

BCCF E-MAIL BULLETIN #72

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Stephen Wright

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ISLAND OPEN

This event was won by Jack Yoos with 4 wins. Second was Harry Moore with 3 wins. Third was Hanniegn Pitre from Seattle with 2.5, tied with Paul Leblanc. We had 7 juniors with Elliot Raymer and Kevin Breel tying for First under 1600. **The games can be viewed at <http://www.chess.bc.ca/bulletin72.pgn>**

#	Name	Rtng	Rd 1	Rd 2	Rd 3	Rd 4	Total
1	Yoos Jack	2435	W5	W7	W2	W3	4.0
2	Moore Harry	2305	W6	W4	L1	W8	3.0
3	Pitre H.G.	1983	W12	D8	W10	L1	2.5
4	Leblanc Paul	1916	W13	L2	W12	D7	2.5
5	Raymer Elliot	1558	L1	D10	W14	W11	2.5
6	Breel Kevin	1522	L2	W13	D11	W10	2.5
7	Aquino Manfrei	1929	W9	L1	D8	D4	2.0
8	Raymer Evan	1658	W14	D3	D7	L2	2.0
9	Kirk Adam	1457	L7	L11	W13	W14	2.0
10	Churchill Sam	1602	W11	D5	L3	L6	1.5
11	Arnold Brad	unr.	L10	W9	D6	L5	1.5
12	Cannon Farley	1457	L3	W14	L4	L13	1.0
13	Ruiter Chelsea	1219	L4	L6	L9	W12	1.0
14	Ruiter Erika	1050	L8	L12	L5	L9	0.0

Raymer,E - Yoos,J [B22] Island op Victoria (1.1), 18.06.2005

1.e4 c5 2.d4 cxd4 3.c3 Nf6 4.e5 Nd5 5.Nf3 e6 6.cxd4 b6 7.Bc4 Ba6 8.Bxd5 exd5
9.Nc3 Bb4 10.Nd2 Qh4 11.a3 Bxc3 12.bxc3 0-0 13.Qb3 Qg4 14.Qd1 Qxg2 15.Qf3
Qg6 16.Qxd5 Qd3 17.Qf3 Qxf3 18.Nxf3 Bb7 19.Ke2 f6 20.Rg1 Bxf3+ 21.Kxf3 fxe5+
22.Ke2 exd4 23.cxd4 Nc6 24.Bb2 Rae8+ 25.Kf1 Na5 26.d5 Rf7 27.Rc1 Ref8 28.Ke1
g6 29.Rc2 Rf5 30.d6 Re8+ 31.Kd1 Rd5+ 32.Rd2 Rxd2+ 33.Kxd2 Nc4+ 34.Kc3 Nxb2
35.Kxb2 Re2+ 36.Kb3 Rxf2 37.Re1 Kf8 38.Re7 Rf7 39.Rxf7+ Kxf7 40.Kb4 a6 0-1

Breel,K - Moore,H [D89] Island op Victoria (1.2), 18.06.2005

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.cxd5 Nxd5 5.e4 Nxc3 6.bxc3 Bg7 7.Bc4 c5 8.Ne2 0-0
9.0-0 cxd4 10.cxd4 Nc6 11.Be3 Bg4 12.f3 Na5 13.Bd3 Be6 14.d5 Bxa1 15.Qxa1 f6
16.Bh6 Re8 17.Nf4 Bf7 18.Kh1 Qd6 19.Re1 Qe5 20.Qd1 Rac8 21.Nh3 Nc4 22.Bxc4
Rxc4 23.f4 Qh5 24.Qxh5 gxh5 25.Re3 Kh8 26.e5 fxe5 27.Rxe5 Rc1+ 28.Ng1 Rd1
29.Rg5 Rg8 30.Re5 Bxd5 0-1

Yoos,J - Aquino,M [C45] Island op Victoria (2.1), 18.06.2005

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Bc5 5.Nb3 Bb6 6.Nc3 Nf6 7.Qe2 d6 8.Bg5 h6
9.Be3 Be6 10.0-0-0 Qe7 11.Nd4 Ng4 12.Nf5 Bxf5 13.Bxb6 Be6 14.Be3 Nxe3
15.Qxe3 a6 16.g3 0-0-0 17.Bg2 Kb8 18.Rhe1 Rhe8 19.f4 f6 20.Bf3 Bf7 21.Qf2 Qf8
22.Qf1 Qg8 23.e5 Bc4 24.Qg2 fxe5 25.Bxc6 bxc6 26.Qxc6 exf4 27.b3 Bb5 28.Nxb5
axb5 29.Qxb5+ Kc8 30.Qa6+ Kd7 31.Rxd6+ 1-0

