



THE OUTPOST



CHESS NEWS FOR SOUTHWEST MISSOURI

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NOVEMBER-DECEMBER 2019

SPBCC 2019 YEAR in REVIEW

by Roger Pagel

As astronomers know, Halley's Comet comes around every 75-76 years. Each year as the earth follows its path round the sun it passes through Halley's debris field. Year after year, just as the Orionid Meteor Shower lights up the sky in early fall, the Springfield Park Board Chess Club, (aka "The Club") founded in 1972, continues to plug along. While Halley's remains essentially the same, The Club has changed significantly over the years.

The Club was founded in 1972 by faculty members from Southwest Missouri State University (now Missouri State) and members of the Springfield MO Daily News, editorial board (The News-Leader) shortly after the Fischer-Spassky match ended in September of that year. It wasn't until four years later, 1976, that the first Club championship was held, and won by **W. Dean Graham**. That tradition has continued every year since in various forms from a one day Swiss Tournaments, to a year long Ladder competition where the top eight competed until an eventual winner was determined, to a qualifying Swiss Tournament to determine the Top-Four, who then competed in a round-robin tournament, which was the case in 2019 and won by **Jared Bray**.

In years past, 1992, for instance, The Club's 20th year was commemorated with t-shirts and, of course, a chess tournament. Over the years The Club has hosted the Missouri Chess Association's State Championship as well as the Class

Championship. In 2019, The Club hosted two scholastic tournaments organized by our own **Adam Whitaker**. Through these events he's formed a scholastic chess league, now in its second year with competitions held at various venues. Adam made available Club t-shirts with our new Club logo, the logo was created by **Corvus Moon Pottery** (Robert L. Briggs – a former club member – and Ruth Ann Cutter Briggs). Corvus Moon also produced more than 45 Club mugs, currently sold-out! The Club also recognizes **Bill Tropepe** for generously donating Club bumper-stickers, which are still available to anyone who joins The Club (\$10/yr which allows Ladder play and entry into The Club Championship held in March.)

In addition, four years ago The Club started a Southside Senior Center fundraiser held on National Chess Day each year. The fundraiser is, of course, a chess tournament. In this case, a 7-round blitz tournament with a minimum entry of \$5. Once again,



we raised \$400 and presented that check to the Southside Senior Center board in October. Throughout the year, on a voluntary basis, we ask those in attendance to donate \$1 to the Center. The Club is on track to once again contribute \$1000 towards its operation. On the last Friday of each month, The Club runs a 5-round blitz tournament with an entry of \$1, and that, too, goes to the Center. This is a year-long competition with each game won determining the winner. This year's Blitz Champion is **Brian Rude** who scored 25.5 out of a possible 50 points in ten months of competition.

The Club wishes to promote chess in SW Missouri and to that end, this Newsletter, along with our Friday night meetings. The Club recognizes Ladder play, oftentimes USCF-rated play, is not for everyone and with that in mind we hold the end-of-the-month blitz tournament, and also offer casual and/or kibitz play. The Club also added themed tourna-

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GAME A

Roger Pagel – Jared Bray
National Chess Day Open
October 12, 2019

The Orangutan

So you want to see some entertaining chess? Have we got a game for you! Read on.

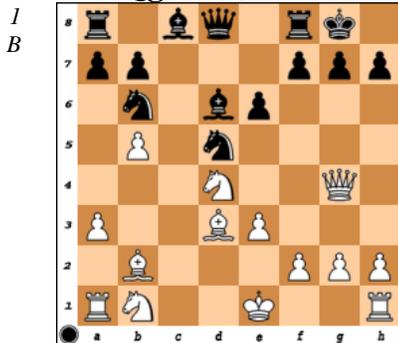
1. b4 ...

Mr. Pagel has used “The Orangutan” (aka The Sokolsky Opening or the Polish Opening) before, with great success, notably against our friend **Matt Pratt** in the third round of the SPBCC Championship Tournament (back in April), and won. It’s a bit of an offbeat opening (Roger points out that it ranks 9th out of the 20 possible first moves for White) but is not without its share of powerful threats. Mr. Pratt’s reply in that game was 1. ... e5. Mr. Bray takes a different approach.

1. ... d5
2. Bb2 e6
3. a3 Nf6
4. e3 c5
5. b5 Bd6
6. Nf3 Nbd7
7. c4 O-O
8. d4 dc
9. Bxc4 cd

“I felt that if I could erode the center pawns, Roger would have little if any advantage.” JB.

10. Nxd4 Nb6
11. Bd3 Nfd5
12. Qg4?! (1) ...



Remarked Mr. Bray: “It’s begun!” Although technically unsound (as we

shall see), if this move doesn’t thrill you, you may as well go to the circus! White lines up his queen with that dangerous looking bishop ... practically sending Black a written invitation to play 12. ... e5 hitting the knight on d4 with a discovered attack on Her Majesty! But with careful play it will all come to naught. 13. Nf5 (threatening mate) but then 13. ... Bxf5 14. Qxf5 g6 and the fire is out. Mr. Bray, however, tried another tactic.

12. ... Na4?

In an uncharacteristic lapse, Mr. Bray misses the tactics available to White.

13. Nxe6?! ...

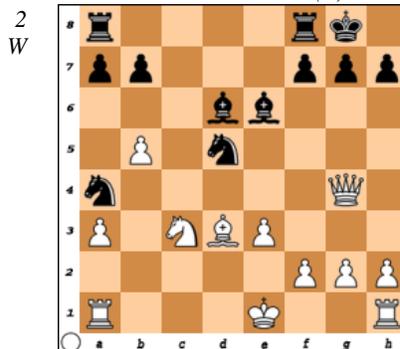
As sharp and fantastic as this move looks, 13. Nf5!! was the winning move here. Black’s best in that case is 13. ... Qa5+ 14. Nd2 Be5 (the only way to stop immediate checkmate) 15. Bxe5 and after 15. ... Qxd2+ 16. Kxd2 and now if e.g. 16. ... exf5 17. Qxg7#; or if 16. ... g6 17. Nh6#.

With the move actually played, now if 13. ... Bxe6 or fxe6, Black is mated on the spot (14. Qxg7#). In any other scenario, Black loses his queen. But strap in, kiddies ...

13. ... Qa5+

Easy (for this poor commentator) to understand White making such a panicked move in order to save the game. But 13. ... g6 puts out the fire. There would follow 14. Qxa4 Bxe6 15. O-O and White maintains a slight advantage, but nothing like in the actual game.

14. Bc3! Qxc3+
15. Nxc3 Bxe6 (2)



White’s mating threat is gone. At what cost to Black?

16. Qxa4? ...

With his queen under attack, White grabs another piece but then will lose a tempo. Better was 16. Qh4! with another mating threat, and then White can gather in that a4-knight for free (16. ... h6 17. Nxa4)!

16. ... Nxc3

17. Qc2 ...

So the dust from that little skirmish has cleared, and White is up more than a piece (queen + pawn > knight + bishop). But Black has some serious counterplay on board, and White decides to go pawn-snatching.

