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On August 13, **GM Hikaru Nakamura**
wrote in his blog:

Greetings from hot and humid Japan. I will
now confirm that I will be playing in the US
Chess League for the Seattle Sluggers in the
2008 edition. Last year, I played for the
New York Knights. We had some memo-
rable matches and I thoroughly enjoyed the
atmosphere. Despite my rather mediocre
performance throughout, the team did
reasonably well before we lost to Boston in
the semifinals. The main reason I have
decided to play for Seattle as opposed to
New York is the fact that I am residing in
Vancouver right now, so it makes sense to
play for Seattle which is only a few hours
away. This year, I will try to do better than
last year and I look forward to having a
good result and Go Sluggers!

Cheers,
Hikaru!

Northwest Chess Knights

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and are greatly appreciated!*

From the Desk of the Guest Editor

FM Ralph Dubisch



Welcome back my friends, to the show that never ends.

For those of you who don't know me, I edited *Northwest Chess* from around May 1989 until November of 1990. After that I was President of the Washington Chess Federation for uncounted millennia (in other words, I don't remember the exact years; maybe 1991-1996?), organized the Northwest Chess Festival and Washington Open Championships of 1992 (and at least two only slightly smaller versions in 1993 and 1994 at the same site, plus some Washington Class Championships and some Washington Opens at other sites), and worked for International Chess Enterprises from 1990-1997, mostly selling software. In 1998, I abandoned the state and headed south to California, returning to Washington only twice since, both times in 2006: once to do the Folklife Festival (always a conflict with the Washington Open, alas), and once to act as best man at Duane Polich's wedding (and yes, we do have scientific proof that Duane will get married when hell freezes over, but that's another story). I now live a two-state existence between California and Arizona.

Back in my days as editor, I would normally do the issue in one long session, sometimes going without sleep for two or three days. I have fond memories of driving up to the publisher with camera-ready copy, nearly passing out behind the wheel on I-405.... Okay, the memories aren't all that fond. But one of the last things I did for each issue was write the editor's statement, saving that for last both because I never knew how much space was available until the rest was done, and also because it's easier to write inhibition-free stream-of-consciousness copy when sleep-deprived.

So, I can hear you asking right now, why is some old sleepless guy in California sending me the September issue of *NWC* near the beginning of September? Doesn't he know it isn't supposed to arrive until mid-October? Of next year? And, by the way, where's my August issue? Wait, where's my July issue??

Can't help you with that, sorry.

Oh, all right. Fred has been falling a bit behind with his deadlines due (at least in part) to lack of material. Since Fred is also taking a European vacation right about now, the *NWC* Board thought it would be nice to sort of toss in an odd issue to help him get back on track. **Read: they didn't believe Fred would really be working on the magazine while touring France.** So my good buddy Duane asked me if I would consider doing a guest editorial job for September, and by the time I checked my e-mail, he'd done an end-run around the normal *NWC* Board channels, and just happened to mention it to virtually everyone in any kind of decision-making capacity in the State of Washington, plus half of Oregon, plus unknown numbers of people in 17 states and territories.

Now, most of those people seemed to think it was a good idea, or at least most of the ones who bothered to respond at all, though they appeared to be confused about exactly which month I would be editing, as I made it clear that I wanted to get it done and mailed before the end of September. "So, Ralph will be doing the July issue? August? Both?" Maybe that isn't a direct quote, but it's frighteningly close. Never mind that at that point I hadn't actually committed to doing an issue at all. But it all worked out, as about the third call from the United Nations actually got past my call screening, and caught me in a vulnerable position, and I went ahead and said yes, fine, whatever, sure, I'll do it.... Wait, I thought this was about time-share condominiums?

In fact, I can state categorically that none of that stuff put any pressure on me to take the gig. The truth is that I'm doing this because I have a fan. Hi Kathy!

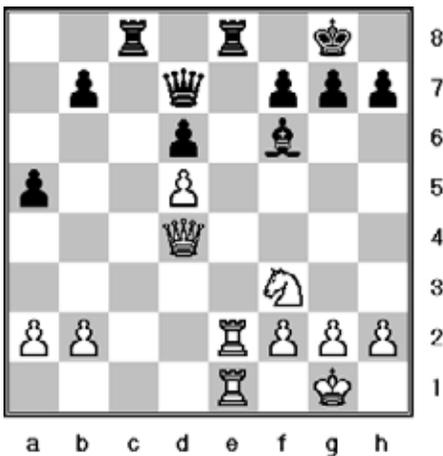
We're so glad you could attend, come inside, come inside.

Ditzel – Dubisch, 1980

Game Analysis by FM Ralph Dubisch

Most chess-playing adults have seen, at some point in their studies, that fantastic queen-sacrifice game. You know the one I mean, where some unknown amateur supposedly plays an established master and finds a series of bolt-from-the-blue queen offers based on the weak back rank, finally overloads the defense, and wins brilliantly. No? E. Z. Adams vs Carlos Torre, New Orleans, 1920? Ring any bells? Well, here it is, then.

1 e4 e5 2 Nf3 d6 3 d4 exd4 4 Qxd4 Nc6 5 Bb5 Bd7 6 Bxc6 Bxc6 7 Nc3 Nf6 8 O-O Be7 9 Nd5 Bxd5 10 exd5 O-O 11 Bg5 c6 12 c4 cxd5 13 cxd5 Re8 14 Rfe1 a5 15 Re2 Rc8 16 Rae1 Qd7 17 Bxf6 Bxf6



18 Qg4! Qb5 19 Qc4!! Qd7 20 Qc7!! Qb5 21 a4! Qxa4 22 Re4! Qb5 23 Qxb7! Resigns.

Note, however, that all the evidence points to the fact that this game was never really played. Adams was 16-year-old Torre's sponsor; Adams was at best a weak "C" player; there was no tournament in New Orleans in 1920; the game wasn't published until 1925, when Torre himself publicized it; Torre later said it didn't matter who won or lost, but rather

the brilliant sacrifice; two of Torre's friends are later quoted as saying that the game was a skittles match, and that the combination was pointed out by Torre in the post-mortem.

So, why am I ragging on this ancient, brilliant, famous, probably spurious game?

Well, I have my own not-quite-ancient parallel. I was black against the often hyper-aggressive Charles Ditzel back in 1980.

1.c4 f5 2.Nc3 g6 3.g3 Bg7 4.Bg2 d6 5.h4!? Nf6 6.Nd5



Real men don't need to develop.

6.... c6 7.Nxf6+ Bxf6 8.d4?! Qa5+!



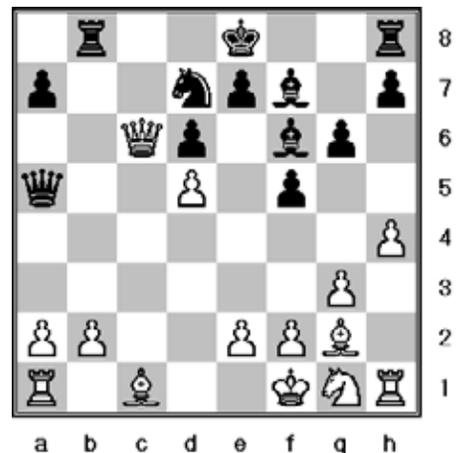
Interpositions now lose material due to the pressure on the undefended c- and d-pawns. (9.Bd2 Qa6)

9.Kf1 Be6 10.d5 cxd5 11.cxd5 Bf7 12.Qb3?!



Hmm, time to go pawn hunting?!

12.... Nd7! 13.Qxb7 Rb8 14.Qc6



14.... 0-0!



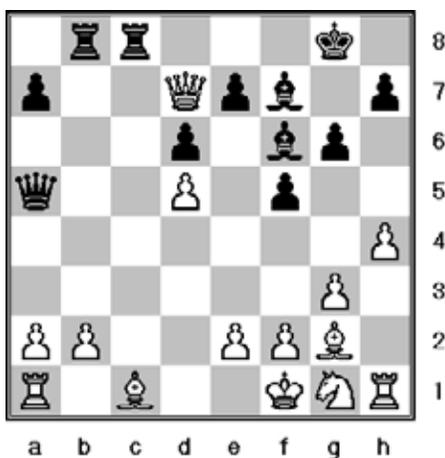
**February 24, 1980
Puget Sound League Final
Northgate Mall
Charles Ditzel – Ralph Dubisch**

In for a pawn, in for a piece.

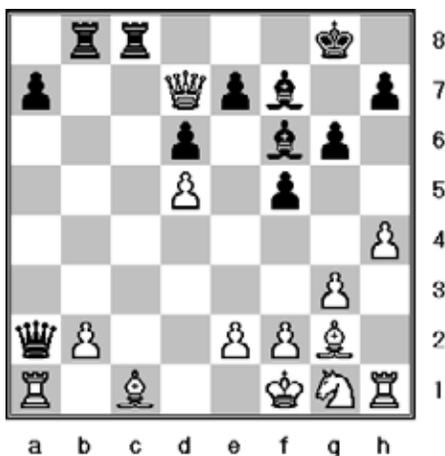
15.Qxd7 Rfd8 16.Qc6 Rdc8?!

As we will see shortly, 16.... Rbc8 is correct.

17.Qd7



17.... Qxa2!! 0-1



As I recall, Charles nearly fell out of his chair when I hit him with the queen sacrifice. He resigned quickly, faced with inevitable loss of massive material or checkmate.

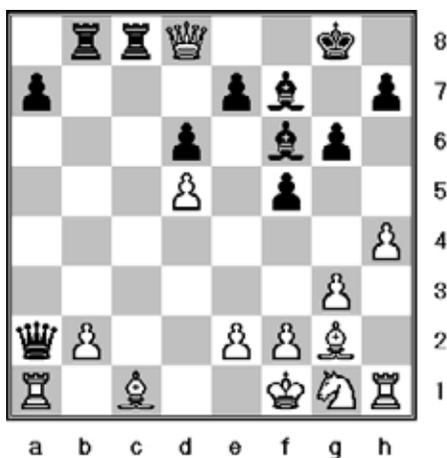
A brilliant miniature. Or so it seemed at the time.

The truth is, resignation was slightly premature.

It wasn't until 25 years later, when I was looking through my loose score sheets for material to entertain a fairly advanced chess class, that I started to suspect something was funny about the final position.

We were studying decoy sacrifices, and this sure looked like a cool decoy. The queen on a2 decoys the rook from a1, leaving checkmate on c1, right? Only wait. What happens if the white queen decoys the black rook? The post-mortem combination draws our parallel to Adams – Torre.

18.Qd8+!!



Now black can't afford 18.... Rxd8? 19.Rxa2, when he's simply a piece down, and 18.... Be8?? 19.Qxe8+! really doesn't help.

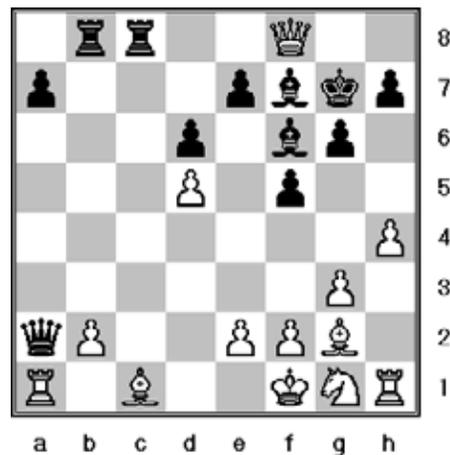
This amazing resource is why 16... Rbc8 was superior to the game. After 17.Qb7 Qxa2!! falling out of his chair would have been more appropriate. Anyway....

18.... Kg7

Now 19.Bh6+? Kxh6 20.Qf8+ Bg7! wins for black.

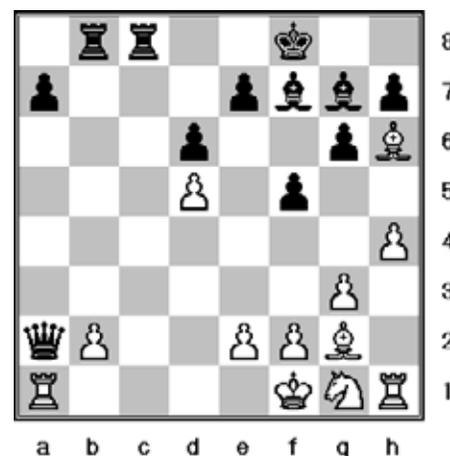
19.Qf8+!!

The spectacular queen offer continues, and this time it's forcing. White goes kamikaze with the lone queen to draw the black king to f8.



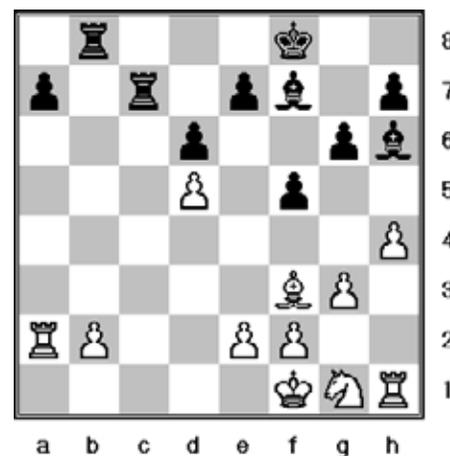
19.... Kxf8 20.Bh6+! Bg7!

Otherwise 21.Rxa2.



As 21.Bxg7+? blunders control of c1, black regains his material.

21.Rxa2 Bxh6 22.Bf3 Rc7



Black has a big plus: two bishops, development, and b2/d5 targets. But now it's grind time in the endgame, not a miniature tactical victory.

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Bringing Chess to the Parks

by Mark Ryan

Truly great cities are known for being cosmopolitan, having overcome their local, provincial, or regional limits to include more ideas and flavors of the wide world..

Some of the key criteria to being a great cosmopolitan city are having a robust economy, a diverse cultural and ethnic demographic, fine museums, and fantastic parks. Some of the U.S. cities that may lay claim to being great cities are New York, Chicago, Boston, San Francisco, and Los Angeles.

Should Seattle be on this list?

The parks in these cosmopolitan cities have great festivals, memorable concerts, and – last, but not least – chess in the parks. Just mention Washington Square Park in New York City and many chess players simply smile and nod their heads.

Alas, in Seattle it is almost impossible to find any chess in the parks.

About two years I started a nonprofit called TheChessPlace. One of the main goals was to increase exposure to chess by working towards having chess available in all of our public parks and at our community centers in the greater Seattle area.

In order to achieve this goal TheChessPlace, in February 2007, started to work in central Seattle at Cal Anderson Park. It is located across the street from Seattle Community College on Capitol Hill in Seattle. Working closely with the Director of Programs for Seattle Parks, Randy Wiger, and with the Mayor's Office for the city of Seattle, we applied for and were eventually awarded a grant.

