photos 1 and 2 by Matt Grinberg.
2. The skittles room. Uh, wait - that's a corral at the New Mexico Farm and Ranch Heritage Museum.
3. Andy Nowak Memorial Senior, Open, round 1, Craig Lewis vs. Andrew Flores on first board.
4. Andy Nowak Memorial Senior, Reserve, round 1, Robert Hampton vs. Preston Herrington. Photos 3 and 4 by Art Byers.

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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

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## Editor's Message

Another Desert Knight is under the belt, thanks to all who contributed. This job would be impossible without all of your help.

We especially appreciate "Remembering Andy Nowak," contributed by Ronald Kensek.

Steve Farmer's annotations for The Heart of the Desert and the Andy Nowak Memorial Senior were, as usual, wonderful.

I also want to thank Heart of the Desert Open winner, Nicholas Schoonmaker, for annotating one of his games.

If you have ideas for future articles, please contact the editor at [matt.grinberg@erols.com](mailto:matt.grinberg@erols.com).

Matt Grinberg, Editor

## President's Column

The mission of NMCO: Expand chess activities in communities throughout New Mexico. Now in my sixth year as NMCO's president I'm pleased to report that from 2014 to the present we have made great strides toward achieving our primary mission. We've had and still do have strong chess communities in the North, Albuquerque/Rio Rancho, and South Central New Mexico (Las Cruces). And yes we should also include the chess community of El Paso with their consistent support of NMCO sponsored tournaments, especially those held in the south. Prior to 2013 the three regions with the exception of Albuquerque/ Rio Rancho received only limited support from NMCO. My goal, as your president, has been to make positive change in this area.

In the last year and a half, positive changes have occurred resulting in two new venues to hold our tournaments and stronger NMCO support for communities to the south of Albuquerque. What has made this expansion possible is the support by the members of our NMCO Executive Board, especially Larry Kemp, our Tournament Organizer and Matt Grinberg, our Desert Knight Editor/Publisher. It was Matt who initially established a relationship with Heart of the Desert Pistachios and Wines, then with their help teamed up with Larry to secure The New Mexico Farm and Ranch Heritage Museum in Las Cruces for the Heart of the Desert annual tournament. We have successfully achieved stronger ties between NMCO and the chess communities in the Las Cruces region. Larry Kemp, Steve Perea (our Vice President), Matt Grinberg, Bill Daly and Will Barela have made major contributions which have resulted in (continued on next page)

improved relationships between the central and southern regions.

Expansion to the south improved significantly after Caleb Jaquish, (one of my home school students during his high school years) a junior at NM Tech in Socorro, convinced the school's administrators that holding state wide chess tournaments on campus would have a beneficial impact upon the college as well as the city of Socorro. Once administrative approval was acquired Caleb worked feverishly to acquire enough donations from the student body, the City of Socorro's Chamber of Commerce, and several other organizations to secure the three ball rooms of The Joseph Fidel Center as a venue at no cost to NMCO. To put Caleb's fund raising efforts in prospective, one ball room in the Fidel Center is normally rented out at \$400.00 per night. Since March 2014 we have had three successful NMCO tournaments at the NM Tech Campus including the NM Open.

On behalf of the NMCO Executive Board I want to express our sincere appreciation to Caleb Jaquish for his extraordinary contributions of time and effort to acquire for NMCO an outstanding new venue for our past and future tournaments at the New Mexico Tech campus. I also want to express our gratitude to New Mexico Tech and to those organizations who have generously made contributions on behalf NMCO's expansion mission. We eagerly look forward to future NMCO sponsored chess events. It is our sincere hope that our future tournaments will bring valued state wide exposure to New Mexico Tech.

Oren V. Stevens  
President  
New Mexico Chess Organization

## Heart of the Desert

The Heart of the Desert in Las cruces is a major new annual NMCO tournament. It was brought about by Larry Kemp and the NMCO based on an already established relationship with the Southern New Mexico chess community and the Heart of the Desert Pistachios and Wines and the New Mexico Farm and Ranch Heritage Museum.

The tournament was a major success for Las Cruces chess players, who took first place in all but the Open Section.

The tournament was ably organized and directed by Larry Kemp.

Undefeated Nicholas Schoonmaker of Texas took first in the open with 5.5/7. In second at 5, also undefeated, was Kevin Chor of Arizona. Third was Rebecca Deland at 4.5. Schoonmaker drew against Chor and won against Deland (see his annotation of this game below). At the age of 10, Chor continues to amaze the chess world with his skill. Deland had an outstanding tournament, starting ranked tenth, but finishing third and gaining 104 rating points!

In the reserve section Manny Castillo of Las Cruces took first a point ahead of the field with 5/7 and gained a whopping 216 rating points. This startling performance came in spite of being the LOWEST ranked player in the section! Peter Lattimore, Julian Trujillo, and Rodolfo Acosta tied for second at 4.

The undefeated Booster winner was Will Barela of Las Cruces at 6/7. He left no doubt by defeating the second place player and both the players tied for third. Timothy Gutierrez took second at 5.5, while Mark Reyes and Manuel Arellano tied for third at 4.5.

At 5/6, Jesse Allred of Las Cruces took first in the Morphy section. In a massive tie for second at 4 were Vladislav Sevostianov, Mike Wylie, Eric Wiedmaier, Augustine Valverde, John Regal and Hoon Lee.

## Schoonmaker, Nicholas - Deland, Rebecca [1:0] Heart of the Desert, Open, Round 2 Las Cruces, New Mexico, 11/28/2014

Nicholas Schoonmaker of Texas plays a strong positional game against Rebecca Deland on the way to first place in the Open Section.

Comments by Nicholas Schoonmaker

### Queen Pawn Game

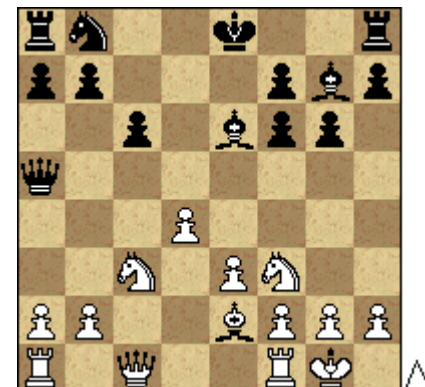
**1. d4 d5 2. Bg5** I usually play the Queen's Gambit versus 1...d5, but thought I'd try something different, with the idea of taking my opponent out of a prepared defense. **2... Nf6** With this the game transposes to the Trompowsky Attack. **3. Bxf6 exf6 4. e3 g6?! This move does not meet the demands of the position, as it does not address White's planned advance c2-c4.**

[One of Black's better moves here is 4... Be6, which makes the c2-c4 advance more difficult to achieve]

**5. c4 c6 6. cxd5 Qxd5**

[If 6... cxd5, I would fianchetto my bishop, and place my knights on c3 and f4 (Nge2-f4), with great pressure on Black's d-pawn]

**7. Nc3 Bb4 8. Nf3 Be6 9. Be2 Qa5 10. Qc1 Bf8 11. O-O Bg7** While I have been playing developing moves, Black has taken three moves to place this piece on g7.



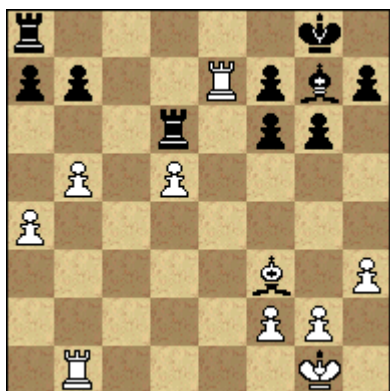
**12. Rb1 O-O 13. b4 Qc7 14. a4 Qe7**



15. Re1 Nd7 16. e4 Rfc8 17. Qd2?! This move loses time given Black's response and it is hard know at this point where the White queen will best be placed, as e3 and f4 are other potentially good squares.

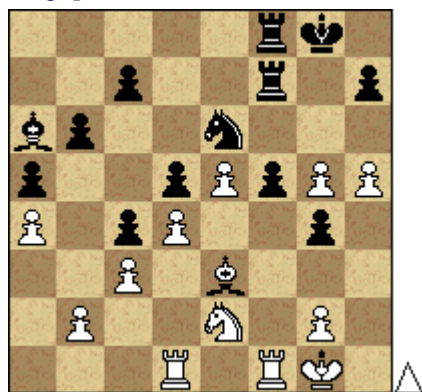
[17. h3 would have been good, as it takes the g4 square away from Black's bishop]

17... Rd8! Capitalizing on my inaccurate prior move by taking advantage of the pin on the d-file. 18. h3 Ne5 19. Qe3 Nxf3 20. Bxf3 Qf8 21. b5 Bc4 22. d5 cxd5 23. Nxd5 Bxd5 24. exd5 Qd6 25. Qe7 Rd7 26. Qxd6 Rxd6 27. Re7



25. Ng5 Bxg5 26. fxg5 Raf8?! Giving White the g6 push.

[26... Kg7 would have stopped g6]



27. Nf4?! Evidently both players thought g6 was too risky for White, but if he wants to win, it is the right way to go and the right time is now. To have real winning chances, White has to keep his knight on the board. It is the most effective piece for penetrating the kingside.

[27. g6! hxg6 28. hxg6 Rd7 29. Bh6 Ng7 30. Nf4 The two securely held passed pawns and the open position on the kingside is dangerous for Black]

27... Nxf4 28. Bxf4 With the knights off the board and the bad bishops of opposite color, the game is looking drawish. 28... Bc8 29. Kf2 Be6 30. Rh1 Rd7 31. Rh4 Kg7 32. Rdh1

[32. g6!? no longer causes Black a problem. 32... h6 White's protected passed pawns may look strong, but they have no chance to go anywhere. Black can just sit on the position or play for a pawn break on the queenside]

32... Rb8 33. h6!? This is worse than playing g6. The one good thing about these pawns is that keeping them on the 5th rank keeps open White's options going forward. Black would always have to worry that g6 or h6 might be good at some time in the future. With this move, that is no longer a possibility. White no longer has anything on the kingside and play shifts to the queenside, where Black is better due to his extra pawn.

[What White should do is prepare for Black's pawn break on the queenside while at the same

time keeping his options open on the kingside 33. Ra1 c5 34. Ke3 b5! 35. g3 (Taking the pawn is very dangerous. 35. dxc5?! d4 36. cxd4 bxa4 37. g3 Rb3 38. Kd2 Rxd4) 35... b4 36. Rh2= (Ditto. 36. dxc5?! bxc3 37. bxc3 d4 38. cxd4 Rb3 39. Kd2 Rxd4)]

33... Kg6 34. Ra1 c5 35. Ke3 Rc7 36. Rhh1 Rcb7 37. Rhb1 Draw agreed. Neither side is willing to take the risk of opening the b-file. [½:½]

Castillo, Manuel I. - Lattimore, Peter J. [1:0]  
Heart of the Desert, Reserve,  
Round 2  
Las Cruces, New Mexico,  
11/28/2014

Comments by Steve Farmer

Winning first place in a tournament often involves a bit of luck. Here we see the tournament winner sidestep some landmines on his way to victory. Mr. Castillo managed to make it through the tournament undefeated.

#### Caro-Kann

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. h4 h6 7. Nf3 e6 8. h5 Bh7 9. Bd3 Bxd3 10. Qxd3 Bd6 11. Ne5 Nf6 12. Be3 I am unfamiliar with this move.

[Usually 12. f4 is played]

12... O-O

[12... Bxe5 13. dxe5 Qxd3 14. cxd3 Nd5 Is dead level]

13. O-O-O Nbd7 14. f4 Nd5 15. Ne4 Be7 16. g4



16... N7f6?!

[16... Nxe5 17. dxe5 Qa5 18. Kb1 Rfd8 White is a little better, but Black is still in the game]

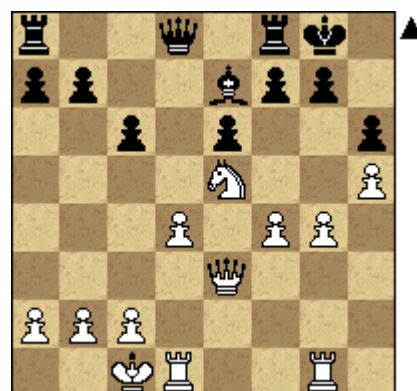
17. Rhg1? Right away White returns the favor.

[17. Bd2 Nxe4 18. Qxe4 Nc7 19. Qd3±]

17... Nxe4 And Black misses the best shot!