Moore,H - Leblanc,P [B15] Island op Victoria (2.2), 18.06.2005

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nf6 5.Nxf6+ exf6 6.c3 Bd6 7.Bc4 Qe7+ 8.Ne2 0-0
9.0-0 Bf5 10.Re1 Qc7 11.Ng3 Bg6 12.Qg4 Nd7 13.f4 f5 14.Nxf5 Nf6 15.Qg5 Rfe8
16.Bd2 Ne4 17.Rxe4 Rxe4 18.Nxd6 Qxd6 19.f5 Rxd4 20.cxd4 Qxd4+ 21.Qe3 Qxe3+
22.Bxe3 Bxf5 23.Rf1 Bg6 24.Rd1 Bf5 25.Bxa7 h6 26.Bc5 Re8 27.Bb6 Re7 28.Rd8+
Kh7 29.Bd3 Bxd3 30.Rxd3 Re2 31.Rb3 Rd2 32.a4 g5 33.a5 f5 34.h3 Kg6 35.Bc7 g4
36.hxg4 fxg4 37.Rxb7 h5 38.a6 h4 39.Rb4 g3 40.Bxg3 hxg3 41.Rg4+ Kf5 42.Rxg3
Rxb2 43.Ra3 Rb8 44.a7 Ra8 45.Kf2 Ke4 46.g4 c5 47.g5 Kf5 48.Ke3 Kxg5 49.Ke4 Kf6
50.Kd5 c4 51.Kxc4 Ke6 52.Kb5 Kd7 53.Kb6 1-0

Moore,H - Yoos,J [E97] Island op Victoria (3.1), 19.06.2005

1.Nf3 d6 2.c4 g6 3.Nc3 Bg7 4.d4 Nf6 5.e4 0-0 6.Be2 e5 7.0-0 Nc6 8.d5 Ne7 9.Nd2
Ne8 10.b4 f5 11.c5 Nf6 12.f3 f4 13.Nc4 g5 14.Ba3 Ng6 15.b5 dxc5 16.Bxc5 Rf7
17.Kh1 h5 18.d6 Be6 19.Qa4 g4 20.Rad1 Nh7 21.dxc7 Qh4 22.b6 g3 23.Bg1 Bh3
24.Rd8+ Rf8 25.Rxa8 Bxg2+ 0-1

Yoos,J - Pitre,H [B12] Island op Victoria (4.1), 19.06.2005

1.e4 c6 2.d4 d5 3.e5 Bf5 4.Nf3 e6 5.Be2 Nd7 6.0-0 Be7 7.b3 g5 8.c4 g4 9.Ne1 h5
10.Nc3 Nh6 11.Nc2 Bxc2 12.Qxc2 Nf5 13.Rd1 Nb6 14.c5 Nd7 15.Na4 Nf8 16.Bb2
Ng6 17.Bd3 Ngh4 18.Kh1 Ng7 19.Nc3 Nh5 20.Ne2 h4 21.Bc1 g3 22.fxg3 hxg3 23.h3
Bg5 24.Rf1 Bxc1 25.Qxc1 Qh4 26.Qf4 0-0-0 27.Rad1 Rh5 28.Rf3 Qxf4 29.Rxf4 Rdh8
30.Rdf1 Rg5 31.Kg1 Kd8 32.Rg4 Rhh5 33.Nf4 1-0

LITTLE MOUNTAIN CHESSFEST 1 by Andrei Botez and Valer Demian



Saturday June 11th 2005, Golden Knights Chess Club together with the Little Mountain Neighbourhood House organized the first edition of "Little Mountain Chessfest". This was intended to stimulate the chess appetite of young kids to come and enjoy a friendly chess tournament. For this reason we limited the registration to unrated kids or with a rating under 1000, plus no older than grade 8.

We were delighted to see a turnout of 22 kids and we hope that the number will increase in the future. Maybe because B.C. junior stars were not allowed to play, their younger siblings showed up and tried to improve their game. This was the first tournament for Andrew Sabaratnam (the younger brother of grade 2 B.C. Champion Alex) or just the 4th for Anthony Hui (the younger brother of grade 7 B.C. co-Champion Christopher). We had 7 participants grade 1 or younger led by Harrison Lee (B.C. grade 1 co-Champion) and Frank Wang who is just 5 years old. We already consider Frank the future star of B.C. junior chess! One disappointing thing for us was the presence of just 2 girls, so we might consider in the future to give an award to the best girl in the tournament.

After 4 rounds we had a clear winner in Dylan Parker with the maximum 4 points, followed by Marko Mitrovic with 3.5 and a group of 4 players all with 3 points. The playing area was really nice for this size tournament (thank you Eduardo and Little Mountain Neighbourhood House) and for all the games we used digital clocks. All kids learned pretty fast how to use them.

We hope that everyone enjoyed this tournament. Our plan is to hold another one in August. For standings and pictures please visit Golden Knights Chess Club webpage: www.64funsolutions.com

CFC crosstable: <http://www.chess.ca/xtable.asp?TNum=200506045>

2005 MACSKASY MEMORIAL

This event is being held to honour the late Dr. Elod Macskasy, a UBC mathematics professor who was for many years B.C.'s premier player and a role model, friend and

mentor of many of B.C.'s top players. The event will be held in the building in which he worked. Elod left us in 1990.

Dates: July 30-August 1, 2005 (Saturday, Sunday, Monday)

Location: Mathematics Building, 1984 Mathematics Road, V6T 1Z2, University of British Columbia.

