

# **Chess for Juniors Takes on the Brits, and Wins!**

article and photos by Robert M. Snyder

Every two years the Fort Collins, Ecolorado-based Chess For Juniors takes a group of students to a foreign country where they play chess and learn about the lives of chess kids abroad. The Club has gone to Germany, Australia, Canada, and this summer had its first exchange with England.

Full-time professional chess teacher and International Master Adam Hunt, along with the Woodbridge Junior Chess Club coordinator Dr. John Wharam organized the exchange and match for England. Woodbridge School provided an excellent site for the match, which had eight players on each team. The Chess For Juniors team

won the match with a score of 26½ to 21½. Assistant coaches for the Chess For Juniors team, David Huff



(Bakersfield, CA) and Rod Regan (San Diego, CA) helped make things run smoothly for our students who came from both Colorado and California. The Chess For Juniors club is unique in that it provides regular instruction and activities to about 50 local kids and a national Internet training program with about 30 members. Students resided for

Students resided for nearly two weeks in



the homes of their exchange partners. This gave our students a unique opportunity to learn about the way British kids live.

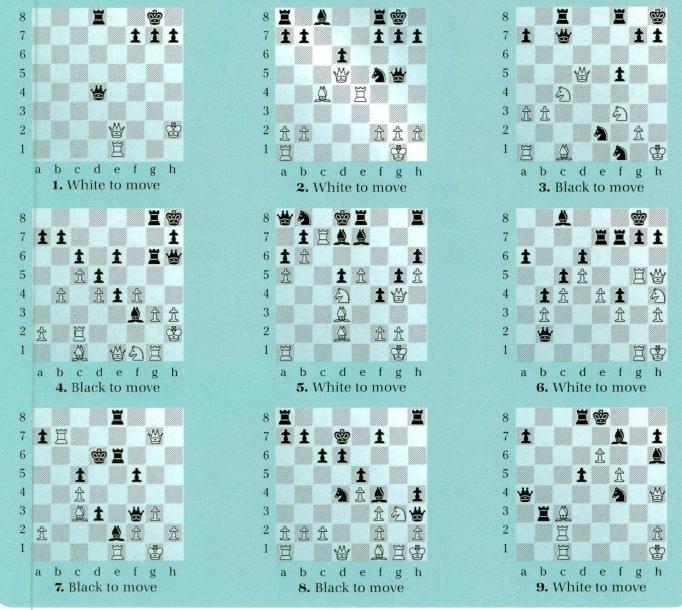
And, our kids attended Woodbridge school for two days to get an insight into British education. The students also had an opportunity to tour London and Cambridge as well as visit some coastal towns. The highlight of the trip was a visit to the London (continued on page 2)

Look Inside! Articles, Quizzes & Puzzles This edition of Chess Life Kids is for the novice player.

We invite you to write about your chess life and chess-related ideas. E-mail your articles to editor@uschess.org.

# Let's Sacrifice the Queen for Mate!

In our Chess Video in this issue, Paul Morphy sacrificed his queen to checkmate his opponents. Here's a chance for you to do the same. Here are nine positions where you can sacrifice your queen and mate the king. (Answers on page 5.)



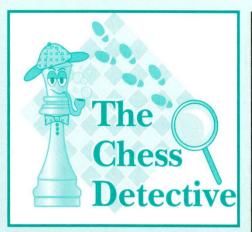


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Chess Centre where our eight students ranging in age from 8 to 16 had a personal visit with World Champion Garry Kasparov. Kasparov autographed his books and gave a lecture to well over 100 chess players. I was fortunate in having an opportunity to follow Kasparov's lecture and book signing with a half-hour lecture and book signing of my own.

Before the lectures and book signings, our students spent a couple of hours playing chess at a tavern set up with dozens of chess sets near the London Chess Centre. I could not refuse the challenges at the tavern made by a couple of top scholastic players from England. England has some very strong up-and-coming scholastic players. Certainly a very busy day for the group!

Next summer eight students from the Woodbridge Junior Chess Club will come to Fort Collins for a return match. And, in 2006 the Chess For Juniors club already has plans to go to Hamburg, Germany!



## Solving the Mystery of the Weak Dark Squares

by NM Todd Bardwick

A n old chess saying goes, "Amateurs play for pieces, Masters play for squares." The outcome of the game often hinges on a single key square, especially when the square is near the king.

The chess master is required to play the role of a detective and correctly identify key squares. Consider this position from the 1993 Colorado Closed with White to move.



What squares do you think are important?

Notice there is a knight, not a fianchettoed bishop, on the g7square. It is normally not good practice to trade off a fianchettoed bishop in front of your king, because the squares on that color will be weakened without the bishop to guard them.

The key squares in this position are the dark squares around the black king. This is a clue for White, who should ask himself, "Can I invade on the dark squares?"

