

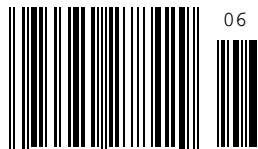
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**Chess Life for KIDS** (USPS 023-567, ISSN: 1932-5894) is published in February, April, June, August, October, and December of every year by the United States Chess Federation, 137 O'Brien Drive, Crossville, Tennessee 38555. Periodic postage paid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

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

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COVER PHOTO COURTESY OF MARIN JACOBSON

## CHESS CHILD

The Story of Ray Robson,  
America's Youngest Grandmaster

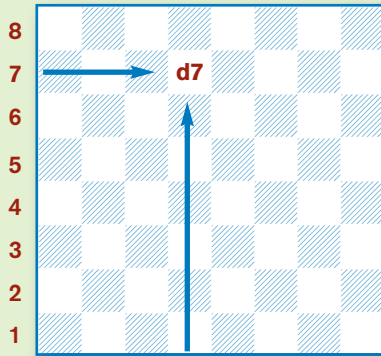
GARY ROBSON

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# 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 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.

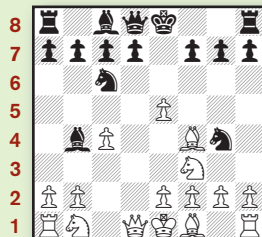
Here is a sample, using the famous smothered mate trap from the Budapest Defense.

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

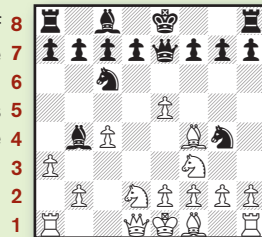
**6. Nbd2 Qe7 7. a3** (diagram B)

**7. ... Ncxе5 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

# THE GREMLINS HAVE SPOKEN

My gnomes from Outer Mongolia have deserted me! They've been replaced by gremlins! And that is why in the last issue, we mis-identified David Adelberg of Arizona as Daniel. That was very embarrassing as David just won the National Junior High School Championship!

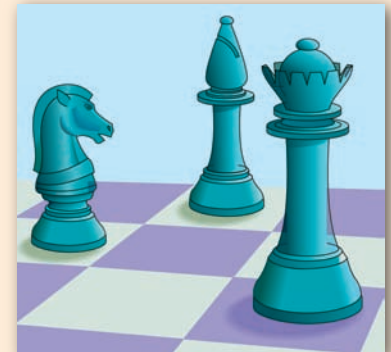
And while William Graif does study with Sunil Weeramantry, he does not attend Hunter College Elementary School. He attends school in Scarsdale.

We hope our gnomes will be back at work in time to judge the next round of contest entries, and there are plenty of contests this issue. We could call it homework for the summer, but then no one would enter!



If you live in the Fitchburg, Massachusetts area, there is a very good public access TV program called "Chess Chat," hosted by George Mirijanian of the Fitchburg Chess Club. Go to [www.fatv.org](http://www.fatv.org) and either click on "Videos on Demand" or search the schedule for the next airing. A recent program explained one of the games of the late former world champion Vasily Smyslov, and it was very instructive.

And remember, if you are near a computer this summer, you can always play a game online against the computer program provided by Chess Magnet School, our sponsor for the 2010 Junior Grand Prix. Just go to: [www.uschess.org](http://www.uschess.org) and click on "New To Chess?" and follow the links.



# TALES OF THE Arabian KNIGHTS

BY RICK KENNEDY Illustrations by Pamela Key



## Do You See What I See?

The King had his head down over the board, studying it.

What are you doing, she asked.

Wasting time, he muttered.

Majesty, I do not understand, she replied.

The King looked up. "How many squares do you see," he asked.

"Sixty-four," she said, with some hesitation.

"Yes," the King said, "there are sixty-four small squares. But, can you see the squares each made up of four of the little ones?"

She put her chin in her hand, looked, and then said brightly, "There are forty-nine of them."

"And the number of squares that are each made up of nine of the

little squares?" the King prompted. "Thirty-six of them," she said, a little faster.

"Those squares made up of sixteen of the little squares?"

"Twenty-five," she said promptly.

"Those squares made up of twenty-five of the little squares?" he asked.

"Sixteen. And, Your Majesty, those squares made up of the thirty-six squares—there are nine of them," she said.

"Yes," he said, raising an eyebrow.

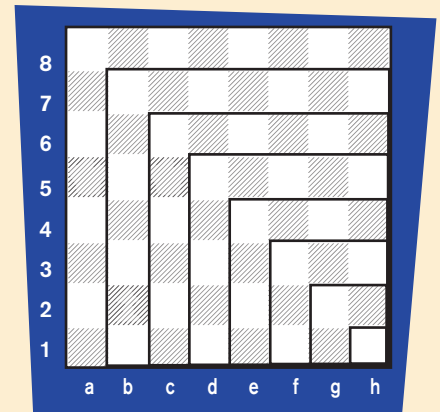
"Those squares that are made up of forty-nine of the little squares," she said, "there are four of them."

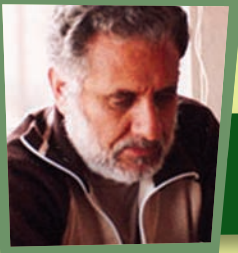
"Sixty-four plus forty-nine plus thirty-six plus twenty-five plus six-

teen plus nine plus four," said the King. "Two hundred and three squares, not just sixty-four."

"Two hundred and four squares," she corrected. "The board itself is a square, Your Majesty."

"Two hundred and four squares, then," he said with a smile.





# ASK GM LARRY EVANS!

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

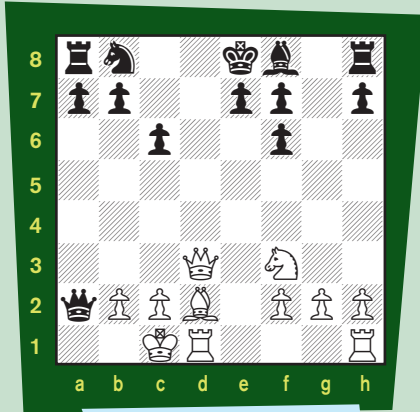
## BEST QUESTION:

### RECURRING PATTERNS

Bernard Cohen  
New York City

**Q:** I came across this game in a book that reminds me of a Morphy brilliancy pictured on the cover of *Chess Life* a long time ago. Can you show it again and perhaps another famous example of sacrificing the queen to achieve mate on d8?

*Koltanowski-Dunkelblum,  
Antwerp 1923*



White mates in 3

**SOLUTION:** 1. Qd8+! Kxd8 2. Ba5+! Kc8 3. Rd8 mate.

**A:** The power of the double check can be useful in recognizing patterns that lead to mate. These two instructive brilliancies also feature queen sacrifices leading to mate on d8.

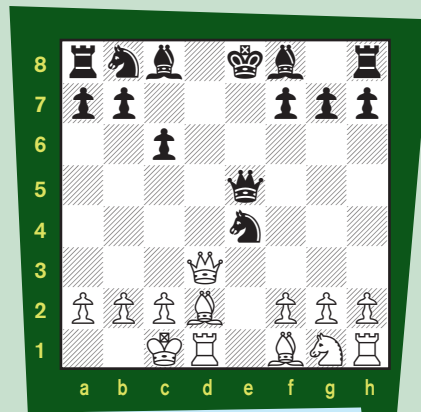
*Morphy-Duke of Braunschweig &  
Count Isouard,  
Paris 1858*



White mates in 2

**SOLUTION:** 1. Qb8+! Nxb8 2. Rd8 mate.

*Reti-Tartakower, Vienna 1910*



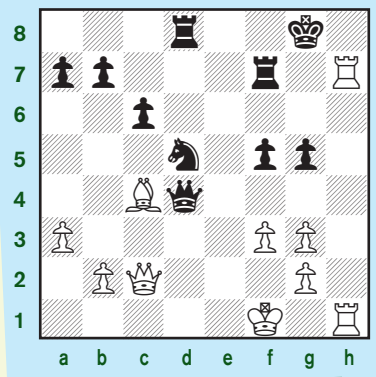
White mates in 3

**SOLUTION:** 1. Qd8+! Kxd8 2. Bg5+! Kc7 (or 2...Ke8 3. Rd8) 3. Bd8 mate.

### WHO STANDS BETTER?

Jude Acers  
New Orleans, Louisiana

**Q:** You have often noted that the defender has an obligation to resist to the maximum—never resign! This position was reached in Lafayette-Acers last March 22 at my chess stall outside the Gazebo in the French Quarter of New Orleans.



White to move

White lost by 1. Rxf7?? Ne3+ 2. Ke2 Nxc2 when no discovered check provides salvation. Black also is in no danger after 1. Rh8+ (or 1. Qc1 f4 2. gxf4 gxf4 first) 1...Qxh8 2. Rxh8+ Kxh8. My question is who stands better? What do you think is White's best continuation?

