

# ~ En Passant ~

## Newsletter of the North Penn Chess Club, Lansdale, PA – Fall 2017, Part 7

E. Olin Mastin, Editor

North Penn Chess Club  
500 West Main Street  
Lansdale, PA 19446

[www.northpennchessclub.org](http://www.northpennchessclub.org)

(215) 699-8418 [donfunk@msn.com](mailto:donfunk@msn.com)

This issue features 2017 Oct., Nov., and Dec. 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

#### October Octagonal Tournament:

##### Round: 1

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

**White: Bill Campion (1516)**

**Black: Terance Hall (1836)**

**Date: 10/20/2017**

[A45: Trompowsky Attack] (Terance - Here is an example where I think computer chess engines lack in human thinking, whereas engines find the best move by adding up different advantages in a position assigning it a score for every move. The highest score is then considered the best move, but in doing so it sometimes doesn't follow basic chess rules, as for the main objective to win. By contrast a human can assess a position following basic chess rules based on the objective to win the game as quickly as possible. In this game, finding the best moves was not necessary. In this case, by applying basic chess rules like "trade down when up materially", was the best way to get to the objective to win the fastest, rather than the best move, which would delay getting to the win. Enjoy 😊)

**1.d4 Nf6 2.Bg5 [D]** (Next col.)

**2...Ne4 3.Bh4 d5** [Komodo 11: 3...g5

4.Bg3 (4.f3 c5 5.fxe4 gxh4 6.Nc3 cxd4

7.Qxd4 Rg8 8.e5 Nc6 9.Qe4 Qa5, etc...)

4...c5 5.e3 Nc6 6.dxc5 Nxc5 7.Nd2 d6 8.c3

Bg7 9.Ngf3 g4 10.Nd4 Bd7, etc...]

**4.f3 Nd6** (Terance - Nf6 and g5 are possible

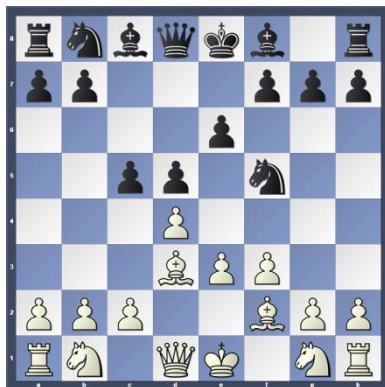
moves here.) **5.e3 Nf5** (Text cont.

next col.)

Position after 2.Bg5 (From prev. col.)



(Cont. from prev.col.) (Terance - Here I have to decide what kind of structure I wanted. I could play g6 with Bg7 and play against White's center; however, I decided to attack White's center directly with Nf5 putting pressure on Bh4, e3, and d4.) **6.Bf2 e6** (Terance - Nc6 was better to prevent e4.) Komodo 11: 6...Nc6 7.Nc3 e6 8.Qd2 a6 9.Bd3 Be7 10.Nge2 0-0 11.0-0 Bg5 12.Rae1 h6 13.a3 b5 14.Ng3 Nxf3, etc...]



**8.c3 Nc6** (Terance - Here the question is, do I keep the tension at c5/d4 and develop or commit to a pawn structure with c4? In most cases, you should choose the developing move and keep your options open, unless you have a clear plan; thus, I played Nc6.) **9.Ne2 Qg5 [D]** (Next col.) (Terance - Simple but effective move attacking g2 and e3. I was trying to make White exchange his d3 bishop to relieve the pressure on him.) **10.Nf4** (Terance - Bxf5 was better because (Text cont. next col.)

Position after 9...Qg5 (From prev. col.)



(Cont. from prev.col.) now Nf4 gives me the initiative.) [10.Bxf5 Qxf5 11.0-0 Qg5=] **10...Bd6=** [Black threatens to win material: Bd6xf4] (Terance - cxd4 wins a pawn but delays development; however, was best in this position.) [Komodo 11: 10...cxd4 11.cxd4 Nfxd4 12.0-0 Nf5 13.Nc3 Bd6 14.Nh3 Qh6 15.Bxf5 exf5 16.Qxd5 0-0, etc...]



(Terance - This surprised me as the Knight is protected twice by e6 and Bc1. By playing Qc2 it allows my next shot.) [Better is 11.h4!? would keep White alive 11...Qh6 12.g4 Nxe3 13.Bxe3 Bxf4 14.g5 Bg3+ 15.Kd2=] **11...Bxf4** (Terance - Slightly better is Nxe3 and cxd4. Anyway I am a pawn and a half up in the position according to Komodo 11.2.) [Komodo 11: 11...Nxe3 12.Bxe3 cxd4 13.Bxd4 Bxf4 14.g3 Be3 15.Bxe3 Qxe3+ 16.Be2 e5 17.Na3 Be6, etc...]

**12.h4?** [Better is 12.exf4 Qxg2 13.Rg1 Qxh2 14.Bxf5 exf5 15.dxc5] **12...Qxg2+** (Terance - Now Black is technically (Text cont. p.2)

(Cont. from p.1) winning so my objective was to trade down material and win.)

**13.Rg1** (Terance - Here Bill thought that he would have play on the g-file and win the g7 pawn.) **13...Nxe3 [D]**

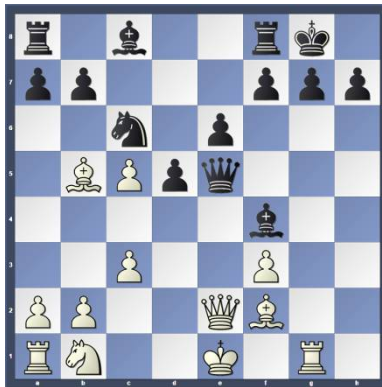


(Terance - I found this to be the strongest move in the position, better than Qxf3. I went by the rule to trade down when materially up.) **14.Qe2 [Komodo 11: If 14.Rxg2 Nxc2+ 15.Bxc2 Bc1 16.Nd2 Bxb2 17.Rb1 Bxc3 18.dxc5 0-0, etc...]** **14...Qh2 15.Bxe3 Qxh4+ [D]**

