



THE OUTPOST

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ENDGAME PRIMER

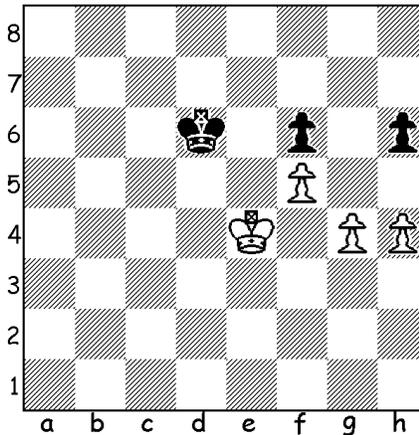
... Part THREE

by Jared Bray

It's important to build upon ideas in chess, combining strategy and tactics with positional motifs. Learning a particular opening and the associated variations allows one to come into a middle game with a sense of familiarity and, hopefully, preconceived strategy that only need be executed in game. It's true that execution is difficult, but genesis and complex permutations of theme – while calculating variations in a timed game – might be close to impossible to do accurately. Not that a skilled player couldn't do it; it's just an added bit of mental gymnastics that a competitive player (one aiming for advancement in rank and rating) should probably avoid. We want our games to be easy to us so that we find the best moves and at worst, achieve a draw. This sort of thinking is not unlike that of the Cuban, José Raúl Capablanca. He aimed to keep his openings simple and principled.

Endgames are similar in that they have memorable aspects to them we can count on. Often pawn structures duplicate from game to game and reemergent ideas bubble forth from the wellspring of creative inspiration. It's why a fruitful relationship can be hewn from hours of diligent practice. If chess were ever changing in its quintessential elements, there'd be no point in study, but it isn't. Thusly, we examine endgame positions!

In last month's newsletter we left you with an exercise (next column):



In Neustadt's study we find the theme of the reserve move again. Hopefully some found the right moment to use it from the earlier introduction.

White wins with 1.Kd4 almost trivially. After Black responds with 1...Kc6 there are a couple moves that win for White but let's stay upfront in our intentions with 2.Kc4. Black's best is 2...Kd6 and White responds 3.Kb5 shouldering the Black king. The variation continues 3...Kd5 (3...Ke5 loses the race after any White king move to the c-file) 4.Kb6 Kd6 5.Kb7! Kd7 6.h5! (the reserve move utilized!) and now Black is in *Zugzwang*. Any move he

plays now, loses. If, for example 6... Kd6 7.Kc8 Ke7 8.Kc7 Ke8 9.Kd6 Kf7 10.Kd7 Kf8 11. Ke6 Kg7 12.Ke7 Kg8 13.Kxf6. White can win both Black pawns as it turns out and need only be mindful of stalemating schemes when pushing to promote.

Now for a new idea to ponder. In chess, pawns desire to reach the other side of the board, one may say it's their purpose in life. Many games find these royal enthusiasts pushing as hard as they can to promote first to queens, beating out their rivals. Passed pawn positions (say that three times as fast) are rather hard to judge without accurate calculation and therein lies the problem! Calculating from a position prior the exclusive king and pawn endgame is easy to get wrong and find your opponent promoting first. A visualization aid to help with calculation is *the square of the pawn*. Which ever rank a pawn is on, draw an equidistant square (not a rectangle you clever geometry students knowing the definition of a square includes other shapes) and note if your king can make it inside the square on that move. If the king can stay just inside the square, then his royal-ness will be able to stop the pawn from promoting.

(continued on page 8)

"Under the influence of surging emotions – and not necessarily negative ones – we sometimes lose concentration and stop objectively evaluating the events that are taking place on the board."

Mark Dvoretsky

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GAME A

Isaac Drum – Marty Phillips
Springfield Ladder Tournament
March 15, 2019

Sicilian Defense: Hungarian Variation

A recent Clash of Club Titans.

1. e4 c5
2. Nf3 g6
3. d4 cd
4. Nxd4 Bg7

This early g-pawn move by Black characterizes the Hungarian Sicilian.

5. c3 ...

If you're into statistics, this is one of the least successful continuations for White in this variation (Black wins 74.4%). 5. c4, on the other hand, is best, winning 42.6% and drawing 31.5% for White. But, as they say, give me five bucks and some statistics, and I'll give you a latte.

