

December 2009

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Chess Life for Kids!



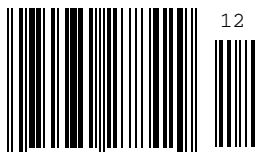
"This is the forest primeval!"

-Longfellow



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Chess Life for Kids!

Vol. 4, No. 6



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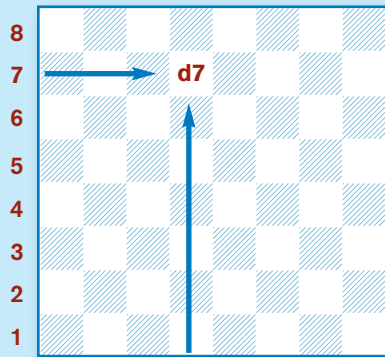
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- Chess for Youth Program
- World Youth Championship
- Collegiate Final Four
- Scholar Chess Players Award
- Pan-Am Youth Festival
- World Junior Championship
- Denker Tournament
- The Samford Fellowship
- Chess in Education
- And so much more!

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.

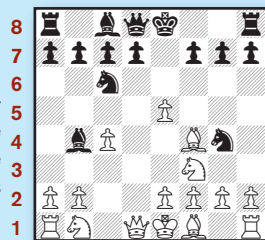
Here is a sample, using the famous smothered mate trap from the Budapest Defense.

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

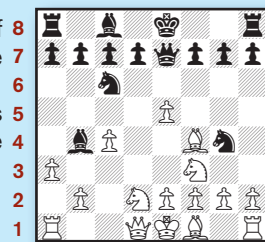
6. Nbd2 Qe7 7. a3 (diagram B)

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

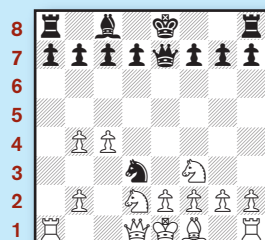
x: take or capture #: checkmate
0-0: kingside castle (:): promotion
0-0-0: queenside castle !: good move
+: check ? : bad move
??: blunder



a b c d e f g h
diagram A = 5. ... Bb4+



a b c d e f g h
diagram B = 7. a3



a b c d e f g h
diagram C = 8. ... Nd3 checkmate

ON THE COVER

The Usdan Center for the Creative and Performing Arts (Wheatley Heights, Long Island) just completed its 42nd season, and through the years has introduced over 50,000 children to the performing arts—dance, theater, writing, music, art—and chess!

They capped off their summer program with a USCF-rated Chess Challenge on October 4th, drawing 63 players to their new Maurice Hexter Chess Center located on their 200-acre woodland campus near Huntington, Long Island.

Joel Salzman and Brian Karen directed the event which crowned four champions: Brian Dobosh (HS), Alexander Pakh (JHS), Arjun Panickssery (Elementary), and David Kogan (Primary), all of whom were undefeated.

And the event provided some great photo opportunities, as witnessed by our cover photo! For more information about Usdan, check out their web site: www.usdan.com.

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TALES OF THE Arabian KNIGHTS

BY RICK KENNEDY Illustrations by Pamela Key



The Surprise

The King settled comfortably, and she began her tale...

There once was a wise and powerful King, whose people knew him to be a fair and caring ruler.

The King nodded.

The King had a gifted child who he loved dearly. For many years she had asked...

It would be a daughter, the King mumbled.

...her father if he would teach her how to play chess, for his skill at the royal game was known throughout the lands.

"My dear," he would say, "You are too young. Maybe another time, when you are older." So it went, year after year.

One sunny spring day, however, the King called his daughter to his side. "Your birthday will arrive in a week," he said. "As a gift, on one of the days between now and then, I shall surprise you and teach you how to play chess."

The King expected his "gift" to be met with glee, but instead, his daughter became sad and crestfallen and she retired quickly to her room. The King was deeply puzzled.

By herself, the princess then lamented, "If we arrive at the day before my birthday, and Father has not yet taught me chess, then he will hardly do so on that day, as then it would not be a surprise.

"Yet, if the day two days before my birthday arrives," she continued, "and Father has not showed me the moves of the game, again he will not teach me that day,

either, for it, too, would not be a surprise.

"Three days before my birthday? The same problem, not learning either tactics or strategies.

"Four days before? The problem again...Five days? Six days? Arrrgggghhhhh!" she held her head in her hand and cried bitter tears.

That is indeed puzzling, said the King. Is that how the story ends? Does the little girl never learn to play chess?

Oh, Your Majesty, she said, that is not the end. One day during the week before the princess' birthday, the King taught her how to play chess.

And that must have surprised her, indeed, said the King.

Yes, it did, she said.





ASK GM LARRY EVANS!

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

BEST QUESTION:

HOW TO IMPROVE

Fred Gallimore

Enfield, Connecticut

Q: Ever since a friend showed me how to play it has become my passion to master this game. I try to stick to the principles outlined in your book *The Ten Most Common Chess Mistakes* such as developing knights before bishops and not moving the same piece twice in the opening. I also remember reading somewhere that a player should pursue "plans" consistent with the "demands of the position." Can you help me to improve my vision, finding a plan, and how to read the board correctly?

A: That's a tall order. Numerous books deal with this question and there are still no pat answers.

Briefly, your first plan should be to avoid making a mistake or doing something stupid like leaving a piece en prise. Each time your opponent makes a move STOP. Sit on your hands. Ask yourself why he made that move and whether it contains a threat. Last but not least, in order to determine your strong and weak points write down your moves and save all your score-sheets to review them in the future with a master or stronger player.

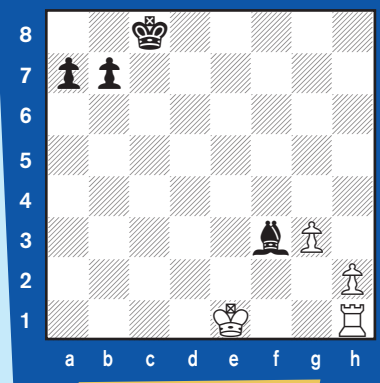
Actor Will Smith, interviewed in a national magazine (December 2001) demonstrated his determination to improve: "My father taught me how to play chess when I was seven, and rarely do I run into somebody who beats me. On *Enemy Of The State* this old dude beat me bad. The next day I found a chess master to train me for the next three months so I could beat that dude before the movie was over. I did beat him."

CASTLING DISPUTE

Lazarus Alemany

Indiantown, Pennsylvania

Q: Black's last move was 1...Bf3. My friends and I debated whether White can castle in this position. Finally, how can we obtain an official rule book to settle these disputes?



White to move

A: Since White's king isn't passing through or out of check, then castling is legal IF NEITHER THE KING NOR ROOK HAS MOVED PREVIOUSLY.

USCF Official Rules of Chess, 5th Edition (Paperback 2003) can be purchased from the USCF (1-800-388-5464).

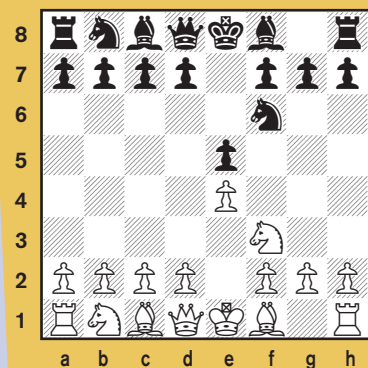
If you have a question for GM Evans, e-mail it to gpetersen@uschess.org

PETROV'S DEFENSE

Arlo Detmer

Munster, Indiana

Q: When a game begins 1. e4 e5 2. Nf3 Nf6 many players respond 3. Nc3. Instead, why not trade pawns? Is it because White is hoping to get into a four knights game?



Position after 2...Nf6

A: It's strictly a matter of style and personal preference. In grandmaster chess, the Petrov Defense is considered a solid way to minimize White's initiative. Another good move is 3. d4.

