



CHESS REPORTS

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FURTHERING CHESS UNDERSTANDING FOR THE PURPOSE OF INCREASING YOUR
ELO AND WINNING \$\$\$ PRIZE FUNDS. ALL CONTENTS © 2007, R. B. LANGE'S.

#28

www.chessreports.com • bob.long@chessreports.com

The Sicilian by Force

See Steve Lamansky's letter on the next page. He had mentioned recently about annotating the Sicilian Kan, and in addition sent me some PGN (portable game notation) games. We'll get to those games in a few minutes, but first, something on the Kan.

The problem after 50, I have discovered, is remembering the useless stuff you used to remember when you were younger. Even the non-useless stuff doesn't stand on the tip of your tongue the way it used to.

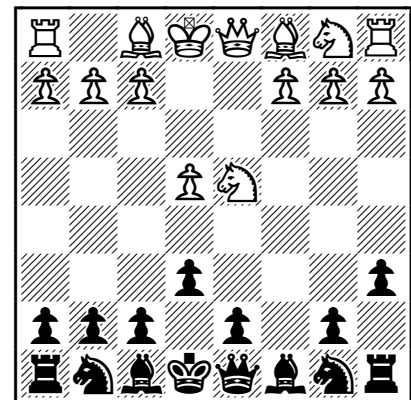
Maybe it was a month ago, maybe it was longer, but I remember a line in the Sicilian Taimanov that was a forced draw! (That's how I remember it; that's my story, and you know the rest.) It was not any old line either; it was one of the main lines!

I want to refamiliarize myself with that. It wasn't in Graham Burgess' book from Gambit either. But, there are problems distinguishing the Kan, Paulsen, and Taimanov and I hope to set the record straight. On top of all that, Emms' book includes discussions of the Hedgehog and Scheveningen too.

Steve also asked about why ...Nbd7 is played instead of ...Nc6 (or vice versa). All I can say is that it is a **Variation**, sort of like 1. e4 c5 2. Nf3 Nc6 or 1. e4 c5 2. Nf3 d6.

However, we will examine the games he sent, and discuss the **Maroczy Bind** too.

In these various systems the "common" theme is Black's ...e6.



The Kan
The "Con"?

WHAT'S THE DIFFERENCES?*

The KAN (aka The Paulsen)

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 a6

The TAIMANOV (some also call this the Kan)

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6

* According to Emms.

Barczay,L (2389) - Bui Vinh (2444)

[B42]

Budapest 2002

1. e4 c5 2. Nf3 e6 3. d4 cxd4

4. Nxd4 a6

The Kan.

5. Bd3

The most common move;

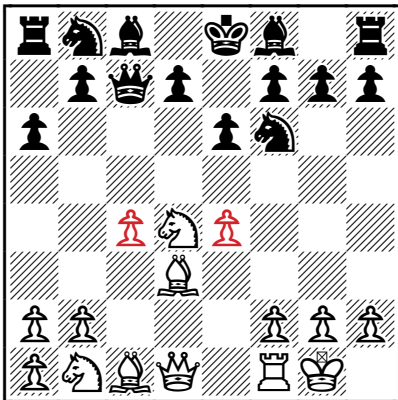
5. Nc3 is also popular.

5... Qc7

Stops e5.

6. 0-0 Nf6 7. c4

The Maroczy Bind.



7... b6

Setting up preparations for ...d6 and The Hedgehog. Emms likes Goldin's 7... Nc6. Then 8. Nxc6 (8. Be3 Ne5 9. h3 b6. Emms gives this as the precise move order, in his opinion. Black will try to beat up on the e-pawn. 10. f4 Nxd3 11. Qxd3 Bb7 12. Nd2 [12. Nc3 Rc8. This leads to a complex position according to Emms and he thinks that in the end, Black will have

Ask and Ye Shall Get

Bob,

I just finished the first annotated game in issue #24. As I was playing through the game, I'm thinking to myself how great this is to play through a thoroughly annotated game. A well annotated game is not readily available on the web—you have to pay for those things. And then I got an idea! I know that you have very specific reasons for choosing the openings you did in this issue because they fit into the theme for issue 24. Since (and I am sure I'm speaking for most serious chess players) we really enjoy a good game that is well annotated, then **why not do more of these types of games with openings submitted by your readers?** Have your readers submit possible opening lines they would like to see and in some future issue choose two openings and give us a couple of games for each!?

If this sounds like something you might consider for a future issue I'll start it off with my two choices: (1) the Hedgehog variation of the English opening (A30) and (2) the Sicilian Kan (B42).