5. ... Nf6
6. Bd3 O-O
7. O-O Nc6
8. Be3 d5
9. Nd2 e5 (1)



Fritz calls it a dead even game. White is slightly ahead in development but Black has the stronger center, and this e5-push solidifies that advantage.

10. Nxb6 cxb6
11. Bc5! ...

Not so much a great outpost – it can be dislodged by the White knight – but mainly serves as a seawall for the incoming pawn tide.

11. ... Re8
12. h3 a5
13. f4?! ...

With the subsequent exchange, White will lose some time.

13. ... ef

14. Rxf4 ...

That rook swims in deep water ...

14. ... g5!?

Bold and timely.

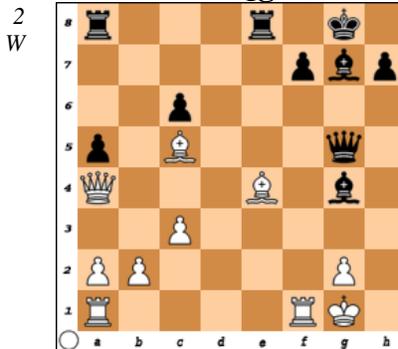
15. Rf1 g4

16. hg Bxg4

17. Qa4 de

18. Nxe4 Nxe4

19. Bxe4 Qg5 (2)



One glance at the board will tell you this is no positional game; it's a bitch-slapping contest; between the two of them they've just about got a pawn wall! The computer gives White a miniscule edge.

20. Bf2 ...

This position was extremely complex. If 20. Qxc6 Rac8 21. Qd5 Qxd5 22. Bxd5 Bh5 – because if 22. ... Rxc5 23. Kf8 24. Bg6+ Bf5 25. Bxf5 (if 25. Rxf5+?! Rxf5 26. Bxf5 Re2 and Black has gained back some lost ground).

20. ... Re6
21. Bxc6 Rd8
22. Rfe1 Rg6
23. Re3? ...

“My big blunder,” said Mr. Drum. It would've been better to go for a queen exchange: 23. Qb5 Qxb5. However, the text move gives Black a great chance ...

23. ... Bd1?

One bad turn deserves another. Unfortunately this innovative attack doesn't pan out. Instead, Black should've tried 23. ... Bd7!/? and now 24. Rg3 Bxc6 25. Rxc6 Bxa4 26. Rxc6 Bxc6 and White is a piece down.

24. Rxd1 Rxd1+

25. Qxd1 Rxc6

26. Re8+ Bf8

27. Be3! (3) ...



White is a pawn to the good, and his pieces are in harmony.

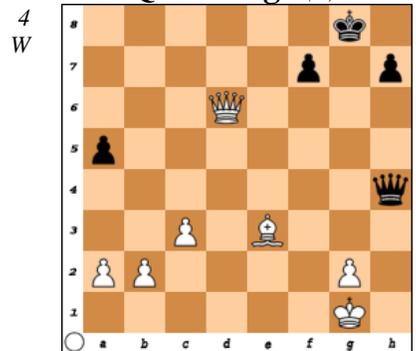
27. ... Qh4

28. Qd2 Rd6??

Safest here is to nullify White's rook with 28. ... Re6 29. Bf2 Qg4 30. Rxe6 fxe6. But Black is down in material, and the text move gives a nice possibility ... if White now takes the 'free' rook 29. Qxd6, it leads to 29. ... Qd1+ 30. Kh2 Qh5+ 31. Kg1 Qd1+ 1/2-1/2. But Mr. Drum found a better reply.

29. Rxf8+! Kxf8

30. Qxd6+ Kg8 (4)



It's a grim situation for Black, but with a little bit of luck, he still has a

(continued on page 3)

2019 SPBCC MEMBERSHIP

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| James Latham | Sam Whittington |

† 2019 Club Champion

GAME B

Brian Rude – Ethan Stech
Springfield Ladder Tournament
March 22, 2019

Scandinavian Defense

A very quiet game, but instructive insofar as these two Class B players keep each other at arm's length throughout, not allowing each other to penetrate their defenses.

1. e4 d5
2. ed Qxd5
3. Nc3 Qd8

Nowadays 3. ... Qa5 is also considered a viable reply.