Utilizing the funds from this grant we started a chess club on Wednesday nights from 4PM – 9PM at Cal Anderson Park. We average about 15 players per night. Every other month or so we hold a special event at the club. The week of July 15, 2008, Drayton Harrison gave a very good seminar on rook endgames. Drayton diligently went over the Lucena and the

Philidor positions. Many who attended the seminar gained a much better understanding of these crucial endgame positions. Scheduled for August 31, 2008: a huge, two master simultaneous exhibition with NM David Bragg – and a surprise guest!

In April of 2008 we organized a club at the Garfield Community Center. Located at 23rd & Cherry in the Central District, this steadily growing club meets every Saturday from 12:30PM – 5PM.

In order to help the youth who live and attend schools in this Central District area, we applied for another grant to start a Summer Chess Camp at Garfield CC. Since the City of Seattle had so many applicants for the funds that were available, they increased the funds to allow more programs by the different organizations that were applying. Even with this increase in funds many would not get an award. After a lot of networking with City and Park officials we were very fortunate to receive one of the grants.

Utilizing these hard earned monies we started the Garfield Community Center Summer Chess Camp. Reaching out to the community in this area we awarded scholarships to youths in the local Elementary, Middle and High schools.

In particular we reached to these schools:

TT Minor Elementary
Madrona Elementary
Leschi Elementary
St. Therese Elementary
Meany Middle
Washington Middle
Garfield High
NOVA High

We wanted to provide the older students from the High Schools experience in leadership skills. Since the Garfield chess team are the State HS Champions, we saw inviting them and making them Teen Leaders as a natural fit. With NOVA HS not having a chess team, but having a few good individual players, we invited them also.

The Teen Leaders are mentored and guided in properly teaching the kids by the Team Leaders – Coach Al Walker, Coach David Delgado, and Coach Mark Ryan. Utilizing this strong team we ran three separate three-week sessions this Summer at GCC, meeting on Fridays and Saturday afternoons. Our goal was to teach about 45 kids in total.

Starting in October of 2008 it is our goal to have up and running a Chess Club at Jefferson Park & Community Center on Beacon Hill. This club will run on Sundays from 1PM – 5PM.

There are a few other parks that are also starting a weekly chess club. One of these is Greenlake Community Center, which now meets on Fridays evenings. One of the regular players is local expert Ken Chun.

With consistent efforts from the TheChessPlace and all of you in the Seattle chess community our parks and community centers are beginning to foster, support, and increase exposure to chess. By bringing these types of positive activities to our parks we foster a sense of well being and community. This will be one of the keys to our success. In time, perhaps we can confidently claim that yes, Seattle is indeed one of the great, cosmopolitan cities.

Running these types of programs and increasing the exposure to chess in the greater Seattle area takes a lot of resources. TheChessPlace would appreciate your support by either providing donations or pledging to become a volunteer. If you are interested in supporting TheChessPlace please contact me utilizing my contact information below.

We greatly appreciate your support.

TheChessPlace
Staff Writer
mark.ryan@translation.net



Guest editor's note:

I can hear to howls now. There are guns in that picture! Don't you know there are children who read this magazine? Are you an idiot, glamorizing guns in a chess magazine?

I'd like to discuss this here, before you write the undoubtedly justified nasty letters. Philip supplied a sanitized version of this picture with guns removed, but that would, in my opinion, undermine the entire point of this work.

About 30 years ago, in maybe 1976 or 1977, Northwest Chess editor Kennedy Poyser created some controversy when he ran a cover picture of a pretty girl, and included a fully-clothed centerfold of the same young lady, calling her "chessmate of the month." The mother of one of my friends became incensed, and wrote to cancel her son's subscription. She wouldn't have anything to do with a magazine that demeaned and objectified women like that.

Well, that was satire, folks. Kennedy was pointing out how odd it was for a magazine read almost exclusively by young men not to have pictures of girls in it. The idea stuck with some of us, and the fact that I'm bringing it up now is proof that the symbolism in artistic statements

can have a lasting impact. (Soon thereafter, the USCF discovered the use of models as a marketing tool, though.)

Philip's work is art. In fact, that's Art with a capital A. As such, it is full of symbolism and metaphor.

I'm not saying that Philip himself consciously put in all of the imagery for the reasons that I'm about to outline. Some of it was, perhaps, done on a subconscious level. Some might even be a coincidence. Who is to say how much of art is in the message that the artist tries to convey, and how much is in what the audience sees?

Let's take a look at this particular picture. It is two guys playing chess in a graveyard, with guns by the board.

But wait. That's not two different guys. That's the same guy, Philip himself, in fact, playing against himself. One of him is wearing a white shirt, and playing the white pieces. One is wearing a black shirt and playing the black pieces. White may be reaching for his weapon, slightly prematurely, based on the board position.

What is the symbolism of playing chess in a cemetery? Of playing with deadly weapons? Of

playing against yourself?

One thing I can tell you. The player in this image is taking the game way too seriously. This is a game to the death, in which the player who wins, perhaps, is going to kill – not his opponent, but another part of himself. This isn't about the thrill of victory; this is all about the agony of defeat. Philip is prepared to inflict harm and death upon himself if he loses. He's even in a hurry to do so, judging from the twitchy trigger finger of the white player.

You think that's a stretch? Let's take a look at the first sentence in the accompanying article: *"I used to be addicted to chess."* Does that sound like a healthy way to approach the game?

The truth is, for a chess addict, the joy of winning never fully compensates for the pain of losing. Though it sometimes helps to use the pain of losing as motivation, in the long run we must overcome the unhealthy, self-destructive impulses in order to truly enjoy chess. So, are the guns in this picture glamorous?

That's surely not how I see it, with Philip against Philip, playing beneath the headstones.

– Ralph Dubisch

The Art of Chess Photography

by
Philip
Peterson

I used to be addicted to chess.

Fortunately, I got interesting other activities, and have successfully kicked the tournament habit. Now I waste my time taking lots of pictures for no particular reason. While I don't play much OTB chess anymore, I still like to take pictures of chess tournaments, boards, positions; the stranger and more surreal the better.

For instance, on the cover of this fine magazine, you'll find me, playing myself, with me kibitzing, as well as me, me, and me watching or helping. The image is a combination of seven separate photographs. A color version can be found at: <http://www.idonthaveone.org/sports/surreal/1/med/cgame.htm>

The photo on the page opposite of me playing myself is a somewhat simpler version of this concept, this time consisting of only two photographs of me. It is not that I am more egotistical than the typical chess player, just that it is easier for me to schedule my time then dragooning friends and acquaintances.

In both photographs, the basic idea is pretty simple. I take a series of pictures with as little camera movement as possible, and utilize Photoshop to merge the various photographs together. Some cameras (notably Nikons) allow you to produce "in camera" multiple exposures, but I believe you have more control by taking a series of pictures and using a program such as Photoshop or PaintShopPro to combine them. Plus, I don't own a Nikon.

There are really two key items to consider in this sort of endeavor: First you want the camera to not move at all between shots. Ideally this means perched on top of a very stable tripod, preferably with added weight hanging off the tripod to keep it rock solid. If you have the equipment, you also want to take the pictures using a cable release or some other remote control device (I use something called a Pocket Wizard) to take the picture in order to avoid touching the camera. If your single lens reflex camera has a "mirror lockup" feature that helps as well. This allows the camera to flip its internal viewing mirror up out of the way, and then wait a set amount of time for the micro movements to dampen before actually exposing the camera sensor to light.

All of the above is simply to keep the viewpoint as stable and unchanging as possible. The second important consideration in this endeavor is keeping the light as consistent as possible. This means if you are using studio lights or any sort of indoor lighting, you must keep them in the same locations, and keep them consistent between shots.

If you are shooting during daylight hours, since you cannot stop the earth from rotating between shots you must take all of your differently posed pictures as rapidly as possible, as the more consistent the lighting the more realistic the final effect will be.

Once you have a series of almost identical photographs, you combine them into one Photoshop file and use layer masks to cover up the parts of the various photos you want to hide. I'd go into more detail, but this is a chess magazine, not an Adobe Photoshop user group, so I'll have to leave it at that!

photo credit: "A fine and private game," (c) 2006 by Philip Peterson

Washington Defeats Oregon in 2008 Chess Match

by Gary Dorfner and Harley Greninger

The surroundings of medieval times at the Hoquiam Castle proved to be a wonderful environment to hold the 2008 Washington vs. Oregon chess match. Each state fielded 5 players and faced off Saturday July 26th.

When the smoke cleared, it was Washington atop by a final score of 6 ½-3 ½. The lower two boards proved to be Oregon's downfall, as Washington outscored Oregon 3 ½ to ½, while the top 3 boards yielded an even score.

Premier Realty Grays Harbor sponsored the event, and many players commented how nice the event was. Many local players and spectators were also on hand to witness the hard-fought match.



Washington

1. John Readey 1-1
 2. David Roper 1-1
 3. John Graves 1-1
 4. Josh Sinanan 1.5-.5
 5. Nick Paleveda 1-0
 Nick Paleveda 1-0

Oregon

Chuck Schulien
 Radu Roua
 Corbin Yu
 Mike Morris
 Anthony Hann
 Bob Allyn

Hann played in round one, and Allyn played in round two on board five for Oregon. Boards one, two, and three drew both rounds, though there was plenty of action. Sinanan won one and drew one against Morris on board four.

The prize fund was split between all of the players, \$100.00 for a win and \$50.00 for a draw. Harley Greninger & Gary Dorfner were the co-organizers; Gary was the TD.

[White "Schulien, Chuck"]

[Black "Readey, John"]

[Result "1/2-1/2"]

[ECO "A65"]

[WhiteElo "2322"]

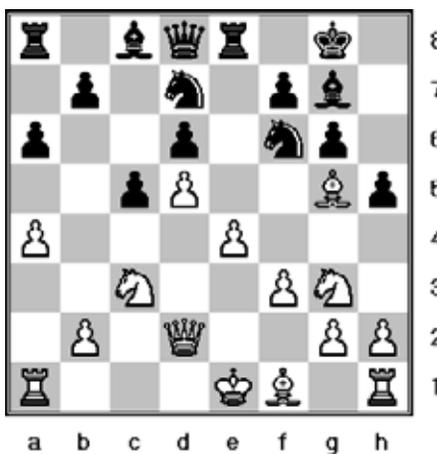
[BlackElo "2296"]

[Annotator "Harley Greninger"]

1. e4 g6 2. d4 Bg7 3. c4 d6 4. Nc3
 Nf6 5. f3 O-O 6. Bg5 c5 7. d5 e6 8.
 Qd2 exd5 9. cxd5 a6

In the post-mortem, Chuck pointed out that Black could also play 9... h6 10. Be3 (Or 10. Bxh6 Nxe4 11. Nxe4 Qh4+ 12. g3 Qxh6 13. Qxh6 Bxh6 14. Nxd6. Here Chuck stated that White has "nothing special." For example: 14... Nd7 15. f4 Nb6 16. O-O-O Rd8 17. Nxc8 Raxc8 18. Bh3 f5, and Black had adequate compensation for the pawn in Dreev-Gelfand, Tilburg 1993.) 10... Re8 11. Nge2 h5, with lines similar to the game.

10. a4 Re8 11. Nge2 Nbd7 12. Ng3 h5



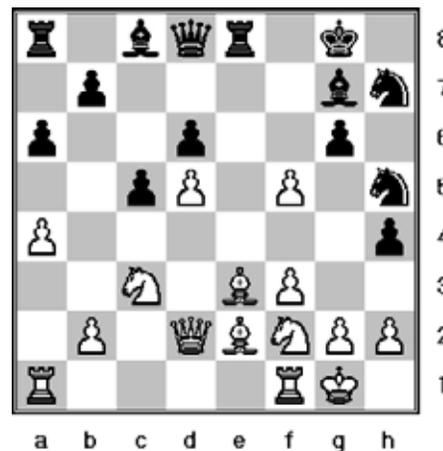
This treatment of the opening originated with Romanian GM and lover of the K-side fianchetto, Bela Badea, who enjoyed some success with it. The idea is that White's K will end up on the K-side (since the Q-side and center give

the monarch no sense of safety) and therefore will be harrassed there as well.

13. Be2 Nf8 14. O-O N8h7 15. Be3 h4 16. Nh1 Nh5

It was here (!) that Varga-Badea agreed to a draw in their 1992 encounter.

17. Nf2 f5 18. exf5



18... gxf5!?

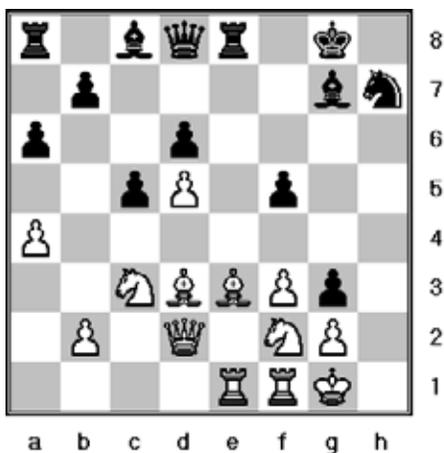
Also possible, and less double-edged, is 18... Bxf5 19. Rfe1 Qd7. Funny thing, as a player I prefer solidity, sound development and the avoidance of permanent weaknesses. As a tournament organizer, I certainly enjoy the exciting world of complications and risky play!



19. Rae1 Ng3!

While the game was in progress, several of the local chess players and I stepped into a nearby room and were analysing the consequences of this move, prior to its being played. We found many ways for White to go wrong, while the proper way to counter this was only really found by Chuck at the board!

20. hxxg3 hxxg3 21. Bd3!



21. Nh1 Qh4 22. Nxxg3 Rxe3 23. Kf2 Bd4 -+; 21. Nh3 Rxe3 22. Bd3 f4! 23. Bxxh7+ Kxxh7 24. Qc2+ Kg8 25. Rxe3 (25. Nxxf4 \$2 Qh4 26. Nh3 Bd4 -+) 25... fxe3 26. Qg6 Qh4 27. Qe8+ Kh7 28. Qe4+ Qxe4 29. Ng5+ Kg6 30. Ngxe4, with a very difficult endgame to hold for White.

21... gxf2+

In our analysis, we had thought that 21... Qh4 was winning, however White does have resources... 22. Nh3 f4! (22... Rxe3? 23. Rxe3 Bd4 (23... f4?? 24. Re8+ Kf7 25. Rfe1 and the mating net surrounds Black's King, rather than White's!) 24. f4! White's King is just fine.) 23. Bxxh7+! (White must get rid of that Knight, for after 23. Bxxf4 Bd4+ 24. Be3 Rxe3 25. Rxe3 Ng5! 26. Rfe1 Bxxh3 -+) 23... Kxxh7 24. Bxxf4 Bd4+ 25. Be3 Rxe3 26. Rxe3 Bxxh3 27. gxxh3 Qxxh3 28. Nd1 g2 29. Rfe1 Qh1+ 30. Kf2 Qh4+ 31. Ke2 g1=Q 32. Rxxg1 Qh2+ 33. Kd3 Qxxg1 34. Re7+, and White should be able to hold the draw, as Black's King also needs attention.

