



# THE OUTPOST



## CHESS NEWS FOR SOUTHWEST MISSOURI

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### MASTER MUSINGS: KEY MISTAKES OF U1700 PLAYERS, and HOW TO PICK AN OPENING

by Bob Holliman

The above topics may sound quite simple when you just read them but the answers, and I must add the answers will likely be inadequate, may sound evasive and be quite lengthy. To begin the two questions can truly be merged but I will present partial separate answers and ask that you endure me and then when you have read the entire article, I hope my answers will be of some benefit to your chess improvement.

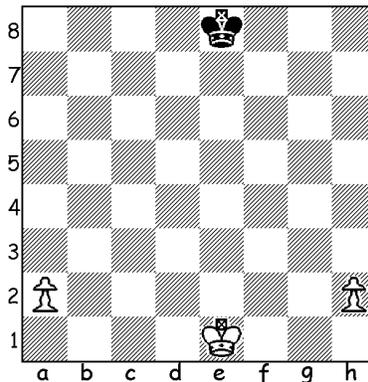
1. The key mistakes of players under 1700 (and really all) players

This is a wonderful opportunity to say: "Tactics" throw in a period, and be done! To take that shortcut would be completely dishonest in terms of the word "mistakes" while there would be some partial truth to the word "tactics."

The German master, Richard Teichmann, is reported to be the first to utter this heresy: "Chess is 99% tactics." Oh boy ... now we must figure out what a "tactic" really is. To aid in this matter, I've opened my old Webster's New Collegiate Dictionary to page 1186 and found the following definition of tactic: a method of employing forces in combat – showing orientation in movement – a device for accomplishing an end. Thus, a tactic is nether stabbing the opponent with a sword or slashing open a position; although such imagery is often used, it is simply

wrong. English GM Tony Miles responded to Teichmann's pronouncement along the lines of, "Utter crap," and I could not agree more!

Take the following position:



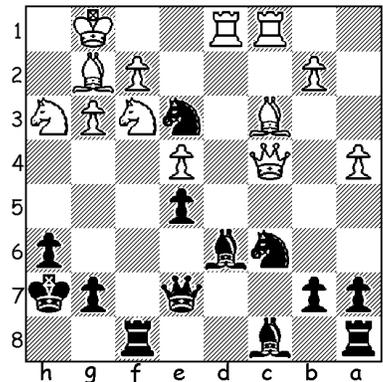
Any person who knows the rules and can checkmate with a king and queen can win this position simply by alternately pushing the rook pawns, promoting one of them (or both!) and then checkmating the Black king. It will not matter who is playing Black be it a rank beginner or the World Champion the result is the same.

Hallelujah! You have just utilized a "tactic!" There was no slicing and dicing, and you did not make mounds and mounds of Julian fries.\*

\* For those under 45, the Veg-O-Matic was a produce-cutting device sold on late-night television back in the 1970s and cutting up whatever vegetable or fruit you put between its blades was its "tactic" but the catchy phrase, "mounds and mounds of Julian fries" is what I remember.

Now in the chess world, the means to an end can be a tad more complex than the dictionary would have you believe.

Viacheslav Ragozin – Mikhail Tal



I'll leave the calculation to you, but this is a mildly complex tactic ... but it's also simple. Tal's point here is that after the simple 1. fxe3 Black plays 1. ... Bxh3 followed by 2. ... Rxf3 and he has traded off two sets of minor pieces while giving White doubled pawns! The operation fits our definition of a tactic, but it came from a position and results in a modest positional gain for Black due to White's somewhat more exposed king, and those doubled e-pawns are probably not going anywhere. After White defends the isolated g-pawn

(continued on page 7)

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"We are what we repeatedly do. Excellence, then, is not an act but a habit."

Aristotle

## GAME A

*Jared Bray – Dylan Mounts  
Springfield Championship Qualifier  
Round 3  
March 8, 2019*

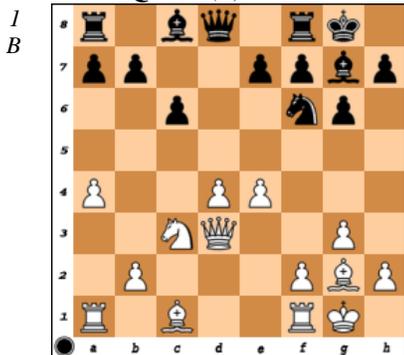
Neo-Grünfeld Defense: Original Variation

Last year these two competitors played a tie-breaker for the club championship after Mr. Mounts beat Mr. Bray in the 3<sup>rd</sup> (final) round. Here's another great game between the same players when they met in the 3<sup>rd</sup> round of the qualifiers.

1. g3 d5  
2. Nf3 Nf6  
3. d4 g6  
4. Bg2 Bg7  
5. c4 c6  
6. O-O O-O

This opening is also known as the "Fianchetto Grünfeld."

7. Nc3 dc  
8. a4 Na6  
9. e4 Nb4  
10. Ne5 Nd3  
11. Nxd3 cxd3  
12. Qxd3 (1) ...



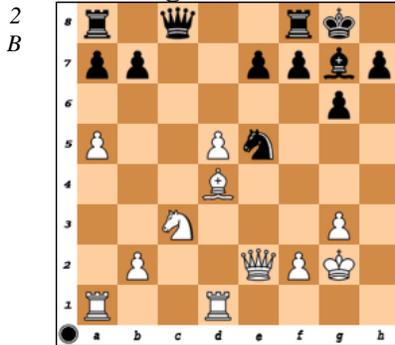
After all Black's daring sorties, White has equalized material.

12. ... Ng4  
13. d5 cd  
14. ed Qb6  
15. a5 Qc5  
16. h3 Ne5

Fritz considers any weaknesses to White's kingside pawns to be insignificant.

17. Qe2 Bf5  
18. Be3 Qc8

19. Rfd1 Bxh3  
20. Bd4 Bxg2  
21. Kxg2 (2) ...

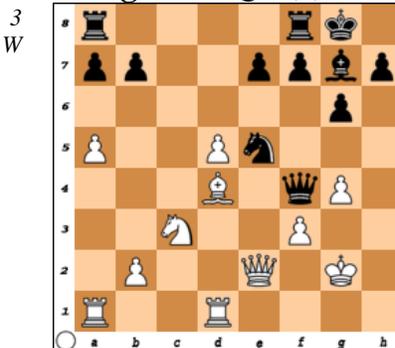


Fritz assesses Black's game to be somewhat better here (-0.41), but it's not at all clear. Black must beware of White's pieces, which are enhanced with open files. A safe continuation now might be : 21. ... Qf5, further pressurizing the center. Instead, Black decides to push it even further.

21. ... Qg4?!  
22. f3?! ...

Better for White may have been 22. Rd2. The text forces Black's queen to her better square.

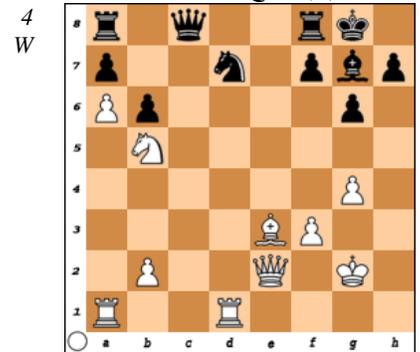
22. ... Qf5  
23. g4 Qf4 (3)



White has a better position, despite being a pawn down. A strong move that should not be overlooked at this point is 24. Ra4 and then after 24. ... f5 25. Be3 Qxf3+ 26. Qxf3 Nxf3 27. Kxf3 fg+ 28. Kxg4+ and White's advantage is clear, despite his king left "flapping in the breeze."

24. Ne4? Nd7  
25. Be3 Qc7  
26. d6 ed  
27. Nxd6 b6  
28. Nb5! Qb7

29. a6 Qc8 (4)



Black's knight, in the middle of all those open files, has become a bit of a liability, and a definite target for White.

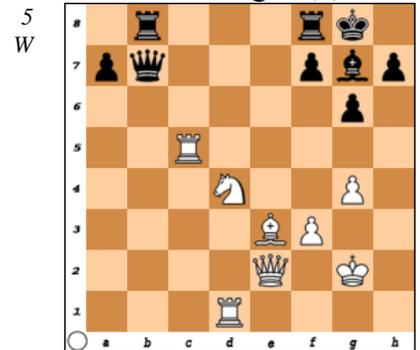
30. Rac1 ...

A serious attack, since now capturing the a-pawn leaves Black's knight hanging and sets up the forking Nc7. But Black has an answer.

30. ... Nc5  
31. b4 Qxa6  
32. bc bc?

Here, Black does much better with 32. ... Rfe8.

