



The League Leader

The Official Newsletter of the Long Island Industrial Chess League

Volume XVI, Number 11

www.liicl.com

February 3, 2006

Preparing for the Playoffs

Team Results - Round 10

20-Jan-2006

Playoff Match Conduct

As we soon enter the playoff season (after round 12), we switch from LIICL Points to Match play rules. There are regulations specific to the conduct of match play that the LIICL adopted in prior seasons. These have been included in this issue on page 6. All captains and players are encouraged to read them as they dictate just what and what is not acceptable during these high stake matches.

Especially important are the rules regarding asking for and offering of draws. This is the only instance where a captain may instruct a teammate during a game in progress.

Also new to this issue is the status of tie-break odds. At the onset of the playoffs, it is theoretically possible for any team to meet any other in some future round. The table on page 7 shows which team in any match-up has the tie-break odds should the season end today. In the box is the match record of the two teams from the perspective of the team on the left side of the chart. Where match records are even, LIICL points are the second determinant of tie-break odds. If still tied, then the Tie-Breaks shown in column 4 of the Standings below will be used.

AlumniD	EDO	LSF	CCC
-----	-----	-----	-----
Frohreich F 0.0 1.0	Chipkin L	Leone D 0.0 1.0	Lamb T
Ulfers E 1.0 0.0	Romero S	Bonfante C 0.0 1.0	Viale R
Shattuck J 0.0 1.0	Alikakos G	Celauro S 1.0 0.0	Montenero P J
Zunino H 0.0 1.0	Spreckles C	Greenwald J 1.0 0.0	Forfeit
1.0 3.0		2.0 2.0	

Honeywell/KSF	AlumniE	LIRR	NGC
-----	-----	-----	-----
Solomon S 0.5 0.5	Hodos J	Pappaceno, M 0.5 0.5	Berg G
Muttreja S 1.0 0.0	Celaru A	Panico N III 1.0 0.0	Rizzo R
Ogen T 1.0 0.0	Goldstein C	Johnson W 0.5 0.5	Wilkie C
Insogna M 0.5 0.5	Thomas W	Panico D 1.0 0.0	Marley K
3.0 1.0		3.0 1.0	

Alumni C	PRA	Rated, Non-Scheduled	
-----	-----	White	Black
Kingsley J 0.0 1.0	Dwulit J	-----	-----
Watnick M 0.0 1.0	Hom D	Standing R 1.0 0.0	Greenwald J
Mastandrea R 0.0 1.0	Sommese A		
Loshin A 1.0 0.0	Forfeit		

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2005-2006 LIICL Regular Season Team Standings

Team	Team LIICL			—Games—				—Match—				F
	Rating	Pts	TB's	W	L	D	Pts	W	L	D	Pts	
LIRR	2084	170	145.25	28	3	9	32.5	8	1	1	8.5	0
NGC	2015	142	128.75	20	9	11	25.5	6	3	1	6.5	0
EDO	1848	135	125.50	20	12	8	24.0	5	2	3	6.5	1
CCC	1715	132	94.75	23	16	1	23.5	5	2	3	6.5	2
PRA	1925	127	99.50	21	15	4	23.0	6	3	1	6.5	5
LSF	1861	124	95.50	18	16	6	21.0	5	4	1	5.5	0
Honeywell/KS	1692	109	50.50	15	19	6	18.0	4	5	1	4.5	3
AlumniE	1601	86	35.25	10	25	5	12.5	2	7	1	2.5	4
AlumniD	1601	85	32.00	11	27	2	12.0	1	6	3	2.5	3
Alumni C	1517	72	31.00	7	31	2	8.0	0	9	1	0.5	0

