



THE OUTPOST

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ENDGAME PRIMER

... Part TWO

by Jared Bray

Briefly I wanted to touch on visualization. It's hard to calculate ten moves even in simplified positions like king and pawn endgames. The best players in the world make it look easy, however. Do they possess super calculating powers? Well, yes! But they also have developed techniques to hide human limitations. To break up moves and stop and assess is the key. Look at a variation only a few moves deep, stop, and ask yourself if it is good. If it is, try and take that possible position and go another few moves further from there with visualization. The best players throughout history found on occasion they could look incredibly deep into a position and I believe this visualization technique might have helped them. A good training tool for this technique is blindfold chess. Rather hard to master but it happens to require the exact skill we want to improve — visualization.

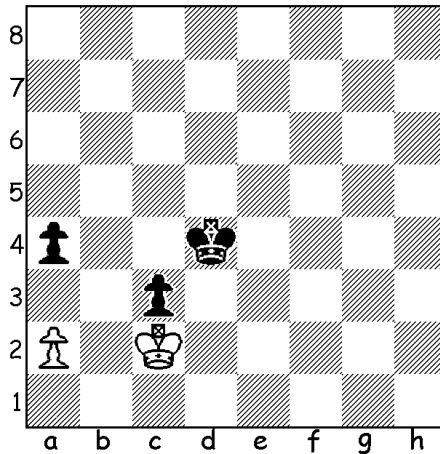
PIZZA HUT CHESS!

by Jon McClenahan

Every last Sunday evening of the month, from 6 pm – closing time, Pizza Hut at Highway 60 in Republic has been allowing Adam Whitaker to conduct rated chess tournaments. Yes, rated! Some of our readers may not notice it in the Calendar section until it's too late.

This monthly event has slowly been growing, and all our readers are invited to participate! Eat some pizza and play some chess!

Now, as some of you may recall from my previous article I introduced a position to consider in-between issues—the Gruber-Sárközy study from 1926.



As we learned from that article, opposition is important to holding or winning a king and pawn endgame. In the above position it is White to move, but we will look at the difference with Black to move, too.

Black has a passed pawn but there are also two other pawns on the board. Those other pawns are important for a very specific reason I hope will become clear as we go through the attempts to hold a draw for White. Let the variations begin!

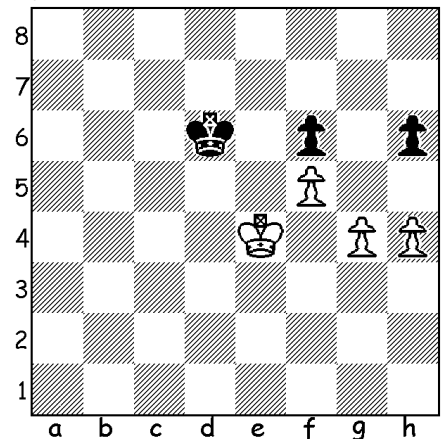
First let's attempt to maintain opposition for White. 1.Kc1 Kd3 2.Kd1 (taking opposition) c2+ 3.Kc1 Kc3 4.a3 Kb3 5.Kd2 Kb2 and it's clear Black will queen. This is in fact what happened in the original game as Gruber blundered.

Now let's give the opposition to Black. 1.Kd1 Kd3 2.Kc1 c2 3.a3! Kc3 with stalemate. An important motif to this position is the fact that there is a "reserve move"! The pawn push a3 can be inserted to take back opposition for White and force a stalemate.

And believe it or not, if it's Black to move, nothing changes. A draw is still the result if White plays correctly. 1...Kc4 2.Kd1 Kb4 3.Kc1 Ka3 4.Kc2 Kxa2 5.Kxc3 a3 6.Kc2 Ka1 7.Kc1 a2 8.Kc2 with stalemate.

If Black moves to play a3 himself, then a draw occurs again. 1...a3 2.Kd1 Kd3 3.Kc1 c2 stalemate.

The following is another look at the idea of the "reserve move" from a study composed by Hermann Neustadt in the 1800's. White to play and win!



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GAME A

Brian Rude – Marty Phillips
Springfield Ladder Tournament
February 1, 2019

Sicilian Defense: Chigorin Variation

Games involving players of the calibre of these two gentlemen are always worth the study. This was a particularly grueling contest. Enjoy.

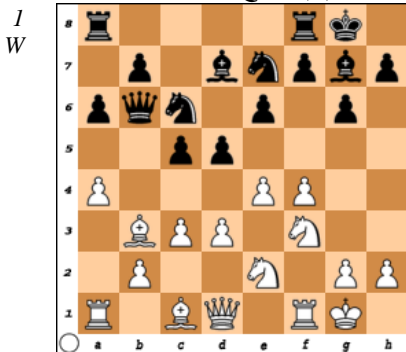
1. e4 c5
2. Nc3 g6
3. f4 Bg7
4. Nf3 e6
5. Bc4 ...

