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**NORTHWEST  
CHESS**

February 1989



NM John Brayley-WGM Elena Akhmilovskaya Donaldson

**Inside-This Issue!**

Opening Duel

Karpov-Hjartarson

The Game That Could Not Devour China

# Northwest Chess

February 1989, Volume 43, #2, Issue 492

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## ON THE COVER

Armed only with Camera, tele-photo lens, sound-proof sneakers, and a sharp eye, Fred Kleist shot this photo as the Inside Chess team battled with Seattle Chess Club I, Puget Sound League, round 3. see "News Specials", page 14.

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# Editorial

**NEWS-** Karpov draws game 1, wins as White in game 2,

and as **-ZAP!-** we wait for the snow to clear, HE wins

game 3 as well. **-Karpov 2.5-**

Games-page 8. **-Hjartarson 0.5-**

The Karpov-Hjartarson quarter final match complete report will be in next month's issue. In the meantime Inside Chess is publishing a daily bulletin.

Send endgame positions for the March "Endgame Special" issue by the 8th of February. One of the summer month's issues will be a "Postal Chess" special, so begin to organise your submissions of stories, games, and opportunities pertaining to postal play. September is projected to be the "Scholastics Chess" issue.

**ORGANIZERS! PLAYERS! GAMES! REPORTS!**  
are all needed to keep this publication current and complete.

Send your contributions to:  
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Andrew Trevors, author of "A. Trevors Speaks...", is in the southern U.S. studying Cajun style cooking. He intends to open an American-Ethnic specialty restaurant, but in what area of the country he doesn't know. Thanks for the submissions, this one is his third and possibly final, and good luck Andrew! He has promised to write.

"It Is Happening" (see "News Specials"), sequel to "It Will Happen" [see NWC Nov. 1988, page 187 ], is recommended for players, directors, and organisers. The intention is to make way for a future article "It Happened." After this, the only question is "How to Keep It Happening?"

We are still trapped by last month's "Opening Trap of the Month". On page 8 a computer plays it out, and this opening needs a tournament test-any volunteers?

Ed.

## Editor vs Readers

### Game Score

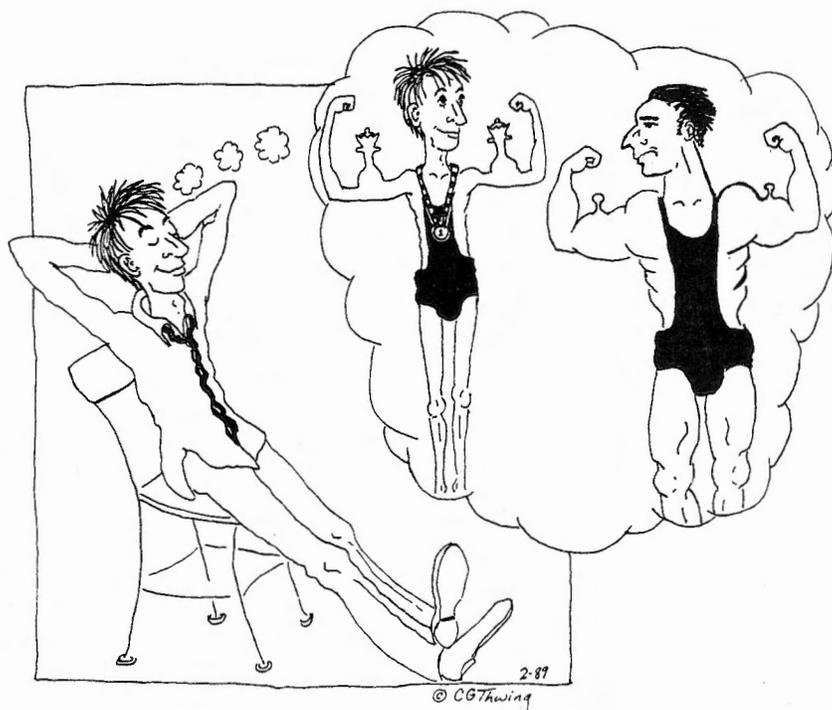
- 1.Nf3 Nf6
- 2.c4 c5
- 3.d4 cxd4 [five votes; 3...d5 one vote.]
- 4.Nxd4 e5

This move wins by two days-the postmark dates break a tie. 4...e5 received two votes, Jan 3 and 4; 4...e6 two votes, Jan 4 & 5; 4...g6 one vote.

5.Nb5 [If 5...d5 then 6.cxd5]

Cards need to reach the PO Box by the 15th, so in the mail by the 12th is fine. This month's issue is late, so for the next move, the deadline is in the box by the 20th. And, remember to check the editorials in Dec. 88 and Jan 89 for info about this and the "other" game.

Until our next move, 



P  
I  
E  
R  
R  
E



**TREVORS**

# Openings - Northwest

The "Openings Survey" will be published each 3 months. Check the January NWC for the most recent statistical info, and expect the next survey in the April issue.

## Opening of the Month

A footnote in MCO has been the meeting ground of two of Washington's premiere players, John Brayley and Viktors Pupols. The WA closed tournaments of 87 & 88, the Oregon Open of 87, and the game featured here from the Olympia (Cedar Knights Chess Club) Futurity are all segments of this intriguing opening duel.

How have these players gotten to the regional-top without regard for the mainlines? What of "positional understanding?" Don't be hijacked into confidence. This type of opening requires positional evaluations as well as calculations of tremendous tactical tangles.

Are you thinking: "I'll learn this opening in preparation for Vik or for John?" Will you spend several hours learning the other sidelines as well? You'll be SUPER-PREPARED! HA! It's not so easy. They'll just play something else altogether. In other words, in this type of on-going opening-duel, it's the ability of the players to find moves in unmapped-circumstances that counts.

Enjoy the games!

John Brayley-Viktors Pupols  
rd. 9, Olympia Futurity II, 88

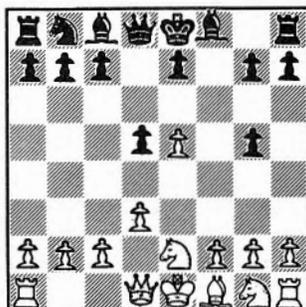
notes by John Brayley [\* by editor]

**1.e4 Nf6 2.Nc3 d5 3.e5 Ne4 [\*1]**

In our game from the 87 WA Closed the Black Knight went home after: 3...d4 4.Nce2 Ng8. Although I consumed 80

minutes for the first 12 moves, Viktors missed a shot (16...h5!) and lost (see NWC July 87). Later that year in the Oregon Open we played the same line; but I burned 80 minutes in my first 8 (!) moves. I realized that despite having annotated the previous game for NWC I hadn't decided exactly how I should handle the position and luxuriated in kicking myself for not having done so.

**4.Nce2 f6 5.d3 Ng5 6.Bxg5 fxd3**



**7.h4 [\*2]**

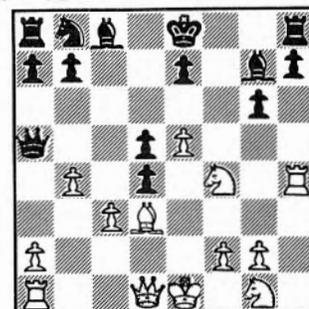
In our game from the 88 Closed I chose 7.f4. After winning a wrestling match on the Kingside, Viktors got rambunctious and dropped a fat center pawn; he regained it later with a cunning snare only to see his flag fall on move 40 in an even position (NWC April 88). ECO gives the text. I thought I'd try it. That's as deep as I looked.

**8.gxh4 8.Nf4 g6 9.Rxh4 Bg7 10.d4 c5 11.Bd3 Qa5+ 12.c3**

The moves since 7.h4 seemed arbitrary to me. I was particularly struck by Viktors' nonchalance. I would think for 10 or 15 minutes before each move. Viktors would amble back to the board, grimace, push up a pawn or piece without even sitting down, then wander off [\*3]. The previous year he had had a spectacularly good result in this tourney; but this time his score was not so good and I thought he had lost interest. I told myself, "It doesn't matter...play as hard as you can." My King almost automatically stepped 12.Kf1. That's the safest place for him and I've got 13.Rxh7 after 12...cxd4. But after another 10

minutes I reasoned that the fight for the center was primary. At least after the text Viktors sat down [\*4].