Sections: A series of 6-player round robins. Groupings will be determined by rating, starting at the top. The top six rated players will play in the first group, the next six in the second group, and so on. If the lowest rated group consists of fewer than six players, the format of that group may be adjusted.

Time Controls: 40/120, SD/60

Rounds: 5 (10 / 4 ; 10 / 4 ; 10)

Prizes: Group 1: \$200 (first); \$100 (second); Group 2: \$150 (first); \$75 (second). Remaining groups: \$100 (first); free entry to the 2006 Macskasy Memorial (second).

Entry Fee: \$35, \$25 for junior, seniors, and FIDE-rated players without titles, free for FIDE-titled players and 2005 WYCC competitors.

Registration: Mail cheques (payable to BCCF) to: British Columbia Chess Federation, PO Box 15548, Vancouver, BC V6B 5B3

Deadline: All entries must be **received** by Monday, July 25, 2005, 12:00 midnight. Because the round robin groupings must be made prior to the event, **registrations received after this deadline will not be accepted.**

TD: Stephen Wright

Organizer: British Columbia Chess Federation

Miscellaneous: CFC rated, top groups also FIDE rated, depending on registrants.

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ELOD MACSKASY (April 17, 1919 - January 21, 1990)

In light of the upcoming Macskasy Memorial, for the next few issues we will run some features about the life and games of Dr. Macskasy. Below we reprint an excerpt from an article written by Bruce Harper, first published in *Counterplay*, June 1990.

"Dr. Elod Macskasy had many friends who mourn his passing, and I count myself among them. The purpose of this article, though, is neither to praise nor to bury him, but rather to present to the reader a picture of Macskasy the chess player. In

his case, as in almost all others, this is something quite different from Macskasy the person.

It is customary, I suppose, to print a series of brilliant wins in such articles, but instead I present a personal view of Macskasy as an opponent. We played, as far as I can determine, 16 tournament games. My lifetime score against Macskasy was 2 wins, 5 losses and 9 draws. This doesn't count the first game we played, where I beat him (playing the Stonewall Dutch) in a simultaneous exhibition - I couldn't find the game, although I still have the trophy.

Macskasy was many things to the chess players of this province. He was a star by which we could chart our progress. He was also an example to be followed, both as a person and a player. Elements of his style can be found not only in my games, but also in those of Suttles, Biyiasas, Berry and the others who made up the fragmented 'B.C. school of chess.' His play was richer and more creative than was sometimes thought.

For me he was a difficult opponent. In the early years, of course, he was just better, although I had some surprising opportunities against him even then. Later, on paper, I was the favourite, but I had a tremendously hard time actually scoring the full point against him. This was partly psychological, but mainly because, as they say, he was a tough nut to crack. He may have realized his position was bad, or even lost, but you would never know it when you were playing him. For a player who always had trouble winning won positions, Macskasy was a challenge. The two games I did manage to win were brutal in their thoroughness - anything closer and he always managed to escape.

When I conceived of this article, I didn't realize we played so many games. I also had forgotten how interesting and complex the games were, and how much of the struggle that is the best in chess can be seen in them.

Macskasy,E - Harper,B [C00] 1968 BC ch Elimination Final, 09.08.1968

1.e4 One of the very few times Macskasy played this move. I can't say whether he had something in mind, just for me, or whether he just played it. **1...e6 2.d3 d5 3.Nd2 c5 4.Ngf3 Nc6 5.c3** Fashion would have dictated 5.g3, although there isn't anything wrong with the move played. In either case, White is not aiming to win in the opening. In determining Macskasy's role in the development of the "British Columbian" or "Canadian" or "Suttles" or "weird" school of chess, it is important to remember that he did not always begin with 1.d4, nor did he always seek out classical positions. **5...Nf6 6.Be2 Be7 7.0-0 0-0 8.Re1 b6 9.e5** The alternative is to leave the e-pawn at e4, at least for the time being. **9...Nd7 10.d4 f6 11.Bb5?!** This isn't best. After 11.exf6, it isn't clear exactly how Black should recapture in order to avoid a slight disadvantage. When this game was played, I obviously felt comfortable about positions with floating centres, but now I have some doubts. There's more to chess than just counting the number of centre pawns for each side (although not all that much more, to be fair). I think it's more or less accurate to say that Macskasy preferred to have his fair share of the centre if possible. The move chosen maintains a White pawn on e5, but lets Black off too easily. **11...Qc7 12.Nf1 fxe5 13.Bxc6 Qxc6 14.dxe5 Qc7?** The point of this move is unclear: not only is the pawn on e5 the last thing that Black is likely to capture, it's the last thing he should want to capture. There's no doubt that Black should prevent the trade of

dark-squared bishops with 14...h6, after which Black has all sorts of ways to develop his position, both along the h1-a8 diagonal and the f-file, while a useful plan for White is more difficult to find. In short, something went wrong with White's opening, not because he put a pawn on e5, but because he tried to keep it there. But after Black's last move, the character of the position alters. **15.Bg5 Rxf3 16.Bxe7 Rf7 17.Bd6** Maybe this is what I overlooked. 14...Qc7 has turned out to be worse than useless. **17...Qd8 18.Qg4 Nf8**



