

August 2011

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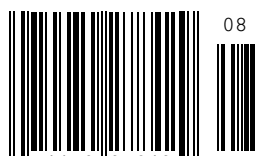
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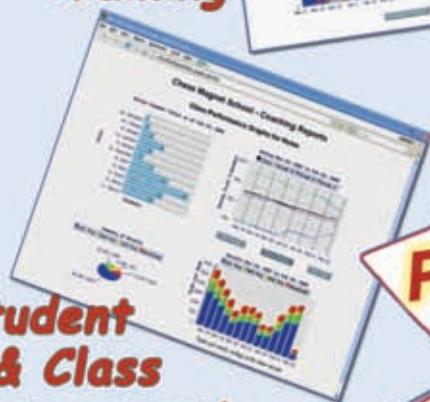
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COVER AND ILLUSTRATIONS FOR PAGES 14-16 BY MIKE MAGNAN

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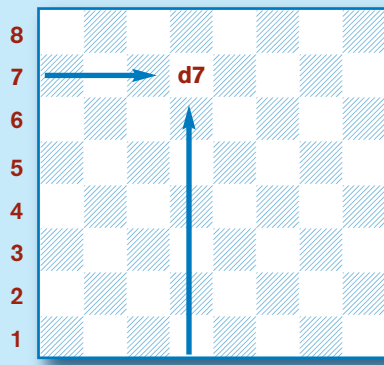
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HOW TO Read & Write Chess

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. ... 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



GREMLINS AT WORK!



This is not Dachey Lin. THIS is Andrew Tang, a member of the Trophies Plus All America Team. We apologize for the mix-up. Gremlins at work!

HOP HOP CHESS



Do you recognize the lady on the right? Think of Bart, Nelson, and Ralph! Nancy Cartwright took part in a panel discussion at the Hip-Hop Chess Federation Spring Classic, held May 14th. Daniel Naroditsky (left) gave a quick simul at the event, hosted by Adisa

Banjoko (center). You can read all about the event at: www.hiphopchessfederation.wordpress.com.

And here is a short impression by Susan Marley, who attended with her son:

I had the pleasure of attending the Hip-Hop chess demonstration given at the Alum Rock youth center in San Jose, California. I brought along my 9-year-old son Ricky who has autism to witness the event. I haven't attempted to teach Rick to play chess yet. Even though chess is a love of mine, Rick has limited speech and so its difficult for him to translate what we are asking of him. He however is riveted watching other children play chess and generally quiets down and watches the intense play.

This weekend was no different. We had the amazing privilege of watching International Master Daniel Naroditsky play 11 simultaneous games against as many opponents.

This is the first time I have witnessed this sort of a demonstration and even though I was videotaping it, I found myself absorbed. The things that impressed me about it the most? That would have to be Daniel's incredible focus, quick ability to snap to and adjust to each new board as he moved to in round robin style, and his lightning reaction speed making moves after his opponents moved. Only a few times did I see him hesitate as he debated the course of action. I was also amazed at Daniel's displayed judgment.

Daniel was gracious to his opponents, treating the children he was playing with a more gentle approach and taking the adults head on. He gently pointed out to opponents that did not realize it yet that they were in check as for some they apparently missed that in the heat of battle.

All 11 games were over in less than twenty minutes. It makes me wonder at the limits of the human mind. When properly programmed at a young age, what snap critical analysis can you have? What sound sportsmanship can you develop? And what empathy for your fellow students will you grow?

Daniel clearly is on an exemplary path and I applaud his father who has made his career all possible. It's clear the young champion is a model citizen as well as an amazing talent.

TALES OF THE Arabian KNIGHTS

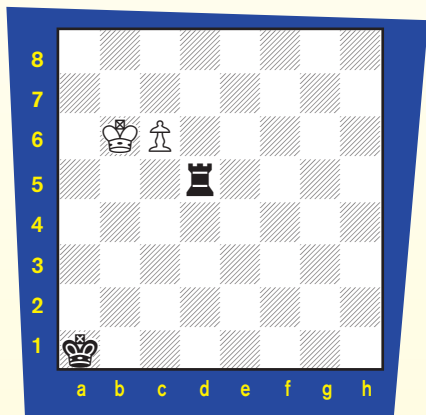
BY RICK KENNEDY Illustrations by Pamela Key



Nothing is Simple

The King was busy doing whatever it is that kings do when they are busy. "Nothing is simple these days!" he complained.

"How true, Your Majesty," she said. "Perhaps you should take a break. I have a situation that might distract you." She placed before the King the following problem.



"White to move, wishes to win," she said.

"With only a pawn against a rook," the King said, seating himself in front of the chess board, "the first move must be obvious."

1. c7

"Now Black must deal with the threat of White queening the pawn," he continued. "There is no chance to race the rook to the eighth rank and

stop it. Running to the first rank will only work if the white king foolishly wanders onto the c-file, when Black's rook can attack the new queen along the c-file, through the monarch."

"Just so," she said.

"So, Black must check," said the King.

1. ... Rd6 2. Kb5...

"It would do White no good to move his king to b7," he said, "as Black could pin the pawn with Rd7, and then exchange his rook for it."

"Your Majesty is correct. The goal is for White to win, not merely draw."

2. ... Rd5+ 3. Kb4 Rd4+ 4. Kb3 Rd3+ 5. Kc2 ...

"What now? What now?" The King muttered. "Nothing is simple..."

"True," she said.

Then, with an "Aha!" the King played

5. ... Rd4

"This way, if White promotes his pawn to a queen with 6.c8=Q, Black

has the saving 6. ... Rc4+, which either wins the queen or forces 7.Qxc4, stalemate. Very nice. This idea works against 4. Kc3, too—Black plays 4. ... Rd1 and if 5. Kc2, then 5. ... Rd4 again."

"And if White promotes to a rook?" she asked.

6. c8=R

The King smiled. "White threatens checkmate along the a-file. Therefore,"

6. ... Ra4

"But now," the King continued, "White has

7. Kb3

"Either winning Black's rook or checkmating Black's king."

"And that is how White wins," she said.

"Indeed," said the King. "Not simple—but nice."

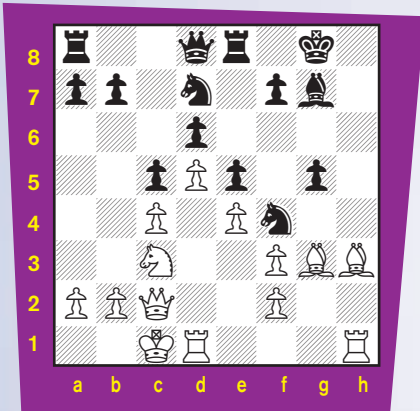
(The King has solved the famous Saavedra position from the 19th century.)

WHAT'S THE QUESTION?

by National Master Daniel Gurevich

Q: **Charles Blair**
SIMPLE CHESS, by Michael Stean, uses a game between Benko and Najdorf as an example illustrating the importance of "outposts." After

1. d4 Nf6 2. c4 c5 3. d5 d6 4. Nc3 g6 5. e4 Bg7 6. Be2 0-0 7. Nf3 e5 8. Bg5 h6 9. Bh4 g5 10. Bg3 Nh5 11. h4 Nf4 12. hxg5 hxg5 13. Bf1 Bg4 14. Qc2 Bxf3 15. gxf3 Nd7 16. 0-0-0 Re8 17. Bh3



Najdorf played 17. ... Nxf3 and Benko won by doubling rooks and Nd1-e3-f5. In the tournament book, Reshevsky says that ... Nxf3 is forced, and Stean agrees ("If the bishop is not taken, ... Bf5, Rh2, Rh1, Nd1-e3-f5 ... sure to find a win fairly quickly.")

I tried using a computer to see more details of the winning plan (the position does not seem to involve a combination) after 17. Bh3 Nf8 18. Bf5, but the machine continued with 18. ... N8g6 19. Rdg1 Rb8 20. Kb1 a6, drawing much later by repetition of moves. Since 19. Rdg1 did not seem part of the Stean plan, I asked the machine to

continue after 19. Rh2 instead, but the result (19. ... Nh4 20. Bg4 Bf6 21. Kb1 Kg7) did not seem convincing.

I hope you can explain how White makes a plan for the position after 17. ... Nf8. Is this a position a master would expect to win, even against a higher-rated opponent?

Has anybody tried to popularize endgame studies at the scholastic level? The small number of pieces might make them attractive, at least for some students.

A: As you have correctly noted, 17. ... Nxf3 is not "forced," but rather only one of Black's possibilities. After both the game continuation and 17. ... Nf8, the position is significantly better for White, but it is not easy to make progress. Also, you noticed that White's plan after 17. ... Nf8 should be 18. Bf5, followed by Rdg1; eventually, Bxg6 should lead to a structure similar to what happened in the game, with a similar plan (Nc3-d1-e3-f5). Pal Benko as white would certainly have very good winning chances, but with accurate defense for black, there is still a fighting chance.

As for your second question, in the Soviet school of chess instruction, the first step is to learn the most basic endgames, rather than middlegame positions or openings. After that, the student solves simple endgame studies. The series *Comprehensive Chess Endings* by Yuri Averbakh has been a staple in Russia for decades and was translated into English in the early 1980s.

Q: **Victor Yu**
 Here's my question:
 In the game of chess, there are lots of openings I notice such as the Sicilian, Queen's Gambit and Ruy Lopez. I wonder if you know how many openings there are. I also want to know what the first opening created was and the most and least common openings. I wonder this since in the chess tournaments, I always see people play the same openings. Thanks!

A: *The Oxford Companion to Chess* lists 1,327 openings and variations. With such a gigantic number, you have to be creative in naming openings, which is why there is a Kangaroo Defense, Lobster Gambit, Giraffe Attack, and a Crab Opening. Although the concept of the opening is older than chess itself, the first known chess games mostly started from the Italian Game. As for the most common opening, there are over 500,000 games in the Sicilian Defense in my database, compared to 100,000 in the Ruy Lopez and 25,000 in the Italian Game. The least common opening is perhaps the subject of the most debate. It is quite possible that a new opening is invented every day. With so many openings contending for the title of the least common, there is probably not one winner, but tens or even hundreds.

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



The Chess Detective

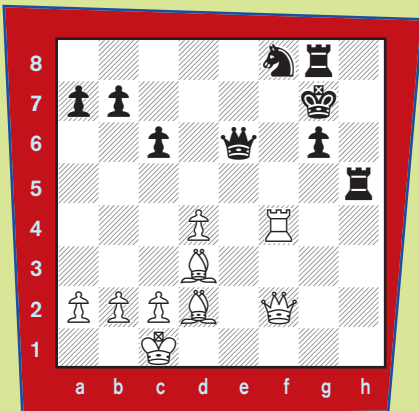
by NM Todd Bardwick

CLEARANCE SACRIFICE PROBLEMS

In the April edition of *Chess Life for Kids*, we looked at some examples of how a clearance sacrifice can free up a key square that another one of your pieces wants to move to. You can identify a possible clearance sacrifice when you dream about where each one of your pieces want to go. Clearance sacrifices can add a powerful weapon to your tactical weapon's toolbox.

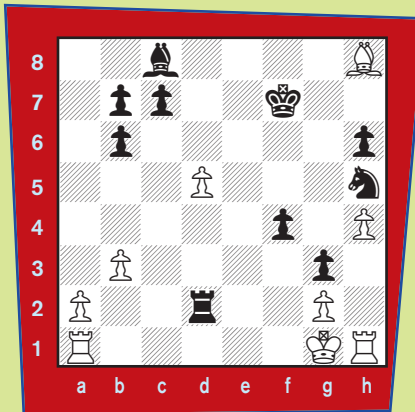
Now it is your turn! Can you figure out how to win these positions by finding the clearance sacrifice?

#1



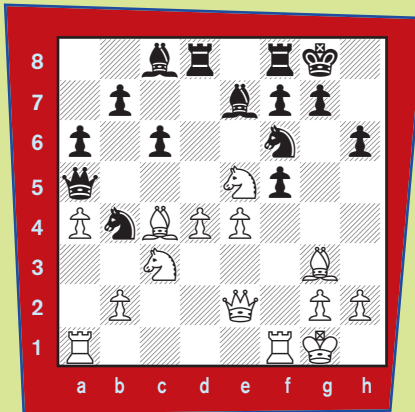
Position after 29. ... Qxe6 (P)
White to move

#2



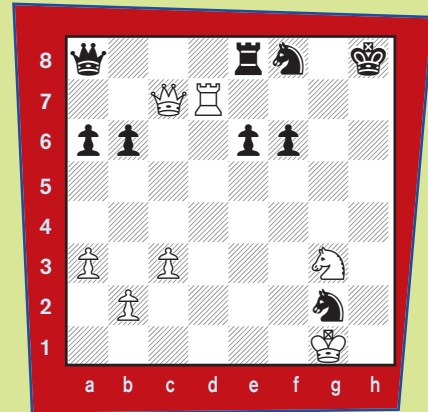
Position after 22. Bxh8 (R)
Black to move

#3



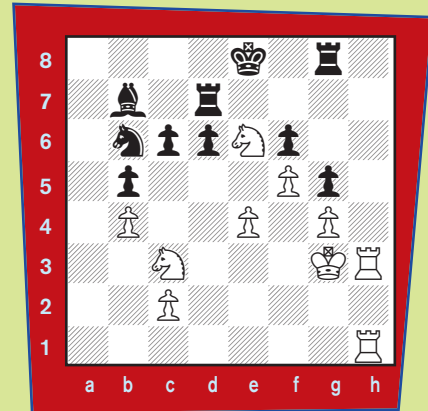
Position after 18. ... exf5 (P)
White to move

#4



Position after 49. ... Nf8
White to move

#5



Position after 34. ... Bb7
White to move

#6



Position after 16. ... c6
White to move

Todd Bardwick

is the author of

Chess Strategy Workbook:

A Blueprint for Developing the best plan.

