

The Pittsburgh Chess Club's

TUESDAY NIGHT BULLETIN

Vol. II, Nos. 3-4: PCC championship 2009, Rounds 3-4
(edited by Federico Garcia)

Overview

This PCC championship has featured an unusual number of surprises and upset results—certainly more than any previous event covered by the Tuesday Night Bulletin. Jeff Schragin, Mike Healy and myself have had a bad tournament, giving away points (both tournament and rating points) that we were supposed to keep. Among the direct beneficiaries of this are Greg Galanter and David Milliern, two mid-rating upstarts that have snatched a total of two upset wins and three upset draws. Mike Holsinger and John Lokmer have shared in the bonanza as well.

There are many other isolated surprising results, like Dr. Prokhov's win over Daniel Gordon, John Lokmer's over Mike Healy, Bryant Sims's over Roberto Angelone, and Randy Wilkins's over Dr. Prokhov. But perhaps the most amazing run has been that of Finn Overlie, current leader and the only remaining perfect score, after accumulating upsets against Healy and Adonis Turner.

Overlie will clash with Peter Jansen (second place with $3\frac{1}{2}$ due to a first-round bye) on first board in round 5. A game from each of them is featured below. Behind them on the wallchart follow Daniel Gordon, Kevin Mo, Turner, Prokhov, and Lokmer, with 3 points.

The openings

Opening statistics after 4 rounds			
Class	<i>n</i>	<i>P</i>	<i>H : L</i>
DKP	12	54% (+6-5=1)	8:4
KP defenses	17	47% (+7-8=2)	8:9
DQP	7	21.4% (+1-5=1)	4:3
Indian defenses	4	25% (+1-3)	1:3
KBF/English	10	45% (+4-5=1)	2:8
Others	2	50% (+1-1)	1:1

DKP Double King's Pawn

KP defenses Defenses to 1 e4

DQP Double Queen's Pawn

KBF King's Bishop Fianchetto

n number of games

P performance for White

H : L rating ratio: number of games where White was higher rated to number of games where Black was. $\frac{1}{2}$ when the two contenders were within 50 rating points of each other.

1 e4: 14 games

↳ Double King's Pawn: 5 games

↳ King's Gambit (acc.): 1 game (0-1)

↳ Petroff: 1 game (0-1*)

↳ Ruy López (Schliemann): 1 game ($\frac{1}{2}$ *)

↳ Danish gambit: 1 game (0-1*)

↳ Philidor Defense: 1 game (1-0)

↳ Sicilian: 2 games

↳ Sveshnikov: 1 game (0-1)

↳ Alapin: 1 game (0-1*)

↳ French: 2 games

↳ Advance: 2 games (2*-0)

↳ Others: 5 games

↳ Caro-Kann (3 ♘c3): 1 game (0-1)

↳ Alekhine: 1 game (0-1)

↳ Modern defense: 1 game (0-1)

↳ Pirc (4 c3): 1 game (1-0)

↳ Scandinavian: 1 game ($\frac{1}{2}$ *)

1 d4: 5 games

↳ Double Queen's Pawn: 2 games (0-2*)

↳ Queen's Gambit: 1 game

↳ Tarrasch defense: 1 game (0-1*)

↳ Indian Defenses: 2 games

↳ Queen's Indian (4 e3): 1 game (0-1)

↳ 2... ♘c6: 1 game (1-0)

1 c4: 3 games

↳ Reversed Rossolimo: 1 game (0-1)

↳ Reversed Dragon: 1 game (1-0)

↳ 1... f5: 1 game (1*-0)

Others: 4 games

↳ King's Indian Attack: 3 games (1*-2)

↳ 1 g3, 2 ♗h3: 1 game (0-1)

Selected games

The following game was perhaps the most exciting in round 3. White quickly seizes the initiative against a Caro-Kann, but all the sudden his run results in a position where his only developed piece is the queen. Black developed an attack, but the final outcome would not be clear until much later. Thanks to Peter Jansen for providing the game and the commentary.