Steve Lamansky

[Ed.: Steve sent some Hedgehogs (A30) and some Sicilian Kans (B42). I annotated them all but they would take up too much space in this issue. I will break them up into interesting games for this issue and the next issue. Interestingly, they transpose into Hedgehogs, showing how formidable that system can be. A couple of the games were very well played, and in a few others, Black won after White was winning and allowed ONE thread get away from him. This says something for the flexibility and danger of The Hedgehog. I've learned as much as anyone reading this from the past few days of study. I had no idea this Black system could be so potent—even though I had heard that. Be aware!]

good chances.] 12... Bb4 13. N4b3 Bxd2 14. Nxd2 Qc6 15. Rfe1 Nxe4 16. Nxe4 Qxe4 17. Qxe4 Bxe4 ½–½ *Asseev-Kochiev, Leningrad 1984*. 18. Bxb6. Emms claims complete equality. Maybe so, theoretically. It does look hard for Black to break through, but if he does, on the K-side, it would be interesting. The main problem which comes to me is what to do with Black's B.) 8... dxc6! Capturing away from the center. When Black gets in ...e5, he will have a very nice outpost

square on White's d4. 9. f4 White says "Not so fast." (9. Nc3 e5! Emms.) 9... e5 10. f5 Bc5+ 11. Kh1 h5= *Smirin-Goldin, Philadelphia 1998*.

8. Nc3 d6

The Hedgehog.

9. Bg5

Just one variation... no better, no worse.

9... Be7 10. Rc1!

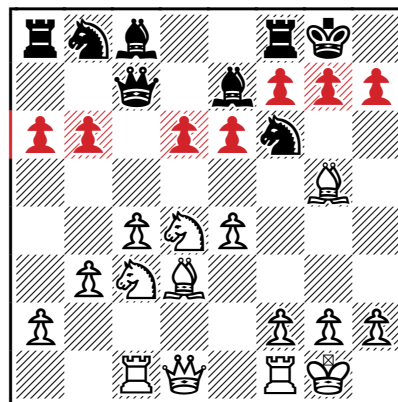
Aiming down the c-file even though Black has c5 well covered.

10... 0-0

Black goes about his business waiting to see what White will try. Patience and safety.

11. b3

Protects c4 and closes any "possibility" of a hole on b3 should White move his a-pawn.



11... Nbd7

A useful move for c5 or e5 and even overprotecting f6.

12. Bb1

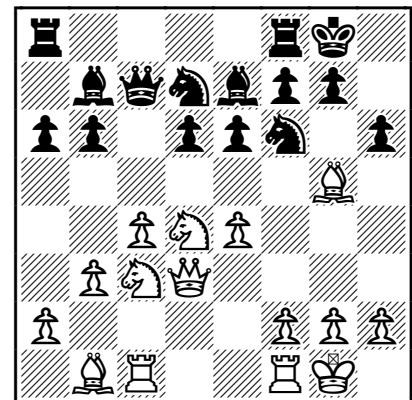
The white B is "bad."

12... Bb7 13. Qd3

13. Be3. This move makes more sense, to allow for the push of the f-pawn. The Q/d3 makes it a "bad" Q in a limited sort of way unless she is intending to move to the K-side.

13... Nc5

Chipping away at e4 AND attacking the Q. *13... h6 is an interesting and to be considered possibility.*



14. Qh3

Suspicion is this is where the Q wanted to go in the first place, without blocking the f-pawn by going to f3... but White's plan isn't clear to me.

14... Rfe8

14... Nfxe4? Bad timing. 15. Bxe7! Qxe7 16. b4±

15. Rfe1

Shoring up the P/e4.

CASH PRIZES!

While I've won my share of trophies over the years, I've never been much of a money winner. But I would like to hear from those 1000-2200 rated players who have won considerable money (\$500+ or more) at USCF rated tournaments; at least 2-3 times, with no sandbagging involved, or other dishonest methods. It would make a fascinating story to tell and I would pay money to print the details.

Contact me: blong@chessco.com or bob.long@chessreports.com (coming very soon).

15... g6

Is there anyone out there who would have considered this? The idea doesn't seem to anticipate White's next move.

16. Qh4! Nh5

We may hear or read that a N on the rim is dim, but **everyone believes their own "exception," until the post-mortem.** Think ahead!

17. b4 Bxg5

Defanging the position.

18. Qxg5 Nd7

The Hedgehog is still living.

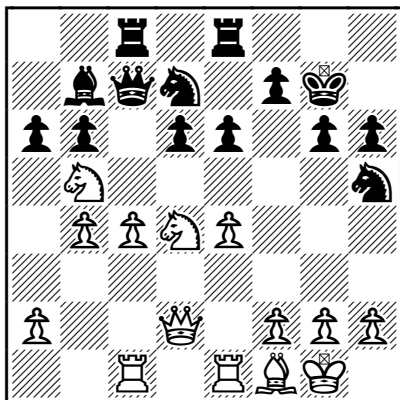
19. Bd3

White is a little bit stymied, isn't he?

19... Kg7 20. Bf1

20. Qd2 Qd8!?!= (20... Ne5 is another possibility in the maneuvering war.)

20... h6 21. Qd2 Rac8 22. Ncb5



An ingenious idea. Yet

Black's game is still solid. I'll show you the rest of the moves because they are almost self-explanatory.

22... axb5 23. Nxb5 Qb8 24. Nxd6 Red8 25. Nxc8 Bxc8

Will need to keep the N/d7 protected for a few moves.

26. c5 bxc5 27. bxc5 Qc7 28. Red1

Because of stuff like this.