Keep in mind that White can virtually force a draw in an equal endgame by swapping queens after 3. Nxe5 d6 (not 3...Nxe4? 4. Qe2 d5 5. d3) 4. Nf3 Nxe4 5. Qe2 Qe7 6. d3 Nf6 7. Qxe7+ Bxe7.

PSST ... Got a good game you've played recently? Why not share it with the rest of us?

Send it to gpetersen@uschess.org, along with your thoughts about the game, and we'll try to squeeze it in.



The Chess Detective

by NM Todd Bardwick

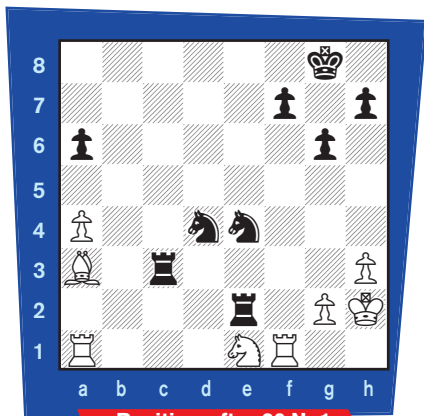
PIGS ON THE 7TH RANK

A pig is chess slang for a rook. A rook on the 7th rank is often referred to as a pig on the 7th because pigs like to eat and there are often tasty pawns to gobble up when the rook arrives there.

Comparing piece activity and material, an active rook on the 7th rank is generally considered to be equal to a pawn in material.

Of course, if one pig on the 7th rank is good, two is even better! Getting both pigs to the 7th usually is enough to win the game quickly as checkmate threats come into play.

Andy Rea (2123)



Position after 38.Ne1

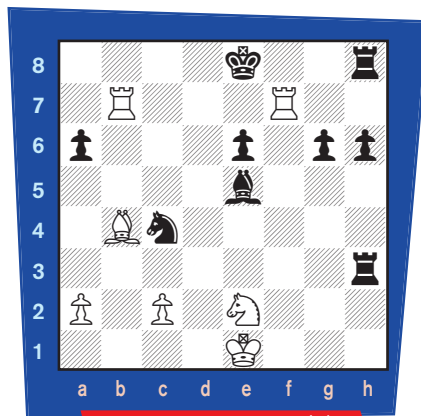
Mikhail Ponomarev (2225)

Here is a position from the 2001 Colorado Closed where Black forces the second rook to the seventh by playing **38...Nc2 39.Nxc2 Rxc2**. The pigs are on the 7th and Black threatens the g2-pawn with mate to follow. **40.Rg1 Nd2** Threatening **41...Nf3+**, forking the king and rook. **41.Kh1 Nf3** Forcing the rook to

move. **42.gxf3?** leads to **42...Rh2** mate! **42.Rgf1 Nh4** Piling up on the g2-pawn. **43.Rfe1 43.g3?** invites **43...Rh2+** **44.Kg1 Rcg2** mate. **43...Nxc2** Converting the piece activity advantage into a material advantage. It is never too late to make a mistake: **43...Rxc2?** brings White's rook to life and loses to **44.Re8+ Kg7 45.Bf8+ Kg8 46.Bh6** mate or **45...Kf6 46.Be7+** skewering the king and knight. **44.Rxe2 45.Bd6 Re1+** Trading in his last, active pig on the 7th for an easily winning endgame. **46.Rxe1 Nxe1 47.Kg1 f6 48.Kf2 Nd3+ 49.Ke2 Nb2 50.a5 Kf7 51.Bc7 Ke6 52.Ke3 Kd7 53.Bb8 Nc4+ 54.Kd4 Nxa5 55.Kc5 Ke6 56.Kb6 Nb3** and Black went on to win after gobbling up the rest of White's pawns.

Here is a position from the 1994 Moscow Olympiad where White already has his pigs on the 7th rank.

Garry Kasparov



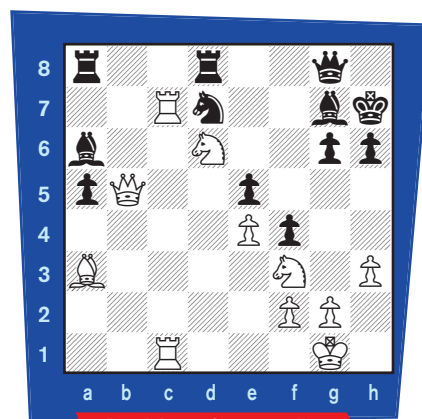
Position after 25...Rx(P)h3

Veselin Topalov

Black is ahead two pawns, but this is no match for White's active rooks. White then plays **26.Nd4! Re3+** **26...Bxd4** allows **27.Rfe7+ Kd8 28.Rb8** mate or **...Kf8 28.Rb8** mate. **27.Kf1 Re4 28.Rfe7+, Black resigned.** **28...Kf8 29.Nxe6+ Kg8 30.Rg7+ Bxg7 31.Rxg7** mate or **28...Kd8 29.Nc6+ Kc8 30.Na7+ Kd8 31.Rbd7** mate.

Now see if you can figure out White's best move from this game that took place in the 1993 Biel Interzonal.

Ilya Smirin

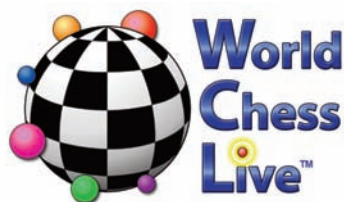


Position after 30...Ba6

Jeroen Piket

To get the second pig to the 7th rank, White sacrifices his queen with **31.Qxd7! Rxd7 32.Rxd7 Rd8 33.Re7** Of course, White doesn't want to trade off his active rook. **33...Be2 34.Nxe5 Qa2 35.Rcc7** Bringing the second pig to the 7th and creating mating threats. **35...Rg8 36.Ne8, Black resigned.** Black threatens **...Nxc7** and various mating ideas to follow.

2009 World Chess Live Junior Grand Prix Standings



2009 World Chess Live Junior Grand Prix

This unofficial list is based on USCF records and TD reports as of Wednesday, November 4, 18:33:02 CST 2009. There are 4,794 players with JGP points. 402 JGP-eligible events resulted in points earned. Overall leaders will not be eligible for state leader prizes. **Note:** In the state by state standings shown below, a state will only be shown if someone from that state has earned JGP points.

ST=State PTS=Points EV=Events

Top 20 Overall Standings

NAME	ST	PTS	EV
WINTER, CURTIS A	MD	245	16
DOMMALAPATI, ABHINAY	VA	240	21
MIZUSHIMA, DEREK	MD	175	14
PISANI, NICHOLAS	WA	170	8
TROFF, KAYDEN W	UT	170	12
SREENIVASAN, RAMANUJA	MD	160	15
HUANG, WINSTON	MA	160	14
RAJASEKARAN, VIKAS	VA	155	8
PISANI, PAUL	WA	145	10
ATTANAGODA, ISURU A	VA	140	10
CHEN, JEREMY	NJ	140	8
RICHMAN, JONATHAN T	NY	135	7
HARMON-VELLOTTI, LUKE	ID	135	10
SHETTY, ATULYA ARYA	MI	130	7
MARUPUDI, PRANAV	NJ	130	9
KARAMSETTY, JEEVAN	VA	130	11
QU, CHEN	NY	125	7
FU, JASON	TN	125	8
GURCZAK, JOHN	AZ	125	9
HUGHES, JOHN LODGER	OH	125	5
SINGH, REVA SHREE	NY	125	10
DING, JIALIN	MO	125	5
JOHNSTON, DANIEL F	NY	125	5

