



The Check Is in the Mail May 2008

1998 GOLDEN KNIGHTS

The 1998 Golden Knights has come to an end after ten years of play and the winner is IM Corky Schakel who adds to his increasing resume.



Corky finished third in the 1992 Golden Knights, tied for first in the 2003 Absolute, finished absolutely first in the 2004, and now has annexed the title of 1998 Golden Knights champion.

GAME OF THE MONTH

John Burton had to be the major threat to Corky's crown – John occupied the next three positions below him in the final standings – but this draw cemented the lead for Corky, thus preventing a return win for the 1997 champion.

SICILIAN DEFENSE (B44)

White: IM Corky Schakel (2431)

Black: John Burton (2388)

1998 Golden Knights Final

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6
5.Nb5 d6 6.c4 Nf6 7.N1c3 a6 8.Nd4

A somewhat unusual retreat with a bad track record. Theory states that since Black has a cramped game, White should avoid exchanges and current practice upholds that evaluation. Did Corky has some improvement in mind ?

8...Be7 9.Be2 0–0 10.0–0 Qc7

This move transposes into the more usual 10...Bd7.

11.Be3 Bd7 12.Rc1

Previously played here has been 12. f4 as in Hoffmann-Petrov, 2003 World Championship which continued 12. f4 Rac8 13. Nb3 b6 14. Qe1 Na5 15. Nxa5 bxa5 16. QG3 Bc6 with an edge to White.

12...Rac8 13.f4 Rfe8 14.Nb3 b6 15.Qe1 Rb8

Black is seeking a hedgehog formation, but that requires a Bishop on b7 and c6 Knight on d7. Black starts out to maneuver his pieces accordingly, but Schakel inserts a monkey wrench.

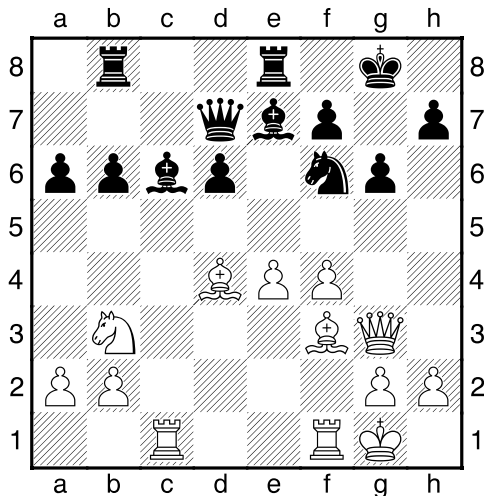
16.Qg3 Bc8 17.Bf3 Bb7 18.Nd5!

A strong shot that has to be taken. White exploits his superior mobility.

18...exd5 19.cxd5 Qd7 20.dxc6 Bxc6

White's minicombo has left Black with a weakie at d6 and White with chances on the kingside. What happens next shows John Burton's strength: finding ways to hold Black's position.

21.Bd4 g6!?



A wonderfully provocative move. At first it looks like the continuation 22. Bxf6 Bxf6 13. Rxc6 Qxc6 14. e5 wins, but after 14...Qc2 15. exf6 Qxb2 Black starts regaining Pawns and White's attack sputters.

22.Rfe1 Qb7 23.Nd2

Perhaps this was the turning point of the game. After 23. Bxf6 Bxf6 24. e5 Bxf3 25. exf6 Be4 26. Re3 White appears to have increased his advantage. A catastrophe could happen quickly after 26...d5 27. Qh4 Kh8 28. Qh6 Rg8 29. Qxh7+ !

23...d5!

And now Black's orphan on d6 disappears, taking with it the strong White e-Pawn.

24.exd5 Bxd5 25.f5 Bxf3 26.fxg6 fxg6

More than unpleasant was 26...Bc6 ? 27. gxh7+ Kxh7 28. Qh4+ Kg6 29. Re5 with mate to follow.

27.Nxf3 Nh5 28.Qe5 Bf6 29.Qxe8+ Rxe8 30.Rxe8+ Kg7 31.Rce1 Bxd4+ 32.Nxd4

Burton's defensive task does not get any easier. White has transformed his positional edge into a material one, but can the two Rooks beat the Queen in this endgame?

32...Kh6 33.R8e3 Qd5 34.Ne6

With a threat of g4.

34...g5 35.b3 Qd2 36.R3e2 Qd6 37.Nc7!?

White's usual winning procedure with two Rooks against a Queen is to gang up on Black's Pawns and "sacrifice" the two Rooks for the Queen and a Pawn, thus producing a winning King and Pawn endgame. White has to be careful to not expose his King to perpetual check. This may be the critical position in this ending. Does White have better?