28... Rf8 29. Bb5

Attack, attack.

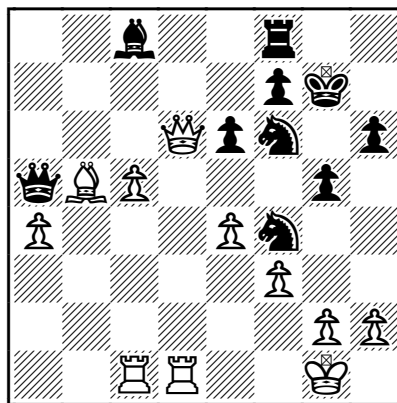
29... Ndf6 30. f3 g5

Gutsy.

31. a4

One of those moves that worry Black, and the rest of us, but for which we can only wait to see the outcome!

31... Nf4 32. Qd6 Qa5



Slowing the wagon train. Black starts getting some ideas of his own. He has to. His beloved Hedgehog has disappeared.

33. Qe5?!

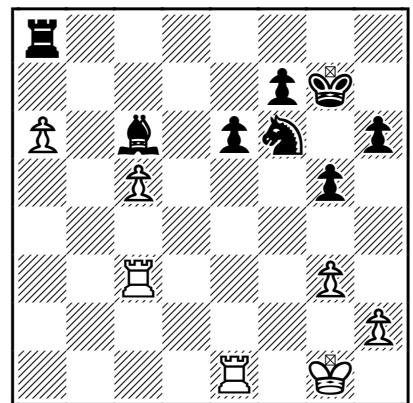
Definitely lets Black back into the game. White should have concentrated on his advantages in the center and on the Q-side instead of looking for trouble. 33. c6! Qb6+ (33... Ne8 34. Qc5! Qc7 35. g3 Ng6± Black's got Q-side problems.) 34. Kf1±

33... Ba6! 34. g3

34. Qb2. White's still okay, but his brain will be somewhere else with the actual move played.

34... Ne2+ 35. Bxe2 Bxe2 36. Rd4

36. Re1 Bxf3 37. Qc3 Qxc3 38. Rxc3 Bxe4 39. a5 Bc6 40. a6 Ra8. **Black's 3 pieces versus 2 give him the advantage** in this position.



36... Bxf3 37. g4

Better was 37. Kf2. Keeping it down to a dull roar.

37... Qa6

37... Rc8!

38. Qg3 Qe2! 39. Re1 Qb2!

Don't move to a square like e2 unless you have in mind some place to put your Q.

40. Qf2 Qxf2+ 41. Kxf2 e5!

Time for a *zwischenzug*.

42. Rd6 Bxg4 43. Ke3 Rb8

44. Ra1

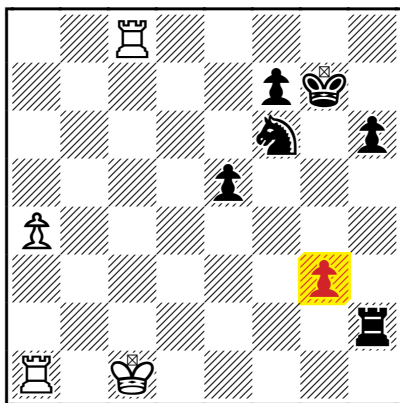
Better was 44. Rb6 Ra8 45. Ra1 Rc8

44... Rb3+! 45. Rd3 Rb2! 46.

Rd2 Rb3+ 47. Rd3 Rb2 48.

Rd2 Rb4 49. a5

49. Rd8 Rxe4+ 50. Kd3 Be2+ 51. Kd2 Ba6 52. c6 Re2+ 53. Kc1 Rxh2 54. c7 g4 55. c8Q Bxc8 56. Rxc8 g3. Remember, when White queened, he also lost a pawn. Black's g-pawn rush will give White the trembles.



57. Rc2 Rh1+ 58. Kb2 Rxa1 59. Kxa1 h5 60. a5 h4 61. a6 h3 62. a7 g2 63. a8Q g1Q+ 64. Ka2 h2 65. Rg2+! Ng4!! 66. Qe4 Qa7+ 67. Kb3 Qb6+ 68. Ka3 Qc5+ (68... Qd6+

69. Kb2 f5! 70. Rxc4+ Kf6! [70... fxg4? 71. Qxc4+ Qg6

72. Qd7+ Qf7 73. Qg4+ Kf8 74. Qc8+ Qe8 75. Qf5+=)]

49... Rxe4+ 50. Kd3

50. Kf2 Rc4 51. Rb2 Ne4+ 52. Kf1 Bh3+ 53. Kg1 Nxc5 54. a6 Rg4+ 55. Kh1 Nxa6 56. Rxa6 Rf4+-

50... Rd4+ 0-1.

50... Rd4+ 51. Kc2 Bf5+ 52. Kc1 Rc4+-

Kritz,L (2427) – Cao Sang (2488)

[B42]

Budapest 2001

1. e4 c5 2. Nf3 e6 3. d4 cxd4

4. Nxd4 a6 5. Bd3 Qc7 6. 0-0

Nf6 7. Qe2 d6

Stops e5 and goes into Hedgehog City. Here comes Maroczy.