To discourage a d5-push by Black. However, under the circumstances, 5. d4 might be more productive: 5. ... cd 6. Nxd4 a6 and the computer gives White an edge.

5. ... Ne7
6. O-O O-O
7. d3 d5

Now with the e7-knight's support, Black can forge ahead.

8. Bb3 a6
9. a4 Nbc6
10. Ne2 Bd7
11. c3 Qb6 (1)



Black threatens 12. ... c4+, winning the bishop.

12. Be3 d4
13. cd cd
14. Bf2 Rad8

Fritz suggests that 14. ... Rac8 might've been better, but Mr. Phillips has a plan.

15. a5?! ...

“Every game has pivotal points. This is the first major one of this game. Do I pull my queen back to a7 or do I go for the exchange giving White the

center but Black a queenside pawn majority?” MP

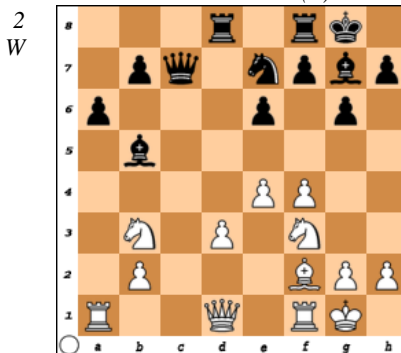
15. ... Nxa5
16. Nexd4 ...

Said Mr. Phillips: “Looks ugly for Black, but tactics hold the position together for me.”

16. ... Nxb3

And now Mr. Rude burned a lot of time off his clock. After the game he admitted that he had been trying to make sense of 17. Nf5 with a discovery on the Black queen and threatening to bag the e7-knight with check. But 17. ... Qb4 puts an end to that little escapade. The continuation 18. Nxe7+ Kh8 19. Ra3 Nd4 20. Nxd4 Bxd4 21. Bxd4 Qxd4+ 22. Rf2 and now Black can collect the knight trapped on e7 at his leisure. Or Black might impulsively grab that knight early, leading to an even game: 18. ... Qxe7 19. Qxb3 Bb5. In the end there was nothing to be gained and lots to be lost ... but it put White in a hole, timewise.

17. Nxb3 Qc7
18. e5 Bb5 (2)



Black keeps up the pressure, thanks to that “questionable” d8-rook (see remark after move 14).

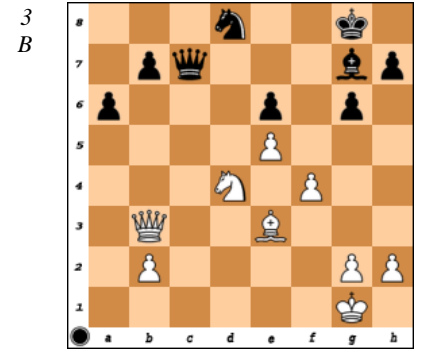
19. Nbd4 Qd7
20. Qb3 Bc6
21. Nxc6 Nxc6
22. Rfd1 f6?!

Attacking White's pawn chain and eventually opening a file, but it's not without its drawbacks. The intention behind this move – according to Mr. Phillips – was to get his bishop more involved. Ultimately this failed to eventuate and Black loses his initiative.

23. d4! fe
24. de Qc8
25. Be3 Rxd1+
26. Rxd1 Rd8
27. Rxd8+ ...

After studying this game, Nathaniel Fast suggested 27. Rd6 might've been better, daring Black to exchange the rooks. “I probably would have,” said Mr. Phillips, who felt the resulting exchange would leave an unclear position.

27. ... Nxd8
28. Nd4 (3) ...



Now White targets the Black isolani.

28. ... Kf7

Preparing to release the Black queen and/or knight from guard duty.

29. Nf3 h6
30. Qd3 Nc6
In order to answer 31. Nh4.
31. h3 Qd8
32. Qb3 Qd7
33. Kh2 Bf8
34. Qc2 Be7

(continued on page 4)

2019 SPBCC MEMBERSHIP

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

† 2019 Club Champion



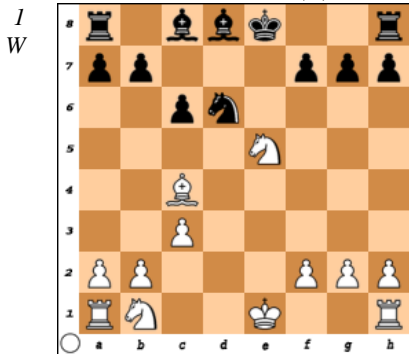
GAME B

Brayden Miao – Jon McClenahan
Springfield Ladder Tournament
March 15, 2019

Rat Defense: Antal Variation

As we all can tell, young Brayden Miao is going to be one to watch in the coming years.