4. d4 Nf6
5. Nf3 c6
6. h3 Bf5
7. Bd3 Bxd3
8. Qxd3 e6
9. Bg5 Nbd7 (1)



Although White has more pieces mobilized, Black's position is fine, with a solid grip on the d5-square.

10. Ne4 Be7
11. Bf4 Nxe4
12. Qxe4 Nf6
13. Qe2 Qa5+
14. c3 Nd5
15. Bd2 Qc7
16. O-O (2) ...

(diagram next column)



2
B



A solid position for both players.

16. ... O-O

Here Fritz suggests 16. ... Bf6 would've been better for Black. The text allows White to gain some time.

17. c4! Nf6

Now, what if Black tried 16. ... Nf4, attacking White's queen? When White trades his bishop, 18. Bxf4 Qxf4 he can follow it with a pawn break 19. d5! cd 20. cd and now something must be done about Black's undefended bishop! There follows 20. ... Qd6 21. de Qxe6 22. Qxe6 fxe6 23. Rfe1 and White goes up a pawn!

The Class B players consider these things! And that's why Mr. Stech took the solid, safe route. The rest of us need to take note! Look hard at your move choices!

18. Rfd1 Rfe8
19. Bc3 Rad8
20. Rd2 (3) ...

3
B



White would seem to be preparing a powerful thrust on the d-file. Once the rooks are doubled, the d5-push would presumably follow. But since the plan is a slow one and the results are unclear, Black shifts his knight around with a view toward changing the dynamics of the board.

20. ... Nd7

21. Rad1 Nf8
22. Ne5 Bf6
23. Rd3 Ng6!?

Inviting doubled pawns on the g-file. Has Black made a crucial mistake?

24. Nxc6 hg
25. Qd2 Rd7
26. b3 Red8
27. Qb2 Qf4

The d4-pawn seems to have become the focus, with four attackers and five defenders! Since Black has enough to maintain that pawn, he decides to ask the White queen to declare her intentions.

28. Rf3 Qc7 (4)

4
W



29. Rfd3 ...

At this point the d5-push would only help Black: 29. d5 Bxc3 30. Qxc3 ed 31. cd Rxd5 32. Rfd3 and the rooks trade off, leaving Black with a one-point advantage. So Mr. Rude made his move and offered the draw, and Mr. Stech agreed. The moral of the story: make solid moves and you won't lose!

1/2-1/2

Game A

(continued from page 2)

fighting chance. The repeated checks ... perhaps?

31. Bf2 ...

At least temporarily, putting the kibosh on that idea!

31. ... Qh5
32. Bc5 h6
33. Qg3+ Kh7
34. Bd4 Qd1+

(continued on page 6)

GAME C

Brayden Miao – Dylan Mounts
Springfield Ladder Tournament
May 24, 2019

Sicilian Defense:
Nimzowitsch-Rossolimo Attack

Another great game featuring young Brayden Miao, this time against veteran Dylan Mounts.

1. e4 c5
2. Nf3 Nc6
3. Bb5 ...

After his analysis of the game, Mr. Mounts said, "I've been playing the Advanced Dragon for about as long as I've ... played chess. This move – 3. Bb5 – has made me seriously consider switching openings!" Super GM Garry Kasparov achieved great results with this opening. White's goal is to trade in his bishop for doubled c-pawns.

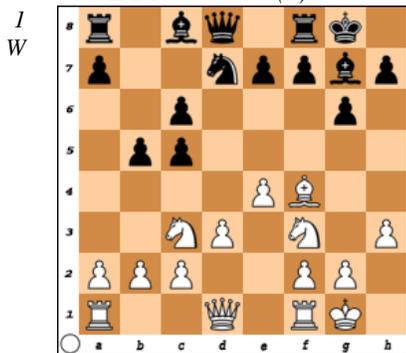
3. ... g6

Continuing in the tradition of the Dragon.

4. Bxc6 dxc6

4. ... bxc6 is more usual ("take toward the center").