8. c4 Be7 9. Nc3 Nbd7

9... Nc6. Not easy to decide. Emms implies that moves such as ...Nc6 introduce a more "tactical" framework.

10. Be3

10. f4 0-0 11. Be3 b6 is interesting.

10... b6 11. Rac1 Bb7 12. f3

Another possibility.

12... 0-0 13. Rfd1 Rac8

Everyone is setting up

their particular position from which they prefer to play.

14. a3 Qb8

Probably not what I would have played, but it is difficult to see anything wrong with it, other than a Q being stuck on b8, which sometimes happens.

15. b4

You had to figure he was going to do this.

15... Rfe8

It's my *intuition* that other moves such as ...Ne5 are empty threats.

16. f4

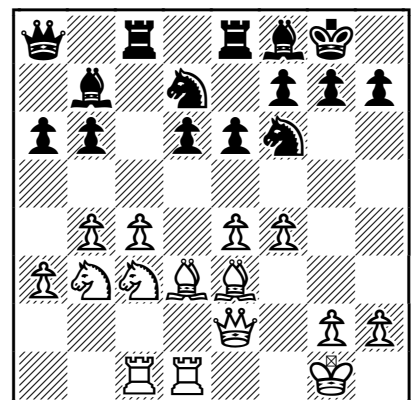
Why not on move 12?

16... Bf8

I think this is preparation for the ...e5 push so that White can only futilely drop a N onto f5.

17. Nb3 Qa8

Back to the business of waylaying the e4-pawn.



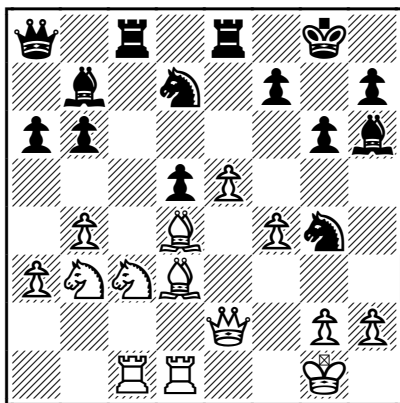
18. Bf2

Preferable to 18. Bd2 I feel/think as it gets out of the way of the heavy artillery in the center yet still is ready to pounce on b6 should Black move the d-Knight.

18... d5

18... g6 to relocate the B/f8 to g7 seems like a better idea—make it more useful—overprotect f5.

19. cxd5 exd5 20. e5 g6 21. Qd2 Ng4 22. Bd4 Bh6 23. Qe2



23... Ngf6

23... Bxf4 24. Qxg4 Bxc1 25. Qxd7 Bf4 26. Qg4 Bxe5 27. Na4± Double attacking the P/b6.

24. Qf3

24. Qf2!?

24... Ne4 25. Ne2 Bg7 26. Qh3

26. Rxc8 Qxc8 27. Ng3±

26... Bc6 27. Bb2 Ba4

27... Nf8 28. Ned4 Ba4 29. Rxc8 Rxc8 30. Re1±

28. Ned4

28. Bxe4 Rxc1 29. Nexc1 dxe4 30. Rxd7 Bxd7 31. Qxd7 Rd8 32. Qh3 Rd1+ 33. Kf2 Qd8 34. Qe3±

28... Ndc5!?

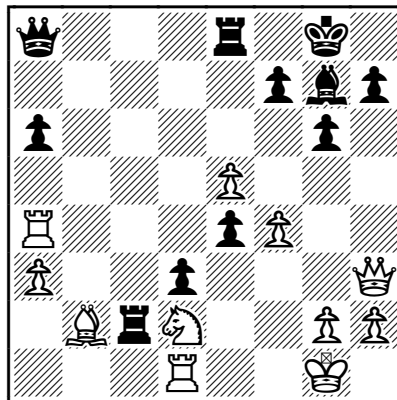
Just the type of move to throw off your opponent. Watch this position totally unfold. **Practical chess.**

29. bxc5 bxc5 30. Bxe4 dxe4 31. Rc4 cxd4 32. Rxa4 d3 33. Nd2

33. Bd4! Qc6 34. Rb4 Bf8 35. Rb6 Qc2 36. Rd2 Qc4 37. Rf2 Qd5 38. Be3 Rc6 39. Nd2 Bxa3 40. Rb3 Bf8 41. Rf1±

33... Rc2

This, in the end, is going to cause White some problems.



34. Nxe4 Rxb2!

34... Qc6 35. Rb4 a5 36. Rd4 Rxb2 37. Qxd3 f5 38. exf6 Bxf6 39. Nxf6+ Qxf6 40. Re4 Rxe4 41. Qxe4±

35. Qxd3 a5 36. Rd2 Qa7+ 37. Qd4 Rb1+ 38. Kf2 Qa6!

39. Rc4 h6

Keeping “stuff” off of g5. And, an escape square.

40. Nc5 Qb6 41. a4 Qb8 42. Qd6 Qa7

Black is down a pawn; he doesn't want to trade Qs.