State Leaders

NAME	ST	PTS	EV
PARSHALL, MATTHEW	AK	30	2
NELSON, KEVIN J	AL	40	1
GUNN, GEORGE HAYDEN	AL	40	1
MAJERLE, ADRIAN J	AL	40	2
HELLWIG, LUKE	AL	40	4
PETERSON, ERIC	AL	40	1
CRAIG, ROBERT S	AR	60	2
PERSHAD, YASH	AZ	70	5
KUMAR, ADITYA	CA-N	95	8
POLSKY, RYAN	CA-S	90	7
SPANN, NABIL J	CO	50	2
TANENBAUM, ZACHARY C	CT	100	7
HAUGE, DAVID RICHEY	DC	30	3
D'SOUZA, DEAN	DE	45	3
DALY, TROY	FL	90	4
MILLER, GEORGE DAVIS	GA	70	5
PUNYALA, AMITH	GA	70	3
PERRY, PATRICK F	HI	50	1
NAKAGAWA, ELDON M	HI	50	1
IYER, VENKAT	IA	95	7
HARMON-VELLOTTI, CARL	ID	85	7
CAO, MINDI	IL	95	5
KOGEN, JONATHAN S	IL	95	6
SWAN, CHARLES	IL	95	2
MANCHANDA, SAMEER	IN	90	4
LATHAM, ANDREW	KS	110	11
BAGLEY, TAYLOR MICAHAH	KY	55	4
CHADHA, SIMARPREET	LA	70	4
ANGERMEIER, DANNY	MA	85	4
MOORTHY, SRINIVAS R	MD	85	6
YANG, CHARLES	MD	85	6
REALE-HATEM, MATTHEW	ME	55	2
VIRKUD, APURVA	MI	120	5
ZANG, KEVIN	MN	65	3
ZHOU, JASON	MO	115	6
GOLDMAN, ADAM	MS	40	1
MADDOX, CONNER	MS	40	1
BIERNACKI, JOSEPH W	NC	80	5
SWANN, JOSEPH CARSON	NC	80	5
HIGH, DAVID L	NC	80	4
KOPPINGER, MATTHEW	ND	10	1
SELVARAJ, JASON	NE	35	2
MA, KEVIN	NH	30	2
MORAN, HARRISON M	NH	30	3
MCVAY, KIERNAN R	NJ	100	5

NAME	ST	PTS	EV
KUMAR, ARAVIND	NJ	100	7
SERNA, JEFFREY MICHAEL	NM	95	5
THOMAS, MICHAEL EVAN	NV	25	1
JACOBS, CASEY	NY	120	11
ZHUANG, RUIZE	OH	80	5
HILTON, JONATHAN	OH	80	9
HUGHES, DEVIN L	OK	80	5
PARNON, CALVIN JAY	OR	65	3
KELLY, JACOB	PA	85	5
FISHER, WILLIAM	PA	85	9
FINNEY, STUART S	RI	70	5
TEMPLETON, ZACHARY	SC	60	4
STORMENT, EZRA LEE	SD	20	1
MARIKLE, JOSEPH WALTER	SD	20	1
VAZQUEZ, RAUL	TERR	25	1
BOEGER, REED ALLEN	TN	60	3
ESPERICUETA, ELIAS	TX	65	2
WANG, ANDY	TX	65	2
UNRUH, DAVIS	UT	55	1
WANG, JOIE	VA	85	5
KATZ, GABRIEL	VT	65	5
DING, JEFFREY	WA	70	1
VEECH, JOHN	WI	100	7
AITES, CALEB I	WV	10	2



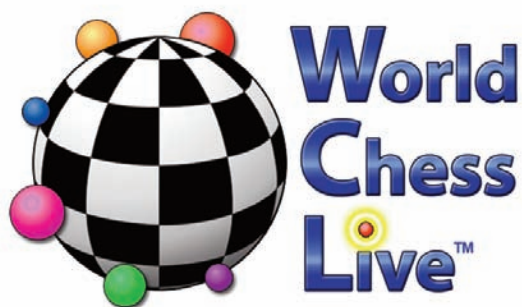
Abhiney Dommalapati, top Scholastic member, continues to vie for 1st place ...



... while 3rd Grader Derek Mizushima made his move to 3rd place overall.

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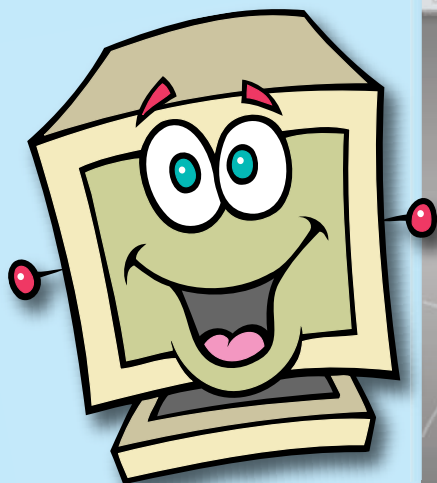


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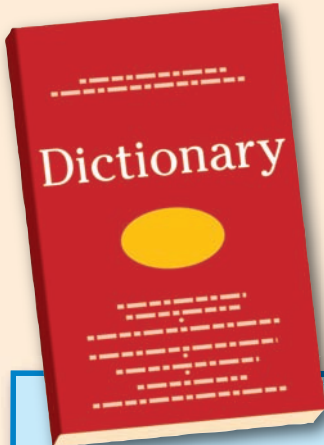
Regular Scholastic members get their chess kicks online.

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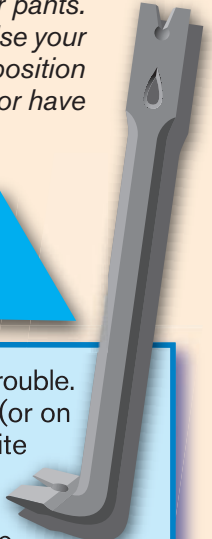
Just follow the links (you'll need your user name and password):

www.uschess.org> Chess Life Magazine> Chess Life for Kids> On-Line Viewer.

Don't stick your finger in the hole



At least that's what my mother used to tell me whenever I ripped my shirt or pants. But that's exactly what we are asking you to do when we talk about **LEVERS**. Use your pawns (much like a crowbar or pry-bar) to make the hole in your opponent's position **BIGGER**. You may want to read this article with a parent, coach, or teacher—or have a good dictionary handy. The idea is big, but some of the words are bigger!

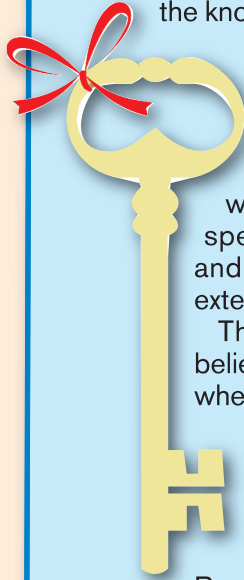


An Important Way to Improve Your Chess

By Dr. Danny Kopec, IM

The idea of our book *Test, Evaluate and Improve Your Chess: A Knowledge-Based Approach* (2nd edition, USCF Publications, 2003, 311 pages co-authored with Hal Terrie, edited by Glenn Petersen) is to provide you with the ability to systematically study your chess strengths and weaknesses.

It is the authors' belief that with this ability, and if you do this diligently and honestly, you will improve based on the knowledge provided by the solutions. You can do this privately (or in a group) but the key is that you must be willing to be introspective, self-critical and be prepared to extend your knowledge.



The same thing, I believe happened to me when I read the wonderful book by Vlastimil Hort and Vlastimil Jansa, *The Best Move* (translated to English by RHM Press, now out-of-print).