22. Bxf2 Bd7 23. Ne2 Qf6 24. b3

White could have proved some advantage after the more aggressive 24. b4! Bh6 (24... b6 25. a5 +/-) 25. f4 Rac8 26. Rc1, and White has real pressure on the Q-side, for example 26... cxb4 (Better, however pathetic it may look, is 26... Bf8 and Black can put up a tough defense.) 27. Qxb4 Qf7 (27... Rb8? 28. Bd4 Qe7 29. Rf3 Nf6 30. Rc7 and Black is losing on all fronts.) 28. Rxc8 Rxc8 29. Qxb7 Nf6 30. Bxa6 Nxd5 31. a5 +- etc.

24... Bh6 25. Qc2

If 25. f4, Black holds his own with 25... b5 =.

25... Ng5 26. Ng3 f4 27. Nf5 Bf8 28. Nh4 Rxe1 29. Rxe1 Re8 30. Qd2 Rxe1+ 31. Qxe1 Bh6 32. Ng6

Nf7 33. Qe4



And here, a draw was agreed.

1/2-1/2

[White "Roper, David"]
[Black "Roua, Radu"]
[Result "1/2-1/2"]
[ECO "C54"]
[WhiteElo "2279"]
[BlackElo "2209"]
[Annotator "Harley Greninger"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. O-O d6 5. c3 Bb6

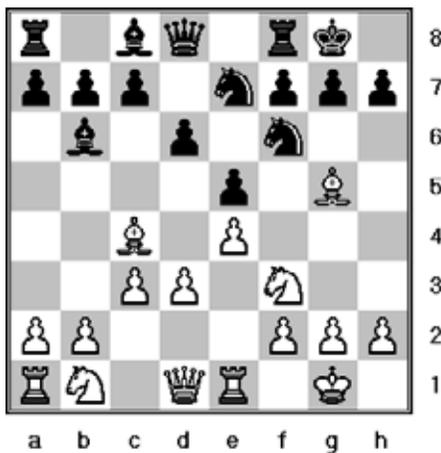
More common is 5... Bg4 6. d3 Nf6 7. Nbd2 O-O 8. Re1 a6 9. Bb3, which can also occur in some variations of the Ruy Lopez.

6. Re1

The main point of Black's 5th, is that 6. d4 can be answered with 6... Qe7.

6... Nf6 7. d3 O-O 8. Bg5 Ne7!?





This is new, inviting White to double pawns! The idea is that Black could then utilize the half-open g-file and perhaps the f4 square with White's dark squared Bishop now gone. Additionally, Black could use the newly created f-pawn to hammer at White's center. Although Botvinnik & Karpov would scoff, it has Tal-like imagination!

9. a4

9. Bxf6 gxf6 10. Nbd2 f5 11. Qe2 Ng6 12. g3 c6 13. Bb3 f4, and Black has a comfortable game.

9... a6 10. Nbd2 Ng6 11. Nh4 Kh8 12. Nf5

Now 12. Nxc6+ fxc6! gives Black significant pressure down the f-file.

12... h6 13. Be3 d5!



Well played. In the ensuing complications, Black is by no means worse, while White must tread carefully.

14. Bxb6

Not 14. Bb3 d4 15. cxd4 exd4 -+ and the Bishop is dressed up with no place to go.

14... cxb6

14... dxc4? 15. Bc5

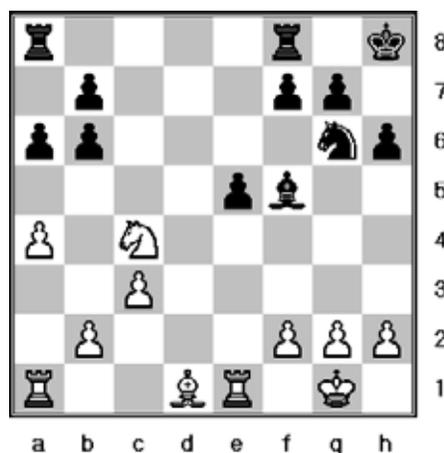
15. Bb3 dxe4 16. dxe4 Nxe4 17. Nxe4 Bxf5 18. Nd6

Or 18. Qf3 Bxe4 19. Qxe4 Qe7 20. Qf5 (simply to prevent f7-f5) 20... Rad8 21. Rad1. White has some compensation for the pawn, due to Black being unable to activate his Knight.

18... Qd7

Also playable is 18... Qf6, since 19. Nxb7? Ra7! places the steed in grave danger.

19. Nc4 Qxd1 20. Bxd1!



20. Raxd1?! is met by Be6 =+.

20... b5

This move places the advantage back in White's camp. More circum-spect is 20... f6 21. Nxb6 Rad8 22. Bf3 Rd2 23. Nc4 Rd7 =.

21. Nd6

The Knight prances and dances, probing Black's position.

21... Bd3 22. Nxb7 e4 23. Nc5 f5 24. f3!

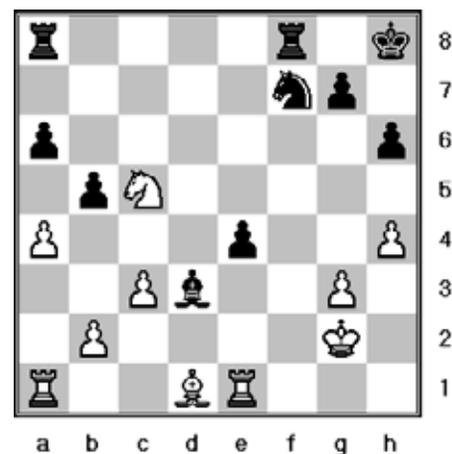
It was here that I thought White had real chances of converting.

24... Nf4 25. g3 Nh3+ 26. Kg2 Ng5 27. fxe4 fxe4

Better is 27... Bxe4+ 28. Nxe4 Nxe4 29. Bf3 Rad8 30. axb5 axb5 31. Ra5 Rd2+ 32. Re2 Rb8 and Black will survive this.

28. h4! Nf7

28... Nf3?! 29. Nxd3.



29. axb5

David most likely rejected the natural 29. Nxe4 Rae8 30. Bf3 due to 30... Ne5!? However, after 31. Nd6! Re6 32. axb5 axb5 33. Ra8 Rxa8 34. Bxa8 White has a near-winning advantage. The line chosen is equally enticing however, since the Black King becomes endangered with mating threats.

29... axb5 30. Rxa8 Rxa8 31. Bb3

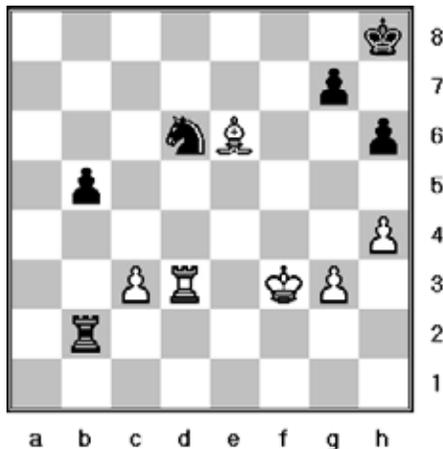
Now 31. Nxe4 is inadequate due to 31... Ra2.

31... Nd6

The point is that Black's Knight

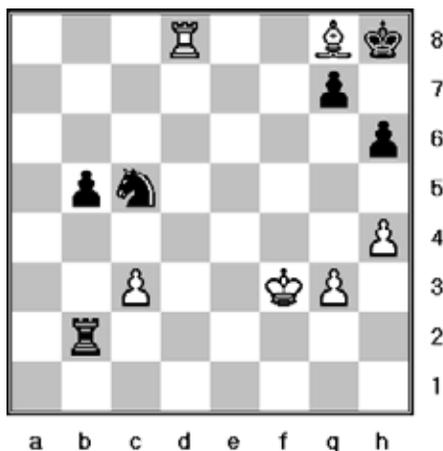
lacks a good square, for example: 31... Ne5 32. Nxe4 Nc4 33. Bxc4 bxc4 34. Nc5 Ra2 35. Nxd3 cxd3 36. Rd1 Rxb2+ 37. Kf3 +/-, or 31... Nd8 32. Nxe4 +/-.

32. Nxd3 exd3 33. Rd1 Re8 34. Rxd3 Re2+ 35. Kf3 Rxb2 36. Be6



36... Nb7 37. Rd7 Nc5 38. Rd8+ Kh7 39. Bg8+ Kh8

39... Kg6?? 40. Rd6+ Kf5 41. Rd5+ Kf6 42. Rxc5 +/-.



40. Bf7+

An almost imperceptible, yet very significant, improvement is found by Fritz: 40. Rc8! Na4, the point being that the Black Knight is not given access to the e5 square. (40... Nd3? 41. Bc4+; 40... Nd7? 41. Be6+) 41. Bf7+ Kh7

42. h5 g5 43. hxg6+ Kg7 44. Rc7 Rd2 45. c4 and wins.

40... Kh7 41. h5 g5 42. hxg6+ Kg7 43. Rg8+ Kf6 44. Rc8 Nd7

See note to White's 40th.

45. Rc6+ Kg7 46. Ke3

46. Kf4 Rf2+ 47. Ke3 Rf6 48. Rc7 Rd6.

46... Ne5! 47. Rc7

Draw Agreed. A great fighting game!

1/2-1/2

[White "Yu, Corbin"]
[Black "Graves, John"]
[Result "1/2-1/2"]
[ECO "D76"]
[WhiteElo "2085"]
[BlackElo "2239"]
[Annotator "Harley Greninger"]

1. Nf3 Nf6 2. g3 g6 3. Bg2 Bg7 4. c4 O-O 5. O-O d5 6. cxd5 Nxd5 7. d4 Nb6 8. Nc3 Nc6 9. d5 Na5 10. e4 c6 11. Bg5 h6 12. Bf4 cxd5 13. exd5 Nac4 14. Qe2 Bg4



The most common way to play here is 14... g5 15. Bc1 Bg4 16. h3 Bh5 (The idea being that Black has this answer to f2-f3, while having driven the White QB back home.) 17. g4 Bg6 =.

15. Rfd1

More to be expected here is 15. h3, since Black omitted g6-g5. e.g. 15...

Bxf3 16. Bxf3 Rc8 17. Rac1. Nevertheless, things are still equal.

15... Rc8 16. Rac1 g5!

Since White has occupied the Bishop's retreat square.

17. Be3 Nxe3 18. Qxe3 Nc4 19. Qe2 Qd7

Draw Agreed, although Black is already somewhat better due to the raking Bishops, well-placed Knight and play against the d-pawn. Many times in team play, decisions are made on the conservative side so as not to risk harming the team.



1/2-1/2

[White "Sinanan, Josh"]
[Black "Morris, Mike"]
[Result "1/2-1/2"]
[ECO "A37"]
[WhiteElo "2162"]
[BlackElo "2049"]
[Annotator "Harley Greninger"]

1. Nf3 c5 2. c4 Nc6 3. Nc3 g6 4. g3 Bg7 5. Bg2 d6 6. O-O e5 7. d3 Nge7 8. Bg5 f6 9. Bd2 O-O 10. a3 Be6 11. Rb1 d5!?

{Editor's note: Washington-Orean match games and annotations courtesy of Harley Greninger are continued on page 26 of this issue.}

This Month in NWC history

by Russell Miller

60 Years Ago

The September issue of the WASHINGTON CHESS LETTER was 12 pages, but the 12th page was blank. Lawrence Taro of Everett was the editor.

Feature Editor George Rehberg wrote an article about King, Rook, Bishop versus King and Rook game endings.

The schedule for the 1948-1949 Puget Sound League in its third year was printed. Teams taking part were Skagit, Tacoma, Seattle YMCA, Bellingham, Seattle CC, University of Washington, Everett, Olympia, Kitsap and Queen Anne CC. The editor predicted Tacoma CC would win the title again.

The top section of the 5th Chess International match between players from Washington and British Columbia ended in a 15-15 tie. The B Section was won by BC 12-7. Event took place in Vancouver BC at the Stanley Park Pavilion.

Jim Schmitt won the Portland Chess Club championship with a 11-1 score with Don Turner winning the "B" section.

The entry fee for the 1948 Labor Day Weekend Oregon Open sponsored by the Portland Chess Club was \$1.00 with the winner taking all the funds collected. The home of the Portland Chess Club was Room 304 in the Kreamer Building at 203 SW Washington Street.

A move was reported for the Seattle Chess Club to the Assembly Hotel at 9th and Madison.

Neil Power of Snohomish WA, the postal chess director, reported Lawrence Taro the top rated postal player. There were 54 players on the rating list.

50 Years Ago

The cover of the September 1958 WASHINGTON CHESS LETTER has a picture of Charles Joachim and Dr. A. A. Murray playing with Jim McCormick, Ivars Dalhberg and Vic Pupols watching from the 4th round of the 1958 Seattle Seafair. (See cover scan at right.)

This issue reported as number 130. Dan Wade of Seattle was the editor for this issue.

A treasurers report by W. H. Raleigh of Seattle on the Seattle Seafair was given: Entry \$156, Prizes \$107, trophy \$5.25, rent \$20 promotion postage \$3, bank drafts \$1.

A report was given on the U.S. Open of 139 players held in Rochester, Michigan. Olaf Ulvestad of Seattle scored 8-4 to tied for 12-14 place. Buz Eddy of Seattle scored 4-8 to place 121st and reported the event for the WCL.

The schedule for the 1958-59 Puget Sound League was printed. Teams taking part were: Olympia, Tacoma, Kitsap, McNeil Island Pen., North Seattle, Seattle Chess Center, West Seattle, YMCA Seattle CC.

Ivars Dalberg of Portland won the 56 player Seattle Seafair, "the greatest tournament ever held in the Pacific Northwest." His score was 5.5-.5 while Charles Joachim finished 2nd at 5-1 on tie-break. Neil Power of Snohomish also had 5-1.

B.C won the annual match with Washington 19-11 in the event held in Mt Vernon.

Viktors Pupols won the 1958 Tacoma Open 4.5-.5. 10 players took part.

R.R. Merk wrote an article, "10 years ago in Washington Chess" for this issue of WCL. The issue was 16 pages. 78 players were on the postal chess rating list.



Seattle Seafair Winners' Photos

by Philip Peterson



Bill Schill and Dereque Kelley tie for first

Here's a partial crosstable of this event from the USCF:

Pair Num	Player Name USCF ID / Rtg (Pre->Post)	Total Pts	Round 1	Round 2	Round 3	Round 4	Round 5
1	WILLIAM SCHILL II WA 12485766 / R: 2239 ->2248	4.5	W 36	W 18	W 13	W 4	D 2
2	DEREQUE D KELLEY WA 12743590 / R: 2092 ->2108	4.5	W 23	W 25	W 5	W 9	D 1
3	JOHN L READEY WA 10361877 / R: 2299 ->2291	4.0	W 21	D 7	D 9	W 10	W 8
4	JOSHUA CHRISTOPHER SINANAN WA 12826891 / R: 2179 ->2182	4.0	W 34	W 17	W 14	L 1	W 15
5	CHANGHE LI 13506421 / R: 1925 ->1930	4.0	W 31	W 46	L 2	W 24	W 22
6	PETER O WATTS WA 12938931 / R: 1905 ->1916	4.0	W 38	W 12	L 8	W 21	W 23
7	IGOR UMMEL WA 12851589 / R: 1840 ->1893	4.0	W 40	D 3	W 26	D 15	W 14

That's everyone with 4 or more points. There were 60 players total.
See NWC next month for more coverage of this event.

