

THE OUTPOST

SPRINGFIELD CHESS CLUB NEWS



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SPRINGFIELD, MO

SEPTEMBER 2018

A Note from the Ladder Director

by Afzal Chowdhury

As we get closer to wind down the 2018 Ladder season at SPBCC, we thought it would be good to outline the overall Ladder process for all of our club members. In 2016, a few longstanding members at the SPBCC envisioned bringing the Ladder tournament back to encourage member participation in an organized format. This is of course a follow up to **Marty Philips'** directed Ladder in the 1980s and the 90s. In 2016, the Ladder was a non-rated event to find out if there would an interest among the members to have these games as rated, and whether there would be enough members who would like to join the US Chess Federation. There were indeed enough interested to have the Ladder games USCF rated and so we are now into our second year with this format. Enough of the back story. Now let's walk through the Ladder process.

First, one must be a paid member (\$10/year) to play in the yearlong Ladder tournament. One need not become a USCF member to play in the ladder. However, we recommend our members to become a USCF member if they decide to have their games rated. We ask our members for their email & phone contact information so they could be contacted about the weekly game request. Below are the steps to any given week's Ladder process:

1. A game request is sent out to the members over the weekend for their consent whether or not they would like a match for that Friday.
2. Members reply back to the email request only if they are willing to play a match & that information is forwarded to the Ladder Director.

3. A member could also be on a phone call list where a call is made during the first part of the week to find out if they would like a match for that Friday (it is either via a phone call or the email reply that a member must get on the list for any Friday's match). Deadline is Wednesday, 12 pm CST to be on the list for a game that Friday.
4. The final list is sent to the Ladder Director for pairing purposes after 12 pm CST Wednesday. Depending on the number of players, manual pairings are made to avoid rematches from previous weeks. Pairings also reflect the best possible pairings based on the players' skill level. However, sometimes the rematches are unavoidable if the number of players is small, or the same players are the only ones playing in consecutive weeks. This pairing list is sent out to the members via email on Thursday as well as a FB posting.
5. All game results are then transferred into the "Weekly Ladder Standing" to reflect the results/opponents/number of games played/ and total points. This document is similar to a tournament cross-table with a snapshot of the

full year of game activities. Each player playing receives 1 point for their win and 1 point for participation. Therefore, 2 maximum points are available each week. Players are ranked based on the total number of points accumulated. Multiple players tied with the same total points are ranked based on their current published USCF ratings.

6. Once the "Weekly Ladder Standing" is updated, this is posted on FB (usually over the weekend following a Ladder Friday). And the whole process starts all over again with an email game request to the members for the upcoming Friday. It should be noted that, currently, the last Friday of the month is slated for an unrated blitz tournament with a \$1 entry fee (all proceeds go to our host, The Southside Senior Center).

Once 4-5 weeks of Ladder plays have been concluded, all the ratable games from this time period are turned in to the USCF to be rated. Once the games are rated by the USCF, an email communication is sent out to the members notifying them of the "Tournament Event Summary" – which is the cross-table for the tournament that shows the performance and the updated ratings of the players involved. The players' updated ratings will only be reflected as their new official rating at the beginning of the next month.

Thanks, Afzal! That answers a lot of questions many of our club members may have had! We hope to see you back at the board soon!

JM

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GAME A

*Jared Bray – Jon McClenahan
Springfield Ladder Tournament
June 22, 2018*

English Opening vs King's Indian

1. g3 e5
2. c4 Nc6
3. Bg2 Nf6
4. Nc3 ...

"The Reversed Sicilian – a variation Bobby Fischer used to good effect on the rare occasion." JB.

4. ... Be7
5. Nf3 d6 (1)

Up to now, we've played the book moves for this opening. Afterwards Bray, good-natured fellow that he is, suggested that I seemed to know how to play against this opening. The sad truth is, I'd never encountered it before, but just endeavored to "play sensibly." This game ended up teaching more than a few lessons for this poor chess player.



6. O-O h6
7. d3 Be6
8. a3 Qd7
9. b4 Bh3

The fianchettoed bishop looked like it could inflict some serious mischief down the line; Black aims to take it out. "A common trading motif that can be hard to judge the merits of. I think it reasonable in this game despite Black's time investment. The d5 square has softened, however." JB

10. Nd5 Bxg2
11. Kxg2 Nxd5
12. cxd5 Nd4
13. Ne1 ...

Here Fritz suggests that exchanging knights (13. Nxd5 exd4 14. Bb2 c5) would give White a small advantage. Bray, however, noted: "This was a strategy more than a move. White noticed the bishop on e7 is rather inept. Maybe my knight could possibly prove the superior piece?" This turned out to be a good decision, and as he foresaw, Black's bishop ended up relegated

SPBCC MEMBERS LIST

Jim Baumlín	Jeffrey McKeel
Steven Becker	Brayden Miao
Jared Bray	Eddie O'Kelly
Afzal Chowdhury	Roger Pagel
Isaac Drum	Alan Peters
Ben Elliot	Marty Phillips
Mustafa Farid	Matthew Pratt
Nathaniel Fast	John Quimby
Quentin Fitzpatrick	Brian Rude
Jeff Fuzzell	† Ed Rysal
Stan Horton	Kai Schaefer
Jay Howard	Troy Schuh
John Last	Zac Schuh
Mike Little	Ethan Stech
Jon McClenahan	Robert Talbot
David McFeely	Sam Weiner
Kellen McIlroy	† 2018 Club Champion

to babysitting pawns for the rest of the game.

