



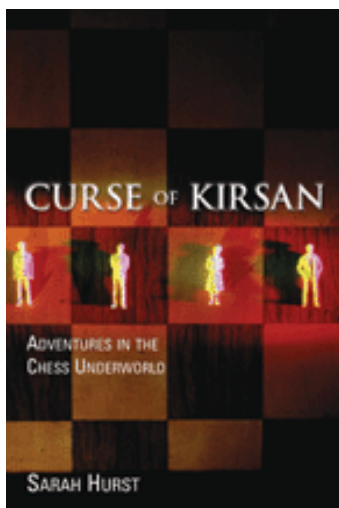
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## COLUMNISTS

### *Susan Polgar on Chess*

Susan Polgar



#### Order

*Curse of Kirsan*  
by Sarah Hurst

## My General Recap of the Good, the Bad and the Ugly in U.S. Chess in 2003

### Looking Forward to 2004

#### Part 1

I would like to wish all the readers, friends and colleagues a wonderful holiday season and a happy, healthy and wonderful 2004. 2003 once again has been a very interesting year.

#### **The Good**

2003 started with the US Championship in Seattle, WA in January. After 9 grueling rounds with 58 of the top men and women players participating, GM Alexander Shabalov emerged as the overall winner, the first in a series of sensational first place finishes for Shabalov in 2003. WIM Jennifer Shahade, IM Irina Krush, and WIM Anna Hahn tied for the top honor among women. Anna won the Rapid play-off.

After the US Championship, a spectacular event was held in New York City. The Man versus Machine World Championship between World's Number 1 Garry Kasparov and World's Computer Champion Deep Junior was held at the New York Athletic Club in Manhattan in January-February 2003. After 6 intense games, the match ended in a 3-3 tie. For the first time ever, through the hard work of Barbara DeMaro of the United States Chess Trust, ESPN decided to broadcast the final game of the match *live* on ESPN2. Even without much publicity and promotion, more than 400,000 households tuned in to watch the LIVE broadcast.

In early February 2003, another memorable event took place. Hikaru Nakamura earned his final grandmaster norm at the Bermuda International Chess Festival and became the youngest American grandmaster ever, surpassing the long-time record held by Bobby Fischer since 1958. We can expect to see excellent results from Hikaru for years to come.

In March 2003, with the unanimous support from the previous Executive Board of the USCF (John McCrary, Frank Camaratta, Arnold Denker, Steve Shutt, Joe

Wagner, Frank Brady and Bob Smith) and its past Executive Director Frank Niro, I officially announced at the March board meeting that I would be returning to competitive chess to represent and help the US Women's Olympiad team win its first-ever medal (hopefully gold) at the 2004 World Chess Olympiad in Spain. In addition, an agreement was signed between the USCF, the Kasparov Chess Foundation, and the Susan Polgar Foundation and FM Paul Truong to create the US Women's Olympiad Program. Six invitations were sent out to top US women players and the following five accepted: GM Susan Polgar, IM Irina Krush, WGM Anna Zatonskih, WIM Jennifer Shahade and WGM Rusa Goletiani. Since then, training sessions have been held with top trainers such as Michael Khodarkovsky, GM Boris Gulko, GM Gennady Zaitchik, World's Number 1 Garry Kasparov and me. Paul Truong serves as the team Captain and Business Manager.

In April 2003, the first ever Generation "No Draw" Chess International tournament was held in New York City at the Marshall Chess Club. In a field including 3 grandmasters and 7 international masters, IM Eugene Perelshteyn won convincingly with the score of 6½/9. Even with a last round loss to GM Jaan Ehlvest, he was still a full point ahead of Ehlvest and Irina Krush (a member of the US Women's Olympiad Program) who missed a grandmaster norm by only a by half-point. Irina also missed a grandmaster by the same margin at the Andorra International Tournament.

Throughout 2003 at various National and Regional Scholastic tournaments, attendance records were set. More and more children got involved and competed. This USCF scholastic membership category is increasing rapidly. Just as I have previously mentioned, chess is now "cool" and it is being accepted more than ever, from Hollywood to random town, USA. This trend will continue to grow for many years to come. The question is how does the national federation plan to take advantage of this phenomenon?