Two Years Without David Bronstein

By IM Nikolay Minev

Almost two years have now passed without Grandmaster David Bronstein (1924-2006) enriching the chess world. I enjoyed the privilege of playing with him twice, and also spoke with him on three other occasions. He was the most fascinating chess personality that I ever met. I know many of his games and studied them profoundly in my earlier years. Most of them are stored forever in my memory.

Such as the following example, which includes an unique and surprising move with a pawn.

Caro-Kann Defense

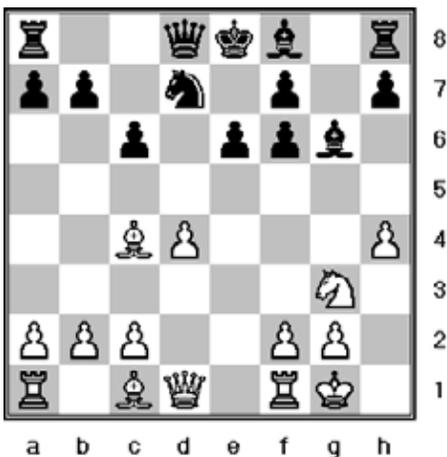
GM Karen Aseev
GM David Bronstein

USSR 1982

Annotations by IM Nikolay Minev

1.e4 c6 2.d4 d5 3.♘c3 dxe4
4.♗xe4 ♘f6 5.♗xf6+ gxf6
6.♙c4 ♙f5 7.♗e2 ♗d7
8.♗g3 ♙g6 9.O-O e6 10.h4?

This move is a bad idea after short castling!



10...f5!!

One of Bronstein's fantastic tactical

ideas! This is not a surprise, this is a shock!

11.h5 ♖h4 12.♗f3

After 12.hxg6 hxg6 13.♖e1 f4 14.♙xf4 ♗xf4, Black regains the sacrificed piece, while still maintaining his strong attack.

12...♙d6 13.hxg6 hxg6
14.♖e1 ♙xg3 0-1

For if 15.fxg3 ♗xd4+ and 16... ♗xc4.

(Note: this game and notes are excerpted from my recent book, David Bronstein: Fifty Great Short Games. The book is available on the internet – search for ISBN 978-0-9661889-2-9 or visit thechesslibrary.com or lulu.com)



Bronstein's priceless heritage is not only in his performances over the board, but also in his annotations. Believe me, you will learn and understand many important things about our beloved game after reading the following quotations from his works.

Bronstein teaches YOU!

No one has ever been able to study chess in its entirety, not even the World Champions, but everybody can play and receive a lot of enjoyment from it.

From my own experience, I have learned that in a complicated middlegame position, when pawns and pieces are engaged in battle, it is often wise to sacrifice a Rook for an enemy Bishop.

The dimensions of a chessboard are not large. Space is a very relative notion. You can play on a

pocket chess or on a demonstration board, but in either case you will have no more than 64 squares at your disposal. It goes without saying, that if you want to win the battle, you will need to control as much space as possible. To achieve this it is logical to use far-reaching pieces such as Bishops.

A big advantage in space can often change into a decisive attack, if the sacrifice of a piece succeeds in creating mobile pawns.

If a chess player plays his Rook's pawn up one square too early after having castled, there is always the danger that this pawn will be attacked.

When evaluating a chess position, the first thing we should look at is the position of the Kings. In closed positions they can wait to castle, but if the positions appear to be open, then it is better for them to go into their hide-out as quickly as possible.

What is a combination in the game of chess? There are many opinions and nobody has a uniform answer. Sometimes, I think that a combination consists of a—not too long—series of moves with material sacrifices, which contains a high element of risk. But if there is a risk, why is a string of moves considered to be forced? Because it only appears to be forced, but, in reality, a combination contains many possibilities which are almost impossible to see while playing

a tense game and which are, during subsequent analysis in a more relaxed atmosphere, still difficult to find.

Without mistakes, chess is not interesting. Routine games can be played by computers, but human mistakes create very unusual situations and it is always a challenge to find a way out of trouble.

As far as I have observed from thousands of games, if both the White and Black Rooks are still in quiet positions at a1 and a8, the Rook that centralizes first usually helps to decide the battle.

Avoid minor mistakes! Most often, he loses who makes the first minor mistake, because it signifies the beginning of an incorrect strategic plan.

For the chess player, the most difficult moment in his work is playing in time trouble. And so, for the chess player, it is vitally necessary to practice almost every day at playing fast.

It is a well-known fact that, during a practical game, players often do not check variations entirely, but just trust each other.

Independence of thought is a most valuable quality in a chess player, both at the board and when preparing for a game.

Not every sacrifice wins immediately. But the fact remains that the person sacrificing feels spiritually uplifted, his emotions are clearly positive ones, whilst the person forced to accept a sacrifice is invariably upset, if even only slightly.

The most powerful weapon in chess is to have the next move!

The Queen and Knight, in the opinion of many specialists, work together considerably more effectively than do a Queen and Bishop. What is the reason for this fact? The Queen and Knight supplement each other's actions, whereas the Queen and Bishop often duplicate each other's work by creating excessive strength down a diagonal, whilst lacking striking power in other directions.

It is my style to take my opponent and myself onto unknown grounds. A game of chess is not an examination of knowledge, it is a battle of nerves.

[I]t makes sense to sacrifice a pawn, sometimes even a piece, in order to keep the enemy King in the center and assail it with Rooks and Queen.



Carl A. Haessler
Lessons • Lectures • Exhibitions

USCF Life Master
3-Time Oregon Champion

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The prime consideration in one's choice of an opening plan should be the harmonious development of the pieces, but sometimes we forget about the development of the Queen. Since the Queen is, after all, the most important and the most valuable of the pieces, the success of the whole piece configuration may depend on how well the Queen plays its part.

A chess Master's skill lies not only so much in perceiving the correct plan, as in carrying it out with exact, and sometimes "only," moves.

One general rule of chess strategy holds that a target point should be surrounded or isolated before it is attacked.

The most precise knowledge of opening theory cannot guarantee one against over the board surprises. Therefore, a Grandmaster will frequently avoid the "best" continuation in favor of his own, whether accepted by theory or not.

The King's Indian is a greater risk for Black, than the King's Gambit for White.

Open files are important when they contain targets, or when they serve as avenues of communications for the transfer of pieces, usually Rooks, to the main theater of action.



ALLEN SMITH
CHESS LESSONS

USCF A Player
2006 Puget Sound Champion

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Publisher's Corner & A Word From the President

Dear Washington Chess Federation members and Northwest Chess readers:

I'm baaaacckk ! At least as President of the WCF, ready for another tour of duty, this time for two years. This will be, what, my 8th year as being continuously involved with the WCF, starting off as member at large and then President, Vice President and now back to President. Heck, I even tried to take some time off, when another VP was elected, but for various reasons resigned soon after he started.

At this time, we find the WCF to be in good shape financially due to some sound decisions made by your board. Sponsoring successful events such as the Washington Class and Washington Open, as well as some scholastic events have increased our coffers. We just came off a Washington Open held at a spectacular venue, the Redmond Marriott Town Center. This was a plush hotel with easy access to a variety of foods and nearby shops. The rate was fairly affordable thanks to the efforts of Eddie Chang and Dan Mathews. Great jobs guys! The tournament came off fairly smoothly and the leader that emerged from the event is rapidly rising, Andy May.

The WCF board has remained fairly consistent as long as I have been on the board, with Robert Allen serving as treasurer and Gary Dorfner as secretary for a number of years now. We continue to have Dave Hendricks as our scholastic coordinator and he has done an outstanding job, in running scholastic events alongside the main tournaments like the Class and the Washington Open. The Washington Junior Open was very successful when it was held last January on the Martin Luther King holiday. David also recently directed the Susan Polgar qualifier tournament and Leanne Hwa from Stevenson Elementary was the winner and will represent Washington State in the National Invitational in Texas this month. Congratulations Leanne!

The WCF board also has two new faces this year with Josh Sinanan stepping into the role as Vice President. I always joke that the VP has to serve as my bodyguard, otherwise he will end being President. So take good care of me, Josh! Also new to the board is Mark Ryan as member at large and Northwest Chess Representative. We look forward to having his enthusiasm, chess and business experience on the board.

It is the goal of the board to be a premier membership organization, by helping and organizing chess events and promoting chess throughout the State. To that end, the board awarded the 2009 Washington Open event to the Spokane Chess Club, in association with the Gary Younker Foundation.

This will be one of the few times it has been held on the east side of the State. Spokane will host both the Washington Open and State Scholastic Championship next year.

Another goal of the board is to improve Northwest Chess Magazine. We are lucky to have a monthly chess publication reporting on the events, tournaments, games and people in Washington and Oregon. We are one of the few remaining monthly state chess publications. It is our goal to keep it that way. In the age of the Internet and declining readership of newspapers and magazines, we can argue the pros of cons of going to just an electronic edition. But it is nice to have tradition and something you can hold in your hand and read at your convenience and refer back to games from players you may soon be facing. This is your magazine, for players in Washington and Oregon. The magazine will be what you make it. You are all encouraged to write articles, submit games, comments, letters to the editor, report on events, send photos, etc.. The editor has a tremendous task to get the magazine out every month and needs help with content. He can't write the whole magazine on his own.

You as a reader and a WCF/OCF member or advertiser should expect that the magazine comes out on a timely basis, so that you will know about events and things that you can plan on participating in. Sometimes that has not been the case. We plan to correct this situation. I will be taking on the role of publisher of the magazine to solicit articles/content/advertising and work with the editor(s) to ensure a timely publication that you should expect to come out the first of each month. I am open to hearing your comments, suggestions and criticisms about the magazine. I can be reached at P.O. Box 37, Bellevue, WA 98009 or via e-mail at duane@combonate.com. My cell number is 206-852-3096. Please send your articles/content to me at the address above and I will make sure it gets to the editor.

Finally, I would like to take this opportunity to welcome and thank Ralph Dubisch who is serving as guest editor this month. Fred Kleist is taking an extended vacation to Europe in August/September and this way he can have a vacation from the magazine and come back refreshed from his trip and ready for the October issue. Until next month, remember what Mick Jagger said. You can't always play what you want to, but if you try sometime you just might find, you can play what you need.

Best Wishes,
Duane Polich
President, Washington Chess Federation
Publisher, Northwest Chess Magazine

Going Quackers

by FM Ralph Dubisch

One of the problems I have when teaching kids chess is that they don't automatically plan for their opponent's play. When asked, kids rated up to 800 or 900 will usually have no clue what their opponent might do. Results of real games they play actually encourages them not to think their opponent will play the best move: Scholar's Mate, for example, works.

They attack a queen, and then take it. So when they suggest a move that allows a strong reply, and I ask, "what would your opponent do against that," they have experience to back up their answer: "I don't know." They may spot a tactical idea for themselves, but they rarely anticipate it from an opponent, and often miss defenses to their own plans. They find hoping for an opponent's blunder to be a better strategy than planning for good moves.

Aside from supplying them with extra age and experience, what can be done to help kids think ahead? This article suggests one kind of exercise that might help. Plus, it's fun.

Let me be clear, however, for those who are purists about this sort of thing, that this article is actually not about chess at all.

Back around 1975 or so at Roosevelt High School, a friend of mine and I used to spend virtually every spare moment that wasn't specifically class time playing games. Alex Dikun wasn't a great chess player, so we tended not to play chess. But we had a chess board, and chess pieces, so we messed around with chess variants and alternatives

that could be played with chess equipment.

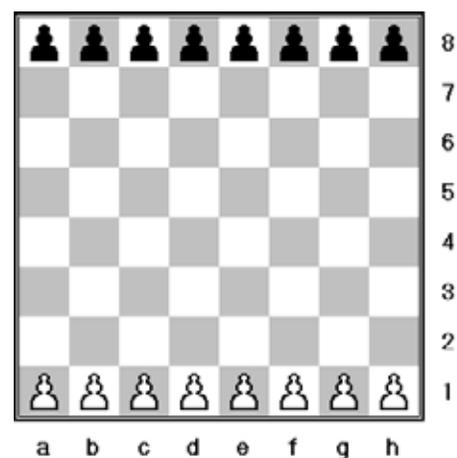
There were some simple games played with only pawns, starting with the well known "Fox and Geese," in which a diagonally mobile fox attempts to pass four diagonally-forward-only geese, starting on opposite sides of the board, all on the same color squares. If the fox gets by, he wins. If the fox gets trapped, the geese win. It didn't take terribly long for us to prove a forced win for the geese, and catalog all of the tricks involved. This game is only barely more complicated than tic-tac-toe.

We tried to improve this game. There was a variant called "Geese and Geese," with four pawns each, though now I couldn't tell you for sure how it worked (or, more likely, didn't work). One variant we invented that did work we called "Ducks and Geese," I think, though it's also possible that "Geese and Geese" also applied to this version. I'm pretty sure we also just called it "Eight Pawns." It's basically similar to Chinese Checkers, only played on a chessboard with eight pawns each, starting all lined up along each player's first rank. Players alternate moves, with a move being either one pawn moving one square in any direction, or one pawn jumping over another piece of either color, vertically, horizontally, or diagonally, with the right to continue moving as long as there are further jumps. Pieces are not captured; the goal is simply to get all of your guys all the way across the board to the other side.

Thirty years later, I was looking for a game to play using a chess board and pieces that wasn't chess. I rediscovered the game and gave it a new name, "Quackers," but it's still pretty much the same. The game is surprisingly robust, in that it requires good piece coordination, planning ahead, creating durable pathways, taking opponent play into account, calculating, counting, and thinking creatively. It is not trivial to summarize correct strategy. The game is a race, so it would appear good to jump a man all the way across the board, but sometimes the remaining formation takes longer to traverse.

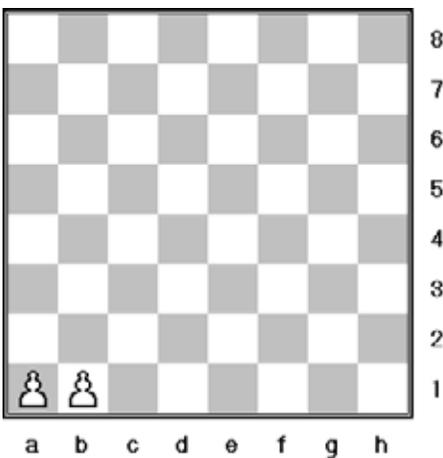
Quackers could be a useful tool to help kids and other beginning chess players to come to grips with hard concepts like alternating moves, analysis trees in which opponents make good moves, and looking at all reasonable possibilities for both sides. There are forks, pins (of a sort), and magnificent retrograde maneuvers. There are blocking plays and counter strokes. One side's highway can be used against him. There are even opportunities for home analysis, solitaire exercises, and the creation of opening and ending theory.

