



OK, OK. I know that probably some of you held your nose when you found out that I was going to undertake another Bulletin. You can let go now! I tried to include something for everybody in this issue. You'll find a variety of depth in the analysis and annotations of the 1992 WV State Tournament games. Once again, the WV Chess Bulletin scoops Chess Life (a tradition started by John Roush) on the decisive Fischer-Spassky game #30. A commentary on the just-completed F-S match is also included, along with sundry information you may not have guessed you wanted to know about. There probably will be another Bulletin in January-February; then John Roush will take it back into his nurturing, capable, legalistic good-hands. Hope you enjoy this issue!

*** BLATANT PLUG DEPT. - Don't Forget: 1993 WV STATE CHESS TOURNAMENT held in WHEELING over LABOR DAY WEEKEND!

Contents

REPORT.....	3
Round-by-Round 1992 WV State CROSSTABLE.....	5
1992 WV State GAMES.....	6
1992 WV State AWARDS.....	36
1992 WV State GRAND PRIX.....	38
WV's own! GAMES.....	42
by Chuck Schulien CROSSTABLES.....	52
From around WV COMMENTARY.....	53
"Chess Foes Put WWF to Shame" FISCHER-SPASSKY.....	53
EDITORIAL.....	54
"Byes Bias" USEFUL INFO.....	56
USCF Norms, Win Expectancies, and Rating Calculator UPCOMING TOURNAMENTS.	60
EXCITING OFFER.....	64

WEST VIRGINIA
CHESS BULLETIN
November 1992
Issue #209

EDITOR: Randy Bierce

NEXT ISSUE: Planned
for Jan-Feb. 1993.



COVER: from an untitled Tony Stanley print. I prefer to call it "Chess with Serious Pieces. Other items credited as they appear throughout the Bulletin.

1992 WV State Chess Tournament
Sept. 5-7, 1992 Weston, WV
ROUND-BY-ROUND SUMMARY

The '92 WV State Tournament had the needed ingredients for an award-winning TV mini-series:

- 1 OLD STARS- Donald Griffith, John Roush, Dennis Funkhouser
- 2 NEW STARS- Chuck Schulien
- 3 THE RETURN OF OLD STARS- Bob Bukovac
- 4 A BLAST FROM THE PAST- Joe Ancrille, Jerry Gogol, Mike Richardson
- 5 NOT-SO-YOUNG-CHESS-PUNKS- Danny Cady, Jeff Crook, Konnie Dolgovskij, Randy Bierce, Mike Felton, Jeff. Hohn, Jim Gikas, Mike Turner
- 6 APPEARANCES BY KIDS- Brad & Dana Riggleman, John Dailey, Rich Sheppard, Shelly Currence, Heath Schrader and a cast of thousands from Weston County High School.
- 7 STARRING AS GEN. NORMAN SCHWARTZKOPF- Chuck Waugh

And on many of the boards there was violence and, of course, plenty of sacs. 42 players were on hand, Mike Baker directed and Markle Butcher portrayed the evil assistant. Doughnuts were available to the needy before Round #3.

***SPECIAL POLICE CHASE SCENE- Jim Walker

ROUND 1

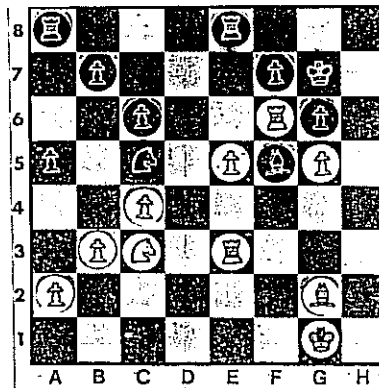
The Leaders (1-0) - A hoard of 20: Schulien, Griffith, Davis, Dolgovskij, Walker, Cady, Felton, Gikas, Hohn, Bierce, Armstrong, Crook, Butcher, Baker, Bukovac, Funkhouser, Martin, Gogol, Currence.
Contenders- The rest of the field.
Upsets- Richardson's draw with Roush.

ROUND 2

The Leaders (2-0) - The group shrinks dramatically to 7: Schulien, Griffith, Walker, Cady, Felton, Bukovac, Martin
Contenders (1.5) - An optimistic bunch of 7: Dolgovskij, Davis, Hohn, Roush, Bierce, Butcher, Funkhouser.
Upsets- Butcher-Funkhouser and Dolgovskij-Davis Draws.

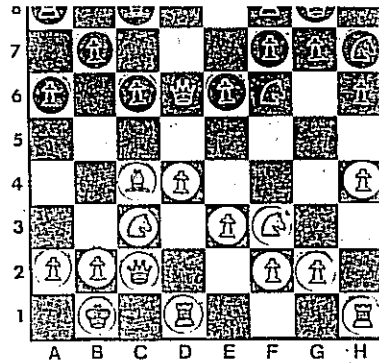
CORNELL(B)-SCHULIEN(SM) Rd #1 Bd #1

1 c4 g6 With this move, Schulien enters the arcane, often-twisted world of West Virginia State Championship Chess! 2 g3 Bg7 3 Bg2 Nf6 4 Nc3 0-0 5 e4 d6 6 Nge2 e5 7 0-0 Nc6 8 d3 Nh5 9 f4 White indicates his plan: with his center locked down, he will play on the Kingside. 9...ef4 10 Nf4 Nf4 11 Bf4 Nd4 12 Qd2 c6 13 Rael Bg4 14 h3 Be6 15 g4? This produces a weakening of the dark squares around the King. Whether or not White gets mated or not on them, Black can use this to improve his position via threats on them. 15...Be5 16 Bh6 Re8 17 b3 Qh4 18 Bg5 Qg3 19 Bf4 Bf4 20 Rf4 a5 21 Qe3 Qe3 22 Re3 Bd7 23 Rf6 Ne6 24 h4 h6 25 d4 Kq7 Black disdains the d-pawn; taking it loses a piece. 26 e5 de5 27 de5 Nc5 28 g5 hg5 29 hg5 Bf5 (DIAGRAM) 30 Rc6 bc6 31 Bc6 Rad8 32 Be8 Re8 White has 2 pawns for the piece, but can he utilize those pawns without the sacrificed piece's help? No. (NOTE: I realize that the following moves are impossible, but perhaps one of our readers will be better at figuring it out than I was.) 33 Nd3 Ne4 34 Re2 Nxa5 35 Nf6 Rxe5 The scoresheet ends, but the result is 0-1 before the time control is reached.



BUKOVAC(M)-BIDLACK(B) Rd #1 Bd #2

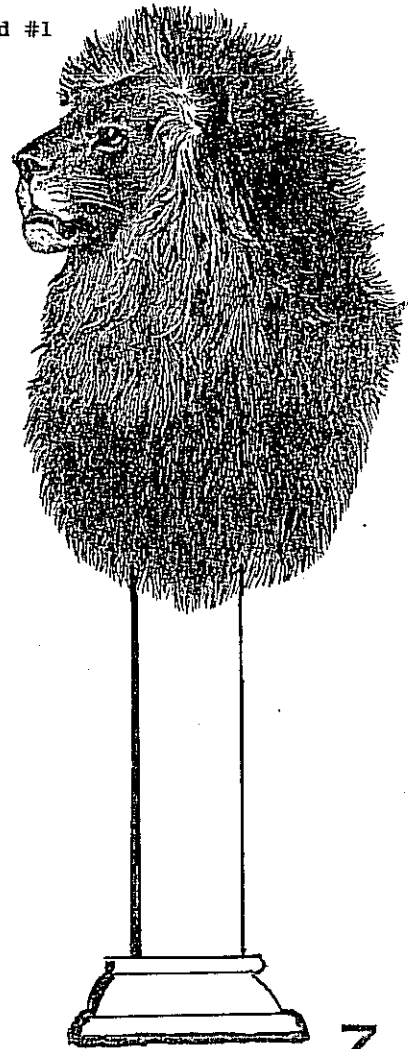
White's King scoots to the Q-side on move 8 and assaults Black without mercy. Black's sole task the rest of the game is the thankless job of absorbing blows from an assortment of marauding White raiders. Rolling center pawns and well-coordinated pieces swamp Black's position; by move 22 Black's on the verge of losing a second piece. 1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Bg5 Be7 5 e3 Nbd7 6 Nf3 c6 7 Qc2 0-0 8 0-0-0 The die is cast! 8...a6 9 Kb1 h6 10 h4 Nh7 11 Bf4 Ndf6 12 Bd3 dc4 13 Bc4 Bd6 14 Bd6 Qd6 (DIAGRAM) 15 Bd3 g6 16 h5 g5 17 e4 Qe7 18 e5 Ng4 19 Bh7+ Kh8 20 Bd3 f5 21 Qe2 b5 22 Ne1 1-0



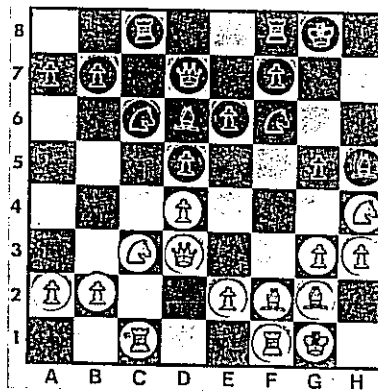
(Diagram Above is) BUKOVAC-BIDLACK Rd #1
After 14...Qd6

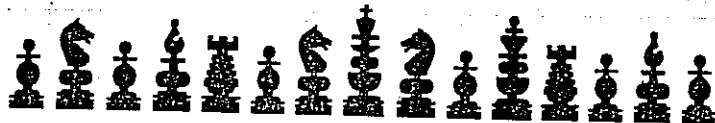
LAST night I dreamed that I had died. Naturally I headed for heaven. As I neared the portals, I was hailed by St. Peter, asking who I was. "I am Alekhine!" I hastened to explain. But the statement made no impression. "I am Alekhine, chess champion of the world," I reiterated. "Sorry," said St. Peter, shaking his head. "There is no room in heaven for chess-players." My spirit was dejected. Before leaving the pearly gates, I took one last look around. *Eureka!* Whom did I spy? Why none other than my good friend Bogolyubov. Quickly I drew St. Peter's attention to my rotund orony. "There's Bogolyubov. He's a chessplayer." St. Peter smiled sadly. "He only *thinks* he's a chessplayer."

ALEXANDER ALEKHINE



In some openings, Black gets a "problem piece": in some variations of the Ruy Lopez and King's Indian Defense, it's the Queen Knight. The Black Queen Bishop of French Defense fame is another well-known problem child. In many variations of the Slav and Caro-Kann, Black handles the problem of the Queen Bishop by developing it before e6 is played. In this game, White demonstrates that even if the Bishop is developed outside the pawn chain, it still may become a problem. Efforts by Black to save the Bishop from the harassment of the White Knight entail weakening the squares around the Black King. 1 d4 d5 2 c4 c6 3 Nc3 Nf6 4 cd5 cd5 5 Nf3 Nc6 6 a3 Bf5 7 Bg2 e6 8 0-0 Bd6 9 Nh4 Bg4 10 h3 Bh5 11 Be3 Qe7 12 Rcl 0-0 13 Qd3 h6 14 f4 Rac8 15 Bf2 a5 16 fg5 hg5 (DIAGRAM) 17 g4 gh4 18 Bh4 Bg6 19 Qd1 Bb8 20 Rf6 Qb4 21 e3 Qb2 22 Rf2 Qb4 23 Bf6 This is a good time to note the many options of defending difficult positions: the defender may 1) give up; 2) "make something happen" that's bad because his position can't support anything good; 3) overlook one of the many threats; 4) overstep the time limit or get into time trouble because of the care needed in examining the many dangerous variations; 5) become so anxious to relieve the pressure, that it simplifies into a losing endgame; or 6) find the right moves. So there you have it: getting into a difficult position is like playing a game of Russian Roulette. Oh, by the way, White's heading for the dark squares. 23...Bd6 24 g5 Ne7 ...Re8 so that Bf8 can be played. 25 Qg4 Rfd8 26 Qh4 Kf8 Black's poor King: he can run, but he can't hide. If he bravely stays home, he can bravely bite the dust in several ways. One way would be 26...Bh7 27 Qh6 Nf5 28 Rf5 Bf8 29 Qh4 ef5 30 Bd8 Rd8 31 Nd5. The rest of the game is a search and destroy mission for White. 27 Qh8+ Ng8 28 Qg7+ Ke8 29 Qg8+ Kd7 30 BdB Re8 31 Rf7+ Bf7 32 Qf7+ Be7 33 Bd4 Qd6 34 Ne4 Qd5 35 Nf6+ 1-0.





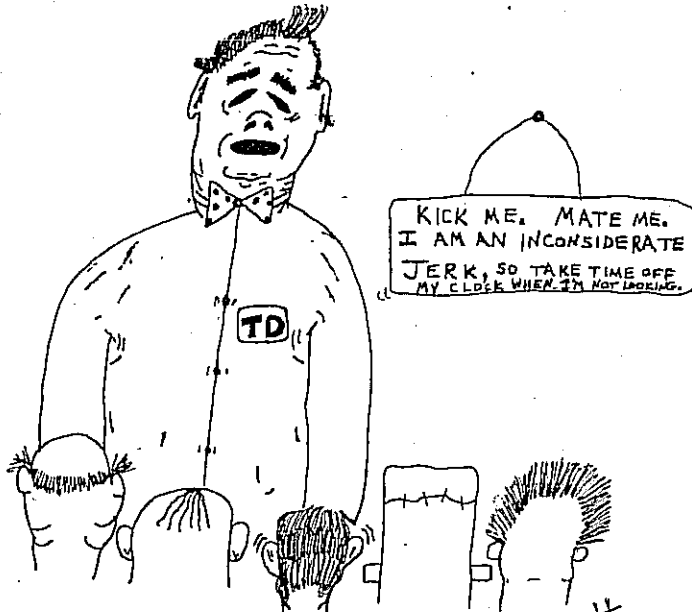
HUDSON(B)-WALKER(CM) Rd #1 Bd #5

Sometimes a game contains hidden objectives; this game is an example. Black has an open g-file which he doesn't use. White has weak pawns, which don't get picked on. Still, White also has a King, which Black ends up attacking with gusto. 1 e4 e6 2 d4 c5 3 c3 Nf6 4 Bd3 Nc6 5 Nf3 cd4 6 cd4 Bb4+ 7 Nc3 d5 8 Bg5? This lead to some self-inflicted nastiness. 8 e5 or 0-0 keep a material balance. 8...Bc3+ 9 bc3 Qa5 10 Qc2 de4 11 Bf6 ed3 12 Qd3 gf6 Black is a piece up, has good control of the center, an open g-file, and play against the c+d pawns. White's hope lies in putting a full-court press on the Black monarch, which will have trouble getting completely comfortable. 13 0-0 Ne7 14 Rfe1 Bd7 15 a4 0-0-0 16 c4 Kb8 17 d5 Ng6 18 Qb3 e5 19 Rab1 Bc8 20 Re2 Rd6 21 Qd1 Nf4 22 Reb2 Rhd8 23 Rh5 Qc3 24 Nd2 Qd4 Black's Queen has bobbed and weaved herself into position to influence matters on the K-side. 25 Qb3 Rb6 26 Nf3 Rb5 27 ab5 Qc5 28 g3 Nh3+ 29 Kg2 Qf2+ 30 Kh1 Bg4 31 Nh4 Nf4 32 Rg1 Ne2 33 Rb1 Nd4 34 Qa3 Nf3 35 Qb2 Qe3 36 Ng2 Qe4 37 Rf1 h5 38 Qf2 h4 39 Ra1 Qd4 40 Qa2 h3 0-1.

GRIFFITH-STEPP Rd #1 Bd #6

1 e4 c5 2 Nc3 Nc6 3 Nge2 Retaining options on whether it will be an open or closed Sicilian. 3...d6 4 d4 Open. 4...cd4 5 Nd4 Nf6 6 Bg5 e6 7 Qd2 Be7 8 0-0-0 a6 9 f4 Qc7 10 Be2 Bd7 11 Nb3 0-0-0 Black usually has control of the Q-side lines in the Sicilian. Now his King gets in the way and clogs them up. 12 Rhe1 h6 13 Bh4 Rhe8 14 Bg3 Ng8 15 Kh1 Na5 16 f5 Nb3 17 cb3 Bc6 18 Rc1 Qa5 19 fe6 fe6 20 Qd4 Rd7 21 b4! This pawn is deadly. 21...Qc7 22 b5! So many lines are opening up into the Black King that the rest of the game resembles the Frank Zappa album "And Weasels Ripped His Flesh". 22...ab5 23 Nb5 Qb8 24 Qb6 Rc7 Otherwise, 25 Na7+ wins the Q. 25 Nd6 Bd6 26 Bd6 Be4+ 27 Ka1 Bc6 28 Bf3 R8e7 29 Bc6 bc5 30 Qb8+ Kb8 31 Rc6 Nf6 32 Rc7 Rc7 33 Bc7+ Kc7 34 Re6 1-0.

(NOTE BY K.DolgovskijU
1 c4 Nf6 2 a3 Obviously a disciple of the Bierce-Roush
English School. 2...g6 3 Bg2 Bg7 4 e4 e5 5 Ne2 d6 6 0-0 0-0
7 Nbc3 Be6 8 d3 Qd7 9 f4 Bh3 My idea, anyway 10 Nd5 Bg2 11
Kq2 Nc6 12 Rb1 I expecting f5 here somewhere. 12...a5 13 a3
White certainly has a wide attack here, keeping with the
spirit of Chuck's Desert Storm outfit. 13...Ne7 14 Nf6+ Bf6
15 fe5 Be5 16 d4 Bg7 17 b4 ab4 18 ab4 Ra2 19 Rf2 Rfa8 20
Nc3 This changed my Queen's target from a4 to h3. 20...Rf2+
21 Kf2 Qh3 22 Kq1 Nc6 Lots of targets in the middle now. 23
Ne2 Ra2 24 Rb2 Chuck gives me a much better square.
24...Ra1 25 Nf4 The infamous "Waugh Moment". 25...Bd4+ 26
Kh1 Bb2 27 Nh3 Rc1 28 Qc1 Bc1 29 b5 Ne5 0-1.



"This is an Unlimited-Smoking-With-One-Restriction Tournament. You may smoke if your opponent doesn't mind. If he objects, you may still smoke, but you have to wear the sign." Ho
Ruk

FELTON(A)-MILLER(C) Rd #1 Bd #8

This game is an example of the fickleness of material equality: after 25 moves, Black, theoretically, is even materially. The game, however, is not. 1 c4 e5 2 Nc3 Nf6 3 Nf3 Nc6 4 d4 e4 5 Nd4 Nd4?! This lets White centralize his Queen. 6 Qd4 Be7 7 Bf4 c5 8 Qd2 0-0 9 Nb5 Ne4 10 Qc2 Qa5+ 11 Bd2 Qd2 12 Qd2 Nd2 13 Kd2 a6 14 Nc7 Ra7 15 Nd5 Re8 16 Nb6 d6 17 Nd5 Bg5+? This doesn't accomplish anything for Black's game. ...Be6 and ...b5 with play on the Q-side might be tried. 18 f4 Bh6? Uh oh! Black now needs two moves in a row to handle the threats. He only gets one. 19 g4 Bg4 20 Rg1 f5 21 h3 Re4 22 hg4 Bf4 23 Nf4 Rf4 24 e3 Rg4 25 Bd3 Rf4 Black has 3 pawns for the piece. Are they enough? In some positions, yes; in this position, no. 26 Rg1 g6 27 Bf5 b5 28 Be6+ Kf8 29 Rf1+ Ke8 30 Kd3 Ra8? Don't vacate the 2nd rank. 31 Rf7 bc4+ 32 Bc4 h5 33 Rg7 Rd8 34 Rg6 a5 35 Rh6 d5 36 Bb5+ Ke7 37 Rh5 Rb8 38 a4 Kd6 39 e4 de4 40 Ke4 Rc8 41 Rh6+ Ke7 42 Kd5 1-0.

