

2009 Kolty Chess Club Championship

Round 1 • Games from June 11



Two upsets in Round 1: Carl Lumma, rated 1308, beat an opponent rated 1807. Gene Adams, rated 1249, defeated his 1730-rated opponent.

White: Mike Splane (2206)
Black: Michael Lico (1667)
Caro-Kann Panov Attack

**1. e4 c6 2. d4 d5 3. exd5 cxd5
4. c4**

About 25 years ago, life master Splane wrote an article for the Northern California chess magazine about isolated queen pawn positions. I have advised during our 6:45 p.m. chats not to let Splane play such positions.

4. ... e6

Inconsistent with Black's second move. The point to the Caro-Kann move 1...c6 is to support d5 without blocking the c8-bishop. 4...Nf6 is a compatible move.

5. a3

Too careful. 5. Nc3 – the opposite of 5. a3 because it could encourage 5... Bb4 – is most common. Koltanowski, for whom our club is named, played during a record-setting blindfold exhibition 5. Nc3 Bb4 6. Nf3 Nc6 7. Bd3 Nf6 8. O-O O-O 9. Bg5 Kh8 10. cxd5 exd5 11. Bxf6 Qxf6 12. Nxd5 Qd6 13. Nxb4 Nxb4 14. Be4 Re8 15. Ne5 Kg8 16. a3 Nc6 17. Bxc6 bxc6 18. Rc1 Bb7 19. Qb3 Re7 20. Rfd1 Rd8 21. Qf3 c5 22. dxc5 1-0, Koltanowski-J.L. Powell, San Francisco 1960. Kolty played 56 consecutive blindfold games that day, and won them all.

**5. ... Nf6 6. Nc3 Nc6 7. Nf3
Bd6**

A move not seen in 180 games in the chessgames.com database. 7...Be7 is most common. The drawback to ...Bd6 is that the queen can't see d5, and in case of exchanges on d5, Black prefers to retake with a piece (so the d4-pawn can be hit from the front).

**8. Bd3 O-O 9. O-O a6 10. Re1
dxc4 11. Bxc4 b5 12. Ba2 Bb7**

Black has solved the problem of his c8-bishop, but has taken on other difficulties. The c-file is weakened, and so are the kingside white squares.

13. Bg5 h6

A move that serves no purpose but to weaken Black's king position. A e6-f7-g6-h6 pawn formation is remarkably weak, and Black is almost there.

**14. Bh4 Be7 15. Qd3 b4 16.
Bb1!**

The best way to meet an enemy threat is to ignore it, if possible.

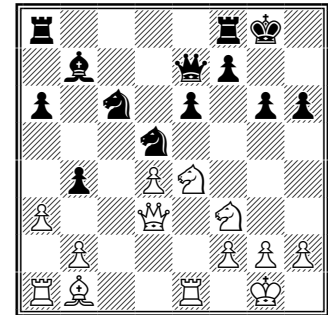
16. ... g6

White offered an exchange by 16. ... bxc3 17. Bxf6 g6 18. Bxe7 cxb2 (18. ... Qxe7 19. bxc3 +=) 19. Bxd8 bxa1=Q, and if White played 20. Bh4, the powerful 21. Rxe6! is in view, which in turn threatens the crushing 22. Rxc6+.

17. Ne4 Nd5

17...Nxe4 18. Rxe4 Bxh4 19. Rxh4 is like leaving a trail of breadcrumbs to the black king.

18. Bxe7 Qxe7



19. Nc5

With 20. Nxe6 in mind.

19. ... Bc8?

The worst kind of reaction. What if Black ignores the threat? What if Black passes his move, and allows 20. Nxe6? Then 20...fxe6 21. Qxg6+ Qg7 22. Qxe6+ Kh8 23. Qxd5 Rad8, when Black is ahead in development and has play on the white squares. For starters, Black threatens ...Rxf3, and if 24. Qh5, then 24...Nxd4 shows the f3-knight to be pinned.

20. Ba2 Qd6 21. Rac1

A rather ideal position for the side with the isolated d-pawn. Both rooks on the adjacent open files, both knights connected to the d-pawn's outpost squares.

**21. ... Rd8 22. Ne4 Qc7 23.
Bxd5 exd5 24. Nf6+ Kg7 25.
Ne8+ 1-0**

White: Roland Arajs (1481)

Black: Christopher Tsai (1772)
Sicilian Wing Gambit

1. e4 c5 2. a3

Too timid a move order. 2. b4 and 2. Nf3 plus 3. b4 are more forceful.

2. ... e6

Black should develop with threat by 2...Nf6. Compared to the Alapin – 2. c3 Nf6 – or the Nimzovich – 2 Nf3 Nf6 – White has made a less useful second move. Even 2...d6 is better because it leaves the c8-bishop free.