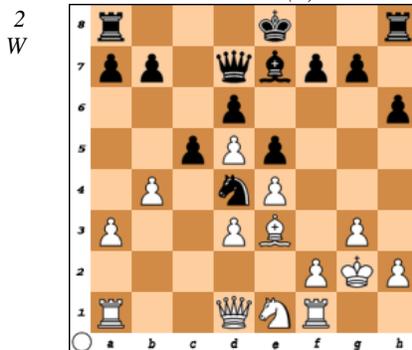
13. ... Qb5

The idea here was to force 14. e4 in order to let Black's knight stay at his d4 outpost. It achieved the desired effect, but as they say, "Be careful what you wish for."

14. e4 Qd7

Here Bray had expected 14. ... c6 ("more to the point") to eliminate White's forward d-pawn. And yes, that probably would've been a good idea.

15. Be3 c5 (2)



16. Bxd4! ...

White is all too happy to trade a weak bishop for a strong knight. "An alternative was 16. bc leading to a passed d-pawn that Black would need to monitor; but then his bishop would gain some scope." JB

16. ... cxd4

How about that beautiful pawn structure!?

17. Nf3 f5!?

18. ef Qxf5

19. Rc1 ...

Better than 19. Qa4+ Qd7 20. Qxd7+ Kxd7, leaving Black in good shape.

19. ... Qd7

20. Nd2 O-O

Finally communication is established between Black's rooks. Delaying castling until move 20 is probably unusual, but I was actually starting to think I might not need to do it at all. In the mean time, White's knight has been on a quest for a wonderful position, from f3 → d2 → e4. There it will bear out the veracity of Mr. Bray's decision on move #13.

21. Ne4 ...

Achieving the goal for the knight.

21. ... Rxc8

21. ... a5 would've been a little sharper for Black.

22. Qe2 Rxc1

23. Rxc1 Qd8?

Preparing to attack the rook with Bg5. But as Mr. Bray points out: "This is a sizeable error leaving me with a variety of pleasant options, including the python grip of Qg4." White took advantage of that opportunity on move 27, to devastating effect. Fritz suggests a better option for Black: 23. ... Qb5 24. Rc7 Rf7 25. Qg4 Qxd5 26. Qc8+ Bf8 27. Rxf7 Kxf7 28. Qd7+ Be7 leaving Black with an advantage.

24. Rc4 b5??

A serious miscalculation, "chasing" White's rook to its ideal square. 24. ... Qd7 would've probably kept the game more or less equal. But the tide is about to turn.

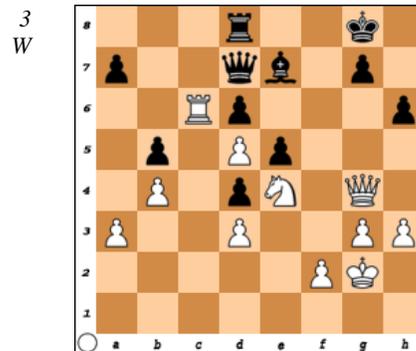
25. Rc6! Qd7

For those who are counting, this is the fourth time Black has played Qd7.

26. h3 Rc8

27. Qg4 Rd8 (3)

Bray points out: "Equally bad is 27. ... Qxg4 28. hg and then Black has the painful choice of either losing the d-pawn or the a-pawn."



28. Rxd6!! ...

So here's the payoff: If 28. ... Bxd6 29. Nf6+ wins outright.

28. ... Qxg4

29. Rxd8+ Bxd8

30. hxg4 a6

31. Kf3 g5

Down a pawn, with a trapped bishop and facing a robust enemy knight, Black still sees glimmers of hope. With this move he attempts to seal out the White king.

32. Nd6 Kf8

33. Ke4 Bf6

34. Nf5 (4) ...

(continued with diagram on page 8)



GAME B

Quentin Fitzpatrick – Sam Weiner
Springfield Ladder Tournament
August 18, 2018

Pirc Defense: Classical System

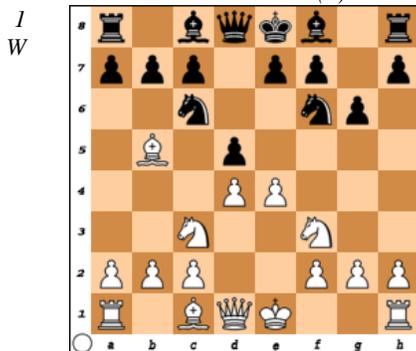
Two of our bright and upcoming stars met on August 18 at the club. Both have gone toe-to-toe with much more experienced players and in this game had the chance to play a more evenly-matched Ladder game. Consequently we will take the opportunity to throw in a little chess history for their benefit.

When **Roger Pangel** assessed this game, he cited the great Aron Nimzowitsch, since this game transposes into a Nimzo Defense around move 4. Nimzowitsch was one of the first “hypermodern” chess theorists back in the early 20th Century. Prior to Nimzowitsch, GMs like Steinitz and Tarrasch held the following to be important general concepts:

- The center should be controlled by pawns
- Piece development should occur rapidly, in support of aforementioned center control
- Rooks belong on open files
- Wing openings are unsound

As Roger notes, “*Those principles are sound, but like all principles, are not the end all.*” That in mind, let’s look at the game.