At this point, one can safely say that White has an advantage, but it is important to determine the nature of White's advantage in order to determine the plan he should follow. White cannot attack on the Kingside, either with his pieces or his pawns. While his Queen is well posted on g4, Black is perfectly positioned to defend against action on this side of the board. White's real advantage consists of the superior posting of his bishop on d6, as compared to its counterpart on c8. But this advantage is not a permanent one - Black's bishop may become more active, and White's bishop can be attacked by Black's Knight, although not for several moves. Indeed, the bishop on d6 could find itself misplaced. From this my conclusion is that the only way in which White can hope to obtain a permanent advantage is to immediately strike on the queenside with the somewhat unusual 19.b4! Black is then confronted with several choices, all unpleasant to varying degrees. If he ignores the attack on the c-pawn, White will win a pawn, and also gain control of d4 for his pieces. If 19 ... cxb4 20.cxb4, and Black again has control of d4, and can work to take control of the open c-file. Finally, if 19...c4, which at least keeps the queenside closed, White brings his knight to d4 as quickly as possible and can face the future with nothing but optimism. White finds a different idea. **19.Re3?! Ng6 20.g3** White is sitting on the position, but this isn't good enough, and the worst is probably already over for Black. **20 ... Qe8** Black may have had the idea of attacking along the h1-a8 diagonal after ...Bb7 and ...Qc6, but the move also contains hidden possibilities. Unfortunately, these possibilities were, as later events reveal, hidden from Black at the time. The direct 20...Ne7 also looks possible - 21.Qh4 is not to be feared. **21.a4 Bb7 22.Rf3 Rxf3** Again, 22...Ne7 looks reasonable. **23.Qxf3 Ne7 24.a5?** 24.Bxe7 is necessary. **24...Nf5 25.Nd2 Nxd6?** Here Black is guilty of a typical error - the battle has, directly or indirectly, raged around the position of the White Bishop on d6, so Black hurries to capture it. The black knight is better than the bishop, and Black should seize the initiative with 25...Qb5!, answering 26.axb6 with 26...Qxb2! (26...axb6 27.Rxa8+ Bxa8 28.g4 may give White some counterplay unnecessarily). After 25...Qb5!, Black is suddenly better. **26.exd6 Rd8 27.axb6 axb6 28.Nc4** Black must have overlooked this move, although the exchange of the

bishop on d6 was in any case a bad idea. The game now ends in a messy, but probably just, draw. **28...dxc4 29.Qxb7 Rxd6 30.Ra7 Qf8 31.Qe4 Qf5 32.Qa8+ Qf8 33.Qe4 Qf5 Drawn**

It is hard to know what conclusions to draw from this game. Both players evidently overlooked 19.b4!, and it may well have been that everyone concerned played the game under the impression that White had the advantage and the best Black could hope for was a draw. Excessive optimism in chess is both a strength and a weakness. It is important to recognize the limitations of the position, but it also must be remembered that the purpose of the game is to impose one's will on the position and the opponent (not necessarily in that order). In this game, White's excessive (although justified) confidence may have led him to treat the position imprecisely. Normally Macskasy did not fall into this error. On the other hand, he might just have played badly for any number of reasons, none of them profound.

Harper,B - Macskasy,E [B70] BC Centennial op Nanaimo (3), 01.05.1971

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 Macskasy rarely played the Sicilian, and when he did he employed the Dragon variation. **6.Bc4 Bg7 7.Bb3?! This is an inaccuracy which Black quickly exploits. It would have been interesting to see how Black would have fared in a main line theoretical duel, but since I didn't know the main line, that question will remain unanswered. 7...Nbd7! 8.Be3 a6 9.f3 Nc5 10.Qd2 Nxb3 11.Nxb3** It may be that 11.axb3 is better, keeping the knight in the centre. **11...b5 12.0-0?** This move is very suspect. The exchange of the bishop on b3 isn't the end of the world, but to exploit his lead in development, White must play aggressively. 12.Bh6 0-0 13.h4 is one way, and 12.0-0-0 is another. The move played leaves Black with a comfortable game because of the Bishop pair. **12...Bb7 13.a3 Rc8 14.Rad1 Qc7 15.Bd4 0-0 16.Rf2 Qb8** White has not committed an outright blunder, but his passive opening gives Black a chance to show his strength in a quiet, manoeuvring game. Black's plans are self-evident - he builds up pressure on the c-file and gradually opens the position for his bishops. It isn't so easy to see what White can do. **17.Re2 Rfd8** Threatening 18...e5 and 19...d5. **18.Nd5 Bxd5 19.exd5 Re8** Black has given up one of his bishops, but still has good prospects. White's problem is his Knight on b3. Even if it gets to c6, this is not necessarily a stable outpost, because the pawn on d5 is artificially isolated and vulnerable. **20.Bc3 Rc4 21.Kf1** A strange move, but this position is hard to play. For example, 21.Na5 can be met by 21...Rxc3 22.Qxc3 Qb6+ 23.Kh1 Nxd5, with more than enough for the exchange. Black now finds a creative and very strong manoeuvre.