□ **Prokhov, V.** (1800)

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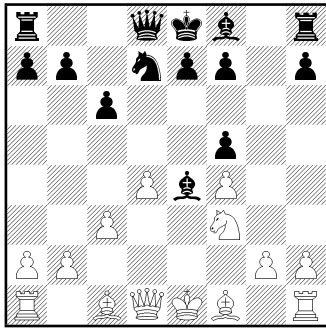
■ **Jansen, P.** (1961)

Caro-Kann – **B12**

Annotations by Peter Jansen

1 e4 c6 2 d4 d5 3 ♘c3 d×e4 4 ♘×e4 ♘f6 5 ♘×f6+
g×f6 6 ♘f3 ♗f5 7 ♘h4 ♗e4 8 f3 ♗g6 9 f4 ♗e4 10 c3
f5 11 ♘f3 ♘d7 (D)

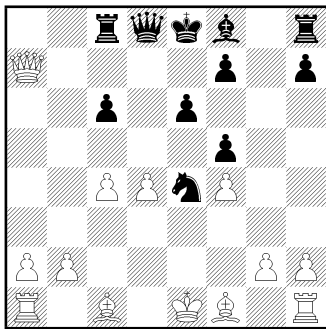
Prokhov, V.–Jansen, P.



11... Qd7

Suddenly I saw problems everywhere. I took half an hour on this move, and decided I had to give up material to stay in the game. Maybe my plan is not all bad (however great my worries during the game), but Fritz tells me I was afraid of ghosts and I should just have played 11... Qg7. 12 Qg5 Qf6 13 Pxb3 Qd5 14 c4 Qe4 15 Qxe4 Qxe4 16 Pxb7 Pxc8!? 17 Pxa7 e6 (D)

Prokhov, V.–Jansen, P.

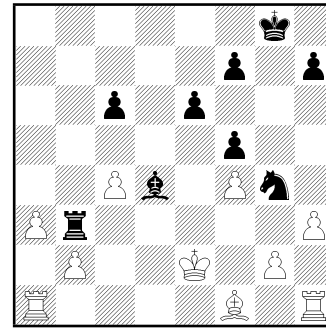


17... e6

18 a3? Dr. Prokhov was afraid of 18... Qb4+ but what happens now is much worse. During the game I thought 18 Pxb7! was much better (at least it stops both ... Qb4+ and ... Pxb4+), but it appears that then too White gets difficulties developing his pieces. For instance 18... Qg7 19 Qe3 0-0 20 0-0-0 Pxb8! and black's pressure may well be worth two pawns! 18... Pxb4+! 19 Qe2? [but 19 g3 Qxg3 is no fun] 19... Pxf2+ 20 Qd3 Qc5?! The start of a line I prepared when considering ... Pxf2+ (thinking of a probable draw). But it is a line that was based on a miscalculation. Had I checked my analysis here, I might have found that first 20... Qd8! is much stronger.

21 Pxb7 0-0? Again moved instantly. I could still win with 21... Qd8! or 22 var Pxd4+. In the following crazy sequence, there seems to be no more win... 22 Qe3! Pxb8 23 Pxb8 Pxb8 24 Qxf2 Qxf2+ 25 Qe3 And here it hit me that the planned 25... Qxh1? leads at best to a very bad ending. Just then, however, Lady Luck provided me with a perpetual! 25... Qg4+! 26 Qf3? And white didn't want the draw! Now the three coordinating black pieces get to show their power, and it is amazing how quickly the white position collapses. 26... Pxb3+ 27 Qe2 Qxd4 28 h3 (D)

Prokhov, V.–Jansen, P.



28 h3

28... Qf2!! 29 Pxb2 Pxb2+ and White resigned: 30 Qe1 Qc3 is mate and 30 Qe3 Qe4! 31 Qe2 Pxb3+! is a total disaster. 0:1

□ Mo, Kevin (1896)

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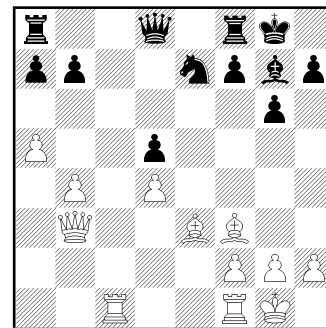
■ Turner, A. (1930)

Alekhine Defense – B02

This game matched up two relative newcomers to Tuesday Nights, but whose recent results in regional tournaments made them strong candidates to win the tournament (especially after the losses by the two top ratings).