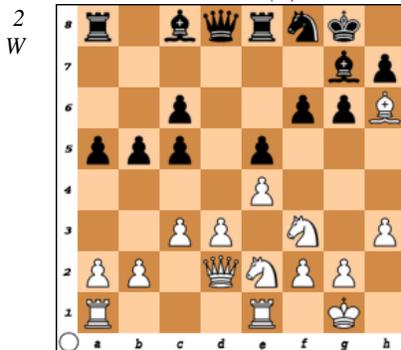
5. h3 Bg7
6. O-O Nf6
7. Nc3 O-O
8. d3 Nd7
9. Bf4 b5 (1)



Black later regretted this move, considering the immediate 9. ... e5 as "necessary," but perhaps it was just not as strong as Black wished. This position is essentially equal.

10. Qd2 a5
11. Bh6 e5
12. Rfe1 Re8

13. Ne2 Nf8
14. c3 f6 (2)



White's position is strong. Now ...

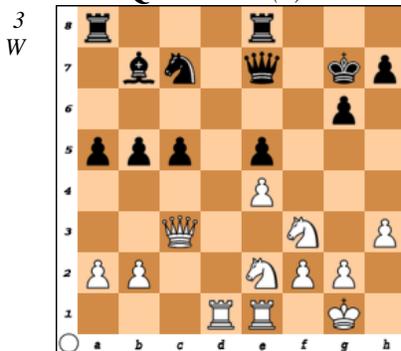
15. d4! ...

"I hadn't given this move as much consideration as I should have, because ... in reality, it's a completely legitimate attempt at grabbing the center." DM

15. ... cd?!

Fritz recommends 15. ... Bxh6 16. Qxh6 ed (first) 17. cd cd 18. Nxd4 and Black squares off well against White's endeavors.

16. cd Ne6
17. Bxg7 Kxg7
18. Rac1 Bb7
19. Qe3 Nc7
20. Rcd1 Qe7
21. de fe
22. Qc3 c5 (3)



White eyes the vulnerable situation on the 7th rank, and looks for a plan to exploit it.

23. Rd2?!

Missing a tactic: 23. Nf4! (opening possibilities & simultaneously protecting his e-pawn) b4 24. Qxe5+ Qxe5 25. Nxe5 Rxe5 26. Rd7+ and White maintains a winning game. As it is, Black equalizes.



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23. ... Bxe4

24. Rd1 ...

Threatens Rd7, winning Black's queen.

24. ... Bc6

25. Rd6! Ra6

And now White retakes the lead.

26. Qxc5 Ne6

27. Qxe5+ Kg8

28. Rc1 Bb7

29. Rxa6 Bxa6

30. Rc6 Bb7

"Suddenly Black shows signs of life!" DM.

31. Rb6 Bxf3

32. gxf3 Qg5+

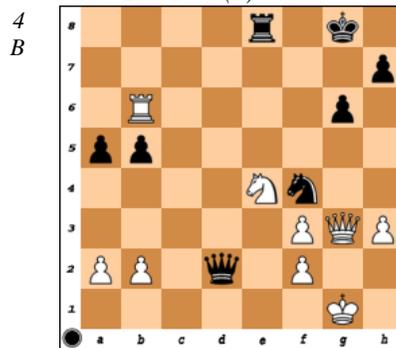
33. Qg3 ...

Later, White may well wish he had traded queens, although it's certainly not forced.

33. ... Qd2

34. Nc3 Nf4!

35. Ne4?? (4) ...



In this tricky position, White's knight needed to stay at c3. Better was 35. Kh2 to diffuse the situation.

35. ... Rxe4!!

And now of course if 36. fxe4?? 37. Ne2+ winning. White scrambles for a way out of this mess ...

(continued on page 7)

Blast From the Past!

Walter Ressmeyer – Steve Vinson
Springfield Round-Robin Championship
March, 1992

Classical Caro-Kann Defense

From a nine-round club playoff series, with commentary by **Marty Phillips**, editor-in-chief of *The Informant* (*The Outpost* of its day) who named this as the best game of the tournament.

1. e4 c6
2. d4 d5
3. Nd2 de
4. Nxe4 Bf5

The main line of the Classical Variation of the Caro-Kann, “known for its solid character, lacking the weaknesses of the Sicilian Defense and bad bishop of the French Defense.” MP

5. Ng3 Bg6
6. h4 h6
7. Nf3 Nd7
8. h5 Bh7
9. Bd3 Bxd3
10. Qxd3 e6
11. Bd2 Ngf6
12. O-O-O Qc7
13. Ne4 Be7 (1)



This is a “book” position after 13 moves in this opening, and while White seems to have a bit more space, Fritz considers Black’s position a little better.