He can be reached at www.ColoradoMasterChess.com



Solutions on pg. 11



What's the Problem?

By Stanley Kravitz

Chess is a game that has developed over many centuries. It is one of the most interesting and difficult games ever invented. Computer video games may offer more exciting action games but they usually lack the chance to develop long range strategies that can be used to finish off opponents with aggressive and beautiful tactics.

Over the centuries chess has created its own language using some words that are unique and that do not appear in most dictionaries. The word "sac", short for sacrifice, is one such word. The words "sac, sac and mate" were used by Bobby Fischer to describe the finish of some of his most exciting games.

A related phrase, "Greek gift" is used to describe a piece that is offered but if taken leads to a lost game. This may have got its name from the story of the Trojan horse, although some think the source could have been an Italian player Gioachino Greco who wrote about sacrifices on h7.

When a sacrifice is made it usually makes everyone watching excited. The reason is that a surprise sacrifice appears to give away something for little in return. It also makes the position much more interesting and memorable.

The best known game with several sacs is the "Immortal Game" played in 1851 between Adolf Anderssen and Lionel Kieseritzky. Anderssen sacs both rooks, a bishop and his queen to deliver checkmate. If you have not seen this amazing game you should check it out. The full animated game is in Wikipedia.

These five puzzles all require a sac or a Greek gift. They are all miniatures with less than seven pieces on the board.

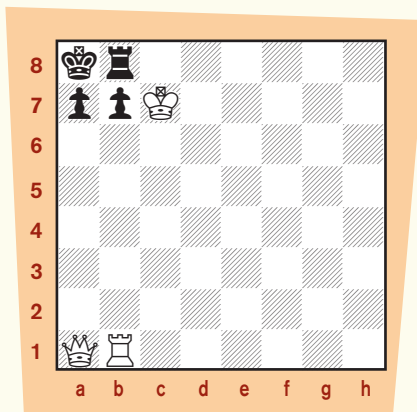
If you can solve a problem in **under 1 minute** give yourself 4 points. Solve in **under 2 minutes** give yourself 3 points. Solve in **under 5 minutes** 2 points. **Over 5 minutes** give yourself 1 point.

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

Puzzle 1.

White to move and mate in two.

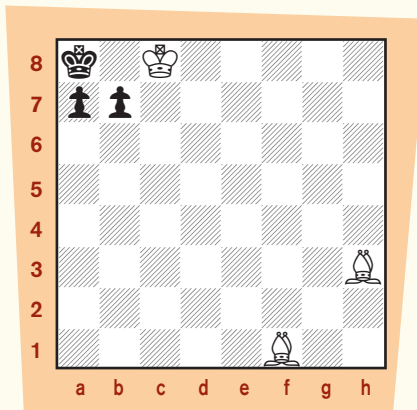
This sac is fairly easy to see.



Puzzle 2.

White to move and mate in two.

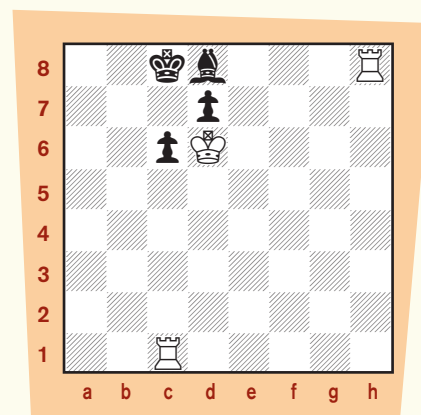
The position is legal. Have you ever seen two same colored bishops in a game, let alone delivering a checkmate?



Puzzle 3.

White to move and mate in three

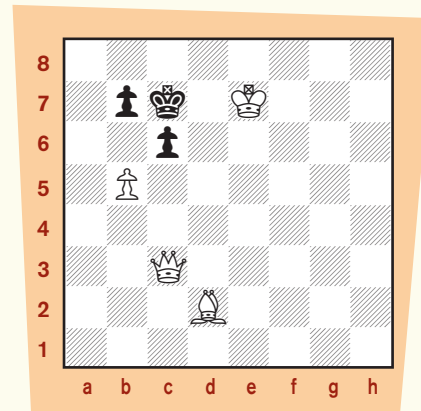
Those two rooks are menacing. Maybe one could be sacrificed.



Puzzle 4.

White to move and mate in two.

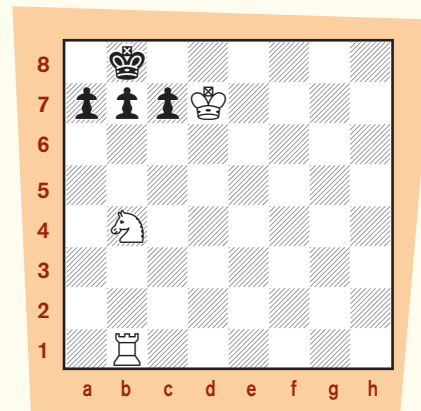
Nothing fancy here. Just find the right piece to sac or offer as a Greek gift.



Puzzle 5.

White to move and mate in three

Only a sac will checkmate in three.



Solutions on page 11 

WIN OR DRAW?

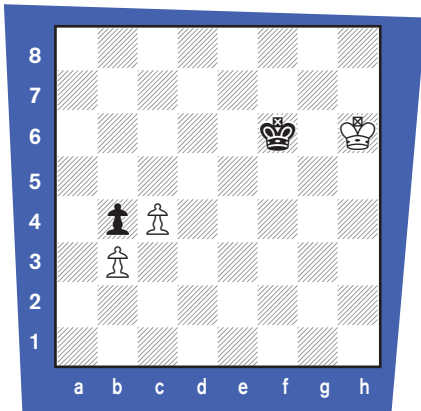
by Pete Tamburro

You know the drill. Is this position a win or a draw? If it's a win, who's it a win for—White or Black?

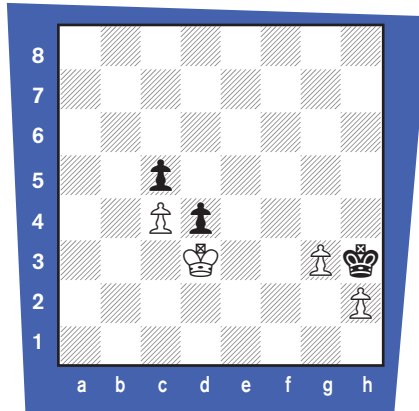
Not down what you think the best continuation would be right after you put down whether White wins, Black wins or it's drawn.

If you like middlegame puzzles you can go to www.arcamax.com and go to games and then chess puzzles.

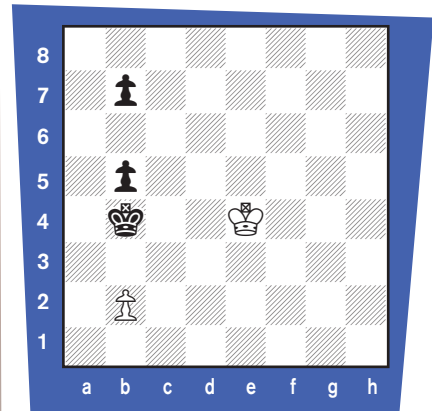
Position One: White to Play



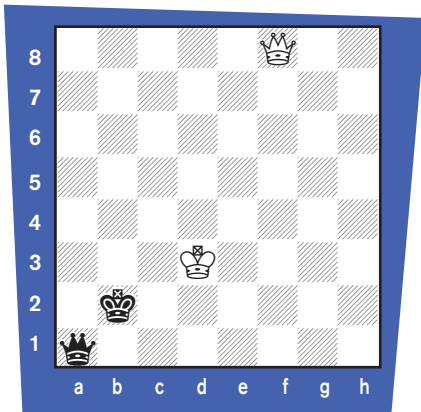
Position Three: White to Play



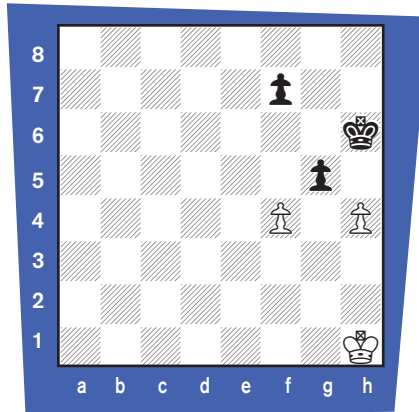
Position Five: White to Play



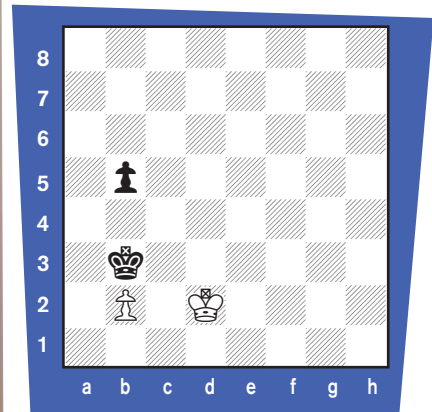
Position Two: White to Play



Position Four: White to Play



Position Six: White to Play



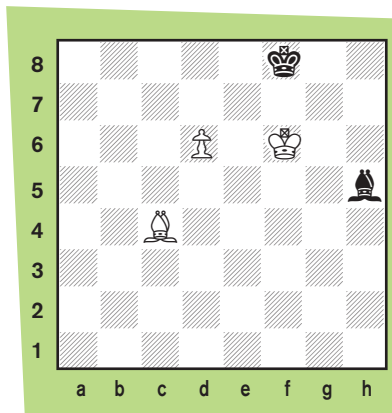
Answers on page 11 



Answers, We've got Answers.

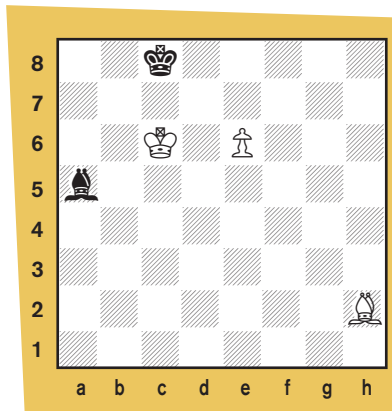
Solutions from June 2011

Win or Draw



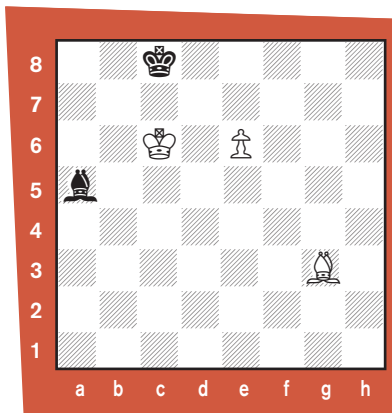
Position One:
WHITE WINS! It's tricky. **1. d7 Be8 2. d8=B!!** (2. d8=Q Ooops! Stalemate!!) **2. ... Bf7 3. Be7+ Kg8 4. Bxf7+ Kh7** (4. ... Kh8 5. Bf8 Kh7 6. Be6 Kh8 7. Kf7 Kh7 8. Bf5+ Kh8 9. Bg7#) **5. Bf8 Kh8 6. Be6 Kh7 7. Kf7 Kh8 8. Bg7+**

Kh7 9. Bf5# Aside from the underpromotion idea which avoids the stalemate, note how White, with the two bishops, keeps the black king shuttling between h8 and h7 while he sets up the mate. A study by O. Dehler, 1921.



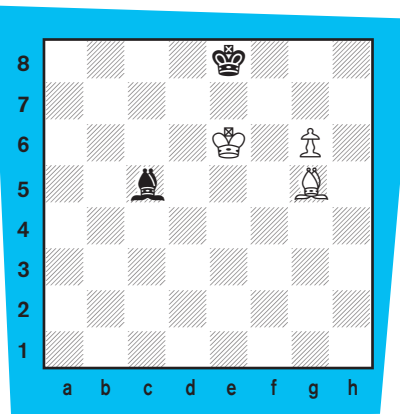
Position Two:
DRAW! Black has to be very alert here. **1. e7! Bd8! 2. e8=N** (2. e8=Q stalemate; 2. e8=B Ba5 and White can't force the mate; 2. e8=R stalemate) **2. ... Bh4** (You can't just go anywhere: 2. ...

Ba5 3. Nd6+ Kb8 4. Nb7+) **3. Bc7 Be7 4. Ng7 Bd8 5. Bf4 Bc7 and White can't make any progress.** Study by Centurini, 1847.



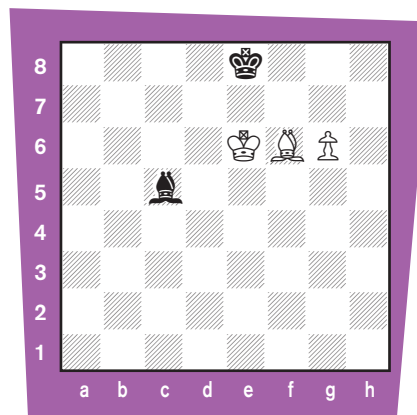
Position Three:
WHITE WINS! Just one little square difference in the setup from position two! **1. e7 Bd8 2. e8=B Bc7** (2. ... Bf6 3. Bc7 Be5 4. Bd7#; 2. ... Ba5 3. Bd7+ Kd8 4. Bh4#) **3. Bd7+ Kb8** (3. ... Kd8 4. Bh4#—that's why

the bishop on g3 is better than a bishop on h2) **4. Bxc7+ Ka8 5. Bc8 Ka7 6. Bd6 Ka8 7. Kc7 Ka7 8. Bc5+ Ka8 9. Bb7#** Centurini, 1856.