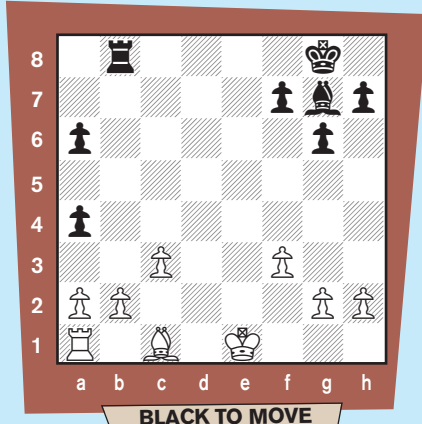
From studying the positions and their solutions presented as morals (Hortisms and Jansaisms) on the back of every one of over 200 diagrams, I learned a lot.

However there is a big difference in our book in that every position is selected with the goal of fulfilling a particular position category. For exam-

ple, positions would be selected to exemplify particular tactical motifs such as overload, decoy, pin, double-attack, etc., as well as for the particular positional motif being tested. There are six tests covering openings, middlegames, and endgames with these ideas covered as well as motifs that are particular to each phase.

The main point is the belief that the more you know (the more knowledge you have) the better you'll play. Some examples focused on a particular motif follow:

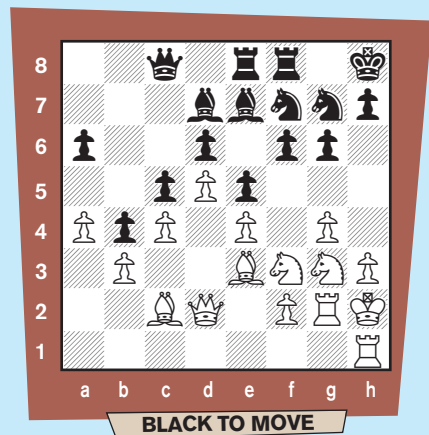
(1) The Powerful Lever [Kopec, Danny]



Here is a position I have designed just for you. It is an endgame and Black is down a pawn. Furthermore his two remaining queenside pawns are doubled and isolated. Yet Black has a pawn move that completely turns the tables and assures him of a significant edge—if not victory. **1...a3!** After this LEVER it is quickly apparent

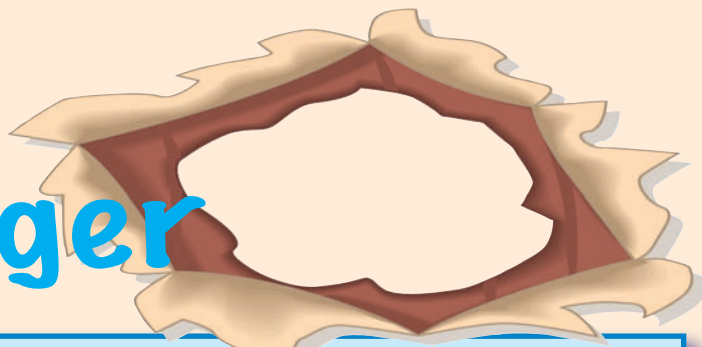
that White is in serious trouble. For example, on **2.Rb1** (or on **2.Bd2 Rxb2** and despite the material equality White finds himself very uncomfortable since if he advances his c-pawn, **Rxd2!** is decisive, and if he moves his rook, he loses his a-pawn when Black's pawn on a3 will quickly prove decisive. In fact, in this position White may quickly find that he runs out of moves that don't lose [Zugzwang].) **2...Bxc3+ 3.Bd2 Rxb2 4.Rd1 Bf6**. You may note that the reason White has so much trouble in this position is that he neglected his development to win a pawn.

(2) BK #2 Evans-Rossolimo U.S. Open, 1955



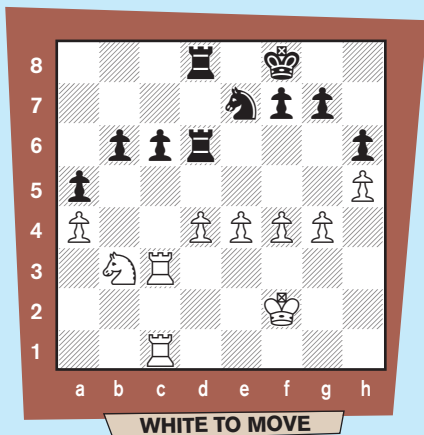
1...f5 This exemplifies a classic lever around which Black has organized nearly all his forces. Without knowing about levers, computer programs can still select this move because it

You'll just make it bigger



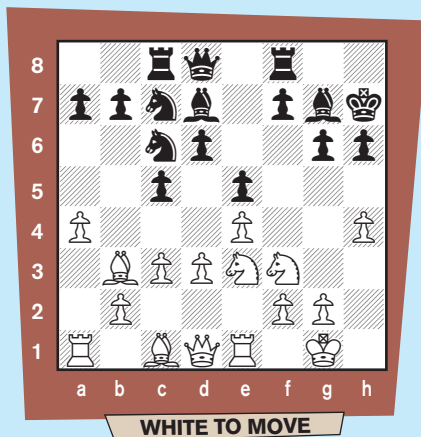
improves mobility, gains space and attacks the center. This position is also an example of the value of chess erudition. Those with a strong chess historical background would know that such positions can arise from the closed variations of the Ruy Lopez when White plays d5. In such instances the structure becomes that of a King's Indian Defense. (Source: *Pawn Power in Chess*, Diagram 164).

(3) BK #3 Bogoljubow-Spielmann Match Game, 1932



1.d5 cxd5 2.e5 R6d7 (2...d4? 3.exd6 dxc3 4.dxe7+ wins a piece.)
3.Nd4 This is an example of a very characteristic lever, the "sweeper sealer twist" (Kmochn, 1959). It involves a long-term pawn sacrifice where, at the end of the principal variation (above), White has: (1) gained full control of the open c-file, (2) sealed off Black's half-open d-file, (3) gained a tremendous central post for his knight, (4) weakened Black's pawns into three groups (three islands), and (5) gained a kingside majority of pawns. (Source: *Pawn Power in Chess*, Diagram 144).

(4) Camptest #6 Kopec-Bellin Edinburgh Congress, 1981



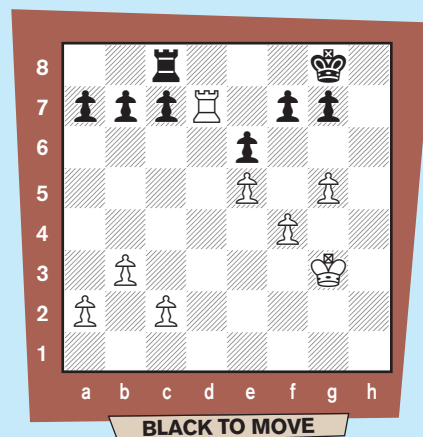
White probes the light squares. **1.h5!** This lever pressured Black into playing ...g5 and weakening the critical kingside light squares. Here is the Bellin Game where h5 was played.

Danny Kopec-IM Robert Bellin (B50) Edinburgh Chess Congress (4), 1981

1.e4 c5 2.Nf3 d6 3.Bd3 g6 4.c3 Bg7 5.0-0 Nc6 6.Bc2 Bg4 7.d3 Nf6 8.Nbd2 0-0 9.h3 Bd7 10.Re1 Rc8 11.Nf1 Ne8 12.a4 e5 13.Bb3 Nc7 14.Ne3 h6 15.h4 Kh7 16.h5 Qf6 17.g3 Na5 18.Bc2 g5 19.Nh2 Rg8 20.Nhg4 Qd8 21.Qf3 Be6 22.Ra3 Ne8 23.Nf5 Qd7 24.Nge3 Nc6 25.Rd1 Kh8 26.Bb3 Ne7 27.Bd5 Nxf5 28.Bxe6 Qxe6 29.Nxf5 Nf6 30.Be3 Rge8 31.c4 Bf8 32.a5 Rc7 33.b4 Ng8 34.Rb3 Rd8 35.Rdb1 Rdd7 36.Bd2 Ne7 37.Bc3 f6 38.Ne3 Kg8 39.Kg2 Kg7 40.g4 Kg8 41.Nd5 Nxd5 42.exd5 Qf7 43.Qe4 cxb4 44.Rxb4 Qh7 45.Qf5 Qxf5 46.gxf5 Kf7 47.Bd2 Re7 48.Kf3

Ke8 49.Ke4 Rg7 50.Be3 a6 51.Rb6 Rgf7 52.c5 dxc5 53.d6 Rc6 54.Rxc6 bxc6 55.Rb8+ Kd7 56.Rb7+ Ke8 57.Rxf7 1-0

(5) RP #10 Cat 0



Sometimes you must recognize and prevent levers to do well. With **1...g6**, Black ensures that he can follow with **2...Kf8** and **3...Ke8** driving the White rook from the seventh rank. Then he can also challenge White's possession of the d-file. Instead, White to move in the initial position obtains a winning position with 1.g6! since this guarantees that his rook can remain on d7 unassailed. (Source: *Pawn Power in Chess*, Diagram 105).

