

~ En Passant ~

Newsletter of the North Penn Chess Club, Lansdale, PA – Spring 2018, Part 3

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This issue features games played in March thru April mostly by NPCC players.

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 2018

March Octagonal Tournament:

Round: 1

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

White: Alex MacFarlane (1849)

Black: Olin Mastin (1506)

Date: 3/9/2018

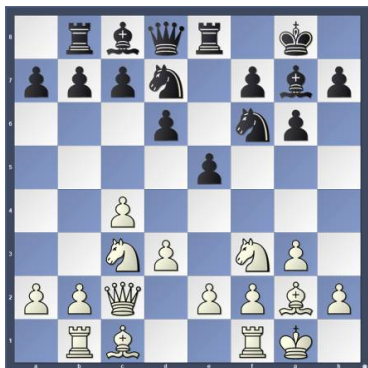
[A24: English Opening vs. King's Indian:

Lines without ...Nc6] 1.Nf3 Nf6 2.c4 g6

3.Nc3 Bg7 4.g3 d6 5.Bg2 Nbd7 6.0-0

0-0 7.Rb1 e5 8.d3 Re8 9.Qc2 Rb8

[D]



10.b4 Nf8 11.a4 Bd7 12.Be3 b6

13.h3 Ne6 14.Rfc1 c6 15.Re1 Qc7

16.Qd2 Red8 [D]



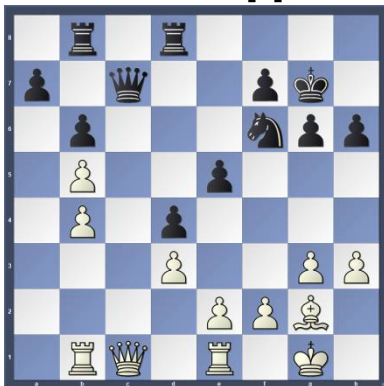
cont. next col.)

(Text

(Cont. from prev.col.) [16...d5= 17.cxd5 Nxd5 18.Nxd5 cxd5] 17.Bh6 Be8 18.Bxg7 Kxg7 19.Ng5 Nxg5 20.Qxg5 h6 21.Qe3 d5 22.cxd5 cxd5 [D]



[Aiming for ...d4.] 23.Nb5 Bxb5 24.axb5 d4 25.Qc1 [D]



25...Qc3 [25...Qxc1 looks sharper.

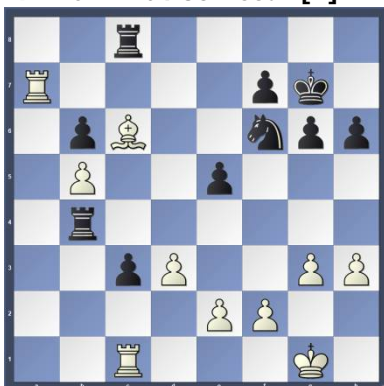
26.Rbxc1 Nd5 27.Ra1 Rb7 28.Ra3

Rc7] 26.Qxc3 dxc3 27.Rec1 Rbc8

28.Ra1 [28.Bc6 deserves considera-

tion.] 28...Rd4 [28...Nd5=]

29.Rxa7 Rxb4 30.Bc6!± [D]



30...Rb2 31.Ra3 [31.Rxc3± e3 is the strong threat. 31...Rxe2 32.Rca3]

31...c2 32.Kf1 [Better is 32.Rc3=]

32...Rb1 33.Ra1 [D] (Next col.)

(Text cont. next col.)

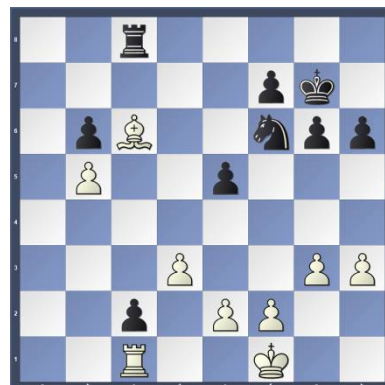
Position after 33.Ra1 (From prev. col.)



(Cont. from prev.col.)

33...Rxc1+? [33...Rxa1! keeps the upper hand. 34.Rxa1] [34...Nd5!]

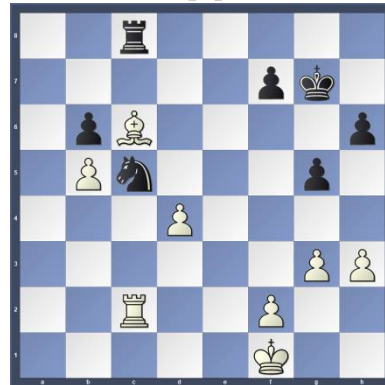
34.Rxc1 [D]



[Endgame KRB-KRN] 34...g5

35.Rxc2 Nd7 36.e3 Nc5 37.d4

exd4 38.exd4 [D]



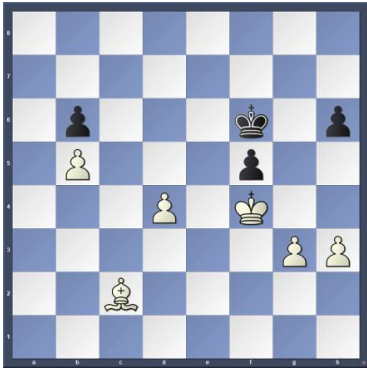
38...Ne4?? [38...Nb3±] 39.Bxe4+- [White is clearly winning.] 39...Rxc2