1. e4 d6
2. Nf3 Nf6
3. Nc3 g6
4. d4 Nc6
5. Bb5 d5?! (1)



The Pirc has been one of Sam’s go-to openings when he plays Black, and it’s a good all-purpose defense. Here, however, the d-pawn is moved for the second time in the opening – flying in the face of Nimzowitsch’s concept of rapid development. Plus, it allows the following exchange which doubles Black’s pawns and damages the pawn structure. “5. Bd7 is a better possible continuation.” RP.

6. Bxc6 bxc6
7. ed? ...

White has a much better game with 7. e5. Instead, “*White allows restoration of Black’s pawn structure, and the game appears to be even.*” RP.

7. ... cd
8. O-O Bg7
9. b3 O-O
10. Bb2 e6
11. Re1 Re8
12. h3 Nh5?!
13. Qe2 Nf4

“*Did White accommodate Black ... or did he tempt Black?*” RP

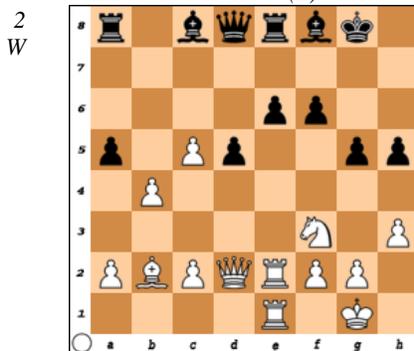
The basis for that comment rests in the concept of “tempo” (plural *tempi*). As per Roger: “*In chess, a tempo is a gain in time-units – represented by moves. When one player gains a tempo, it effectively means that his opponent has been forced to waste one or more moves. A tempo is usually gained by developing a piece*” – i.e. posting it on a better square – “*that attacks another of greater value.*” The net result of the next few moves are that the knights are liquidated (which, since Black has invested four moves into that particular knight, is a net gain in time for White), whereas Black’s kingside pawns have advanced, yes, but also left important weaknesses in their wake (and these will become significant around move #22).

We could say Black has been driving down dead-end streets.

14. Qd2 g5
15. Ne2 Nxe2+
16. Rxe2 h6
17. Rae1 c5?!

“*Striking at the center, though perhaps prematurely.*” RP

18. Ne5 f6
19. Nf3 h5
20. dc Bf8?
21. b4 a5 (2)



22. a3 ...

Roger Pangel: “*White plays 22. a3 to support b4, but also possible was 22. Qd3!*

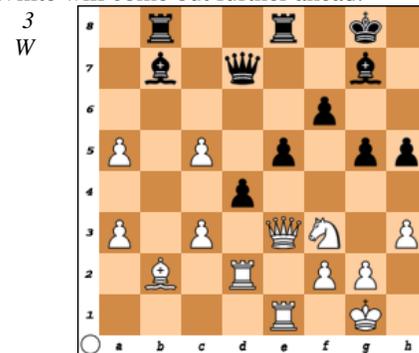
and the threat now is Qg6+, possible because of Black’s 14th move .” Roger’s suggested continuation might look like this: 22. Qd3! Bg7 23. Qg6 Qe7 24. Bxf6! Qf7 (forced; if 24. ... Qxf6?? 25. Qxe8+) 25. Qxf7+ Kxf7 26. Bxg7 Kxg7 “and now White dominates the board. At times we have to strike when the iron is hot!” RP

22. ... Rb8?

Black’s last two moves have been “reactive rather than proactive,” as they say. This would’ve been the time for Black to begin a central pawn surge, e.g. 20. ...e5, and/or a kingside pawn charge such as ... g4.

23. c3 Qd7
24. Qd4 Bg7
25. Rd2 Bb7
26. ba e5
27. Qe3 d4? (3)

White has been collecting pawns, but up to now, the position is not lost for Black. With the following exchanges, however, White will come out further ahead.



28. cd ed
29. Qxd4 Rxe1+
30. Nxe1 Qe7
31. Nf3 Bxf3

“*Black attempts to weaken White’s pawns, but it is too late and in effect gives White “luft” (the German word for “air” or “breath”). It denotes ... a square left by a pawn move, into which a castled king may move, especially with the intention of avoiding a back rank mate.*” RP

32. gxf3 Qe6
33. Qd5 ...

Pinning Black’s queen ... but for what it’s worth, 33. Qd6 would be more forceful, as it attacks the undefended rook at b8, and there the White queen need not depend on the d2 rook for back-up.

33. ... Qxd5
34. Rxd5 Rxb2 (4)

Says Roger: “*Even though White gives up a piece, his pawns will overwhelm Black, and promotion is soon to follow.*”

(continued with diagram on page 7)

GAME C

*Mustafa Farid – Roger Pagel
Springfield Ladder Tournament
November 11, 2017*

Alekhine's Defense – Four Pawns Attack

Here's a fun little game that nobody would call a masterpiece of strategy or tactics, but maybe a symphony of missed opportunities, featuring our friend Mustafa Farid and Roger Pagel. There's a great moral to the story.

