

~ En Passant ~

Newsletter of the North Penn Chess Club, Lansdale, PA – Fall 2017, Part 4

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This issue features 2017 Membership Drive games.

The purpose of these newsletters is to include as many games as possible by NPCC players irregardless of the strength of the participants. Thanks to all for submitting games!

Games from the NPCC 2017

Membership Drive Tournament:

Round: 2

Submitted by Bill with his comments and selected Fritz comments [shown thusly].

White: Bill Champion (1502)

Black: Dennis Baluk (1968)

Date: 9/15/2017

[A48:1 d4 Nf6 2 Nf3 g6: Torre, London and Colle Systems] 1.d4 Nf6 2.Bg5 c6 3.Nd2 g6 4.Ngf3 Bg7 5.e3 0-0 6.Bd3 d6 7.c3 Nbd7 8.Qc2 Re8 9.0-0-0 [D]



(Bill - Looks like a Curry set-up to me! Notice moves 2 thru 6 vary from recommended move order.) 9...b5 10.Rde1 [10.h4 Nb6=] (Bill - Because of Black's pawn structure, White decides to strike in the center.) 10...a5 11.e4 [11.h4 h5=] 11...Ba6 12.b3 Nb6 13.e5 Ng4 14.exd6 Qxd6 15.Ne4 [D] (Next col.) 15...Qa3+ [15...Qc7!?=] 16.Kb1 Bh6? [16...a4!? 17.b4 Nd5] 17.Bxh6 [17.h3!? Bxg5 18.hxg4 Bf6] 17...Nhx6 18.Re2 Nd5 19.g3 Ng4 20.h3 Ngf6 21.Rhe1 [Better is 21.Nc5!? is noteworthy] 21...Nxe4 22.Bxe4 e6 23.Ne5 [Begins the maneuver Nf3-e5-d7-c5] 23...b4 24.Bxd5 cxd5 25.Re3 bxc3 (Text cont. next col.)

Position after 15.Ne4 (From prev. col.)



(Cont. from prev.col.) 26.Nd7 Red8 27.Nc5 [Menacing] 27...Bb5 [27...a4 28.Nxa4 Bf1 29.Rxf1 Rxa4 30.Rxc3 Rxd4 31.Rc8=] 28.Qxc3 a4?? [Better is 28...Be8= would hold out] 29.Qd2 [D]



29...Be8?? [Black has lost his nerve... understandable when you consider his position] [29...axb3 30.Rxb3 Bc4 31.Rxa3 Rxa3] 30.b4 Qxb4+ 31.Qxb4 Rab8 32.Qxb8 [32.Nb7!? keeps an even firmer grip 32...Rd7 33.Ka1 Rdx7] 32...Rxb8+ 33.Kc2 Rb4 34.Kc3 [Better is 34.Rb1 seems even better 34...Rxb1 35.Kxb1 Bb5] 34...Rc4+ 35.Kb2 [35.Kd3 and White can already relax 35...Rb4 36.Rd1 Rb2] 35...Rxd4 36.Ka3 [36.Rc3 keeps an even firmer grip 36...Kf8] 36...Rc4 37.Nb7 Rc6 38.R3e2 [38.Rb1 might be the shorter path 38...Kf8] 38...Rc3+ 39.Kb2 Rf3 40.Rc1 [D] (Next col.) [40.Rc2!? makes it even easier for White 40...Kf8 41.Re3 Rf6] 40...Bb5 41.Rd2 Ba6 42.Nc5 Bb5 43.Rc3 Rf5 44.Ka3 d4 45.Rxd4 Rxf2 46.Nxa4 [46.Rb4 and White can (Text cont. next col.)

Position after 40.Rc1 (From prev. col.)



(Cont. from prev.col.) already relax 46...Be2 47.Rb8+ Kg7] 46...Ba6 47.Rf4 Rg2 48.Nc5 Bb5 49.Kb4 [49.Rb4 might be the shorter path 49...Bf1 50.Rb8+ Kg7] 49...Be8 50.a4 e5 [D]

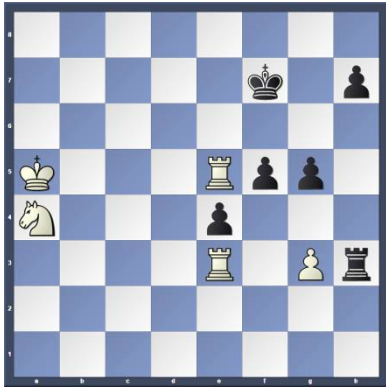


51.Rff3 f5 52.a5 Bf7 53.a6 Rb2+ 54.Ka5 Bd5 [Black intends e4] 55.a7 e4 56.Rfe3 g5 [56...Rb1 57.Na6 Ra1+ 58.Ra3 Rxa3+ 59.Rxa3] 57.Na4 Rh2 58.Rc8+ Kg7 59.a8Q [D]



59...Bxa8 60.Rxa8 Rxh3 61.Re8 [61.Rc3 seems even better 61...Kh6 62.Rf8 Kg6] 61...Kf7 62.Re5 [D] (p.2) (Text cont. p.2)

Position after 62.Re5 (From p.1)



(Cont. from p.1) **62...Kf6 63.Rb5 h5** [63...Kg6 is still a small chance 64.Rc3 h6] **64.Rb6+ Ke5 65.Rbb3** [Better is 65.Rc3 makes sure everything is clear 65...Rxc3 66.Rxc3 e3 67.Rxc5 e2] **65...Kd4 66.Re1 h4 67.Rb5 Rxc3 68.Rxf5 h3 69.Nb2 e3 70.Nd1** [Better is 70.Rd1+ and White wins 70...Ke4 71.Rdd5] **70...h2 71.Rff1** [71.Rf8 g4 72.Rd8+ Ke4 73.Nc3+ Kf5 74.Rd5+ Kg6 75.Rb1] **71...Rh3??** [Better is 71...e2 is the best chance 72.Rxe2 Rg1=] **72.Rh1 g4 73.Rxe3 [D]**



1/2-1/2

Round: 3

Submitted by Terance with his comments (as edited) and selected Fritz/Komodo comments [shown thusly].