**A:** It looks roughly equal after 1. Bxd5! Rxd5 2. Rxf7 Kxf7 3. Rh7+ Kf8 4. Rxb7 Rc5 5. Rd7 (or even Rb8+).

Jude Acers, whose trademark is a red beret, has for many years taken on all comers for a small fee. No visit to New Orleans is complete without watching this veteran in action.

**ASK A QUESTION:** If you have a question for GM Larry Evans, send it to [gpetersen@uschess.org](mailto:gpetersen@uschess.org). GM Evans will choose the Best Question for the next issue. The Best Question winner will receive a copy of *How Good is Your Chess* by GM Larry Evans.



# The

# Chess Detective

by NM Todd Bardwick



## Tilting At Windmills

One of the rarer types of tactics in chess is called a windmill (or sometimes a seesaw).

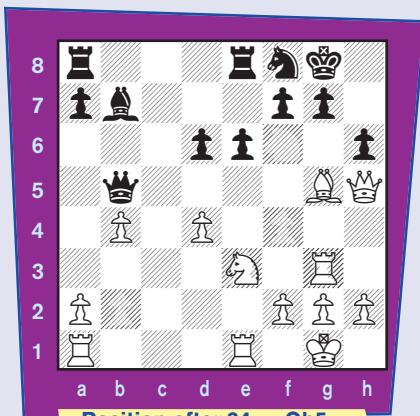
Windmills usually involve a bishop and a rook in a position

where they win massive amounts of material using a repeated, forced, combination of discovered checks and regular checks.

Of course, noticing how the pieces are lined up with each other, in this case a bishop, rook, and the enemy king in the same line, is a clue that a windmill attack may be possible.

Carlos Torre-Repetto uses a windmill tactic in one of his most famous games against then ex-World Champion Emanuel Lasker, in the Moscow International Tournament in 1925.

### Emanuel Lasker



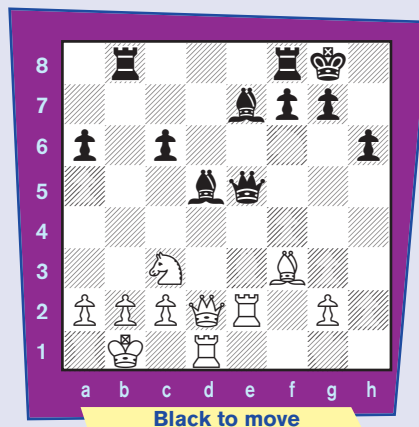
Position after 24. ... Qb5

### Carlos Torre-Repetto

**25.Bf6!!** Setting up a rook windmill while offering his queen! Black is forced to accept the queen sacrifice as his own queen is unprotected. **25...Qxh5 26.Rxg7+ Kh8 27.Rxf7+** A discovered check by the bishop. White repeats the check—discovered check pattern, gobbling up everything he can with the rook. **27...Kg8 28.Rg7+ Kh8 29.Rxb7+ Kg8 30.Rg7+ Kh8 31.Rg5+ Kh7 32.Rxh5 Kg6 33.Rh3 Kxf6 34.Rxh6+** and White went on to win the game with his extra material.

Here is another amazing windmill attack from the International Junior Team Tournament, The Hague, played on July 15, 1957. This time a bishop acts as the windmill's blade, wiping out everything in its path.

### B. J. Moore (England)



Black to move

### C. Chaurang (France)

**22...Rxb2+! 23.Kxb2** Other ideas that don't work are: **23.Ka1 Rxa2+ 24.Kb1 Rb8+** or **23.Kc1 Ba3 24.Rxe5 Rb3** mate. **23...Rb8+ 24.Ka1 Ba3 25.Rxe5 25.Rb1** doesn't work since **25...Rxb1+ 26.Kxb1 Qb8+!** will mate on b2. **25...Bb2+ 26.Kb1 Bxc3+** The bishop will soon capture all of the white pieces left on the dark squares! **27.Kc1 Bb2+ 28.Kb1 Bxe5+ 29.Kc1 Bb2+ 30.Kb1 Bc3+ 31.Kc1 Bxd2+ 32.Resigns** Black is safely up two pawns.

Like the rotating blades on a windmill, the chess windmill tactic keeps spinning, capturing, and repeating the pattern!

## 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](http://www.ColoradoMasterChess.com)

# 2010 CHESS MAGNET SCHOOL JUNIOR GRAND PRIX STANDINGS

## ChessMagnetSchool.com



This unofficial list is based on the USCF records and TD reports as of May 12, 2010. These are unofficial and subject to correction. 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
DOMMALAPATI, ABHINAY	VA	190	15
ATTANAGODA, ISURU	VA	120	9
MIZUSHIMA, DEREK	MD	115	9
BLAD, ERIK	MD	110	8
SMITH, JAMES LARKIN	MO	95	6
CAO, JONATHAN	VA	95	6
FU, JASON	TN	90	7
HARMON-VELLOTTI, CARL	ID	85	6
WILLIAMS, JUSTUS	NY	85	6
KRAUSE, BENJAMIN	MD	80	5
STIFFMAN, GEORGE	MN	80	4
WANG, MICHAEL	CA-N	80	3
MARUPUDI, PRANAV	NJ	80	6
SANT, AMIT	CA-N	75	4
PILLAI, KADHIR	NY	75	3
REIS, ALEXANDER	NY	70	3
GADDAMEEDI, SOUMIKA	WI	70	3
WANG, JOIE	VA	70	6
PARANJPE, ISHAN	OH	70	3
STEINBERG, MAX	NY	70	4
JIANG, CHARLES	NJ	70	2
MCDOWALL, RYLAR	MN	70	3

### State Leaders

NAME	ST	PTS	EV
MCNAIR, JOHN	AL	60	3
WOLF, ALEXANDER	AR	10	1
CROMER, NATE	AZ	50	1
WANG, MICHAEL	CA-N	80	3
KRISHNAN, VARUN	CA-S	45	2
HYKES, RYAN	CA-S	45	2
PETERSON, MICK	CA-S	45	2
KAMGAR, LEO	CA-S	45	2
GUNAWAN, CHESTON	CA-S	45	4
CSIMA, AMANDA	CO	30	1
SEGALL, ETHAN	CT	45	2
LOMELI, IAN	CT	45	3
DALY, MARCUS	DC	35	1
NEMBHARD, LENNOX	DE	35	1
LUDWIG, JOHN	FL	60	4
TSAI, AMY	FL	60	4
SELVAKUMAR, ARUL	GA	55	1
KAONOH, TRISTAN	HI	35	1
TYAGI, KUSHAN	IA	35	2
IYER, VENKAT	IA	35	4
HARMON-VELLOTTI, CARL	ID	85	6
ADVE, ANSHUL	IL	60	4

NAME	ST	PTS	EV
ERSOY, DEVIN	IN	55	2
MALLADI, VENKATA	KS	50	1
ALI, JAMAL	KY	20	1
ZAKARIA, AQIB	LA	45	1
KALRA, AGASTYA	MA	50	1
MIZUSHIMA, DEREK	MD	115	9
MELANIO, KRISFORD	ME	30	1
FISHBEIN, MATTHEW	ME	30	1
ALLEN-RAHILL, NASH	ME	30	1
CHEN, JOY	MI	55	3
SONG, EDWARD	MI	55	2
STIFFMAN, GEORGE	MN	80	4
SMITH, JAMES	MO	95	6
MEJIA, SEBASTIAN	MS	50	1
TODD, TREVOR	MS	50	1
ELFEKI, MARIO	MS	50	1
LI, SHENGTANG	NC	50	1
WAN, JOSEPH	NE	30	1
POTORSKI, GERALD	NH	35	2
MARUPUDI, PRANAV	NJ	80	6
MCTEIGUE, WILLIAM	NM	30	1
HAYASHI, MICHAEL	NV	20	1
ZAVALA, JONATHAN	NV	20	1
WILLIAMS, JUSTUS	NY	85	6
PARANJPE, ISHAN	OH	70	3
CHANCELLOR, KEVIN	OK	30	1
TALTYANSKY, SETH	OR	65	1
HEEN, KAI	PA	60	2
FINNEY, STUART	RI	50	3
LAURIA, MICHAEL	SC	65	3
KNUDSON, MICHAEL	SD	40	1
VAZQUEZ, RAUL	TERR	10	1
FU, JASON	TN	90	7
TREVINO, EDGAR	TX	60	2
VOORHEES, BRYANT	UT	30	1
TAYLOR, GRANT	UT	30	1
DOMMALAPATTI, ABHINAY	VA	190	15
KATZ, GABRIEL	VT	10	1
TANG, COLIN	WA	60	1
SHAO, NATHAN	WA	60	1
ZHANG, DEREK	WA	60	1
GADDAMEEDI, SOUMIKA	WI	70	3
PARHI, SIDHARTHA	WV	20	2



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It is my pleasure to introduce the sponsor for the 2010 edition of the Junior Grand Prix.

The Junior Grand Prix is entering its third year. This competition is designed to encourage young players to seek opportunities to play against stronger competition; thereby to stimulate improvement and life-long excitement about the game. The 2010 ChessMagnetSchool.com Junior Grand Prix will award a \$1,000 stipend to attend the 2011 U.S. Open in Orlando, Florida (including free entry). Also, there will be the opportunity for three students to win a full Chess Magnet School site license for their school. A variety of prizes will be awarded to the top 50 finishers nationally and the top in each state.