Individual Class Standings After Round 10

Rating	Name	Team	PPR	G	W	L	D
Class A							
1933	Johnson, Willie	LIR	4.60	10	8	0	2
2087	Chipkin, Len	EDO	4.20	10	6	0	4
2111	Pappaceno, Mike	LIR	4.00	9	6	0	3
2150	Berg, George	NGC	3.80	10	4	0	6
1902	Hom, Dennis	PRA	3.40	10	6	4	0
1986	Panico, Nick III	LIR	3.20	7	5	1	1
1967	Rizzo, Robert	NGC	3.20	9	5	3	1
1924	Romero, Steve	EDO	3.20	9	4	2	3
1959	Wilkie, Clayton	NGC	2.80	8	4	3	1
1912	Bonfante, Charles	LSF	2.80	8	4	3	1
2021	USCF Guevara, Robert	LIR	2.60	6	3	1	2
1948	Hodos, Julian	ALE	2.60	9	3	4	2
2046	USCF Hellenschmidt A	LIR	2.40	5	3	1	1
1998	Leone, Dave	LSF	2.40	6	2	1	3
1927	Wisbauer, Robert	PRA	2.20	5	2	1	2
1925	Panico, Danny	LIR	1.80	2	2	0	0
2165	USCF Critelli, James	LIR	1.40	1	1	0	0
1968	Cranston, Tim	PRA	1.20	2	0	1	1
1922	Rodriguez, Keith	NGC	1.20	1	0	0	1
Class B							
1945	Dwulit, James	PRA	3.80	9	7	2	0
1835	Marley, Ken T	NGC	3.80	10	6	2	2
1779	Viale, Richard	CCC	3.60	10	6	3	1
1769	Sommese, Anthon	PRA	3.60	9	6	2	1
1862	/11 Lamb, Terry	CCC	3.40	9	6	3	0
1813	Alikakos, George	EDO	3.20	9	5	3	1
1700	EST Dorsky Michael	CCC	3.00	6	5	1	0
1822	Solomon, Steve	HON	2.80	9	3	3	3
1800	EST Celauro Sal	LSF	2.60	4	4	0	0
1744	Standing, Robert	LSF	2.40	7	3	3	1
1742	Kolczynski, Jim	LSF	1.80	6	2	4	0
1724	Frohreich, Frank	ALD	1.40	9	1	8	0
1881	Mahoney, Kevin	NGC	1.00	1	0	1	0
Class C							
1720	Muttreja, Suresh	HON	3.20	10	5	4	1
1698	Montenero, Paul	CCC	3.00	8	5	3	0
1616	Spreckles, Charle	EDO	3.00	10	5	5	0
1569	Rusch, Ed	ALD	3.00	9	5	4	0
1593	Insogna, Matt	HON	2.80	10	4	5	1
1586	Celaru, Adrian	ALE	2.60	10	3	5	2
1645	Ogen, Tom	HON	2.40	8	3	4	1
1628	Kingsley, John	ALC	1.80	9	2	7	0
1576	Shattuck, John	ALD	1.60	8	1	6	1
1522	Goldman, Mel	ALC	1.60	9	1	7	1
1674	Ulfers, Ed	ALD	1.40	1	1	0	0
1466	Watnick, Mel	ALC	1.40	10	1	9	0
1398	/6 Egert, George	NGC	1.40	1	1	0	0
1664	Wu, Danny	NGC	1.00	0	0	0	0
1612	Cecchini, Richard	EDO	1.00	1	0	1	0
Class D							
1429	Greenwald, Justin	LSF	2.40	9	3	5	1
1387	Thomas, Walter	ALE	2.40	9	3	5	1
1149	Zunino, Hugo	ALD	2.00	6	2	3	1
1376	Mastandrea, Robe	ALC	1.80	6	2	4	0
1315	Loshin, Al	ALC	1.60	6	1	4	1
1485	Goldstein, Carrie	ALE	1.40	9	1	8	0
1467	Proffman, Paul	CCC	1.40	3	1	2	0
1434	Hartten, Ed	ALD	1.40	2	1	1	0
1542	/5 DePrisco, William	ALD	1.00	1	0	1	0
1420	EST Caracciolo, J	LSF	1.00	1	0	1	0
1403	USCF Schilling, Pete	IND	1.00	0	0	0	0
1142	Cretaro, Tony	CCC	1.00	2	0	2	0

The League Leader

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October 7, 2005

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Announcing LIICL Quiz 2006!

