

February 2011

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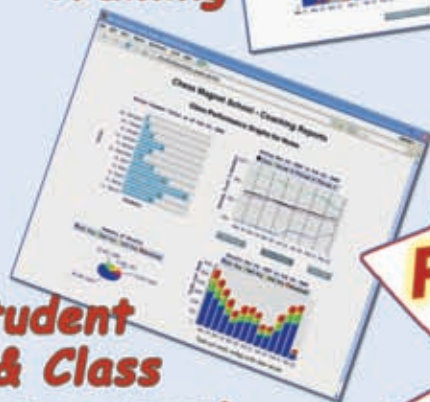
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COVER ILLUSTRATION BY MIKE MAGNAN



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## ON THE COVER

"Computer Chess Universe" by Canadian artist/illustrator/ animator Mike Magnan, makes a colorful cover, and brings to mind a truth: Chess is a universal game, a "language" understood by people all over the world.

And the Internet is one way to stay in touch with chess friends. Part of your USCF membership includes access (if you are allowed to use a computer) to [www.uschess.org](http://www.uschess.org). There you can follow *Chess Life Online* and all of the great stories posted by editor and two-time U.S. women's champion, WGM Jennifer Shahade.

Search the Archives section and you'll find great coverage on the 2010 Pan American Youth and World Youth Championships. Our representatives did very well, and we congratulate all of the participants.

And here is this issue's quiz:

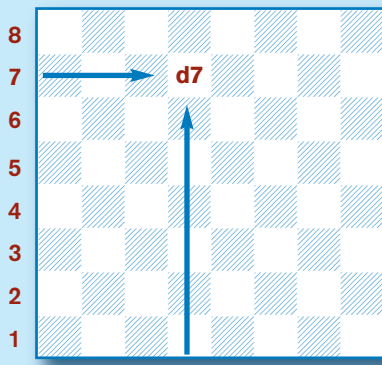
- Where did the U.S. team finish in the Pan American Youth Championship?
- Where did the U.S. team finish in the World Youth Championship?
- What Americans won international (FIDE) titles in either event?
- Who is currently the youngest USCF member to achieve a master rating (2200)?

If you can find the answers, send them to: [gpetersen@uschess.org](mailto:gpetersen@uschess.org), and our gnomes from Outer Mongolia will hold a drawing. The winner(s) will receive a book prize. Good luck!

# 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. ... 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



## THE GNOMES HAVE SPOKEN



To Sonny, Bald Eagle@, William, Ben, Haozhe, Alex, Dane, Gladys, Alena, Sabrina, Glenn, Max, Sam, ETappen@, Daniel, Kyle, James, Jared, Rachel, Nuha, Collin, Oliver, Aaron, VBalu@, A.J., Sbb618@, Kiernan, skgah grezh@, akshajkadaveru@, Ilan (and his disturbed electrons), Claire, Kevin, inreoelle@, Litau, Justin, Enya, Gilbert, Winnie, Madalyn, Marcus, Johnathan, Hyrum, Charlie, Nicholas, Adam, Christopher, Nathaniel, Odbroadrick@, Victor, kpchessman@, Torin, John, chessmastersa@, Andrew, Savanna, Anthonylu8@, Kannan, per-ryflem@, Spencer, Gary, Chloe, George, Quinn, Kaleigh, Tony, Anto, njohww@, Mad, Jane, Jinheng, Sasha, Alice, Sree, and all their namesakes:

Wow! Our gnomes from Outer Mongolia earned their smoked herring this time! They had to read almost 100 entries before randomly choosing a winner or two. The answer they were looking for was that the board on December's cover was set up wrong, but they gave full credit to those who pointed out: no kings, can't swim with mouths open, necklace/hair/pieces should be floating, SCUBA gear missing, etc.

And they even included the responses from those who answered "What's the Problem?" even though the answers were in the back of the magazine. The editor has apologized but blames the gremlins.

Congratulations to our worthy winners:

**Maggie Feng** of Ohio, **Charlie** from parts unknown, **Madalyn Menendez** of Illinois, **Enya Cirillo** of New York, **Justin Alter** of Colorado, **Ilan Cohen** of Maryland, **Aaron Shlionsky** of New Jersey, and **Kyle Brackenridge** of Ohio.

### A NEW BEGINNING

With the passing of GM Larry Evans, we've lost a good friend to all chess players around the world. As one chapter ends, another begins, with the work of Daniel Gurevich, a very young master from Georgia. We haven't come up with a name for his new column yet, but he is willing to answer YOUR questions about the Royal Game. Send your questions to: gpetersen@uschess.org, and I will forward them to Daniel.

You can read a sampling of his work beginning on page 12. Make him feel welcomed. Send in your toughest questions!

# TALES OF THE Arabian KNIGHTS

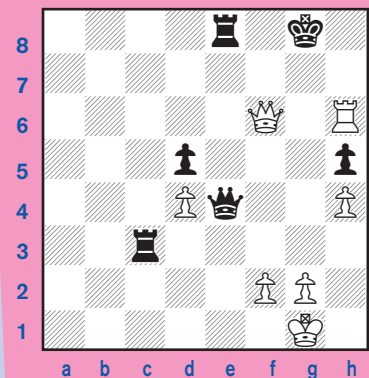
BY RICK KENNEDY Illustrations by Pamela Key



## Turn About

You look ill at ease, said the King, kindly. Was it something that I said about the last game that I showed you? Were you rooting for the pawns?

She was silent for a while. Then she said, "Let me show you a game that I once played."



**BLACK TO MOVE**

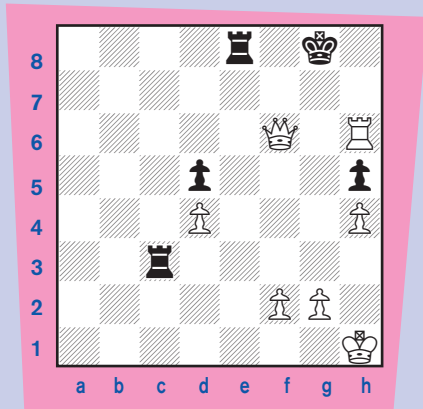
"A difficult position for Black," the King mused. "A rook up, but facing mate."

"Fortunately for me," she said, "while I had the black pieces, it was my move."

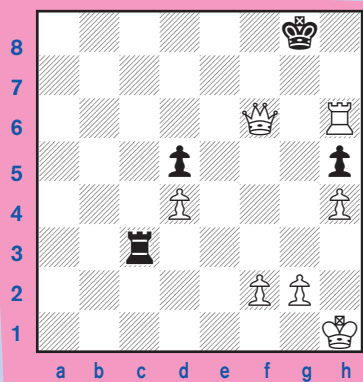
The King raised an eyebrow.

"The draw was simply a matter of disposing of the heavy pieces, starting with the *Royalty*," she said.

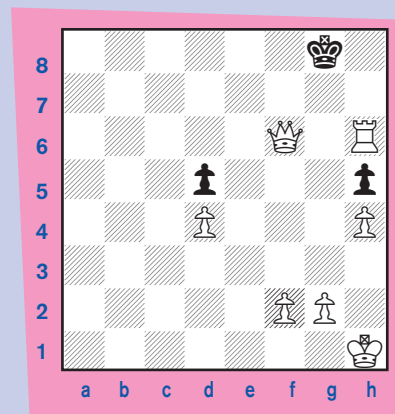
1...Qe1+ 2.Kh2 Qh1+! 3.Kxh1



3...Re1+ 4.Kh2 Rh1+! 5.Kxh1



5...Rh3+ 6.Kg1 Rh1+! 7.Kxh1!



"Black draws by stalemate," whispered the King.

"As Royalty looked on, helpless" she added.

(based on the game Romero-Kantsler, Halkidiki, 2002)

National Master Daniel Gurevich is ready, willing, and able to answer all your questions about chess! Make him work!

Send your questions to: [gpetersen@uschess.org](mailto:gpetersen@uschess.org).

The

# Chess Detective

by NM Todd Bardwick



CAN YOU FIGURE OUT HOW TO TAKE ADVANTAGE OF A PIECE THAT IS PINNED TO A SQUARE?

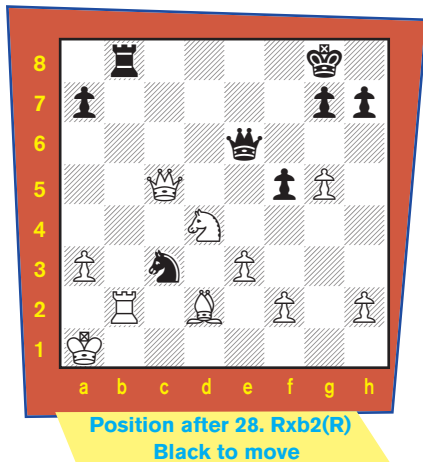
In the December 2010 edition of *Chess Life for Kids*, we looked at a couple examples of how to take advantage of an unusual pin, when a piece is pinned to a square instead of another piece. If you pay close attention and observe when this may occur, you can add a powerful weapon to your tactical arsenal.

