

## BCCF E-MAIL BULLETIN #351

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

Stephen Wright

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### HERE AND THERE

#### Kelowna Winter Active (December 2)



The Kelowna Winter Active chess tournament of December 2 was a resounding success. For a city with a limited chess scene of late, the event fielded twenty-four players, including many from as far as Vernon, Vancouver, and Revelstoke, as well as some junior players. At the end of the four rounds we were lucky to have a clear winner, with Graham Swett (2146) walking away with the modest yet heartfelt \$40 grand prize. For runners up there was a three-way tie for second place, with Chayne Planiden, John Simms, and Heinz Bauschke all receiving chess related literature from the personal collection of the tournament director. And last but not least, top finishing junior player Boo Taktsang recieved the spirit prize, and made the excellent choice of a book on the Nimzo-Indian, also from the director's personal collection. Many thanks to all who attended! This [report and final standings](#); [CFC crosstable](#)

#### Washington Class Championships (November 24-26)

Held on the American Thanksgiving long weekend, this year's Class Championships attracted a smaller number of players from this province than usual. They included Roger Patterson, Sherry Tian, Paul Leblanc, Brian Sullivan, and Eric Jiang. The big money winner was Sherry Tian, who tied for first place in the Expert Section with Benjamin Brusniak but received the first prize alone.

Both scored 4.5/6, but Benjamin was one of those juniors who took the option of paying a reduced entry fee in exchange for medals as prizes. Sherry's two wins came against Washington women's champion WFM Chouchanik Airapetian and North American junior girl's champion WIM Naomi Bashkansky. In addition, Sherry also tied for the U1700 prize in the adjunct blitz competition. The other BC prize winners were Paul Leblanc, who tied for the U1900 prize in Class "A," and Eric Jiang, who split the third prize in Class "D." The overall tournament winner was FM Steven Breckenridge from Oregon, who finished a half-point ahead of Washington champion FM Roland Feng. [USCF crosstables](#); photos at the WCF [Facebook](#) page

### **Teams Set for BC vs Washington Challenge**

For the second year, Washington and BC will go head-to-head in a Scheveningen-style match in Victoria 12-14 January, 2018. Each team member will play all players on the opposing team. Last year, the match between the "A" teams was tied 12.5 to 12.5, and Washington's "B" team defeated BC's "B" team 13 to 12. In an interesting side-event, three Vancouver masters will meet three Victoria masters in a round-robin.

The 3<sup>rd</sup> Annual Victoria Open will take place in the same beautiful Topaz Room at the Victoria Comfort Inn, 3020 Blanshard Street. Players in the Open will have front-row seats at this historic encounter. [Details](#) can be found in the upcoming events section of the BCCF website.

<b>Team BC</b>	<b>CFC</b>	<b>USCF</b>	<b>Team Washington</b>
FM Tanraj Sohal	2373	2310	FM Anthony He
IM Leon Piasetski	2372	2309	FM Curt Collyer
CM Joshua Doknjas	2273	2290	Nat W Coons
Javier Cortes	2267	2281	Josh Sinanan
FM John Doknjas	2266	2200	David Bragg

<b>Team BC Two</b>	<b>CFC</b>	<b>USCF</b>	<b>Team Washington Two</b>
Zulfikar Sali	2113	2055	Benjamin Mukambaya
Michael Su	2032	2045	Mike Murray
Sherry Tian	2017	1982	Daniel Shubin
Charlie Ozkan	1919	1886	Oscar Petrov
Neil Doknjas	1914	1841	Advaith Vijayakumar

<b>Round Robin</b>	<b>CFC</b>
NM Jason Kenney	2213
NM Mike Stanford	2208
WFM Adela Fratila	2202
WFM Valeria Gansvind	2190
NM Brian McLaren	2157
NM Roger Patterson	2134

## TO ALL BC CHESS PLAYERS

I'm sure we all agree that BC chess events are some of the best run events anywhere, including those run in America. Yet, a tarnish has been slowly growing on the royal mantle of The Game. This tarnish has a name: Gameplay Distractions. Much like polio in medicine, it needs to be addressed and eradicated.

As people of experience in both life and chess, a recent event that afflicted a fellow player should be of concern. Bill Tate was subjected to "gameplay distractions" over the course of a game at the recent Jack Taylor Memorial event. Under mounting duress, he made a painful decision to abandon a game in progress. This was not done lightly, nor without due cause. Furthermore, he will be the first to acknowledge that he, himself, stepped outside the bounds of established guidelines regulating chess events.