In June 2003, two other talented youngsters captured gold medals in international youth competition. IM Dmitry Schneider won the Gold medal at the 2003 Pan American Junior Chess Championship held in São Paulo, Brazil. By winning the prestigious international tournament, Schneider earned a gold medal as well as a place in the World Junior Chess Championship, which took place June 21-July 4, 2003 in Nakhchivan, Azerbaijan. FM Fabiano Caruana captured the gold at the Pan-American under-12 Championship in Colombia. Fabiano also was the youngest player ever to defeat a grandmaster (Alex Wojtkiewicz) in 2002.

In July 2003, the USCF announced that its headquarters would be relocated to Crossville, Tennessee. The federation was presented with the deed to a three-acre parcel of commercial land valued at \$264,000. An official ceremony was held which included many officials from the USCF, the city of Crossville and the state of Tennessee. Other substantial benefits from the agreement included free use of office space for at least a year, very favorable bank rates for building the new building and the cost to relocate, etc. The majority of the previous Executive Board felt that this arrangement would greatly help alleviate the federation's financial crisis.

July is also when the annual World Open tournament is held in Philadelphia. Ten players tied for first place at this year World Open. The only player who earned a FIDE norm was WGM Anna Zatonskih (a member of the US Women's Olympiad Program). She earned an IM norm. Anna also earned another IM norm at the Monarch Assurance International Chess Tournament in England in September 2003 with a 2575 performance rating, missing a grandmaster norm by a half-point. This is Anna's fourth IM norm and she has become only the second US woman player to achieve this title. IM Irina Krush was the first.

In August 2003, I attended the US Open in Los Angeles, CA. This was my first trip to the west coast in a while. I got to meet many wonderful individuals and attended a number of important meetings. I received the Cramer Award for the Best Chess Column of the Year (Opening Secrets in *Chess Life*) and two Chess Journalists of America Awards for Best Magazine Column (Opening Secrets in *Chess Life*) and Best Endgame Analysis (The Beauty of the Endgame in *Chess Horizons*). I also received the Co-Grandmaster of the Year Award with my good friend Maurice Ashley from the USCF. The Women's Chess Committee (which I chair) received the top award as the Committee of the Year.

After running from one meeting to another, starting before 7 a.m. until just minutes before start of the 2003 US Open Blitz Championship, I managed to score 11/12 to win the 2003 US Open Blitz which included six grandmasters and is considered one of the strongest US Open Blitz Championships in recent history.

Another highlight of my trip was to be able to visit and give a tandem simultaneous exhibition (with FM Paul Truong) at the California Youth Chess League in Santa Clarita, CA. This is a very well-run organization. With very short notice, Coach Jay was able to bring roughly a hundred children and parents to the event. It is another example of how popular chess is in America.

The US Open was won by Alex Shabalov with the score of 10/12. Alex also won the US Championship and tied for first at the World Open. What a year for the money man! The top finishing woman was WGM Anna Zatonskih (a member of the US Women's Olympiad Program) with 9/12. WGM Rusa Goletiani (a member of the US Women's Olympiad Program) won the woman qualifying spot for the 2004 US Championship with score of 8½. WGM Rusa just edged out another young talented player WFM Tatev Abrahamyan.

In September 2003, WGM Rusa Goletiani captured first place at the 2003 Women's Continental Championship in Venezuela by a full point. GM Alexander Goldin won first place on tie-breaks over GM Giovanni Vescovi of Brazil at the Men's Continental Championship in Argentina.

In October 2003, the World Youth Chess Championships was held in Halkidiki, Greece. Two of our young stars, FM Aaron Pixton and FM Joshua Friedel, earned IM norms in the boys under 18 section. Overall, 13 players represented the United States:

- Boys 18: FM Aaron Pixton, 8 points /11
- Girls 14: Katharine Pelletier, 7½
- Boys 18: FM Joshua Friedel, 7
- Boys 14: FM Teddy Coleman, 7
- Boys 14: Alex Lenderman, 7
- Boys 10: Parker Bi Guang Zhao, 7
- Boys 16: FM Lev Milman, 7
- Girls 12: WFM Alisa Melekhina, 6½
- Boys 12: FM Fabiano Caruana, 6½
- Boys 12: Robert Hess, 6½
- Boys 12: Evan D Ju, 6
- Girls 12: Medina Parrilla, 6
- Girls 10: Jordana Cathryn Williams, 5