B. RIGGLEMAN(D)-GIKAS(A) Rd #1 Bd #13

This WV State Tournament held great promise for the future. Kids were everywhere one looked during the Labor Day battles! Pedophobes aside, this is a great development. Lewis County had a number of young participants, as did Tygarts Valley. Riggleman is of the Tygarts Valley clan. 1 d4 Nf6 2 e3 b6 3 Bd3 Bb7 4 Nf3 e6 5 Nc3 c3 would initiate the Stonewall Attack, a particularly noxious strain of the Colle. That White would eschew c3 (a favorite of Dolgovskij, a player notorious for his bad attitude) indicates to me that he has some promise. 5...Be7 6 0-0 0-0 7 e4 d6 8 e5 de5 9 Ne5? White's ideas involve K-side attacking themes. These are better fulfilled by 9 de5, driving the Black Knight from f6, its most useful defensive position. The text also leads to an exchange of White pieces. 9...Nc6 10 Nc6 Bc6 11 Be3 Bb7 12 b3 Rc8 13 f4 Nd5 14 Nd5 Qd5 15 Qe2 Bf6 16 Rad1 Tactically protecting the pawn. 16...g6 17 Qf2 Rfd8 18 Bc4 Qd7 19 a4 Qe7 20 Rfel Qf8 21 c3 c6 22 Rcl Be7 23 b5 c5! This leaves White with Q-side weaknesses. 24 bc5 bc5 25 dc5 Bc5 26 Bc5 Qc5 27 Qc5 Rc5 28 Bb3 Rd3 29 Rb1 Bc6 30 Rec1 R3c3 31 Rc3 Rc3 32 Bd1 Ra3 33 Rb4 Ra1 34 Rd4 Ba4 35 Ra4 Rd1+ 36 Kf2 Rd7 37 g4 Kq7 38 g5 h6 39 gh+ Kh6 40 Kq3 Kq7 41 Kq4 Kf6 42 h5 Rb7 43 Ra5 Re7 44 Ra6 Kq7 45 h5 gh+ 46 Kh5 Kf6 47 Kq4 Kq6 48 f5+ Kf6 49 Kf4 Rd7 50 Ke5 Rb7 51 fe6 fe6 52 Ra4 Rh7 53 Ra8 Rh4+ 54 Ke3 Rh7 55 Ke4 Rb7 56 Ra4 Ke7 The rest of the game might be instructive, especially for youngsters, but the score is impossible to decipher. 0-1 in another 20 moves.

MASON(D)-MARTIN(A) Rd #1 Bd #7

1 e4 c6 2 Bc4 d5 3 ed5 cd5 4 Bb3 Nf6 5 d4 Nc6 6 Bg5 Ne4 7 Nf3 Bc4 8 Bh4 g5 9 Bg3 Bg7 10 Qd3 Bf3 11 gf3 Ng3 12 fg3 Nd4 13 c3 Nb3 14 Qb5+ Qd7 15 Qb3 Qe6+ 16 Kf2 0-0 17 Re1 Qh3 18 Kc1 e6 19 Nd2 b5 20 a4 ba4 and yet another bad scoresheet. 0-1 in 31 for Greg "The Hammer" Martin.

SHEPPARD(E)-BUTCHER(B) Rd #1 Bd #15

A match-up of the 1992 WV Jr. Champ vs. Hypermodern Markle.
1 e4 g6 2 d4 Bg7 3 Nf3 d6 4 Nc3 Nf6 5 Bd3 0-0 6 0-0 Re8 7 Re1 e5 8 Bg5 Bg4 9 h3 Bf6 10 Qf3 Nbd7 11 de5 Ne5 12 Qf4 Nh5! White will find it hard not to lose material after 13 Bd8 Nf4 14 Bc7 Nd3 15 cd3 Nd3. 13 Qd2 Qd7 14 Rad1 a6 15 Be2 Nf6 16 f4 Nc6 17 Bf6 Bf6 18 Bg4 Qd8 19 a3 Bd4+ 20 Kh1 Bc3 21 Qc3 Qe7 22 f5 Qe5 23 Qe5 Re5 24 fa6 ha6 25 Rd5 Kc7 26 Kc1 Rae8 27 Re5 Re5 28 c3 f5 29 Bf3 d5 30 Kf1 de4 31 Bd1 Rd5 32 Bb3 Rd2 33 Re2 Re2 34 Re2 Ne5 35 Bc2 Nc4 36 g3 Nb2 37 g4 Nc4 0-1.

TURNER(B)-BURKHAMMER(E) Rd #1 Bd #16

1 e4 e5 2 Nf3 Nc6 3 d4 Nd4 4 Ne5 Bc5 5 Bc4 Ne6 6 Be6 fe6 7 Qh5 g6 8 Ng5 Nf6 9 Qc5 hg6 10 Qd4 Qe7 11 Bg5 e5 12 Qd3 b6 13 Nc3 c6 14 0-0-0 Qe6 15 Bf6 Qf6 16 Kbl Qf2? Pawn-grabbing while your King is sitting in air-conditioned comfort in the middle of the board? Mike "As the World" Turner soon is raining blows aboutst the head and shoulders of Burkhammer's King. 17 Qd6 Qf4 18 Qg6+ Kd8 19 Rhf1 Qh2 20 g4 Ba6 21 Qf6+ Kc7 22 Qd6+ Kc8 23 Qd7+ Kb8 24 Qd6+ Kc8 25 Qc6+ Kb8 26 Rf7 Qh1 27 Qc7 mate 1-0.

DAVIS(B)-LABUE(E) Rd #1 Bd #18

1 e4 c5 2 Nf3 d6 3 d4 cd4 4 Nd4 Nf6 5 Nc3 a6 6 Bc5 e5 7 Nb3 Be7 8 f4 Nc5 9 a4 h6 10 Bf6 Bf6 11 f5 Bd7 12 Nd5 0-0 13 c3 Bc5 14 Nd2 Bh4+ 15 g3 g6 16 Nf3 gf5 17 Nh4 f4 18 Qh5 Qg5 19 Qg5+ hc5 20 Nf6+ Kh8 21 Nd7 Rfe8 22 Nb6 Rad8 23 Nf5 Kh7 24 0-0-0 Rc8 25 Rd6 Rd6 26 Nd6 f6 27 Be2 g4 28 Nd5 Rg6 29 Bc4 1-0.

D. RIGGLEMAN(E)-GOGOL(B) Rd #1 Bd #19

1 e4 c5 2 Nf3 Nc6 3 Bc4 e6 4 d3 a6 5 Nc3 g6 6 e5 Bg7 7 Bf4 h5 8 Bb3 f5 9 0-0 Bb7 10 a3 Nge7 11 Ba2 h6 12 Re1 Qa5 13 Qd2 Nd4 14 Re3? Bf3? g5! 15 gf3 Nd5 16 Bd5 ed5 17 Qe2?? Ne2+ 18 Ne2 g5 and 0-1 in 38.

SCHULIEN(SM)-CROOK(A) Rd #2 Bd #1

A True Story: Jeff Crook is playing in the 1st National Bank Twin Tornadoes at the Wheeling YMCA several years ago. Jeff is matched with a youngster who became Ohio Jr. High Champ later that same year. They are playing a wild game; it's the last one to finish that round. Jeff gets a tough position, but fights back with both fists swinging. The Kid sacrifices his Queen and mates Jeff. OK, that's bad enough. but upon announcing mate and receiving congratulations from several of the spectators, the Kid looks up and says "You know, I play just like Nimzovitch". Clyde Nimzovitch, maybe. For Jeff, the end of this game probably embodied some of the same spirit of that earlier contest. 1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 0-0 6 Bg5 c6 7 Qd2 Nbd7 8 Nh3 a6 9 Nf2 B5 10 Be2 Nb6 11 b3 Bb7 12 0-0 Nbd7 Black's tentative. 13 Rael Re8 14 f4 Kh8 15 e5 Ng8 16 ed6 Qa5 17 Bf3 ed6 18 f5 bc4 19 Nfe4 c5 20 Be3 Qc7 21 fq6 fq6 22 dc5 dc5 23 Nd6 Bf3?? Overlooking... 24 Nf7++ 1-0.

ARMSTRONG(B)-GRIFFITH(CM) Rd #2 Bd #5

The main difference in this game: Black has a plan. White doesn't. Black plans to play on the c-file; White has no grand scheme and mostly counters. 1 d4 d5 2 c4 c6 3 cd5 cd5 4 Nc3 Nc6 5 Bf4 Nf6 6 Nf3 Bf5 7 e3 e6 8 Bb5 Nd7 Black breaks the symmetry. 9 Ne5 N7e5 10 Be5 f5 11 Bg3 Bd6 12 Bd6 Qd6 13 0-0 0-0 14 a3 Rac8 15 Bd3 Bd3 16 Qd3 Rfd8 17 Rad1 Na5 Preparing to invade c4. Black will build up pressure on the c-file, behind the shielding Knight. 18 Rfe1 Nc4 19 Re2 Rc6 20 Rc2 R8c8 21 R1c1 The rooks are now on the c-file, but tempos late. 21...a6 22 g3 b5 23 e4 Nb2! 24 Rb2 Qa3 0-1. Griffith notes: if 25 R2c2 then ...b4.

DOLGOVSKIJ(CM)-DAVIS(B) Rd #2 Bd #6

1 d4 d5 2 f4 The fowl Byrd's Deferred (Euwit variation). 2...Nf6 3 Nf3 Bf5 4 e3 Nbd7 5 Be2 Ne4 6 Nh4 e6 7 Nf3 c5 8 Bd2 Be7 9 0-0 0-0 10 Be1 The famous Queen-Bishop-heading-to-greener-pastures maneuver. 10...Rc8 11 c3 Qb6 12 Qb3 Ndf6 13 Ne5 Bd6 14 g4 Be5 15 gf5 Bb8 16 Qb6 ab6 17 fe6 fe6 18 Nd2 Nd2 19 Ed2 Ne4 20 Be1 cd4 21 ed4 Rf4 22 Rf4 Bf4 23 Bd3 Nd6 24 Ba3 Rf8 25 Re1 Ba3 26 hg3 Rf6 27 Kq2 h6 28 a4 Kf7 29 b3 Nf5 30 Kh3 g6 31 g4 Ne7 32 Kq3 g5 33 b4 Nc6 34 a5 Nf4 35 Bf1 bc5 36 bc5 Kf8 37 c4 Rf7 38 cd5 ed5 39 Bb5 Re7 40 Ra1 Kq7 41 a6 ba6 42 Ra6 Re4 43 Ra4 Ne6 44 Bc6 Nf4 45 Kf3 Kf6 46 Bb7 Ne6 1/2-1/2. Paul, a former WV scholastic champion, took a 1/2-point bye in round 3. This would be the only points he surrendered in securing a piece of the 1992 championship with 5/6. Konnie ended up 1/2 point behind at 4 1/2.

GOGOL(B)-FELTON(A) Rd #2 Bd #8

1 Nf3 d5 2 g3 Nc6 3 Bg2 e5 4 d3 h6 5 0-0 Nf6 6 a3 Bd6 7 Re1
0-0 8 c4 d4 9 Qc2 a5 10 Nh4 g5 11 Nf3 b6? 12 Ng5! Bb7 13
Nh3 Kg7 14 e4 Ne7 15 f4 Ng6 16 f5 Ne7 17 Bh6+? White's
pieces aren't positioned--yet--to take advantage of this
sac: some preparation is needed first. As it is, White
finds it difficult to transfer his pieces (other than the
Q) to the K-side; Black has no such difficulty. 17...Kh6
18 Qd2+ Kh7 19 Qg5 N7g8 20 Qh4+ Nh6 21 Nf2 Ng4 22 Qh3 Qa5
23 Bf3 Nf2 24 Kf2 Rg8 25 Re2 a4 26 Nd2 Ba6 27 Bh5 Kg7 28
Nf3 Qf6 29 Rr1 Kf8 30 g4 Rg5 31 Qh4 Be7 32 Qg5 Qa5 33 Ng5
Bg5 34 Kf3 f6 35 Rg3? c5 36 Rg1 Rb8 37 Rc2 Ke7 38 Rh1?
Right idea, wrong time. White's wasted lots of time if this
is what he had planned. Kg3, h4 and the K-side pawn train
needed to get rolling while Black was preparing the Q-side.
38...Bh4 39 Rb1 b5 40 b4 bc 41 dc d3 42 Rc3 Rd8 43 b5 Bb7
44 Rd1 Rd4 45 R3d3? The final error. 45...Be4+! 46 Ke2 Bd3+
47 Rd3 Kd6 48 Kd2 e4 49 Rd4 cd4 50 h3 Bg5+ 51 Ke2 d3+ 52
Kd1 e3 53 Be8 e2+ 0-1.

MARTIN(A)-BAKER(B) Rd #2 Bd #7

Black has to defend a difficult middlegame position which
evolves into an attack on his King. He miscalculates his
King's ability to dance away from danger and succumbs. 1 d4
d5 2 c4 Nf6 3 Nc3 g6 4 Bf4 Bg7 5 e3 dc4 6 Bc4 0-0 7 Rc1 c6
8 Nf3 Bg4 9 0-0 Nh5 10 Bb8 Rb8 11 h3 Bf3 12 Qf3 Nf6 13 b4
e6 14 Rfd1 Nd5 15 a3 Nc3 16 Rc3 Qe7 17 R3d3 Rbd8 18 Qe2 e5
19 de5 Be5 20 Qd2 Bc7 21 Rd7 Qf6 22 Qc1 b5 23 Ba2 Rd7 24
Rd7 Bb6 25 Qb1 Qc3 26 Bh3 Kh8 27 Bf7 Qa3 28 Bg6! Rf2 29
Rh7+ Kg8 30 Bf7+ Kf8 31 Rh8+ Kf7 32 Qh7+ Ke6 33 Re8+ Kf6 34
Qe7+ Kg6 35 Rg8+ Kf5 36 Rf8+ Kg6 37 Qe6+ Kh7 38 Qe7+ Kg6 39
Rg8+ 1-0. Another victory for "The Hammer".

ROUSH(M)-FLESHOUR(D) Rd #2 Bd #10

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 cd5 Nd5?! 5 e4 Nc3?! Strength-
ening White's center. 6 bc3 Be7 7 Nf3 0-0 8 Be2 b6 9 Be3
Nbd7 10 0-0 Bf6? The Bishop on c8 must be feeling like the
littlest kid in a backyard football game the last several
moves: "Pick me! Pick me!" 11 e5 Be7 12 Qd2 Bb7 13 Ne1 f6
14 f4 fe5 15 fe5 Rf1+ 16 Bf1 c5 17 Nd3 R-c9 18 Nf4 Ne5? 19
de5 Qd2 20 Bd2 Rd8 21 Be3 Bd5 22 Bd3 Kf7 23 Rf1 Kg8 24 c4
1-0.

CORNELL(B)-RICHARDSON(B) Rd #2 Bd #11

1 c4 Nf6 2 g3 g6 3 Bg2 Bg7 4 Nc3 0-0 5 e4 d6 6 Nge2 Nbd7 7
0-0 e5 8 d3 c6 9 f4 Qb6+ 10 d4 a6 11 h3 ed4 12 Qd4 Qd4+ 13
Nd4 Ne4 14 Ne4 Bd4+ 15 Kh2 d5 16 cd5 cd5 17 Rd1 Bg7 18 Rd5
Nf6 19 Rd6 Ne4 20 Be4 Rb8 21 Bd2 Re8 22 Bf3 Bb2 23 Rh1 Ba3
24 Ra6 .5-.5

BIDLACK(B)-CARDER(D) Rd #2 Bd #12

1 d4 d5 2 c4 Nf6 3 cd5 Qd5 4 Nc3 Qd8 5 Nf3 Bg4 6 e3 e6 7
Be2 Nc6 8 0-0 Bb4 9 a3 Be7 10 Bd2 0-0 11 Qc2 g6 12 h3 Bf3
13 Bf3 Nd5 14 Rf1 a6 15 e4? Nd4! 16 Qd3 Nc3 17 Qc3 Nd4 18
Qd3 b6 19 Rab1 c5 20 e5 Nf3+ 21 Qf3 Be5? ...Be7 would
prevent the following. 22 Bh6 Qc7 23 Bf8 Rf8 Black has 2
pawns for the exchange 24 Qd3 The following note is for
all of the statistically-minded readers who enjoy reading
the agate type on the sports page: 12.5% of White's 1st 12
moves have consisted of moving the Queen to d3. (Are you
out there?) 24...b5 25 b3 Bd4 26 Rbc1 Rd8 27 Kh1 Kg7 28
Rc2 Bf2?? 29 Qd8 Qd8 30 Rd8 Be1 31 Rc5 and 1-0 in 48.

ANCRILLE(B)-B.RIGGLEMAN(D) Rd #2 Bd# 13

1 e4 e5 2 Bc4 Nf6 3 d3 Nc6 4 Nc3 c5 5 f4 Bg1 6 Rg1 0-0 7
a3 d6 8 f5 a6 9 Be3 b5 10 Ba2 Bb7 11 g4 b4 12 ab4 Nb4 13
Bb3 d5 14 g5! This is a stronger threat than d4 14...Na2
15 Bc5 Nc6 16 Bf8 Kf8 17 Bd5 f6 19 Qh5 Nd6 19 Qh7 Qd7 20
gf6 Ke8 21 Qg8 mate 1-0.

DAILY(D)-HUDSON(B) Rd #2 Bd #14

1 d4 Nf6 2 e3 g6 3 Nf3 Bg7 4 c4 0-0 5 Nc3 d6 6 Bd3 a5 7 0-0
Na6 8 Bd2 Bd7 9 e4 c5 10 d5 Rb8 11 Qc1 Nb4 12 Be2 e6 13 a3
Na6 14 Bh6 Nc7 15 Bg7 Kg7 16 Rh1 ed5 17 ed5 b5 18 b3 Re8 19
Rd1 Bf5 20 Rb2 b4 21 ab4 ab4 22 Nd1 Ne4 23 Bd3 Qf6 24 Ne3
Bd7 25 Be4 Re4 26 R2e2 Ra8 27 Nc2 Re2 28 Re2 Ra2 29 h3 Bf5
30 Kf1? Kh2 30...Bc2 31 Rc2 Ra1 32 Nd2 Rcl 33 Rcl and 0-1
in 56.

BURPHAMMER(D)-WAUGH(C at the time) Rd #2 Bd #16

1 e4 c5 2 Nf3 Nc6 3 g3 a6 4 Bc4?! Bg7 5 Ng5 e6 6 d3 Ne7 7
Nc3 0-0 8 Nb5 d5 9 ed5 ed5 10 Bb3 Qa5+ 11 Nc3 d4 12 0-0 Too
late 12...dc3 13 bc3 Bc3 14 Nf7 Rf7 15 Qf3 c4 16 Bc4 Ne5!
Chuck gets tricky. 17 Rf7+ Nf7 18 Qe4 Ba1 19 Qe7 Qd8 20
Qd8 Nd8 White has 2 pawns for the Knight & Bishop---a
theoretically won endgame---and so 0-1 in 32 moves.

LABUE(E)-MASON(D) Rd #2 Bd #18

1 d4 d5 2 Nf3 Nc6 3 e3 a6 4 Bd3 Nf6 5 0-0 e6 6 Nbd2 Bd6 7
Re1 e5 8 de5 Ne5 9 Ne5 Be5 10 Nf3 Bg4 11 c3 Ne4 12 Be4?!
de4 13 Qd8+ Rd8 14 Ne5 Bf5 15 f4 ef3 16 Nf3 0-0 17 e4 Bg4
18 Bf4 c6 19 Nd4 Rfe8 20 h3 c5 21 Nf5 Bf5 22 ef5 h6 23 Re8+
Re9 24 g4 Re2 25 b4 c4 26 a4 Rc2 27 Be5 f6 28 Bd4 b5 29 ab5
ab5 30 Ra8+ Kh7 31 Ra7 Rd2 32 Bf6 Rd1+ 33 Kg2 Rd2+ 34 Kf1
Rh2 35 Rg7+ Kh8 36 Rg5+ Kh7 37 Rh5 Rd2 38 g5 1-0.

FARLEY(D)-D.RIGGLEMAN(E) Rd #2 Bd #19

1 Nf3 Nf6 2 g3 Nc6 3 Bg2 e5 4 d3 Be7 5 0-0 d5 6 Nbd2 0-0 7
Re1 e4 8 de4 de4 9 Ng5 Bc5 10 Nge4 Ne4 11 Ne4 Bd4 12 c3 Be5
13 Qd3 Bd7 14 Ng5 a6 15 h4 f5 16 Nf3 Qe8 17 Bh6 Rf7 18 Ng5
Be6 19 Nf7 Qf7 20 e4 Rd8 21 Qf3 a6 22 b3 b5? This loses a
piece 23 Rad1 Bd6 24 ef5 Bf5 25 Qc6 Bd7 26 Qd5 Be6?? 27
Qe6 a5 28 Bd5 Qe6 29 Re6 Bc5 30 Re8++ 1-0.