Chess Magnet School provides computer-based online chess training for both adults and children, including those who study independently and those who study under the guidance of a coach or teacher, as well as support for chess coaches and others who teach chess.

Chess Magnet School has been a partner with USCF on a number of projects and activities since 2006, and has provided the free program that teaches the rules of chess to newcomers in the "New to Chess?" section of USCF's website. USCF members are invited to learn more about Chess Magnet School at [www.ChessMagnetSchool.com](http://www.ChessMagnetSchool.com).

Please join me in welcoming our new sponsors and let the games begin!

Bill Hall  
Executive Director, USCF

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# WIN OR DRAW?

by Pete Tamburro

Simple rules: No matter whose move it is, tell whether it is a win or draw, which side wins it if it's a win and what the winning line of play is. When you've done your homework and you think you know the answers, send them in to: [gpetersen@uschess.org](mailto:gpetersen@uschess.org), or mail them to Glenn Petersen, 44-D Manchester Court, Freehold, NJ 07728. A random drawing will produce a winner, who will receive a copy of Yuri Averbakh's *Chess Endings: Essential Knowledge*.

EVANS *Continued from pg. 6*

## FRENCH DEFENSE

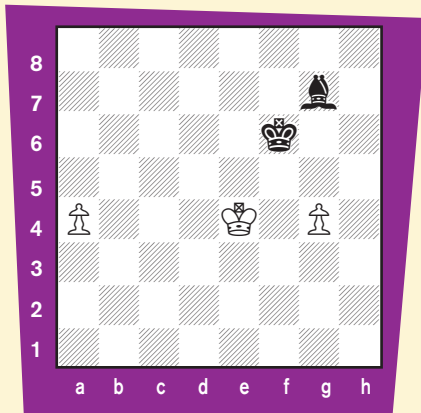
Hanxing Kuang

[kuanghanson@](mailto:kuanghanson@)

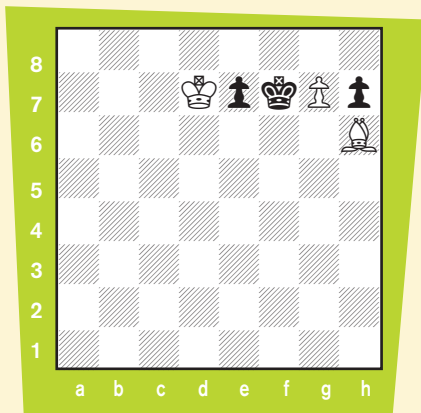
**Q:** In the French Defense after 1. e4 e6 why can't White play something like 2. Nf3 or 2. Nc3 instead of the usual 2. d4?

**A:** Either move is playable if you feel comfortable with it but the problem is what to do after 2...d5. On 2. Nf3 d5 3. exd5 exd5 (the Exchange Variation) is rather tame and White probably must play d4 sooner or later. If 3. e5 c5 Black gains an easy foothold in the center. On 2. Nc3 d5 3. d4 transposes into main lines while 3. e5 c5! leaves the knight on an awkward square because the pawn on e5 no longer can be supported by a pawn chain with d4 and c3.

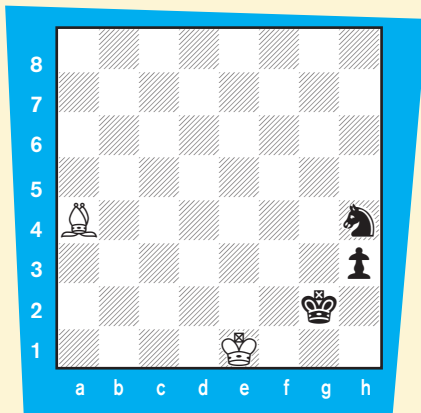
Position One: White to play



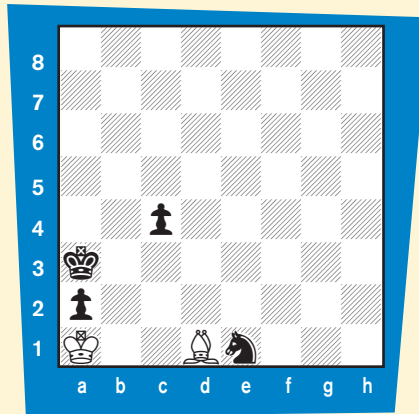
Position Two: White to play



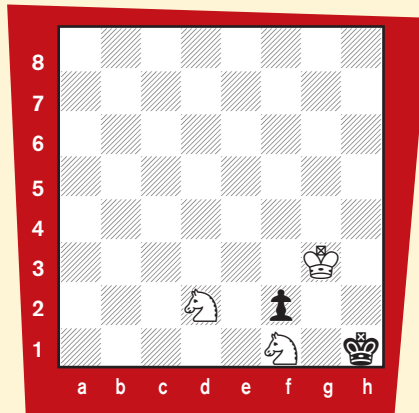
Position Three: White to play



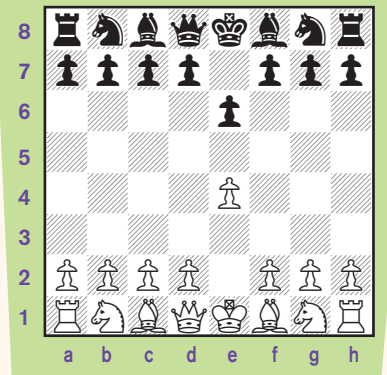
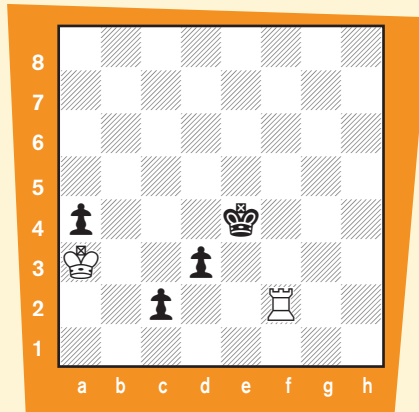
Position Four: White to play



Position Five: White to play



Position Six: White to play



White to move

## NEED SOME PRACTICE?

Go to [www.uschess.org](http://www.uschess.org) and click on "New to Chess?" and follow the links to "... play the computer..." (But do your homework first!)



# ALL-STARS Making a Difference!

My good friend, Stephen Dann of Massachusetts, sends me Google Alerts about chess. One such alert came from the *West Branch Times Online*, from Iowa. And we reprint it here, with permission, because it is a good example of why I feel all our scholastic members are all-stars.

.....

## Third-grader starts new chess club at Hoover

by Gregory R. Norfleet



Kristofer Jacobson learned from his parents how to play chess when he was seven years old. He liked it, and last

year found out that Horace Mann School in Iowa City had a chess club. So, he thought why not here?

"I thought it would be cool to have one in West Branch," he said.

Last fall he took the idea to his parents, who encouraged him to talk to his principal, Jess Burger.

"He was very organized in his idea," Burger said. "He really came in with several details of his plan already worked out, which made it easy to look into a few final details ... And he really did take ownership."

Burger said Jacobson already assessed interest from his peers, which showed it was "likely to be successful."

"We were excited to get the ball rolling," she said. "It's been a great success."

Jacobson made up some permission forms, which were sent home with pupils the Friday before their first club meeting, October 26, 2009.

About 75 third- through fifth-graders signed up and got down to playing.

Several parents volunteer to oversee the meeting, and pitch in to play when there is an odd amount of pupils.

Families donated chess sets to the club, and some donated money to buy even more. The club recently printed t-shirts at Kingdom Graphics, which Jacobson noted were originally made in Haiti.

Fifth-grader Isaiah McKiness said he "really likes chess" even though he started playing only about two months before joining the club.

"We play a whole lot," he said. "Win or lose, it's a fun game."

He said he does not try to pressure friends into joining, but he does tell them "how fun it is."

Jacobson, 8, a son of Marty and Marin Jacobson, said his father has developed a "chess ladder," that lists club members names in alphabetical order. Players can pick a name as many as three places above theirs to compete against. Win, and your name moves up the ladder.

The club has not organized competitions against other schools, but Jacobson and two others in Janu-

ary traveled to Weber Elementary in Iowa City to compete in a tournament, and the club looks for other tournaments.

"Most consider it fun," he said of the team members, "since they seem to like Chess Club."

The club even has a newsletter with hints and upcoming events.

.....

Kristofer's mom, Marin, says he enjoys football, basketball, baseball, and swimming. And he plays the violin. And his favorite subject is math and he likes to invent things. That sounds like an All-American All-Star to me!

Kristofer learned to play chess from his dad. They were playing checkers on a board that also had chess pieces. He asked what they were for and his dad began teaching him how to play. His mom played competitive chess when she was in junior high school, so she also answered questions and offered strategy tips.