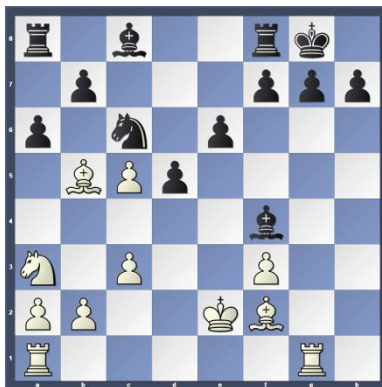


(Terance - Yes, cxd4 was best; however, I wanted to take the h4 pawn off to enable promoting my passed h-pawn. At this point, I am three pawns up.) [15...cxd4!? and Black can already relax 16.Qxh2 Bxh2 17.Rg2-+] **16.Bf2 Qf6 17.dxc5 0-0** (Terance - Slightly better was h5, but I wanted to connect my Rooks. I knew this made my King a target, but I worked out how to defend to be able to push my pawns up. I also knew that I was going to trade some pieces off, as I have the center. White's King is stuck in the center for now. I also have to watch out for the Bishop going to d4. For now I have Nc6, e6 to e5, and Bf4 to Be5 to block the d4 square.) [Komodo 11: 17...h5 18.Be3 h4 19.Bxf4 Qxf4 20.Nd2 Kf8 21.Qg2 g6 22.Qg5 Qxg5 23.Rxg5 h3 24.Kf2 e5 25.Rh1 Kg7, etc...] **18.Bb5 Qe5 [D]** (Next col.) (Terance - Here is an example where I played, not the strongest move, e5 according to the engine. Instead, I went by the chess rule to trade down (Text cont. next col.)

**Position after 18...Qe5** (From prev. col.)

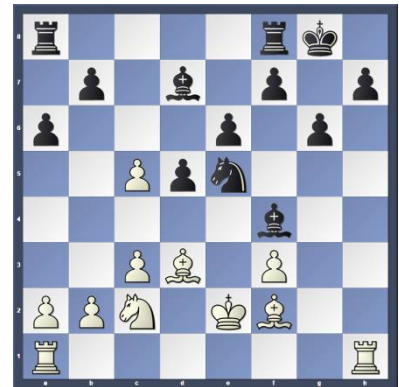


(Cont. from prev. col.) when up materially.) [18...e5!? makes it even easier for Black 19.Bd3 Bf5 20.Bxf5 Qxf5 21.Nd2-+] **19.Na3** (Terance - Best move in the position which allows the Rook on the a-file to come out and the Knight can go to c2.) **19...Qxe2+ 20.Kxe2 a6 [D]**

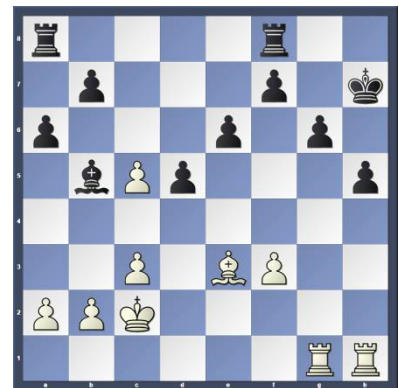


(Terance - Trying to trade off the active Bishop on b5 protecting that square from the a3 Knight. Now with the Queenside secure, I can concentrate on getting the Kingside pawns going.) **21.Bd3** (Terance - Eyeing my h7 pawn.) **21...Bd7** (Terance - Just developing my Bishop and connecting my Rooks.) **22.Rh1** (Terance - A most expected move.) **22...g6** (Terance - This is the move I planned a few moves ago when I castled. The plan was to move the King to g7, and if needed, bring the Rook to h8, then push the h-pawn down.) **23.Nc2** (Terance - Bc2 would have been more stubborn. Now the Knight blocks any retreat of the d3 Bishop.) **23...Ne5 [D]** (Next col.) (Terance - Of course I intend to trade off my Knight for Whites trapped d3 Bishop. The Komodo 11.2 engine best move is e5 but my objective to win as quickly as I can by trading down.) **24.Ne3 [24.Be3 Nxd3 25.Kxd3 Be5-+]** (Text cont. next col.)

**Position after 23...Ne5** (From prev. col.)



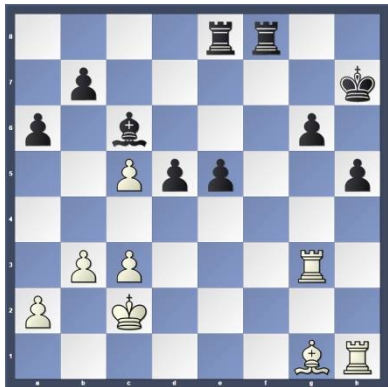
(Cont. from prev. col.) **24...Nxd3 25.Kxd3 Bb5+ 26.Kc2 Bxe3** (Terance - Here I stuck to my plan of trading down, even though I knew I had a much stronger move. I knew it would not be easy with opposite color Bishops; however, I knew it was a win so I traded.) [26...Rad8!? 27.Ng2 Bc7 28.Rh6-+] **27.Bxe3 h5** (Terance - Now I can start rolling my pawns down on the Kingside.) **28.Rag1 Kh7 [D]**