14. g3?! ...

Although Mr. Phillips tied with Mr. Ressmeyer for second place in this tournament (**Mark Smith** won it), he was hesitant to call this a ‘dubious’ move, but in his commentary refers to Ljubojevic-Karpov 1981 where White



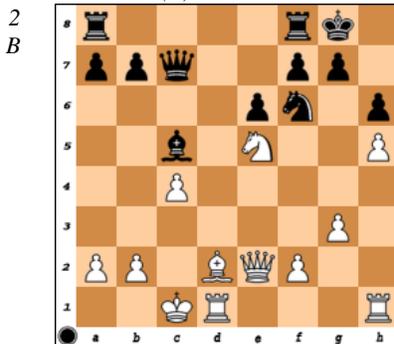
played the same move and lost. The text move is designed to pressure Black into castling long, after which White can gain an advantage after the ensuing battle for the center, and is considered a book move.

14. ... Nxe4
15. Qxe4 Nf6
16. Qe2 O-O!?

“Surprise! In a previous match ... Steve played the usual 16. ... O-O-O and the game continued 17. c4 Rhe8 18. Kb1 Bd6 19. Ne5 Bxe5 20. dxe5 Nd7 21. Rhe1 Kb8 22. Bc3 Nb6 23. Ba5 Qe7 24. Bxb6 axb6 25. f4 Rxd1+ 26. Rxd1 Rd8 27. Kc2 Kc7 28. Rxd8 Qxd8 29. Qd3 and ... the game should’ve been drawn ...” MP

However, Vinson had then blundered on the very next move (29. ... Qa8?? and White played 30. Qd6+ winning). So Black now looks to put White in murky waters.

17. Ne5 c5
18. dc Bxc5
19. c4 (2) ...



19. Ng4 Be7 leads to an equal position. But now ...

19. ... b5!

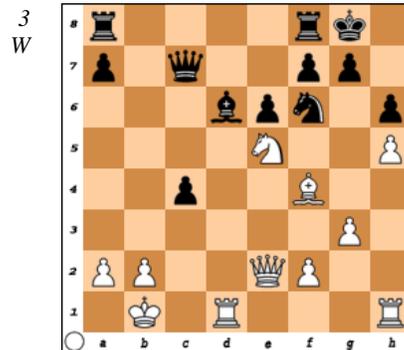
“With this move, Black steals the initiative and forces White to consider a possible discovered check after (a pawn exchange).” MP

20. Kb1 Bd6
21. Bf4! ...

“Walt ... turns his attention to the kingside with an excellent tactical shot!” MP

21. ... bc (3)

(diagram next column)



Black takes the available material.

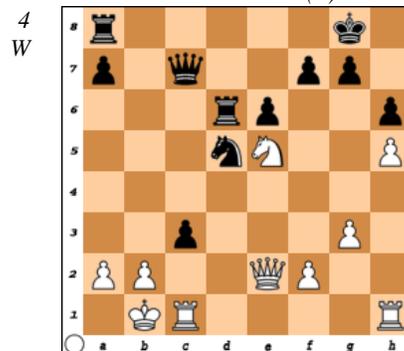
22. Ng6? ...

Mr. Phillips suggests here that 22. Nd7 was much better (and then 22. ... Qxd7 23. Bxd6 Rfc8! 24. Be5 Qe7 with “a roughly equal position” ... whereas Fritz still assesses Black’s position as better in that case, and recommends 22. Rc1 as White’s best chance.

22. ... Rfd8

If 22. ... fxd6 23. Bxd6 and White wins the exchange.