[17... Nb4! 18. Nxf6 gxf6! 19. Qb3 fxe5 20. dxe5 Qa5=+]

18. Qxe4 Nxe3 19. Qxe3



19... Kh8?? This is just asking for trouble, walking straight into the lion's mouth!

[19... c5 Black needs to strike back in the center before his kingside comes under heavy fire. 20. g5 cxd4 21. Qd3! Taking on d4 in any way allows ...Bc5! (21. Qxd4? Qxd4 22. Rxd4 Bc5 23. Rgd1 Bxd4 24. Rxd4 Rfd8+; 21. Rxd4? Bc5 22. Rxd8 Bxe3 23. Rd2 Bxd2 24. Kxd2 Rfd8+) 21... hxg5 22. h6 Bf6 White is clearly better but Black has a fighting chance]

20. g5! hxg5

[20... a5 21. g6 Bf6 (21... f6? 22. Nf7 Rxf7 23. gxf7 White wins) 22. Nxf7 Rxf7 23. gxf7 White wins]

21. fxg5 Qe8

[21... Bd6 22. g6 f6 23. h6 fxe5 24. dxe5 White wins]

22. Rdf1

[22. g6 is more accurate: 22... f6 23. Nf7 Rxf7 24. h6 Bf8 25. gxf7 Qxf7 26. hxg7 Bxg7 27. Rxd7!! Kxg7 28. Rg1 Kf8 29. Qh6 Ke7 30. Rg7 White wins]

22... Bd6 23. Rf2

[23. Rh1 is more accurate]



23... Rc8  
 [23... Bxe5 24. Qxe5 Qb8 25. Qe3 Qc7 26. g6 Rae8 27. h6 with an overwhelming attack]  
 24. Rgf1  
 [24. g6 Bxe5 25. h6 is also crushing]  
 24... Kg8 25. h6 g6 26. h7 Kxh7 27. Qh3 Kg7 28. Qh6 Black resigned as he will be mated in a couple of moves. [1:0]

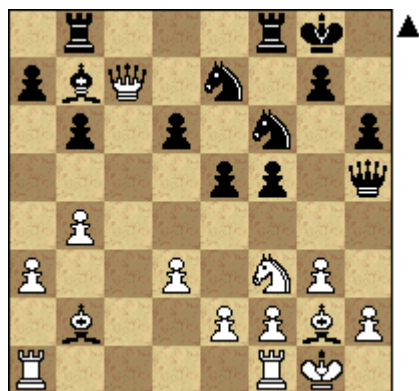
Lattimore, Peter J. - Trujillo, Julian [1:0]  
 Heart of the Desert, Reserve, Round 4  
 Las Cruces, New Mexico, 11/29/2014

Comments by Steve Farmer

This fourth round battle between players who tied for second could have ended very differently had Black been up to the task of complicating matters at move 17.

#### English Opening

1. c4 e5 2. g3 Nc6 3. Bg2 f5 4. d3 Nf6 5. Nc3 Bb4 6. Bd2 O-O 7. Nf3 d6 8. a3 Bxc3 9. Bxc3 Qe8 10. O-O Qh5 11. Qd2 A novelty.  
 [11. e3 is more common]  
 11... h6 12. b4 Ne7 13. Bb2 Rb8 14. Qc2 b6 15. c5 Bb7 16. cxb6 cxb6 17. Qc7 Tempting but incorrect.  
 [17. Rac1 was best, giving White an equal game]

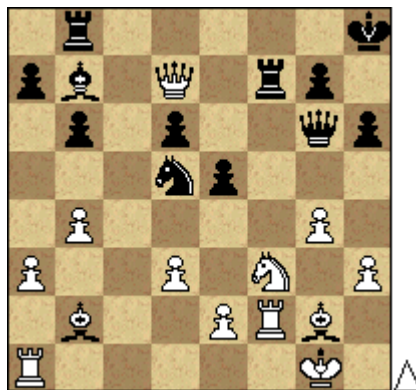


17... f4?? Black feels he has an attack and is willing to give up a piece to gain more time. This is a mistaken

concept that costs him the game and steals away the prospect of a win.

[17... Ned5 18. Qc4 and only now (18. Qxd6?! Rfe8 and Black has more than enough compensation for the pawn as 19. Nxe5 is impossible because of 19... Rbd8 winning) 18... f4 19. Rac1 b5 20. Qa2 (20. Qxb5? fxe3 21. hxe3 Nf4! 22. Qc4 (22. gxf4 Bxf3 23. Qc4 d5 24. Qb3 Ng4 mating) 22... Bd5 23. Qc2 Ng4 24. e4 Nh3! 25. Bxh3 Qxh3) mate can be delayed but not stopped) 20... Kh8 Black is doing very well]

18. Qxe7 White just needs to complete his 'mopping up' routine without allowing Black unnecessary play. 18... fxe3 19. Qe6 Kh8 20. fxe3 Ng4 Black presses forward with his attack but it is impossible to suggest anything that will help pull Black out of the abyss he has fallen into. 21. h3 Ne3 22. Rf2 Rf6 23. g4 Qg6 24. Qe7 Nd5 25. Qd7 Rf7



26. Nh4

[26. Nxe5! How often do you get a chance to be snarky in a chess game? 26... Rxd7 (26... dxe5 27. Rxf7) 27. Nxe6 Kg8 28. Rc1 White is up a piece and a pawn and will win with ease]

26... Rxd7 27. Nxe6 White is up a piece and just needs to close things out in proper form. 27... Kg8 28. Be4 Rc7 29. Raf1 Nf6 30. Bxb7 Rxb7 31. h4 Rf7 32. g5 hxe5 33. hxe5 Ng4 34. Rxf7 Rxf7 35. Rxf7 Kxf7 36. Nh4 Ne3 37. Kf2?? But this is not proper form - not at all! 37... Nd5?? Black returns the favor!

[37... Nd1 forks the king and bishop and gives Black a level

game]

38. Kf3 Back to winning again. 38... Ke6 39. Ke4 Ne7 40. d4 d5 41. Ke3 e4 42. Kf4 b5 43. e3 a6 44. Bc1 Nc6 45. Bd2 Kf7 46. Kf5 Ke7 47. Ng6 Kd6 48. Ne5 Ne7 49. Kg4 Ke6 50. Be1 g6 51. Bg3 Nf5 52. Nxe6 [52. Bf4 is more accurate. No muss, no fuss]  
 52... Nxe3 53. Kh5 Nf5 54. Nf4 Kd7 [1:0]

Arellano, Manuel - Reyes, Mark A. [½:½]  
 Heart of the Desert, Booster, Round 7  
 Las Cruces, New Mexico, 11/30/2014

Comments by Steve Farmer

This fun game is from the last round. A win for either side would give him a share of second. What happens is a roller-coaster game, full of ups and downs ending in an interesting, if flawed, end-game.

1. d4 c6 2. Nf3 d5 3. e3 Nf6 4. Bd3 b5 A new move. Typically, with White's development plan, c4 is not played. With this in mind, taking a move to prevent c4 is a waste of time.

[4... Bg4 is more common]

5. Nbd2 Ng4?! Another wasted tempo. Worse, the knight will have to retreat, so this wastes two tempi. There are many factors in chess that we must evaluate. To simplify things we like to apply a 'point count' system. Computers use this method. It is generally accepted that a pawn is worth three tempi. This applies here. Black has used three tempi for nothing. Therefore White is the equivalent of a pawn up. Houdini in fact gives White an advantage of 1.27.

[Black should have developed with 5... e6 followed by developing the king's bishop and castling]

6. O-O f5 7. h3 Nh6?! The knight belongs on f6. It's three moves have left it standing poorly on the edge. Black will have to move it again to get it to a better square. This gives White a five tempi lead in development. 8. Nh2?!

[8. Ne5 is much better. 8... Qc7 (8... Nf7 would lose Black's castling rights. The knight moves four times to be traded for a piece that moved twice. 9. Nxf7 Kxf7 10. Qf3 e6 11. e4! With a huge lead in development, White opens the center to attack Black's king. White is nearly winning) 9. Ndf3 Nd7 10. Nxd7 Bxd7 11. a4! White is clearly better with a lead in development and the initiative]

8... g6 9. f4 Bg7 10. c3 Qc7 11. Ndf3 It makes more sense to move knight on h2 here. The d2-knight could then be employed on the queenside. 11... Nd7 12. b4 After this the game is dead level.

[12. Ng5 Nf6 13. Nh3 Ne4 14. a4 bxa4 15. c4 White has the initiative and is slightly better]

12... Nf6 13. Ng5 a5 14. Ba3 O-O 15. Nh3 Nh5

[This is not a mistake, but it does allow White to complicate things. Black should close the position with 15... a4]

16. Ne5

[16. bxa5 White opens the position for his more active bishops. Comparing the bishops, Black has one on g7 "biting on granite," the pawn on d4, and the other, his "bad bishop," is hemmed in by his own pawns. White's bad bishop is outside of his pawn chain. His other bishop, on d3, supports the freeing move a4 (or even c4) and it also eyes the kingside. 16... Ng3 17. Re1 Rxa5 18. Bb4 Ra4 19. Bc2 Ra8 20. a4 White's advantage is small, however to improve in chess you must spot when little advantages can be gained. If you accumulate enough of them, you will win many games]

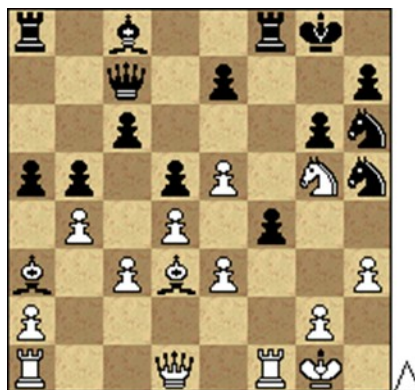
16... Bxe5 This looks good because in a closed position knights are better

than bishops. However, in this case Black is trading off his good bishop. If the position opens up, Black's bad bishop and knights will not be good. It is not a mistake, but it is not a move I would have considered.

[16... Ng3 17. Re1 a4 Black is fine]

17. fxe5 f4 After an exchange that should not be followed by opening the position, Black blows it wide open.

[17... Ng3 18. Rf2 Nf7 19. Nxf7 Rxf7 20. bxa5 Rxa5 21. Bb4 White is better but at least Black's weak kingside cannot be easily attacked]



18. Qf3? The pin on the f-file is tempting, but leading with the queen is dangerous.

[White is winning after 18. exf4 Given my comments above about opening the position, this would be my main candidate move. 18... Nf5! By far the best defense. (a: 18... Nxf4 This is the obvious move, but it fails. 19. Qe1!! Nxh3 The desperado is Black's best shot, but it fails. (19... Nxd3 20. Qh4! Black's knight cannot move. 20... Rxf1 (a1: 20... Rf5 21. Qxh6 e6 22. g4 would, at best, lead to a result similar to the next line; a2: 20... Bf5 21. Qxh6 e6 22. g4 axb4 23. gxf5 exf5 (23... Rxf5 24. Nxe6 Qf7 25. Bxb4! White is a piece up since taking the knight on e6 leads to trouble. 25... Qxe6? 26. Rxf5 Qxf5 27. Rf1 Black has to give up the queen or be checkmated. 27... Qc8 allows 28. Rf7 Kxf7 29. Qxh7 Ke6 30. Qxg6

Kd7 31. Qf7 Kd8 32. Qe7#) 24. Bxb4 White is up a piece for a pawn; a3: 20... Kg7 21. Rxf8 Kxf8 22. Qxh6 wins) 21. Rxf1 Bf5 22. Rxf5!! gxf5 23. Qxh6 e6 24. Qxe6 Kh8 25. bxa5! Material is equal but Black is lost. His king is too exposed and his pawns are too weak) 20. Nxh3 Rxf1 21. Qxf1 White is up a piece for a pawn and has the bishop pair; b: 18... Bf5 19. Bxf5 Nxf5 20. g4 axb4 21. Bxb4 Nhg7 22. gxf5 White is up a piece) 19. Bxf5 Bxf5 20. g4 h6 21. Nf3 axb4 (21... Ng3 22. gxf5 Nxf1 23. Qxf1 Rxf5 24. Nh4 Rf7 25. Nxg6 Rg7 26. f5 e6 27. Kh2 Black cannot survive with his king exposed and down in material) 22. Bxb4 Ng3 23. gxf5 Nxf1 24. Qxf1 gxf5 25. Kh1 White is winning. He is up a little in material, has active minor pieces, the a4 break and the safer king]

18... Bf5?!