Starting with the Vol. XVI, No.6 edition of the League Leader, a new LIICL chess contest is being launched. It will consist in total of 12 chess related questions, one in each newsletter up until the LIICL Finals. The points will vary depending upon the level of difficulty. There will be prizes for the 5 contestants who compile the most total points. The prizes will be announced soon. Answers to each question can be submitted either via email to liicl@yahoo.com or in person to Bob Rizzo using one of the entry sheets provided during each round. Time is of the essence. To earn full points, your answer must be received no later than midnight of the following round of play. Due to the fact that the time between rounds is not always the same, this will mean that you will have more time to answer some questions than others. For each round that an answer is late, one point will be deducted from your score (assuming your answer is correct). Your answer must contain your name, the quiz problem number and your answer. If submitting by email, please put "LIICL Quiz 2006" in the title. All decisions of the judges are final. The sixth question appears on the following page. Good Luck.

Anand Catches Topalov at Corus

Viswanawan Anand beat Boris Gelfand in the last game of the recent Corus Super-GM tournament to catch front-running Veselin Topalov at the wire. Topalov was only able to draw against Peter Leko. Both co-winners will likely join the 2800 club with Garry Kasparov. Molytev and wunderkind Carlsson tied for the win in group B and will play in the group A event next year. The crosstable for the Group A event follows:

Wijk aan Zee Corus 2006 Group A Final Standings

			1	2	3	4	5	6	7	8	9	0	1	2	3	4			
1	 Anand, V	2792	+58	*	½	½	1	1	1	½	1	½	1	1	½	0	½	9.0 / 13	58.50
2	 Topalov, V	2801	+49	½	*	0	½	½	1	½	½	1	1	1	½	1	1	9.0 / 13	54.00
3	 Adams, Mi	2707	+63	½	1	*	1	0	½	½	½	½	½	½	1	½	½	7.5 / 13	48.75
4	 Ivanchuk, V	2729	+39	0	½	0	*	½	1	½	½	1	½	½	½	1	1	7.5 / 13	44.50
5	 Gelfand, B	2723	+19	0	½	1	½	*	½	½	½	½	1	½	0	1	1	7.0 / 13	43.75
6	 Karjakin, S	2660	+86	0	0	½	0	½	*	½	½	½	1	1	1	1	1	7.0 / 13	38.50
7	 Tiviakov, S	2669	+50	½	½	½	½	½	½	*	½	½	½	0	½	1	½	6.5 / 13	41.75
8	 Leko, P	2740	-26	0	½	½	½	½	½	½	*	½	0	½	1	1	½	6.5 / 13	39.25
9	 Aronian, L	2752	-39	½	0	½	0	½	½	½	½	½	*	0	½	1	1	6.5 / 13	37.50
10	 Van Wely, L	2647	+47	0	0	½	½	½	½	½	1	1	*	½	½	0	½	6.0 / 13	
11	 Bacrot, E	2717	-55	0	0	½	½	0	0	1	½	½	½	*	½	1	½	5.5 / 13	
12	 Mamedyarov, S	2709	-103	½	½	½	½	½	0	½	0	0	½	½	*	0	½	4.5 / 13	31.00
13	 Kamsky, G	2686	-78	1	0	0	0	1	0	0	0	0	1	0	1	*	½	4.5 / 13	28.50
14	 Sokolov, Iv	2689	-112	½	0	½	0	0	0	½	½	0	½	½	½	½	*	4.0 / 13	

LIICL QUIZ 2006 Answer Form

LIICL Quiz 2006 Question #6:

Consider all of the great chess players since 1800. If the Elo-based, FIDE system had been in effect since that time, theoretically which 5 players would have had the highest average rating over a period of 5 consecutive years? (5 Points)

Due Date: Feb. 24, 2006

Total Value: 5 Points (One point for each correct name)