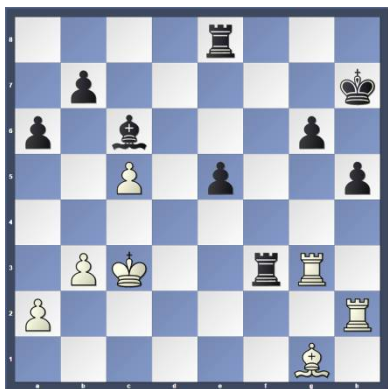
(Terance - I expected White's last move, Rag1. I had this move prepared to avoid any pins where my pawn can be taken.) **29.b3 Bc6** (Terance - Much stronger was e5; however, I played Bc6 to prepare d4, eyeing f3 and the h1 Rook.) [Komodo 11: 29...e5 30.a4 Bc6 31.Rh4 f6 32.Kd2 Rae8 33.Rf1 Rd8 34.Ke2 Rfe8, etc...] **30.Bd4 Rae8 31.f4 f6 32.Rg3** (Terance - This does nothing to prevent e5. White does not have the time to double his rooks on the g-file ((better was Re1.)) [Komodo 11: 32.Re1 Kh6 33.Rh2 e5 34.fxe5 fxe5 35.Bxe5 Rf3 36.Kd2 g5 37.Bd4 Re4, etc...] **32...e5 33.fxe5** (Terance - It is funny, as Fritz gives this move a "?" and prefers f5. Komodo 11.2 engine shows that fxe5 in the long term is the better move.) [Better is 33.f5!? g5 34.Rxh5+ Kg7 35.Rgh3-+] **33...fxe5-+** (Terance - Now I have 3 passed pawns with two connected.) **34.Bg1 [D]** (p.3) (Text cont. p.3)



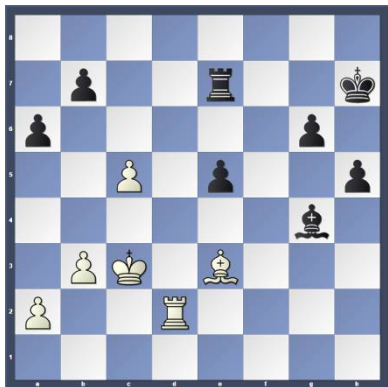
**Position after 34.Bg1** (From p.2)



Cont. from p.2) (Terance - This worked out just as I had planned, as the Bishop blocks the h1 Rook from doubling on the g-file.) **34...d4 35.Rh2 dxc3** (Terance - I was calculating moves like Rf4, Rf3 to trade rooks, but I wanted to trade pawns first.) **36.Kxc3** (Terance - Better was Rxc3.) **36...Rf3+ [D]**

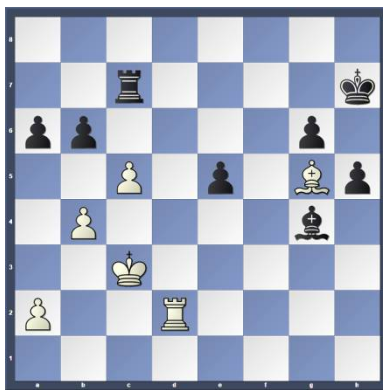


(Terance - Trading down, as I knew that e4 was also a strong move.) **37.Rxf3 Bxf3 38.Rd2** [38.Be3 Rf8+] **38...Re7** (Terance - I knew I should just push h4 or g5; however, I played the Rook to e7 so as not to allow White any checks.) [38...g5!? makes it even easier for Black 39.Be3 Kg6 40.Rf2+] **39.Be3** (Terance - I knew that now I missed my chance, allowing him to have the g5 square to block my pawns with his Bishop.) **39...Bg4?! [D]**

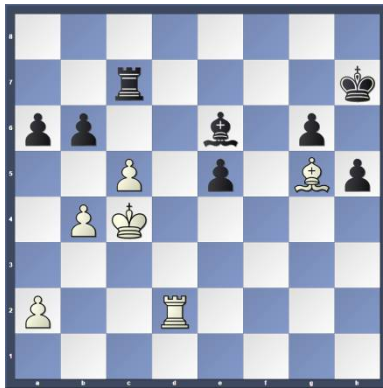


(Terance - Not the best move, nevertheless still winning. Better were Kg7, Bc6, and Rf7. I played Bg4 to cover the (Text cont. next col.)

(Cont. from prev. col.) d7 square, move my rook to f7, or maybe Rd7, to try to trade, if I can win with the opposite color Bishops. I am also looking to push my e-pawn down.) [39...Rf7!? 40.Bg5-+; Komodo 11: 39...Kg7 40.Bg5 Rf7 41.Rd3 Bc6 42.Rg3 Rf1 43.Re3 Rf5 44.Rg3 Kf7 45.Bd8 Rf1, etc...] **40.Bg5** (Terance - The most testing move, the one I expected.) **40...Rc7?** (Terance - Bad move, as I now lose a pawn. Not sure if I am still winning here. My intuition told me to play Rf7 (strongest) but I got greedy going after the c5 pawn.) [40..Rf7 41.Rd5] **41.b4** (Terance - Bill missed the move Rd5. Now I remain two pawns up.) [41.Rd5 e4] **41...b6? [D]**

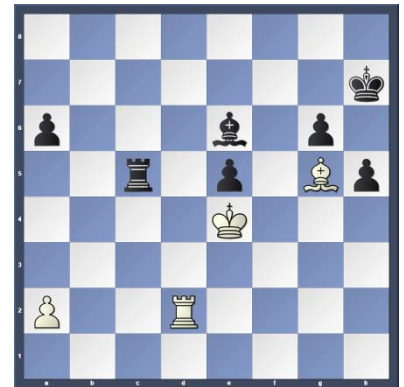


(Terance - I missed the move Rf7, losing almost all my advantage.) [Better is 41...Rf7] **42.Kc4?** (Terance - Bad move, as a4 was the key move.) [Better is 42.a4μ Komodo 11: 42...e4 43.Rd6 bxc5 44.b5 axb5 45.axb5 Rd7 46.Rxd7+ Bxd7 47.Kc4 Kg7 48.b6 Bc8, etc...] **42...Be6+ [D]**

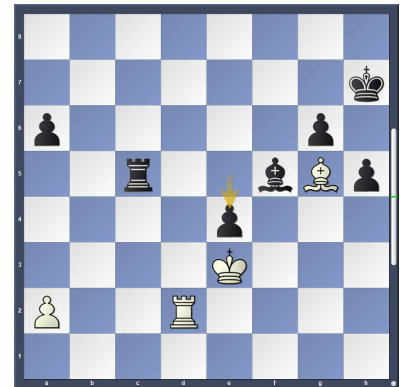


(Terance - Back in the saddle and winning again.) **43.Kd3 bxc5 44.bxc5 Rxc5 45.Ke4 [D]** (Next col.) **45...Bf5+ 46.Ke3 e4 [D]** (Next col.) (Terance - Better was Kg7 or Ra5 but I choose e4 to get the pawn off a dark square.) [46...Kg8!? and Black can already relax 47.Rb2-+] (Text cont. next col.)

