

February 2009

uschess.org

Chess Life for Kids!



IT'S NOW JOKE:

2008 JGP LEADER JOEL PENA!



A USCF Publication

\$3.00



0 74470 27842 9 02

**Fast, Fun, and
Easy to Use**

In 2006, and again in 2007,
young Chess Magnet students
from Portland, OR, scored 7-0 in the
USCF Spring Nationals.

ChessMagnetSchool.com

Better Than Any Textbook for Learning Chess



**Student
Training**

**"Great Stuff! I just delivered my first
Belgian champion under 10 and
boosted his development
by using ChessMagnetSchool.com"**

- Ton Montforts, Coach
Schaakacademie
Limburg, Belgium



**Student
& Class
Management**

**"Your website was
integral to our team's winning."**

-Mike Hosford, Coach
Alcott Elementary
2008 Washington State
Grades 4-6 Champions

**Makes
a
GREAT GIFT!**

**Start Your 30-day Free Trial Today
at
www.ChessMagnetSchool.com**

| | 1 month | 3 months | 1 year | 1 yr USCF |
|--------------|---------|----------|---------|-----------|
| Individuals | \$6.95 | \$15.00 | \$29.95 | \$26.95 |
| Class/Family | \$6.00 | \$12.00 | \$25.00 | \$22.00 |

Free to teachers/coaches of at least 5 students
Includes our powerful, easy-to-use Coaching Tools & Reports

Works on Windows and Macintosh
computers (requires internet access)

To learn more, call 650-284-5062
877-378-4319 (US toll-free)
email info@ChessMagnetSchool.com



Table of Contents

| | |
|---|----|
| ATTENTION PARENTS, TEACHERS & COACHES BY JERRY NASH..... | 4 |
| ARABIAN KNIGHTS BY RICK KENNEDY..... | 5 |
| ZARIA BY ROZ KATZ..... | 5 |
| ASK GM EVANS BY GM LARRY EVANS..... | 6 |
| THE CHESS DETECTIVE BY NM TODD BARDWICK..... | 7 |
| ATTACK AND DEFENSE IN THE COLLE SYSTEM BY PETE TAMBURRO..... | 8 |
| SUPERNATIONAL SCHOLARSHIPS | 10 |
| PIN IT AND WIN IT | 11 |
| IT'SNOW JOKE! | 12 |
| JUNIOR GRAND PRIX STANDINGS | 13 |
| A FEW MORE "MUST KNOW" ENDINGS BY PETE TAMBURRO..... | 14 |
| FIND THE SECRET WORD | 15 |
| MOVE THE PIECES! | 16 |
| TOURNAMENT LIFE ANNOUNCEMENTS | 20 |

COVER PHOTO COURTESY OF EDEN PENA



Publisher

USCF Executive Director: Bill Hall

bhall@uschess.org

Scholastic Director: Jerry Nash

jnash@uschess.org

Scholastic Editor: Glenn Petersen

gpetersen@uschess.org

Art Director: Cat Connor Spradlin

catsyephoto@mac.com

Editorial Asst./Copy Editor: Alan Kantor

akantor@uschess.org

Editorial Assistant: Jennifer Pearson

jenpearson@uschess.org

Advertising Manager: Ray West

rwest@uschess.org

Tournament Life: Joan DuBois

tla@uschess.org

Director of Publications: Daniel Lucas

dlucas@uschess.org

CONTRIBUTORS: Send your contributions and articles to *Chess Life for KIDS*, PO Box 3967, Crossville, Tennessee 38557 or better yet, e-mail to gpetersen@uschess.org.

Chess Life for KIDS (USPS 023-567, ISSN: 1932-5894) is published in February, April, June, August, October, and December of every year by the United States Chess Federation, 137 O'Brien Drive, Crossville, Tennessee 38555. Periodic postage paid at Crossville, Tennessee.

CHANGE OF ADDRESS: Be sure to notify us at once of any change of address. Please include your old address and your new address, along with your USCF I.D. number.

POSTMASTER: Send address changes to USCF, PO Box 3967, Crossville, Tennessee 38557.

Annual Scholastic Membership

Regular Scholastic Membership (on line version of *Chess Life for Kids*), age 12 or younger, is just \$16 per year. Premium Scholastic Membership (receives *Chess Life for Kids* by mail) is \$23 per year. \$13 of every premium membership goes towards providing *Chess Life for Kids*. Entire contents copyright 2009, United States Chess Federation.

Teachers may photocopy instructional articles for classroom use, but republication or widespread copying without the written consent of the USCF is forbidden.

SPOTLIGHT ON ...

Nicholas Rosenthal finished the World Chess Live Junior Grand Prix as the top 12 year old.

Nicky Rosenthal is a seventh grade honor student at Seminole Middle School in Plantation, Florida. When he's not immersed in chess, you'll find him at the athletic fields playing flag football, soccer, or roller hockey. He loves watching sports—especially ice hockey—almost as much as he enjoys participating in them. Nicky is an



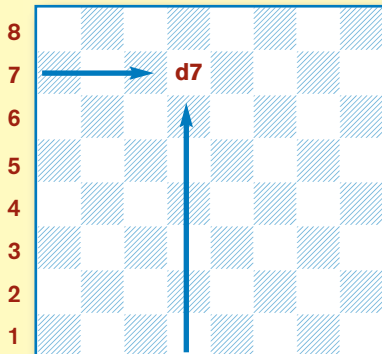
animal lover who has adopted a cat and a ferret with some of his

chess winnings. More of his winnings went toward purchasing a laptop, on which he plays crazy variants on World Chess Live. Although Nicky loves all forms of speed chess, he managed to slow down recently to become the 7th grade co-champion at the 2008 Grade Nationals, finishing first on tiebreaks. He thanks his coach, Brian Goldstein, for his encouragement!

HOW TO Read & Write Chess

There are many different ways to write chess moves. The most popular method (described below) is called **algebraic notation**:

Each square has a name, taken from the intersection of the file (vertical or up-and-down rows of squares, which are lettered) and rank (horizontal or side-by-side rows of squares, which are numbered) the square is on. In the diagram the square on the intersection of the 7th rank and the d-file is called d7. Like in battleship!



The pieces are abbreviated a b c d e f g h by a capital letter, like this:

K: King; Q: Queen; R: Rook; B: Bishop; N: Knight.

Notice that the Knight is N, since K is reserved for the King. Notice also that pawns have no abbreviation.

A move is written by using the abbreviation for the piece that moves, followed by the square the piece moves to (1. ... Nf6). A pawn move is written as the square the pawn has moved to (1. d4). A capture by a piece is written as the abbreviation for the piece that moved, followed by an x, and finally the square the capture takes place on (8. Bxe5). A pawn capture is written as the file the capturing pawn stands on, followed by an x, and finally the square the capture takes place on (3. dxe5).

Other moves are castling kingside, which is written 0-0, and castling queenside, which is written 0-0-0. An *en passant* capture is indicated by *e.p.* after the move. A check is indicated by + after the move, and pawn promotion is indicated by adding () and the abbreviation for the piece the pawn promotes to. Ambiguous moves (where more than one piece or pawn can move to the destination square) are taken care of by putting an extra rank or file in to make it clear which piece or pawn moved.

Here is a sample, using the famous smothered mate trap from the Budapest Defense.

1. d4 Nf6 2. c4 e5 3. dxe5 Ng4
4. Bf4 Nc6 5. Nf3 Bb4+ (diagram A)

6. Nbd2 Qe7 7. a3 (diagram B)

7. ... Ncxe5 8. Bxe5 Nxe5 9. axb4 Nd3 checkmate. (diagram C)

x: take or capture **#: checkmate**
0-0: kingside castle **(): promotion**
0-0-0: queenside castle **!: good move**
+: check **?: bad move**
??: blunder



Attention!

PARENTS, TEACHERS AND COACHES!



by Jerry Nash,
Scholastic Director

To say that we live in challenging times is an understatement. Two converging factors which directly impact scholastic chess are the economy and the cutbacks in education occurring in almost every state. The fact remains that the majority of our scholastic chess programs continue to be just one person away from extinction. This combined with the current economic and educational climate make the maintenance of programs difficult, much less the consideration of their expansion. Thankfully we have dedicated parents, teachers, coaches, and community leaders who are investing time and resources to insure that students still have the chance to benefit from playing chess. And we are grateful for the ongoing financial support of individuals, businesses, and foundations to help provide quality programming at the national level.