1. e4 Nf6

Roger explains why he likes Alekhine's Defense: "Black tempts White's pawns forward to form a broad pawn center with plans to undermine and attack it later, in the spirit of hypermodern theory."

2. e5 Nd5

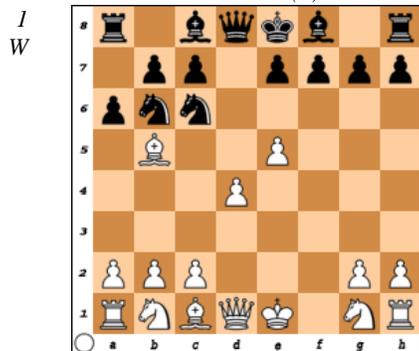
3. d4 d6

4. f4 Nc6

5. Bc4 Nb6

6. Bb5 de

7. fe a6 (1)



The computer likes White's position here, giving a slight advantage. If instead of Black's actual move he played 7. ... Qd5!? then we might proceed 8. Qe2 Bd7 9. Bxc6 Bxc6 and Black has equalized. But now there's an opportunity to double Black's pawns.

8. Bxc6+ bxc6

9. Be3 Qd5

Aggressive, in Roger's attacking style, but he questions this move himself: "Is Black's early Q-move justified?"

10. Nf3 Bg4

11. Nc3 Qc4

12. h3 Bh5

13. Qd3 ...

Trading doubled pawns for the right to castle. Unfortunately this also affords Black some initiative.

13. ... Bg6

14. Ne4 e6

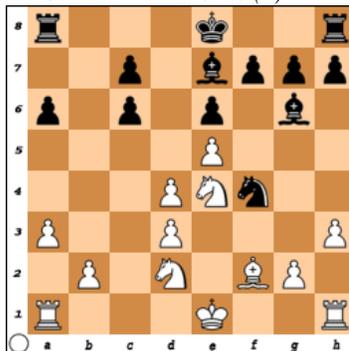
15. a3 Be7

16. Nfd2 Qxd3

17. cxd3 Nd5

2
W

18. Bf2 Nf4! (2)



Targeting the weak, indefensible doubled pawn at d3, as well as the g2-pawn. Perhaps better for White would have been 18. Kf2.

19. O-O Nxd3

20. b4 Nxf2

21. Nxf2 Rd8

22. Nb3 O-O?

Roger makes a confession here: "Black saw 22. ... Bc2 chasing away the d4 defender," but he began to imagine a scenario where his rook then penetrated to d2 without first castling which posed serious problems. "The threat is worse than its execution," so truly said Lasker. In fact, 22. ... Bc2 made a strong continuation. Now White has a chance to recover.

23. Rac1! Bg5

A little late for this. White regains the advantage.

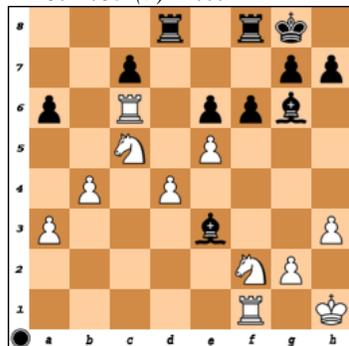
24. Rxc6 Be3

25. Kh1 f6?

Hanging the e-pawn.

26. Nc5 (3) ...

3
B



A more all-purpose move for White here would've been 26. Ng4 and after 26. ... Bxd4 27. Nxd4 Rxd4 28. ef (if instead White grabs the hanging e-pawn, 28. Rxe6?! h5 29. Ne3 Rd3 30. ef Rxf6 31. Rxf6 gxf6 and Black has equalized), and White stands solidly better.

26. ... Rf7?

27. Nxe6 ...

"White rightly punishes Black's terrible decisions." RP.

27. ... Rdd7

28. Nc5? ...

Here 28. Rxa6 maintains protection for the d4 pawn. A possible continuation then is 28. ... Rfe7 29. ef gf 30. Ng4 Bxd4 31. Nh6+ Kh8 32. Nf5 and White has won a piece (if 32. ... Bxf5?? 33. Ra8+ and mate to follow in two moves).

28. ... Rxd4

29. Ng4 Bf4?!

30. Ne6 fe

31. Nxd4 exd4

32. Nf2? ...

White has now lost the initiative, which Black is happy to grab!

32. ... Be3

33. Kgl (4) ...

4
B



33. ... d3?!

Missing Black's best quickest way to win, namely: 33. ... Bd3! 34. Re6 Bxf1 35. Re8+ Rf8 36. Rxf8+ Kxf8 37. Kxf1 Bxf2 38. Kxf2 Ke7 and Black can advance to protect his passed pawn, with the opposition against White's king.

34. Re6 Bd4

35. Re8+ Rf8

36. Rxf8+ Kxf8

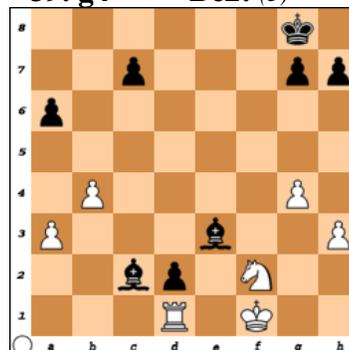
37. Rd1 Be3

"Keeping the pin is essential." RP

38. Kf1 d2

39. g4 Bc2! (5)

5
W



40. Rxd2?? ...

Panic. Correct was 40. Ke2 after which 40. ... Bxd1 41. Kxe3 with equal chances.