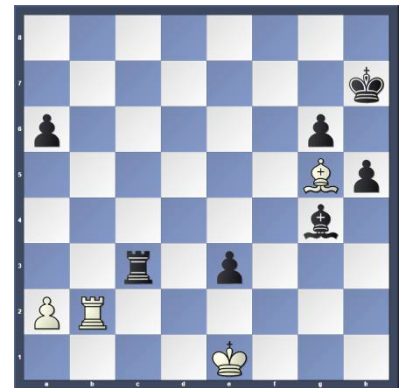
**Position after 45.Ke4** (From prev. col.)



**Position after 46...e4** (From prev. col.)

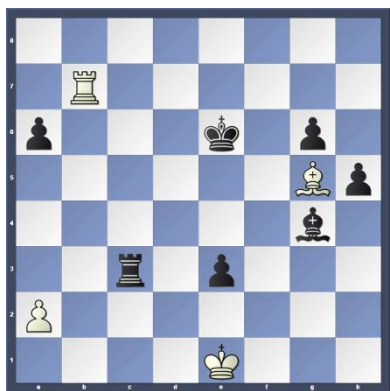


(Cont. from prev. col.) **47.Rb2 Rc3+** (Terance - I could of played Ra3 and be comfortable, but I wanted to drive the King back first.) **48.Ke2?!** (Terance - With this move Black now has a huge advantage.) [48.Kf4 e3-+] **48...Bg4+** [48..Rg3 keeps an even firmer grip 49.Rb7+ Kg8 50.Bf4 Bg4+ 51.Ke1-+] **49.Ke1** [49.Kf2 Ra3-+] **49...e3 [D]**

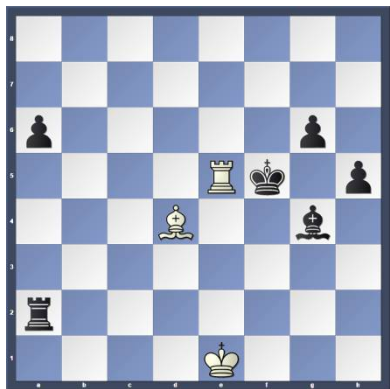


(Terance - I played this to put White in a mating net as if one wrong move, Rc1# Mate!) [Komodo 11: 49...Rc5 50.Be3 Ra5 51.Rb7+ Kg8 52.Rb8+ Kf7 53.Rb4 Bf3 54.a4 g5 55.Kf2 h4 56.Kg1 Kg6, etc...] **50.Rb7+ Kg8 51.Rb8+ Kf7 52.Rb7+ Kf8** [Better is 52...Ke6!? seems even better (p.4) (p.4) (Text cont. p.4)

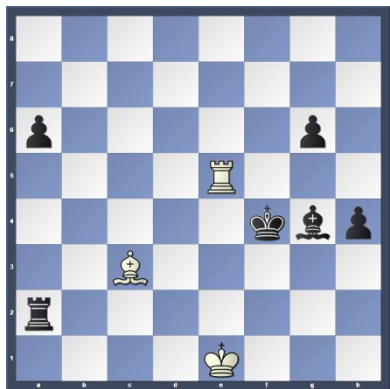
(Cont. from p.3) 53.Re7+ Kf5 54.Bxe3-+]  
**53.Rb8+** (Terance - At this point, Bill offered a draw, as he mentioned based on opposite color Bishops, which I declined because I knew I had a winning position with a plan to win it with Ke6. I was repeating moves to see what White would do.) **53...Kf7** [Twofold repetition]  
**54.Rb7+ Ke6** [D]



**55.Re7+ Kf5** (Terance - The best move! I had to quickly calculate which was better Kf5 or Kd5. I noticed that Kf5 forces Bxe3 as Rxe3?? loses the Bishop to: 56.Rxe3 Rc1+ 57. Kd2 Rd1+ 58.Kc2 Kxg5!)  
**56.Bxe3 Ra3** **57.Bd4** [57.Bb6 does not improve anything 57...h4 58.Bc7 h3 59.Re5+ Kf6-+]  
**57...Rxa2** (Terance - h4 is a little more forcing.) [57...h4 58.Bb2 Rd3-+]  
**58.Re5+** [D]

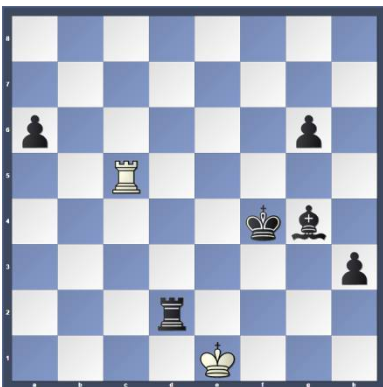


[58.Rf7+ the only chance to get some counterplay 58...Ke4 59.Rf2-+]  
**58...Kf4**  
**59.Bc3** [59.Rc5 does not help much 59...h4 60.Be5+ Ke4-+]  
**59...h4** [D]

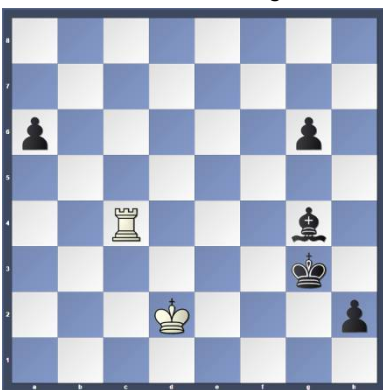


(Text cont. next col.)