16

"The pawn that can Checkmate me
and live to tell about it hasn't
been created!"

STAPP(B)-SHEPPARD(D) Rd #3 Bd #15

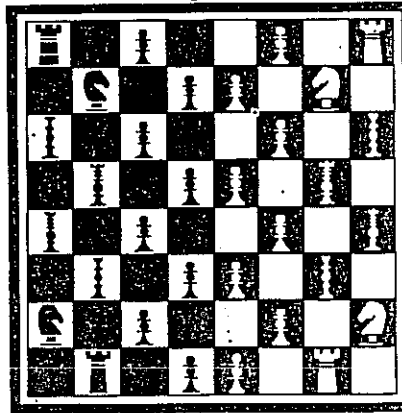
1 e4 c5 2 Nf3 Nc6 3 d4 cd4 4 Nd4 Nf6 5 Nc3 d6 6 Bg5 e6 7
Qd2 a6 8 f4 Be7 9 0-0-0 e5!? 10 Nf3 0-0 11 Bf6 cf6?! Hey. I
I know Siciliophiles are a manly lot with no fear, but you're
not supposed to do this if you're castled K-side. 12 f5!
Sealing off Black's army from the King. 12...Qa5 13 Kb1 Rd8
14 Nd5 Qd2? Black has one active piece--which he exchanges
off. In doing so, he is devoid of counterplay the rest of
the game. 15 Rd2 b5 16 c3 Bb7 17 Be2 Bf8? 18 Nf6+ Kg7 19
Nd5 Kg8 20 g4 Ne7 21 Rf1 Rac8 22 Bd1 a5 23 Bb3 Rc5 24 Ne7+
Be7 25 Bd5 Bc6 26 Bc6 Rc6 27 Rd5 Rc5 28 Rfd1 Rdc8 29 Rc5
Rc5 30 f6 Bf9? Black may as well trade pawns; at least his
Bishop has more scope. 31 Rd5 Kh8 32 Rc5 White cashed in
in 49: 1-0.



"Come on, me buccos! We're
going to West Virginia and
play VIKING CHESS!! Nothing
but Gambits and Sacs! And
you can stay up as late as
you want to after we're
finished!!"

JUST HOW GOOD ARE YOU?

MATE IN TWO



White to move & win

GRIFFITH(CM)-SCHULIEN(SM) Rd #3 Bd #1

OK Campers, get out your Caissia Decoder Rings! Griffith keeps score in English Descriptive notation. Schulien in German Algebraic.

GAME SCORE		TRANSLATED	
1	P-K4 P-K4	1	e4 e5
2	Sf3 Sc6	2	Nf3 Nc6
3	Lb5 P-OR3	3	Bb5 a6
4	La4 Sf6	4	Ba4 Nf6
5	O-O P-QN4	5	O-O b5
6	Lb3 Lb7	6	Bb3 Eb7
7	P-B3 P-KR3	7	c3 h6
8	P-Q4 P-Q3	8	d4 d6
9	Te1 P-N3	9	Re1 g6
10	Sbd2 La7	10	Nbd2 Bg7
11	Sf1 O-O	11	Nf1 O-O
12	Sg3 Te8	12	Ng3 Re8
13	Lc2 Tb8	13	Bc2 Rb8
14	P-OR4 KP:P	14	a4 ed4
15	RP:P RP:P	15	ab5 ab5
16	P:P Sb4	16	cd4 Nb4
17	Lb1 P-B4	17	Bb1 c5
18	Ld2 De7	18	Bd2 Qe7
19	Lb4 F:N	19	Bb4 cb4
20	Bb3 P-Q4	20	Qb3 d5
1/2 -- 1/2		.5 - .5	

BIERCE(A)--ROUSH(M - at the time) Rd #3 Bd #3

The kind of game both players will undoubtedly look back on one day and laugh about...John just a bit more heartily than yours truly. 1 c4 e6 2 Nc3 d5 3 cd5 ed5 4 d4 c6 5 a3 Be7 6 Nf3 Nf6 7 Ba5 0-0 8 e3 h6 9 Bh4 Bf5 10 Bd3 Bd3 11 Qd3 Re8 12 0-0 Nd7 13 b4 a6 14 Na4!? 14 Rfc1 should preface this move. 14...b5!? Creating a weakness at c6. 15 Nc5? The human thought process is a fascinating thing: (unless you happen to be the victim of its bizarre workings!) this move allows Black to seal up the weakness he just created. It would be convenient to say that no thought went into this move, but at least 15 minutes were spent on this. I know I weighed the consequences of the move: I just can't remember what I thought was on the "plus" side of the scales that made me decide to play it! 15...Nc5! "Thank you!" 16 bc5 Ne4 17 Be7 Qe7 18 Ne5?! 18 a4, with ~~a5~~ coming up should be played. If 18...b4. then 19 a5 should keep the Q-side playable for White.

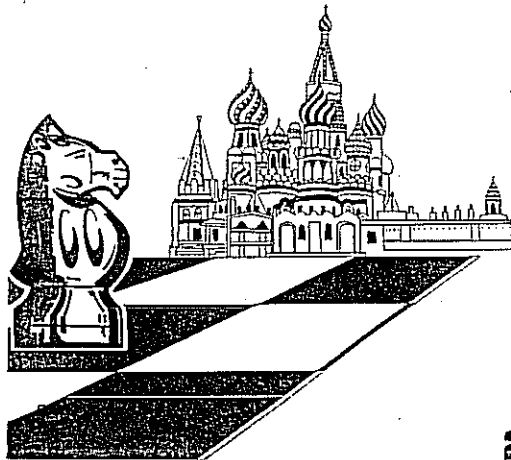
18...Qe6 19 Rfc1 I was about to play f3 when I noticed that 19...Nc5! was possible. Whether White plays 20 dc5 or Qc3, the resulting positions are not cheery for White. 19...f3 20 Nf3 Thousands of brain cells sacrificed their existence on the continuations beginning with 20 f3. At the time they didn't look promising for White, but subsequent analysis showed them to be playable. 20...a5! This kills any hopes of continued White play on the Q-side. 21 Ne1 Na5 22 Ra2 f5 23 Nf3 Ng5 24 Ne5 Nf7 25 f4 Ne5 26 fe5 Rf8 27 Rf1 g6 28 g3 Kg7 29 Qc3 Kf7 30 Qd3 Ke7 31 Kf2 Well, if this is good for Black, how can it be bad for White? Besides, being in severe time trouble, any move that didn't get me mated looked sound. 31...Ke8 32 Ke2 Rf7 33 Qb1 h5 34 Qd3 Qa7 35 Rf4 Yeah, I know, Rooks aren't ideal blockaders. 35...Kd7 36 h4 Ke6 37 Qe2 Qd8 38 Kd1 b4 39 ab4 ab4 40 Rb2 My flag now dropped as I punched the clock. 40...Ra1+ But John didn't claim it! I thought it was either because a) he's such a Southern gentleman, or b) he wanted to torture me in the position on the board, and a time forfeit was the easy way out for me. He said later that he was upset he didn't see it, so scratch choice a). 41 Kc3 Qa5 42 Qd3 Rb7 43 Rd2 b3+ 44 Ke2 Qe1+ 45 Kf3 Qh1+ 0-1 It would seem that the lucky troll doll that I bought at the 7-11 during the game and stood beside the board was powerless against the desperate iron will of a lawyer perched on the abyss of holy matrimony!

FUNKHOUSER(CM)-HOHN(A) Rd #3 Bd #4

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Bg5 Be7 5 e3 0-0 6 Qc2 Nbd7 7
 Nf3 c6 8 Rd1 h6 9 Bf6 Nf6 10 Bd3 c5 11 dc5 Bc5 12 0-0 Kh8
 13 cd5 ed5 14 Bc4 Dennis is such a trickster. 14...Qc7 15
 Nd5 Nd5 16 Bd5 Qe7 17 Qe4 Qe4 18 Be4 Bg4 19 Rd5 Bf3 20 gf3!
 Enabling a passed pawn to be created later. 20...Rac8 21
 Rfd1 Bb6 22 Rd7 Rcd8 23 Bb7 Kg8 24 Kf1 Rd7 25 Rd7 Rd8 26
 Rd8+ Bd8 Keeping cool, Jeff has succeeded in gaining a
 Bishops-of-opposite-color ending: one of the last refuges
 of players who are down material. 27 Ke2 Kf8 28 Kd3 Bh4 29
 Ke2 Ke7 30 f4 f5!? 31 Bc8 g6 32 h4 Kd6 33 f3 Bf6 34 Kd3 Bd8
 35 e4 fe4+ 36 fe4 Bb6 37 h3 Bf2 38 e5+ Ke7 39 Ke4 Be1 40 b5
 Bd2 41 Bb7 Bc1 42 Bd5 Kf8 43 Bb3 Bd2 44 a4 Bb4 45 Bc2 Bd2
 46 Bd3 Ke7 47 Kf3 Kf7 48 Kg4 Be3 49 a5 Bg1 50 Bc4+ Kf8 51
 h4 h5+ 52 Kg5 Kg7 53 Bd3 1-0.

BUTCHER(B)-DOLGOVSKIJ(CM) Rd #3 Bd #5

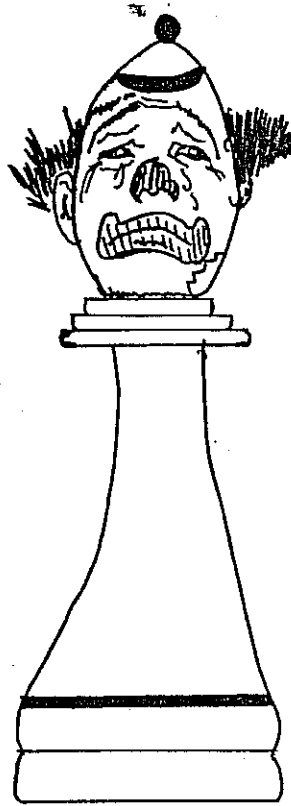
1 e4 Nf6 2 e5 Ng8!? The dread Retreat Alekhine's. bane of
 those who have prepared nastiness for the practitioners of
 retro-hypermodernism. Dolgovskij saves this for special
 occasions 3 d4 d6 4 ed6 cd6 5 c4 g6 6 Nc3 Bg7 7 Be3 Nf6 8
 h3 0-0 9 Nf3 Bf5 10 Bd3 Bd3 11 Qd3 Nbd7 12 0-0 Re8 13 Rfel
 Rc8 14 b4?! This may be a bit ambitious. Black's going to
 be pressuring the White center and bolstering it with b3 is
 probably called for. 14...Nb6 15 c5? dc5 16 bc5 Rc5! 17 Ne4
 Ne4 18 Qe4 Rc7 19 Rac1 e6 20 Rc7 Qc7 21 Rc1 Qd7 22 Bf4 Rc8
 23 Ne5 Rc1+ 24 Bc1 Qd5 25 Qd5 Nd5 26 Bd2 Kf8 27 Kf1 Ke7 28
 Ke2 Nb6 29 Kd3 Nd5 30 Kc4 f6 31 Nd3 Kd6 32 Nc5 b5 33 Ne4+
 Kc6 34 a4 a6 35 Nc3 f5 36 Nd5 ed5+ 37 Kd3 b5 38 ab5 Kb5 39
 Kc3 a5 40 Bf4 Bf8 41 Kh3 a4+ 42 Kc3 Bb4+ 43 Kb2 Rc4 44 Be5
 Bc3+ 45 Ka3 Bd4 46 Bg3 Kb5 47 f3 Bc5+ 48 Kh2 Kc4 49 Be1 Kd3
 50 g4 Ke2 51 Ba5 d4 52 f4 d3 53 gf5 gf5 0-1.



Joe Ancrille has rejoined the ranks of active players in 1992 after a long lay-off and WV Chess is the better for it: he's jovial and always well-mannered. He plays this game, however, like a bulldog that has someone's leg gripped in his teeth and absolutely refuses to let go. Jeff Crook enjoyed a score of 6.5-1.5 in the "A" section at the 1992 World Open. He plays this game like a man with a golf club in his hand who's trying to beat an annoying bulldog into letting go of his bloodied leg. 1 e4 c6 2 d4 d5 3 ed5 cd5 4 c4 Nf6 5 Nc3 g6 6 Qb3 Bg7 7 cd5 In this line of the Panov-Botvinnik Caro-Kann, at least one opening book gives Black's 5th move a "1?": Black gives up his d-pawn to complete his development and obtain pressure on the White d-pawns. In most cases, Black recovers his pawn; this takes time however. In the meantime, White exerts an uncomfortable influence in the center and the d-pawns can be surprisingly strong, doubled or not. They serve to hinder Black's effective development. Black must tread carefully: if White can hold onto both of the pawns, or exact too high a price for the capture of one, then Black is surely in trouble. 7...0-0 8 Be2 Nbd 9 Bf3 Nb6 10 Nge2 Bg4 11 Bg4 Ng4 12 h3 Nh6! 13 Bf4 a6? Black has tread carefully: 13...Nf5! allows him to reap the fruits of his labor. Perhaps he was apprehensive of 15 Nb5, but 15...Nd5 gives him active pieces, a better pawn structure and an isolated pawn to snipe at. Weighing the text move: on the plus side, it protects the b5 square and prepares b5 at some later date; on the minus side, it 1) ties down the Queen to protect the Nb6, 2) weakens b6, and 3) leaves the K-side in knots. White makes sure that if ...Nf5 is to be played, there will be a cost to it. 14 Ng3! Rc8 15 0-0 Rc4 16 Rad1 a5 17 a3 a4 18 Qb5 Nf5 19 Nf5 gf5 20 Be5 f6 21 Bf4 Rc3 22 bc3 Nd5 23 Bd2 Kh8 24 c4 Nc7 25 Qb7 Ne6 26 Rfe1 Ng5 27 Re7 Rg8 28 h4 Nh3!? 29 Kf1 Qd4 30 gh3 Qc4+ 31 Ke1 Qh4 32 Bc3 Qg5 33 Rg7 Rr7 34 Rd8+ Rg8 35 Rg8+ Kg8 36 Qc8+ Kf7 37 Qd7+ Kg6 38 Qe8+ Kg7 39 Qe7+ Kg6 40 Qe3 f4 41 Qe4+ Kg7 42 Qa4 Qg1+ 43 Ke2 f3+ 44 Kf3 Qh1+ 45 Ke2 Qh3 46 Qa7+ Kg6 47 Qd4 Qe6+ 48 Kd2 h5 49 Of6+ Of6 50 Bf6 Kf6 51 Ke3 Kf5 52 Kf3 h4 53 a4 1-0. The kind of game that can wear down both players.



Black underestimates White's attack and doesn't take sufficient measures for counterplay or defense. 1 e4 c5 2 Nf3 Nc6 3 d3 g6 4 g3 Bg7 5 Bg2 d6 6 0-0 e5 7 Nbd2 Nge7 8 Re1 0-0 9 h4 Bg4 This commits the trading of Black's bishop: the alternative is to waste tempos by retreating to where it should have went in the first place. 10 Ndf1 Nd4 11 Nih2 Bf3?! In effect, trading the Bishop for the Knight on h2. 12 Nf3 b5 13 c3 Nf3 14 Bf3 Rb8 15 Kg2 h4 16 c4 Nc6 17 Be3 Nd4 18 Bd4 cd4 19 h5 g5 20 h6! ACT I: The H-pawn Who Came to Dinner. 20...Bf6? In Jim's own words: "This can't be recommended". 2 tries: Bh8 and apply pressure to the Q-side. Or take the pawn with Bh6 and try and weather the storm; at least Black has a pawn for his troubles. 21 Bg4! White ensures that there will be no freeing f5. 21...Be7 22 Bf5 Kh8 23 Qf3 f6 24 Rh1 Qe8 25 b3 Qf7 26 Rg1 Rb6 27 Kf1 Ra6 28 Qe2 Qe8 29 f4! They call him Carl "The Can-Opener" Hudson. He tries to rip open the K-side like a ripe casaba melon. 29...gf4? Jim alertly helps out. Qd8 was a try. Soon the Black King will be surrounded by Death Squares. The rest of the game resembles a 'Snuff Movie'. 30 gf4 Rg8 31 Rg8+ Kg8 32 Rg1+ Kh8 33 Rg7 Bf8 34 Rh7+ 1-0.



"THE BAD BISHOP is certainly a sad piece."

H.
Ruk

The last two Round 3 games are dis-similar draws. Waugh-Armstrong has wide-open spaces: many pieces, few pawns. Miller-Gogol ends locked up tighter than my '67 Mustang after the oil change when I used MD 2020 instead of 10W40.

WAUGH(C)-ARMSTRONG(B) Rd #3 Bd #8

1 c4 Nf6 2 g3 g7 3 Bg2 Bg7 4 e4 e5 5 Ne2 d6 6 0-0 0-0 7 Nc3 Na6 8 d3 Bd7 9 h3 c6 10 f4 Qc8 Checking to see if White's tactical radar is on. 11 Kh2 Nh5 12 fe4 fe4 13 a3 Be6 14 b4 h6 15 Be3 Rd8 16 Qc2 Nc7 17 Rad1 Ne8 18 Qc1 Now Chuck checks to see if Black's tactical radar is on. 18...Kh7 19 Na4 b6? 20 Bb6! This produces a wild, wide-open game. White has a rook+2 pawns for B+N. 20...ab6 21 Nb6 Qc7 22 Na8 Ra8 23 Qb2 f5 24 ef5 gf5 25 b5 e4 26 Qb3 cb5 27 Qb5 Bd7 28 Qd5 Ra5 29 Qf7 Nf6 30 Nf4 Ra3 31 de4 fe4 32 Be4+ Ne4 33 Qg6+ .5-.5 And with many pieces to keep track of, very little pawn cover to hide behind and several moves to go to reach the time control, the draw seems prudent to both players.

MILLER(C)-GOGOL(B) Rd #3 Bd #10

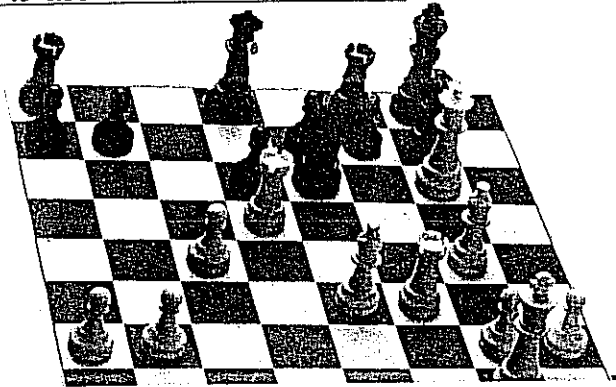
1 e4 c5 2 Nc3 Nc6 3 Nf3 g6 4 Be2 Bg7 5 0-0 a6 6 d3 b5 7 a3 Nf6 8 Be3 d6 9 Qd2 0-0 10 Bh6 Nq4?! Taking a move to force an exchange that White was intent on making anyhow. 11 Bg7 Kq7 12 h3 Nf6 13 Nh4 Nd4 14 Bd1?! This Bishop's no prize. 14...e5 15 Nf3?! Ne6 16 Ne2 Bb7 17 b4 Qc7 18 c3 Rfd8 19 Bc2 c4 20 Qe3 Ne8 21 d4 f6 22 d5 Nf8 23 Nh4 Bc8 24 f4 Qa7 25 Qa7 Ra7 26 f5 g5 The pawns slide by one another. 27 Nf3 a5 28 h4 h6 29 h5 a4 .5-.5 And as the last pawn locks into place, the sun sets on a peaceful position from out of the Old West: you can almost hear the harmonica and smell the coffee on the campfire. The only open line is the g1-a7 diagonal. Unfortunately, the dark-square bishops and queens have been traded off. There are no outposts for the Knights except g4.