- | | |
|----------|---------|
| 1. e4 | d6 |
| 2. d4 | Nd7 |
| 3. Bc4 | e5 |
| 4. c3 | Ngf6 |
| 5. Bg5 | Be7 |
| 6. Qd3 | c6 |
| 7. Bxf6 | Nxf6 |
| 8. de | de |
| 9. Qxd8+ | Bxd8 |
| 10. Nf3 | Nxe4 |
| 11. Nxe5 | Nd6 (1) |



If anything, Black has a slight advantage here. Black's last move defends f7 and attacks c4, but this is insignificant.

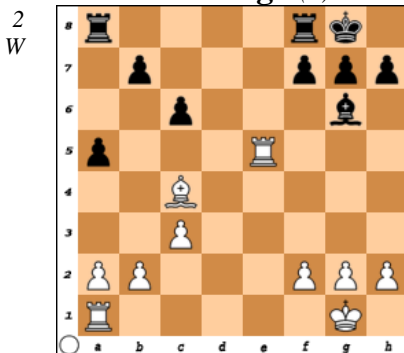
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|---------|-------|
| 12. Bb3 | O-O |
| 13. O-O | Bc7 |
| 14. Re1 | Bf5?! |

This move develops the light-square bishop, but does little else. 14. ... Re8 addresses the immediate needs of the position. Now 15. g5 gains a tempo and starts a nice attack. But instead ...

- | | |
|---------|-----|
| 15. Nd2 | ... |
|---------|-----|

The f7-pawn is still at the top of White's hit-list. The knight is on its way to remove Black's knight – f7's main defender – from the equation.

- | | |
|----------|---------|
| 15. ... | a5 |
| 16. Ndc4 | Nxc4 |
| 17. Bxc4 | Bxe5 |
| 18. Rxe5 | Bg6 (2) |

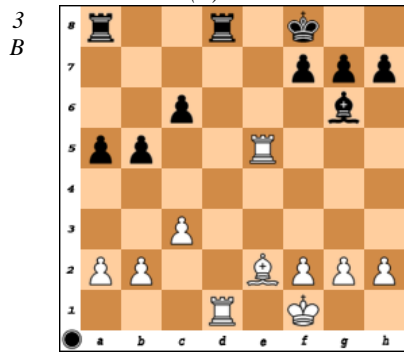


So far, there have been no major mistakes. Both players look for ways to improve their position.

- | | |
|---------|-----|
| 19. Rd1 | ... |
|---------|-----|

19. Rae1 seemed stronger to this writer's eyes, but both Fritz and Stockfish call it a toss-up.

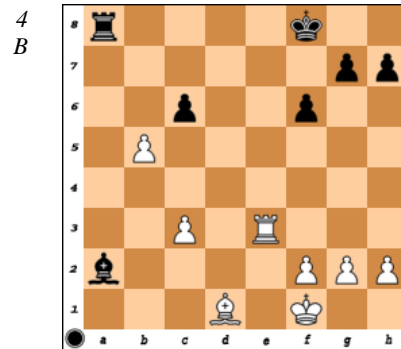
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|-------------|------|
| 19. ... | b5 |
| 20. Bd3 | Rfd8 |
| 21. Be2 | Kf8 |
| 22. Kf1 (3) | ... |



Both kings jockey for endgame position.

- | | |
|------------|-------|
| 22. ... | f6 |
| 23. Re3 | Bf7 |
| 24. b3 | a4 |
| 25. ba | Rxd1+ |
| 26. Bxd1 | Bxa2 |
| 27. ab (4) | ... |

(diagram next column)



Black had seen this position in his head a few moves back. He intended to set a trap: 27. ... Bc4+. White might respond with 28. Be2 and then 28. ... Ra1#. If White saw the trap and played 28. Ke1 then the players might as well shake hands and call it a draw. But instead he played ...

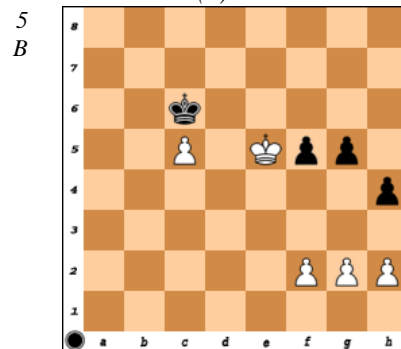
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|----------|-------|
| 27. ... | cb |
| 28. Be2 | Bc4 |
| 29. Bxc4 | Ra1?? |

After this, the only question is: which king can get to the c-pawns faster? Black only continued in hopes that White would make a mistake.

- | | |
|----------|-------|
| 30. Re1 | Rxe1+ |
| 31. Kxe1 | bxc4 |
| 32. Ke2! | Ke7 |
| 33. Ke3 | Kd6 |
| 34. Kd4 | f5? |
| 35. Kxc4 | g5 |
| 36. Kd4 | h5 |
| 37. c4 | h4 |
| 38. c5+ | Kc6 |

These latest pawn advances have actually only helped White's cause.