(Terance - This wins in all lines according to the table bases.)  
**60.Rc5** [60.Ra5 Re2+ (Komodo 11: 60...Rxa5 61.Bxa5 Kf3 62.Kf1 h3 63.Bc7 Bf5 64.Be5 g5 65.Kg1 g4, etc...)]  
**60...h3** **61.Bd2+** [61.Be5+ Ke4 62.Bd6 Re2+ 63.Kd1 h2 64.Bxh2 Rxh2+, etc...]  
**61...Rxd2!** [D]



(Terance - I only gave this a "!" as it was a nice ending theme that I had for most of this game to trade down to win the quickest way I could.)  
[61...Kg3!? 62.Ba5 Rxa5 63.Rxa5 h2 64.Ra3+ Bf3 65.Kd2 h1Q 66.Kc3 Qe1, etc...]  
**62.Kxd2 h2** (Terance - Back at my 15th move my plan was to Queen this pawn. Success is around the corner!)  
**63.Rc4+ Kg3** [D]



[63...Kg3 64.Rc3+ Bf3 65.Ra3 h1Q 66.Rb3 Qd1+ 67.Kc3 Bd5 68.Rb6 Qe1+ 69.Kd4 Qg1+, etc...]  
**0-1**

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/2017/12/2/Game670952390.html>

## Round: 2

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

**White: Olin Mastin (1510)**

**Black: Bill Champion (1516)**

**Date: 10/27/2017**

[D02: 1 d4 d5 2 Nf3 sidelines, including 2...Nf6 3 g3 and 2...Nf6 3 Bf4]  
**1.d4 Nf6** **2.Nf3 e6** **3.Bf4 c5**  
**4.e3 Nc6** **5.c3 a6** **6.Nbd2 d5**  
**7.Be2** [D]



[7.Bd3 b5 8.Ne5 Nxe5 9.dxe5 Nd7 10.0-0 Bb7 11.e4 c4 12.Bc2 Nc5 13.Qe2 d4 14.cxd4 Qxd4, etc...  
Moreno Trujillo,A (2499)-Ljubojevic,L (2571) Linares 2015 0-1 (61)]  
**7.Bd3 Nh5** **8.Bg5 f6** **7...b6** **8.h3 Bb7**  
**9.0-0 Bd6** **10.Ne5** [D]



[10.Bd3 0-0=] **10...cxd4** **11.exd4 Qc7** **12.Re1 Nxe5?** [D]



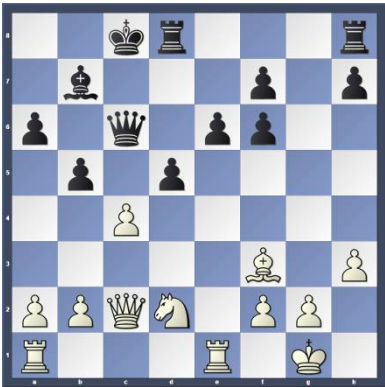
[Better is 12...Nd7!? is an interesting idea 13.Bd3 Ndx5 14.dxe5 Nxe5]  
**13.dxe5± Bxe5?** [Leads to further  
(Text cont. p.5)]



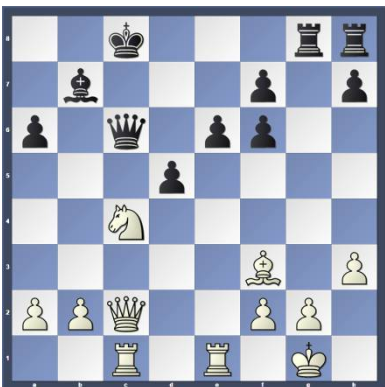
(Cont. from p.4) unpleasantness.]  
 [Better is 13...Bf8±] **14.Bxe5+- Qc6**  
 [14...Qe7 doesn't do any good 15.Qb3+-]  
**15.Bxf6** [15.Nf3!? keeps an even firmer  
 grip 15...Qd7+-] **15...gxf6 16.Bf3**  
**0-0-0 [D]**



[16...Qd7 does not improve anything  
 17.c4 Rc8 18.Qe2+-] **17.Qc2** [17.c4  
 makes it even easier for White 17...Qd6  
 18.cxd5 Bxd5+-] **17...b5 18.c4! [D]**

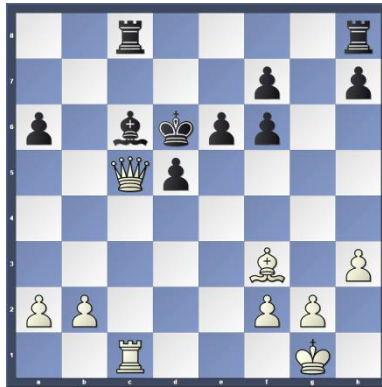


[Deflection: d5] **18...Rdg8** [18...bxc4  
 19.Rac1 Combination; 18...dxc4 19.Bxc6  
 Deflection Pinning] **19.Rac1 bxc4**  
**20.Nxc4! [D]**

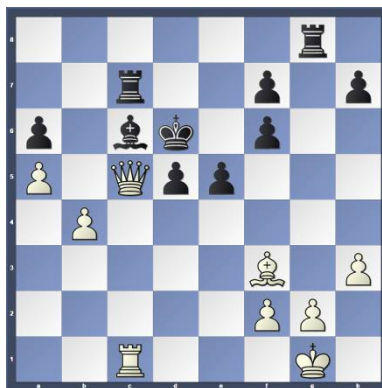


[Decoy: c4] **20...Qxc4** [20...Qxc4 21.Qc3  
 Decoy Double attack (21.Qd3 Discovered  
 attack) ; 20...dxc4 21.Qe4 Decoy  
 Discovered attack Double attack (21.Bxc6  
 Deflection Pinning) ] **21.Qb3 Qc6**  
**22.Rxc6+ Bxc6 23.Qb6 Kd7 24.Qa7+**  
**Kd6 25.Rc1 Rc8 26.Qc5+ [D]** (Next  
 col.) (Text cont. next col.)