ROUSH(M)-GRIFFITH(CM) Rd #4 Bd #2

1 c4 c6 2 Nf3 d5 3 d4 e6 4 e3 Nf6 5 Nc3 Nbd7 6 Qc2 Bd6 7
Bd2 0-0 8 0-0-0 An important game where the players have
stated their intentions early: White will try to operate on
the K-side, while Black will stir things up on the Q-side.
9...a6 9 e4 de4 10 Ne4 Ne4 11 Qe4 Nf6 12 Qh4 b5 13 c5 In
exchange for the backward d-pawn, White keeps Q-side lines
closed and K-side chances. Four moves later, however,
Queens are exchanged leaving White with his weakness. The
question becomes "Can Black take advantage of it?" 13...Be7
14 Bd3 Qd5 15 Kbi Qh5 16 Qh5 Nh5 17 Ne5 For a large part of
the game's remainder, the story of White's life is his
Knight taking up good outposts, only to be evicted by Black
pawns. 17...Bb7 18 Rhe1 Rad8 19 Be3 Nf6 20 a3 Nd5 21 Be4 b6
22 Bd5 Rd5 23 Nd3 e5 24 de5 fe5 25 Nb4 Rd1 26 Rd1 Rd8 27
Rd6 Bd8 28 f3 Kf7 29 Kc2 Ke6 30 Kd3 a5 31 Na2 Bc8 32 b4 Ke6
33 Nc3 Bf5+ 34 Ne4+ Ke6 35 a4 Bg6 36 Bd2 ab4 37 ab4 .5-.5

FELTON(A)-FUNKHOUSER(CM) Rd #4 Bd #3

1 e4 Nf6 2 d4 g6 3 Nc3 Bg7 4 e4 d6 5 Bd3 e5 6 d5 0-0 7 Nge2
Nh5 8 0-0 f5 Black wastes no time sending the K-side pawns
on their rightful mission. 9 Ng3 Nf4 10 Bb1 a5 11 a4 Na6 12
Nge2 Ne2+ 13 Qe2 f4 14 Ra3 Nc5 15 Na2 Bd7 16 Bc2 g5 17 f3
Ff6 18 Kh1 Rg6 19 Bd2 h5 20 a3 fg3 21 hg3 Qf6?! 22 f4 af4
23 gf4 Qh4+ 24 Qh2 Qh2+ 25 Kh2 ef4 26 e5! Rg4 27 e6 Bh2 28
Raf3 Ba4 29 Bf5 Rh4+ 30 Kgr2 Be5 31 Be1(diagram) White gets
some comp for the 3 pawns in the form of the exchange. But
White's pawns are passed, protected and dangerous. Black's
pieces are also better-placed, while White's Na2 is serving
as a U.N. observer at the moment. 31...Rg4+ 32 Bg4 hg4 33
Rf4! Bf4 34 Rf4 Bd1 35 Nc3 Bf3+ 36 Kd1 Nd3! 37 Rf7 Ne1 38
Rc7 a4 39 c5 dc? 40 d6 Bc6 41 d7 Nf3+ 42 Kf2 Bd7 43 ed7 Rf8
44 Kc8 Ne5 45 Rf8+ Kf8 46 d8(Q)+ 1-0.

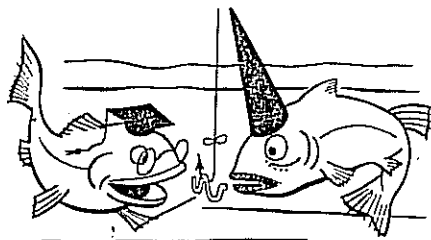


MARTIN(A)-WALKER(CM) Rd #4 Bd #4

1 d4 Nf6 2 c4 c5 3 Nf3 cd4 4 Nd4 Nc6 5 Nc3 e6 6 e3 Be7 7
Be2 0-0 8 0-0 d5 9 cd5 ed5 A classic isolated pawn game:
Black takes on the potentially-weak isolated d-pawn in
exchange for easy, less-restricted development. White's
plan will be to blockade the pawn, swap off Black's pieces
and win the pawn in the endgame. How simple! But White also
has to contend with Black's pieces, which have strong
swarming tendencies if left untreated. 10 a3 Re8 11 b4 Nc5
12 Qb3 Bg4!? 13 Ra2 Be2 14 Re2 Qd7 15 Bh2 Rad9 16 Rc2 Bd6
17 f4 Closes things up. 17...Ncg4 18 Nd1 Ne4 19 Nf3 Ncf6 20
Rd4 Bb8 21 Nf2 Nf2 22 Rff2 Ne4 23 Rf1 Qf5 24 Nd3 Nd6 25 Rf3
Rc8 26 Rc8 Rc8 27 Qb2 Rc2 28 Qb1 Nf1 loses to ...Rg2+
29...Rd2 29 Qd3 0-1.

CADY(A)-CROOK(A) Rd #4 Bd #5

1 d4 Nf6 2 Bg5 c5 3 e3 e6 4 c3 Nc6 5 f4! A Stonewall
position without the characteristic entombed Bishop. I know
a lot of readers are holding their noses at the annotation;
the "!" is for the sly, Cady-like execution of this idea,
not for the opening itself. Of course, Crook could have
considered all this, laughed heartily, and continued to
play. ...5 Be7 6 Bd3 d6 7 Nf3 cd4 8 ed4 0-0 9 Qe2 h6 10 Bf6
Bf6 11 0-0 Re8 12 Nbd2 e5 13 Rael Bg4 14 fe5 de5 15 Qe4 Bf3
15 Qh7+ Kf8 17 Rf3 Ke7 18 Ne4 Rh8 19 Qf5 Qc5 20 Nf6 Qf5 21
Nd5+! Kd6 22 Rf5 Kd5 23 Bd4+ Kd6 24 Bc6 bc6 25 R1e5?! Rf7
looks promising. 25...f6 26 Ra5 Rhe8 27 Kf2 a6 28 Rf3 Ra2
29 Re3 Rb8 30 b3 Rb5 31 Ra4 Rf5+ 32 Rf3 Rd5 33 Rf4 a5 34
Ke3 Ra5 35 a3 Rb5 36 Kd3 Ka6 37 Ra4+ Kd6 38 Re8 Rf5 39 Rc4
Rf2 40 Re2 Rf1 41 Rc5 Rd1+ 42 Ke4 Rc1 43 Re8 Rc2 44 Rd8+
Kc7 45 Rg8 Kd6 46 Rc8 Ra6 47 Rd8+ Ke6 48 Rg8 Ra2 49 Rg7 a4
50 ba4 R2a4+ 51 Kd3 Ra2 52 Rh5 Rf2 53 Rh6 Ra3 54 Rgg6 Rf3+
.5-.5 A mind-numbing game: White tortured, but didn't win.



"Say... go ahead and take
the b-pawn!"

BIDLACK(C)-DAVIS(B) Rd #4 Bd #6

1 e4 c5 2 Nf3 d6 3 d4 cd4 4 Nd4 Nf6 5 Nc3 g6 6 Be2 Bg7 7
Be3 0-0 8 Qd2 Nc6 9 0-0 Bd7 10 Rad1 RcB 11 a3 Ne5 12 b3
Qa5? Black overlooks White's reply. 13 Nd5 Qd8 14 f3 Be6 15
Ne6 fe6 16 Nf4 Qd7 17 c4 b6 18 h4 Nh5!? 19 Nh5 gh5 20 Bh6
Rf7 21 Bg7 Rg7 22 Qh6 Ng6! 23 g3 Qh5? lets Black start
slamming face. 23... Qc7 24 Kh2 Qc5 25 b4 Qe5 26 Kh3 Rf8 27
Qa5 Qb2 28 Qe3 Qf6 29 f4 Rd8 30 Rc1 Kh8 31 Bh5 Rcg8 32 Bg6
Qd6 33 Rf3 Qa4+ 34 Kh2 Qh5 35 Rc3 Qe8 36 b5?! Qh5 37 a4 Rc8
38 f5 Qf7 39 fe6 Qe6 40 Qd4 Qa6 41 e5 Qe6 42 ed6 Qd6 43 Qd6
ed6 44 Rf5 Rg4 45 Rd5? Rg4 is better. 45... Rgc4 46 Rc4 Rc4
47 Rd6 Ra4 48 Rd8+ Kg7 49 Rd7+ Kg6 50 h5+ Kh5 51 Rh7+ Kg6
52 Rh4? Hb2 53 Rg4+ Kf6 54 Rf4+ Ke6 55 Re4+ Kd5 56 Ra4 Rb5
57 Ra7 Ra5 58 Rd7+ Kc6 59 Rd3 Rd5 60 Rd5?? Kd5 61 g4 b5 62
g5 Ke6 0-1

RICHARDSON(B)-BAKER(B) Rd #4 Bd #7

Mike Richardson is a pleasant fellow who is returning from a 17-year layoff. (Is Fischer responsible for all of these old players coming back to chess?) He wrote at the top of each of scoresheets "It's been 17 years!" This is the battle of two Mikes: Comeback Mike and Young Mike. 1 e4 e5
2 Nf3 Nf6 3 d3 Nc6 4 Nld2 d6 5 g3 Be7 6 Bg2 b6 7 0-0 0-0 8
Re1 Bh7 9 Nf1 Re9 10 c3 Qd7 11 Qc2 Rd8 12 a3 Rb8 13 c4 Nd4
14 Nd4 ed4 15 Bd2 c6 16 Qa4 a6 17 h3 c5 18 Qd7 Nd7 19 f4
Bc7 20 g4 g6 21 g5 Kq7 22 Nh2 h5 23 Nf3 f6 24 h4 f5 25 ef5
.5-.5 The fans go home disgruntled: the much-awaited match-up of "The Man From The Past" vs. "The Iron-Willed T.D" ends peacefully.

HOHN(A)-GOGOL(B) Rd #4 Bd #14

Jeff Hohn has many weapons in his bag of tricks: the Smith-Morra is but one. 1 e4 c5 2 d4 cd4 3 c3 dc3 4 Nc3 Nc6
5 Nf3 e6 6 Bc4 a5 7 0-0 Bc5 8 Qe2 Nd4? ...Ne7 is more
prudent. Black needs to develop. 9 Nd4 Bd4 10 Rd1 Ba7?!
Perhaps ...Bf6 11 e5 b5 White has several pluses: a) 2 bishops with an open center; b) Time; and c) a pawn at e5 ASPACEU. The hammer falls on the fearless Black pieces. 12
Bb3 Bh7 13 Ne4 Be4 14 Qe4 Ne7 15 Bg5 0-0 16 Bc2 g3 17 Bf6
0-1. White has many ways to win. 17...Re8 18 Qh4 h5 if Nf5
Bd8 and Bh4.

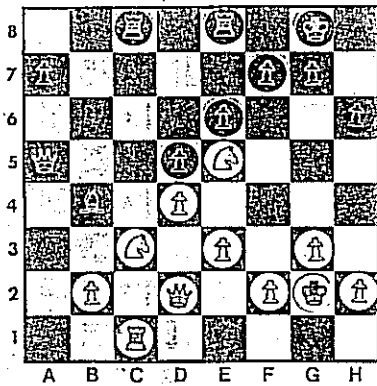
FRESHOUR(D)-BURKHAMMER(E) Rd #4 Bd #19

1 e4 e5 2 d4 Qf6 3 d5 Bc5 Black is direct: he is playing for mate! 4 Nh3? Qe2 4...d6 5 Bb5+ c6 6 Be2 Bh3 7 gh3 Qf2+
8 Kd2 Nf6! Black brings another piece into the fray. 9 Rf1
Ne4+ 10 Rd3 Qd4++

Chuck Waugh became instantly famous in WV chess circles when a phenomena (that everyone has experienced at one time or another) was dubbed (by J. Roush) as "the Waugh Moment". This is "that seemingly inevitable point in the game when no matter how well he has played so far (Chuck, or substitute any name) produces a howler which totally destroys his game". After this game, Chuck lobbied to have "the Markle Minute" included in the Official WV Chess Lexicon. Markle lobbied to have all traces of this game stricken from the record. Sad to say, I've been there.

1 c4 Nf6 2 c3 e6 3 Bg2 d5 4 cd5 cd5 5 d4 Nc6 6 Nf3 e6 7 0-0 Be7 8 Nc3 0-0 9 Ec5 Bd7 10 Rc1 h6 11 Bf6 Bf6 Markle gains the Bishop pair. 12 e3 Rc8 13 Qd2 Be7 14 a3 Na5 15 Ne5? Nb3 16 Qe2 Nc1 Markle now owns the Rook pair. 17 Rc1 Ba4 18 Nd3 Bb3 19 Qd3 Ec4 20 Ne5 b5 21 Bf1 b4? 22 ab4 Bf1 23 Kf1 Bb4 24 Ra1 Qc7 25 Kc2 Things are looking grim for White.

25...Rfa9?! Maybe Ra8, Rfc9 and pushing the a-pawn. 26 Rc1 Qa5 (DIAGRAM) 27 Nd3! Black fights on with the Knight pair. 27...Bc3 28 bc3 Rc7 29 Nc5 Qb5 30 Rc2 White's getting active. 30...Rce7?! Black seems to have been having trouble focusing on something constructive to do over the last several moves. 31 Rb2 Qc6 32 Qc2 a5 33 Qb1 a4? 34 Bb6 Qc7 35 Na4 Ra8 36 Nc5 Ra3 37 Rb7 Qd8? 38 Rb8 Ra8 39 Rd8+ Rd6 40 Qb6 Ra9 41 Qd6 Rea7 42 e4 de4 43 Ne4 Ra2 44 Qf4 Re2?! The urge to be active and double on the 2nd rank is understandable, but f7 is weak. 45 Nd6 f6 46 Ne4 Raa2 47 Nf6+! gf6 48 Qf6 Rac2 49 Qg6+ Kf8 50 Qh6+ Ke7 51 Qg5+ Kd7 52 Qb5+ Ke7 53 Qb7+ Kf6 54 Qf3+ Ke7 55 h4 Re1 56 h5 Rcc1 57 h6 Rg1+ 58 Kh2 Rgf1 59 h7 Rc2 60 Kg2 Rfc1 1-0. This was two in row for Chuck over Markle.



Forget the mutual mistakes made, look at the larger message in this game. White had not one, but two opportunities to put a lock on this game; he didn't seize them. He didn't get a third chance; that's the moral for every player from this game: don't squander opportunity, it'll get tired of knocking! 1 e4 e5 2 Nf3 Nc6 3 Bb5 Nf6 4 0-0 Bd6 5 Re1 0-0 6 c3 a6 7 Ba4 Re8 8 d4 ed4? 9 Bc6 dc6 10 e5 Bg4 11 cd4 Nd5 12 Nbd2? Opportunity #1: White can win a piece. 12...Bf8 13 h3 Bh5 14 Qb3 b6 15 Ne4 h6 16 Ng3 Bf3 17 Qf3 c5 18 Nf5 g6? 19 Ne3?! Opportunity #2: 19 Nh6 Bh6 20 Bh6 cd4 21 Qg4! with Black's K is surrounded by weak dark squares and strong White pieces for his material deficit. Of course, if ..Kg7? then Qf7+ & Qg6. 19...Nb4 20 Bd2 cd5 21 Bb4 Bb4 22 Red1 Bc5 23 Ng4 Kg7 24 a3 a5 25 Qf4 Qg5 26 Qg5 hg5 27 Rab1 Rad8 28 b4 ab4 29 ab4 Bf8 30 Rb3?! (b5!) 31...c5! Move 'em up, head 'em out! 31 bc5 bc5 32 Rbd3 Rd7 33 Nf6 Red8 34 Nd7?! This wins the exchange, but White has trouble coordinating his Rooks to stop the Black pawns. 34...Rd7 35 R3d2 Rd5 36 Re1 c4 37 Re4 Bc5 38 Rc2 c3 39 Kf1 d3 40 Ra2 d2 41 Ra1 d1(Q)+ 42 Rdl Rd1+ 43 Ke2 c2 44 Rc4 c1(Q) 45 Rcl Rcl 0-1 in 50.



"I'm here to tell ya...don't trust nobody! I was a pawn once. I coulda been a Queen, but the bozo that was playin' my side thought he was Morphy. He thought he saw checkmate & promoted me to a Knight. The sap resigned 11 moves later. So don't trust nobody!"

GRIFFITH(CM)-CADY(A) Rd #5 Bd #3

White probes and pressures by turns; in a unbalanced position, Black and White engage in tactical fisticuffs. Black may be on top, despite the temporary material minus. Black tosses it away, however, with a few questionable moves at the end. 1 e4 e5 2 Nf3 Nc6 3 Eb5 a6 4 Ba4 Nf6 5 0-0 b5 6 Bb3 Be7 7 d4 d6 8 c3 Bg4 9 Be3 0-0 10 Nbd2 Na5 11 Bc2 c5 12 h3 ed4 13 cd4 Bh5 14 g4 Bg6 15 Re1 Nc6 16 a3 Re8 17 Qe2 Bf8 18 d5 Ne7 19 Rac1 Nc9 20 Bg5 h6 21 Bh4 Be7 22 b4 Nb6 23 Kg2 Nfd7 24 Bg3 Bf6 25 Bd6 Nd5 26 Qd3 N7b6 27 bc4 Qd6! 28 cd6 Nf4+ 29 Kf1 Nd3 30 Bd3 Rad9?! (...Bb2!?) White is up material (which Black can recover) and has a scary-looking d-pawn. Black should strive to keep him off-balance before White's pieces are fully coordinated. 31 Rc6 Nc8? 32 Rc8! Rc8 33 d7 Rad9 34 dc3(Q) Rc8 35 Ke2 1-0.

BIERCE(A)-RICHARDSON(B) Rd #5 Bd #7

1 c4 c5 2 Nc3 Nc6 3 g3 g6 4 Bg2 Bg7 5 Nf3 d6 Black breaks the symmetry; of course, "Black's the only one who can break the symmetry"--K.Dolgovskij. 6 d3 e5 7 0-0 Nge7

8 Rb1 Rb8 9 a3 a6 10 b4 cb4 11 ab4 b5 12 Nd5 Nd5?! 13 cd5 Ne7 14 Nd2 Eb7 15 e4 0-0 Originally, I thought Black could have eased his problems with 15...a5, liquidating not only a weak pawn but a weak square. However, 16 ba5 Qa5 17 Qb3 wins the b-pawn. Efforts to save it such as 17...Ba8 18 Nc4 Qc7 19 Ba3 Nc8 20 Rfc1 submerge Black's position into a treacherous quagmire. 16 Nb3 h6 17 Na5 Ba8?! 18 Bg3 f5 19 Qb3 f4 20 Ba7 Rc8 21 Bh3 f3 22 Rfc1 Rcl+ 23 Rcl Kh7 24 Qc2 Bd5!? 25 Qc7! I didn't feel like giving Black any play with 25 ed5. 25...Bg8 26 Bb6 Qe8 27 Qd6 Rf6 28 Qd8 Of7 29 Rc7!? Rb6 30 Re7 Qf6 31 Qc7 Rd6? 32 Rg7+! 1-0.

BIDLACK(B)-HUDSON(B) Rd #5 Bd #11

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 Nf3 0-0 6 Be2 e5 7 d5 a5 8 0-0 Na6 9 Be3 Ng4 10 Bg5 f6 11 Bd2 f5 12 h3 Nf6 13 Bg5 Qe8 (...h6) 14 Bf6 Bf6 15 Qd2 Nc5 16 Qc2 Bd7 17 Nh2 f4 18 Bg4 h5 19 Bd7 Qd7 20 a3 a4! Black has stifled play on the Q-side and owns the K-side. White's pieces have few squares to go to. 21 Nf3 g5 22 Qe2 Nb3 23 Rb1 g4 24 hg5 hg5 25 Nh2 f3 26 gf3 Nd4 27 Qd3 gf3 28 Nf3 Qg4+ A very nice K-side attack by Black and an illustration of what can happen to White if he's not careful against the King's Indian Defense. Mr. Bidlack had the misfortune of playing several players who had good performances this tournament.