17. ... Rac8

18. Bxh7+ Kh8

19. Qd3 Rfd8

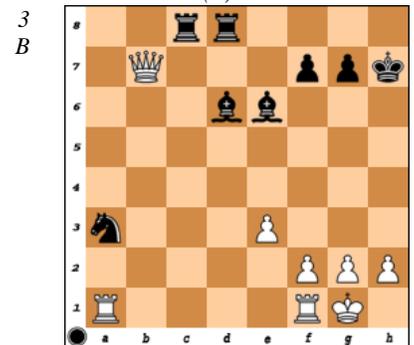
Black’s rooks and bishops are cooperating nicely. Fritz here suggests White should return the queen: 20. Bf5 Be5 21. Bxe6 Rxd3 22. Bxc8 Nxb5 23. Rd1 Rxa3 24. Bxb7 and White is still up the exchange. However ...

20. Qd4 Kxh7

21. Qxa7 Nxb5

22. Qxb7 Nxa3

23. O-O (3) ...



Black’s pieces are amazingly strong.

23. ... Nc4

24. Qe4+ Kg8

25. Qh4 Ne5

26. Rfc1 Ng6

27. Rxc8 ...

Although still up materially, this was “my last attempt to salvage the game.” RP

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GAME B

Mike Little – Ben Elliott
Springfield Ladder Tournament
July 19, 2019

Nimzowitsch Defense

A great battle between two of our club's veterans.

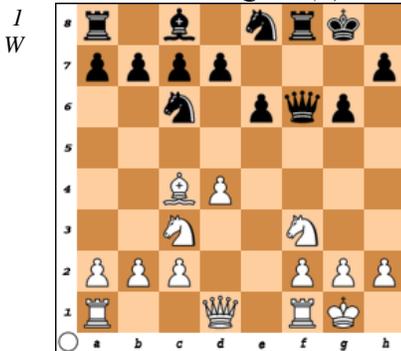
1. e4 Nf6
2. Nc3 Nc6

With this last move Mr. Elliott transposes from Alekhine's Defense to the Nimzo.

3. Bc4 g6
4. d4 Bg7

Avoiding 4. ... Nxe4 with the idea of winning a pawn after 5. Nxe4? d5! However in such a case, White's correct reply 5. Bxf7+! Kxf7 6. Nxe4 regains status quo and puts Black's king in a bad way.

5. Nf3 O-O
6. O-O e6
7. e5 Ne8
8. Bg5 f6
9. ef Bxf6
10. Bxf6 Qxf6 (1)



Fritz calls it an even game, although White has a lead in development.

11. Ne4?! Qd8

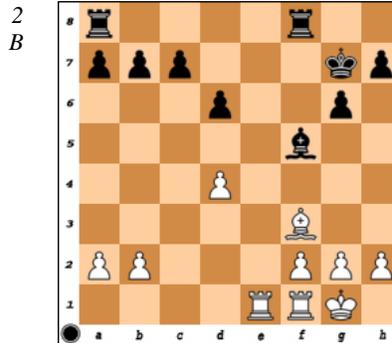
Gained a cheap tempo on the Black queen, but leaves the developed bishop and knight in a vulnerable position.

12. Qd3? Nf6?

Both players missed the pawn fork! Now Black's move diffuses the situation.

13. Nxf6+ Qxf6
14. d5 ed
15. Bxd5+ Kg7
16. Rae1 d6

17. c3 Bf5
18. Be4 Ne5
19. Qd4 Nxf3+
20. Bxf3 Qxd4
21. cxd4 (2) ...



Despite White's isolated pawn, the game is still considered even. Now Black sees an opportunity to trap White's f-rook.

21. ... Bd3
22. Bxb7? ...

The rook seemed to be trapped, but there was an effective way out for White: 22. Re7+! and after interposing 22. ... Rf7 23. Rfe1, White is on top.

22. ... Rab8
23. Bd5 ...

Again, White could consider a "rook-check-to-the-rescue": 23. Re7+ Rf7 24. Rxf7+ Kxf7 and now 25. Bd5+ saves the rook on f1 (though not the b2-pawn).

23. ... Bxf1
24. Rxf1 ...

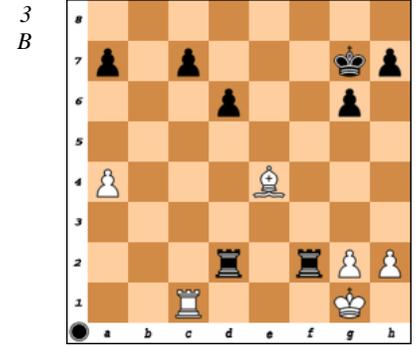
Might be better for White to maintain control of the e-file by recapturing with the king.

24. ... Rxb2
25. a4 ...

Wasting time; since that pawn is safe. 25. f3 instead would help White's game. Instead the roving rook can add the a-pawn to its list of potential targets.

25. ... Rb4
26. Ra1 Rxd4
27. Bc6 Rd2
28. Rc1 Rxf2
29. Be4 (3) ...

(diagram, next column)

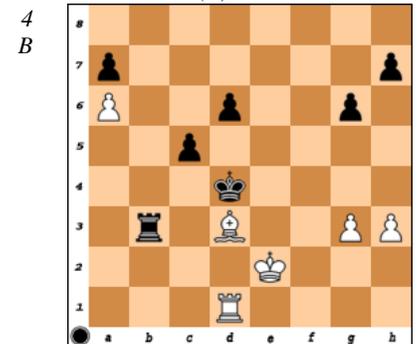


Black sees White's attack on the c-pawn. Best response is 29. ... c5. But ...

29. ... Rc2??

Well, it's a whole new ball game.

30. Bxc2 Rd2
31. h3 Rd4
32. a5 c5
33. a6 Kf6
34. Kf2 Ke5
35. g3 Rb4
36. Bd3 Kd4
37. Rd1 Rb2+
38. Kf3 Rb3
39. Ke2 Rb2+
40. Kf3 Rb3
41. Ke2 (4) ...



Déjà vu all over again ... a draw here benefits Black. However ...

41. ... Ke5
42. Ke3?? ...

White blunders away his advantage. Instead, 42. Rc1 would maintain it. But now Black knows what to do.

42. ... c4!
43. Ke2 cxd3+
44. Rxd3? ...

(continued on page 10)

GAME C

Jon McClenahan – Isaac Drum
 Pizza Hut Chess
 April 28, 2019

King's Gambit Accepted:
 Long Whip Variation

Sometimes you can learn a few things about chess while enjoying a large coke and a small sausage-mushroom-and-garlic pizza. Truth.

1. e4 e5

It's hard to find 1. ... e5 players any more, but it suits Mr. Drum, who has never shied away from sharp tactics! This gave Mr. McClenahan a chance to try his beloved king's gambit.

2. f4 ef

3. Nf3 g5

If you play the king's gambit, don't be surprised when you encounter strange and sometimes dangerous positions.