So what was this test all about?

It was all about an important chess concept that you will need in order to improve your chess: **LEVERS**. Levers are a concept developed by the famous Dr. Hans Kmochn and presented in his wonderful book, *Pawn Power in Chess* (David McKay,

Continued on page 18

What's the Problem?

By Stanley Kravitz

The Indian game of Chaturanga was played over 1,700 years ago and although the actual rules are not exactly known today the game looked like chess and was played with similar pieces on an 8" x 8" chess board. A very similar game to chess as we now know it was played in India over 1,400 years ago.

It is surprising that the piece with the strangest move has been around the longest. It used to be called a horse, and still is in many countries, but the name became a knight in most European countries when chess moved to medieval Europe with its many kings, queens, and of course, knights.

Since the knight can jump over other pieces it acts a bit like a spy who can infiltrate an enemy camp which makes it ideal for a position with lots of pieces. The disadvantage in play is its limited range which often makes it the weakest piece (excluding the pawn) on the board. Sometimes the knight can be just in the right place to make it very powerful.

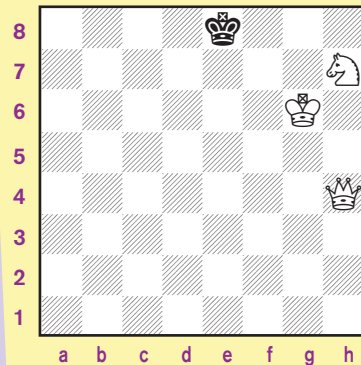
The knight move allows it to go from a light to a dark square or dark to light only and it does so with a wobble. The move looks like the letter "L" and consists of a two square move in one direction and one move sideways. The knight jumps over the intervening pieces and captures on the destination square.

Now that we have a better idea about the knight, let's see if you can solve some problems that will depend on the knight forcing the defenses to collapse.

If you can solve a problem in **under 30 seconds** give yourself 4 points. Solve in **under 1 minute** give yourself 3 points. Solve in **under two minutes** 2 points. **Over 2 minutes** give yourself 1 point.

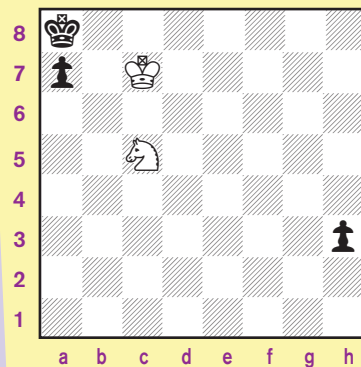
Master Solver 15-20 points. Good Solver 10-14 points. Fair solver 5-9 points Under 5 points needs work.

Puzzle 1. White to move and mate in two.



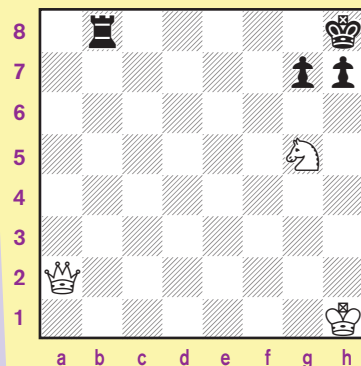
Puzzle 2. White to move and mate in three.

Who said you cannot mate with a lone knight!



Puzzle 3. White to move and mate in four.

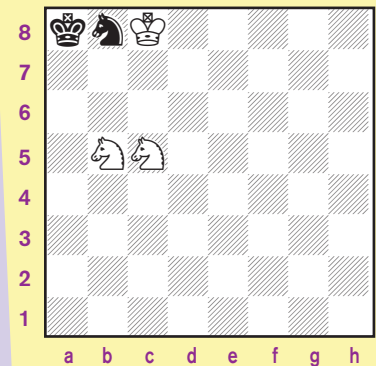
This is the basic smother mate. The first time you see a smother mate it looks amazing.



Puzzle 4. White to move and mate in three.

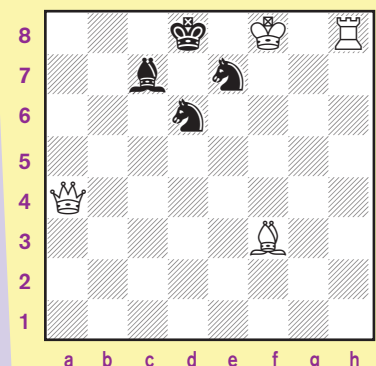
Learning to mate with different combinations of pieces strengthens end-game play. The difficulty of mating with a bishop and knight has prevented even strong players from winning a game because they never learned the mating technique that is needed. As for two knights, a lone king can not be mated by two lone knights unless the king walks into mate through bad play.

However, add a pawn or another piece and it may be possible. How odd! Try this example:



Puzzle 5. White to move and mate in three.

Don't get too encouraged by the mating prowess of the knight. Here is a case where two knights are unable to stop the rough treatment by the major pieces.



Solutions on page 23



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The US Chess Federation

A Brief Chess Opening Glossary

by Pete Tamburro

Part III

The d-pawn Openings

We've covered a lot of unusual first moves for Black against 1.e4 which takes away quite a few new Black choices since after, say, 1.d4 h6, you should get in 2.e4 and be back in the e-pawn glossary.

After we cover the only new one move Black replies, we're going to head right for the major queen pawn openings starting with 1.d4:

The New One Move Replies:

1...f5 Dutch Defense: A very aggressive defense that is followed up by Nf6, Be7, d6, 0-0. White usually fianchettoes with g3 and Bg2 and doesn't play c4 until Black either plays Be7 or d6 so as to avoid Bb4+. White can get frisky with 2.e4 fxe4 3.Nc3 or 3.f3, which is known as the Staunton Gambit.

1...c5 (Old) Benoni: Black counters with an attack on the d-pawn; the years proved that Black does better to wait for 2.c4 to play 2...c5 by playing ...Nf6 first. With the old way, White has an interesting alternative in 2.d5 Nf6 3.Nc3.

1...b5 Polish Defense: Quite unusual, although Spassky used it against Petrosian in their 1966 match—and lost.

1...e5 Englund Gambit: A trappy opening to catch the careless. 1.d4 e5 2.dxe5 Qe7 (Some recent tries are: 2...Nc6 3.Nf3 Nge7 4.Nc3 Ng6 5.Qd5! h6 [5...Bb4 6.Bg5] 6.e3 Bb4 7.Bd2 and getting the pawn back is problematic.) 3.Nf3 (A wild ride is: 3.Bf4 Qb4+ 4.Bd2! Qxb2 5.Nc3) 3...Nc6 and you have a tricky game. Don't try this as White: 4.Nbd2 Nxe5 5.c3 Nd3 mate! If White has a sense of humor he can always play 2.e4.

1...Nc6 Queen Knight Defense: Definitely not the Alekhine's Defense

for the d4 side! *Modern Chess Openings* recommends White play 2.Nf3 and after 2...d5 (recommended for Black by MCO!) 3.c4 with a Chigorin's Defense.