In November 2003, World's number 1 Garry Kasparov took on the world's most powerful computer software X3D Fritz in a four-game virtual reality match in New York City at the New York Athletic Club. I have personally tested the 3-D technology that Garry had to face and it was not easy since we are all used to the traditional chess board. This is a clear disadvantage to human players. Garry fell behind in the match with a horrible blunder in game 2. He bounced back to soundly beat X3D Fritz in game 3 and the match ended in a 2-2 tie. ESPN broadcast all the games LIVE on ESPN2 and the ratings were phenomenal, reaching to more than a million of households throughout America. ESPN has some of the highest preliminary ratings for that time slot. This shows that there is a big interest in chess in mainstream America. I hope that this is just the beginning of a new growth for chess in the US.

***Garry Kasparov (2830) - X3D FRITZ (2800) [D45]***  
**Man versus Machine Virtual Reality World Championship**  
**New York City, USA (Game 3), November 16, 2003**  
**Annotated by Susan Polgar & Paul Truong**

**1. Nf3 Nf6 2. c4 e6 3. Nc3 d5 4. d4 c6 5. e3 a6 6. c5**

The more popular move here is 6. Bd3. However, 6. c5 is a very good positional choice for Garry since computer programs are known to be weak in closed positions.

**6...Nbd7 7. b4 a5?**



This is a positional mistake against the world's #1 player. A better choice is 7...Qc7 or 7...g6: 7...Qc7 8.Bb2 e5 9.dxe5 Nxe5 10.Na4 Nxf3+ 11.Qxf3 Be7; 7...g6 8.Bb2 Bg7 9.Bd3 0-0 10.0-0 Re8.

**8. b5**

White's plan is to attack on the queenside. Black's plan is to attack on the kingside.

**8...e5**

Opening up the c8-h3 diagonal for the Bishop on c8.

**9. Qa4**

Attacking the c6-pawn.

**9...Qc7**

Defending the c6-pawn.

**10. Ba3**

A good place for the Bishop to develop.

**10...e4**

Locking up the center. Black's plan is to continue to create play on the kingside.

**11. Nd2**

Moving away from the attack.

**11...Be7**

Developing the Bishop, allowing Black to castle.

**12. b6**

A brilliant move against the computer. This is a problem with computer programs. Fritz has no idea the positional danger it is in. In the game Reshevsky – Keres, Moscow, 1948, White played 12 Be2 instead of 12 b6. (12.Be2 h5 13.b6 Qd8 14.h3 Nf8 15.0-0-0 Ne6 16.Ndxe4 Nxe4 17.Nxe4 h4 18.Nd2 0-0 19.Rhg1 Re8 20.Bd3 Bf8 21.Bb2 Ng5 22.Qc2 a4 23.a3 Qe7 24.Rde1 Ne4 25.Nf1 Qg5 26.f3 Nf6 27.Kb1 Nh5 28.Bc3 Bd7 29.f4 Qh6 30.Qf2 Qf6 31.Kb2 Bf5 32.Qc2

Be4 33.g4 hxg3 34.Nxg3 Nxg3 35.Rxg3 Bxd3 36.Qxd3 Re4 37.Reg1 Rae8  
38.Rf1 Qh4 39.Rfg1 R8e6 40.Qd2 f5 41.Qd3 Qh5 42.Bd2 g6 43.Rg5 Qxh3  
44.R1g3 Qh2 45.Rxg6+ Rxg6 46.Rxg6+ Kf7 47.Rg5 Be7 48.Rxf5+ Bf6 49.Kc3  
Qh3 50.Rxf6+ Kxf6 51.Qc2 Qf1 52.Qxa4 Qa1+ 53.Kc2 Re8 54.Qb3 Ra8 55.Bc1  
Rh8 56.e4 Rh1 57.e5+ Ke7 58.Qe3 Qa2+ 59.Kc3 Rh2 60.Qd3 Qa1+ 61.Kb3  
Qxc1 62.f5 Qb2+ 63.Ka4 Rh8 0–1).

### **12...Qd8**

Moving away from the attack.

