



THE OUTPOST

CHESS NEWS FOR SOUTHWEST MISSOURI



VOLUME 4 ISSUE 10

SPRINGFIELD and JOPLIN, MO

OCTOBER 2019

ENDGAME PRIMER ... Part FIVE

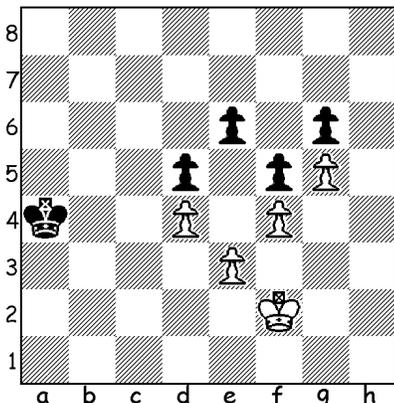
by Jared Bray

Who is opposing whom? It's a valid question in king and pawn endgames. This is often the struggle especially in locked pawn structures. It's worthwhile to note that a flexibility with ones moves, and ideas, is a good policy when at the board. Those masters that win tourney after tourney have developed advanced skills that allow them a freedom of ideas many weaker players simply don't understand.

Today* I hope to illuminate on a technique that is developed from a solid understanding of opposition. It feels abstract but in reality is very concrete. This time 'round I'm writing about **corresponding squares**. So cozy up, grab a hot beverage, and ready yourself for the brain pains!

*[EDITOR'S NOTE: For space reasons, we had to truncate Mr. Bray's article, and so in this issue we will only deal with an in-depth look at the first half of his article. We will publish the conclusion in next month's issue. JM]

Below is the diagram from September's newsletter. Through the



analysis I'm going to introduce some terms, some you may already be familiar with. They are necessary knowledge in order to fully utilize corresponding squares.

Clearly White has little interest in losing his e3 pawn. If that goes, the game goes. The first impulse, then, is to run forward and meet Black at the pass. If Black is cut off, then he won't win a thing. Simple.

1.Ke2 Ka3. Ok, what? Black thinks he's clever with this seemingly innocuous move and he actually is, as it turns out. Here's why: if Black plays in the same fashion as White, moves forward without regard, then White will gain opposition.

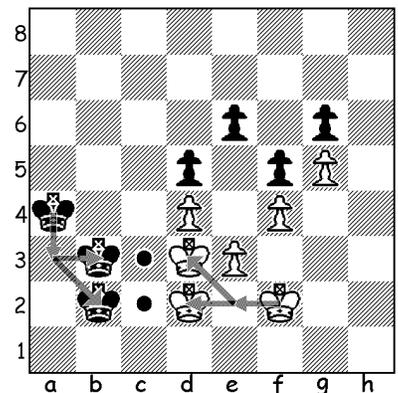
For example if 1...Kb4, then 2.Kd2 gains **diagonal opposition**. This opposition allows White the ability to move directly into **close opposition** (say after 2...Kc4 3.Kc2), and if that happens, then Black won't be able to make progress. In fact this is the point of most oppositions, to move into close opposition and rebuff incursion.

How about 1...Kb3? Well then White moves 2.Kf3 and grabs **distant opposition** (2.Kd3 works also). Like

diagonal opposition this allows White to take close opposition with some wily steps if Black continues his forceful play (2...Kc3 3.Kg3! Kd3 4.Kf3).

So what's so great about 1...Ka3? First of all, to borrow a Jim Baumlinism, "*Black has to play a move and this is a move, so that's good.*" Secondly, the squares a5 and b5 don't look overly appealing losing ground and admitting White had the right idea all along. But a3 isn't a square screaming at us to be played to. It feels like a waiting move. Is Black waiting? Yes! It doesn't seem like it yet, but White is already in *Zugzwang!*

After 1.Ke2 Ka3 White can no longer move to the d-file else he suffer walking into some form of opposition (either close or diagonal).