About his first tournament, Kristofer says: "I enjoyed competing against other students. Some were much older than I am. At one tournament there were 150 students all playing against each other in a school gym and we were having a lot of fun. So far my record is 5-5. I also had fun joining the USCF and getting a ranking."

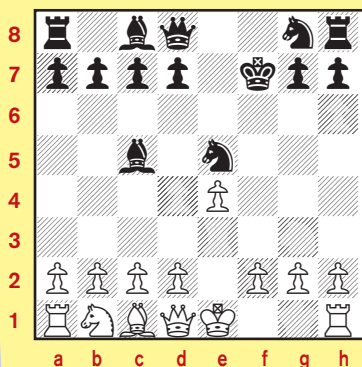
West Branch is where the 31st president of the United States, Herbert Hoover, was born. I'm not saying Kristofer will be a future President, but I wouldn't bet against it either!

# The Worst

# Chess Opening Ever

by Rick Kennedy

I have spent almost a decade exploring the worst chess opening ever: 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Bxf7+ Kxf7 5.Nxe5+ Nxe5



White to play

When I first saw this, I exploded in laughter. White has traded two pieces for two pawns. Not everyone can get a totally lost game in only five moves!

When I read that this was called the “Jerome Gambit” I thought, *Who is this guy Jerome, and why would anyone blame this joke opening on him?*

About this, World Champion Emanuel Lasker, in his *Lasker's Chess Magazine* in 1906, wrote:

No; the Jerome gambit is not named after St. Jerome. His penances, if he did any, were in atonement of rather minor transgressions compared with the gambit.

It turns out that the American chess player and Civil War veteran, Alonzo Wheeler Jerome, invented his opening in the 1860s or 1870s. He played it over-the-board and in correspondence games.

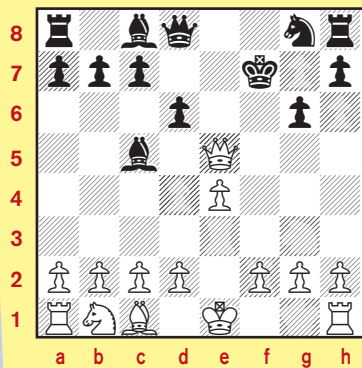
Amazingly, Jerome's opening, analyses and games were published in the *Dubuque Chess Journal*, the *American Chess Journal*, and *Brownson's Chess Journal*. They also appeared in Australia's *Adelaide Observer*, Great Britain's *Chess Player's Chronicle* and *British Chess Magazine*, Denmark's *Nordisk Skaktidende*, France's *La Stratégie*, Germany's *Deutsches Wochenschach*, Italy's *Nuova Rivista Degli Scacchi*, and Mexico's *La Estrategia*—as well as other foreign papers, chess magazines and opening tomes.

Still, the one Jerome Gambit game—usually the *only* one—that players know is Joseph Henry Blackburne's crush of it with the black pieces.

### Amateur-Blackburne

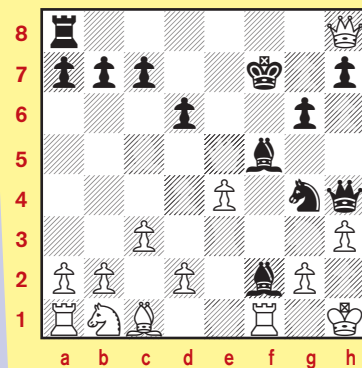
*London, 1885 (usually given as 1880)*

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Bxf7+ Kxf7 5.Nxe5+ Nxe5 6.Qh5+ g6 7.Qxe5 d6!?



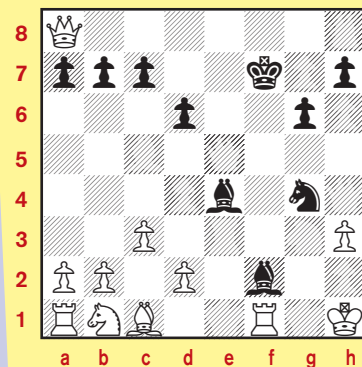
White to play

8.Qxh8 Qh4 9.0-0 Nf6 10.c3 Ng4 11.h3 Bxf2+ 12.Kh1 Bf5!



White to play

13.Qxa8 Qxh3+! 14.gxh3 Bxe4# 0-1



Beautiful!

Who wouldn't agree with Grandmaster Raymond Keene that the Jerome Gambit “is totally unsound and should never be tried!”

*Me.*

In a friendly, casual, light-hearted game—or one in which a stronger player gives “odds” to a weaker player, to “even things up”—it can be a lot of fun to throw pieces around and hunt the enemy

king, in the style of 19th century attackers.

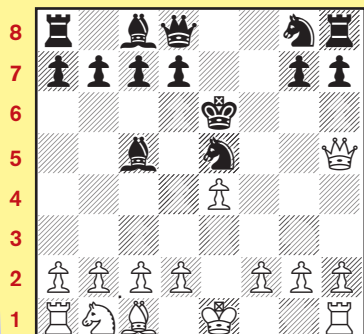
### Playing the Jerome Gambit

Here is a short game to give you a feel for the opening:

#### Blackburne-Karmark

*Internet, 2007*

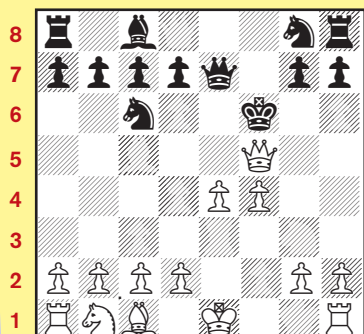
**1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5  
4.Bxf7+ Kxf7 5.Nxe5+ Nxe5  
6.Qh5+ Ke6**



White to play

A correct, but uncomfortable defense.

**7.f4 Nc6 8.Qxc5 Qe7 9.Qd5+ Kf6  
10.Qf5# 1-0**



a b c d e f g h

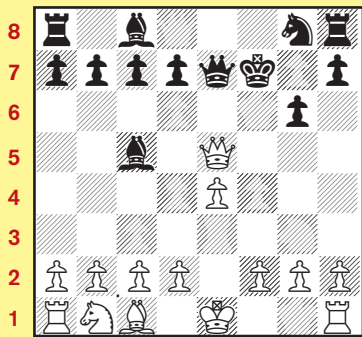
### Facing the Jerome Gambit

Here is a counterattack that the defender can whip up if allowed:

#### Jerome-Whistler

*correspondence, 1876*

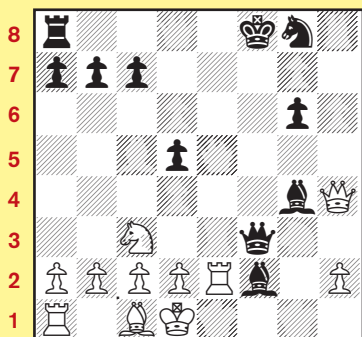
**1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5  
4.Bxf7+ Kxf7 5.Nxe5+ Nxe5 6.Qh5+  
g6 7.Qxe5 Qe7**



White to play

An improvement over Blackburne's 7...d6 which should only draw.

**8.Qxh8 Qxe4+ 9.Kd1 Qg4+ 10.f3  
Qxg2 11.Qxh7+ Kf8 12.Re1 d5  
13.Qh4 Qxf3+ 14.Re2 Bg4 15.Nc3  
Bf2, White resigned 0-1**



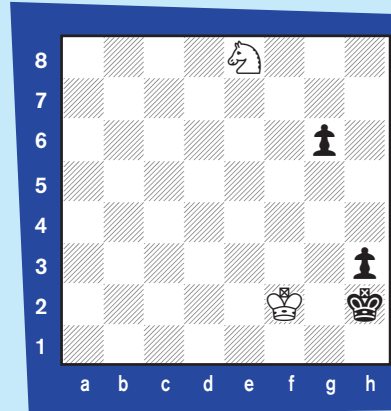
a b c d e f g h



## HOW HIGH CAN YOU COUNT?

Sometimes winning or losing depends on who has the move. This is not one of those situations.

### A STUDY BY A. SALVIO, 1634



### WINNING POSITION

The key to figuring out this position is to realize that Black cannot move his king out of the corner. White can take advantage of that—if he can count!

**1.Nf6 g5  
2.Ng4+ Kh1  
3.Kf1 h2  
4.Nf2#**

That was easy enough, but what if it is Black's turn to move?

**1 ... Kh1**

If instead Black plays 1 ... g5 2.Nf6 g4 3.Nxg4+ Kh1 4.Kf1 and we have the same position as if White moved first, leading to 4 ... h2 5.Nf2#.

**2.Nf6 Kh2  
3.Ng4+ Kh1  
4.Kf1 g5  
5.Kf2! h2  
6.Ne3 g4  
7.Nf1 g3+  
8.Nxg3#**

Normally, with two potential queens, Black would have the advantage. But the king in the corner gives White a chance. You just have to count!

In Part 2 we will take a closer look and analyze the Jerome Gambit.

# What's the Problem?

By Stanley Kravitz

The five miniature puzzles shown here are a great way to practice the opposition in pawn endings.