33. Rxc5 Rab8  
34. Nd4 Qb7 (5)



At this point, White's game is solid with a knight-to-two-pawns material advantage. However, both players were aware that Mr. Bray had only seconds left on his clock, whereas Mr. Mounts had minutes. Black was happy to receive White's consent when he offered the draw, because otherwise Black's chances were grim.

1/2-1/2

*"A good player is always lucky"*

J. R. Capablanca

## GAME B

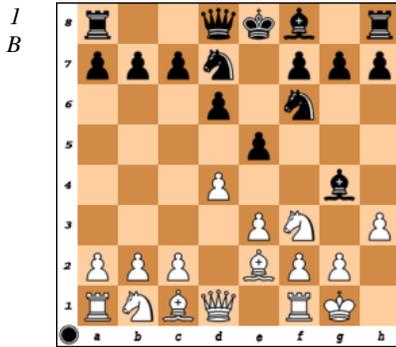
Stan Horton – Jon McClenahan  
Springfield Ladder Tournament  
April 26, 2019

Pillsbury Defense

A somewhat interesting game from last year's Ladder competition between a couple of C-Class veterans.

1. **d4** **d6**
2. **Nf3** **Nf6**
3. **e3** **Bg4**
4. **Be2** **Nbd7**
5. **O-O** **e5**
6. **h3** (1) ...

Black has been winging it, looking for ways to throw White off balance. The next move made for an interesting continuation.



6. ... **e4?!**

Black sacs a pawn in order to open the h-file. 6. ... Bf5 was probably safest.

7. **hxg4** **exf3**
8. **Bxf3** **d5**
9. **b3** **c6**
10. **Nd2** **Be7**
11. **Bb2** **h6**
12. **c4** **Nb6**

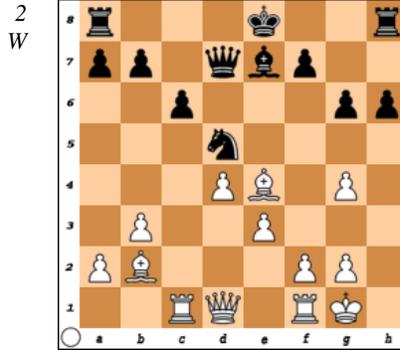
Seeking to tempt White into closing the position with 13. c5. Mr. Horton had ideas of his own.

13. **cd** **Nbxd5**
14. **Rc1** **Qd7**
15. **Ne4** **Nxe4**

*"Never play for the win. Never play for the draw. Just play chess!"*

Alexander Khalifman

### 16. Bxe4 g6 (2)



Dangerous, in that it opens an attacking diagonal for White's fianchettoed bishop.

### 17. Bf3 O-O-O?

Aiming to get his guns trained on White's kingside, but with the enemy rook already planted on the open c-file, this invites trouble.

### 18. a3 ...

Preparing a queenside pawn storm, but this is slow. Better was 18. e4! and the skies grow dark for Black: 18. ... Nf4 19. d5.

### 18. ... Kb8

### 19. b4 h5

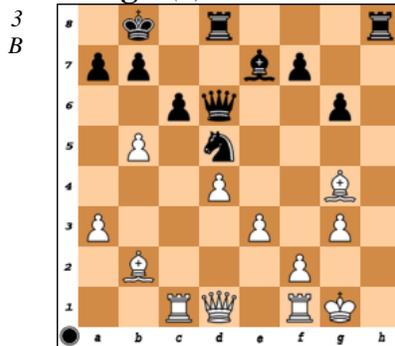
### 20. b5? ...

This move got Black's heart going, but at the same time gave him a chance to put his kingside plan in motion.

### 20. ... hg

### 21. Bxg4 Qd6

### 22. g3 (3) ...



Black was threatening checkmate on h2, but Fritz says the better way to meet it, believe it or not, would've been the cowardly-looking 22. Re1, allowing White's king some running room. The text move allows for a tactic (which Black was very pleased to see).

### 22. ... Nxe3!

### 23. Qf3 ...

Of course, if 23. fxe3 Qxg3#. White's reply now pressurizes c6, and after Black wins the exchange, the attack on his king could be savage. With that in mind ...

### 23. ... Nxe4?!

This takes White's queen off the important h1-a8 diagonal, but Fritz recommends taking the rook and weathering the storm: 23. ... Nxf1 24. bc Nh2 25. Qe2 bc 26. d5 and Black maintains good chances.

### 24. Qxg4 Qd5!

Triple-purpose move: 1) blocks the d5 advance, 2) threatens mate on h1, and 3) attacks the dangerous b-pawn.

### 25. f3 Qxb5

### 26. Rb1 Rh5

### 27. d5?? ...

There's a threat here, but it's too transparent and too easily refuted. Of course now if Black plays something silly like 27. ...R8 (or R5) xd5 28. Be5+ wins.

### 27. ... Qxd5

### 28. Qe4 Bc5+ (4)



Here, Mr. Horton resigned. We both saw that 29. Kg2 is followed by 29. ... Qd2+ and mate the next move. But Fritz says the immediate 29. Rf2 prolongs the game; and then 29. ... Bxf2+ 30. Kg2 (or 30. Kxf2 Qc5+ 31. Bd4 Rxd4 and it's a mop-up operation) 30. ... Qd2 31. Qf4+ Qxf4 32. gxf4 Bc5 and White's demise is a slower one, down a rook and two pawns.

**0-1**

*"Blunders rarely travel alone."*

Anatoly Karpov

## GAME C

*Roger Pagel – Brian Rude  
Springfield Ladder Tournament  
January, 2017*

The Orangutan – Outflank Variation

Here's one from this year already, a terrific contest between two of the club's more solid players.

**1. b4 ...**

The Orangutan, aka the Polish Opening or the Sokolsky. An unusual opening, although it's a regular feature of Mr. Pagel's repertoire. The (more or less) classic continuation is 1. ... e5 2. Bb2 Bxb4 3. Bxe5 and White has traded a flank pawn for a central pawn. Mr. Rude, however, plays the so-called "Outflank" Variation.

**2. ... c6**

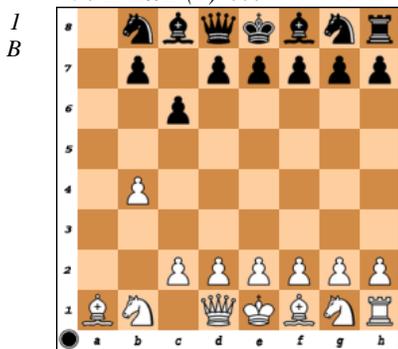
**2. Bb2 a5!?**

In October, 2018, the same players played each other with the same opening and the same colors. At that time White continued 3. b5 Nf6 4. a4 d5 5. e3 e6 6. Nf3 Bd6 7. Bd3 Nbd7. There were some interesting queenside tactics in that game, and it ended in a draw. You can see the whole game in the March 2019 edition of *The Outpost*.

**3. a3 ab**

**4. ab Rxa1**

**5. Bxa1 (1) ...**



With both queen-rooks off the board, this is not a position you'll see in many openings. It's certainly too early to attribute a clear advantage to either side.

**5. ... Nf6**

**6. e3 d5**

**7. c4 e6**

**8. Qa4 Nbd7**

**9. c5 ...**

Limiting both of Black's bishops and gaining some space.

**9. ... Qc7**

**10. Nf3 b6**

**11. Bxf6 Nxf6**

**12. cb Qxb6**

**13. b5 Bd6**

**14. Nc3 ...**

Here Mr. Pagel notes, "I did consider 14. Qa8 ... but I feared my back-rank issues and I was not fully developed." Jared Bray – and the engines – preferred this move to the text, because, after all, Black has the same problems. 14. Qa8 O-O 15. Qxc6 and Black will be sweating.

**14. ... cb**

**15. Bxb5+ Bd7**

**16. Bxd7+ Nxd7**

**17. O-O Ke7 (2)**



Black can't castle away from the knight, so he maintains his king in the center and also frees his rook.

**18. Rb1 Qc7**

**19. g3 ...**

See note after White's 23<sup>rd</sup> move..

**19. ... Rb8**

**20. Rxb8 Qxb8**

**21. Nd4! ...**

Keeping Black on his heels (of course the threat is Nc6+, winning).

**21. ... Qb7**

**22. Ndb5 f6**

**23. Qh4! ...**

White suddenly swings over to the kingside! Stockfish had recommended this as the best alternative for White's 19<sup>th</sup> move, guarding the h2-pawn while gaining the tempo of checking the Black king, but as Mr. Pagel notes, "I think that would be premature." This move does seem to pack a bigger

## Springfield Park Board Chess Club

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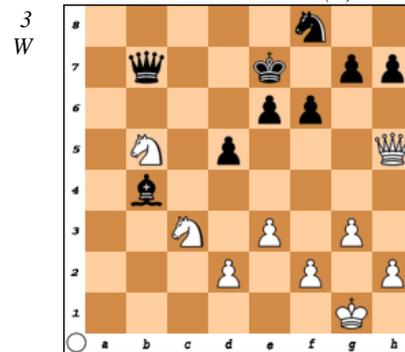
punch now that the rooks have been exchanged off the board!