Now it is your turn! Can you figure out how to win these positions by finding which piece is pinned to a square?

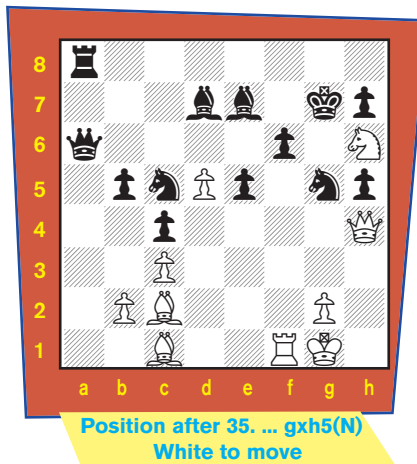
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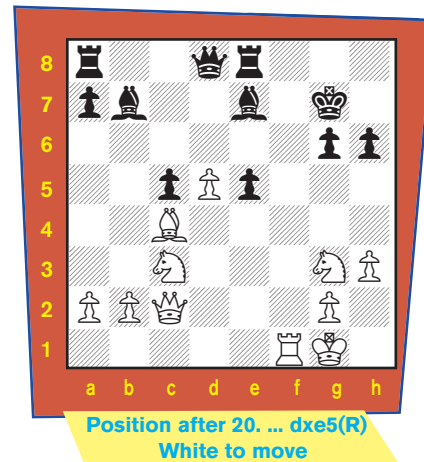
#2



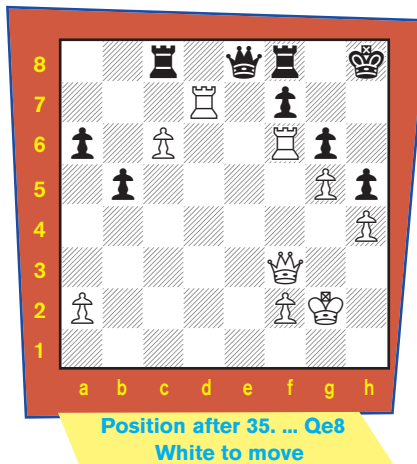
#3



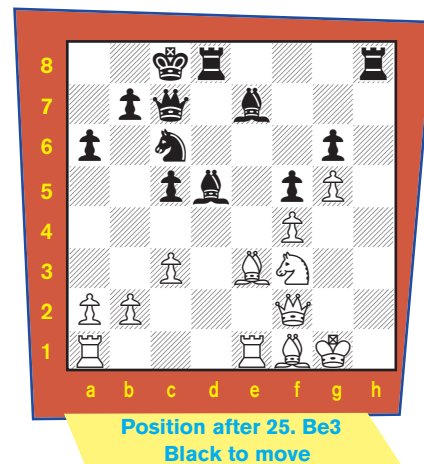
#5



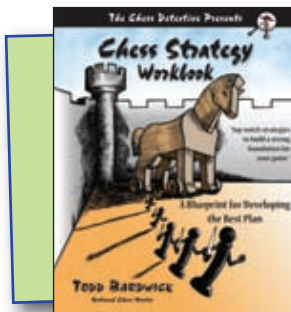
#4



#6



Answers on page 17



**Todd Bardwick**  
is the author of  
**Chess Strategy Workbook:  
A Blueprint for  
Developing the Best Plan.**  
He can be reached at  
[www.ColoradoMasterChess.com](http://www.ColoradoMasterChess.com)

# What's the Problem?

By Stanley Kravitz

There are many chess puzzles that show shapes and patterns that are composed for special occasions.

Some spell out letters of the alphabet, often as initials to commemorate a great chess player's anniversary, others show seasonal items or simple geometrical figures. Unlike the many pixels on a digital screen the chessboard has to limit these ideas to the 64 squares of the chess board.

Because of this limitation the difficulty of picture puzzles is not usually as hard as with many regular freeform puzzles. However composers still try to make them a challenge.

There is also a type of puzzle known as a "twin." These are puzzles that have two or more closely related positions, and may include puzzles that change the position of a piece, add or take off a piece, change the direction of the board so that the pawns move the opposite way and other small changes. However all the initial positions look alike but the solutions are different.

This Christmas set of five miniature puzzles are all related by their shape. Since there are five of them they are quintuplets rather than twins.

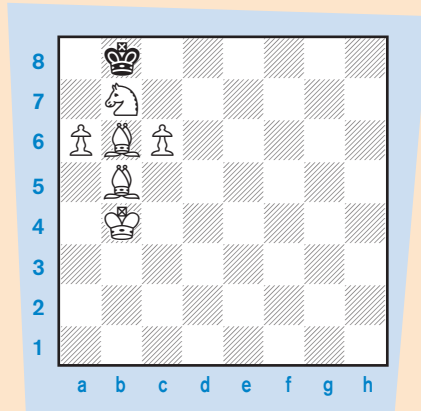
If you can solve a problem in **under five minutes** give yourself four points. Solve in **under seven minutes** give yourself three points. Solve in **under 10 minutes** two points. **Over 10 minutes** give yourself one point.

**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.

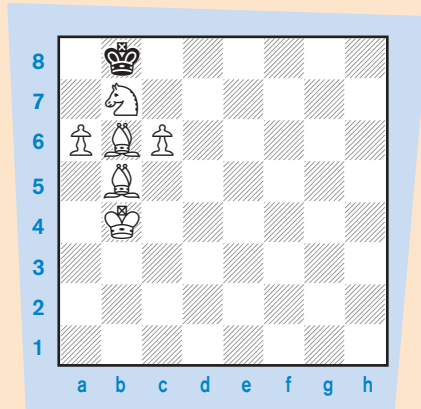
This problem is fairly easy. The pawns are the key.



## Puzzle 2

White to move and mate in four.

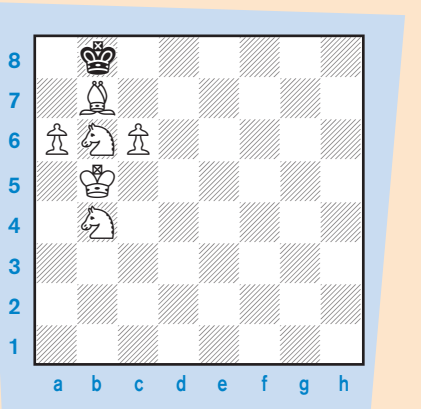
Well, if you insist on doing things the hard way, try a different key.



## Puzzle 3

White to move and mate in three.

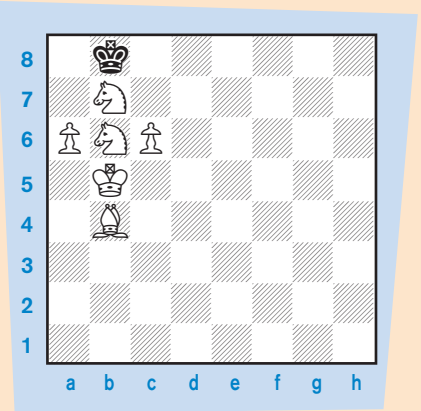
Maybe you are seeing triple, but the solution is very different.



## Puzzle 4

White to move and mate in three.

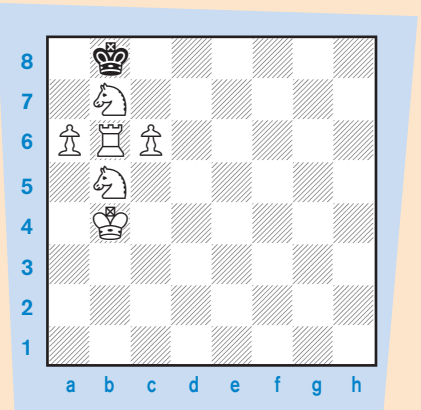
Here there are many choices. The final mate position is unusual.



## Puzzle 5

White to move and mate in three.

Now don't rush the pawns as you did in the other puzzles.



Solutions on page 17 

National Master Daniel Gurevich is ready, willing, and able to answer all your questions about chess!  
Make him work!

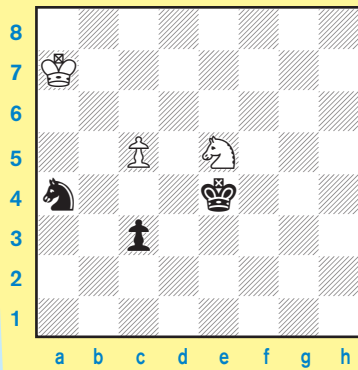
Send your questions to:  
gpetersen@uschess.org.

# WIN OR DRAW?

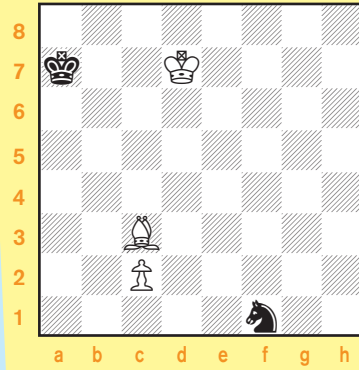
by Pete Tamburro

You know the drill. In the given position, is it a win or draw and for which side?  
Not only that, but can you write down the line that makes it a win or draw?