Let's look at one of these two resultant positions. If the kings oppose on the 2nd rank (Option A) 2. Kd2 Kb2), White must now choose between **Option A1) 3. Kd3** or **Option A2) 3. Kd1**. If A1) White goes north, Black goes southeast: 3. Kd3 Kc1 (pushing in) 4. Ke2 Kc2

(continued on page 8)

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GAME A

Spencer Manchester – Stan Horton
Springfield Ladder Tournament
March 22, 2019

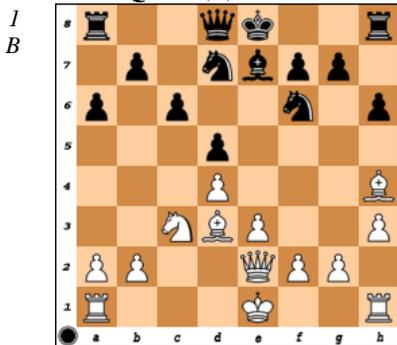
Queen's Gambit Declined:
Exchange Variation

There's a saying: "Old age and treachery beats youth and skill every time." Well ... maybe not every time. But in this game, we see two skilled players of different generations bringing whatever skills and treachery they can to the chess board.

1. d4 d5
2. c4 Nf6
3. Nc3 e6
4. cd ed
5. Bg5 c6
6. e3 Be7
7. Bd3 Bg4
8. Qc2 Nbd7

All "book moves", so far. Now White embarks into unknown territory.

9. Nge2 h6
10. Bh4 a6
11. h3 Bxe2
12. Qxe2 (1) ...



A half-open game, Fritz calls this position dead even. But White has the bishop-pair.

12. ... c5?!

Voluntarily offering to isolate his own Q-pawn. It was probably better to castle.

13. O-O O-O
14. a4 Re8
15. Rfe1?! ...

White's decision to prevent a b5-push (move 14) was debatable, but now there's no reason not to exchange

pawns on d4. Instead, Black grabs some space.

15. ... c4!
16. Bf5 Ne4?

16. ... Qa5 was worth consideration. White will show us why the text move was premature.

17. Bxe7 Rxe7 (2)

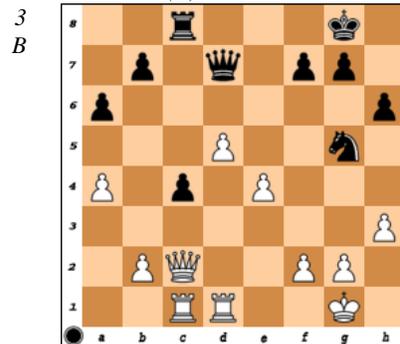


And now that d-pawn is left hanging; White will snap it up with tempo. And Black will lose additional material in the aftermath.

18. Nxd5 Re8
19. Bxd7! Qxd7
20. Nb6 Qc6
21. Nxa8 Rxa8
22. Rac1 Rc8
23. Qc2 Qe6
24. Red1 Ng5
25. d5 ...

"Passed pawns must be pushed!"

25. ... Qd7
26. e4 (3) ...



How can Black stop the bleeding?

26. ... Nxh3+?!

This is desperation, but Black *may* be able to get a draw by perpetual check if White doesn't play carefully.

27. gxh3 Qxh3
28. Qc3 ...

Black, of course, must *not* trade queens!

28. ... Qg4+

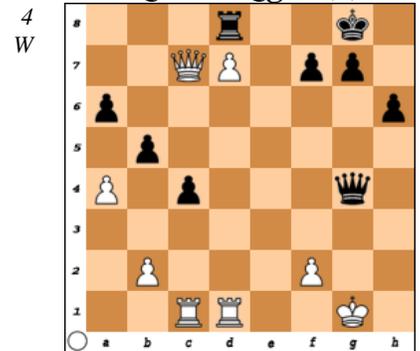
29. Qg3 Qxe4

Gaining a little material back in the form of an important support pawn.

30. d6 b5

31. d7 Rd8

32. Qc7 Qg4+ (4)



White has a won game ... but make a note of the positions of the pieces here.

33. Kf1 Qh3+

34. Kg1 Qg4+

Compare this position to Diagram 4 above.

35. Qg3 Qf5

36. Qc7?? ...

Almost anything but this move! For instance, 36. Rd6 and now it's all just a matter of technique. Double the rooks, trade some pawns ... but leave the queen where she is! Because the text move allows for this reply ...

36. ... Qg4+!!

This is the third time this position has been reached, and by the rules of chess, that means a draw. Stan "The Old Sly Fox" Horton has saved himself a loss!