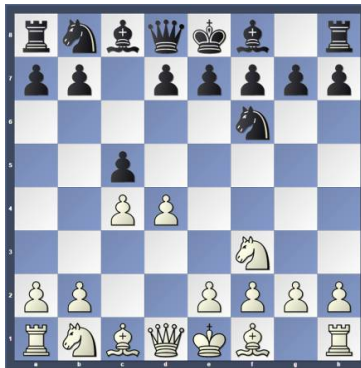
White: Terance Hall (1882)

Black: Sean Pry (1414)

Date: 9/22/2017

[E90: King's Indian: Classical: Early deviations and 6 h3] (Terance - This game is an example of a bad Bishop mainly Whites light square bishop.) **1.d4 Nf6 2.c4 c5 3.Nf3 [D]** (Next col.) (Terance - d5 is the most popular move and keeps a slight edge. I wanted to play less known lines thus Nf3.) **3...g6 4.Nc3 cxd4 5.Nxd4 Bg7 6.e4** (Terance - Grabbing the center.) **6...0-0 7.Be3 d6 8.h3** (Terance - Be2 is playable also.) **8...Nc6 9.Nf3?! [D]** (Next col.) (Terance - Not a necessary move at this time, should just keep the tension and develop the Bishop, Be2 was best (Text cont. next col.)

Position after 3.Nf3 (From prev. col.)



Position after 9.Nf3?! (From prev. col.)



Cont. from prev. col.) (or Qd2).

Now Black has fully equalized.

Moreover, if Black plays Nxd4, White plays Bxe4 and he is set to counter the Black Bishop on g7 and is better.)

9...a6 (Terance - Doesn't want me to have b5, but it leaves a hole on b6. the engine was suggesting Qa5, Nd7, and Be6 as equal.) **10.Qd2** (Terance - Be2 should be played here.)

10...Qc7 [D]



(Terance - A bit passive, as Qa5 was a better square for the Queen.)

11.Rc1 (Terance - Better was Nd5 with a slight advantage as it would provoke Black to exchange on d5 opening the c-file to expose Blacks queen.) [Komodo 11: 11.Nd5 Nxd5 12.cxd5 Ne5 13.Nd4 Nd7 14.b4 a5 15.Rc1 Qd8 16.a3 axb4, etc...]

11...Rd8!? [D] (Next col.) (Text cont. next col.)

Position after 11...Rd8!? (From prev. col.)



(Cont. from prev. col.) (Terance - This hands the advantage to White. Best was Qa5.) [Komodo 11: 11...Qa5 12.Bd3 Nd7 13.b3 Nc5 14.Bb1 Bxc3 15.Rxc3 f5 16.0-0 f4 17.Bxc5 dxc5 18.Rd3 Qxd2 19.Rxd2 a5, etc...] **12.Be2** (Terance - Best was Nd5 with a nice advantage.) [Komodo 11: 12.Nd5 Qb8 13.Bd3 e6 14.Nxf6+ Bxf6 15.Bb6 Re8 16.0-0 e5 17.b4 Be6, etc...] **12...e6 13.Bh6** (Terance - I should castle now to finish developing protecting the King. I still have a slight edge.) [Komodo 11: 13.0-0 Rd7 14.Bg5 Rb8 15.Qe3 Ne8 16.Rfd1 b6 17.b3 Ne5 18.b4 Nxf3+, etc] **13...Ne8 [D]**



(Terance - Here Sean thought for a while and came up with this interesting move.)

14.Bxg7 (Terance - Here is an example where I should keep the tension on the g7 Bishop as the Black Knight on e8 is doing nothing, so I should of just castled.)

14...Nxc7 (Terance - Kxc7 was better.)

15.Qh6 (Terance - Here 0-0 was best, but I played Qh6 to provoke f6 to weaken the Kings position. I was planning Ng5 if f6 was not played.) **15...f6 16.0-0**

(Terance - Finally!) **16...Rf8?** (Terance - unnecessary as e5 was the much better move. Now white has a pawn advantage in the position according to Komodo.)

[Komodo 11: 16...e5 17.Nd5 Qf7 18.Qh4 Rf8 19.Rfd1 Rb8 20.Rd2 Ne6 (Text cont. p.3)

(Cont. from p.2) 21.b4 Kh8, etc...]

17.Qd2 [D]



(Terance - Played this as I didn't want to get my Queen trapped or else I would of played Nd5! which I could of played and should according to Komodo.) [Komodo 11: 17.Nd5 exd5 18.cxd5 Qb6 19.dxc6 bxc6 20.Rfd1 d5 21.exd5 cxd5, etc...]

17...Qe7 18.Rfd1 (Terance - Putting pressure on the d pawn.) 18...Rd8 19.a3 (Terance - Played to avoid any checks on the Queen if I choose to move her to c2 or d3 and to prepare b4 and c5 if needed.) 19...e5 (Terance - Seems like a practical decision (and Best according to Komodo 11) as Black gives up d5 for exchange of planting his Knight on d4 as a torn to White.) 20.Nd5 [D]



[A classical outpost] (Terance - There are some moves that you don't have to calculate but play from intuition such as this Nd5.) 20...Qf7? [D]



(Terance - This is a mistake that Sean and (Text cont. next col.)