40. ... Bxd2

41. Ke2 Bc1

42. h4 Bxa3

43. Kd2 Ba4

(continued on page 5)

Blast From the Past!

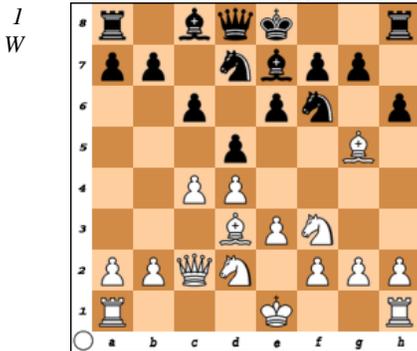


Tim Boyd – Walt Ressmeyer
Springfield Ladder Tournament
May 25, 1990

Queen's Gambit Declined

A game from our website archives, featuring two worthy opponents, one of which is our fearless leader, Walter Ressmeyer. Walt submitted this game in February 2010, and most of the notes are his. To begin with, Walt says he submitted this as one of his memorable chess games because "1) *It's short and sweet*, 2) *Mr. Boyd had become (and would continue to be) a very worthy opponent and tough nut to crack*, and 3) *he paid me a very high compliment years after this encounter.*" Apparently after this game, Tim Boyd dropped the Queen's Gambit from his repertoire, saying it was "too risky and borderline unsound." Considering it's among the most popular openings in modern play, Ressmeyer thought this was "high praise indeed!"

- 1. Nf3 Nf6
- 2. d4 d5
- 3. Bg5 e6
- 4. e3 Be7
- 5. c4 O-O
- 6. Qc2 Nbd7
- 7. Nbd2 c6
- 8. Bd3 h6 (1)



The position is equal.

- 9. Bh4 dc
- 10. Nxc4 c5
- 11. Nce5 ...



Springfield Park Board Chess Club Board of Governors

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While there's nothing terrible about this move (but see Mr. Ressmeyer's comments at the end of the game), this would've been an ideal time to castle. In a few moves White will wish he had.

- 11. ... cd
- 12. Nxd7 Qa5+ (2)



- 13. Ke2?! ...

Should have castled earlier. The alternatives (13. Kf1 and 13. Kd1; but of course not 13. Qd2?? met by 13. ... Bb4) aren't much better.

- 13. ... Bxd7
- 14. Nxd4 Qh5+

Using the queen's full range of movement to achieve positional advantages!

- 15. Nf3 Bc6
- 16. e4?! Rfd8
- 17. h3?? (3) ...



White is "asleep at the wheel," said Mr. Ressmeyer. When there are such serious attacks afoot, there's no time for moves like

17. h3. Black is about to give him a rude awakening!

- 17. ... Rxd3!!

So here's the way it works: If 18. Qxd3 Bb5 and the White queen is lost. If 18. Kxd3 Bxe4+ ... and the White queen is lost again! The alternative? Let the rook go.

- 18. Bxf6 Bxe4
- 19. g4 Bxf3+
- 20. Kxd3 Qd5+
- 21. Ke3 Bc5+
- 22. Kf4 g5+ (4)

4
W



It's all over. Fritz gives these two possible continuations: 23. Kg3 Bd6+ 24. Be5 Bxe5# or else 23. Bxg5 hxg5+ 24. Kg3 Bd6#. White resigned.

0-1

As an interesting side note: White's rooks were both untouched throughout the game! In a postscript Mr. Ressmeyer cites Mr. Boyd's downfall – in this game – to the following causes: moving his knights too often (seven times in 22 moves) only to exchange them (loss of time), failing to castle for no good reason, and making risky moves in order to retain pawn structure integrity. He says, "Tim later took up the Colle System and scored very well with it. I was all too happy to have him believe that 1. d4 followed up by 2. c4 is 'too risky and borderline unsound!'"

GAME C

(continued from p. 3)

- 44. Kc3 c5
- 45. bc Bxc5
- 46. Ne4 Be7

White plays on, hoping Black will blunder. "We've all been there." RP

- 47. g5 a5

"Passed pawns need to be pushed." RP

- 48. Kc4 Bc2
- 49. Nd2 a4
- 50. Kc3 Bf5
- 51. Nf3 a3
- 52. Nd4 Bb1
- 53. Nb3 Bd6
- 54. Kd2 a2

(continued on page 8)

GAME D

Marty Phillips – Ben Elliot
Springfield Ladder Tournament
November 11, 2017

Slav Defense – Exchange Variation

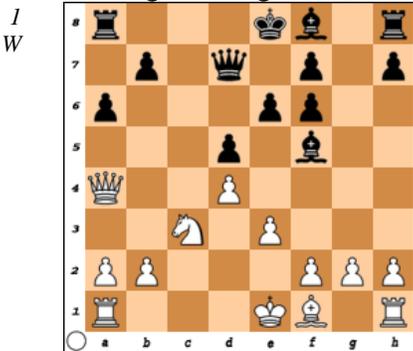
1. d4 d5
2. c4 c6
3. cd cd
4. Nf3 Nf6
5. Nc3 Nc6
6. Bf4 Bf5
7. e3 e6

Symmetry, anyone? It's a main line of this variation.