1/2-1/2

SPBCC MEMBERS LIST

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

GAME B

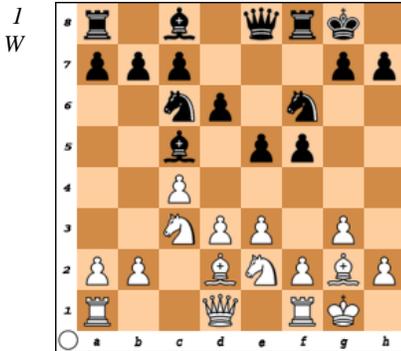
Caleb Taylor – Brian Rude

Missouri Class B Championship, Round
3 June 23, 2019

English Opening: Reverse Grand Prix

Another from the Class B Championships at MSU, featuring our own Brian Rude as Black against the talented Caleb Taylor. Both players contributed to a memorable battle!

1. c4 e5
2. g3 Nc6
3. Bg2 f5
4. Nc3 Nf6
5. d3 Bb4
6. Bd2 O-O
7. e3 Qe8
8. Nge2 d6
9. O-O Bc5 (1)



The position is more or less even. Black's dark-square bishop no longer has any business on that diagonal. White, of course, now looks to build up a queenside onslaught.

10. a3 a6
11. b4 Ba7
12. Nd5 Nxd5
13. cxd5 ...

Says Mr. Rude: "I was quite happy to see my opponent take with the pawn here. White really needed to take with the bishop to preserve the pawn structure and keep the position open." After the next few moves, Mr. Rude would refer to the d5-pawn as his "best defender, blocking diagonals of both the White queen and bishop."

13. ... Ne7
14. Qb3 Bd7
15. a4 b5

16. a5 Qh5

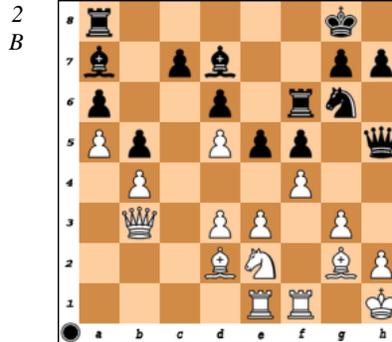
17. Rae1 Rf6

A rook-lift in this solid position will be problematic, but Black keeps his options open.

18. f4 Ng6?!

Not great, but if instead 18. ... Rh6 White's position is fine after 19. h4. Best may have been shoring up that inactive rook at a8, e.g. 18. ... Rc8.

19. Kh1 (2) ...



White frees up his otherwise pinned e3-pawn, which is in the thick of it. For now, there's no danger for his king on the h-file.

19. ... Re8

20. Qc2 Bb8

Although this move seems a bit awkward, it's imperative that Black keep the White queen from infiltrating the back ranks. The Black bishop is out of the game temporarily – but only as long as the White queen continues to threaten c7.

21. Bf3 Qh6

22. Qc1 e4

23. de fe

24. Bg2 Ne7?!

Blocking Black's defense to the e4-pawn

25. Bxe4 Bh3

26. Bg2? ...

If now 26. Rf2! White can continue to hold the d5-pawn.

26. ... Bxg2

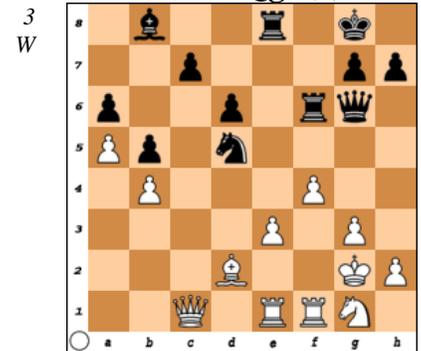
27. Kxg2 Nxd5

28. Ng1? ...

Missing 28. Qc6! and now if 28. ... Nxe3+? 29. .Bxe3 Rxe3 30. Nd4 Rxe1 31. Rxe1 and now Black is in trouble! 31. ... Qh5 32. Qe8+ Qxe8 33. Rxe8+

Rf8 34. Rxf8+ Kxf8 35. Nc6 and Black's bishop is a goner.

28. ... Qg6 (3)



Black's queen relocates from a dangerous diagonal and prevents an e4-push. Best continuation for White is 29. e4! and after 29. ... Rxe4 30. Qc6! Instead Black is afforded some good counterplay ... Fritz still calls it a dead heat.