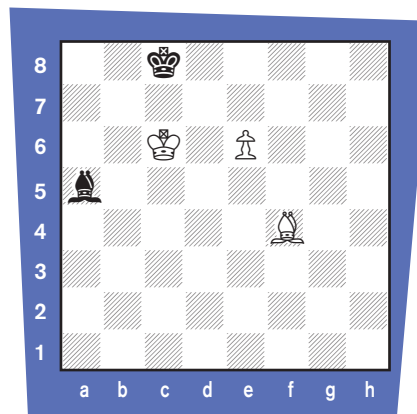
Position Four:
WHITE WINS! **1. g7 Bf8 2. g8=B** (2. g8=N Ba3 3. Nf6+ Kd8 and the bishop is far away from the knight winning it with a discovered check.) **2. ... Be7 3. Bf7+ Kd8 4. Bxe7+ and will mate with the two bishops. O.**

Dehler, 1911. We are curious about one thing though. Did you look at: **1. Be3 Bf8!** (1. ... Bxe3 2. g7 Kd8 3. g8=Q+ would win.) **2. Kf6** (2. Bf4 Bg7 3. Bd6 Bh6 4. Be7 Bg7 5. Bc5 Bh8=) **2. ... Bb4 3. Bd4** (3. g7 Bc3+) **3. ... Kf8 or 1. Be7 Bd4 2. Bf6** (2. Bd6 Bg7) **2. ... Bxf6 3. Kxf6 Kf8** (ah, the opposition!) and decide they didn't work? Good job!



Position Five:
DRAWN! **1. g7 Bf8 2. g8=B Bb4 3. Bf7+ Kf8** and there's no place to trap the black king. This is really interesting: **1. Be7 Bd4 2. Bd6 Bg7 3. Kf5 Bb2 4. Be5 Bc1!** (A big no-no would be 4. ... Bxe5 5. Kxe5 Ke7 [5. ... Kf8 6. Kf6] 6.

Kf5 Ke8 7. Ke6 Kf8 8. Kf6 Kg8 9. g7 Again, the opposition is so important.) **5. Kf6** (5. g7 Kf7) **5. ... Kf8** and White can't get through. Falco, 1919.



Position Six:
WHITE WINS! **1. e7 Bd8 2. e8=B** (2. e8=N Bh4) **2. ... Bc7 3. Bd7+ Kb8 4. Bxc7+ and you know how this ends.** O. Dehler. Hope you learned something about bishop and pawn endings!

What's the Problem?

Solutions: 1. Kc7; 2. Qe7; 3. Qa5; 4. Qb2 followed by the white king taking all Black's rook pawns; 6. Qa3 the only way past the pawns followed by 2. Qd5.

And congratulations to Sidharth Vadduri of Texas. His entry was selected by our faithful Gnomes and he will receive a copy of Maurice Ashley's *Pawnmower III*.

Answers,

The Chess Detective

(page 7)

#1 This position occurred between Robert Hess and Alexander Ivanov at the 2008 Foxwoods Open. Note that if White's d-pawn was gone, Bc3+ would be decisive for White. White even gains a tempo by sacrificing the pawn to clear the diagonal by playing **30. d5! Qxd5 31. Rf7+** (not quite as good is 31. Bc3+ Kh6 32. Rxf8 winning a piece) **Resigned** because 31. ... Qxf7 32. Bc3+ wins Black's queen.

#2 This position occurred in Hastings in 1901 between Juan Corzo and Jose Raul Capablanca. Black clears out the f4 square for his knight by playing **22. ... f3! 23. gxf3 Nf4 24. Be5 Rg2+ 25. Kf1 Rf2+ 26. Ke1 Nd3+** forking the king and bishop.

#3 White cleverly noticed that if he could move his e5-knight to c4, he could trap the black queen because his g3-bishop would cover the c7 retreat square. But his light-squared bishop is in the way. White played **19. Bxf7+! Rxf7 20. Nc4** and Black's queen is trapped! Mikhail Botvinnik played White in this game against G. Stepanov in Leningrad in 1930.

#4 White has a powerful attack on the seventh rank and if his queen could get to g7, it would be mate. Notice that his rook blocks the queen from moving to g7 across the seventh rank and his knight blocks a queen invasion from the g- or h-file. **50. Nf5!** Threatening 51. Rh7+ and 52. Qg7 mate and if 50. ... Nxd7 51. Qh2+ Kg8 52. Qg3+ and 53. Qg7 mate. 50. ... exf5 51. Qh2+ Kg8 52. Qg3+ with mate coming on g7. This game was played between Anatoly Karpov and Istvan Csom in Bad Lauterberg, 1977.

We've got Answers.

#5 This position occurred in St. Petersburg in 1914 between chess greats Emanuel Lasker and José Raúl Capablanca. White controls the open h-file and has a nice knight outpost on e6. In order to overpower Black, he brings his other knight into the game. He clears out the e4 square for the knight and invades by playing **35. e5! dxe5 36. Ne4 Nd5 37. N6c5 Bc8** If Black's rook stays on the seventh rank to defend the bishop, **38. Nd6+ forks the king and bishop. 38. Nxd7 Bxd7 39. Rh7 Rf8 40. Ra1 Kd8 41. Ra8+ Bc8 42. Nc5 Resigned.**

#6 This position is from one of the most famous games of all time between Wilhelm Steinitz and Curt von Bardeleben in Hastings, 1895. White has a safer king and a lead in development. He needs to find a way to cash in on these advantages quickly before Black can safeguard his king and complete his development by playing something like ... Kf7, ... Rhe8, and ... Nd5. Steinitz cleared the path for his knight by sacrificing his pawn by playing **17. d5! cxd5 18. Nd4 Kf7 19. Ne6 Rhc8 20. Qg4 g6 21. Ng5+ Ke8 22. Rxe7+ Kf8 23. Rf7+ Kg8 24. Rg7+, Black Resigned.** Steinitz showed this variation after the game with a mate in ten moves: 24. ... Kh8 25. Rxh7 Kg8 26. Rg7+ Kh8 27. Qh4+ Kxg7 28. Qh7+ Kf8 29. Qh8+ Ke7 30. Qg7+ Ke8 31. Qg8+ Ke7 32. Qf7+ Kd8 33. Qf8+ Qe8 34. Nf7+ Kd7 35. Qd6 mate.

What's the Problem?

(Page 8)

Solutions: 1. Qxa7+
2. Ba6
3. 1. Rb1 c5 2.

Rxd8+
4. b6
5. 1. Na6+ Ka8
2. Kc8

WIN OR DRAW!

(Page 9)

Position One Solution: WHITE WINS! The winning idea is to move the king down far enough on the h-file so Black can't keep the opposition. If Black comes down too far, the white pawn scoots to become a queen: **1. Kh5 Kf5 2. Kh4 Kf4 3. Kh3 Ke4** (3. ... Kf3 4. c5) **4. Kg2 Kf4** (4. ... Ke3 5. c5) **5. Kf2 Ke4 6. Ke2 Kd4 7. Kf3 Ke5** (7. ... Kc3 8. c5, although you better know how to use the queen to stop the black king and b-pawn!) **8. Ke3 Kd6 9. Kd4 Kc6 10. c5 Kc7 11. Kc4** The rest is easy.

Position Two Solution: WHITE WINS! **1. Qb4+ Ka2** (1. ... Kc1 2. Qd2+ Kb1 3. Qc2#) **2. Kc2 Qc3+ 3. Kxc3** (not 3. Qxc3 stalemate!) **3. ... Ka1 4. Qb2#.**

Position Three Solution: WHITE WINS! This one is really interesting because White forces the black king backwards while at the same time staying "in the square" of the black d4 pawn. That means White has to make sure that he doesn't go too far up with his king to allow the black pawn to queen. Then, White has to know the moment when he can leave the square of the pawn to mate the black king, and he sacrifices a pawn to do it!! **1. Ke4 Kg4 2. h4 Kh5 3. Kf3 Kg6 4. g4 Kf6 5. h5 Kg5 6. Ke4 Kh6 7. Kf4 Kh7 8. g5 Kg7 9. g6 Kh6 10. Kg4 Kg7** [White's still in the square: 10. ...d3 11. Kf3 d2 12. Ke2] **11. Kg5**

Please turn to page 22



A Brief Chess Opening Glossary

by Pete Tamburro

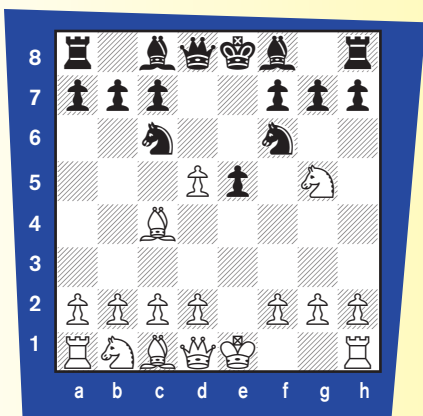


The Two Knights Defense: 4.Ng5 line

The Two Knights' Defense is an all-out war on the chessboard. It shows up in scholastic chess a lot because some books actually recommend this line: **1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5?!!**

The great chess teacher, Tarrasch, called it a duffer's move. Fischer played it as white. Go figure ... Our inclination is that you better have Fischer-like chess skills to play that line.

The big advantage for Black is that, for the pawn he loses after **4. ... d5 5. exd5**, he can play natural developing moves and get a decent attack. White, on the other hand, is on the defensive right away, and good moves are sometimes hard to find. Mistakes are much easier to play!



After 5.exd5, Black has all sorts of interesting possibilities:

- 5. ... Nxd5?! (Fried Liver Attack after 6. Nxf7)
- 5. ... b5!? (Ulvestad Variation)
- 5. ... Nd4!? (Fritz Variation)

5. ... Na5 (Main line Two Knights)

A few odds and ends should be pointed out here. 4. d4 is probably White's most solidly aggressive choice against the Two Knights. In recent years 4. d3 has become popular as White has attempted to try to slowly wear Black down by boring him to death. 4. Nc3 allows the "fork trick" after 4. ... Nxe4! This line, including White replies like 5. Nxe4 and even 5. Bxf7+ were covered in previous issues of *CL4K*. Next time out, the non-Ng5 lines will be covered.

One truly odd note: yes, 5. ... Nb4 is playable to attack the d-pawn. The reason it probably isn't played is that it goes against the idea of the defense. When you play a gambit, quite often it goes against the theme of development for which you have sacrificed the pawn. You can't play gambits if you are always going to worry about snatching the pawn back. Attack!

5. ... Nxd5?!

This move has been analyzed by chess engines in recent years. It's probably playable, but the bottom line is that if White plays 6. d4 or 6. Nxf7, Black will be playing risky defense for a long time. This is not

recommended. The Fried Liver line makes you answer this question: Do you really want to defend this position over the board as Black after 1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Nxd5 6. Nxf7 Kxf7 7. Qf3+ Ke6 8. Nc3 Ncb4 9. Qe4 c6 10. a3 Na6 11. d4—?



If your answer is yes, the best of luck to you, lads and lassies!

5. ... b5!?

This ingenious counterattack invented by the American player Olaf Ulvestad in the 1940s, gives a lot of choices to White, practically all of which equalize very easily. Some popular choices:

- 6. Bxb5 Qxd5 7. Be2 (7. Nc3 Qxg2) 7. ... Bb7 (7. ... Qxg2 8. Bf3)
- 8. 0-0 Nd4 9. Nf3 Bc5

- 6. dxc6 bxc4 7. Qe2 Qd5 8. f4 e4 (8. ... Qxc6 9. Qxe5+ Be7 10. 0-0 Bb7 11. Nf3 Kf8 12. Nc3 Ng4) 9. Nc3 Qxc6 10. Ngxe4 Nxe4 11. Qxe4+ Qxe4+ 12. Nxe4 Bb7 13.

See
"What's the Question?"
on page 6

d3 0-0-0 14. Ke2 f5 15. Ng3 cxd3+ 16. cxd3 Bxg2 17. Rg1 Bh3 and Black's king is in the open.

6. Qe2 bxc4 7. dxc6 h6 8. Qxe5+ Be7 9. Nf3 0-0 10. 0-0 Rb8 11. Nc3 Bd6 12. Qa5 Re8 13. Qxa7 Bf5 and, even though Black is three (!) pawns down, the lead in development gives great attacking chances as White's pieces are not working together like Black's.

The big line in the Ulvestad is 5 ... b5!? 6. Bf1! after which Black can go into the Fritz line below with 6 ... Nd4 or play Ulvestad's 6. ... h6!? That can go something like this:

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 b5 6. Bf1 h6 7. Nxf7 Kxf7 8. dxc6 Bc5 9. Bxb5 Ng4 10. 0-0 Rf8 11. Qe2 Be6 (11. ... Kg8 12. Qc4+) 12. h3 Nxf2 13. c3 (13. Rxf2+ Ke7) 13. ... Kg8 14. d4 Nxb3+ 15. gxh3 Rxf1+ 16. Kxf1 Qf6+ 17. Qf2 Qg6 18. Ke1 exd4 19. cxd4 Rf8 20. Qe3 Re8 21. Be2 Bf5 22. Qxe8+ Qxe8 23. dxc5 Qe5 24. Nc3 Qg3+ with a perpetual chase.

