

# ~ En Passant ~

## Newsletter of the North Penn Chess Club, Lansdale, PA – Fall 2017, Part 5

E. Olin Mastin, Editor

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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: 1

Submitted by Joe with his comments and selected Fritz/Komodo comments [shown thusly].

White: Joseph Mucerino (2101)

Black: George Murphy (1442)

Date: 9/8/2017

[B06: Modern Defense] 1.d4 g6 2.e4 d6 3.f4 Nf6 4.e5 Bg4 5.Be2 Bxe2 6.Qxe2 Nd5 [D]



(Joe - This drops two pawns. Black should play 6...Nfd7 instead.) [6...Nh5!? should not be overlooked] 7.Qb5± c6 8.Qxb7 Nd7 [8...Qc7 9.Qxc7 Nxc7 10.Nc3±] 9.Qxc6 e6 10.Nf3 Rb8 11.0-0 Rb6 12.Qa4 [12.Qc4 and White can already relax 12...Ne7+~] 12...Qb8? 13.c3 Qb7 14.Qc2 [14.c4 keeps an even firmer grip 14...Ne7+~] 14...Bg7 15.Na3 0-0 16.Nc4 dxe5 17.Nxb6 N7xb6 [D]

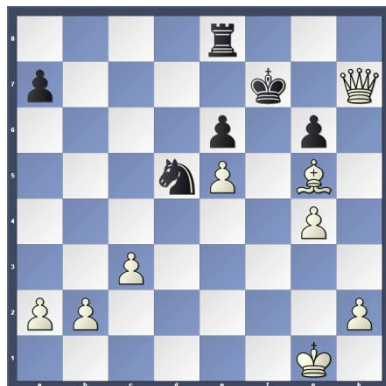
(Next col.) (Joe - Recapturing with the queen was better to pin white's d-pawn and prevent it from capturing on e5.)

[17...Qxb6 18.fxe5 Nxe5 19.Nxe5 Bxe5+~] 18.fxe5 Nc4 19.Qe4 Qd7 20.Rf2 f6 21.exf6 [21.Qe2 makes it even easier (Text cont. next col.)]

Position after 17...N7xb6 (From prev. col.)



(Cont. from prev.col.) for White 21...Rc8 22.exf6 Nxf6+~] 21...Bxf6 22.Bh6 Re8 23.Raf1 Nd6 24.Qd3 Nf5 25.Bg5 Bg7 26.Ne5 Qc7 27.g4 Nh6 28.Qh3 [Better is 28.Qe4 seems even better 28...Nb6 29.Nxg6 Nc8+~] 28...Bxe5 29.dxe5 Nf7 [29...Nf5 otherwise it's curtains at once 30.gxf5 exf5+~] 30.Rxf7 Qxf7 31.Rxf7 Kxf7 32.Qxh7+ [D]



[32.Qxh7+ Kf8 33.Bh6#] 1-0

Something new has been added. Copy and paste the link below into your browser and push enter. A Chess Base html file will open. You will be able to scroll thru the entire game with all of the comments/variations intact. Nothing edited out! Henceforth this will become a standard feature in all the newsletters.

<http://view.chessbase.com/cbreader/2017/11/11/Game15809442.1.html>

(Text cont. next col.)

##### Round: 2

Submitted by Joe with his comments and selected Fritz/Komodo comments [shown thusly].

White: Olin Mastin (1510)

Black: Joseph Mucerino (2101)

Date: 9/15/2017

[D02: 1 d4 d5 2 Nf3 sidelines, including 2...Nf6 3 g3 and 2...Nf6 3 Bf4]

1.d4 d5 2.Nf3 Nf6 3.Bf4 g6 4.e3 Bg7 5.h3 0-0 6.Nbd2 c5 7.c3 Nc6 8.Be2 Nd7 9.0-0 e5 10.Bh2? [D]

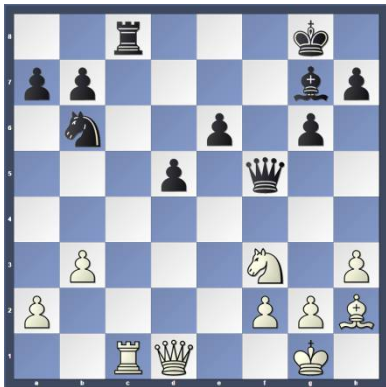


(Joe - This loses a pawn. White should have captured on e5.) [Better is 10.dxe5! is the best option White has 10...Ndx5 11.Nxe5 Nxe5 12.Nf3=] 10...cxd4 11.exd4 [11.cxd4 exd4 12.Nxd4 Nxd4 13.exd4 Bxd4] 11...exd4 12.Nxd4 Nxd4 13.cxd4 Bxd4 14.Qc2 Nb6 15.Rab1 Bf5 16.Bd3 Rc8 17.Qb3 Qf6 18.Bxf5 Qxf5 19.Nf3 Bg7 20.Rfe1 Rfe8 21.Qd1? Re6 22.b3 Rce8 23.Rxe6 fxe6 [D]



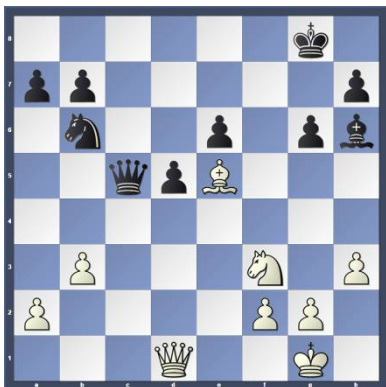
(Joe - Now black's pawn on d5 is much more solid.] 24.Rc1 [Maneuver Bb1-c1-c7-e5] [Better is 24.Bg3] 24...Rc8 [D] (p.2) (Text cont. p.2)

Position after 24...Rc8 (From p.1)



(Cont.

from p.1) (Joe - This appears to allow white back into the game.) [Better is 24...e5] **25.Bg3=** (Joe - The computer suggests 25.Rxc8+ Nxc8 26.Bb8 followed by 27.Qc1, which obtains equality.) **25...Qf8 26.Rc7** [26.Qe1!? looks like a viable alternative 26...Qe7 27.Rxc8+ Nxc8 28.Qe3=] **26...Rxc7 27.Bxc7 Qc5 28.Be5** [The bishop likes it on e5] [28.Bxb6 Qxb6 29.Qc1] **28...Bh6 [D]**