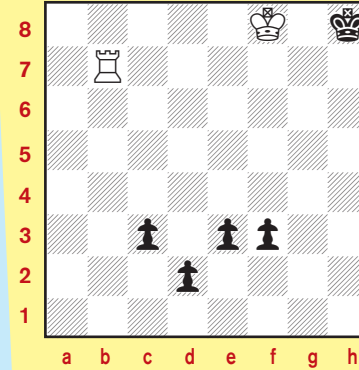
Position One: White to Play



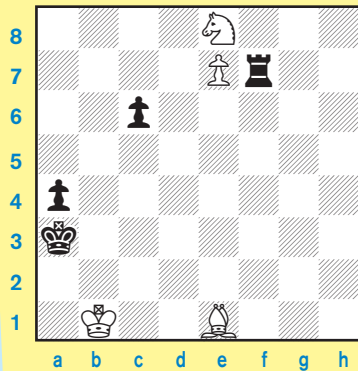
Position Three: White to Play



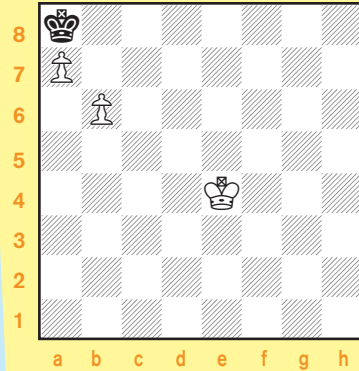
Position Five: White to Play



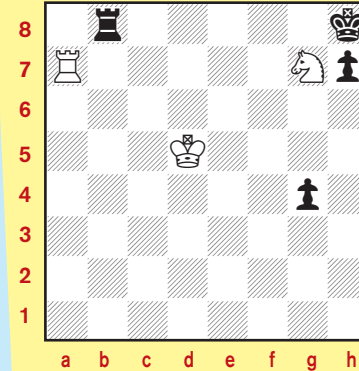
Position Two: White to Play



Position Four: White to Play



Position Six: White to Play



Answers on page 17 





# 2010 CHESS MAGNET SCHOOL JUNIOR GRAND PRIX STANDINGS

## ChessMagnetSchool.com



ST=State PTS=Points EV=Events

This unofficial list is based on the USCF records and TD reports as of January 13, 2011. 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. Over 5,174 players have earned JGP points in just over 525 events.

### Top 50 Overall Standings

NAME	ST	PTS	EV
DOMMALAPATI, ABHINAY	VA	310	26
MIZUSHIMA, DEREK	MD	270	21
ATTANAGODA, ISURU	VA	240	18
HARMON-VELLOTTI, CARL	ID	210	14
CHEN, JASMINE	NY	195	12
RICHMAN, JONATHAN	NY	195	13
MOON, KYLE	NY	190	15
SMITH, JAMES LARKIN	MO	185	13
CAO, ALVIN	VA	165	11
KRAUSE, BENJAMIN	MD	165	8
TANENBAUM, ZACHARY C	CT	165	12
ALTMAN-DESOLE, BEN	NY	165	14
MOORTHY, SRINIVAS	MD	135	9
ALTMAN-DESOLE, BEN	NY	135	10
CAO, JONATHAN	VA	165	12
PILLAI, KADHIR ANDRES	NY	160	9
JIANG, CHARLES	NJ	155	8
ULRICH, THOMAS M	IL	155	9
REGAM, JESSICA	PA	150	11
TYAGI, KUSHAN	IA	145	9
YIM, TONY SUNG	AZ	145	15
SCHNEIDER, THOMAS G	WI	145	8
MARUPUDI, PRANAV	NJ	145	13
WIENER, ALEXANDRA	CT	140	9
TALWAI, PREM	CA-N	140	11
MOORTHY, SRINIVAS	MD	135	9
KUTIKOFF, ADAM	FL	135	13
KHATTAR, TANMAY	VA	130	10
TKACH, GABRIEL USHER	PA	130	6
DIXON, DAKOTA ELLIS	WA	130	6
PENNOCK, STEVEN G	AZ	125	5
HARMON-VELLOTTI, LUKE	ID	125	9
SANT, AMIT	CA-N	125	6
PETERSON, DANTE	CA-S	125	7
KOGEN, JONATHAN S	IL	125	6
SINGH, REVA SHREE	NY	125	8
COOKLEV, STEVEN	IN	125	10
LIU, DANIEL	CA-N	125	9
MOAZAMI, AMIR	NY	125	7
CHINCHWADKAR, OM	CA-N	125	6
WINTER, CURTIS A	MD	125	6
PETERSON, MICK	CA-S	120	7

NAME	ST	PTS	EV
KNOFF, THOMAS	NY	120	9
BLAD, ERIK L	MD	120	10
GAN, ERIC	VA	120	3
HAN, JOSEPH	CT	120	6
VISWANADHA, KESAV	CA-N	120	8
PENA, JOEL ANTHONY U	NJ	120	9
HUA, MARGARET M	MO	120	13
SUSARLA, ANEESH	VA	115	8
ZHOU, JASON	MO	115	11
WILLIAMS, JUSTUS D	NY	115	9
ATRIWAL, AARYAMAAN	TX	115	7
HUANG, DAVID	MS	115	5

### State Leaders

NAME	ST	PTS	EV
PARSHALL, MATTHEW	AK	15	1
JIAO, KENNETH	AL	90	8
WOLF, ALEXANDER P	AR	65	4
CHAKRABORTY, DIPRO	AZ	105	4
PERSHAD, YASH	AZ	105	9
IYENGAR, UDIT	CA-N	105	8
TAM, CALVIN	CA-N	105	5
GUNN, JONATHAN	CA-S	100	4
CSIMA, AMANDA	CO	70	4
SEGALL, ETHAN R	CT	80	4
HAUGE, DAVID RICHEY	DC	35	2
DALY, MARCUS ROBERT	DC	35	1
D'SOUZA, DEAN	DE	55	4
TSAI, AMY	FL	105	7
GOLOGORSKY, RACHEL	FL	105	6
GIOVANNETTI, GRANT	FL	105	6
BALAGA, AINESH	GA	100	5
KAONOH, TRISTAN K	HI	55	2
IYER, VENKAT	IA	45	5
ABERNATHY, CALEB P	ID	75	4
RUAN, GEORGE	IL	85	6
TOOTLE, TIMOTHY RYAN	IN	90	5
HOLT, CONRAD	KS	70	5
LIPMAN, ANDREW J	KY	35	2
ALI, JAMAL	KY	35	3
KORNDORFFER, CHARLES	LA	65	3

NAME	ST	PTS	EV
SYASINOVSKY, DAVID	MA	80	6
MCNAMARA, TANNER A	MD	110	6
FISHBEIN, MATTHEW E	ME	50	3
VIRKUD, APURVA	MI	100	6
TIFFMAN, GEORGE E	MN	85	5
SMITH, JACOB LEE	MO	110	8
MEJIA, SEBASTIAN	MS	60	2
MOODY, CHAD	NC	105	5
WAN, JOSEPH CHENG-YUE	NE	30	1
POTORSKI, GERALD FIELD	NH	35	2
KUMAR, ARAVIND	NJ	110	7
EWING, GABRIEL R	NM	60	5
ZAVALA, JONATHAN E	NV	60	2
CHIANG, MICHAEL	NY	105	6
STEINBERG, MAX	NY	105	7
PARANJPE, ISHAN	OH	110	4
NICKELS, ERIK J	OK	55	5
TALYANSKY, SETH DAVID	OR	65	1
SAKAI, HIBIKI	PA	95	5
FINNEY, STUART S	RI	100	8
LAURIA, MICHAEL D	SC	75	4
KNUDSON, MICHAEL	SD	40	1
VAZQUEZ, RAUL	TERR	10	1
LEVINE, BENJAMIN	TN	105	9
CHIANG, JONATHAN	TX	105	7
HON, ERIC	UT	55	5
SHIH, MATTHEW	VA	105	6
VOLL, JAMESON	VT	35	2
ZHANG, DEREK	WA	100	4
LIANG, AWONDER	WI	95	8
PARHI, SIDHARTHA	WV	35	3

National Master Daniel Gurevich is ready, willing, and able to answer all your questions about chess! Make him work!

Send your questions to:  
gpetersen@uschess.org.

# A Brief Chess Opening Glossary

## The King's Gambit Accepted

by Pete Tamburro

Years ago a fellow by the name of Dahlgren devoted four books to the King's Gambit. There have been many, many more books—before and after. It's an exciting opening.

The King's Gambit Accepted is the most exciting. White gives up his f-pawn to get control of the center. Black tries to hold onto the pawn or at some point gives the pawn back to catch up in development and counter in the center.

At some point in your chess career, you should try it—on both sides!

There are too many variations and too many names in the King's Gambit, so we are just going to give you the main lines. We'll start with the King Knight's Gambit which starts out with 1.e4 e5 2.f4 exf4 3.Nf3.

