



# Chess Chatter

Newsletter of the Port Huron Chess Club

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**Editor: Lon Rutkofske    June 2010    Vol.29. Number 6**

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The **Port Huron Chess Club** meets Thursdays, except holidays, from 6:30-10:00 PM, at Palmer Park Recreation Center, 2829 Armour Street, (NE corner of Garfield Street and Gratiot Ave...1 mile North of the Blue Water Bridge) Port Huron, Michigan. Everyone is welcome. All equipment provided. Website: <http://porthuronchessclub.yolasite.com/>

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## **Gregg wins 2010 Michigan Senior Championship**

“Every Dog has his day!”, or is it...”Finally his ship came in.”, but regardless of the cliché , Alan Gregg has achieved a personal milestone, not to mention adding to the lore of the Port Huron Chess Club in winning the 2010 Michigan Senior Chess Championship hosted at Kearsley High School this past weekend of May 22-23<sup>rd</sup>. The Michigan Senior includes top Michigan players over 50, and this year’s crosstable featured some of the most formidable players in the state. Scoring 3.5 out of a possible 4 points, Alan managed to “swindle” the venerable, but masterful, Bob Ciaffone out of a half point in the final round to seal his incredible run to the top. Alan played some strong chess in his successful bid for a championship crown that has alluded him for at least the past three years. Not only did he represent himself well, but he has helped earn some respect for the Port Huron Chess Club. Congratulations to you, Alan...Long Live the King!!! ( Games from the championship are featured in the Members’ Games section, and a complete crosstable will be included in the July issue. *Michigan Chess* should have considerable coverage of this event in its summer issue.)



2010 Michigan Senior Champion: Alan Gregg

## Bughouse Tournament to be featured on July 8<sup>th</sup>

Bughouse chess, originally known as: "Putback Chess" is a:

...crazy game [in which] no men are ever taken off the board. When a man is "captured" the player making the capture replaces the enemy man on a vacant square. However, captured Pawns must not be placed on the opponent's first rank, and a captured Bishop must be placed on a square of the same color as the Bishop's original square. The starting position and the moves of the men are the same as in regular chess. The player's King must be out of check on completion of the player's move. Pawns are promoted to Queens only. A move with capture is completed only when the captured man has been placed on another square. Obviously, the only way to win is by checkmate. [Harkness, Kenneth, *Official Chess Handbook*, 1971, pp.179-80.]

Since 1971 "Putback chess" has morphed significantly as new rules and regulations have been adapted and adopted. Extremely popular among many younger players who view it with excitement, novelty, and imagination, the current version has emerged to be called Bughouse Chess (The significance of the new name will become more meaningful once you have played a game or two.) and is one of the few variations of chess that permit partner play. Most commonly played under a G/5 time limit, Bughouse chess features two boards and clocks placed side by side, with two man teams paired against each other. The following information were taken from the website: <http://About.Com:chess>

Bughouse is quite possibly the most popular chess variant in the world. You'll see it being played -- especially by children -- in skittles rooms and side events at any major tournament. The rules of bughouse are quite simple, but the strategies and tactics are perhaps even more complex than in standard chess.

Bughouse is a game played by two teams, usually consisting of two players each. On each team, one player will play White, while the other plays Black on a board next to them, across from their opponents. Each individual game requires its own clock. Bughouse is traditionally played with blitz time controls, with each player having five minutes or less to make their moves.

The game begins when the clocks are started and each team's "White" player makes their first move. After this, the games continue as normal chess games, with the following major exceptions:

1. When a player captures a piece, he must pass it to his partner. For example: if a team's White player captures his opponent's rook (a black piece), he must pass it to his partner, who is playing Black. If a pawn promotes and is then captured, it reverts back to being a pawn when it is passed.
2. On each player's turn, he may choose to either make a regular chess move on the board, **or** place one of the pieces his partner has passed to him on the board. There are no restrictions on where pieces may be placed, with the exception that pawns cannot be placed on the first or eighth ranks.
3. The game ends when **any** player is checkmated or runs out of time on either board. That player's team loses the game. Keep in mind that a player is not checkmated if he has the potential to block a check by placing a piece there, even if he doesn't have a piece "in hand" yet; the possibility of his partner passing something to him is enough to keep the game going.