In 2009 we will continue our work to develop a national voice which supports your efforts. Making the case for chess in education is essential to expanding scholastic chess programs as is increasing the levels of sponsorship. To this end we are developing resources and relationships which have the potential to enhance our presence and credibility. You can help us to help you.

SuperNationals IV is scheduled for April in Nashville. This flagship event provides the opportunity for greater visibility and appeal to both the educational community as well as potential sponsors. You can help: Attend SuperNationals with your team. Bring a key educator from your area who has not attended a national scholastic event. Visit the SuperNationals website (www.SuperNationalsIV.com) and encourage others in the community to do so as well. We must demonstrate to potential sponsors the real extent of involvement within the scholastic chess community. The website traffic helps us to build on the event attendance in attracting long term partnerships.

We must take advantage of this window of opportunity. This is important not just for the expansion of scholastic chess programming. If you believe, as I do, that the skills which chess develops in students are critical for academic success, then our voice is important to the future of education in our country. Now is the time for our voice to be heard.

TALES OF THE Arabian KNIGHTS

BY RICK KENNEDY Illustrations by Pamela Key



A Kindness

She had been summoned by the King, but when she arrived she found him struggling to avoid what appeared to be a giggle fit.

“Majesty, are you unwell?” She then cast her eyes downward. “Have I somehow offended you?”

The King gave a brief head shake to the contrary—and then placed his hand in front of his mouth to stifle a guffaw. This seemed to help.

“For many days you have told me entertaining tales of chess,” he said. “Today it is my turn to tell you a story.”

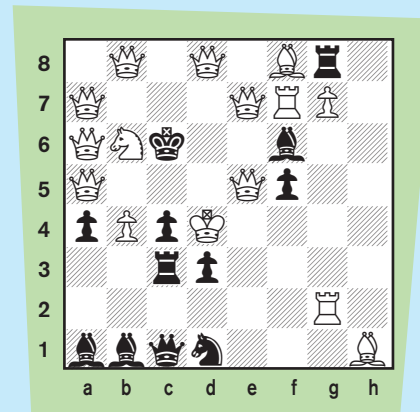
She blushed. “You are too kind.”

“I come from a visit with an emissary from a foreign land. I had been advised beforehand that although he was very fond of his chess play, he was lacking even the tiniest bit of skill.

“This presented a small challenge: how to engage him in the game without causing undue embarrassment? I decided to con-

struct a chess problem to present him with.”

The King then set up the following position on the board.



“Is such a thing possible?” she gasped.

“With pawns promoting to larger pieces, it is a legal position,” the King reassured her. “The problem,

then, is a simple mate-in-one, with White moving first. My gift, my kindness.”

She smiled, and the more she studied the position, the broader her smile became. “Your Majesty, this is extraordinary!”

“And fool-proof, I imagined,” said the King. “There are 51 moves that White can make that will check-mate the black king.”

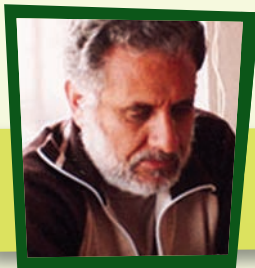
“And what move did the emissary make?” she asked.

“Ah,” said the King slowly. “Even in this situation the hapless fellow was able to find a 52nd move. With 1.Qxc4+ he forced Black to mate him with 1...Rxc4 checkmate!”

At that, their laughter filled the room.

(This problem was created by Sampsa Lahtonen, as presented in Tim Krabbé’s “Open Chess Diary”)





ASK GM LARRY EVANS!

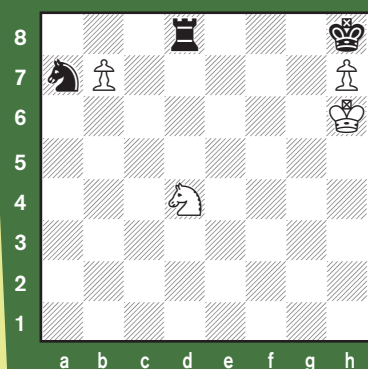
Grandmaster Larry Evans won the U.S. Championship in 1951, 1952, 1961-62, 1968, and again in 1980!

BEST QUESTION:

AN ENDGAME STUDY

Robert Briegger
Houston, TX

Q: I hope your readers enjoy this problem that I composed.



White to play and win

White only draws after 1.Nf5? Nc6 2.Nh4 Rd6+ 3.Ng6+ Rxc6+ 4. Kxg6 Nb8. The key **1.Ne6! Nc6** (also hopeless is 1...Re8 2.Ng5 Rf8 3.b8=Q Rxb8 4. Nf7 mate; or 1...Rc8 2.bxc8=Q+ Nxc8 3.Nd8 Nd6 4.Kg6! and Black is in Zugzwang) **2.Nxd8 Nxd8 3.b8=B!** (but 3.b8=Q? only produces a draw by stalemate) **3...Nf7+ 4.Kg6 Nd6 5.Bc7!** (not 5.Ba7? Nf5! =) **5...Nf7 6.Bf4 Ng5** (Black's in a squeeze) **7.Be5 mate.**

A: A lovely concept that utilizes Zugzwang (the forced obligation to move) while illustrating why it's sometimes unwise to make a new queen. Like all good composed endgame studies, it looks like it happened in a real game.

THINKING TIME

Beilin Li
beilin1000

Q: How much time do professional players typically spend on each move in the opening (for the first 10 moves)?

A: That all depends on the time control, but pros try to take as little time as possible in order to conserve their energy for the rest of a tournament game. If the limit is 40

moves in two hours, the first ten moves average about a minute per move—unless some variation catches them by surprise. The advent of computers has removed much of the mystery from openings.

As I said, the time taken for each move all depends on the time control. Extreme blitz allows each side a minute for the **WHOLE GAME!** I don't recommend playing at this speed (or even five minutes per game) because, while it may be fun, it leads to superficial thinking.

Extreme Blitz

Max Burkett
Missoula, MT

Here's hoping your readers will enjoy the latest chess poem by my friend Dennis Fritzinger.

Interested readers may also enjoy *THE POETRY OF CHESS* edited by Andrew Waterman (published in 1981), an anthology that spans six centuries.

BREATHLESS

the pieces are set up on their original squares; the clock is set at one minute each. suddenly you start as someone punches a button. pawns and pieces start flying: it's a street fight. opening soon over, midgame attack and defense, combination, sacrifice, no mate, the endgame looming, chop chop: wood gets eliminated, you're queening pawns, hunting the king, moving frantically, your enemy time, the physical slowness of your body, clumsiness: knocking over a pawn, or a piece, having to retrieve it, set it up again. suddenly the clock decides. or it's mate. breathless, you open your mouth and draw in a lungful of oxygen, you're like an olympic swimmer: holding your breath the length of the pool, the length of the sixty-four squares.

ASK A QUESTION:

If you have a question for GM Larry Evans, send it to gpetersen@uschess.org. GM Evans will choose the Best Question for the next issue.—The Best Question winner will receive a copy of *This Crazy World of Chess*.

The Chess Detective

by NM Todd Bardwick



Knights Don't Like the Rim

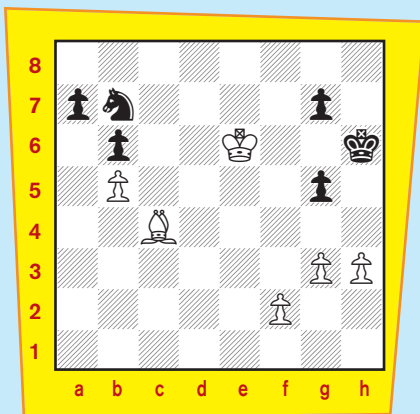
We all learn early on in our chess careers that a "knight on the rim is dim" because the knight is a slow-moving piece that is restricted on the edge or rim of the board. It takes a knight a long time to jump from one side of the board to another.

Some children start out playing moves like Nh3 early on in the game before learning that Nf3, attacking the center, is a better idea.

Of course, there are exceptions to every rule. But in general, your knights shouldn't move to the rim of the board, unless there is a good reason for it (like the rim is the best pathway for the knight to get to a better square).

Here is a position from one of my games from a simul I gave a couple of summers ago.

Bykovskiy



NM Bardwick (simul)
Summer 2007

Picking up the clues in the position, White has a better king position (kings also like to be centralized in the endgame once the danger of checkmate in the center of the board is

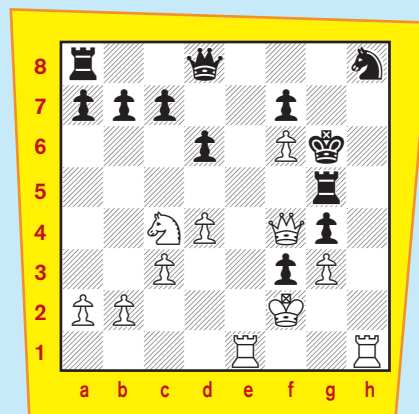
gone because, like knights, they are slow-moving pieces).