**13.cxd4 13.b4**



Should the Queen go to b6, c7 or d8? [\*5]

**13... Qa3 14.Nxd5 Bxe5 [\*6]  
15.cxd4 e6 16.dxe5 exd5  
17.Bxg6+ Ke7 18.Qd2**

Entering time pressure. Sharper is 18.Qxd4; but the text is sensible. White's advantages in material, King safety and pawn structure permit a secure move. Even the capture of the h-pawn will be delayed until Black's potential on the h-file diminishes.

**19.Be6 19.Nf3 Nc6 Bd3 Rg8 21.Kf1 Kd7 22.Rc1 h5**

The White Rooks target the enemy Queen. 22...Rg5 shields.

**23.Rc3 Qa4 24.b5 [\*7] Rg4  
25.bxc6+ bxc6 26.g3 Rf8 27.Be2**

While waiting for Black's next move I stared at b4, envisioning 27...Qb4 28.Rxc6 Qxd2 29.Rd6+ etc.

**Qb4**

"Oh, oh, I'm getting psychic." Startled, I changed plans. I told the Rooks, "Go at him from both sides."

**28.Rxh5 Qb1 29.Qc1 Qg6 30.Rh6 Qg7 31.Rxc6**

My queen supports her Rooks. Black resigns. 1-0

**Now the interesting part...** Viktors revealed his preparation: Vorotnikov-Ken'gis, USSR 83 (Informant 36). Move for move until I varied with 12.c3. Their game was unusual and amusing: 12.Kf1 cxd4 13.Rh7 Rh7 14.Bg6+ Kd8 15.Bh7 Be5 16.Qf3 Nc6!? N 17.Nd5 Be6 18.Qf8+ Kd7 19.Qa8 Qb5+ 20.Bd3 Qb2 21.Nb6+! Qb6 22.Nf3 Bb8 23.c3! dxc3 24.Rb1 Qb1+! 25.Bb1 Kc7 26.Be4?? (Ke1! winning) Bd5! 27.Bh7 e6 28.Ng5 Nb4 29.Ke2 b5 30.Ne6+ Kc8 31.Qd5 Nd5 32.Bf5 Kd7? 33.Nd4+ Kd6 34.Nb5+ Kc5 35.Na3 Nb4 36.Bb1! Bd6 37.g3 a6 38.f4 Bc7 39.Kf3 Kd4 40.Nc2+ Nc2 41.Bc2 a5 1-0

I recognized the final position as the one on the board when I arrived to begin the round. Viktors had been showing this game to the other players in the Futurity! I've played more times against him than against any other opponent. The games are always interesting and, regardless of result, Mr. Pupols is always a real gentleman [\*8].

[\*1] It is interesting that Vik does not play this defense regularly. Remove White's f-pawn and Black's e-pawn and the position would be a standard one from the Vienna, also a favorite of John's.

[\*2] As opposed to 7.f4, this move ensures White the better pawn structure. Black takes a great risk in reaching this position, and now opens lines for White with the exchange 7...gxh4. I would prefer 7...g4 with the purpose of restricting the three White minor pieces vying for squares on the Kingside. If then 8.Ng3 d4 9 Be2 Qd5 planning to castle Queenside.

[\*3] He was reading Forbes magazine. I was there; I saw him.

[\*4] He had finished the magazine.

[\*5] **A.** 13...Qa3 abandons the Kingside. **B.** 13...Qb6 14.Nxd5 Qc6 15.Bb5! wins for White. **C.** 13...Qd8 further cramps the Black King, and is not in the spirit of keeping some initiative in this very loose position. This leaves 13...Qc7! White might play 14.Rxh7 since after 14...Qxe5+ 15.Nge2 Rxh7 16.Bxg6+ Kd8 17.Bxh7 Nc6 Black has a tough game. White should not sac the Knight after 13...Qc7 with 14.Nxg6, as 14...hxg6 15.Bxg6+ Kd8 is iffy. To meet 13...Qc7

simply 14.cxd4! presses Black. But at least Black would be in the game. As played, 13...Qa3? the play is all White's; Black is practically lost.

[\*6] With this goes Black's best minor piece. 14...Kd8! 15.cxd4 Nc6 still poses problems for White.

[\*7] Discovery! White's Rook on h4 since early in the game has been worth 6.5 points! If you have a collection of Anatoly Karpov's games, then turn to Karpov-Hort Alekhine Memorial Tournament, Moscow 1971; compare the play of White's Rook on the forth rank.

[\*8] That's right!



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## "The Game That Could Not Devour China"

notes by editor

The obvious advantage to studying a Queen ending is to see clearly the power of the Queen. This enhanced understanding of the Queen's mobilities carries over directly into the opening and mid-play as well. The following Queen ending, played by a Northwesterner, GM Yasser Seirawan, is an epic example of three distinct phases of play. These phases are distinguished by diagram 1, pawns on both sides of the board—equal material, diagram 2, pawns on one side only—White is a pawn-plus, and diagram 3, Queen and pawn vs Queen.

The final word on Queen endings is reserved for computers of the future. Still, it is very challenging and enjoyable and profitable to analyse the "impossible position", especially an epic such as this one.

Principals of Queen and pawn endings: The big-three are Kings' safety, Queens' mobility, and the passed pawn!

GM Yasser Seirawan, U. S.  
vs Xu Jun, China  
Chess Olympiad, Thessaloniki, 1988

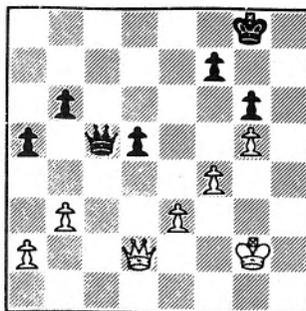


diagram 1, after 40...Qc5

The significance of King safety is very pointed in this example game. Black's Queen constantly shifts according to the position of White's King.

Seirawan J. - Xu J.

1.d4 d5 2.c4 e6 3. Qf3 c5 4.cd5 ed5  
5. Qe1 e7 6. Qe7 e7 7. dc5 e5  
8. Qbd2 Qc6 9. Qb3 Qd6 10.g3  
Qf6 11. Qg2 0-0 12.0-0 Qe6  
13. Qc1 Qac8 14. Qbd4 Qd4  
15. Qd4 Qb4 16. Qc8 Qc8 17.b3 h6  
18.e3 Qg4 19. Qe1 Qa3 20.f3 Qd7  
21. Qe2 a5 22. Qb1 h5 23. Qf1 g6  
24. Qb2 b6 25. Qc2 Qc2 26. Qc2  
Qd6 27. Qc3 Qe5 28. Qe1 Qe8  
29. Qd2 Qg7 30.f4 Qd6 31. Qg2  
Qe6 32. Qe2 Qc7 33.h3 Qc5  
34. Qh2 Qf5 35. Qd4 Qe4 36.g4  
hg4 37.hg4 Qb5 38. Qb5 Qb5  
39.g5 Qg2 40. Qg2 Qc5 41. Qf3  
Qb5 42. Qf2 Qc5 43. Qe2 Qf8  
44. Qb2 Qb5 45. Qd2 Qb4  
46. Qd1 Qe4 47. Qh8 Qe7 48. Qf6  
Qf8 49. Qb6 Qb1 50. Qd2 Qa2  
51. Qe1 Qa1 52. Qe2 Qb2 53. Qd3  
Qb1 54. Qd4 Qe4 55. Qc3 Qh1  
56. Qb2 Qd1 57. Qc5 Qe8 58. Qc3  
Qe2 59. Qc1 Qb5 60. Qd2 Qd7  
61. Qe1 Qe8 62. Qd2 Qd7 63. Qf6  
Qe8 64. Qe5 Qd7 65. Qc3 Qe8  
66. Qc2 Qd7 67. Qd4 Qe8 68. Qc3  
Qe7 69. Qf6 Qf8 70. Qd8 Qg7  
71. Qd6 Qg8 72. Qa3 Qb6  
73. Qd3 Qg7 74. Qa1 Qg8 75. Qc3