29. Nf3 Qe4!

30. Qb2 Ba7

31. Qb3 Kh8

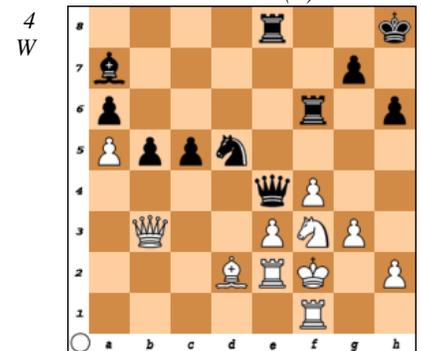
32. Kf2?! h6

Black gives himself *luft*, an important piece of maintenance before considering other tactics.

33. Re2 c5

Here Mr. Rude considered 33. ... Nxf4 34. gxf4 Rxf4, utilizing the pinned e3-pawn, "putting more pressure on White's king" (BR).

34. bc dc (4)



And now Black has the formidable queenside!

35. Rfe1 c4!

36. Qb1 c3!

37. Qxe4 Rxe4

38. Bc1 ...

Stayin' alive ... for now. White's situation is grim but not hopeless.

(continued on page 5)



GAME C

*Daniel Bao – Billy Tropepe
Springfield Ladder Tournament
January 11, 2019*

Sicilian Defense – Nimzowitsch Variation

From opening night of the 2019 Ladder Season, featuring a couple of SPBCC's rising stars. This game features a wealth of tactical possibilities ... that mostly go unnoticed. As a result, it turns into a bit of a street fight!

1. e4 c5
2. Nf3 Nf6
3. Nc3 d5
4. ed Nxd5
5. d4 cd
6. Qxd4 Be6?! (1)



Not a move likely to be recommended. The bishop clogs up Black's center. Nonetheless, White continues along sharp lines ...

7. Bc4 Nc6
8. Qd3? ...

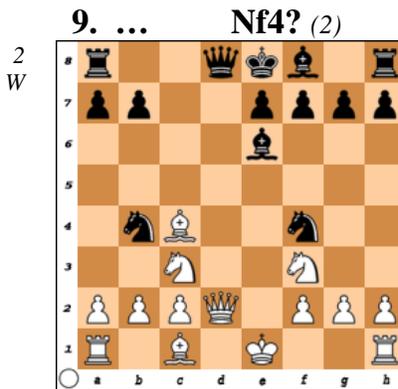
Now if 8. ... Ndb4 White finds himself with too much on his hands: 9. Qxd8+ Rxd8 10. Bxe6 Nxc2+ 11. Ke2 Nxa1 and Black ends up well ahead. But Black uses the wrong knight ...

8. ... Ncb4?
9. Qd2 ...

Instead of a significant advantage for Black, the game is evenly balanced. But now ...

"Few things are as psychologically brutal as chess."

Garry Kasparov



9. ... Nc7 10. Bd3 and the game stays solid. The text however allows for 10. Qxf4! and then after 10. ... Nxc2+ 11. Ke2 the knight cannot grab the rook or Black's game goes upside down: 11. ... Nxa1 12. Bxe6 fxe6 (or else checkmate) 13. Ne5! and now ultimately Black will have to give up his queen to prevent checkmate: 13. ... Qd6 14. Qa4+ Kd8 15. Nf7+. White doesn't see it.

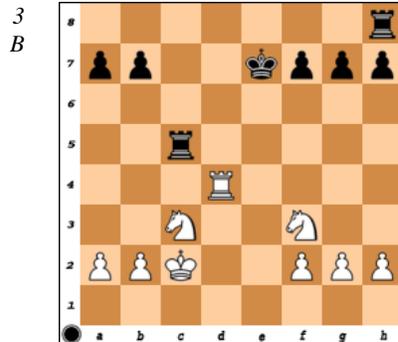
10. Bxe6? Qxd2+!
11. Bxd2 Nxc2+
12. Kd1 Nxa1
13. Bxf4 Rd8+!?

Here Black could've disposed with the e6-bishop (13. ... fxe6) and moved on, damaged pawn structure and all. But this check works better, allowing his own bishop more freedom.

14. Bd5 e6
15. Kd2 exd5

15. ... Bb4 would've helped Black's cause: 16. Rxa1 Rxd5+ 17. Ke2 Bxc3.