### **13. h3**

13.Be2 is also playable with a similar plan as Reshevsky – Keres.

### **13...0–0**

Keeping the King safe.

### **14. Nb3**

Garry wants to win the a5-pawn. Even though Black has some compensation with a potential attack on the kingside, a pawn is still a pawn.

### **14...Bd6**

14...Bd6 is a cute move but it is not a good move. The World's #1 player obviously will not fall for a cheap trap and therefore Black has just wasted its time

### **15. Rb1**

15.cxd6?? Nxb6 trapping the Queen, 16.Qxa5 Rxa5 17.Nxa5 and black is winning.

### **15...Be7**

Now Black has to waste another move, moving the Bishop back to e7. In the meantime, the correct plan for Black is to create a counter attack on the kingside by moving the Knight away from f6, followed by f7-f5-f4.

### **16. Nxa5**

Garry decided to grab the free pawn and take his chances with Black's counterplay on the kingside. Being down a game in the match, Garry is forced to be aggressive.

### **16...Nb8**

Clearing the c8-h3 diagonal for the Bishop on c8.

**17. Bb4**

Protecting the Knight on a5, thereby allowing the Queen on a4 to retreat.

**17...Qd7**

Black is slowly trying to get its pieces developed to start some activity on the kingside

**18. Rb2** [18.Be2 is another option] **18...Qe6**

Black is continuing the plan to create activity on the kingside

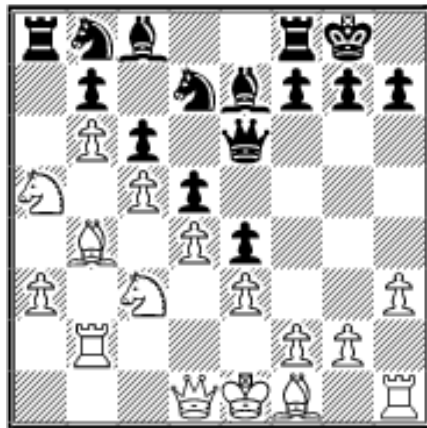
**19. Qd1**

Moving the Queen out of the pin and getting ready to help out on the kingside when Black starts a counter-attack.

**19...Nfd7**

Preparing f5, which is a bit too late.

**20. a3**



Protecting the b4 Bishop and consolidating the queenside pieces

**20...Qh6**

Black is starting its activity on the kingside.

**21. Nb3**

Removing the Knight from a static outpost.

**21...Bh4**

Black continues the counter-attacking plan. In addition, Black attacks the pawn on e3, threatening 22...Qxe3+

**22. Qd2**

Protecting the e3-pawn

## **22...Nf6?**

A positional mistake, blocking the f-pawn from advancing to create some kind of attack. This is where the computer went wrong. A move like 22...f5 to create an attack on the kingside is a must. Down in material, it is imperative to undertake something.

## **23. Kd1**

Moving the King to the queenside, away from possible danger

## **23...Be6**

Black is continuing to make a grave positional mistake by developing pieces instead of continuing to attacking relentlessly on the kingside

## **24. Kc1**

Continuing to get the king away from danger.

## **24...Rd8**

The computer is still clueless.

## **25. Rc2**

Clearing the b2-square for the King

## **25...Nbd7?**

Another positional mistake. If Black was wrong not to attack on the kingside, Black should have at least put the Knight on a6 to block the queenside. The Knight on d7 is useless.

## **26. Kb2**

Now, the King is in a safe spot and White can start to slowly take advantage of his extra pawn.

## **26...Nf8**

The plan is to put the Knight on g6. However, there is no potential threat since the f7 pawn is not on f5

## **27. a4**

Now that the King is safe, White wants to break through on the queenside.



**27...Ng6**

A logical move but with no real threat.

**28. a5**

White continues with his plan.

**28...Ne7**

As mentioned earlier, Black is completely clueless in this kind of closed position.

**29. a6!**

A very good positional sacrifice. White is willing to give back a pawn to create an overwhelming positional advantage. White is also creating a passed b-pawn.

**29...bxa6**

Pretty much a forced reply.

**30. Na5**

Ending Black's chances to open a file on the queenside. In addition, White is attacking the c6-pawn, forcing the Knight on e7 to stay to defend the pawn.

