

BCCF E-MAIL BULLETIN #305

Your editor welcomes any and all submissions - news of upcoming events, tournament reports, and anything else that might be of interest to B.C. players. Thanks to all who contributed to this issue. To subscribe, send me an e-mail (swright2@telus.net); if you no longer wish to receive this Bulletin, just let me know.

Stephen Wright

HERE AND THERE

September Active (September 13) by Joe "Throwback" Roback

This month's active marked the return of Davaa-Ochir Nyamdorj. Davaa won the guaranteed \$250 prize, conceding but a single draw. The masterful Mongolian surprised me with a French Defence in the final round. It looks like he can open with pretty much anything.

Some notable results occurred from rook-level students Ethan Low and James Li who split the U1900 prize for \$90 each. Both are improving rapidly. Ethan is becoming quite proficient in his favourite Sicilian line as White. Dylan Fox and Ping Yu split the U1500 prize for \$50 each.



In the Junior Section Jason Qian won the first place trophy, conceding a single draw against classmate Andrew Qu of West Vancouver. Anna Van, who competed in the Langley Open this month, renewed her trophy-level performance for second place. Finally the underrated Ryan Wang earned the third place trophy on tie-breaks. There were a number of medalists this month: Andrew Xu, Angelina Yang, Bruce Zhang, Johnny Li, Sophia Yu, Eric Jiang, Bill Wang, Terry Xu, Ryan Yang, Jacky Tang, Codrin Pompas, Brian Shao, Ethan Song, and Liam Fergusson.



Congrats to this month's participants and we hope everyone had a fun first week of school. See you at the Quads or the Vancouver West Open on September 26th!

Vancouver Rapid Chess League 2015-16



Last year's champions, the B.C. Juniors, begin this year's campaign

Now in its fourth year, the league has commenced for 2015-16 with matches played on September 16 and 24. Ten teams are competing, with three players per match; the event is run on the Scheveningen system, at a time control of 15 minutes with a 10 second increment. Seven rounds will be played in the regular season on a monthly basis, followed by playoffs next March and April. Further details, results, and photos can be found on the league [website](#).

Langley Correspondence Tournament 2015

If you are interested in playing in a free correspondence chess tournament via the internet, the Langley Chess Club is offering one such opportunity via the chess.com website. Entrants will be assigned to a seven-player round robin at a time control of two days per move, with the top three in each section advancing to the next round. Full details at <http://langleychess.com/events/langley-correspondence/>, but note that participants must register by September 29.

BCBASE Supplement

It is now over eighteen months since BCBASE, the games database featuring B.C. players and content, was last updated. Many games have been played in that period, and over 1100 of these have been added to BCBASE. Rather than updating the full database at this time, these games are contained in a supplementary database, available via the [B.C. Chess History](#) website.

BRUCE HARPER ANNOTATES

Harper, Bruce - Opponent [B10] Internet Chess Club

1.g3 [0:03:00] 1...d5 [0:03:00] 2.Bg2 [0:03:00] 2...c6 [0:02:59] 3.d3 [0:02:59] 3...e5 [0:02:58] 4.Nf3 [0:02:57] 4...Bd6 [0:02:57] 5.e4 [0:02:57] Pretty standard stuff. 5...Ne7!? [0:02:55]



I don't know what to make of this move. White can hardly refute it, but apart from the fact that Black might want to move his f7-pawn, his knight seems to be worse on e7 than on f6. 6.Nbd2 [0:02:56] 6...0-0 [0:02:54] 7.0-0 [0:02:56] 7...Bg4 [0:02:52] Again, I don't know what Black is trying to do, other than develop his pieces, so I don't want to be critical. I suppose it's just a game, since unsettled positions can be a bit disorienting at times (and not just for me), I just tried to play quickly and normally (whatever that means).