(ANNOTATIONS BY K.DOLGOVSKIJ)

I knew this would be a tough struggle; not only did I have to face Mr. Armstrong but also a picture of G. Kasparov. Oh well, I guess it wouldn't be much different than playing Parley Long and his chess trophy. (NOTE: Parley is an expert who has played throughout WV during his career. During the 1984 1st National Bank Twin Tornadoes at Moundsville, Parley came in first the first day. The next day, his trophy sat next to his board during the competition. Whether it was a good-luck charm or an intimidation icon was never decided.---EDITOR) 1 f4 d5 2 Nf3 Nf6 3 e3 e5 4 d4 e6 5 c3 Be7 6 Bd3 0-0 7 Bd2 Please come and capture this Bishop. 7...b6 8 Qe2 Bb7 9 0-0 Nbd7 10 Be1 Rc9 11 Bh4 Ne4 12 Be7 Glad to trade mine for his. 12...Qe7 13 Nhd2 cd4 14 ed4 Ndf6 15 Ne5 Nd2 16 Qd2 Ne4 17 Qe2 f5 18 g4 e6 19 Rf3 Rc7 20 Raf1 Bc6 No thanks. 21 Rh3 Be8 22 Qa2 Qd6 23 Rh6 Rg7 24 g5 I'm really starting to like my position. 24...Ob8 25 h4 Bf7 This move really brought a long think. Did Mr. Armstrong not see the knight fork or was he purposely sacrificing the exchange? I felt that either path here would prove interesting. 26 Nd7 Qc8 27 Nf8 Kf8 28 h5 gh5 29 Rf3 Be2 is probably better. 29...Nd6 30 Rh3 Bg6 31 Be2 Nf7 32 Bh5 DUMB! Losing the exchange anyway. I'm supposed to keep this bishop with all those light-squared targets in the middle of the board! 32...Nh6 33 Bg6 Rg6 34 Rh6 Kg8 Nathan offers a draw here, but I feel White is slightly better in spite of uninspired play the last 10 moves. 35 Qh3 Qd7 36 Kf2 Qa7 37 Rh4 Qd7 38 Qe3 Qb5 39 Qd2 Qc4 40 b3 Qc6 41 Rh3 Qc7 42 Rh1 Rc7 43 Kf3 Kf7 44 Qe1 Kg8 Easy to blunder in this type of game. 45 Rh6 Rg6 46 Rg6+ hg6 47 Qe6+ Kh7 48 Qe3 No counter-play, please. 48...Qd7 49 Ke2 Qe4+ 50 Kd2 Qf1 51 Qe7+ Kh8 52 Qf8+ Kh7 53 Qh6+ Kg8 54 Qc6+ Kf8 55 Qf5+ Ke8 56 Qe5+ Kf8 57 Kc2 Have to avoid perpetual checks at h6 and e2 or e2 and e1. 57...Qf2+ 58 Kh1 Qf1+ 59 Kb2 Qd3 60 Qb8+ Kf7 61 Qa7+ Ke8 62 Qa6+ Ke7 63 Qb7+ Ke8 64 Qb8+ Kd7 65 Qe5 Preventing the aforementioned checks. 65...Qd2+ 66 Ka3 67 Qc3 67 Qd5+ Ke8 68 g6 Qc1+ 69 Ka4 Qb2 70 a3 b5+ 71 Qb5+ Kd8 72 Qd5+ Ke8 73 g7 Ke7 74 g8(R) 74 g8(C) allows 74...Qd4 75 Qd4 statemate! 74...Qa2 75 Rc7+ 1-0.

BURKHAMMER(D)-ANCRILLE(B) Rd #5 Bd #14

White tries to advance his e-pawn before being fully prepared and this results in the ultimate loss of the game for him. 1 d4 d5 2 Nf3 Nf5 3 Nc3 Bf5 4 Bf4 c5 5 g3 h6 6 Bg2 e6 7 a3 Bd6 8 Bd6 Qd6 9 Ne5 0-0 10 0-0 Nbd7 11 Nd7 Qd7 12 Re1 Rad8 13 e4? de4 14 Be4 Ne4 15 Ne4 Qd4 16 Qd4 Rd4 17 f3 Be4 18 Re4 Re4 19 fe4 Rd8 20 c3 Rd2 21 Rb1 Kf8 22 h4 Ke7 23 Kf1 Kf6 24 b4 Rd3 25 Kf2 Rc2 26 Rd1 Ke7 0-1.

BUTCHER(B)-B.RIGGLEMAN(D) Rd #5 Bd #13

White may have underestimated his opponent without realizing it. After some early Black mistakes, White is up material, but Black battles back and could have won the game. An example of the up-and-down tournament that Markle experienced at this year's WV State Chess Championship.

1 e4 e5 2 Nf3 Nc6 3 Bb5 Nf6 4 0-0 Bc5? 5 Bc6 dc6 6 Na5 0-0 7 d3 Qe7 8 Nf3 Bd6 9 h3 b6 10 Re1 Nd7 11 d4 f6 12 Bd2 c5 13 d5 Ne5 14 b3 Nf3+ 15 Qf3 Qe5 16 Na3 f5 17 ef5 Qh2+ 19 Kf1 Rf5 19 Re8+? Rf8? 19...Kf7 20 Qe3 or Qe4 Qh1+ wins. 20 Rf9+ Bf8 21 Re1 Ba6+ 22 c4 Qh1+ 23 Ke2 Re8+ 24 Be3 Qh2 25 g3 Qh3 26 Rh1 Qd7 27 Qh5 h6 28 Rh4 g5 Black energizes position with tempo. 29 Qg6+ Kh8 30 Re4 Re4 31 Qe4 Bc7 32 Qe6 Qd8 33 f4 Bc8 34 Qf7 Bg4+! 35 Kd2 c6 36 Nc2 cd5 37 Qd5 Qf5! 38 Qd3 White gets into trouble as the Black Bishops become highly toxic to White's King. 38..Bf5 39 Qe2 Qc3+ 40 Kd1 Bc2+ 41 Qc2 Qe3 42 Qe2 Qd4+? White has been reeling for the last half-dozen moves, but now Black disdains the Q-trade and the won endgame. 43 Ke1 Qg1+ 44 Kd2 Qd4+ 45 Ke1 Qc3+ 46 Kf1 Qc1+ 47 Kc2 Qb1 48 Qe8+ Kh7 49 Qe2 gf4 50 gf4 Qg6+ 51 Kf1 Bd4 52 Qe7+ Qg7 53 Qe4+ Kh8 54 Qe8+ Kh7 55 Qe4+ Kg9 56 Qe8+ Kh7 57 Qe4+ Qg6 58 Qe7+ Kh8 59 Qf8+ Kh7 60 Qe7+ .5-.5

DAILY(D)-MILLER(C) Rd #5 Bd #15

White castles into a drafty pawn fortress. This is not fatal, as long as White's Q doesn't stray and allow Black's Q and her minions into h3. 1 d4 d5 2 e3 Nc6 3 Bd3 e5 4 c3 e4 5 Bc2 Qg5 6 g3 Bd6 7 c4 Be6 8 Nc3 Nf6 9 cd5 Bd5 10 Nd5 Qd5 11 Ne2 0-0 12 0-0 Rfe8 13 Bd2 Bb4 14 Bb4 Nb4 15 a3 Nc2 16 Qc2 Qd7 17 Rfd1 c6 18 Nf4 Rac8 19 Rac1 b6 20 Qb3 g5 21 Ne2 Qh3 22 f3 ef3 23 Rf1 Qg2++ 0-1.

HOHN(A)-WAUGH(C) Rd #6 Bd #7

1 e4 c5 2 Nf3 Nc6 3 d4 cd4 4 Nd4 g6 5 Be3 Bg7 6 c3 Nf6 7
Nd2 0-0 8 Bd3 b6 9 f3 Bb7 10 Nf1 d5 11 Nc6 Bc6 12 e5 Nd7 13
f4 Nc5 14 Ng3 d4 15 cd4 Nd3 16 Qd3 Bg2 17 Rg1 Bd5 18 h4 Rc8
19 h5 Bc4 20 Qd2 Bh6? 21 Nf5 Bg7 22 Ng7 Kg7 23 f5 Kh8 24
hg6 fg6 25 fg6 Rg8 26 gh7 Rg1+ 27 Bg1 Qf8 28 Qf2 Qf2+ 29
Bf2 Kh7?! 29...Bd5 presents White with more problems. 30
Rc1 Bd6 31 Rd1 Bd5 32 Kd2 e6 33 Rh1+ Kg7 34 Rh3 Rc7 35 Bh4
Kf8 36 Bd8 Rc8? (Rg7) 37 Bb6! Ra8 38 Rh8+ Ke7 39 Ra8 Ba8 40
Ba7 1-0 in 49. Chuck didn't resign this game; his
scoresheet had the word "Quit" written at the end.

TURNER(B)-HUDSON(B) Rd #6 Bd #8

1 e4 g6 2 d4 Bg7 3 Nc3 d6 4 f4 Nf6 5 Nf3 0-0 6 Bd3 e5 7 fe5
de5 9 d5 c6 9 dc6 bc6 10 Bg5 Qa5 11 Qd2 Ba6 12 Bh5 Bd3 13
Bg7 Kg7 14 cd3 Nbd7 15 0-0 Rfd8 16 Kh1 Nc5 17 Ne5 Ne4 18
Qf4 g5? (...Nd6) 19 Qf5 Rd3 20 Ne4 1-0.

ARMSTRONG(B)-ANCRILLE(B) Rd #6 Bd #9

1 d4 d5 2 c4 c6 3 Nc3 Nf6 4 Nf3 g6 5 Bf4 Bg7 6 e3 0-0 7 cd5
Nc5 8 Nd5 Qd5 9 Be2 Nd7 10 0-0 Nf6 11 Nd2 Bf5 12 a3 Qd8 13
Qb3 Qb5 14 Qb6 ab6 15 a4 Bd7 16 Nc4 Nd5 17 Bg3 Bf5?! 18 Bf3
Bd3 19 Rfc1 Bc4 20 Rc4 b5 21 R4c1 sh4 22 Bd5 cd5 23 Rc7
Rfc8 24 Ra4! Ra4 25 Rc8+ Bf8 26 h3 Bg1+ 27 Kh2 Bb1 28 Bf4
Kg7 29 Rc2 e6 30 Bf5+ Kh6 31 Kg3 g5 32 Kf3 Kg6 33 g4 Rh1 34
Kg2 Rh1 35 Rc8 Bg7 36 Bg7 Kg7 37 Rc2 Kg6 38 Kf3 Rh1 39 Rc7
h5 40 Rb7 Rc1 41 Rb5 1-0. Resignation was perhaps a bit
premature.

MILLER(C)-RICHARDSON(B) Rd #6 Bd #10

1 e4 c5 2 Nc3 Nc6 3 Nf3 d6 4 Be2 Nf6 5 d3 e6 6 0-0 Be7 7 b3
0-0 8 Bb2 a6 9 a4 Qc7 10 h3 Bd7 11 Nh2 Nd4 12 Nf3 Ne2+?!
This bishop is nothing special. 13 Ne2 Bc6 14 c4 Rfd8 15
Qd2 Ne8 16 a5 Bf6 17 Bf6 Nf5 18 Ng3 d5! 19 e5 Nd7 20 Nh5
Ne5 21 Qg5 Ng6 22 Rfe1 dc4 23 bc4 Bf3 24 af3 Rd3 25 Qa2 Qc6
26 Re3 Re3 27 fe3 Rd8 28 Kf1 Qd7 29 Ke1 Qd3 30 Qb2 Qe3+ 31
Qe2 Qc3+ 0-1.

BAKER(B)-CADY(A) Rd #6

1 e4 c5 2 Nf3 d6 3 d4 cd4 4 e5 de5 5 Bb5+ Bd7 6 Bd7? Nd7
One indication that the opening may have gone awry: White's
gambited 2-pawns, and developed his opponent's piece.
7 0-0 e6 8 Re1 f6 9 c3 dc3 10 Nc3 Bb4 11
Bd2 Nb6 12 Nb5 Bd2 13 Qd2 Qd2 14 Nd2 Nd5 15 Nd6+ Ke7 16
N2c4 Rb8 17 a4 Nh6 18 Rac1 Rhd8 19 Ne4 Nf5 20 Na5 Nd4 21
Nc3 Nf4 Closer and closer come the Black Knights of Doom!
22 Rcd1? Nde2+! 23 Ne2 Ne2+ 24 Kf1 Rd1 25 Rd1 Nd4 26 f4
Nf5 27 fe5? Ne3+ 0-1. As they say in China: It's tough to
play and direct at the same time. (That's China, New
Mexico.)

B.RIGGLEMAN(D)-BIDLACK(B) Rd #6 Bd #12

1 e4 e5 2 Nc3 Nf5 3 Nf3 Nc6 4 Bc4 Bc5 5 0-0 0-0 6 d3 d6 7
a3 a6 8 b4 Bb6 9 Nd5 Ba7 10 Nf6+ Qf6+ 11 Bg5 Qg6 12 g3 Bg4
13 Be3 Nd4 14 Bd4 Bd4 15 Rb1 Qh5! 16 Kg2 Bh3+ 17 Kq1 Bf1 18
Kf1 Kh8 19 Kg2 f5 20 ef5 Rf5 21 h3 Qg6 22 Nd4 ed4 23 Qd2 b5
24 Bb3 Raf8 25 Rbf1 d5 26 c4 dc4 27 Qc3 c6 28 Qc5 h5 29 a4
h4 30 g4 Rf4 31 Kq1 Qd3 32 Bc2 Qh3 33 Bd1 d4 34 Qh5+ Kg8 35
Bb3+ Qb3 0-1 in 45.

FRESHOUR(E)-FLESHER(E) Rd #6 Bd #15

1 d4 d5 2 c4 e6 3 c5 Nc6 4 Bd2 e5 5 e3 ed4 6 ed4 Nd4 7 Nf3
Bc5? 8 Nd5 Bc5 9 Bg5? f6? (...Bf6) 10 Bf6? 10 Qd4 fg6 11 Qg7
10...Qf6 11 Na3?? Qf2++ 0-1. This game was like most South
American political processes: short, violent and
constantly-changing.

DON'T FORGET!!!

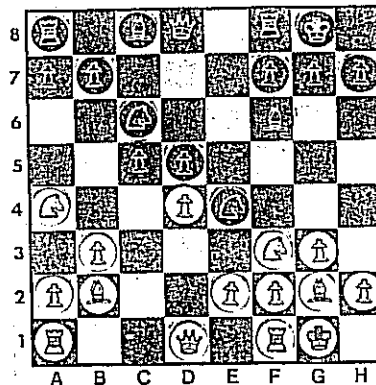
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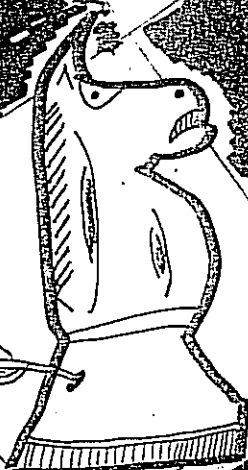
ROUSH(M)-DAVIS(A) Rd #6 Bd #3

White is the higher-rated (by 474 points); Black is the higher-ranked (4 to 3.5). Roush needs a win and then hope for an epidemic of draws to break out on the higher boards. Davis needs a win to clinch at least a share of his first WV Tournament championship. John is off his game, but Paul hasn't played competitively for a while. So who's the smart money betting on? 1 c4 e6 2 d4 d5 3 Nc3 c5 4 cd5 ed5 5 Nf3 Nc6 6 g3 Nf6 7 Bg2 Be7 8 0-0 0-0 9 h3 Ne4 10 Bb2 Bf6 11 Na4 (DIAGRAM) b5?! 12 Nc3? I don't know if White has gone over this game since it was played. Yes, I know, a player is supposed to analyze his games from one tournament before he goes to the next tournament. Some games, however are so painful, only time will heal the psychic wounds caused by them; some games are put away and it takes a good while til a player gets the confidence or will-power to go over them: some games qualify for "Hall of Fame Losses". (I have 6 HOF Losses in 8 years of playing.) So maybe this game isn't that bad for John. However, Schulien pointed out a few weeks ago that White should just play 12 Nc5! If ...Nc5 then 13 Qc2 and White has much the better game. ...Nd4 13 Ne4 Nf3+ 14 Bf3 Bb2 15 Nc5 Ba1 16 Qd5? (Qa1) ...Qd5 17 Bd5 Bd4 18 Ba8 Bc5 19 Rc1 Bb6 20 Bc6 Ba6 21 Bd5 Rc8 22 Rc6+ Bc8 23 e4 Kf8 24 Kg2 Ke7 25 f4 b4 26 f5 f6 27 Kf3 Ba6 28 g4 Kd6 29 h4 Ke5 30 g5 Bd3 31 Bc6 Bb1 32 Bd5 Ba2 33 Kg4 Bb1 34 h5 fg5 35 Kg5 Ba3+ 36 Kg4 Be4 37 Be6 h6 1-0.



"Confound it! Hurry it up,
you slackard! A loyal knight
should be by his King's side
when the pawns of the south
start rolling in a
Closed Sicilian!"

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General Information

The WV Grand Prix is a series of tournaments held throughout a 12 month period (beginning Sept. 1 of each year) in which WVCA members can earn grand prix (GP) points. The person with the most points will be awarded a trophy at the State Championship immediately following the end of the GP cycle.

The requirements for any tournament to become part of the GP are as follows:

1. The tournament must be announced in the WV Chess Bulletin or Chess Life as part of the WVGP.
2. The time control must be G/60 or slower. For one day tournaments time controls such as G/50, G/75, or G/90 are ideal. For two or three day tournaments, time controls are at the TD's discretion.
3. The TD must send a copy of the official crosstable to the GP coordinator (address follows).

Scoring System

	WV State	Other Tournaments
1st ----	12	6
2nd ----	8	4
3rd ----	4	2
Class* -	2	1

* - Class points are given to A, B, C, and D/E/Unr classes. The pre-rating on the official crosstable of the tournament will be used to determine your class.

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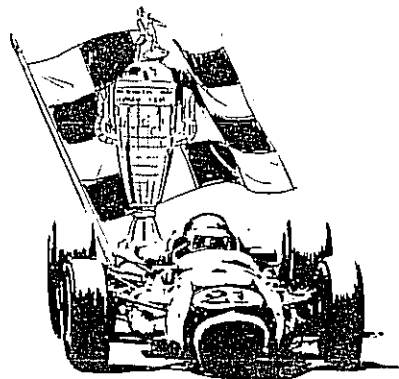
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West Virginia Grand Prix Tournaments

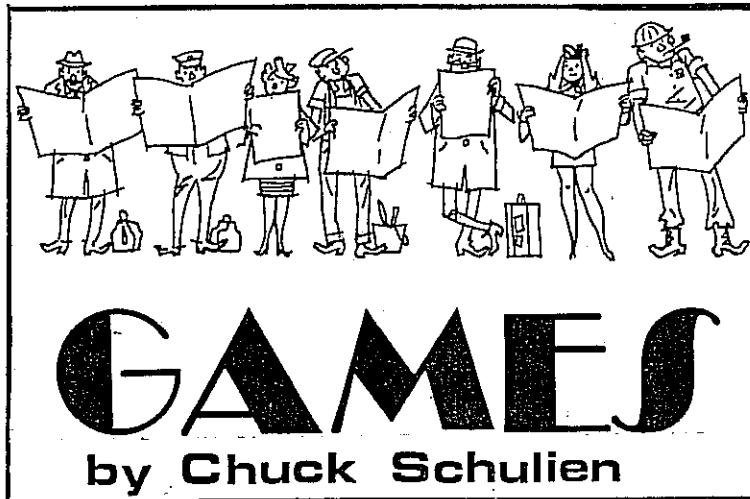
- 1 1992 WV State Championship - Weston
September 5-7, 1992 TD- Mike Baker
- 2 Huntington Fall Open - Huntington
September 25, 1992 TD -James McAlister
- 3 Weston
December 5, 1992 TD - Jim Flesher/
Markle Butcher
- 4 Mountaineer Open IV - Morgantown
February 20, 1992 TD - Mike Baker
- 5 Tentative - Logan
Sometime around April TD-Mike Turner
- 6 Tentative - Wheeling
Sometime around July TD-Randy Bierce
- 7 Tentative - Charleston
Sometime around August TD-John Roush



WEST VIRGINIA CHESS ASSOCIATION
WEST VIRGINIA GRAND PRIX

---Standings
November 11, 1992
Includes WV State and Huntington Fall Open

1	Chuck Schulien	13
	Donald Griffith	13
3	Paul Davis	12.5
4	Doug Lane	10
5	Jim Walker	9.5
6	Randy Bierce	6.5
7	Mike Turner	6
	Carl Hudson	6
	Dan O'Hanlon	6
10	Chuck Waugh	5
	Tom Hubbard	5
	John Dailey	5
13	Konnie Dolgovskij	4.5
	Jim Gikas	4.5
15	Danny Cady	4
	Mike Felton	4
	Jeff Hohn	4
	Richard Sheppard	4
19	John Roush	3.5
	Mike Richardson	3.5
21	Jeff Crook	3
	Markle Butcher	3
	Mike Baker	3
	Gerald Bidlack	3
	Mike Stepp	3
26	Bob Bukovac	2.5
	Dennis Funkhouser	2.5
	Greg Martin	2.5
	Jerry Gogol	2.5
	Galen Miller	2.5
31	Joe Ancrille	2
	Shawn Carder	2
	Jim Flesher	2
	Glen Mason	2
	Brad Riggleman	2
	Chris Burkhammer	2
	Tom LaBue	2
38	Chad Freshour	1.5
39	Allen Farley	1
	Dana Riggleman	1
	Heath Schrader	1
	Shelly Currence	1



Chuck Schulien vs Konstantin Dolgovskij
West Virginia Championship, 1992 Round 4

1.d4 Nf6 2.c4 e5

Konnie noted after the game that he was just trying to play a drawish defense, which actually makes the Budapest Gambit a pretty good choice! Black creates no weaknesses, and manages to develop all of his pieces. White gains a space advantage and sometimes the bishop pair. The only unfortunate factor is that White had considerable experience in this opening!