16. Rxa1 Bd6
17. Bxd6 Rxd6
18. Kc2 d4
19. Rd1! Ke7
20. Rxd4 Rc6
21. Ne5 Rc5
22. Nf3 (3) ...

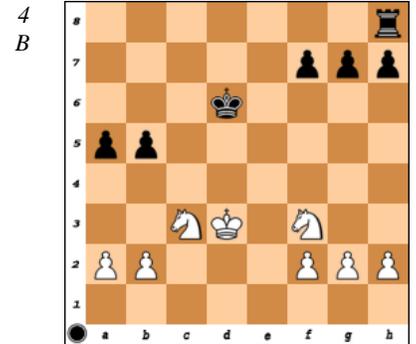


Springfield Park Board Chess Club Board of Governors

Designated Mucky Muck	Walter Ressimeyer
Touchdown!	Brian Rude
Field Goal	Adam Whitaker
Wrangler, Second Class	Ethan Stech
Boatwright Third Class	John Last
Tactical Generalissimo	Roger Pagel
Strategic Coordinator	Kary Kingsland
Big Chief Historian	Marty Phillips
Telecommunications Officer	Mike Little
Punch-cutter & Galley Lifter	Brian Rude
Bitmap Enhancement	Stephanie Fitzpatrick
Safe Travel	Jon McClenanah

White is now ahead materially (two knights for a rook).

22. ... b5
23. Kd3 a5
24. Rd5 Rxd5+
25. Nxd5+ Kd6
26. Nc3 (4) ...



26. ... Rd8?

Black had a chance to make that queenside pawn advance pay off by playing 26. ... b4 27. Ne4+ Kd5 and White has more to worry about. The text just gives away a pawn.

27. Nxb5+ Kc5+
28. Nbd4 f5
29. Ke3 Re8+
30. Kf4 h6?

Tossing another pawn to the wind.

31. Kxf5 Re1??

And now offering his strong rook for a knight. White declines it.

32. Kg6 h5
33. Kxh5 Rg1

(continued on page 7)

"Chess is a foolish expedient for making idle people believe they are doing something very clever, when they are only wasting their time."

George Bernard Shaw



Blast From the Past!

Heath Lampe – Brad Palmer
Springfield Ladder Tournament
March 11, 1992

Veresov Opening

In this brief game, we see how a player can gain an early advantage and then use that material as an investment in an accelerated and deadly attack.

1. **d4** **d5**
2. **Nc3** **Nf6**
3. **Bf4** **Nc6**
4. **e3** **Bf5**

Both players are trying new ideas.

5. **Bb5** **Qd7?!**
6. **Nf3!** (1) ...



Because of the pin, there's a gaping hole at e5. Black's only hope now, to stay even, is 6. ... Bg4. But ...

6. ... **e6??**
7. **Ne5** **Qe7?**

For the sake of damage control Black needed to play 7. ... Qc8, and then after 8. Nxc6 bxc6 9. Bxc6+ Kd8 and Black goes down the exchange. Instead, now White gets a free rook.

8. **Nxc6** **bx6**
9. **Bxc6+** **Kd8**
10. **Bxa8** **Qb4**
11. **O-O** **Qxb2**
12. **Na4** **Qa3**

13. c3 c5 (2)



Black is of course looking for any way to salvage this disaster.

14. Rb1!? ...

White has nothing to lose, so he sets a trap. A more solid move was available, i.e. 14. e4 Nxe4 15. Bc1 (trapping Black's queen) Nxc3 (giving Black a sporting chance) 16. Bxa3 Nxd1 17. Rfxd1 Bc2 and status quo is maintained.

14. ... Bxb1 15. Qxb1 Qxa4? (3)



White has returned all its material surplus to Black, but the game is indeed over, for all intents and purposes. As it is, Black's king flaps tenuously in the breeze ... better was 15. ... Nd7, deploying a defender to the helpless monarch. The rest is a turkey shoot.

16. **Qb8+** **Ke7**
17. **Bd6+** **Kd7**
18. **Qc7+** **Ke8**
19. **Qc8#** ...

1-0

"What would chess be without silly mistakes?"