**Position after 26.Qc5+** (From prev.  
 col.)



(Cont. from prev. col.) [26.Qxa6!?  
 and White can already relax 26...Kd7  
 27.Be2 Rc7+-] **26...Kd7 27.Qd4**  
 [Better is 27.Qb6 seems even better  
 27...Rc7 28.Be2 a5+-] **27...Ke7 28.a4**  
 [28.Be2 might be the shorter path  
 28...Bd7 29.Qb4+ Ke8 30.Rxc8+ Bxc8+-]  
**28...Rc7 29.a5** [29.Be2 and White can  
 already relax 29...a5 30.Qb6 Kd7+-]  
**29...Rg8 30.b4** [Better is 30.Be2  
 keeps an even firmer grip 30...Ra8  
 31.Qb6 Kd7 32.Rxc6 Rxc6 33.Qb7+ Kd6  
 34.Qxa8 f5 35.Bxa6 Rc2 36.Qd8+ Ke5  
 37.Qh8+ Kd6+-] **30...e5** [30...Rgc8 is  
 still a small chance 31.Qb6 Kd7+-]  
**31.Qb6 Kd6 32.Qc5+ [D]**

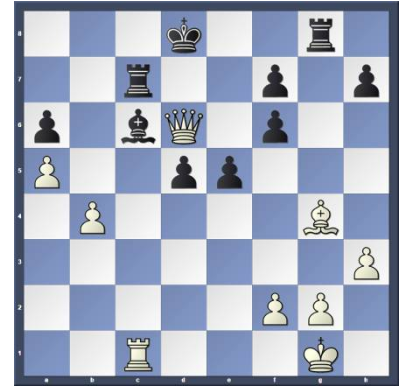


[Better is 32.Bxd5 and White can  
 celebrate victory 32...Rgc8 33.Qc5+ Kd7  
 34.Bxc6+ Ke6 35.Qc4+ Ke7 36.Qxa6  
 Kf8+-] **32...Kd7 33.Bg4+ [D]**



(Text cont. next col.)

(Cont. from prev. col.) [Better is  
 33.Bxd5!? makes it even easier for  
 White 33...Rgc8 34.Bxc6+ Ke6  
 35.Qc4+ Ke7 36.Qxa6 e4+-]  
**33...Kd8 34.Qd6+ [D]**



[34.Qd6+ Ke8 35.Qxc7+-] **1-0**

**Copy and paste the link below  
 into your browser:**  
<http://view.chessbase.com/cbreader/2017/11/3/Game851507828.html>

### **Round: 2**

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

**White: Gary Stevens (1200)**

**Black: Steve Atlee (1121)**

**Date: 10/27/2017**

[D00: 1 d4 d5: Unusual lines] **1.d4**  
**Nf6 2.e3 e6 3.Bd3 d5 4.f4 c5**  
**5.c3 Qb6N** [ 5...Bd6 6.Nf3=] **6.Bc2**  
**Nc6 7.Nf3 Bd6 8.Ne5 0-0 9.0-0=**  
**Nd7 10.Nd2 [D]**

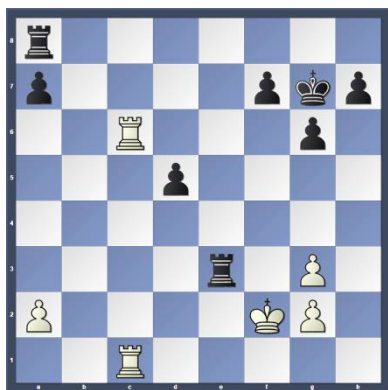


**10...cxd4 11.exd4 Ndx5**  
**12.fxe5 Bxe5 13.Qh5?** [Better is  
 13.Nf3!? would allow White to play  
 on 13...f6 14.Qd3] **13...g6 14.Qh3**  
**Bg7+- 15.Nf3 e5 16.Qg3 exd4**  
**17.Rf2 dxc3** [17...Re8 makes it even  
 easier for Black 18.Bd3+-] **18.bxc3**  
**Bxc3** [18...Re8 keeps an even firmer  
 grip 19.Bd2+-] **19.Rb1 Qc5**  
**20.Bb2 [D]** (p.6) (Text cont. p.6)

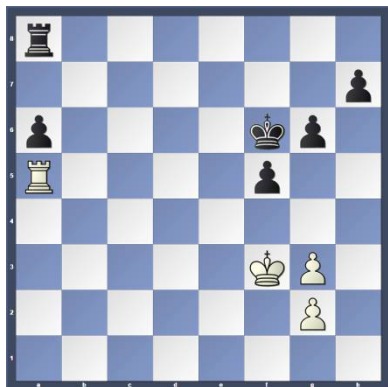
Position after 20.Bb2 (From p.5)



(Cont. from p.5) **20...Bg7** [Better is 20...Bxb2!? and Black can already relax 21.Rxb2 Re8 22.Bd3-+] **21.Bxg7 Kxg7** **22.Ne5 Qd6** **23.Nxc6 Qxg3** **24.hxg3 bxc6** **25.Ba4 Bf5** **26.Rc1 Bd7** [26...a5 might be the shorter path 27.Rc5-+] **27.Rfc2 Rfe8** **28.Bxc6 Bxc6** **29.Rxc6 Re3** [29...Re7 30.Rc7 Rae8 31.Kf1-+] **30.Kf2** [D]

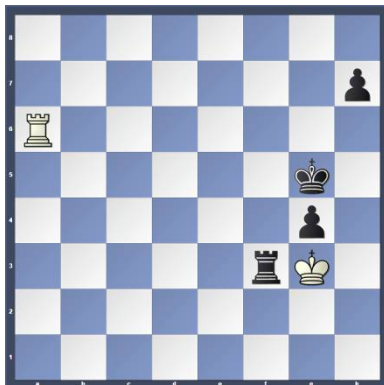


[Better is 30.Rc7!?!] **30...Rae8+** **31.Rc7 Re2** **32.Kg1 Rxa2** [32...R8e3 33.Kh2 Re7 34.a4-+] **33.Rf1 Rf8** **34.Rd7 Ra5** **35.Rd1 a6** **36.R7xd5 Rxd5** **37.Rxd5 Ra8** **38.Ra5 f5** **39.Kf2 Kf6** **40.Kf3** [D]