That is not the point. With the prevalence of casual online play, something is getting lost in the translation from live competitive events. Chess, supposedly a game of "old time decorum," has a shadow of disrespect slowly creeping over it. While "the Letter of the Law" provides that Bill may have been incorrect in his show of disappointment, there is a far graver issue at hand here: the underlying cause of that action.

For people who instead believe in "the Spirit of the Law," they understand that laws always have good intent behind them. In this context, Bill's actions served to reinforce the principle behind the law, which historically has helped "firm up" laws towards making more civilized, and fair standards for everyone.

Bill was caught up in a situation in which his right to a fair and enjoyable experience was ruined by behaviour supposedly banned under chess regulations. After continued exposure, he decided to "send a Message of Objection." In sharp contrast, he showed all the proper considerations for his opponent, allowing that individual to enjoy playing to his full potential.

The issue is a slippery, difficult subject regarding what should be allowed - in fact expected - during a competitive chess event. No one would openly admit to it being alright to purposely distract an opponent during a game, but what if someone is not schooled to be respectful? What if someone, somehow, does not have the common sense (or if a child, the proper education) to maintain proper etiquette during a chess game?

Parents, coaches and tournament directors all have responsibilities to this end, and principles for future practice should be addressed and expedited in a responsible and effective way. Some immediate suggestions are:

1) Like cell phone use, purposeful or incidental "gameplay distractions" should be warned against during the preamble to the start of the tournament.

2) Players should also be reminded of the regulations regarding the reporting of infractions to the TD so that, even if something does get out of hand, we do not have the disastrous results that occurred in the above situation.

Additional suggestions are welcomed.

From all the undersigned, thank you all for lending us your ears.

Richard J. Lapenna  
Philip Harris  
Ross Richardson  
Kent Cronin  
Bill Tate

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## BRUCE HARPER ANNOTATES

**Opponent – Harper, Bruce [A41] ICC 3 0 Internet Chess Club**

There are certain positions that chess engines (or at least the crappy one I use) evaluate as good for one side, but which in human practice seem clearly better for the other side. The likely explanation for this apparent paradox, assuming the engine evaluation is correct, is that sometimes the side with the advantage must play precisely, which may be hard to do. In other words, for a person, a better position that is hard to play may be less desirable than a worse position that is easy to play. The engine evaluation doesn't take into account human psychology, especially in games where time is a factor. In today's game, Black obtains a position that, during the game, I thought was at least equal and possibly objectively better, although the engine gives White the edge - for a while.

**1.d4 [0:03:00] 1...g6 [0:03:00] 2.Nf3 [0:02:59] 2...Bg7 [0:02:59] 3.c4 [0:02:58] 3...d6 [0:02:59] 4.Nc3 [0:02:57] 4...Bg4 [0:02:58] 5.Bg5 [0:02:56]**



This move has never impressed me, which doesn't mean I answer it correctly. **5...h6 [0:02:56] 6.Bh4 [0:02:54] 6...Nc6 [0:02:55]** Probably the quieter 6...Bxf3, followed by 7...c6, is better. **7.e3 [0:02:53] 7...g5?! [0:02:54] 8.Bg3 [0:02:52] 8...e5 [0:02:53] 9.d5 [0:02:49] 9...Nce7 [0:02:51] 10.Be2 [0:02:49]** 10.e4 suggests itself, as Black can no longer play ...f7-f5 and recapture on f5 with his g6-pawn. **10...f5 [0:02:47] 11.h3 [0:02:41]**

**11...Bxf3?! [0:02:36]** I'm not sure why I captured on f3, since 11...Bh5 was possible. **12.Bxf3 [0:02:40] 12...Nf6 [0:02:34] 13.Qb3!? [0:02:36]** Of course White could have checked with 13.Bh5+, but 13.Qb3 is good too. **13...b6 [0:02:31] 14.0-0-0 [0:02:29] 14...Ng6 [0:02:24] 15.Qc2 [0:02:26] 15...Qd7 [0:02:22] 16.Be2 [0:02:23] 16...0-0 [0:02:16] 17.f3 [0:02:20]** Time to assess. White has two bishops and ways to open lines on the kingside, while Black doesn't have many possibilities.