8.h3 [0:02:54] 8...Bh5 [0:02:51] 9.Re1 [0:02:52] 9...Nd7 [0:02:50] 10.b3 [0:02:50] I'm not sure about this move either. But White has to do something, and 10.g4 didn't seem right. I suspect that so far my annotations haven't been very helpful, but let's keep going. 10...a5 [0:02:47] 11.a4 [0:02:48] 11...d4!? [0:02:45]



Logical, as Black fixes the dark squares on the queenside and White is a long way from generating any play on the kingside. 12.Qe2 [0:02:36] It might have been the opening and it might have just been me, but somehow in this game I found myself just playing moves, hoping for Black to go wrong. Ultimately this works, in a way. 12...f6 [0:02:44] 13.Qf1 [0:02:32] 13...Bf7 [0:02:41] 14.Nh2 [0:02:27] 14...b5 [0:02:40] Still okay, but I was more worried about 14...Bb4. During the game I couldn't help but notice the times, because Black was played extremely quickly, which indicated that his basic plan was to run White out of time. When confronted with this type of opponent, it pays to be alert to tactical opportunities, because your opponent may not stop to think when he should.

Translation: play for something cheap and hope your opponent only starts thinking when it's too late. 15.f4 [0:02:25] 15...Nb6 [0:02:38] 16.Ndf3 [0:02:18] 16...bxa4 [0:02:35] 17.bxa4 [0:02:18] 17...c5 [0:02:33] 18.Ng4 [0:02:13]



While the engine (rightly) gives Black the advantage here, White has at least managed to create his first threat. **18...Nc6** [0:02:25] **18...Be8!** was better. **19.Qe2** [0:02:03] **19...c4** [0:02:22] **20.fxe5** [0:01:59] **20...fxe5** [0:02:21] **21.Ng5** [0:01:57] **21...Ra7** [0:02:14] **22.Rf1** [0:01:52] **22...Nb4** [0:02:09]



23.h4!? [0:01:34] Exchanging on f7 was better, but 23. h4!? sets a trap. I guessed that Black would want to clarify the position, rather than immediately continuing his queenside attack. **23...h6?** [0:01:57] **24.Nxf7** [0:01:32] **24...Raxf7** [0:01:56] **25.Rxf7** [0:01:31] **25...Rxf7** [0:01:55]



26.Bxh6! [0:01:28] This was White's idea. Since it was pretty much the only idea White had in the entire game, it deserves an exclamation mark. **26...cxd3** [0:01:51] **27.cxd3** [0:01:26] **27...gxh6?** [0:01:50] Surprisingly, or maybe not surprisingly, this loses. Black had to just play on a pawn behind. But remember what I said earlier about Black's use of time. Black spent seven seconds for the six moves from 23..h6? to 27...gxh6?, arriving in a lost position. Apart from the fact that Black's two worst moves were both on h6, it's telling that Black's real failure was not recognizing the critical points in the game – and not even realizing he should stop to think to see if a critical point had been reached. **28.Nxh6+** [0:01:25] **28...Kg7** [0:01:49] **29.Nxf7** [0:01:24] **29...Kxf7** [0:01:48] **30.Rf1+** [0:01:23] **30...Ke7** [0:01:46] **31.Qg4!** [0:01:15]



Let's pretend we're Kasparov and cut the board in two. On the kingside, White has a queen, rook and bishop against Black's lone king. Since 31.Qg4! cuts off the escape route of Black's king to the queenside, it is no wonder that he is suddenly overwhelmed by White's attack. Black's knights are spectators. **31...Qh8** [0:01:41] **32.Bh3** [0:01:08] There were other moves, but White brings his last piece into the attack. **32...Qh6** [0:01:34] **33.Qg8!** [0:00:55] **33...Qh5** [0:01:08] Black resigns, probably because of 34.Qf8 mate, not that I saw it. I think I was going to play 34.Qe6+, which is better because it mates AND wins material. **1-0**

BLACKBURNE VS. PIPER: THE GAMES AT ODDS

Back in [Bulletin #299](#) we presented the blindfold games between Joseph Henry Blackburne and Thomas Piper, including contemporary annotations by the likes of Wilhelm Steinitz and Johannes Zukertort. This issue we move on to the games at odds.

Just this week a [report](#) appeared on the ChessBase site concerning a pair of handicap matches between Komodo 9 and human grandmasters. There have been other such silicon monster vs. carbon-based lifeform contests in recent years, but the great era of odds giving in chess was the nineteenth century. Used as a means of making competition between players of disparate strengths more equitable, entire tournaments were played in which those in higher classes gave various odds to those in lower classes. Long before the use of rating categories, players were classified by the odds they could offer or would receive. Specific opening theory developed; over half of Howard Staunton's *The Chess-Player's Companion* is devoted to odds play.