As you can see in all these lines, you will learn how to develop quickly with real teamwork for your pieces. If you are uncomfortable playing down in material or you are not yet ready for attacking chess, then this is not for you. If you are ready, then you'll have fun with this line. By the way, there are also white moves like 7. Nf3 or 7. dxc6 or 7. Bxb5 and even 7. Ne6, so you need to study a bit before you leap.

5. ... Nd4

The Fritz line became popular when Hans Berliner became the world correspondence champion in the '70s. As with the above line study is important. I will tell you a story, though.

I had a six-year old student who was about to play in his first tournament. He was paired with an older scholastic player with a rating and the game went just like we had gone

over a few days before: 1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Nd4 6. d6 Qxd6 7. Nxf7 Qc6 8. Nxb8 Qxg2 9. Rf1 Qe4+ 10. Be2 Nf3 mate!! He took all of a couple of seconds to play his side against a very startled opponent!

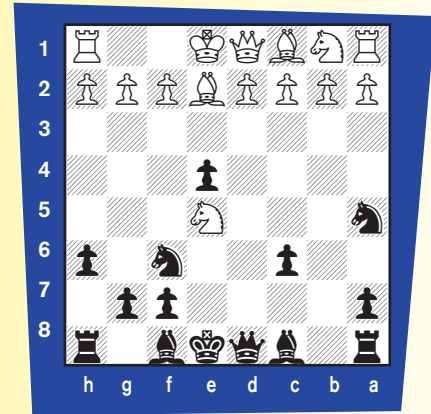
Needless to say, that's not the main line! Here is a good line to follow:

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Nd4 6. c3 b5 7. Bf1 Nxd5 8. Ne4 Ne6 9. Bxb5+ Bd7 10. Bxd7+ Qxd7 11. 0-0 f5 12. Ng3 g6 13. Re1 Bg7 14. d4 exd4 15. cxd4 0-0 16. Nc3 Rab8 17. Nge2 Rfe8 18. Nxd5 Qxd5 and Black has a free and easy game.

Of course, there's much more to this. Lot of homework, here, too: 8. cxd4, 8. Nxf7, 8. h4 are alternatives to 8. Ne4. Black holds his own, but, again, you have to not mind sacrificing material for an attack.

5. ... Na5

The classical line has the best reputation. It can go along these lines: 1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Na5 6. Bb5+ c6 7. dxc6 bxc6 8. Be2 h6 9. Nf3 e4 10. Ne5 and Black has a good many pleasant choices in this position:



Black can play 10. ... Bc5, 10. ... Bd6, 10. ... Qc7 among the favorites or even 10. ... Rb8 or 10. ... Qd4, which are less popular. This is quite different than the two cousins just above, but just as much fun for Black. One small note: Fischer made 9. Nh3 popular, but it's nothing to be afraid of. Chigorin pointed out before Fischer was born that he didn't take the knight on h3 because eventually the knight would have to go back to the first rank and then come out again, thus losing time. He was the most famous Two Knights player ever and playing over his games will make you a far better attacking player.

Next time out, we'll go over the alternatives to 4. Ng5, which most people prefer.

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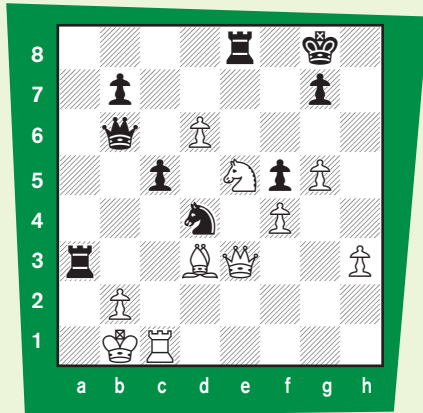


by National Master Peter Webster

We have all experienced that moment where our attention is not focused on the position before us. This example seems to carry inattention to the extreme.

Diagram #1

Sztern-Lundquist, Australia, 1983



Black to move

Black, to move, is ahead in material but is faced with threats of 1. Bc4+ or 1. d7 and offered a draw. White replied, correctly, that Black should make a move first. It is not clear whether White was a stickler for the rule that you should offer a draw only after moving, or whether White just wanted to see what Black would do.

What is clear is that neither player was paying any attention to the position during this exchange! Now, however, Black, having had his draw offer rebuffed, was forced to decide how to proceed.

Upon focusing his attention, he discovered that 1. ... Oxb2+! forces mate in three more moves; 2. Kxb2 Rb3+ 3. Ka2 (or Ka1) 3. ... Ra8+ 4. Ba6 Rxa6 mate.

It was suggested that White should have accepted the draw after Black's first move (that's what the rules allow.), which might have provoked some interesting conversation; but White was a good sport and resigned.)

All too often lack of attention will mean simply placing or leaving material *en prise*, or failing to take advantage of it when an opponent does that. I think everyone can find examples of this in his or her play. Here we'll examine more complex results of *inattention* and some of the causes of it.

The Greased Pig Syndrome



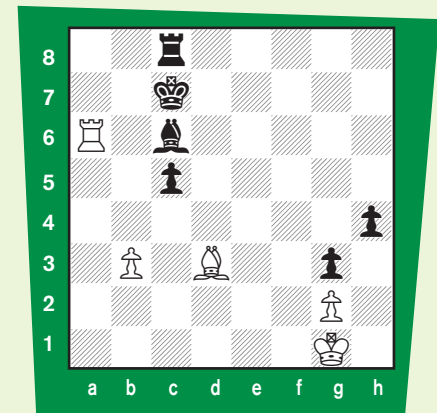
It is a well-known phenomenon that the player who is winning tends to relax as though the position will be able to play itself.

My name for this comes from the old-time practice at county fairs of greasing a small pig and setting a crowd to try to catch it for a prize. The frightened animal was difficult to hang onto, and many a would-be winner would wind up saying "I've got it! I've got it! Oops! It's gone!"

Consider this position.

Diagram #2

Webster-Odendahl, Wisconsin Championship 1984



Black to Move

Black has a winning positional and material advantage. White's king is tied to the defense of the g-pawn, so Black can eventually bring three pieces to attack the White b-pawn which can be defended only twice. Indeed, 1. ... Rd8 will win even faster; for instance, after 2. Bf1? Rd1 White cannot defend against both 3. ... Bb5 and 3. ... h3 4. gxh3 g2. But...

1. ... Ra8??

Black's idea is clear; he expects to win the b-pawn more easily after the exchange of rooks. But his win now disappears.

2. Rxc6+ Kxc6 3. Be4+ Kb5 4. Bxa8 c4

... and Black offered a draw which White accepted after thinking vainly for 20 minutes trying to find a way to avoid it. If you don't see why the draw is inevitable, the answer is at the end of this article.

Following a previous game without checking it



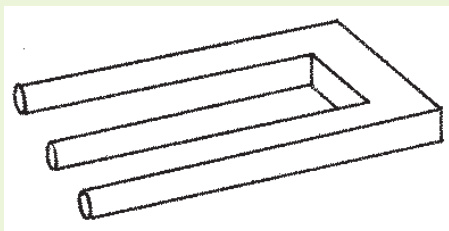
Gary Lane tells the story in his book *Sharpen Your Chess Tactics in 7 Days*, in which this and the next position were found:

Zapata-Anand, Biel 1988, followed Miles-Christiansen, San Francisco 1987;

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. Nc3 Bf5?? But Miles and Christiansen apparently had agreed to draw before the game began, so Miles kept his word and played 6. Nxe4. (His thoughts about having to play this lame move are not recorded.) Zapata was under no such compulsion, so he played 6. Qe2 and Anand resigned. A later game between two other players was a bit longer:

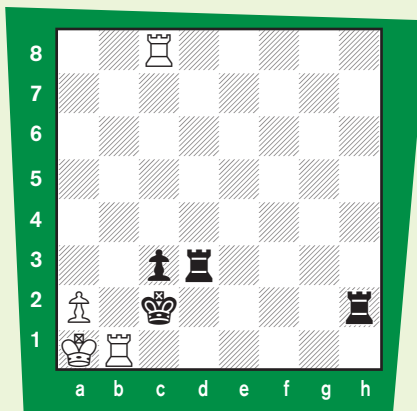
6. ... Qe7 7. Nd5 1-0.

Optical Illusion



IM John-Paul Wallace - GM Garry Kasparov (playing as "Cambala")
Diagram #3

(See diagram next column)



White to Move

In this position from a 1999 internet game both players appear to be hypnotized by the illusion that 1. Rb2+, which wins a rook, can be answered by 1. ... cxb2 mate, although the presence of the white rook on c8 inhibits that maneuver. So the game went 1. a4?? Rhd2 2. a5?? (Missing 2. Rb2+ again; this time it forces a draw after 2. ... Kd1 3. Rb1+ Ke2 3. Rc1.) and White eventually lost on time.

Failure to count

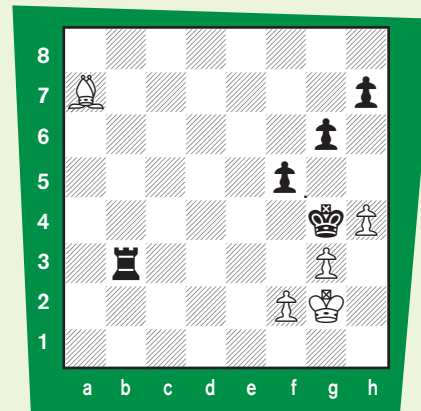


Goldinger-Webster, Match, Oshkosh, Wisconsin, 1966
Diagram #4

(See diagram next column)

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.



White to Move

In this position White hopes to draw by maintaining a fortress. Black's best winning chance appears to be placing a pawn on f3, which creates possible back-rank mate threats. White plays to inhibit the pawn advance, but...

1. Be3??

This allows Black a 13-move combination. White was perfectly capable of calculating this line if he had considered the capture which follows; instead he just makes the forced moves.

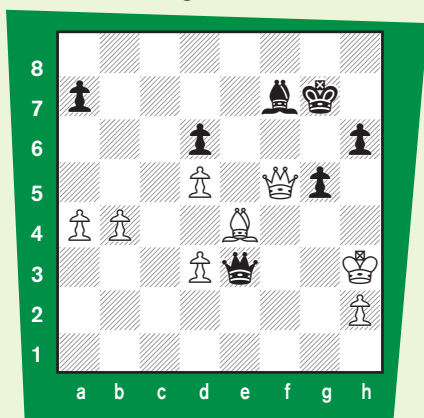
1. ... Rxe3! 2. fxe3 h6 3. Kf2 Kh3 4. Kf3 g5 5. h5 (or 5. hxg5 hxg5 6. Kf2 g4 and the white g-pawn falls) 5. ... g4+ 6. Kf4 Kg2 7. Kxf5 Kxg3 8. e4 Kf3 9. e5 g3 10. e6 g2 11. e7 g1=Q 12. e8=Q Qg5+ 13. Ke6 Qe3+ 1-0

Choices



When choices are to be made, failure to examine all of the possible lines often has unexpected results. Consider former world championship contender GM Larsen-former world champion GM Spassky, Linares 1981:

Diagram # 5



White to Move

White has four ways to escape the check. He sees that 1. Kg4?? h5 mate is no good; he rightly considers 1. Bf3, removing the bishop from its strong post and pinning it against his king to be silly; so the alternatives are 1. Qf3 or 1. Kg2. Since this position is appearing here, we can be sure he chose the wrong one ... **1. Qf3?? g4+! 2. Kxg4 Bh5+! 3. Kxh5 Qg5 mate!**

By the way, if you're thinking that removing the white queen from a strong position is at least as silly as retreating the bishop, you're right. GM Larsen probably feared that Spassky would keep checking and get a draw after 1. Kg2, but there are worse things than draws ...

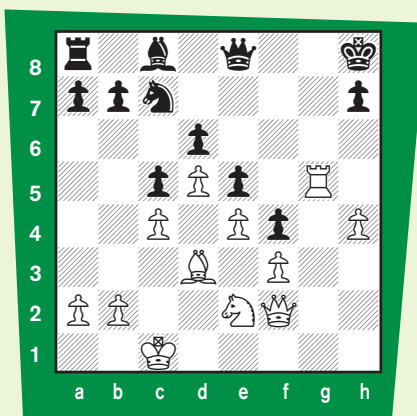
You may be wondering whether this writer hasn't done some of these things, too.

Yes, indeed!

Right moves, wrong order



Diagram #6
Webster-Schmidt, Janesville,
Wisconsin. 1980



If Black manages to complete his development, his minor pieces will have more scope than White's and the white h-pawn will be in danger. However, White has an idea. But his implementation of it shows that he has not paid attention to the position. Only the fact that Black doesn't do his job, either, makes it turn out all right for White.

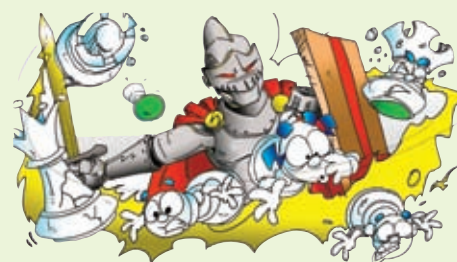
1. b3?? (This could actually be a losing move if Black replies 1. ... Qf7, for the reasons noted above; but Black doesn't see the threat and calmly continues developing.) **1. ... Bd7? 2. Nxf4! exf4??** (Black still isn't paying attention, which shortens the game considerably. After 2. ... Qf7 3. Ng2 Rf8, playing to hold back the f-pawn, Black still has a game, but not the advantage.) **3. Qb2+ 1-0** White should actually have played (from the diagram) 1. Nxf4! and if 1. ...exf4?? 2. b3! and Black can avoid mate only by giving up his queen on e5, after which the white queen and several extra center pawns will squash the black pieces. So White would have won the valuable black f-pawn, improved the position of his knight, and then had the better position after 1. Nxf4! Qf7! 2. Ng2 Bd7 3. f4. Instead Black was given a chance to defend himself.