His one chance for play lies in utilizing his imposing pawn phalanx to break open the centre.



**17...Rae8** [0:02:10] Consistent with the previous comment - Black has no counterplay on the queenside, so he prepares for action in the centre, even at the expense of a pawn. **18.Bd3** [0:02:15] Logical, although 18.h4 was calmer. **18...e4!?** [0:02:08] A natural sacrifice, although you get the feeling it shouldn't work. Often those feelings are right, but only with hindsight. In a three-minute game, lots of unexpected things happen. **19.fxe4** [0:02:13] **19...f4** [0:02:08] Black's idea - he hopes that control of the e5-square will make up for everything else. **20.exf4** [0:02:11] **20...gxf4** [0:02:07] **21.Bh2** [0:02:09] **21...Nh5** [0:02:02]



The engine now gives White a near-decisive advantage. Who am I to argue? But unless White's c3-knight gets to f5 or e6, I don't see why Black's position is that bad. **22.Ne2** [0:01:58] **22...Be5** [0:01:59] For the moment Black puts his bishop on The Square, because he doesn't object to an exchange of dark-squared bishops on g3. **23.Rhg1?!** [0:01:53] Maybe this is the first White move that is open to criticism. I suspect that White could just keep the current pawn structure for some time and play to improve the position of his minor pieces, especially his e2-knight.. **23...Kh8** [0:01:55]



**24.g4?!** [0:01:49] Carrying out the plan begun with his previous move, but this gives Black what he wants as well. **24...fxg3** [0:01:50] **25.Nxg3** [0:01:48] **25...Nxg3** [0:01:48] **26.Bxg3** [0:01:47] **26...Bxg3** [0:01:47] **27.Rxg3** [0:01:45] **27...Ne5** [0:01:46]





This is the position that confuses me. My engine gives White nearly a pawn and a half advantage. The pawn I can see (White is a pawn up), but where does the rest come from? White's extra pawn is on e4, blocking White's d3–bishop. It's true that the bishop can (and should) move, possibly to the h3–c8 diagonal (on a good day), but isn't Black's e5–knight worth quite a bit in this position? A strongly-centralized knight can, in some positions, be a bystander to the real action, although this is much more common when a knight has taken up residence on one side of the board and things happen on the other side. I just don't think this is one of those rare positions where Black's e5–knight is useless. Well, let's see what happens. **28.Rdg1** [0:01:42] **28...Rg8** [0:01:44] **29.Qd2** [0:01:36] **29...Qh7** [0:01:38] **30.Bc2?!** [0:01:35] e2 is the right square for the bishop, as it covers the entry squares of Black's knight. Black's threat on White's e4–pawn is illusory, as his h7–queen is tied to the defense of his h6–pawn. **30...Rxc3** [0:01:36] Black wants to get rid of all the rooks, because this makes his king safer and White's king less safe. **31.Rxc3** [0:01:33] **31...Rg8** [0:01:36] **32.Rxc3+** [0:01:32] **32...Kxg8** [0:01:36] **33.b3** [0:01:30]



This is position Black was aiming for, and the engine is less enthusiastic about White's prospects than before - it gives White an edge of less than his extra pawn. I think this is right - there's no way White should lose this position unless he becomes overly ambitious, which is exactly what happens. **33...Qg6** [0:01:31] **34.Kb2** [0:01:28] **34...Qg5?!** [0:01:28] Black shouldn't offer a queen trade, but there was a psychological aspect to this. I thought White was still playing to win, and it would be a tough slog to try to win this ending. My hunch was right. **35.Qf2?!** [0:01:23] **35...Kg7** [0:01:27]



**36.Ka3?** [0:01:21] To quote from Ghostbusters: "That was your whole plan...?" Where is White's king trying to go? I suppose to a6 and beyond. **36...Qc1+** [0:01:20] **37.Ka4** [0:01:19] **37...Qb2** [0:01:12]



Suddenly Black is winning, as White's king has wandered off on its own. **38.a3** [0:01:14] 38.Qg1+ and 39.Qb1 wouldn't solve White's problems. **38...a6** [0:01:08] Unnecessarily cautious, although 38...a6 doesn't give anything away. The immediate 38...Qc4 was decisive, because 39.Kb5 Qa5 is still mate (Black's e5-knight covers c6 - I told you it wasn't a bad piece). **39.Qg2+** [0:01:11] **39...Kh7** [0:01:06] **40.Qf2** [0:01:09] **40...Qc3** [0:00:58]