(Joe -

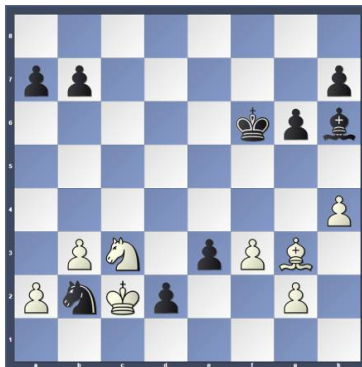
White's bishop is very strong, so black should exchange.) [28...Bxe5 29.Nxe5 Qc3 30.Qe2] **29.Qd4** (Joe - Better was 29.Qe2 or 29.Bb2.) [Better is 29.Bb2!?!= should be investigated more closely] **Qxd4 30.Nxd4 Nd7 31.Bg3 e5 32.Nf3 e4 33.Nd4+ Bg7 34.Ne6 Bf6 35.Kf1 d4+ 36.Ke2 Kf7 37.Nf4 Nc5 [D]**



[Black

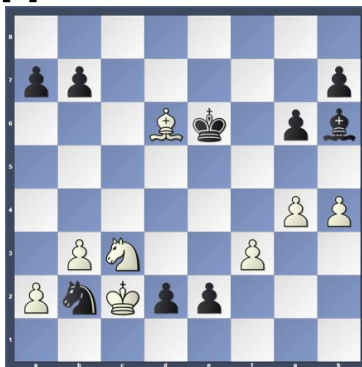
intends d3] [37...Be5 might be the shorter path 38.Kd2+] **38.f3?** [38.Nd5 Bg5+] **38...d3+** [Better is 38...Be5! makes it even easier for Black] (Text cont. next col.)

Cont. from prev. col.) [39.Bf2 Bxf4 40.Bxd4 exf3+ 41.Kxf3+] **39.Kd2 Bg5 40.Kd1 Kf6** [40...e3 seems even better 41.h4 e2+ 42.Ke1+] **41.h4 Bh6 42.Nh3? e3 43.Ng1 d2 44.Ne2 Nd3 45.Kc2** [45.Nc3 the only chance to get some counterplay 45...Ke6 46.Ke2 Nc1+ 47.Kd1+] **45...Nb2!!** [This sacrifice makes everything clear]. **46.Nc3 [D]**



(Joe - Of course, the knight cannot be taken, because black queens.)

[46.Kxb2 d1Q Promotion] **46...Kf5** (Joe - Black does not want to allow Ne4+, just in case.) [Better is 46...Kf7 might be the shorter path 47.f4 Bg7+] **47.Bd6 e2!** [Mate threat] **48.g4+** [48.Nxe2 d1Q+ Promotion; ...48.-- d1Q+ Mate threat] **48...Ke6 [D]**



[48...Ke6 49.Kxb2 e1Q 50.Ka3 Qc1+ 51.Kb4 d1Q 52.Nxd1 Bd2+ 53.Ka4 Kxd6 54.Nc3 Qxc3 55.Ka3 Qc5+ 56.Ka4 Qb4#] **0-1**

Copy and paste the link below into your browser:

<http://view.chessbase.com/cbreder/2017/10/29/Game437870265.html>

**Round: 3**

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

(Cont. from prev. col.)

**White: Joseph Mucerino (2101)**  
**Black: Alexander MacFarlane (1861)**  
**Date: 9/22/2017**

[B13: Caro-Kann: Exchange Variation and Panov-Botvinnik Attack] **1.d4 d5 2.Nf3 Nf6 3.e3 c5 4.c3 cxd4 5.exd4 e6 6.Bd3 Bd6 7.0-0 8.Ne5 Nc6 9.f4 [D]**



(Joe - One of white's goals in the Colle System is to control the e5 square.)

[9.Qe2 Nd7 10.f4 Nf6] **9...g6** (Joe - Black blocks out white's light squared bishop, which is a major attacking piece in this opening.) [9...Ne7 10.Qe2=] **10.Qe1 Re8 11.Nd2 Nd7 12.Qg3 Qf6 13.Ndf3 Qg7 14.Bd2 f6 15.Nxd7 Bxd7= 16.Qh4 Ne7 17.g4 f5** [Black has a new backward pawn: e6] [17...Nc6 18.Rae1] **18.Ne5 [D]**

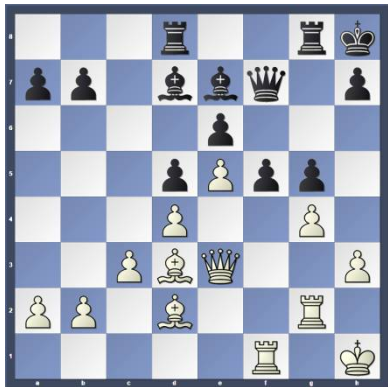


[The white knight on an outpost]

**18...Rad8 19.Rae1 Bc8 20.h3 Nc6 21.Bb5 Bd7 22.Bd3 Nxe5 23.fxe5 Be7 24.Qg3 Rf8 25.Re2 Kh8 26.Rg2 Rg8 27.Qe3 Qf7 28.Kh1 g5 [D]** (p.3) (Joe - Black wants to slug it out. Both sides will get connected passed pawns.) [28...b5 29.h4] **29.gxf5 exf5** [White has a new protected passed pawn: e5. Black has a new passed pawn: f5] **30.Kh2 [30.e6 Qxe6 31.Qxe6 Bxe6=] 30...f4= 31.Qf3 Bf5 32.Bxf5 Qxf5 33.Qh5** [Better is 33.c4 Qe6 34.Ba5=] **33...Rg6?? [D]** (p.3) (Text cont. p.3)



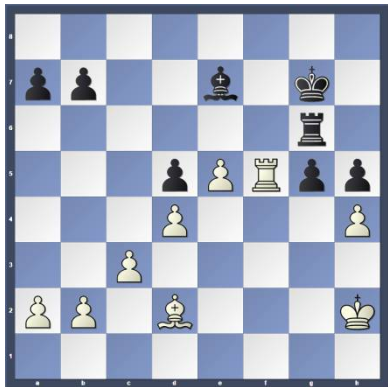
Position after 28...g5 (From p.2)