**30...Rdb8**

Trying to stop the passed b-pawn from advancing farther.

**31. g3!**

Garry wants to develop his f1-Bishop so as to bring the h1-Rook into play in the queenside. 31. g3 clears the g2-square for the Bishop while gaining a tempo by attacking the black Bishop on h4

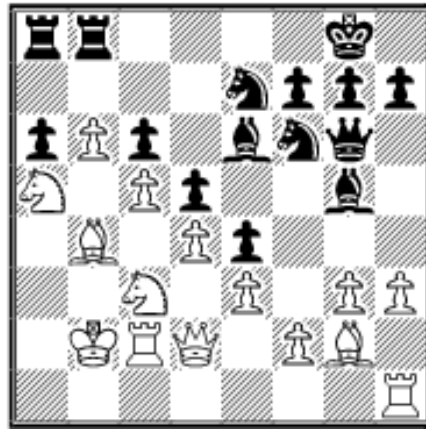
**31...Bg5**

The only move

**32. Bg2**

Now that the Bishop is out of the way, the white Rook on h1 can move to the queenside at any time. In addition, 33. h4 threatens to win a piece.

**32...Qg6**



Clearing the h6-square for the Bishop to retreat. White simply has a dominating position with a massive space advantage.

### 33. Ka1

The idea is to bring the Knight on c3 to a2 and then b4, attacking the c6-pawn. In addition, this move also makes way for the Rook on c2 to eventually go to a2, attacking the a6-pawn with help from the Knight on b4.

### 33...Kh8

Black has no idea what to do and the computer does not see Garry's long-range plan. Now, the true weakness in positional understanding of the computer starts to show.

### 34. Na2

Following the plan to get the Knight to the key b4-square.

### 34...Bd7

Reinforcing the c6-pawn.

### 35. Bc3

Clearing the pivotal b4-square.

### 35...Ne8

Black is running out of good moves. All Black can do is 'pray' that White does not see how to win.

### 36. Nb4

The first part of the plan is done. The two white Knights are on perfect squares.

### 36...Kg8

Continuing to be clueless of the danger on the queenside.

### 37. Rb1

Bringing another major piece to the queenside to prepare the massacre.

**37...Bc8**

Reinforcing the a6-pawn.

**38. Ra2**

Finalizing the master plan.

**38...Bh6**

It still has no idea what is going on.

**39. Bf1**

The final piece is now in action.

**39...Qe6**

What else can Black do?

**40. Qd1**

The idea is to bring the Queen to a4 to attack the c6-pawn.

**40...Nf6**

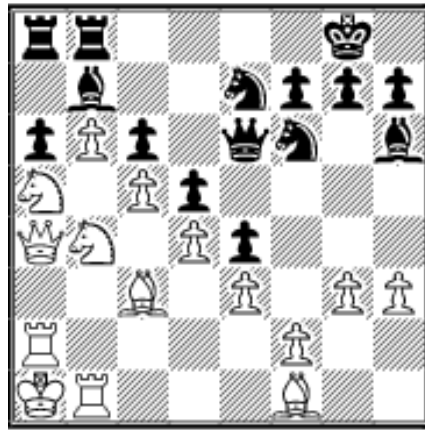
Black is just shuffling pieces.

**41. Qa4**

Attacking the c6-pawn. Now the assault finally starts.

**41...Bb7**

Protecting the c6-pawn.



**42. Nxb7**

Eliminating a crucial piece that protects both the a6- and c6-pawns.

**42...Rxb7**

The only move.

**43. Nxa6**

Capturing back the pawn and opening the a-file.

**43...Qd7**

Moving the Queen away from the potential fork on c7 by the white Knight.

**44. Qc2**

Moving the Queen away from the pin.

**44...Kh8**

Another clueless move in a hopeless position.

**45. Rb3**

The idea of this move is to double the Rooks on the a-file. Black has no way of defending the queenside. Therefore, Black gave up and resigned. 1-0

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Paul Truong assisted Susan Polgar in the preparation of this column. Susan Polgar is available for chess instruction. For more information, visit the Polgar Chess Center, 97-09 64th Road, Rego Park, NY 11374 (Tel: 718-897-4600) or email: [PolgarChessInc@aol.com](mailto:PolgarChessInc@aol.com)

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