**23. ... Nf8**

**24. Qh5 ...**

Now, Mr. Pagel points out, "depending on Brian's move, I contemplated 25. Qe8+ Kxe8 26. Nxd6+" and White wins. Black's next move remedies that possibility, but ...

**24. ... Bb4? (3)**



Black would like to swap the bishop for the knight, leaving White's other knight back to the 3<sup>rd</sup> rank. However, he overlooked White's devastating reply.

**25. Qg4! ...**

"The double attack on the (isolated) bishop and g7 – to x-ray king-queen – forces Brian to give up the bishop." RP

**25. ... Kf7**

**26. Qxb4 Kg8**

Mr. Rude wasn't resigning yet, so Mr. Pagel "buckled down to find the right moves."

**27. Qd6 Qa8**

**28. Nd4 e5**

**29. Nf5 d4**

**30. ed ...**

For what it's worth, Stockfish and Fritz both see mate in ten here ... but what human being would find it?

(continued on page 6)

## Blast From the Past!

Mike Calogridis – Jim Gallagher  
 Southwest Open, Austin, Texas, Round 5  
 unknown date, 1989

Nimzo-Larsen Opening

Another exciting game, chock-full of brow-furrowing calculations and nail-biting positional play, featuring our dearly-departed friend Jim Gallagher, a former SPBCC member and club champion.

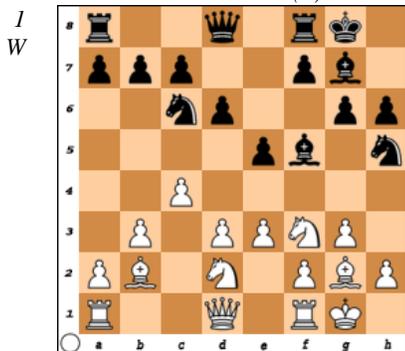
1. b3 e5  
 2. Bb2 d6  
 3. d3 ...

White chooses an early departure from the norm. A typical continuation would be 3. e3, although 3. c4 has been most successful for White.

3. ... Nf6  
 4. Nd2 g6  
 5. g3 Bg7  
 6. Bg2 Nc6  
 7. Ngf3 O-O  
 8. O-O h6

White's "lack of aggression" gives Black a "free hand to develop comfortably." (JG)

9. c4 Nh5  
 10. e3 Bf5 (1)



A position rich in potential for both sides.

11. Ne4 Qd7  
 12. Re1 Bh3  
 13. Nc3 Bxg2  
 14. Kxg2 Rae8  
 15. Rb1 Nd8

Mr. Gallagher was pleased with this choice of moves; Fritz less so. Said Mr. Gallagher: "Black prepares to bring up the reserves while delaying

... f5 (which weakens g6) for as long as possible." Fritz, on the other hand, prefers the immediate 15. ... f5.

16. d4 e4  
 17. Ng1 f5  
 18. Nd5 Ne6

Black's knights aim to prevent white's knight from getting a grip on f4, but White goes there anyway.

19. Nf4 Nhx f4+  
 20. exf4 d5  
 21. Ne2 Rd8  
 22. c5 b6 (2)



23. b4 ...

"Forced, since 23. cb ab and Black rolls up the center with 24. c5." JG

23. ... bc  
 24. bc Rb8  
 25. Qc2 Rb4

Piling up on the backward pawn at d4. White must shift gears.

26. c6 Qc8  
 27. Ba3 ...

Skewering the rooks, but ...

27. ... Rc4  
 28. Qb3 Re8  
 29. Red1

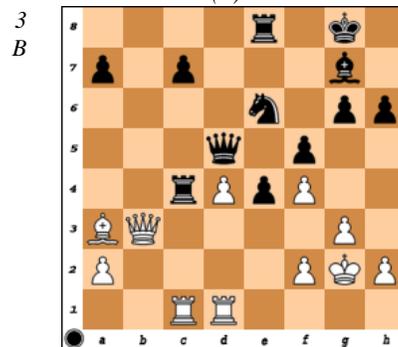
As Mr. Gallagher points out, better was 29. Qb5! Nxd4 30. Qxd5+ Qe6 31. Qxe6+ Rxe6 32. Rec1 and the damage to White's game is minimized.

29. ... Qa6  
 30. Nc3 Qxc6  
 31. Nxd5 Qxd5

"Some people think that if their opponent plays a beautiful game, it's OK to lose. I don't. You have to be merciless."

Magnus Carlsen

32. Rbc1 (3) ...



White, having "sacked" the knight, now wins back a rook? Watch how Mr. Gallagher handles it!

32. ... e3+!  
 33. f3 e2  
 34. Re1 Rxc1  
 35. Qxd5 Rxe1  
 36. Bb4 Rb1  
 37. Qd7 (4) ...



And now how will Black protect his e8-rook? He'll have to give back his exchange advantage: 37. .... Rxb4 38. Qxe8+ Nf8 and now White can pickup the dangerous e-pawn. But Black finds a better way to force the game in his direction.

37. ... Nxf4+!  
 38. gxf4 e1=Q

Throwing away the passed pawn to gain protection for his vulnerable e8-rook.

(continued on page 11)



## GAME D

Jonathan Gartin – Daniel McSweeney  
Springfield Ladder Tournament  
November 2, 2019

QGD: Marshall Defense

A short game with good lessons for some of our younger club members.

1. d4 d5  
2. c4 Nf6

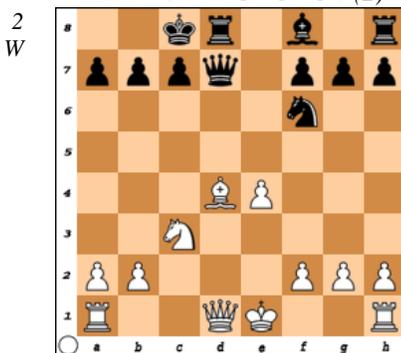
This common response to the Queen's Gambit is known as the Marshall Defense.

3. cd Nxd5  
4. e4 Nf6  
5. Nc3 e5  
6. Be3 Nc6 (1)



White has a slight edge with strong central presence.

7. Bb5 Bd7  
8. Nf3 ed  
9. Nxd4 Nxd4  
10. Bxd7+ Qxd7  
11. Bxd4 O-O-O! (2)



Introducing a strong battery to the open d-file!

12. Be3 Qxd1+  
13. Rxd1 Rxd1+  
14. Kxd1 Ng4  
15. Ke2 Bb4

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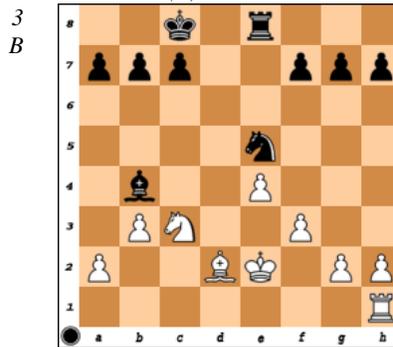
Brian Rude

Website

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16. Bd2 Re8  
17. f3 Ne5  
18. b3 (3) ...



Prophylactic, limiting the options for Black's knight.

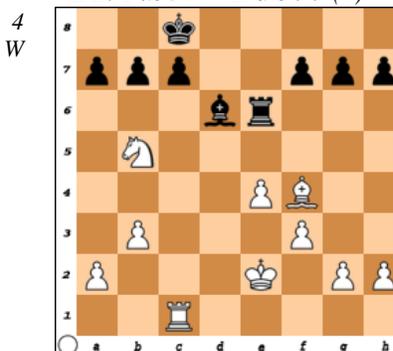
18. ... Ng6  
19. Rc1 Nf4+??

Black falls apart. Perhaps in his mind he had already played ... Bxc3 and imagined Bxc3 as White's response. Oh the twisted paths on which our minds can lead us! 19. ...c6 would've kept the game even.

20. Bxf4 Re6?!

Possibly meaning to lift the rook over to c6 to increase the pressure.

21. Nb5 Bd6?? (4)



Although things look grim for Black regardless, Mr. McSweeney has overlooked the fact that since his c-pawn is pinned by White's strategically-placed rook, it cannot be depended on for the defense of d6. Best was 21. ... c6 and when the White knight grabs the a7-pawn he'll have some problems being extracted. Now the game concludes quickly.

22. Nxd6+

Mr. McSweeney resigned. The hole is too deep to dig out of.