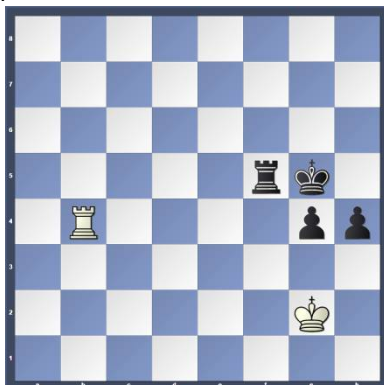


[Better is 40.Ke3-+] **Kg5** [Better is 40...Ke6!?!-+] **41.g4 Ra7** **42.gxf5 gxf5** **43.g4 Rf7** **44.Rxa6??** [Causes further problems for White] [Better is 44.Kg3] **44...fxg4+** **45.Kg3 Rf3+** [D] (Next col.) [45...h5 and Black can already relax 46.Ra5+ Rf5 47.Ra2-+] **46.Kg2 h5** **47.Ra5+ Rf5** **48.Ra4 h4** **49.Rb4** [D] (Next col.) (Text cont. next col.)

Position after 45...Rf3+ (From prev. col.)



Position after 49.Rb4 (From prev. col.)



(Cont. from prev. col.) **49...h3+** **50.Kg3 Rf3+** **51.Kh2 Kh4** **52.Kg1 Kg3** **53.Rb2 Re3** **54.Rf2** [54.Rb1-+] **54...h2+!** [Mate attack] **55.Kf1** [D] [55.Rxh2 Re1# Mate attack] 0-1

Copy and paste the link below into your browser:

<http://view.chessbase.com/cbreader/2017/12/4/Game820114953.html>

### Round: 3

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

**White: Olin Mastin (1512)**

**Black: Terance Hall (1836)**

**Date: 11/3/2017**

[A48:1 d4 Nf6 2 Nf3 g6: Torre, London and Colle Systems] **1.d4 Nf6** **2.Nf3 g6** [D] (Next col.) (Terance - Here I decided to go in for a KID or Gruenfeld position being not sure what White will play.) **3.Bf4** (Terance - Having not been playing for a long time I forgot the variations to these systems. So knowing the opening principles I play what I think are natural moves to develop.) **3...Bg7** **4.e3** **0-0** **5.h3** [D] (Next col.) (Text cont. next col.)

Position after 2...g6 (From prev. col.)



Position after 5.h3 (From prev. col.)



(Cont. from prev. col.) (Terance - With this move White preserves his Bishop, if attacked it can go to h2. The cost of moving to h3 is slightly a time advantage to black. Also looking at White's position, you will notice the lack of the Black Square Bishop covering the Queenside black squares and the hanging b2 pawn. This is the case in these types of structures so the course is to try to take advantage of this in which my next moves I tried to do.) **5...c5** **6.c3 Qb6** (Terance - A forcing move attacking the b-pawn.) **7.Qb3** (Terance - Currently Olin was whipping out his moves confidently. I was less confident as I did not know any of the lines.) **7...Nc6** (Terance - I saw no reason to exchange Queens and open White's a-file to his advantage.) **8.Nbd2 d5** **9.Be2 c4** [D] (p. 7) (Terance - I thought about cxd4 but saw no advantage and Qa5 felt a little slow. I felt that c4 forces the issue with trading or not trading Queens while gaining space and cramping the d2 Knight and e2 Bishop.) **10.Qxb6** (Olin - Not the right move! Susan Polgar says Qa3 should be played here!) [Komodo 11: 10.Qa3 Qd8 11.b3 b5 12.bxc4] (Text cont. p. 7)



**Position after 9...c4 (From p.6)**



(Cont. from p.6) **bxc4 13.Rb1 Bf5 14.Rb7 Ne8 15.0-0 Nd6 16.Rb2 Rc8 17.Ne5 a5 18.Bf3 Nxe5 19.dxe5 Ne4 20.Nxe4 Bxe4 21.Bxe4 dxe4 22.Rb7] 10...axb6 11.0-0 b5 12.Rfe1 [D]**



(Terance - I was surprised at this move as it does nothing to prevent my expansion on the queenside. a3 was a better move to slow Black down as Rfe1 should be preceded by g4 to push e4, but Black has a Knight e4 to stop that for good. Up to this point this line has been played before and Rfe1 is a Novelty from my database.) [Komodo 11: 12.a3 Bf5 13.g4 Be6 14.Rfd1 h6 15.Ne5 h5 16.g5 Ne8 17.Kg2 Nd6 18.Bf3 Rfd8 19.e4 Nxe5 20.dxe5 Ne8 21.Be2] **12...b4** [Attacks the pawn chain (Terance - This is the plan and strongest move. Using my doubled pawn to open up lines and make c3 a target.) **13.Bf1?!** (Terance - This move gives me a small advantage as a3 or a4 would have prevented me attacking c3 right away.) [13.a4 bxa3 14.Rxa3 Rxa3 15.bxa3 Be6=] **13...Bf5** (Terance - Stronger was bxc3 first.) [13...bxc3 14.bxc3 Ra3 15.Nb1] **14.Ne5** [14.g4 Be6] **14...bxc3** (Terance - Key move as now I have a nice advantage and initiative.) **15.bxc3 Ra3 [D]** (Next col.) (Terance - Attacking the c3 pawn at last. Taking on e5 first is also possible.) **16.Nxc6** (Terance - g4 was slightly better. White traded his active Knight for my none active Knight opening the b-file. (Text cont. next col.)