This will be a basic primer on the game. Here is the starting position in a game of Quackers:



White moves first (officially, anyway). Usually there is no contact between the opposing forces for the first three or four moves. But before we get into any opening play, there are few board geometry issues to discover.

One man (duck?), unaided, takes seven moves (quacks?) to cross the board. This is pretty obvious: a1-a2, a2-a3, a3-a4, a4-a5, a5-a6, a6-a7, a7-a8, assuming no obstacles. Equally clearly, a duck from a1 could go to any eighth-rank target square in the same number of moves.



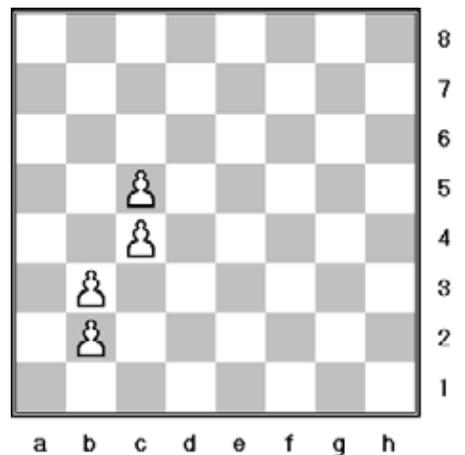
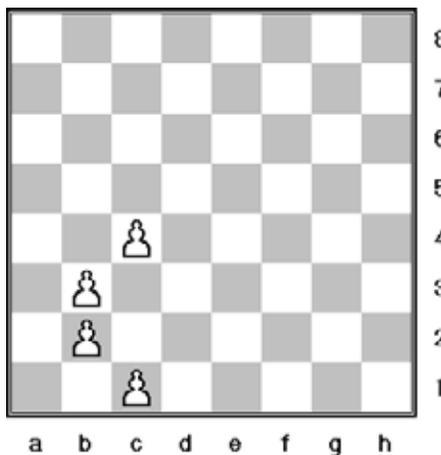
Two ducks that start near enough to each other take eight quacks to cross (sorry, just getting into the lingo). From a1/b1, we need a single forward move, then a series of single leapfrog-style jumps: a1-b2, b1-b3, b2-b4, b3-b5, b4-b6, b5-b7, b6-b8, b7-a8. No problem getting to a8/b8 or b8/c8 using this method, and it looks like b1-b2, a1-c3, b2-d4, c3-e5, d4-f6, e5-g7, f6-h8, and now g7-g8 or g7-f8 gets across diagonally to the other side as well. But reaching other targets (e8/d8) will take at least one extra move. The important thing to note at this point, however, is that two ducks travel almost as cheaply as one, at four quacks each instead of seven.

Three ducks working together take 12 moves to cross, maintaining the average of four quacks per duck, as long as they start close together (feel free to check this out). But here's where planning ahead can come in handy: four ducks also cross in just 12 moves, or three quacks per duck (four for the price of three?). There are four structures that four ducks can use for optimal transport (and yes, it takes four moves to set one up); three of them morph into one another as the ducks waddle up the board in double-jump steps, the fourth is more rigid. (see below)

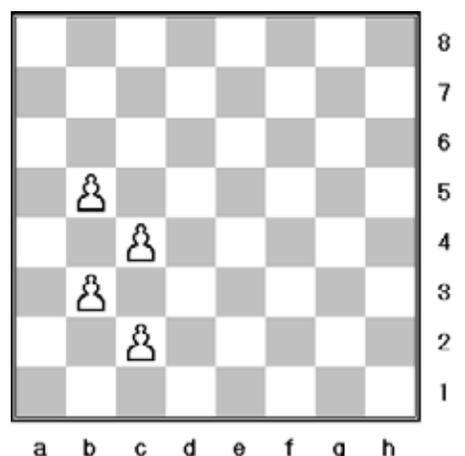
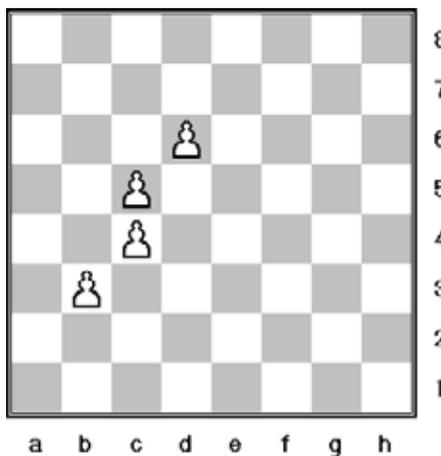
As a solitaire exercise, try to figure out how many moves it takes to transport five, six, seven, and all eight ducks. Do six ducks work together well, or do they do better to split into four and two? Do seven ducks coordinate well, or must they travel in smaller groups – and if so, does it make sense to send one duck on a flyer and leave seven behind?

Here's a hint: even numbers are good; eight ducks can cross faster than just two groups of four. How much faster? Send optimal solutions to:

chesscoaching@gmail.com.



From the diagram above left, c1-a3-c3-c5 is one move, reaching the second diagram (above right). Then b2-b4-d6 is a second move, reaching the third diagram below (or b2-b4-d4-b6, similar to diagram one).

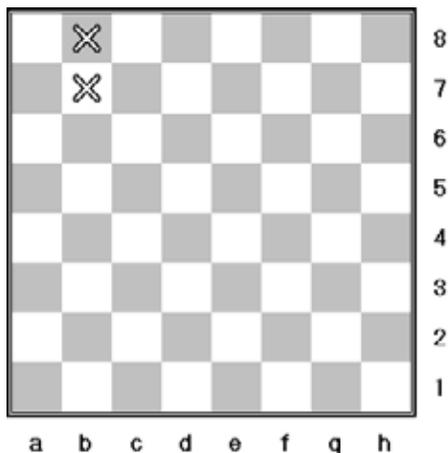


Now we're six moves from all-home: b3-d5-d7, c4-c6-e6-c8, c5-e7, d6-f8, d7-d8, e7-e8. In diagram four, c2-a4-c6, followed by b3-d5-b7, etc.

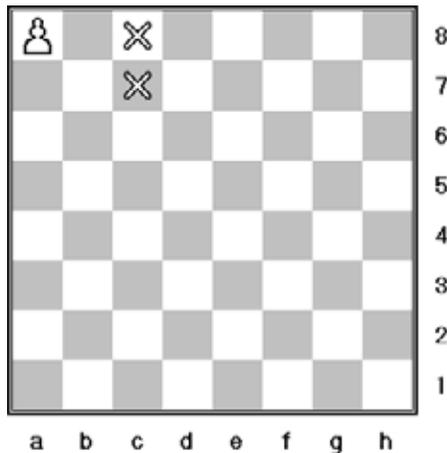
Okay, more board geometry. A duck on the seventh rank with an empty space in front is one move away from home. A duck on the sixth rank may require two moves, but can hope to be home in one with help from a friend.

A duck on the fifth rank cannot get home in one, but is likely to get home in two. Notice it does not matter (at least to this particular duckling), whether the jump is from 5 to 7, or from 6 to 8. Or even, rarely, from 4 to 8, after a retrograde single-step. From the fourth rank or the second rank, it is possible to get home in one quack! From the third or first, it takes at least two moves. Not every lucky duck is going to jump across in the minimum moves, of course. The key to getting as many of them as possible across efficiently involves advance planning of piece coordination. When one duck runs across too fast, his little brothers and sisters suffer.

In order to avoid taking extra moves while bringing the duckies home, care should be taken to distribute the early fliers across the board. Specifically, you're going to need to put ducks into the corners, so (for white) having a duck on b7 or b8 will facilitate someone jumping along into a7, a8, or b8.

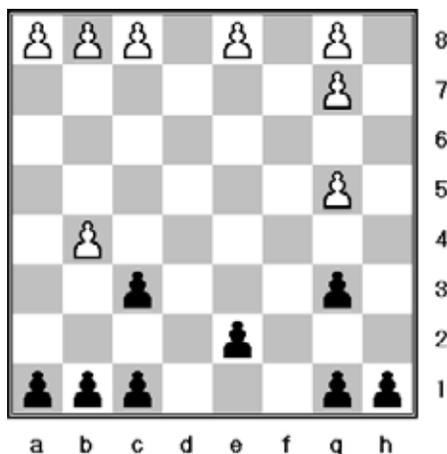


If there is already a goose down on a8, then c7 or c8 will help direct a jump to the b-file.



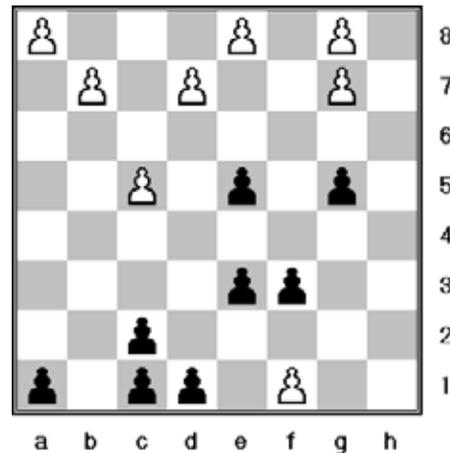
Somewhat unfortunate is filling up b8 and c8 before routing a birdie toward a8, as it will now take some very fancy footwork – or an extra move – to get home.

Okay, all of this so far was solitaire. Things really get interesting when there's a second player in the game.



Both players have left their forces a little scattered. Considered in isolation, white appears to need seven moves to get home, while black is looking at five. With white to move, however, there's a neat retrograde play that takes advantage of the black pieces: b4-d2-f2-h4-f6-h8-f8-d8, and white wins by one.

A useful fork to rescue a trailer: (see diagram) f1-f2!, forking triple jumps f2-d4-b6-b8, f2-d4-f6-h8, f2-f4-d6-d8-f8, and f2-f4-h6-f8. There is, however, a tricky defense. Can you find it? What might happen then?



Challenge diagram, white to move.

Incidentally, since white moves first, if black can bring in his last duckling on the move following white getting all home, the game is a draw. It's also useful (call it for tie-breaking purposes) to track the margin of winning, and not just who won. After one player gets all in, the other player might try to find the most efficient way home. However, it can be a bit discouraging for kids to do this.

There are still rules needed to cover sportsmanship issues. Alex and I didn't need rules to cover these cases, but now we're dealing with little kids, and worse, chess players. What if someone leaves a single duck sitting back on a starting point? What if they are really clever, and set up a six-man corner block (a7/a6/b7/b8/c6/c8) that prevents any opponent from reaching the corner square?

One idea to handle this is to say that if one player gets all of his ducks to the last two ranks before the opponent has vacated them, the first player wins. Unfortunately, this doesn't clear up the question of tie-breaking, and it's possible that there is some legitimate strategy that leaves ducks back.

Suggestions are welcome.

One line of play from the challenge diagram above is as follows: 1. f1-f2 e3-f4! 2. f2-e3 f3-f2 3. e3-d4 e5-g3-e1 4. d4-b6-b8 g5-e3-g1 5. c5-d6 f4-f3 6. d6-d8-f8 f3-f1-h1 7. g7-h8 f2-f1 8. d7-d8 e2-b1, and black wins by one (b7-c8).

An Inconvenient Chessic Coincidence?

By Eric Holcomb

In the author's previous article, "So How Many Chess Board Positions Are There?" the author noted that there is a remarkable coincidence involving one estimate of the number of chess board positions.

The nature of the coincidence can now be revealed, and it turns out it's a remarkable coincidence between chess and global warming! In particular, the number of carbon dioxide molecules in the Earth's atmosphere is nearly equal to a reasonable upper limit on the number of chess board positions that can be constructed without resorting to pawn promotion to gain extra pieces! The "magic number" is about 4.1529×10^{40} , where 10^{40} is the number "1" followed by 40 zeroes – a very large number indeed!

See the previous article in the August magazine or on the Northwest Chess website for a complete explanation of this number of chess board positions and the assumptions involved in calculating the number.

Is this just an amazing coincidence? Did "Mr. Inconvenient" Al Gore invent the game of chess in an earlier life? (He did invent the Internet, you know!) Or, perhaps the chess goddess Caissa is trying to tell us that this is a limit which should not be exceeded!! (See the "Chess Carbon Limit" graphic.)

Estimating the number of carbon dioxide (CO_2) molecules in the Earth's atmosphere follows the basic principles of gas chemistry and physics as taught in high school and college. Details will be posted on the Northwest Chess website, with a brief summary in this article.

The "effective volume" of the Earth's atmosphere is about $4.192 \times 10^{18} \text{ m}^3$ (cubic meters), calculated as the surface area of the Earth ($5.094 \times 10^{14} \text{ m}^2$) times the "effective thickness" of the atmosphere (8,228 meters, or about 27,000 ft). The effective thickness and volume are what the thickness and volume of the atmosphere would be if the entire atmosphere were at sea level conditions. These can be estimated from "standard atmosphere" models. The effective thickness includes a small correction for the volume of land above sea level, and is consistent

with the total dry mass of the Earth's atmosphere ($5.1352 \times 10^{18} \text{ kg}$) as given in the Wikipedia article on this subject.

Readers may recall that the density of a gas is proportional to pressure and inversely proportional to temperature, and that there's also a "gas constant" in the equation, which is the same for all gases if expressed in terms of "moles." When the calculation is done using the correct units, the average density of the Earth's atmosphere at sea level is 42.293 gram-moles/ m^3 . (Multiplying by the average molecular weight would give the density in grams/ m^3 .)

The total number of gram-moles of gas in the atmospheric is 1.773×10^{20} (the average density times the effective volume). The carbon dioxide concentration is increasing due to the combustion of fossil fuels, and is currently estimated at 384 parts per million (ppm) by volume, which is also the molar concentration. The number of gram-moles of CO_2 in the atmosphere is about 6.807×10^{16} ($0.000384 \times 1.773 \times 10^{20}$). Finally, one gram-mole contains "Avagadro's Number" of molecules, or 6.023×10^{23} molecules per gram-mole. (Remember that one from chemistry class?) Thus the number of molecules of CO_2 in the atmosphere is estimated as 4.100×10^{40} (the number of gram-moles of CO_2 times Avagadro's Number).

So there you have it ... At the current (2008) carbon dioxide concentration of 384 ppm, the remarkable coincidence between chess board positions and carbon dioxide molecules becomes apparent!! The concentration of CO_2 is increasing at a rate of 1.8 ppm per year ... The two numbers will be the same in only about 3 years when the concentration reaches 389 ppm.