Note that development, while important, should take place only after any threat has been parried. In this closed position the delay in developing the black queenside doesn't

matter. In fact, after 1. b3??, Qf7! is really a developing move even though the queen has already moved, because this move must eventually be played to allow the black rook to reach the kingside.

A common thread that runs through these positions is that one or both sides have ignored the instruction given many years ago by the late international master and first world correspondence champion, C. J. S. Purdy;

Examine moves that smite!



Purdy wrote that a positional player without tactical ability is doomed to a lifetime of heartbreaks; but as we have just seen, ANYONE, even international masters and grandmasters, *who aren't paying attention* can fail to take checks and captures into account! *And as we have seen, that involves checking the board not only before you move, but looking ahead to what the position will be after you move. If you can train yourself to do this, you will save points and half-points throughout your chess life.*

*The draw is forced in Webster-Odendahl because (from diagram #2) after the moves 1. ... Ra8?? 2. Rxc6+ Kxc6 3. Be4+ Kb5 4. Bxa8 c4! 5. bxc4 Kxc4 6. Bf3 h3! White has the wrong color bishop, so the black king can go to h8 and can never be forced out.

Peter Webster is a national master from Janesville, Wisconsin, and we thank him for this lesson! Canadian Mike Magnan provided the illustrations.



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[Astronaut Greg Chamitoff took a few spectacular photos from the Space Station during his last trip into space aboard The Endeavour. We thought we'd share them with you, along with a transcript of a short video, also taken on the space station. – Editor]



Earth Versus Space Chess Video May 25, 2011

Transcription 7/1/2011 by Susan Halbleib Manley

From Youtube: "shuttle astronauts play chess"

Taz: "Hello, my name is Greg Chamitoff. Welcome to the international space station, this is my crew mate Box, and we're sitting here pondering our next move for the Earth versus space chess match. Been up here a week already on shuttle flight STS134. It's all going really, really well. We're having a great time."

Box: "Hello everyone, I am Greg Johnson, otherwise known as Box. Thanks for following our mission, ah, so far and this very fun and challenging chess match. We've been working hard up here to install some critical spare equipment, ah, for the international space station and also this 2 billion dollar cosmic particle detector that may revolutionize the way scientists understand our universe. We've also done a lot of robotics and space walks; Taz just did one the other day. And, ah, we are basically setting up the space station for when the space shuttle retires."

Taz:, "We've had some free time; we've also really enjoyed playing chess with all of you! This has been a really good game so far, don't you think?"

Box: "Oh yeah! But one of the great things about chess it brings people together from all walks of life: people from different cultures, different language, different countries. Building bridges between people is an

view of our world is absolutely breathtaking, but there are challenges. Bringing people together with critical thinking skills to solve the world's problems—this is the extension of what a simple game of chess like this can actually represent for our future."



Box: "So thanks to everyone for participating in our Earth versus space chess match. Good luck in trying to catch us though, we're going 17,500 miles an hour. That's speed chess like you've never seen before."

Taz: "And thanks for the U.S. Chess Federation and NASA for sponsoring our game."

important part of what we do here on the international space station, with 16 member nations that have contributed to the building of it. Right now we have a crew of twelve representing at least four different countries."

Taz: "The other great thing about chess is that it challenges your mind, it inspires kids in ways that will make them great problem solvers in the future. From here the

BOTH: "It's your move!" **Box:** (knocks piece off the board) "OH!" **BOTH:** "Laughter"...



CHESSMAGNETSCHOOL.COM

2011 Junior Grand Prix Standings



This unofficial list is based on USCF records and TD reports as of Wednesday, July 13, 2011. There are 4,967 players with JGP points and 262 JGP-eligible events have resulted in points earned.

Top 50 Overall Standings

NAME	STATE	PTS	EVENTS
KORBA, NICKY	CA-S	8514	11
MIZUSHIMA, DEREK	MD	5901	11
SHUBEN, MATTHEW	CA-S	5728	9
KUMAR, ARAVIND	NJ	5333	14
KOENIG, JAKE	MD	5191	7
ROACH, ANDREW	UT	5114	6
YAN, KEVIN	NY	4828	8
QAZI, RAFEH	IL	4765	5
YEN, MICHAEL J	NJ	4707	7
LIANG, ADREAM	WI	4689	7
SETIADIKURNIA, SLOAN	WA	4410	3
MCVAY, KIERNAN	NJ	4371	4
XIANG, JOHN	OH	4295	4
ZACK, DANIEL	NJ	4276	4
MOORTHY, SRINIVAS RAMANUJA	MD	4223	5
BUDEJEN-JEREZ, ALEJANDRO	PA	4208	4
JAHANSHAH, BARDIA	PA	4166	2
TAFALLA, GABRIEL	WA	4120	1
WINTER, CURTIS A	MD	4096	7
REDDISH, DYLAN	NY	4092	2
VIJAY, SAMEER	CA-N	4040	6
NGUYEN, PHILIP	PA	4032	5
KADAVERU, AJIT	VA	3970	4
ORDONEZ, ED	MD	3940	1
CLAY, DORIAN HAMILTON	WA	3938	1
SCHNEIDER, THOMAS G	WI	3933	5
KAUFMANN, JONATHAN	NJ	3932	2
VISWANADHA, KESAV	CA-N	3931	8
ROY, MYRIAM		3907	2
CHEN, BRANDON	WA	3882	1
UNMANN, EVAN MICHAEL	PA	3852	5
ZHU, HONG RUI	NY	3850	1
PETERSON, MICK	CA-S	3759	7
REEDER, CHARLIE PARKER	NY	3706	4
SCHEIN, AARON O	NY	3702	7
SPIEGEL, EVAN	IL	3630	5
QI, HENRY	NY	3622	7
CUNNINGHAM, PATRICK	WI	3619	2
ZEELANDER, ZACHARY JACOB	PA	3609	3
O'NEIL, BRANDON JAMES	MI	3600	4
CAO, JONATHAN	VA	3584	7
NGUYEN, TRUNG	VA	3574	6
TADESSE, MICHAEL	MN	3569	3
LEVKOV, DANIEL	NY	3562	6
DIAS, NEHA	SC	3536	3
GIGUERE, WILLIAM ARTHUR	PA	3528	2
WYNTER, OSWALD	IL	3500	1
PATTERSON, ALEX	MI	3500	1
MURARI, KARTHIKEYAN	KS	3500	1
SINGH, ADITYA	WA	3500	1

State Leaders

NAME	STATE	PTS	EVENTS
COSTANTINI, HARRISON	AL	2155	1
BROCK, DAMON	AR	2328	1
HILLIS, THOMAS	AZ	2807	2
O'CONNOR, DEREK E	CA-N	3464	2
PETERSON, DANTE	CA-S	3380	4
WISE, DAVID MICHAEL	CO	1890	1
WIENER, ALEXANDRA	CT	3415	5
HAUGE, DAVID RICHEY	DC	2367	3
KAMARA, ABUBAKARR	DE	2844	1
BANNERJEE, ABHIMANYU	FL	3287	3
LITTLE, ALEX	GA	2545	2
KAONOHI, TRISTAN K	HI	1774	2
SCHAECKENBACH, LUKE	IA	2843	2
HARMON-VELLOTTI, LUKE	ID	2814	1
MC CLANAHAN, GAVIN JACOB	IL	3299	3
TSAI, TEDDY	IN	1914	2
JASTI, SIDDHARTH	KS	2974	1
SEDER, DAVID	KY	1659	2
WIETFELDT, AUGUST	LA	3131	1
OLSEN, CHRISTOPHER DAVID	MA	3048	1
SINHA, SAHIL	MD	3037	8
REYNOLDS, AVERY	ME	2100	1
CHEN, JUSTIN LU	MI	2954	6
ANDERSON, QUINTEN	MN	3262	2
WEIL, JACK THOMAS	MO	3150	1
HUANG, DAVID	MS	1113	4
LEE, CONRAD	MT	1050	1
LIPTON, PIERRE SASHA	NC	2800	1
DIEKMAN, SETH A	ND	6	1
PETROSYAN, ANASTASIYA	NE	670	1
TANG, ARTHUR	NH	1066	2
KINGSMORE, HENRY V	NJ	3408	3
MARTINSON, TIMOTHY MICHAEL	NM	2331	4
IRIYE, REECE	NV	1688	2
MOON, KYLE	NY	3488	10
SALBERG, ERIC CARMEN	OH	3400	1
RHOADS, MATTHEW	OK	2614	1
ORNES, NEAL	OR	2816	1
BRESLER, JOSHUA	PA	3397	4
FINNEY, STUART S	RI	1770	4
TEMPLETON, ZACHARY SCOTT	SC	1992	2
RYSAVY, LUKE T	SD	242	1
CANEZAL, JENJOE CABANGAN	TERR	2902	1
SHARPE, TREVOR ALLEN	TN	2556	2
PERALEZ, JOEL	TX	3314	1
HALEY, JOSHUA YUU	UT	2847	3
ZHOU, RYAN	VA	3023	6
CAFIERO, MICHAEL I	VT	1496	2
WU, MAX	WA	3008	2
ULRICH, RACHEL J	WI	2954	4
PATEL, ADVAIT	WV	1635	3



Tournament Life Announcements

AUGUST 15 THROUGH OCTOBER 14

Scholastic Members:

As a service to you, we are listing upcoming National USCF rated events, and requested events of possible interest to you. You can always log in to www.uschess.org, and click on "Clubs and Tourneys." Then click on "Upcoming Tourneys" for a complete listing of upcoming rated events and details. As always, you can check out the TLA section of *Chess Life*.

Organizers and Tournament Directors:

If you would like your tournament listed here in *Chess Life for Kids* for October (events to be held after October 14), the deadline for submitting your announcements is August 10th. The deadline for the December 2011 issue is October 10th. The processing fee is \$1.00 per line for the first eight lines, \$2.00 for every line thereafter. Send your announcements to tl@uschess.org.

Display advertising is also available. Advertising rates are posted on the USCF website, www.uschess.org, or you may email: tl@uschess.org for complete details.

NATIONALS

Sept. 30-Oct. 2 or Oct. 1-2, Texas

Grand Prix Points: 30

2011 U.S. Class Championships

5SS, G/120 (2-Day Option, Rd 1, G/60), \$11,000 b/200 full paid entries, 70% Guaranteed. Junior entries, all Class E, and Unrated Section count as 2/3. Free entry for GMS. Free entry for IMS, deducted from winnings. Hilton Hobby Airport, 8181 Airport Blvd., Houston, TX 77061, www.houstonhobbyairport.hilton.com. Free parking! \$89 HR! 713-645-3000, Group Code: USCC. **8 Sections**, Rated players may play up one class only. **MAS-TER** (2200/up), FIDE Rated, \$1,200-550-300 (U2400: 400-200-100), **EX-PERT** (2000-2199), \$800-400-200, **CLASS A** (1800-1999), \$800-400-200, **CLASS B** (1600-1799), \$800-400-200, **CLASS C** (1400-1599), \$800-400-200, **CLASS D** (1200-1399), \$800-400-200, **CLASS E** (U1200), \$300-200-100, **Unrated**, \$300-100. National Class Champion title and plaques to each Class winner. Tie-breaks: MSCO. **EF:** \$75 postmarked or on line by 9/23, \$85 after. **Special EF:** \$45 by 9/23 (\$55 after) for all players in Class E, Unrated Section, and Juniors U18 in Class C or D. No checks on site. **3-Day Schedule:** Registration Fri (9/30) 5-7pm. Rds. Fri 8pm, Sat 1pm & 6:30pm, Sun 9:30am & 2:30pm. **2-Day Schedule:** Registration Sat (10/1) 8-9am. Rds. Sat 10am, 1pm (merges with 3-Day Schedule) & 6:30pm, Sun 9:30am & 2:30pm. Byes for all rounds, must commit before end of Rd 2. **SIDE EVENTS: 5-min BLITZ**, Sat after Rd 3, 2 sections, entries will be split in Upper and Lower, \$10 EF on site, 75% returned in prizes; **SCHOLASTIC TOURNAMENT**, 5SS, G/30, One day only, Sat 10/1, \$20 by 9/23, \$25 after. Sections: K-3, K-6, K-9, K-12. **Prizes:** Trophies to top 15 in each division. All scholastic players in this side event will receive a commemorative medal. **Entries:** Mail to F.L. Guadalupe, 305 Wil-low Pointe Dr., League City, TX 77573. Tournament website link at uschess.org. **Info:** figuadalupe@aol.com, (713) 530-7820. **Chess Magnet School JGP.**

Oct. 1, California, Northern

Grand Prix Points: 20 (enhanced)

2011 U.S. Game/60 Championship

4SS, G/60 - \$4,000 b/117 fully paid entries - 75% guaranteed. Hotel rate \$99 by 9/16: Hyatt Regency, 5101 Great America Pkwy., Santa Clara, CA 95054. Free Parking. In 3 sections, **Open Section:** \$500-201-105, u2300 \$200-110, u2100 \$150, u2000 \$130, u1900 \$100. **1400-1799 Section:** \$500-201-100, u1700 \$200, u1600 \$150, u1500 \$100. **Under 1400 Section:** \$500-201-100, u1300 \$200, u1200 \$150, u1100 \$100. Unrated may play in any section but maximum prize is \$100 except no limit in the Open Section. Trophies for top 3 places in each section. **Entry Fee:** Mailed by Mon 9/26 or online by Tue 9/27: \$60. Online 9/28-29 or onsite: \$75. Add \$20 to play-up in a higher section. **DISCOUNTS:** \$10 off each event if also registering for G/30 on Oct 2. \$10 cash rebate onsite if staying at the hotel under chess rate. **Byes:** One 1/2 pt bye allowed must commit by start of Rd 2. Reenter with 1/2pt bye in Rd 1 for \$39. September 2011 Supp, CCA min, TD discretion used to place players accurately. **SIDE KIDS EVENT** for K-12 students rated under 1000: 4SSxG/60 in 2 sections, 600-999 and under 600. **Prizes:** Trophies to Top 10 players and Top 5 teams in each section. Best 4 players count for team score. Also trophies to top u800, top u700 in 600-999 section and top u400, top u300, and top u200 in u600 section. **EF:** by Mon 9/26 or online by Tue 9/27: \$39. Online 9/28-29 or onsite: \$54. Add \$10 to play-up in a higher section. **Schedule:** On-site Registration 8:30-9:30am; Round Times: 10:00am, 12:30, 3:00, and 5:30pm. **Mail payments to:** Bay Area Chess, 1590 Oakland Rd., Suite B213, San Jose 95131. \$20 for refunds. T: 408-786-5515. E: ask@Ba-

yAreaChess.com, Info/Form/Entries:BayAreaChess.com/usg60g30. NS, NC, W.