[18... Nf5! is better. 19. Bxf5 Bxf5 20. exf4 h6 21. g4 Ng7 22. gxf5 Rxf5 23. Ne4 dxe4 24. Qxe4 axb4 25. Bxb4 White is a pawn up but the position is unclear]

19. exf4 axb4 20. Bxb4 Nf7?

[20... Ng7 was a must!]

21. Bxf5? White fails to capitalize on Black's mistake. He is better after this move but...

[he could have shortened the game with 21. Nxf7! Rxf7 (21... Kxf7 22. Bxf5 wins a piece) 22. Bxf5 Rxf5 23. g4 Rxf4 24. Qg2 Rxf1 25. Rxf1 Ng7 Black has avoided losing material but his king is exposed. 26. Qf3 Qc8 27. Qf7 Kh8 28. Qxe7 White has won a pawn, driven the king to the corner and his better placed pieces support the passed e-pawn. Black is lost]

21... Nxg5 22. fxc5 Rxf5 23. Qg4 Raf8 24. Rxf5 Rxf5 25. Rf1

[Opening a second front with 25. a4 is better]

25... e6 26. Rxf5 exf5 27. Qf3 Qa7 28. a3 Ng7 29. g4 Qd7 30. h4 h5?? Black commits hari-kari. Why risk opening up your king's shelter? 31. gxh6 Ne8 32. h5 Kh7



[32... Qe6 puts up more resistance but still loses]

**33. hxc6 Kxh6 34. gxf5 Ng7 35. Qg4??** White misses a clear win.

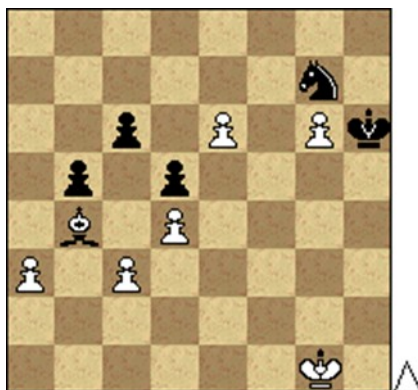
[35. Bf8 pinning the knight and taking advantage of Black's exposed king. 35... Kg5 36. Qg3 Kh5 (36... Kxf5 37. Qh3) 37. e6 Qa7 38. e7 Qd7 (38... Ne8 Ha! Problem solved! The knight is saved and the pawn can't queen. 39. g7 Ah, that's not nice. 39... Nxc7 40. Kg2! creates a mating net. (Or simply 40. Qxc7)) 39. Bxc7 wins]

**35... Qxf5 36. Qxf5 Nxf5** White will lose the g-pawn. Without it hopes for a win are very thin. **37. e6?!**

[White should centralize with 37. Kf2]

**37... Ng7?!**

[37... Kxc6 38. Kf2 Kf6 39. e7 Nxe7 40. Bxe7 Kxe7 is a dead draw]



**38. Bf8** Exchanging the bishop for the knight is not best.

[38. e7 Kxc6 39. Kf2 Kf7 White lures his opponent into a mistake with 40. Ke3 Ke6 (Black could play 40... Nf5??, a move Black might make without thought, but it loses! The reason Black might fall for this is soon clear. 41. Kf4 Nxe7 Black thinks White will take on e7 and that he can hold the opposition to draw, but White doesn't take! 42. Ke5!! (42. Bxe7?? Kxe7 draws) 42... Nc8 is forced to prevent White from playing Kd6, gobbling up the pawns. 43. Bc5! The win is just a matter of opposition and triangulation. 43... Ke8 44. Ke6 Kd8 45.

Bb4 The knight still needs to defend the critical d6 square and cannot move. 45... Kc7 (45... Ke8 46. Ba5 Zugzwang!) 46. Ba5 Kb8 47. Kd7 Kb7 48. Bc7! Na7 49. Bd6 Nc8 50. Bc5 Zugzwang! 50... Nb6 51. Bxb6 Kxb6 52. Kc8 c5 (52... Ka5 53. Kb7 Ka4 54. Kxc6 Kxa3 55. Kxb5 wins) 53. Kd7! c4 54. Kd6 Ka5 55. Kxd5 Ka4 56. Kc6 Kxa3 57. Kxb5 Kb3 58. d5 Kxc3 59. d6 Kb3 60. d7 c3 61. d8=Q c2 62. Qd2 Kb2 63. Kb4 Kb1 64. Kb3 c1=N (64... c1=Q 65. Qa2#) 65. Ka3 Nd3 66. Qc3 Nc1 67. Qb2#) 41. Kf3 Ne8 Black draws. There is no way for White to progress]

**38... Kxc6 39. Bxc7 Kxc7 40. Kg2 Kf6 41. e7 Kxe7 42. Kf3 Kf6 43. Kf4 Ke6 44. Ke3**

[44. Kg5 Ke7 45. Kf5 Kf7 =]

**44... Kf5 45. Kd2 Ke4 46. Kc2??** Oh my! White goes from possibly winning, to a draw, and now he is lost! [White must have the opposition to draw 46. Ke2]

**46... Ke3 47. Kb3 Kd3 48. Kb4**

[48. Kb2 Kd2 49. Kb3 Kc1 50. a4 (50. Kb4 Kb2 51. Kc5 Kxc3 52. Kxc6 Kc4! 53. Kb6 b4 54. axb4 Kxb4 55. Kc6 Kc4+) 50... bxa4 51. Kxa4 Kb2 52. Ka5 Kxc3 53. Kb6 Kxd4+] ]

**48... Kc2 49. Kc5**

[49. c4 bxc4 50. a4 c3 51. a5 Kd3 52. Kc5 (52. a6 allows a cute tactic 52... c2 53. a7 c1=Q 54. a8=Q Qc3 55. Ka4 Qa1 56. Kb4 Qxa8) 52... c2 wins]

**49... Kxc3 50. Kxc6 Kc4 51. Kb6 Kxd4??** Oh the horror! Now the game is a draw!

[51... b4! 52. axb4 Kxb4 53. Ka6 Kc4 54. Ka5 Kxd4 55. Kb4 Ke3 56. Kc5 d4 Black wins]

**52. Kxb5 Kc3 53. a4 d4 54. a5 d3 55. a6 d2 56. a7 d1=Q 57. a8=Q** [The last few moves on the score sheet don't make sense, but the game is a draw anyway. What follows is a guess as to the finish - ed.] **57... Qd3 58. Kb6 Qd4** Draw agreed. [½:½]

Heart of the Desert Tournament organizer and Chief Tournament Director, Larry Kemp.

Thanks, Larry!



Larry was ably assisted by Oren Stevens, Steve Perea and Will Barela.

Thanks Oren, Steve and Will!



## Andy Nowak Memorial Senior

This year the Memorial Senior honored the memory of Andy Nowak who was one of the leading supporters of chess in New Mexico over the last 40 years. He will be sorely missed by the NMCO and all of the New Mexico chess community. For Ron Kensek's tribute to Andy, see "Remembering Andy Nowak" starting on page 23.

The tournament was ably organized and directed by Larry Kemp with assistance from Art Byers and Steve Perea. The Meadowlark Senior Center is an excellent venue, but it just isn't the same without Venus Wainright. We miss you, Venus!

The Open Section came down to the last round game between Corbin Gustafson and Laurence Wutt. A win for either would have overtaken Andy Flores, who took a last round bye, for first place. The game, which unfortunately was not turned in, was eventually drawn, resulting in a tie for first among Flores, Gustafson and Wutt. All three players were undefeated at 4-1.

In the Reserve Section, Denis Aslangil, scored a perfect 5-0 to run away from the field. Hector Martinez and Henry Poston tied for second with 3.5. In round 4 the only players with perfect scores, Aslangil and Martinez, met. Aslangil won, securing at least a tie for first. In the final round the only player with a chance to catch Aslangil was Peter Lattimore, but he too went down to defeat against Denis.

In the Booster section, Don Lubin sprinted to a 3-0 start, then drew his last two games to tie for first at 4-1 with John Letard, who was also undefeated. Tying for third at 3.5 were Bruce Lewis, Della Carter and Ian Bezpalko.

Isabella Hays took first at 3.5-0.5 in the Morphy Section by winning her final round game against Connor Bridge. Bridge, Mike Wylie and Jacob Winegardner tied for second at 3.

## Grinberg, Matthew M. - Gustafson, Corbin M. [0:1] Andy Nowak Memorial Senior, Open, Round 3 Albuquerque, New Mexico 1/10/2015

Comments by Steve Farmer

One of the sharpest openings in chess is the Sicilian Najdorf. The 6.Bg5 line is the sharpest of them all. When the editor asked me to comment on some games, I saw this one and just couldn't pass up the chance to show how sharp this line is - sorry Matt!

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. Bd3** Naiditsch and Wang Hao have played this as White.

[10. g4 b5 11. Bxf6 Nxf6 12. g5 Nd7 13. f5 Nc5 It may seem strange that White hangs his g-pawn - with check - yet it is bad for Black to take as his king would never have a safe place to hide. Instead Black seeks counter play in the center and queenside. Though after ...Nc5 Black can get a nearly level end-game, which may explain why this line is not played at the top levels anymore. Still, for Masters and below it is a very potent weapon]

**10... b5 11. Rhe1 Bb7 12. Qg3** White wants to attack on the king side and Black on the queenside, while the question of central control has not been determined. This is the reason why the Sicilian can be a tactical mess! We are taught that before you attack on the wing you must first make sure the center is either blocked or under control. In the Sicilian, White wants to attack on the kingside AND the center and Black wants to attack on the queenside AND the center. **12... Nh5?** This odd move has disappeared from modern praxis. The main problem with it is that, in a position in constant flux,

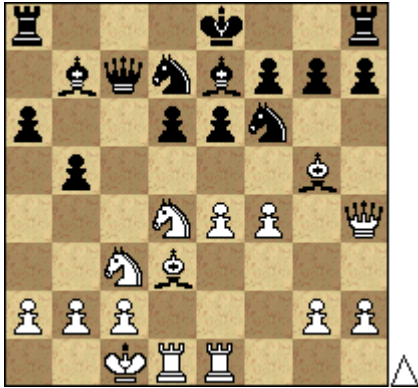
tempi cannot be wasted.

[12... b4 **13. Nd5!** The Sicilian is not for the faint of heart! You must be willing to play such moves, but after studying the Sicilian you learn that this type of move is natural! **13... exd5 14. exd5!** seems the best shot for an advantage. The e7-bishop is pinned and White threatens Nf5. (14. e5 seems less effective after **14... dxe5 15. fxe5** Now **15... Nh5** can be played as the center is less fluid. **16. Qh4 Bxg5 17. Qxg5 g6 18. e6 Nc5 19. exf7 Kxf7 20. Rf1** This is scary for Black, but he is a piece up. I don't think White has anything more than a perpetual) **14... Kd8** This is Black's only chance. (14... Nxd5 15. Bxe7 Nxe7 16. Qxg7 Rf8 17. Nf5 White is winning; 14... Bxd5 15. Nf5 Qc5 (15... Be6 White gets a vicious attack after **16. Nxg7 Kd8** (16... Kf8 17. Bh6) 17. Rxe6) 16. Rxe7 Kd8 (16... Kf8 17. Bh6!) 17. Rde1 White dominates across the board; 14... O-O-O 15. Rxe7 is also very good for White.) **15. Nc6 Bxc6 16. dxc6 Nc5** Black had sufficient counter play in Wang Hao (2733) vs. Dominguez Perez (2730) Sochi RUS 2012, which ended in a draw at move 34]

**13. Qh4! Nh6** Relatively best. The question is how does White take advantage of Black's lost tempo?

[13... Bxg5 This doesn't work after **14. Qxg5 g6** Relatively best though it weakens the dark squares around the king. White can exploit this with yet another typical Sicilian move; (14... Nh6 15. e5 dxe5 16. fxe5 Nd5 17. Qxg7 O-O-O 18. Nxd5 Bxd5 19. Qxf7 leaves White two pawns up) **15. Bxb5!!** Best for Black is **15... O-O** (15... axb5 16. Ndx5 Qc6 17. Nxd6 Kf8 Black has kept material equality, but White smashes through with **18. f5!** After Black's best line of play **18... h6 19. Qd2** he has no good answer to the threat of Nxb7 followed by winning the knight on d7. For example, if **19... Rd8**