The City of London Chess Club held an annual handicap tournament, and the 1881-1882 edition included among its participants both Blackburne and Piper. Under the rules of the competition the progressive odds given to lower classes were pawn and move, pawn and two moves, knight, rook, or finally two pieces. The tournament began on October 7th with sixty-four entrants, distributed as follows: three in the first class (Blackburne, Rev. MacDonnell, and Maczuski), one second class, nine third class (including Piper), thirty-six fourth class, nine fifth class, and six sixth class. The event was run as a knockout (the same format as the current World Cup), with "scoring nights" every two weeks. Blackburne had a well-known aversion to at least some of the odds given (see below), so why did he enter the event? On October 20, 1880 the club celebrated the ninetieth birthday of Charles Murton, one of its most esteemed members. On that occasion fifteen guineas were donated for the purchase of a silver goblet, named the Murton Cup, "which has to be placed

on the table at all important festivals as long as the club shall endure.” The winner of the handicap tournament would have their name inscribed on the cup, and according to W. Norwood Potter, chess editor for *Land and Field*, Blackburne and MacDonnell entered the 1881-82 event to be the first person so honoured.

By March of 1882 the competition had reached the semi-final stage, with Blackburne paired against Piper and Maczuski playing the problemist B.G. Laws. As Piper was in the third class Blackburne had to play him at pawn and two moves odds, a handicap he particularly disliked. While annotating a ‘pawn and two’ game in the *City of London Chess Magazine* in 1876 Blackburne stated

... we have always avoided this species of odds with a certain amount of horror, and the few games we have been forced to play in handicaps have turned out miserable exhibitions. We have always advocated that if a player wishes to have a ‘style’ of play at all, he should never receive the *detestable* [emphasis in original] odds of pawn and two, or pawn and one, but go at once to the ‘exchange’ or evens when he has overcome the odds of a piece.

It took some time for the two opponents to find a mutually-agreeable time to play because of various commitments, as reported in *The Chess Player’s Chronicle*. Piper even wrote a letter to the editor, published in the March 15th edition, in which he responded to the perceived inference he was avoiding Blackburne. *The Chronicle* clarified its comments:

Blackburne and Piper will commence play next week. Last week Mr. Blackburne was in town, and was at the club every evening, but Mr. Piper happened to be otherwise engaged. This week Mr. Piper is free and ready to play, but Mr. Blackburne happens to be in the country fulfilling an engagement. This is unfortunate, but no blame is attributable to either party. It is, moreover, only fair to Mr. Piper to state that he does not wish to score a game against Mr. Blackburne in his absence. He is anxious to have the match decided by fair fighting.

Piper and Blackburne did finally meet; the score in their match stood at one win a piece with one draw before Blackburne was forced to withdraw so as to travel to Vienna for an international tournament. Piper went on to lose to B.G. Laws in the final, thus finishing second overall, while Blackburne and Maczuski shared third. Two of the Piper-Blackburne games have come down to us:

Piper, Thomas H.J.D. - Blackburne, Joseph H.
City of London C.C. Handicap London (1), 1882 (remove Black’s f-pawn)

This game was very well contested throughout, for although White showed some lack of firmness in taking advantage of his odds, in the opening he got a fairly good game. 3...c5 played by Mr. Blackburne is one of those moves which bring great advantage to the second player, providing the receiver of odds does not meet them properly, as in this case. If anything White played too timidly, but the real cause of his defeat is that Mr. Blackburne played too well. White’s game received the first shock of an attack after about twenty moves, and at move 25, as shown in our diagram Black’s game promised well. Recovering from this, White managed to effect exchanges, but by a series of fine manoeuvres with his bishops, which Mr. Blackburne handles deftly at any time, he managed to obtain a domineering position, and having this in conjunction with an open game Black, although a pawn behind, nevertheless had almost a won game, as can be seen on our second diagram. As

usual in such difficult positions the weaker player made a slip which enable Black to mate in two moves. [Isidor Gunsberg, *Chess Player's Chronicle*, volume 6, p. 197]