Qa6 76. Qd4 a4 77. ba4 Qa4  
78. Qd5 Qd7 79. Qc4 Qe6 80. Qd3  
Qd5 81. Qd4 Qb3 82. Qe2 Qc2  
83. Qf3 Qb1 84. Qe2 Qc2 85. Qd2  
Qb1 86. Qd8 Qg7 87. Qd3 Qb7  
88. Qd4 Qg8 89. e4 Qb5 90. Qf2  
Qb8 91. Qe3 Qb3 92. Qd3 Qb6  
93. Qf3 Qg1 94. Qe3 Qf1 95. Qg3  
Qh7 96. Qf2 Qd3 97. Qf3 Qd2  
98. Qg4 Qd4 99. Qe2 Qg8  
100. Qf3 Qc3 101. Qe3 Qc2  
102. Qd4 Qc1 103. Qe3 Qd1  
104. Qf2 Qc2 105. Qe2 Qc1  
106. Qg3 Qg1 107. Qf3 Qh1  
108. Qe3 Qc1 109. Qd2 Qe5  
110. Qf3 Qb5 111. Qd1 Qc6  
112. Qd8 Qg7 113. Qd2 Qg8  
114. Qd8 Qg7 115. Qe3 Qc1  
116. Qd2 Qg1 117. Qd3 Qb1  
118. Qe3 Qg1 119. Qe2 Qb1  
120. Qc3 Qg8 121. Qc8 Qg7  
122. Qc4 Qg8 123. e5 Qb2

124. Qe3 Qb6 125. Qe4 Qb7  
126. Qd4 Qa7 127. Qd3 Qa3  
128. Qe4 Qa8 129. Qe3 Qa3  
130. Qf2 Qb2 131. Qf3 Qa3  
132. Qe2 Qb2 133. Qd3 Qa3  
134. Qe4 Qa8 135. Qd5 Qa4  
136. Qd4 Qa8 137. Qe3 Qa3  
138. Qd3 Qc1 139. Qd2 Qa3  
140. Qf2 Qb3 141. Qe3 Qc4  
142. Qg3 Qd5 143. Qf3 Qc4 144. f5  
g5 145. Qf5 Qc1 146. Qf4 Qg1  
147. Qh3 Qh1 148. Qg4 Qd1  
149. Qf3 Qd4 150. Qf5 Qd7  
151. Qe4 Qc6 152. Qf4 Qc4  
153. Qe4 Qf1 154. Qf3 Qc4  
155. Qg3 Qd4 156. Qf4 Qg1  
157. Qf3 Qf1 158. Qg4 Qd1  
159. Qf3 Qd4 160. Qf5 Qd7  
161. Qe4 Qc6 162. Qf4 Qc4  
163. Qg3 Qd4 164. Qe2 Qg1  
165. Qh4 Qh1 166. Qg4 Qg1  
167. Qf5 Qb1 168. Qf4 Qc1  
169. Qe3 Qc4 170. Qg3 Qd5  
171. g6 Qe6 172. g7 Qf7 173. Qc5  
Qa6 174. Qf2 Qe7 175. Qf5 Qh6  
176. Qg2 Qg7 177. Qh3 Qh6  
178. Qg3 Qg7 179. Qh4 Qh6  
180. Qg4 Qe6 181. Qe6 Qe6  
182. Qf4 Qe7 183. Qf5 Qf7 184. e6  
Qe7 185. Qe5 Qe8 186. Qf6 Qf8  
187. Qf5 Qe7 188. Qe5 Qe8  
189. Qd6 Qd8 190. e7 Qe8 191. Qe6  
1/2-1/2

Several moves of the Black Queen are intended to set up the next series of checks or to hamper White's movements. Since White's Kingside pawns do not provide adequate cover, it would be ideal for White to bring his King to Black's Queenside pawns. Because of the White King's difficulties, White does not obtain complete freedom to effectively attack Black's position.

With three sets of pawns having been exchanged, both Queens maintain a useful degree of mobility, that is possible avenues of attack and defense. The open c-file is significant, but, with several diagonals available also, control of the file is not as vital as it would be in a Rook ending.

White's two pawn-islands versus Black's three signifies for White a lasting advantage, as becomes clear in the game continuation. Phases one and two, coming from diagrams 1 & 2 respectively, are carried out with no passed pawns, although White's intention is to create a passed pawn ASAP, preferably on the Queenside during phase one. Phases two and three make clear the importance of the presence of pawns on both the Queenside and Kingside by illustrating how thin the winning chances become with pawns only in one sector.

And now on to the game, the Position, The EPIC.

From diagram 1: White will activate his Queen, but which route is best? If Q-d4 then ...Qxd4 is drawn. In preparation the King is moved to the center. From this vantage, White may drive the Black Queen from c5 and even attempt to play his King through the center. Notice how Black's King is relegated to the protection of the base-pawn-f7. 41.Kf3 Qb5 42.Kf2 Qc5 43.Ke2 Kf8 44.Qb2 (44.Qd3 may be an improvement: 44...Qa3 45.Qc2 Qb4 46.Qc8+ Kg7 47.Qc6 is an attempt to win the d-pawn with a pair of Queenside pawns still on the board after 47...Qe4 48.Qxb6 Qg7+ 49.Kd3 Qxa2 50.Qd4+ winning for White. After 44.Qd3 Black may simply wait with ...Ke8, but 45.a4 followed by Kd2 and Qc3 does cause difficulties for Black. His Queen will be driven to a more passive

post, as 44.Qd3 Ke8 45.Kd2 Kf8 46.Qc3 Ke7 47.Qf6+ Ke8 48.Kd3 carries the threat of 49.f5 gx f5 50.g6 Qc7 51.Qh8+ winning.) 44...Qb5+ 45.Kd2 Qb4+ 46.Kd1 (46.Qc3 Ke7! -) 46...Qe4

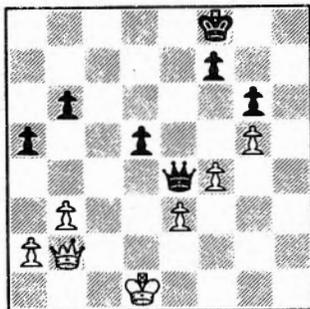


diagram 1a, after 46...Qe4

Rather than wait, Black takes active measures, exchanging a pair of Queenside pawns. 47.Qh8+ Ke7 48.Qf6+ Kf8 49.Qxb6 Qb1+ 50.Kd2 Qxa2+ 51.Ke1 Qa1+ 52.Ke2 Qb2+ 53.Kd3 White does not make progress with 53.Kf3 after ...Qd2! 53...Qb1+ 54.Kd4 Qe4+ 55.Kc3

After this forced sequence, Black must now decide how best to guard his isolated pawns. His chosen method guards the pawns, if indirectly, further restricts the White King, and invites White to error by exchanging the pawn-a5 for the pawn-e3 when the resulting Black passer is stronger than White's. White retracts his Queen, and Black's returns to his fourth rank. 55...Qh1 56.Kb2 Qd1 57.Qc5+ Ke8 58.Qc3 Qe2+ 59.Kc1 Qb5

Play through the next few moves noting that the position after 65 Qc3 has occurred three times, but is not a valid draw claim, as once it was Black's move and twice White's in the repeated position. In order to use the draw by the three-time-repetition rule, the same player must be on the move each time the position is reached. The opportunity does arise, before Black's 162nd move, for Xu Jun to notify the director, before moving, that his next move will create the same position for the third time, all three times with White on the move, thus validating his claim of a draw.