The Major 1...Nf6 Defenses:

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4

Nimzo Indian: One of the great defenses against 1.d4 and excellent for young players to grow up with. It's so good that White often plays this next opening...

1.d4 Nf6 2.c4 e6 3.Nf3 and either 3...b6 Queen's Indian or 3...Bb4+

Bogo-Indian: White dislikes the pin after 3.Nc3 Bb4 so much that you'll see it played quite often despite it's being somewhat dull.

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6

King's Indian Defense:

Hard to find a grandmaster who hasn't played this defense. Black often heads for a kingside attack with f5 and White heads for queenside play with b4 and c5.

Everyone who plays it reads Bronstein's Zurich 1953 tournament book.

1.d4 Nf6 2.c4 g6 3.Nc3 d5 Gruenfeld Defense:

One of the most complex openings in chess. World champions play both sides. No easy draws here. Too complicated for young players.



1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 a6 5.bxa6 g6 and then either 6...Nxa6 or 6...Bxa6 Benko Gambit:

Black uses the fianchetto and the rooks on the a- and b- files to put pressure on White's queenside pawns. A sound gambit for Black! Because it has a fairly clear theme, this is a good choice for young players.

1.d4 Nf6 2.c4 c5 3.d5 e6 4.Nc3 exd5 5.cxd5 d6 6.Nf3 g6 Modern Benoni:

Had some headlines for a while, but never really caught on. White has too much space and the Benko gets more pressure.

1.d4 Nf6 2.c4 e5 Budapest Defense:

Tricky, tricky, tricky after either 3.dxe5 Ng4 or 3...Ne4, the Fajarowicz variation, which can be dangerous with a careless White player. For example: 1.d4 Nf6 2.c4 e5 3.dxe5 Ne4 4.Nf3 d6 5.exd6 Bxd6 6.g3 Nxf2!! 7.Kxf2 Bxg3+ 8.hxg3 Qxd1 wins!

1.d4 Nf6 2.c4 d5 Marshall Defense:

Another one that never caught on. White gets a slight edge with: 3.cxd5 Nxd5 4.Nf3.

1.d4 Nf6 2.c4 d6 3.Nc3 e5 The Old Indian Defense:

The big idea is that after 4.dxe5 dxe5 5.Qxd8+ Kxd8 6.Bg5 Nd7 7.Nf3 c6 and although the King has lost castling privileges, the queens

are off and the king has a safe haven on c7.

(to be continued)



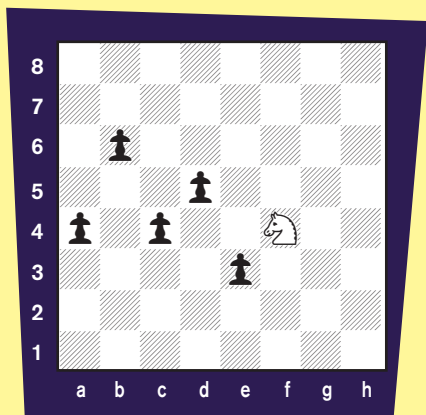
PAWNMOWER CHESS

by GM Maurice Ashley

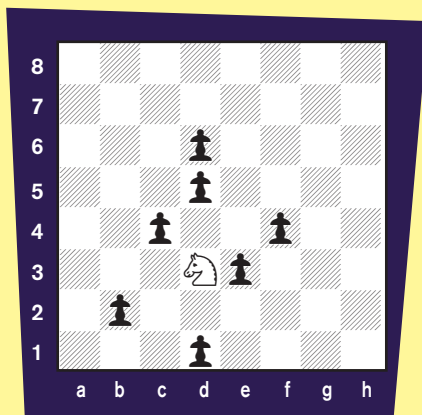
Okay, so the bishop was easy. Let's see how you do with the KNIGHT! Your goal is to capture all the pawns. You cannot move to an empty square. If there are five pawns on the board, you must capture them in five moves; seven pawns, seven moves, etc.

We'll have a drawing and five winners will receive a copy of *Pawnmower* by GM Maurice Ashley. Send your solutions to: gpetersen@uschess.org, or mail to: Glenn Petersen, 44-D Manchester Court, Freehold, NJ 07728.

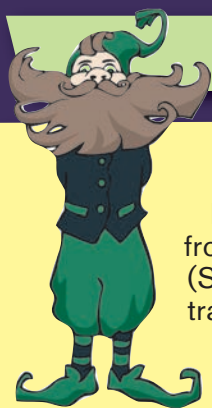
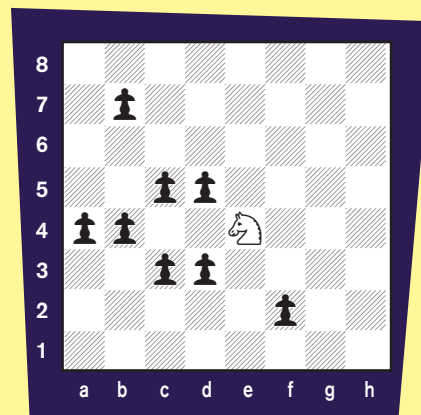
Problem One



Problem Two



Problem Three



The Gnomes Have Spoken

PAWNMOWER CHESS

My faithful gnomes from Outer Mongolia (Staten Island, NY) traveled to the outer ring of Freehold, NJ, to visit the Sacred Vault (a shoebox beneath my bed) where all contest entries are kept. They randomly selected five winners for the "Pawnmower" contest in October:

- Jeffrey Wang** of Montville, NJ
- Leanne Hwa** of Bellevue, WA
- Matthew Caffet** of Conroe, TX
- Tad Mrozek** of Chevy Chase, MD
- Victor Chen** of San Jose, CA

Victor Chen becomes our first double winner (he won the "Win or Draw" contest in August). I never thought it could happen, but my gnomes have spoken!

Each of them will receive a copy of

Pawnmower by GM Maurice Ashley. The solutions to the October puzzles were:

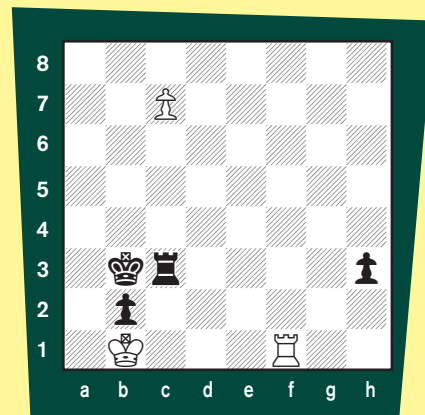
- Puzzle 1: Bf6-g7-b2 a3-d6
- Puzzle 2: Bb6-e3-g5-d2-e1-g3-b8
- Puzzle 3: Bh3-c8-b7-f3-d1-h5-e8-b5

CHESS DETECTIVE

EVERYONE who entered this contest sent in a correct solution! I guess you all are familiar with temporary sacrifices, knight forks and double attacks! The key move is 1.Bxf7+. The winner of the drawing was **Alan Sun** of Canton, MI. He will receive a copy of *Chess Workbook for Children* by Todd Bardwick.

WIN OR DRAW!

I thought this was the most difficult challenge last issue, but not for six-year-old **Ian Lomeli** of Glastonbury, CT! I wonder what they feed them up there in New England! In the following position, he correctly reasoned:



After 1.c8=Q Rxc8 2.Rf3+!, the game should be a draw. If 2...Rc3, then 3.Rxh3! Rxh3 stalemate! And if 2...K anywhere, 3. Rxh3 and the pawn on b2 will soon drop or the black king will be checked forever. Ian will receive a copy of Bruce Pandolfini's *Endgame Workshop*.

Congratulations to everyone who entered our contests. We really appreciate your comments and enthusiasm!

SPOTLIGHT ON...