8. Ne5 Nxe5
9. Bxe5 a6
10. Bxf6 gxf6

And why not recapture with the queen here? 10. ... Qxf6 11. Qa4+ b5 12. Bxb5+ and Black will lose. However, White went ahead and tried the check anyway, in hopes that Black might blunder ...

11. Qa4+ Qd7?? (1)



12. Qxd7+?? ...

Black had taken the bait. Correct here would've been 11. ... b5 because now the Black queen still protects the rook at a8. And so what happened, Mr. Phillips? "My plan all along was ... to get this exact setup so I could play 12. Bb5 forcing the win of an exchange after 12. ... axb5 13. Qxa8+." MP [Editor's Note: Seems like a great plan!] "Then I became enamored with 12. Nb5 threatening to win the exchange with Nc7+ ... but then I realized that he had 12. ... Rc8, giving him the initiative." You gotta love Marty's next comment: "I should have spit and cleansed the palate before drinking the Kool-Aid ..."

12. ... Kxd7
13. a3 Bg7?

"Not a good place for a bishop." MP

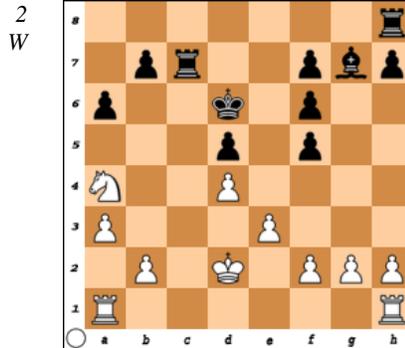
14. Na4 Kd6

Mr. Elliot saw the "cheap tactical shot" as Phillips described it. The threat, of course, was 15. Nb6+.

15. Kd2 Rac8
16. Bd3 Rc7?

This allows the following bishop exchange, leaving tripled pawns on the f-file. Phillips jokes, "The 'I formation' may have been revolutionary at one point in football history, but in chess, it's nothing but BAD." Better would've been 16. ... Bxd3 drawing the White king into the fray, or else 16. ... Bg6 offering White the sad choice of either undoubling those f-pawns, or else opening the h-file.

17. Bxf5 exf5 (2)



18. Rac1 Rhc8
19. Nc5 Rb8

Again Mr. Elliot saw the tactical threat: 20. Nxb7+ Rxb7 21. Rxc8, winning the exchange.

20. Rc2 b6
21. Nxa6 Rxc2+
22. Kxc2 Rc8+
23. Kd2 Bh6
24. g3 Rc4

"I've said it before: All you have to do to beat me is let me think I'm winning. I just ignored all danger and gave up my advantage quicker than I gained it." MP Had Phillips seen it, he undoubtedly would've played 25. Kd3 here. But he didn't see it.

25. Rc1? Rxd4+!
26. Ke2 Re4
27. Rd1 f4

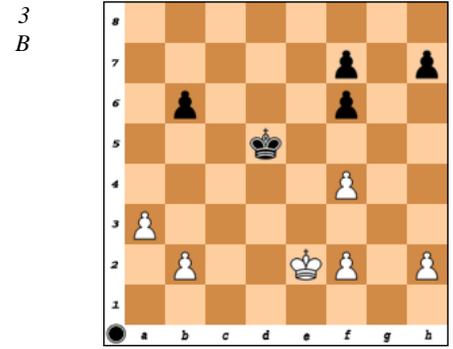
White is in trouble. "28. gf fails to the same pin that cost me a pawn a couple moves ago. But this time ... I hatch a nefarious plan to go into an endgame that I believe I can win." MP.

28. Nb4 Re5

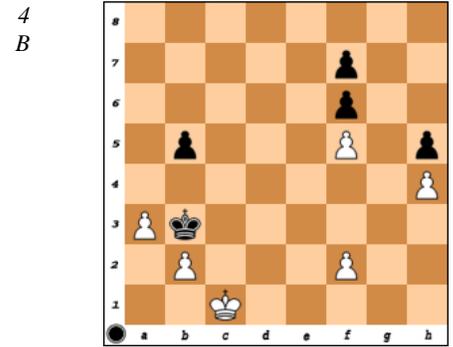
This is exactly what Mr. Phillips was hoping for. According to Fritz, Black might've thwarted White's "nefarious plan" by playing 28. ... fe!? 29. Nxd5 ef+ 30. Kxf2 Ke5, retaining a slight advantage.

29. gf! Bxf4
30. Rxd5+ Rxd5
31. Nxd5 Kxd5

32. exf4 (3) ...



32. ... Kc4
33. Kd2 Kb3
34. Kc1 b5
35. f5 h5
36. h4! (4) ...



"Zugzwang!" MP The remainder of the game is the b-pawn's inevitable march to promotion.