Your Name: _____

Your Answer: 1) _____

2) _____

3) _____

4) _____

5) _____

(Please submit to Bob Rizzo or email to: liicl@yahoo.com)

Rules of Conduct for LIICL Match Play

- 1) Games are played under USCF rules unless otherwise stated in the LIICL Constitution.
- 2) Time Control is game/90 or game/85 + 5 seconds per move. Electronic clocks with time delay take preference.
- 3) All play will start promptly at 6:50 PM. Any player not appearing by 7:50 PM, forfeits the game.
- 4) A primary Tournament Director (TD) will be announced before the onset of play each round. A secondary TD will be announced at that time who will preside over any match that the involves a team which belongs to the same organization as the primary TD.
- 5) Each team is responsible to provide two boards, two sets and two chess clocks.
- 6) All moves must be recorded except if either player has less than five minutes remaining. If moves are not recorded, any claim of repetition is void.
- 7) Clocks must face outward toward the aisle and away from any wall. The TD must have clear visibility. Black has choice of which side he/she wishes to place the clock. Once this is established, then players must rotate the board so as to satisfy the visibility requirement. This may require that not all members of any team will be sitting on the same side of the table.
- 8) Players must sit in order of LIICL rating. If a player is late, the team may postpone assigning players to boards since alternates, if available, must sit in board order. In any case, clocks will start at 6:50 PM. If a board is unfilled and forfeit, this shall not cause the forfeit of any lower board (this is an exception from USCF rules).
- 9) If both opponents are late, the elapsed time should be divided evenly among them upon arrival of the first player.
- 10) If an error was made in setting the clocks or if the clock is not functioning correctly, the time error shall corrected if it can be determined what the correct times should be. If a determination cannot be made, then the elapsed error shall be divided between the players. If this puts a player in severe time trouble or would cause a player to lose on time, then the time will be proportioned at the discretion of the TD.
- 11) To claim a win on time, you must have mating material. Otherwise the game is a draw. According to USCF laws, you must call your opponent's flag. If both flags are down, the game is a draw. Checkmate ends the game but it is always a good idea to stop your clock anyway just to eliminate any arguments.
- 12) With less than five minutes remaining on your clock, you must hit the clock with the same hand which moves the pieces.
- 13) If an illegal move is made, stop the clocks and call the TD. Two minutes will be added to your time if the TD establishes that the opponent has made an illegal move.
- 14) All players must move away from the playing table when their game is concluded. Loud post mortems, kibitzing and any other form of interference are prohibited and can be penalized by the ouster of the guilty party(ies) and/or banishment from the league.
- 15) Table numbers are assigned for each match on the playing schedule.
- 16) Match results, along with names of participants on each board, must be recorded on the results sheet provided and must be submitted to the Rules Director at the end of play.
- 17) A team captain may, without looking at or considering the board position of a game in progress:
 - a) ask a teammate to offer a draw,
 - b) instruct his teammate to accept or refuse a draw offer,or
 - c) tell his teammate the results of any completed games.
- 18) A player may ask his captain if he/she may:
 - a) tender a draw offer,
 - b) accept or reject a draw offer,or
 - c) the score of the match.
- 19) Any conversation among team members not specified in (17) or (18) is illegal.