White has a pawn majority on the kingside, where Black has doubled isolated pawns. Black has the pawn majority on the queenside, but the b5 pawn can stop the majority because of the en passant rule, should Black play ...a5. Black should move his knight back to c5, a square toward the center that is supported by a pawn.

Instead Black attacks the bishop with **51...Na5? 52.Bd5** The knight is now trapped on the rim by the bishop! Black's piece is now stuck on the queenside and White now has an advantage with his pawn majority on the kingside. **52...Kg6 53.g4 Kh6 54.Kf5 g6+ 55.Kf6** Black is in Zugzwang! **55...Kh7 56.Kxg5 Kg7 57.h4 Resigns**

Here is an unusual position from Berlin in 1881.

Schmid



Chigorin
Berlin, 1881

Picking up clues, Black is ahead a pawn in material, but his king is out in

the open. Comparing the knights, White's is well positioned near the center, but Black's knight in the corner (two rims!) is totally out of the game. Black's inactive knight is useless in trying to defend his king.

25.Rh7 25.Re5 also leads to mate (note that White's well-placed knight helps the attack): **25...Rxe5 26.Rh6 mate** or **25...dxe5 26.Nxe5+ Rxe5 27.Rh6 mate** or **25...Qxf6 26.Rh6+! Kxh6 27.Qxf6+ Rg6 28.Rh5+! Kxh5 29.Qh4 mate**. Black's knight can only watch his king get checkmated! **25...Qxf6** If Black captures the rook with **25...Kxh7**, then **26.Qxg5 Ng6** (at least the Black knight has a move!) **27.Rh1+ Kg8 28.Rh8+! Kxh8 29.Qh6+ Kg8 30.Qg7 mate**—dancing around the knight! **26.Rh6+! Kxh6 27.Qxf6+** winning.

Always remember that knights are usually happier in the center of the board, not on the rim, where their mobility is restricted....and definitely not in the corner!

Todd Bardwick

is the author of

**Teaching Chess
in the 21st Century**

and

**Chess Workbook
for Children.**

He can be reached at

www.ColoradoMasterChess.com

Attack and Defense in the

COLLE SYSTEM

One of the best opening systems for scholastic players is the Colle System. Many chess authors, past and present, like it because the first ten moves or so are easy to remember and pretty much keep the player of the white pieces out of trouble for a while.

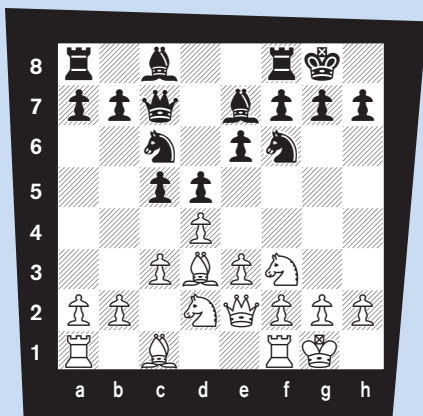
by Pete Tamburro

It also has a fairly straightforward plan: attack the kingside! If you've been following our series in *CL4K*, you will already know how to do that! In fact, some of the games used as examples were Colle games.

We've been talking about how to defend as black against certain "systems." The Colle is one you can not only meet, but play!

What we are going to do is explain the ideas for both sides so you can play either side!

Here is one of the basic positions of the Colle system:



It looks like White really does not want to come out and play, but that is really not the case.

The Idea Behind the Colle System

The idea behind the Colle System is to open the game with 1.d4 and then really build up the push to play

e4 at a later time. If you look at the above position, you should notice some key things:

1. White has three pieces ready to protect the pawn when it moves to e4 (and the f1-rook if needed).
2. White's queen rook and queen bishop will have to wait for the e4 push to get free.
3. White's c3-pawn not only protects the d-pawn but allows the king bishop to drop back if it has to and also prevents Nb4 by Black, which would attack the bishop.
4. The White king is safely castled.
5. If Black exchanges his d-pawn and knight, White will recapture with the queen and threaten checkmate on h7 because the king knight is no longer protecting h7.
6. If White pushes to e4 with the pawn and Black doesn't recapture, then White can push the pawn to e5, chase the king knight, which is defending the h7-pawn, and start to plan an attack on h7 with moves like Qh5 and Ng5, and as you learned earlier, even Bxh7+!
7. As White pushing his pawn to e4 is a big deal, Black is also thinking of pushing his e6-pawn to e5 to free himself.
8. The white d4-pawn and the black c5-pawn are going to reach a

point where one is going to take the other! We'll see why.

One Move at a Time!

Let's take this opening one move at a time so instead of just memorizing moves you don't understand, you'll know why each move is played.

1.d4 **Nf6**

White plays one of the two best opening moves. Black, to prevent 2.e4, does that and develops a piece all at the same time.

2.Nf3 **d5**

Back in the 1920s a lot of players played 2.Nf3 because at the time the Budapest Defense (1.d4 Nf6 2.c4 e5!?) was causing a lot of headaches. Playing Nf3 seemed like an easy solution. Hey, it develops a piece! Black, for his part, just wants to get his share of the center.

3.e3 **e6**

Both sides want to get their king bishops out so they can quickly castle.

4.Bd3 **c5**

White gets the bishop out to a square that supports the eventual e4 and the eventual attack on h7. Black counters in the center and threatens c4, forcing the bishop back. Notice that this is the all-purpose line from our last article, and it comes in handy here as well!

5.c3 **Nc6**

White gives his bishop a retreat. If

Black doesn't play c5, White can consider saving a move by not playing c3. Black puts his knight on a strong square which supports an e5 push and attacks d4, which becomes weaker when White plays e4.

6.Nbd2 Bd6

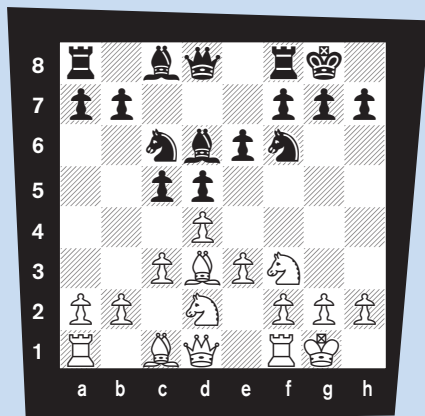
White supports his planned e4 move. This knight will be the first to recapture on e4 when the moment happens. Black's bishop move is interesting. Usually, in the queen's pawn openings with the all-purpose defense, the bishop goes to e7, as in the first diagram. In the regular queen's gambit, the bishop goes to e7 because there is a white bishop on g5 pinning the knight and the bishop on e7 becomes a way to cover the pin.

Here, Bd6 is adapting to the position. There is no bishop that's going to pin on g5. It's buried on c1! Also, since Black wants to play e5 at some point, the bishop is just as well placed as its white counterpart.

7.0-0 0-0

This is a very instructive move for both sides. Why did both players castle here? Why didn't White go for e4 and why didn't Black go for e5?

Aside from it being good general advice to castle before you get active in the center, it would be good for you to go through the lines given below, because there is an awful lot going on here!



One of the downsides of playing the Colle is that once you get into

the center play, you had really better know how to think! The opening moves are easy. The middle game gets challenging. Take, for instance, the questions about the e-pawn moves.

If White had not castled and tried to play e4 before Black castled, there would be a problem: 7.e4 cxd4 8.cxd4 Nb4 (one reason the knight is better on c6 than d7) 9.Bb1 dxe4 10.Nxe4 Nxe4 11.Bxe4 0-0 and now if White thinks there's a routine bishop sacrifice here, he's wrong: 12.Bxh7+ Kxh7 13.Ng5+ Kg6 14.h4 Qa5 15.h5+ Kf6 and the black king escapes to e7, material up. That's a line both White and Black should know!

What about Black playing 7...e5? That could be embarrassing, too: (8.dxc5 Bxc5 9.e4 0-0 10.exd5 Qxd5 11.Qe2 Bg4 12.Ne4 Nxe4 13.Bxe4 Qe6 14.Re1 f5 15.Bxc6 Qxc6 16.Qc4+ and White is better.