1 e4 Qf6 2 e5 Qd5 3 d4 d6 4 c4 Qb6 5 exd6 cxd6 6 Qc3 g6 7 Qe3 Qg7 8 Pxc1 0-0 9 b3 e6 [9... e5; 9... Qc6; 9... f5!?] 10 Qf3 Qc6 11 Qe2 Qe7 This is the beginning of a manoeuvre to deploy the bishop to the long diagonal. But in the meantime White consolidates a sizeable space advantage. 12 0-0 Qd7 13 a4 Qc6 14 a5 Qbc8 15 b4 Qxf3? Now the long diagonal is in White's hands, and the time invested by Black is very costly. 16 Qxf3 d5!? 17 cxd5 Qxd5 18 Qxd5 exd5 19 Pxb3 Qe7 (D)

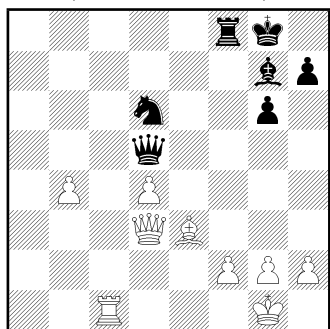
Mo, Kevin–Turner, A.



19... Qe7

Black has liberated somewhat, but the bishop pair, the space advantage and the pressure on d5 ensure White's clear plus. The straightforward-looking way of winning the pawn, however, backfires: 20 Pxc5 [20 Qg5!] 20... b6 21 axb6 axb6 22 Pxb5?! Rooks don't get along with the pawns... 22... Qd7 23 Pxb6? [23 Pxd3 Pxa3!]=] 23... Qc8 White loses a piece, and now Black is winning. 24 Pxb7 Pxb7 25 Qxd5 Pxa3 26 Qxf7+ Pxf7 27 Pxa3 Qd6 28 Qd3 Qd5 29 Pxc1 (D)

Mo, Kevin–Turner, A.



29 ♖c1

29... ♖a8 The back-rank threat is the right idea, but it could have been used in a different way to win a pawn: 29... ♖b8 30 ♖c5 ♗a2! 31 ♔d2 ♗xd4. 30 h3 ♕f5?! [30... ♔e5!?: 30... ♖b8] 31 ♖c5 ♖a1+?! Black's back rank is weaker than White's. 32 ♖h2 ♗d6+ 33 g3 ♕xe3? 34 ♗xe3? Amazingly, 34 ♗b3+!! would lead to a draw:

- 34... ♖h8 35 ♖c8+ ♔f8 36 ♗f7! and Black has to go for the perpetual 36... ♕f1+ 37 ♖g2 ♕e3+ 38 ♖h2
- 34... ♖f8? 35 ♖c8+ ♖e7 36 ♗xe3+ ♖g6 (36... ♗e6? 37 ♖e8+; 36... ♖f7 37 ♗e8+ ♖f6 38 ♖c6; 36... ♖f6 37 ♗f3+ ♖e7 38 ♗e4+ ♔e5 (38... ♖f6? 39 ♖c6) 39 dxe5+--)
- 34... ♕d5 35 ♖xd5 ♖a3□ 36 ♗c4 ♖c3 37 ♗a2 ♖a3=