43. Qd7 Qb8 44. Rcd4 Rf8 45. Qd5

Hoping to get in Nd7.

45... Qa7 46. Ne4 Rfb8 47. Qc5

47. Kf3 R8b4 48. g3±

47... Qa6 48. Qc4 Qa7 49. Kg3 R8b4 50. Qc8+!?

50. Qd5 Qe7 51. Kh3±

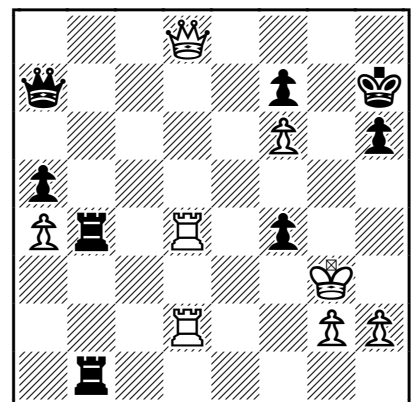
50... Kh7 51. Qd8 g5 52. Nf6+

52. Kg4 Qb7 53. Qxa5 gxf4=

52... Bxf6 53. exf6

53. Qxf6 Rxd4 54. Rxd4=

53... gxf4+!



54. Kg4

54. Kxf4? Qc5 55. Kg4 Qg5+ 56. Kh3 Qf5+ 57. Kh4 R1b3. Threat is ...Qg5#. 58.

g3 Rxd4+! 59. Qxd4 (59. Rxd4 Rb2-+) 59... Rb4 60. g4 Rxd4 61. Rxd4 Qf2+--+
54... Qc5 55. Rd5? f3+ 56. Kg3 Qe3 57. R5d3 fxc2+!
58. Rxe3 g1Q+ 59. Kf3 Qf1+ 0-1.

59... Qf1+ (59... Qg4!+) 60. Rf2 Qh3+ 61. Ke2 R4b2+ 62. Qd2 Qg4+ 63. Rff3 Qc4+ 64. Kf2 Rxd2+ 65. Re2 Rxe2+ 66. Kg3 Rg1+ 67. Kh3 Qg4#

Rorato,R (2149) – Efimov,I (2403)

[A30]

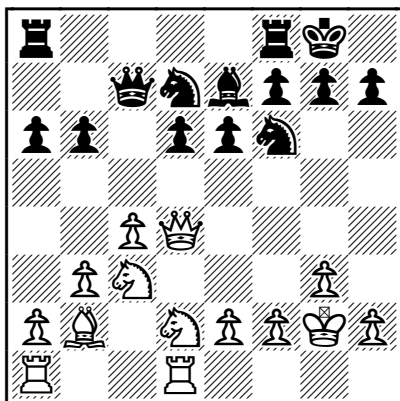
Venice Autumn 2005

1. Nf3 e6 2. c4 c5 3. Nc3 b6 4. g3 Bb7 5. Bg2 Nf6 6. 0-0 Be7 7. d4 cxd4 8. Qxd4 0-0 9. b3 d6 10. Bb2 a6

Hmmm... what do we have here?

11. Rfd1 Nbd7 12. Nd2 Bxg2 13. Kxg2 Qc7

The light K is all alone!



14. Nde4 Ne8 15. f3 Rc8 16. Ba3

What a pileup! What would YOU do?

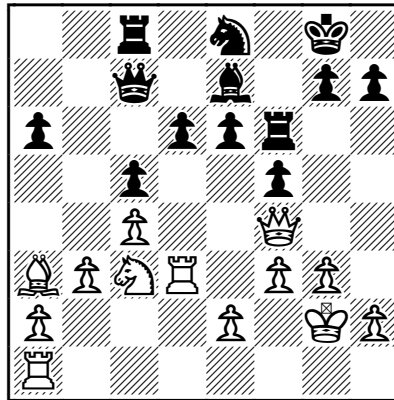
16... Nc5 17. Nxc5 bxc5

This keeps the Qs on.
 17... dxc5 18. Qd7 Nd6
 19. Qxc7 Rxc7=

18. Qf4 f5

Black wants to get at least one piece out while keeping his position, in the center, flexible and ready to spring open.

19. Rd3 Rf6



20. Rad1

To put more pressure on d6 something must be done about that P/f5. Black takes matters into his own hands.

20... Rg6 21. Qe3

21. e4? Bg5. Oops!

21... h5 22. f4 h4

From here on it seems "faith-based." Did each side play the best moves? Did each side consider what their opponent was up to? It looks like Black did a better

job... still there is an air of murkiness.