White played **25 f6** and Black resigned.

If the knight moves, the only safe

square is 25...Ne8. White can then play 26 Rxe8+ followed by 27 Qh6 and 28 Qg7 mate. If 25...Bxc2, White plays 26 Qh6 and with the same mating idea on g7.

Here is a position from Game 6 of the 2000 World Championship Match between Vladimir Kramnik and Garry Kasparov.

**Garry Kasparov** 



In this position, Kasparov played **31...Rxc5** and after an exciting ending and 35 more moves, the game ended in a draw.

Notice that Black has some potentially weak black squares around his king.

What would happen if Kasparov instead played 31...Rcd7?

Kramnik could offer the bishop for the opportunity to invade on Black's dark squares with 32 Be5!

Here are some sample variations showing how White could utilize the weak dark squares around the black king. If Black accepts the sacrifice with 32...fxe5, then 33 Qxe5 with the multiple threats of 34 Qg7+, 34 Rc8, and possibly even invading on the 7<sup>th</sup> rank with one of his rooks.

For example, 33...Kf8 (or 33...Ke8) 34 Qh8+ Kf7 35 Qg7+ Ke8 36 Qg8 mate; 33...Re8 34 Qg7 mate; 33...Rd8 34 Rc7 threatening the black queen and Qg7+.

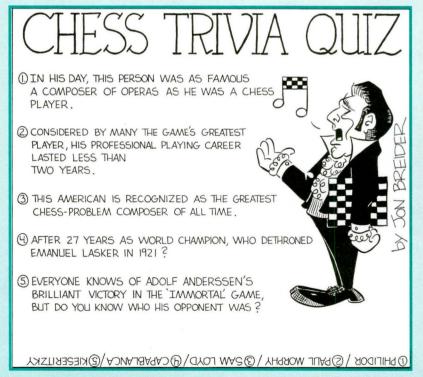
Note that after 32 Be5, White threatens 33 Bxf6 Kxf6 34 Qe5+ with similar ideas.

If Black tries 32...f5, then White could play 33 Rc8 (possibly heading for h8) and Black has too many weaknesses on his first and second ranks, as well as the dark squares around his king. Invading with Qe5 is a major threat for White in many variations.

Another possibility for Black would be to defend the critical f6-square with 32...Nd5. White could then continue his attack on the dark squares by playing 33 Qf3 (threatening 34 Rxd5 and 35 Qxf6+) f5 34 Rc8 Nf6 (34...Re8 35 R8c7 taking advantage of the pinned knight on d5) 35 Qxb7 Rxb7 36 Bd6 Re8 (36...Red7 37 Rf8 mate!) 37 R1c7+ Rxc7 38 Rxc7+ Kg8 39 Rg7+ Kh8 40 Be5 Rf8 41 Ra7 is winning for White.

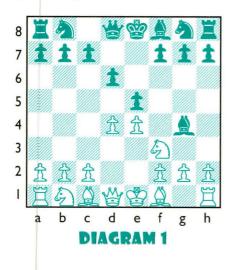
Remember to always be on the lookout for weak squares to use as invasion points into your opponent's position.

Todd Bardwick can be reached through his website at www.ColoradoMasterChess.com

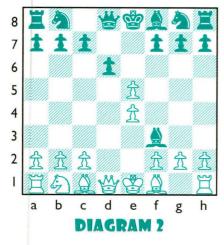


# **VIDEO CHESS!**

Paul Morphy was America's first great champion. In the mid-1800s, he defeated all the best players of his day and then retired. His great success was due to the fact that Morphy had discovered that pieces must be developed, before an attack is made. Because of development, Morphy created some of the best attacks of his day. One of his most famous games was played against the Duke of Brunswick and Count Isouard who played Black during a performance at the Paris Opera in 1858. The game begins 1 e4 e5 2 Nf3 d6 (Philidor's Defense) 3 Qe4 Bg4? (Diagram 1)

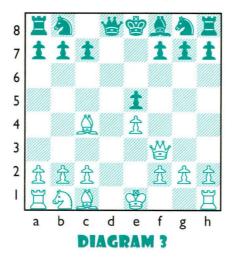


A bad move by Black, giving Morphy not only two bishops but helping White to develop quickly. Morphy continued **4 dxe5 Bxf3**. (*Diagram 2*)

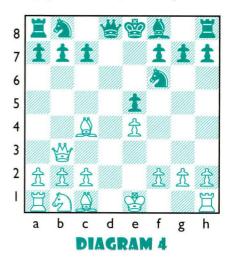


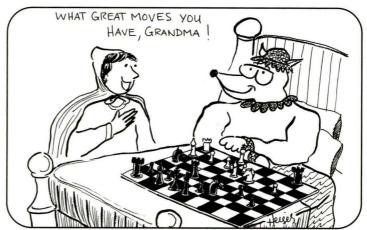
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Black can't play 4...dxe5, because Black loses a pawn after White exchanges queens with 5 Qxd8 Kxd8 6 Nxe5. Morphy continued: 5 Qxf3 dxe5 6 Bc4. (Diagram 3)