### Kieseritsky Gambit: 3...g5 4.h4 g4 5.Ne5



Black defends the f-pawn, and White tries to undermine that with h4. When the knight is chased, it takes a post in the center. One possible example of what can happen: 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.h4 g4 5.Ne5 d6 6.Nxg4 Nf6

7.Nf2 Nc6 8.d4 and it's a fight.

### Allgaier Gambit: 3...g5 4.h4 g4 5.Ng5



One of the most daring openings in chess! It usually continues with the wild 5...h6 6.Nxf7 Kxf7 7.Nc3 or 7.d4 or 7.Bc4+. We prefer the first one. Any choice will be very complicated!

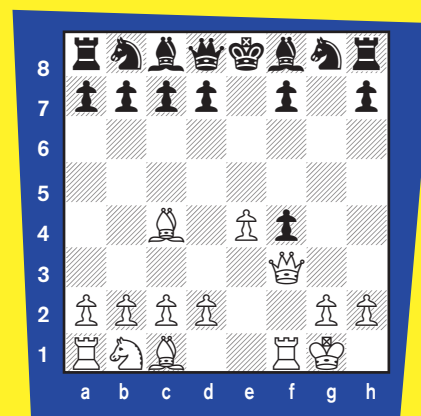
### Hanstein Gambit: 3...g5 4.Bc4 d6 5.d4 h6 6.0-0 Bg7



And now 7.c3 or 7.Nc3 or 7.g3. We have a fondness for c3 as it bolsters the d4 square and allows the queen access to the queen-side. An untested line, dating back to Staunton in the 1800s, is 7.c3

Nc6 8.Qa4 (threatening d5) 8...Bd7 9.Qb3, threatening Qxb7 and Bxf7+.

### Muzio Gambit: 3...g5 4.Bc4 g4 6.0-0!? gxf3 7.Qxf3.



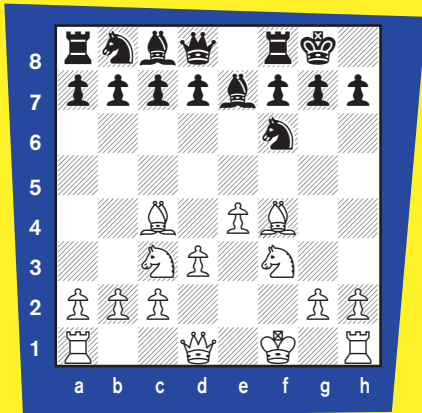
Utterly crazy! Utterly dangerous! In fact, old time swindlers used to give odds of the queen knight (just taking the knight off the board at the beginning of the game) and have an easy win as white because the queen rook could swing over so quickly.

It's best to get a book, a computer and a grandmaster to figure this one out. Here's one reason why: 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 g4 5.0-0 gxf3 6.Qxf3 Qf6 7.e5 Qxe5 8.Bxf7+ Kxf7 9.d4 Qxd4+ 10.Be3 Qf6 11.Nc3 Bg7 12.Nd5 Qf5 13.Nxc7 Nc6 14.Bxf4 Nf6 15.Rad1 Qxc2 16.Nxa8 Rd8 17.Bg5 Qc5+ 18.Be3 Qe5 19.Rd5 and the position is enough to drive anybody crazy!

Those are the main g5 lines. Most people with black like something less nutty than the above lines. There are more solid lines.

### Cunningham Defense: 3...Be7 4.Bc4 Bh4+ 5.Kf1 (5.g3?! fxg3

6.O-O gxh2+ 7.Kh1 is, indeed, wild, but if Black finds 7...d5, White hasn't got much) 5 ... Be7 6.Nc3 Nf6 7.d3 O-O 8.Bxf4 ...



... is equal.

**Modern Defense:**  
3...d5 4.exd5 Nf6



A very logical and solid way to go. If White tries to hold the d-pawn, then: 5.c4 c6 6.dxc6 Nxc6 and Black has lots of open lines and excellent development.

**Fischer Defense: 3...d6**



Bobby Fischer once called this

the refutation of the King's Gambit. Oh, well, you can't be right about everything! It is a good defense, but "refutation" is a bit too much. It can transpose into the Hanstein (page 10) or can go this rather odd way: 4.d4 g5 5.h4 g4 6.Ng1! As usual, it's a struggle.

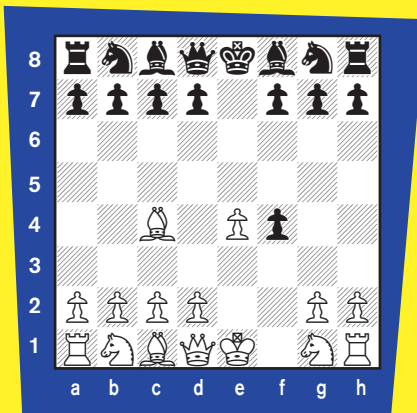
**3...Nf6 Defense:**  
3 ... Nf6 4.e5 Nh5



And now either 5.g4 or 5.Nc3 or 5.Be2. Also difficult for both sides, but not all that popular for Black.

**King Bishop's Gambit:** Some people consider this stronger than the King's Knight Gambit. It's worth a look with a book!

1.e4 e5 2.f4 exf4 3.Bc4:



3...Nf6 4.Nc3 c6 5.Qf3 or 3...Qh4+ 4.Kf1 c6 5.Nf3 Qh5 6.d4 g5 7.h4 Nh6 8.Nc3 and White has his center while Black has his pawn.

For White in all of these lines, the thing you have to remember is

that you are trying to get control of the center, get developed and not worry too much about the pawn.

It's also important to remember that Black's weakest point is f7 and the f-file is a great attacking file when White castles kingside.

Black, for his part, has to find some way to counter with d5 and not be afraid to give back the pawn in order to catch up in development. For either side it's an exciting game. Nobody is playing for a draw.

**GNOMES** from pg. 13

"Perhaps I can help," said Sven, the leader of the gnomes. "Who said that?" asked Marco-Polo.

"Down here. We had a similar problem when traveling with the Mongols. After we mastered *xiangqi*, we introduced elements of Nine Man Morris, in order to keep our hosts interested. Perhaps if we merge our variation with *chaturanga* and *shahmat*, we can come up with a game that is equally challenging for both you and the Shah."

And that's what they did. The new game, which they called chess, baffled the Shah and Marco-Polo. They each won as many games as they lost. Safe passage was granted and soon the travelers found themselves in Marco-Polo's home country of Italy.

TO BE CONTINUED



# Tactical, Positional,

by Daniel Gurevich

# and

# Opening Mistakes

Tactical, positional, or opening mistakes? What is the difference? Are they not all the same?

No! The differences are radical, and paying attention to the differences is important. Therefore, we will consider the different natures and causes of the three types of mistakes one can make in chess—tactical, positional, and opening—and see how each of them may be prevented.

**Tactical mistakes** are most common on lower levels, and the simplest to notice. **When a player misses one of his opponent's moves, or does not take into account one of his own, this can mean he has committed a tactical mistake.**

This kind of mistake is often easy to notice because the oversight leads to a decisive and conspicuous change in the evaluation of the position. For example, a tactical mistake may result in the loss of a piece, or forced checkmate.

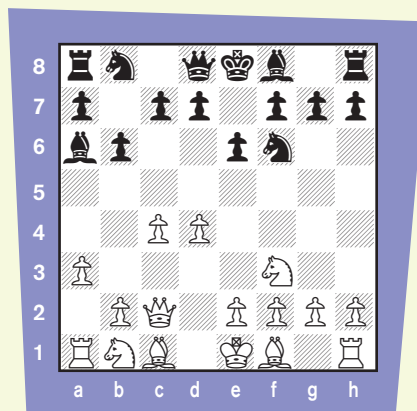
You might make these mistakes if you experience a lapse in concentration, time trouble, lack of recent practice, or a combination of these factors. Solving tactical puzzles may help reduce the number of your tactical errors, and careful time management is a valuable tool in avoiding time pressure, a common source of these mistakes.

**Players on every level make tactical mistakes, from time to time, so do not worry; the strongest grandmasters occasionally hang their pieces too!** Only the mistakes' frequency and severity set apart strong tactical players from others. Here is a famous game of former

world champion Anatoly Karpov, where his opening "novelty" turns out to be a horrendous tactical blunder:

**Christiansen, Larry Mark (2620)  
Karpov, Anatoly (2725)  
Hoogovens Wijk aan Zee, 1993**

**1.d4 Nf6 2.c4 e6 3.Nf3 b6 The Queen's Indian. 4.a3 Ba6! 5.Qc2**

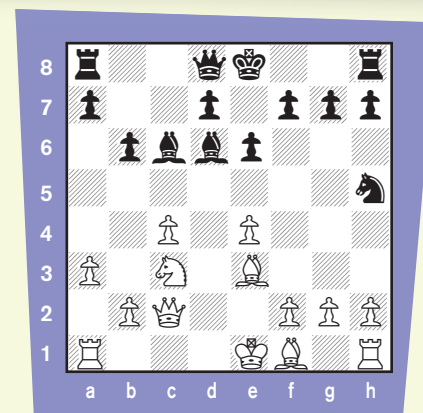


**5...e3** is answered with **...d5! 5...Bb7!**

Karpov is in essence betting on the queen standing worse on c2 than it would have on d1. **6.Nc3 c5** Challenging White's center. **7.e4 cxd4 8.Nxd4 Nc6 9.Nxc6 Bxc6 10.Bf4 Nh5!** Karpov stops the potential idea of 0-0-0 and Bd6 by harassing the bishop. **11.Be3 Bd6** (Novelty).