Oct. 2, California, Northern

Grand Prix Points: 15 (enhanced)

2011 U.S. Game/30 Championship

4SS, G/30 - \$3,000 b/88 fully paid entries - 75% guaranteed. Hotel rate \$99 by 9/16: Hyatt Regency, 5101 Great America Pkwy., Santa Clara, CA 95054. Free Parking. In 3 sections, **Open Section:** \$400-200-102, u2300 \$101, u2100 \$101, u2000 \$100, u1900 \$99. **1400-1799 Section:** \$400-200-102, u1700 \$101, u1600 \$100, u1500 \$99. **Under 1400 Section:** \$400-200-102, u1300 \$101, u1200 \$100, u1100 \$99. Unrated may play in any section but maximum prize is \$100 except no limit in the Open Section. Trophies for top 3 places in each section. **Entry Fee:** Mailed by Mon 9/26 or online by Tue 9/27: \$60. Online 9/28-29 or onsite: \$75. Add \$20 to play-up in a higher section. **DISCOUNTS:** \$10 off each if also registering for G/60 on Oct 1. \$10 cash rebate onsite if staying at the hotel. **Byes:** One 1/2 pt bye allowed must commit by start of Rd 2. Reenter with 1/2pt bye in Rd 1 for \$39. September 2011 Supp, CCA min, TD discretion used to place players accurately. **SIDE KIDS EVENT** for K-12 students rated under 1000: 5SSxG/30 in 2 sections, 600-999 and under 600. Trophies to Top 10 players and Top 5 teams in each section. Best 4 players count for team score. Also trophies to top u800, top u700 in 600-999 section and top u400, top u300, and top u200 in u600 section. **EF:** by Mon 9/26 or online by Tue 9/27: \$39. Online 9/28-29 or onsite: \$54. Add \$10 to play-up in a higher section. **Schedule:** Onsite Registration 8:30-9:30am; Round Times: 10:00am, 12:30, 3:00, and 5:30pm. **Mail payments to:** Bay Area Chess, 1590 Oakland Rd., Suite B213, San Jose 95131. \$20 for refunds. T: 408-786-5515. E: ask@BayAreaChess.com, Info/Form/Entries:BayAreaChess.com/usg60g30. NS, NC, W.

Oct. 29-30, California, Northern

2011 U.S. Junior Chess Congress

(Blitz on October 28). Santa Clara Convention Center, 5001 Great America Pkwy., Santa Clara, CA 95054. Free parking. Hotel rate \$99 only. Hotel: Hyatt Regency, 5101 Great America Pkwy., Santa Clara, CA 95054. **Main Event:** Trophies to top 20 players and top 10 teams, including ties, in each section. Participation medals to all entrants. **7 Sections based on age:** Ages 5 & under, 6-7, 8-9, 10-11, 12-13, 14-15, and 16-18. **Onsite Registration:** Saturday/Sunday 7:30-8:00am. **Round Times:** Saturday & Sunday 9am, 12:15, 3:15pm for all sections except Ages 5 & under is Saturday 9, 10:45, 12:15, 1:45, 3:15pm and Ages 6-7 is Sunday 9, 10:45, 12:15, 1:45, 3:15pm. **Time Controls:** All rounds will be G/75 except sections Ages 5 & under and 6-7 will be G/30. **EF by 10/21: 1-day \$48, 2-day \$60, Play-up +15.** Late fee (10/22-27) +\$20, Onsite only after 10/27: +\$40. **Side events:** **Blitz** (Fri Reg: 5:30-6pm, Games 6:30-8:30p) and **Bughouse** (Sat Registration: 5:30-6pm, Games 6:30-8:30p) in 3 sections (7 & under, 8-10, 11-18). **EF:** Blitz \$15, Bughouse \$15. Late fee (10/22-27) +\$2, Onsite only after 10/27: +\$5. USCF Membership required for bughouse and all sections except ages 7 & under. October 2011 Supplement & TD desc to place players accurately. Reg early to save. **Organizers/TDs:** S. Azhar, R. Koepcke, T. Langland, & J. McCumiskey. More info & flyer: BayAreaChess.com/usjr11. **Register online at:** BayAreaChess.com/my/usjr11. **Quest:** ask@BayAreaChess.com. NS, NC, W. **Chess Magnet School JGP G/75 rounds.**

GRAND PRIX

A State Championship Event!

Sept. 3-5, Florida

Grand Prix Points: 50

Arnold Denker Florida State Championship

6SS, G/120. Naples Beach Hotel & Golf Club, 851 Gulf Shore Blvd. N, Naples 34102. **\$510,000 GUARANTEED!** 6 Sect: **Open:** \$1200-600-300, **U2300:** \$400, **U2200:** \$400, **U2000:** \$600-300-200, **U1900:** \$300; **U1800:** \$600-300-200, **U1700:** \$300; **U1600:** \$600-300-200, **U1500:** \$300; **U1400:** \$600-300-200, **U1300:** \$300; **U1200:** \$600-300-200, **U1000:** \$200, **U800:** \$200. Unrateds can enter any section, but only Unr under age 16 in U1200. Unrs limited to \$100 unless Place Prize in Open. **Prizes:** FIDE rated. **EF:** \$89; Add \$11 after 8/27. **EF Discount:** \$20 off if under age 16 in U1200 or Unrs in any Under section. **EF Free for GM, IM, WGM, WIM** (\$90 deducted from any prize won.) Rated players can "play-up" one section from lowest allowed. Reentry: \$50 by round 3, 1/2-byes for missing rounds. **Byes:** 1/2-pt available all rounds, max 2; Must commit before Round 3 paired. USCF and FCA memberships required; OSA. Trophies and Titles to top Florida player in each section. Upsets & other "special awards" TBD. **Reg.:** Sat 10am - 12:15pm. **RNDS.:** Sat. 1 & 6:30, Sun. 1 & 7, Mon. 9 & 2. FL Quick Chess (G/29) Championship Playoff Sat, 10am. (Must have won an FCA QC Regional to play; Free EF). FL Blitz (G/5) Championship Sun, 10am at \$20 EF. **FCA: Annual Meeting Sun, 6pm; Board Meeting Sun, 6:30pm. HR:** \$99 + RF (by 8/2), 800-237-7600. Special HR link at floridachess.org. Cancellation deposit refundable by 8/25. Free Hotel-guest self-parking (non-guest \$10). **Ent:** FCA, 921 N. Thistle Ln., Maitland, FL 32751. Or on-line 2011fchamp.eventbrite.com. **Info:** 407-629-6946 or floridachess.org. **Chess Magnet School JGP.**

A State Championship Event!

A Heritage Event!

Sept. 16-18, Alabama

Grand Prix Points: 15

58th Annual Alabama State Chess Championship

6SS, G/120. AUM Taylor Center, 7401 East Dr., Montgomery, AL 36117. **OPEN** (1500+ /UNR; \$1500 \$\$\$td); \$400-300-200, A: 200, B: 200, U1600: 150. **RESERVE** (U1500): \$1,100 \$\$\$b/35); \$325-225-175, D: 150, U1200: 125, U1000: \$100. **EF:** \$40, if Postmarked by September 10, 2011. On-site Reg.: \$50. **Rds.:** Fri: 7pm; Sat: 9:15-2:6:30; SUN: 8:30-2. **Byes:** Rds. 1-4; request before Rd. 2. **SCHOLASTIC (U1200): 3 Sections, Trophies:** Top 3 Individuals; Top Team Trophy; **Medals:** 4th-6th. **EF:** \$20/\$10, Late/On-Site: \$10 more, **Rds.:** 9-10:30-12:30-2, 3:30. Checks payable to: **Montgomery Chess Club. ENT:** c/o James Garner, 2625 Burkelaun Dr., Montgomery, AL 36111. **Info:** ChessClubMontgomery@gmail.com, www.alabamachess.com. **Chess Magnet School JGP.**

Sept. 17, Indiana

Grand Prix Points: 50

The Emory Tate Jr. Chess Extravaganza

Open & Scholastic Tournaments. The Elkhart Sports Center, 1162 Fremont Court, Elkhart, IN. **Open Tournament, 5SS, G/60: \$3900 Guaranteed** \$1,000-900-600-400, seniors 70+ \$600-400; Trophies 1st & Top U1800, U1400, U1000. **EF:** \$20 by 9/4, \$25 after, \$30 onsite until 10am. **Rds.:** 11:15, 1:45, 4:15, 7:00. Awards 9:30. **Scholastic All Grade Tournament - (Grades K-12), 5SS, G/60: Rds.:** 11:00, 1:30, 4:00, 6:45. Awards: 9:30. **(Grades K-3) 5SS, G/30. Rds.:** 1 at 11:00 rest ASAP. Awards immediately after. **Awards:** 1st Trophy, 2nd & 3rd Medals each section. **EF:** \$8 by 9/4, \$10 after, \$15 onsite until 10am. **Ent:** Emory Tate Jr. Chess Organization, 11070 Golden Pheasant Dr., Osceola, IN 46561. **Online Ent/Info:** www.emorytateextravaganza.com, 574-323-3293.

Sept. 30-Oct. 2 or Oct. 1-2, Texas

Grand Prix Points: 30

2011 U.S. Class Championships

See Nationals.

Oct. 1, California, Northern

Grand Prix Points: 20 (enhanced)

2011 U.S. Game/60 Championship

See Nationals.

Oct. 2, California, Northern

Grand Prix Points: 15 (enhanced)

2011 U.S. Game/30 Championship

See Nationals.

Regional

Alabama

Sept. 16-18, 58th Annual Alabama State Chess Championship

See Grand Prix.

California Northern

Capital City Chess Club Monthly (Sundays)

4-ss (Var. 29L1), G/120. Open Section. LOCATION: Three Upper Crust Pizza, 1200 "K" Street # 10, Hyatt Regency Retail Plaza, Sacramento. **ENTRY:** \$25. **GUARANTEED:** 4 pts \$100, 3.5 pts \$75, 3 pts \$50, 2.5 pts \$25. **ALL BYES:** Half pt. **BYES:** Two Max. **RDS:** Last Four Sundays at 1PM & You must be present at 12:45 PM of each round to be paired. **REG.:** 12-12:45 PM. (First Three Rounds). **INFO:** John C. Barnard, (209)450-6133. **Chess Magnet School JGP.**

Aug. 12-14 or 13-14, 3rd annual Central California Open

See *Chess Life* or www.cheststour.com.

Aug. 13, San Jose Quads

Trophies: Players w/winning record. Check-in 4p. **Games:** 4:30-6:30p. 3xG/30. Chess Center, 1590 Oakland Rd., Ste B213, San Jose, CA 95101. **EF:** Pre-reg \$25, Onsite \$40. **Info:** BayAreaChess.com/kids. NS, NC.

Aug. 13, San Jose Swiss

Trophies: Players w/winning record & teams with 2+ players. Medals to others. **Games:** 10a-2p. **3 Sections:** u500, u900, 900+ - u900: 5xg30, 900+ - 4xg45. Chess Center, 1590 Oakland Rd., Ste B213, San Jose, CA 95101. **EF:** Pre-reg \$33, Onsite \$48. **Info:** BayAreaChess.com/kids. NS, NC.

Aug. 20, Pleasanton SuperSwiss

\$1,000 b/44, 4SS, G/60. **Rds.:** 10, 12:30, 2:45, 5. **2 Sec:** 1700+, U1700. Hilton, 7050 Johnson Dr., Pleasanton. **EF:** \$25 by Thu bef tourny, Onsite \$60. **Play-up:** +\$10. **Info:** BayAreaChess.com/reg. NS, NC, W.

Aug. 20, Pleasanton Quads

Trophies: Players w/winning record. Check-in 4p. **Games:** 4:30-6:30p. 3xG/30. Hilton, 7050 Johnson Dr., Pleasanton. **EF:** \$25 by Thu bef tourny, Onsite \$41. **Info:** BayAreaChess.com/kids. NS, NC.

Aug. 20, Pleasanton Swiss

Trophies: Players w/winning record & teams w/ 2+ players. Medals to others. **Games:** 10a-2p. **3 Sec:** U500, U900, 900+ - U900: 5xG/30, 900+ - 4xG/45. Chess Center, 1590 Oakland Rd., Ste B213, San Jose, CA 95101. **EF:** \$33 by Thu bef tourny, Onsite \$49. **Info:** BayAreaChess.com/kids. NS, NC.