SILVER KNIGHTS ONLINE TRAINING CENTER

by Adam Weissbarth

From an early age, my two passions I have had in life have been chess and teaching. While I was attending graduate school at the University of Washington, I took a part-time job teaching chess at a local elementary school once every week. It was so much fun that I decided I wanted to make teaching chess my life.

Fast forward just five years, and the **Silver Knights** now organizes after-school chess programs and many summer camps at over 100 schools in Philadelphia and northern Virginia. We also organize tournaments two to three times each month and have nearly 500 instructional chess videos available on our website.

My goal for our summer camps is that the kids always have a great time in addition to learning a lot about chess, so our camp instructors are experts at entertaining the students as well as being great chess players (which they are; more than half of our camps are taught by players rated over 2200, and nearly every camp has at least one instructor over 2000).

Here is a game from one of our students, **Benjamin Lu**. Ben is in second grade this year, and last December in Florida he won the 1st grade national championship. My favorite fact about Ben: by the end of his first month of chess club, he was so good that 6th-graders would cry if they got paired with



Adam Weissbarth

him. (True story!) Fortunately, Ben was always a good sport about that kind of thing. This game was the key moment in the national



Benjamin Lu

championship from December 2008, in which he defeated the top-seeded player in the tournament.

Benjamin Lu (1161)
Aravind Kumar (1595)
(C56)

1.e4 e5 2.Nf3 Nc6
3.Bc4 Bc5 4.c3 Bb6
5.d4 exd4 6.cxd4 d6
7.Nc3 Nf6 8.0-0 0-0
9.Bg5 h6 10. Bh4 Bg4
11.d5 Ne5 12.Be2 Ng6
13.Bg3 Re8 14.Qc2
Ne5 15.Qd1 Ba5
16.Rb1 Rb8 17.b4 Bb6

18.Re1 a6 19.h3 Bh5 20.Kh2
Nxf3+ 21.Bxf3 Bg6 22.Qc2 Bd4
23.Rb3 Be5 24.Bxe5 Rxe5 25.Kg1
Qd7 26.b5 a5 27.a4 b6 28.Nb1
Rbe8 29.Nd2 Bh5 30.Bxh5 Nxh5
31.Rc3 R5e7 32.f3 f5 33.Rc1 Nf4
34.Kf2 fxe4 35.fxe4 Rf7 36.Rxc7
Qxc7 37.Qxc7 Ne6+ 38.Qxf7+
Kxf7 39.dxe6+ Rxe6 40.Rc6 Rf6+
41.Ke3 Rg6 42.g4 h5 43.Kf3
hxc4+ 44.hxc4 Rf6+ 45.Kg3 Ke7
46.Rxb6 Kd7 47.Ra6 Kc7 48.Rxa5
Kb6 49.Ra6+ Kc5 50.b6 Kc6
51.a5 Rf7 52.Ra7 Rxa7 53.bxa7
Kb7 54.Nc4 Kxa7 55.Nxd6 Ka6
56.e5 Kxa5 57.e6 Kb4 58.e7 Kc5
59.e8=Q Kxd6 60.Kf4 Kc5 61 Qd8
g5+ 62 Ke5 Kc4 63.Qd4+ Kb5
64.Qc3 Kb6 65.Kd6 Kb5 66.Qc5+
Ka4 67.Qb6 Ka3 68.Kd5 Ka2
69.Kc4 Ka1 70.Kc3 Ka2 71.Qb2
mate.

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Anatoly Karpov International School of Chess

The Anatoly Karpov International School of Chess is a non-profit educational corporation, supported in large part by tax deductible contributions. Seven-time World Chess Champion Anatoly Karpov visited Lindsborg in December of 2002. He was looking for a quiet place to train for his upcoming match in New York with Grandmaster Garry Kasparov. Grandmaster Alex Onischuk had played in several international tournaments in Lindsborg, so he suggested to Karpov that it would be a good place to train. Karpov was impressed with the town and its people, so it was no surprise when he decided to establish his first U.S. chess school in Lindsborg.



Tom Brownscombe

FM Tom Brownscombe, former USCF Scholastic and Technical Director, is the director of the Karpov Chess School. He offers private and group lessons at the school and via Internet, and he gives chess lessons at several schools in central Kansas. He also organizes and directs chess tournaments throughout the state of Kansas. The next tournament at the Karpov Chess School will be the 9th Annual Lindsborg Open on Decem-

ber 19th (see the TLA section for more info).

Although the Karpov Chess School has hosted many major state and national championships, including the 2008 U.S. Junior Championship, the 2008 U.S. Cadet Championship, and the 2008 U.S. Junior Open, the main event on the Chess School calendar is the annual Karpov Chess Camp in July. Chess players of all ages (including several of the adult chess coaches) come to the chess camp to receive instruction from camp lead instructor **GM Varuzhan Akobian**.

The camp also features a simul by GM Akobian, a variety of quick, blitz, and bughouse tournaments, as well as swimming and soccer.

Did you know that GM Akobian is an excellent soccer player?

Here is a game from one of the camp quick chess tournaments between tournament winner Timothy Martinson of Taos, New Mexico and under 1000 trophy winner Austin Bailey of Lawrence, Kansas:

Austin Bailey (915)
Timothy Martinson (1747)
[C65]

*Karpov chess camp session 1,
round 1, July 13, 2009*

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6 4.d3 d5
5.Nxe5 Qd6 6.exd5 Qxe5+ 7.Qe2
Qxe2+ 8.Kxe2 Nxd5 9.c4 Nde7
10.d4 Bd7 11.Be3 Nf5 12.Rf1
Ncxd4+ 13.Kd3 Nxb5 14.Re1 Nxe3
15.Rxe3+ Be7 16.cxb5 Bxb5+
17.Kd2 0-0-0+ 18.Kc2 Rhe8 19.Nc3
Bc6 20.Rae1 Bg5 21.Rxe8 Rxe8
22.Rxe8+ Bxe8 23.b4 Bc6 24.g3 Bf6
25.a3 Bxc3 26.Kxc3 Kd7 27.Kc4 Ke6
28.f4 a6 29.g4 Bf3 30.h3 Bg2 1-0



Austin Bailey

The next Karpov summer chess camp
will begin on July 11th, 2010.

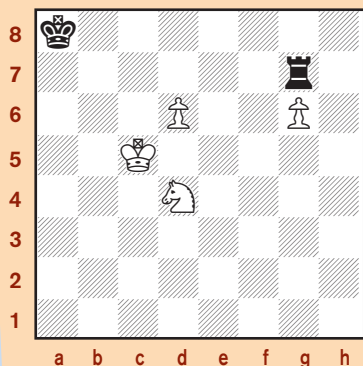
For more information about the Chess School,
the Karpov Chess Camp, any of our tournaments,
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WIN OR DRAW?

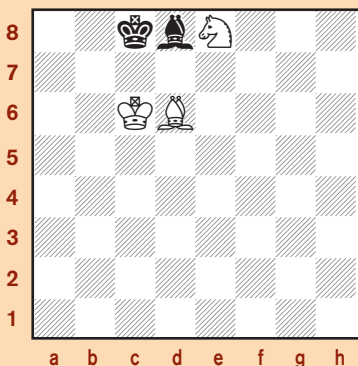
by Pete Tamburro

You should know the drill by now. It is White to Play in all the diagrams. Not only do you have to tell whether it's a win or draw for White OR Black, but you must write down what you think the moves are.