LIICL Team Tie-Break Chart Through Round 10

Team	Opponent									
	LIRR	LSF	CCC	NGC	PRA	EDO	ALE	HON	ALC	ALD
LIRR		1-0-0		2-1-0	1-0-0	0-0-1	1-0-0	1-0-0	1-0-0	1-0-0
LSF	0-1-0		0-0-1	0-1-0	2-1-0	0-1-0		1-0-0	1-0-0	1-0-0
CCC		0-0-1		0-1-0	0-0-1	1-1-1	1-0-0	1-0-0	1-0-0	1-0-0
NGC	1-2-0	1-0-0	1-0-0		0-1-0	0-0-1	1-0-0	1-0-0	1-0-0	
PRA	0-1-0	1-2-0	0-0-1	1-0-0		1-0-0	1-0-0		1-0-0	1-0-0
EDO	0-0-1	1-0-0	1-1-1	0-0-1	0-1-0		1-0-0	1-0-0		1-0-0
ALE	0-1-0		0-1-0	0-1-0	0-1-0	0-1-0		0-2-0	2-0-0	0-0-1
HON	0-1-0	0-1-0	0-1-0	0-1-0		0-1-0	2-0-0		1-0-0	1-0-1
ALC	0-1-0	0-1-0	0-1-0	0-1-0	0-1-0		0-2-0	0-1-0		0-1-1
ALD	0-1-0	0-1-0	0-1-0		0-1-0	0-1-0	0-0-1	0-1-1	1-0-1	

Key:



= team along the top has tie-break odds



= team on the left has tie-break odds



= tie-break odds will go to the team with most LIICL points



= head-to-head match has not yet occurred

2005-2006 LIICL Regular Season Schedule, Rev. F

01/07/06

Starting time for the regular season is 6:50 PM. Time control is game/90 or game/85 + 5 sec/move.

Round	1	2	3	4	5	6	7	8	9	10	11	12
Date	09-Sep	23-Sep	07-Oct	21-Oct	04-Nov	18-Nov	02-Dec	16-Dec	06-Jan	20-Jan	03-Feb	24-Feb
Location	LIB	LIB	LIB	LIB	LIB	LIB	LIB	LIB	LIB	LIB	LIB	LIB
1LSF	A W	2 W	3 B	4 W	5 W S	5 B D	6 W C	7 B	5 B	8 W	9 B	TDB
2LIRR	9 W S	1 B	A W	3 W	7 W	4 B	5 W D	6 B C	7 B	7 W	8 B	TDB
3Alumni D	8 W	9 B S	1 W	2 B	A B	A W	4 W	5 B D	4 B	6 W C	7 B	TDB
4Alumni C	7 W	8 B	9 W S	1 B	9 B	2 W	3 B	A W	3 W	5 W D	6 B C	TDB
5PRA	6 W	7 B	8 W	9 B S	1 B C	1 W	2 B	3 W	1 W S	4 B	A W D	TDB
6EDO	5 B C	A B	7 W	8 B	8 W D	9 W S	1 B	2 W	8 B	3 B	4 W	TDB
7NGC	4 B D	5 W C	6 B	A B	2 B	8 W	9 B S	1 W	2 W D	2 B	3 W	TDB
8CCC	3 B	4 W D	5 B C	6 W	6 B	7 B	A B	9 W S	6 W C	1 B	2 W	TDB
9Alumni E	2 B	3 W	4 B D	5 W C	4 W	6 B	7 W	8 B	A W	A B S	1 W	TDB
A Honeywell/KS	1 B	6 W	2 B	7 W D	3 W	3 B C	8 W	4 B	9 B	9 W	5 B S	TDB

Explanation: Rounds 5, 9 & 12 are position rounds. Opponents will be determined based upon standings.
 Pairings for Position Rounds are: First vs. Second, Third vs. Fourth, Fifth vs. Sixth, Seventh vs. Eighth and Ninth vs. Tenth
 Pairings for Round 1 of the Playoffs: Seventh vs. Tenth and Eighth vs. Ninth, First through Sixth have Byes

Starting time for the playoffs is 6:50 PM. Time control is game/90 or game/85 + 5 sec/move.

Playoffs: Round 1: (LIB) 10-Mar Quarters: (LIB) 24-Mar Semis: (LIB) 31-Mar Finals: (LIB) 28-Apr Individual Final: (LIB) 05-May

Events: Charity Blitz: (TBD) TBD GM Simul: (TBD) TBD Awards Evening: (LIB) 19-May

Key: D = Director UMC= United Methodist Church W= White on Board 1
 S = Secondary Director CCH= The Congregational Church of Huntington B= Black on Board 1
 C = Coffee Duty LIB= Huntington Library TBD= To Be Determined