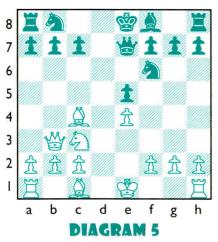


White develops a piece while at the same time threatening Qxf7 checkmate. Black moved **6...Nf6**, thus blocking the checkmate. Morphy moves **7 Qb3!** (*Diagram 4*)

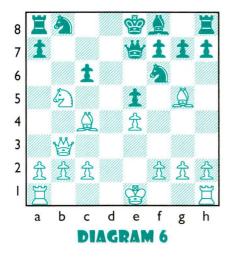




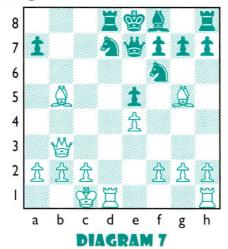
A great move, attacking the unprotected pawn at b7 as well as threatening to take the f7-pawn with his bishop, check. Black must defend, and Black moves **7...Qe7**. Black assumes that Morphy will take the pawn on b7 and then Black can move 8...Qb4 with a check, forcing White to exchange queens and relieving some of the pressure going into an endgame. Morphy could now play 8 Bxf7+ Qxf7 9 Qxb7 winning the rook. But that's too easy. Instead, Morphy develops a piece **8 Nc3:** (*Diagram 5*)



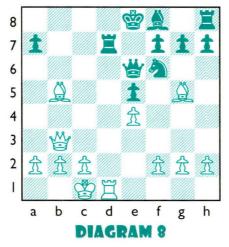
Black continued: **8...c6**, protecting his b7-pawn with the queen on e7 as well as denying White's knight access to d5 or b5 for the moment. Morphy continued: **9 Bg5**, again developing a piece while at the same time pinning Black's knight against his queen. Black now attempts to get rid of the annoying bishop with **9...b5**. However, now Morphy starts the winning combination and plays **10 Nxb5!** (*Diagram 6*)



This combination lasts six moves, as Black responds **10...cxb5 11 Bxb5+ Nbd7 12 0-0-0 Rd8**. Now Black can hardly move anywhere. The bishops rule with pins and hold very important squares like d7. Now Morphy threatens to take Black's knight at f6, removing a defender of the d7-square. (*Diagram 7*)

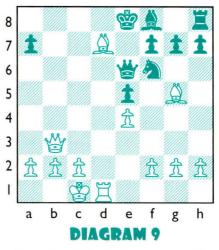


Morphy now continues the attack: **12 Rxd7! Rxd7 12 Rd1** and Morphy continues with the same threat of taking the knight on f6 and then taking the rook on d7. Black is nearly finished now, and moves **12...Qe6** to break the pin on the queen. (*Diagram 8*)

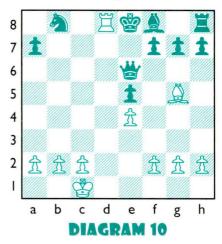


Now Morphy can win very easily by 13 Bxf6 and if Black plays 13...Qxb3 14 Bxd7 checkmate! If instead Black takes the White bishop 13...Qxf6, then White simply moves 14 Bxd7+ Ke7 15 Qb4 forcing Black to play 15...Qd6 to block and White plays 16 Qxd6 Kd8 and 17 Be6 Ke8 18 Qd7 or d8 with mate. But that's not pretty. Morphy instead plays **15 Bxd7+!** (*Diagram 9*)

ANSWERS T	O THE CHESSWORD PUZZLE: (PAGE 8) ACROSS 1. BISH-
OF 2. DRAW	3. GRANDMASTERS 4. BUGHOUSE 5. KING 6. A8 7. E8
DOWN 3.65	4. BLITZ 8. PAWNS 9. ROOK 10. A4 11. KNIGHT 12. GAME



Black has little choice: **15...Nxd7** and Morphy beautifully throws away his queen with **16 Qb8+** forcing Black to take her majesty. **16...Nxb8** so that Morphy can mate with **17 Rd8#.** (*Diagram 10*)



This final position is the end of one of the most famous games of all time. Do as Morphy did: Gain time on your opponent with threats, but most of all develop your pieces to good squares as soon as possible!

#### Answers to "Let's Sacrifice the Queen for Mate!" (Page 2)

1. **1 Qes+ Rxes 2 Rxes#** This kind of position comes up a lot.

2. **1 Oxí7+ Rxí7 2 ReS#** The rook can't come back to defend, because it is pinned by White's bishop on c4.