In terms of mass, the current atmospheric level of CO_2 is equivalent to 818 gigatons of carbon, the unit of measure normally used by climate scientists. The September 2006 *Scientific American* article "A Plan to Keep Carbon in Check" quotes the then-current amount of atmospheric carbon as 800 gigatons, just 2% less than the present estimate. Even if this lower figure was correct for the year 2006, at the present rate of increase, the "magic number" will still be reached in about 6 years, by the year 2014!

Chess Move Sequences

The author also promised a discussion of the number of possible chess move sequences (chess games), often estimated as 10^{120} , greater than the number of atoms in the known universe!

The number 10^{120} is known as the “Shannon number,” and was estimated by assuming a typical 40-move chess game, and a game tree “branching factor” of 1,000 (10^3) per full move, or 31.6 (square root of 1,000) per ply, or half-move. Of course many chess games last longer than 40 moves, and many chess game positions have more than 31 or 32 possible legal moves. The 1994 Victor Allis Ph.D. thesis quoted the number 10^{123} , obtained by using a branching factor of 35 instead of 31.6.

The number of possible chess move sequences is infinite if games are not terminated due to repetition of moves, or something like the 50-move draw rule. The Shannon and Allis numbers are very crude estimates that are likely too low because they only account for the first 40 moves of a game. On the other hand, if one assumes that only about three moves in any given position would be considered “sensible” by a Grandmaster, then the number of “sensible” 40-move GM games is only about 10^{40} , not accounting for blunders!

Because the “game tree” branches out so rapidly, an exact computer calculation and analysis of chess moves is only practical for about 11 or 12 ply in most positions, including the starting position. (Deeper and/or faster analysis is possible by “pruning” algorithms, but this gives up the ability to enumerate all possible move sequences.) For the chess starting position, François Labelle at UC Berkeley reports 2,097,651,003,696,806 possible chess games out to 11 ply, an average branching factor of 24.7. (By the way, there are 362,290,010,907 of those games, or 0.017%, that end in checkmate!)

All of the 10^{120} or more possible chess move sequences must transpose into the much smaller number of possible board positions, which as discussed in the author’s previous article, likely does not exceed 10^{50} , even with pawn promotions. Although nearly all chess players are aware of some possibilities for transposition of

moves, normally they don’t give it much thought, but it should now be obvious that transposition of moves is extremely important! The top computer chess programs use transposition tables to avoid duplicate analysis of move sequences, especially in endgame positions.

Background of the Author

The author, Eric Holcomb, has an MS degree in aerospace engineering, and worked as an engineer for The Boeing Company for nearly 20 years.

Eric now pursues his own business activities from Bend, Oregon, enjoys playing chess, and serves as business manager for Northwest Chess magazine.

CHESS CARBON LIMIT



4.1529×10^{40}

Caissa says
“DO NOT Exceed!!”

An Online Chess Experience

by Bill McGeary

I am often asked how playing online chess has changed my view of the game.

Since this question is generally coming from someone whose closest proximity to a chess tournament was when they laughed at the “geeks” on their high school chess team, I try to retain a bit of diplomacy.

For you dear readers, all the more aware of the vagaries of playing chess in real life, I will not be so petite about my feeling. For me the basic difference is a 30-second walk from the television room compared to a minimum of 30-minute ride to a tournament.

This game was played Sunday morning at 9 a.m. my time, which means I got an extra hour of sleep compared to playing in an OTB event, I had plenty of coffee available and I wasn't stopping at a quickie mart to get breakfast.

My opponent is from Spain and I am playing the Black pieces.

[Event “ICC 45 45”]

[Site “Internet Chess Club”]

[Date “2008.08.24”]

[White “menorca”]

[Black “akdog3”]

[WhiteElo “2109”]

[BlackElo “2235”]

[Opening “Nimzo-Indian: Kmocho variation”]

[ECO “E20”]

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. f3 O-O 5. Qc2

(This definitely isn't book. I had suspected my opponent wouldn't play into a known line, either out of smelling a rat or of just not knowing the lines. To be honest, I had prepared 4...0-0 for this game. Though all of my prep was lost after 5.Qc2 I wasn't disappointed; the move just doesn't look correct and I think I am at least equal)

5... Nc6 6. e3 d5 7. cxd5 exd5 8. Bd3 Re8 9. Ne2 Bf8 10. a3

(Ok, back on move 5 it seems my opponent decided to just play close, not going for any adventures.

Instead, he has decided to just get his pieces out and try to get in e3-e4. If that happens he will

have an ok game. The problem is that there isn't adequate protection for both d4 and e4, so he should just get on with getting pieces out.



Uh, not quite. There is still a little matter of a cohesive plan and that idea doesn't seem to have gotten on the train. For instance: my idea is to tie him down to d4 while I arrange a little massage on the g1-a7 diagonal to which my opponent could try throwing a spanner in with 8.a3 as my B would have to go back to e7 or d6 and then back to f8. That is a move he gains as he plays a3 anyway. This isn't my opponent making a big error, just a small bit that indicates he isn't working on the position as much as on the tactics)

10... g6 11. O-O Bh6 12. f4

(See previous note. White wanted to get the e4/d4 duo, but now has given up. This is feeling like I am making progress when in fact it is my opponent who is going kind of retrograde)

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12... Ne7 13. e4 dxe4 14. Nxe4 Nxe4 15. Bxe4 Nf5 16. Kh1 Bg7



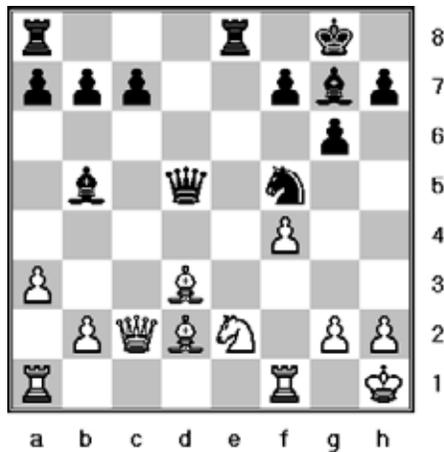
(I think my last couple of moves have been very good. This is an interesting situation in that I am being confronted with decisions choosing between simple or complex paths.

Exchanging Knights on e4 wasn't the only possibility; I could have popped up with 14... Nf5 straight away. Instead, I chose the more direct exchange to focus on the negative aspects of my opponents position. On the 16th move I could have taken the d4 pawn, but instead I place my king bishop on a better diagonal. All of these things are small by themselves, but they add up to a solid advantage.)

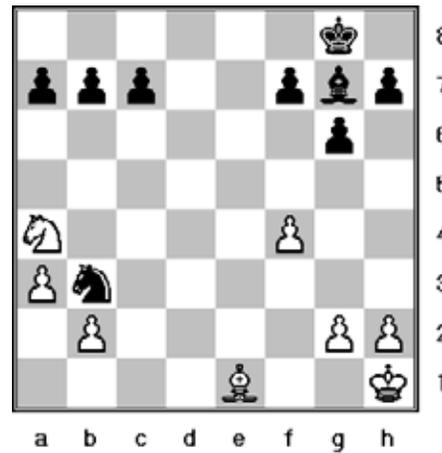
17. d5 Bd7 18. Bd2 Bb5 19. Bd3 Qxd5

(I could also play 19...Rxe2 20.Bxb5 Nd4. I choose simple again. Guess it's in my DNA.)

20. Bxb5 Qxb5 21. Nc3 Qc4 22. Rfe1 Nd4 23. Rxe8+ Rxe8 24. Qa4 Qxa4 25. Nxa4 Nb3 26. Re1 Rxe1+ 27. Bxe1

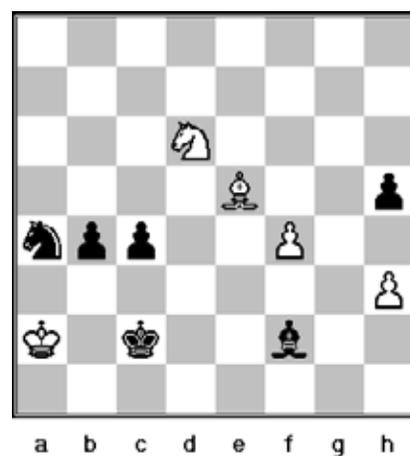
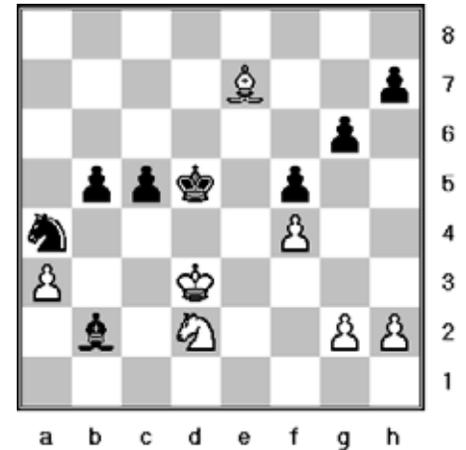


(The ending is quite good for me, possibly just winning. Still, there are some sticky points to be overcome. My plan is simple: pawns on white squares to limit the White knight, King up to d5 so that it can go either direction, pin him down on the a3 pawn and then see what happens when the K-side pawns feel some heat. Also, exchange any like pair of pieces if possible.)



27... b5 28. Nc3 c6 29. Kg1 Nc5 30. Bf2 Nd3 31. Bxa7 Nxb2 32. Nb1 f5 33. Bc5 Kf7 34. Kf1 Ke6 35. Ke2 Kd5 36. Be7 Na4 37. Nd2 Bb2 38. Kd3 c5

39. Nb1 c4+ 40. Kc2 Bd4 41. Nd2 Be3 42. Bg5 Bc5 43. Nb1 Bd6 44. g3 Bc5 45. Bf6 Bg1 46. h3 h5 47. Nd2 Bf2 48. Bh4 Bc5 49. Nf3 Bxa3 50. Bf6 Bc5 51. Nh4 Bf2 52. Nxc6 Bxc3 53. Be5 Ke4 54. Kb1 b4 55. Ka2 Kd3 56. Ne7 Kc2 57. Nxf5 Bf2 58. Nd6



(I clearly missed the point of 58...b3+ 59.Ka3 Bc5+ 60.Kxa4 Bxd6 when White can't stop the pawns. Instead I found a slightly different solution)

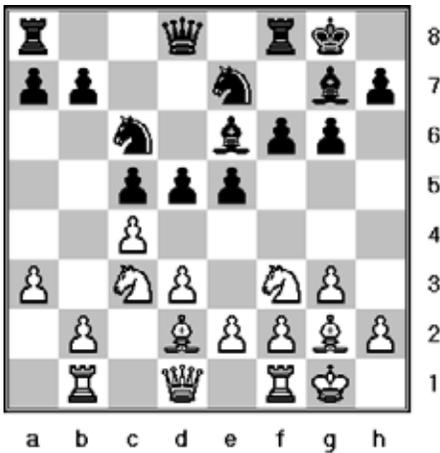
58... c3 59. Nc4 b3+ 60. Ka3 Nb6 61.

Nxb6 Bxb6 {White resigns}

0-1

{Editor's note: I go away for a decade or two, and when I get back, Bill McGeary is playing endgames? Now that's scary...}

{WA-OR, continued from page 13.}

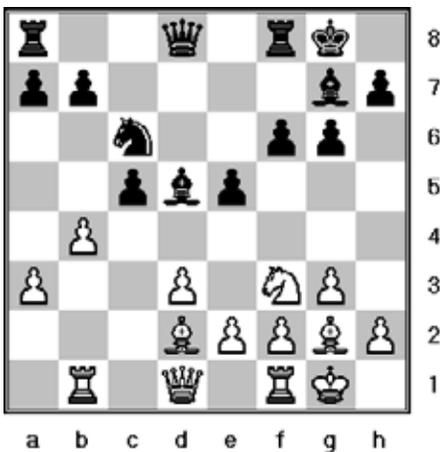


More commonly seen is 11... a5 12. Ne1 Rb8 13. Nc2, and only now 13... d5, as played in many games, for example Speelman-De Firmian, New York 1995.

12. cxd5 Nxd5 13. Nxd5

Mittendorf-Hoffmann, 1997, continued with 13. Ne4 b6 14. b4 cxb4 15. axb4 Qd7 16. b5 Nce7 17. Qa4 a6! =, and Black went on to win in 42 moves.

13... Bxd5 14. b4

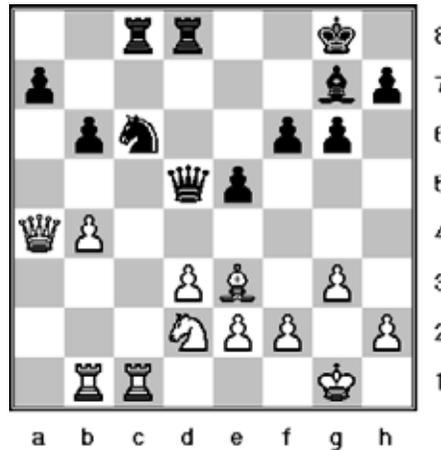


The first new move. Kozel-Gasanov at the 2005 Geller Memorial event, saw 14. Rc1 Qd6 15. Qc2 b6 16. Qa4 a5, when White's b2-b4 break was prevented indefinitely.

14... cxb4 15. axb4 Qd7 16. Be3 b6 17. Qa4 Rfd8 18. Rfc1 Rac8

An interesting alternative is 18... Nd4, e.g. 19. Qxd7 Rxd7 20. Nxd4 Bxg2 21. Kxg2 exd4 22. Bd2 Re8 23. Kf3 Rde7 with some pressure.

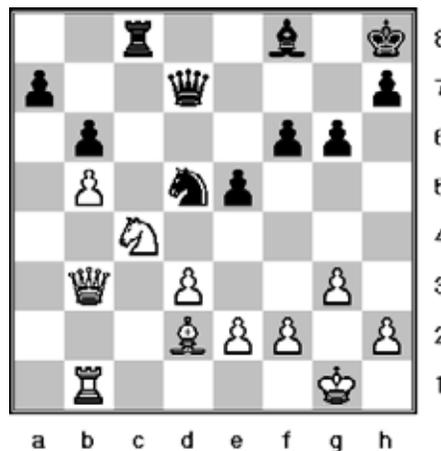
19. Nd2 Bxg2 20. Kxg2 Qd5+ 21. Kg1



21... Qd7

It seems more accurate to continue with the active 21... f5, but perhaps Mike didn't like the appearance of his Knight on the rim after 22. b5 Na5.

22. b5 Ne7 23. Rxc8 Rxc8 24. Nc4 Nd5 25. Qb3 Kh8 26. Bd2 Bf8

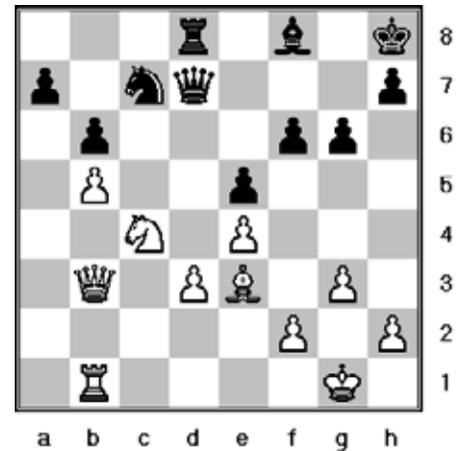


27. e4?