In endgames pawns have to make a lot of moves with support usually from the king. Endgame puzzles and studies about pawns may often have many moves and variations, so the difference between chess problems and studies, especially with pawns becomes blurred.

Pawns have special characteristics giving them special names such as king's pawn or queen's pawn, passed pawn, doubled pawn and blocked pawn, and they sometimes capture "*en passant*" or on reaching the eighth rank they get "promoted." Since they are often at the front line of a battle they took their name from the Latin word *peon* meaning foot soldier.

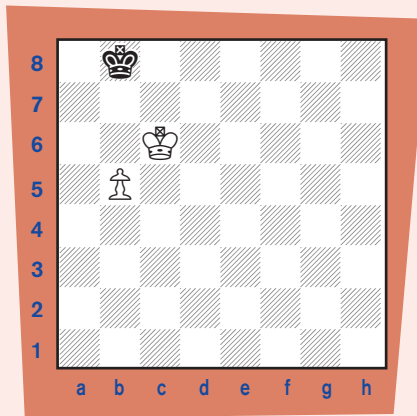
The puzzles are arranged in order of difficulty so that the easiest is first. If you are familiar with how the opposition works you will have a good head start. The first puzzle shows the basics of opposition and is often seen in practical play. If you do not get the solution quickly play it over a few times as it will help your endgame play a lot.

When you've got it down to a science (pattern recognition), send your answers to: [Gpetersen@uschess.org](mailto:Gpetersen@uschess.org), or if you prefer: Glenn Petersen, 44-D Manchester Court, Freehold, NJ 07728. A random drawing will be held and a book prize will be awarded.

## Puzzle 1. White to move and promote the pawn in five moves.

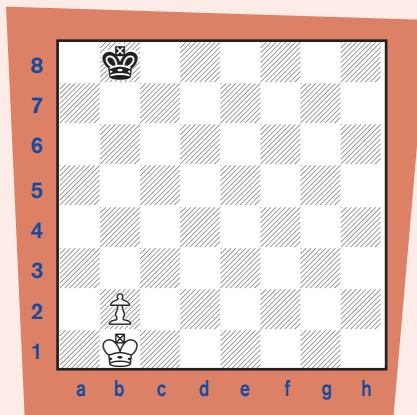
Notice that the puzzle is not a challenge to mate the black king but to promote the pawn. This makes the position more of a study than a problem.

Don't be fooled by the simple look. It is the basic and perhaps the most important position in the endgame and the real challenge is to avoid stalemate.



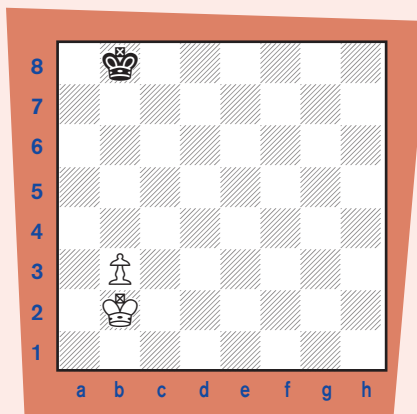
## Puzzle 2. White to move and promote the pawn.

It is important to get the king in front of the pawn as in Puzzle 1. This is a similar situation that qualifies as a study as it needs over 10 moves in the main variation. If you solve this you are on your way to mastering the opposition.



## Puzzle 3. White to move and black to draw.

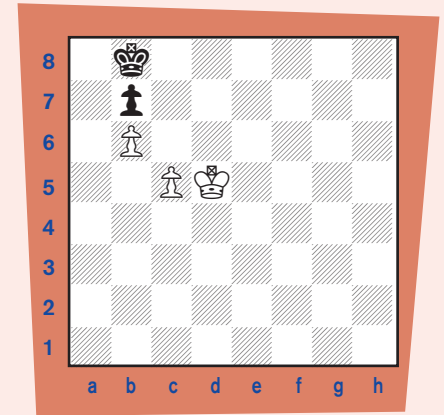
This looks just like Puzzle #2. The only difference is that there is one less square space between the kings and that makes all the difference.



This is a problem study showing how the opposition can save the draw

## Puzzle 4. White to move and win.

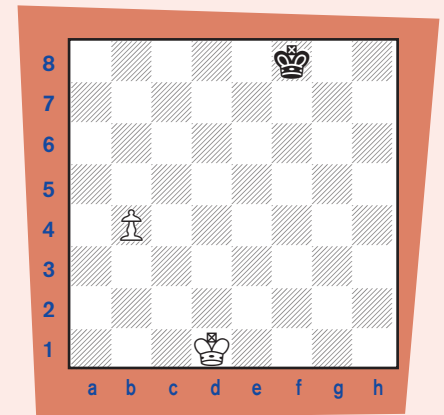
This puzzle uses the opposition to force the black king into a mating net after White promotes one of the pawns.



Don't fall into the trap of pushing the pawn to c6 on move one as this gives Black the opposition and an easy draw.

## Puzzle 5. White to move and promote the pawn.

Forget about the obvious line 1. Kc2 Ke7 2. Kc3 Kd6 3. Kc4 Kc6. That is an easy draw for Black. See if you can find a better way of using the opposition.



If you worked through these five puzzles you will have good understanding of how to use the opposition to win endgames.

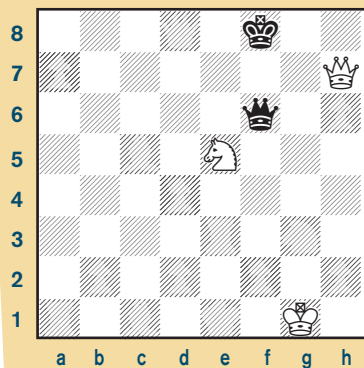


# How does the horsey move?

by Pete Tamburro

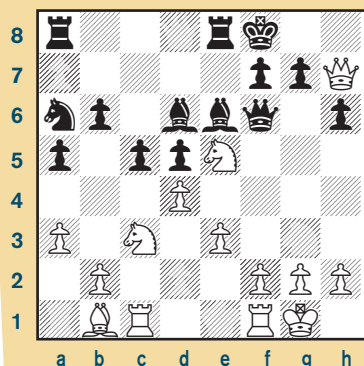


Take a look at the diagram below. It's a good bet you looked at the diagram first and didn't need to be told what to do. Yes, it's White to play and win. Yes, the winning move is easy to see: 1.Nd7+



If you've tried some of my "Win or Draw" puzzles, then you must be asking yourself, "What sort of trick is he up to now?"

There is no trick this time, but there is a challenge. Now take a look at this diagram:



This position, again with White to play, is a bit more crowded than the first one. You can still see 1.Nd7+, forking queen and king, but that bishop on e6 seems to take the fun out of moving the knight to d7. Real chess positions make you work a little harder because there are more pieces to worry about, but if you re-

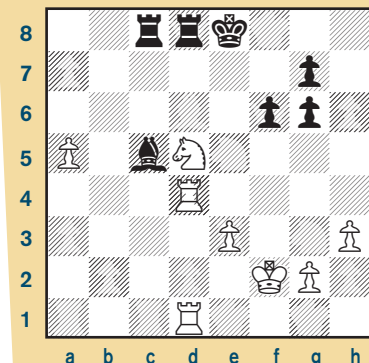
member the basic stuff, it can be a real help.

Actually there are two ways to solve this problem, both involving the knight or knights!

There are two good ways to use the knights here, all based on the same idea. The key is to see the possibility of Nd7+, forking the king and queen, therefore gaining a winning advantage.

Since the bishop is guarding that square, you should immediately ask yourself how you can get the bishop away from guarding that square. Since it's also guarding d5, and being what we call overloaded, then you should immediately consider 1.Nxd5 Bxd5 [1...Qd8 2.Qh8#] 2.Nd7+ and wins. The other possibility is based on the idea of the back rank mate. You can play 1.Nd7+ Bxd7 [1...Ke7 2.Nxf6] 2.Nxd5 (thus covering the escape square at e7 and threatening Qh8 mate) 2...g6 (to stop the mate) 3.Nxf6 and the queen goes. If you saw both, good for you! Noticing different sequences leading to different ways of winning helps you develop as a player. This position also helps you appreciate the different ways a knight can be used.

Let's look at another example. We're sticking with White to play and win. Take a few minutes with this one. The fork is not a "right away fork," but there is a knight fork involved in the solution.



How you think is very important to your solving this. You should always first look for all checks and captures and forced moves. ALL! Don't ignore some because they look silly. You should look, for example at 1.Nxf6+ and 1.Nc7+. When you look at 1.Nc7+, what do you see? You should notice that if 1...Rxc7 then 2.Rxd8+ wins a rook for a knight.

But where's the knight fork? Well, you may wish your opponent will play 1...Rxc7, but he won't. He'll play 1...Ke7. Now, do you see the knight fork coming up? Good job if you saw it. You probably were looking at the rook exchanges on d8 all the way to the end with Kxd8 and there that knight fork was staring right at you!