National Master Daniel Gurevich is ready, willing, and able to answer all your questions about chess! Make him work!

Send your questions to:  
gpetersen@uschess.org.



An interesting novelty. All earlier games continued with either ...Bc5 or ...Qb8, with an approximately equal position. Black's idea with ...Bd6 is to prepare either ...Nf4 or ...Bf4, while g3 simply creates weaknesses on f3 and h3. **12.Qd1!!** A move that is, at first, quite hard to see. Black has no way to defend both hanging pieces. The former world champion had nothing left to do but resign.

Meanwhile, **positional mistakes** hide in the shadows. On lower levels, they often go unnoticed; the importance of severe tactical mistakes eclipses their importance.

However, on higher levels, positional mistakes are much more relevant, as they become much more common than tactical mistakes.

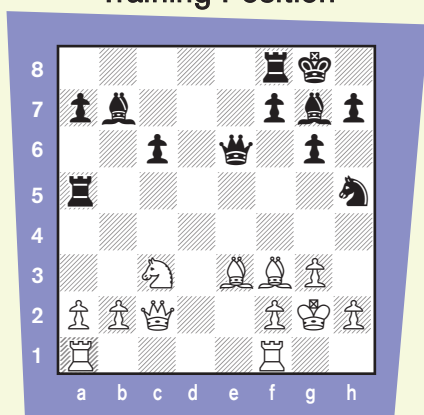
Positional mistakes are generally more subtle than tactical mistakes, because a **positional mistake is an error in evaluating the position**; often, it is not easy to evaluate each side's chances in an unbalanced position objectively.

Even computers often have trouble evaluating a position accu-

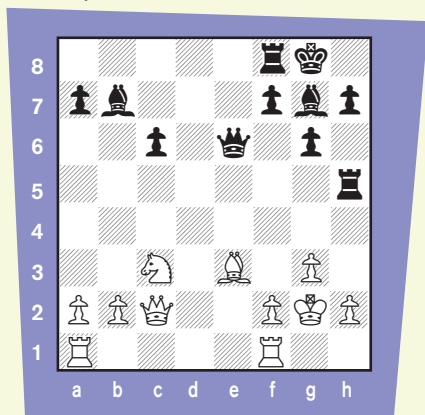
rately; the importance of the many different factors contributing to a position's evaluation depends entirely on the nature of the position itself.

It is hard to prevent most positional mistakes, but studying the standard plans in common positions helps, although such work can be very time-consuming. Generally, experience is also a very good asset in reducing the number of positional mistakes. Here is an example of a serious positional mistake:

### Training Position



White's position is slightly better. All of his pieces are well-placed, while Black pieces are all uncoordinated. While White's pawn structure is almost perfect, Black's pawns on the queenside are vulnerable. However, with just one positional mistake, White can change the evaluation of the position drastically. **1.Bxh5?** White is trying to win the pawn on a7! **1...Rxh5!**



After just one move, White's position takes a turn for the worse. White has traded his strong light-

squared bishop for Black's misplaced knight, and improved the position of Black's rook. The squares around his king have been weakened, and Black now has the two bishops.

Black threatens to open the long diagonal for his bishop after **2...c5+**, and he has the winning threat of **2...Qh3+**. Game over. All because of one positional mistake. Although this example may be extreme, it is also instructive; White's troubles stem from a mistake that is not tactical at all.

**Opening mistakes** are less common than the other two types. The opening is generally a fleeting stage of the game, usually not lasting longer than a third of the game. Moreover, most games do not feature new moves until after the opening.

In the opening, you memorize theory, because theory has been tried and tested by stronger players many times.

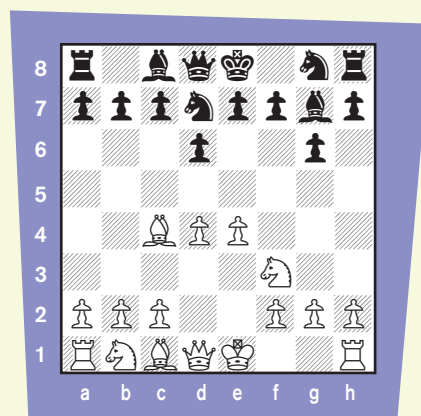
**An opening mistake, as the name suggests, is a mistake happening in the opening, caused by a player not knowing, or simply forgetting, which move is the best.** As it is sometimes hard to "reinvent the wheel" after forgetting which move is best, opening mistakes can have disastrous consequences, especially in complicated and therefore dangerous positions.

**An important rule is to never lose your head in these cases!** If you think about fundamental rules, like developing your pieces and castling quickly, you are much more likely to make a strong move anyway. In the end, you can make opening mistakes less often if you look at your openings again and again. Here is an example of how even a strong player can be punished for making an opening mistake:

**Ibragimov, Ildar (2590)**  
**Zheltnin, Vladimir V (2490)**  
**RUS-Cup02 Moscow (8), 1998**

**1.d4 d6 2.Nf3 Nd7 3.e4 g6**  
**4.Bc4 Bg7??** The decisive mistake

comes on move four!



**5.Bxf7+!!** Black resigned immediately. He could not take the bishop because, after **6.Ng5+**, he either would lose his queen or get mated. Meanwhile, continuing the game, down a pawn and with his king under fire, would have been pointless against a player as strong as Grandmaster Ildar Ibragimov.

Whether the goal is to improve tactically, positionally, or in your openings, **it is necessary that there be variety in your study**, because strength in one field often helps little if another area is too weak. Remember: **in chess, a well-rounded player is a solid player!**

### GNOMES from pg. 22

#### ANOTHER TREK

One day, they overheard two of the travelers talking. "Hey Marco Polo. Now that we are out of India and in Persia, are you going to play the Shah again? You know he wants a rematch."

"Fageddaboutit. Everytime we play *chaturanga*, I win easily, so easily that the Shah finds it easier to change the rules than to learn a good strategy. He then calls the game *shahmat*. And since he changes the rules whenever he feels threatened, I haven't got a chance."

"But Marco, the Shah will never let us cross Persia unless you play."

Cont'd on pg. 11

# DO YOU KNOW THE WAY TO SAN JOSE (STATE UNIVERSITY)?

(Alas and alack, there is no chess club at my school. There was one in my elementary school, but not the middle school. I can't find a local chess club that meets at a decent hour. The local library won't let me set up my board and set to seek out opponents. What to do?

Dr. Alexey Root has a potential answer. Check out the nearest college or university! You just might get lucky!

**Learn and Play  
at a College Chess Club**  
by Dr. Alexey Root, WIM

Are you between the ages of five and 18 and looking for a place to learn or play chess? Check your local college or university. My book *People, Places, Checkmates: Teaching Social Studies with Chess* (Libraries Unlimited, 2010) lists contact information for 100 chess clubs at four-year institutions of higher education. Many two-year colleges have chess clubs too. College chess club meetings are often open to the public.

College students, children, and chess are great together, according to Stephen Black, director of the Center for Ethics & Social Responsibility at the University of Alabama (UA). He said, "Chess is increasingly popular among college students, and the proven educational benefits of the game for school-age children are remarkable. Bringing these two groups together provides advantages for both: through mentoring young chess players, college students establish a tie with the community while teaching a game they enjoy, and children have fun while reaping educational and social rewards." At UA, teaching chess to middle school students is part of a college-credit

course.

I know about The University of Texas at Dallas (UTD) chess program's "scholastic affiliates" (for elementary, middle, and high school



Luis Guevara (white) versus USCF Master Artur Safin

chess clubs) because I teach UTD's chess online courses. I also coach the Denton High School (DHS) chess club. So I traveled with 15 DHS students, chess club sponsor Fred Mueller, and math teacher Joe Rozell to UTD on October 15. We met the chess team, toured the campus, ate a snack, and had a chess lesson with UTD chess team mem-

ber Artur Safin.

Then DHS sophomore Luis Guevara challenged National Master Safin to a game. Guevara, as white, has just captured black's pawn on e5. The opening moves were 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. Nxe5. Do you see what Safin played next? If you picked 5...Qd4, forking the knight on e5 and the pawn on e4, you are correct. After Guevara played 6. Nf3, Safin had a good game with 6...Qxe4+. Later, Safin showed Guevara a better fifth move (5. 0-0).

DHS students want to visit UTD again. One student hopes to see the library's art history books; another wants to attend an engineering lecture. Your visit to a college chess club may likewise inspire you to go beyond the chessboard.