(19... Nc5 20. fxe6 f6 21. g4 Ng7 22. Qf4 Ne8 23. e5! Black's barricade is smashed) 20. g4 Nhf6 21. fxe6 Nc5 22. Qf4 Black is in a world of hurt) 16. Bxd7 Qxd7 17. g4 but White is up a pawn with a solid position]



14. Qg3 I am sure Matt spent a lot of time on this move and was considering the best move, 14. Nd5.

[14. Nd5! This is never an easy move to make. It is easier when the knight is hit with ... b4, but here the knight is not attacked and it seems White has time to improve his pieces before playing committal moves. However, it was necessary to go all in with the knight sac. 14... exd5 Taking on d5 with the bishop or knight would give White a good attack without material investment. 15. exd5 Black is at a major cross-road. He has 6 logical looking moves, but only one keeps him in the game. 15... h6! is best.

a) 15... Kd8 16. Rxe7!! Kxe7 17. Nf5 White will win back material with a strong initiative;

b) 15... Kf8 White can play Rxe7 as in the last line or he can press for the attack with 16. Nf5! when both 16... Bd8 (and 16... Re8 17. Bh6!! Rg8 18. Qg5) 17. Bh6 Rg8 18. Nxg7 Rxg7 19. Bxg7 Kxg7 20. Qg5 Kh8 21. Qh6 fall short. The threat of Re8 forces Black to give up material;

c) 15... Nc5 16. Nf5 O-O-O 17. Rxe7 Rd7 18. Bxf6 gxf6 19. Qxf6 White is two pawns up with a good position;

d) 15... Bxd5 with the idea to answer 16. Nf5 with 16... Be6

runs into the familiar trick 17. Nxg7! winning back the material with a decisive attack;

e) 15... Nxd5 fails to 16. Bxe7; 16. Nf5 O-O-O 17. Nxe7 Kb8 18. Bxf6 Nxf6 19. Qg3 g6 20. Qh4 Nxd5 21. Nxd5 Bxd5 22. Bxb5 The position is double-edged but White is better]

14... Nh5? Perhaps Corbin felt Matt was in the mood for a draw.

[As demonstrated earlier, 14... b4 is best]

15. Qh3?!

[Matt could have played 15. Qh4 looking for the improvements noted above. Maybe he would have found the Nd5 follow-up]

15... Nhf6

[15... Bxg5 16. fxe6 Nf4! 17. Qg3 Nxd3 18. Qxd3 (18. cxd3?? b4 would win for Black!) 18... Ne5 Black can safely castle kingside, then put pressure on the queenside. Black is a bit better]

16. Bxf6

[16. a3 followed by Kb1 was a safe alternative]

16... Nxf6 17. e5 dxe5 18. Rxe5? On one hand I understand this move as it is not too committal, however non-committal moves do not have a place in this wild opening!

[18. fxe5! gives White chances for an advantage. 18... Nd7 The solid and safe move. (Black can try to throw a monkey wrench into the fray with the snarky 18... Nd5 White has a nice trick to deal with this idea. 19. Nxe6! fxe6 20. Bg6 Black has only one move to keep him in the game. Surprisingly it is the only move I suspect most Black players would not play purely on principle! The saving move is 20... hxg6! 21. Qxh8 Kd7! (21... Kf7?? 22. Nxd5 Bg5 23. Kb1 White's attack is too strong) 22. Qxg7 Rf8 23. Qxg6 Qc4 Though White is ahead in material, Black has plenty of compensation. It's anybody's game) 19. Bg6! but Black holds with 19... Nf8 The position before ...Nf8 is fun to play around with and worth ex-

ploring if you like semi-open position tactical battles]

18... Nd7? Black cannot be blamed for missing the correct move. It is not easy to find. One thing that might have helped would have been to count the number of moves made with this knight - 6. Maybe that would have nudged him to finish his development.

[18... Rd8 Suddenly Black has several threats. The knight on d4 is hanging. Black threatens ...b4 as well as an exchange sacrifice on d3 and moves like ...Ne4 or ...Be4. White is in hot water and needs to walk a fine line to keep from losing. 19. Nce2 (Or 19. Nxe6 but after 19... fxe6 20. Qxe6 Rd6 Black is in the driver's seat) 19... Bd6 20. Re3 (20. Rxe6 is desperate 20... fxe6 21. Nxe6 Qb6 22. Nxg7 Kf7 White has three pawns for the rook, but if the attack fails (which looks likely), the rook will weigh heavily) 20... O-O! Because Black has counter shots at White's king, he is safe castling. The open files and the bishop pair favor Black]

19. Nxe6 One of the problems with the Sicilian is that you know there are sacrifices but it can be difficult to decide which is the best! Here, for example, it was better to offer the rook, whereas Matt's move looks safer.

[19. Rxe6! Qxf4 (19... fxe6 20. Nxe6 Qb6 21. Qh5 g6 22. Qxg6 hxg6 23. Bxg6#) 20. Re3 Bxg2! A hard move to spot, but necessary in defense. (20... Nf6 21. Nf5 with a clear edge for White; 20... Qxd4?? 21. Bf5 wins) 21. Qxg2! Why not? You offered the rook on e6, why not follow through! 21... Qxe3 22. Kb1 Rd8 23. Nc6 Qg5 24. Qe2 White will get the material back and stand better going into the endgame]

19... fxe6 20. Rxe6 Nc5?! Black is over optimistic and doesn't appreciate the danger his king in.

[20... Kf8! Those not used to defending would not consider such a move. The idea is to bring the rook to e8 to fortify the position. White is a bit better,



but Black has good chances]

21. Qh5 Kf8 22. Qf5 Kg8?? Had Black played 20... Kf8 instead of 20... Nc5, then he could have answered Qf5+ with ...Nf6 and all is fine.

[22... Bf6 when White would have to find 23. Rxf6! gxf6 24. Qxf6 Kg8 25. Qg5 Kf8 26. Qf5 Kg7! This is anybody's game. White can press forward and hope for a mistake, but I have a feeling Black can survive the attack]

23. Re2??

[23. Nd5! There's the old saying - When you are attacking, bring everybody to the party! One downside to the Sicilian is you often consume too much time in the opening leaving you with little time later. After this Black is lost! 23... Bxd5 (23... Nxd3 fails to 24. Rxd3 Rf8 25. Nxc7 Rxf5 26. Rxe7) 24. Rxe7 Qd6 25. Be2! This is likely the move Matt missed in evaluating 23. Nd5, but it puts Black in zugzwang. He is lost!]

23... Rf8 24. Nd5 Rxf5 25. Nxc7 Rf7

26. Nxb5? This is an interesting idea if Black recaptures on b5 right away. Unfortunately Black has an in-between move...

[26. Bf5 was better, but Black is better after 26... g6 27. Be6 Nxe6 28. Nxe6]

26... axb5?!

[26... Nxd3!? makes it crystal clear! 27. Rxd3 axb5 28. Rxe7 Rxe7 29. Rd8 Kf7 30. Rxh8 Re2! Black's active pieces win]

27. Bxb5 Ba6?!

[27... g6! 28. Bc4 Kf8 (28... Ba6 29. Rxe7 Bxc4 30. Rd8 Kg7 31. Rxh8 Rxe7 This might be easier for Black to hold, but the other line keeps more pieces on the board, which is the goal when facing pawns on both sides of the board) 29. Bxf7 Kxf7 Black seems better, though White has chances with the three passed pawns]

28. Bxa6 Nxa6 Now it is level again.

29. Rd7?? Ouch!

[To have fought back so hard and to miss 29. Rxe7 is heart-

breaking! 29... Rxe7 30. Rd8 Kf7

31. Rxh8 Re2 32. Rxh7 Nb4

Thanks to the fact that White has to give up one of the queenside pawns, Black should be able to hold]

29... Bf8 It is all over. Black will easily untangle his position and his material advantage will decide. 30. Rd4 Nc7 31. g3 White, with only two minutes left, was unable to keep score after this and was eventually checkmated. [0:1]

Snediker, Tad A. - Grinberg, Matthew M. [0:1]

Andy Nowak Memorial Senior, Open, Round 5

0:1, 1/11/2015

Comments by Matt Grinberg

My last round game featured a stunning combination by my opponent. My first thought was, "He just gave me the game!" My second thought was, "Looks like I am going to finish up this miserable tournament with a loss." Which thought was right?

### Queen Pawn Game

1. d4 Nf6 2. c4 e6 3. a3!? Avoiding the Nimzo-Indian but handing the initiative to Black.

[The better way is to play into the Queen's Indian. 3. Nf3 b6 4. g3 Bb7 5. Bg2 Be7 6. O-O O-O 7. Nc3 White has the initiative]

3... d5 4. Nc3 b6!? Failing to exploit Black's third move.

[4... c5 secures equality]

5. Bg5 Bb7 6. cxd5 exd5 7. e3 Be7 8. Nf3 h6 9. Bh4 O-O 10. Bd3 Ne4 11. Bxe7 Qxe7 12. Rc1N Nd7 13. O-O c5 14. Bb1 He wants to bring his queen to d3. 14... Ndf6 15. Ne5 Nxc3 16. Rxc3 Rac8 17. Rc1 Rfe8 18. f4!?

[18. f3= keeping Black's knight off of e4 looks better. White could then work towards playing e4]

18... cxd4 19. Rxc8 Rxc8 20. exd4 Ne4 21. Qd3 f6 22. Ng6 Qd7 23. f5

To keep the knight on g6 he has to play this. Unfortunately it also shuts down the b1 to h7 diagonal. 23... Kh7 24. Bc2 Qc7 25. Bb3 Qd7 26. Bd1

[Had he repeated by playing 26. Bc2 I would have played 26... Bc6 as in the game. Black is better]

26... Bc6 27. Qh3?! Tad plays for the king side attack, but the queen is needed to defend the center.

[27. Qe3=]

27... Bb5 28. Re1 Re8 Aiming to gain access to e1. 29. Qg4? A mistake which should have cost him two pawns.

[29. Bg4 Qc8 30. Qe3 The bishop defends the weak f-pawn and the queen defends the weak d-pawn. Black has the initiative]

29... Nd6? According to plan, but I miss that he doesn't have to trade rooks and that I had a much better move.

[29... Qc6! 30. Bf3 (Bringing the queen back to the center is worse. 30. Qf3 Qc4 31. Qe3 Nd6 32. Qf2 Rxe1 33. Qxe1 Qxd4 34. Kh1 Ne4 There is no defense to the threats of 35. Nf2+, 35. Qf2 and 35. Qxd1) 30... Qc4 31. Rd1 Qc2 32. Qh4 Qxb2 The a-pawn goes. Black is winning]



As I realized my last move was a mistake because he can play Re6, Tad sprung 30. Re7!! or ?? What is he doing!? Oh, I get it. If Rxe7 then Nf8+ winning my queen. Okay, I'll move my queen to c8. But then Nf8+ followed by Qxg7 mate. Okay, I have to give up my queen for his rook and knight. Maybe I can hold a draw. But my plan was to get access to e1. After he wins my queen for a rook

and knight, I can still get my rook to e1 with support from my knight and bishop. Maybe this is not so bad.

[Or 30. Re6 Rxe6 31. fxe6 (31. Nf8 Kg8 32. Nxd7 Re1 transposes to the game) 31... Qc7 32. h3 Be8 33. Nh4 g6 The passed pawn is weak because it has no pawn support. White's pawns on d4 and b2 are also weak. Black is slightly better]

30... Rxe7 31. Nf8 Kg8 32. Nxd7 I am guessing that when Tad played 30. Re7 he assumed I would capture the knight. Had he looked at my next move, he might have reconsidered.

32... Re1! 33. Kf2 Rf1 34. Kg3

[34. Ke3?? Nc4 35. Kd3 Ne5 and wins]

34... Nxf5 35. Kh3 Bxd7 36. Bf3 Be6 37. Qf4

[After 37. Qh5 Ne7 38. g4 (38. Bg4 Bf7 and wins; 38. Kh4 g5 39. Kg3 Nf5 40. Kh3 Ng7 and wins; 38. Kg3 g6 and wins) 38... Bf7 39. Qh4 Rxf3 Black's rook, bishop and knight easily win against the queen and exposed king]

37... Nxd4 38. Kg3 Ne2? I come close to throwing away the win.