Here's the whole solution:

**1.Nc7+ Ke7** By the way, there is a little mini-lesson how to win an endgame after 1...Rxc7 2.Rxd8+ Ke7 3.a6 Ra7 4.Rc8 Bd6 5.Rc6 Be5 6.Rb6 Ke8 7.Kf3 g5 8.Ke4 g6 9.Rdb1 Ra8 10.Rc6 Kd7 11.Kd5 Ke8 12.Rb7 Rd8+ 13.Kc5 Kf8 14.a7 g4 15.Rxf6+ Bxf6 16.Rb8 and the pawn queens. **2.Rxd8 Rxd8 3.Rxd8 Kxd8 4.Ne6+ Kd7 5.Nxc5+ Kc6 6.a6** That little knight check at the end of all the exchanges wins the game. So you have the two things we talked about before: look at all checks

Continued on page 17



# TRULY NATIONAL!



The 2010 National Scholastic Championships are over and it is time to recognize our newest champions from all over the United States.



David Adelberg



Kevin Bu



Zaroug Jaleel



Michael Omori

The National Junior High School Championship was held in Minneapolis, Minnesota, April 9-11, and saw a four way tie for first place at 6-1. **David Adelberg** of Arizona took the first place trophy and shared the title of National Junior High School Champion with **Kevin Bu** of Minnesota, **Zaroug Jaleel** of Massachusetts, and **Michael Omori** of Washington.

The competition for team honors was just as close, but in the end, first place was earned by Vela Middle School of Brownsville, Texas, followed by Odle Middle School of Washington, and IS 318 of New York.

## K-8 CHAMPIONSHIP SECTION

There was a clear winner in the K-8 section: **Nathan Lee** of Washington, finished with a perfect 7-0 record for top honors. Close on his heels at 6-1, in tiebreak order were **Alexis Paredes** of New York, **Eldon Nakagawa** of Hawaii, and **Derek Sachs** of Wisconsin.



Nathan Lee

The team title was captured by IS 318 of New York, edging out Columbia Academy (second) of Ohio, and Ames Middle School of Iowa. A complete list of all winners, including the secondary sections, can be found at [www.uschess.org](http://www.uschess.org), in the excellent *Chess Life Online (CLO)* reports filed by Shaun Smith.

Winners from other states hailed from Virginia, Illinois, Florida, and Michigan, making this truly a national competition.

## BURT LERNER NATIONAL ELEMENTARY CHAMPIONSHIP

Over 2000 scholastic members showed up in Atlanta, Georgia, on May 7-9 for the Burt Lerner National Elementary School Championship, representing 38 states (including northern and southern California)—a truly national competition.



Justus Williams



Mika Brattain



Benjamin Moon

After some initial confusion, compounded by space problems, the kids captured the spotlight—as it should be. In the K-6 Championship there was a four-way tie for first place with New York's **Justus Williams** taking the first place trophy ahead of **Mika Brattain** (Massachusetts), **Benjamin Moon** (Georgia), and **Daniel Liu** (California). All scored 6-1 in a very competitive section.

IS 318 of New York (sound familiar?), sending only sixth graders, won team honors. Under



Daniel Liu



Allan Beilin



Roland Feng

the instructional wings of Elizabeth Vicary and GM Miron Sher, IS 318 has had a remarkably successful year! IS 318 was led by Justus Williams and James Black, who won the K-6 blitz title.

The K-5 winner was **Allan Beilin** of California with six wins and a draw. He and Daniel Liu are friends and live just 30 minutes from each other in northern California. Half Day School (Illinois) took the team honors over perennial powerhouse Stevenson Elementary (Washington) and Mission San Jose Elementary (California).

**Roland Feng** of Washington scored 7-0 in the K-3 section. This was quite remarkable (and I'm not talking about the rating improvement (that will come), but the 7-0 score!





Praveer Sharan

Competition is where you find it, at any age! Praveer Sharan won the K-1 section, also with a 7-0 record.

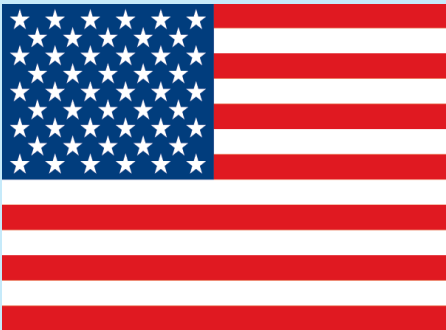
An excellent recap of the event can be found at [www.uschess.org](http://www.uschess.org)

in a series of articles by FM Mike Klein in the CLO section. Be sure to follow the links for a complete list of trophy winners, individual and team.

And a shout of appreciation goes out to all of the tournament directors, USCF staff members, and volunteers (especially the parents!) who made these two events as successful as they were. And we thank all of our scholastic all-stars for their participation!

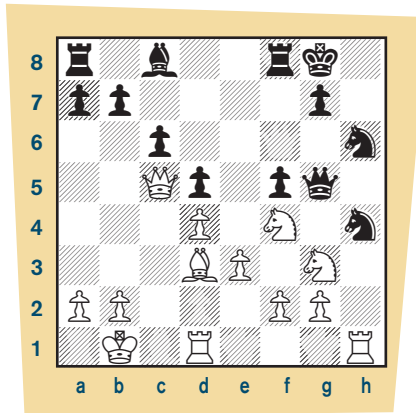
Photos by Shaun Smith

Praveer Sharan photo by mychessphotos.com



and captures and forced moves; use the elements of the game, like knight forks, to help make things happen. The knight fork is one of the key tactical elements of chess.

OK ... one last problem and the end of your knight fork lessons ... Let's see if you've taken to heart the procedure of looking at all checks, captures and forced moves and then combine it with the element of the knight fork.



Hopefully, you looked at 1.Qxf8+ Kxf8 2.Ne6+ forking king and queen and winning a rook, except for the nasty little 2...Bxe6, which stops it. That should not have discouraged you. There are other squares to carry out a knight fork. Maybe you then

thought that 1.Qxf8+ Kxf8 2.Ng6+ would be nice if only the black queen were on h4. Then, I hope inspiration hit you and you saw 1.Rxh4! Qxh4 2.Qxf8+ Kxf8 3.Ng6+ K moves 4.Nxh4 and you've won a piece, and with it the game.

With the very first diagram, you saw a simple knight fork. With the second diagram, you learned that sometimes the other person's pieces can stop the simple knight fork, so you have to figure out a way to make sure those pieces can't do their job on defense. With the third diagram, you learned to look at the position a few moves down the road that sets up a knight fork using a series of forced moves. It's important for you to see all the "knight paths" that are possible right away and a few moves later.

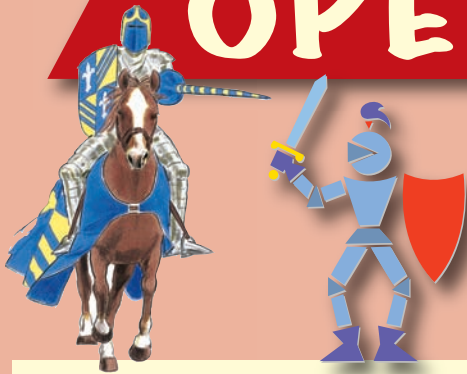
That's why the last one is so important. Right away, the idea of a knight fork is in the air, and you start wishing your opponent will go to the squares that will allow a knight fork. So, you find a way to get him to go to those squares and you become a winner!

The knight move is what originally got me interested in chess, and I hope you have found these positions interesting and fun and that you become a better player because of it.



Photo credit: mychessphotos.com

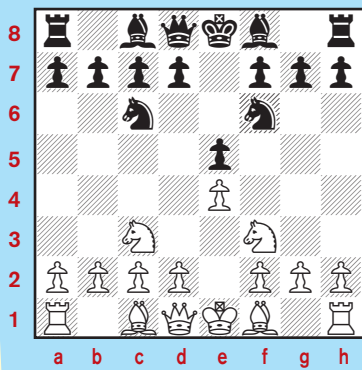
# OPENINGS



## FOUR KNIGHTS

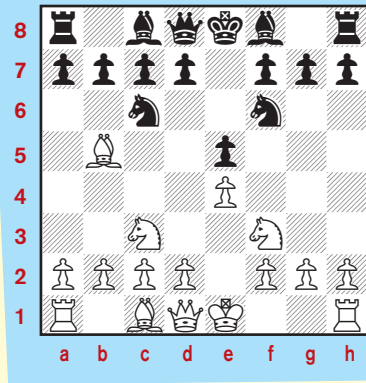
by Tony Palmer

The Four Knights Game is a double king pawn opening (1. e4 e5) where both sides develop their knights first, following the classic principle knights before bishops. This means knights typically do best on f3/f6 and c3/c6, while bishops have several good squares available to develop. The usual move order is **1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6**, although this may be reached by transposition from the Vienna Game (1. e4 e5 2. Nc3). The Four Knights (4N) is a safe and solid choice for beginners and juniors, aiming for straightforward development, yet it is not common at the grandmaster level since the quiet center and symmetrical piece play give White less of a potential opening advantage compared to more dynamic lines.