23. Bxd6 Rxd6
24. Ne5 c3!?
25. Rc1 Nd5 (4)



“I would have immediately played 25. ... Rb8 merely on tactical instinct, but the simple 26. b3 thwarts most of my fantasies. The superior strategist involves all of his pieces in the attack while keeping his tactical urges at bay.” MP

26. Rh4! Rb8
27. b3 a5
28. Rc4! Qb7
29. Ng4 ...

White plans to trade off the knights at d5 “... but this ensures Black of an extra pawn in the ending.” MP

(continued on page 7)

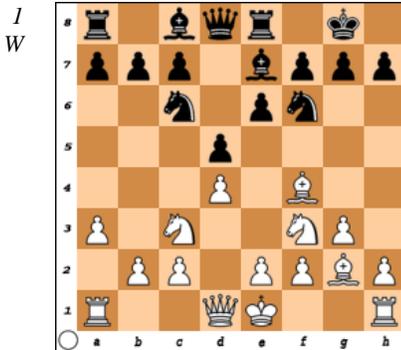
GAME D

TJ Ross – Stan Horton
Springfield Ladder Tournament
June 14, 2019

Indian Defense

TJ Ross squared off against the wily veteran Stan Horton, with some good instructive results.

1. d4 Nf6
2. Nc3 e6
3. g3 Nc6
4. Bg2 d5
5. a3 Be7
6. Nf3 O-O
7. Bf4 Re8?! (1)



Better was 7. ... Ne4 and after 8. Qd3 g5, White is in serious trouble. But now ...

8. Nb5! ...

Mr. Ross applies serious pressure early! Solving this will cost Black in pawn structure integrity. However, Black may be able to do something with that ...

8. ... Bd6
9. Nxd6 cxd6
10. Qd3?? (2) ...



An invitation to start a central pawn assault, which will win a piece. Black knows what to do ...

10. ... e5!
11. de de
12. Bg5 e4

The point: White's queen walked into this on move 10.

13. Qc3 exf3
14. Qxf3!?! ...

More interesting than 14. Bxf3.

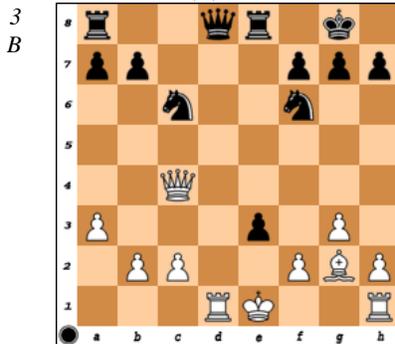
14. ... Bg4!

Strong.

15. Qb3 Bxe2
16. Be3 Bc4

Chasing the poor White queen all over the board ...

17. Qc3 d4
18. Qxc4 dxe3
19. Rd1 (3) ...



White hits Black's queen, but ...

19. ... ef+!

A useful intermezzo.

20. Kxf2 Qb6+
21. Kf1 Qe3
22. Qd3 ...

Hoping to simplify. If 22. Bxc6 bxc6 and now White can't win that pawn: 23. Qxc6 Qe2+ and the rook falls ... or worse, 23. ... Ng4 and White's prob-

lems multiply exponentially. As it is, Black is still a piece up.

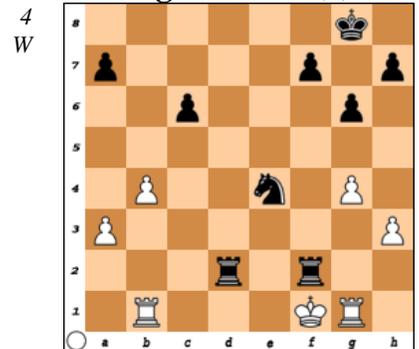
22. ... Qxd3+
23. cxd3 Ng4
24. Rb1 Rad8
25. Be4 g6?!

Preparing an f5-push, but that's unnecessary: an immediate 25. ... f5 26. Bxf5 Ne3+ wins more material.

26. h3 Nf6
27. Bxc6 bxc6
28. Rc1 Rxd3
29. g4 Rd2
30. Rb1 Ree2!

Lethal.

31. b4 Ne4
32. Rg1 Rf2+ (4)



The end is in sight, and so Mr. Ross resigned. After 33. Ke1 Rde2+ 34. Kd1 and now the knight fork is the least of White's worries: 34. ... Nc3+ 35. Kc1 Rc2#.

0-1

Game A

(continued from page 3)

35. Kh2 Qh5+
36. Qh3 ...

And here too, the repeated checks come to a dead end. White will win easily if queens are traded, so ...