23. Rg1

23. Qf3 hxc3 24. hxc3 Bh4 25. Qf2 Qb7+ 26. Kg1 (26. Kf1 Qh1+ 27. Qg1 Qxc1+ 28. Kxc1 Bxc3-+) 26... Nf6 27. Qh2 Kf7. Clearing the way for the R/c8. 28. Kf1 Ng4! 29. Qg2 (29. Qxh4 Rh6 30. Qxh6 gxh6 ...Qh1# is threatened.) 29... Qxc2+ 30. Kxc2 Bf6 31. Rh1 Bd4 32. Nd1 e5 33. Bb2 Bxb2 34. Nxb2 Re8 35. fxe5 Rxe5 36. Rd2 Rge6

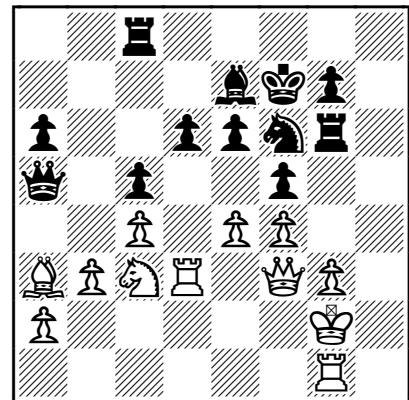
23... hxc3

An interesting try is 23... d5!? 24. Qf3 d4 25. Nd1 hxc3 26. hxc3 Nd6

24. hxc3 Kf7

Still thought provoking is 24... d5 25. Nxd5 exd5 26. Rxd5 Qb7 27. Kf1 Rh6

25. Qf3 Nf6 26. e4 Qa5

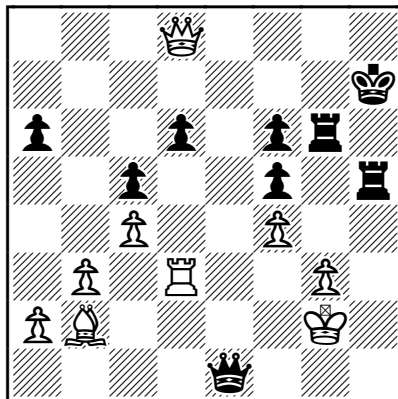
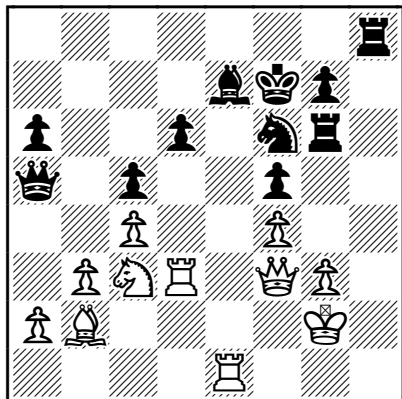


I don't really believe Black knows what he is doing.

27. exf5 exf5 28. Bb2 Rh8

29. Re1

Nxf6+ gxf6 36. Qd8+ Kh7--+



29... Rh5?

29... Rgh6.

30. Rxe7+?

30. Qb7! Black blows it, but White missed it. 30... Ne4 31. Qd5+ Kf8 (31... Re6? 32. g4! Rhh6 33. gxf5 Kf8 34. fxe6 Rg6+ 35. Kf3 Nf6 36. Qa8+ Qd8 37. Qxd8+ Bxd8 38. Rxd6+-) 32. Rxe4 fxe4 33. Qxh5 exd3 34. Qxg6 Bf6 35. Qxd3+-

30... Kxe7 31. Qb7+ Kf8

31... Ke8 32. Rxd6 Rh2+ 33. Kxh2 Ng4+=

32. Nd5? Qe1 0-1.

Granted, there was a sufficiently complicated position at hand, and it only took one error by White to end it all. It looked like Modern Art! 32... Rxc3+! 33. Rxc3 Qd2+ 34. Kf3 Qd1+ 35. Ke3 Qe1+ 36. Kd3 Qe4+ 37. Kc3 Qd4+ 38. Kc2 Rh2+-+; 32... Qe1 33. Qc8+ Kf7 34. Qc7+ Kg8 35.

ADVERTISING

Every little bit helps, whether it is book/DVD sales to Chess4Less in Florida, article contributions to be considered, or helping us get more subscriptions.

In spite of the long work hours, I enjoy doing this and I want to help others improve.

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IMPROVE YOUR CHESS



A few things:

1. **Alekhine's Solitaire** will be held over in #30.
2. Answers to Quizzes 14-26 will be in issue 29 or 30.
3. I may be taking a week off (how did that happen?) to meet some people very important to me—so I may send a weekly PDF in advance.
4. **Am still collecting e-mail addresses for a big publicity announcement** on *Chess Reports*. Any help you can offer will be greatly appreciated.
5. The "Shopping Cart" for www.chessreports.com isn't finished. I look forward to that. Unbelievably time consuming.

Thanks for your letters.

Bob



Staying Busy

Bob,

I look forward to the next semester. I haven't been able to study or play in tournaments like I planned. I haven't been able to get on top of things unfortunately. I have a new boss and I've been traveling more than usual. Maybe this Fall.

Earl (Zisner)

[Ed. Note: I know what this is like—just from putting *CR* together every week! However, I am hoping between July-Sept. to get at least one tournament in, to apply what I have learned! Will let you know how it goes.]

DVD progress

Dear Bob,

I hope that you are well. The first two semesters of *Chess Reports* were terrific... Thank you for keeping up this project!