37...Qxc7 38.Re6+ Nf6 39.Rxf6+ Kg7 40.Rfe6 Qc5+ 41.Kh1 g4!

Black's g-Pawn is aggressive here so that White has to expose his King or forever guard against a back rank mate.

42.g3 h5 43.Kg2 Qd5+ 44.R6e4 Kf6 45.Kf2 Kf5 46.Rf4+ Kg5 47.Re2

A great struggle between two giants: ½–½

1998 Standings

Corky Schakel	41.70
John Burton	41.25
John Burton	40.60
John Burton	38.35
Peter Cullen	37.85
Raymond Smith	37.40
John Burton	37.30
Humberto Cruz	37.20
Gary Adams	36.30
Patrick Ryan	36.25
Christopher Ward	36.25
Ivica Mikic	33.95
Edgardo Limayo	33.85
David Hammel	33.45
Bleys Rose	32.85
Robert Therrien	32.80
Robert Keating	32.30
Abe Wilson	32.30
Robert Rizzo	32.25
Chuck Cullum	31.65
Douglas Werner	30.65
Roy Tate	29.95
Barry Endsley	29.55
David Porter	29.55
Gerald Weiner	29.40
Dale Crutchley	28.35
Bert Kuiper	27.10
Jim Skeels	26.20
Michael Duboy	26.00
Gardner Johnson	26.00
Christopher Reeve	23.75
James Fisher	23.50
James Fisher	22.80
Faraday Strock	22.65
Auro Bustillo	22.20
Jeff Snedeger	21.50
Fred Aversa	20.50
John Mese	20.50
V, Gorokhovski	17.60
Gardner Johnson	16.50
Lars Pedersen	15.90
Jim Musumeci	14.90



Corky Schakel Caricature
by P. J. Denham

JULY 1 is the closing date for the 2008 CCLA WOMEN'S CHAMPIONSHIP.

Entrants will be lined up according to their ratings. The championship section (highest rated entries) will have a maximum of nine players; the number of reserve sections will be based on the number of entries. This is a postal event (email allowed if both players agree) with a 10/30 time limit. **The entry fee is \$8; send to CCLA, P.O. Box 142, Livingston, NJ 07039-0142.** If you know of any women who might be interested, please contact [Verna Fausey](#), CCLA vice president

Quote: Postal chess may be nearing the end of its long life, but correspondence chess still has a great future. -- Tim Harding

To Catch a Computer Cheat ?

By Anthony Kain

In CC it is not uncommon for players, especially in higher levels of play, to match the best computer moves; however, when players are consistently matching computers move for move, it is easy for suspicion to arise. Until now, there was no published method for determining whether or not someone was just a really skilled and accurate player, or a cheater. Now, with the utilization of statistics based upon standard distribution equations, we are able to get a definitive answer to this question for any given player.

A study of 800 random, non-book, non-exchange moves from random games from players ICCF rated 2200-2600 through the years 1995-2000 (before the chess computer revolution) revealed the following information: 69.875% of the moves matched Rybka 2.3.3's #1 move (with a standard deviation [s] of 7.1%); 77.875% matched Rybka 2.3.3's #1 OR #2 move (with an s of 6.2%); 87.375% matched Rybka 2.3.3's #1, #2, OR #3 move (with an s of 3.2%); and 4.875% of the moves ended up being better than Rybka 2.3.3's #1, #2, or #3 move (for future reference we will call this value B%).

Using the s values, mean percent matched, and "x" percent matched, we can create "Z-values". If s is the standard deviation, μ is the mean, and x is the percent matched in question, then $Z(x) = (x - \mu) / s$. Z-values are based upon the integration of a standard bell curve and have been put into tables for easy access.

A demonstration of how z-values are calculated and used:

Suppose you've recently played an opponent whose moves seemed very

"mechanical". You gather 100 of his non-book, non-exchange moves for post-game analysis and run them through Rybka 2.3.3. You determine that 85% of their moves were Rybka 2.3.3's #1 choice. To calculate the Z-value:

$$\mu = 69.875$$

$$s = 7.1$$

$$x = 85$$

$$Z(x) = (85 - 69.875) / 7.1 = 2.13$$

Using the formerly mention Z-value tables, we can see that a Z-value of 2.13 corresponds to the 98.4th percentile, in this case, an ICCF rating of 2594, GM level. Statistically speaking, unless this player was a GM before the year 2000, they cheat.