Dr. Alexey Root, WIM, is the author of *The Living Chess Game: Fine Arts Activities for Kids 9-14* (Libraries Unlimited, Santa Barbara, CA; 2010).

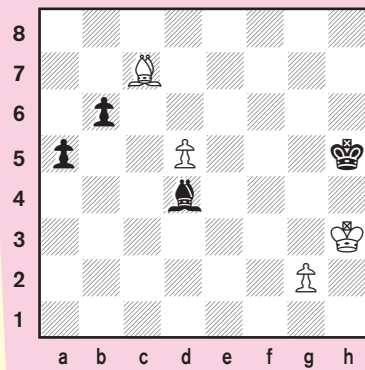
# DO YOU SEE WHAT I SEE?

Whenever you see Mark Dvoretzky's name on a book cover as author or co-author, give it a good look. He is one of the most respected chess teachers in the world. One of his latest efforts is *Studies for Practical Players*, written with Oleg Pervakov, and it is available at USCF Sales.

The purpose is to improve calculations and resourcefulness in the endgame. Needless to say, you need to know a little bit more than just how the pieces move, in order to really appreciate the book.

"... fantastic combinations" is how he describes the studies of Alois Wotawa in Chapter 5. How many of you can see a win for white in the following example?

## STUDY BY WOTAWA, 1951



### WHITE TO MOVE

I mean, after all, Black has connected passed pawns, and White's pawns are isolated. Doesn't that give Black the edge?

**1. d6 Be5!**

Keep looking.

**2. Bb8!**

And White is now threatening 3.d7.

**2 ... Bf6 3.d7 Bd8**

If Black tries 3 ... a4, a good combination is 4.Bc7 a3 5.d8=Q Bxd8 6.Bxd8 a2 7.Bf6 and if you know your king and pawn endings, White will win.

Now 4.g4+ Kg6 5.Bg3 does not work in view of 5 ... Kf7! 6.Bh4 Bxh4 7.Kxh4 Ke7 8.g5 Kxd7 and Black is within the "queening square" of the g-pawn.

So ...

**4.Bg3! a4 5.Bh4! Bxh4 6.g4+**

And White will queen the d-pawn and win the game, no matter what Black plays.

Enjoyment while learning. What a great combination!



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**PAWNMOWER CHESS:**

# 1 DOUBLE-DOG DARE YA!

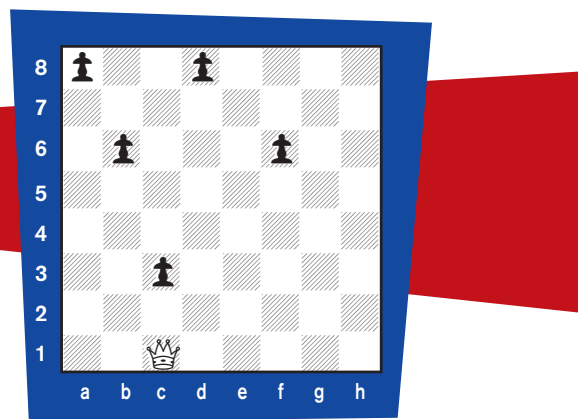
Grandmaster Maurice Ashley is at it again! Volume 3 of *Pawnmower Chess* is due to be released later this month.

You remember the concept: there is one white piece on the board and a bunch of black pawns. Making legal moves, you have to mow down the pawns. Eight pawns—eight moves.

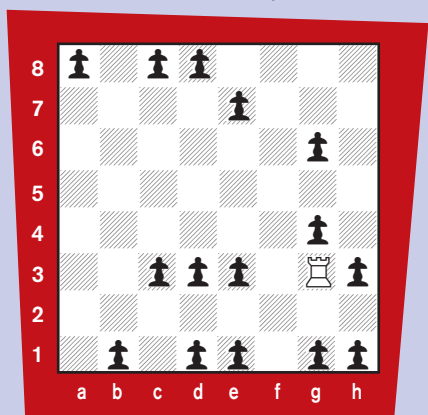
For example:

The answer would be Qc3, f6, b6, d8, a8. Five pawns, five moves.

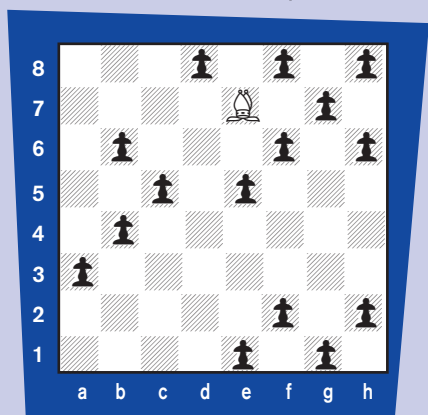
Simple, right? Wrong! At least we think you'll be challenged by Maurice in Volume 3. Send in your answers to: [gpetersen@uschess.org](mailto:gpetersen@uschess.org) and my Gnomes from Outer Mongolia will randomly select a winner. Or two. Or more. You can never be sure what they will do.



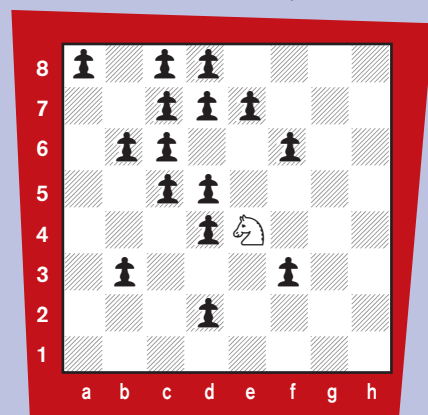
**ROOK – 15 PAWNS, 15 MOVES**



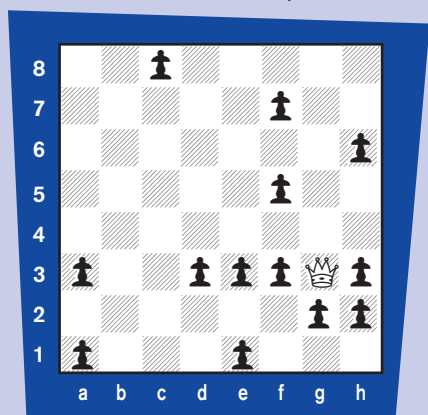
**BISHOP – 15 PAWNS, 15 MOVES**



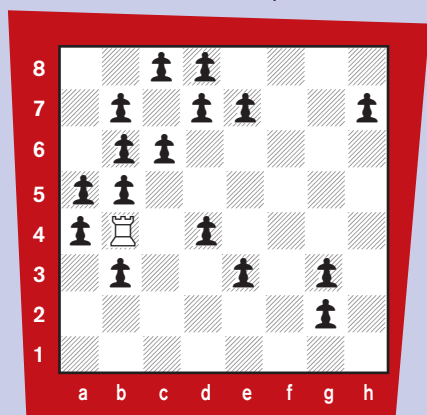
**KNIGHT – 15 PAWNS, 15 MOVES**



**QUEEN – 13 PAWNS, 13 MOVES**



**ROOK – 16 PAWNS, 16 MOVES**



Answer one, or answer them all!  
Just put those little gray cells to work!





# Answers, We've got Answers.

## The Chess Detective (page 6)

**#1** This position is from Catalan Bay, England, in 2007 between Viktor Korchnoi and Irina Krush. Black played **27. ... Qxe4!** and **White resigned**. 28. Nxe4 Rd1+ 29. Rf1 Rxf1 mate.

**#2** This game was between Boris Gelfand and Vladimir Kramnik in Berlin, Germany, in 1996. Black played **28. ... Qa2+!** and **White resigned** because after 29. Rxa2 Rb1 is mate. White's rook is pinned to b1.

**#3** This position occurred in a game with Magnus Carlsen and Hans Harestad in Copenhagen, Denmark, in 2003. Black's f6-pawn is pinned to f7 by White's rook. White played **36. Qxg5+!** **fxg5** **37. Rf7+ Kxh6** **38. Rxh7 mate**. 37. ... Kh8 38. Rxh7 mate also works for White.

**#4** Black's f7-pawn is pinned to the g7-square by White's d7-rook. White played **36. Rxg6!** **Qe5** **37. Qxh5 mate**. 36. ... fxg6 loses to 37. Qc3+ Qe5 38. Qxe5+ Rf6 39. Qxf6+ Kg8 40. Qg7 mate. This was in 1977 in Ilford, England, with Tigran Petrosian and Viktor Korchnoi.

**#5** This position occurred in Peniscola, Spain, in 2002, between Shakhriyar Mamedyarov and Benik Galstian. White figured out that his queen pins Black's g6-pawn to h7. To break in, he played, **21. Nh5+!** **gxh5**. 21. ... Kh7 invites 22. Rf7+ and if either 22. ... Kg8 or 22. ... Kh8, White invades by taking the g6-pawn with his queen. **22. Rf7+ Black resigned**. 22. ... Kxf7 is met by 23. Qh7+ Kf6 24. Ne4 mate or 23. ... Kf8 24. d6 threatening mate on f7 and g8 with his queen.