3. b4 d5 4. exd5

Better is 4. e5, and then if 4...cxb4, White achieves a good wing gambit with 5. d4. Instead 4. exd5 brings up black pieces.

4. ... Qxd5 5. Nc3

This isn't a typical case of ...Qxd5 Nc3 gaining time for White because ...cxb4 will regain a move for Black.

5. ... Qe5+ 6. Be2 cxb4 7. axb4 Bxb4

Another detail pertaining to 5. Nc3: White would prefer to play c3 now to hit the bishop, followed by d4.

8. Nf3 Qf6 9. Bb2 Qg6 10. O-O

If White opted to ignore the threat, he can gain additional time: 10. d4 Qxg2 11. Rg1 Qh3 12. Rxc7, which contains the threat 13. Rxf7.

10. ... Ne7 11. Bb5+

Better is 11. d4 to gain a better center, and then if 11...O-O, White has sufficient compensation for the pawn after 12. Bd3 plus 13. Ne4.

11. ... Nbc6 12. Ra4 O-O 13. Ne5

Too soon. 13. Re1 puts the threat Re4 (or the progressive Ne4) into play, or Ne5 under a better circumstance. 13. d4 must also be considered.

13. ... Nxe5 14. Rxb4 a6 15. Re1

White should avoid ...axb5 because it improves the a8-rook. On 15. Be2, White has 16. d4 plus Bd3 in store. We keep going back to White having to play d4—the whole point to b4 in the opening was to deflect the c5-

pawn so that White could gain center control with d4.

15. ... axb5 16. Rxe5 Nc6 17. Rg4 Qxg4 18. Qxg4 Nxe5 19. Qe4

19. Qb4 was in improvement, so that 19...Nc4 doesn't displace the b2-bishop, and hitting b5.

19. ... Nc4 20. Bc1 Ra1 21. Ne2 Rd8 22. d3

Not a real threat because of ...Rd1, so Black should use this move to activate his bishop. 22...e5 introduces ideas like ...Rd4 plus ...Bg4 or ...e4.

22. ... f5 23. Qh4 Rd7

Why do chessplayers make these moves that tie up their own pieces.

24. h3 Ne5 25. Kh2 Ra2

Bb2 was not a real threat because Black had ...Ng6 in reply. Again he should use this time when he is unhindered to develop the bishop.

26. Qg3 Nxd3 27. cxd3 Rxe2 28. Qb8

Neither side worked to develop the queen bishop, so both sides have to suffer some discomfort from a pin.

28. ... Rc2 29. Bb2 Rdc7 30. Be5 R7c6 31. Qa7 R6c5 32. Qa1

After 32. d4, White could sneak around to the kingside by Qa3-g3.

32. ... b4 33. Bxg7 R2c3 34. Bxc3

Gives Black two connected passers, while his only counterplay is on the black squares. 34. Bd4 promises more.

34. ... bxc3 35. Qa3 Rc6 36. Qe7 c2 37. Qe8+ Kg7 38. Qe7+ Kg6 39. Qe8+ Kf6

White must introduce unused force: 40. f4!! c1Q 41. Qf8+ draws.

40. Qh8+ Ke7 41. Qg7+ Kd8 42. Qd4+ Ke7 43. Qg7+ Ke8 44. Qh8+ Kd7 45. Qd4+ Kc7 46. Qe5+ Kb6 47. Qb2+ Ka7

48. Qa1+ Kb8

White's out of checks, so Black can advance.

0-1 in 59

White: Vishtasb Golshan (1760)

Black: Stephen Lupton (1346)

Two Knights Defense

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. O-O

This is how bad chess teachers teach kids to play, but 4. 0-0 doesn't threaten. 4. d4 and 4. Ng5 threaten.

4. ... Be7

Too passive. 4...Bc5 is equal, but Black could try for more with 4...Nxe4, which has in store 5...d5.

5. d4 exd4

Inconsistent. The thinking behind ...Be7 is that Black can play 5...d6, and then if 6. dxe5 dxe5 7. Qxd8+ Bxd8, Black preserves his right to castle.

6. Nxd4

White gains advantage with 6. e5.

6. ... Nxd4

6...d6 leaves White with an edge, but swapping on d4 gives White a free developing move. When illustrating losses of time with poor captures, writers often provide 1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Nxd4 Nxd4? as an example.

7. Qxd4 O-O

Obviously White is better on 7...d6 8. Nc3, but Black's position is solid, which is what Black is aiming for with the inactive move 4...Be7.

8. e5 c5

Black's last chance to play actively was 8...d5 9. exf6 dxc4 10. Qxd8 Bxd8 11. fxg7 Kxg7 12. Bf4 Bf5, and Black has a threat! Prokes-Loewy, Vienna 1907, 0-1 in 45.

9. Qf4 d5? 10. exf6 Bd6 11. Qg5 1-0