(Cont. from prev. col.) I didn't realize, which I will explain in the next move.) [20...Qf8 21.Rc3±] (Komodo 11: 21.b4 Ne6 22.Rc3 Rb8 23.Rd3 Kg7 24.a4 Qf7 25.a5 Bd7, etc...) 21.b4 (Terance - Good move but not as good as Nb6! Why, well Komodo sees this (See analysis). I saw this move but failed to see the c5 follow up.) [Better is 21.Nb6!? [D]



(Analysis Diagram)

21...Rb8 22.c5!] Komodo 11: 22...Be6 (If 22...dxc5?? 23.Qxd8+ Nxd8 24.Rxd8+ Qe8 25.Rxe8+ Nxe8 26.Bc4+ Kf8 27.Nd2 Ke7 28.Nb3 Nd6 29.Bd5 c4 30.Nc5 f5 31.f3 fxe4 32.fxe4 g5 33.a4 g4 34.h4 g3 35.Rc3 h5 36.Bxc4 Bg4 37.Rxg3 Nxc4 38.Nxc4 Rc8 39.b4 a5 40.Nb64.) 23.cxd6 Bb3 24.Bc4 (24.d7 Ne6 25.Qd6 Qf8 26.Rd2 Ned4 27.Qxf8+ Kxf8 28.Nxd4 exd4 29.Bxa6 Be6 30.Bc4 Bxd7 31.Bd5 Be8 32.b4 Rd6 33.Nc4 Rdd8 34.Na5 Nxa5 35.bxa5 Bc6 36.Bxc6 bxc6 37.Rxc6 Rb3 38.a6 Ke7 39.Rc7+ Ke6 40.a72) 24...Bxc4 25.Rxc4 Ne6 26.d7 Qe7 27.Qd5 Kg7 28.g3 Nc7 29.Qd6 Qxd6 30.Rxd6 Kf7 31.Kg2 Ke7 32.Nc8+ Rdxc8 33.dxc8Q Rxc8 34.Rd3 Ne6 35.Rc1 Rc7 36.Rdd1 Rc8 37.b3 Re8 38.b4 Rc8 39.Nd2 Rd82] 21...Ne6 22.Re1 (Terance - Here I realize that Black is going to plant a permanent Knight on d4. How best to deal with it? I spent some time and decided to use my bad Bishop by putting it on d1 to cover all the Knight squares in my camp. I could have went with a more active plan by Qe3; however, I was satisfied with my passive plan.) 22...Ncd4 [D] (Next col.) 23.Nxd4 Nxd4 [Here comes the goal-getter] 24.Bd1 [Better was Rc3 in hindsight.] 24...b5 25.cxb5 (Terance - Best to open the file to fight for an advantage.) 25...axb5 26.Re3 (Terance - I needed a move to put pressure on the c-file before my Knight is attacked by Black's Be6. I could have done this by Rc7, Rd7 which blocks the (Text cont. next col.)

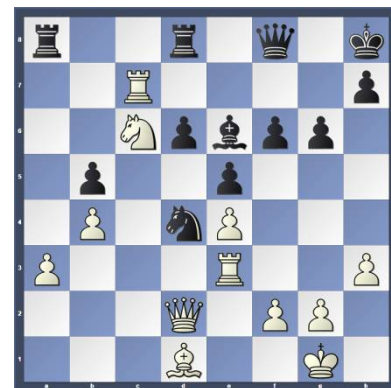
Position after 22...Ncd4 (From prev. col.)



(Cont. from prev. col.) Bishop then I could play the Rook back by Rc3!) [26.Rc7 Rd7 27.Rc3 Rd8] 26...Be6 [D]



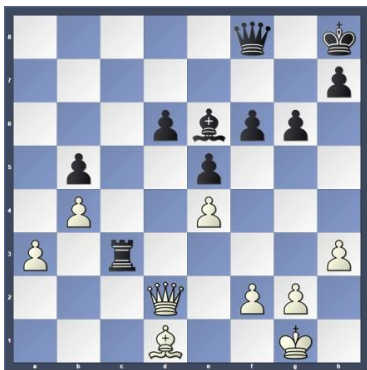
27.Rc7 Qf8 [27...Rd7 28.Rxd7 Bxd7 29.Rc3=] 28.Ne7+ Kh8 29.Nc6 [D]



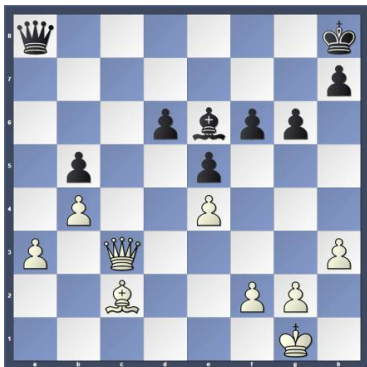
(Terance - Now I can get rid of the pesky Knight.) 29...Nxc6 30.Rxc6 Rac8 31.Rxc8 Rxc8 32.Rd3 (Terance - I was low on time, otherwise I would have worked out the best move, a4.) [Komodo 11: 32.a4 Bc4 33.a5 Rd8 34.Bf3 Qf7 35.Ra3 Qc7 36.h4 Kg7 37.h5 Qc6 38.Qe3 Ra8 39.Ra1 Qb7 40.Be2 Be6, etc...]

32...Rc6 33.Rc3 (Terance - I played this low on time knowing it was a drawing move.) [33.a4!? bxa4 34.b5 Rb6 35.Bxa4 Kg7] 33...Rxc3 [D] (p.4) 34.Qxc3 Qa8?! [This allows White to win a pawn. (Text cont. p.4)

Position after 33...Rxc3 (From p.3)



(Cont. from p.3) Best was Qc8.]
[34...Qc8 35.Qxc8+ Bxc8 36.a4 bxa4
37.Bxa4]35.Bc2 [D]

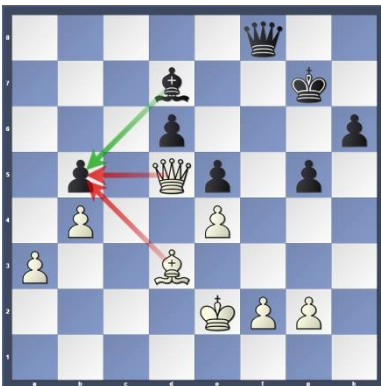


(Terance - Drawing move, as I missed my chance with Qc7, which I had seen but didn't have time to calculate it out. I did not realize that Black cannot play Qxe4, which looks to be losing, if I play Qc7.)
[35.Qc7!? Kg8 (35...Qxe4?? Komodo 11: 36.Qxd6 Qe1+ 37.Kh2 Qxf2 38.Bf3 Qh4 39.Qxe6 Qf4+ 40.Kg1 Qe3+, etc...Komodo 11: 48...Qd4+ (48...Qxg2+ 49.Be2 Kg7 50.Qe7+ Kh6 51.Qxf6 Qxh3 52.Qxe5 Qxa3 53.Qe3+ Qxe3+, etc...) 49.Kc2 Qf2+ 50.Kc1 Qf4+ 51.Kb1 Qf1 52.Qd5 Kg7 53.Qb7+ Kh6 54.Qf3 Qg1, etc...) 36.Qxd6±; Komodo 11: 36...Bc4 37.Bg4 Qxa3 38.Be6+ Bxe6 39.Qxe6+ Kg7 40.Qe7+ Kg8 41.Qe8+ Kg7, etc...] 35...Qb7 (Terance - From this point on it is a draw, but I kept pressing and got an edge.) 36.Bd3 Kg7 37.h4 h6 38.Kf1 Bd7 39.Ke2 (Terance - Just making moves to make the time control.) 39...g5 40.hxg5 fxc5 [D]