Kurt Richter

GAME B

(continued from page 3)

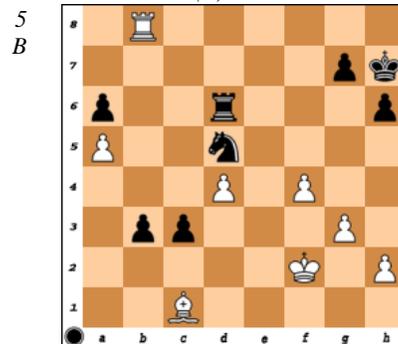
38. ... **b4**
39. **Rd1** **Rd6?**
40. **Nd4?** ...

Better is 40. Ne5, putting Black back on his heels and then after 40. ... Kg8 (avoiding the fork) 41. Kf3 and it gets complicated! The e4-rook is not actually in danger (41. ... b3 42. Kxe4 Nf6+ winning back the rook) but the White king brings important defense to the center and Black has all but lost any advantage he had.

40. ... **Bxd4**
41. **Rxd4** **Rxd4**
42. **exd4** **b3**
43. **Re8+** **Kh7**

That *luft* came in handy!

44. Rb8 (5) ...



White's rook has come around from behind, but there's no way to prevent a loss of material from those two deadly connected passed pawns.

44. ... b2?

Missing 44. ... Nb6 and White's game is finished. The text move, nonetheless, yields an advantage for Black.

45. **Bxb2** **cx2**
46. **Rxb2** **Nc3**
47. **Rb6** **Kg8**

Of course, if now 48. Rxd6 Ne4+.

48. **Ke1** **Nb5**
49. **Rxd6** **Nxd6**
50. **Ke2** **Nb7**
51. **Kd3** **Nxa5**
52. **Kc3** **Kf7**
53. **Kb4** **Nb7**
54. **g4** **a5+**

(continued on page 7)

GAME D

John Cardoza – Ben Elliott
Springfield Ladder Tournament
June 7, 2019

French Defense

Two hard-fighting players engaged in a tough see-saw battle. Many lessons to be learned in this game.

1. e4 e6
2. d4 d5
3. f3 c5
4. Ne2 ...

A very unusual follow-up to the standard French Defense. The drawback, perhaps, is that the knight – looking for employment after White’s very curious third move – is now blocking his king’s bishop. Mr. Cardoza is in an experimental phase of his chess development ... Fritz already prefers Black’s position.

4. ... Nc6
5. c3 b6
6. Be3 Bb7
7. Nf4 Be7
8. Nd2 Nf6
9. Bb5 O-O
10. Qe2?! (1) ...



Perhaps considering a queenside castle, it’s important that the c2 square remain available to the bishop, because a serious queenside pawn advance looms. Black’s position is still a bit better.

10. ... a6
11. Ba4 b5
12. Bc2 c4
13. O-O Rb8
14. e5 Nd7
15. b4 (2) ...

(see diagram top of next column)

2
B



White has gained back some space and more or less equalized. But Black is focused on White’s advanced e-pawn, and looks to undermine the pawn chain.

15. ... f6??

One thing we all need to consider when playing: if we make the move we’re planning on ... does it weaken anything? White spots the vulnerable square immediately.

16. Nxe6 Qc8
17. Nxf8 Qxf8
18. f4 Qe8
19. Qg4! g6

Black’s pawn wall is falling apart.

20. f5! Nf8

“When you find yourself in times of trouble ...” a knight on f8 can be your Mother Mary (ref. Beatles’ “Let it Be” ...) Too obscure? The point is, a knight nestling in next to the king can often defend a myriad of assaults. White now seeks to eliminate that defender.

21. Bh6 g5
22. e6? ...

“You have to play h4 whenever you can.”

Levon Aronian

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Hardcopy printing courtesy of Brian Rude

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Black has just endeavored to stabilize his pawn wall ... which should prompt White to further destroy it. 22. ef was much better here. Now Black creates some counterplay.

22. ... a5
23. a3 Ra8
24. Rae1 ab
25. ab Ra2
26. Rc1 ...

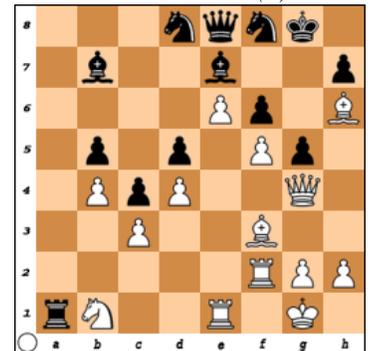
Black’s shenanigans have caused White to temporarily forget his kingside attack.