An unfortunate lapse in judgement.

After this, Black has a distinctly superior position, as the backward pawn at d3 is worse off than the backward pawn at a7.

27... Nc7 28. Be3 Rd8



29. Nxb6!

Most likely White's best practical chance. The d-pawn (or the even more important b-pawn) would otherwise be doomed, with no compensation.

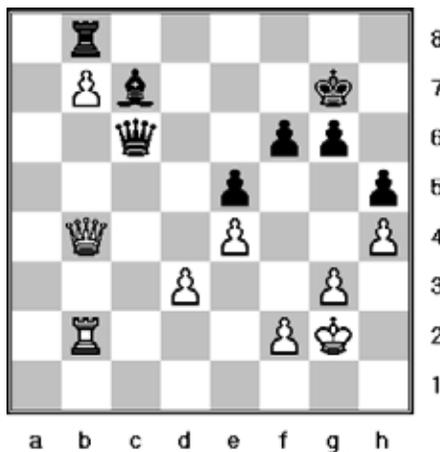
29... axb6 30. Bxb6 Rb8 31. Bxc7 Qxc7 32. b6 Qc6?! 33. b7

Black will now find it near impossible to convert his material advantage, as White will combine threats of Queening with threats of perpetual check.

33... Kg7 34. Kg2 Be7 35. Rb2 Bd8 36. Qb4 Kf7 37. Qb3+ Kf8 38. h4 h5 39. Kg1 Be7 40. Kg2 Kg7 41. Kg1 Bd6 42. Kg2 Bc7 43. Qb4 Bd6 44. Qb3 Bc7 45. Qb4



Here and on several previous moves, Mike looked up at team captain Chuck Schulien, who was observing the game, as if to say ‘how can I convert this with less than 5 minutes on my clock?!’ Chuck was not too sympathetic, and noted ‘we’re a point down!’ In any event, Mike shook his head, looked up at the smiling Josh and a draw was agreed! I put Fritz to the task and he merely wandered around for 50 moves or so...



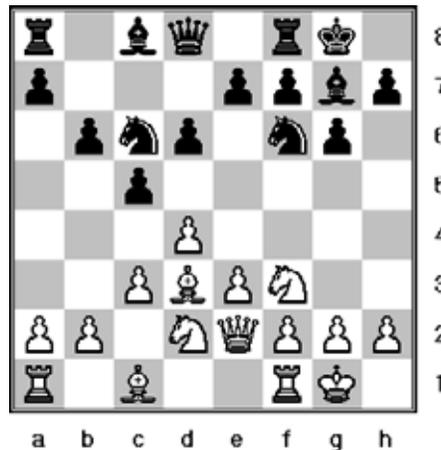
1/2-1/2

[White “Hann, Anthony”]
 [Black “Paleveda, Nick”]
 [Result “0-1”]
 [ECO “A48”]
 [WhiteElo “1658”]
 [BlackElo “2132”]
 [Annotator “Harley Greninger”]

An interesting note. Anthony Hann had come with the Oregon contingent, not intending to compete.

However, the slated 5th board for the Oregon team, Bob Allyn, was experiencing car problems and team captain Chuck Schulien elected to have him play.

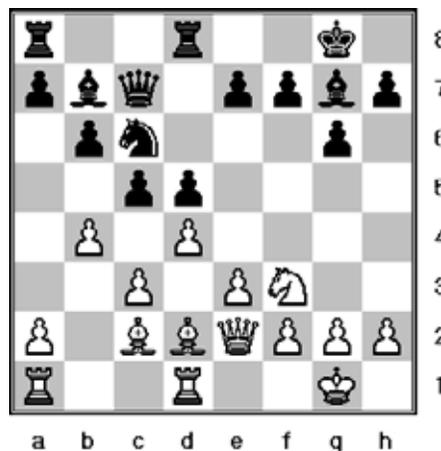
1. Nf3 Nf6 2. d4 g6 3. e3 Bg7 4. Bd3 d6 5. Nbd2 O-O 6. O-O c5 7. c3 Nc6 8. Qe2 b6



9. Ne4?!

Much to be preferred is e3-e4: 9. e4 cxd4 10. Nxd4 (10. cxd4? Nb4 =>) 10... Bb7 11. N2f3 Nd7 12. Nxc6 Bxc6 13. Nd4 with a level game, as in Hasic-Mattick, Berlin 1999.

9... Nxe4 10. Bxe4 d5 11. Bc2 Qc7 12. Rd1 Rd8 13. Bd2 Bb7 14. b4!?



I like this move, with which White

remains in the game. I still remember years ago I had played this type of move from the Black side of a Slav. John Ready approached me and stated “that’s the ugliest Slav I’ve ever seen!” That’s how I keep my ideas safe, hidden behind a veil of homeliness.

14... Rac8 15. Rac1 e5 16. b5?!

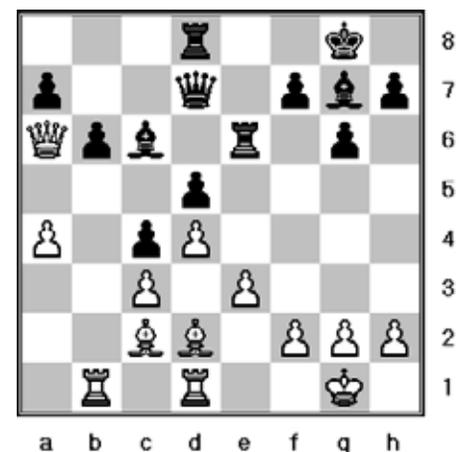
Better is 16. dxc5 bxc5 17. e4 and Black’s center is broken up.



16... e4!

This must have been overlooked or underestimated by Anthony. Not 16... Ne7 17. dxe5 when White is at least equal.

17. bxc6 exf3 18. Qxf3 Bxc6 ==+ 19. Qe2 Re8 20. Qf1 Rcd8 21. Rb1 Qd7 22. Qa6 Re6 23. a4 c4



24. a5?

Although White is at a slight disadvantage, his Queen is in no danger of entrapment while the pawn is on a4. Black capitalizes immediately. Best is 24. e4! dxe4 25. Qxc4 and play continues.

24... b5 25. Rb2 Qc7

White Resigns as he loses at least the exchange while Black still possesses most positional trumps.

0-1

[White "Readey, John"]

[Black "Schulien, Chuck"]

[Result "1/2-1/2"]

[ECO "E14"]

[WhiteElo "2296"]

[BlackElo "2322"]

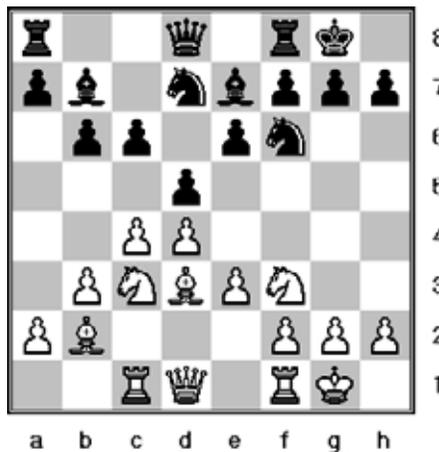
[Annotator "Harley Greninger"]

1. Nf3 d5 2. d4 Nf6 3. c4 c6 4. e3 e6 5. Bd3 Nbd7 6. O-O Be7

6... Bd6?! strengthens White's e3-e4 advance. For example: 7. Nbd2 O-O 8. e4 dxe4 9. Nxe4 Nxe4 10. Bxe4 Nf6 11. Bc2 h6 12. b3 b6 13. Bb2 Bb7 14. Qd3 and White had dangerous pressure in Capablanca-Jaffe, New York 1910 (1-0 in just 6 more moves!). Black can still play the position as a Meran, but must be aware of the difference in position due to the absence of the White Knight at c3. 6... dxc4 7. Bxc4 b5 8. Bd3 (The Kortchnoi-like 8. Bb3 is now met by c5!?) as there is no White Knight on c3 to eye the pawn on b5. Meister (2473)-Geller, J (2285) 2001, drawn in 41 moves.) 8... a6 9. a4 And here is one of the differences; with the White Knight at c3 (as opposed to White having castled), Black could now play the tempo-gaining b5-b4, followed by c6-c5. 9... Bb7 10. e4 Be7 11. Bg5 h6 12. Bh4 O-O with a playable middlegame, as in Petursson (2555)-Jonsson (2420) in 1992, which

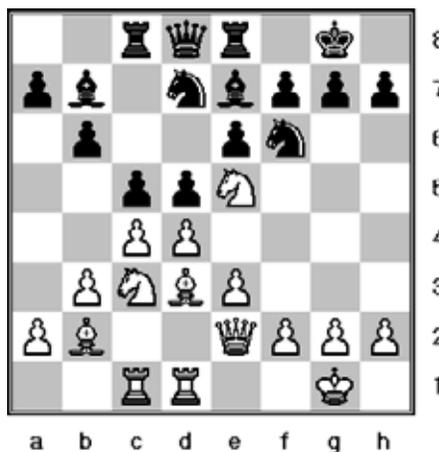
ended in a draw after 75 moves.

7. Nc3 O-O 8. b3 b6 9. Bb2 Bb7 10. Rc1



We've reached a position in which John has great experience and plays very adeptly. In the post mortem, it was evident that Chuck was not at all in love with his position, even though objectively it is quite playable.

10... Rc8 11. Qe2 c5 12. Rfd1 Re8 13. Ne5



By transposition, we've reached a position that occurred in one of Kasparov's games. Here he played 13. cxd5 exd5 14. Bf5 Bd6? (Better is 14... g6) 15. dxc5 bxc5 16. Nb5 Ba6 17. Bxf6! gxf6 18. Rxd5 and ended up winning in 26 moves. (Kasparov-

Stefanatos 2001)

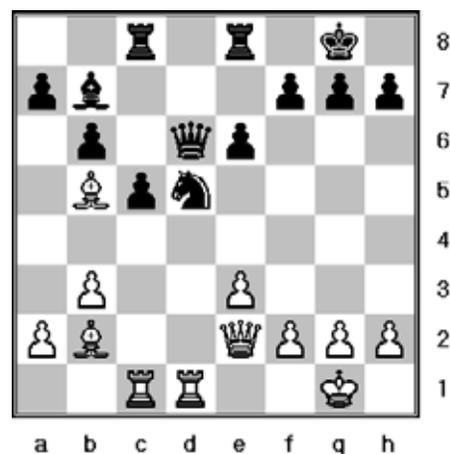
13... Qc7 14. cxd5 Nxe5

Better than the alternative 14... exd5?! 15. Nb5 Qb8 16. Bf5 +/- Rcd8?! (Nothing really works well here) 17. Nxd7 Nxd7 18. Bxd7 Rxd7 19. dxc5 Bxc5 20. Bxg7 +/-.

15. dxe5 Nxd5 16. Nb5 Qb8 17. Nd6!

The immediate 17. Qg4 also looks very strong, e.g. 17... Rcd8 18. Nd6 (anyway!) 18... Bxd6 19. exd6 e5 20. d7 Re7 21. Qh4 h6 22. Bf5. Black has seen better days.

17... Bxd6 18. exd6 Qxd6 19. Bb5!



Due to the threat of e3-e4, White wins the exchange.

19... Bc6

19... Red8 20. e4 Nf4 21. Qg4 winning.

20. Ba6! Qf8 21. Bxc8 Rxc8 22. e4 Nf4 23. Qe3 Ng6 24. Rd2 e5

Blunting the dagger sitting on b2.

25. Rcd1 h6 26. Qf3 Qe7 27. Qf5 Rf8 28. Rd6! Nh4 29. Qg4 Bb5 30. g3 Ng6 31. h4 Nh8 32. R1d2

In our 'other room' analysis, we



thought that it would be more direct to play 32. a4 Be8 (32... Ba6 33. Rd7 Bc8 is a vain attempt, after 34. Qxg7+ Kxg7 35. Rxe7 +-) 33. Bc1! Black looks fairly helpless.

32... f6 33. Qe6+ Qxe6 34. Rxe6 Kf7 35. Red6 Ke7 36. a4 Nf7!



From the Business Manager:

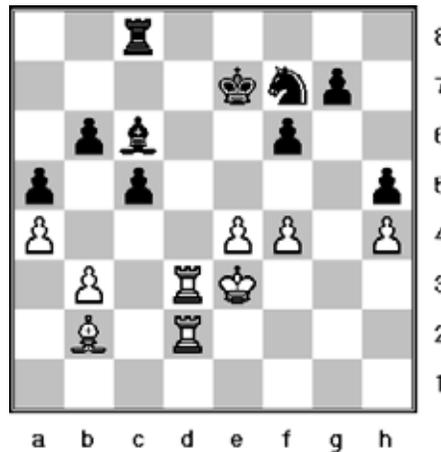
Need sample copies of *Northwest Chess* for use at scholastic tournaments or other chess events?

Please contact Gary Dorfner (Washington) or Eric Holcomb (Oregon) to request sample copies.

Accurate defense. (36... Be8 37. Rd8 Nf7 38. Ra8 wins easily.)

37. R6d5 Bc6 38. R5d3 a5 39. f3 Rc8 40. Kf2 Rc7 41. Ke3 Rc8 42. f4 exf4+ 43. gxf4 h5

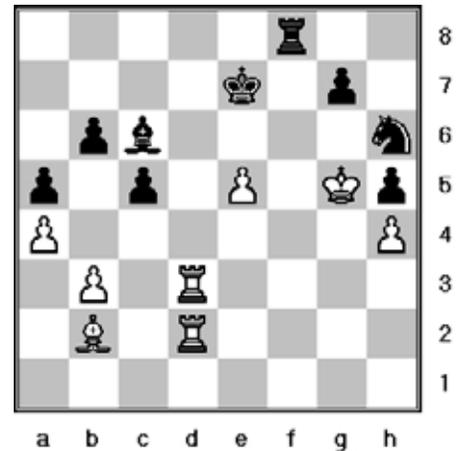
43... c4 is not as good as it looks, due to 44. bxc4 Bxa4 45. Ba3+ Ke8 46. Rb2 +-).



44. e5

It is interesting that White, following the most logical course of action (i.e. create passed pawn, open files for your Rooks, etc.) actually sees his advantage dissipate very quickly.

44... fxe5 45. fxe5 Nh6 46. Kf4 Rf8+! 47. Kg5



A mating net of another sort is seen after 47. Kg3 Rf1! and White must return the exchange to avert mate: 48. Rf2 Nf5+ 49. Rxf5 Rxf5.