[38... Rxf3!! is much better. 39. Qxf3 (39. gxf3? Ne2 40. Kf2 Nxf4 and Black wins) 39... Nxf3 40. Kxf3 and Black wins. We can now answer the question, !! or ?? The correct annotation was 30. Re7??]

39. Bxe2 Rxf4 40. Kxf4 Black is two pawns up in a bishop of same color endgame. You would think the win is easy, but White's king can blockade the d-pawn making the win difficult. 40... Kf7 41. g4? Tad lets me off the hook for my dumb 38th move. In the endgame DO NOT advance your own pawns against your opponent's pawn majority. It just makes it easier for him to create a passed pawn.

[The win is much more difficult after 41. Bf3 Ke7 42. Ke3 Kd6 43. Kd4 f5 44. g3 g5 45. Bg2 h5 46. Bf3 g4 47. Bg2 h4! 48. Bf1 (48. gxh4 Bf7 49. h5 (49. Bh1 f4 50. Bg2 f3 and wins) 49... Bxh5 50. Bxd5 f4 51. Bc4 Bg6 The protected, passed f-pawn wins)

48... f4 49. gxf4 (49. gxh4 Bf7 Again the protected, passed f-pawn wins) 49... h3! Zugswang! 50. Ke3 (50. Be2 Bf5 51. Bd1 g3 52. hxg3 Be4 and wins) 50... g3 51. Bxh3 gxh2 52. Bg2 Bf5 53. Kf2 Be4 54. Kg3 Bxg2 55. Kxg2 d4 and wins]

41... g5 42. Ke3 f5! 43. gxf5 Bxf5 44. Bf3 Ke6 45. Kd4 Be4! He can win the d-pawn only at the cost of a hopeless pawn endgame. 46. Bh5?!

[46. Bxe4 dxe4 47. Kxe4 b5! White will be forced to give up the opposition. 48. b3 a5 49. b4 a4 50. h3 h5 51. Kd4 g4 52. hxg4 hxg4 53. Ke4 g3 54. Kf3 Kd5 55. Kxg3 Kc4 56. Kf3 Kb3 57. Ke3 Kxa3 and wins; Better is 46. Bg4 but after 46... Kf6! White is in zugswang. If he moves his king, Black plays Ke5. If he moves his bishop on the d1-h5 diagonal, Black plays Kf5. If he moves his bishop on the h3-c8, Black plays Bf3. White will run out of pawn moves and be forced into one of these concessions]

46... Kf5 47. h3 Kf4 48. Bg4 Bf5 49. Bxf5 Kxf5 50. Kxd5 h5 51. b4 g4 52. hxg4 hxg4 White resigns. [0:1]

Lesson? When you see a chance to win material, don't just analyze up to the point where you win material. Consider what happens after that!

Aslangil, Denis - Flores, Anthony R. [1:0]

Andy Nowak Memorial Senior, Reserve, Round 1

Albuquerque, New Mexico  
1/10/2015

Comments by Steve Farmer

Denis Aslangil worked like a watch repairman in the Reserve - he cleaned everyone's clock scoring a perfect 5 out of 5. Here is his first round game against Anthony Flores.

Queen's Indian Defense

1. d4 Nf6 2. Nf3 e6 3. Bg5 b6 4. e3 Bb7 5. Bd3 Be7 6. Nbd2 O-O 7. O-O d5 8. Ne5 Ne8N

[Usually 8... Nbd7 is played]

9. Qh5 f5 10. Bxe7 Qxe7 11. f4

[11. Ndf3 was a solid option. White has his dream position. He has a good bishop and Black is left with a bad bishop. Well, that's what the 'books' say! In truth, White's bishop isn't going anywhere soon and if Black plays actively with ...c5, the game is level with chances for both sides]

11... Rf6 12. Qg5 Kf8?! Black should complete his development.

[12... Nd6 13. Ndf3 c5 14. c3 Nc6=]

13. Ndf3 c5 14. c3 a6 Black is down two tempi. Instead of wasting time he should be developing his knights. 15. Qg3

[15. g4 is worth looking at. Black is behind in development. If White can open the position, it should be to his advantage]

15... Qd6 The knights are still sitting on the back rank. 16. Ng5 Kg8 Another wasted tempo, but this time it was forced to protect the h-pawn and avoid the fork. Meanwhile, in the "legion of doom," White's forces keep creeping closer and closer to the Black king. Maybe they will get bored and leave the area on their own. 17. Kh1 Nd7 18. Ngf3 And away... 18... Rh6 19. Qf2 they go! The game is pretty much equal. White did not capitalize on his lead in development. 19... Nef6 20. Rg1 Bc6 21. g4 Nxg4 Black accepts the challenge.

[Though 21... Ne4 was an option]

22. Nxg4 fxc4 23. Rxc4 Bb5? A good idea, but wrong timing.

[23... Nf6 24. Rg3 Bb5 25. Bc2 cxd4 26. cxd4 Rc8 27. Rag1 Rc7 White is better, but Black should hold]

24. Bc2?

[24. Rag1 Bxd3 25. Rxc7 Kh8 26. Ng5 Qf8 27. Rxd7 White is up a pawn]

24... Ra7 25. Rag1 Qf8??

[25... Nf6 26. Rh4 Rxh4 27. Qxh4 Kh8 White is a little better, but Black has resources to hold]





**26. Ng5** This is good enough for a winning advantage.

[But White missed a nice tactic. 26. Rg7 Qxg7 27. Rg7 Kxg7 28. Qg3 Kh8 29. Qg5 Rf6 30. Ne5! This little stinker hurts Black. 30... h6 31. Qh4 Kg7 32. Ng4 Be2 33. Nxf6 Nxf6 34. Qg3 Kf8 35. f5 White's attack gains momentum with each move]

**26... Nf6 27. Rh4 Rxh4 28. Qxh4 g6 29. Nxe6 Qe7 30. Qh3** White is in the driver's seat and therefore doesn't look for anything stronger than needed. He is safe in this approach as he is easily winning.

[However, he overlooked that he could have removed another defender of Black's king. 30. Bxg6 Kh8 (30... hxg6?? 31. Rxg6 Kf7 32. Rg7 Kxe6 33. f5 Kd6 34. Qg3 Kc6 35. Rxe7 Rxe7 36. Qg6 White wins) 31. Bf5 Black is in a bad way]

**30... Ne4 31. Bxe4 dxe4 32. Ng5??** White throws it all away.

[32. f5! is a must to continue the attack. 32... Qf6 33. d5! Re7 34. Rg4 with the idea of Rf4 etc. 34... Be2 35. Rf4 g5 36. Qg3 h6 37. h4 g4 38. Rxg4 Bxg4 39. Qxg4 Kf7 40. Qxe4 The end-game should be an easy win for White]

**32... cxd4**

[32... Bd7 first was much better]

**33. cxd4**

[33. exd4!? Bd7 34. Qe3 White has a clear advantage]

**33... Bd7 34. Qg2 Bf5** Black has built up his defenses and is not worse. **35. Nh3 Qe6 36. Nf2 Qxa2** This may be too greedy.

[36... Rc7 looks safe]

**37. Nxe4 Qb3** Black is slowly letting White get back behind the steering wheel.

[37... Qe6 was better. Just dig in like an Alabama tick]

**38. Nc3 Bc2?** You have to hand it to Anthony, he is pressing hard for the win, perhaps too hard.

[38... Re7 holds equality]

**39. Rc1 Bf5 40. e4** Invasion, part two is about to commence. **40... Bd7 41. Nd5**

[41. f5! is more to the point. 41... Be8 and now 42. Nd5]

**41... Be6 42. Nc3 Bf7 43. Qc2 Qxc2 44. Rxc2 Kf8 45. Nd1**

[45. d5 limiting the scope of Black's pieces, is stronger]

**45... Ke7?**

[Maybe 45... Bb3, getting out from behind the pawns, is a better idea. Though even then White has all the chances]

**46. Ne3 Rd7 47. d5 Be8 48. e5 Rb7 49. Nc4 Kd8 50. Nd6 Rb8 51. e6 b5 52. Ne4 a5 53. d6** Black resigned. [1:0]

**Martinez, Hector R. - Baca, David L. [1:0]**

**Andy Nowak Memorial Senior, Reserve, Round 1**

**Albuquerque, New Mexico**

**1/10/2015**

Comments by Steve Farmer

Queen's Gambit, Catalan Variation

**1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 c6 5. Nf3 Bb4 6. Bd2 Bxd2 7. Qxd2 dxc4 8. Ne5 O-O 9. O-O Qc7**

[9... b5 10. b3 cxb3 11. Nxc6 Nxc6 12. Bxc6 b2 13. Qxb2 Rb8 was played in the game R. Markus (2622) vs. B. Grachev (2676) Kragujevac SRB 2013 which was drawn at move 27]

**10. Nxc4** The knight stands well on e5.

[Why not flick in 10. Na3 instead?]

**10... Rd8 11. Nc3 Nd5 12. Rac1 Nd7 13. Rfd1 N7f6 14. Qe1 Rb8 15. e4** White is better. He has control of

the center and his pieces are all developed actively, while Black must worry about how to effectively get his queen bishop into the game. **15... Nxc3 16. Rxc3**

[16. Qxc3 seems better - ready to break open the center at any moment]

**16... Bd7 17. Ne3 Be8** At least Black has his rooks connected, but I prefer White's pieces. **18. e5 Nd5 19. Nxd5** It was better to take with the bishop. When contemplating a trade, a major decision, you must compare the values of the pieces remaining on the board. In this case if White captured with the bishop, he would give up a piece sort of blocked in by Black's pawn structure. By holding on to the knight, White keeps a piece that can attack both the light and dark squares, whereas Black's bishop is not only hemmed in by his pawns, but can only control the light squares.

[19. Bxd5 exd5 20. Nf5 Bd7 21. Nd6 White has a definite advantage]

**19... exd5 20. f4 Qe7**

[20... Bd7 stopping White's planned expansion, was a better idea]

**21. Re3??!**

[21. f5 Bd7 22. Rf3 with f5-f6 in the cards]

**21... Bd7** Black is slipping out of his confines and has just about equalized. **22. h3 Re8**

[The battle is on the light squares. With this in mind Black should play 22... h5]

**23. Rd2 Qf8 24. Rdd3** I don't know where this rook is heading.

[Better was either 24. Rf2; or 24. g4]

**24... g6 25. g4 Re7 26. Qh4** Hector brings his forces to bear in preparation for opening the kingside.

**26... Rbe8 27. Qg5?!** But this is too optimistic.

[27. Rf3 continuing to build kingside pressure was called for]

**27... Qg7**

[27... f6 28. Qh4 g5! 29. fxg5 fxe5 30. Rf3 Qg7 31. Rf6 exd4 leads to a level game]

**28. Ra3 h6 29. Qh4 a6 30. Rab3 Bc8 31. Rbc3 Qh8?!**

[31... Qf8 makes more sense]  
**32. Qf2 Kf8?!** White now gets the upper-hand.

[32... f6!?]

**33. f5 Kg8 34. Rf3 g5?** Black is in a bad way, but this hastens the end.

[Better was either 34... Qh7; or 34... h5]

**35. h4!** Nicely done. White breaks through. **35... f6**

[35... gxh4 **36. Qxh4 f6 37. exf6** doesn't help as White infiltrates with effect]

**36. hxg5 hxg5 37. Rh3 Qg7**

[37... Rh7 **38. e6** Black is twisted up in knots]

**38. e6** This move is fine, but...

[38. Rh2!? (or Rh1) was stronger. **38... Rf8 39. e6 b5 40. Rch3** Black is hard pressed to prevent R-h6-g6]

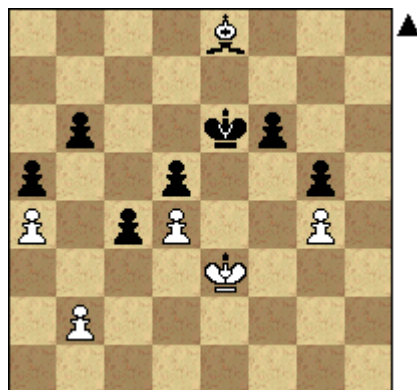
**38... Bxe6** Desperation, but there is nothing better. **39. fxe6 Rxe6 40. Rhe3** Stronger is **40.Qf5**, not that it matters. White should win this anyway and trades bring him closer to a winning endgame. **40... Rxe3 41. Rxe3 Rxe3 42. Qxe3 Kf8 43. Qe6 Qe7** Black is forced into the endgame. **44. Qxe7 Kxe7 45. Kf2 b6 46. Ke3 Kd6 47. Bf1**

[47. b4 is more to the point, taking away any effective pawn break]

**47... a5 48. a3 c5 49. Bb5 c4 50. a4** [By locking another pawn on the same color square as his bishop and blocking the only entry square into Black's position for his king, White allows the draw Steve Farmer points out below - ed.]