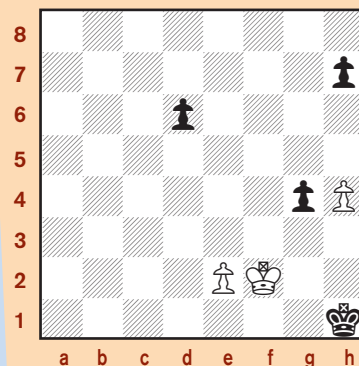
Position One



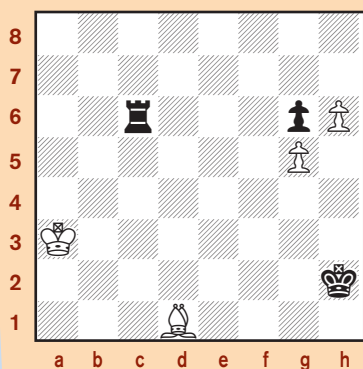
Position Three



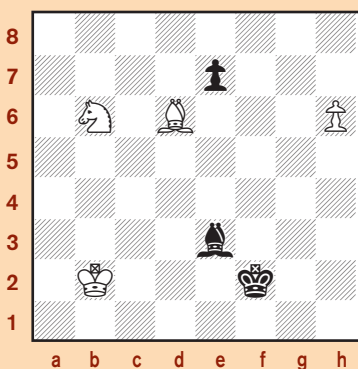
Position Five



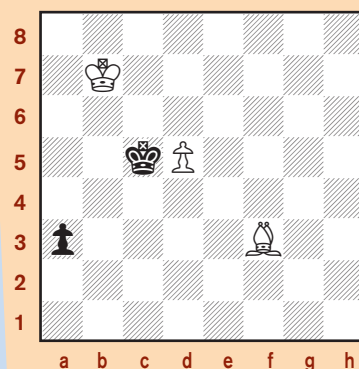
Position Two



Position Four



Position Six



Answers on page 23 

Improve Your Chess *continued from p. 11*

1959). A lever, simply put, is a pawn move that offers a trade and:

- 1) improves your pawn structure and/or;
- 2) damages your opponent's pawn structure.

There are a number of types of levers. Some may be harmful, some may help you attack by opening up lines for attack, and others may serve just to improve your pawn structure.

Once you have become adept at tactics, it is important that you become

aware of levers which can be played (and may need to be prevented) in all phases of play.

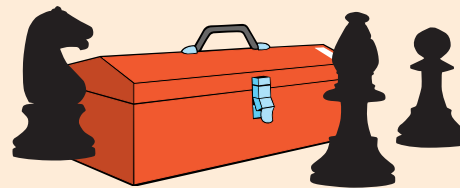
For more information on levers, you may wish to obtain Dr. Kmoch's book, and/or the following of my products:

1. *Test, Evaluate and Improve Your Chess: A Knowledge-Based Approach* (with Hal Terrie, 2nd ed., 2003, USCF Publications).
2. *Pawn Structures and How to Play Them* (two-hour DVD).

3. *Opening Pawn Structures: Advanced Concepts* (Vol. 1 and 2, two-hours each)

4. *Middlegame Pawn Play for Mate: A Chess Player's Tool Box* (four hours).

Details: www.kopecchess.com



SOLUTIONS TO WIN OR DRAW (Page 18)

Number One Answer: WIN!

White wins by sacrificing a pawn to get the knight into position to block the rook from getting that last pawn and, at the same time, keep the black king away. The king then has to be careful in avoiding checks by not allowing the rook to get on the d-file and give itself up for that last pawn since a king and knight can't mate. Black: **1.Ne6 Rxc6 2.d7 Rg8 3.Nc7+ Kb7 4.Ne8 Rg5+ 5.Kc4 Rg4+ 6.Kd3 Rg3+ 7.Ke4 Rg4+ 8.Ke5 Rg5+ 9.Ke6 Rg6+ 10.Ke7** and the pawn queens. The queen and knight will easily defeat the rook.

Number Two Answer: WIN!

White wins by figuring out how to get two connected pawns to defeat the rook to get one pawn to queen, which then will beat the rook. If two pawns get to the sixth rank against a rook, it's usually fatal for the rook and its king: **1.Bh5 Kg3** (1...gxh5 2.h7 Rc8 3.g6 Ra8+ 4.Kb4 Rb8+ 5.Kc5 Rc8+ 6.Kd6 Rd8+ 7.Ke7 Ra8 8.g7 Ra7+ 9.Kf6 Ra6+ 10.Kg5 Ra5+

11.Kh4 Ra4+ 12.Kxh5 Ra5+ 13.Kg6 Ra6+ 14.Kf5 Ra5+ 15.Ke4 Ra4+ 16.Kd5 Ra5+ 17.Kc4 Ra4+ 18.Kb5) **2.Bxg6 Kh4** (2...Rxc6 3.h7; 2...Kf4 3.h7 Rc8 4.Be8 Rxe8 5.g6) **3.h7 Rc8 4.Be8 Rxe8 5.g6 Rh8 6.g7.**

Number Three Answer: WIN!

This win for White is very clever! The bishop and knight team up to threaten mate and the poor black bishop can only go to a square that allows mate or a knight fork that loses the bishop. We give the key lines. You can figure out how to do the others: **1.Be5** (1.Bg3 works, too: same idea) **1...Bh4** (1...Ba5 2.Nd6+ Kb8 [2...Kd8 3.Bf6#] 3.Nb7+; 1...Be7 2.Bc7 Bf8 3.Nf6 Bb4 [3...Be7 4.Nd5] 4.Nd5) **2.Nd6+ Kd8 3.Bd4 Ke7** (3...Bg3 4.Bf6#; 3...Bg5 4.Nf7+) **4.Nf5+** snags the bishop.

Number Four Answer: WIN!

White triumphs because White wins the battle of the d4 square. Black has no choice but to take the bishop because it's pinned and can't take the h-pawn. Then there's a little dance to

prevent the black bishop from occupying d4 to stop the h-pawn. The knight does a great job in helping its monarch: **1.Bc5 Bxc5 2.Kc3 Ke3 3.Nc4+ Ke4 4.Nd2+ Ke3 5.Nf3 Kxf3 6.h7** Our thanks to the 1907 *British Chess Magazine* for these four problems.

Number Five Answer: DRAW!!

White, a pawn down, builds a stalemate with: **1.Kg3 h5** (the only chance to win) **2.e4** (forces Black to play his next move) **2...Kg1 3.e5 dxe5** Also forced and stalemate!

Number Six Answer: DRAW!!

A great save by White who plays the only first move that can get the draw: **1.Kc7 a2 2.d6 a1=Q 3.d7** (the pawn on the seventh with the bishop's help to keep the king out is the key) **3...Qe5+ 4.Kc8 Qf5 5.Be4** (White can afford to be cute—once!) **5...Qe6 6.Kc7 Qe7 7.Bb7** and the Black king can't get in to help the queen—a most unusual draw. We thank the late, great James Mason for these last two.

What's the Problem Solutions

Puzzle 1: 1.Nf8 Kxf8 2.Qd8 mate. The combination of a knight and queen attack in actual games is very often the cause of a disaster for the defense. The knight moves in and the queen follows with a quick kill. This problem has these elements.

Puzzle 2: 1.Na6 h2 2.Kc8 h1=Q 3.Nc7 mate. There are many positions where a lone knight can mate but these are rarely found in games.

Puzzle 3: Ask a friend if you have trouble with this one. I have seen a

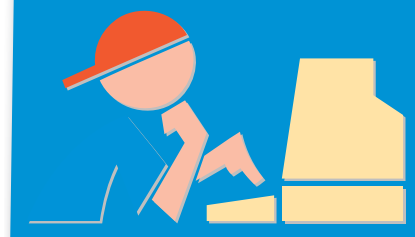
few smother mates in tournaments but they are unusual because so many players have been shown them as beginners and avoid the basic position. They do illustrate how effectively queens and knights work together.

Puzzle 4: 1. Na4 Nd7 2. Kc7 N to any 3. Nb6 mate.

Puzzle 5: 1.Bg4 (threat 2.Qd7 mate). All knight blocking moves on the diagonals going through d7 can all be defeated. Can you see how?

NEED SOME PRACTICE?

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