Z-value strength approximations:

Experts: -3.0 - -1.0

Weak Masters: -1.0 - 0

Masters: 0 - .75

IMs: .75 - 1.5

GMs: 1.5 - 3.0

Therefore: Unless we're analyzing a game from someone who was an IM or had a very high rating before the computer revolution, a Z-value should never surpass 1.5. Unless we're analyzing a game from someone who was a GM from before the computer revolution, a Z-value should never surpass 3. If this occurs, I am convinced that this person uses a computer, unless their B% is greater than 5%, then there I do not believe they cheat. These Z-values can vary from game to game, which is why with a move pool of 100 non-book non-exchange moves, we can determine whether or not someone uses computer assistance.

(EDITOR'S NOTE: I would like to hear from the mathematically knowledgeable any comments on Kain's article – Alex)

APRIL WINNERS

Walter Muir

Axel van der Velden	06W12	5-1
Jamie Calvin	06W12	5-1
Tim Harris	07W18	5-1
Jasmine DiLucci	07W38	5-1
Brennan Price	07W38	5-1

John Collins

Carlos Molina	05C30	5-1
Bill McGreevy	06C09	4-2
Robert Thunelius	06C09	4-2
Carlos Molina	06C09	4-2
Thomas Lynd	07C32	5-1
John Flanagan	05C29	5-1
Bobby Ferguson	07C12	6-0
Garry Tressler	07C13	5-1
Ricky Clemons	07C13	5-1
Garry Tressler	07C10	5-1
Paris Mitchell, Jr.	06C34	5-1
Cletus Roth	06C32	5-1
Frank Spooner	06C32	5-1

06W12 Walter Muir

In a disappointing tournament filled with forfeits, Axel van der Velden and Duif Calvin shared first place.

Velden	2334			=	=	1	1	1	1	5
Calvin	2218	=	=			1	1	1	1	5
Stewart	2178	F	F	F	F			1	1	2
Skalina	2053	F	F	F	F	F	F			0

07W18 Walter Muir

Tim Harris showed strong form by winning an undefeated first place in 07W18.

Harris	2209			=	=	1	1	1	1	5
Serneels	2102	=	=			=	1	1	1	4½
Hensley	2062	0	0	=	0			1	1	2½
Stewart	2005	F	F	F	F	F	F			0

After White sacrifices a piece for four Pawns, things look good until the White Pawns hardly move and Black's pieces get lively.

BOGO-INDIAN DEFENSE (E11)

White: Michael Hensley (2062)

Black: Tim Harris (2209)

2007 Walter Muir

1.d4 Nf6 2.c4 e6 3.Nf3 Bb4+ 4.Nbd2 b6 5.a3 Bxd2+ 6.Bxd2 h6 7.Qc2 Bb7 8.e3 d6 9.Bd3 Nbd7 10.e4 e5 11.0-0 0-0 12.Rad1 Qe7 13.Rfe1 a5 14.Nh4 exd4 15.Nf5 Qd8 16.Nxd4 Re8 17.f3 Ne5 18.Bf1 Qe7 19.Bc3 Nh5 20.b3 Qg5 21.Kh1 Qg6 22.Nb5 Re7 23.Qd2 Qf6 24.Nd4 Qg5 25.Qf2 Ree8 26.Nb5 Re7 27.Nxc7 Rxc7 28.Qxb6 Rac8 29.Qxd6 Re7 30.Qb6 Rc6 31.Qxa5 Kh7 32.Bxe5 Rxe5 33.Qc3 Rg6 34.Kg1 Nf4 35.g3 h5 36.a4 h4 37.g4 Rxe4 38.Rxe4 Bxe4 39.Re1 Ba8 40.Re5 Qf6 41.Qe3 Bxf3 42.h3 Bxg4 43.hxg4 Rxc4+ 44.Kh1 Rg3 45.Qd4 Rxb3 46.c5 Ra3 47.a5 Rxa5 48.Qe4+ g6 49.Qd4 Kg7 50.Bc4 Qc6+ 51.Re4+ f6 52.Kh2 g5 53.Rxf4 gxf4 54.Qd8 Rxc5 55.Qg8+ Kh6 56.Qh8+ Kg5 57.Qg8+ Kf5 58.Bd3+ Ke5 59.Qb8+ Qc7 60.Qe8+ Kd4 61.Qe4+ Kc3 62.Qf3 Qe5 63.Be2+ Qe3 64.Kh3 Rg5 65.Qxe3+ fxe3 0-1

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Personalized CC Stamp



Mark Bellnap sent in a report of a win with this chess motif US postage stamp. If you would like to buy and use your own personally designed US postage stamps, you can do it by going to www.stamps.com

If you are going to play championship chess, you better learn the endgame. Master Mike Calogridis shows why the endgame is so important.