[[Much better is **50. Kd2 Ke6 51. b3** ed.]]

**50... Ke7 51. Bc6 Ke6 52. Be8**



**52... f5??** I can't figure out why Black played this. The beauty of his pawn structure is that White will have to sacrifice his bishop to make an entry point. After this White snaps off the d-pawn winning easily.

[52... Ke7 **53. Bg6 Kd7** White has to find a way in on the queenside, but I don't think there is a convincing breakthrough: **54. Bf7 Kd6 55. Be8 Ke6 56. Bb5 Kd6 57. Kd2 Ke6 58. Kc3 Kd6** If White wants to win he has to try the bishop sac, but it doesn't seem to work. **59. Bxc4 dxc4 60. Kxc4 Ke6!!** The only move, but good enough! (**60... Kc6 61. d5 Kd7 62. Kd4 Ke7 63. Ke4** winning) **61. Kb5 Kd6! 62. Kc4** Sadly, White must retreat and Black can now hold the opposition and draw the game. (**62. Kxb6?? f5! 63. gxf5 g4 64. f6 g3 65. Kxa5 (65. f7 Ke7) 65... Ke6 66. Kb6 g2) 62... Ke6!**]

**53. gxf5 Kxf5 54. Bf7!** Too late Black realizes that the pawn on d5 is lost and hopes for the passed g-pawn are dashed. **54... g4** Black resigned. [1:0]

**Brown, Wendel G. - Lubin, Don**  
 [½:½]

**Andy Nowak Memorial Senior,  
 Booster, Round 4**

**Albuquerque, New Mexico  
 1/11/2015**

Comments by Steve Farmer

Don Lubin in a fine showing scored 3 wins and two draws to finish equal 1st with John Letard in the Booster. Since this is another Najdorf it was a no brainer which game from the Booster I would annotate for the magazine!

Sicilian Defense, Najdorf Variation

**1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bd3** A rare but playable move. While it lacks the punch of other moves, it is not as bad as it looks. **6... e6 7. Bg5 Be7 8. O-O O-O 9. Re1 h6**

**[9... b5 10. a3 Bb7 11. Qf3 Nbd7 12. Qg3 Re8** Black has equalized. In the game, Terzic Safet (BIH) 2283 - Sasikiran Krishnan (IND) 2663, Bastia (France) 2005.10.30, Black won in 45 moves]

**10. Bh4 b5 11. b4** Just because White's king is hiding out on the kingside doesn't mean Black doesn't want to attack the queenside. This is Black's natural area of play in the Sicilian. Bringing the pawn to b4 weakens White's queenside considerably.

[11. a4 b4 **12. Nce2 Bb7=**]

**11... Bb7 12. a4** On the other hand, this is a fine follow-up by White. Since he is compromised on the queenside he sets out to negate Black's attempts to control that region. **12... Qb6 13. Nf3 Rc8 14. Qd2 Qc7 15. Ra3 Nc6 16. e5?** I believe White based this move on a faulty tactic.

[16. axb5 is a better shot at maintaining equality]

**16... dxe5! 17. axb5 Nxb4** Maybe White overlooked this. Black is not simply trading off his e5 pawn for the b4 pawn. There is more to it than that. **18. Nxe5??**

[18. Bxf6 Bxf6 **19. bxa6 Bxf3 20. gxf3** Black is clearly better due to White's horrible pawn structure, but White can play on]

**18... Nxd3!** Uncovering an attack on the rook on a3. **19. Qxd3 Nd5** Which Black didn't see!

[19... Bxa3 **20. Nd1 axb5** is an easy win for Black]

**20. Bxe7**

[20. Nxd5 Bxd5 **21. b6 Qd6 22. Bxe7 Qxe7 23. c4 Bb7 24. Rc3** White is better]

**20... Qxe7**

[20... Nxe7!? **21. bxa6 Bxa6 22. Rxa6 Rxa6 23. Qxa6 Qxc3** White's isolated c-pawn gives Black a small but lasting edge in the endgame]

**21. Nxd5 Bxd5 22. c4?!** This allows a small tactical trick.

[22. Rxa6]

**22... Bxc4**



[22... axb5! 23. Rxa8 Bxa8 24. cxb5 Qb4 Now, instead of an isolated c-pawn, it is an isolated b-pawn. White will have a hard time turning it into anything serious]

23. Nxc4 Rxc4 24. Rxa6

[24. Qxc4 looks stronger]

24... Rxa6 25. bxa6 Ra4 26. Rc1 g6

27. h4 Qa7?? After a hard fought game Black makes a fatal mistake.

[27... Qf6 should hold a draw with no problem. Piece activity is key in most endgames]

28. Rc8 Kg7 29. Qc3?!

[29. Qd8! would have forced mate! 29... Ra1 30. Kh2 g5 The only way to create an escape square for the king. 31. h5! Blocking the king's escape. Black can only delay mate]

29... Rd4 30. Rd8? There must have been time pressure involved as White is losing the thread of the game. Even after this move he has good winning chances.

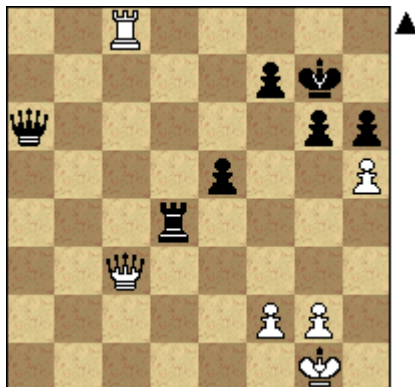
[30. Rc7 wins handily after 30... Qb6 31. a7 Black cannot stop the promotion]

30... e5 31. Rc8??

[31. Rxd4 exd4 32. Qa5 Kg8 33. Qb5 Qc7 34. Qb7 Qc1 35. Kh2 Qf4 36. g3 Qxf2 37. Qg2 Qf6 38. a7 The pawn queens]

31... Qxa6 The tables have turned!

32. h5?? The game was agreed drawn. If black agreed to a draw here, then this is the biggest mistake of the game. My hunch is that the players were low on time and either stopped keeping score or decided to split the point and to go grab lunch. Black wins easily.



[The easiest win is 32... Qe2

Black has two potent threats; Rd1+ and Rd2. The only move White can try is 33. Qf3 Qe1 34. Kh2 Rh4 35. Kg3 Qh1 Black threatens mate and White's queen must vacate f3. 36. Qa8 Qh2 37. Kf3 Qf4 38. Ke2 Qg4 Black forces the king into the middle of the board. Dropping the king back allows Rh1+. 39. Kd2 Qd4 40. Kc2 Qxf2 41. Kc3 Qe3 42. Kc2 Qe2 43. Kb3 Qd3 44. Rc3 (44. Ka2 Qd2 45. Ka3 Qb4 46. Ka2 Rd4 47. Rg8 Kf6 48. Qf3 Ke7 There are no more checks and there is no good defense to ...Rd2) 44... Qb1 45. Ka3 Rb4 White will be mated]

[½:½]

Lubin, Don - Lewis, Bruce R.

[½:½]

Andy Nowak Memorial Senior,

Booster, Round 5

1/11/2015

Comments by Matt Grinberg

A tough last round battle between two players vying for first. It's quite a fight. In the end it peters out to a draw, securing a tie for first for Don Lubin and a third place tie for Bruce Lewis.

English Opening

1. c4 Nc6 2. g3 I have noticed that English players have a phobia about playing d4. And yes, I admit to having had that phobia when I played the English Opening years ago. The idea seems to be that the purpose of the English is to avoid playing your center pawns to the fourth. But the real purpose of every opening is to play good moves leading to good positions. If a move is good, it should be played even if it doesn't fit with your preconceived notions.

[Better is 2. d4 e5 3. d5 Nce7 4. Nc3 White is better]

2... b6 Apparently both players are afraid of occupying the center.

[2... e5 3. Bg2 Nf6=]

3. Bg2 Bb7 4. Nc3 e6 5. e4 Nb4!?

The hole at d3 is tempting, but White will respond with d4. You have to ask yourself, "Does Nb4 improve my position?" Instead of developing, you move a developed piece a second time. You force White to play a good move, d4. The knight will be driven back with a loss of time after White plays a3. No, Nb4 does not improve Black's position.

[After 5... Bb4 6. Nge2 e5 7. O-O Nf6 White has a small edge.]

6. d3!? I thought d4 was obvious, but White is still afraid of playing it.

[6. d4 White's center is strong. Black cannot answer with 6... d5? because 7. a3 wins a pawn]

6... Nf6 7. a3 Nc6 8. Nge2 Bc5?!

Apparently Black is so convinced that d4 is bad for White that he is will give up a tempo to get him to play it.

[8... e5 White's edge is minimal]

9. d4! Yea! 9... Be7 Now the key move for BOTH sides is e5. For White it will push back Black's knight. Black needs to play e5 to stop White from playing it. 10. O-O!?

White passes on his first chance. 10... d6!? Black passes on HIS first chance. 11. f4?! This is a good idea, but only AFTER playing e5. Can this broad center really be defended? 11... Qd7?! His last chance to play e5.

[11... e5 12. Nd5 O-O 13. Nxe7 Qxe7 White is better due to the bishop pair, but whether his pawn structure in the center is a strength or a weakness is debatable]

12. e5! Finally! 12... dxe5 13. dxe5? In spite of the errors, White had the better game due to his center. With one move he gives it away by opening the diagonal to his king.

[13. fxe5 Ng4 14. h3 Nh6 15. Qa4 Black's position is cramped and awkward]

13... Bc5 14. Kh1 Qxd1 15. Rxd1 Leaving the f2 square undefended leads to great complications.

[Simply 15. Nxd1 is equal]

15... Ng4 16. Ne4 Na5?! In a sharp position, Black misses his best move.

[16... Be3 17. Bf3 Ncxe5 18. fxe5 Nf2 19. Nxf2 Bxf3 20. Kg1

Bxc1 21. Nxc1 Bxd1 22. Nxd1=]  
 17. h3? But White returns the favor.  
 [17. Nxc5! bxc5 (Worse is 17... Nf2 18. Kg1 Bxg2 (18... Nxd1 19. Nxb7 Nxb7 20. Bxb7 With two bishops for a rook and Black's knight trapped, White wins) 19. Kxf2 Bc6 20. b4 Nxc4 21. Nb3 O-O 22. Rd4 Bd5 23. Nc3 White's extra knight wins) 18. Bxb7 Nxb7 19. Kg2 Na5 20. h3 Nh6 21. g4 Nxc4 22. b3 Nb6 23. Nc3 Ng8 24. Be3 Ne7 25. Bxc5 With the minor exchange and better pawn structure, White is better]  
 17... Bxe4 18. hxg4 Bxg2 19. Kxg2 Nxc4 20. Kf3 O-O? Black misses White's threat.  
 [20... Be7 retains his extra pawn]  
 21. b4? But White misses it too.  
 [21. b3 Na5 22. b4 Nb3 23. Rb1 Nxc1 24. Rbxc1 Be7 25. Rxc7 Having regained the pawn and with his rook on the seventh, White has a strong advantage]  
 21... Be7 22. Be3? White could still win back the pawn.  
 [22. Rd7 Rac8 23. Nd4 (Not 23. Rxe7? Rfd8 24. Be3 Nxe3 25. Kxe3 Kf8 and wins) 23... Rfd8 24. Rxd8 Rxd8 25. Nc6 Rd7 26. Nxa7=]  
 22... f6? Again letting the rook in.  
 [22... Rfd8 leaves White a pawn down without compensation]  
 23. Rd7 Bd8 24. Nd4? Threatening e6, but Black's threats on e5 are stronger.  
 [24. Rc1 b5 25. Bc5 Rf7 26. Rxf7 Kxf7 27. Rd1 fxe5 28. Rd7 Kg8 29. Ke4 exf4 30. gxf4 White is down two pawns, but his well placed pieces compensate]