3.dxe5 Ng4 4.Bf4 Nc6 5.Nf3 Bb4+ 6.Nbd2

Yasser Seirawan is a firm believer in 6.Nc3, which holds the extra pawn. He gained a clear advantage in our game, but Black can improve, to wit 12...Bg4 and 14...Ne6!?

Qe7 7.e3 Nxe5 8.Nxe5 Nxe5 9.Be2 Bxd2+

With this exchange, Black surrenders the bishop pair and gives White an extra tempo on the former main line, 7.a3. What else to do? Check the illustrative games Karpov - Short, and Schulien - Ruiz. The latter National Master came up with an original idea, which I couldn't refute. I think that White is a little better, but proving it is not so easy.

10.Qxd2 d6 11.O-O Bd7

Konnie gives me the opportunity to play c4-c5, opening the position for the bishops. Safer is 11...O-O, when I continue 12.Rac1 or 12.b4 with a normal White advantage.

12.c5 Bc6

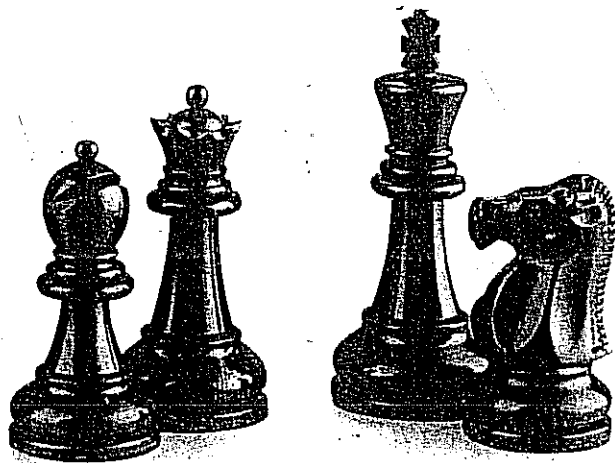
13.cxd6

This simplification is superficially very attractive: Black is saddled with an isolated queen's pawn for the ending, and White already has the bishop pair. But exchanging at this moment allows Black to keep his king in the center, defending the isolated pawn and maintaining reasonable piece coordination. 13.Qc3 and 13.Rac1 are better choices.

13...Qxd6 14.Qxd6 cxd6 15.Rfd1 Ke7 16.Rd2

I also considered 16.Rd4 and 16.b4, but decided to keep it simple with the text move.

16...Rad8 17.Rad1 f6 18.f3 h5



Black prefers expansion on the kingside to passive waiting, and I can't say that I blame him. The weaknesses may later be felt, but it prevents a general White pawn advance, and gives me something to think about.

19.e4 g5 20.Be3 a6 21.Bb6 Rd7 22.Kf2 Ke6 23.g3 d5

At this moment, further kingside play is impossible: 23...h4 24.f4 wins the exchange via Bg4+ once the knight retreats.

Black succeeds in liquidating the isolated pawn, but White maintains some advantage as the center is further opened, a factor which favors the bishop pair.

24.exd5+ Rxd5 25.Ke3 Rxd2 26.Rxd2 Rh7

The exchanging combination 26...Bxf3 27.Bxf3 Nc4+ 28.Ke2 Nxb6 29.Bxb7 favors White: with pawn majorities on opposite wings, the bishop is much the better minor piece. Konnie threatens Bxf3, and White defends the threat.

27.b3 Rd7

Black must choose between active counterplay and exchanging pieces to neutralize White's advantage. Dolgovskij would do better with 27...h4, and if 28.f4, then ...hg3! 29.hg3 gf4 30.gf4 Rh3+. The rook exchange at this point enhances White's chances, as the h5 pawn becomes a target.

28.Rxd7 Nxd7 29.Bd8

White could proceed with 29.Bd4. The point of the position is that Black must tie up a piece to defend the weak h pawn, which may be all that White needs in order to win!

29...Ne5 30.h3 Be8

30...h4 31.f4! leads to trouble for Black; he chooses a secure kingside defense.

White's plan consists of relocating the Bd8, advancing f3-f4 to evict Black's knight from the center, and then forcing the Black king from its good defensive post. I frankly don't see a reasonable way for Black to meet this concept.

31.Ba5 Nc6 32.Bc3 Ne7 33.Bc4+ Kf5 34.Bb4 Nc6 35.Bd6 Ne5

At this point, we can prove a forced win for White, but I cannot offer any good alternative for the defense.

36.g4+ hxg4 37.hxg4+ Kg6 38.Bxe5 fxe5 39.Bd5 Bc6

Konnie allows a winning king and pawn ending, but White has to trust his instincts: with 2 minutes remaining to make his move, there isn't time to calculate all variations.

39...b6 40.Bb7 a5 41.Ke4 Kf6 42.Kd5 is a decisive penetration: if 42...a4 43.b4 a3 44.Bd5 shuts Black out.

40.Bxc6 bxc6 41.b4!

Now all is clear, but White spent 30 minutes checking each line. If he attacks too quickly, Black may draw by a counterattack. The point of 41.b4 is both to fix the black queenside pawns and gain a tempo for queening races.

If instead 41.Kd3 Kf6 42.Kc4 e4! 43.fxe4 Ke5, Black has good counterplay. 44.Kd3 Kf4 45.Kd4 Kxg4 and White must play for a draw, and 44.Kc5 Kxe4 46.Kxc6 Kf4 47.b4 Kxg4 48.a4 Kf3 49.b5 axb5 50.axb5 g4 is a dead draw. In the latter variation, the queen ending resulting from 47.Kb6 Kxg4 48.Kxa6 Kf3 49.b4 g4 etc should also be drawn.

41...Kf6 42.Kd3 Ke7

I considered 42...Ke6 43.Kc4 e4 44.fxe4 Ke5 45.Kc5 Kxe4 46.Kxc6 Kf4 47.a4 Kxg4 48.b5 to be the main line, but White now wins the race, thanks to the inclusion of 41.b4.

43.Kc4 Kd6 44.a4 Kc7 45.Kc5 Kb7 46.Kd6 Kb6 47.Kxe5 a5 48.bxa5+ Kxa5 49.Kd6 Kb6 50.a5+ Kb5 51.a6 1-0

Chuck Schulien vs Guillermo Ruiz
ACP Master Section, 1988

1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.Bf4 Nc6 5.Nf3 Bb4+ 6.Nbd2 Qe7 7.e3 Ngxe5 8.Nxe5 Nxe5 9.Be2 0-0 10.0-0 Ng6 11.Bg3 Bd6 12.Bxd6 Qxd6 13.Qc2 Qe7 14.c5 d6 15.cxd6 Qxd6 16.Rad1 Qe7 17.Nf3 Bg4 18.Rd4 Be6 19.Rfd1 Rad8 20.a3 c6 21.Qa4 Rxd4 22.Nxd4 Bd5 23.Nf5 Qe5 24.Ng3 Qxb2 25.Qxa7 f5 26.Qc5 f4 27.exf4 Nxf4 28.Bc4 b6 29.Bxd5+ cxd5 30.Qe3 h5 31.h4 Qf6 32.Ne2 Nxe2+ 33.Qxe2 Qf5 34.Rd3 Rc8 35.Qd2 Rc1+ 36.Kh2 Qe4 37.Rd4 Rc2 38.Rxe4 Rxd2 39.Rf4 Rd3 40.a4 Rc3 41.Rd4 ½-½

Yasser Seirawan vs Chuck Schulien
Cardinal Open, 1987

1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.Bf4 Nc6 5.Nf3 Bb4+ 6.Nc3 Bxc3+ 7.bxc3 Qe7 8.Qd4 f6 9.exf6 Nxf6 10.Qd3 d6 11.g3 0-0 12.Bg2 Ne4 13.0-0 Nc5 14.Qe3 Be6 15.Nd4 Bxc4 16.Nxc6 Qxe3 17.Bxe3 bxc6 18.Bxc6 Rab8 19.Rfb1 Bxe2 20.Bd5+ Kh8 21.Rxb8 Rxb8 22.Re1 Rb2 23.Bxc5 dxc5 24.Bf3 Bb5 25.c4 Ba4 26.Re7 Rxa2 27.Rxc7 g6 28.Rxc5 Rc2 29.Rc8+ Kg7 30.Rc7+ Kh8 31.h4 a5 32.c5 Bb5 33.g4 a4 34.g5 Bc4 35.Ra7 Be6 36.Ra8+ Kg7 37.Rxa4 Rxc5 38.Ra7+ Kg8 39.Kh2 Rc2 40.Kg3 Rd2 41.Re7 Bf7 42.Be4 Kf8 43.Rc7 Rd8 44.h5 Re8 45.Kf4 Re7 46.Rxe7 Kxe7 47.Ke5 Be8 48.h6 Bf7 49.f4 Kf8 50.Kf6 Kg8 51.Bb1 Be8 52.Ba2+ Kh8 53.Bb3 Bf7 54.Bc2 Kg8 55.Bd3 Be8 56.Bc4+ Kh8 57.Be6 Bb5 58.Ke7 Bd3 59.Bb5 Bc4 60.Ba4 Kg8 61.Bc2 Bd5 62.Kf6 Bf7 63.Be4 Be8 64.Bd5+ Kh8 65.Bc4 Bf7 66.Bb5 Kg8 67.Bd7 Bc4 68.Be8 Bd3 69.Bf7+ Kh8 70.Be6 Bc4 71.Bg4 Bd3 72.Ke7 Be4 73.Be6 Bd3 74.Bd5 Bc2 75.Kf6 Bd3 76.Ke5 Bc2 77.Be6 ½-½

Short - Karpov, Linares (match, game 1) 1992

1.d4 Nf6 2.c4 e5 3.de Ng4 4.Bf4 Nc6 5.Nf3 Bb4+ 6.Nbd2 Qe7 7.e3 Ngxe5

8.Nxe5 Nxe5 9.Be2 0-0 10.0-0 d6

(less accurate is 10...Bxd2 11.Qxd2 d6 12.Rfd1 b6 13.b4 Bb7 14.c5 dc 15.bc Ng6 16.Qd7 Qxd7 17.Rxd7+- Garcia Palmero -Rogers. Reggio Emilia. 1984-85 -Borik)

11.Nb3 b6 12.a3 Bc5 13.Nxc5 bxc5 14.b4 Nd7 15.Rg4 a5 16.Bxd7 Bxd7 17.bc dc 18.Qd5 Ra6 19.Qe5 Re6 20.Qxc7 Rc8 21.Qb7 Qe8 22.Rab1 h5 23.f3 Bc6 24.Qb2 h4 25.h3 f5 26.Qc2 Qg6 27.Qc3 28.Rf2 Rce8 29.Rd1 Qh5 30.Qc2 Qf6 31.Kh1 Qf6 32.Qb2 Qe7 33.Rfd2 g5 34.Bd6 Qf7 35.Bxc5 g4 36.fg fg 37.Rf2 Qh5 38.Qe2 Rg6 39.Rd6 Re4 40.Rd8+ Kh7 41.Rf7+ Rg7 42.Rxg7+ Kxg7 43.Qb2+ resigns.

Jim Walker vs Chuck Schulien
West Virginia Championship, 1992
1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 c5

In our previous meeting, at Fairmont in 1991, I played 4...b6. Though Black gained a small advantage in that game, it was later drawn after errors by both sides. I chose to ask a different question in the current game.

5.Nge2

This is the same move Jim essayed against 4...b6, and shows his willingness to prevent doubled pawns at the cost of smooth development. 5.Bd3 is the main line, but after 5...Nc6, White must decide whether or not to allow the Hubner system, 6.Nf3 Bxc3+ 7.bc3 d6 8.0-0 e5. This Nimzovichian blockade appeals to me.

5...cxd4 6.exd4 0-0

6...d5 is a safer choice, when 7.c5 Ne4 8.Bd2 Nxd2 9.Qxd2 b6 is somewhat similar to the text. Black's counterattack on the queenside prevents White from gaining too strong a grip.

I preferred to allow complications.

7.a3 Be7 8.Ng3

The testing line is 8.d5 exd5 9.cxd5 Re8, when White has greater space but must solve the problem of development.

8.Nf4 is another possibility; after 8...d5 9.cxd5 Nxd5 10.Ncxd5 exd5 11.Bd3 Nc6 12.Be3 Bg5 13.0-0 Bxf4 14.Bxf4, White had a small advantage in Cebalo - Velimirovic, Yugoslavia (ch) 1984.

Jim's move puts less pressure on d5, but leaves the c1 - h6 diagonal unobstructed for his bishop.

8...d5 9.c5 Nc6

I considered 9...b6, but after 10.b4 a5 11.Rb1 axb4 12.axb4 bxc5

13.bxc5, how should Black develop his queenside? With the b pawn missing from b7, ...Nc6 is always answered strongly by Bb5.

10.Bf4 Ne4!

Good, but forced: I really didn't see another way to proceed!

11.Ngxe4

Jim shied away from 11.Bd3? because of ...Nxc3 12.bxc3, but the doubled pawns are offset by White's superior development. To wit, 12...e5!? 13.dxe5 Bxc5 14.Qh5 g6 15.Qh6 looks very dangerous for Black.

This analysis is rendered irrelevant because of 11...Nxd4!, when the c5 pawn is lost in most lines, or Black enforces ...f5 and e5.

11...dxe4 12.Be3

This defensive move avoids the discomfort of 12.Nxe4 Qxd4 13.Qxd4 Nxd4, when the c5 pawn is a problem, and White must first of all deal with the knight fork at c2.

11...Bf6

Black chooses straightforward development, whereas 11...f5!? creates complications. Then 12.d5 is forced, but at the time it wasn't clear that Black could maintain a balance. I'll try to create some order out of the chaos:

A) 12...exd5 13.Qxd5+ Kh8 14.Bc4 f4 is unclear, but the weakness of the Pc5 and possibility for ...e3 provides counterplay for Black.

B) 12...f4!

B1) 13.dxc6 fxe5, and both 14.Nxe4 exf2+ 15.Nxf2 Bxc5 and 14.fxe3 Bxc5 favor Black.

B2) 13.Bxf4

B2.1) 13...Rxf4 14.dxc6 Qf8!? (14...Qxd1+ 15.Nxd1 Bxc5 16.Rc1 Bd4 g3! is very good for White) 15.Qc2 Bxc5 16.Nxe4 offers White the better chances.

B2.2) 13...exd5

B2.21) 14.Nxd5 Bxc5 with play similar to the following lines, but the presence of queens likely favors Black, due to White's uncastled king:

B2.22) 14.Bd6!? Be6 (14...Bxd6 15.Qxd5+ Kh8 16.cd6 or 16.Qxd6, when Black is the one with something to prove.) 15.Nxd5 Bxd6 16.cxd6 Qxd6 17.Bc4 Rad8, and Black's excellent development settles the issue.

B2.23) 14.Qxd5+ Qxd5 15.Nxd5 Bxc5

a) 16.Bc4 Be6 17.Rc1 (17.Ne7+ Kf7! [17...Kh8!]) 18.Nxc6
Bxc4 19.Ne5+ Ke6 20.Nxc4 Rxf4 21.0-0 Rf8 wins)
17...Bd4 18.Ne7+ Kf7 19.Nxc6 bc6. White has a
structural advantage, but it seems unlikely that he
can utilize it: Black's dark square bishop is very
active.

b) 16.Be3 Bxe3 17.Nxe3 Be6 with an equal ending.

c) 16.Rc1!? Bd4 17.Rc2 is most interesting, as after
17...Be6 18.Nc7 Bb3, 19.Bc4 is check. Then 19...Bxc4
20.Rxc4 Rxf4 21.Nxa8 Bxf2+ isn't clear.

On balance, 11...f5!? seems a good chance for Black to create
counterplay.

13.Nxe4 Bxd4 14.Bxd4 Nxd4 15.Bd3 e5

15...b6, with the idea of 16...Bb7, was another possible setup. I
preferred the straightforward central development, and opposing the
White bishop with my own.

16.0-0

16.Qh5 Bf5 is simply a premature attack; to wit, 17.0-0-0 Eg6!,
when 18.Qxe5 Re8 wins a piece.

16...Bf5 17.Re1

17.f4!? opens the center and creates more critical problems for
Black: for instance, 17...exf4 18.Rxf4 Eg6. During the game I was
concerned about 19.Nf6+ gxf6 20.Bxg6, but ...Ne6! holds. Jim's
course is much safer, and leads to some advantage for White.

17... b6 18.b4 bxc5 19.Nxc5 Qf6 20.Qb1!

Black couldn't effectively develop his rooks while the outpost at d6
beckoned to White's knight, thus the previous exchange of pawns. Now
White fights for the e4 square in a most effective manner. If he can
control the center, then the queenside pawn majority must be reckoned
with in the endgame.

20... Rad8

I might just as well have exchanged here. Though 20...Bxd3 21.Qxd3
Rad8 develops White's queen, that piece reaches a better square in
the game. And this way the black knight stays on d4.

21.Bxf5 Nxf5 22.Qe4 Rfe8 23.Rad1

23.f4 is a much riskier way to proceed. Black must choose between a
slightly worse but drawish ending and a very imbalanced middlegame:

23.f4 Nd6 24.fe5 Nxe4 25.ef6 Nxf6 is a little better for White, or 25...Nxc5 26.bc5 gf6, where the rook ending is likely drawable.

23.f4 Rd4 24.Qb7 Rxf4, and now White has 25.Qxa7, 25.Nd3, and 25.Nd7. This is a sharp and interesting position.

23...g6 24.Rxd8 Qxd8

White cannot win a pawn immediately on 24...Rxd8 due to the back rank mate, but after 25.h3, Black must deal with the attacked unit on e5.

25.h3 Qd2 26.Qe2 Qc3

This sort of ending is exactly what Black wishes to avoid: white has all of the chances because of his queenside candidate.

From this point on, the moves come at a faster pace, as both players began running short of time.

27.Ne4 Qc6 28.b5 Qb6 29.Qc4 Nd4 30.a4 Kg7

Black was happy to relieve both the pin on his f pawn, and the potential fork at f6. White now continues to centralize his pieces, but at the cost of leaving the a pawn loose.

31.Qd5 Qa5 32.Re3 Qxa4?

Black should have continued to harass the rook via 32...Nf5.

33.Nc3?

Both players underestimated the strength of 33.Ng5!, when Black has no good way to meet the attack on f7 and e5.

33...Qb3?

Here Black moved quickly, and missed out on an excellent chance to win: 33...Qa1+ 34.Kh2 Re6!, where White cannot capture the pawn at e5.

34.Rxe5

Now the position is equal, and Black must agree to exchanges which relieve the pressure of White's centralized pieces. The following check was meant to give the opponent a last jolt, but it only leads to a dead drawn rook and pawn ending.