1.e4 -- 2.d4 e6 3.Bd3 Though this is the set move, and one to which no theoretical objection can be made, yet it is likely that 3.Be3 would be found more suitable to inferior strength. **3...c5 4.c3** This is another cut-and-dried move, but undoubtedly 4.dxc5 is stronger, e.g., 4...Qa5+ 5.Bd2 Qxc5 6.Nc3 with a very good game. N.B. – if now 6...Qb6 then 7.Nf3 Qxb2 8.Rb1 Qa3 9.Nb5 Qc5 10.Be3 Qc6 11.Ne5 with obvious results. This variation is merely given to show some of the points of 4.dxc5, and a certain amount of intelligence on the part of the student is assumed. **4...g6 5.Nf3 d5 6.0–0 Nc6 7.Be3 c4 8.Bc2 Nf6 9.Nbd2 Be7 10.e5 Ng4 11.Qe2 0–0 12.h3 Nxe3 13.Qxe3 Rf7 14.Rfe1** White has offended against the judging principle in leaving a player like Blackburne with two bishops and knight against two knights and bishop, and now he is going to flout the great principle of economical motion, or in other words, he is going to waste moves. His best course here is 14.Nh2 followed by f4 or Ng4, according to Black's play. **14...Bd7 15.Nf1 Qf8 16.N1h2 Qg7 17.Ng5 Rff8 18.Ng4 h6 19.Nf3 g5 20.Qd2 Rf4 21.Re3 Raf8 22.Ngh2 h5 23.Rf1 g4 24.hxg4 hxg4 25.Ne1 Bg5**



26.Qe2 This move and its continuations are well conceived, and their effect is to relieve him to some extent from a position of much embarrassment and peril. **26...Be8 27.g3 R4f7 28.f4 gxf3 29.Rexf3 Rxf3 30.Rxf3 Rxf3 31.Qxf3 Bh4 32.Kg2 Bh5 33.Qf2 Bg5 34.Kh1 Bc1** A shrewd though curious move. Its real [aim] is to give elbow-room to the [queen] and enable her, in conjunction with the bishops, to acquire more power, so that the minute points of the position may be duly utilised (see third principle, Mr. Bland's Annual). **35.Bb1 Qh6 36.g4 Bf7 37.Nef3 Ne7 38.Ng1 Ng6 39.Kg2 Be3 40.Qe1 Nh4+ 41.Kh1 b5 42.Ne2 a5 43.a3 Bg6 44.Bxg6 Qxg6** Cleverly completing a series of excellent moves. As will be seen, White cannot take the knight thus left en prise.



45.Ng3 Qd3 46.Nhf1 A blunder which, apart from its ophthalmic continuation, would decide the game. However, the position arrived at is such that without this error Black might be expected to win, for unless White play 46.Qf1 he must simply look on, while, if 46.Qf1 then 46...Qxf1+, followed by Bc1, and thereby winning. **46...Bxd4 47.cxd4 Qf3+** and mate next move. **0–1** [Annotations by William Norwood Potter from *Land and Field*, republished in *Chess Player's Chronicle*]

Piper, Thomas H.J.D. - Blackburne, Joseph H.

City of London C.C. Handicap London (2), 1882 (remove Black's f-pawn)