4. h4 g4

5. Ne5 h5 (1)



The so-called "Long Whip." White is out of his comfort zone, and needs to create some threats.

6. Bc4 Nh6

7. Nc3? ...

White needs to be fast and precise. 7. d4 d6 8. Nd3 f3 9. gf Be7 is better, but Black has seized the initiative.

7. ... Bg7

8. d4 d6

9. Nd3 Bxd4

10. Bxf4 Bxc3+!

Saddling White with isolated and doubled c-pawns, and maintaining the extra pawn throughout.

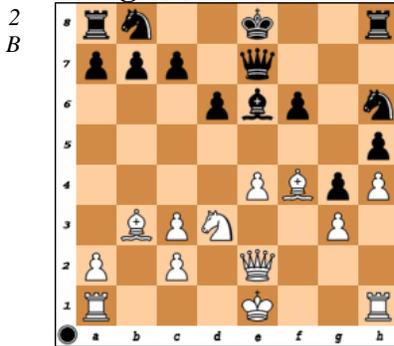
11. bxc3 Qe7

12. Qe2 Be6

13. Bb3 f6

Keeps the White bishop off g5.

14. g3 (2) ...



White has managed, more or less, to build himself an advanced kingside pawn wall. To the extent that White is thinking defensively after a King's Gambit opening must be considered a moral victory for Black.

14. ... Nd7

15. Qe3 Nf7

16. Nb4 Nb6

17. O-O!? Ne5

18. Bxe5 ...

White gives up the bishop pair because that knight was eyeing f6.

18. ... fxe5

19. Bxe6 Qxe6

This seemingly random bishop-exchange gives White's queen an opportunity to grab g5 and temporarily prevent Black's castling. White has generated some counterplay with the open f-file.

20. Qg5! Qh6

21. Rf5 Qxg5

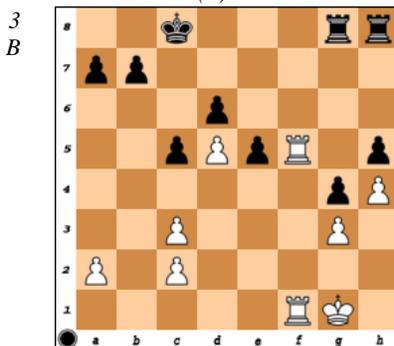
22. Rxg5 O-O-O

23. Rf1 Rdg8

24. Rgf5 c5

25. Nd5 Nxd5

26. exd5 (3) ...



With the exchange of knights, Black has gained a passed pawn, but it's not clear how he will be able to capitalize.

Springfield Park Board Chess Club Board of Governors

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Traffic Director	Brian Rude
Assistant TD	Adam Whitaker
Assistant Assistant TD	Ethan Stech
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Chief Propaganda Officer	Marty Phillips
Phone & Steam Engines	Mike Little
Dream Publisher	Brian Rude
Pixel Pixie	Stephanie Fitzpatrick
Big, Old, and Ugly	Jon McClenahan

26. ... Rd8

27. a4 ...

With White's rooks "busy" occupying the f-file, Black's king has an idea.

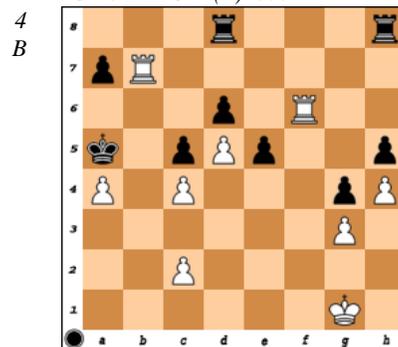
27. ... Kc7

28. c4 Kb6

29. Rf7 Ka6

30. R1f6 Ka5

31. Rxb7 (4) ...



Material is temporarily even again, but Black's king is on the rampage. He's looking to grab the a-pawn and after White regains with Rxa7+ he can move over toward the central pawn cluster, after which his pawns will triumph.

31. ... Kxa4??

32. Rf1! ...

Sadly for Black, after being ahead the whole game, one bad move ends it, and so Black resigned. Any move now is met with 33. Ra1#. The Black king shouldn't go out in deep water without putting his high-top galoshes on! "I definitely gotta work on my endgame," sighed Mr. Drum. Don't we all?

1-0

"There are some remedies worse than the disease."

Publius Syrus

Blast From the Past!

*Jim Gallagher – Alex Fishbein
Southwest Open Tournament
October 15, 1989*

Sicilian Defense, Godiva Variation

A fabulous display of tactics and stalwart defense with fun commentary by our departed friend Jim Gallagher. In his preliminary comments, Jim said, “Some chess players play for fun, some play for blood, and a few even play for money. I play chess to get into that big game on Board One!” The 1989 Southwest Open Tournament in Austin, TX provided him with three such opportunities, this game being the first.

Mr. Fishbein was 21 years old at the time of this tournament and, according to Gallagher, was the youngest person to achieve the status of Master (IM at age 14). He was the highest rated player in this tournament.

1. Nf6 c5

Mr. Gallagher, who had studied thirty of Mr. Fishbein’s games in preparation, was playing to avoid a Ruy Lopez, which Fishbein had shown a propensity for winning on the Black side. But this opening reply surprised White.

2. e4 Nc6

3. d4 cd

4. Nxd4 Qb6 (1)



The unusual Godiva Variation. “I had never been in this position in my life. So much for preparations!” JG

5. Nb3 Nf6

6. Nc3 e6

7. Be3 Qc7

8. f4 Bb4

9. Bd3 d5

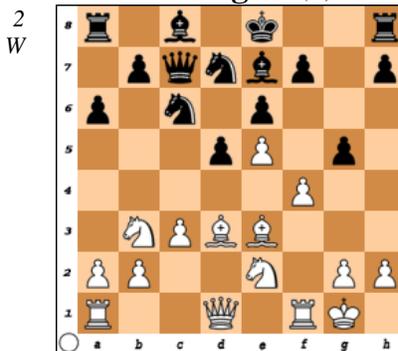
10. e5 Nd7?!

Mr. Gallagher cited the following continuation from Szabo-Gufeld, Tallin 1969: 10. ... Ne4 11. Bxe4 dxe4 12. O-O Bxc3 13. bxc3 b6 14. Nd2. After the text move, “the game now takes on the character of a French Defense.”

11. O-O a6

12. Ne2 Be7

13. c3 g5!? (2)



“This move catapults the game into a tactical whirlwind. ... White will indeed lose the e-pawn, but Black’s lack of development nearly costs him his life!” JG.

14. Ned4! gf

15. Bxf4 Ndx6

But now that knight is pinned, and ...

16. Qh5 Bd6

17. Rae1 Rf8

If Black should play the natural-looking 17. ... Nxd3 then 18. Nxe6! Qb3+ 19. Be3 and now Black must lose material. If then 19. (queen moves) 20. Qxf7#. Rather, 19. ... Bxe6 20. Bxb6 Nxe1 21. Rxe1 and White has a sizeable advantage.