1-0

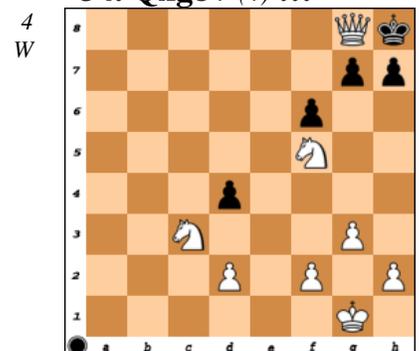


WE WANT  
YOUR  
GAMES!

## GAME C

(continued from page 4)

30. ... ed  
31. Qe7 Ne6  
32. Qxe6+ Kh8  
33. Qf7 Qg8  
34. Qxg8+ (4) ...



With the forced queen exchange, Black is left two knights down. Mr. Rude was convinced. A fine battle between worthy opponents!

1-0

## MASTER MUSINGS

*(continued from p. 1)*

Black can double his rooks and he has improved his position.

I've gone thru this exercise in defining a tactic in the hopes of getting rid of the nonsensical belief that tactics are long complex move sequences involving sacrifices with a win or loss possible on every move – that's really more of a "combination" than a tactic. If someone reminds me, I'll address the issue of "What is a combination?" at some future time.

So now that we have a working understanding of what tactics really are. Let me break them down into two parts.

The first part of tactics is simply brute calculation. Much like the study of geometry calculation requires precision so that you can plot those meaningless dots on a piece of graph paper and produce, with the aid of a straight edge, an arrow or a bell curve or as in the first diagram a direct win thanks to the "decoy" theme – the Black king cannot stop both pawns – a straight line on your graph paper.

The second part of tactics is planning, period. This is where most people go off the rails, pull their hair out, develop a "foul" mouth and take up golf. Golf, by the way, will do worse things to you than chess, as it is much more expensive to play and you can injure yourself, whereas with chess you can only get mad and break a wooden board over your leg.

Returning to Part One of our definition, the obvious question arises as to how one can improve in their calculation abilities. Well the answer is really simple – practice! If only things were this simple! To practice calculation you (get ready, this is really profound, if I say so myself) must work at it. At this point you may be tempted to find some photograph of me on the Internet and burn it – don't waste your time and take a deep breath, I am from

the government and I am here to help. This task can be divided into smaller parts that are manageable. However, the first thing to keep in mind is that you will not become a calculating machine overnight. **Give yourself time.**

Let me dispense with one of the most pointless exercises first and that is tactics trainers on the Internet. Before I name names and give out addresses, you may be asking why I call these things pointless – or (more correctly) exercises in futility. When you use an Internet server, be it the free Lichess or ChessTempo, or a membership-required server such as Chess24, you must keep in mind that the server is highly limited and is looking for the best move according to the engine in the given position. Here, you have my complete sympathies! I've routinely used these infernal things and can have runs of 10-20 in a row correct or incorrect! Although I disagree with a lot of my wrong answers once the machine shows me its logic, I do agree that it may be the best. Keep in mind another old saying: "When a master sees a win, he stops looking for others." Of course, Dr. Lasker, from the grave no less, would chide me with, 'Bob, when you see a good move, look for a better one.' At one time there was a much better training program where if you missed the "computer move" the program would give you hints. I find this type of training much more beneficial than the absolute right/wrong position of Internet servers. Sadly, I've forgotten the name of the program/CD so I am not of any further help on the digital side of things.

Now an Internet based server does mimic tournament conditions in that you must respond to your opponent's move and figure out his plan or objective with his move – one thing is sure he/she is not going to tell you!

Since the thrust of this writing is aimed at players below 1700 (an arbitrary number by the way) then it

may be safe to assume that my target audience needs some guidance and ... I am from the government and I am here to help.

Since the number of "tactics" one can learn runs from a single method – such as a pin – to a combination of methods – such as opening a fianchetto position with a decoy while using files and diagonals – it would be helpful to have a basic understanding of all of the available methods or as many as one can stand to learn and to see these themes come from real games.

To this end I can recommend two books: *The Tactics Bible* (Efstratios Grivas, Thinkers Publishing 2019) and *Combinative Motifs* (M. Blokh. [info@chessok.com](mailto:info@chessok.com))

I like the Grivas book for the basic outline and singularity of purpose, to say nothing of the fact that the author also writes comments in the book. In the first part, he goes thru some famous games and points out that these were most likely "coffeehouse" games where the opposition was weak (at best) and the notes focus on the brilliance of the winner. The book then moves into some specific themes, followed by a section on basic mates, followed by around 200 pages of real games demonstrating 35 different-named mating patterns. This is basic stuff that we all need to get down.

Then comes the Blokh book with no text and no explanation or information; just 1,206 diagrams with positions to solve. Don't despair, there is an Index which tells you what theme each puzzle falls under along with the various motif for that puzzle. For example, Chapter Six deals with 'Poorly protected pieces' running from puzzle 468-504 and subdivided into 'Elimination of defense,' 'Distraction,' 'Decoy,' 'Distraction with Decoy,' and other cases. This allows you to look at the subject content of the chapter and then go about trying to solve the

*(continued on page 8)*

## MASTER MUSINGS

(continued from p. 7)

problems understanding the overarching theme they hold. Never fear; the answers are in the back of the book. Most of the problems are also “mirrors” in that there is a solution for White and a solution for Black and if that is not enough, there are points awarded for each solution which also indicate the level of difficulty of the solution. Sadly, there is no prize for the points you earn!

If you have gone thru those two and still want more, there is an old text by Anatoly Lein and Boris Archangelsky titled *Sharpen Your Tactics*. It consists of 1125 positions and there is no text or theme breakdown; only the puzzle and its difficulty indicated by one to four stars. The solutions and game references are in the back.

It's best to try and solve the puzzles without setting up the position and moving things around as this will **help improve your visualization**. The most common obstacle in the way of most people at this point is that they have never tried to develop “blindfold” calculation skills thus I can give one further book reference to work on this skill: *Chess: 5334 Problems, Combinations, and Games* by Laszlo Polgar. I like this one for the sheer volume of fragments. Of the 5,334 games, 4,462 of them are mates-in-one, -two or -three moves. There are 306 mates-in-one, 3,412 mates-in-two and 744 mates-in-three exercises.

Clearly the mate-in-one positions are, as Thomas Jefferson might well write, “Self-evident.” Look at the diagram, visualize the move – mate the opposing king. The mate-in-two exercises work the same, followed by mate-in-three. Think of these as you would weight-lifting: start with one weight, add a bit, then a bit more and more. This type of work is what I recommend to help increase your visualization skills. Following these

are 600 miniature games demonstrating combinations on specific squares, some simple endings, and some combinations of the Polgar sisters. I make no promises about availability or pricing, but I picked one up at Half-Price Books for \$7.99. I tried to contact Susan Polgar to see if I could buy a quantity of them but so far, no response.

Now that I have addressed the issue of calculation, it is time to look at the other part of tactics which is properly called ‘strategy’ or planning.

The lament I hear most often is, “What am I to do in this position?” My normal answer is along the lines of, “Resign now, avoid the rush,” OR “How on earth did you get into this mess?” What is really great about the coming answer is that it also addresses question number two from above: How to pick an opening! So I will now kill the figurative “two birds with one stone” – or with a lot of words – take your pick.

I do not know if anyone has ever said this, so unless you find a source, it is an original Bob quote: “Endings result from middlegames, and middlegames result from openings.” That's so profound and true, it's somewhat embarrassing.