- | | |
|-------------|-----|
| 39. Ke5 (5) | ... |
|-------------|-----|



Mr. Miao made no mistakes – a solid performance! Mr. McClenahan resigned.

1-0

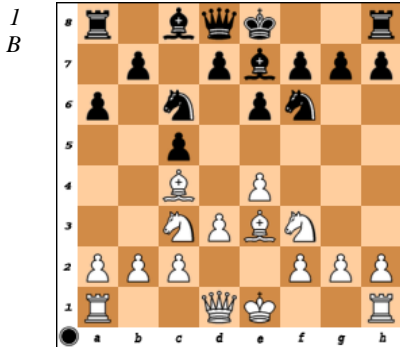
GAME C

John Cardoza – Dylan Mounts
Springfield Ladder Tournament
March 1, 2017

Sicilian Defense: Closed, Traditional

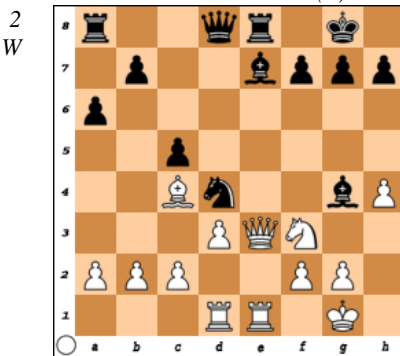
Here's a short game that teaches some good basic lessons for those trying to advance their skills.

1. e4 c5
2. Nc3 Nc6
3. Bc4 Nf6
4. Nf3 e6
5. d3 a6
6. O-O Be7
7. Be3? (1) ...



In this position you must expect pawn advances. Black has the queenside absolutely covered, and so will win a piece per force.

7. ... d5!
8. ed ed
9. Nxd5 Nxd5
10. Qe2 Nxe3
11. Qxe3 O-O
12. Rad1 Bg4
13. Rfe1 Re8
14. h4? Nd4? (2)



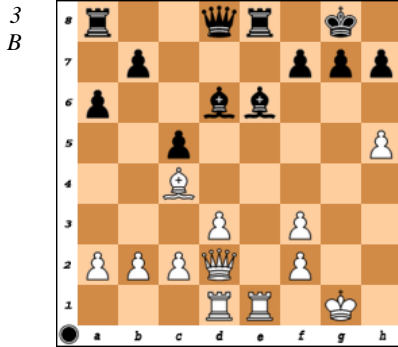
15. Qf4? ...

Too quick on the trigger. Considering Black can win White's remaining bishop at any time with a b5-push, White actually has a chance to get back into the game here with 15. Bxf7+ Kxf7 and now, with check: 16. Qf4+ Kg8 17. Qxg4 Nxf3+ 18. Qxf3 and even his kingside pawn wall will survive intact. But now ...

15. ... Nxf3+
16. gxf3 Be6
17. h5? ...

Another chance for White to recover some lost ground: 17. Bxe6 fxe6 18. Rxe6.

17. ... Bd6
18. Qd2 (3) ...



Now White's queen is safe, more or less. The same can't be said for his king.

18. ... Qh4!

This is bad, but made worse by the fact that White's pawn-wall has been disassembled. A quick conclusion is inevitable now.

19. h6?! Qh2+
20. Kf1 Bh3#

As GM Henrik Danielson says, "We must put our losses to good use, like manure that is placed in a garden – it will help the vegetables grow in the future."

0-1

"By three methods we may learn wisdom: First, by reflection, which is noblest; second, by imitation, which is easiest; third, by experience, which is bitterest."

Confucius

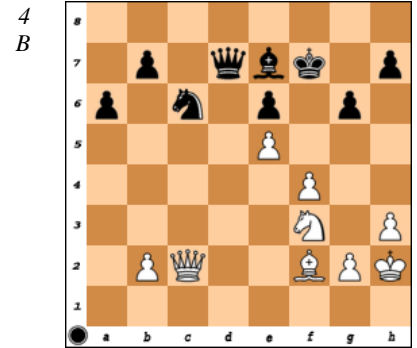
Springfield Park Board Chess Club Board of Governors

King	Walter Ressimeyer
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Assistant TD	Adam Whitaker
Assistant Assistant TD	Ethan Stech
Captain	John Last
International Correspondent	Roger Pagel
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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

Game A

(continued from page 2)

35. Bf2 (4) ...



The game is materially even.

35. ... Nb4!

An effective intrusion! This simple-looking move opens up many possibilities for Black, besides gaining a tempo.

36. Qe4 Qd5
37. Qe2 Qd3

One gets the impression that Black *badly* wants to trade queens, and White *badly doesn't*. But in fact it doesn't suit White's present plans.