Sincerely

Julian (Wan)

[Ed. Note: Thanks Julian, I hope your health maintains too! If anyone wonders what I have been doing on the DVD front, there has been movement. Unfortunately, it looks like buying more equipment. I feel like THE guinea pig, and I don't mind, down the road, sharing it with others. So, I will be doing more work on the DVD front each weekend.]

Thinking can be fun!

Bob,

...You know, much of what you have talked about in the first 26 issues has done two things for me:

(1) you make me question why I play the types of positions I do, and

(2) you make me think! Yes, think on my own—I love it! I hope you get enough people to renew their subscriptions to justify keeping this project going.

Keep pushing those passed pawns!

Steve (Lamansky)

Info on Edmar Mednis

See last page, 314.

WHAT IS YOUR CHESS CHALLENGE?

Before I started *Chess Reports*, I believed that most players wanted to increase their Rating number—I still believe that—but there seem to be a gazillion reasons why this can't happen, at least right now!

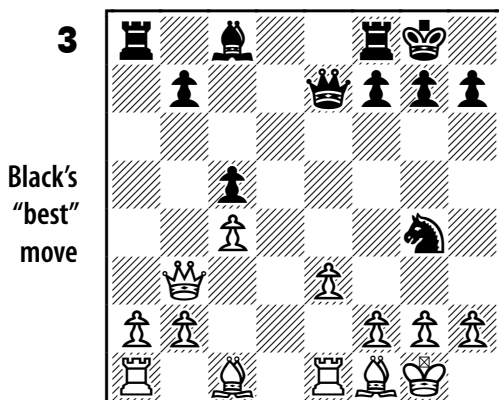
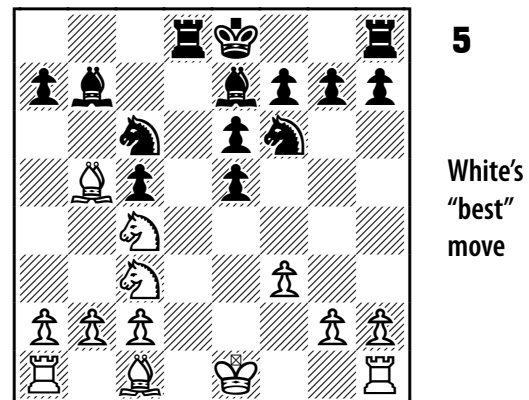
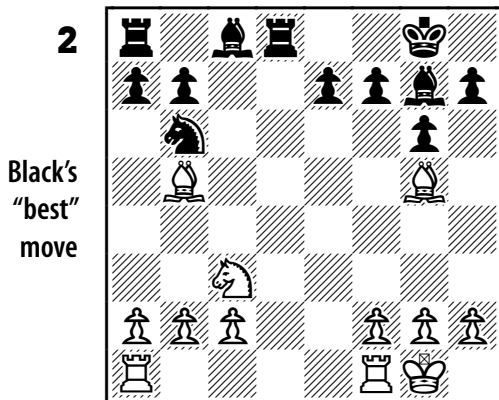
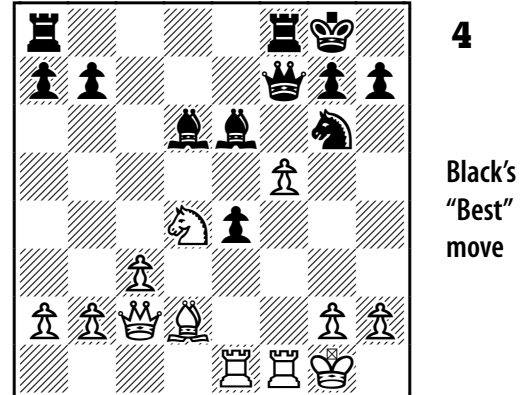
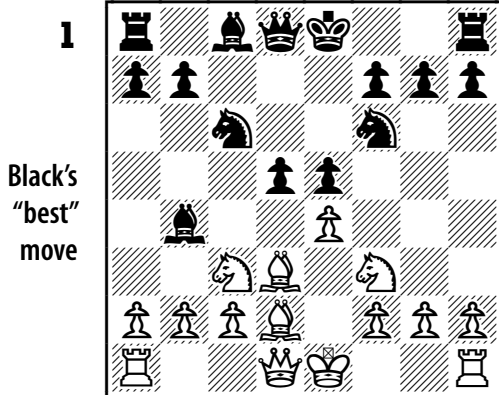
Time and its accompanying priorities are killers in our rush-rush world. Only the younger "seem" to have some extra time to develop their talent. What a shame.

I don't feel over the hill myself. Yet, just working on this publication for a weekly release is a huge consumer of time. I do want to play some chess. I want to knock some heads together. I want to go to bed at night feeling victorious. Well, in my daydreams I feel this way—the way it used to be.

But it is only in doing that we will ever know or ever do. I expect to play in at least two events this year. How about you?

The **QUIZ** Page (side to move wins)

Try to solve these in 5 minutes or less. Put down the first move on the "report" sheet supplied with "Chess Reports" issue #27. Do not use any kind of help, just your own brain. Visualize the solution without moving the pieces. This is to **HELP** you!