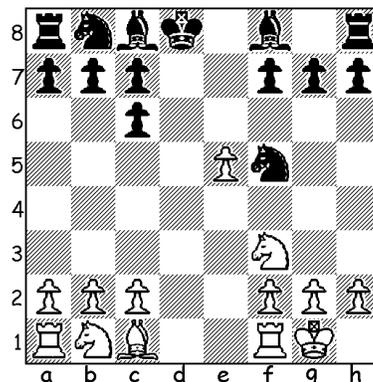
Let's take a look at an example of which I know absolutely nothing:

*Garry Kasparov – Vladimir Kramnik  
World Championship – London  
August 10, 2000*

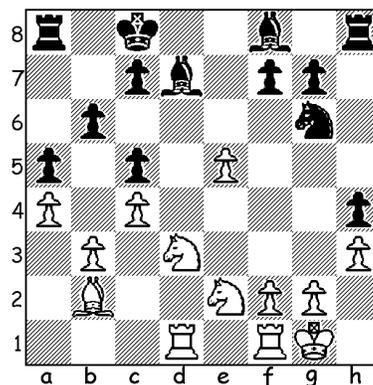
Ruy Lopez: Berlin Defense

- |          |      |
|----------|------|
| 1. e4    | e5   |
| 2. Nf3   | Nc6  |
| 3. Bb5   | Nf6  |
| 4. O-O   | Nxe4 |
| 5. d4    | Nd6  |
| 6. Bxc6  | dx6  |
| 7. de    | Nf5  |
| 8. Qxd8+ | Kxd8 |

(diagram, next column)



- |          |     |
|----------|-----|
| 9. Nc3   | Bd7 |
| 10. b3   | h6  |
| 11. Bb2  | Kc8 |
| 12. h3   | b6  |
| 13. Rad1 | Ne7 |
| 14. Ne2  | Ng6 |
| 15. Ne1  | h5  |
| 16. Nd3  | c5  |
| 17. c4   | a5  |
| 18. a4   | h4  |



- |         |     |
|---------|-----|
| 19. Nc3 | Be6 |
| 20. Nd5 | Kb7 |
| 21. Ne3 | Rh5 |
| 22. Bc3 | Be6 |
| 23. Rd2 | Kc8 |
| 24. f4  | Ne7 |
| 25. Nf2 | Nf5 |

1/2-1/2

The game position is from the Kasparov-Kramnik match for the World Championship 2000. The opening was a Ruy Lopez and this particular variation became known as the ‘Berlin Wall.’ It became a hot topic, and a handful of books have

(continued on page 9)

## MASTER MUSINGS

*(continued from p. 9)*

been written on this banal position that promises White nothing – thanks to the work of one Vladimir Kramnik. Yes, I am oversimplifying to demonstrate a point ... just work with me here.

General babbling: currently one must memorize a lot of stuff and be prepared for just about anything. If you are ever going to win a match you must neutralize your opponent's strength. In this instance dynamic play was Kasparov's lifeblood and Kramnik was able to introduce this lifeless defense into the World Championship match under the mantra: win with White, draw with Black. In a contrary twist of fate when Anand won the title match against Kramnik he won thanks to two games in the Meran...he won with Black! (NOTE: Black is OK, Black is still OK, Black is OK Forever, and Black is Back – these are four titles by Hungarian GM Adnras Adorjan and one day I plan to read them. My guess is that Anand read these books before the match.)

So here comes the dreadful point: you may no longer show up with your set and clock and wait for an opponent to blunder. Chances are your opponent has been doing some study and may even have a coach – never fear, Chess Master Bob is available as a coach – details to follow.

Your next task is to find openings that produce the types of middlegames you wish to play! Unless you are playing for the World Championship, then your preparation will likely not include two-to-four assistants and one or two very powerful computing engines. But it will require some daily time spent working on your White and Black openings.

Once you have your opening ideas down then you move to the middlegames that these openings produce. Do you like the two bishops? Well then you need to find reference material that will show you how these middlegames arise and the likely continuations into the endgames. Need to learn how to play against doubled pawns, isolated pawns, weak pieces and so forth? There are master level games that show all of this and more.

Depending on the student I will have them obtain a copy of Chernev's book: Logical Chess Move by Move. I assign this to them as a game a day every day for the next three years. The book contains 33 games with a comment after every move. There are three sections: 'The Kingside Attack', 'The Queen's Pawn Opening' and 'The Chess Master Explains His Ideas.' But you may ask, "Why a game a day for three years?" (The answer is going to astound you!) The student will go over the games 11-12 times in a year. If the student is diligent to read the comments and play thru the variations (normally just 2-3-4 moves), the ideas should sink in and come out in the student's play! I know this is profound ... try to remain calm.

So what are the mistakes that players make these days? First and foremost, they fail to prepare! They have not learned how to identify weaknesses and play against such weaknesses let alone not creating weaknesses in their own positions. We call this strategic thinking. A majority of weekend warriors blunder (I lead this group) due to a lack of observation. Tactics are simple and observable, but we often don't observe as we are engrossed in our ideas and forget that there are two people playing this game.

This is enough to set you on the proverbial "straight and narrow" towards success in the chess world.

I have offered to write for *The Outpost*, but my requirement is that the management must give me the questions to address, since I do all I can to avoid actual work. Therefore, if there is something you would like to ask send your cards, letters and most likely emails in to the Editor who will forward the questions on to me.

I dare not end without a shameless plug of self-promotion. I offer private coaching via Skype and am probably one of the least expensive master level instructors you will find. If you have an interest, either individually or as a group, you may email: [chesscoachbob@yahoo.com](mailto:chesscoachbob@yahoo.com)

BH

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## THE JOPLIN CORNER: Rage-Quitting Etiquette for a Chess Tournament

*by Matthew Pratt*

Once upon a time the city of Springfield sent their very best chess players to a tournament in Joplin. They all lost rating points and were sent packing. The End.

But that's a story for another day. Welcome to the first Joplin-powered chess column! The topic today is "chess blindness". So let us start with a story of a certain class "A" chess player who rage-quit because he hung a bishop to a 1300 and dropped back under 1800. This unnamed player then stormed out of the tournament and drove back to Joplin. Let us not bring this nasty incident up again?

Back to the topic of "board vision" or complete and utter lack thereof. Why do chess players miss obvious moves? Probably but do I have to point out again that I am not upset about the incident above.

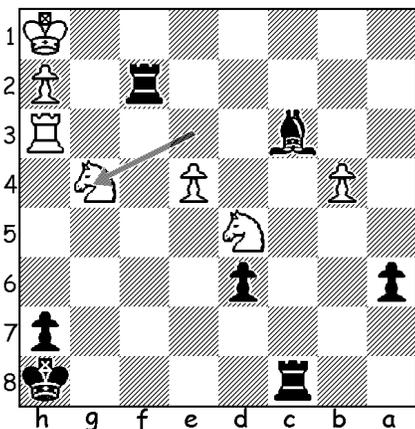
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# JOPLIN CORNER

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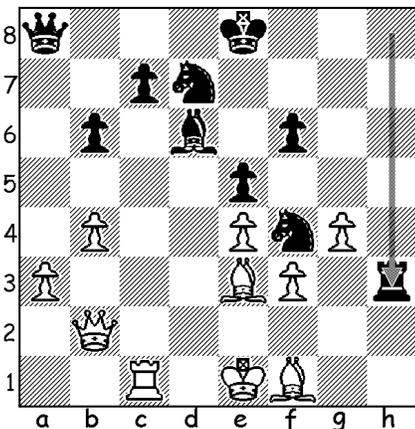
So let's proceed.

**BOARD #1: Black to move**



OK, so fine. You all want the gory details don't you? You just have to know what happened. All of you that answered 1. ... Rc2 are wrong. The answer is clearly 1. ... Be5, gifting the Black rook to White. Yeeesh

**BOARD #2: White to move**

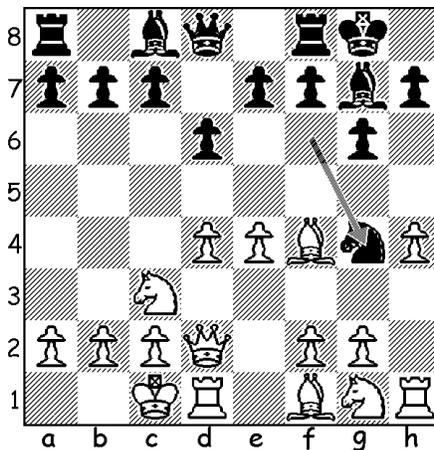


This is a GM playing White. He plays 1. Bxh3. Nice move, GM. We should not take joy in others' pain.

*"The tactician must know what to do when there is something to do; whereas the strategist must know what to do when nothing needs doing."*

Savielly Tartakower

**BOARD #3: White to move**



I played 1. Bh6 here in the Springfield Club Championship. After the game, my opponent asked me if that move was on purpose. "Positional sacrifice," I answered.

Adult players don't improve tactics easily. There. I said it ... and you are welcome.

For many years it been postulated that an adult under 2000 cannot improve past 2200 ELO. It has been discussed at long length. Why though? Because adult improvers have trouble with improving on 4 and 5 on this list:

1. opening knowledge
2. end game knowledge
3. knowledge of strategy
4. solving tactics
5. spotting tactics (board vision)
6. calculations

Why do we need to improve on #4 and #5? Because without mastering these areas, we can't succeed in chess. Look, for example, at puzzle rush scores scale proportionally with ELO.

USCF ELO	CHESS.COM PUZZLE RUSH SCORE
1300	21
2020	32
2505	39
2720	42

However, I should mention that tactics and board vision are the areas were children learn quickly and adults falter. They say the reason is supposedly neural plasticity but suffice it to say that kids learn quicker.