Some Colle books recommend, after 7...e5 8.dxe5 Nxe5 9.Nxe5 Bxe5 10.f4 (10.Nf3 Bd6), but after 10...Bc7 11.e4 c4 12.Bc2 0-0 13.e5 Bb6+ 14.Kh1 Ng4 15.Nf3 Nf2+ 16.Rxf2 Bxf2 17.Bxh7+ Kxh7 18.Ng5+ Kg6 19.Qc2+ Bf5 20.Qxf2 f6 21.Nf3 fxe5 22.Nxe5+ Kh7 23.Be3, it an unclear game at best. The first line is easier to handle. However, you can see that both sides in both lines get their shots in, and, regardless of your color, you may end up attacking or defending!!

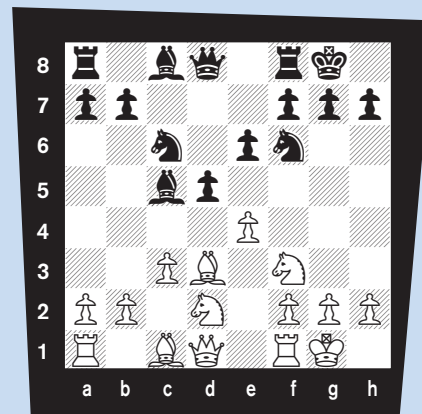
Anyhow, both sides in our main line exercise good judgment and castle. Now you know why.

8.dxc5! Bxc5

If you play the Colle, you have to know White's eighth move. Remember, the pawn advance to e4 is key, so you have to make sure Black can't capture on d4 more than you want. Worth pointing out is that if Black had played an earlier Nbd7, there wouldn't be that pressure on d4, and sometimes White would then prepare even more with Re1 or Qe2. Now

White is ready to advance. It's like the old children's cry: "Here I come, ready or not!"

9.e4 ...



This is the big moment in the Colle System. White has made his break. Now, what is Black to do?

The first thing you have to look at is exchanging on e4:

9...dxe4 10.Nxe4 Nxe4 11.Bxe4 Qxd1 12.Rxd1 f6 13.b4 Bb6 14.Bb2 Bc7 15.a3 a5 16.b5 Ne7 17.c4 e5 18.c5 and White has a much better endgame with the queenside pawn majority and a freer movement for its pieces.

This is one of the lesser known advantages of the Colle. Many people playing black see the exchange of queens as stopping the dreaded attack, yet ignore going into a poor endgame position.

If you shouldn't exchange queens, then what should you do? Should you counter with a pawn advance of your own? No. Here's why:

9...d4 10.Nb3 Bb6 11.e5 Nd5 12.Nbxd4 Nxd4 13.Nxd4 Bxd4 14.cxd4 Qh4 15.f4 Bd7 16.Rf3; 9...e5 10.exd5 Nxd5 11.Nc4 Re8 12.Be4 Nf6 13.Bxc6 bxc6 14.Qxd8 Rxd8 15.Ncxe5 and in both cases White is better. In the first line, White has a kingside attack. In the second line, White has that endgame advantage again.

So what do you play if you're Black?

9... Qc7!

Continued on page 10



UT Dallas Scholarships!

The United States Chess Federation (USCF) is pleased to announce that the University of Texas at Dallas will offer three Academic Distinction Scholarships at the 2009 SuperNationals. A scholarship will go to the winner of each of the Elementary (K-6 Championship), Junior High (K-9 Championship), and High School (K-12 Championship) sections. Each scholarship is valued at \$80,000 for an out-of-state student. Additional information about the scholarships can be found at www.utdallas.edu/dept/ugraddean/aesprogram.html.

"UT Dallas has attractive programs for bright students in many fields, such as math, science, and engineering. We believe that these top chess scholastic players will find our academics and chess program at UT Dallas to be a good fit," said Chess Program Director Jim Stallings.

"We are excited about the University's support of the SuperNationals," stated Jerry Nash, Scholastic Director for the USCF. "UT Dallas has long supported scholastic chess and our national events. The University's excellent academic reputation along with their standard-setting chess program provides another reminder to parents and educators of the value of chess to impact academic success."

The USCF promotes the development of scholastic chess programs and sponsors national competitions. Every four years the three spring national championships—elementary, junior high and high school—are hosted in one location. This year the SuperNationals will be held April 3-5, 2009, at the Opryland Resort in Nashville, Tennessee. For additional tournament information, visit www.supernationalsiv.com.

USCF Scholarships at the 2009 SuperNationals

The following Championship sections

Please turn to page 15 >>>>

Attack and Defense

Continued From page 9

This is not easy to find, but it is easy to understand. Black develops a piece (notice how many times we say that?), prevents e5 and even supports Black doing his own thing by putting a piece or a pawn on e5, or even f4. For example, if White plays 10.exd5 Nxd5 11.Nxe4 Be7 12.Qe2 b6 (good way to develop the bishop) 13.c4 Nf4! And the queen proves itself to be useful. Usually, White responds with:

10.Qe2 Bd6

Here's another position where you have to be careful and know what works and what doesn't. If Black tries 10...e5 11.exd5 Nxd5 12.Bxh7+ Kxh7 13.Qe4+, White wins a pawn.

There is an uncharted alternative that might be good to take your opponent out of his book: 10...b6 11.e5 Nd7 12.Re1 Be7 13.Nb3 Bb7 14.Bf4 a6 and you have a kind of French Defense where Black has queenside counterplay.

Wait a second! Some of you attacking types might ask about 12.Bxh7+. Let's look: 12.Bxh7+ Kxh7 13.Ng5+ Kg6! (13...Kg8? 14.Qh5; 13...Kh6? 14.Qd3!) 14.Qd3+ f5 15.exf6+ Kxf6 16.Nh7+ Ke7 17.Nxf8 Kxf8 and Black appears to hold, but it's very messy.

Students who really study these lines might just find something they like. It's up to you!

11.Re1 Ng4

White wants to force e5. Black wants to prevent it. It's that simple.

12.h3 Nge5

White chases the defender of the e5-square, but the defender

becomes the occupant—one way to prevent e5!

13.Nxe5 Nxe5

Since 13.exd5 exd5 14.Nxe5 Nxe5 15.Bc2 Re8 16.Qh5 g6 17.Qh4 Be6 doesn't offer White much, he heads for the exchanges and Black is happy to oblige. The more exchanges, the less pressure.

14.exd5 exd5

15.Nf3 Nxd3

16.Qxd3 Qc4!

17.Qxc4 dxc4

The flurry of exchanges is over. Where swapping queens didn't work before, it works now because Black rid himself of his isolated d-pawn and created an equal balance of pawns on both sides. Black also has the two bishops. The position is equal. White has a slightly freer position, an excellent outpost on d4 for his knight and easy access to the open files for his rooks. Black has to bring his rooks and his king to the center to encourage further exchanges.

This is a pretty solid way to defend the Colle, although you can see how dangerous it can be. It's good to know the ideas for both sides.

There is another, more aggressive defense to the Colle, that is also used against the Stonewall Attack, another nasty opening system that you have to know about.

See you
next time
with more
about that!

VIRTUAL CHESS OPENINGS

www.chessopenings.com

The most comprehensive chess opening reference in the world!

PIN IT AND WIN IT!

(MAYBE) (SOMETIMES)

After you learn how the horsey moves, some coaches say you should study the endings. Some prefer basic checkmate themes, and some teachers prefer to teach basic opening moves. But no matter what you study next, you have to know your tactics. Put very simply, strategy is a plan. Notice that Nathan has a plan right from the third move! Tactics are what you use to carry out your plan.

A pin is a tactic. See how many pins (or threatened pins) you can find as you play over this game with your coach or team mates.

This is a very nice game, played by 7-year-old Nathan Lohr.