Quzzes are an excellent way to warm up, stay in shape, and discover new possibilities. They are part of the Course. Some are not too hard, others are harder. There may be 1-2 which tax you.

They are also necessary for you to get a refund in case you are unhappy with what we are trying to do. If you don't have a filled out sheet, how can we help you? Please, help yourself!

(Be sure to enter your **FIRST** move on your Score Sheet, sent with issue #27).

Working with a Net by IM Jeroen Bosch

Item (book):
The Chess Combat
Simulator

Author(s):
Jeroen Bosch

Publisher:
New in Chess

Year:
2006

I don't know about you, but when I was younger, I hated to mark up any book I owned. As I've gotten older, I am more interested in the success of the material and frequently write in the book—even in ink!

With Bosch's new book you might have to also unless you are making photocopies or notes on slips of paper.

He has done something different, along the lines of "solitaire chess."

Although the concept of "test and improve" has already been done with a number of books (Alburt and Ko-

pec to name two), this book is easier to look at and therefore more likely to be picked up and used.

You get 50 "instructive" grandmaster-level games and here is where things are different: you get the moves and annotations UP TO a certain point. Then, you are on your own.

You will use the "Purdy card method" (moving a card down the page as you go to keep from looking at the moves that follow), and will have a place to record your moves.

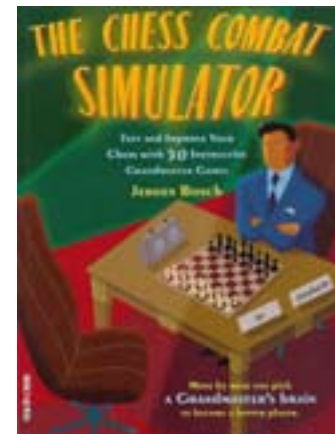
Here's the cool part. Let's say you are satisfied with your move, and you move the card down to the next line. Okay, you are given the REAL move, the points for it, and alternate moves and points for them. There is a space provided to keep track of the points you've earned.

Continue until you are finished. Add up the points. Check and record from a table for your Elo performance.

You can also do some graphing. Very much hands on.

Bosch seriously believes this method will result in a rating improvement—I agree. However, I think you should photocopy the pages for scoring and the answer areas to make it easier to slide the card downward because of the natural bend toward the spine.

He also explains WHY the two great opponents played as they did. Ingenious/perfectly viable. The hard work is forcing yourself to do it!



These titles can be obtained from **Chess4Less** by calling **Greg** at 1-800-397-7117 and telling them that **Bob Long** sent you.

Mednis Update

Bob,
...My database search shows that Mednis, as White, had the following wins: Korchnoi 2635, Dam 2560, Kozul 2560, Hodgson 2555, Timman 2540, Lombardy 2540, Kinderman 2530, Ivanov (Igor) 2515, Jansa 2505 and Vadasz 2505. As Black he had the following wins: Hodgson 2545, Sax 2530, Rogoff 2515 and Ermenkov 2500. In addition in games where the ratings were not given he had wins over Lajos Portisch, Florin Gheorghiu and Bobby Fischer—all over “2500 players.”

Phil Millett

[Ed. I am very glad to correct this. While I knew about Fischer (but not his rating at the time he lost), I figured he had beaten others and that I just was inept when it came to using the search feature mask for ChessBase. By the way, I have never LIKED that search feature because it is lamely described (in dialog box). I’ve always been able to count on Phil to keep me straightened out, and I thank him. Now Phil, hope your health gets on track.]

Brain Power on the Loose

I read a lot of books, journals, stuff on the net, etc. and I am always seeing “Weight Loss in 10 days,” or “Make Those abs 6-packs in 6 Weeks.” Most of them seem to have to do with health but not all.

Recently I came across how you can make an extra \$450/month. Well, of course there were a lot of ifs, ands, butts, and you had to have it in the first place to save it.

But when it comes to chess, you just don’t see this kind of thing. But I do have a couple TIPS which do work:

1) Do a quick draft of the openings you usually play as White and Black... i.e., list them on a legal pad.

2) Ask yourself which ones are not giving you the results you would like—pick 3 or 4.

3) Before you do any research in books or elsewhere, get the board out, play some moves and ask yourself “Where am I getting stuck?” For example, “When Black plays 4... Nd7 in the Caro-Kann I just don’t really know what to do next.”

4) Fire up a database, Fritz, whatever, go to that

spot where you are having trouble and pick the last 10-12 games. Don’t worry who is playing or what the results are? Find out what the themes are by just using the “arrow” key to quickly skim through them. Then use the Next Game key for the, what else, next game instead of going to the found database again (lots of people aren’t aware there are all kinds of DB shortcuts).

5. Make a mental or physical note of TWO things:

a. any thematic things which were noticed (such as the following sequence S of moves seems to be commonly played, i.e., over and over)

b. what games were won or lost by the players rather than the final outcome. Again, was X winning before he blew it?

6. Did any very strong players play what you are looking at in the last couple years? If not, why are you playing this?

7. Has there been any new developments in YOUR system? At one time it looked like the French Tarrasch was going to disappear!

Believe me, you WILL notice helpful THINGS!