Position after 33...Rg6?? (From p.2)

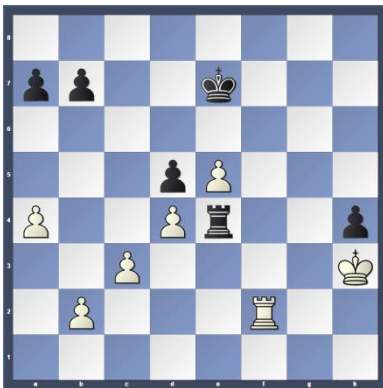


(Cont. from p.2) (Joe - Missing a tactic.) [Releasing the pressure on the opponent.] [Better is 33...Qd3 saving the game 34.Qf3 Qb5=] **34.Rxf4!+-** [Deflection: g5] **34...Qe6** [34...gxf4 35.Qxf5 Deflection Pinning] **35.Rf3 Rdg8 36.Qg4 Qxg4 37.Rxg4 h5 38.Rg2 Kg7 39.Rgf2 Rf8** [39...Re6 40.c4! the knock-out punch 40...Rd8 41.c5+-] **40.Rxf8 Bxf8 41.Rf5 Be7 42.h4??** [D]

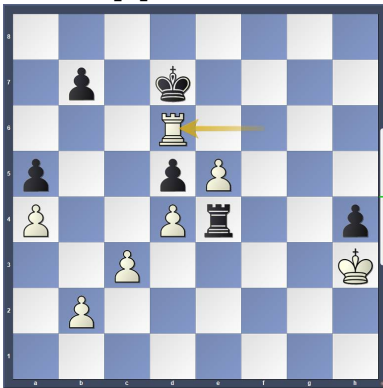


(Joe - White loses a good chunk of his advantage. The computer found 42.c4! giving white connected passed pawns in the center.) [Forfeits the advantage.] [42.c4!? and White can already relax 42...dxc4 43.d5 b5+-] **42...gxh4?** **43.Rxh5** [Black has a new passed pawn: h4] [Better is 43.c4!? dxc4 44.d5+-] **43...Rg4 44.Rf5± Kg6 45.Rf2 Re4 46.Kh3 Kg7 47.Rg2+ Kf7 48.Bg5 Bxg5±** (Text cont. next col.)

(Cont. from prev. col.) **49.Rxg5 Re2 50.Rg2+- Re4 51.Rf2+ Ke7?** [Better is 51...Kg6±] **52.a4+-** [D]



(Joe - Now if white's rook moves away and black's rook makes it to the seventh rank, white can move the b-pawn without losing the a-pawn.) **52...a5?** (Joe - I didn't like this move. Now white's rook can park on the b6 square, and attack the pawn on b7 and defend the pawn on b2 at the same time.) **53.Rf6 Kd7 54.Rd6+** [D]



[54.Rd6+ Ke7 55.Rxd5+-; 54.Rd6+ Kc7 55.Rxd5+-] **1-0**

Copy and paste the link below into your browser:  
<http://view.chessbase.com/cbreader/2017/10/29/Game448364062.html>

#### Round: 4

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

**White: Bill Campion (1502)**

**Black: Ray Costanzo (1157)**

**Date: 10/6/2017**

[A40: Unusual replies to 1 d4] **1.d4 c5 2.c3 g6 3.Bg5 Bg7 4.Nf3 Qb6 5.Qc2 d5 6.e3 Bf5 7.Qb3 Nd7 8.Nbd2** [D] (Next col.) **8...Qxb3 9.Nxb3 c4 10.Nbd2 Ngf6 11.b3 b5 12.a4** [12.h3 h5=] **12...cxb3 13.Nxb3 bxa4 14.Nbd2 Nb6 15.Bb5+ Bd7** [D] (Next col.) (Text cont. next col.)

Position after 8.Nbd2 (From prev. col.)



Position after 15...Bd7 (From prev. col.)



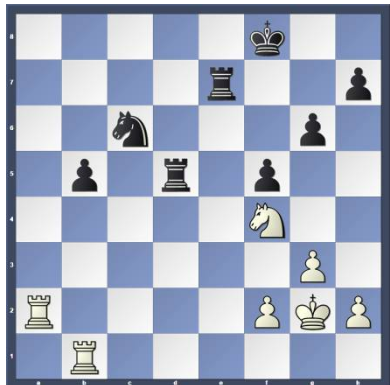
(Cont. from prev. col.) **16.Bxd7+ [16.Ba6 Nh5] 16...Nfxd7 17.O-O [17.Ke2 f6 18.Bh4 Rc8] 17...e6 18.Rfc1 O-O 19.c4 dxc4 20.Nxc4** [Better is 20.Bf4] **20...Nc5??** [weakening the position] [20...Rfc8!? 21.Na3] **21.Nxb6** [Better is 21.dxc5!? is interesting 21...Nxc4 22.Rxa4=] **21...axb6 22.Rc4?** [22.dxc5 Bxa1 23.Rxa1] **22...Rfc8** [22...Nb3 might be the shorter path 23.Ra2 Rfc8 24.Rxc8+ Rxc8 25.Kf1] **23.g3?** [Better is 23.Rc2 b5 24.Rac1] **23...b5 24.Rb4 Nb3 25.Ra2 Rab8** [25...Nc1 keeps an even firmer grip 26.Ra1 Ne2+ 27.Kg2] **26.Bf4** [26.Be7 Rb7 27.Bd6 Rd8 28.Raxa4 bxa4 29.Rxb7 Rxd6] **26...Rb7** [26...Bf8 makes it even easier for Black 27.Rbxa4 bxa4 28.Bxb8] **27.Bd6** [D]



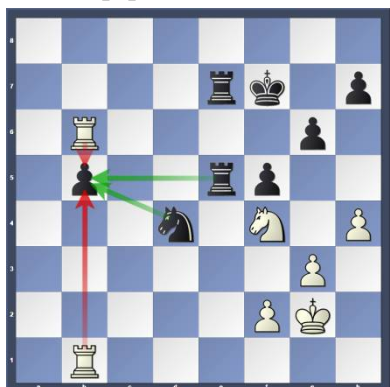
(Text cont. p.4)