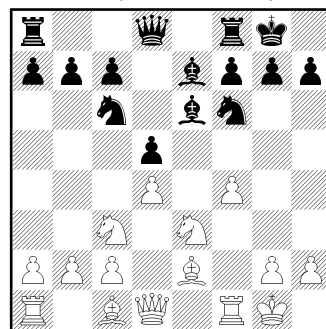
34... ♗d7 35 ♗b3+ ♖h8 36 ♗c3? Even here the weakness of Black's back rank can be used: 36 ♗d5! ♗xd5 37 ♖xd5 ♔f6 38 ♖b6 and the lack of Queens or of too many Black pawns, together with White's passed pawns and lasting initiative give good hopes for a draw. With the next move, Black closes the back rank, and everything is well. 36... ♖a8! 37 ♗c4 ♖f8 38 ♖g2 ♗b7+ 39 d5 ♗f7 40 ♗f4 ♗xf4 41 gxf4 ♔d4 42 ♖c4 ♖xf4 43 ♖g3 g5 44 ♖c8+ ♖g7 45 ♖c7+ ♖g6 46 ♖c6+ ♖f5 47 b5 h5 48 f3 ♔e5 49 b6 ♖d4+ 50 ♖g2 ♖xd5 51 h4 gxf4 52 ♖h6 ♖d2+ 53 ♖h1 h3 54 f4 ♔xf4 55 b7 ♖d1# 0:1

□ Turner, A. (1930) Pittsburgh 2009
 ■ Overlie, F. (1832) Petroff – C42

With the previous game, Turner had removed one more obstacle in his way to the throne. He was the top rating of the tournament leaders at the start of round 4. But he was up against Finn Overlie, always a dangerous opponent, and one who in addition is enjoying a great tournament.

1 e4 e5 2 ♕f3 ♕f6 3 ♕xe5 d6 4 ♕c4 ♕xe4 5 d3 ♕f6 6 ♔e2 ♕c6 7 0–0 ♔e7 8 d4 ♔e6 9 ♕c3 d5 10 ♕e3 0–0 11 f4!? (D)

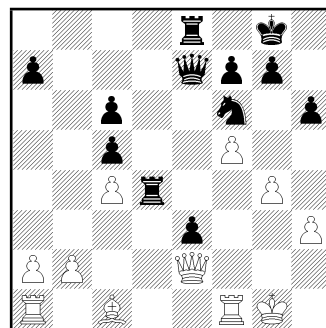
Turner, A.–Overlie, F.



11 f4!?

White launches an attack. I am not sure this is very sound—it is not easy to see how the pieces will coordinate (the king's knight and bishop are in the way of the queen and her bishop), and the unprovoked weakening seems like a big bet. Black answers forcefully: 11... ♕xd4! 12 ♗xd4 c5 13 ♗d1? This is a mistake. The d1 square should be reserved for a rook, and the queen can take more active places like a4 or d3. 13... d4 14 f5 ♔d7 15 ♕cd5 dxe3 16 ♕xe7+? Neglecting a nice chance to complete development, and on the contrary helping Black's complete his. The black queen *wants* to be on the e-file, and the e3 pawn will now be stuck in White's position. 16... ♗xe7 17 ♗d3 [17 ♖f3 rounds up the pawn: 17... ♕g4 18 ♖g3 ♕xe5 19 ♖xe3 ♔xf5] 17... ♖fe8 Piling up the pieces can't be bad, but here there was one thing to have in mind: the ♔e2 is very loose, as would be the ♔e3 after White recovers his pawn with the Queen. Thus 17... ♔c6! 18 ♗xe3 ♗xe3 19 ♔xe3 ♖fe8 forces 20 ♖f2 and with 20... ♔xg2 Black is a pawn to the good and in a simplified endgame. 18 g4? The ultimate weakening. Here Black could have taken complete control of the whole board with 18... ♔c6, or even force the issue with 18... ♕xg4! 19 ♔xg4 ♗g5 20 h3 h5 21 ♗xd7 hxg4 and the threat of ... ♗h4 and e3–e2 gives Black large compensation. The quieter approach in the game, however, also delivers nicely: 18... h6 19 ♔f3 [19 ♖f3] 19... ♖ad8 20 ♗e2 ♔c6 21 ♔xc6 bxc6 22 c4 Preventing ... ♕d5, but the more urgent threat was 22... ♖d4! 23 h3 (D)

Turner, A.–Overlie, F.



23 h3

All is ready for a combination: 23... ♕xg4! 24 hxg4 ♗h4 25 ♗h2 ♖xg4+ 26 ♖h1 e2 0:1