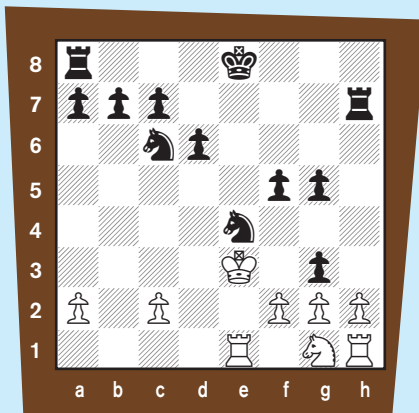
Andy Fahmy (817) - Nathan Lohr (592) [C20]

The Lexington Chess Tournament (K-3), 08.12.2008

Notes by 7-year-old Nathan Lohr

1.e4 e5 This opens up my queen and bishop. **2.d3 Nc6** Moving to d3 blocks the bishop but I just continue and develop my knight. **3.Be2 Bc5** This develops my bishop which could eventually set up an attack using my knight from g8 onto f2, preventing the white king from capturing on f2 and possibly allowing me to take the rook on h1. **4.Bh5 Nf6** Preparing to castle. **5.Bg5** Developing a piece and pinning my knight to the queen. **5...g6** Threatening his bishop. **6.Bg4 Bb4+** **7.Nc3 Bxc3+** This forces him to capture back with his pawn giving him double pawns. **8.bxc3 h6** I am trying to get rid of the pin on my knight by threatening his bishop. **9.Be3 h5** This threatens his bishop and forces him back into a defensive position. **10.Bf3 d6** I finally let my bishop out. **11.d4 Bg4** Thinking of trading material. **12.Bxg4 hxg4** This keeps his knight from moving to f3—his best square. **13.Qc1 exd4 14.cxd4 Nxe4** Gaining a pawn. **15.Bh6 g5** His move was not good. It let me trap his bishop. **16.Bg7 Rh7** Attacking his bishop. **17.Bf6 Qxf6**

He did not gain anything by moving the bishop. **18.Qe3 Qxd4** I go up another pawn and possibly exchange queens, since I was already up in material. **19.Ke2 Qxe3+** If he takes my rook on a1, then I capture his pinned knight on e4. I am then forking his king and rook. **20.Kxe3 f5** Protecting my knight. **21.Re1 g3!!**



Threatening a fork with ... gxf2 trying to get one of his rooks, or at least his knight for a pawn. **22.Nf3** If 22.hxg3? Rxh1. If 22.fxg3 Nxg3 23.Kf3+ Ne4. **22...gxf2** I go up another pawn and threaten the rook on e1. **23.Rb1 Re7** I am setting up for a discovered check and eventual threat on his rook at b1 by 24...Nc3. **24.Nd2 Nc3+** He should have played 24.Kd3 to prevent my threat against his rook on b1. **25.Kxf2 Nxb1 26.Nxb1** If he had played 26.Rxb1, his rook would have had an open file to attack. **26...0-0-0** This gets my rook out. **27.Na3 Rf7** This helps my pawns advance and set up a check. **28.Nb5 Rdf8** I double up the power of my rooks. **29.a4 a6** I want to threaten his knight. **30.Nc3 f4** Moving in to attack his king. **31.Rf1 Nd4** Getting ready to move the pawn on f4 up and further open the king. **32.Nd5 f3 33.Re1 fxe2+** This trades another pawn and puts the king in check. **34.Kxe2 Rf2+ 35.Kg1 Nxc2** Double duty: I take another pawn and threaten his rook. **36.Ne7+ Kd7 37.Re4 Rf1+, White resigned.**

CHESS PLAYERS!

This is your magazine, so give us some feedback!

If you liked this issue—or if you didn't care for it, let us know!

Let us know what YOU want to see in *Chess Life for Kids*.

Send us your games!



We want more of YOU in this magazine. Send us your best game; try to annotate it so that other readers might learn from it. You can ask your coach for help. Did you play a good combination that others might like?

Have your parents send your comments and games to:

gpetersen@uschess.org

or use snail mail:

Glenn Petersen,
44-D Manchester Court,
Freehold, NJ 07728.

IT'S NOW JOKE!

While it is not officially "official," as of mid-January, 11 year old Joel Pena is the leader of the 2008 World Chess Live Junior Grand Prix. Even if someone overtakes him during the last few days, one thing is clear: he is the best of the best 11 year olds when it comes to playing stronger competition.

Joel has been playing chess since kindergarten, starting off at his school, the Princeton Day School, under the wing of Bonnie Waitzkin (IM Josh Waitzkin's mom!) and Miguel Iniguez. He later attended Danny Kopec's chess camp, and is currently an on-again, off-again student of GM Sergey Kudrin. It was Sergey who encouraged Joel to compete beyond scholastic events in order to improve.

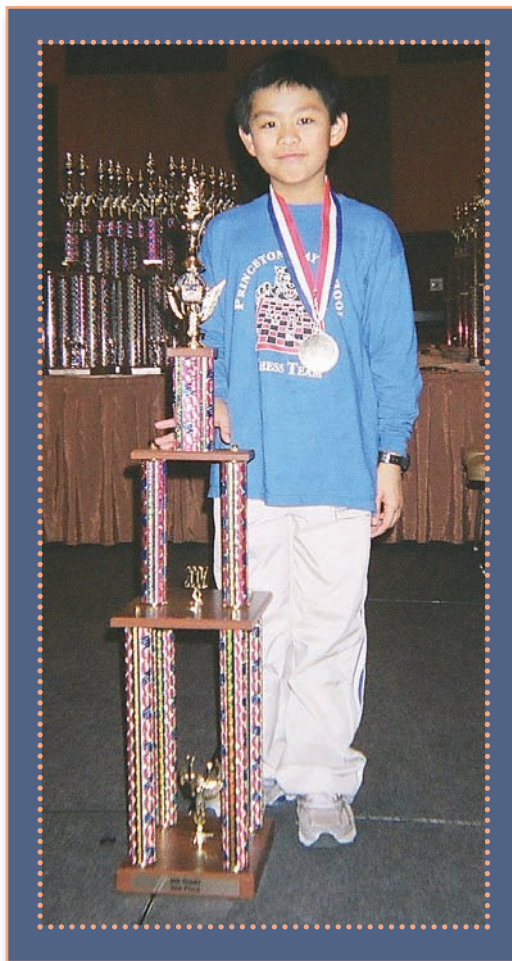
"Last year it was intimidating, playing against adults, but not so much so this year. Mr. Kudrin has been helping me with the Dragon, showing me how to play more aggressively."

Obviously! Joel raised his rating by over 300 points this past year, and while he didn't make the Trophies Plus All-America Team (the minimum rating is 2000 for age 11), his rating did shoot up from the 1500s to 1901. And most importantly (Sergey says don't worry about ratings), he is learning how to play the game.

That's not to say Joel hasn't been successful in scholastic events. In the nationals, he finished 17th in 1st grade, ninth in 2nd grade, fourth in 3rd grade, and in 2007 he was co-champion in 4th grade (second on tiebreaks). And he has a room full of trophies (I wonder who does the dusting!). I'm sure at least one of them is taller than Joel ...

"ALMOST as tall as I am. The smallest one is my dad's."

He had to say that. But chess is just one bond between Joel and his



parents, Antonio and Eden, who came to this country in 1994. Joel is one busy, young lad. I'm sure if his parents were to prioritize his activities, the list would be much different than Joel's. But one thing is inviolate: schoolwork first!

And then, in no particular order:

Baseball—He's been a member of the Franklin Township (Little League) All Stars for the past three years, playing the outfield, short-stop, and pitching. I don't know if he

will be in Williamsport next year, but I wouldn't be surprised if he was!

Piano lessons

Flute lessons

Video Games

Fencing lessons — *"I just wanted to give it a try."*

Video Games

Singing—He's been in a number of school productions, and has performed in two operas at Princeton University's famed McCarter Theater. The photo at the bottom of this page is of Joel singing in *La Bohème*.

"If my voice changes, I'll just sing higher."

Chess

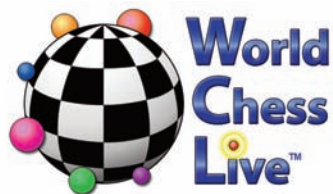
Video Games

Did I mention video games? *Guitar Hero* is the current challenge—at least I think it is a challenge. With Joel, I don't think anything is beyond his grasp. In addition to English and Filipino, he speaks a smidgeon of French and a smattering of Spanish and, of course, he reads and writes the international language, chess notation.

So when does he find the time to play chess? Thank goodness for World Chess Live online events; half of Joel's 12 events in 2008 were played at World Chess Live, earning him 60 of his 250 Junior Grand Prix points.

Hats off to Joel Pena and his parents, for a job done well! USCF and World Chess Live couldn't hope for a better representative of the Junior Grand Prix!