These rules make bughouse a fast and furious game filled with exciting combinations and amazing mates. A player who has several pieces in hand can quickly turn a game around, or checkmate a seemingly "safe" king. While you'll never get to place a piece on the board in the middle of a real chess game, the patterns and tactics that arise in bughouse can help develop your chess vision and creativity.

Bughouse strategy is quite complex, but there are a few key points to remember:

- Material values are much closer between the various pieces in bughouse than in chess. Queens are still the most valuable pieces, but since every piece can be dropped just about anywhere on the board at any time, everything is dangerous! One popular "point" system for bughouse rates a pawn as 1 point, knights, bishops and rooks as 2, and a queen as 4.
- Keeping a secure king is critical, as holes and unprotected squares around the king can quickly become occupied by enemy pieces. Once an opponent is placing pieces with check (especially knights), it can become impossible to use your own pieces in hand, leaving you virtually helpless to stop the onslaught.
- Communication is key! Teammates are allowed and encouraged to talk strategy during the game. This can help players understand whether or not they should make trades, or if they should be willing to sacrifice material to get a certain critical piece for their partner.
- Sometimes the best move in bughouse is no move at all. With an advantage on the clocks, a team may want to stall on one board in order to force their opponents to make a move on the other. The potential of the stall forces fast action during the game, as both sides struggle to maintain an advantage on the board and on the clock.

Come on down to the club on July 8<sup>th</sup> and give bughouse a try. It will certainly liven up your evening.

## **Possible Team Tournament for Month of July**

The PHCC is planning for its first ever Pairs tournament to be played each Thursday through the month of July. This 4 or 5 round event will feature two-person teams with 2 games per night. Teams will be made of a pair of players or partners who have agreed to play as a team. There must be a minimum of at least 300 club rating points between partners playing as a team. Each round will consist of two games as partners must play against both of their opponents. Round scores will be determined by the sum of both games played that evening. Maximum score for the evening's play will be 2 points per round. This will be a round robin event so all teams will play against every other team. In the event of there being more than 6 teams, a Swiss system will need to be used. The standard rules of tournament play will apply. Select your partner, develop a team name and get those names to Lon by June 24<sup>th</sup>. Prizes will be based on entries. Trophies will be awarded to the top scoring team.

## **PHCC Rating List**

The following list represents a realignment and update after the Club Championships. It identifies only current members of the Port Huron Chess Club. Current USCF ratings were used for members that had them, to construct the initial list. Members that had no USCF ratings were given a provisional rating based on their performances against regular club members who had USCF ratings. From this point forward, club rated events will use these ratings for pairing purposes.

<u>Name</u>	<u>Rating</u>
Gregg, Alan	1988
Rutkofske, Lon	1873
Morabito, Matt	1760
Petty, Michael	1740
Broyles, Tom	1736

Fiedler, Robert	1725
Wingrove, Bill	1701
Berthen, Dale	1537
Scholfield, Chris	1503
Willard, Phil	1456
Chan, Jaime	1452
Boucher, Dave	1337
Jachcinski, Michael	1016
Tuttle, Aaron	498

#### USCF Ratings as of 5/25/10

Name	Rating
Gregg, Alan	1986
Rutkofske, Lon	1912
Fiedler, Robert	1769
Broyles, Tom	1737
Morabito, Matt	1725
Petty, Michael	1703
Wingrove, Bill	1694
Willard, Phil	1551
Chan, Jaime	1447
Trombley, Cody	1278
Boucher, Dave	1277
Mireau, Nathan	1050
Jachcinski, Michael	987

## Members' Games

*Please send me what you consider your best games, annotated or not, so that I might be able to showcase them. The following games represent contests that have been available at the time of this printing. Email them to me or give them to me personally, if you wish. Majority of analysis done by Fritz 11, unless otherwise indicated.*

The following games are just two of Alan Gregg's games from the recent 2010 Michigan Senior Championships, more will follow in the July issue.