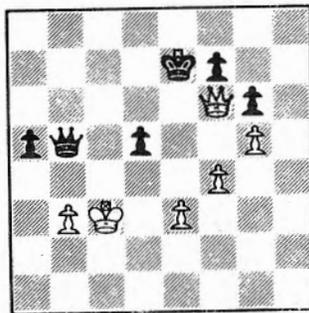


diagram 1b, after 69.Qf6+

The position is very sharp. If Black now plays 69...Ke8?, then 70.Qd6! ZUGZWANG, Qb7 71.Qc5! and White storms in through the center. The game continuation, moves 69-83, now suggests that magic, or "creating something out of nothing" is occurring. In fact, the earlier exchange of the Queenside set of pawns was in general useful for Black, but the resulting absence of the b6-pawn has left Black with no stable Queenside post for his Queen.

The game continues: 69...Kf8 70.Qd8+ Kg7 71.Qd6 Kg8 72.Qa3 Qb6 The waiting line, 72...Kg7 73.Kd4 Qb6+ 74.Kxd5 Qxe3 meets 75.Qa4! and Black is hard pressed to defend: After dodging a few checks White will play Qc4, and bring the King to b5, inviting the Black Queen to d2; White follows with Qc7 enticing ...Qd3+, Ka4 when he captures the pawn-a5 in exchange for his own pawn-e3, winning.

73.Kd3 Kg7 74.Qa1+ Kg8 75.Qc3 Qa6+ 76.Kd4 a4 Now Black's strategy is clear: Exchange the final set of Queenside pawns, at the cost of his pawn-d5, and defend the ending of 3 pawns vs 2, all pawns on the same side of the board. The key is that with White's pawns already extended, White has fewer choices of attacking plans.

77.bxa4 Qxa4+ 78.Kxd5 Qd7+ 79.Kc4 Qe6+ 80.Kd3 Qd5+ 81.Qd4 Qb3+ 82.Ke2 Qc2+ 83.Kf3 Qb1 No more checks are playable, so White now gets his turn.

In general, with Q & 3 vs 0 & 2 on the same side, White has two winning possibilities: 1. Create a passed pawn; 2. Manoeuvre the King into Black's

position. Test for yourself the possibility of entering through the square-e4 with the King. It does not work. Therefore, with the g & f-pawns initially extended, White is bound to the plan of Keeping his King behind the pawns while using his pawn-play to bring about a passer.

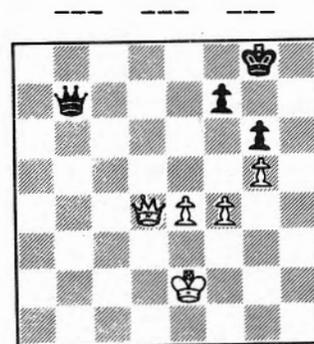


diagram 2, after 89.e4

One of two pawn-breaks will be prepared. Either White keeps the pawns connected with f4-f5 or he splits them with e4-e5 followed by e5-e6 or f4-f5. Black should cover the first possibility, keeping the pawns connected with f4-f5, by attacking the resulting open-from-the-underside position of the White King. The second possibility is not as dangerous as the first so long as Black waits until e4-e5 has been played to shift his strategy to the control of the square-e6. Play through the next 30+ moves until White finally accepts the necessity of 123.e5. [W: Ke2, Qc4, Ps-g5, f4, e5; B: Kg8, Qb1, Ps-f7, g6] Black, as mentioned, shifts to the control of e6, combined of course with several checks, always preventing White's King's march through e4 to d6 or d7. The importance of controlling e6 is shown with the possibility at move 140. Kf2 [W: Kf2, Qd2, Ps-e5, f4, g5 B: Kg8, Qa3, Ps-f7, g6] Black plays correctly 140...Qb3 eyeing e6, and after 141.Qe3 Qc4. If instead, after 141.Qe3 Black should abandon control over e6, say with 141...Qb1??, then 142.e6! Qa2+ 143.Qe2! Qxe6 144.Qxe6 fxe6, then. Black is lost! Were the White King on the g-file the position could be saved, but here, White's King easily moves into the Black position, finally!

[next page, please...]

[...from previous page] After the moves **142.Kg3 Qd5 143.Qf3 Qc4 144.f5**, the possibilities are narrowing due to this exchange of pawns and the White pawns dis-connected-ness. Of course Black exchanges here with **144...gxf5** and after the recapture, **145.Qxf5**, he must account for both possible White pawn-pushes as well as disallowing White's King a strong post, at f6.

With **145...Qc1** Black will enter a drawn K & P ending if White pushes either pawn immediately. Instead White attempts to either bring his King safely to f6 or to find the Black Queen out of position for a pawn-push. Black could claim a draw by 3x repetition before making his 162nd move. At move **171.g6** [W: Kg3, Qe3, Ps-e5, g6. B: Kg8, Qd5, P-f7.] White admits that further simplification into a draw is unavoidable. As always, Black has prevented or neutralised White's e5-e6. **171...Qe6!** forces the issue, as **171...fxg6?? 172.e6** wins. **172.gxf7+ Kxf7** Again not **172...Qxf7?? 173.e6.**

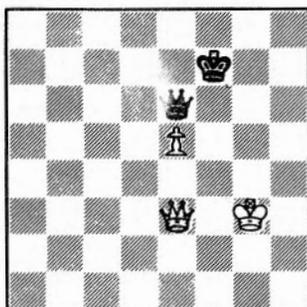


Diagram 3, after **172...Kxf7**

The passer is created, but it is the only pawn remaining, and this position is a simple draw! Black's Queen has ample space for manoeuvres, and his King is next to the pawn. In the case of a Queen exchange the K & P endings are drawn.

However do not play carelessly here! **173.Qc5 Qa6 174.Qf2+ Ke7 175.Qf5 Qa3+?? YOW!** **176.Kg4!** - an excedrin headache for Black with Queen and pawn vs Queen written all over it. Play out the game continuation until you can draw this one yourself, as Black.

Look through your endgame books and articles-not much coverage of Queen and central pawn on the sixth rank

versus Queen. In order to create any winning chances, White must push the pawn to the seventh. But to do this, first the Black King must be driven away, in fact to the c-file, or Black will simply capture the pawn; also White's King must come forward to assist, on the "short side", but this is just not possible. If you know the principals then you know to stay central, close to the pawn, and not to allow White's King to approach.

q.e.d.



## NORTHWEST CHESS

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Quarter-finals match games.  
Game 1 is on page 14. Full  
report-March issue, **NWC**.

Game 2

**GM Anatoly Karpov-**  
**GM Johann Hjartarson**

1.c4 e5 2.g3 Nf6 3.Bg2 d5  
4.cxd5 Nxd5 5.Nc3 Nb6 6.Nf3  
Nc6 7.0-0 Be7 8.a3 Be6 9.b4 0-  
0 10.Rb1 f6 11.d3 Qd7 12.Ne4  
Nd5 13.Qc2 b6 14.Bb2 Rac8  
15.Rbc1 Nd4 16.Bxd4 exd4  
17.Qc6 Qxc6 18.Rxc6 Bd7  
19.Nxd4 Bxc6 20.Nxc6 Rce8  
21.Rc1 f5 22.Nd2 Nf6 23.Nxa7

Bd6 24.e3 c5 25.Nc4 Bb8  
26.Nc6 b5 27.N4a5 cxb4  
28.axb4 Nd7 29.d4 g5 30.Nxb8  
Rxb8 31.Rc7 Nf6 32.Nc6 Rb6  
33.Ne7+ Kh8 34.Nxf5 Ra6  
35.Rc1 Ra2 36.h3 Rb2 37.e4  
Rxb4 38.g4 h5 39.e5 hxg4  
40.exf6 gxh3 41.Bxh3 Rxf6  
42.Rc8+ Kh7 43.Rc7+ Kg6  
44.Rg7+ Kh5 45.f3 1-0

Game 3

**GM Johann Hjartarson**  
**GM Anatoly Karpov**

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6  
4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5  
7.Bb3 d6 8.c3 0-0 9.h3 Re8  
10.d4 Bb7 11.Nbd2 Bf8 12.a3  
h6 13.Bc2 Nb8 14.b4 Nbd7  
15.Bb2 a5 16.Bd3 c6 17.Nb3  
axb4 18.cxb4 exd4 19.Nfxd4 c5  
20.bxc5 dxc5 21.Nxb5 Nxe4  
22.Qc2 N7f6 23.Nc3 Ng5  
24.Bb5 Rxe1+ 25.Rxe1 Qc7  
26.Bf1 Qc6 27.Re3 Bd6 28.h4  
Ne6 29.Nd1 Ng4 30.Rxe6 Bh2+  
31.Kh1 Qxe6 32.f3 Qe1 0-1

## Opening Trap

The trap from last month, page 11, is still with us. Mike Mulford writes: Regarding this trap, here is how my (old) Sargon program continued on self-play at 10 minutes per move. **13...Rg8 14.Nxf7+ Kc8 15.Be3 Qc7 16.Ng5** (I prefer **16.Rc1-M11**) **16...h6 17.Rc1 hxg5 18.Ne2 Nc6 19.dxc6 Qa5+ 20.Rc3 b6 21.Bc4 Rh8 22.c7 Kd7 23.Bd2 Qa4 24.Bd5 Rc8 25.Bc6+ Qxc6 26.Rxc6 Kxc6 27.Bxg5** and White won. I'm not vouching for the quality of these moves of course, Mike.