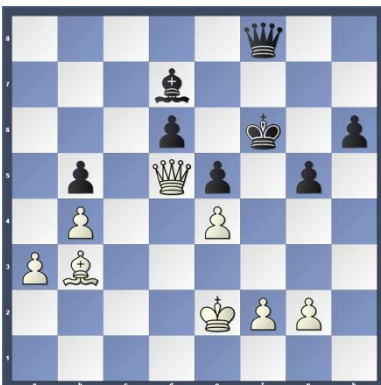


(Text cont. next col.)

(Cont. from prev. col.) 41.Ke3 Qb6+ 42.Ke2 Qb8 43.Qb3 Qf8?! (Terance - An inaccurate move as it allows me to go to d5 with imitative.) [43...Kf6!?!= is interesting] 44.Qd5 [D]



[The isolani on b5 becomes a target.] 44...Qb8 45.Bc2 [45.a4 bxa4 46.Bc4 Qe8] 45...Kf6 46.Bb3 [White has a mate threat] 46...Qf8 [D]

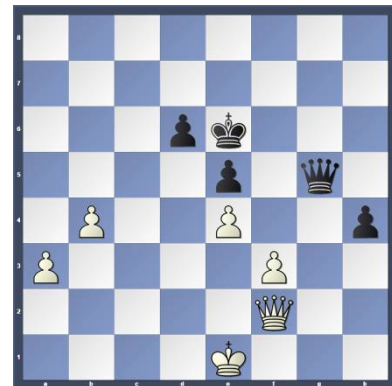


47.Qb7 Qe7 48.f3 g4 49.Bd5 h5 50.Bc6 Bxc6 51.Qxc6 gxf3+ 52.gxf3 [D]

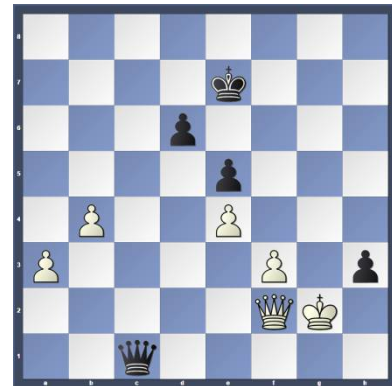


[A queen endgame occurred.] 52...Qe6 53.Ke1 h4 54.Qxb5 [White has a new protected passed pawn: b4] (Terance - All lines are drawn from here.) 54...Qg8 55.Qb6 Ke6 56.Qf2 Qg5 [D] (Next col.) 57.Qa2+ [Komodo 11: If 57.Kd1 h3 58.b5 Qh5 59.Qf1 h2 60.Qh1 Qh4 61.Ke2 d5 62.b6 dxe4, etc...] 57...Ke7 58.Kf1 Qe3 59.Qf2 Qc1+ 60.Kg2 h3+ [D] (Next col.) (Text cont. next col.)

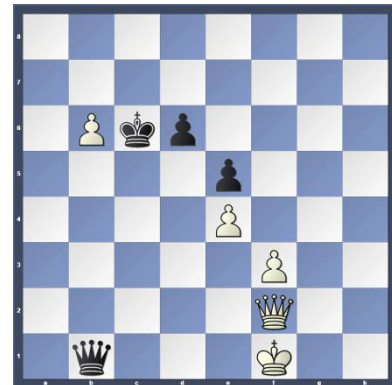
Position after 56...Qg5 (From prev. col.)



Position after 60...h3+ (From prev. col.)



(Cont. from prev. col.) (Terance - An effective way to draw:-) 61.Kxh3 Qxa3 62.b5 Qb3 63.b6 [Is this a dangerous pawn?] 63...Kd7 64.Kg2 Kc6 65.Kf1 Qb1+ [D]



(Terance - With this move I agreed to a draw which was well earned by Sean on his birthday as he mentioned.) 1/2-1/2

Round: 4

Submitted by Olin with annotations by Terance Hall (as edited) and selected Fritz/Komodo comments [shown thusly].

White: Olin Mastin (1510)
Black: Bob Pisciotta (1453)
Date: 10/8/2017

[D02:1 d4 d5 2 Nf3 sidelines, including 2...Nf6 3 g3 and 2...Nf6 3 Bf4] (Text cont. p.5)

(Cont. from p.4) **1.d4 d5 2.Nf3 Nf6 3.Bf4 c6 4.e3 Bg4 5.Be2 Nbd7 6.h3 [D]**



6...Bf5 7.Nbd2 7...e6 8.c3 [8.c4 dxc4 9.Bxc4 Be7=] 8...Be7 [8...Qb6 9.b4] 9.0-0 0-0 [9...Qb6 10.b4=] 10.Nh4 [10.Qb3 Nb6=] 10...Be4 11.f3 [11.Nhf3 Bg6=] 11...Bg6 [D]



12.Nxg6 fxxg6?! [White has the pair of bishops] (Terance - Best was hxg6. Now with fxxg6 the e6 pawn is permanently weak and the open f-file is not enough compensation as White is solid on the f-file. For this to work for Black he has to have a plan to push e5 as soon as he can to take advantage of the f-file for the rook.) [12...hxg6 13.e4=] **13.Bd3** (Terance - Better is Bh2 to push e4.) [13.Qb3 b5=; Komodo 11: 13.Bh2 a6 14.e4 c5 15.e5 Ne8 16.f4 Qb6 17.Nf3 Nc7 18.Qd2 Qc6 19.a4 b5 20.Qc2 bxa4 21.Qxa4 Nb5 22.Kh1 Nb6 23.Qb3 c4 24.Qc2 a5 25.Ng5 a40.34/26; 13.Qc2] **13...c5 14.e4 [D]**



(Text cont. next col.)