**41.Qf5+** [0:01:05] 41.b4 was the only way to prolong the game, but Black just plays 41...Qxc4, followed by 42... Qc3 and 43...b5+ 44.Ka5 Qxa3 mate. Black's e5-knight prevents any kind of perpetual check. **41...Kg7** [0:00:57] How frustrating is that - White has no checks at all! **42.Qf2** [0:01:01] **42...Qa5#** [0:00:55] White checkmated. **0-1**

## THE ARMCHAIR ANALYST by Dan Scoones

It is safe to say that the most dramatic game of the recent B.C. Championship was the second-round encounter between Alfred Pechisker and Howard Wu. After a very complicated middlegame the advantage in the endgame swung back and forth, with both sides missing chances to win. When the draw was eventually agreed -- likely from sheer exhaustion -- there was still some play left...

### Pechisker, Alfred – Wu, Howard [A65] BC ch 102nd Victoria (2.3), 07.10.2017

**1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f3 0–0 6.Bg5 c5 7.d5 e6 8.Qd2 h6 9.Be3** If 9.Bxh6 then 9...Nxe4! with complications that are not unfavourable for Black. **9...exd5 10.cxd5 a6 11.a4** Here too Black should be all right after 11.Bxh6 Nxe4; for example, 12.Nxe4 Qh4+ 13.g3 Qxh6 14.Qxh6 Bxh6 15.Nxd6 Nd7 16.f4 Bg7 17.0–0–0 Nb6 18.Nxc8 Raxc8. **11...Nbd7 12.Nh3 Ne5 13.Nf2 h5 14.h3 Qa5 15.f4 Ned7 16.Ra3 Re8 17.Bd3 Qb4 18.a5 b5 19.0–0 c4 20.Bb1 Nc5 21.Qe2** Interesting was 21.f5!? gxf5 22.Bh6; for example, 22...Bh8 23.Kh1 Na4 24.Ra2 Nxc3 25.bxc3 Qb3 26.Qc1 with complications favouring White. **21...Na4 22.Nxa4 bxa4 23.Qd2 Rb8 24.Qxb4 Rxb4 25.Bd4 Bd7 26.Rc1 h4 27.Rf3?!** Too passive. White should drum up some counterplay with 27.Ba2!?, attacking the c-pawn. **7...Nh5 28.Bxg7 Kxg7 29.Nd1 Ng3 29...f5!?** deserved attention since 30.exf5? Ng3! would be quite disastrous for White. **30.Re3 f6 31.Kf2 Reb8 32.Rec3 Bb5 33.Kf3 Rb7 34.Ba2 Re7 35.Bb1 f5!** Black is now firmly in the driving seat and the rest should be a matter of technique. **36.exf5 Ne2 37.fxg6 Nxc1 38.Rxc1 Rb3+** Or 38...Re1 39.Kf2 Rh1 followed by 40...Rxb2 and 41...c3, winning easily for Black. **39.Rc3 Re1 40.Bc2**



**Black to play and win**

**40...Rxc3+** This does not throw away the win, but 40...Rxd1! was immediately decisive: A. 41.Bxd1 Rxc3 42.bxc3 a3 and White cannot stop the pawn from queening; B. 41.Rxb3 Rf1+ 42.Ke2 cxb3+ and wins. **41.Nxc3 Rc1** Black can force the creation of a passed pawn by inserting the move 41...a3!?. After 42.bxa3 Rc1 43.Nxb5 Rxc2 44.Nxd6 c3 45.Ne4 Black wins neatly with 45...Rxc2! 46.Nxc3 (else 46...c2, etc) 46...Rg3+ picking up the knight.