21...Rh4! 22.g3 Rh5! 23.Bxf6 Bxf6 24.c3 The deployment of the rook from c4 to h5 had two ideas behind it. One was to force the exchange on f6, leaving Black with a good bishop against a bad knight. The other was to probe White's kingside and create weaknesses there, so that Black can attack on both sides of the board. The two ideas are related. **24...Qc8 25.Kg1 Qh3 26.Re4 Rc8 27.Qg2 Qd7** Naturally Black refuses to exchange Queens, as he intends to attack White's weakened Kingside. **28.f4 Qa7+ 29.Kh1 Qb7** Attacking the d-pawn - keep an eye on it. **30.Re3 Qb6 31.Red3 g5!** This sort of move is often missed, as it is only good under certain circumstances. Those circumstances exist in this position - Black holds the initiative and has more active pieces on the Kingside. The idea is simple enough. Black wants to open the g-file and increase the pressure on White's King. **32.Nd2 Khg 33.g4 Rh6 34.f5** Keeping the kingside closed, but at the expense of further increasing the scope of Black's bishop. White was now in increasingly severe time trouble. **34...Be5 35.h3 Bf4 36.Nf3 Qb7 37.Nd4 Rc5 38.Nc6** Finally, but the Knight doesn't do all that much on c6. Now Black finds the sort of move that is hard to answer in a time scramble. **38 ... e5!** A psychological masterstroke. If White just ignores this move, the one weakness in Black's position, his backward e-pawn, is suddenly transformed into a protected passed pawn. The Knight at c6 is also cut off from d4 and the kingside, giving Black the possibility of ...Rh4 and ...h5. **39.fxe6 fxe6 40.b4** An attempt to solve the problems on d5 by tactical means, but Black has seen this as well. **40...Rxd5 41.Na5 Rxh3+! 42.Rxh3 Rxd1 mate 0:1**

All told, a brilliant game by Macskasy. This was his best game against me, and impresses me still.

To return to the theme of Macskasy's place in Canadian chess history, I suspect that many players are unaware of his contribution to the "Suttles" (for want of a better term) style of play. There is little doubt that other B.C. players embarked on unusual and esoteric manoeuvres (such as Rc8-c4--h4-h5) more frequently, and sometimes for their own sake, than did Macskasy, but it would be absolutely wrong to characterize his play as exclusively classical or technical. Macskasy had a strong creative streak, and while his results sometimes suffered because his optimism overrode the requirements of the position, this weakness was not the result of a routine approach to the game. It might be more accurate to say that a strong point in his character as a person sometimes proved to be inappropriate at the chessboard. I focus here, of course, on Macskasy's contributions to the development of B.C. chess as a chess player, not as an organizer or a person. Macskasy was not simply a very strong player who was necessary for the creation of a unique school of chess in the Hegelian sense - he was a member of that school in his own way. The preceding game, in my view, was a creative achievement by Macskasy and is very revealing as to his abilities and style.

Macskasy,E - Sliwa,B [A90] Tel Aviv ol fin Tel Aviv (3), 1964

1.d4 e6 2.c4 f5 3.g3 Nf6 4.Bg2 Bb4+ 5.Bd2 Be7 6.Nc3 d5 7.Nf3 0-0 8.Qc2 c6 9.0-0 Qe8 10.Ne5 Nbd7 11.Nxd7 Bxd7 12.Qb3 Bc8 13.Bf4 Kh8 14.f3 dxc4 15.Qxc4 Nd5 16.Nxd5 exd5 17.Qd3 Qg6 18.Be5 Bf6 19.f4 Qe8 20.b4 Be6 21.Rab1 a6 22.Rb2 Qe7 23.e3 Bd7 24.Rc1 Bxe5 25.dxe5 b5 26.Qc3 Rfc8 27.Rb3 Be6 28.Ra3 Ra7 29.Ra5 Kg8 30.Qd4 Rcc7 31.Rc5 g5 32.Qc3 gxf4 33.exf4 Qe8 34.a4 bxa4 35.Rxa4 Qc8 36.Ra1 Qb7 37.h3 Qb6 38.Kh2 Rab7 39.Ra4 Ra7 40.Qd4 Rcb7 41.Qc3 1-0

Macskasy,E - Rossetto,H [D07] 3rd Pan-American Santa Clara (3), 1968

1.d4 Nc6 2.Nf3 d5 3.c4 Bg4 4.e3 e5 5.Qb3 Bxf3 6.gxf3 Bb4+ 7.Bd2 Bxd2+ 8.Nxd2
exd4 9.cxd5 dxe3 10.fxe3 Qh4+ 11.Kd1 Nd8 12.Rc1 Nf6 13.Rxc7 0-0 14.Rc3 b6
15.Qc4 Qh5 16.e4 Nb7 17.Be2 Nd6 18.Qd4 Rad8 19.f4 Qh4 20.Kc2 Rfe8 21.e5 Nf5
22.Qd3 Nxd5 23.Qxf5 Nxc3 24.bxc3 Qf2 25.Bd3 g6 26.Qe4 Rc8 27.Qf3 Qd4 28.Bb5
Red8 29.Ne4 a6 30.Be2 b5 31.Nd6 Qa4+ 32.Kb2 b4 33.c4 Rc5 34.Qb3 Qc6 35.Bf3
Qb6 36.Bd5 Rxd5 37.cxd5 Qd4+ 38.Kc2 Qxf4 39.Qg3 Qd4 40.Rd1 Qc5+ 41.Kb1 1-0