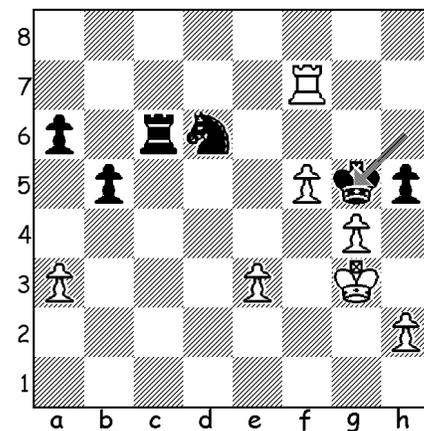
So dear reader. If you're an adult improver and you have the blunders, here are some ideas:

- 1) You're not alone
- 2) You can solve this issue by improving on tactics and the speed you do tactics (board vision)
- 3) You will have some difficulty actually improving in these areas
- 4) One of the best ways for adults to improve their tactics is to focus on high volume low difficulty tactics. Lots of them.

I present you with a montage of lovely tactics you should be able to solve quickly. An apple a day will keep the blunders away! Remember "easy chess tactics each day keeps the blunders away"!

Here's the link:

<http://chesstempo.com/chess-tactics.html>



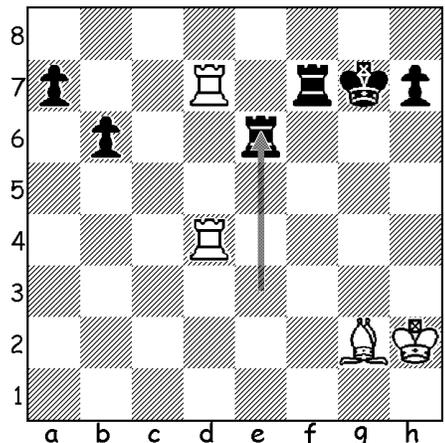
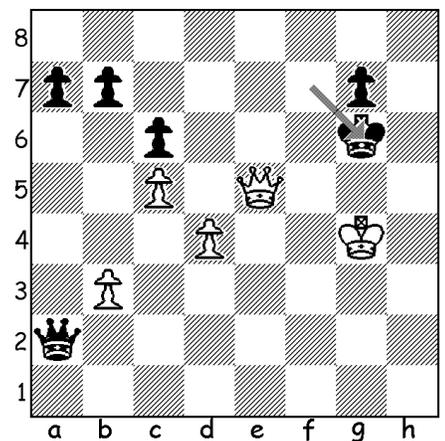
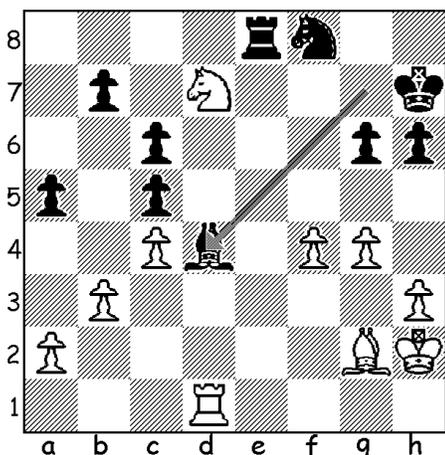
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*"The hallmark of the artist is simplicity."*

Larry Evans

# JOPLIN CORNER

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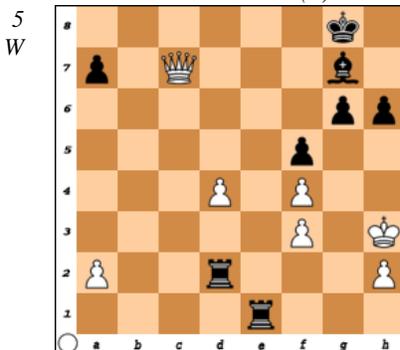
We shall not ever again mention the hideous blunder committed by yours truly. Instead we shall gather together as one, and try to increase our puzzle rush scores.

We have come to the end of Joplin's chess column. Together, let us fight the chess blunder syndrome.

# BLAST

(continued from page 5)

- 39. Bxe1 Rbxe1
- 40. Qxc7 R8e2+
- 41. Kh3 Rd2 (5)



And after a good think, Mr. Calogridis resigned. After 42. Qc3 Ree2 43. Qc4+ Kh7, there's nothing left but to toss the queen at one of Black's rooks, and then from there Black can mate in seven. Otherwise, e.g. 44. d5 Rxh2+ 45. Kg3 Rdg2#.

0-1

## SPBCC MEMBERS LIST (2019)

Daniel Bao	Justin Lu
Ben Berger	Brayden Miao
Jared Bray †	Spencer Manchester
Jim Baumlin	Jon McClenahan
John Cardoza	Vince McClenahan
Afzal Chowdhury	CJ Moeller
Travis Dooly	Kohl Nelson
Isaac Drum	Roger Pagel
Stephanie Dugan	Gerald Phillips
Ben Elliott	Marty Phillips
Jolene Fethkender	Matthew Pratt
Quentin Fitzpatrick	TJ Ross
Jeff Fuzzell	Brian Rude
Jonathan Gartin	Kai Schaefer
Matt Hammonds	Ethan Stech
Peter Hansen	Billy Tropepe
Stan Horton	Isaac Walden
Matthew Jones	Sam Weiner
Steven Keener	Adam Whitaker
John Last	Cody Whittington
James Latham	Sam Whittington
Mike Little	† 2019 Club Champion

*“Chess, like any creative activity, can exist only through the combined efforts of those who have creative talent, and those who have the ability to organize their creative work.”*

Mikhail Botvinnik

# SPBCC SCHOLASTICS REPORT FOR 2019

by Adam Whitaker

## A League of Their Own

2019 was the first full year of the Southwest Missouri Scholastic Chess League (SMSCL). The league grew out of scholastic tournaments that began at Drury University. I was hoping to turn the tournaments into something that might eventually become local chess' version of Park Board Baseball. After a few conversations with **Roger Pagel** we began to arrive at a structure that might eventually lead to an entity like Springfield Public Schools or the Springfield Greene County Park Board taking over once we got it off the ground.

The team aspect of the earlier Drury tournaments was pretty loosely regulated. More or less, any group of kids could form a team with the only rule being that the traveling trophy had to be viewable by the public if their team won. What I had hoped for was that the trophy, if displayed in a school's trophy case for example, could work as an advertisement for chess rather than being shut away in one family's house. At the end of each semester, after another season of tournaments had been played, the new champs would get to host the trophy at their school.

**Mike Clark's** chess students made up a team dubbed "Clark's Kids." The group was smaller in number than the other teams but the scoring took into account the best four scores for each team in each tournament. Clark's Kids won the trophy each time it was up for grabs because they had the hardest working players who studied the game the most. They made the trophy's first home the Chinese restaurant owned by some of the player's parents. Mike's students continue to excel at the SMSCL tournaments.

(continued on page 12)

MP

## SCHOLASTICS REPORT

*(continued from p. 11)*

In trying to start the SMSCL, and avoid the annoyance of kids switching teams before a tournament, the standard rule became that kids would play for their school clubs first. If their school lacked a chess club or if that chess club wasn't participating, the player could then attend the Springfield Park Board Chess Club at least twice a semester and play for that team. This new rule encouraged participation in school clubs while still allowing kids without access to one a chance to play on a team, which might then help kids' attendance at the SPBCC. Mostly though, as Roger and I had discussed, these team rules would make the league gift wrapped and ready for public schools in the region to take over someday.

**Brian Rude** became a vital part of the tournaments this year as we had the happy problem of too many players and sections for me to quickly pair by myself. We have settled on three sections for each of the blitz tournaments so that kids can hopefully get at least one win regardless of skill level. We have the growing USCF-rated section and upper and lower unrated sections called The Rooks and Knights. Brian volunteers his time and gas money to run the unrated side. Roger is another SPBCC member who makes the tournaments possible by helping setup the boards and clocks, getting kids to their assigned boards when it's time to play, and acting as a house player for kids who get the bye. Mike, Mr. VanCleave, Mr. McVicker, Mr. Cameron, and parents are also at most of the tournaments and ready to help to keep things on the tracks.

The league is going into its third season in January 2020 with the structure more or less settled. Each semester the SPBCC will host its Scholastic Open. The individual winner in the USCF rated section will

have their name engraved on the new SPBCC Scholastics plaque. Two other tournaments will be hosted by local schools. Each tournament is optimistically scheduled to have five rounds of G/10;d0. There will also be an alternate tournament kids can play in to replace a poor score at one of the three league tournaments or to replace a zero if they are unable to attend one of the tournaments. Team scores are made up of the best four scores at each tournament, from any of the sections, added together. I also keep track of the fifth best score in case it's needed to break a tie. At the end of the season I tally the scores of both the rated players individually and the teams at each contest. Both the USCF section's individual champ and the winning team will have their names added to the SPBCC's Scholastics plaque. The team's name will be added to the trophy and they'll get to keep it in their school's trophy case for the next semester.