26. ... Nd8
27. Rf2 ...

At this point White should be looking at 27. h4!? to redirect Black’s attentions.

27. ... Ra3
28. Bd1 Bc8
29. Nb1 Ra6
30. Bf3 Bb7
31. Re1 Ra1 (3)

3
W



Black uses his remaining rook as a thorn on White’s backside ... er ... back rank.

32. Qh5 Ng6?!

Desperately trying to plug holes on the kingside.

33. Rfe2 ...

The g6-knight cannot be taken without utmost precision. Mr. Cardoza chooses to solidify his position.

33. ... Bc6
34. Nd2?! ...

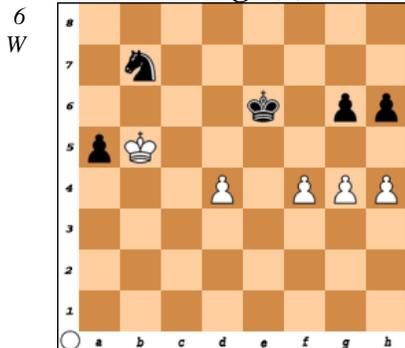
OK but now the knight could be taken. Even though those kingside pawns look strong, there’s a bright future for

(continued on page 7)

GAME B

(continued from page 5)

55. Kb5 Ke6
56. h4 g6 (6)



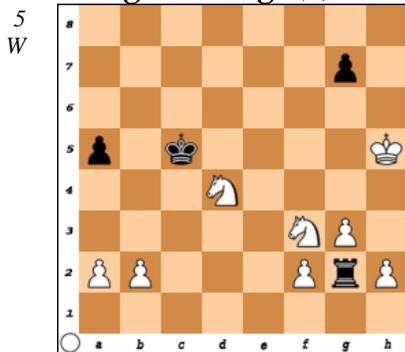
Here Mr. Taylor's flag fell. Said Mr. Rude, "He had been under time pressure for a while, but the position had become too hard for White to defend with so little time left." A possible continuation: 57. Kc4 h5 58. d5+ Ke7 59. gh Nd6+ 60. Kb3 gh and the Black king can hold the center while his knight tidies up, while White's king is tied to the a5 pawn. One of Black's flank pawns will promote. A tough challenge – a great clash – a well-played game.

0-1

GAME C

(continued from page 4)

34. g3 Rg2 (5)



Before White could reply, Mr. Tropepe resigned. He is down considerably in material, and after grabbing White's f-pawn there's no clear-cut plan for a winning continuation. A gutsy fight on both sides, and yet another solid performance by young Mr. Bao!

1-0

GAME D

(continued from page 6)

White if 34. fxg6 hxg6 35. Qg4 f5 36. Qg3 g4 trapping the bishop but now 37. Qe5 threatens mate and Black must give up his other knight to defend: 37. ... Nxe6 38. Qxe6+ Kh7 39. Bxd5, saving his "trapped" bishop.

34. ... Ra3

35. Nb1 Ra1

36. Nd2 Ra3

Black has White dancing to his tune.

37. Re3 Nb7

38. fxg6 hxg6

39. Qh3 Nd6

40. Bg4? f5

41. Bf3 g4

42. Bxg4 fxg4

43. Qxg4 Nf5! (4)



White is still in the driver's seat, but this knight can cause lots of trouble.

44. Rf3?? ...

But now White is giving back material all over the place! 44. Rh3 would've not only defended much better, but if Black decides to exchange the bishop (44. ... Nxe6 45. Rxh6) to gain a pawn, the game concludes quickly in White's favor: 45. ... Rxc3?? 46. Rxg6+ and now Black must throw his queen under the bus to play a few more moves.

44. ... Nxe6

45. Qf4 Nf5

The Black knight goes back to his pretty little perch. Black is rebuilding a game for himself!

46. Re5?? Bd6

47. Rh3 Ra1+!

48. Nf1 Re1!

49. Qd2? ...



Black has severe threats on the board, and believe it or not, in this dangerous situation, best for White is 49. Qxf5 gxf5 50. Rxe1. White gets out of a serious jam by giving 9 points of material for 8 points.