**Position after 15...Ra3 (From prev. col.)**



(Cont. from prev. col.) The purpose of my Bishop on f5 was to control the b1 square so if the b-file opens up, White can't immediately take advantage of it. If 16.Nb1 to hold the c3 pawn, attacking my Rook at the same time, I can take it off with Bxb1.) **16...bxc6 17.g4** (Terance - Best move in the position.) **17...Be4** (Terance - Better was Be6, or Bd7 as now my Bishop gets harassed. I realized that Bc2 to Ba4 does not work because ...Bc2 18.Rfc1 Ba4?? 19.Nc1 traps my Rook.) [17...Bd7 18.Nb1 Ra5 19.a3] Komodo 11: 19...Rfa8 20.Ra2 c5 21.Rb2 Bc6 22.Bg2 Nd7, etc...] **18.f3** (Terance - White correctly does not take the bait by taking on e4 (see analysis). The engines mention that g5 is a noteworthy move here.) [18.g5!? is noteworthy 18...Nh5 19.Nxe4 Nxf4 20.exf4 dxe4 21.Re3]; Komodo 11: If 18.Nxe4? Nxe4 19.Reb1 g5 20.Bh2 Nxc3 21.Rb7 c5 22.Rxe7 cxd4 23.exd4 Bxd4, etc...] **18...Bd3 [D]**



(Terance - Here I felt that going to Bc2 would help White by a move because of Rfc1 protecting the c3 pawn and I must go back to d3 with Bd3. Whereas going to d3 now with the Bishop and then if he (White) takes or not White has to spend a move to protect c3. (Text cont. next col.)

(Cont. from prev. col.) Small but important tempo for Black.) **19.Nb1?!** (Terance - This loses the c3 pawn, best was to trade on d3. I understand that White was hoping for chances on the b file but it gives Black a strong passed pawn on the c-file.) [19.Bxd3 cxd3 20.Nb1 Ra4] Komodo 11: 21.Rd1 Nd7 22.Bg3 (22.Rxd3 e5 23.Bg3 f5 24.gxf5 gxf5 25.f4 e4 26.Rd1 Rfa8, etc...) 22...Nb6 23.Rxd3 Nc4 24.Kf2 f5 25.gxf5 gxf5 26.Rd1 Bh6 27.Re1 Kf7, etc...] **19...Bxb1 [D]**

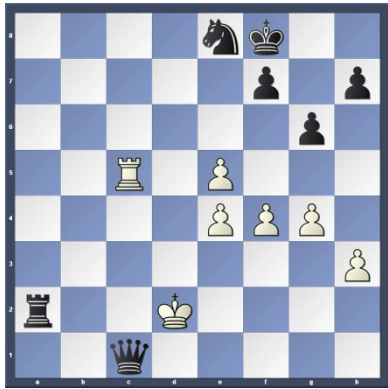


**20.Rexb1 Rxc3** [White has the pair of bishops] **21.Rb7 Ra3 22.Rxe7 Rfa8 23.Rc7 R3a6 24.a4 Ne8 25.Rb7 c5 26.Be5? Bxe5** [Better is 26...cxd4!? 27.exd4 Bxe5 28.dxe5 Rxa4-+] **27.dxe5 Rxa4 28.Rxa4** [28.Rd1!? c3 29.Rxd5] **28...Rxa4 29.Rb8? Kf8** [29...c3 and Black can already relax 30.Rb3 c2 31.Rc3-+] **30.Rc8? [D]**

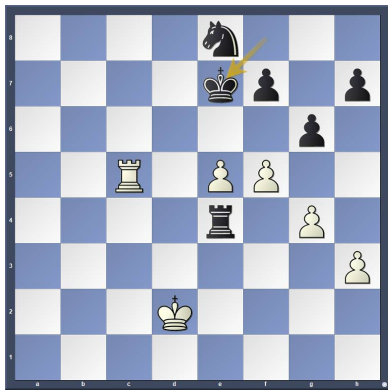


[Better is 30.Rd8 Ra2 31.Rxd5-+] **30...Ra5 31.e4 c3 32.Bd3 d4 33.f4 Ra1+ 34.Kf2 c2** [Better is 34...Rd1 and Black wins 35.Be2 c2 36.Rxc5 c1Q 37.Rxc1 Rxc1-+] **35.Bxc2 Ra2 36.Rxc5 d3 37.Ke1 dxc2 38.Kd2 c1Q+! [D]** (p.8) (Text cont. p.8)

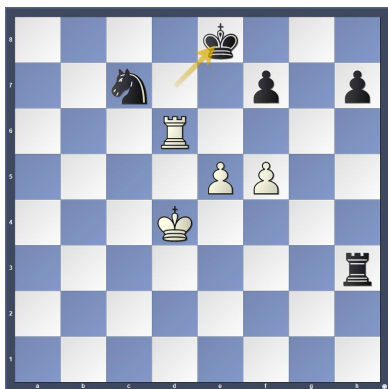
Position after 38...c1Q+! (From p.6)



(Cont. from p.7) [The end, the rest is history.] 39.Kxc1 Ra4 40.f5 Rxe4 41.Kd2 Ke7 [D]

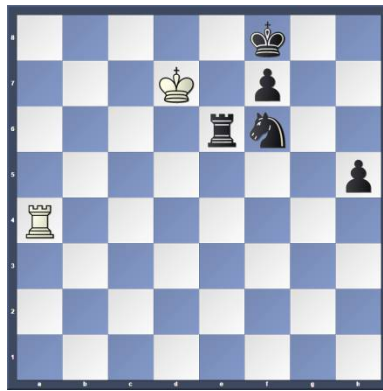


[41...gxf5 keeps an even firmer grip 42.Kd3 Rf4 43.Ke3-+] 42.Kd3 gxf5 43.gxf5 Rh4 44.Rc6 Rxh3+ 45.Kd4 Kd7 46.Ra6 Nc7 47.Rd6+ Ke8 [D]



[47...Ke7 seems even better 48.Rc6 Rh4+ 49.Kc5-+] 48.Kc5 Kf8 [Better is 48...Rc3+ might be the shorter path 49.Kb6-+] 49.f6 h5 [Better is 49...Ne6+ secures the win 50.Kc6 Rc3+ 51.Kb6-+] 50.Rd8+ Ne8 51.Kc6 [51.Kd4 otherwise it's curtains at once 51...h4 52.Ke4-+] 51...Re3 [Better is 51...Rc3+ keeps an even firmer grip 52.Kb5 Re3-+] 52.Ra8 Rxe5 53.Ra4 Re6+ 54.Kd7 Nxf6+ [D] (Next col.)

Position after 54...Nxf6+ (From prev. col.)



[54...Nxf6+ 55.Kd8 Re4-+] 0-1

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Use blank space for notes.

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 Pennridge 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>