Sept. 10, San Jose Quads

Trophies: Players w/winning record. Check-in 4p. **Games:** 4:30-6:30p. 3xG/30. Chess Center, 1590 Oakland Rd., Ste B213, San Jose, CA 95101. **EF:** Pre-reg \$25, Onsite \$40. **Info:** BayAreaChess.com/kids. NS, NC.

Sept. 10, San Jose Swiss

Trophies: Players w/winning record & teams with 2+ players. Medals to others. **Games:** 10a-2p. **3 Sections:** u500, u900, 900+ - u900: 5xg30, 900+ - 4xg45. Chess Center, 1590 Oakland Rd., Ste B213, San Jose, CA 95101. **EF:** Pre-reg \$33, Onsite \$48. **Info:** BayAreaChess.com/kids. NS, NC.

Oct. 1, 2011 U.S. Game/60 Championship

See Nationals.

Oct. 2, 2011 U.S. Game/30 Championship

See Nationals.

Oct. 8, San Jose Quads

Trophies: Players w/winning record. Check-in 4p. **Games:** 4:30-6:30p. 3xG/30. Chess Center, 1590 Oakland Rd., Ste B213, San Jose, CA 95101. **EF:** Pre-reg \$25, Onsite \$40. **Info:** BayAreaChess.com/kids. NS, NC.

Oct. 8, San Jose Swiss

Trophies: Players w/winning record & teams with 2+ players. Medals to others. **Games:** 10a-2p. **3 Sections:** u500, u900, 900+ - u900: 5xg30, 900+ - 4xg45. Chess Center, 1590 Oakland Rd., Ste B213, San Jose, CA 95101. **EF:** Pre-reg \$33, Onsite \$48. **Info:** BayAreaChess.com/kids. NS, NC.

Oct. 29-30, 2011 U.S. Junior Chess Congress

See Nationals.

Nov. 12, San Jose Quads

Trophies: Players w/winning record. Check-in 4p. **Games:** 4:30-6:30p. 3x6/30. Chess Center, 1590 Oakland Rd., Ste B213, San Jose, CA 95101. **EF:** Pre-reg \$25, Onsite \$40. **Info:** BayAreaChess.com/kids. NS. NC.

Nov. 12, San Jose Swiss

Trophies: Players w/winning record & teams with 2+ players. Medals to others. **Games:** 10a-2p. **3 Sections:** u500, u900, 900+. u900: 5xg30, 900+ : 4xg45. Chess Center, 1590 Oakland Rd., Ste B213, San Jose, CA 95101. **EF:** Pre-reg \$33, Onsite \$48. **Info:** BayAreaChess.com/kids. NS. NC.

California Southern

BHCC Scholastic Tournaments

5SS, G/30. Players should bring clocks. Beverly Hills Chess Club, 8950 W. Olympic Blvd., #210, Beverly Hills, CA 90211. (Free Parking). Prizes: Trophies to the top 3, and medals to the next 3. Registration: 12:30-12:45. Starts: 1 pm. **EF:** \$20 if received two days in advance, \$25 onsite (Site Entries Cash), SCCF members \$3 off. Online Reg.: www.bhchessclub.com. Phone Reg.: 310-274-7873 (Visa/Master Card only). Mail Reg.: Mail checks to Beverly Hills Chess Club. Email: bhchessclub@hotmail.com.

Aug. 3, 10, 17, 24, 31, LACC - Every Sunday Chess 4 Jrs
5 separate events - 2 Sections: 1000+ & U1000, 4SS, G/30. 11514 Santa Monica Blvd., LA, 90025, 2nd fl. 4 blocks W 405. **EF:** \$25 (\$20 LACC memb, \$10 off siblings, Free new LACC memb). **Reg.:** 12-1 pm. **Rds.:** 1, 2, 3, 4 pm; **Prizes:** Trophies (Top 3) & Medals (rest); each player receives a prize! **Parking:** Free at BoA and streets. Free snacks & free class (12-1). **Info:** (310) 795-5710 or Mick@LACChessClub.com.

Oct. 7-9 or 8-9, CCA 8th annual Los Angeles Open

See *Chess Life* or www.chesstour.com.

Connecticut

Nov. 4-6 or 5-6, Eastern Team Championship

See *Chess Life* or www.chesstour.com.

Dec. 10-11, 8th annual New England Scholastic Championships

7SS, G/65. Sheraton Hotel, 1Bradley Airport (visible at airport entrance), Windsor Locks, CT 06096 (I-91 Exit 40 to Rt. 20). Free parking, free airport shuttle. Open to all K-12 students; New England titles limited to players & teams from schools in CT, MA, ME, NH, RI, or VT. Team prizes based on top 4 scores from school combined. Teams of 2 or 3 players allowed, but are at a disadvantage. **In 5 sections:** High School (K-12), Middle School (K-8), Elementary (K-5), Primary (K-2), Scholastic Novice (K-9 under 700 or unrated). Players face only those in their section. **EF:** HS \$42.50, Middle School \$42.40, Elem \$42.30, Primary \$42.20, Scholastic Novice \$42.10 if mailed by 12/1, all \$43 online at chesstour.com by 12/5, \$60 at site. **Special 1 year USCF dues with paper magazine** if paid with entry-online at chesstour.com, Young Adult (age 24/below) \$20, Scholastic (age 12/below) \$12. Mailed, phoned or paid at site, Young Adult \$25, Scholastic \$15. **Trophies** to top 8 players, top 4 teams, top 3 unrated in each section, top D, E, U1000, U800 (HS), E, U1000, U800 (MS), U1000, U800, U600 (Elem), U700, U500, U300 (Primary), U500, U300 (Scholastic Novice). **Free entry** in all Continental Chess Association Swiss tournaments until 5/15/11 to top New England player each section. **Late reg.** ends Sat 9 am, rds Sat 10, 1, 3:45 & 6:30, Sun 9, 12 & 2:45. Awards Sun 5:30 pm. **Half point byes** allowed any round, limit 2 byes, must commit before rd 2. **HR:** \$87-87, 860-627-5311, reserve by 11/25 or rate may increase. Car rental: 800-331-1600, use AWD D657633 or reserve car online through chesstour.com. **Ent:** Continental Chess, PO Box 249, Salisbury Mills, NY 12577. Questions: chesstour at aol.com, www.chesstour.com, 845-496-9658. Include school, grade, birth date, USCF ID, address of each player. Advance entries will be posted at chesstour.com. **Chess Magnet School JGP.**

Delaware

Sept. 3, New Jersey K-8 State Championship (NJ)

See New Jersey.

District of Columbia

Aug. 26-28 or 27-28, 43rd annual Atlantic Open

See *Chess Life* or www.chesstour.com.

Florida

Boca Raton Chess Club

Friday nights, Game 90 Tournament, one game a week for 4 weeks. www.bocachess.com, 561-479-0351. **Chess Magnet School JGP.**

Aug. 13, FCA CF Regional QC Qualifier (QC)

5SS, G/29 (G/25, T/D5). Casselberry Chess Club (CCC), Wirz Park, 806 Mark David Blvd., Casselberry, FL 32707. **EF:** \$30, CFCC/CCC mbr \$25, Masters free (EF deducted from any prize). FCA mbr reqd -\$20/2Yr. **\$\$\$680 b/25,** 260*-100-80, Classes B, C, D/under 80 ea. **Reg.:** 9:30am. **Rds.:** 10, 11:15, break, 1:30, 2:45, 4:00. (**\$100 withheld & given to CF participant in FCA Playoff in Naples.). **Ent:** CFCC, 921 N. Thistle Ln., Maitland, FL 32751. **Info:** (407) 629-6946 or www.centralflchess.org.

Sept. 3-5, Arnold Denker Florida State Championship

See Grand Prix.

Sept. 24, CFCC Quick-Chess (QC)

4SS, G/29 (G/25, T/D5). Casselberry Chess Club (CCC), Wirz Park, 806 Mark David Blvd., Casselberry, FL 32707. **EF:** \$30, CFCC/CCC mbr \$25, Masters free (EF deducted from any prize). **\$\$\$480 b/25,** 160-80-60, Classes B, C, D/under 60 ea. **Reg.:** 9:30am. **Rds.:** 10, 11:15, break, 1:30, 2:45, 4:00. (**\$100 withheld & given to CF participant in FCA Playoff in Naples.). **Ent:** CFCC, 921 N. Thistle Ln., Maitland, FL 32751. **Info:** (407) 629-6946 or www.centralflchess.org.

Oct. 9, Celebrate National Chess Day at The Weiss School 4th Annual Scholastic

Located at 4176 Burns Rd., Palm Beach Gardens, FL 33410. **K-12, 5 Divisions,** 5-SS, G/30, Sunday, 10/09/11. Trophies for Top 10 Players and Top 5 Teams in each Division. **THE FIRST 100 PAID PARTICIPANTS WILL RECEIVE A COMMEMORATIVE MEDAL. For more info see:** www.palm-beachchessclub.info or call President/TD John Dockery at 561-762-3377.

Illinois

Sept. 10, 2011 St. Matthew Chess Championship

held by **GM YURY SHULMAN**, (the 3 times Second place winner for the US Championships 2006, 2010, 2011.) 24500 Old McHenry Rd., Hawthorn Woods, IL 60047. Tel. 847-438-7709. G/30, 5rds, **EF:** \$25 postmarked by 8/28, \$30 after, on site \$35 before 9:15. **REG.:** begins at 9:00, Rd. 1 begins 10:00am, no elimination. **4 Sections:** Primary K-3, Elementary 4-5, Middle 6-8, HS 9-12 and adults, Nonrated (all grades and adults). **TROPHY** awards to top 5 individuals in each section, top 3 individuals in each grade K-5, top individuals grade 6-12, top 3 team trophies, top 5 in unrated. Trophy awards at 3:00. **ENT:** checks payable to "Yury Shulman International Chess School", mail w/registration form to 428 Waverly Rd., Barrington, IL 60010, **INFO:** email chesswob@gmail.com or www.shulmanchess.com, Kiran Frey 847-382-5410, GM Yury Shulman 312-375-7475.

Sept. 18, 69th Knights Quest

4ss, Game/30. Renaissance Chicago North Shore Hotel, 933 Skokie Blvd., Northbrook, IL. **Sections: Open** (K-12 & Adults), **U1400** (K-12 & Adults), **U1000** (K-12) & **U600** (K-12). **Awards:** Top five each section, medals all others. **EF:** Early: \$25 postmarked/online by 9/12, \$30 after. **Rds.:** 1 at 1:00 pm, rest ASAP. **Ent:** Renaissance Knights, PO Box 1074, Northbrook, IL 60065. **Online Ent/Info:** www.rknights.org, 847-526-9025. \$5 discount to siblings and team members when registering together.

Oct. 7-10, 6th Annual Susan Polgar World Open for Boys and Girls
Doubletree Hotel - Oakbrook, IL. Organized by the North American Chess Association. For detailed information including Texas Tech Scholarships, free USCF memberships and more, please visit the official tournament website at <http://www.polgarworldopen.com>.

Oct. 14-16 or 15-16, 20th annual Midwest Class Championships

See *Chess Life* or www.chesstour.com.

Indiana

Sept. 17, The Emory Tate Jr. Chess Extravaganza

See Grand Prix.

Kentucky

Sept. 16-18 or 17-18, 4th annual Louisville Open

See *Chess Life* or www.chesstour.com.

Louisiana

Sept. 3, 2011 Kickoff Scholastic

4-SS, G/30. Site: Hilton New Orleans Airport, 901 Airline Dr., Kenner, LA 70062. **EF:** \$15 if mailed by 8/26, \$20 at site. LCA Memb. req'd for grades 9-12 (\$5), OSA. **Three Sections:** K-3, K-6, K-12. Trophies to top 3 in each section, medal and chess gift to all participants. **Reg.:** 10-10:45am. **Rds.:** 11-12:30-1:45-3. **Ent/Info:** Adam Caveney, 1301 Gen. Taylor St., New Orleans, LA 70115, cb20234@yahoo.com, (504) 895-4133 (evenings), (504) 615-6730 (on day of tourney). NS, NC.

Maryland

Sept. 3, New Jersey K-8 State Championship (NJ)

See New Jersey.

Nebraska

Sept. 24-25, Mid West Regional Team Chess Event

Regional four member teams (alternate permitted), 5 Rd SS, G/60. **Reg.:** Saturday 9/24/2011 8:00-9:00 AM. **Rds.:** Rd 1 10:00 AM; Rd 2 1:00 PM; Rd 3 3:30 PM; Sunday 9/25/2011 Rd 4 10:00 AM; Rd 5 1:00 PM at the QWEST Center, 455 N. 10th St., Omaha, NE 68102. **Categories:** K-3 (G30), K-6, K-9, K-12 and Open. **EF** per team if received before 9/1/11 \$100, before 9/15/11 \$120. No on-site registration. USCF membership required. **Prizes:** Trophies for all teams and medals for all players. For Friday events information, see Flyer at www.omahachess.org. **Contact:** Mike Gooch, 1004 South 131st Ave., Omaha, NE 68154, 402-333-0722, mdg0och22@gmail.com.

Nevada

Dec. 26-29 or 27-29, 21st annual North American Open

See *Chess Life* or www.chesstour.com.

New Jersey

A State Championship Event!