40.Bxc2 Kf6 41.Bb3 Ke7 42.Ke2

f6 43.Ke3 f5 44.f4 [Threatens to win with fxg5.] 44...gxf4+ 45.Kxf4

Kf6 46.Bc2 [D] (p.2) (Text cont. p.2)

Position after 46.Bc2 (From p.1)



(Cont. from p.1) [Precision: White = 35%, Black = 33%.] **1-0**

Copy and paste the link below into your browser:

<http://view.chessbase.com/cbreader/2018/3/10/Game175511078.html>

Round: 2

Submitted by Terance with his, Alex's comments (as edited), and selected Fritz/Stockfish comments [shown thusly].

White: Terance Hall (1863)

Black: Alexander MacFarlane (1849)

Date: 3/16/2018

[D20: Queen's Gambit Accepted: 3.e3 and 3.e4] **1.d4 d5 2.c4 dxc4 3.e3** (Terance - I just recently played Alex and that was a QGA but this time I stayed in book and did not repeat Bf4 which lead to a draw. I was thinking of playing Nf3 to avoid e5 but I don't mind playing with an isolated pawn.) **3...e5 4.Bxc4 exd4 5.exd4 Nf6 6.Nf3 [D]**



(Terance - Qb3 is a main move also.) [Stockfish 9*: 6.Qb3 Qe7+ 7.Ne2 Qb4+, etc...]

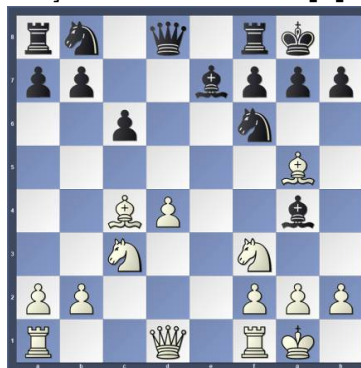
***(Please copy and paste the HTML link at the end of this article into your browser to read the complete Stockfish comments.)**

6...Bd6 (Alex - I considered Bg4 here but decided to be safe and prepare for castling.)

7.Nc3 (Terance - The Stockfish 9 engine prefers Qe2+ but I wanted to keep the Queens on rather than trading them.)

7...c6 (Alex - c6 This move (Text cont. next col.)

(Cont. from prev. col.) prevents the c3 knight from moving forward, allows Qc7, and helps control the d5 square, which is a thematic idea when playing against the isolated pawn.) (Terance - I was curious about this move as it does not stop me from playing d5 and now it gives White a little advantage.) **8.0-0 0-0 9.Bg5** (Terance - Slightly better was Re1.) **9...Bg4** (Alex - Bg4 I think an immediate h6 is more in line with theory but wanted to get the light squared bishop out before playing Nbd7. In retrospect I think h6 would have been a better move because it prevents Whites light squared bishop from opening the h file with a sacrifice on h7, and there are ideas here where Black removes the f3 knight as a defender of d4 by playing g7-g5-g4.) **10.Ne4** (Terance - Here I was thinking about Re1 or h3 but was compelled to play Ne4 as Black is behind in development. I thought I could gain some initiative with this line. My judgment was correct according to the chess engines.) [Stockfish 9*: 10.h3 Bxf3 11.Qxf3 Nbd7, etc...] **10...Be7 11.Nc3?! [D]**

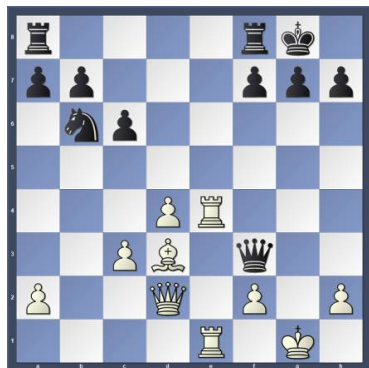


(Terance - Here I used a lot of time as I was embarrassed to admit my last move was not what I wanted in the game, so at a loss of a tempo I moved my Knight back. In hindsight I should have kept with my plan to trade on f6 and f3 and let black have the d4 pawn. According to the engines this would be good for White. I also soon realized that I had to live with doubled pawns with an open King or drop the d pawn and Black can trade off pieces so I was not happy.) [11.Bxf6 Bxf6 12.h3 Bxf3 13.Qxf3 Nd7] [Stockfish*: 13...Qxd4?! 14.Rad1 Qxc4, etc...]

(Good example how to win with Q vs. R with passed pawns.) **11...Bxf3 12.gxf3** (Terance - I didn't realize that taking back with (Text cont. next col.)