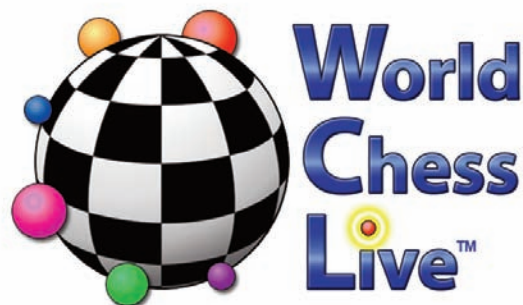
2008 World Chess Live Junior Grand Prix Overall Standings

For state leaders, please visit www.uschess.org

The following point totals reflect all rated event information as of Jan. 7 for the 2008 World Chess Live Junior Grand Prix. All Junior Grand Prix updates are unofficial and subject to change during the year or until year-end tabulation is complete. There are currently 5,035 players with JGP points. 499 JGP events resulted in points earned.

| Name | State | JGP Pts. | Name | State | JGP Pts. |
|-----------------------|-------|----------|---------------------------|-------|----------|
| PENA, JOEL ANTHONY U | NJ | 250 | LARSON, ERIC DANIEL | MI | 135 |
| HEUNG, CHRISTOPHER | FL | 220 | SCHNEIDER, THOMAS GEORGE | WI | 135 |
| KUTIKOFF, ADAM | FL | 185 | DANG, MICHAEL | MI | 130 |
| DEJONG, ANDREW | NC | 185 | AGARWAL, ROHAN | CA-N | 125 |
| GIANNATOS, PETER | NC | 180 | POLSKY, RYAN | CA-S | 125 |
| PINKERTON, JAMES CARL | MD | 180 | HELLWIG, LUKE | AL | 125 |
| HUTTON, JACK | NY | 175 | CLAYTON, RYAN DANIEL | OH | 120 |
| SREENIVASAN, RAMANUJA | MD | 170 | SHEN, ARTHUR | NJ | 120 |
| SINGH, REVA SHREE | NY | 160 | GUREVICH, DANIEL | GA | 120 |
| TROFF, KAYDEN WILLIAM | UT | 160 | LI, BRIAN S | VA | 120 |
| BODEK, MICHAEL H | NY | 160 | GRAIF, WILLIAM | NY | 120 |
| ROSENTHAL, NICHOLAS | FL | 155 | FISHER, WILLIAM | PA | 115 |
| ZHAO, SHICHENG | VA | 150 | DELLOMARGIO, ANGELO | PA | 110 |
| HARMON-VELLOTTI, LUKE | ID | 145 | COGHLAN, TOMMY J | NJ | 110 |
| CHEN, JEREMY | NJ | 145 | CACHAY, JOHN JEFFERSON | CA-S | 110 |
| PAPALIA, STEVEN A | UT | 140 | BAT-AMGALAN, MARAL | CA-N | 110 |
| VIRKUD, APURVA | MI | 140 | CHANDRAN, KAPIL | CT | 110 |
| CHIANG, MICHAEL | NY | 140 | KARAPETYAN, ANNA | CA-S | 110 |
| KLEINMUNTZ, ROBBIE S | IL | 135 | AMARASINGHE, PRASHANTHA N | MI | 110 |
| SHEINWALD, NOWELL R | NY | 135 | IYER, VENKAT | IA | 110 |

A new family-friendly online chess service from the Internet Chess Club, is pleased to welcome our friends from the U.S. Chess Federation.



World Chess Live will be:

- Sponsoring the USCF's 2009 Grand Prix and Junior Grand Prix
- Running weekly and monthly online Grand Prix tournaments
- Giving every USCF member a free six-month subscription to WCL
- And more...

For details, go to www.worldchesslive.com/uscf



A Few More "Must Know" Endings



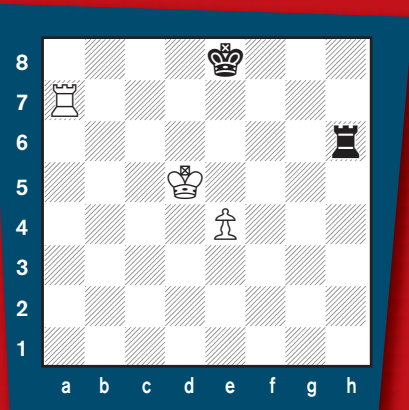
by Pete Tamburro

We've done some basic work with king and pawn endings. Now it's time to move up to endings with a piece or two involved.

We're going to start with that class of endings you must absolutely, positively, for sure, no way around it, **MUST** know: the two great rook and pawn endings.

These two endings will happen very often in your chess playing life. You will be a pawn up or a pawn down countless times. That's why these endings are so common.

Let's start with the first basic position. Rather than it being a White to Play and Win, it's a Black to Play and Not Lose! Trust me. You'll be there more than you want to be!



I have to share this memory with you. Back in the 1970s, I was a pawn up against an 11 year-old named Kenneth Regan (who later became an international master). I had assumed he wouldn't know how to defend the position you see above and I would win.

Just about then, he started reciting the drawing method out loud to me

and noted that the whole lesson was in a recent issue of *Chess Life*. Drat! Eleven year-olds that read chess magazines! Hopefully some readers can beat that age.

The basic idea behind Black's drawing method in our diagram is this:

1. Put your rook on your third rank.
2. When White pushes the pawn to its sixth rank (your third rank), then drop your rook down to the eighth rank so you can check the king.

It's that simple! Watch:

1.e5 Rg6
Keeping the rook on that rank.

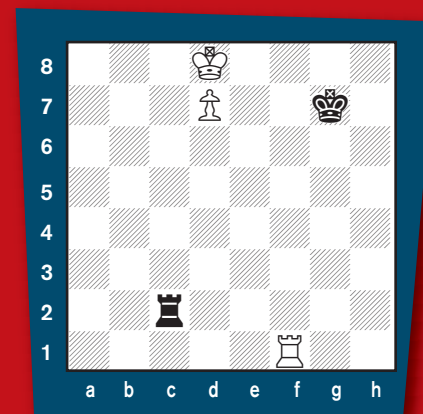
2.e6 Rg1!
The rook's work is done on the third rank. If White tries to get cute and play 2.Rb7, then you just play 2...Ra6 and you've stayed on the rank.

3.Kd6 Rd1+
And you just keep checking. If he comes after you, you check him until he gets back to his third rank and then attack the passed pawn.

Let's not forget about the black king, who just seems to be a spectator. Remember it's very important for the defending king to get to the queening square. Usually, that's about the only chance Black has to draw.

Before you get too confident, you have to realize that there are hundreds of rook and pawn endings to learn. The one that we just looked at is known as the Philidor position, named after the strongest player of the 18th century.

We go back to the 15th century (!) to look at our other named "must know" position: the Lucena position.



Here, White's king has beaten Black's king to the queening square and White's rook has cut off the Black king by resting on the f-file.

Black's biggest defensive hope is checking the king every time it steps out from the cover of the passed pawn, and if the white king comes toward the rook, the rook will, at the right moment, attack the pawn and prevent it from promoting.

Despite this, White wins here.

There are two ways to win for White. One is more well-known and is called the "Making a Bridge" method. Let's take a look at that first:

1.Rf4 Rc1

White's rook move is clever. He keeps the black king away, but his idea is to have his king come out, get checked and move toward the opposing rook who will keep checking. Then the white rook will step in the way of the check, protected by the king, and the pawn will queen.

2.Ke7 Re1+

3.Kd6 Rd1+

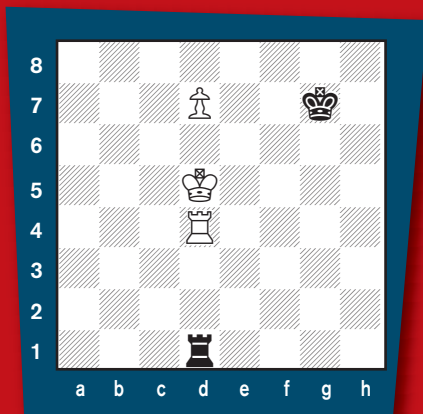
4.Ke6 Re1+

If 4...Kg6 then 5.Rf6+ Kg7 6.Rf5 and the rook is ready to run interference.

5.Kd5! Rd1+

6.Rd4! ...

And the bridge is built:



Notice that the rook stays on that f-file to keep the black king away so after the rook exchange in the final position, the black king can't catch the pawn.

This is the easiest method to remember; however, there is one other.

1.Ra1 Kf7

This is really different from the bridge method. White lets the black king get closer. White's plan, though, is to get his rook to the eighth rank to support the pawn advancing to d8.

2.Ra8 Rc1

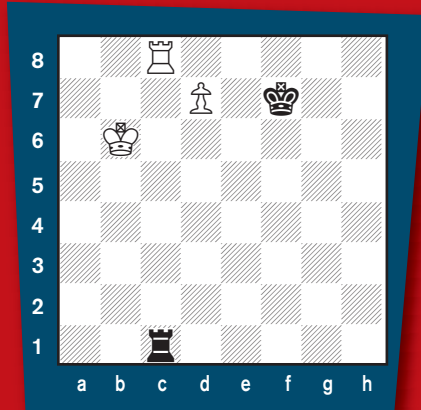
If Black tries 2...Ke6, then White wins with 3.Ke8 Rh2 4.Ra6+! (if 4.d8=Q?? Rh8 mate!!) and the pawn queens safely as there is no

longer a mate threat.