36. ... Kc4
37. Kc2 b4
38. ab Kxb4
39. b3 Kb5
40. Kc3 Kc5
41. b4+ Kb5
42. Kb3 Kb6
43. Kc4 Kc6
44. b5+ Kb6
45. Kb4 Kc7
46. Kc5 Kb7

And before Phillips could move again, Mr. Elliott resigned. A valiant struggle. **0-1**

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GAME E

Brian Rude – Brayden Miao
Pillsbury at Hastings, Springfield, MO
July 8, 2018

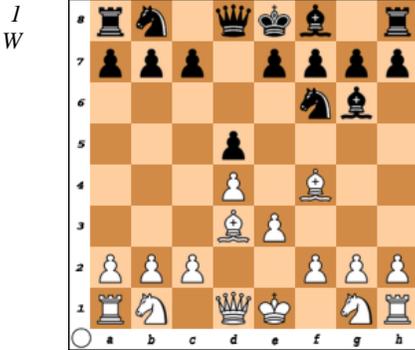
Queen's Pawn Game – London System

In this July tournament game, young up-and-comer Brayden Miao went head-to-head with the formidable Brian Rude and proved that he truly is a rising star in the Springfield chess community.

1. d4 d5
2. Bf4 Nf6
3. e3 Bf5

Immediately Black takes the London into unexplored territory.

4. Bd3 Bg6 (1)



In standard lines of the London, this kind of maneuver is usually played by opposite colors, e.g. 3. ... e6 4. Nf3 Bd6 5. Bg3.

5. c3 e6
6. Nf3 c5
7. Ne5 Be4
8. Bxe4 Nxe4
9. Nd2 Nf6
10. Qb3 b6
11. Qb5+ ...
11. ... Nbd7
12. Bg5 Be7
13. Nc6! Qc7
14. Nxe7 Kxe7

Fritz considers 11. Qa4+ to be better.

"After this move I thought White might gain an advantage after denying Black the chance to castle, but Black has plenty of time to move his king to safety." BR

15. Nf3 a6
16. Qb3 Rhe8
17. Qc2 Kf8
18. O-O h6
19. Bf4 Qc6 (2)

Preparing to castle "artificially."

2
W



20. Ne5 Nxe5
21. Bxe5 Ne4
22. f3! Nd6
23. Qh7 ...

In retrospect, Mr. Rude said he "thought Qh7 was a terrible move." Fritz doesn't think there is anything particularly good or bad about it, but Mr. Miao was quick to look for trapping opportunities!

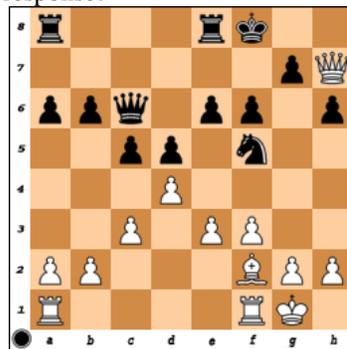
23. ... f6!
24. Bg3? ...

Here White should play 24. Bxd6+ and after 24. ... Qxd6, White's queen has escape avenues and equal chances.

24. ... Nf5!
25. Bf2 (3) ...

Protecting the e-pawn, but missing something more important. Best was 25. e4, followed by 25. ... de 26. fe Qxe4 27. Rfe1 and then 28. Qg6, protecting the bishop. But after the text move, look at Black's response!

3
B



25. ... Kf7!

The nail in White's coffin. At this point, Mr. Rude "knew it was all over."

26. e4 de
27. fe Qxe4
28. Rae1 Qd5
29. g4 Rh8

No point in delaying the inevitable.

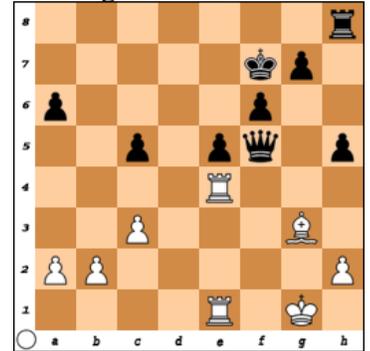
30. Qxh8 Rxh8
31. gxf5 Qxf5

Black is essentially up the exchange.

32. dc bc

33. Bg3 Qg4
34. Rf4 Qg5
35. Rfe4 h5
36. Kf1 Qf5+
37. Kg1 e5 (4)

4
W



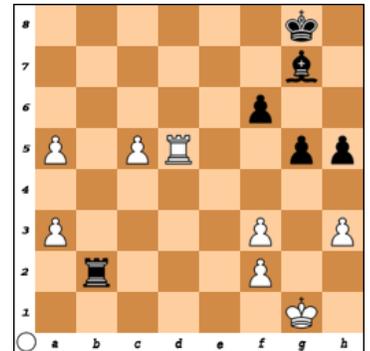
And here White resigned. After 38. Rxe5 fxe5 39. Rf1 Ke6 40. Rxf5 Kxf5, White's superior forces and advanced king should be able to gain the full point.

0-1

GAME B

(continued from p. 3)

4
W



35. a6 ...

If instead 35. Rd8+ Kf7 36. a6, there's no question about the outcome.

35. ... Rb8

36. a7 ...

A natural move, but Roger points out: "better was 36. c6!!"

36. ... Ra8

37. Rd7 f5

38. Rb7! Be5

(continued on page 8)



Springfield Chess Calendar

Springfield Park Board Club Ladder Tournament

This is an ongoing cumulative tournament every Friday (except the last of the month) at 7:15 PM. 90-minute games, 5-second delay. Members only: join the club (\$10 annual fee) and join the fun!