1.e4 -- 2.d4 e6 3.Bd3 c5 4.d5 4.dxc5 is better, for White develops his game at the cost of his opponent's next two moves, viz. 4...Qa5+ 5.Bd2 Qxc5 6.Nf3. **4...g6** This is invariably necessary in this opening and it is a safe move. We should have played 4...d6, for it gives Black some additional chances and he can play g6 at any time it becomes necessary. For instance, should White play the tempting move of 5.e5 then 5...g6 leaves White's game slightly compromised. **5.c4 Bg7 6.Qc2 d6 7.Nc3 Ne7 8.Nf3** In the pawn and two opening we like to see the pawn advanced to f4. With the R/f1 it forms a strong position. He might have played f4, Nge2, 0-0, etc. **8...0-0 9.Bg5 e5** Well played and emphasising our former note. White's queen and bishop now occupy positions of masterly inactivity. White will have to lose time to bring these two pieces into active play again. **10.h4 Nd7 11.h5 Nf6 12.hxg6 Nxg6** Black has demonstrated in a masterly way that the advance of the rook's pawn was premature, he has transferred his queen's knight to his threatened king's wing, without any loss of time. **13.0-0-0 a6 14.Rh2 Rf7 15.Rdh1 Qf8 16.Qd2 Bd7 17.Ne2 b5** This move will aid Black very much. White will have to direct his attention constantly to the queen's side, which will hamper him in his designs on the hostile king. **18.Bxf6 Bxf6 19.Ng3 Nf4 20.Nh5 20.Nf5** is to be preferred. Black will almost be compelled to take this knight with his bishop, in which case White will have a strong force of pawns on the king's side. **20...Nhx5 21.Rxh5 Bg4 22.R5h2 Rg7 23.Kb1 Bxf3 24.gxf3** Now the game has a drawn aspect. **24...Bg5 25.Qd1 Rb8 26.cxb5 axb5 27.Bf1 c4 28.Bh3 b4 29.Be6+ Kh8 30.Bf5 Rbb7 31.Rh5 Qa8** It is obvious however, that Black is not playing for a draw, the move Qa8 might become dangerous for Black, and was not advisable, having regard to the position of White's pieces. Black of course intended playing b3 and c3, the latter move however, became impracticable. **32.Bxh7 Rxh7 33.Rxg5 b3 34.a3 Qa7 35.Qg1 Qa8 36.Rgh5 Qe8**



37.Qh2 This is a great pity! Mr. Piper has played very well since Black's incautious move of 31...Qa8 and now he had a clearly won game if, instead of 37.Qh2, he had played 37.Qg5. Black has no defence. White threatens 38.Rxh7+, 39.Qf6+ and the fatal check with 40.Rg1. Should Black play 37...Qf8 (Besides 37...Qf8 we do not see any other possible defence; if 37...Rxh5 38.Rxh5+ Rh7 39.Qf6+ Kg8 40.Rg5+ wins, likewise if 37...Rbf7 38.Rxh7+ wins, or if 37...Qg8 38.Qf6+ wins.) 38.Qg6 Qg8 39.Qf6+ Rbg7 40.Rxh7+ Qxh7 41.Rxh7+ and he will win although he will have to guard against the check of the rook and the subsequent move Rb1. **37...Rxh5 38.Qxh5+ Qxh5 39.Rxh5+ Kg7 40.Kc1 Kg6 41.Rh3 Kg5 42.Kd2 Kf4**



43.Kc3 Again the position is highly interesting, White might have won, as we will show by the following play, which required a [great] deal of precise examination, e.g., instead of 43.Kc3, 43.Rg3 Rh7 (forced for White threatens Ke2, followed by Rg4 mate) 44.Ke2 Rh4 (forced) 45.a4 c3 46.bxc3 b2 47.Rg1 b1Q 48.Rxb1 and wins. **43...Rc7 44.Kb4 c3 45.Rh4+ Kg5 45...Kxf3** would also be good, e.g., 46.Rh3+ Kxe4 47.Rxc3 Rf7 and Black will have no difficulty in (at least) drawing the game. **46.Rh1 46.Rg4+** would have been judicious on general principles: it drives the Black king further away from White's pawns; the rook might then have retired to g1. **46...cxb2 47.Rb1 Rc2 48.Kxb3 Rxf2 49.Rxb2 Rxf3+ 50.Ka4 Re3 51.Rb4 Kf4 52.Kb5 Rxe4**

It is plain now that it would have made a great difference if the king had one more move to make to reach f4. Perhaps almost enough to win. How very important preciseness of play is, in an endgame can be shown in this position. Had Black played 52...Rxa3, a very plausible move, he would have lost, i.e. 53.Kc6 Ra6+ (best, if 53...Re3 White would succeed in queening his pawn first and win) 54.Kd7 Ke3 55.Ke7 Kf3



(White's object is to gain the square f5 by opposition tactics, therefore if now Black plays 55...Kf4 White would continue 56.Ke6 Kg4 (best) 57.Rb1 Kf4 58.Re1 Ra4 (if 58...Kg4 then 59.Rf1, etc.) 59.Kxd6 Rxe4 60.Rxe4+ and again White will win by queening first); or 55...Kf3 56.Kf7 Kg4 (if the rook plays away from a6, White would of course play Ke6 followed by Kf5 on the rook returning to a6) 57.Kf6 Kf4 58.Ke6 Kg4 and we have the position examined before where White proceeds with Rb1, etc. **53.Rxe4+ Kxe4 54.a4 Kd4** The ending is highly interesting, had Black taken the pawn he would have lost, as White would have queened with a check and then prevented Black from queening.