(Cont. from prev.col.) the Queen was best and White has full compensation for the d4 pawn or gains it back (see analysis). [Stockfish 9*: 14...Nbd7 15.Bxf6 Nxf6, etc...] **12...Nbd7 13.Qd2** (Terance - Here I went into a long think of what to do with my g5 Bishop? Do I play h4, f4, Bf4, or bring it back to Be3 either way it gets exchanged or harassed with a Knight in a passive position. I also had to calculate what to do if black plays Nb6. I came up with Qd2 which gives Black a nice advantage as the engines prefer Bf4 and Bh4. I played Qd2 to connect the Rooks and be able to play Rae1.) **13...Nb6** (Terance - Best move and nice advantage as now Black can plant a Knight on d5 for a permanent advantage.) **14.Bd3** (Terance - I had two choices here for me (I ruled b3 out) Bb3 or Bd3? I thought that Bb3 was good but passive, so I went for Bd3 as more active and put pressure on the h7 pawn. So, I spent some time here calculating the position to see where I can move my king and put a Rook on g1 for an attack.) **14...Nfd5** (Terance - Black now has a big advantage as he forces an exchange.) **15.Bxe7 Qxe7 16.Rae1** (Terance - I exchanged and played this move to get a tempo and get an active position with my Rooks if possible. So I was keeping with my plan.) **16...Qf6** (Terance - A key move as now White has to solve how to handle the attack on f3 watch d4, stopping Nf4! and protect his open King. I was calculating Qh4 then Qh3 and just realized Qf6, then Alex played it. It was the best move and I spent most of my time on my next move as this was the most critical move in the game.) **17.Re4** (Terance - I found the best move in the position as trying to save the pawn would most likely lose for me. Now I realize that if Black takes my f3 pawn I get tempo to bring my other Rook (doubling) in and prevent his Rook from coming to e8. I also can harass Blacks Queen and my Bishop is still eyeing h7. I was trying to figure out how I can get my rook to h4.) **17...Nxc3?! (Alex - I did this because for some reason I didn't like the position after 17... Qxf3 18. Be2. the idea was to prevent this by removing the knight as a defender of the e4 rook and get my b6 knight to a better square. I figured if the knight was then chased off d5 by c4 it would still help control d5 along with one of my rooks on the d-file.)** (Terance - Best to take the f3 pawn with a huge advantage, as (Text cont. p.3)

(Cont. from p.2) now Black allows me a resource on c3 that can go to c4 and kick the d5 Knight out later. I understand Alex's thinking that White has one less defender and he can bring his passive knight on b6 into the attack but this loses half of his advantage.] **18.bxc3 Qxf3**
19.Rfe1 [D]



(Terance - According to the engines best was Qe3 but I did not want to fight for a draw with 3 pawn islands. I played Rfe1 so that Black can't put a Rook on e8 and so I felt that I have the initiative now.)

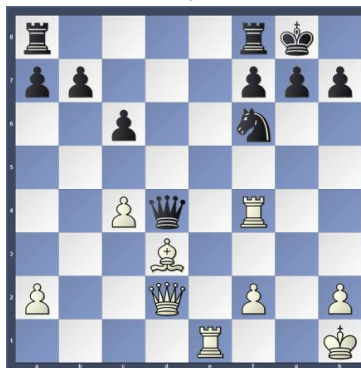
[19.Re3 Qh5; Stockfish 9*: 19.Qe3 Qxe3 20.fxe3 Rfe8, etc...]

19...Nd5 20.c4? (Terance - Whoops the engines didn't like this move as Black can counter with f5 which I didn't see. I liked the move as it puts Black's Knight away from my King and I can put a Rook on e3 to hit Black's Queen.) **20...Nf6?!=** (Terance - Black misses his chance with f5! with good chances. I felt here that there might be a draw with Rook h4 and so I sent some time trying to work it out but settled on a different move. I remember this moment as I sighed, and Alex looked up at me.)

[20...f5! 21.cxd5 fxe4 22.Bxe4 Qg4+ 23.Kh1-+] **21.Rf4?** (Terance - Despite giving Black back his pawn advantage I liked this move as it gives me some chance to get my Rooks into play to attack Black's King.) [Better is 21.Rh4!? should be investigated more closely 21...Rfe8] [Stockfish*: 21...Rae8 22.Re5 h6 23.Rf5 Re1+, etc...]

21...Qh5 (Terance - Yes this is slightly better than Qh3.) **22.Rf5!?** (Terance - I was going to play Re5, but I did not like Qh6 pinning my rook to my Queen and I wanted a Rook on g1. Therefore, I wanted to force Black to check my King to h1. That would give me the time to play Rg1 without Black getting his Rooks into the game by the e8 square. Rf5 was not a good move as the engine should give it a "?" mark as it drops another pawn as we shall see.) [22.Re5!? Qh6 23.Qe3] (Text cont. next col.)

(Cont. from prev. col.) **22...Qg4++ + 23.Kh1 Qxd4** (Alex - Qxd4 This felt greedy but I didn't see anything better and thought I could hold on for a win with the 2 pawn advantage.) (Terance - Honestly I totally missed this move, but I was not disheartened as I am still protecting the light squares. I do have to be careful of a pin on my bishop. Alex later thought that it would be better to not take the pawn which I agree as it allowed me play.) **24.Rf4! [D]**



(Terance - I gave this a "!" as it posed problems. Now Black has to be careful and only has one move as White has the discover move Bxh7!)

24...Qd8 (Terance - Alex finds the only move as Black can't play Qd7 or Qc5 as both run into Rxf6! ((see analysis)).) [Stockfish 9*: 24...Qd7 25.Rxf6 g6, etc...; Stockfish 9*: 24...Qc5 25.Rxf6 Rad8, etc...]