38. Qe1 Qf5
39. g3 Qc2
40. Qd2 Qe4
41. Nd4?! Nd3
42. f5? Nxf2?

That wacky White f-pawn needed to be put down immediately! Said Mr. Phillips: "I was furious with myself!" After 42. ... ef 43. e6+ Kg8 44. Be3 Bb4 45. Qe2 Bc5! and now the only way for White to stay in the game is to give up the passed pawn 46. e7 Kf7 47. Bg1 Bxe7 48. Qxe4 fxe4 and Black should be able to cruise with a two-pawn advantage. After settling down, Black "found a plan that might not win but would possibly hold the fort."

(continued on page 7)

Blast From the Past!

Joe Brozovich – James Long
Springfield Ladder Tournament
March 19, 2010

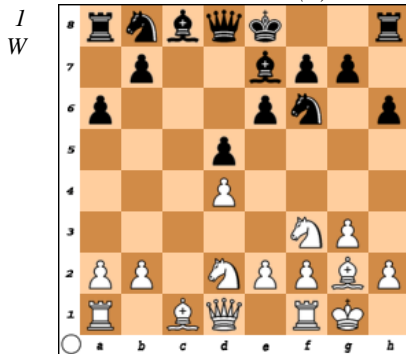
Queen's Pawn Game

From the ancient archives of the club, here dusted off by our friend Joe Brozovich. In this very long game, featuring Joe and another SPBCC club champion James Long, both players were looking for their opponent to make a fatal blunder.

1. d4 a6
2. Nf3 h6

Mr. Long's goal this night seems to be to prove that after two terrible opening moves, he can still comeback and formulate a winning position. Such is the hypermodern style of chess.

3. g3 c5
4. c3 cd
5. cd Nf6
6. Bg2 e6
7. O-O d5
8. Nbd2 Be7 (1)



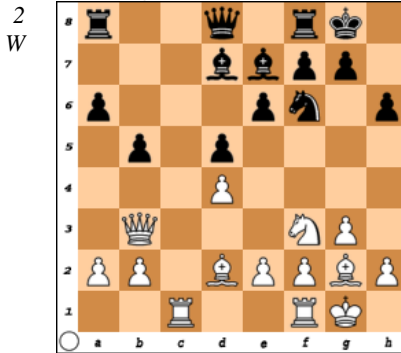
Well, yes, Black has restored balance to the board. The computer considers the position even.

9. Ne5 Nbd7
10. Ndf3 O-O
11. Bd2 Nxe5
12. Nxe5 Nd7
13. Nf3 Nf6

An interesting bit of knight-jockeying.



14. Rc1 Bd7
15. Qb3 b5 (2)

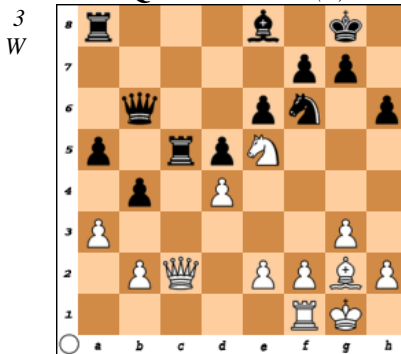


With Black's bishops acting like long-distance chaperones, these queenside pawns can be formidable, as we shall see!

16. a3 Qb6
17. Bb4 Bxb4
18. Qxb4 Rfc8
19. Ne5 Be8
20. Rc5 a5
21. Qc3 b4

See how bold!

22. Qc2 Rxc5 (3)



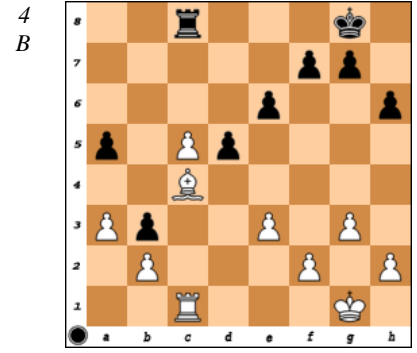
This is a key point in the game: deciding how to recapture the rook.

23. Qxc5 ...

The whole flavor of the game changes if White plays 23. dxc5 Qc7 24. f4 b3 25. Qc3 (but if he's up for a thrill, White might try 25. Qxb3 Qxc5+ 26. Kh1 Bb5 27. Nd3 Bxd3 28. exd3 Rc8 and suddenly things get scary for him!).

23. ... Qxc5
24. dxc5 Nd7
25. Nxd7 Bxd7
26. Ra1 b3
27. e3 Rc8
28. Rc1 Bb5!

29. Bf1 Bc4!
30. Bxc4 (4) ...



At first glance it might appear White can put out the queenside fire ...

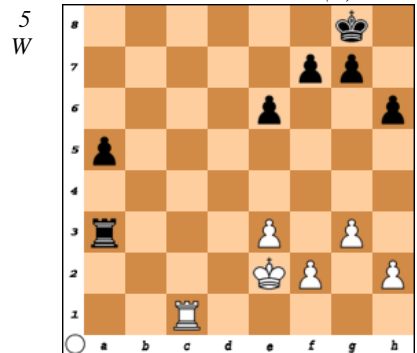
30. ... Rxc5!
31. Kf1 ...