3.Rc8 Rd1

4.Kc7 Rc1+

5.Kb6! and wins!



Why does White win? If Black moves his king over to e7, the pawn queens and checks with support from the rook.

If the rook continues to check, the white king moves down the board and attacks the black rook. In the Philidor position, Black would then attack the d-pawn, but it doesn't work here because the white rook protects the queening square. Either way Black loses.

Now you know the two great rook and pawn endings of chess. As we said, this is just a start.

There is quite a journey ahead!

FIND THE SECRET WORD!

Long before you were born—and maybe before your parents were born—there was a popular TV quiz show hosted by Groucho Marx, called *You Bet Your Life*. Before each show, a "secret word" would be revealed to the audience. If the contestant said the secret word during the broadcast, he or she won a prize.

For careful readers, we have a similar quiz for you. We'll tell you the secret word. All you have to do is tell me how many times the word appears in print in this issue of *CL4K*. Simple, right? We'll see.

The Secret Word is **HOPELESS**. When you've read all the articles and you are confident that you know how many times the word "hopeless" has appeared in this issue, send in your answer to: gpetersen@uschess.org, or mail it to

will offer scholarships at the 2009 SuperNationals: K-1, K-3, K-5, K-6, K-8, K-9, and K-12. All scholarship awards will be determined by the same tiebreak system used to determine trophy awards; however, there will be no ties for scholarships. Individual scholarship awards will be the top five players in each section based on tiebreaks. Team scholarship awards (the top team in each section) will be based on the top four board scores determined by the final tiebreak points of the tournament.

For Championship Sections K-1, K-3, K-5, K-6, K-8, and K-9, scholarships will be awarded as follows:

Team Scholarship—\$3,000 to the first place team divided equally between the top four boards.

Individual Scholarships—\$4,000 total awarded according to placement: 1st - \$1,500; 2nd - \$1,000; 3rd - \$500; 4th - \$500; 5th - \$500.

For Championship Section K-12, scholarships will be awarded as follows: **Team Scholarship**—\$4,000 to the first place team divided equally between the top four boards.

Individual Scholarships—\$4,000 total awarded according to placement: 1st - \$1,500; 2nd - \$1,000; 3rd - \$500; 4th - \$500; 5th - \$500.

Scholarships will be awarded at the time of the student's enrollment in a post-secondary institution. The player will be responsible for having a proof of enrollment letter from the institution sent to the USCF. The recipient may then choose at that time whether the funds are sent directly to him/her or to the institution.

You can find complete information about the 2009 SuperNationals IV at www.supernationalsiv.com.

Glenn Petersen, 44-D Manchester Court, Freehold, NJ 07728.

One of the correct answers will be chosen at random by ... you guessed it ... my faithful gnomes from Outer Mongolia. The book prize will be *Looking for Trouble* by Dan Heisman, courtesy of www.chesscafe.com.

Good luck in searching for the Secret Word: **HOPELESS!**

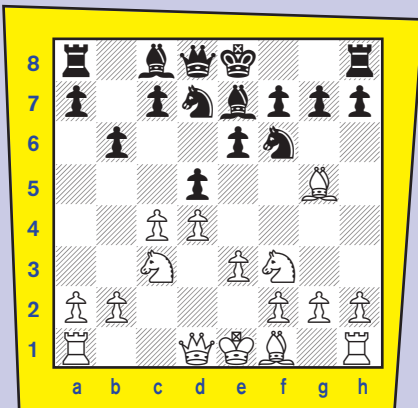
Move the Pieces!



Take the time to move the pieces and play over a couple of great games from your fellow scholastic members. Better yet, do it with your coach, teacher, parent, or club mates.

W: Beilin Li (1176)
B: Adam Haines Krahn (905)
Queen's Gambit Declined (D55)
Indiana K-12 Grade Championships, Round 3

1.d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Nbd7 5. Bg5 Be7 6. e3 b6



7. cxd5 exd5 ...

Slightly better was 7...Nxd5 trading more pieces.

8. Rc1 Bb7 9. Bd3 ...

White wants to pressure c7 with Nb5 but first castles to avoid ...Bb4+.

9...0-0 10. 0-0 Ne4 11. Bxe7 Qxe7 12. Nb5 c6

Sort of passive. 12...c5! 13. dxc5!? Ndxc5! would give Black a space-gaining but isolated d-pawn. But the knights on c5 and e4 would be very strong.

13. Nc3 Rac8 14. Nd2 Ndf6

Slightly better is 14...f5! followed by 15...Ndf6.

15. Qc2 Nxd2 16. Qxd2 Rfe8! 17. Rfe1 ...

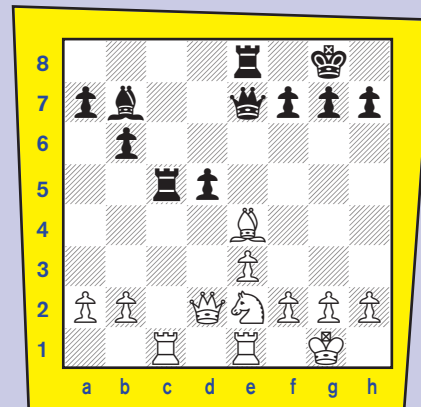
White adds support to the potentially weak e3-pawn.

17...c5 18. dxc5 Rxc5 19. Ne2!?

...

Preparing Ne2-d4 but Black plays Ne4.

19...Ne4! 20. Bxe4 ...



20. Qd1?! Nxf2! 21. Kxf2 Qxe3+ gives a knight for two pawns and an attack against the white king.

20...dxe4 21. Rxc5 Qxc5 22. Rc1 ...

Intending Ne2-d4-b5 and Rc7 **22...Qe7!**

Black defends c7. **23. Kf1 ...**

The immediate 23. Nd4?! Ba6! cuts off the king. **23...Rd8 24. Nd4! ...**

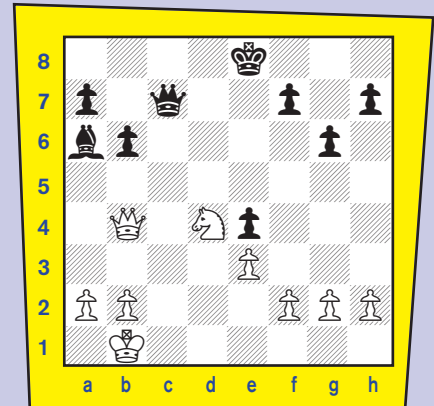
The knight cannot be attacked by a black pawn. **24...Qd7 25. Qc3 ...**

Slightly better was 25. Qb4 cutting off the black king. **25...Rc8 26. Qd2 g6 27. Ke1 Kf8**

28. Qb4+ Ke8 29. Rxc8+ Qxc8 30. Kd2 Qd7 31. Kc2 Qc7+ 32. Kb1...

White intends Nd4-b5-d6 or Nd4-b5 and Qa4.

32...Ba6??



Black's move has a fine intention. It guards b5 and threatens 33...Bd3+! 34. Nc2 Qxc2+ and Qc1# or Qd1#.

33. Qa4+! ...

White forks the king and bishop.

33...Bb5 34. Nxb5! Qd7 35. Nd6+! Ke7 36. Qxd7+ Kxd7 37. Nxe4 Ke7 38. Kc2 f5 39. Nc3 Ke6 40. Kd3 a6 41. e4, Black resigned, 1-0.

W: Zachary Tverstol (2017)
B: Vladimir Maltsev (1506)
Kings Gambit Accepted (C38)
Whiz Blitz, 11/22/08, Rd. 6

Hello, my name is Vladimir Maltsev and I am ten years old. I used to play mostly in scholastic tournaments and I had won the Minnesota State Chess Championship 4-6 grade section in 2007. Lately, I have started playing more in rated tournaments at the local chess club. The games here are much tougher and the opponents are stronger than in scholastic tournaments.

The game I would like to comment on was played in one of such tournaments. This was the last round and I was facing a 2000+ rated player. The winner would have a chance to split the prize. I feel very good about my play in this game. I had the goal to beat a 2000 rated player and I am

glad I was able to do it in such a nice way.