36. ... Qd5
37. Qd3+ f5
38. Qg3 Qd7
39. Qe5 Kg6
40. b4 ab

(continued on page 7)



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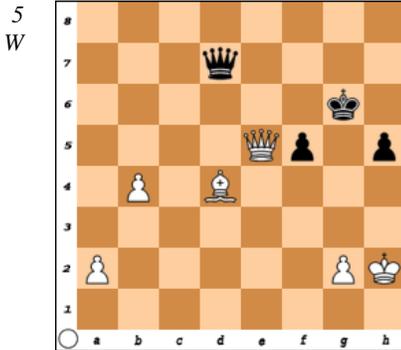
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Game A

(continued from page 7)

41. **cb h5 (5)**



For White in this position, there is a forced mate in four.

42. **b5 ...**

The winning combination was 42. Qf6+ Kh7 43. Qh8+ Kg6 44. Qg8+ Kh6 and now 45. Be3+ and mate the next move. White was, however, in some time pressure, as you can well imagine, playing against Marty "Speed-Racer" Phillips!

42. ... **h4**

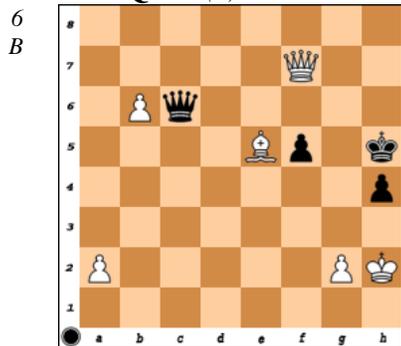
43. **b6 Kh5**

44. **Qh8+ Kg6**

45. **Qg8+ Kh5**

46. **Be5 Qc6**

47. **Qf7+ (6) ...**



Here Mr. Phillips resigned. The b-pawn will inevitably promote, e.g. 47. ... Kg4 48. b7 h3 49. gh+ Kf3 50. Qxf5+. A strong effort by Mr. Drum!

1-0

Game C

(continued from page 4)

36. **Rb8+ Kf7**

37. **Rb7+ Re7**

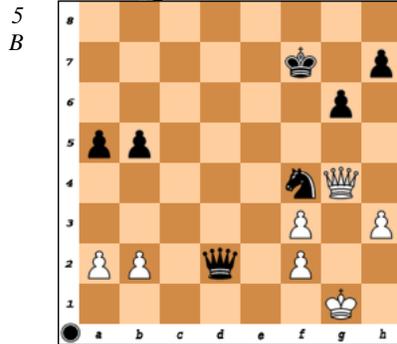
38. **Rxe7+ Kxe7**

39. **Qg5+ ...**

White has done well to escape the situation down just a piece.

39. ... **Kf7**

40. **Qg4 (5) ...**



There's little left for White. So now Black starts a methodical process of collecting White's queenside pawns, after which he can lower the boom.

40. ... **Qe1+**

41. **Kh2 Qxf2+**

42. **Kh1 Qe1+**

43. **Kh2 Qd2+**

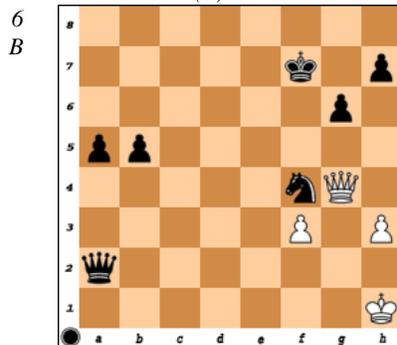
44. **Kh1 Qc1+**

45. **Kh2 Qxb2+**

46. **Kh1 Qa1+**

47. **Kh2 Qxa2+**

48. **Kh1 (6) ...**



What's left for Black to do?

48. ... **Qg2+!**

Oh yeah ... "lower the boom."

49. **Qxg2 Nxc2**

50. **Kxc2 a4**

Mr. Miao resigned. "He played a very good game and made me sweat tremendously. I was lucky to get away with a win!" DM

0-1

"I prefer to be called an Ex-World Champion. It's the only title they can't take away."