Blitz Tournaments!

On the LAST Friday of every month. 10-minute games, no delay. Entry fee \$1 - all proceeds go to our hosts, Southside Senior Center. Be there by 7:15 PM to register for pairings.

2018 Springfield Open Scholastic

October 27, 2018
sponsored by SPBCC and the Joplin Chess Club
Saturday from 8 AM to 6 PM at MSU's Plaster Student Union (1110 E Madison, Springfield MO 65807)

FOR TICKETS go to: www.joplinchess.org

Pizza Hut Chess!

Saturday September 1, 6:00 PM
Pizza Hut, 806 US Hwy 60, Republic, MO

Two sections: G/10 and G/30

Please consider eating supper there to show your support (and encourage them to allow future events). Email Adam Whitaker for details: adamgrantwhitaker@gmail.com

National Chess Day!

is on Saturday, October 13, 2018

We are celebrating with a FUNDRAISER TOURNAMENT to benefit our hosts, the Southside Senior Center.

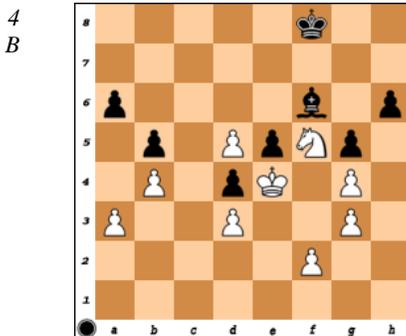
Look for details on our Facebook page!



If you want to notify us of upcoming chess-related events in our area, contact The Outpost via Roger Pagel brevcamp@yahoo.com

GAME A

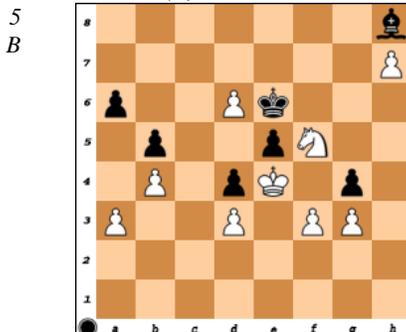
(continued from p. 2)



34. ... h5?!

There's no way to effectively protect the h6 pawn and simultaneously defend against the promotion of White's passed d-pawn. Since that pawn must go anyway, Black gives it a suicide mission that may further hamper forward progress of White's king. Unfortunately it also creates another passed pawn. The bishop, from f6, can control both promotion squares. But can Black's king help enough to hold them off?

- 35. gh g4
- 36. d6 Kf7
- 37. h6 Ke6
- 38. h7 Bh8
- 39. f3 (5) ...

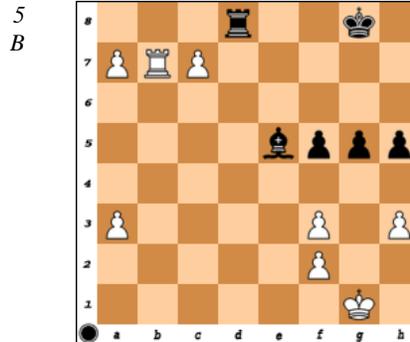


At this, I said to Jared: "Well if you're gonna be like THAT ..." and according to Jared, that comment "almost topped the won game. Almost." The defense might've held ... until this move, as White calls in his reserve forces. Now the kingside pawns are unstoppable. Black resigned. **1-0**

GAME B

(continued from p. 7)

- 39. c6! Rd8
- 40. c7 (5) ...



So even though the game is now materially equal, as Nimzowitsch once said, "A passed pawn is a criminal which must be kept under lock and key! Mild measures, such as police surveillance, are not sufficient." Compounding the problem is the fact that rooks make poor policemen when it comes to managing advanced enemy pawns. Now Black's only legitimate hope to hold out is 40. ... Bxc7 41. Rxc7 Ra8, but this doesn't ultimately change the result. Black decides to go on the attack ... and why not?

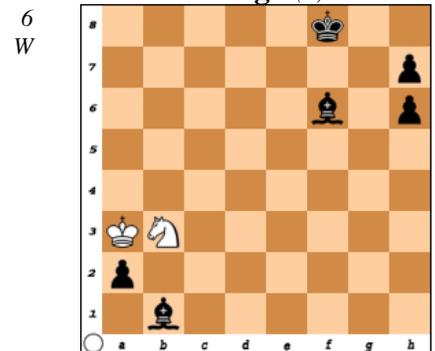
- 40. ... Rd1+
- 41. Kg2 Rb1
- 42. c8=Q#

GAME C

(continued from p. 5)

The knight will fall, as sure as death & taxes. The rest of the game isn't too difficult.

- 55. Kc1 Be5
- 56. h5 Bf4+
- 57. Kb2 Bxg5
- 58. Ka3 Bf6
- 59. h6 gh (6)



And only now did Mr. Farid resign.

0-1

"Over the years I've played won games that I let slip away and refused to resign, feeling an injustice had occurred. Of course, one had not. I've seen many players get upset with their opponents for not resigning when all was hopeless, and showed anger at their opponents to the point of lecturing them afterwards. In time, learn that a chess game is over when checkmate is delivered – or draw is accepted – or resignation is clearly expressed. (In this game) we both played on, fighting until nothing was left." RP

1-0

See ya next month!