(Cont. from p.3) [27.Rax4 bxa4! taking the lead 28.Rxb7 Bf8µ 29.Ra7 a3]

**27...Na5** [27...Rd8 28.Rax4 bxa4 29.Rxb7 Rxd6 30.Ra7] **28.Nd2 Nc6**  
**29.Rb1 f5 30.Bc5 Rd8??** [with this move Black loses his initiative] [30...Na5!?] **31.Nc4** [31.Rxa4! might be a viable alternative 31...e5 32.Ra6=]  
**31...Bf8 32.Bxf8** [32.Nb6!/? e5 33.Nxa4 exd4 34.Bxf8 Kxf8 35.Nc5] **32...Kxf8**  
**33.Nb2** [33.f4] **33...e5** [Better is 33...Nb4 Black had this great chance 34.Ra3 Rc8] **34.Nxa4 exd4 35.Nc5 Re7 36.exd4 Nxd4 37.Kg2 Rd5 38.Nd3 Nc6** [38...Ne6!/? 39.Nb4 Rd6] **39.Nf4 [D]**



**39...Rde5 40.h4 Kf7 41.Ra6 Nd4 42.Rb6 [D]**



[Attacks the isolani on b5] **42...Rc7 43.Nh3 h6 44.Nf4** [44.Rb4 Rc4 45.R6xb5 Rxb5 46.Rxc4 Ne6=] **44...Rc6 45.Rb7+ Re7 46.Rb8 g5 47.hxg5 hxg5 48.Nd5 [D]**



½-½ (Text cont. next col.)

(Cont. from prev. col.)

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<http://view.chessbase.com/cbreader/2017/11/15/Game512478390.html>

#### Round: 4

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

**White: Alex MacFarlane (1861)**

**Black: Greg Sulat (1546)**

**Date: 10/6/2017**

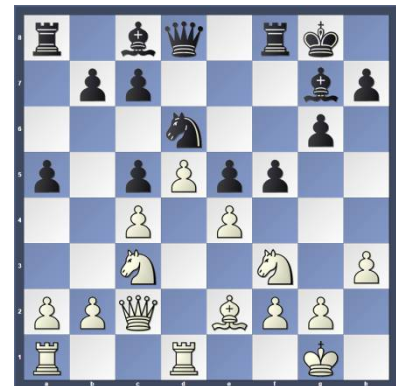
[E94: King's Indian: Classical: 6 Be2 e5 7 0-0: Various Black 7th moves]

**1.Nf3 Nf6 2.c4 g6 3.Nc3 Bg7 4.d4 d6 5.e4 0-0 6.Be2 e5 7.d5 a5 8.h3 Na6 9.0-0** (Alex - Bg5 would have continued the main line of this variation) **9...Nc5 10.Qc2 Ne8 [D]**



(Terance - Interesting move as I would have played the more ambitious move Nh5 aiming for f4. With the Knight on e8 the Queen can't move to that square. If White plays Bg5, Black would have to play f6, leading to a slightly cramped position. Some might say that Ne8 is a normal move in the KID, but in this variation there is no pressure down the c-file where c7 needs to be defended. The plus of Ne8 is what Greg does later when his c5 Knight is taken and the Knight lands on d6 for defense. The Komodo 11.2 engine prefers Nh5.) [Komodo 11: 10...Nh5 11.Bg5 Qe8 12.Be3 Nf4 13.Rfe1 b6 14.Bf1 Qe7 15.Nd2 Bd7 16.Rad1 Qe8, etc...] **11.Be3 f5** (Terance - With the Knight on e8 this is the correct and strongest follow up.) **12.Bxc5=** (Terance - White trades his better active Bishop for Black's most active piece which leads to an equal game.) **12...dxc5** [Black has the pair of bishops] **13.Rfd1N Nd6 [D]** (Next col.) (Text cont. next col.)

**Position after 13...Nd6** (From prev. col.)



(Cont. from prev. col.) [The knight blocks d5] (Terance - The Knight finds a home in an effective defensive role.) **14.Ne1?** (Alex - This was the first genuinely bad move of the game) [14.Nd2 Bh6=; Komodo 11: 14.Bd3 fxe4 15.Bxe4 Bd7 16.Re1 b6 17.Re2 Qe7 18.Rae1 Rae8 19.Qd3 a4 20.b3 axb3, etc...] **14...Qf6** (Terance - Black misses fxe4 with a nice advantage.) [Better is 14...fxe4!? 15.Nxe4 Bf5] Komodo 11: 16.Bd3 Bxe4 17.Bxe4 Qh4 18.f3 Bh6 19.Kh1 Rf4 20.Nd3 Nxe4, etc...] **15.Bd3= h5** (Terance - I prefer Bd7 to finish developing the Bishop.) **16.Rd2** [16.Qe2!/?=] **16...Bh6** [Black threatens to win material: Bh6xd2] **17.Re2 f4** [This push gains space] **18.f3 g5 19.Rf2 Qg7** (Terance - g4 is a better move with an advantage.) [Komodo 11: 19...g4!? 20.hxg4 hxg4 21.Kf1 g3 22.Rd2 Bd7 23.a4 Kg7 24.Nb5 Bxb5, etc...] **20.Kf1 Bd7 21.Nb5 Bxb5 22.cxb5 b6 23.Ke2 [D]**



[White king safety dropped] (Terance - Its funny to see Fritz say "King safety dropped" when this is the best move in this position according to Komodo 11.2 engine where the King is safer!) **23...Qd7** (Terance - Kf7 was also playable here.) **24.a4** [White's piece can't move: e1] (Alex - Black can essentially force a draw (Text cont. p.5)