Tigran Petrosian



Blast from the Past

(continued from page 5)

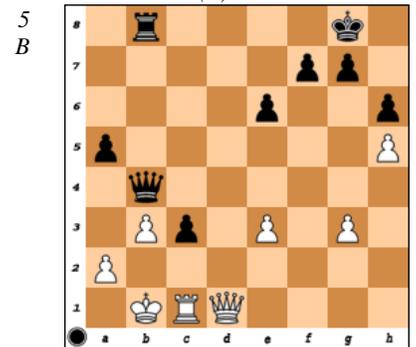
29. ... **Rb6**

30. **Qd1 Rb4**

31. **Rxb4 Qxb4!?**

32. **Ne3 Nxe3**

33. **fxe3 (5) ...**



Black is in command. Both players were under time pressure by now.

33. ... **Qe4+?**

But with this move Black loses ground. If instead the immediate 33. ... a4 34. Qd4 Qa3 35. Rxc3 ab 36. ab Rxb3+ 37. Rxb3 Qxb3+, Black's pawn structure and the material advantage should hold.

34. **Qc2 Qxe3**

35. **Qxc3 Qxc3**

36. **Rxc3 a4**

37. **Kc2 ab+**

38. **ab Rb7**

39. **Rc4 f5**

40. **b4 Kf7**

41. **Kd3 e5**

42. **g4 g6**

43. **hg+ Kxg6**

44. **Rc6+! ...**

"This move forces Black to make concessions!" MP.

44. ... **Kg5**

45. **gf Rxb4**

46. **Rg6+ Kh5**

(continued on page 8)

SW Missouri Chess Calendar

Pizza Hut Chess!
 Every LAST SUNDAY of the month
 (this month it is on **August 25th**)
 at the Pizza Hut in Republic
 (806 US Highway 60)
 starting at 6:00 pm G60/d0
 A great opportunity to get in some rated
 games and enjoy some delicious pizza!
 Participation is free but please considering ordering
 a meal to thank our gracious hosts!

**Springfield Park Board
 Club Ladder Tournament**
 The 2019 SPBCC Ladder Tournament
 happens every Friday (except the last of the month
 - see Blitz Tournament below) at 7:15 PM.
 G90/d5. USCF-rated. Ongoing and cumulative.
 Members only: so ... JOIN THE CLUB
 (\$10 annual fee) & JOIN THE FUN!



**Themed Tournament
 Ponziani
 Opening!**
 Friday August 2 starting at 10 AM
 Southside Senior Center
 2215 S. Fremont, Springfield, MO
 NON-RATED. G20/d5.
 Entry is FREE

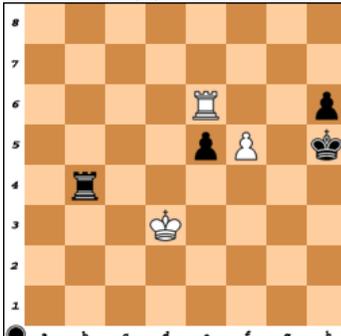
Blitz Tournaments!
 G10/d0. Unrated. Entry fee \$1.
 All proceeds go to benefit our hosts, the
 Southside Senior Center.
 EVERY LAST FRIDAY of the MONTH
 Be there by 7:15 pm
 to register for pairings.

If you would like to notify us of any upcoming chess-related event in SW Missouri, contact ...
 Roger Page! brevcamp@yahoo.com

Blast from the Past

(continued from page 7)

47. Re6 (6) ...



6
B

And a draw was agreed. After 47. ...
 Rh4 48. Rxe5 Kg5 49. Ke3 h5 there's
 no longer any significant advantage for
 Black.

1/2-1/2



Secret to Playing Well?

Back in the sixties, GM Larry Evans
 agreed to play a simultaneous
 exhibition in a New York mental
 institution against 40 of the patients.

As could be expected, he won most
 of the games, but one of the patients
 played "absolutely brilliantly" and
 beat the grandmaster.

At the end of the day, Mr. Evans
 congratulated the patient, who said,
 "Mr. Evans, it's not completely
 necessary to be crazy to play well,
 but it really helps a lot!"

Endgame Primer

(continued from page 1)

Take a look at the famous Richard
 Réti endgame. At a glance it appears
 that Black will queen and easily win,
 but who are you to doubt the tenacity
 of a monarch who can move along
 diagonals?! White to move and draw!
 See if you can find it. I'll even give a
 hint: both the square of the pawn
 and White's passed pawn are key to
 this study.