34...Ne2+ 35.Nxe2 Qxd5 36.Rxd5 Rxe2 37.Rd7 Rb2 ½-½

Chuck Schullien vs Mike Felton
West Virginia Championship, 1992

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f3 0-0 6.Bg5 c5 7.d5 Ne8?!

Mike explained that he wished to steer the game away from "book" lines, thus the unusual text move. It and the maneuvers which follow do not

succeed in upsetting White's position, but they do create weaknesses for Black. My advice is not to deliberately make strange moves against a better prepared opponent; rather, just try to play simply and logically. Use your best judgement as to what the position calls for. In this case, we have a Benoni structure, so Black should be attacking the center with 7...e6, or preparing ...b7-b5 in some fashion. Also, breaking the potential pin with 7...h6 is a useful move.

8.Qd2 f6

Black might have tried to do without this weakening move; for instance 8...a6. But already he has difficulties: the freeing moves 8...h6 and 8...e6 are impossible, and the active plan beginning ...Qa5 would lose the e pawn.

9.Be3 Nd7 10.Nge2 Ne5 11.Ng3 f5 12.exf5 Bxf5 13.Nxf5 Rxf5

Mike was surprised by this series of exchanges, but it served to create a permanent hole at e6. White's thoughts at this point in the game were along the lines of the following: Black has created weaknesses and misplayed the opening. How can I take advantage of this in a manner which clarifies the advantage *without allowing any counterplay*, since he hasn't played in such a way as to have earned it!

14.Be2 Rf8

Black cannot maneuver his knights with the rook staying at f5; it is subject to attack on that square.

15.O-O Nf6 16.Rae1 Qd7 17.Bh6

White's plan is clear: he will exchange the fianchettoed bishop, then drive away the Ne5 with Pf4, and exert pressure on the backward pawn at e7.

17...Rf7 18.Bxg7 Rxg7 19.f4 Neg4 20.Bd3 Rf8 21.a3

This is important: White cannot win on the kingside alone, with all of the black pieces concentrated there for defense. The procedure continues with increased pressure on e7, then opening a second front on the queenside. The defender is cramped, and cannot transfer pieces from side to side as quickly as White can do.

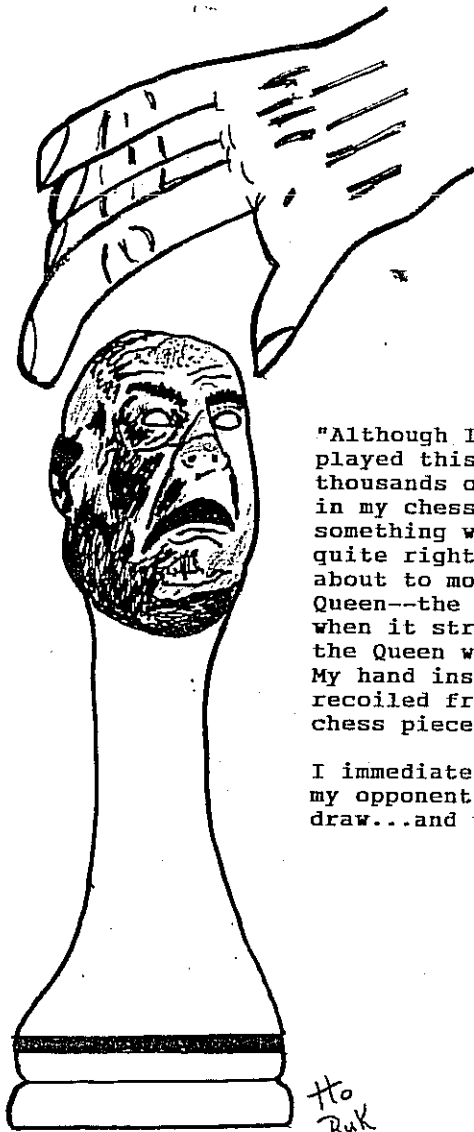
21...Rg7 22.g3 Nh6 23.Re3 Nf5 24.Bxf5 gxh5 25.Rfe1 Rg7 26.Qe2 Rff7 27.Kh1 Kf8 28.b4

White breaks on the queenside at the optimal point, when the black rooks are completely isolated on the opposite flank.

28...b6 29.bxc5 dxc5 30.Qe5 Rg8

Black gains no compensation for the f pawn, but the position achieved by defense - 30...Ne8 31.Qb8 - is also hopeless. There is no point in criticism of Felton's choice at this point.

This game shows that a series of positional errors can leave one's game defenseless, even without tactical mistakes. It was my first completely solid effort in the tournament. Round 6 is a bit late to get warmed up.



"Although I had played this position thousands of times in my chess career, something wasn't quite right. I was about to move my Queen--the book move--when it struck me: the Queen was hideous! My hand instantly recoiled from the chess piece.

I immediately asked my opponent for a draw...and waited..."

CROSSTABLES FROM WEST VIRGINIA EVENTS

4th LIMESTONE INVITATIONAL

August 15-16, 1992 Moundsville

R#	NAME	ST	PreRate	PstRate	1	2	3	4	5	6	7	8	9	10	11	12	TOTAL
1	WALKER, JAMES H	WV	2125#M5	2120#M5	W---4	L---2	W---3	L---4	W---2	L---3	W---4	D---2	W---3	W---4	W---2	U---0	7.5
2	BIERCE, RANDY E	WV	1969#A9	1964#A2	L---3	W---1	L---4	W---3	L---1	W---4	D---3	D---1	D---4	D---3	L---1	W---4	6.0
3	DOLGOVSKIJ, KONST	WV	2088#A7	2021#A7	W---2	L---4	L---1	L---2	W---4	W---1	D---2	W---4	L---1	D---2	L---4	U---0	5.0
4	GIKAS, JAMES	WV	1861#A4	1907#A6	L---1	W---3	W---2	W---1	L---3	L---2	L---1	L---3	D---2	L---1	W---3	L---2	4.5

LIMESTONE QUICK CHESS CONGRESS

August 22, 1992

Moundsville

S	SECTION	SEC. NAME	PLAYERS	ROUNDS	REF	TNMT TYPE	T.D.	ID	T.D. NAME	ASST. TD	OPER
71	1		4	12	0-0	SWISS STDRD	12428462		BIERCE, RANDY E		N.E.

R#	NAME	ST	PreRate	PstRate	1	2	3	4	5	6	7	8	9	10	11	12	TOTAL
1	GIKAS, JAMES	WV	1907#10	2041#A5	W---2	W---3	W---3	W---2	W---4	W---3	L---2	W---4	L---3	W---2	W---4	L---3	9.0
2	DOLGOVSKIJ, KONST	WV	2021#10	2022#A2	L---1	D---4	W---4	L---1	W---3	W---4	W---1	W---3	W---4	L---1	L---3	W---4	7.5
3	BIERCE, RANDY E	WV	1996#10	2009#A2	W---4	L---1	L---1	W---4	L---2	L---1	W---4	L---2	W---1	W---4	W---2	W---1	7.0
4	FELTON, MICHAEL E	WV	1936#10	1787#0	L---3	D---2	L---2	L---3	L---1	L---2	L---3	L---1	L---2	L---3	L---1	L---2	0.5

HUNTINGTON FALL OPEN

September 26, 1992 Huntington

MEM ID	PLR#	NAME	ST	PreRate	PstRate	1	2	3	4	TOTAL
12395007	1	LANE, PAUL D	WV	2111#X5	2131#X5	W---8	W---9	W---4	W---2	4.0
11477526	2	WALKER, JAMES H	WV	2127#M5	2122#M5	W---11	W---7	W---3	L---1	3.0
11386334	3	O'HANLON, DAN	WV	1756#B7	1771#B7	W---12	W---14	L---2	W---8	3.0
12022640	4	DINGESS, JERRY D	OH	1700#B4	1746#B9	W---5	W---10	L---1	W---6	3.0
10274842	5	LEESBURG, GLENN R	OH	1476#D0	1523#E5	L---4	W---15	W---11	W---7	3.0
12428462	6	BIERCE, RANDY E	WV	1986#A2	1971#A2	D---13	W---17	W---9	L---4	2.5
10202531	7	BREWSTER, JOHN M	WV	1780#A5	1762#A5	W---15	L---2	W---10	L---5	2.0
10249082	8	HOLDING, DENNIS H	KY	1745#B7	1730#B7	L---1	W---16	W---12	L---3	2.0
12395938	9	MULLINS, GEORGE A	WV	1740#B0	1741#B0	W---16	L---1	L---6	W---13	2.0
12432226	10	HUDSON, CARL E	WV	1701#B6	1702#B6	W---17	L---4	L---7	W---16	2.0
12259510	11	MORRISON, CHARLES	OH	1653#B4	1644#B4	L---2	W---13	L---5	W---14	2.0
12533090	12	DAILEY, JOHN P	WV	1269#E2	1274#E2	L---3	W---8	L---8	W---13	2.0
12394488	13	URDT, NESTOR	WV	1574#E0	1570#E0	D---6	L---11	W---14	L---9	1.5
12085718	14	SHEPARD, RICHARD	WV	1291#E5	1280#E5	B---6	L---3	L---13	L---11	1.0
12580774	15	RICHARDSON, AARON	WV	0	1143#04	L---7	L---5	D---16	L---12	0.5
12586969	16	MIRALLES, TONY	OH	0	1267#04	L---9	L---8	D---15	L---10	0.5
12439206	17	DOLGOVSKIJ, KONST	WV	2037#A7	1991#A7	L---10	L---6	U---0	U---0	0.0

OCTOBER QUICK CHESS OPEN October 3, 1992 Huntington

MEM ID	PLR#	NAME	ST	PreRate	PstRate	1	2	3	4	5	TOTAL
10202825	1	GIBBINS, WILSON K	OH	2167#10	2155#15	D---7	W---14	D---5	W---11	W---3	4.0
11477526	2	WALKER, JAMES H	WV	2164#X2	2164#X2	W---9	W---4	L---3	W---7	W---5	4.0
12395067	3	LANE, PAUL D	WV	2131#10	2131#15	W---8	W---11	W---2	D---5	L---1	3.5
11029612	4	HARDIN, GARY B	WV	1905#A7	1909#A7	W---10	L---2	D---7	W---9	W---8	3.5
10202756	5	MC ALISTER, JAMES	WV	1753#A2	1766#A2	W---14	W---6	D---1	D---3	L---2	3.0
10132339	6	TALLMADGE, WILLIA	KY	1826#10	1803#15	W---13	L---5	L---8	W---15	W---11	3.0
10202531	7	BREWSTER, JOHN M	WV	1753#B6	1767#B2	D---1	W---15	D---4	L---2	W---13	3.0
20084743	8	PATTERSON, JOSEPH	WV	1634#E2	1659#E7	L---3	W---12	W---6	W---10	L---4	3.0
12395938	9	MULLINS, GEORGE A	WV	1741#10	1751#15	L---2	D---10	W---12	L---4	W---14	2.5
12412226	10	HUDSON, CARL E	WV	1607#C4	1602#C4	L---4	D---9	W---15	L---8	B---6	2.5
11386334	11	O'HANLON, DAN	WV	1855#A7	1843#A7	W---12	L---3	W---13	L---1	L---6	2.0
12579652	12	STRANGE, JASON	KY	1626#04	1533#08	L---1	L---8	L---9	B---6	W---15	2.0
12586969	13	MIRALLES, TONY	OH	1452#10	1482#14	L---6	B---1	L---11	W---14	L---7	2.0
12259510	14	MORRISON, CHARLES	OH	1423#0	1400#0	L---5	L---1	B---6	L---17	L---2	1.0

2	TOTAL
1	7.5
4	6.0
5	5.0
3	4.5

TD	OPER
N.E.	

2	TOTAL
1	9.0
1	7.5
0	7.0
5	5.5

Chess foes put WWF to shame

I usually have nothing but the greatest respect and admiration for the media, so kindly indulge a small gripe today.

Sports editors across the world have missed the boat and otherwise drooled on their bibs regarding this Fischer-Spassky chess match.

Instead of arguing that coverage go in the lifestyle section or back with the obituaries and world news, editors should have recognized this championship for what it is: The Most Significant Moment in Sports History since that Madison Square Garden matchup in which Randy "Macho Man" Savage wed The Lovely Miss Elizabeth.

It hasn't been exactly a wee sports "moment."

Competition began Sept. 2, and it occasionally took these two mental giants nine hours to reach a draw. But it has definitely been the Thrilla in Yugoslavia.

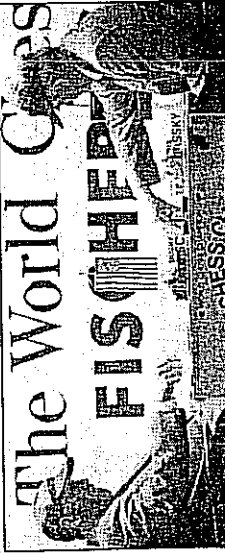
Here's proof:

► Spassky's apparent downfall came after using all four of his timeouts to nurse a cold, providing convincing evidence the Russian master can't play hurt.

► Fischer showed the world that the Sicilian Defense with Closed Variation (as opposed to the Bloody-Horse-Head-in-the-Bed Variation) is not always ef-



COMMENTARY
By Taylor Buckley



YOUR MOVE: Boris Spassky, right, makes the first move Thursday on the way to his loss to Bobby Fischer.

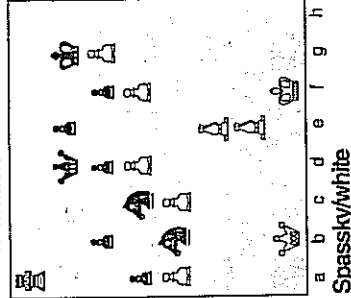
fective against the open Dragon Variation (as opposed to the Show-Up-for-the-Match-With-Dragon-Breath Variation).

► Sports aficionados everywhere were thrilled by the introduction of something called the Milan Panic. First it was thought to be a stunning new response to the Queen's Gambit Accepted. Later M.P. turned out to be the premier of Yugoslavia, who took some time off from the strife in his ravaged country to play some chess with Fischer.

All this transpired amid ferocious action, to which Fischer often came late, featuring psychological tactics the World Wrestling Federation has only dreamed of.

One day, Spassky shows up in a black eyeshade. The next day, Fisher demands that the lights be turned off in the auditorium. The next day, Spassky retreats to his off-stage cubicle scrying he thought it would help Fischer con-

Fischer/black



Spassky/white

Game 30 moves

Thursday at Baglardo
(Fischer wins 10 games to five)
King's Indian Defense, Samisch Variation

Spassky	Fischer	Spassky	(Black)
(White)	(Black)	(White)	(Black)
1. d4	d5	d4
2. c4	c6	c5
3. Nc3	Nf6	Nc6
4. e4	e6	e5
5. f3	f6	f5
6. Bg2	Bg7	Bd7
7. Nf2	Nb8	Nb6
8. Nc1	Nc7	Nc4
9. Bc1	Bc8	Bc4
10. Bb2	Bb7	Bb2
11. e5	e4	e4
12. Bc2	Bc6	Bc2
13. f4	f5	f4
14. Kg4	g5	g4

White resigns

winning state lottery numbers.

Trouble is, while there must have been no shortage of volunteers to do the pouring, nowhere could I find the picture of someone dumping that traditional big tub of iced Gatorade over Fischer's head.

EDITORIAL



An event occurred at the 1992 WV State Tournament which caused some people great concern. This event consisted of several players skipping a round and taking a 1/2-point bye. This didn't seem to bother many players, but as has been stated, it annoyed several others.

The bothered players made the argument that taking the bye gave some players an unfair competitive advantage. Here are the reasons that I heard mentioned.

1. The bye ensures that the player will score at least 1/2 point.
2. The player gets a "swiss gambit" effect and receives easier pairings the next several rounds.
3. The player "controls" his own destiny: he's able to dodge tough pairings or pairings he doesn't like.

There was talk of outlawing byes, of restricting them in some way so that only "worthy byes" are taken, etc. My thoughts on this "problem": if this is the biggest worry the WV State Tournament has, it is in good shape. Let's take a look at the 3 arguments.

The bye ensures 1/2 point. It is certainly true that a player who takes a bye earns 1/2 point. It is also true that the player who takes a bye loses 1/2 point. This is the reason the a discretionary 1/2-point bye is so fair. In a six-round tournament, every 1/2 point lost becomes crucial. Someone pointed out that Paul Davis tied for first because of his bye: without the 1/2 point he picked up from his third-round bye, he would have finished with 4.5 instead of 5. It could be argued, however that Paul could have been the clear winner had he not lost 1/2 point in the third round.

The bye as Swiss Gambit. Scoring 1/2 point instead of 1 or 0 will give you a different pairing, for sure. Whether it will give you an "easy" pairing is a subject for debate. An example: in the eight years that I have played in the WV State Tournament, I have taken two byes. On both occasions, I was paired with John Roush the next round. Now, I know that some people would argue that this proves that I received an easy pairing. I would charitably argue otherwise. When there are many good players and the tournament is "top-heavy" (the case many times over the last eight years) tough pairings are going to be the norm, with or without a bye.

The bye used for dodging certain players. If Player A doesn't want to play Player B and takes a bye in Round 3, it is true that they won't play in Round 3. It is also true that Player A has paid 1/2 point for his choice. And they may meet in Round 4. Or 5. Or 6.

Trying to determine if a bye is taken for a "worthy" reason is hard to figure. FIDE once had a rule that participants in the World Championship Match had to be sick to take a time-out day. "Sickness" became something that was elusive to police, with the end result that no one paid any attention to the rule. It was eventually dropped. FIDE realized what many other sanctioning bodies had discovered: respect for an organization has a lot to do with how much people respect the organization's rules.

1/2-point byes are a part of the game. It is natural that some players may try to use them for strategic purposes. Whether this is a sound strategy is another question.

When a player enters the WV State Tournament, they pay their money to play six games. If they are willing to lose 17% of what they paid for on a risky 1/2-point gamble, then that's their business. Their business acumen and judgement might be questioned, not their ethics. As stated, if this is the biggest problem the State Tournament has, it's in good shape.

(I don't think this is a buring issue. However, pro and con views on this subject are certainly welcome. Any replies are waiting to be printed.)

"...and the end time will come about. The End-Game! The King comes forth and grows stronger. Pawns become his prey, and he shall feed on them..."