24... Nxe5! Nicely done! 25. fxe5

fxe5 26. Ke4 exd4 27. Bxd4 Bf6?!  
 The only reason Black doesn't have a clear win is the pesky rook on d7.  
 [The thing has to go! 27... Rf7 28. Rxf7 Kxf7 White has little for the two pawns]  
 28. Rc1 Bxd4 29. Kxd4 Rad8 30. Rxc7 Rxd7 31. Rxd7 Rf3 32. Rxa7 Rxc3 33. Ke5 Rxc4 34. Kxe6? The e-pawn was not a threat. The threat is the g and h-pawns, but there is nothing White can do about them, so he has to look for counter play. That means creating his own passed pawn on the queenside.  
 [34. Rb7 h5 35. Rxb6 h4 36. Rc6 h3 37. Rc3 Rh4 38. Rc1 h2 39. Rh1 Black is better, but White has chances with his centralized king and passed pawns]  
 34... h5 35. Ra8?! All this check does is improve the position of Black's king.  
 [Granted White is lost anyway, but a better try is 35. Kf5]  
 35... Kh7 36. Rb8? It's too late to go after the b-pawn. White is dead lost.  
 [His only concern now should be stopping Black's pawns. 36. Rc8 h4 37. Kf5]  
 36... h4 37. Kf5 Rg6? Missing an instant win.  
 [37... h3! 38. Kxg4 (38. Rc8 h2 39. Rc1 Rg1 and wins) 38... h2 39. Rxb6 h1=Q and wins]  
 38. Rc8 h3  
 [A good alternative is 38... b5 taking away White's queenside play. 39. Rc5 h3 40. Rc2 Rg3 41. Rh2 Rxa3 and wins]  
 39. Rc1 h2? Premature. Stopping White's queenside play is now a necessity. After h2 the game is drawn because Black can no longer hold his h-pawn and stop White's pawns.  
 [39... b5 40. Rc2 Rg3 41. Rh2 Kh6 42. Kf4 Rxa3 and wins]  
 40. Rh1 Rg2 41. a4 g5 42. a5 bxa5 43. bxa5 g4? After this Black has to give up BOTH pawns to stop White's pawn.  
 [But after 43... Kh6 44. a6 Rf2 45. Kg4 Kg6 46. a7 Rg2 47. Kf3 Ra2 48. Rxh2 Rxa7 it's a draw anyway]  
 44. a6 g3 45. a7 Ra2 46. Kf4 g2 47. Rxh2 Kg6 [1/2:1/2]

## The Cairo Problem

By Matt Grinberg

Years ago my friend, Larry Stevens, showed me an amazing problem. In his own words, here is how he came across it and how it got the name.

"This problem was shown to me in February 1978 at the Gezira Chess club on Gezira Island in Cairo. It was in the golf club clubhouse. When I guessed what the answer was the guy said that I must have seen it before, but I don't think I had because it was fairly new at the time. I wanted to keep going, but it was time to go, and the sets had to be picked up, so I had to quickly copy the problem into my notebook.

"Anyway, I showed it to Phil Collier [a Washington, DC area master - ed.] when I got back in the fall of 1978, and told him the story. The amazing problem got passed around for a while.

"Sometime later, somebody was showing it to somebody else. Phil noticed and said, 'Ah, that's the Cairo Problem.'

"And so it got its name.

"Actually, I did not find out who composed the amazing Cairo problem until almost five years ago, when the Chess-Base web site presented the problem at Christmas time."

For the solution, see the next edition of Desert Knight.

White to play and win. Composed by Mario Matous, 1975.





# The Higher Meaning of Chess

The following two excellent articles both focus on chess not as simply a game, but instead on the intellectual, and social rewards of chess. David Lewis' article, "Benefits of Playing Chess," approaches the subject from the point of view of an observer, whereas Jonathan Gardner's article, "More Than A Game: The Benefits of Tournament Chess," approaches it from the point of view of his own development as a young man. Yet, they reach very similar conclusions!

## Benefits of Playing Chess

**By David Lewis**

Chess is a game that enables you to meet many interesting people. You will make life-long friendships with people met through chess. It is a game for all ages. You can learn to play at any age and, unlike many other sports, you don't ever have to retire. Age is also not a factor when looking for an opponent. Young can play old and old can play young.

Chess is an art appearing in the form of a game. If you thought you could never be an artist, chess proves you wrong. Chess enables the artist hiding within you to come out. Your imagination will run wild with endless possibilities on the 64 squares. You will paint pictures in your mind of ideal positions and perfect outposts for your soldiers. As a chess artist you will have an original style and personality. Chess is a test of patience, nerves, will power and concentration. It enhances your ability to interact with other people. It tests your sportsmanship. A rigorous game of chess instills respect for your opponent, as well as the heightened self-respect you gain from trying your hardest. The skills chess offers to players are gold mines. It teaches players how to approach life. It teaches people who are having dilemmas that there is more than one answer to a problem. These are qualities and skills that are found in employees of all successful companies.

Chess improves a child's schoolwork and grades. Studies have shown that kids obtain a higher reading level, math level and a greater learning ability by playing chess. Because chess playing kids do better at school they have a better chance to succeed in life. Chess teaches a child patience and willpower. It improves a child's ability to interact with his opponent and this enhances confidence as well as self esteem. Introducing a child to chess allows him to recognize complexity. There are numerous ways in which the pieces can be moved, and analyzing each move enhances the child's mathematical as well as analytical skills. Because chess involves an infinite number of calculations, anything from counting the number of attackers and defenders in the event of an exchange to calculating lengthy continuations, you use your head to calculate, not some little machine.

Chess develops logical thinking, memory and concentration. Being a good player means remembering how your opponent has played in the past and recalling moves that have helped you win before. During the game you are focused on only one goal - to checkmate and be the victor. Because mistakes are inevitable, chess is like life. It is a never-ending learning process. Chess develops your capability to predict and foresee consequences of actions. It teaches you to look both ways before crossing the street.

Chess promotes imagination, increases your creativity and exercises both sides of the brain. It encourages you to be inventive.

Chess teaches independence. You are forced to make important decisions based only on your own judgment.

Chess inspires self-motivation and rewards hard work. It encourages the search of the best move, the best plan, and the most beautiful continuation out of the endless possibilities. It encourages the everlasting aim towards progress. The more you practice, the better you'll become.

Chess develops scientific thinking. While playing, you generate numerous variations in your mind. You explore new ideas, try to predict their outcomes and interpret surprising revelations. You decide on a hypothesis, and then you make your move and test it.

Chess has health benefits. It helps prevent Alzheimer's and dementia and can help rehabilitate patients recovering from stroke or a physically debilitating accident. Because the brain works like a muscle, it needs exercise like any bicep to be healthy and ward off injury. A recent study featured in The New England Journal of Medicine found that people over 75 who engage in brain-stretching activities like chess are less likely to develop dementia than their non-board-game-playing peers.

CHESS IS FUN! This isn't just another one of those board games. No chess game ever repeats itself, which means you create more new ideas each game. It never gets boring. You always have so much to look forward to. In every game you are the general of an army and you alone decide the destiny of your soldiers. You can sacrifice them, trade them, pin them, fork them, lose them, defend them, or order them to break through any barriers and surround the enemy king. You've got the power!

The New Mexico Chess Organization (NMCO), a non-profit organization, believes that the qualities one obtains by playing chess help to create better citizens for our society. Its goal is to proliferate chess in New Mexico, for the good of New Mexico, while having a great deal of fun!

To summarize everything in three little words - Chess is Everything!

## **More Than a Game: The Benefits of Tournament Chess**

**By Jonathan Gardner**

For years, people have talked about the benefits of chess: how it improves concentration; how it improves logical thinking. After years of tournament chess experience, I would add three things that chess can help foster: perseverance; growth; and value.

**Perseverance:** I played in my first chess tournament back in 1998 at the Georgia O'Keefe Elementary School Chess Fest. It was an early December weekend, and the games were played in the gymnasium, a separate building from the cafeteria that served as the skittles area. The tournament was a four round, G/30 tournament.

My score, 0.5/4, was terrible, and that was only because of a stalemate in a game I should have lost. One of the games I lost at least in part because I felt the touch-move rule required me to take a bad combination.

For me, though, the outcome of the tournament was more than the result of the individual games. I learned I did not like losing games because I didn't understand the rules. Rather than stay for the awards ceremony after the final round, my father, who had come to the tournament with me, took me to a bookstore so I could find a book on playing chess. I found one and I read it. And I played another tournament.

It was just a few months later when my father and I went up to Los Alamos for another scholastic tournament. This time, the early rounds went badly enough that I received a bye around lunch time. But the afternoon was better. I won enough games to avoid a second losing tournament.

**Growth:** I played many tournaments after that – scholastic state tournaments, team tournaments, quad tournaments. I got used to winning games and least winning as many games as I lost. I was even the K-12 Reserve Section Champion. But that was the reserve section. It wasn't the Open section.

An important tournament came for me in January of 2002. It was a four round tournament in Rio Rancho, and I decided to “play up” one section higher than my rating indicated. I did not have a winning tournament. I particularly remember losing a game after lunch. But something important happened in that tournament. I built confidence that I could be competitive with another level of competition. I might not have as many wins playing against tougher competition, but the wins against the tougher competition mean more. Sometimes the possibilities of winning are worth the risk of losing.

**Value:** Tournament chess gave me practice to become a better chess player, and a rating to back it up. I developed enough skill that I could beat a lot of beginning players. That skill came in handy when my family began going to a Christian family conference with young children. During the conference, I would take out a chess board and play with some of the younger attendees. Fortunately, I won most of the time.

But even though I kept winning, they kept coming back and playing again and again and again. Chess sends an amazing message to young people. Sitting across a chess board and taking them seriously – playing chess with them and treating them with courtesy and respect – sends a powerful message that the person you are playing has value. Chess provides a powerful language for communicating to people that they have worth. Playing tournament chess can help you speak that language better.



Jonathan Gardner has played in many tournaments in the Albuquerque area. He holds a Bachelor of Science in Management from New Mexico Tech and a Juris Doctorate from the University of Nebraska College of Law. He is currently the Executive Director of the NM Center for Family Policy, which works to build a New Mexico where God is honored, life is cherished, religious liberty flourishes, and families thrive.



# NMSCA NMCO Officers 1977-2015

The following lists were compiled by Jim Johnston and Jeff Burch.

The success of chess in New Mexico has always depended on the extensive contributions of volunteers. This includes the many supporters of scholastic chess (school employees and others), club organizers, tournament directors and also NMCO's officers and volunteers. (continued on next page)

## President, Vice-President, Treasurer, Secretary

Year	President	Vice-President	Treasurer	Secretary
1977	Don Welch	Andy Nowak	Lindsay Phillips	Lindsay Phillips
1978	Dale Kinabrew	Andy Nowak	Lindsay Phillips	Lindsay Phillips
1979	Phil Doddridge	Andy Nowak	Lindsay Phillips	Lindsay Phillips
1980	Phil Doddridge	Andy Nowak	Lindsay Phillips	Lindsay Phillips
1981	Kenneth Damrau	Andy Nowak	Oren Stevens	Oren Stevens
1982	George Harrison	Kevin Quest	Ron Zwickl	Ron Zwickl
1983	Chris Candelario	Kent Weisner	Brad Earlewine	Brad Earlewine
1984	Carlos Solis	Kent Weisner	Brad Earlewine	Brad Earlewine
1985	Kenneth Damrau	Robert Stull	Peter Cuneo	Peter Cuneo
1986	John DeWitt	Elliot Higgins	Peter Cuneo	Peter Cuneo
1987	John DeWitt	Elliot Higgins	Peter Cuneo	Peter Cuneo
1988	B.Haines/Higgins	Elliot Higgins	Peter Cuneo	Peter Cuneo
1989	George Evans	Brad Earlewine	Peter Cuneo	Jeff Burch
1990	Doug Greenwalt	Benito Felix	John DeWitt	Jeff Burch
1991	Doug Greenwalt	Peter Cuneo	John DeWitt	Peter Dessauls
1992	Spencer Lower	Doug Greenwalt	Don Lawson	Robert Maestas
1993	Zach Kinney	Verne Applegate	Steve Thomas	Robert Maestas
1994	Bill Moffatt	Don Lawson	Bob Goldstein	Jeff Brandt
1995	Bill Moffatt	Eugene Caudill	Steve Sandager	Ron London
1996	Ramon Carrillo	Neil Miller	David Smith	Ron London
1997	Art Glassman	Neil Miller	David Smith	Ron London
1998	Terence Toomey	Bill Moffatt	David Smith	Ron London
1999	James Orner	Scott Coll	Randall Edmunds	Douglas Field
2000	Teanna Timmons	Luke Calhoun	Brian Murphy-Dye	Tiffany Timmons
2001	Dale Gibbs	Jeff Burch	Dina Hammad	Ron Perry
2002	Jeff Burch	Jack Moffitt	CGoodwin/Brunton	Patrick Burke
2003	Jeff Burch	Jesse Kraai	Dean Brunton	Susan Koenig
2004	Jeff Burch	Ron Kensek	Dean Brunton	Susan Koenig
2005	Jeff Burch	Dale Gibbs	Dean Brunton	Art Byers
2006	Munir Hammad	Dale Gibbs	Dean Brunton	Art Byers
2007	Silas Perry		Dean Brunton	Art Byers
2008	Art Byers		Dean Brunton	
2009	Scout Veitch	Dante Archuleta	Dean Brunton	Sam Dooley
2010	Oren Stevens	Dante Archuleta	Dean Brunton	Sam Dooley
2011	Oren Stevens	Eddie Sedillo	Dean Brunton	Sam Dooley
2012	Oren Stevens	Eddie Sedillo	Dean Brunton	Sam Dooley
2013	Oren Stevens	Steve Perea	Dean Brunton	Sam Dooley
2014	Oren Stevens	Steve Perea	Dean Brunton	Sam Dooley
2015	Oren Stevens	Steve Perea	Dean Brunton	Sam Dooley