Another fireman is needed!

31. ... dxc4?

31. ... Rxc4 and now White must find a way to keep that Black rook off the 2nd rank – without 32. Rxc4?? which loses on the spot (Black's queenside pawns advance and promote). But 32. Re1 does the trick: 32. ... Rc2 33. Re2 and eventually the invader will have to withdraw 33. ... g5 34. Ke1 Rc4. But Black will still have a significant advantage.

32. Ke2 c3
33. bc b2
34. Rb1 Rxc3
35. Rxb2 Rxa3 (5)



Black has the outside passed pawn. But he needs somehow to get the defending rook out of the way. Reminiscent of the running back bumping into his own blocker! White's rook immediately races to get to the other side of that pawn.

36. Rb8+ Kh7

(continued on page 7)

GAME D

*Justin Lu – Michael Little
Springfield Ladder Tournament
June 7, 2019*

Queen's Pawn Game

Here's an interesting game between a couple of members who don't get their games highlighted too much. Mr. Little is, of course, a familiar sight every Friday night. Justin Lu on the other hand may be our youngest member, and he shows good chess sensibilities in this contest.

1. d4 d5
2. Nc3 ...

White chooses to develop his knight ahead of his c-pawn, unusual in a queen-pawn opening.

2. ... Nf6
3. e3 Nc6
4. Nf3 Ne4

Black posts his knight aggressively. Normal procedure is to continue piece development but the text move leads to interesting counterplay.

5. Nxe4 dxe4
6. Ng5 (1) ...



6. ... e5?!

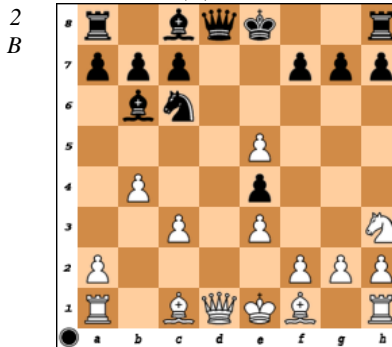
White's knight is probably overextended, and Black should probably take advantage of that fact with something like 6. ... Qd5 7. f4 e.p. 8. Nxf3 Bg4 with good kingside pressure.

7. Nh3? ...

White saw the discovered attack on his knight and lost sight of a better continuation: 7. Nxe4 and then if 7. ... ed 8. ed Qxd4 9. Qxd4 Nxd4 10. Bd3 and the game is even. Instead, White's knight is sidelined and Black has many good options, e.g. 7. ... ed!? 8. Bb5

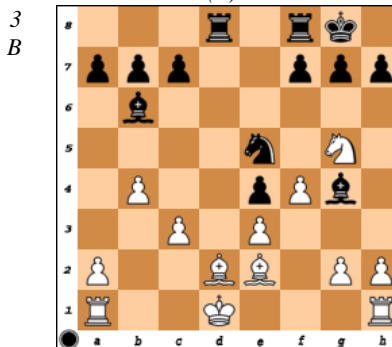
and NOW as an intermezzo: 8. ... Bb4+ because 9. c3 is answered with the dangerous 9. ...dc and White is scrambling! However, Black jumps the gun on the bishop check, and it costs him a couple tempi.

7. ... Bb4?
8. c3! Ba5
9. b4 Bb6
10. de? (2) ...



Opening the file allows Black a favorable exchange of queens. Better was 10. d5 and after 10. ... Ne7 11. c4 and the game is balanced.

10. ... Qxd1+
11. Kxd1 Nxe5
12. Ng5 O-O
13. f4?! Bg4+
14. Be2 Rad8+
15. Bd2? (3) ...



*The SW MO Outpost
2215 S. Fremont Avenue
Springfield, Missouri
(417) 827-1102*

brevcamp@yahoo.com

Editor in Chief **Jon McClenahan**

Contributors **Jared Bray
Dylan Mounts
Marty Phillips**

Hardcopy printing courtesy of **Brian Rude**

Website

www.springfieldparkboardchessclub.com

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Now Black has a nice tactical continuation, taking advantage of the pinned bishop on d2: 15. ... Bxe2+ 16. Nxe4 Rxd2+ 17. Nxd2 Rd8 18. Kc2 Rxd2+ 19. Kb3 Be6+ 20. Ka3 Rxe2 21. fxe5 and White is in big trouble. Instead, Black takes the slow and steady route.

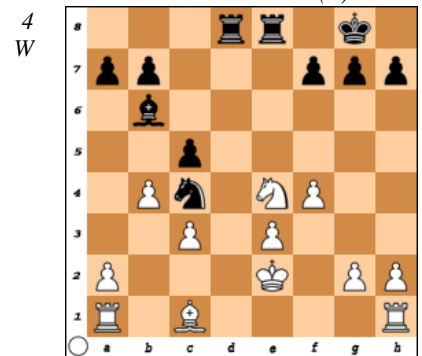
15. ... Bxe2+
16. Kxe2 Nc4
17. Bc1 ...