(Cont. from prev. col.) (Terance - Premature move. White should first move the f4 Bishop to a safe square like h2 or g3. The Bishop on f4 hangs and can be attacked.) [14.a4 Qb6=] **14...dxe4** (Terance - Best was to play Nh5 with a slight advantage.) [14...Nh5 15.Be3 Bg5 16.Qe1] **15.fxe4** (Terance - I like Bc4 hitting the undefended e6 pawn.) [15.Bc4 cxd4 16.cxd4] **15...Nb6?? [D]**



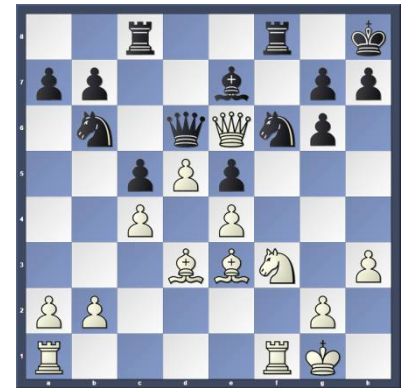
[Black is ruining his position] (Terance - cxd4 is begging to be played as Black gains the initiative with the move Nc5 after the exchange on d4.) [Better is 15...cxd4 would keep Black in the game 16.cxd4 Nc5=] **16.Be3** (Terance - Good move as it protects d4 and the Black squares to the King.) **16...e5** (Terance - Best move for the position to try and slow down White.) [16...Kh8 17.Qb3 e5 18.d5±] **17.d5 Rc8** [17...Qc7 18.Qb3 Kh8 19.Rae1±] **18.c4** (Terance - Qb3 is a nice try to threaten d6 and it would allow the a-Rook to swing over to the f-file when needed.) [18.Qb3 Kh8±] **18...Nh5** [18...Qc7 19.Be2±] **19.Qg4 [D]**



[19.Rxf8+ Qxf8 20.Be2 Nf6±] **19...Nf6?!** (Terance - Qc7 or Qd6 was the move to play to protect the e5 pawn, also connecting the rooks.) [19...Qd6!±] **20.Qe6+ Kh8 21.Nf3** (Text cont. next col.)

(Cont. from prev. col.) (Terance - A key move in this position.)

21...Qd6 [D]



[21...Nfd7 22.a4 a5 23.b3] **22.Qxe5 Nfd7** (Terance - Qxe6 is the lesser evil.) [22...Qxe5 23.Nxe5 Nbd7 24.Nxd7 Nxd7 25.Be2] **23.Qxd6 Bxd6 24.b3** [24.a4 and White can already relax 24...a5] **24...Rce8** [24...Kg8 25.a4] **25.Rae1** [25.Rad1 Kg8] **25...Bg3** [25...Kg8 26.a4] **26.Bf2 Bd6 27.Ng5** (Terance - The question is how to proceed for White. Tactically e5 is the move to open the position as White will get the c-pawn for the exchange. e5 is not so easy to see, so Ng5 is probably what I also would have played, or Bc2 as a waiting move.) [27.Bc2 Kg8+-; Komodo 11: 27.e5 Bxe5 28.Bxc5 Nxc5 29.Nxe5 Kg8 30.Bc2 a5 31.a3 Nbd7 32.Nxd7 Nxd7 33.b4 Rxe1 34.Rxe1 Rf4 35.d6 axb4 36.axb4 Kf8 37.Ba4 Nf6 38.d7 Nxd7 39.Bxd7 Rxc4 40.Re8+ Kf7 41.Be6+ Kxe8 42.Bxc4 Ke7 43.Bd5 b6 44.Kf2 Kd6 45.Be4 Ke5 46.Ke3] **27...Ne5 28.Bc2** [Better is 28.Be2 Rf6 29.g3] **28...h6?** (Terance - Why push the Knight where he wants to go? Better was to bring the b-Knight back in play with Nbd7.) [Better is 28...Nbd7±] **29.Ne6 Rf7 [D]**

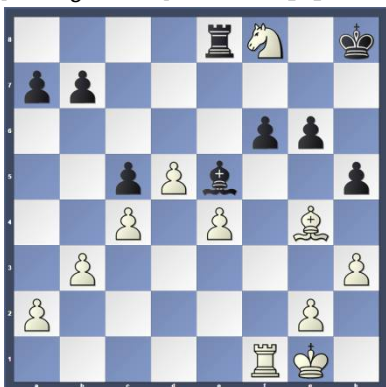


[29...Rf6 30.Bxc5 Rxe6 31.Bxb6 axb6 32.dxe6 Rxe6 33.Rd1] (Text cont. p.6)

(Cont. from p.5) **30.Bg3!?** (Terance - Better was to take the c pawn with Bxc5.) (Olin - Agreed; however, my idea at the time was to place a pin on Black's e5 Knight, then play Nxc5 forgetting that Black would play Bxc5 with cheek!) [Better is 30.Bxc5 might be the shorter path 30...Rxe6 31.Bxb6 Ref6 32.Bxa7 b5] **30...Rf6 31.Rxf6** [31.b4 Rxe6 32.dxe6 Rxe6] **31...gxf6 32.Rf1 Nbd7** [D]