25.Rg1 (Terance - Taking advantage of Black's Rooks not being in play. Engines like Rd4 and Rf3 here with Black having a huge advantage.) [Better is 25.Rd4 Qc7 26.Qg5-+]

25...Re8?=- [There were better ways to keep up the pressure] (Terance - With this move all of Black's advantage disappears. g6 was the best move which I was expecting.) [25...g6 26.Qc3 Nh5 27.Rf3-+] **26.Rh4??** (Terance - A blunder in time pressure but visibly threatening.) [Better is 26.Qc3 Re6 27.Bf5=] [Stockfish 9*: 27...Rd6 28.Bxh7+ Kxh7, etc...]

26...Re4?? [D] (Next col.) [Throws away a nice position] (Terance - This natural looking move loses the game. I saw this as a possibility and calculated that Qh6 was the key move. Alex thought a little bit on this move. Other than g6! moves like Re6 and Kh8 are playable also. Of course, I only had a little over a minute to make 14 moves to the time control so I had to (Text cont. next col.)

Position after 26...Re4?? (From prev.col.)



(Cont. from prev. col.) select practical moves to play and think on his time.) [Better is 26...g6 finishes off the opponent 27.Rg3 Re5-+]

27.Qh6!+- (Terance - The winning move I have been preparing to make. This move Alex missed along with Qg5 which wins also. Here White is threatening mate in one and attacking the Rook.) **27...g6** (Alex - Qh6!+ this move won the game and Terance found it with 2 minutes on his clock to make 14 moves.)

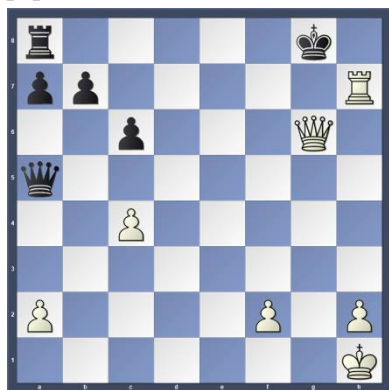
(Terance - Here Alex went into deep thought which allowed me time to figure out all my responses to his moves. I figured that he would play either Rg4, Ng4, or g6 which he played. Here Alex is down to about 5 minutes on his clock for 12 moves.)

28.Bxe4 Qa5 (Terance - This move surprised me as I thought I missed something then I realize that he wanted to take some pawns for counter play. I used a little time, was under a minute to make 11 moves, and realized his Queen could not defend his King and that the Bishop sacrifice on g6 should win. I had no time to calculate this again in this position so I went for it.) [28...Qe7-+] **29.Bxg6!** [Mate attack] **29...fxg6** [29...fxg6 30.Rxg6+ Mate attack; 29...hxg6 30.Qh8# Mate attack Deflection] **30.Rxg6+! [D]**



(Text cont. p.4)

(Cont. from p.3) (Terance - I glanced at my clock and I believe it was around 31 seconds that I had left to make 10 moves.) **30...hxc6** [30...hxc6 31.Qxc6+ Mate attack] **31.Qxc6+** (Terance - The rest of the moves I made on the 5-second time increment.) **31...Kf8 32.Qxf6+ Ke8 33.Qe6+ Kd8 34.Qd6+ Ke8 35.Rh8+ Kf7 36.Rh7+ Kg8 37.Qg6+ [D]**



[37.Qg6+ Kf8 38.Qf7#] **1-0**

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<http://view.chessbase.com/cbreader/2018/3/19/Game965386750.html>

Round: 3

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

*To see the complete Stockfish comments, copy and paste the HTML link at the end of this article into your browser.

White: Dennis Baluk (1993)

Black: Terance Hall (1863)

Date: 3/23/2018

[A28: English Opening: Four Knights Variation] **1.c4 e5 2.Nc3 Nf6 3.Nf3 Nc6 4.e3 [D]**



(Terance - Here Dennis normally plays d4 but decides to play a different variation as he knew that I was booked up on the d4 variation.) **4...Bb4 5.Qc2 h6** (Terance - I played this as I was planning to play e4.) **6.Nd5 Bc5 7.Qf5 [D]** (Next col.) (Text cont. next col.)

(Position after 7.Qf5 (From prev. col.)



(Cont. from prev. col.) **7...d6 8.Nxf6+ Qxf6** (Terance - Here I had to make a decision to take with the pawn or Queen? I felt taking with the pawn gives me a tempo on the Queen but I choose Qxf6 to go into a middle game and endgame quicker with a nice pawn center.) [Stockfish 9*- 8...gxf6 9.Qc2 Be6, etc...] **9.Qxf6 gxf6 10.a3 10...a5 [D]**



11.d3 Rg8 (Terance - Here I was thinking of the moves Rg8, Be6, and a4. a4 would allow me to play Na5 then Nb3 but White could play around the b3 Knight and I felt that the Knight was fine controlling central squares. Be6 is a developing move and will need to be played. I played Rg8 to put the rook on a open file and to put pressure on the g2 pawn for White to weaken his light squares and prevent Be2.) [Stockfish 9*- 11...Be6 12.Be2 0-0-0, etc...]