Best under the circumstances. 17. Nxe4 loses to 17. ... Rfe8.

17. ... c5?

Hanging the e4-pawn. White now gains equality.

18. Nxe4 Rfe8 (4)



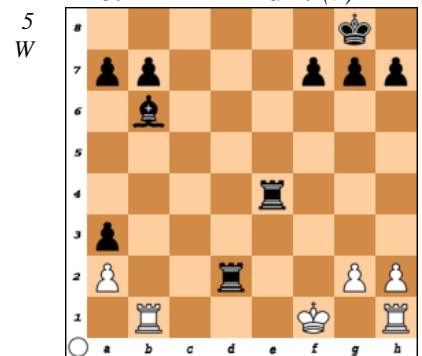
19. Nd2? ...

Here White could play 19. Nxc5 but instead the text move blocks a crucial defender of the e3-pawn.

19. ... Rxe3+
20. Kf2 Rxc3
21. Nxc4 Rxc4
22. Ba3?? ...

22. b5 gives White some hope.

22. ... cb+
23. Kf1 bxa3
24. Rb1 Rxf4+
25. Ke1 Re4+
26. Kf1 Rd2! (5)



(continued on page 8)

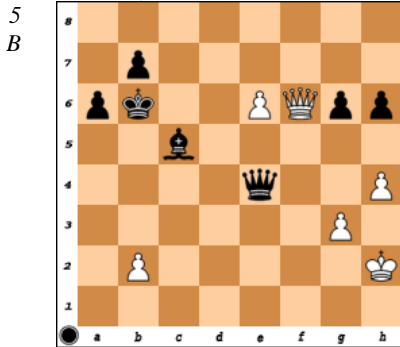
Game A

(continued from page 4)

43. fe+ Ke8
 44. Qxf2 Qxe5!
 45. Qf7+ Kd8
 46. Qf2 Bc5

Winning White's knight. But White's dangerous passed pawn ensures that there's still a terrific battle ahead. However, Black has not only the material advantage but also fifteen more minutes on his clock – White has only a few minutes left to play!

47. Qf7 Qxd4
 48. Qg8+ Kc7
 49. Qf7+ Kb6
 50. h4 Qe4
 51. Qf6 (5) ...



Threatening the deadly discovered check, 52. e7+ winning for White. Black had time to find it and make the appropriate response.

51. ... Ka7
 52. h5?! ...

Easy to criticize this move, but in fact there are no good moves, and White, out of necessity, is playing each move within the 5-second delay. So what should White play? Neither 52. b3 nor 52. Kh3 leads to any good for White. Fritz actually suggests giving up the advance pawn: 52. e7.

52. ... Qe2+
 53. Kh3 Qxh5+
 54. Kg2 Qe2+
 55. Kh3 Qe4
 56. b4?! ...

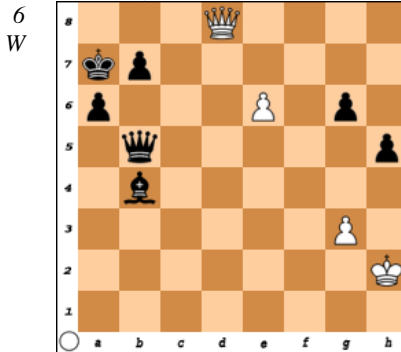
Mr. Rude is makin' moves and ... "Ah, ha, ha, ha, stayin' alive, stayin' alive!"

56. ... Bxb4
 57. Qf2+ Ka8

58. Qb6 h5

Not the strongest move, but with only eight seconds left, White might miss the mating threat (Qh1). He didn't.

59. Kh2 Qe2+
 60. Kh3 Qf1+
 61. Kh2 Qb5
 62. Qd8+ Ka7 (6)



White is up against the wall in every conceivable way, without time to collect his wits. Maybe now he can escort his passed pawn to promotion, or at least win White's bishop?

63. e7?! Qe2+!
 64. Kh1 Qxe7

Here White resigned. "I was literally shaking after this intensely hard-fought game." MP

0-1

Blast from the Past

(continued from page 5)

37. Ra8 Ra2+
 38. Kf3 Kg6
 39. h4 f5
 40. Ra6 Kf6
 41. Ra7 a4
 42. Ra5 a3
 43. Ra6 g5
 44. hg hg
 45. Ra5?! ...

Better here was 45. g4 and then if 45. ... fg+ 46. Kxg4 and now 46. ... Rxf2 47. Rxa3 is a trade White would welcome.