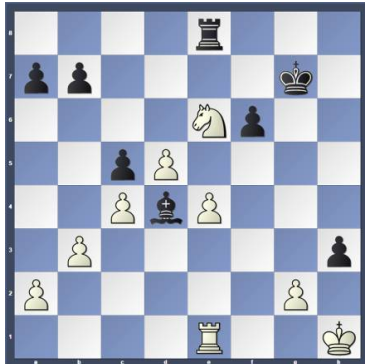


33.Bxe5 (Terance - I like Bd1, then Be2 to reposition the Bishop or Bf2 with b4 in mind.) [Better is 33.b4!? b5 34.Bf2] **33...Bxe5± 34.Nf4** [White threatens to win material: Nf4xg6] (Terance - b4 was the move to threaten Ba4. Now White is losing his advantage.) [34.b4 Rc8 35.Ba4 Nb6±] **34...Kg7** [34...Bxf4 35.Rxf4 Kg7 36.Rf1] **35.Ne6+** [35.g3 Kf7] **35...Kh8** (Terance - Kf7 is much better as it brings the King closer to the center nearer to White's passed pawn.) [35...Kf7 36.Rf3±] **36.Bd1** [36.b4 Rc8 37.Ba4 Nb6±] **36...Nf8 37.Bg4** [37.Nf4 Kg7] **37...h5** [Black threatens to win material: h5xg4] [37...Kg8 38.h4] **38.Nxf8** [D]

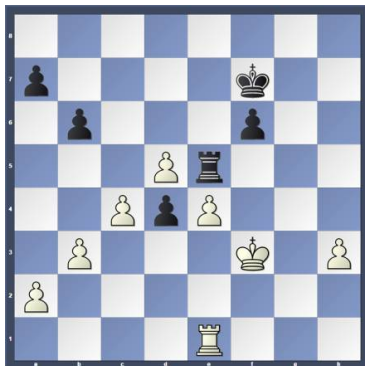


38...Kg8?? (Terance - Rxf8 has to be played and try to hold with opposite color Bishops and Rooks on the board.) [Better is 38...Rxf8 was possible 39.Be6 Bd4+ 40.Kh1 Be5] **39.Nxg6** [39.Bxh5 keeps an even firmer grip 39...Kxf8 40.Bxg6 Rb8] **39...Bd4+ 40.Kh1 hxg4 41.Re1** (Terance - Rf4 is a better defender and attacker at the same time instead of (Text cont. next col.)

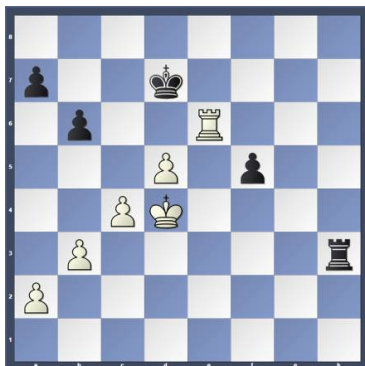
(Cont. from prev. col.) this passive move, nevertheless White should have a winning advantage.) [41.Rf4 makes it even easier for White 41...gxh3 42.gxh3 a6] **41...Kg7?** (Terance - Kf7 towards the center was best.) [41...Bf2 42.Re2 Bg3 43.e5] **42.Nf4** [42.Nh4 seems even better 42...a6] **42...gxh3** [42...g3 43.Ne6+ Kf7 44.Rd1] **43.Ne6+** [D]



43...Kf7 44.Nxd4 [44.gxh3!? seems even better 44...Rh8] **44...cxd4 45.gxh3 b6** [45...Re5 46.Kg2] **46.Kg2 Re5 47.Kf3** [D]



47...f5?? [The position was bad, and this mistake simply hastens the end.] [47...Rh5 48.Kg4 Rg5+ 49.Kf4] **48.Re2** (Terance - No need for this move as Kf4 kills everything.) [Better is 48.Kf4 and White wins 48...Re8 49.e5] **48...d3 49.Rf2** [49.Rd2!? makes it even easier for White 49...fxe4+ 50.Ke3 Ke7] **49...Rxe4 50.Rd2 Rd4** [50...Rh4!±] **51.Ke3 Rh4 52.Kxd3 Rxh3+ 53.Kd4 Ke7 54.Re2+ Kd6 55.Re6+ Kd7** [D]

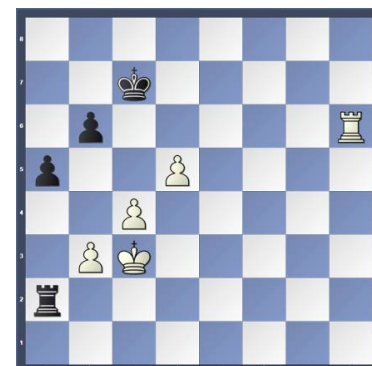


(Text cont. next col.)

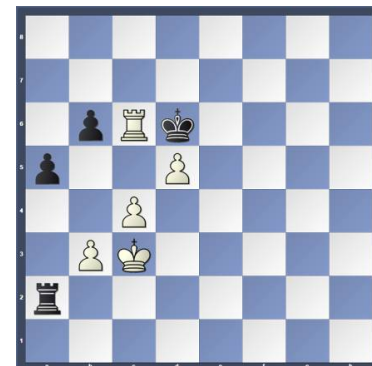
(Cont. from prev. col.) **56.Ke5** [Better is 56.Rg6 and White can already relax 56...Rh7] **56...Rh5?!** [Doesn't do very much to defend the position.] [56...Rh2 57.a4] **57.Kf4** (Terance - Rf6 and Black drops the pawn soon.) [Better is 57.Rg6! might be the shorter path 57...f4+ 58.Kxf4 Rh7] **57...Rh2 58.Kxf5** (Terance - a4 preserves the pawn.) [Better is 58.a4!±] **58...Rxa2± 59.Rh6 Rf2+** [59...Ra1!±] **60.Ke4** [60.Ke5 keeps an even firmer grip 60...Re2+ 61.Kd4 Ra2] **60...Ra2** [60...Rb2 61.Ke5 Re2+ 62.Kd4 Rd2+ 63.Kc3] **61.Kd3** [61.Ke5 Re2+ 62.Kd4 Rd2+ 63.Kc3 Ra2] **61...Kc7** [D]



[61...Rb2 62.Rh7+ Kd6 63.Kc3] **62.Kc3 a5!?** [D]

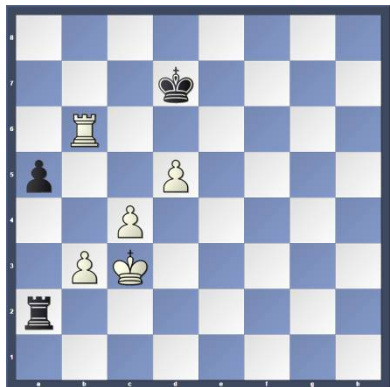


[Instead of fighting back.] [62...Kd7 63.Rh7+ Kd6 64.Rh6+ Kd7 65.b4 Ra3+ 66.Kb2] **63.Rh7+ Kd6** [63...Kc8 64.d6 a4 65.bxa4 Rxa4 66.Rc7+ Kb8] **64.Rb7 Kc5 65.Rc7+ Kd6 66.Rc6+** [D]



Text cont. p. 7)

(Cont. from p.6) 66...Kd7 67.Rxb6 [D]



1-0

Round: 3

Submitted by Steve with Fritz/Komodo comments [shown thusly].