Macskasy,E - Smejkal,J [D94] Lugano ol fin Lugano (9), 1968

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Nf3 Bg7 5.e3 0-0 6.Bd2 e6 7.Bd3 b6 8.cxd5 exd5 9.0-0
Bb7 10.b4 c6 11.Qb3 Nbd7 12.e4 dxe4 13.Nxe4 c5 14.Bg5 h6 15.Nd6 Bxf3 16.gxf3
hgx5 17.Bxg6 Qc7 18.Bxf7+ Kh8 19.Qe6 Nh7 20.Bg6 Bxd4 21.Qe7 Bg7 22.Rad1 Qd8
23.Nf7+ Rxf7 24.Qxf7 Nhf6 25.Bf5 Qf8 26.Rxd7 Nxd7 27.Qh5+ Bh6 28.Bxd7 Kg7
29.Re1 Qf7 30.Qg4 Rd8 31.Bb5 Rd4 32.Qc8 g4 33.Be8 Qf6 34.Qc7+ Kf8 35.Bh5 Rd8
36.Bxg4 Bf4 37.Qh7 Time. 1-0

Day,L (2345) - Macskasy,E (2280) [C79] CAN ch Toronto (15), 24.06.1972

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.c3 Bd7 6.d4 Nf6 7.0-0 g6 8.Re1 b5 9.Bb3
Bg7 10.Bg5 h6 11.Bh4 0-0 12.a4 Qe7 13.Nbd2 Rfb8 14.Bd5 Qe8 15.dxe5 dxe5
16.axb5 axb5 17.Rxa8 Rxa8 18.Qe2 Ra4 19.Bxf6 Bxf6 20.Qxb5 Nb4 21.Qe2 Bb5
22.Bc4 Bxc4 23.Nxc4 Nc6 24.b3 Ra7 25.g3 Qa8 26.Rd1 h5 27.h4 Ra2 28.Rd2 Ra1+
29.Rd1 Ra2 30.Rd2 Ra1+ 31.Kg2 Bg7 32.b4 Bh6 33.Rc2 Qa4 34.Ncxe5 Nxe5
35.Nxe5 Bg7 36.Nf3 Qb3 37.Nd4 Qb1 38.Kf3 Bh6 39.Rc1 Qxc1 40.Qb5 Qh1+ 0-1

Macskasy,E - Browne,W [A35] Vancouver 1975 Vancouver (3), 19.05.1975

1.d4 c5 2.e3 Nf6 3.Nf3 g6 4.c4 Bg7 5.Nc3 0-0 6.Be2 cxd4 7.Nxd4 Nc6 8.Nxc6 bxc6
9.e4 d6 10.0-0 Be6 11.Be3 Rb8 12.Qc2 Qa5 13.a3 Ng4 14.Bf4 Bxc3 15.b4 Bxb4
16.axb4 Qxb4 17.Rxa7 Rb7 18.Rxb7 Qxb7 19.h3 Ne5 20.Bh6 Rb8 21.f4 Qa7+ 22.c5
Nd7 23.f5 Bb3 24.Qd2 Qxc5+ 25.Kh1 f6 26.Rc1 Qe5 27.Rxc6 Qxe4 28.Rc7 Nf8
29.Bd3 Qe5 30.Bf4 Qa1+ 31.Kh2 g5 32.Qe2 Re8 33.Bxd6 Bf7 34.Bg3 Qd4 35.Bb5
Rb8 36.Qxe7 time 1-0

Macskasy,E - Coudari,C [A91] CAN ch Calgary (9), 13.08.1975

1.d4 e6 2.g3 f5 3.Bg2 Nf6 4.c4 Be7 5.Nc3 0-0 6.Nh3 d6 7.Nf4 c6 8.Nd3 Qb6 9.c5
Qc7 10.Bf4 Nd5 11.cxd6 Bxd6 12.Bxd6 Qxd6 13.0-0 Nd7 14.e4 Nxc3 15.bxc3 fxe4
16.Bxe4 e5 17.dxe5 Nxe5 18.Rb1 Bg4 19.f3 Bh3 20.Nf4 Qc5+ 21.Rf2 Bf5 22.Rxb7
Bxe4 23.fxe4 Qxc3 24.Qb3+ Qxb3 25.axb3 g6 26.Rc2 g5 27.Rc5 Rae8 28.Nh5 Rf7
29.Rxe5 Rxe5 30.Rb8+ Rf8 31.Nf6+ Kg7 32.Rxf8 Re7 33.Nxh7 Kxh7 34.Rc8 Rxe4
35.Rxc6 Re1+ 36.Kg2 Rb1 37.Rc3 Kg6 38.h3 Rb2+ 39.Kf3 Rh2 40.Kg4 Rb2 41.Rc6+
Kg7 42.Kxg5 Rxb3 43.Rc7+ Kg8 44.Kh4 Ra3 45.g4 1-0