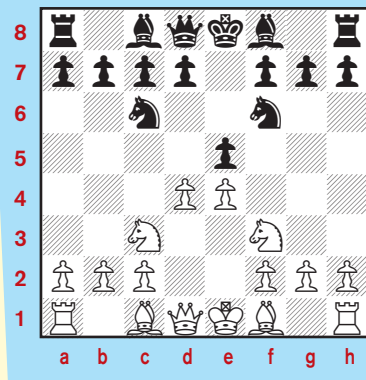
The *chessgames.com* database has 3,764 Four Knights games, with these statistics for White's fourth move: 4. Bb5 56%, 4. d4 27%, 4. Bc4 13%, and 4. g3 10%. Don't try to memorize these percentages, but it's helpful to consider how often the different main lines are played when studying openings.

### A. 4. Bb5



This is the Spanish Four Knights, taken from the Ruy Lopez (1. e4 e5 2. Nf3 Nc6 3. Bb5) which is also called the Spanish Game. White often chooses this move order so that Black can't defend the e-pawn with ... f6 once the king knight is on that square. After 4. Bb5 Black can play the symmetrical 4 ... Bb4 (often leading to 5. 0-0 0-0 6. d3 d6), or the Rubinstein Variation 4 ... Nd4 unbalancing the game. The play is very different from the Ruy Lopez since White cannot create a classic pawn center with c2-c3 and d2-d4, plus the center remains quiet after d2-d3 instead.

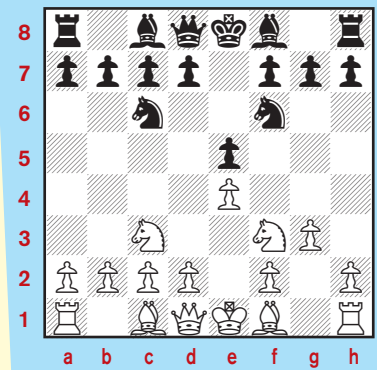
### B. 4. d4



The Scotch Four Knights is similar to

the Scotch Game (1. e4 e5 2. Nf3 Nc6 3. d4) with the extra Knight moves before White advances d2-d4. White wants Black to give up the center by trading the d-pawn for the e-pawn, leaving White with the only center pawn at e4. Black often trades ... exd4 and later advances ... d7-d6; the white e-pawn against the black d-pawn is called a Scotch center and assures White a space advantage. One typical main line is 4. d4 exd4 5. Nxd4 Bb4 6. Nxc6 bxc6 7. Bd3 (defending the e-pawn) d5 8. exd5 cxd5 with chances for both sides.

### C. 4. g3



White will now fianchetto the king bishop on g2, leading to the Glek line named after GM Igor Glek from Germany. This variation is very similar to a King's Indian Attack (Nf3, g3, Bg2 & 0-0) except White has already established a center pawn with 1. e4. A primary drawback of 4. g3 is that Black can reply 4 ... d5 opening lines for development while making White give up the center with exd5. Play usually continues 5. exd5 Nxd5 6. Bg2, and now Black gets a good game with 6 ... Nxc3 or 6 ... Nde7 (followed by 7 ... g6 & 8 ... Bg7), while 6 ... Be6 (intending 7 ... f6)

Continued on page 23

# A Brief Chess Opening Glossary

by Pete Tamburro

## The d-pawn Openings, Part III

### The “normal” lines

This group of openings was for many years the bread and butter for grandmasters in international tournaments. If White played 1.d4, then Black responded with 1...d5. Look up the Alekhine-Capablanca 1927 world championship match games...it didn't matter who moved first, the normal opening was 1.d4 d5 2.c4—the Queen's Gambit. The Indian defense is being played more widely now, with quite a few masters playing both sides. There are more names and more variations than you can shake a stick at, so we've stuck with the main ones and given you some advice at the end as to whether you should try these openings.

**The Slav Defense: 1.d4 d5 2.c4 c6.** White can play 3.Nf3 Nf6 and then 4.cxd5 (Exchange Variation) or 4.e3. The idea of the Slav for black was to get that queen bishop out before playing e6. It has lost its popularity to the Semi-Slav.

**The Semi-Slav Defense: 1.d4 d5 2.c4 e6 3.Nc3 c6** is so complicated and tactical that it attracts players who want to win with the black pieces. White can take his shots with yet another Marshall Gambit—4.e4. If you want to play either side, PREPARE!

**Tarrasch Defense: 1.d4 d5 2.c4 e6 3.Nc3 c5.** The great chess teacher tried for years to convince the chess world this was the best defense to the Queen's Gambit, and, you know, he may be right! Again, the wild guys can have a lot of fun: For Black, after 4.cxd5 cxd4 (Hennig-Schara Gambit) and, for White, 4.cxd5 exd5 5.e4 (Marshall Gambit—one more!). Tarrasch's first three moves as Black has another use as what Purdy called the

All Purpose Defense to all sorts of odd white openings.

**Semi-Tarrasch Defense: 1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 c5 5.cxd5 Nxd5** is another choice in taking on d5.

**Meran Defense: 1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 c6 5.e3 Nbd7 6.Bd3 dxc4 7.Bxc4 b5 8.Bd3** is another tough line you need to study, but there is a tougher line you really need to study with almost the same name!

**Anti-Meran Defense: 1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 c6 5.Bg5 dxc4 6.e4 b5 7.e5 h6 8.Bh4 g5 9.Nxg5 hxg5 10.Bxg5 Nbd7.** Don't play either side of this until you're a grandmaster!

**Pillsbury Attack: 1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5** White's best line, which leads to a whole bunch of black defenses, all of which are pretty hard to play, but pretty good if you know what you're doing because so many players who play black don't play these lines that White often doesn't know what to do! There are two basic black approaches: counter attacking or defensive.

**Counter Attacking Lines: 1.d4 d5 2.c4 e6 3.Nc3 Nf6**

**Manhattan Variation: 4.Bg5 Nbd7 5.e3 Bb4**

**Cambridge Springs Variation: 4.Bg5 Nbd7 5.e3 c6 6.Nf3 Qa5**

**Lasker's Defense: 4.Bg5 Be7 5.e3 0-0 6.Nf3 h6 7.Bh4 Ne4**

**Defensive Lines: 1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 0-0 6.Nf3 h6 7.Bh4**

**Tartakower Defense:** Avoids Lasker's Defense with 7... b6.

**Orthodox Defense: 4...Nbd7** and everyone should know the trap, if Black avoids Be7—1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Nbd7 5.cxd5 exd5 6.Nxd5 Nxd5 7.Bxd8 Bb4+ 8.Qd2 Bxd2+ 9.Kxd2 Kxd8 and Black is a piece up. Players of the white pieces should learn the Exchange Variation and the minority attack if they wish to start playing this line. For the attacking players, it would be a good idea to look at the immortal U.S. champ Frank Marshall's games with the Queen's Gambit. Good place to start.

All these openings are a world apart from 1.e4 e5. They are harder to learn for both sides. If you are very serious about chess, however, these are good openings to grow up with if being a master is your goal.

For the rest of you defending against 1.d4, your best bet is to learn the defense easiest to understand—the Nimzo Indian (see previously in the glossary). The Nimzo has some key ideas that are simple to learn and grandmasters have been playing it for years. You will have to learn the Queen's Indian because so many players avoid the Nimzo.

If you are more aggressive, another good opening is the King's Indian, which can be very complicated, but also has clear themes or ideas that you have as a guide. It's also a good opening to grow with.

If you're the gambit type, the Benko Gambit is a good choice.

For those playing white who want to slowly develop their game and doesn't want to play against all the wild counterattacks in the 1.e4 openings, the 1.d4 move may be for you.







**Aug. 3, Marshall CC U1400 4 Quick Games Tonight (QC)**  
4/5S, G/15. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. (\$200 b/20) \$80-50-30, U1100 \$40. **EF:** \$25, members \$15. **Reg.:** 6:15-6:45. **Rds.:** 7-7:40-8:20-9pm. **Note:** One bye available, request at entry. Quick rated; regular ratings used for pairings and prizes.

**Aug. 7, Marshall Saturday U1800**  
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**Sept. 3-6, 4-6 or 5-6, 132nd annual NY State Championship**  
See *Chess Life* or [www.chesstour.com](http://www.chesstour.com).

## North Carolina

**Aug. 27-28, Orchard Lake Campground Action Extravaganza**  
See Grand Prix.

## Ohio

**June 20, Beachwood Scholastic Quads**  
3RR, G/30. Beachwood Community Center, 25325 Fairmount Blvd., Beachwood, OH, 44122. Players grouped by rating, age if unrated. **EF:** \$10 at site. **Registration:** 1:00-1:45 pm, Rd 1: 2:00 pm. **Awards:** Trophies to 1st each quad, participation awards to all. **Info:** Michael Joelson, 321-7000, mdjoelson@aol.com.

**Oct. 1-3 or 2-3, Cleveland Open**  
See *Chess Life* or [www.chesstour.com](http://www.chesstour.com).

## Pennsylvania

**June 18, Friday Night Action #18**  
4SS, G/30. Belmont Park Classroom, 200 Anderson Road, King of Prussia, PA 19406. **Sections:** Open, U/1400. **EF:** \$30 online by noon the day of the event; \$10 more on-site 6:30-6:45; \$10 less for players under 18. **Rds.:** 7:00, then ASAP. **Prizes:** \$100 to 1st overall; others per entries. Register at [www.silverknightschess.com](http://www.silverknightschess.com). Registration limited to first 30 players.