**#6** This game was between Viswanathan Anand and Magnus Carlsen in Nice, France, in 2009. Black played **25. ... Bxg5!** (25. ... Bxf3 26. Qxf3 Bxg5 is also good for Black.) White cannot take the bishop with the knight by playing 26. Nxb5 because the bishop on d5 pins the knight to h1 where Black would respond 26. ... Rh1 mate. You will also notice that the pawn on f4 is pinned to the h2-square by Black's queen. If 26. fxg5, Black regains the piece by playing 26. ... Bxf3 because of 27. Qxf3 Qh2 mate! The game

continued **26. Qg3 Be7** **27. Bg2 g5** **28. Nxb5 Bxg5** **29. Bxd5 Rxd5** **30. Qxg5 Qf7** **31. Kf2 Rh2+** **32. Kf1 Rd8** **33. Qg3 Qc4+** **34. Kg1 Rxb2** **35, White resigned**.

## What's the Problem? (Page 7)

Solutions:

1. c7+
2. a7+
3. N(b4)-d5 Ka7 2. Nc8+
4. c7+ K-a7 2. c8=N+
5. N(b7)-d6+ Ka8 2. Nc7+

## WIN OR DRAW! (Page 8)

1. **DRAWN!** ! And Black even gets to queen first. The stalemate theme occurs two different ways: **1. c6 c2** **2. c7 c1=Q** **3. Nc4 Qxc4** (3. ... Nb6 4. Kxb6 Qxc4 5. Kb7 Qb5+ 6. Ka7 Qc6 7. Kb8 Qd6 8. Ka8) **4. c8=Q Qxc8** and **2. Nd3? Kxd3** **3. c7 c1=R!!** **4. Kb7 Rb1+** **5. Ka8 Nb6** wins for Black. A study by Behting.

**2. WHITE WINS!** **1. Nd6 Rxe7** **2. Nc4+ Kb3** **3. Na5+ Ka3** **4. Bf2** wins as its either mate or loss of the rook and the game.

**3. WHITE WINS!** There's a trick to this, though. Did you see it? **1. Bd4+ Ka8!** (1. ... Kb8 2. c4 Nd2 3. c5 Nb3 4. c6 Nxd4 5. c7+; 1. ... Ka6 2. c4 Nd2 3. c5 Nb3 4. c6 Nxd4 5. c7) **2. c4 Nd2** **3. c5 Nb3** **4. c6 Na5** **5. c7 Nc6** **6. c8=R+!!** (queen promotion is a stalemate) **6. ... Nb8+** **7. Kd8** and the Black king can now get out on b7.

**4. WHITE WINS!** You have to remember your king and pawn lessons here: **1. Kd5 Kb7** **2. a8=Q+ Kxa8** **3. Kc6 Kb8** **4. b7** and the pawn will queen.

**5. DRAWN!** **1. Rb1 Kh7** **2. Kf7 Kh6** **3. Kf6 Kh5** **4. Kf5 Kh4** **5. Kf4 Kh3** **6. Kxf3 Kh2** **7. Kxe3 c2** **8. Rh1+ Kxh1** **9. Kxd2** The mate threats defeat the four connected passed pawns! Study by Fritz.

**6. WHITE WINS!** **1. Nh5** (threatens Nf6 with Rxh7 mate) **1. ... Rb5+** (1. ... Kg8 2. Nf6+ Kf8 [2. ... Kh8 3. Rxh7# The Arabian Mate] 3. Nd7+ wins the rook.) **2. Ke6 Rxh5** **3. Kf6 h6** **4. Kg6 Rg5+** **5. Kxh6 g3** **6. Kxg5 g2** **7. Ra1**. Study by Blandford.









## Tournament Life

### Apr. 3, PCL April Quick Quads (QC)

3RR, G/15. Wm. Pitt Union, Univ. of Pittsburgh, 5th Ave. & Bigelow, Pittsburgh, PA 15213. **EF:** \$10, \$7 Jrs. \$20 to 1st/quad. **Reg.:** 11-11:15am, **Rds.:** 11:30am-Noon-12:30pm. **Info:** martinak\_tom\_m@hotmail.com, 412-908-0286. W.

### Apr. 4, Collegetown Quads #7

South Elementary School, Collegetown, PA. See [www.silverknightschess.com](http://www.silverknightschess.com) for complete information or to register.

### Apr. 9 - 10, 2011 PA State Amateur Championship

Comfort Inn, 58 SR 93, West Hazleton, PA 18202, 1/2 mile from Exit 145 off I81. 2 sections: **Champ (Sat & Sun):** Open to U2200. 5SS, G/90. **Rds:** 10-1:30-5, 9-30-1. **EF:** \$20 rec'd by 4/8, \$30 later. **Trophies:** 1-3, U1800, U1600, U1400, U1200/Unrated, School Team (top 4 scores). Top 2 receive entry into 2011 PA Champ. Title to top PA resident. **Scholastic (Sat only):** unrated or U1400 in grades K-12. 4SS. G/40. **Rds.:** 10-11:30-1-2:30. **EF:** \$15 rec'd by 4/8, \$20 later. **Trophies:** 1-2, U1000, U800/Unrated, School Team (top 4 scores). **All: Reg.:** 9-9:45am, PSCF \$5, OSA. **HR:** 570-455-9300, 1-877-424-6423, \$68.95. **Ent/Info:** GHACC, c/o Michael Jemo, 128 Forest Hills Acres, Hazle Twp., PA 18201, jem023@ptd.net, 570-455-9261. W. **Chess Magnet School JGP for Champ. Section.**

### Apr. 20-24, 21-24, 22-24 or 23-24, 22nd Annual Philadelphia Open

See [ChessLife.com](http://ChessLife.com) or [www.chesstour.com](http://www.chesstour.com).

### June 28-July 4, June 30-July 4, July 1-4 or 2-4, 39th Annual World Open

See [ChessLife.com](http://ChessLife.com) or [www.chesstour.com](http://www.chesstour.com).

## Rhode Island

### Feb. 5, Central Falls BK & Mar. 13 Lasalle Open

4SS, G/30. Trophies top 3 in each Section: 11&U and 14&U (unrated), Open (rated). **EF:** \$14 Advance, \$18 at site. **Reg.:** [www.richess.org](http://www.richess.org), email: rhodeislandchess@yahoo.com, (401)359-1602.

### A State Championship Event!

#### Mar. 26, R.I. State Scholastic Championship

4SS, G/30. Open to out of state players. Trophies top 3 in each Section: K-4, 5-6, 7-8, 9-12. **EF:** \$22 Advance, \$35 at site. **Reg.:** [www.richess.org](http://www.richess.org), rhodeislandchess@yahoo.com, (401)359-1602.

## Tennessee

### A State Championship Event!

#### Apr. 9, Tennessee All-Girls Scholastic Championship

5SS, G/40. Montgomery County Civic Hall, 350 Pageant Ln., Clarksville, TN

37040. **Two Sections:** Championship Section open to all TN girls, **EF:** \$15 pstmtd by 4/5/11, \$25 later. Section rated, USCF and TCA membership req'd., Competition Section open to all girls, **EF:** \$12.00 if pstmtd by 4/5/11, \$20.00 later, Section not rated, no membership req'd., Both sections have 3 Divisions: Age 18 & under, Age 14 & under, Age 10 & under, Trophies 1st - 5th place, medals 6th - 10th place, plus prizes to 1st place in each division. **Rds.:** both sections: 9, 10:30, 12, 1:30, 3, Playoff if needed: G/10, G/5, Coin toss. Winner of 18 & under in Championship Section will be crowned TN All-Girls State Champion and receive **Grand Prize** of partial scholarship to college of choice. **Special events:** Chess vendor, Exhibitors, Free games analysis by NM. Inq.: clarksvillechessclub@charternet.net. **Ent:** Clarksville Chess Club c/o Roy Manners, 1215 Cumberland Hgts. Rd., Clarksville, TN 37040. **Online:** [www.tnchess.org](http://www.tnchess.org) Hotel: (closest) Riverview Inn, 931-552-3331, (recommended) Courtyard by Marriott, 931-551-4480.

### Apr. 29-May 1, 2011 National High School (K-12) Championship

See Nationals.

## Texas

### Feb. 26, 2011 Ed Gurukul Irving/Valley Ranch George Washington Scholastic Chess Championships

9400 N. MacArthur, Ste 140, Irving, TX 75063. 214-235-6214, 1-877-923-9400. All Sections USCF Rated. 4 Rounds, G/30/5. **Rated Sections:** K-1, K-3 Primary Open, Elem U500, Elem Open, MSHS. **Open/Trophies:** Top 3 Ind at Section/Top 3 Teams. **Overall/EF:** \$15 if received by 11-29-2010 else \$25 CC Payments add \$2.50. **Reg.:** 1-1:45PM, Rd. 1 2:00PM, All Others ASAP. **Reg Forms:** PlanoChess.com, email forms to: tournament@edgurukul.com, chess@edgurukul.com or mail to: Ed Gurukul Institute, 4054 Legacy, Suite 100, Plano, TX 75024.