White: Will Moyer (1509)

Black: Steve Atlee (1199)

Date: 9/22/2017

[A34: Symmetrical English: 2 Nc3, lines with ...d5] 1.c4 e5 2.Nc3 Nf6 3.e4 c5 4.Nf3 d6 [D]

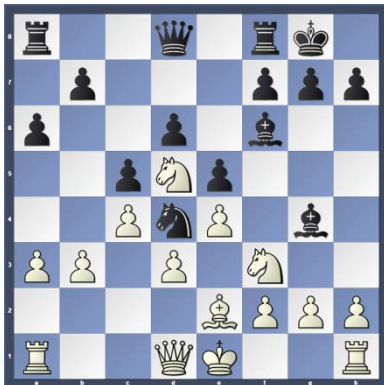


5.b3 Be7 6.d3 0-0 7.Bg5 Bg4 8.Be2 a6 9.Bxf6 [9.0-0 Nc6=] 9...Bxf6 [Black has the pair of bishops] 10.Nd5 [The knight dominates] [10.0-0 Be6=] 10...Nc6 [D]

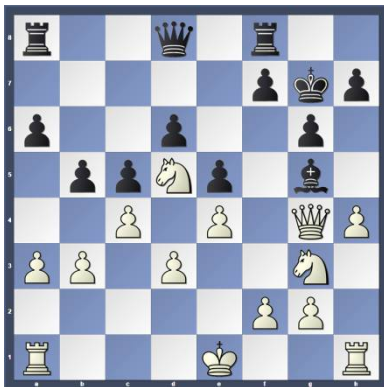


[10...Be6 11.Rb1=] 11.a3 [Better is 11.0-0=] 11...Nd4?? [D] (Next col.) [There were better ways to keep up the pressure.] [Better is 11...b5 is the best chance.] 12.Nxd4 Bxe2 13.Nxe2 (Text cont. next col.)

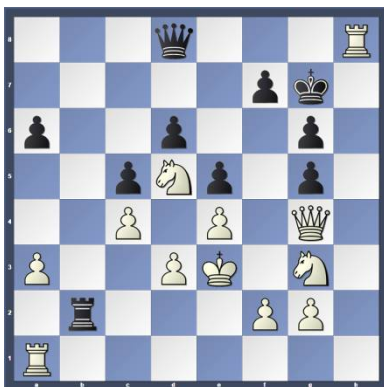
Position after 11...Nd4?? (From prev. col.)



(Cont. from prev. col.) 13...b5 14.Ng3 [14.cxb5!? keeps an even firmer grip 14...axb5 15.0-0 Bg5] 14...g6 15.Qf3 [15.0-0 seems even better 15...Rb8] 15...Kg7 16.Qg4 [Better is 16.0-0 makes it even easier for White 16...Bg5] 16...Bg5 17.h4 [D]



17...h6 [17...Bf4 cannot change what is in store for ? 18.Nh5+ Kh8 19.Nhx4 exf4 20.Qxf4] 18.hxg5 hxg5 19.Ke2 bxc4 20.bxc4 Rb8 21.Rh3 Rb2+ 22.Ke3 Rh8 23.Rxh8 [D]



23...Kxh8 24.Rh1+ Kg7 25.Qh3 Kf8 26.Qh8# [D] (Next col.) 1-0

Round: 3

Submitted by Bill with selected Fritz comments [shown thusly].

(Text cont. next col.)

Position after 26.Qh8# (From prev. col.)



(Cont. from prev. col.)

White: Ira Glen Siegel (1106)

Black: Bill Campion (1502)

Date: 9/22/2017

[B80: Sicilian Scheveningen: 6 g3 and 6 Be3, including English Attack] 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.f3 e6 7.Bd3 Be7 8.Be3 0-0 9.0-0 [D]

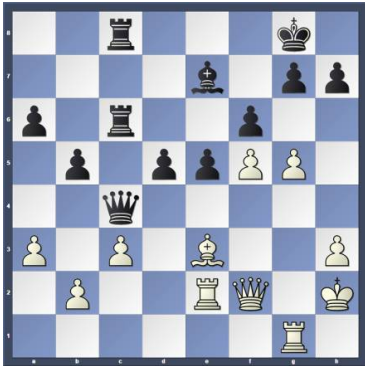


9...Bd7 10.Qe2 Nc6 11.a3 [White has an active position.] 11...Rc8 12.Rad1 Qc7 13.Qf2 Rfe8 14.Rc1 Ne5 15.Be2 b5 16.f4 [16.Qg3 Nc4 17.Bxc4 bxc4=] 16...Nc6 [16...Neg4 17.Bxg4 Nxg4 18.Qf3 Nxe3 19.Qxe3] 17.h3 Qb7 [17...Nxd4 18.Bxd4 e5 19.Be3=] 18.Bf3 Nxd4 19.Bxd4 [Black has a cramped position] 19...Bc6 20.Kh1 [D]

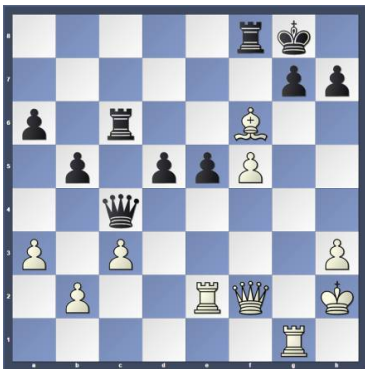


(Text cont. p.8)