(Cont. from p.4) with ...h5 any time between now and 28...g4, because it would have been impossible to make progress in the resulting pawn structure) **24...Rf7** (Terance - g4 can be played here!) [Komodo 11: 24...g4 25.hxg4 hxg4 26.fxg4 Qxg4+ 27.Nf3 Bg7 28.Rh1 Bf6 29.Kd1 Kg7, etc...] **25.Bc4** [A valuable piece] (Terance - White would love Black to take his bad Bishop (blocked in by his own pawns). By moving his bad Bishop, White's Knight can now maneuver to d3 and maybe f2 or even sac on c5 in some lines.) **25...Kh8** (Alex - This looked like a mistake to me because his king would be safer on the queenside) (Terance - Better was Rh7.) **26.Nd3 Re8 27.Rh1 Rh7 28.Rff1 g4?! [D]**

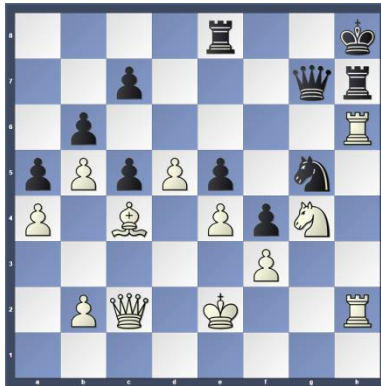


(Terance - This move gives White a slight edge. Better was Kg7, or Bg7.) [Komodo 11: 28...Kg7 29.Kd1 Kf8 30.Kc1 Bg7 31.Kb1 Bf6 32.Rc1 Rd8 33.Rhg1 Qe7 34.Qc3 Ke8 35.Bb3 Ra8, etc...] **29.hxg4 hxg4 30.Rh5?!** (Terance - Better was Nf2 or Rh2.) [Better is 30.Nf2!? and White is still in the game 30...g3 31.Ng4; Komodo 11: 30.Rh2 g3 31.Rh5 Bg7 32.Rfh1 Rxh5 33.Rxh5+ Kg8 34.b3 Qf7 35.Rh3 Kf8 36.Qc1 Ke7 37.Rh7 Kd8, etc...] **30...gxf3+ 31.gxf3 Qg7?? [D]**



[Throwing away the advantage.] (Alex - This move loses. We tried to figure out if the knight sacrifice on e4 was viable in after game analysis and the computer says it is.) [31... ?xe4 32. ?d1 (fxe4 is (Text cont. next col.)

(Cont. from prev. col.) impossible because of Qg4+ picking up the rook on h5)] [Better is 31...Nxe4 32.Kd1 Ng3 33.Nxe5 Nxf1 34.Ng6+ Kg7 35.Bxf1 Qf7] **32.Rfh1+- Qg2+??** [Leading to a quick end.] [Better is 32...Re7 33.Kf1 Qf6+-] **33.Nf2 Nf7** [33...Kg8 doesn't do any good 34.R5h4 Rg7 35.R4h2+-] **34.R1h2** [Better is 34.d6 makes it even easier for White 34...Nxd6 35.Rxh6 Rxh6 36.Rxh6+ Kg7 37.Rh4+-] **34...Qg7 35.Ng4** [Better is 35.d6 might be the shorter path 35...cxd6 36.Bxf7 Re7+-] **35...Ng5 36.Rxh6 [D]**



**1-0**  
Copy and paste the link below into your browser:  
<http://view.chessbase.com/cbreader/2017/11/15/Game528993937.html>

**Round: 4**  
Submitted by George with selected Fritz comments [shown thusly].  
**White: George Murphy 1398**  
**Black: Jacob Lee (Age 8) (1069)**  
**Date: 10/6/2017**  
[E33: Nimzo-Indian: Classical: 4...Nc6]  
**1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2 0-0 5.Nf3 Nc6 6.Bg5 [D]**



**6...Bxc3+ [6...d6 7.e3=] 7.bxc3 h6 8.Bh4 g5 9.Bg3 d5 [9...Nh5 10.e3] 10.e3± Ne4 11.Bd3 Nxg3 12.hxg3 Kg7 13.0-0-0 [D] (Next col.) [13.0-0 dxc4 14.Bxc4 Qe8±] 13...Rh8 14.Rh2 Ne7 15.Rdh1 g4?? [15...f6= was much better] (Text cont. next col.)**

**Position after 13.0-0-0 (From prev. col.)**



(Cont. from prev. col.) **16.Ne5+- f5 [16...dxc4 17.Bxc4 Ng6 18.Nxg4] 17.Qd1 [17.Rxh6 makes it even easier for White 17...Rxh6 18.Rxh6 Qf8] 17...Qe8 18.f3 [D]**



[Better is 18.Qd2 seems even better 18...Ng8 19.f3] **18...h5??** [Better is 18...dxc4 19.Bxc4 Nc6 20.fxg4 Qe7] **19.fxg4 hxg4 [19...Bd7 20.Rxh5 dxc4 21.Rxh8 Qxh8 22.Rxh8 Rxh8 23.Bxc4 b5 24.Nxd7 bxc4] 20.Rxh8 Qxh8 21.Rxh8 Kxh8 22.Qh1+ Kg8 23.Qh5 Bd7 24.Qf7+ Kh8 25.Qxe7 [D]**



**1-0**  
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## Round: 4

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

**White: Ira Siegel (1106)**

**Black: Terance Hall (1884)**

**Date: 10/6/2017**

[B01: Scandinavian Defense] **1.e4 d5**

**2.exd5 Nf6 3.c4 c6** (Terance:- This known pawn sacrifice if taken gives Black a good game because he develops his Knight to c6 which helps for the e5 pawn push and Black equalizes.) **4.Qf3 [D]**



(Terance - Wow! what a move, I didn't expect that. Normally Nc3 or Nf6 is played. The Queen on f3 takes the Knight on g1, best square, and does not prevent me from getting my pawn back which I proceed to do. I was thinking here what was the best way to exploit the misplaced Queen; so I was looking at Bg4 but the Queen would go to b3 with pressure on b7 and then I have to play Qc7 to hold with an equal playable game.)