18. Bxh7 Bd7

19. Nxc6?! ...

This move will lead to winning the exchange. Gallagher thought he had a better move in 19. Qh4 with an eye toward Qg3, but 19. ... Ne7 takes the wind out of that sail.

19. ... Nxc6

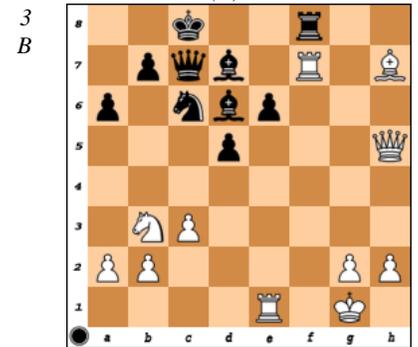
20. Bh6 ...

Thanks to adept handling of White’s bishops, the Black rook is a goner.

20. ... O-O-O

21. Bxf8 Rxf8

22. Rxf7 (3) ...



White, up a rook + a pawn to a bishop, naturally looks to simplify. However ...

22. ... Bxh2!

Grabbing some material back! And of course if 23. Qxh2 Qxh2+ 24. Kxh2 Rxf7 and it’s a whole new ballgame.

23. Kh1 Rxf7

24. Qxf7 Bg3

25. Rf1 Nd8!

A timely bit of maintenance.

26. Qh5 Bb5!

27. c4 Bxc4

28. Rc1 Qg7

29. Na5 Bf4

30. Rc3 ...

If White plays the safer-looking 30. Rc2 Qg3 threatening checkmate, e.g. 31. b3 Qe1#.

30. ... b5

31. Qh3 Qe5

32. g3 Qe1+

33. Kh2 Qf2+

(continued on page 11)

SPBCC MEMBERS LIST

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Mike Little	† 2019 Club Champion

GAME D

Jonathan Gartin – TJ Ross
Springfield Ladder Tournament
April 5, 2019

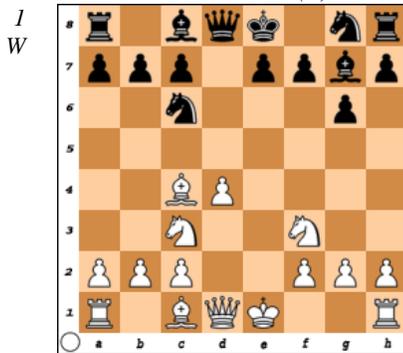
Scandinavian Defense

A fun match between two of the club's up-and-comers. Here we can see some of the typical themes of the Scandinavian Defense, a.k.a. The Center-Counter Game, an opening that dates back to the 15th century.

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

The typical modern Scandinavian continuation is 3. ... Qa5 and then along the lines of 4. Nf3 Nf6 5. Bc4 Bf5 6. O-O. But instead of castling, White might also gambit a pawn with the idea of opening the b-file: 6. b4 Qxb4 7. Qe2 a6 8. Rb1 Qd6 and White can get the pawn back with a slight advantage.

4. Nf3 g6
5. d4 Bg7
6. Bc4 Nc6 (1)



Black has managed to take the initiative. The pawn on d5 has tentatively become the focus of the game.

7. Be3 Nf6
8. Ne5 e6
9. O-O O-O
10. Qf3 Na5
11. Bb5 a6
12. Bd3 Qd6
13. Bxa6?? ...

One of those silly miscalculations we all make from time to time when we

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Brian Rude

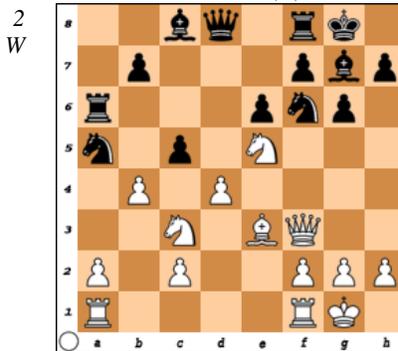
Website

www.springfieldparkboardchessclub.com

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have our 'blinders' on. White saw that if 13. ... bxa6 White wins the rook (14. Qxa8). But of course Black finds the simple solution, and now White has to dig himself out of a hole.

13. ... Rxa6
14. Nb5 Qd8
15. b4 c6
16. Nc3 c5 (2)



White has maintained well with active play, despite his material deficit.

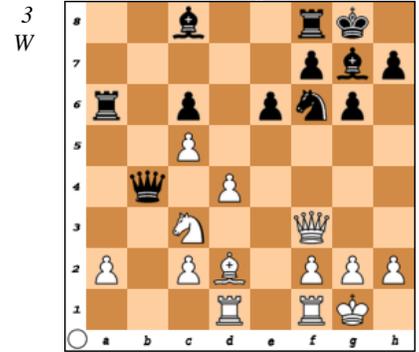
17. bc? ...

Avoiding 17. bxa5 cd, forking White's knight and bishop. However, White could follow with 18. Rad1 and things are good for White.

17. ... Nc6
18. Nxc6 bxc6
19. Rad1?!...

As the isolated a-pawn needs protection, White might do better here transferring the duty to the c3-knight, e.g. 19. a4. Black is looking at unprotected pieces and pawns, and gains a tempo.

19. ... Qa5
20. Bd2 Qb4 (3)



Black shifts his focus toward another undefended pawn, but the center of the board is currently a bit of a minefield. Surely White can take advantage of it.

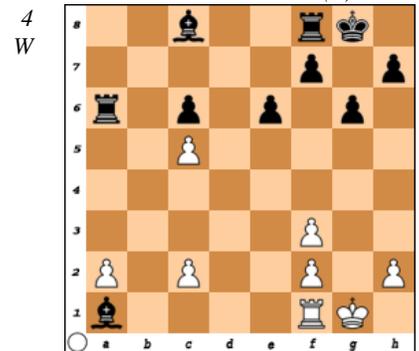
21. Ne4? ...

There was a chance to bring the game back toward equality, but it's not all that easy to see. Correct was 21. Nd5! (forcing) Qxd4 22. Ne7+ Kh8 and now 23. Bc3! wins back a piece. 23. ... Qxc5 24. Nxc8 (best to cash out the knight) Rxc8 25. Bxf6 Rxa2 and now Black is only a pawn up.

21. ... Qxd4
22. Bc3?? ...

Another case of having blinders on: perhaps seeing 22. ... Qa4 as a response, and overlooking the fact that the e4-knight is inadequately protected

22. ... Qxe4
23. Bxf6 Qxf3
24. gxf3 Bxf6
25. Ra1?? Bxa1 (4)



One last blunder and Mr. Gartin resigned. The material is now too unbalanced to leave any chance. Mr. Ross took advantage of White's uncharacteristic miscalculations.

GAME E

Anikula Pokuti – Travis Dooly
Social Chess Internet Game
February 11, 2019

Irregular Opening

We don't normally like to publish internet games, but in this case we have a couple of extenuating circumstances: A) Travis Dooly was a new member here at the SPBCC and so we are eager to showcase the playing style of more of our members; and B) we have a shortage of games in our game score database! We're truly hopeful that readers will be more liberal in submitting their game scores. In the mean time, here's a crazy little game Mr. Dooly played online.