Macskasy,E - Miles,A [E00] Int op Vancouver (6), 09.08.1981

1.d4 Nf6 2.c4 e6 3.a3 c5 4.e3 b6 5.d5 exd5 6.cxd5 d6 7.Nc3 g6 8.Nf3 Bg7 9.Bd3 0-0
10.0-0 a6 11.a4 Qe7 12.Qe2 Bg4 13.h3 Bxf3 14.gxf3 Nh5 15.Ne4 Re8 16.Qc2 Nd7
17.f4 Nhf6 18.Nxf6+ Nxf6 19.Bd2 Qd7 20.Kh2 Nxd5 21.Be4 Qe6 22.Bf3 Rab8

23.Rad1 b5 24.Qd3 Ne7 25.Bc3 Bxc3 26.bxc3 Red8 27.axb5 axb5 28.Ra1 b4 29.c4 Rb6 30.Ra7 b3 31.Rb1 b2 32.Qc3 Rdb8 33.Ra8 Rxa8 34.Bxa8 Qc8 35.Be4 f5 36.Bf3 Qb8 37.Qf6 Qf8 38.Qc3 Qg7 39.Qa5 Rb3 40.Qd8+ Kf7 41.Qxd6 Qf6 42.Qd7 Kg7 43.Qc7 Kh6 44.Qxc5 g5 45.fxg5+ Kxg5 46.Be4 Rc3 47.Rxb2 Rxc4 48.f4+ Kh4 49.Qxc4 Qxb2+ 50.Bg2 Qf2 51.Qc3 Qg3+ 52.Kh1 Ng8 53.Kg1 Qg6 54.Kf2 Nf6 55.Kf1 Nh5 56.Qa5 h6 57.Qe1+ Qg3 58.Qd2 Qg7 59.Kg1 Nf6 60.Qd8 Qg6 61.Qe7 Kg3 62.Qb4 Kh4 63.Qe7 Kg3 64.Qb4 ½-½

Macskasy,E - Basanta,G [A57] Vancouver inv Vancouver (4.2), 28.04.1987

1.d4 c5 2.d5 Nf6 3.c4 b5 4.cxb5 a6 5.f3 e6 6.e4 exd5 7.e5 Qe7 8.Qe2 Ng8 9.Nc3 Bb7 10.Nh3 d6 11.Nf4 dxe5 12.Nfxd5 Qd6 13.Bf4 Nd7 14.Rd1 Ngf6 15.Nxf6+ Qxf6 16.Qd2 Qe7 17.Bg5 f6 18.Be3 Nb6 19.bxa6 Bxa6 20.Nd5 Nxd5 21.Qxd5 Bb7 22.Bb5+ 1-0

THE RULES THEY ARE A-CHANGIN'

The meeting of the Rules and Tournament Regulations Committee at the last FIDE Congress authorized a number of changes to the Laws of Chess. These changes come into effect in FIDE events on July 1, 2005, but since the CFC rules are based directly on the FIDE rules, they will eventually become part of the standard rules in Canada. I will only highlight some of the more important changes - for a fuller discussion see Geurt Gijssen's November 2004 column at ChessCafe,

<http://www.chesscafe.com/archives/archives.htm#An%20Arbiter's%20Notebook>

From **Article 1.2**: *Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king are not allowed.*

Thus, the casual practice of taking the king is now considered illegal by FIDE, even in active or blitz games.

Article 4.4d: *If a player promotes a pawn, the choice of the piece is finalized, when the piece has touched the square of promotion.*

Geurt Gijssen: "There were many discussions about when the choice of a newly promoted piece is finalized and this article now makes it clear. Even if a player announces "queen," it does not mean he has to choose a queen. Nevertheless, the arbiter may penalize the player if he considers this as a disturbing act."

Article 8.1: *It is forbidden to write the moves in advance.*

This makes the oft-recommended practice of writing one's move down before playing it (Kotov's "Blumenfeld Rule") illegal under the new rules. (Incidentally, this was already the case at the last Canadian Championship in Toronto.)

Article 8.4b: *If a player has less than five minutes left on his clock and has additional time of 30 seconds or more added with each move, both players have to write the opponent's before completing their own move.*

This avoids the situation where one player responds instantly without writing his opponent's move first, thus gaining the increment for himself and forcing the opponent to write both moves down on his time.

Article 12.2b: *It is strictly forbidden to bring mobile phones or other electronic means of communication, not authorised by the arbiter, into the playing venue. If a player's mobile phone rings in the playing venue during play, that player shall lose the game. The score of the opponent shall be determined by the arbiter.*

and

Article 13.7b: *It is forbidden for anybody to use a mobile phone in the playing venue and any area designated by the arbiter.*

Cells phones are not the friend of the tournament chess player (or spectator!) - do without them as much as possible.