### **Libby, Daniel (1776) – Gregg, Alan (1986) [A14]**

#### **Michigan Senior 2010, 23.05.2010**

1.c4 ♖f6 2.g3 e6 3.♙g2 d5 4.♗f3 ♘e7 5.0-0 0-0 6.d3 ♗bd7 7.e3 c6 8.b3 ♜e8 9.♙b2 ♙d6 10.cxd5 exd5 11.e4 dxe4 12.dxe4 ♙f8 13.♗fd2 ♗c5 14.♚c2 ♙g4 15.f3 ♙e6 16.♞d1 ♗d3 17.♗c4 ♙xc4 18.bxc4 ♚b6+ 19.♔h1 ♗f2+ 1-0

### **Gregg, Alan (1986) – Ciaffone, Bob (2103) [A29]**

#### **Michigan Senior 2010 (4), 23.05.2010**

1.c4 e5 2.g3 ♗f6 3.♙g2 d5 4.cxd5 ♗xd5 5.♗c3 ♗b6 6.d3 ♙e7 7.♗f3 ♗c6 8.0-0 0-0 9.b3 f5 10.♙b2 ♙f6 11.♗d2 ♙e6 12.♗c4 ♜e8 13.♞b1 ♚e7 14.♗xb6 axb6 15.♗a4 ♚f7 16.♚c1 ♗b4 17.♙xb7 ♞a7 18.♙c6 ♞d8 19.a3

♖xc6 20. ♔xc6 ♕d5 21. ♖c1 ♕xb3 22. ♖c3 c6 23. ♖d1 ♕a2 24. ♖a1 c5  
 25. ♖e3 ♕e6 26. ♖g2 ♖ad7 27. ♖e3 f4 28. ♖c1 f3 29. exf3 ♖xd3 30. f4 e4  
 31. ♕xf6 ♖xf6 32. ♖e3 ♖d4 33. ♖b1 c4 34. ♖c2 ♖c5 35. ♖b4 ♖d2 36. ♖xe4  
 ♕h3 37. ♖c6 ♕xf1 38. ♖xf1 ♖f8 39. ♖e6+ ♔h8 40. ♖e5 ♖c7 41. ♖xc4 ♖xc4  
 42. ♖xc4 ♖a2 43. ♖xb6 ♖xa3 44. ♖c4 1/2-1/2

## Calendar of Coming Events:

Registration for all events begins at 6:30 PM or via email, first round begins at 7:00 PM.

May 13th G/5 Blitz PHCC Speed Champs – Double Round Robin – EF: A: \$2.00, Under19:\$1.00-  
 rescheduled for September 9<sup>th</sup>, 2010

June 10<sup>th</sup> G/30 PHCC Mini-Swiss – EF: A: \$2.00, Under19:\$1.00

July 1st – 29<sup>th</sup> G/45 Pairs Championship – EF: \$5.00 per 2 man team \*(See page 3)

August 5th G/5 Bughouse Tournament– EF: A: \$2.00, Under19:\$1.00\* (See page 2)

Sept. 9<sup>th</sup> G/5 Blitz PHCC Speed Champs – Double Round Robin – EF: A: \$2.00, Under19:\$1.00

**Possible Team Challenge Event: Alan Gregg has proposed that the PHCC field a 5 man team and challenge some local clubs to a match...please email me with your thoughts - Lon**

### Dues News

The Port Huron Chess Club will begin to collect dues for the coming year. While dues are not required for anyone interested in playing at the club, they are required for those competing in tournament play. Annual Dues are \$2.00 for adults and \$1.00 for those under 19. Dues funds are used to offset miscellaneous expenses not funded by the Recreation Department.