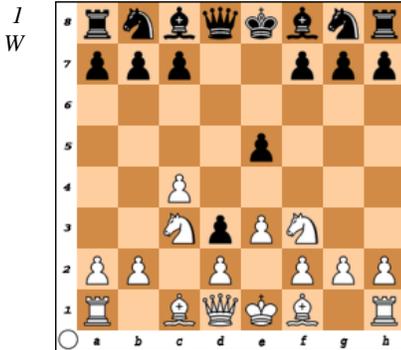
1. e3 d5
2. c4 d4
3. Nf3 ...

This is the last "book" move, according to Fritz ... anybody know what "book" we're talking about?

3. ... d3

Black puts a burr in White's saddle. An interesting tactic – moving the same pawn on the first three moves!

4. Nc3 e5 (1)

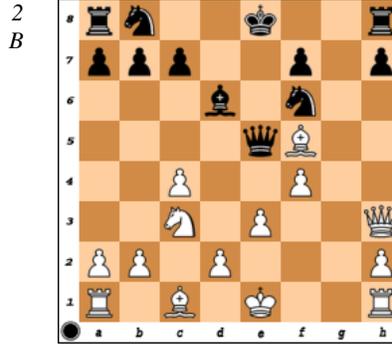


While freeing his king's bishop, Black tosses a free pawn to his opponent. Believe it or not, 4. ... f6 might've been better, hampering the f3-knight?

5. Nxe5 Bf5
6. Qh5 Qf6
7. g4 g6
8. Qh3 Qxe5
9. gxf5 gf
10. Bxd3 ...

White "removes the burr."

10. ... Nf6
11. Bxf5 Bd6
12. f4 (2) ...



White threatens to increase his material advantage, but Black is overly concerned with piece development.

12. ... Nc6?!

Is this a blunder or a brilliant sacrifice? The reader can decide for himself!

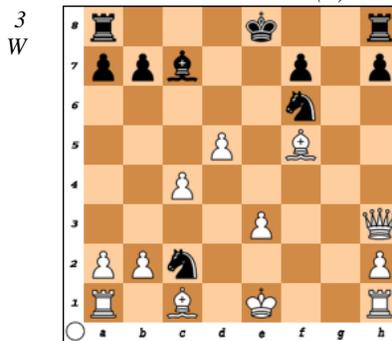
13. fxe5 Bxe5
14. Nd5 Kf8

Black avoids the fork, even though his bishop has the c7 square covered. Nonetheless, White plows ahead, undaunted.

15. Nxc7? Bxc7

16. d4 Nb4

17. d5 Nc2+ (3)



Black returns the favor.

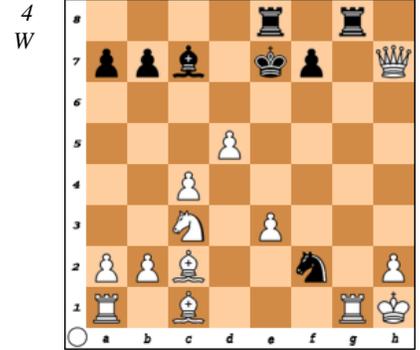
18. Bxc2 Re8
19. O-O Rg8+
20. Kh1 Ng4
21. Qxh7 ...

Mr. Pokuti's material advantage is considerable. If he is to survive this contest, Black needs a significant change in wind direction!

"It is seldom prudent in an inexperienced player to advance the pawns on the side on which his king has castled."

Howard Staunton

21. ... Ke7
22. Rg1?? Nf2# (4)



The two-fold moral of the story: 1) *never give up!* 2) *Send in more games!*

0-1

"Chess is a fairy tale of a thousand and one blunders."

Savielly Tartakower



**WE WANT
YOUR
GAMES!**

"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."

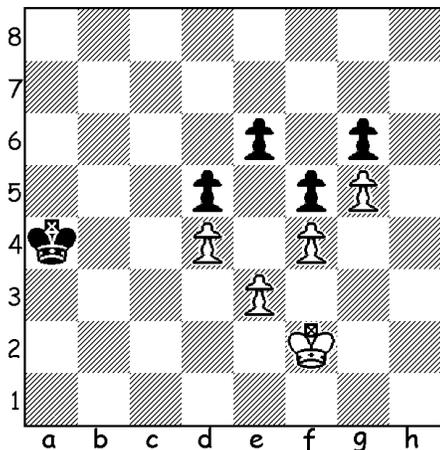
Mikhail Botvinnik

ENDGAME PRIMER

... Part SIX

by Jared Bray

Remember this position? We've been analyzing it since September!



With White to move, we've determined that the natural-looking 1. Ke2 is actually a losing move. If you need to be shown why, go back to last month's issue and read it again.

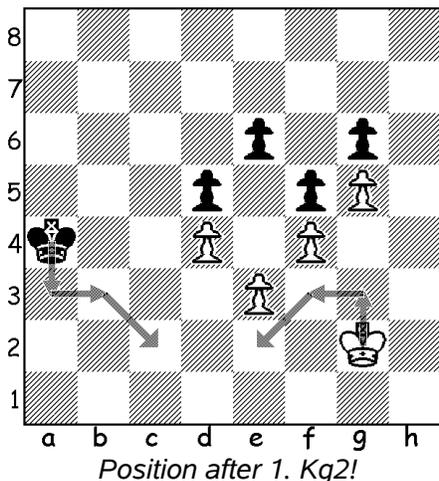
So White must play a move. What are some other possibilities? Quickly we can rule out two other squares, f3 and g3, as they allow Black to gain "distant opposition" and remember that's equivalent to gaining "close opposition"! We're left with four remaining plausible squares: e1, f1, g1, and g2, but only one contains the possibility of making a draw.

To make our decision, we need to know about **corresponding squares**. We are already familiar with a few types of opposition at this point and by bringing it up together like this, I'm suggesting that this new term is related. So what's a corresponding square? These squares are the ones that allow us to maintain a position whereby we can swoop in at a moment's notice and take some form of opposition if required to do so. They provide us a place to wait, an abstract form of

opposition, if you will. We want to be able to respond to any move with a move that counters the threat.

I think the best way to understanding this concept is by walking through the correct moves and describing why along the way.

The best move for White in the diagram is 1.Kg2! At first glance it doesn't seem too different from some other options *but there is a world of difference!* The point of 1.Kg2 is this: White maintains access to the squares that potentially could be used to gain distant opposition. Black can't play to a3 now as that walks right into 2.Kg3! and distant opposition for White. Same with b3.



If Black tries 1...Kb4? White continues with his plan and plays 2.Kh2! maintaining access to squares where he can quickly take opposition. Both White and Black are utilizing "corresponding squares" hoping the other makes a bad move. The variation continues 2...Kc4 3.Kg2! And with no further cleverness to utilize, Black must retreat or acquiesce and give White opposition. The position's drawn. One possible variation runs: 1.Kg2! Kb4 2.Kh2! Kc4 3.Kg2! Kd3 4.Kf3 Kd2 5.Kf2 Kd1 6.Kf1 Kc2 7.Kg2!