[4.Nc3

**A) 4...g6 5.dxc6 (5.d4 Bg7 6.dxc6 Nxc6 7.d5 Ne5 8.Qe2 Nh5, etc... Spraggett,K (2445)-Brodeur,G (2295) Montreal 1980 1-0 (32)) 5...Nxc6 6.Nf3 e5 7.d3 Bg7 8.Be2 0-0 9.0-0 Re8 10.Ng5 Nd4, etc... Ivanov,S (2510) -Timofeev,V (2290) Smolensk 1992 1-0 (38))**

**B) 4...e5 5.dxe6 Bxe6 6.Nf3 Bd6 7.Be2 0-0 8.0-0 Nbd7 9.d4 Re8 10.Bg5 h6, etc... Kunsztowicz,U-Mulders, W Detmold 1965 1-0 (40);**

**4.Nf3 cxd5 5.d3 (5.cxd5 g6 6.Bb5+ Bd7 7.Bc4 b5 8.Bb3 Bg7 9.0-0 0-0, etc... Trabattoni, F (2330)-Taruffi,D (2325) Napoli 1981 1-0 (41)) 5...Bg4 6.Nc3 dxc4 7.dxc4 Qxd1+ 8.Nxd1 Bxf3 9.gxf3 Nc6 10.c5 Nd4, etc...0-1 (16) Gergellits,V-Mach,P Svetla nad Sazavou 1994; (4.Qa4 Qd7=]**

**4...cxd5** (Terance - I choose this solid line of getting my pawn back.) [4...Bg4 Komodo 11 5.Qb3 cxd5 6.Nc3 dxc4 7.Bxc4 e6 8.h3 Bh5 9.Qxb7 Nbd7, etc...]  
(Text cont. next col.)

(Cont. from prev. col.) **5.d4?!**

(Terance - This leaves Black with a nice advantage, best was to play cxd5.) [5.cxd5 Nxd5 6.Nc3 Nb4=]

**5...dxc4** (Terance - Here I knew that Nc6 is the best practical move here, but I chose a sideline where I win a pawn but sacrifice development.)

[5...Nc6 6.cxd5 Nxd4 7.Qd3] **6.Bxc4**

**Qxd4 7.Bb5+ Nbd7** [White has a very active position] **8.Ne2 Qb6 [D]**



(Terance - The question is: Where to put the Black Queen? I was looking at Qe4, Qd5, and Qb4+. I chose Qb6 to put pressure on the Bishop. I did not want to trade Queens on the other squares.) [8...Qd5 9.Qxd5 Nxd5 10.Nbc3] **9.Qb3** (Terance - Best was to develop with Nc3, as Qb3 gives Black an advantage.) [9.Nbc3 e6]

**9...e5** ((Terance - The Key move in these positions.)) **10.Nbc3 Be7** (Terance - I so wanted to play Bc5. I then spent some time calculating all the variations after White plays Na4 and me sacking my Bishop on f2 gaining an advantage. I decided the line was playable; however, White does not have to go into this line, but to castle. So I played a passive move like Be7 and wait for another opportunity.) [10...Bc5! 11.0-0 (Komodo 11: 11.Na4 Qa5+ 12.Nac3 a6 13.Bd3 0-0 14.0-0 b5 15.Ng3 Qb6 16.Nd5 Nxd5, etc...) 11...a6 12.Bc4] **11.Be3 Qa5 12.Bd2 Qd8** (Terance - Slightly better was Qb4 according to the engine, but that is not my style to just trade Queens at this point. I was thinking about going back to b6 and if White repeats with Be3 then Bc5.)

**13.0-0-0?! [D]** (Next col.) (Terance - Best was Bg5, as now White gives Black a straightforward plan to attack his King.) [13.Bg5!? is worth looking at. (Komodo 11: 13...0-0 14.Rd1 Qc7 15.Bxd7 Bxd7 16.Bxf6 Bxf6 17.Nd5 Qc6 18.0-0 Bd8, etc...)] **13...0-0** (Text cont. next col.)

**Position after 13.0-0-0?! (From prev. col.)**



(Cont. from prev. col.) (Terance - White's compensation has evaporated and is a pawn down with Black having a nice advantage on top of the pawn. At this point I now felt relieved that the opening is over. Now the middle game is where I should excel!) **14.Bg5** (Terance - Nd5 was a good opportunity to exchange some pieces to thwart any attack that may be coming.) [Komodo 11: 14.Nd5 Nxd5 15.Qxd5 Nf6 16.Qxd8 Rxd8 17.Bc3 Be6, etc...]

**14...Qc7** (Terance - Here Ng4 was the move which I saw and should of executed which is near winning with a nice advantage. So I played a safe move which is not bad but is not the most forcing move.) [14...Ng4! 15.Bxe7 Qxe7 16.Rhf1 Nxh2 17.Rfe1]

**15.Kb1 Nc5** (Terance - Better was Nb6. I spent some time on this contemplating what would happen if White plays Nd5.) **16.Qc2 [D]**



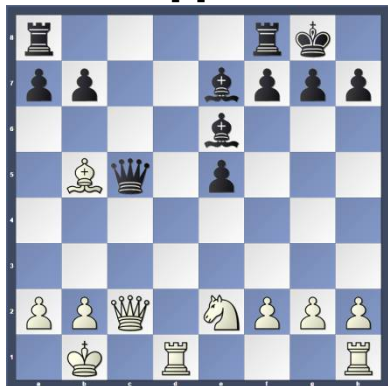
(Terance - Here White almost played Qc4 which was a blunder ((see analysis)).) [Komodo 11: 16.Qc4?? a6 17.Bxf6 (Not! 17.Ba4? b5 18.Qh4 bxa4 19.Nxa4 Bf5+ 20.Ka1 Nxa4 21.Qxa4 Bc2 22.Rc1 Rfc8 23.b3 h6 24.Bd2 Nd5, etc...) 17...gxf6 18.Bd7 Bxd7 19.Nd5 Qd6 20.Nec3 Rad8 21.Rd2 Bf5+ 22.Ka1 b5 23.Qh4 Kg7, etc...]] **16...Be6** (Terance - Finally developing my  
Text cont. p. 7)



(Cont. from p.6) Bishop to watch the d5 square. I did spend some time on this considering if White plays Nd5.) **17.Bxf6** (Terance - Best move, as any other would give Black a nice advantage.) **17...Bxf6** [Black has the pair of bishops] **18.Ne4?** [D]