At first I had to be patient and defend well, but when the moment was right I took the initiative and finished the game with a strong attack. I hope you'll enjoy this game.

1.e4 e5 2.f4 ...

The King's Gambit. It leads to very sharp, tactical lines. White sacrifices a pawn for a quick development and good chances for a direct attack on the opponent's king. Black needs to be very careful, otherwise he could lose quickly.

2...exf4 3. Nf3 g5

I hang on to the pawn but in turn I open up my position and create a few weaknesses. The main idea is to try to survive White's attack and reach the ending with an extra pawn.

4. Bc4

White has already two pieces developed and is ready to castle. Also there are some potential threats like Bxf7 or Ne5. Black should make precise moves, otherwise the whole position may fall apart.

4...Bg7

I develop a piece and take the e5-square under control.

5. h4 h6

This move keeps the black pawn structure solid. Other moves are weaker, for example, 5... gxh4 and all black's pawns are disconnected; 5... g4. I think this move is possible, but I am not sure about Black's position after 6. Ng5 Nh6.

6. d4

White is battling for space, opening up the dark-square bishop and threatening the f4-pawn in case Black decides to push the g-pawn to g4.

6...d6

I am getting ready to develop my light-square bishop. Also, in some lines it's important to have control over the e5-square.

7. Nc3 ...

I don't think this is the best move. 7. c3 looks better as it defends the d4-pawn and prepares Qb3 with threats to the f7 and b7-pawns.

7...Nc6

This is a good and simple move. I develop a piece and pressure the

d4-pawn. In some lines I can now play g4 attacking the knight and then take on d4.

8. d5 ...



I think this a bad move. First, it blocks the bishop. Secondly, it makes the e4-pawn weak (Black should be able to take advantage of this in the endgame). Thirdly, it gives up the e5-square. Finally, I don't think White has any attack left after this move.

8. ... Ne5

I immediately take advantage of the weakness of the e5-square and move the knight to the center. Interestingly, instead of Ne5, the computer suggests Na5. I don't understand the idea behind this as it moves a piece to the edge of the board which is notoriously a bad spot for knights.

9. Nxe5 Bxe5

This is better than ...dxe5 because it keeps White's e4-pawn weak and the light-square bishop is still blocked. After ...dxe5 White would have an interesting d6 move which activates the bishop.

10. hxg5 Qxg5

This was a big decision as I had other choices. I could have played ...hxg5 keeping my pawn structure solid and aiming for a slower positional game. It would have led to a better endgame for Black as I have an extra pawn and better pawn structure, whereas White has weaknesses on g2 and e4. However, I chose ...Qg5 because I like to play attacking games and I felt I had good chances to checkmate the white king.

It is interesting to note that in the King's Gambit, usually, it is White who has an attack. We only played 10

moves and it is Black who has better attacking chances in this game.

11. 0-0 ...

This move looks very suspicious. White castled to the side where he has no defenders left. In addition, Black has an open g-file for a direct assault on the white king.

11...Nf6

I am simply developing a piece and freeing the g8-square for a rook. I also considered 11... Bh3 but after 12. Qf3 Bg4 13. Qd3, I did not see anything for Black.

12. Ne2 ...

This move is not the best. He is trying to win the f4-pawn whereas he needs to defend his king.

12...Rg8

I am bringing another piece into attack and threatening checkmate in one.

13. g3 ...

It seems to be the only defense here. However, after this move White will have no pawns left defending his king.

13...Bh3

Yet another piece joins the attack. Now I have five pieces aiming at the white king.

14. Bxf4 Bxf4 15. Rxf4 Nh5

I am crushing through White's position. If I manage to win the g3-pawn, White's position should crumble.

16. Bb5+ Kf8

In many lines in the King's Gambit, Black's king goes to the f8-square after a check on b5. Hiding behind the f7-pawn the king feels absolutely safe there.

17. Rf3 Bg4 18. Rc3 Bxe2

The main defender of the g3-pawn falls as well as the whole position.

19. Bxe2 Nxg3

There is a threat of discovered check and a checkmate should follow up shortly.

20. Kf2 Nxe4+ 21. Ke1 Qg1+

No need to take the rook on c3. There is a checkmate in two.

22. Bf1 Qf2#, 0-1.

I think I did pretty well in this game. My opponent was a 2000+ rated player and I am proud I was able to win this game in such a way.



In association with



Present

The Sixth Annual All-Girls Open National Championships

April 24 – 26, 2009 – Dallas, Texas

Awards

The University of Texas at Dallas, www.utdallas.edu, has established an Academic Distinction Scholarship to the winner of the 18-years-old and younger section. The scholarship is valued at \$80,000 for an out-of-state student.

Trophies to top 15 individuals and top 3 teams in each section. 3 or more players from the same school to make a team (top 3 scores added to give team final standings). Every player receives a souvenir medal.

Special Appearance by Anna Zatonskih



Reigning U.S. Women's Champion, two-time winner of U.S. Women's Championship; U.S. Olympiad team member since 2004, including Bronze Medal team of 2008, Silver medalist at 2004 Olympiad, Gold Medalist for Board 2 at 2008 Olympiad.

Main Event

Saturday, April 25

9:00 AM–Opening Ceremony

Rounds 1–4:

9:30–11:30 AM; 12:00–2:00 PM;
3:00–5:00 PM; 5:30–7:30 PM

Sunday, April 26

Rounds 5–6:

9:00–11:00 AM;
11:30 AM–1:30 PM;
2:30 PM–Closing Ceremony

Entry Fee

\$45 if postmarked by March 25th,
\$70 on-site. USCF membership required.
All events will be hosted at Hyatt Regency
Dallas at Reunion Blvd.

Side Events

Friday, April 24

3:00 PM– Blitz Tournament (G/5)

\$15 if postmarked by March 25,
\$25 on-site.

5:00 PM Bughouse Tournament,
\$25 per team.

7:00 PM–Simultaneous Exhibition by
WGM Anna Zatonskih.

Please bring clocks for all the events.
Chess sets and score sheets provided
for the Main and Side Events.

6-SS, G/60, Sections

- 8-years-old and younger
- 10-years-old and younger
- 12-years-old and younger
- 14-years-old and younger
- 16-years-old and younger
- 18-years-old and younger

Entry & Info

Make check payable to:
Dallas Chess Club
Attn: Barbara Swafford
2709 Longhorn Trail
Crowley, TX 76036
Tel: (214) 632-9000

Online registration

www.active.com/event_detail.cfm?event_id=1643715

www.kasparovchessfoundation.org

Hotel

Hyatt Regency Dallas at Reunion Blvd.
300 Reunion Blvd., Dallas, TX 75207
Hotel Chess Rate: \$109
(up to 4 people per room)
if reserved by April 1, 2009
Hotel Reservations: Please call
(800) 233-1234 or (214) 651-1234

SuperNationals IV



A p r i l 3 - 5 , 2 0 0 9

\$50,000 in cash scholarships to be awarded!

www.SuperNationalsIV.com
for tournament information and registration.

Gaylord Opryland Resort and Convention Center
2802 Opryland Drive
Nashville, TN 37214
(615) 883-2211

Chess Rate: \$139.00 Single – Quad

ENTRIES TO:
US Chess Federation
Attn: SuperNationals
P. O. Box 3967
Crossville, TN 38557

Questions and Team Rooms: Cheryle Bruce – cbruce@uschess.org 931-787-1234 ext. 147
On site entries after 10 a.m., Friday 4/3/2009 will receive a 1/2-point bye for the first round.



See TLA this issue (Nationals section) for detailed tournament information.

Let our video training program guide you to tournament success!

Access our online video tutorials and get instruction from National and International Masters, including:



Bryan Smith

is an International Master from Alaska. Bryan now lives in Philadelphia, where he is a full-time chess-player and teacher. He won the 2006 U.S. Masters and is the current Philadelphia champion.



Michael Mulyar

is an International Master from Colorado. Michael has tied for first at two U.S. Opens and is a five-time Colorado champion. He has worked with many successful scholastic players.

An online training center that provides all the tools you need to become a champion.

- Visit www.silverknightschess.com for a free sample lesson!
- For scholastic players rated 100 - 1800!
- Brand-new chess videos added each week!
- Only \$9.95 per month!



Winning the US Open, part II
By IM Michael Mulyar



Good knight vs. bad bishop
By IM Bryan Smith



The Four-move Checkmate
By NM Adam Weissbarth



SILVER KNIGHTS CHESS

ONLINE TRAINING CENTER

WWW.SILVERKNIGHTSCHESS.COM | 1-866-576-8090