12.g3 [Stockfish 9*- 12.Bd2!? a4, etc...] **12...Bf5** (Terance - Slightly better was Bg4 Which I saw but I wanted to keep pressure on d3 to tie down the f1 Bishop to it.) [Stockfish 9*- 12...Bg4 13.Be2, etc...] **13.b3** (Terance - slightly better was Bd2 a developing move. I like Dennis's move b3 as it stops a4 and now the Bishop can go to b2 to put pressure on the center.) [Stockfish 9*- 13.Be2 a4 14.Bd2 Na5, etc...] **13...h5 [D]** (Next col.) (Text cont. next col.)

(Position after 13...h5 (From prev. col.)



(Cont. from prev. col.) (Terance - Better was Be6, but I planned long term to get rid of this pawn weakness to play h4 to crack open Whites pawn structure.) [Stockfish 9*- 13...Be6 14.Be2 0-0-0, etc...] **14.Bb2 Bb6** (Terance - Best move according to Stockfish 9. I played this instantly knowing these positions as d4 is usually played some time in the future. By Playing Bb6 if White plays d4 I now have the option to play e4 instead of exd4 or Bb6 if needed.) **15.h3** (Terance - Dennis played this to cover g4 so he can prepare Be2. Nh4 was the recommended move by the engine.) [Stockfish 9*- 15.Nh4 Be6 16.Be2 Rh8, etc...] **15...Ke7?! [D]**



[Black loses the right to castle] (Terance - Better was 0-0-0 to connect my rooks but I was afraid of an attack on my king on the queenside. Now White has the advantage.) [Stockfish 9*- 15...0-0-0 16.Be2 Bh7, etc...] **16.Be2 Rh8?!** (Terance - Protecting the h pawn and planning to push it to h4.) [Stockfish 9*- 16...Nd8!? 17.Nh4 Bg6, etc...] **17.Rc1 Rac8** [Stockfish 9*- 17...Nd8 18.Nh4 Bg6, etc...] **18.Nh4 [D]** (p.5) **18...Bd7 19.Bf3 Rcg8? [D]** (p.5) (Terance - engines did not like this move and preferred Rb8 to protect the b7 pawn.) (Text cont. p.5)

(Position after 18.Nh4) (From p.4)



(Position after 19...Rcg8?) (From p.4)



(Cont. from p.4) [Stockfish 9* - 19...Rb8 20.Bg2 Kf8, etc...] **20.Be4 Rg5?! 21.Nf3 Rgg8** (Terance - With this move we both thought about repeating our moves for a draw.) **22.Nd2?!** (Terance - This moves losses Whites advantage so better was Ke2.) [22.Ke2!?? is worth looking at] **22...f5= [D]**



23.Bf3 Rh6 (Terance - Here I should of played h4 with a nice advantage, I realize this after I played Rh6 which is the second best move in this position. I played Rh6 to get out of the pin of the b2 Bishop.) [23...h4!? 24.Nf1] **24.Nb1 Nd8** (Terance - Again h4 was the move but I did not want Whites Knight to get to d5 or b5 and I wanted to blockade Whites f3 Bishop with c6.) [24...h4 25.gxh4 Rxh4 26.Nc3=] **25.Nc3 c6= [D]** (Next col.) (Text cont. next col.)

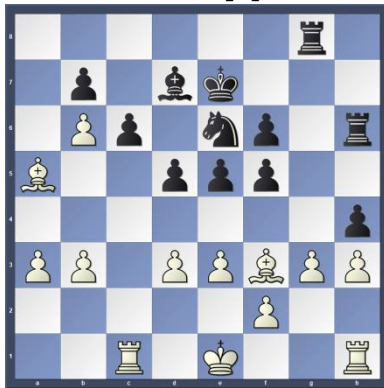
(Position after 25.Nc3 c6=) (From prev. col.)



(Cont. from prev. col.) **26.Na4** (Terance - h4 was the better choice.) [26.h4 f4 27.exf4 exf4] **26...Bc7** (Terance - I played this instead of Ba7 anticipating c5 and I can play d5 and the Bishop protects the e5 pawn.) **27.c5 d5** (Terance - Best move according to the Stockfish 9 chess engine.) [27...h4!? 28.cxd6+ Kxd6 29.gxh4 Rxh4] **28.Nb6= [D]**



28...Bxb6= (Terance - Every other move was better than taking the Knight. Best was Be6.) [Stockfish 9* - 28...Be6 29.Bc3 h4, etc...] **29.cxb6 f6 30.Bc3 Ne6 31.Bxa5 h4= [D]**



32.gxh4 Rxh4= (Terance - Despite being a pawn down Stockfish 9 gives Black s very slight advantage.) **33.Bb4+ Kf7** [Black prepares the advance f4] **34.Bd2 Ra8?! [D]** (Next col.) (Terance - Wasted move in time pressure, best was f4.) (Text cont. next col.)

(Position after 34...Ra8?!) (From prev. col.)



(Cont. from prev. col.) [34...f4 35.a4] **35.a4= Ra8 36.Bg2 Rg8 37.Kf1 f4 [D]**



[This push gains space] **38.a5 fxe3?!** (Terance - Best was f5.) [Better is - 38...Ke7=] [Stockfish 9* - 38...f5 39.Rh2 e4 40.dxe4 fxe4, etc...] **39.Bxe3?? [D]**



[Letting the wind out of his own sails] (Terance - Time pressure move.) [39.fxe3 d4 40.Rc4 Rh5] **39...d4?? [D]**



(Text cont. p.6)

(Cont. from p.5) [Allows the opponent back into the game] (Terance - Time pressure move. I was thinking about Rb4 but did not have the time to work out all the moves.) [Better is - 39...Rb4] [Stockfish 9 64 BMI2: 40.h4 Rxb3 41.h5 Ra3, etc...]