49. ... Re4?? (5)



Mr. Elliott may have seen something, but this move is "a little too cute." After 49. ... Rxe5 50. dxe5 Bxe5, material is dead even (two bishops for a rook and a pawn) and Black's pieces are still dangerously deployed.

50. Rxf5!! ...

Not only was that knight crucial to Black's position, but this also sets a deadly trap!

50. ... Qxe6

Best. If 50. ... gxf5?? 51. Qg5+ and mate to follow soon thereafter. In any case White has the momentum he needs, and he can't stop to save his superfluous f5-rook.

51. Qh6! Qxf5

52. Qh7+ Kf8

53. Qh8+ Ke7

54. Rh7+ Ke6

The end is still a little unclear if Black trades in his queen here, e.g. 54. ... Qf7 55. Rxf7+ Kxf7 and now perhaps 56. h4.

(continued on page 8)

"The most powerful weapon in chess is to have the next move."

David Bronstein

SW Missouri Chess Calendar

SPBCC
National Chess Day
Open

\$10 Entry Fee. Saturday & Sunday, October 12-13 at the South Side Senior Center, 2215 S. Fremont
Saturday G45/d0 rounds @ 1:00 & 2:35 PM
Sunday G60/d0 rounds @ 10:00 AM, 12: 45 & 2:35 PM
Contact Adam at cleverchess1@gmail.com

Springfield Park Board
Club Ladder Tournament

Fridays October 4th and October 11th will mark the last two rounds of our 2019 Ladder Tournament. Be there before 7:15 PM at 2215 S. Fremont Avenue, Springfield G90/d5. USCF-rated. Get a few more points in!

Pizza Hut: The Reuben
Fine Quick Tournament

October 27 (the LAST SUNDAY of the month) at the Pizza Hut in Republic (806 US Highway 60) starting at 4:00 pm G25/d3
Entry fee: \$5.
Consider ordering a meal to thank our gracious hosts!

Last Blitz Tournament
of 2019!

G10/d0. Unrated. Entry fee \$1. All proceeds go to benefit our hosts, the Southside Senior Center at 2215 S. Fremont.
Friday October 25th
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 Pagel: brevcamp@yahoo.com

GAME D

(continued from page 7)

55. Qc8+ Kf6
56. Qxc6 Re1? (6)



You gotta admire Mr. Elliott's spunk ... but even though this threatens mate on f1, Black's house is truly on fire. Better was protecting the bishop first 56. ... Qe6 57. Qd7 Re1 58. Qg7+ Kf5 and Black is almost out of the woods.

57. Qxd6+ Kg5
58. Qd8+ Kg4
59. Qh4# ...

With his own king at the gallows,

White was able to hang Black's king first. A thriller down to the wire!

1-0

"Winning is not a secret that belongs to a very few; winning is something that we can learn by studying ourselves, studying the environment, and making ourselves ready for any challenge that is in front of us."

Garry Kasparov

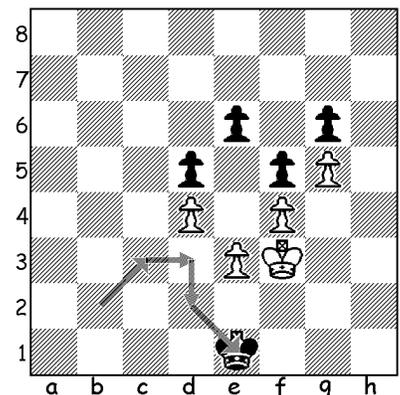
ENDGAME PRIMER

(continued from page 1)

(close opposition) 5. Ke1 Kd3 6. Kf2 Kd2 7. Kf3 Ke1 (note their final squares) and now White will lose touch with the e-pawn (and will accordingly lose the game).

If A2) White goes south? 3. Kd1 Kc3 (pushing in) 4. Ke1 Kd3 (pushing in again) 5. Kf2 Kd2 (close opposition) 6. Kf3 Ke1, and we've arrived at the exact same position as Option A1,

in one less move (diagram below):



In both cases Black has put White in a position where his king cannot establish opposition. White's only two possible moves are in a direction away from the e3-pawn he means to protect! So, it turns out 1. Ke2 is a TERRIBLE move! So what are White's options?

We'll look at the problem again next month to discover how White can in fact DRAW this position (with best play by Black). See ya then!