## Regional Reports

### WASHINGTON

WCF Mailing Address: WA Chess Federation,  
c/o Fred Kleist, 4131 11th Ave NE, Apt 102,  
Seattle, WA 98105

**Dear Readers,** In reply to the request for ideas in the Dixon-Graves game, WA Jr. Ch [NWC Jan 89, p-5], I find the position at move 26 a very interesting one [White: Kc1, Qd2, Rs-d1, f3, Bh4, Nc3, Ps-e4, f4, h3, h6. Black: Kg8, Qd8, Rs-b3, f8, Bh8, Ps-c5, d6, e7, f7, g6.] Black, although down a piece for one pawn, should be able to break through in all variations. It requires continued coordination of his pieces against White's open King position. However, Black must play very accurately, for all White needs is a move or two to protect his King, and through domination of the center he will quickly crush Black's King position. I have considered in turn the three moves you suggest; 26.Qc2, 26.e5, and 26.Nd5. I could not find any others that are stronger.

26.Qc2 c4 27.Nd5 Qa8! This is stronger than 27...Rxf3 28.Nxe7+ Kh7 29.Nxg6. 28.Rxb3 cxb3 29.Qxb3 Or 29.Nxe7+ Kh7 30.Qxb3 Qa1+ 31.Qb1 Qc3+ 32.Qc2 Qa3+ 33.Kd2 Qxf3 which wins enough material. 29...Rb8 The availability of this move is another reason for the strength of 27...Qa8! 30.Qc2 Not 30.Nxe7+ Kf8 31.Nxg6+ fxc6 32.Qe6 Qa1+ leading to mate. 30...Qa1+ 31.Kd2 Qd4+ and the combined piece attack quickly wins; e.g., 32.Kc1 Ra8.

26.e5 Qa8 with threat to the Rook and King (27...Qa1+). 27.Qd3 dxe5 Interesting, but probably not as strong, is 27...c4 28.Qxc4 Rxc3+. 28.Bxe7 Re8 should win.

26.Nd5 This is the most difficult move to refute since the Knight on d5 is very powerful

both in attack and defense. 26...Qb8 probably stronger than either 26...Rxf3 or 26...c4. 27.Rxb3 Qxb3 28.Qc2 The threat was 28...Ra8. 28...Qa3+ 29.Kd2 e6 To win, Black must first drive away the Knight's protection of the f4-square. 30.Ne3 Or 30.Nc3 Rb8 31.Nd1 Qf3. 30...Bd4 31.Re1 Rb8 32.Nc4 Qf3 33.Bg5 Rb3, which wins quickly. For example, 34.Re2 Bc3+ 35.Kc1 Qf1+ 36.Qd1 Rb1+.

These are just a few of the variations I examined, but I think they show the superiority of John Graves' position at this point in the game. Sincerely, Ted Warner.

### OREGON

OCF mailing address: OCF President Mike Morris, 2344 N.E. 27th, Portland, OR 97212.

**Dear Editor and Readers;** As you may know, I have been appointed to an editorial position with the Oregon Chess Federation. They would like me to submit articles to NWC about chess activities in this state. I look forward to our working well together.

For starters, the OCF would like me to annotate an "Oregon Game of the Month," for which they will award a \$10.00 honorarium to the winner. I am asking for games presently.

**The Oregon Game of the Month Contest**  
Receive a prize of \$10.00 and have your game analyzed in NWC. This prize is for the best game played in Oregon and submitted for consideration. Ratings will be taken into account; just send in your best!  
(Please include the ratings or approximate strength of both players. Preference will be given to Oregon players. If no game of merit is received, no prize will be awarded.)

This contest will be judged by new OCF Editor Jay Thomas Collins. If you have other chess news--tournament results, chess in the schools, club news, etc.--please feel free to contact Jay. He is there to help you get your news heard. Send any information, games, and all contest submissions to:

Jay Thomas Collins  
196 Boone Road S. #81  
Salem, Oregon 97306

Or call: (503) 581-9255

Sincerely, Jay Thomas Collins, OCF Editor

[Good Move Oregon!, and it is great to look forward to working through Jay with the Oregon players! Thank you! ... James Editor Blackwood.]

### **The Gresham Open** Report by K. Dale

This tournament was won by Clay Kelleher with 5 points. Tied for 2nd with 4 each were Karl Schoffstoll, Mike Pendergast, Mike Vaughn, Rommel Dizon, and Karl Paulson, and D. Hammer. Thomas Robinson on Eugene won the class C prize, and Chris Breest was the D winner.

Del Niemi won the Gresham Novice with 3.5; tied for 2nd at 3 each were F. Birger, R. Core, and S. Raptis. Birger took the 2nd place trophy on tie-breaker, and Steve Raptis garnered the trophy for best junior.

**Geary-Carson**  
Gresham Open, rd 3

1.d4 e5 2.d5 f5 3.e3 Nf6 4.Nc3 d6 5.Be2 c6  
6.Nf3 Be7 7.0-0 0-0 8.b3 Nbd7 9.Bb2 Qe8  
10.Nh4 Nb6 11.g3 f4 12.Bf3 g5 13.Ng2 g4  
14.Be4 Nxe4 15.Nxe4 f3 16.Nh4 cxd5 17.Nc3  
Bxh4 18.gxh4 Qh5 19.Nxd5 Qxh4 20.Nxb6 Qh3  
21.Qd5+ Rf7 0-1

Game submitted by Phil Carson

## British Columbia

Gary Basanta is rolling! Gary has been the BC Junior Champion four times! Add to this-his first attempt at the BC Closed Championship was successful. This tourney was held over the Christmas holidays at UBC. Ten players attended the round-robin.

Gary scored +6, =2, and -1 to take clear first with 7/9. Nigel Fullbrook was second with 6.5, and Carl Storey took third with 6. The average rating here was 2209.

## Scholastic Chess

Report by John Brayley

**This is an ideal month** to publish the Scholastic Elementary material as a review of last year. The new season begins this February. Regarding the new season, this school year the WA Elementary State Championship will be held at Onalaska, WA (near Chehalis) March 4. The NW Regional qualifying tournament for Elementary State Championships was held February 4 at Summit.

**Last year** the state championship was a spectacular event. Two hundred eighty-seven players from 34 schools met at Spinning Elementary near Puyallup to display their chess skills in competition for the title trophies.