40.Bd2 Ra8? [40...Nd8!?? is interesting] **41.b4 Nd8?** [D]



(Terance - From this point on I was lost, so I just played on.) [41...Nf4 42.Bxf4 Rxf4+]

42.Ke2 Rc8? **43.Bf3** [43.b5 keeps an even firmer grip 43...c5 44.a6 e4+]

43...Rxb3 44.Rxb3 Bxb3 [D]



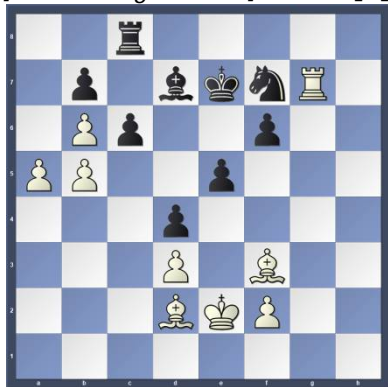
45.Rh1 Bf5 46.Rg1 [Better is - 46.b5 cxb5 47.Rh8+]

46...Be6? [Better is - 46...Rb8+]

47.Bh5+ Ke7 48.Rg7+ Nf7? **49.Bf3** [49.a6 seems even better 49...bxa6 50.b5 cxb5 51.Bb4+ Kd7 52.Bxf7 Bxf7 53.Rxf7+ Ke6+]

49...Bd7?? [Terrible, but the game is lost in any case] [49...f5 50.Bg5+ Kd6+]

50.b5! [D]



[Deflection: c6] **50...Rb8** [50...cxb5 51.Bb4+ Double attack (51.Bxb7 Deflection Pinning)]

51.Bb4+ Ke6 52.Bg4+ f5 53.Rg6+ (Text cont. next col.)

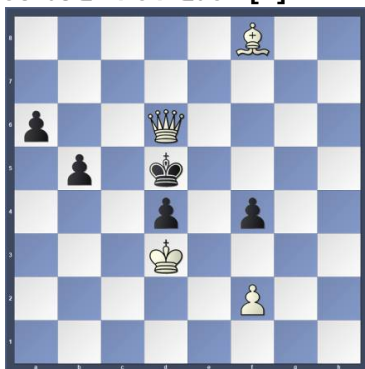
(Cont. from prev. col.) [Better is - 53.Bxf5+ and White takes home the point 53...Kf6 54.Bxd7 cxb5+]

53...Kd5 54.Bh5 [Better is - 54.bxc6 and White can already relax 54...bxc6 55.Bh5+]

54...cxb5?? [Another step towards the grave] [Better is - 54...c5 55.Rg8 Nd8±]

55.Rg7 Be6 56.Bxf7 Bxf7 57.Rxf7 Ke6 58.Rf8 Rxf8 59.Bxf8 e4 60.a6! exd3+ [60...bxa6 61.b7 Promotion Passed pawn]

61.Kxd3 bxa6 62.b7 Kd5 63.b8Q f4 64.Qd6# [D]



1-0

Copy and paste the link below into your browser:

<http://view.chessbase.com/cbreader/2018/3/26/Game538584015.html>

Games from the NPCC 2018

April Quads Tournament:

Round: 1

White: Dennis Baluk (1976)

Black: Terance Hall (1871)

Date: 4/6/2018

Submitted by Terance with his comments and selected Fritz/Stockfish* comments [shown thusly]

*** (Please copy and paste the HTML link at the end of this article into your browser to read the complete Stockfish comments.)**

[A28: English Opening: Four Knights Variation] **1.c4 e5 2.Nc3 Nf6 3.Nf3 Nc6** [D]



(Text cont. next col.)

(Cont. from prev. col.) (Terance - Here we go again for a third time in a row me and Dennis play the English Four Knight's Variation in normal time control. I won the first game and Dennis won the second game, so I was ready for this game.)

4.e3 (Terance - Here Dennis sticks to the last game variation with e3 instead of the d4 variation in which we played in the first game

<http://view.chessbase.com/cbreader/2018/2/4/Game63688218.html>.)

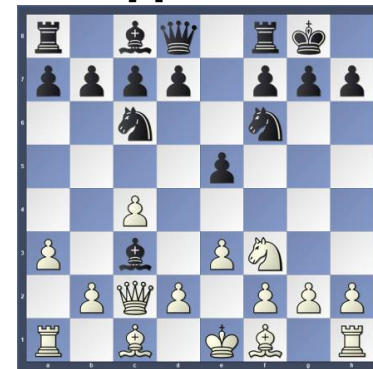
4...Bb4 5.Qc2 0-0 (Terance - Here I deviated from our last game in which I played h6

<http://view.chessbase.com/cbreader/2018/3/25/Game10979468.html>).

Castling made more sense to me here.)

6.a3 (Terance - This move surprised me as I was expecting Nd5.) [Stockfish 9:6.Nd5 Be7 7.a3 d6, etc...]