In the spring semester the Fair Grove team won the SMSCL Cup. This is a very active club led by **Michael VanCleave**. With a tournament attendance regularly in the twenties they have lots of enthusiastic young players who will hopefully make the SPBCC their home club as they graduate or start seeking tougher competition. The Fair Grove team returned in the fall to repeat as champions, though our SPBCC team made it close.



**WE WANT  
YOUR  
GAMES!**

## The SPBCC Scholastic Open

As part of the Springfield Park Board Chess Club's continuing effort to encourage scholastic chess, two new tournaments were added to the club's calendar each year. In the spring and fall the club is now hosting scholastic blitz tournaments. The tournaments are part of the league so kids from around the area are becoming familiar with the club. In the two SPBCC Scholastic Opens already held at the South Side Senior Center dozens of kids from Weller Elementary, Fair Grove Public Schools, The Summit Prep School, Glendale High School, and Henderson Boys and Girls Club have visited the club for the first time. Cross your fingers that this will eventually lead to increased youth attendance at SPBCC's regular meetings.

A big thank you goes to the South Side Senior Center for allowing us to hold these tournaments as well as to Roger for making the arrangements.

The first SPBCC Scholastic Open was held in the spring and had a USCF rated section of 9 players which was won by **Daniel Bao** (4.0) on tie breaks. **William Tropepe** and **Bailey Steele** also had scores of 4.0. In all, 26 kids played in the first SPBCC Scholastic open on February 9, 2019. Roger Pagel and Michael VanCleave put their money together to buy us some pizza to eat.

The second SPBCC Scholastic Open was in September and had grown to have 12 players in the USCF rated section. Daniel Bao repeated as winner, this time with a score of 5.0 while second place was shared by **Kai Schaefer** and **Matthew Schroeder** who each had 3.5.

The biannual tournament is likely to keep growing as new schools join in. The first SPBCC Scholastic Open of 2020 is expected to see players from Fair Grove, Weller Elementary, Glendale High School, and Ozark along with our own scholastic team.

*(continued on page 13)*

## SCHOLASTICS REPORT

(continued from p. 12)

### The 2019 SPBCC Scholastic Team

Each player from our 2019 team deserves a pat on the back for their great performance in the fall SMS Chess League. I knew we had the strongest young players around but the odds were against them. Not only were they the smallest team in number, one-fifth the size of the first place Fair Grove team, but they all competed in the USCF rated section – the toughest section in the league.

Even so, going into the last tournament they had the lead! There is a good chance they could have brought home the trophy but in the last tournament of the year, the Reshevsky Scholastic Open, only three of our players were able to attend. It takes at least four to have a full team so with a goose egg in the empty slot the Fair Grove team was able to pull ahead at the end.

**Daniel Bao**  
**Billy Tropepe**  
**Quentin Fitzpatrick**  
**Brayden Miao**  
**Kai Schaefer**  
**Sam Weiner**  
**Justin Lu**

Thank you to all the players (and the parents and grandparents who drive them around) for doing such a great job representing the Springfield Park Board Chess Club in scholastic tournaments.

Along with the names listed above our club also has members like **Jonathan Gartin** and **Daniel McSweeney** who play for their schools. With all of our talented and enthusiastic young chess players the SPBCC is likely to be open on Friday nights for decades to come.

*“Chess holds its master in its own bonds, shackling the mind and brain so that the inner freedom of the very strongest must suffer.”*

Albert Einstein

## KING HUNTS

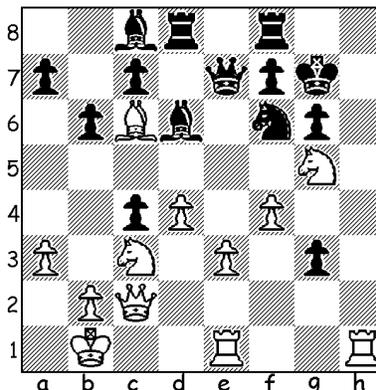
by Jon McClenahan

There’s nothing more fun to watch than a king being chased around the chess board! Here are a few fun examples, with no running commentary (play ‘em out!):

*D. Dubov – R. Svane*  
*European Team Championship*  
*Batumi 2019*

QGD – Harrwitz Attack

1. c4 e6
2. Nc3 d5
3. d4 Nf6
4. Nf3 Be7
5. Bf4 O-O
6. e3 b6
7. Qc2 Ba6
8. O-O-O dc
9. Ng5 Nc6
10. a3 g6
11. h4 Bd6
12. g3 Qe7
13. h5 e5
14. hg hg
15. Bg2 exf4
16. Bxc6 fg
17. Kb1 Rad8
18. f4 Bc8
19. Rde1 Kg7 (1)



And now, let the fireworks begin. White must first remove the knight from f6 ...:

20. Nd5 Nxd5
21. Rh7+ Kg8
22. Rxf7 Rxf7

23. Qxg6+ Kf8
24. Qh6+ Rg7
25. Bxd5 Ke8
26. Qh5+ Kd7
27. Qh3+ Ke8
28. Qh5+ Kd7
29. Be6+ Kc6
30. Qf3+ Kb5
31. Bxc4+ Ka5
32. Qd5+ Bc5
33. b4+ Ka4
34. Qg2 Bxb4
35. Qc6+ Kxa3
36. Bb3 Bd7
37. Qc1+ Kxb3
38. Qc2+ Ka3
39. Qa2# ...

1-0

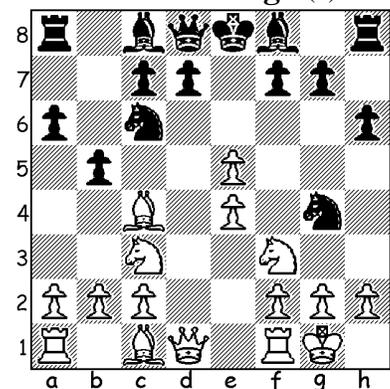
It wasn't the cleanest, but hey! Still got your heart pumping, didn't it?

Next, an online game ...

*wernerburger – Kimo Sabie*  
*redhotpawn.com 2019*

Four Knights Game

1. e4 e5
2. Nf3 Nc6
3. Nc3 Nf6
4. Bc4 h6
5. O-O a6
6. d4 b5
7. de Ng4 (2)



White has been developing, while Black's been making a lot of pawn moves. Hear that music? It's the beginning of our next death march ...

(continued on page 14)

## KING HUNTS

(continued from p. 13)

8. Bxf7+ Kxf7
9. h3 Ngxe5
10. Nxe5+ Nxe5
11. Qd5+ Kf6
12. f4 Nc4
13. Qf5+ Ke7
14. Nd5+ Kd6
15. Qg6+ Kc5
16. b4+ Kd4
17. c3+ Kd3
18. e5+ Ke2
19. Rf2+ Ke1
20. Be3# ...

1-0

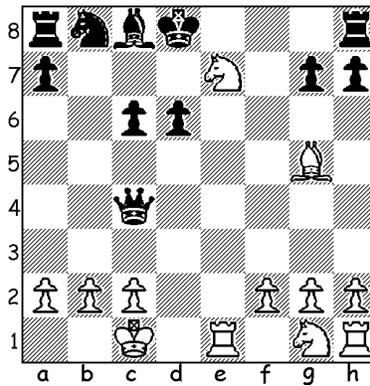
This writer loved seeing that discovered check on the 18<sup>th</sup> move.

And now, another online game with an interesting variation on the king hunt ...

*NN Cheap – Jersey Bob  
redhotpawn.com 2019*

Vienna Game – Hamppe Variation

1. e4 e5
2. Nc3 f5
3. Bc4 Nf6
4. d3 f4
5. d4 ed
6. Qxd4 Qe7
7. Bxf4 c6
8. O-O-O b5
9. e5 bxc4
10. exf6 Qxf6
11. Qxc4 Qf7
12. Nd5 d6
13. Re1+ Kd8
14. Bg5+ Be7
15. Nxe7 Qxc4 (3)



Darn! White has just lost his queen!  
Oh well. Let the Windmill Torture begin ...

16. Nd5+ Kd7
17. Re7+ Kd8
18. Rxc7 Ke8
19. Re7+ Kd8
20. Rxa7+ Ke8
21. Nf6+ Kd8
22. Ne4+ Ke8
23. Nxd6+ Kf8
24. Bh6+ Kg8
25. Rg7+ Kf8
26. Rf7+ Kg8
27. Rf8# ...

1-0

Even when White had a chance to recover his queen on move 24, he kept his eye on the ball! Last nine moves, all checks! Bravo!