Sept. 3, New Jersey K-8 State Championship

Somerset Holiday Inn, 195 Davidson Ave., Somerset, NJ 08873, Exit#10 off I-287, Easton Ave. 732-356-1700. **4 Sections: Hot Shots: U1000, Check Mates: U700, Rising Stars: U500 & Chess Pirates, For unrated/beginners and U200.** All sections: 5-SS, G/30, Trophies to Top 10 All get awards. **Reg.:** Saturday 9/03, 11am-12pm. **Rounds:** 12:30pm, then ASAP w/lunch break after first round. Half-point byes allowed. **EF:** \$25 if mailed or paid online by 8/31. **Site:** Use website entryfeesrus.com. \$35 at site. Super-Combo **EF:** \$78 (save \$15) Play in the K-8 Saturday and in Booster U1300 on Sunday and Monday. **ONLY \$78.** One half-point byes allowed. **Entries to:** Ken Thomas, 115 West Moore St., Hackettstown, NJ 07840. Make checks payable to NuSCF. Please indicate section. **Info:** 908-763-6468 or acn@goes.com.

Sept. 18, Westfield Fall Scholastic

Westfield Y, 220 Clark St., Westfield, NJ 07090. K-12 3 Sections : Open, Under 1250, under 750. **Open:** 3SS, G/45. Trophies to top 5 in each section. **EF:** \$20, \$15 members, at site \$30, \$25 Members. **Reg.:** 2-2:30 p.m. **Rds:** 2:45-4:25-6:05 p.m. **Under 1250:** 4SS, G/30 Trophies to top 5 in each section. **EF:** \$20, \$15 Members, at site \$30, \$25 Members. **Reg.:** 2-2:30 p.m. **Rds.:** 2:45-4:00-5:15-6:30 p.m. **Under 750:** 4SS, G/30 Trophies to top 5 in each section. **EF:** \$20, \$15 Members, at site \$30, \$25 Members. **Reg.:** 2-2:30 p.m. **Rds.:** 2:45-4:00-5:15-6:30 p.m. Tiebreaks for trophies. **Info:** Todd Lunna 732-526-7163, lunnaco@aol.com, www.westfieldchessclub.com. **Send advance entries to:** Todd Lunna, 36 Maple Dr., Colts Neck, NJ 07722 by Sept. 15, 2011. **Make checks payable to:** Westfield chess club.

Oct. 21-23 or 22-23, 2nd annual Boardwalk Open

See *Chess Life* or www.chesstour.com.

New York

Aug. 17-21, 18-21, 19-21 or 20-21, Manhattan Open

See *Chess Life* or www.chesstour.com.

Aug. 20, Marshall Saturday G/60

4-SS, G/60. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **(\$360/24):** \$160-80, **U2000** \$65, **U1700** \$55. **EF:** \$40, members \$20. **Reg.:** 11:15-11:45 am. **Rds.:** 12-2:30-4:45-7. One bye available, request at entry.

Aug. 21, Marshall Saturday Action

5-SS, G/30. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. Two sections: **A. Open (\$360/24):** \$160-80, U2100 \$65, U1800 \$55. **B. U1500 (\$240/16):** \$120-65, U1200 \$55. **EF:** \$40, members \$20. **NOTE CORRECTION:** **Reg.:** 11:15-11:45 not 12:15-12:45 pm. **Rds.:** 12-1:30-2:45-4:5-15PM not 1-2:30-3:45-5:00-6:15. One bye available, request at entry.

Aug. 23, Marshall Tuesday Quads

3-RR, G/30. Open to all levels; quads formed by rating. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$25, members \$20, \$50 to each winner. **Reg.:** 6:15-6:45 pm. **Rds.:** 7-8:05-9:10.

Aug. 27, Marshall Saturday U1800

4-SS, G/45. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **(\$300/20):** \$160-80, **U1500** \$60. **EF:** \$40, members \$20. **Reg.:** 12:15-12:45 pm. **Rds.:** 1-2:45-4:30-6:15. One bye available, request at entry.

Aug. 28, Long Island Open and Scholastic Cold Spring Harbor Laboratory, 1 Bungtown Rd., Cold Spring Harbor, NY 11791. Grandmaster workshop, Tour CSHL - ranked #1 in molecular biology and genetics. Open 3SS, G/60 Top 8 LI juniors 18&U and CSHL scientists receive personal invitation. Schedule: **Rds.:** 10, 12:30, 3:00. **Scholastic** 4SS, G/45 **U1500, U1000, NRB.** Schedule: **Rds.:** 10, 11:50, 1:40, 3:30. **Info:** E-mail: olgapharr@me.com, www.lichess-mates.com. **EF:** \$50 donation to Cold Spring Harbor Laboratory pmk by Aug. 21 at <http://www.cshl.edu/> "Make a Gift" - in Comments use the code "Chess" and provide USCF ID and section. All proceeds will benefit cancer research. All donations are tax deductible. \$75 on site, Registration ends 9:45.

Aug. 29-Sep. 26, Marshall Monday U1600

5-SS, G/90. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$40, members \$20 **(\$300/20):** \$160-80, U1300 \$60. **Reg.:** 6:15-6:45pm. **Rds.:** 7 pm each Monday. Limit 2 byes, request by Rd 3. **Chess Magnet School JGP.**

Sept. 1, 16th Annual Chess Center Thursday "End-of-Summer" Scholastic Novice!

4-SS, G/30, age 17/below, Under 1400 or unrated. Marshall Chess Club, 23 W. 10th St., bet. 5-6th Ave., NYC: 845-569-9969. **EF:** \$20, Club members \$10. Trophies: top 4, top Unr. Reg. by 12:45 pm. **Rds.:** 1-2:30-3:45-5 pm. Limit 2 byes, commit by 2:30. No advance entries. **Phone entry often impossible!**

Sept. 2-5, 3-5 or 4-5, 133rd annual NY State Championship

See *Chess Life* or www.chesstour.com.

Sept. 3, Marshall Saturday Action

5-SS, G/30. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **(\$360/24):** \$160-80, U1900 \$65, U1600 \$55. **EF:** \$40, members \$20. **Reg.:** 12:15-12:45 pm. **Rds.:** 1-2:30-3:45-5-6:15. One bye available, request at entry.

Sept. 3, New Jersey K-8 State Championship (NJ)

See New Jersey.

Sept. 4, Marshall Sunday G/60

4-SS, G/60. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **(\$360/24):** \$160-80, U2000 \$65, U1700 \$55. **EF:** \$40, members \$20. **Reg.:** 11:15-11:45 am. **Rds.:** 12-2:30-4:45-7. One bye available, request at entry.

Sept. 5, Marshall Labor Day Madness

7-SS, G/30. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$45, members \$25. **(\$480/24):** \$200-100-75, U2000 \$55, U1700 \$50. **Reg.:** 11:15-11:45. **Rds.:** 12-1:30-2:45-4:00-5:45-7:00-8:15. Two byes available, request at entry.

Sept. 10, Marshall Saturday U1400

4-SS, G/45. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **(\$300/20):** \$160-80, U1100 \$60. **EF:** \$40, members \$20. **Reg.:** 12:15-12:45 pm. **Rds.:** 1-2:45-4:30-6:15. One bye available, request at entry.

Sept. 17, Marshall Saturday U1600!

4-SS, G/45. Marshall CC, 23 W. 10th St., NYC. 212 477-3716. **(\$300 b/20):** \$160-80, U1300 \$60. **EF:** \$40, members \$20. **Reg.:** 12:15-12:45. **Rds.:** 1-2:45-4:30-6:15PM. One bye available, request at entry.

Sept. 24, Marshall Saturday U1800!

4-SS, G/45. Marshall CC, 23 W. 10th St., NYC. 212 477-3716. **(\$300 b/20):** \$160-80, U1500 \$60. **EF:** \$40, members \$20. **Reg.:** 12:15-12:45. **Rds.:** 1-2:45-4:30-6:15PM. One bye available, request at entry.

Oct. 3-31, Marshall Monday U1600!

5-SS, G/90. Marshall CC, 23 W. 10th St., NYC. 212 477-3716. **EF:** \$40, members \$20. **(\$300 b/20):** \$160-80, U1300 \$60. **Reg.:** 6:15-6:45. **Rds.:** 7PM each Monday. Limit 2 byes, request by rd. 3. **Chess Magnet School**

Tournament Life

JGP.

Oct. 8, National Chess Day: Herschelle Carrousel Chess Classic 2011

Celebrating National Chess Day and The Archangel 8 Chess Academy Herschelle Carrousel Factory Museum, 180 Thompson St., North Tonawanda, NY 14120. Featuring a Herschelle Carrousel Factory Museum All Girls K-12 Championship. **In 4 Sections: Herschelle Carrousel K-12 Girls Championship:** 4SS, Game 30, **EF:** \$10.00 if received by October 1, 2011. **Herschelle Carrousel Novice K-6th:** 4SS, Game 30, **EF:** \$10.00 if received by September 30, 2011. **Herschelle Carrousel K-12th:** 4SS, Game 30, **EF:** \$10.00 if received by September 30, 2011. **Herschelle Carrousel Unrated K-12th:** 4SS, Game 30, **EF:** \$10.00 if received by September 30, 2011. **ALL:** No checks onsite. Trophies to the Top 3 in each section, Medals for players who earn 2 points. **Reg.:** Advance entries only! \$5.00 if received by September 24, 2011. **Rds.:** Round 1 at Noon, other games will begin when all are finished. One half point Byes available upon request prior to round. **ENT:** The Archangel 8 Chess Academy, 60F Guilford Ln., Buffalo, NY 14221. Advance entries only. arcangel8chess@yahoo.com. **INFO:** Mc Duffie, Chess Ambassador, 60F Guilford Ln., Buffalo, NY 14221. Advance registration entries only! NS. NC. W.

Oct. 9, Marshall Sunday G/60!

4-SS, G/60. Marshall CC, 23 W. 10th St., NYC. 212 477-3716. **(\$360 b/24):** \$160-80, U2000 \$65, U1700 \$55. **EF:** \$40, members \$20. **Reg.:** 11:15-11:45AM. **Rds.:** 12-2:30-4:45-7PM. One bye available, request at entry.

Oct. 10, Marshall Columbus Day Madness!

7-SS, G/30. Marshall CC, 23 W 10th Street, NYC. 212 477-3716. **EF:** \$45, members \$25. **(\$480/24):** \$200-100-75, U2000 \$55, U1700 \$50. **Reg.:** 11:15-11:45AM. **Rds.:** 12-1:30-2:45-4-5:45-7-8:15PM. 2 byes available, request at entry.

Oct. 30, Capital Region Open

See *Chess Life* or www.chesstour.com.

Ohio

Aug. 5-7 or 6-7, Cleveland Open

See *Chess Life* or www.chesstour.com.

Nov. 11-13 or 12-13, 20th annual Kings Island Open

See *Chess Life* or www.chesstour.com.

Pennsylvania

Sept. 3, New Jersey K-8 State Championship (NJ)

See New Jersey.

Nov. 25-27 or 26-27, 42nd annual National Chess Congress

See *Chess Life* or www.chesstour.com.

Rhode Island

October BK Tournament for Kids

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, rhodeislandchess@yahoo.com, (401)359-1602.

Texas

Sept. 30-Oct. 2 or Oct. 1-2, 2011 U.S. Class Championships

See Nationals.

Virginia

Sept. 3, New Jersey K-8 State Championship (NJ)

See New Jersey.

Oct. 6-10, 7-10, 8-10, 6-9, 7-9 or 8-9, 2nd annual Continental Class Championships

See *Chess Life* or www.chesstour.com.



Answers from pg. 11

(now he's out of the square!) 11. ... d3 12.h6+ Kg8 13. Kf6 (White can lose here with either 13. g7 Kf7; 13. h7+ Kg7 14. h8=Q+ Kxh8 15. Kf6 Kg8) 13. ... d2 14. h7+ Kh8 15. Kf7 d1=Q 16. g7+ Kxh7 17. g8=Q+ Kh6 18. Qg6#

Position Four Solution: DRAWN!

This solution is all about White making sure he gets the opposition or else he will lose: 1. hxg5+ Kh5 2. g6 fxg6 3. f5 gxf5 4. Kg1 (White can lose the opposition and the game with 4. Kg2 Kg4 5. Kf2 Kf4 6. Kf1 Kf3 7. Kg1 Ke2) 4. ... Kg5 5. Kf1 (Two more ways to lose the opposition and the game: 5. Kf2 Kf4; 5. Kg2 Kg4) 5. ... Kf4 6. Kf2 and Black can make no headway.

Position Five Solution: DRAWN! But there's only one right way to do it!

Don't be in a hurry to grab pawns: 1. Kd4 b6 (1. ... Kb3 2. Kd5 b4 3. Kc5 b6+ 4. Kb5 Kxb2 5. Kxb4) 2. Kd5 Kb3 3. Kc6 b4 4. Kb5 The important thing was to make the black king capture the b-pawn to allow White to gobble the others.

Position Six Solution: DRAWN!

Move two by White is well worth remembering. It's the only one that draws. The two step pawn move forces the black king back yet another square so White could capture the opposition: 1. Kc1 Ka2 2. b4!! (Two ways to lose: 2. b3? Kxb3 3. Kb1 b4 4. Ka1 Kc2 5. Ka2 b3+ 6. Ka1 b2+ 7. Ka2 b1=Q+; 2. Kc2? b4 3. b3 Ka3 4. Kc1 Kxb3 5. Kb1 Ka3 6. Ka1 b3 7. Kb1 b2) 2. ... Kb3 3. Kb1 Kxb4 4. Kb2 Ka4 5. Ka2 b4 6. Kb2 b3 7. Kb1 Ka3 8. Ka1 b2+ 9. Kb1 Kb3 Stalemate

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