**In the Intermediate** Section (grades 4-6), a 5-round Swiss tourney, the top five scores of all players from each school counted as the team total. The winners: 1st Riverview, 2nd

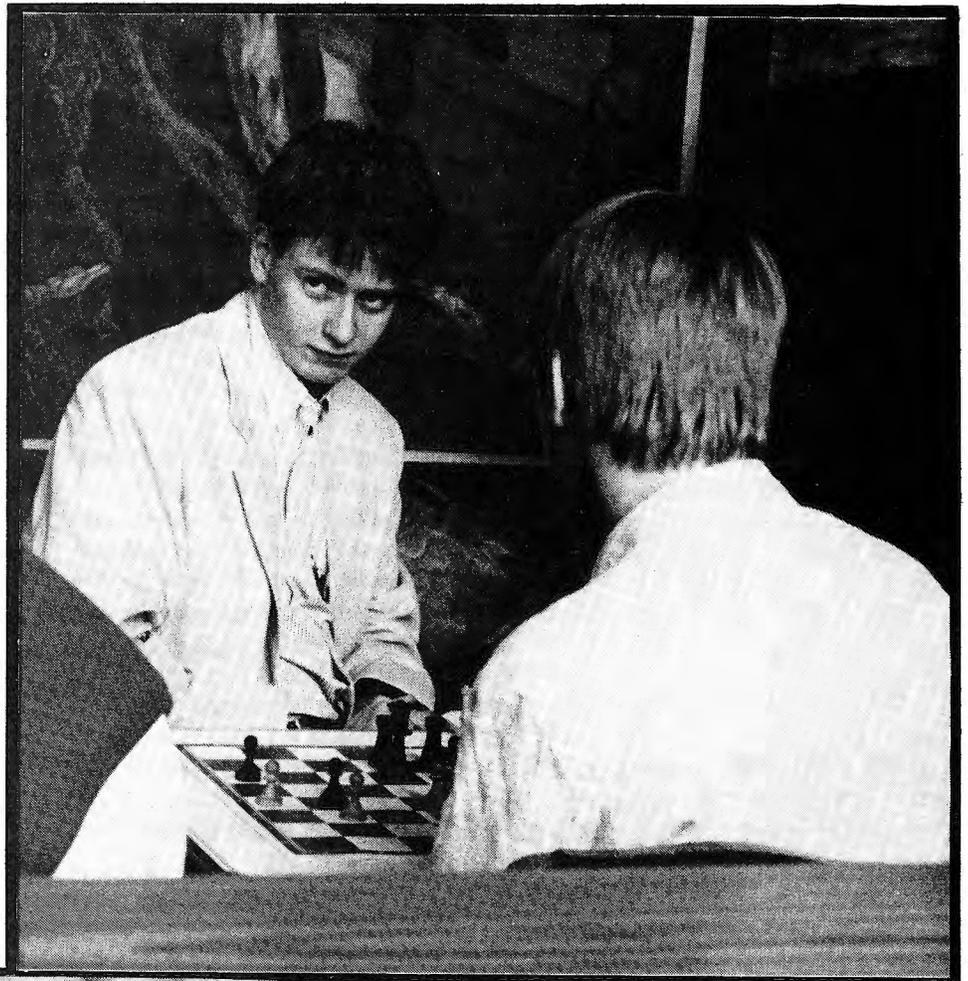
Blaine, 3rd Summit, 4th Orchard, 5th Snohomish, 6th Mount Erie, 7th Mountain view, 8th Broadview, 9th Spinning.

10th Prosser, 11th Vista. Tad and John Harris, Nathan and Adam Catchpole, Jesse Barnes, Weikuan Jum, Aaron Nelson, John Harwood and Scott Baier comprised the Riverview team, coached by Dan Barnes.

**The Primary Section** (K-3) winners: 1st Spinning, 2nd Broadview, 3rd Riverview, 4th Snoqualmie, 5th Sacajawea, 6th Mountain View, 7th Sunnyside. Among individuals, tops were Malt Spencer, Orchards and Aaron Hickenbottom of Sunnyside

More Next Month





Above: Quarter-finalist GM Johann Hjartarson

Left: Former World Champion, current World Active Chess Champion, and quarter-finalist GM Anatoly Karpov

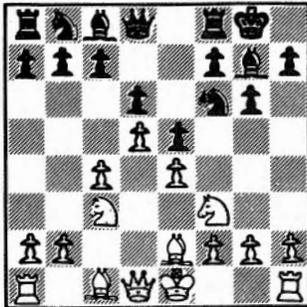
Full report: March issue of NWC



## A. Trevors Speaks to the Reserve Section Players

**The Closed Game:** It's easy to know when your game is closed and when it's open. Last month I showed you two open games, games with pawn exchanges leading to piece play. Today I have a different idea. Don't exchange pawns, but close the center with the moves:

**1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 0-0 6.Be2 e5 7.d5**



**I also asked you some questions.**

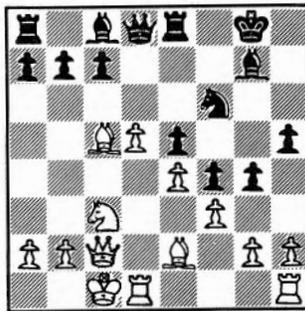
**ONE:** Why have these moves been played? You can laugh, but you'll cry if you don't believe this: White has closed the game, 7.d5, so he can open the game later. Only when he opens the position later, he will have his pieces ready. Think about it. Last month's open games showed the center opening and then the pieces coming in to play. This month the center is closed, the pieces get ready, and then the game will be pryed open.

**TWO:** What will white do? White will open the c-file by playing his pawn forward from c4 to c5, and exchanging c-pawn captures the Black d-pawn. First he develops his pieces to benefit from the opening he plans.

**THREE:** What will Black do? Don't do nothing! Black understands that White's plan takes time, but Black needs an active play also, here the forward push of his f-pawn.

**7...Nbd7 8.Be3 Ne8 9.Nd2 f5 10.f3** It's good to take a move to protect the e-pawn and to open a retreat for White's Q-Bishop. Now Black doesn't ever play ...f5xe4 here because White

would recapture Nd2xe4 and always keep a strong piece on that square. Black does what closed position players know how to do: He advances the striking-f-pawn closing the position again. Then it is the g-pawn's turn to advance. **10...f4 11.Bf2 g5** By now, I saw the danger in castling K-side. I was White, in a game at the Portland Chess Club back in about 1970 when the club was upstairs in a downtown building. The other player was a gentleman who would always be at the club and who would read books written in Spanish. He used to beat me until this game. **12.Qc2! Nef6 13.0-0-0!** This was hard for me to play because I knew my plan was to push the c-pawn. **13...h5 14.Nb3! g4 15.c5 Nxc5 16.Nxc5 dxc5 17.Bxc5 Re8**



Black's pawn play has been correct, but he should have thought ahead about what he would do if White castled Queenside. That's why they (the Books) play 7...a5 first, so that White is slowed down a little and he has to castle short before he can start to play c5. **18.d6! c6 19.Bc4+ Kh7 20.Bf7 Rh8** Only one pawn has advanced and exchanged, but boy, are White's pieces active! Now I played according to open-game principals. **21.Nd5 Nxd5 22.exd5+ Kh6 23.Qg6\***

**That game shows the ideas** of close-game-play real clearly, but it's not as subtle as the Grandmaster games with this opening. Usually they keep the other player from playing his pawn break rather than going straight for the pawn levers themselves. That's subtle

**I think this whole idea deserves a review:**

**Two months ago the main thing was not to lose a piece without a good reason.**

**LOOK FOR YOUR OPPONENT'S UNPROTECTED PIECES.**

**DO NOT EXPOSE YOUR PIECES TO ATTACK.**

**SACRIFICE PIECES, DON'T LOSE THEM!**

Next, in the January issue, we see how to use our pieces in an open position.

**USE YOUR PIECES & PAWNS TO TAKE THE CENTER AWAY FROM YOUR OPPONENT.**

**And now it's obvious. In a closed game, both players plan a certain pawn push. They make their pieces strong by exchanging the pawn they push.**

**THE CENTER IS CLOSED, THE PIECES GET READY, AND THEN THE GAME IS PRYED OPEN.**

**As always in any position:**

**OUR FINAL GOAL IS TO WIN MATERIAL, DELIVER CHECKMATE, OR GAIN IN POSITIONAL ADVANTAGE.**

Good-bye and the best of luck!

A. T.



# NORTHWEST POSTAL CHESS

by Kristen Dietsch, Postal Director

505 NE 70th Street, #1011, Seattle, WA 98115-5405

## WHAT'S AVAILABLE !

**Postal Foursomes:** \$1.50 each section vs. 3 others, 2 games each. Another entry or certificate to a clear first place. State preference of higher, lower, or same class of players.