## NMSCA NMCO Officers 1977-2015 - continued

We hope all of us in the chess community can recognize all of those many unpaid volunteers whenever we can. The list below is an effort to preserve a little history and to provide a bit of recognition to one of those groups: NMCO officers. This list is a work in progress and certainly may contain some errors or omissions. We would ask NMCO members to send any corrections (and especially any additions) to NMCO at either PO Box 4215, Albuquerque, 87196 or at [dbrunto@pnm.com](mailto:dbrunto@pnm.com).

### Desert Knight Editor/Publisher, Tournament Organizer, Webmaster, Member(s) at Large

Year	Desert Knight Editor/Publisher	Tournament Organizer	Webmaster	Member at Large
1977	Lindsay Phillips			
1978	Bill Johnson			
1979	Roger Spinnato			
1980	Roger Spinnato			
1981	Steve Sandager			
1982	Richard Buchanan			
1983	Richard Buchanan			
1984	Gary Collard			
1985	Phil Doddridge			
1986	Bob Haines			
1987	Bob Haines			
1988	Luis Tovar III			
1989	Ron Kensek			
1990	Tom Keffer			
1991	Spencer Lower			
1992	Steve Diebold			
1993	Bob Goldstein	Art Glassman		
1994	Robert Maestas	Art Glassman		
1995	Tim Pointon	Art Glassman		
1996	Al Williams	Art Glassman		
1997	Ryan McCracken	Art Glassman		
1998	Ryan McCracken	Ben Porter		
1999	Ryan McCracken	Scott Kerns		
2000	Travis Timmons	(vacant)		
2001	Susan Koenig	Art Glassman		
2002	Danny Rintoul	(vacant)		
2003	Danny Rintoul	Scout Veitch		
2004	Susan Koenig	Scout Veitch	Susan Koenig	
2005	Ryan McCracken	Scout Veitch	Susan Koenig	John Baxter
2006	Ryan McCracken	Scout Veitch	Susan Koenig	John Baxter
2007		Scout Veitch/Art Byers		
2008		Art Byers	Jeffrey Sallade	
2009	Art Byers/Jim Johnston	Art Byers	Jeffrey Sallade	John Flores
2010	Art Byers/Jim Johnston	Art Byers	Jeffrey Sallade	Art Glassman
2011	Art Byers	Larry Kemp	Jeffrey Sallade	David Lewis
2012	Art Byers	Larry Kemp	Jeffrey Sallade	David Lewis
2013	Art Byers	Larry Kemp	Jeffrey Sallade	David Lewis
2014	Matt Grinberg	Larry Kemp	Jeffrey Sallade	David Lewis/Will Barela
2015	Matt Grinberg	Larry Kemp	Jeffrey Sallade	David Lewis/Will Barela

# Blitz Time Odds

By Matt Grinberg

Are you like me? Do you get tired of beating lower rated players in blitz games? I have the solution for you - Time Odds! It is not unusual for blitz tournaments to be held in which time odds are used to try to equalize the chances. The problem is that usually the odds are something the organizer comes up with off the top of his head. Sometimes they work and sometimes they don't.

Well, you're in luck because 15 years ago I analyzed the results of a time odds tournament at the Census Bureau Chess Club (CBCC) and determined the odds needed to truly equalize. Based on these massive calculations I came up with the following time odds.

**Table 1. - Time Odds By 100 Point Increments**

Rating Difference (Elo)	Time Per Game (min:sec)	
	Lower	Higher
0	5:00	5:00
100	6:02	3:58
200	6:58	3:02
300	7:46	2:14
400	8:25	1:35
500	8:54	1:06
600	9:16	0:44
700	9:29	0:31
800	9:39	0:21
900	9:46	0:14
1000	9:51	0:09

Based on Table 1, I came up with the following:

**Table 2. - Recommended Equalizing Time Odds**

Rating Difference (Elo)	Time Per Game (min:sec)	
	Lower	Higher
0 - 24	5:00	5:00
25 - 74	5:30	4:30
75 - 124	6:00	4:00
125 - 174	6:30	3:30
175 - 224	7:00	3:00
225 - 299	7:30	2:30
300 - 374	8:00	2:00
375 - 449	8:30	1:30
450 - 599	9:00	1:00
600 - 799	9:30	0:30
800+	9:45	0:15

These odds may actually work. However, speaking from the point of view of one of the higher rated players in the club, I couldn't see starting the game with only 15 seconds on my clock no matter how lower rated my opponent. So I decided that the calculations should be changed to give each player a minimum time and to only distribute the remaining time according to my formula. I decided the pre-allotted time should be 20 seconds each (I have no justification for this number other than it feels right). Based on this we get the following time odds.

**Table 3. - Time Odds the Higher Rated Player Can Live with By 100 Point Increments:**

Rating Difference (Elo)	Time Per Game (min:sec)	
	Lower	Higher
0	5:00	5:00
100	5:58	4:02
200	6:50	3:10
300	7:35	2:25
400	8:11	1:49
500	8:38	1:22
600	8:58	1:02
700	9:11	0:49
800	9:21	0:39
900	9:27	0:33
1000	9:31	0:29

Based on Table 3. I came up with the following:

**Table 4. - Recommended Time Odds the Higher Rated Player Can Live With**

Rating Difference (Elo)	Time Per Game (min:sec)	
	Lower	Higher
0 - 24	5:00	5:00
25 - 74	5:30	4:30
75 - 124	6:00	4:00
125 - 174	6:30	3:30
175 - 249	7:00	3:00
250 - 324	7:30	2:30
325 - 424	8:00	2:00
425 - 549	8:30	1:30
550 - 749	9:00	1:00
750+	9:30	0:30

These time odds, endorsed by GM Larry Kaufman, were used for subsequent CBCC odds blitz tournaments, giving a small edge to the higher rated players. If you want to truly equalize the chances among all players, the odds given in Table 2 are recommended.



# Remembering Andy Nowak

By Ron Kensek

I first met Andy in the summer of 1982 when he was helping Ron Zwickl run the Los Alamos Open in the White Rock Community Center during my first summer internship in New Mexico. Never a credit hog, this was just one of many events (small and large) he would organize and/or direct.

Andy's breakout year in scholastic chess was 1977. Andy created the first of what we now call the NM K-12 Championship. From the Don Wilson Archive, Andy (then Vice President of NMSCA – the forerunner of NMCO) wrote to Don on May 12, 1977, "If it is successful it bespeaks well for the future of Junior Chess in our state."

Also in 1977, Andy created the Northern Schools Chess League (NSCL) inspired by Don Wilson's Albuquerque Schools Chess League (created in the 1961-1962 school year and continuing in its 54<sup>th</sup> year today). As I understand it, Andy was involved in running and/or directing the NSCL continuously through last year. It now continues thanks to Mark Galassi and Jim Johnston.

In the mid 80's he contributed to Dwayne Barbers "*Guide to Scholastic Chess*" (1986). This also began his multi-year effort to bring the National K-12 Chess Championships to Albuquerque – accomplished in 1988. In the midst of his preparation time, early in 1987, Andy lost his job at Los Alamos National Laboratory due to a reduction in force. He had been employed as a chemical physicist PhD since 1972. In typical manner, Andy considered it a blessing in disguise. The National K-12 project was demanding much more of his time than he expected and now he could address that. The success of this project (~800 players) inspired others – in 1998 Bill Johnson held the US Junior Chess Congress West (a smaller tournament) in Albuquerque and Andy was happy to direct one section.

In the early 90's, Andy established chess as part of Paquita Hernandez' "Celebrate Youth!" mentor/protégé program. I am unsure of the time-line, but this is likely when Andy became involved in directing the annual NMAA Team Chess event as well as representing chess at the NMAA meetings. He was very active in revising and enforcing the NMAA chess constitution.

In the early to mid 90's Andy created the NMSCO to be run by volunteers so that the New Mexico scholastic events would outlive him. At first, he was part of the board and did much of the heavy lifting. Later he made sure he was not on the board, but continued to be a heavily involved consultant. Finally he decided to be out of town during some of the events to generate confidence in the new board. Since NMSCO continues, it seems he was successful.

Andy helped create (with Alan Wicks), organize and direct all eighteen (1995-2012) of the successful Pir Maleki Memorial tournaments held in Montezuma, New Mexico. Richard Sherman returned from Virginia to play in the final installment, which turned out to be Richard's second-to-last rated event.

In recent years, he was involved with the Groundhog Tournaments (\$6 entry), Santa Fe Girls Open (\$10 entry but included free pizza, fruit, and professional women for career advice). In a final act, he left instructions on how to establish the Andy Nowak Youth Chess Fund, the interest from which will help serve the New Mexico scholastic chess community for years to come.

Over the years, I have interacted with Andy in several ways, from trading advice ("How to keep going?" [It's the right thing to do], "How to deal with people who are difficult to work with?" [Remember the previous question]), sharing floor-TD responsibilities, attending planning meetings, and occasionally filling in for him when his schedule unexpectedly changed (e.g. during his mom's passing). He was always nudging me to be more involved as a volunteer, and became more encouraging in the past couple of years. I think it is my turn to consider what to do ...

Last year was the 53<sup>rd</sup> year of the ASCL. I noticed 3 people each had more than 35 years involvement with the League and were still active (coaches Oren Stevens and Rod Avery being the other two, and I certainly counted Andy although his involvement was more "distant"). To mark the occasion, I created a "designer knight's tour" for each. Just for fun, Andy's is below.

It was easy to choose 1977 as a focus year where he created the NSCL and the 1<sup>st</sup> NM K-12 Championship. Since you can't get to "77" numbering the squares 1-64, I chose to start with 68 on c4, count "modulo 100" (just keep last two digits), and end with 31 on b6. You can find the year 2014 slightly below 1977. I meant this as the year of creation – I certainly did not expect it to be Andy's last. The tour is re-entrant and semi-magic since each row and column sum to 396. This tour was first published by Count Ligondes d'Orleans in 1863.

30	05	80	91	18	93	78	01
89	82	29	04	79	02	17	94
06	31	90	81	92	19	00	77
83	88	07	28	03	76	95	16
08	27	68	87	72	15	20	99
69	84	25	10	23	96	75	14
26	09	86	71	12	73	98	21
85	70	11	24	97	22	13	74

end

start

In 1977, Andy created

- 1<sup>st</sup> NM K-12 Champs
- Northern Schools Chess League (NSCL)

This Knight's Tour:

- Highlights 1977
- Presented in 2014
- Each column sums to 396
- Each row sums to 396
- 1<sup>st</sup> published by Count Ligondes d'Orleans 1863
  - Numbers shifted and symmetries used to obtain desired effect

I see what Andy did for the New Mexico chess community as a wonderful demonstration of the power of an unpaid volunteer to perform things people care about, which may motivate others to volunteer in turn to keep them going. He will be missed! Have a meaningful 2015.

Here is Andy, Tournament director of the 2012 Team Challenge Award, presenting the First Place Trophy to the AIMS Middle School team. Just one of many examples of how Andy supported scholastic chess in New Mexico through the years.