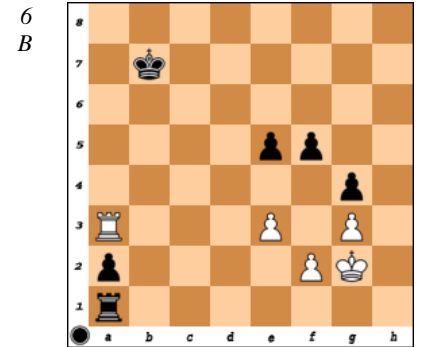
45. ... g4+!
 46. Kg2 Ra1
 47. Ra8 a2

Now White's king is under lock & key. This is a serious situation!

48. Ra6 Ke5

Now, how can Black's king make a contribution?

49. Ra5+ Ke4
 50. Ra4+ Kd3
 51. Ra8 e5
 52. Rd8+ Ke4
 53. Ra8 Kd5
 54. Rd8+ Kc6
 55. Ra8 Kb7
 56. Ra3 (6) ...



The fact is, once the Black king reaches the b-file – either at b2 to relieve his rook of guard duty, or at b7 to attack the White rook – in the former case the White rook need only check the Black king, and in the latter case he can outrun him on the a-file. That's why Mr. Long finally decides to return his king to the mobile mass of pawns on the kingside.

56. ... Kb6
 57. Ra8 ...

Mr. Brozovich will be happy to do this all day.

57. ... Kc5
 58. Ra5+ Kb4
 59. Ra8 Kc3
 60. Rc8+ Kd2
 61. Rd8+ Ke2
 62. Ra8 Kd3

Fritz thinks this is a blunder but does not show how to capitalize on it. Computers have fantasies too, it seems.

63. Rd8+ Ke4
 64. Ra8 Rb1

Mr. Long – worn down – gives up the a-pawn. He looks for other avenues.

(continued on page 8)

SW Missouri Chess Calendar

Pizza Hut Chess!
 Every LAST SUNDAY of the month
 (this month it is on JULY 28th)
 at the Pizza Hut in Republic
 (806 US Highway 60)
 starting at 6:00 pm G60/d0
 A great opportunity to get in some rated
 games and enjoy some delicious pizza!
 Participation is free but please considering ordering
 a meal to thank our gracious hosts!

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

**2nd Annual
 Pillsbury at Hastings
 Memorial Tournament!**
 Sat. July 13 starting at 10 AM
 Midtown Carnegie Library
 397 E Central St., Springfield, MO
 G45/d0,USCF Rated. Four rounds Swiss.
 Entry is FREE
 Please register in advance
 Adam Whitaker (cleverchess1@gmail.com)
 Lunch after second round.

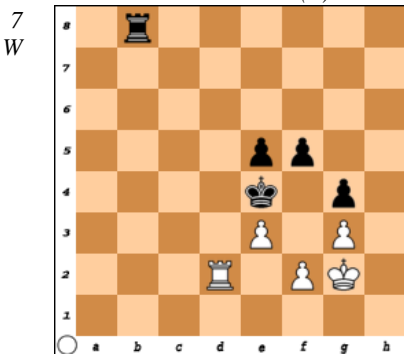
Blitz Tournaments!
 G10/d0. Unrated. Entry fee \$1.
 All proceeds go to benefit our hosts, the
 Southside Senior Center.
 EVERY LAST FRIDAY of the MONTH
 Be there by 7:15 pm
 to register for pairings.

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

Blast from the Past

(continued from page 7)

65. Rxa2 Rb4
 66. Rd2 Rb8 (7)



Fritz thinks Black still has some miniscule advantage, and apparently so did Mr. Long, because he played on for another eighteen moves before settling for a non-win. The rest of the moves are given below.

67. Rd7 Rf8
 68. Rg7 Kd3
 69. Kf1 Rb8
 70. Rf7 Ke4
 71. Kg2 Rg8

72. Rf6 Rg5
 73. Rf8 Kd5
 74. Rd8+ Ke6
 75. Ra8 ...

[BTW, have you been counting? That's the tenth time Mr. Brozovich has played Ra8! And a finer move he never played in this game!]

75. ... Rg7
 76. Ra6+ Kf7
 77. Ra5 Kf6
 78. Ra6+ Kg5
 79. Ra5 Re7
 80. Rb5 Kf6
 81. Rb6+ Re6
 82. Rb4 Rc6
 83. Ra4 Rc5
 84. Rb4 ...

Both players were no doubt weary at this point. A draw was agreed.

1/2-1/2

"Chess, like love, is infectious at any age."

Salo Flohr

TRUE STORY?

A chess player went to the check-out counter in the book shop.

"How much?" he asked.

The clerk replied, "A hundred and sixty bucks."

With his hand still resting on the book, he said, "*J'adoubé*," and then turned and left the store.

Game D

(continued from page 4)

This was the nail in the coffin.

27. Re1 ...

As a side note, this move blocks an important flight-square for White's king, allowing 27. ... Rf4#. Instead, Black takes an extra move.

27. ... Rf2+

28. Kg1 Rxe1#

Not the result he had hoped for, but it's clear that young Mr. Lu has a bright chess future ahead of him!