**Challenge Matches:** \$0.75 each player, 2 to 6 games rated. Opening themes OK, your opponent fastest.

## 1989 CLASS CHAMPIONSHIPS !

EF \$5, one per player, must be received by February 28, 1989. Double round-robin, each section 4 to 6 evenly rated players. Guaranteed prizes each section: First-\$10, Second-\$5, Ties broken by S-B, then vs. tied.

## 1989 WASHINGTON VS. OREGON TEAM MATCH !

Free to active (either in or waiting for a non-free NWPC event) residents of either state. Entry should be received by February 28, 1989. If teams are unequal, a WA-WA event will be held; Idaho players: Join either WA or OR.

NEWCOMERS: Send all o.t.b. and postal ratings with entry.

I have received, as January 7, 1989, the following '89 Class and WA-OR entries. I will confirm entries received after this by postcard. 1989 Class Chpps: E. Kashino, R. Norman, R. Rittenhouse, D. Cornell. 1989 WA vs OR: WA: E. Kashino, M. Mulford, R. Rittenhouse, J. Amidon, P. Peterson, M. Conner, S. Chase; OR: J. Penquite, D. Cornell, M. Powe. Our free (see '89 WA-OR above) match with the Northern Ireland Postal Chess Association is confirmed, sign up by April 30th, like M. Conner and S. Chase.

## SECTION NEWS

**Players needed:** Foursomes: 1 for a MX; 3 each for 2 near B; 2 for 1 near D; and 3 each for near D; Challenges: 1 vs a B; 1 vs an X with the B-D or Benko Gambits (or a foursome near X with these).

**Welcome** to Michael Conner of Bellingham, WA, and Jim Amidon of Friday Harbor, WA. In the '88 WA-OR, WA is up 1.5-.5 (six remaining), WA-A is 1-0 (three remaining). Last year the match was tied 5-5, and in 1986, WA won, but our new system of having a WA-WA section for more evenly rated teams was not used. A major upser: T. Thrush (708) won a game over B. McGeary (1222) in the '88 Open Championship.

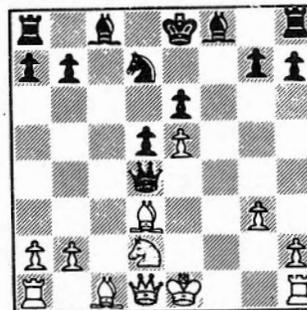
**Typo:** sorry, last month's game score should have had David Heap's ? after Black's 19th, and, White's 20th was 20.Nb3.

**December Results:** 88WW2 Norman f5, f5 Hawkins. 88BC2 Lundberg, Schneider & Powe f5, f5 Brodersen. 87CM19 Dietsch f5 Hawkins. 87BC1 Schneider Adj. f13 Paul Lowry. 88MX1 McGeary 17 Vaughn. 88NW1 Thrush 45 McGeary. 88NW2 Rittenhouse 6 Dietsch, & McAndrew =6 Rittenhouse.

88W01 Penquite 7 Rittenhouse. 87CM13 Smolensky 18 Daniel. 88NW1 McGeary 4 Norman. 87D1 Hill 19 Bishop. 88CM3 & 8 Daniel 26, 24 Allen. 88CM6 Powe 34 Lundberg. (Winner, rating change, loser. F is forfeit, Adj. is adjudicated, and = is draw)

## 1987 Game of the Year, 10th Place French Tarrasch Pat Mead-Ron Zarges, 86NW2

1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.Bd3 c5  
6.c3 Nc6 7.Ne2 cxd4 8.cxd4 f6 9.f4? Book here is  
9.exf6 Nxf6 10.Nf3 Bd6 11.0-0 Qc7 12.Nc3 a6 13.Bg5 0-0  
14.Bh4 (1-0 in 53 moves; Jansa Ambroz, hradec  
Kralove, 1981). Currently popular is 9.Nf4 !? {K.D.-  
White may play 5.f4 c5 6.c3 Nc6 7.Ndf3 Qb6 8.g3 cxd4  
9.cxd4 Bb45+ 10.Kf2 with Kg2, MCO 10th ed. In the game  
his 5.Bd3 blocks his Q from d4.} 9...fxe5 10.fxe5?  
Better is 10.dxe5 although it entails valuable positional  
concessions. {K.D.-These are a weak a7-g1 diagonal and  
Black's passed d-pawn, although it is blocked-White's  
pieces are posted well in front of it. Then if 10...Qb6  
11.Nf1 Bc5 12.Nc3 with Qe2 and Be3 looks possible  
because if ...Nb4 or Nc5 then Bb1.} 10...Nxd4 11.Nxd4  
Qh4 12.g3 Qxd4



13.Nc4?? 13.Nf3 offered some temporary viability.  
{K.D.-if 13.Nf3 Black must be very careful:  
13...Bb4+ 14.Kf1 0-0 15.Kg2 Qg5 16.h3 Qh5 17.g4 Qe8  
18.Qc2 g6 (if 18...h6 19.Bh7+ Kh8 20.Nh4 wins) 19.Bh6  
wins; and 13...Qb6 14.Qe2 g6 15.Ng5 Nc5 16.h4 Be7 17.h5  
Nxd3 18.Qxd3 Bxg5 19.Bxg5 Qxb2 19.Rb1 Qg2 20.Rf1  
wins. So, Black's position may not be defensible.)  
13...Bb4+ 13.Kf1 0-0+ 14.Kg2 Qf2+ 16.Kh3  
dxc4 17.Bc2 Nxe5 18.Be4 Ng6 19.Qh5 e5+ 20.g4  
Rf3+ 21.Bxf3 Qxf3\* 0-1  
Notes by NWPC Expert David Heap

## News Specials

### Ice Men Warm Up

based on info submitted by R. Miller

We only know what we're told, but the Ice Men may be the Ice Persons after HIGH Elena Akhmitovskaya's exciting win over NM John Bragley in round three play of the Puget Sound League. John tested Elena's response to the Vienna game. It was all bookish until a mysterious Rook move by Elena. Soon Elena gave up this Rook for the White King-Bishop obtaining positional pressure, and a rich, well-played game resulted. Next month we look forward to seeing this game annotated by one or both players. [Please, Thank You! Ed.]

It's Happening \*\*\*

## EVENT ORGANISERS AND DIRECTORS

of Washington, Oregon, Idaho, and British Columbia: Changes in NWC are looming! We are STREAM-LINED! You are duty-bound, just ask the players you serve, to keep pace with this monthly news-filled magazine. Follow through after each event with an event-report! Assign a player to amate and select a game or two from each event; send these directly

to: Northwest Chess; Athn-Editor; PO Box 84746; Seattle, WA 98124.

THIS WAY-Not only do your events obtain added publicity, but your players see their efforts being published.

### Players

of Washington, Oregon, Idaho, and British Columbia: Opportunities for tournament play are IMPROVING! OCF backs certain tournneys, East-West Tournament Association is formed, We sponsored the US Open, the Karpov-Hjartarson quarter-final match is in Seattle right now, Idaho is there somewhere I know, regular Futurities are available thanks to the Olympia Cedar Knights CC, Robert Karch publishes Chess International, the Oregon Open continues to be better each year, the Kere's Memorial commemorates, yearly, GM Paul Kere's last tournament, We have Inside Chess the country's Best. We have GMS, a WGM, IMs, a member or two of Canada's Olympic team, a NWC Postal League, the Calgary Blitz organisers, and the list is stronger and will continue to grow...

YES, WE ARE THE GREATEST!

To prosper chessically it only requires that you play and enjoy your own efforts and those of your fellow competitive chess-friends. Play, PLAY,

### PLAY!

\*\*\* sequel to It Will Happen, see NWC, Nov 88, pg.187

Sokol'sky-reversed, Polish Orangutang Attacks Editor!

1.Nf3 Nf6 2.c4 b5 3.Nc3 b4 4.Nd5 [if 4...Nxd5 then 5.cxd5] Your move!