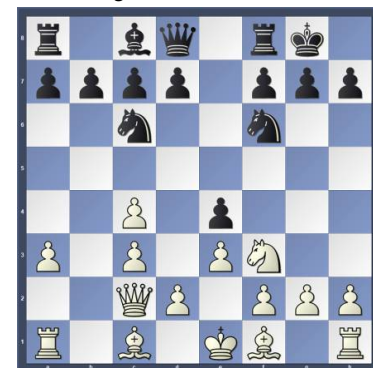
6...Bxc3 [D]



(Terance - Forced move but necessary to control the e4 square to play e4 and cramp Whites position. If retreat the Bishop to e7 for example White gets space with b4.)

7.bxc3 [White has the pair of bishops] Terance - Here Dennis went into some thought on which way to take back the pawn. Three choices, Qxc3, dxc3, and bxc3. The engines prefer Qxc3 slightly but Dennis chooses bxc3 which I liked out of the 3 choices.) [7.Qxc3 Re8 8.d3 d5 (Stockfish 9 64 BMI2: 8...e4 9.dxe4 Nxe4 10.Qc2 Ng5, etc...)]

7...e4 [D]



(Text cont. p.7)

(Cont. from p.6)

(Terance - A key move for me as it cramps down on White's position in my opinion. With Nc3 gone this is an effective move.)

8.Ng5 (Terance - I thought this move is better than Nd4 but in either case Black gets an advantage here.) [Stockfish 9:8.Nd4 Na5 (8...Ne5 9.f4 Ng6, etc...)]

8...Re8 (Terance - d5 might be slightly better.) [Stockfish 9:8...d5 9.f3 dxc4 10.Nxe4 Bf5, etc...] **9.Nh3?** [D]

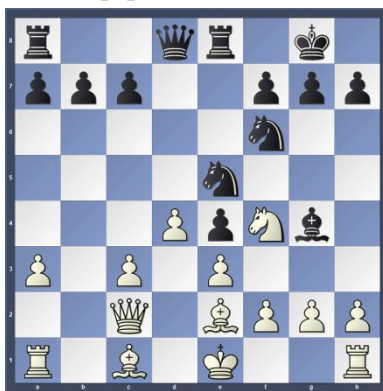


(Terance - Not the correct move but I understand that Dennis wants the Knight back in the game on the f4 square, but he needs to finish his development as he is several tempi behind which make my position just about winning. Best was f3 with an equal game.) [9.f3!?= Stockfish 9: 9...exf3 10.Nxf3 d5, etc...] **9...d5** [White has a cramped position] (Terance - This time I didn't second guess myself and went with the basics to develop to get my Bishop into play. I also wanted to stop White from playing Nf4, if he plays cxd5 first then I can take back with Nxd5 ((Ne5 should be played before Nxd5)) trying to hold back Nf4. Chess engines liked b6 here also.) [Stockfish 9:9...b6 10.Nf4 Ba6 11.Be2 d5, etc...] **10.Nf4** (Terance - Best was cxd5 as now Black has a nice advantage.) [10.cxd5 Ne5 11.Nf4 g5] **10...dxc4** (Terance - I played this knowing I will help White to develop his Bishop but I will get a tempo attacking it with Ne5 a key square to bear down on d3 keeping him cramped.) **11.Bxc4 Ne5** [D]



(Text cont. next col.)

(Cont. from prev. col.) (Terance - This is the position that I saw back on move 9, I also calculated the move g5 in some variations here and future. Chess engines equally like g5 here.) [Stockfish 9:11...g5 12.Nh3 Ne5 13.Be2 Bg4, etc...] **12.Be2** (Terance - More or less forced, if White had moved His Bishop to b3 or a2 then Black plays g5 and plants a Knight on d3 with check.) **12...Bg4** (Terance - More effective was g5 first then I should play Bg4. I figured that Bg4 was strong enough then losing my g5 pawn in the other variation. After this move Bg4 Dennis thought for a long time as all responses pose problems for him.) [Stockfish 9:12...g5 13.Nh3 Bg4 14.Nxg5 Bxe2, etc...] **13.d4??** [D]



[Causes even greater problems] (Terance - This move loses. Dennis seemed desperate to free his position. The best choice in the position was to castle with a big disadvantage.) [Better is 13.0-0 Bxe2 14.Nxe2] **13...exd3-+** [D]



(Terance - The winning move as White loses a piece or exchange by force. Here Dennis chews up much time on the clock. It was right before I made this move that we had to switch to a new clock as my clock started acting funny. Dennis had 48 minutes left to the time control where I had 58 minutes.)

(Text cont. next col.)

(Cont. from prev. col.) **14.Nxd3** [14.Bxd3 g5 15.f3 (Stockfish 9: 15.Be2 Bxe2 16.Nxe2 Nd3+, etc...)] **14...Bf5** (Terance - The pin that secures the piece.) **15.Kd2** [15.0-0 otherwise it's curtains at once 15...Bxd3 16.Bxd3 Qxd3 17.Qxd3 Nxd3 18.c4-+] **15...Ne4+** (Terance - I saw that I probably could play Qd5 or maybe c5, but I had already calculated the simple winning line with Ne4 and then Nc5!) [Stockfish 9:15...Qd5 16.c4 Qa5+ 17.Kd1 Nxd3, etc...] **16.Ke1** [D]



16...Nc5!! [D]



[Deflection: d3] (Terance - The move I calculated back on move 13...exd3.)