SOME
SAMPLE
WIN EXPECTANCIES

by
Dierce

Difference in Rating	Higher in Rating	Lower in Rating	Difference in Rating	Higher in Rating	Lower in Rating
0	.500	.500	.524	.426	.426
1	.486	.486	.510	.412	.412
2	.472	.472	.496	.398	.398
3	.458	.458	.482	.384	.384
4	.444	.444	.468	.370	.370
5	.430	.430	.454	.356	.356
6	.416	.416	.440	.342	.342
7	.402	.402	.426	.328	.328
8	.388	.388	.412	.314	.314
9	.374	.374	.398	.300	.300
10	.360	.360	.384	.286	.286
11	.346	.346	.370	.272	.272
12	.332	.332	.356	.258	.258
13	.318	.318	.342	.244	.244
14	.304	.304	.328	.230	.230
15	.290	.290	.314	.216	.216
16	.276	.276	.300	.202	.202
17	.262	.262	.286	.188	.188
18	.248	.248	.272	.174	.174
19	.234	.234	.258	.160	.160
20	.220	.220	.244	.146	.146
21	.206	.206	.230	.132	.132
22	.192	.192	.216	.118	.118
23	.178	.178	.202	.104	.104
24	.164	.164	.188	.090	.090
25	.150	.150	.174	.076	.076
26	.136	.136	.160	.062	.062
27	.122	.122	.146	.048	.048
28	.108	.108	.132	.034	.034
29	.094	.094	.118	.020	.020
30	.080	.080	.104	.006	.006
31	.066	.066	.090	.000	.000
32	.052	.052	.076	.000	.000
33	.038	.038	.062	.000	.000
34	.024	.024	.048	.000	.000
35	.010	.010	.034	.000	.000
36	.000	.000	.020	.000	.000
37	-.014	-.014	.006	.000	.000
38	-.028	-.028	.000	.000	.000
39	-.042	-.042	.000	.000	.000
40	-.056	-.056	.000	.000	.000
41	-.070	-.070	.000	.000	.000
42	-.084	-.084	.000	.000	.000
43	-.098	-.098	.000	.000	.000
44	-.112	-.112	.000	.000	.000
45	-.126	-.126	.000	.000	.000
46	-.140	-.140	.000	.000	.000
47	-.154	-.154	.000	.000	.000
48	-.168	-.168	.000	.000	.000
49	-.182	-.182	.000	.000	.000
50	-.196	-.196	.000	.000	.000

Difference in Rating	Higher in Rating	Lower in Rating	Difference in Rating	Higher in Rating	Lower in Rating
205	.765	.235	.405	.112	.088
210	.770	.230	.410	.117	.083
215	.775	.225	.415	.122	.078
220	.780	.220	.420	.127	.073
225	.785	.215	.425	.132	.068
230	.790	.210	.430	.137	.063
235	.795	.205	.435	.142	.058
240	.800	.200	.440	.147	.053
245	.805	.195	.445	.152	.048
250	.810	.190	.450	.157	.043
255	.815	.185	.455	.162	.038
260	.820	.180	.460	.167	.033
265	.825	.175	.465	.172	.028
270	.830	.170	.470	.177	.023
275	.835	.165	.475	.182	.018
280	.840	.160	.480	.187	.013
285	.845	.155	.485	.192	.008
290	.850	.150	.490	.197	.003
295	.855	.145	.495	.202	.000
300	.860	.140	.500	.207	.000
305	.865	.135	.505	.212	.000
310	.870	.130	.510	.217	.000
315	.875	.125	.515	.222	.000
320	.880	.120	.520	.227	.000
325	.885	.115	.525	.232	.000
330	.890	.110	.530	.237	.000
335	.895	.105	.535	.242	.000
340	.900	.100	.540	.247	.000
345	.905	.095	.545	.252	.000
350	.910	.090	.550	.257	.000
355	.915	.085	.555	.262	.000
360	.920	.080	.560	.267	.000
365	.925	.075	.565	.272	.000
370	.930	.070	.570	.277	.000
375	.935	.065	.575	.282	.000
380	.940	.060	.580	.287	.000
385	.945	.055	.585	.292	.000
390	.950	.050	.590	.297	.000
395	.955	.045	.595	.302	.000
400	.960	.040	.600	.307	.000

USCF Lifetime Titles

USCF's class norms system is similar to the system FIDE (the World Chess Federation) uses to determine GM and IM titles. There is no time limit to earn a class title. Norm points remain on file until a player achieves his or her next higher norm title.

Each player's membership record contains his or her present title (if any) and separate fields for the number of norm points he or she has earned toward the next two titles. The current title and the number of points toward the next norm title are published in the *Rating List and Supplements* in the form of a norm code following the player's rating (see example below). The number of points earned toward a title two norm levels (200 points) above the current norm title is not published.

NAMB ID EXP ST REGULAR
CHESS, JOHN 12345678 0893 WV 1575-c2

The norm code system consists of a letter (see Table I below) representing the player's current title and a norm number. The norm number is the number of points earned toward the next norm title. John Chess has a norm code of "c2," which means he currently holds the Certified Class C title (1400) and two points toward the Advanced Class C title (1500). John's points earned toward a Certified Class B title (two norm levels above Certified Class C title) are not printed. (See Questions and Answers section.)

TABLE I

Title Level	Title	Abbrev.
1000	Certified Class E	e
1100	Advanced Class E	E
1200	Certified Class D	d
1300	Advanced Class D	D
1400	Certified Class C	c
1500	Advanced Class C	C
1600	Certified Class B	b
1700	Advanced Class B	B
1800	Certified Class A	a
1900	Advanced Class A	A
2000	Certified Expert	x
2100	Advanced Expert	X
2200	Life Master	m
2300	1-Star Life Master	M
2400	2-Star Life Master	s
2500	3-Star Life Master	S
2600	4-Star Life Master	t
2700	5-Star Life Master	T
2800	6-Star Life Master	u
2900	7-Star Life Master	U

A person earns norm points toward titles by exceeding the expected score of a player with the minimum rating of that level by the following number of points, which is referred to as the "delta."

TABLE II
Delta Table

Rounds	Delta
4	0.7
5	0.6
6	0.5
7	0.4
8	0.3
9 or more	0.2

In a six-round event, an 1800 player is expected to score 3-3 with all opponents rated 1800. A 3½-2½ score (½ point above the expected score) achieves an 1800 norm. A 1900 player with all opponents rated 1800 is expected to score 3.84 points, so a minimum score of 4½-1½ is needed to achieve a 1900 norm. A 5½-½ score is enough for a 2000 norm. Players receive credit for the highest norm achieved.

NORM RULES

- Norms can be earned only in events of four rounds or greater.
- A minimum score of two game points in the event is required, not counting unplayed games.
- Ten norm points are required for a norm title.
- Making a norm earns two norm points toward the title for that level.
- A player who does not have the title 100 points below his or her present norm level also earns five points toward that title. For example, if a player with a 1600 title exceeds the expected score of a person with an 1800 title, he or she earns five points toward the 1700 title and two points toward the 1800 title.
- A player who does not have the title 200 points below his or her present norm level

automatically achieves that title. For example, if a player with a 1600 title exceeds the expected score of a person with a 1900 title, he or she earns the 1700 title, five points toward the 1800 title, and two points toward the 1900 title.

g. A player who achieves an established rating, but not the title corresponding to 100 points below this rating, is awarded that title.

h. At the present time, only players with established ratings can earn norm titles.

CALCULATING YOUR LIFETIME TITLE

After the rating system computes post-tournament ratings, class norms are calculated if the following criteria are met: a minimum score of two game points in the event is required, not counting unplayed games; the event consists of at least four rounds; the player has an established rating; and the event is not a rated match.

A player's initial title is calculated by subtracting 100 points from his or her present rating and setting the last two digits to zero (see norm rule "g"). For example, if a player has an 1830 established rating, his or her norm code is "B0" (Advanced Class B) and the norm level is 1700. The number to the right of the player's class norm code letter is zero. The player needs 10 norm points to achieve the "Certified Class A" title.

A provisionally-rated player's class code field is blank, as these players cannot yet earn norm points or titles.

Example of norm calculation: Barry Bishop's norm title, not rating, before the tournament was "Advanced Class B" (1700 norm level) and he had zero points toward Certified Class A title ("B0" class norm code). He played against people with post-tournament ratings

Table III:
Sample "Win Expectancies"

Difference Rating Pts.	Scoring Probability		Difference Rating Pts.	Scoring Probability		Difference Rating Pts.	Scoring Probability	
	Higher Rated	Lower Rated		Higher Rated	Lower Rated		Higher Rated	Lower Rated
0	0.500	0.500	170	0.727	0.273	400	0.909	0.091
10	0.514	0.486	180	0.738	0.262	425	0.920	0.080
20	0.529	0.471	190	0.749	0.251	450	0.930	0.070
30	0.543	0.457	200	0.759	0.240	475	0.939	0.061
40	0.557	0.443	210	0.770	0.230	500	0.947	0.053
50	0.571	0.429	220	0.780	0.220	525	0.954	0.046
60	0.585	0.415	230	0.790	0.210	550	0.960	0.040
70	0.599	0.401	240	0.799	0.201	575	0.965	0.035
80	0.613	0.387	250	0.808	0.192	600	0.969	0.031
90	0.627	0.373	260	0.817	0.183	625	0.973	0.027
100	0.640	0.360	270	0.826	0.174	650	0.977	0.023
110	0.653	0.347	280	0.834	0.165	675	0.980	0.020
120	0.666	0.334	290	0.841	0.159	700	0.983	0.017
130	0.679	0.321	300	0.849	0.151	725	0.985	0.015
140	0.691	0.309	325	0.867	0.133	750	0.987	0.013
150	0.703	0.297	350	0.882	0.118	775	0.989	0.011
160	0.715	0.285	375	0.895	0.104	800	0.990	0.010

of 1720, 1750, 1800, 1770, and 1600; he finished with a 3-2 score.

Step 1. Find the scoring probability against each opponent by calculating the difference between Barry's pre-tournament (current) norm level and his opponents' post-tournament ratings. Look at Table III to find the scoring probability.

Opponents' Post-Tournament Rating	Tournament Rating Difference	Scoring Probability
1720	20	.471 (b)
1750	50	.429 (b)
1800	100	.360 (b)
1770	70	.401 (b)
1600	100	.640 (a)

(a) - The player's pre-tournament norm level (1700) is higher than the opponent's post-tournament rating (b) - The player's pre-tournament norm level is lower than the opponent's post-tournament rating.

Step 2. Calculate the sum of the scoring probability number of all opponents.

$.471 + .429 + .360 + .401 + .640 = 2.301$
Sum of scoring probability of opponents: 2.301

Step 3. Subtract the sum of the scoring probability calculated in step two from the player's final tournament score. In this example, the player scored three points.

$3 - 2.301 = 0.699$

Step 4. Compare the number obtained in step three with delta value in Table II. Since five rounds were played, "0.6" from the "Delta Table" would be compared with 0.699 (which was obtained in step three). Barry exceeded the expected score of a player at the 1700 norm level because 0.699 was greater than 0.6.

Steps one through four are repeated for every norm level above a player's pre-tournament norm level until the player fails to exceed the expected score of a person at a higher norm level. In this example, the program determines if Barry exceeds the expected score of a player at the 1800 norm level. If he does, the program determines if he exceeds the expected score for a player at the 1900 norm level, etc.

The following procedure determines if Barry achieves the expected score of a player at the 1800 norm level:

Step 1. Finding the scoring probability against each opponent by calculating the difference between an 1800 norm level and Barry's opponents' post-tournament ratings.

Opponents' Post-Tournament Rating	Tournament Rating Differences	Scoring Probability
1720	80	.613
1750	50	.571
1800	0	.500
1770	30	.543
1600	200	.760

The 1800 norm level is higher than opponent's post-tournament rating.

Step 2. Calculate the sum of the scoring probability numbers of all opponents.

$.613 + .571 + .500 + .543 + .760 = 2.987$

Step 3. Subtracting the sum of scoring probability calculated in step two (2.987) from

number of points in tournament (three points).

$3 - 2.987 = 0.013$
Step 4. Compare the number obtained in step three (0.013) with delta value in the Delta Table (0.6). Barry failed to exceed the expected score of a player at the 1800 norm level. His highest norm level performance was 1700 (see calculating the 1700 norm level).

Since Barry gained two norm points toward "Advanced Class B" norm, his post-tournament norm code would be "B2." He would need eight more points to achieve "Certified Class A" norm.

QUESTIONS AND ANSWERS

Q: Why does the USCF need a system of lifetime titles? The USCF already has a rating system.

A: The new title system is not a rating system. The present rating system is still used as an indicator of current playing strength for pairings, prize awards, etc. Titles indicate not present strength, but lifetime achievement. Consider, for example, the late Sammy Reshevsky; though not among the top 50 in the country in his later years, he was surely number one among U.S. players in lifetime achievement.

Q: Can a player earn norm points while playing a rated match?

A: No.

Q: If a player's norm code was "B0" before the tournament and he exceeded the expected score of a person at the 1700 norm level, how would his post-tournament norm code appear on the cross-table?

A: The norm number after the tournament would be 10 (eight points before tournament plus two points for exceeding the expected score in the tournament) and the Certified Class A title norm would be achieved. The norm code would be changed to "A0."

Q: Can a player still achieve the "Life Master" title by winning at least 300 games at the 2200 level?

A: In 1991-1996 inclusive, a "Life Master" title is available either via norms or the current method. After 1996, it will be available only through the norm system.

Q: Is it possible for a player's title to be demoted?

A: Ordinarily, a player's title is never lowered. However, a player with a long period of poor results may request a 100-point title demotion.

Q: Can I tell if I have norm points toward the title 200 points above my current title?

A: Yes. When you make a norm for the level 200 points above your present level, you get a 5-point bonus toward the level 100 points up. Thus, if you have an odd number of norm points, you have two points toward the class 200 points above your present class. If you do this twice, you will have more than ten norm points and move up a class. So you can't have more than two points for a class 200 points up.

Q: Can I have norm points toward the title 300 points above my current title?

A: No. If you had earned such norm points, your title would have automatically been raised one level.

Q: What about fluke performances? A Class B player may achieve an expert performance in one tournament, yet is still just B strength.

A: Statistical theory predicts that players will occasionally have such "lucky" performances. This has been taken into account in designing the title system. The overwhelming majority of players should not achieve titles well above their actual strength. For example, in a four-round tournament, a performance rating of about 2060 would be required to achieve an expert norm. A performance rating in the 1960-2059 area would earn only a 1900 norm. This generates only an automatic 1700 title for a B player, plus five norm points toward the 1800 title and two points toward the 1900 title. If this player's strength remains Class B, he will have great difficulty earning the 1800 and especially the 1900 title. If he really goes all out and plays in many tournaments, perhaps he'll get the 1800 title. If he plays that much in pursuit of the title, the norm system is doing its job of stimulating activity.

Q: If I'm a B player and I get lucky once, doesn't this mean I won't be able to play in B anymore?

A: No director is required to use titles or best performances for pairing or prize purposes. However, any organization may occasionally be alerted by a norm to assign a minimum rating.

NOTE: A player can achieve norm titles in both the regular and Quick over-the-board rating systems, but these titles are kept separate.

If you have additional questions on calculating class norms, please contact the USCF, 186 Route 9W, New Windsor, NY 12553.

QUICK RATING CALCULATING CHART

Difference between your rating and opponent's rating	<u>You Are Higher Rated</u>			<u>You Are Lower Rated</u>		
	<u>You Win</u>	<u>You Lose</u>	<u>Draw</u>	<u>You Win</u>	<u>You Lose</u>	<u>Draw</u>
0-11 points	+16	-16	-0-	+16	-16	-0-
12-32 points	+15	-17	-1	+17	-15	+1
33-55 points	+14	-18	-2	+18	-14	+2
56-77 points	+13	-19	-3	+19	-13	+3
78-100 points	+12	-20	-4	+20	-12	+4
101-124 points	+11	-21	-5	+21	-11	+5
125-150 points	+10	-22	-6	+22	-10	+6
151-176 points	+9	-23	-7	+23	-9	+7
177-205 points	+8	-24	-8	+24	-8	+8
206-237 points	+7	-25	-9	+25	-7	+9
238-272 points	+6	-26	-10	+26	-6	+10
273-314 points	+5	-27	-11	+27	-5	+11
315-365 points	+4	-28	-12	+28	-4	+12
366-429 points	+3	-29	-13	+29	-3	+13
430-521 points	+2	-30	-14	+30	-2	+14
522-717 points	+1	-31	-15	+31	-1	+15
Greater than 718 points	+0*	-32	-16	+32	-0*	+16

* - Benefit is less than .5 rating point, or loss is less than .5 rating point.

Chart applies for players rated 2099 and below; i.e., where the player using the chart is under 2099, regardless of his opponent's rating.

Chart is based on results of one game, between players rated in the stated ratings range, at Full-K value.

MOUNTAINEER OPEN VI

***** A WEST VIRGINIA GRAND PRIX TOURNAMENT *****

DATE: 20 FEBRUARY 1993

PLACE: MORGANTOWN, WV MOUNTAINLAIR ask Info desk for room #

FORMAT: 4 ROUND SWISS

TIME CONTROL: G/90

REGISTRATION: 9 - 9:45 AM

ROUND TIMES: 10, 1:15, 4:30, 7:30

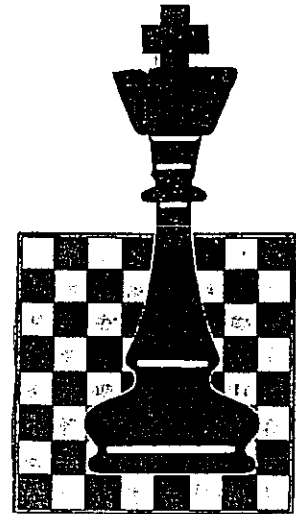
ENTRY FEE: \$10

PRIZE FUND: \$160 BASED ON 20 PEOPLE

\$75 to first place

\$55 to second place

\$30 to first under 1600

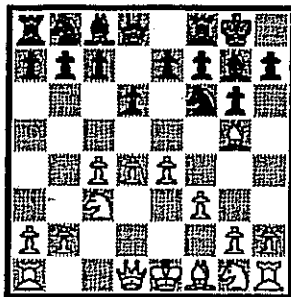


TOURNAMENT DIRECTOR: MIKE BAKER

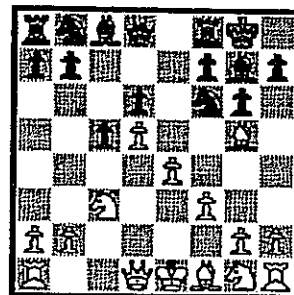
IN CASE OF BAD WEATHER CALL (304) 599-4346 THURSDAY OR FRIDAY (FEB. 18th or 19th) TO MAKE SURE THE TOURNAMENT HAS NOT BEEN CANCELLED.

Directions

I-79, exit 155, go through Star City to the fifth stoplight. Take a left at that stoplight and then a right at the light at the top of the hill. Follow the loop around to the flashing caution light. Take a left and you're in the front of the Mountainlair. Continue up that road 25 yards and turn right into the parking garage (free on weekends).



KING'S INDIAN DEFENSE
SAMISCH VARIATION
WITH Bg5



MODERN BENONI
F3 AND Bg5

CHESS WORKSHOP
SUNDAY NOVEMBER 29
SENIOR MASTER CHUCK SCHULIEN

420 4th Ave, Parkersburg, WV
10:00 AM to 5:00 PM

10 AM TO 12 NOON

Presentation of opening strategies on the King's Indian Samisch and the Modern Benoni with Bg5.

1 PM to 5 PM

Discussion on topics of concern to each participant. Time divided equally between those in attendance.

Registration fee \$20. Participation limited to 8 individuals, entries taken on a first come first serve basis. Each entrant will also receive a database of the opening material in Bookup format. Please include the size disk you require with your registration. Call (304)485-9679 to register. Registration is not complete until entry fee is received. Notification of inability to register will be sent if your fee does not arrive on time for this workshop and your fee will be refunded or applied to the next workshop, if you so specify.

The material planned for this workshop is aimed at the class A and above player.

Future workshops are in the planning stage. Please let us know if you have specific topics you would like to see as the subject for a workshop. Send all suggestions to:

Charles Schulien
420 4th Ave
Parkersburg, WV 26101

WESTON WINTER OPEN

***** A WEST VIRGINIA GRAND PRIX TOURNAMENT *****

DATE: 5 DECEMBER 1992

PLACE: WESTON, WV - LEWIS COUNTY HIGH SCHOOL CAFETERIA

FORMAT: 4 ROUND SWISS

TIME CONTROL: 35/1, G/30

REGISTRATION: 9-9:45 AM

ROUND TIMES: 10, 1, 4, 7

ENTRY FEE: \$10

PRIZE FUND: \$160 BASED ON 20 PEOPLE

\$65 to first place.

\$40 to second place.

\$30 to first under 1600.

\$25 to second under 1600.

TOURNAMENT DIRECTOR: MARKLE BUTCHER

IN CASE OF BAD WEATHER CALL (304) 472-2553 THURSDAY OR FRIDAY
(DEC. 3rd or 4th) TO MAKE SURE THE TOURNAMENT HAS NOT BEEN
CANCELLED.

Directions

I-79, Exit 99 then 33 West about 2 miles to the first
stoplight. Take a right at the stoplight and go 100 yards and
take a right into the Lewis County High School parking lot.

Additions + Corrections

A. Roush-Davis game- pg. 34 Score should be 0-1.

B. Seirawan-Schulien game- pg. 45 Move 8 should be "Qd5" by white.

Thanks to Dr. M. Dolgovskij for spotting these errors.

GRAND PRIX POINTS - pg. 40 is as follows:

1	Chuck Schulien	13
	Donald Griffith	
3	Paul Davis	12.5
4	Jim Walker	11
5	Dan O'Hanlon	8
6	Randy Bierce	7.5
7	Mike Turner	6
	Carl Hudsoh	
9	Chuck Waugh	5
	Tom Hubbard	
	John Dailey	

Remainder of standings on pg. 40 are correct with exception of position numbers. Subtract one (1) from listed number to obtain correct place

Example: Dolgovskij and Gikas are tied for 12th, not 13th; Freshour is 37th, not 38th; etc.