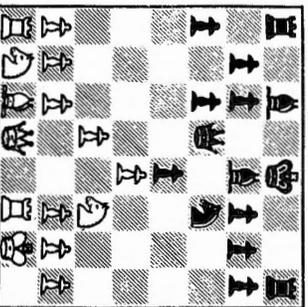
### Currents of Luck

by Leon Zaworsky

What to do when your luck is a little cool? It is that your outlook has changed; you say: "I'm a little unlucky" today. When really you are seeing it all differently. That is all. You must refrain from the drinking and "companionship" when this is so. A cold water splash is good for me. You must not get a high temperature or it will get you a cold.

Hjartarson's problem is this now [after game 1, Ed.]. He must cool off. But do not get the cold. If you play while in a six-game match then you must not give the easy draw. "Will he do the same for me?" Of course not, if it's Karpov then you will suffer as Black until he is ahead. Then you will lose without a struggle!

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6  
4.Ba4 Nf6 5.O-O Be7 6.Bxc6  
dxc6 7.d3 Qd6



Will you play anything special as White? Will you attack or just allow everything to take place as in a drama; the ending is already known to you, so why do you watch the beginning again? If Hjartarson does not play pawn to f-four then he must suffer Anatoly in an ending. One or another. He must do something with white in a short match

8.NbNd2 Be6 9.b3 Nd7 10.Bb2  
c5 11.Nc4 Bxc4 12.dxc4 Qxd1  
13.Rfxd1 f6 14.Nd2 Rd8  
15.Nf1 DRAW

Will Karpov say: "Draw please?" when he plays the White pieces? No, Hjartarson is running cold with his luck. He has a small advantage and it must be played

[The March issue will contain games and reports from the match. Ed.]

(POSTAL CHESS)

### 1989 SUPER OPEN

1 round, 13 player round robin  
Entry fee = \$30.00 per section  
PRIZES = 1st place = \$175.00

2nd place = \$100.00  
3rd place = \$50.00

Bi-monthly section reports  
Send entry to:

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PO BOX 69  
Cartoon, GA 30627



# Tournament Announcements

## President's Congress Feb 18-19

Tacoma Chess Club, 2530 Grandview Dr., Tacoma, WA 98446. 5-SS, 50/2, 25/1. EF: \$20 by 2/17, \$25 at site. Prizes: \$700 b/40. Open: \$150, 85; U2000 \$75, U1800 \$65. Reserve: \$120, 75; U1600 \$65, U1400/unr \$65. rds: 10-2:30-7; 11-4 or ASAP. Entries: Gary Dorfner, 8423 East B St. Tacoma, WA, 98445. 535-2536. Wheelchair access available, No smoking, No computers.

## Club-Rated Action Event Feb 25

Seattle Chess Club, 6556 Ravenna Ave. NE. Info: 938-3355, 783-5145. 5-SS, Game 30. EF: \$8 members, Non-members add a \$3 Day Membership. Prizes (b.15) \$40-20; Lower half \$20-10. reg. 8:30-9:30. rds: 10-11:30-1:30-3-4:30.

## Unrated Beginner's Tournament Feb 25

Seattle Chess Club, 6556 Ravenna Ave. NE. Info: 938-3355, 783-5145. This tourney is open to players who are unrated or whose ratings are under 1300. You may play even if you are not a member of the club. Play 4 games with other beginners. "Game 60": One hour per player for the entire game. Entry Fee: Adults \$6 (2.50 with purchase of membership), Jrs. \$3 (or \$1 w/mem). Prizes: (4 players or more required) 1 six month Seattle Chess Club membership, or 1 year WCF membership awarded for each 4 players. Registration at the club from 10-11 am. Rounds begin at 12,2,4,and 6. **Good Luck!**

## Oregon Class Championships Feb 25-26

Cosmopolitan Hotel, 1030 NE Union, Portland, OR, 503-235-8433. 5-SS, 40/90, 30/1. EF X, A, B, C, D \$32 if rc'd by 2/16, \$38 at site. Class E \$15. OCF or WCF req'd, & USCF. Prizes: X, A, B, C, D \$180-100-60. Reg. 8-9:30, late takes a .5 bye. rds 10:30-3-7:30; 9-ASAP No smoking, no computers. Advance entries to Portland Chess Club, 3950 S.E. Ivon, Portland, OR 97202, 503-235-3578.

## Spring Open Mar 18-19

Tacoma Chess Club, 2530 Grandview Dr., Tacoma, WA 98446. 5-SS, 50/2, 25/1. EF: \$20 by 3/17, \$25 at site. Prizes: \$700 b/40. Two Sections; Open: \$150, 85; U2000 \$75, U1800 \$65. rds: 10-4, 11-4 Reserve: \$120, 75; U1600 \$65, U1400/unr \$65. rds: 10-2:30-7; 11-4 or ASAP. Entries: Gary Dorfner, 8423 East B St. Tacoma, WA, 98445. 535-2536. Wheelchair access available, No smoking, No computers.

## Seattle Spring Open Mar 25-26

Seattle Chess Club, 6556 Ravenna Ave. NE. Info: 938-3355, 783-5145. 5-SS, rds 1-3 40/90,30/SD; rds 4,5 40/90,30/60,30/SD. EF: \$23 if rc'd by 3/20. \$30 at site. \$5 discount for jrs. USCF & WCF membership req'd. Prizes: \$600 guaranteed. \$140, 100, 80. X,A,B,C,D/E/unr \$50 first, based on 4 players per class. \$30 upset prize. Reg. 8:30-9:30 am. rds: 10,2:30,7; 10, ASAP. Advance reg. East-West Tournament Association, 4519 California Ave. SW, Seattle, WA 98116. Info: 935-8440 Wheelchair access available, No smoking, No computers.

## Grants Pass Open April 8-9

290 N.E. "C" Street, Grants Pass, OR, 5-SS, 40/90-30/1. EF: \$20 if rc'd by Apr. 6, \$25 at site. Prizes: Guaranteed, \$1000 total. \$250-150-100; X,A,B,C,DE \$60-\$20. Reg. 8-9. rds: 10-2-6, 9-2. Advance entries: Wray Maxwell, 740 NW 4th St, Grants Pass, OR, 97526, 503-476-5000, no smoking, no computers.

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**REGIONAL CHESS CALENDAR**

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**February 1989**

**February 1989**

s	m	t	w	t	f	s
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28				

4	OMSI/OSCF Regionals	Various Sites
4-5	Tournament TBA	Portland CC
11	OMSI/OSCF Regionals	Various Sites
17-18	ACUI Collegiate Tournament	Gresham, OR
17-18	OR HS Team Championships	Corvallis, OR
18-19 *	President's Congress	Tacoma CC
18	OMSI/OSCF Regionals	Various Sites
18-19	OR State Championships	Portland, OR
24-25	WA High School Team Ch.	Roosevelt High
24-25	Oregon High School Team Ch.	Corvallis High School
25 *	Club-Rated Action event	Seattle CC
25 *	Unrated Beginner's Tournament	Seattle CC
25	OMSI/OSCF Regionals	Various Sites
25-26	OR State Championships	Portland, OR
25-26 *	OR Class Championships	Portland, OR
28	Postal-89 Class & WA vs OR	NWPC

**March 1989**

s	m	t	w	t	f	s
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

**March**

4	Wilson Open	W-W HS, Portland
18-19 *	Spring Open	Tacoma CC
25-26 *	Seattle Spring Open	Seattle CC
29	Hi-Roller Octagonal	Seattle CC
29	Unrated Beginner's Tournament	Seattle CC
29	Over 2000 Unrated Action Event	Seattle CC

**April** 1-2 Daffodil Open, Tacoma CC| 1-2 Eugene Open, U of O, Eugene| 8-9 \* Grants Pass Open, Grants Pass, OR| 15 WA Junior Open| 29 Hi-Roller Octagonal, Seattle CC| 29 Unrated Beginner's Tournament, Seattle CC| 29 Over 2000 Unrated Action Event, Seattle CC|

**May** 13-14 Tacoma-Pierce County Open, Tacoma CC| 27-29 WA Open, Seattle|

**June** 17-18 Evergreen Open, Tacoma CC|

\* indicates an event announcement or ad in the current issue.