47... Be8! 48. Rd7+ Bxd7 49. e6 Rf5+ 50. Kg6 Bxe6 51. Bxg7 Ng4 52. Re2 Rf2 53. Re4 Rf7

Draw agreed; as Chuck had 17 seconds remaining on his clock (John had a 'comfortable' 2 1/2 minutes left) he felt it most wise to settle for the split.

1/2-1/2



Seattle Chess Club Tournaments

Address ↙
17517 15 Ave NE ↙
Seattle WA 98155

Infoline ↗
206-417-5405
www.seattlechess.org
cfkleist@cs.com

Address for Entries
SCC Tnmt Dir
2420 S 137 St
Seattle WA 98168

Seattle Fall Open

September 26-28 or September 27-28

A 2-section, 5-round Swiss chess tournament with a time control of 40/2 & SD/1 (except Rd 1 of the 2-day option — G/64) with a prize fund of \$1000 based on 58 paid entries, 6 per prize group.

A Harmon Memorial Grand Prix event

**Open: \$180 gtd-\$120 gtd, U2200
\$100, U2000 \$95, U1800 \$90**

**Reserve (U1700): \$110-\$80, U1550
\$70, U1450 \$65, U1350 \$60, UNR \$30**

Entry Fees: \$33 by 9/24, \$42 at site. SCC members – subtract \$9. Members of other dues-req'd CCs in BC, OR, & WA – subtract \$4. Unrated players FREE with purchase of 1-yr USCF & WCF. **Add \$1 for 2-day option.** Make checks payable to SCC.

Registration: Fri. 7-7:45 pm or Sat. 9-9:45 am. **Rounds:** Fri. 8 pm, Sat. (10@G/64)-12:30-6:45, Sun. 11-5.

Byes: 2 available. Rounds 4 or 5 must commit at registration. **Misc.:** USCF & WCF required. NS. NC.

The Green Open at the SCC

September 13-14

A four-round, two-section, Swiss with a time control of G/90 + 30 seconds per move. The prize fund of \$660 is fully guaranteed and prizes will be increased if more than 40 players. TD: H.G. Pitre. Limited to 48 players.

Open		Reserve (U1800)	
First	\$140	First	\$70
Second	\$100	Second	\$60
Third	\$80	Third	\$50
U2000	\$80	U1600	\$40
		U1400	\$40

Entry Fee: \$32 in advance, \$37 at site. **Discounts:** \$4–member of any NW CCs; \$4–arriving by bus, bike, foot, or carpool; \$4–junior or senior.

Registration: Sat. 9:15-9:45 a.m.

Rounds: Sat. 10-3:30, Sun. 10-3:30.

Half-point byes: commit by registration.

Miscellaneous: USCF & WCF memberships required.

Coupons redeemable with local merchants will be available at this event. A Master will lecture on an educational topic for players rated 1800 or below starting about 2:45 p.m. each day.

Entry/Info: H.G. Pitre, 700 Crockett Street #105, Seattle WA 98109; 206-284-9314; hgpitre@gmail.com.

Save gas, save the Earth!

The SCC is served by Metro bus routes 347 & 348. A bus departs every half-hour each evening to Northgate.

SCC Championship

Sept. 5, 12, 19, Oct. 3, 10, 24, Nov. 7

Format: 7-rd Swiss held on Friday evenings. **TC:** 35/100 and 25/60. **EF:** \$28 if rec'd by 9/3, \$35 thereafter. SCC memb. req'd — special \$24 tnmt memb. **Prize fund:** 75% of EFs. **Prizes:** 23%-16%, U2000 9%, U1800 8%, U1600 7%, U1400 6%, Unrated 3%, Endurance 3%. **Reg:** Fri. 7-7:45 p.m. **Rds:** Fridays 8 p.m. **Make-up Games/Alternate Schedule for Rds 1-3:** 8 p.m. Wed. Oct. 1—1 make-up (G/75) game; 11-2:30-6 Sat. Oct 4—3 make-up (G/90) games. **Byes:** 4 (1 in rds 5-7, commit by 10/17). **Misc:** USCF memb. req'd. NS. NC.

♣Sept 21

♣SCC Sunday Tornado♣

Format: 4-SS. **TC:** G/64. **EF:** \$17 (+\$5 fee for non-SCC). **Prizes:** 1st 35%, 2nd 27%, Bottom Half 1st 22%, 2nd 16% (\$10 from each EF goes to prize fund). **Reg:** 10:30-11:15 a.m. **Rds:** 11:30-1:50-4:10-6:30. **Misc:** USCF, WCF/OCF memb. req'd, OSA. NS, NC.

♣October 4

♣SCC Lo-Roller Octagonal♣

Format: 3-SS, 8-ply sections by rating. **TC:** G/90. **EF:** \$10 (+\$5 fee for non-SCC). **Prizes:** 1st \$32, 2nd \$16 (b/8). **Reg:** 10-10:45 a.m. **Rds:** 11-2:30-6. **Misc:** USCF, WCF/OCF memb. req'd, OSA. NS, NC.

Future Events

♣ indicates a NW Grand Prix event

♣Sept 6-7 All-Economy Tacoma Fall Open♣

Site: Tacoma CC, 409 Puyallup Ave E, Rm 11, 2nd flr (DTI Soccer Bldg). **Format:** 5-SS **TC:** Rd 1-G/60, Rd 2-G/90, Rds 3-5-G/120. **EF:** \$12. **Prize fund:** None. **Reg:** 9-9:45 a.m. **Rds:** 10-1-4, 10-3 or ASAP. **Byes:** Two ½-pt. byes avail. on request. No unwanted byes; Steve Buck will be houseman. **Misc:** USCF & OCF/WCF memb. req'd. OSA. NS. NC. **Ent/Info:** Gary Dorfner, 8423 E 'B' St, Tacoma WA 98445; 253-535-2536, ggarychess@aol.com.

♣Sept 18-Oct 16 Spokane Fall Championships♣

Site: Rm 121, Herak Bldg, Gonzaga U. **Format:** 5-rd Swiss. **TC:** G/120. **EF:** \$16. **Reg:** 6:30-7:15 pm. **Rds:** 2-5 start no later than 7:15 each week. **Info:** dbgrffn@hotmail.com.

♣Sept 27, Oct 25 PCC Game-in-60♣

Site: Portland CC, 8205 SW 24th Ave, Portland OR 97219. **Format:** 4-rd Swiss. **TC:** G/60. TD may switch to 5SS and G/45 if more than 25 entries. **EF:** \$20, \$5 discount for PCC members. No advance entries. **Prize Fund:** \$\$200/b20. **Prizes:** \$60-40-30, U1800 35, U1500 35. **Reg:** 9-9:30 am. **Byes:** One ½-pt. bye avail. if requested at reg. **Misc:** USCF & OCF/WCF membership req'd, OSA. **Info:** portlandchessclub@gmail.com, 503-246-2978, www.pdxchess.org.

♣Sept 27-28 Eastern Washington Open♣

Site: Schoenberg Ctr (Rm 201), Gonzaga U., N 900 Pearl St, Spokane (SW corner of campus - 1 blk E of Division/Ruby off DeSmet Ave). **Format:** 5-rd. Swiss. **TC:** G/120. **EF:** \$21 by 9/26, \$26 at site. \$5 discount for u18. **Prize Fund:** \$\$725 gtd. **Prizes:** \$150-125, A 65-

35, B 65-35, C 65-35, D/E/unr 65-35, Upset 50. Add'l classes/prizes poss. if entries exceed 30. Class prizes b/5 per class; classes/prizes may be reconfigured if less than 5 class entries. **Reg:** Sat. 8:30-9:30 a.m. **Rds:** Sat 10-2:30-7, Sun 9-1:30 (or ASAP). **Byes:** One ½-pt. bye avail. if requested by end of preceding rd (rd 3 for any Sunday bye). **Misc:** USCF membership req'd. TD reserves right to use class pairings in final rd. NS. NC. W. **Info:** 509-270-1772 (cell); www.spokanechessclub.org. **Entries:** Spokane CC, c/o Kevin Korsmo N 9923 Moore, Spokane, WA 99208-9339

♣Oct 4 WA Quick Chess Championships♣

Site: Tacoma CC, 409 Puyallup Ave E, Rm 11, 2nd flr (DTI Soccer Bldg). **Format:** 5-SS **TC:** Rd 1-G/60, Rd 2-G/90, Rds 3-5-G/120. **EF:** \$12. **Prize fund:** None. **Reg:** 9-9:45 a.m. **Rds:** 10-1-4, 10-3 or ASAP. **Byes:** Two ½-pt. byes avail. on request. No unwanted byes; Steve Buck will be houseman. **Misc:** USCF & OCF/WCF memb. req'd. OSA. NS. NC. **Ent/Info:** Gary Dorfner, 8423 E 'B' St, Tacoma WA 98445; 253-535-2536, ggarychess@aol.com.

♣Oct 18-19 PCC Fall Open♣

Site: Portland CC, 8205 SW 24th Ave, Portland OR 97219. **Format:** 5-rd Swiss. **TC:** 40/90, SD/30. **EF:** \$30, rec'd by 10/15, \$35 at site. \$10 discount for PCC members. **Prize Fund:** \$\$650/b40. **Prizes:** Open, \$325: \$150-100; U2000, 75. Reserve (U1800), \$325: \$100-75; U1600, 50; U1400, 50; U1200/Unr, 50. **Reg:** 9-9:30 am 10/18. **Rds:** 10-2-ASAP; 10-ASAP. **Byes:** Two ½-pt. byes avail. if requested at reg. **Misc:** USCF & OCF/WCF membership req'd, OSA. **Info:** portlandchessclub@gmail.com, 503-246-2978, www.pdxchess.org.

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Adult: \$25/year (12 issues). Adult members receive *Northwest Chess (NWC)* via periodicals mail each month. Residents of OR and WA also receive a 1-year membership in the OCF or WCF.

Junior: \$17/year (12 issues) or **Scholastic:** \$10/6 months (6 issues, convertible to regular junior membership by paying \$7 before expiration). Junior members also receive *NWC* each month. Must be under age 20 at time of expiration. OR/WA residents only; state membership included.

Subscriber: \$25/year (12 issues). For clubs/organizations or for persons living outside the OR/WA area. Subscribers receive *NWC* each month. Additional postage required for foreign addresses (contact Business Manager for amount). Inquire about special rates for libraries and school chess clubs.

Family: \$5/year (not a subscription — membership only). Open only to co-resident of an Adult or Junior member. Expires at the same time. If first member is a junior (\$17/year), additional family member(s) must also be juniors.

For general information, Eric Holcomb (541) 647-1021, e-mail: Eric@Holcomb.com

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A tax rate table is available on the Northwest Chess website. Memberships received without the correct tax will be valid for 11 months instead of 12 (5 months for scholastic option).

Make check or money order (USA \$ only) out to *Northwest Chess* and mail to:

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1900 NE Third St, Ste 106-361
Bend OR 97701-3889

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Open Events

September 2008

5,12,19	SCC Championship (rds 1-3)	SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechess.org.....	Seattle WA
5,12,19	TCC FallQuads	253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com	Tacoma WA
♣6	PCC Saturday Quads	503-246-2978 portlandchessclub@gmail.com www.pdxchess.org	Portland OR
♣6-7	All-Economy Tacoma Fall Open	253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com	Tacoma WA
9	PCC Tuesday Quads begin	503-246-2978 portlandchessclub@gmail.com www.pdxchess.org	Portland OR
♣13-14	The Green Open at the SCC	SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechess.org	Seattle WA
17	Blindfold Exhibition	mark.ryan@translation.net www.calandersonpark.org	Seattle WA
♣18-Oct16	Spokane Fall Championships	David Griffin 509-928-3260 dbgrffn@hotmail.com	Spokane WA
♣21	SCC Sunday Tornado	SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechess.org	Seattle WA
26	TCC Championship (rd 1)	253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com	Tacoma WA
♣26-28	Seattle Fall Open	SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechess.org	Seattle WA
♣27	♣PCC Game-in-60	503-246-2978 portlandchessclub@gmail.com www.pdxchess.org	Portland OR
27	Java Fusion Open	253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com	Tacoma WA
♣27-28	Eastern Washington Open	David Griffin 509-928-3260 dbgrffn@hotmail.com	Spokane WA
30	PCC Championship (rd 1)	503-246-2978 portlandchessclub@gmail.com www.pdxchess.org	Portland OR

October 2008

1	SCC Championship (make-up)	SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechess.org.....	Seattle WA
3,10,24	SCC Championship (rds 4-6)	SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechess.org.....	Seattle WA
♣4	SCC Lo-Roller Octagonal	SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechess.org.....	Seattle WA
4	SCC Champ. (make-up/alt. sched. 1-3)	SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechess.org.....	Seattle WA
3,10,17,24,31	TCC Championship (rds 2-6)	253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com	Tacoma WA
♣4	PCC Saturday Quads	503-246-2978 portlandchessclub@gmail.com www.pdxchess.org	Portland OR
7,14,21,28	PCC Championship (rds 2-5)	503-246-2978 portlandchessclub@gmail.com www.pdxchess.org	Portland OR
♣11	SCC Saturday Quads	SCC Infoline 206-417-5405 cfkleist@cs.com www.seattlechess.org.....	Seattle WA
17-19	Western States Open	Jerry Weikel 775-747-1405 wackykl@aol.com www.renochess.org/wso	Reno NV
18	Java Fusion Open	253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com	Tacoma WA
18	Action tournament	mark.ryan@translation.net www.calandersonpark.org	Seattle WA
♣18-19	Portland Fall Open	503-246-2978 portlandchessclub@gmail.com www.pdxchess.org	Portland OR
♣25	♣PCC Game-in-60	503-246-2978 portlandchessclub@gmail.com www.pdxchess.org	Portland OR
♣25-26	Halloween Open	253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com	Tacoma WA

NOTE: A '♣' in front of the date indicates a Harmon Memorial Northwest GP event. A '♣' in front of the tournament name indicates an OSCF qualifying tournament. Boldface type indicates a tournament announcement (in our Future Events Section) or display ad in this issue.

Scholastic Events

October 2008

15	TCC Wed. Kids Night	Gary 253-535-2536 ggarychess@aol.com www.tacomachessclub.netfirms.com	Tacoma WA
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USCF NATIONAL Scholastics

For information on any national event, visit www.uschess.org

Nov. 7-9 **National Youth Action** **Brownsville TX**

Dec. 12-14 **National K-12/Collegiate Championship** **Kissimmee FL**

From the Business Manager:

Northwest Chess is pleased this month to have Ralph Dubisch as Guest Editor. If you have any suggestions or comments about the magazine, please let the Northwest Chess board members know about it!

Also, don't forget that contest entries for the "Free Room in Reno" drawing are due September 15. The official entry form can be found on page 21 of the August magazine.

A '♣' in front of the tournament name indicates an OSCF qualifying tournament. Boldface type indicates a tournament announcement (in our Future Events Section) or display ad in this issue.