55.a5 e4 56.a6 e3 57.a7 e2 58.a8Q e1Q 59.Kc6 Qc1+ 60.Kxd6 Qh6+ 61.Kc7 Qg7+ 62.Kc6 Qf6+ 63.Kb5 63.d6 loses, on account of 63...Qf3+. **63...Qd6** ½–½ [Annotations by Isidor Gunsberg, *Chess Player's Chronicle*, volume 6, p. 233]

These are the last games that we know of between Blackburne and Piper; five years later the latter emigrated to Victoria via Australia, San Francisco and Seattle. Games at odds were played in B.C. and elsewhere into the twentieth century; there was an eighteen-player double round robin held in Victoria in 1900-01 using material odds, and the newly-formed Vancouver Chess Club conducted a handicap event in 1913-14 (see [Bulletin #278](#)). Piper himself played a series of training games with Max Enke at knight odds in 1925, just before the latter won the B.C. Championship for the first time (see [Bulletin #22](#)). And the Murton Cup was still being competed for as late as 1928.

B.C. CLOSED TRIVIA

Given that the one hundredth B.C. Closed Championship will be played in a couple of weeks, we here offer a trivia quiz, historical in nature, to focus attention on the centenary and on our champions. Most of the answers may be found on the [B.C. Chess History](#) website, in previous issues of the Bulletin, or elsewhere on the internet. A few are likely known only by your editor, for which I apologize, but at least they will make you think.

1. name the three players who between them have won the most championships.
2. which champion was the youngest ever?
3. which champion was the oldest ever?
4. when was the first championship won with a perfect score?
Which champions were born in
5. Glasgow?
6. London?
7. Manchester?
8. San Francisco?
9. Athens?
10. Montreal?
11. Nazareth?
12. Winnipegosis?
13. which champion shares a birthday (day, not year) with Capablanca?
14. which champion won the title on his 39th birthday?
15. which championship's last game was played on the ferry from Victoria to Vancouver?
16. which champion served time for fraud and embezzlement?
17. who was the first champion to be born in Canada?
18. who was the first champion to be born in B.C.?
19. in which year was the championship held as a match?
Which B.C. champions have also won
20. the Canadian Championship?
21. the Canadian Open?
22. the Canadian Junior?
23. championships of other provinces?
24. which champion's grandfather also participated in a (previous) B.C. Closed?
25. which champion is the basis for the P.G. Wodehouse character Lord Uffenham?
26. how many perpetual trophies for the Closed have there been?
27. how many individual champions have there been in the last 100 years?
27. who will win this year's Closed?

UPCOMING EVENTS

UBC Thursday Night Blitz (note the change of format)

Thursdays, 6:30 pm, Henry Angus Building, University of British Columbia
Entry fee \$10+, depending on number of players and whether rated or not
Contact Aaron Cosenza, xramis1@yahoo.ca, or see <https://www.facebook.com/UBCCchess>

“Any interested parties that would like to take over the TD duties at UBC please contact me [Aaron]. It would be preferred that interested parties be able to take over on a long term basis.

Thank you.

Vancouver Rapid Chess League 2015-16

Ongoing, Vancouver Chess School

[Details](#)

Victoria Active Fundraiser

September 26, Victoria

[Details](#)

Langley Correspondence Tournament

Register by September 29

[Details](#)

Knightmare Quads for kids

October 4, Burnaby

[Details](#)

October Active

October 4, Vancouver Chess School

[Details](#)

Vancouver Open/ B.C. Women’s Ch.

October 10-12, Surrey

[Details](#)

LakeCity Open

October 24, Williams Lake

[Details](#)

November Active

November 1, Vancouver Chess School

[Details](#)

Jack Taylor Memorial

November 14-15, Victoria

[Details](#)

Knightmare Quads for kids

November 29, Burnaby

[Details](#)