Article B6: *An illegal move is completed once the opponent's clock has been started. The opponent is then entitled to claim that the player completed an illegal move before the claimant has made his move. Only after such a claim, shall the arbiter make a ruling. However, if both kings are in check or the promotion of a pawn is not completed, the arbiter shall intervene, if possible.*

Gijssen: "Matters regarding illegal moves in the previous Laws of Chess were quite unclear. This Article introduces several new elements:

- It is now clear at which moment a player may claim an illegal move made by the opponent.
- It was previously written that the opponent may claim an illegal move before he had touched a piece. This has been changed to "before he has made a move."
- There are two cases in which the arbiter will intervene in a Rapid game, but not in a Blitz game. These are the typical cases of an illegal position, i.e. a position that cannot be reached by any possible series of legal moves. The first case being one where both kings are in check, including attacking each other; as well as the situation where the promoted pawn has not been replaced by a new piece."

As noted above, at the moment these changes ONLY apply to FIDE events AFTER July 1, 2005; however, they will become part of the CFC rules in due course (whenever the CFC gets around to updating its Handbook - a lengthy process, if past experience is anything to go by), so it behooves players and arbiters to be aware of them and adjust their thinking accordingly. If in doubt, consult the director of the event you are playing in.

UPCOMING EVENTS

Summer Open (Vancouver Seasonal Grand Prix)

Date: June 25 and 26, 2005. ? next event!

Location: Vancouver Bridge Centre - 2776 E. Broadway @ Kaslo.

Registration: 9:30 to 10:00am on Saturday.

Rounds: Four.

Round Times: 10:00am and 3:00pm on Saturday; 10:00 and ASAP on Sunday.

Time Controls: 30 moves in 90 minutes, game in 60 minutes.

Format: Swiss pairings. Accelerated Swiss if necessary.

Entry Fee: \$30. \$20 for juniors, seniors and masters.

Prizes: All entry fees minus expenses (which includes 20% to go towards Grand Prix prize fund).

Byes: Maximum of two half-point byes (no byes in fourth round).

Contact: Ben Daswani - 604 596 1606; bnaswani@dccnet.com.

Little Mountain Saturday Morning Swiss

Dates: Five Saturdays (Starting on June 25)

Place: Little Mountain Neighbourhood House, 3981 Main Street, Vancouver, BC (near 25th Ave.)

Rounds: 5

Type: Swiss or Accelerated Swiss if needed

Round Times: 10:15 AM

Rating Details: CFC regular rated but CFC membership not required

Time Controls: 90 minutes + 30 seconds increment per move (FIDE)

Entry Fee: 15.00 dollars with CFC membership & 20.00 without CFC membership

Prizes: Based on Entries + Special Prizes courtesy of Chess First Enterprises.

Participation Prize: 10% of total entries per tournament will be given in a random draw to a player that attends all the rounds.

Registration: 10:00 AM or in advance by email: lazmitia@sfu.ca or

xramis1@yahoo.ca If you register early by e-mail you will be not receive a BYE in the first round.

Byes: (1/2) point bye when requested in advance. (1) point bye if player attends another tournament that is announced in the BCCF website (counts toward the participation prize).

Organizers:

Eduardo Azmitia: e-mail: lazmitia@sfu.ca Aaron Cosenza

xramis1@yahoo.ca **Miscellaneous:** If possible bring your own equipment. Please support our sponsors: Chess First! Enterprises <http://www.northshorechess.com/>

Little Mountain Neighbourhood House <http://www.lmnhs.bc.ca/>

Please visit the following site for updates and more details

<http://www3.telus.net/chessvancouver/>

Rethink the Cool flex event

Date: July 1/05-Sept.30/05

Place: flexible, players make their own arrangements

Rounds: 10

Type: Regular CFC-rated double round robin (6-players)

Times: flexible

TC: SD 90 club control

EF: \$30 (includes \$10 deposit returned to all players without forfeits)
Prizes: 1st \$100 plus ChessBase playing engine for clear first; all players finishing the event without forfeits will receive plastic tournament chess pieces; all players are entitled to a 10% discount on all in-stock items at www.northshorechess.com for the duration of the event
Reg/TD/Org: interested players please e-mail or call CTD Vas Sladek, 604-562-3736, chessfm@telus.net

Misc:

- 1) all prizes donated by **Chess First! Enterprises**, please visit www.northshorechess.com
- 2) available venues: Royal City Chess Club, New Westminster (Tuesdays) and Little Mountain Chess Club, Vancouver (Sat. mornings).
- 3) the TD must be informed of all results promptly and receive all game scores (score sheets or electronic format); all results will be available in weekly reports
- 4) CFC membership required; \$48/year or \$10/event
- 5) score sheets provided
- 6) chess clocks may be rented for the duration of the event

Full details for all the events listed here may be found on the BCCF site, www.chess.bc.ca.

Canadian Open

Date: July 9-17
Place: Edmonton
Type: 10-round Swiss

Macskasy Memorial

Dates: July 30 - August 1
Place: UBC
Type: round robins

Labour Day Open

Dates: September 3-5
Place: University of Victoria
Type: 6-round Swiss