Coming back to the original diagram,

the squares: e1, f1, and g1, don't do what g2 does in maintaining flexibility. In fact they simply lose ground in the fight for e3.

In the end it was no less than three moves to corresponding squares that saved the game for White and this position is rather straightforward. There are many other examples of these squares being utilized in complicated fashion with some serious calculation work, but that's a worry for another day.

DAMNED ENGINES ... or, WHAT IRVING CHERNEV MISSED

by Jon McClenahan

On Friday, September 27, Life Master **Bob Holliman** visited the SPBCC for the second time this year to give a lecture and a simultaneous exhibition.

This article, coincidentally, was inspired by his first lecture. At that time, Bob gave a general thumbs-down on the idea of improving your game by buying chess books. But there was one book he *did* recommend: **Irving Chernev's "Logical Chess: Move by Move"** (Simon & Schuster, 1957). So ... guess who went out and got himself a copy?

As I studied one of the chapters in this book, I came across a very interesting position in the first section of his book.

But before we get into that, let's talk a little more about Irving Chernev.

First off, his book has indeed proved to be extremely helpful for this poor chess player ... although I was mildly disappointed that the Amazon peddler didn't mention it was annotated in English descriptive. Not to worry. I cut my chess teeth on English descriptive. In fact, as a

(continued on page 10)

DAMNED ENGINES

(continued from page 8)

teenager I had gotten one of Chernev's other English-descriptive books: "The Most Instructive Games of Chess Ever Played." My generation remembers Chernev, as well as **Fred Reinfeld**, as a couple of the most prolific chess authors of that day; but many people may not be aware that both of them were very good players, too. In the USCF's first ratings list, issued in 1950, Reinfeld was listed at 2593, and Chernev at 2158). Chernev was born in Russia, immigrated to the US when he was 20, wrote 23 books, and died in 1981.

In those days, there were no chess computers. In 1962, the geek squads were finally able to unveil a computer that could regularly beat young children; by 1967 MIT had one that could perform at about a 1400-rating level; the machine itself, with its data processors, required a 40' x 30' room. As processing power and data storage increased, computers finally began to take off, and by 1989 they had one ('Deep Thought') that could perform at grandmaster level.

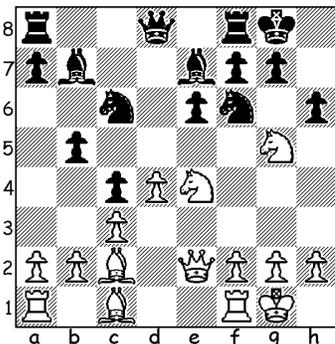
Of course, today's computers have left their meat-unit masters in the dust when it comes to calculation.

Which brings us back to "Logical Chess." Chernev analyzes a Colle-Delvaux contest in the first section ("The Kingside Attack"). This game was played in 1929 and nicely demonstrates how to implement an attack on a compromised kingside pawn structure. The game proceeded as follows (here in Algebraic, for today's "hip crowd"):

- | | |
|---------|-----|
| 1. d4 | d5 |
| 2. Nf3 | Nf6 |
| 3. e3 | e6 |
| 4. Bd3 | c5! |
| 5. c3 | Nc6 |
| 6. Nbd2 | Be7 |
| 7. O-O | c4 |
| 8. Bc2 | b5 |

- | | |
|----------|--------|
| 9. e4 | de |
| 10. Nxe4 | O-O |
| 11. Qe2 | Bb7 |
| 12. Nfg5 | h6 (1) |

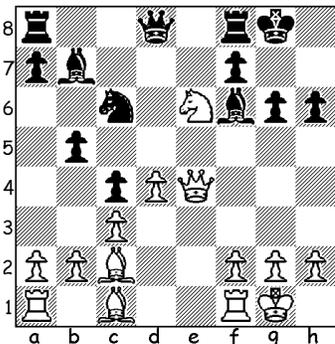
1
W



The lesson illustrated in this game is to teach when to start a kingside attack. This last move, having weakened Black's kingside pawn wall, triggers Colle's tactics.

- | | |
|---------------|------|
| 13. Nxf6+ | Bxf6 |
| 14. Qe4 | g6 |
| 15. Nxe6! (2) | ... |

2
B



And so after this swashbuckling assault, the White knight forks the queen and rook, unless Black recaptures it. And after that, Black's game melts away like a snowflake in a hot kitchen.

But as we run this position (in Diagram 2) through a chess engine, White gets only a *slight* advantage here! Here's what Delvaux and Colle – and Chernev – missed: **15... Nxd4!** now BOTH queens are under attack. So if the White queen captures her assailant, the Black knight captures the Black queen's assailant. The game would proceed as follows: 16. Qxb7 16... Nxe6 17. Bxh6 Bg7 18. Be3 Rb8 19. Qxa7 b4 20. Rad1 and true, White has a 2-pawn advantage, but has yet to win the game. On the other hand, if the

queens are traded: 16. Nxd8 Bxe4 17. Bxe4 Ne2+ 18. Kh1 Raxd8 19. Bxh6 Rfe8 20. Bc6 Re5 21. Be3 b4 22. cxb4 Nd4 23. Ba4 Nf5. Certainly no clear cut victory.

It's sad. If we are honest with ourselves, we will admit that Artificial Intelligence has achieved the "*Singularity*," at least for the game of chess. These chess engines can sit us in a corner with a lollipop and shake their silicon-filled heads at our feeble attempts to make any further meaningful comments about this game we've invented.

But hey ... I'm still going to try to beat my next opponent!

YEAR IN REVIEW

(continued from page 1)

ments this year where everyone starts the game as white or black in various openings. Openings presented: the King's Gambit, the Sicilian Defense (Sveshnikov Variation), the Ponziani Opening, and the Benko Gambit. Moreover, The Club was fortunate enough to have Life-Master **Bob Holliman** present two chess lectures and simultaneous exhibitions this year and hope to continue that next year.

Now some numbers: The Club had 156 ladder games played, 135 were rated and 21 unrated with a total of 44 players competing, all thanks to **Brian Rude** as the TD and record keeper. There are currently 43 paid members, 12 of which are new to The Club. Four chess clocks were added to the inventory and after rating fees paid, new scorebooks ordered, mugs sold, donations to the Senior Center, updates to the championship plaque, USCF affiliation dues, and miscellaneous expenses (pens, batteries, paper etc.), the bank account as of November 1 stands at \$64.68.