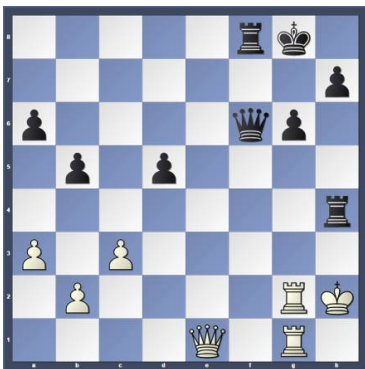
(Cont. from p. 7) [20.e5!? must definitely be considered 20...Ne4 21.Nxe4 Bxe4 22.Bxe4 Qxe4 23.c3=] 20...Nxe4 21.Nxe4 Bxe4 22.Bxe4 Qxe4 23.Rfe1 Qg6 24.Re2 Rc6 25.c3 Rec8 26.f5 Qg5 27.Rd1 e5 28.Be3 Qh5 29.Kh2 f6 30.g4 Qf7 31.Rg1 Qc4 32.g5 d5 [D]



33.gxf6 Bxf6 34.Bg5 Rf8 [34...d4!?] 35.Bxf6 [D]



[White forks: e5+g7] 35...Rcxf6 36.Rxe5 Qc7 37.Qg3 Rxf5 38.Re2 Qf7 39.Reg2 g6 40.h4? [Better is 40.Re2] 40...Rf3 41.Qg4 [41.Qd6 Rf4 42.Rd1 Rxh4+ 43.Kg1 Qa7+ 44.Rd4 Rxd4 45.Qe6+ Qf7 46.Qxf7+ Rxf7 47.cxd4] 41...Rf4 [Better is 41...Qe7 and Black has it in the bag 42.Qg5 Qc7+ 43.Rg3 R8f5] 42.Qg3 [Better is 42.Qh5 Rf6 43.Qg5] 42...Qf6 43.Qe1?? [The final mistake.] 43...Rxh4+ [D]



[43...Rxh4+ 44.Qxh4 Qxh4#] 0-1

Round: 4

Submitted by Steve with selected Fritz/Komodo comments [shown thusly]. (Text cont. next col.)

(Cont. from prev. col.)
White: Steve Atlee (1199)
Black: Arunan Karthik (unr)
Date: 8/10/2017

[C47: Scotch Four Knights and Four Knights with 4 g3] 1.e4 e5 2.Nf3 Nf6 3.Nc3 d5 4.d3 [D]



4...dxe4 [4...d4 5.Ne2 Nc6 6.h3] 5.dxe4 Nc6 [5...Qxd1+!? must definitely be considered 6.Nxd1 Nxe4 7.Nxe5 f6=] 6.Qxd8+ [D]



6...Nxd8? [Better is 6...Kxd8!? is an interesting idea 7.Bg5 h6 8.0-0-0 Bd6 9.Bxf6+ gxf6] 7.Nxe5 Bb4 [7...Bc5 8.f3 a6±] 8.Bb5+ [8.f3 Bxc3+ 9.bxc3 Nd7 10.Nxd7 Bxd7±] 8...c6 9.Bc4 [Better is 9.Bd3±] 9...Nxe4 10.0-0 [D]

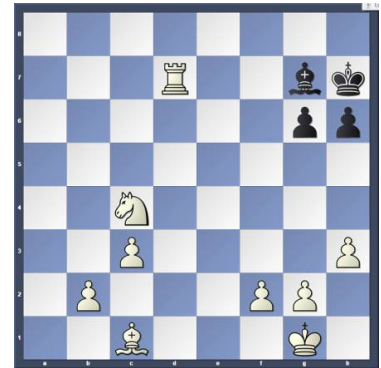


10...0-0?? [Forfeits the advantage.] 11.Nxe4 b5 12.Bd3 c5 13.h3 [Better is 13.Bxb5 a6 14.Ba4] 13...c4 14.Be2 Be6? 15.a4 a6 16.axb5 Rc8 17.c3 Be7 18.bxa6 Bd5 19.Ng5 h6 20.Bg4 Be6 21.Nxe6 fxe6 22.a7 Nb7 23.Bxe6+ Kh7 (Text cont. next col.)

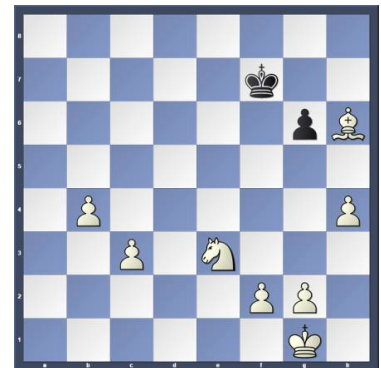
(Cont. from prev. col.) 24.Bxc8 Rxc8 25.a8Q [D]



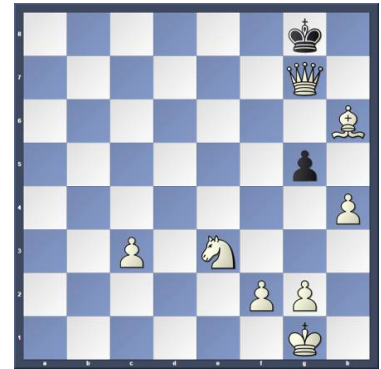
25...Rxa8 26.Rxa8 Nd8 27.Rxd8 [Better is 27.Re1 and White has it in the bag 27...Bf6 28.Nd7 Bh4] 27...Bxd8 28.Rd1 Bf6 29.Nxc4 g6 30.Rd7+ Bg7 [D]



31.Rxg7+ Kxg7 32.b4 Kf6 33.Bxh6 Kf5 34.Ne3+ Kf6 35.h4 Kf7 [D]



36.b5 Kf6 37.Bg5+ Kg7 38.b6 Kf7 39.b7 Kg7 40.b8Q Kf7 41.Qc7+ Kf8 42.Qe7+ [42.Qh7 Ke8 43.Qe7#] 42...Kg8 43.Bh6 g5 44.Qg7# [D]



1-0

This concludes this issue. More games in next issue.