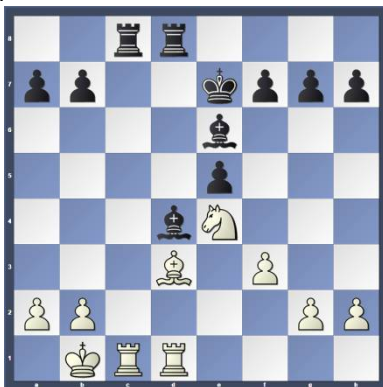
(Terance - I was surprised by this move. In fact, I did not even consider it! I was expecting the strong move Nd5, contemplating how to deal with that!) [Better is 18.Nd5!? and White hangs on 18...Bxd5 19.Rxd5; Komodo 11: 19...Ne6 20.Bd3 Qxc2+ 21.Bxc2 Rad8 22.Rhd1 Rxd5 23.Rxd5 Rd8, etc...] **18...Be7** (Terance - Now I get to keep my two Bishops ☺) **19.Nxc5 Qxc5** [D]



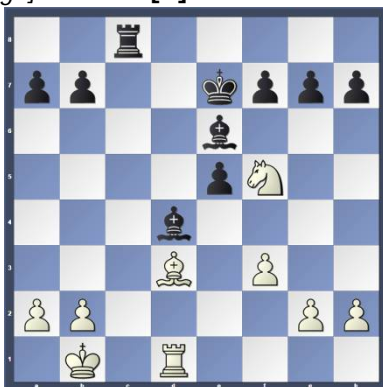
(Terance - I spent some time here trying to figure out which was better, Bxc5 or Qxc5. I figured taking with the Queen was slightly better which the engine Komodo agreed.) [19...Bxc5 20.b4 Komodo 11: 20...Bd6 21.Qxc7 Bxc7 22.Bd7 Bc4 23.Nc3 Rad8 24.Rhe1 f5 25.f3 g6 26.Kb2 a6 27.a3 Kf7 28.Ba4 Rxd1 29.Rxd1 Rd8, etc...] **20.Qxc5 Bxc5** (Terance - I started to get low on time, so I just started to make practical moves here as I did not have much time to form a solid plan. Ironically, the next eight moves by both of us are pretty much all the moves Komodo 11 suggested!) **21.f3 Rfd8 22.Nc3 Rac8 23.Ne4** (Terance - Better was Ba4.) **23...Bd4 24.Rc1 Kf8 25.Rhd1 Ke7 26.Bd3** [D] (Next col.)

(Text cont. next col.)

**Position after 26.Bd3** (From prev. col.)



(Cont. from prev. col.) **26...Bf5** (Terance - Better is f5.) [26...f5 27.Rxc8 Rxc8 28.Ng3] **27.Rxc8 Rxc8 28.Ng3 Be6** [28...Bxd3+!? 29.Rxd3 g6] **29.Nf5+** [D]



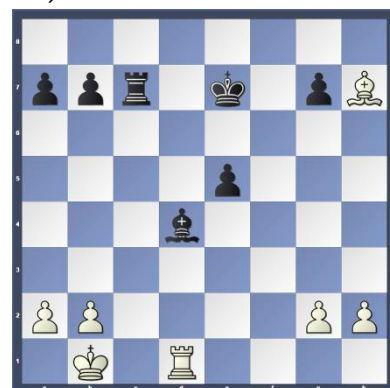
(Terance - Yes, a key move! I should have exchanged the Bishops on the move before.) **29...Bxf5** (Terance - Only move not to lose.) **30.Bxf5 Rc7** (Terance - Not the correct move as now White can exchange rooks with Rc1 and have excellent drawing chances with opposite color Bishops. Rd8 was best.) **31.f4** (Terance - Rc1 was the best way to draw the game. I had about a minute left on my clock so I am blitzing out my moves.) [31.Rc1 Rxc1+ 32.Kxc1] **31...f6?**

(Terance - Blunder, g6 was the move but being low on time I reacted too fast.) [31...g6 32.Be4; Komodo 11: 32...Ke6 33.g3 f5 34.Bf3 Kf6 35.fxe5+ Bxe5 36.Rd8 Re7 37.a4 b6 38.Rc8 h, etc...] **32.fxe5** [32.Bxh7 Ke6=] **32...fxe5** (Terance - Here if I take with the Bishop, I can take the pawn on h2, if White takes the pawn on h7. I took with the f-pawn to have a central passed pawn with the queening square being the same color of my Bishop.) [32...Bxe5!? looks like a viable alternative 33.Bxh7 Bxh2]

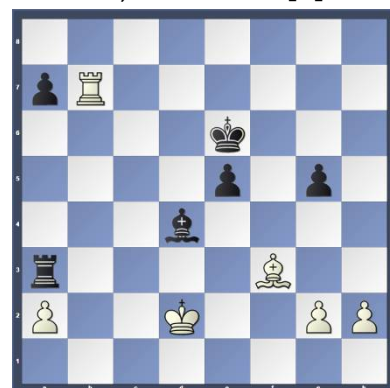
**33.Bxh7** [D] (Next col.)

(Text cont. next col.)

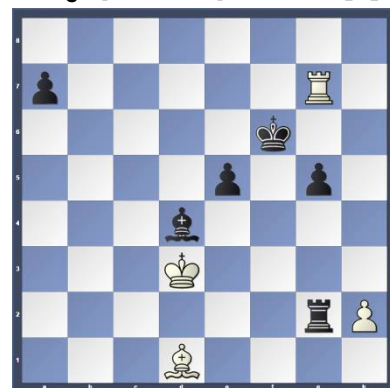
**Position after 33.Bxh7** (From prev. col.)