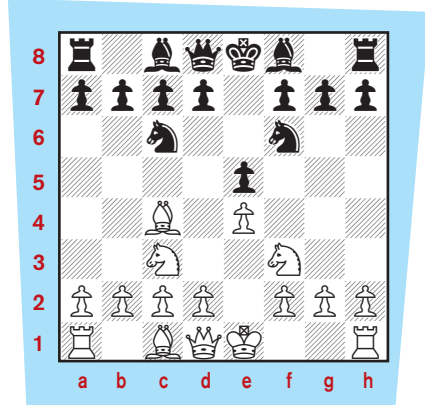
**June 19, 2010 PA State Game/45 Championship**  
See Grand Prix.

**June 26-27, 2nd annual World Open Girls Championship**  
See *Chess Life* or [www.chesstour.com](http://www.chesstour.com).

## OPENINGS *Continued from pg. 18*

scores worse as White can pressure Black's center with Re1 and d2-d4.

### D. 4. Bc4



White's king bishop usually does very well on c4, aiming at Black's weak point on f7, like the Giuoco Piano (1. e4 e5 2. Nf3 Nc6 3. Bc4) and Bishop's Opening (1. e4 e5 2. Bc4). In the Four Knights, 4. Bc4?! is a mistake allowing Black to play 4 ... Nxe4! which is a sham sacrifice as 5. Nxe4 d5 (fork trick) regains the piece and Black is better. Here 6. Bxd5 Qxd5 7. d3 Bg4 is common, or

**June 26-27, World Open Under 13 Championship**  
6SS, G/65. Valley Forge Convention Plaza (see World Open). Open to all born after 6/28/97. Trophies to top 5, 1st C, D, E, Under 1000, Under 800, Unrated; free entry in all CCA Swiss tournaments 7/15/10-12/31/10 to 1st. **EF:** \$42 mailed by 6/16, \$43 online at [chesstour.com](http://chesstour.com) by 6/23, \$45 phoned to 406-896-2038 by 6/23, \$50 at site. **Reg.:** 6/26 9 to 10:30 am, rds. Sat. 11-2-5, Sun. 10-1-4. One half point by allowed, must commit before rd 2. **HR & Ent:** See World Open. **Chess Magnet School JGP.**

**June 29-July 5, July 1-5, 2-5 or 3-5, 38th Annual World Open**  
See *Chess Life* or [www.chesstour.com](http://www.chesstour.com).

**July 16, Friday Night Action #19**  
4SS, G/30. Belmont Park Classroom, 200 Anderson Road, King of Prussia, PA 19406. **Sections:** Open, U/1400. **EF:** \$30 online by noon the day of the event; \$10 more on-site 6:30-6:45; \$10 less for players under 18. **Rds.:** 7:00, then ASAP. **Prizes:** \$100 to 1st overall; others per entries. Register at [www.silverknightschess.com](http://www.silverknightschess.com). Registration limited to first 30 players.

**July 24, 2010 PA State Action Championship**  
See Grand Prix.

**July 25, Chess Bowl 2010**  
4SS, G/30. Shady Grove Elementary, 351 W Skippack Pike, Ambler, PA 19002. **Sections:** K-6 U/700, K-12 Champ. **EF:** \$25 online by 7/21; \$30 online by noon 7/23; \$35 on-site 12:00-12:30. **Rds.:** 1:00, then ASAP. **Prizes:** trophies to top individuals & schools. **Free game analysis** by NM Peter Minear. See [www.silverknightschess.com](http://www.silverknightschess.com) to register, or for information about sections for unrated players.

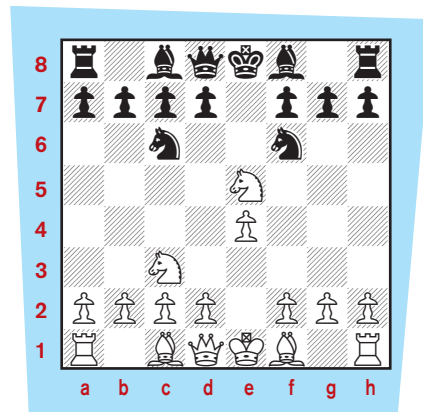
**Aug. 1, 8th Holly Heisman Memorial Fundraiser**  
JCC Kaiserman Branch, Haverford Rd. & City Ave., Wynnewood. **FREE entry!** Advance entry strongly suggested. Optional tax-deductible donation to the Holly Heisman Memorial Fund at the Philadelphia Foundation to benefit women in need, **\$25+ per entry suggested.** **Reg.:** 9:15-10. **All:** G/30. **Rds.:** 10:30-11:45-1:30-2:45-4 or earlier. **3 Sections:** Open 5SS & U1500 5SS (both open to all ages) and K-8 U900 4SS. Many donated prizes (\$1,000+/yrt) Prize sponsors encouraged & honored at event; email [pramachandra@mercyhealth.org](mailto:pramachandra@mercyhealth.org). **Ent:** click "tournaments" at [www.silverknightschess.com](http://www.silverknightschess.com), **Info:** 610-649-0750, danheisman@comcast.net, W.

## Texas

**July 23-25, 2010 U.S. Junior Open**  
See Nationals.

6. Bb5 dxe4 7. Nxe5 Qd5/Qg5 and Black has more space. All 1. e4 e5 players should know this stock tactic, which also shows up in the Two Knights Defense (1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6) after 4. Nc3?! Nxe4! with the same fork trick idea by transposition.

### E. 4. Nxe5



The Halloween Gambit is a risky, uncommon line where White sacrifices a piece for an advantage in space and development, leading to an immediate attack against Black's king. After 4 ... Nxe5 5. d4 Black retreats with 5 ... Ng6 6. e5 Ng8 and hopes to reach an endgame where

**Oct. 1-3 or 2-3, 2010 U.S. Class Championships**  
See Nationals.

## Vermont

**Sept. 17-19 or 18-19, 15th annual Green Mountain Open**  
See *Chess Life* or [www.chesstour.com](http://www.chesstour.com).

## Virginia

**June 26, Summer Blast**  
4SS, G/30. Franklin Sherman Elementary, 6630 Brawner St., McLean, VA 22101. **Sections:** K-8 U/600, K-12 Champ. **EF:** \$25 online by 6/23; \$30 online by noon 6/25; \$35 on-site 12:00-12:30. **Rds.:** 1:00, then ASAP. **Prizes:** trophies to top individuals & schools. **Free game analysis** by NM Adam Weissbarth. See [www.silverknightschess.com](http://www.silverknightschess.com) to register, or for information about sections for unrated players.

**July 24, July Joust**  
4SS, G/30. Virginia Run Elementary 15450 Martins Hundred Dr., Centreville, VA 20120. **Sections:** K-8 U/600, K-12 Champ. **EF:** \$25 online by 7/21; \$30 online by noon 7/23; \$35 on-site 12:00-12:30. **Rds.:** 1:00, then ASAP. **Prizes:** trophies to top individuals & schools. **Free game analysis** by NM Adam Weissbarth. See [www.silverknightschess.com](http://www.silverknightschess.com) to register, or for information about sections for unrated players.

**Aug. 29, Howard County Chess Tournament (MD)**  
4SS, G/30. Glenwood Community Center, 2400 Route 97, Cooksville, MD 21723. **Sections:** K-5, K-8, K-12. **EF:** \$20 in advance; \$30 on-site 1:00-1:30. **Rds.:** 2:00, then ASAP. **Prizes:** trophies to top individuals & schools. **Free game analysis** by NM Adam Weissbarth. Register at [www.howardcountymd.gov/RAP](http://www.howardcountymd.gov/RAP) or 410-313-4714.

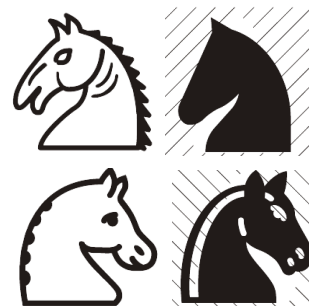
**Oct. 7-11, 8-11, 9-11 or 10-11, Continental Class Championships**  
See *Chess Life* or [www.chesstour.com](http://www.chesstour.com).

the extra piece will prevail. Another plan is 5 ... Nc6 6. d5 Nb8 7. e5 Ng8 hanging on, although here Black could play it safe and return the piece with 6 ... Qe7 or 6 ... Bb4 for an even game.

### F. Other Fourth Moves

Passive moves like 4. d3, 4. Be2 and 4. a3 are met by 4 ... d5 and Black has already equalized, thus they are rarely played. One move to avoid is 4. Bd3?! blocking the d-pawn and causing bad congestion in White's center.

The Four Knights is a great opening for all players starting out at chess, as it is easy to learn and gives both sides a very solid game. Good luck!



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