### Mar. 4-6, SPNO for Boys and Girls (AZ)

See Arizona or [www.polgarevents.com](http://www.polgarevents.com).

### May 6-8, 2011 National Elementary (K-6) Championship

See Nationals.

## Vermont

### Mar. 25-27 or 26-27, 22nd Annual Vermont Resort Open

See [ChessLife.com](http://ChessLife.com) or [www.chesstour.com](http://www.chesstour.com).

## Virginia

### Feb. 13, February Freeze

4SS, G/30. Our Lady of Good Counsel School, 8601 Wolfltrap Rd., Vienna, VA 22182. **Sections:** K-6 U/500, K-12 U/900, K-12 Champ. **EF:** \$25 online

by Wed; \$35 on-site 12:00-12:30. **Rds.:** 1:00, then ASAP. **Prizes:** trophies to top individuals & schools; **Free game analysis.** See [www.silverknightschess.com](http://www.silverknightschess.com) to register.

### Mar. 5, State Warm-Up

4SS, G/30. Providence RECenter, 7525 Marc Dr., Falls Church, VA 22042. **Sections:** K-6 U/500, K-12 U/900, K-12 Champ. **EF:** \$25 online by Wed; \$35 on-site 1:15-1:30. **Rds.:** 2:00, then ASAP. **Prizes:** trophies to top individuals & schools; **Free game analysis.** See [www.silverknightschess.com](http://www.silverknightschess.com) to register.

### Mar. 18, Virginia Scholastic & Collegiate Friday Night Blitz (QC)

4/5 SS, G/5. Round 1 at 6PM. Same location as VA State Scholastic & Collegiate Championships (see separate TLA). Organized by VA Chess Federation. Virginia residency NOT required for Blitz. Online registration, eligibility, other details and hotel info at [www.vachess.org](http://www.vachess.org) or [www.vs.chess.org](http://www.vs.chess.org). **Questions to:** Mike Hoffpauir, mhoffpauir@aol.com, or 757-846-4805.

### Mar. 19, Scholastic Quads #6

**NOTE VENUE CHANGE:** Franklin Sherman Elementary School, 6630 Brawner St., McLean, VA 22101. **Time Control:** G/30. **EF:** \$20 online by Wed; \$30 on-site from 1:30-1:45. Check-in is MANDATORY for all pre-registered players, and must be complete by 1:45. Players that have not checked in by 1:45 will not be placed in a quad, even if they signed up in advance. **Rds.:** 1:45pm, then ASAP. **Prizes:** trophy to winner of each quad. See [www.silverknightschess.com](http://www.silverknightschess.com) to register.

### A State Championship Event!

#### Mar. 19 - 20, Virginia State Scholastic & Collegiate Chess Championships

6SS, Rds. 1-3 G/60; Rds. 4-6 G/90. Grafton Middle & High School, 405 Grafton Dr., Grafton, VA 23692. Organized by VA Chess Federation. **Blitz Championships Friday** at 6PM before the main tournament (see separate TLA). **Main tournament** is Saturday and Sunday, March 19-20. Players must be K-12 or College players attending school or college full time in Virginia as of Jan. 2011, or must be Virginia residents. Virginia residency is NOT REQUIRED for the Blitz Tournament. **Online registration, eligibility, other details and hotel info at:** [www.vachess.org](http://www.vachess.org) or [www.vs.chess.org](http://www.vs.chess.org). **Questions to:** Mike Hoffpauir, mhoffpauir@aol.com, or 757-846-4805. **Chess Magnet School JGP.**

### Mar. 26, Liberty Scholastic #2

4SS, G/30. Liberty Elementary School, 25491 Riding Center Dr., South Riding, VA 20152. **Sections:** K-6 U/500, K-12 U/900, K-12 Champ. **EF:** \$25 online by Wed; \$35 on-site 12:00-12:30. **Rds.:** 1:00, then ASAP. **Prizes:** trophies to top individuals & schools; **Free game analysis.** See [www.silverknightschess.com](http://www.silverknightschess.com) to register.

# THE GNOMES FROM OUTER MONGOLIA:

## THE QUEST FOR MI-NESS-OT-A

This is a tale of a fateful trip, aboard a ting ship. It all began in the highlands of Finnmark, in Norway. Around 900 A.D., a small group of gnomes (they really do exist) decided they were going to test their skills in a Nine Man Morris tournament which was going to be held on the Isle of Lewis.

Never having left their mountainous homes before, they relied on directions from a retired Viking. As they sailed out to sea through the Porsangen fjord, they soon realized they had another problem. Now it is well known that gnomes are directionally challenged. Go up a mountain, go down a mountain—no problem. But ask them to go around a mountain—BIG problem!

They were making progress. They just got the hang of this left-right concept, and east-west (something to do with the sun), but the sea-

going Viking was talking port and starboard! What is that all about?

"Keep the land portside, and you'll have clear sailing to the Isle of Lewis," wrote the Viking. Well, it was noon, so that east-west thing was no good. After much kibitzing, they turned—right.

### THE TREK

After many months at sea, the gnomes began to think something was wrong. After all, the Viking said it was just a three hour trip to Lewis. They decided to—turn right—and sail up one of the many rivers they encountered. They chose the Amur River, but their wave-weary little ship had reached its limit.

They continued on foot until they reached a formidable structure. "We'll just follow it. It has to lead somewhere." It didn't. But at the end of the wall, they crossed over to the

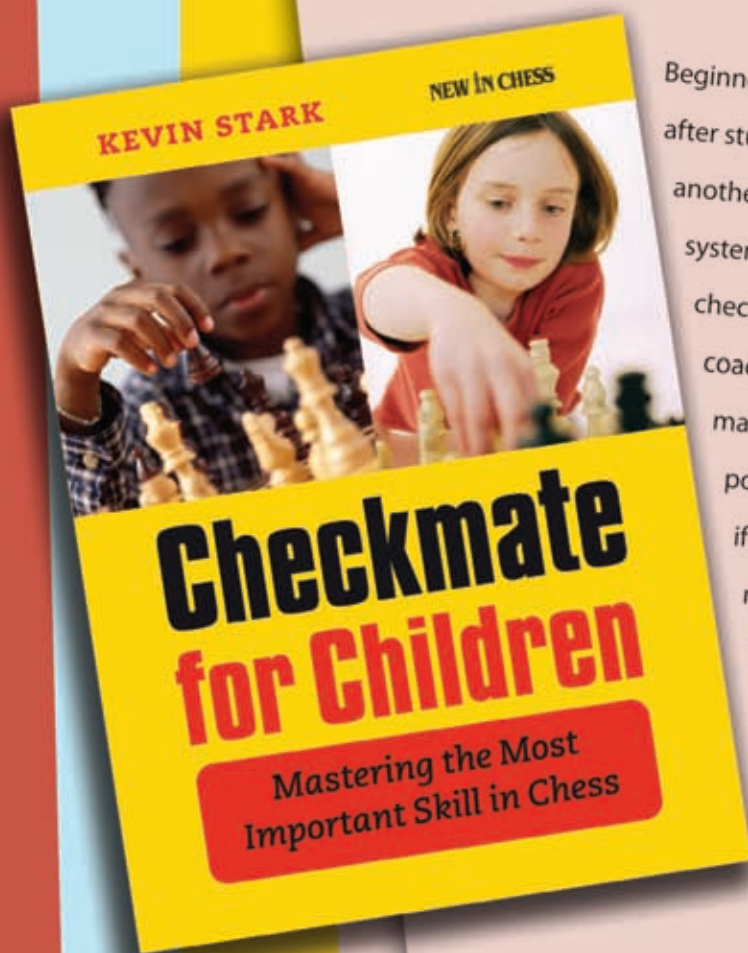
other side and continued their trek. Eventually, they found a band of nomadic travelers who seemed to know where they were going.

They liked the land. The short summers and long winters reminded them of their beloved Norway. The people, called Mongols, played a game similar to Nine Man Morris, called *xiangqi* or Chinese chess. After many long winters, our travelers, now known as the gnomes from Outer Mongolia, mastered *xiangqi*, so they merged elements of the game with Nine Man Morris and invented a more challenging variation of both games.

One day, they came across another band of travelers riding strange looking horses with large humps. Since the Mongols were always racing somewhere on horseback, our gnomes decided to join the travelers who were going at a much slower pace.

Cont'd on pg. 13 

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Beginners of all ages will win more games after studying this easy-to-follow book. This isn't another random collection of puzzles, but a systematic course that teaches you how to checkmate your opponent. Experienced chess coach Kevin Stark explains elementary mating patterns in all the important positions and provides many tests to see if you have really mastered the technique. A fun book and a great help in achieving the ultimate goal in chess.

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## NATIONAL JUNIOR HIGH (K-9) CHAMPIONSHIP

April 15-17, 2011

Hyatt Regency Coumbus

350 North High Street

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614-463-1234 or 800-233-1234

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May 6-8, 2011

Hilton Anatole

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Dallas, Texas 75207

214-748-1200

Chess Rate: \$120 per night



For more details visit [www.uschess.org](http://www.uschess.org)