The Ladder is scheduled to resume in January 2020 and the Championship will be held in March

(continued on page 10)

YEAR IN REVIEW

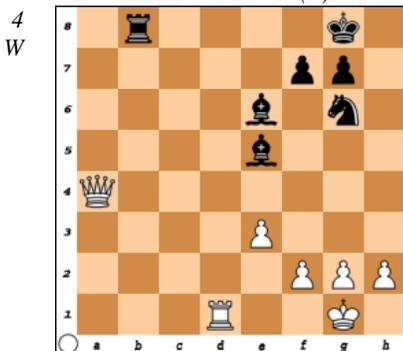
(continued from page 1)

(format yet to be determined). The Club's goal is to promote chess in the area and it is open to suggestions as how best to do that. Furthermore it wishes to increase its memberships, and generally find ways to best serve the area's chess enthusiasts. So ... on to 2020! And as Halley's Comet continues its path round the solar system, the Springfield Park Board Chess Club will continue on its appointed path in the chess universe.

GAME A

(continued from page 2)

- 27. ... Rxc8
- 28. Qa4 Be5
- 29. Rd1 Rb8 (4)



By this time Mr. Pagel, particularly, was in time trouble (these games were shorter than Ladder games: G45/d0), and could not record the rest of the moves (but Mr. Bray had enough time). Accordingly, the calibre of play deteriorates from here ...

- 30. Qa5 Bf6
- 31. f4 Bg4
- 32. Re1 Rb2
- 33. h3 Bc8?
- 34. g4? ...

Missing a chance to maintain the advantage: 34. Qa8 Rc2 35. Rb1 Kh7 36. Qe4 Rc5 and only after that might White's g4-push possibly produce dividends.

- 34. ... Bb7?!

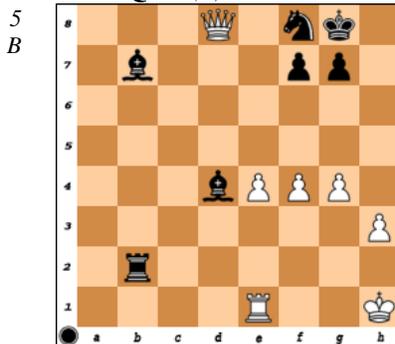
Here 34. ... Nxf4 can turn the game

around for Black: 35. exf4 Bd4+ and White's king is on the run.

- 35. e4? Bd4+
- 36. Kh1 Nf8

Mandatory for Black, to prevent loss of the d4-bishop after Qd8+ (played anyway). White is still alive.

- 37. Qd8 (5)...



White – frenzied for time – would've been better to play 37. g5 here, and after 37. ... g6 38. Qa3 Ne6 39. Qa4 and an even game. But now like a pride of lions on a wounded wildebeest, Black's bishops go in for the kill.

- 37. ... Bf2
- 38. Qd1 Bxe1

Black is now up the exchange but, more importantly, up two minutes on the clock. White had only seconds left, and threw in the towel. Said Mr. Pagel, "I had fun playing this and seeing Jared's technique, though to my detriment, was yet another lesson of how difficult good chess can be." "Best game ever!" said Mr. Bray. Amen to both of them!

0-1

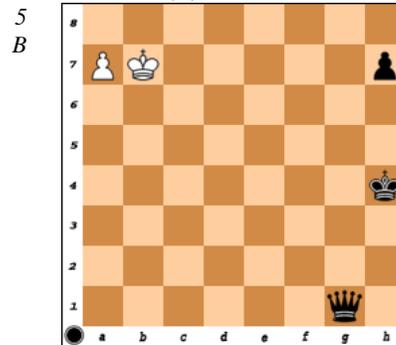
GAME B

(continued from page 3)

White really needed to hang on to that rook! When it's gone, the difference is Black's advanced d-pawn and a dominant king. Better was 44. Ke3, gaining opposition on Black's king and allowing for recapture at a more opportune time.

- 44. ... Rxd3
- 45. Kxd3 Kd5

- 46. g4 Ke5
- 47. h4 Kf4
- 48. Kd4 Kxg4
- 49. Kd5 Kxh4
- 50. Kxd6 g5
- 51. Kc6 g4
- 52. Kb7 g3
- 53. Kxa7 g2
- 54. Kb7 g1=Q
- 55. a7 (5) ...



Black has won the promotion race, but White is about to catch up.

- 55. ... Qxa7+!!
- 56. Kxa7 Kg4

Mr. Little resigned. If White could've queened, there were still a lot of possibilities, but Mr. Elliott put the final nail in that coffin. A tough struggle!

0-1

"There's no such thing as an 'even trade' in chess."

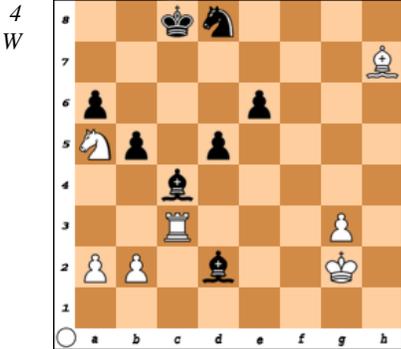
Jerry, ChessNetwork



BLAST

(continued from page 5)

34. Qg2 Qxg2+
35. Kxg2 Bd2 (4)



Although White is still ahead in points, Black's bishops are monsters.

36. Nxc4?! ...

Said Mr. Gallagher, "Fishbein and others claim I missed a win here by 36. Ra3, but it's not so clear after 36. ... Bxa5 37. Rxa5 b4! 38. Rc5+ Kd7!" and when Black plays Nb7 the rook would be trapped. Not so, however, if White plays 39. Bc2! and now if 39. ... Nf7 40. Ba4+ Kd6 41. Rc6+ and the beat goes on.

36. ... Bxc3
37. bxc3 bxc4
38. Bg8 ...

Opined Mr. Gallagher, "As will be seen shortly, White needed to play g4 and g5 as quickly as possible." Easier said than done, though.

38. ... Kd7
39. Kf3 Ke7
40. Kf4 Kf6!

Grabbing the opposition as well as establishing an escort service for the central pawns.

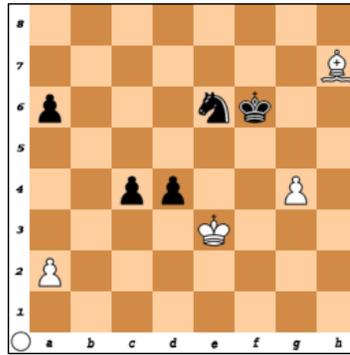
41. Bh7 e5+
42. Ke3 Ne6
43. g4 d4+
44. cd ed+ (5)

(diagram top of next column)

"Pawns not only create the sketch for the whole painting, they are also the soil, the foundation, of any position."

Anatoly Karpov

5
W

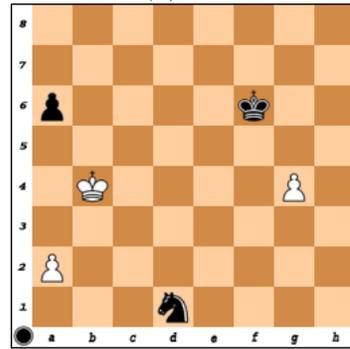


With a pair of passed pawns, Black's position looks very good. But White is up to the defense – and watch how he does it!