3. 1...Qh2+ 2 Nxh2 Nfg3# Very pretty. 4. 1...Qxh3+ 2 Kxh3 Rh6#

5. 1 Qxd7+ Nxd7 2 Ne6#

6. 1 Oxh7+ Kxh7 2 Rh5+ Kg8

**3 Ng6** (threatening mate with Rh8#) **Rf6** (creating an escape square for the king) **4 Rh8+ Kf7 5 Rf8**#

7. 1...Qh1+ 2 Kxh1 Bf3+ 3 Kg1 Rxe1+ 4 Bxe1 Rxe1#

8. 1...Qxh2 2 Kxh2 hxg3+ (a double check) 3 Kg2 Rh2#

9. 1 Qxd8+ Kxd8 2 Bf6+ Ke8 3 Rc8#

## 2004 NATIONAL K-12 / COLLEGIATE CHAMPIONSHIP DECEMBER 10-12

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Team score = total of top 3 (min. 2) finishers from each school per grade. 1<sup>st</sup> place individual & team will be National Champion for their grade.

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#### SIDE EVENTS

Registration for side events is on site only! Bughouse Thursday 1pm. On-site entry Thurs. 9am until noon, \$20 per team. Blitz Thursday 6pm. On-site entry until 5pm, \$15 each. Simul Friday 9am. Register on site.

On-site registration 12/9, 9am-9pm & 12/10, 9am-11am.

Team Rooms are limited, contact Diane Reese events@uschess.org.



Entries: "K-12/Collegiate Champ." c/o USCF, 3068 US Route 9W, Suite 100, New Windsor, NY 12553 Phone: 1-800-388-KING Fax: (845) 236-4865 Please make all checks payable to USCF For more info or to register online: www.uschess.org. Please bring clocks.

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# Four sections to choose from !!

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Rounds 1-2-3-4-5: Saturday: Nov 13: 10 am, 12 noon, 2 pm, 3:30 pm & 5 pm Rounds 6-7-8-9: Sunday, Nov 14: 10am, 12 noon, 2 pm, & 3:30 pm

#### Awards List Sections: Individuals: K-1

Individuals: K-12, K-9, K-6, K-3: First  $-25^{th}$  place, Teams:  $1^{st} - 15^{th}$  place



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#### **Class Awards:** 1<sup>st</sup> - 3<sup>rd</sup> place K-3: U800, U600, U400, unrated K-6: U1000, U800, U600, unrated K-9: U1200, U1000, U800, unrated K-12: U1400, U1200, U1000, unrated

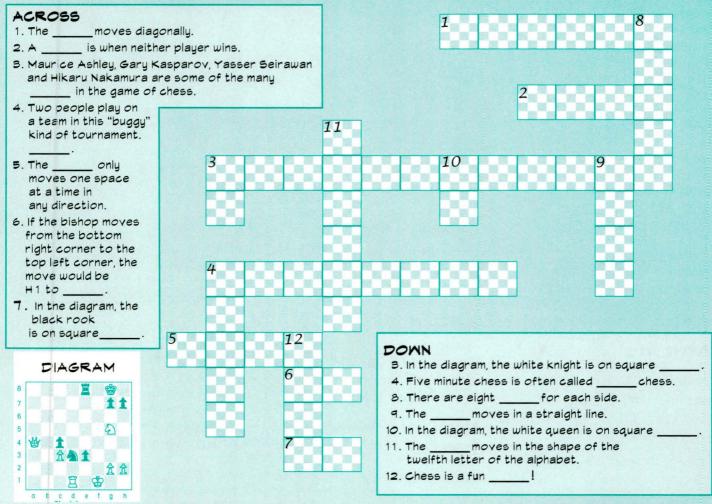
### **Club Teams are Allowed!**

Teams rooms are limited! Contact Diane Reese events@uschess.org

Hershey Resort	Side Event Schedule						
West Chocolate and University Drive,	(on-site registration only - closes at 5:30pm)						
Hershey, PA 17033-0446, 717-533-3311 \$119 chess rate, single-quad, www.hersheypa.com	Entry fee \$20	0	Awards Ceremony 5:30-7 pm				
Name	USCF ID #	Rating (Oct. S	Rating (Oct. Supplement)				
Address	City	State	Zip				
E-mail Address							
<b>Section Options:</b> □ K-12 □ K-9 □ K-6 □ K-3							
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Entry Fees: \$32 postmarked by 10/18 \$52 postmarked by 11/01 \$70 after 11/01 or on site (Add \$5 for phone entry.)							
Amount Enclosed:       Entry Fee \$       USCF Dues \$       Total Enclosed \$							
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AMEX AMEX VISA V-Code (last three digits on the signature line)							
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# CHESSWORD PUZZLE!

(Answers on page 5.)



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