**42.Bxa4 Bxa4!?** Instead of taking the exchange, Black can take a piece with 42...Rxc3+ 43.bxc3 Bxa4. This should be enough to guarantee a win; for example, 44.f5 Kf6 45.Kg4 Bc2 46.Kxh4 Bxf5 47.g7 Kxg7 48.g4 Be4 49.Kg5 Bxd5 50.Kf5 Bf7 51.Ke4 Kg6 52.Kf4 Kf6, etc. **43.Nxa4 Ra1?** It was time to eliminate the advanced g-pawn with 43...Kxg6! After the text move White gets back into the game. **44.Nb6 Rxa5 45.f5 Rb5 46.Nxc4 Rxd5 47.Ne3 Rd4?** Black must give his rook some distance with 47...Rb5!, but White can defend with 48.g4! hxg3 49.Kxg3. After 49...d5 50.Nd1 d4 51.Kf4! Kf6 52.Ke4 Rb7 53.h4 Re7+ 54.Kd3 Kxf5 55.Nf2 Rb7 56.h5 Rxb2 57.g7 Rb8 58.Ng4 Kg5 59.Kxd4 the draw is clear.





### White to play and win

**48.Ng4?** White's only chance is 48. g4!, but that turns out to be a very strong move. Black's choices are: A. 48...d5 49.g5 Rd3 50.Ke2 Rb3 51.Nxd5 Rxb2+ 52.Kf3 Rb5 53.Ke4 a5 54.Nc7 Rb7 55.Ne6+ Kg8 56.f6 and White wins; B. 48...a5 49.g5 Rd3 50.Ke4 Rd2 51.b3 Rb2 52.Nd5 Rxb3 53.Nc7 Rb7 54.Ne6+ Kg8 55.f6 and White wins; C. 48...hxg3 49.Kxg3 a5 (49...Kf6 50.Ng4+ Kxf5? 51.g7 and wins) 50.Ng4 Rb4 51.h4 Rxb2 52.h5 Kf8 53.h6 Rb1 54.f6 and Black will not last long.

**48...Rb4! 49.Ke3** It is now too late for 49.g3? Rb3+, etc. **49...a5 50.b3 d5 51.Kf3 Rxb3+ 52.Kf4**



### Black to play and win

**52...a4?** To ensure the win, Black must find one last technical device: 52...d4! 53.Kg5 Rb5!, pinning the f-pawn and putting an end to White's kingside attack. Only then can Black's a-pawn safely advance. **53.Kg5 Rb6 54.f6+ Rxf6 55.Nxf6 a3**



### White to play and win

**56.Nxd5?** Everything has fallen into place for White, who can win in study-like fashion as follows: 56.Nh5+! Kf8 57.g7+ Kf7 58.Kh6 a2 59.Nf6 a1Q 60.g8Q+ Ke7.



### White wins (analysis)

Of course Black could not take the knight because of 61.Qh8+, but now White has a precise series of checks that will either mate or force the win of Black's queen: 61.Qg7+ Ke6 (61...Kd6 62.Ne8+) 62.Qd7+ Ke5 63.Ng4+ Ke4 64.Qh7+ Kf4 65.Qf7+ Ke4 66.Qf3+ Kd4 67.Qf6+ and the rest is simple. After missing this chance White is back on the rack. **56...a2 57.Nf4 a1Q 58.Kxh4 Kh6 59.Kg4 Qd1+ 60.Kh4 Qd4 61.Kg4 Qd7+ 62.Kf3 Qc6+ 63.Kg4 Qe4 64.h4 Qd4 65.g3 Qe4 66.Kh3 Qf3 67.Kh2**



### Black to play and win

**67...Qf2+?** After 67...Qf1! White is in zugzwang and must either surrender his g-pawn or allow Black's king to take part in a mating attack; for example: A. 68.g7 Kxg7 69.Nh5+ Kg6 70.Nf4+ Kf5 followed by 71...Kg4, etc.; B. 68.h5 Qf3! 69.Kh3 Kg5! 70.Kh2 (*The threat was 71...Qh1#*) 70...Kg4 71.g7 Qxg3+ 72.Kh1 Kxf4 and Black wins. **68.Kh3** ½-½ Draw agreed. An incredibly complicated struggle and a lucky escape... for both players!

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## UPCOMING EVENTS

### Vancouver Rapid Chess League

Monthly until May 2018, Columbia College  
[Details](#)

### Nanaimo Winter Open

December 8-10, Nanaimo  
[Details](#)

### BC Active Championship

January 7-8, 2018, Vancouver  
[Details](#)

### Victoria Open

January 12-14, 2018, Victoria  
[Details](#)

### Chess2Inspire Junior Championship

January 26-28, Richmond  
[Details](#)

### BC Open

February 10-12, 2018, Richmond  
[Details](#)