(Cont. from prev. col.) [Black has a new passed pawn: e5] **33...Ke6 34.Be4 Rf7** (Terance - Here I had seconds left to make the time control so I am just reacting.) **35.Bf3 g5** (Terance - b6 was playable here also.) **36.Kc2 Rc7+ 37.Kd3 Bxb2 38.Rb1 Bd4** [The black bishop is well posted.] **39.Rxb7 Rc3+** (Terance - Correct for any chance of an advantage is to keep the Rooks on the board.) **40.Kd2 Ra3** [D]

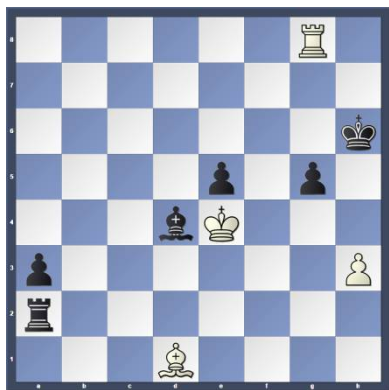


(Terance - Just made the time control with less than 10 seconds left.) **41.Bd1** [41.Rh7!? is noteworthy 41...Rxa2+ 42.Kd3 Ra3+ 43.Kc4] **41...Rxa2+ 42.Kd3** (Terance - Best was Bc2 blocking my Rook.) [42.Bc2 a5] **42...Rxc2++ 43.Rg7** [43.Rh7 a5] **43...Kf6** [D]

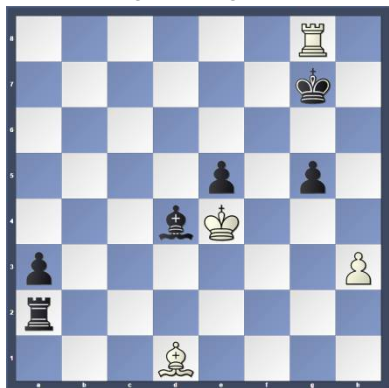


(Terance - here I spent some time to figure out how to win this and figured out that I can push the a-pawn down (Text cont. p.8)

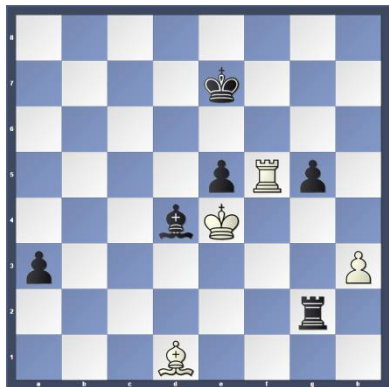
(Cont. from p. 7) to get a decisive advantage.) [43...Rxh2 44.Rxg5 Rh3+ 45.Kc4 Rc3+ 46.Kb4] **44.Rh7 Kg6** (Terance - Kf5 was best.) **45.Rh5 a5 46.Rh8 Ra2 47.Ke4 a4 48.Rg8+ Kh6 49.h3 a3 [D]**



**50.Rh8+ Kg7 51.Rg8+? [D]**



(Terance - A very tricky move. I wrongly thought I can't take the Rook as it will lead most likely to an opposite color Bishop draw. I now realize that my King can get to h5 and threaten the h3 pawn and use the 'a' and 'e' pawns as decoys (see analysis.) **51...Kf6** [Komodo 11: 51...Kxg8 52.Bb3+ Kg7 53.Bxa2 Kg6 54.Bd5 Kh5 55.Kf3 Kh4 56.Be6 Bb2 57.Kg2 e4 58.Kf2 Bd4+ 59.Kf1 Kg3 60.Ke2 Bc5 61.Kf1 Kf3 62.Bd5 Bd4 63.Ke1 Ke3 64.Bc4 Bc3+ 65.Kf1 Kd2 66.Kg2 Bd4 67.Kg3 e3 68.Kg4 e2 69.Kh5 e1Q, etc...] **52.Rf8+** (Terance - Of course Kxg8 is a certain win.) **52...Ke7 53.Rf5??** [White falls apart] [53.Ra8] **53...Rg2 [D]**



(Text cont. next col.)

(Cont. from prev. col.) (Terance - Of course Rb2 was much stronger.) [53...Rg2 54.Bb3 a2 55.Bxa2 Rxa2 56.Rxg5 Kd6] **0-1**

**Copy and paste the link below into your browser:**  
<http://view.chessbase.com/cbreader/2017/11/19/Game875002250.html>

**Round: 5**

Submitted by Joe with his comments and selected Fritz/Komodo comments [shown thusly].

**White: Joseph Mucerino (2101)**  
**Black: Michael O'Gara (1700)**  
**Date: 10/13/2017**

[D05: Colle System with ...e6] (Joe - Since I only needed a draw to win the tournament, plus I had to drive through the night to go to a tournament near Erie, it is no surprise that the game was a short draw.)

**1.d4 Nf6 2.Nf3 d5 3.e3 e6 4.Bd3 Nc6 5.c3 Bd6= 6.0-0 e5 [D]**



**7.dxe5 Nxe5 8.Nxe5 Bxe5 9.f4 [D]**



**9...Bd6 10.Nd2** [Better is 10.c4 dxc4 11.Bxc4] **10...Bd7 11.e4= Bc5+ 12.Kh1 Ng4** [12...dxe4!? has some apparent merit 13.Nxe4 Nxe4 14.Bxe4 Bb5] **13.Qe1 [D]** (Next col.)

**Position after 13.Qe1 (From prev. col.)**



1/2-1/2

**Copy and paste the link below into your browser:**  
<http://view.chessbase.com/cbreader/2017/10/31/Game622210125.html>

**This concludes this issue. More games in next issue.**

**Other places to play chess:**

The below are for friendly off hand non-rated games (clocks optional). Bring chess set.

**Monday evenings:**

About 6:00 to 9:00 PM, "Starbucks," 10 North Main Street, and / or

"Nonno's Italian Coffee Parlor," 6 E. State St., Doylestown

**Tuesday mornings :**

9:30 AM to Noon at the Penridge Community Senior Center in Silverdale. Located on route 113 near route 152

**Wednesday evenings :**

7:30 to 10:00 PM, "Christ Reformed Church at Indian Creek" located at 171 Church Road (intersection with Cowpath Road), Telford, PA.

**Weekdays:**

8:00 to 4:00 Daily, Senior Center, 312 Alumni Ave, Harleysville, PA

**Friday Mornings:**

10:00 AM up to 2:00 PM  
 Indian Valley Public Library, 100 E. Church Ave, Telford, PA

**Allentown Center City Chess Club**

**Offer** (from Eric C. Johnson): "For any of our events -- If three or more Lansdale players carpool together -- the designated driver plays for free!"

<http://www.freewebs.com/allentowncentercitychessclub>