45. Ke4 d3
46. Kd5 Ng5
47. Bf5 Nh3
48. Kxc4 d2
49. Bc2 Nf2
50. Kc3 d1=B
51. Bxd1 Nxd1+
52. Kb4 (6) ...

Promotes to a bishop. Why not?

6
B



The pawns will all disappear – it's a draw. Humdinger of a game!

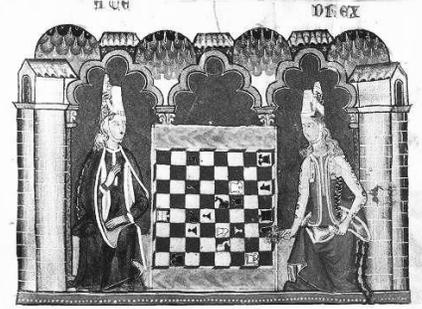
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WE WANT YOUR GAMES!

SOME STORIES OF MEDIEVAL CHESS

by Sarah Beth Cohen (aka Batgirl)



"Harold James Ruthven Murray was possibly the greatest and most influential chess historian ever born. His monumental work, *"A History of Chess,"* published in 1913, is still valid and quite useful in its centennial year. While researching for his book, Murray published articles in German and English magazines, particularly the "British Chess Magazine." His impartial style coupled with his extensive knowledge and understanding cover his articles with an aura of credibility. Here is (the beginning of) Murray's article on medieval chess stories."

218 THE BRITISH CHESS MAGAZINE.
SOME STORIES OF MEDIEVAL CHESS.—I.

HERE is a medieval story—for the authenticity of which I will not vouch—that once on a time, Henry Beaulerc, the son of the Conqueror, played at chess before dinner with Louis, son of Philip, King of France, and mated him. Thereupon the French Prince in great wrath called Henry 'bastard's son' and threw the chessmen in his face. Henry seized the chessboard and dealt Louis a smashing blow and would have killed him there and then, if his own brother Robert had not intervened. Robert and Henry fled to Potoise, in Normandy, pursued hard by officers of the French King, and the memory of that game affected the relationships between France and England all the lifetime of Henry Beaulerc.

Here—whether the actual setting of the story be true or false—we have what I have no doubt is an accurate picture of 'the morals of chess' in the days of chivalry. We have grown phlegmatic in these modern times, and the blood runs slower than it used to run of yore. No longer is a game of chess a matter of life or death for the players: we have learned to take victory and defeat with equanimity. The victor does not exult over his opponent—at least not to his face—and the defeated is often the first to congratulate his conqueror. But in the 'good old days' it was far otherwise—if we may judge from romance and chronicle. Knowledge of chess was not the only accomplishment needed to make a successful chess player. If he wished to survive his first triumph he must have other weapons in his armoury—and very real weapons too. For a second game might have to be played under other rules, though often with the same implements of play; and happy was the player who secured the chessboard and left the chessmen to his opponent. For the chessboard was generally solid and heavy—wood clamped round by iron, with a ring whereby it could be hung when not in use—or in wealthier circles it might be solid gold or silver, and a more formidable weapon still.

It is pleasant to find our own Henry Beaulerc, the 'scholar,' winning his game of chess, and we may excuse his irritation at the French Prince's epithet, for the Norman Kings were always very sensitive at any reference to the Conqueror's mother, or her father, the Tanner of Falaise, and doubtless Louis knew the tender spot right well. But Louis would probably have been in a better mood if the game had been postponed to a more fitting season, to wit—*after* dinner. For after dinner and not before seems to have been the proper time to play chess at that period. Romance after romance has some such passage as this. A Paynim hero asks the Christian how he spends his time when at home in his own country. And the answer never varies. In the morning we go gladly to hear Mass and to give alms to the poor. After dinner, some ride out and hunt or joust, some go in the fields and sing, some tell stories, and others join the ladies and play at backgammon, chess, draughts, or other pleasant games. It would seem a wise arrangement, this: the humanising influences of religion first, the comfortable influences of a good meal next, and the peacemaking influences that flowed from the presence of the ladies to complete the civilising work—and then, and not before, to chess!

"Be the chess player, not the chess piece."

Ralph Charell

SW Missouri Chess Calendar

See you in the spring!

We're closing the book on 2019 activities, and we're looking forward to a great 2020.

In the mean time, guard your king, my friend!

The SPBCC Ladder Tournament

... will be BACK in 2020!

Look for updates on Facebook 

Pizza Hut Chess ... will continue over the Winter!

The LAST SUNDAY of every month) at the Pizza Hut in Republic (806 US Highway 60) starting at 4:00 pm G25/d3 Consider ordering a meal to thank our gracious hosts!

Contact Adam at cleverchess1@gmail.com

The 2020 Blitz Tournaments

... will resume! STAY TUNED!

Last Friday of each month ... as usual. Entry fee \$1.

All proceeds go to benefit our hosts, the Southside Senior Center at 2215 S. Fremont.

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

YES, WE NEED YOUR INTERESTING GAMES

by Jon McClenahan

For this, our special 2019 year-end issue of *The Outpost*, we needed to fill twelve pages and so we had to dig down deep and found a 'Game E' that was played online between one of our members and an unknown opponent (the moniker we publish is close to the online username – who knows what his/her name really was?)

That game, indeed, achieved the goal of filling space, but we generally try to avoid showcasing online games even when one or both players are from our club.

Now, it might interest the reader how many players' games we did in fact use in 2019.

In ten issues (including this one) we featured 62 games: six each in January, February, April, May, and November; seven in March ("Game

'A'" was a two-fer that month); and five each in June thru October.

In eleven 'A' games, White won 5, Black won 4, and 2 games were drawn; in eleven 'B' games, White won 4, Black won 4, and 3 games were drawn; in eleven 'C' games, White won 5, Black won 5, and 1 game was drawn; in eleven 'D' games, White won 4, Black won 6, and 1 game was drawn; in six 'E' games, White won 4, Black won 2 (no draws); in the one 'F' game – White won it; and ten 'Blast from the Past' games, White won 3, Black won 4, and 3 were drawn.

Whose games did we use? Here's the breakdown:

Roger Pagel	10
Jared Bray	9
Brian Rude	8
Dylan Mounts	8
Ben Elliott	5
Jon McClenahan	5
Marty Phillips	5
Spencer Manchester	4
Matt Pratt	4

Isaac Drum	3
Stan Horton	3
Ethan Stech	3
Joe Brozovich	2
John Cardoza	2
Jonathan Gartin	2
Mike Little	2
Brayden Miao	2
Billy Tropepe	2
Adam Whitaker	2
37 tied with ...	1

So that's whose games got in. Why so many, for instance, for Roger, Jared, Dylan, and Brian? They're all good players, and we can learn a lot from their play, but another reason is: *they submitted the most (and the most legible) games, pure and simple!*

So please – get 'em in (and make 'em legible)! Don't let Uncle Sam go home empty-handed!

Happy Holidays
 from Springfield Park Board Chess Club