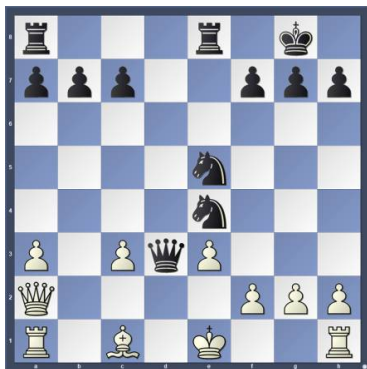
17.Kf1 [17.Nxc5 Qd5 Decoy Double attack (17...Bxc2 Clearance Deflection Pinning)] **17...Bxd3** [Better is 17...Nxd3 seems even better 18.Kg1 Nxc1 19.Qxc1-+; Stockfish 9 64 BMI2: 17...Ncxd3 18.Bd2 Qf6 19.Kg1 Nxf2, etc...] **18.Qa2** [18.Bxd3 doesn't improve anything 18...Ncxd3 19.Qe2 Qf6-+] **18...Bxe2+** [Better is 18...Ne4 might be the shorter path 19.Bxd3 Qxd3+ 20.Qe2 Qxc3-+] **19.Kxe2** [19.Qxe2 the only chance to get some counterplay 19...Ned3 20.Kg1-+] **19...Qd3+** [D] (p.8) **20.Ke1 Ne4** [D] (p.8) (Terance - Here I took my time to find the best moves that don't allow any counter play even though it is a winning position. I saw that Qxc3+ would give White a little

(Text cont. p.8)

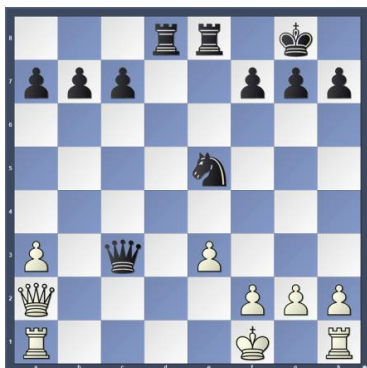
(Position after 19...Qd3+) (from p.7)



(Position after 20...Ne4) (from p.7)



(Cont. from p.7) counter play so I chose Ne4. Here Dennis was about down to his last 5 minutes on his clock to make 40 moves whereas I had about 45 minutes.] [Better is 20...Rad8 and Black can already relax 21.Qe2 Qxc3+ 22.Kf1 Qxa1+] 21.Bd2 Nxc3 [21...Rad8 22.h3 Nc4 23.Rd1 Nexd2] 22.Bxc3+ Qxc3+ 23.Kf1 Rad8 [D]

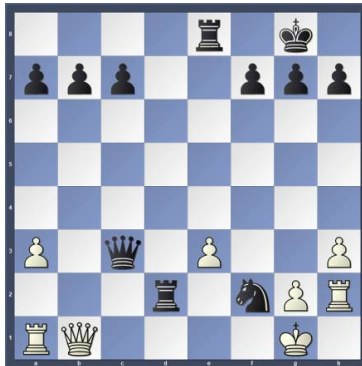


24.Kg1 Rd2 25.Qb1 Ng4 [25...Nd3 26.Qf1 Nxf2 27.h4 Qxe3] 26.h3 Nxf2 27.Rh2 [D] (Next col.) (Terance - With this move Dennis resigns!) [27.Qe1 is no salvation 27...Rxe3 28.Qc1 Qd4 29.Qxd2 Qxd2 30.Rf1 Re2 31.Kh2 Ne4 32.Rf2 Qd6+ 33.Kg1 Re1+ 34.Rf1 Rxf1+ 35.Kxf1 Qd1#] 0-1

Copy and paste the link below into your browser:

<http://view.chessbase.com/cbreader/2018/5/12/Game128186625.html>

Position after 27.Rh2) (From prev. col.)



Below is a "plug" for a booklet: **"Club Chess in Allentown, 2000 to 2015"** by Eric C. Johnson, TD, and Organizer of the **Allentown Center City Chess Club**.

It is a very informative collection of games played in Allentown indexed by both players and openings. There are games by our own Dennis Baluk, Joe Mucerino, and Matt Martello included.

Eric wrote (as edited):

"I have most of my USCF-rated games -- in notebooks -- but yes, it was a bit of work to go through them and pick out the more interesting ones for the compilation. Moreover, I had to choose from just the games played in Allentown. So many of our players ... throw their score sheets away! I thought that this period in Allentown chess should be preserved in some way -- so that the dozens of people who played in Allentown during that period would be remembered. In addition, I picked games that were instructional or interesting....at least I hope that I did...so that I could refer to these games when giving lessons to students. I could easily have included 50 or 70 more games...but 124 seemed like a good number."

Mailed copies are available for \$10 plus \$2 shipping....they can write to me, Eric C. Johnson, at chesspride@aol.com for the mailing address..and, yes I take PayPal.

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. (Temporarily closed for the summer.)

Weekdays:

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

Friday Mornings:

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

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>

This concludes this issue. More games in next issue.