CARO-KANN DEFENSE (B12)

White: Mark Filkins (2096)

Black: Mike Calogridis (2272)

1997 Golden Knights Final

1.e4 c6 2.d4 d5 3.e5 Bf5 4.Bd3 Bxd3 5.Qxd3 e6 6.Nc3 a6 7.Nge2 c5 8.dxc5 Nc6 9.Qg3 Qc7 10.f4 Nh6 11.a3 Nf5 12.Qf2 h5 13.Bd2 Be7 14.0-0-0 Na5 15.Be3 Nc4 16.Bd4 Nxd4 17.Nxd4 Bxc5 18.Na4 Bxd4 19.Qxd4 Rc8 20.Nc3 g6 21.Rd3 Qc5 22.Qxc5 Rxc5 23.Rhd1 Ke7 24.a4 Rhc8 25.Rf1 h4 26.Rff3 g5 27.g3 hxg3 28.hxg3 b6 29.b3 g4 30.Rf2 Nxe5 31.Nxd5+ Rxd5 32.Rxd5 exd5 33.fxe5 Rc3 34.Rg2 Ke6 35.Kd2 Rf3 36.c3 Kxe5 37.Re2+ Kd6 38.Re3 Rxe3 39.Kxe3 Ke5 40.Kd3 f6 41.Ke3 f5 42.c4 dxc4 43.bxc4 a5 0-1

Black engineers sharp tactical play to keep Jemty trying to avoid dancing on tacks.

NIMZOINDIAN DEFENSE (E41)

White: William Jemty (2128)

Black: Gary Walters 1960)

2007 Electronic Knights

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 c5 5.Nf3 Nc6 6.Bd3 Bxc3+ 7.bxc3 d6 8.0-0 e5 9.Ng5 0-0 10.f4 exd4 11.cxd4 Re8 12.Qd2 cxd4 13.exd4 d5 14.c5 h6 15.Nf3 Ne4 16.Qb2 b6 17.cxb6 Rb8 18.Ne5 Rxb6 19.Qa3 Nb4 20.Qxa7 f6 21.Qf7+ Kh8 22.Bxe4 dxe4 23.a3 Nc2 24.Ra2 Nxd4 25.Ng6+ Kh7 26.Nh4 Be6 27.Qg6+ Kg8 28.Rd2 Bf7 29.Qg4 h5 30.Qd1 Rd6 31.Re1 e3 32.Rd3 Ne2+ 0-1

Black's King is the hero of this game, overcoming all in his march to White's baseline.

FRENCH DEFENSE (C18)

White: Brian Stewart (2178)

Black: Louis Tremblay (2136)

2006 Express Tournament

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 c5 5.a3 Bxc3+ 6.bxc3 Ne7 7.Qg4 0-0 8.Bd3 Nbc6 9.Qh5 Ng6 10.Nf3 Qc7 11.Be3 c4 12.Bxg6 fxg6 13.Qg4 Qf7 14.Ng5 Qe8 15.h4 h6 16.Nh3 Ne7 17.Nf4 Rf5 18.Rb1 Rb8 19.0-0 Kh7 20.Rb2 Rf8 21.h5 gxh5 22.Nxh5 Nf5 23.Bd2 Bd7 24.Rfb1 b6 25.Kh2 Qe7 26.Nf4 Qf7 27.Ne2 Ne7 28.Be3 Qf5 29.Qxf5+ Nxf5 30.Bc1 Rf7 31.Ra1 g5 32.a4 Ne7 33.Be3 Rbf8 34.a5 b5 35.a6 Kg6 36.Rab1 h5 37.Rf1 Rb8 38.Ng1 Nf5 39.Bd2 h4 40.Nh3 Ng3 41.Re1 Ne4 42.Rxe4 dxe4 43.Bxg5 Rh7 44.Bf6 Kf5 45.Ng5 Rh5 46.Nf7 Kg4 47.Nd6 h3 48.g3 Kf3 49.Nxc4 Kxf2 50.g4 Rh7 51.Nd6 e3 52.Ne4+ Ke2 53.c4 Rg8 54.Ng5 Rh4 55.cxb5 Rxc4 56.b6 axb6 57.a7 Bc6 58.Kxh3 R8xg5 59.Bxg5 Rxc5 60.d5 exd5 61.Kh4 Rxe5 62.Rxb6 Kd2 0-1