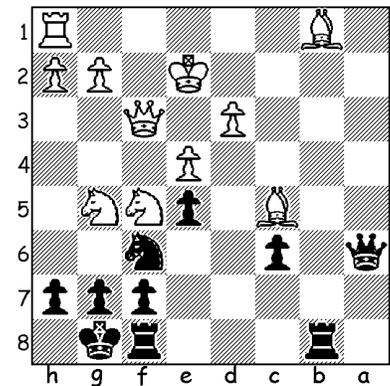
And for your entertainment, yet another Vienna Game from the Romantic Era, between two chess giants. This time, Black strikes back! White's king is the one running!

*Wilhelm Steinitz – Adolf Anderssen  
Baden-Baden 1870*

Vienna Game – Anderssen Defense

1. e4 e5
2. Nc3 c5
3. f4 d6
4. Nf3 Nf6
5. Bc4 c6
6. fe de
7. Qe2 Nbd7
8. d3 b5
9. Bb3 a5

10. a3 Qb6
11. Nd1 a4
12. Ba2 O-O
13. Ne3 Ba6
14. Nf5 b4
15. ab Qxb4+
16. c3 Qa5
17. Ng5 Rad8
18. Qf3 Qb6
19. Bb1 a3
20. b4 Bxb4
21. cxb4 Qxb4+
22. Ke2 a2
23. Bd2 Qb5
24. Rxa2 Nc5
25. Rxa6 Qxa6
26. Bb4 Rb8
27. Bxc5 (4)



And now, with Black down two pieces for a pawn, Anderssen drives the game to its conclusion, putting White in check thirteen more times – but spread out over nineteen more moves (and Black himself even gets checked once in that sequence, as Steinitz attempts to put on the brakes)!

27. ... Rb2+
28. Ke3 Qa5
29. Rd1 Qxc5+
30. d4 ed+
31. Kf4 h6
32. Nh3 Re8
33. Qd3 g5+
34. Kf3 g4+
35. Kg3 Rxe4

*“Patience is the most valuable trait of the endgame player.”*

Pal Benko

(continued on page 15)

## KING HUNTS

(continued from p. 14)

- 36. Qf1 Qe5+
- 37. Kh4 gxh3+
- 38. Kxh3 Rb3+
- 39. g3 Rf4
- 40. Nxh3+ Kf8
- 41. Qc4 Rh4+
- 42. Kg2 Rxx2+
- 43. Kxh2 Qxg3+
- 44. Kh1 Qh3+
- 45. Kg1 Rg3+

0-1

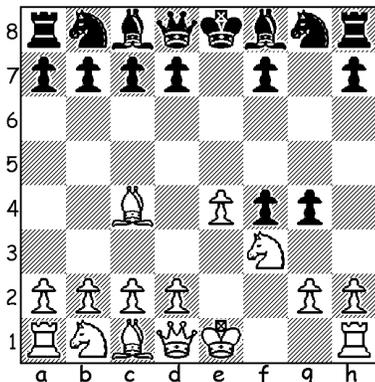
Here Mr. Steinitz resigned, since there follows forced mate in three: 46. Kf2 Rg2+ 47. Ke1 Qh4+ 48. Kf1 Qh1#.

Last but not least, an ancient King's Gambit Accepted, in which the chase starts early!

*Gioachino Greco – (no name)  
Italy 1620*

KGA – Greco-Lolli Variation

- 1. e4 e5
- 2. f4 ef
- 3. Nf3 g5
- 4. Bc4 g4 (5)



This position seems dull enough. After all, very few pieces have left their home squares. It's enough for Greco, who starts it up immediately!

- 5. Bxf7+ Kxf7
- 6. Ne5+ Ke6
- 7. Qxg4+ Kxe5
- 8. Qf5+ Kd6

- 9. d4 Bg7
- 10. Bxf4+ Ke7
- 11. Bg5+ Bf6
- 12. e5 Bxg5
- 13. Qxg5+ Ke8
- 14. Qh5+ Ke7
- 15. O-O Qe8
- 16. Qg5+ Ke6
- 17. Rf6+ Nxf6
- 18. Qxf6+ Kd5
- 19. Nc3+ Kxd4
- 20. Qf4+ Kc5
- 21. b4+ Kc6
- 22. Qc4+ Kb6
- 23. Na4# ...

If you were counting, that was FIFTEEN checks in the last nineteen moves! Yee hah!

Of course, the most famous king hunt of all, Edward Lasker's 'Fatal Attraction' game, was covered in the April edition of last year's *Outpost*. If you haven't reviewed it, it's worth the look. It started with a queen sacrifice at h7 on move 11 and ended with Black's king mated on g1 eight checks later!

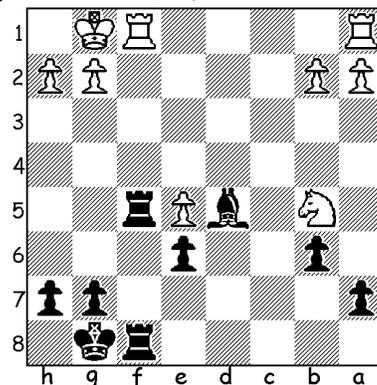


**WE WANT  
YOUR  
GAMES!**

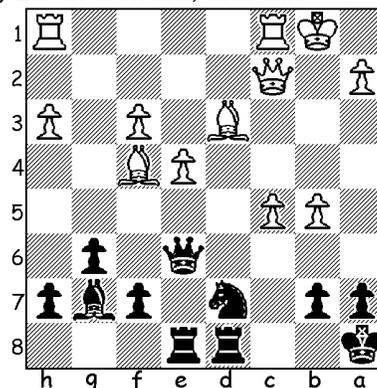
## PUZZLES

Here are a few easy puzzle situations for your consideration.

#1) Black to move, and win.



1-0 #2) Black to move, and win.



## SOLUTIONS

#1) Black's double-barreled rooks on the f-file would be dangerous, except the destination square at f1 is also protected by the White king. However, Black's bishop can fork that square and the White knight. Therefore, 1. ... Rxf1+! 2. Rxf1 Rxf1+ 3. Kxf1 Bc4+! wins that knight.

#2) White is a pawn up, has more space, and his bishop-pair is centralized and exerting pressure across the board ... but his dark-square bishop at f4 is unprotected. Black, on the other hand, needs to coordinate his pieces. 1. ... Qf6! threatens to win that unprotected bishop, or else mate on a1! Black must play 2. Qc3, stopping the mate threat, and now if 2. ... Qxf4 3. Qxh7, an even trade. But the queen-bishop battery is strong! 2. ... Qxc3! and instead of a bishop, Black wins a rook (3. Rxc3 Bxc3).

# SW Missouri Chess Calendar

## SPBCC 2020 Club Championship

Coming in March!

watch this space!

## this month at SPBCC ...

Feb 7 & 14 G/90, d5 (rated, pre-paired)  
Feb. 21 G/25, d3 (two rated, pre-paired)  
Feb. 28 G/10, d0 BLITZ (unrated)

Members only: so join the club!  
(\$10 annual fee) and join the fun!

## Four States Winter Open

Saturday/Sunday, March 7-8

Hilton Garden Inn  
Joplin, MO

G60/d5 USCF-rated

more info at [www.joplinchess.org](http://www.joplinchess.org)

## Pizza Hut Chess!

Sunday, February 23

Open to ALL! G/25, d5 RATED.  
We eat some pizza and play some chess!

at the Pizza Hut at 806 Hwy 60, Republic MO  
6:00 - 8:00 PM

No entry fee but please consider supper or a snack

To notify us of an upcoming chess-related event in our area, contact Roger Pagel: [brevcamp@yahoo.com](mailto:brevcamp@yahoo.com)

## RAPID RATED GAMES

by Jon McClenahan

This year Springfield Park Board Chess Club is adding Rapid Games on the third Friday of the month. These games will be USCF-rated, 25 minutes long (with a 3-sec. delay), and pre-paired opponents will each play TWO GAMES on that night – one as White and one as Black.

This will give our members a chance to brush up on their faster-timed games and break up the 90-minute doldrums.

The games will count in the Ladder Standings.



# WE WANT YOUR GAMES!

## FUTURE OUTPOSTS

by Jon McClenahan

We hope you've had a good break over the winter, and you've enjoyed reading this, our first *Outpost* of 2020. We had a lot of good material piled up since our last edition (November 2019); hence, 16 pages!

That said, over the break, this editor's personal life just got real busy! He has enjoyed putting together the monthly newsletters, but the fact is, getting this one out in time – even after a three months break – was like pulling teeth! And so – unless someone else steps up – there's a distinct possibility that the newsletters may become quarterly rather than monthly. Don't say you weren't told!

And by the way ... we are *still* sadly low on regular games in our data base (we do have TONS of old games, thanks to **Marty Phillips** and **Joe Brozovich**. SURELY you've played – and recorded – a game you're proud of! Why not send it in to us?