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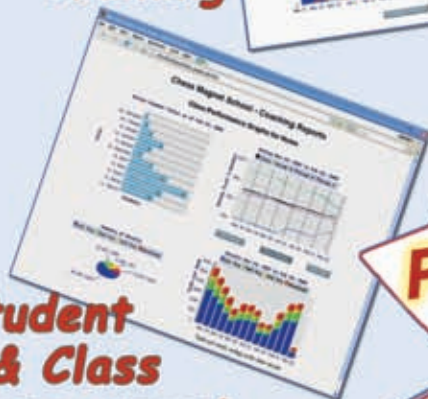
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COVER AND ILLUSTRATIONS FOR PAGES 10-13 BY MIKE MAGNAN

I Double-Dog Dare Ya (Again)

The solutions to the Pawnmower positions from last issue:

ROOK (17) – h5, d5, d4, d2, e2, e1, e8, d8, d7, f7, a7, a8, a6, c6, c4, c2, g2.

QUEEN (13) – g1, h2, e2, e4, h7, c7, f4, f6, d8, b6, c6, c5, a3
BISHOP (17) – e8, h5, g4, f3, h1, d5, c4, b5, a6, b7, a8, c6, d7, e6, b3, g8, h7

QUEEN (12) – d2, g2, c6, a6, a1, b1, b3, f7, f8, g7, g3, h4

KNIGHT (13) – h5, f4, d3, b4, d5, e3, f5, e7, g8, f6, e4, d6, f7

KNIGHT(16) – e8, g7, e6, g5, h7, f8, d7, e5, g6, h4, g2, f4, h5, g3, e4, f2

Congratulations to Grayson, Ethan, Estella, Mary, Quinhong, Maggie, and Gabriel. For solving at least one puzzle correctly, they will each receive a copy of *Pawnmower 3* by Maurice Ashley.



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TALES OF THE ARABIAN KNIGHTS

BY RICK KENNEDY ILLUSTRATIONS BY PAMELA KEY



Transformers

"WHEN I WAS YOUNG," SAID THE KING, IDLY, "CHESS BORED ME."

"REALLY, YOUR MAJESTY?" SHE ASKED, WITH A RAISED EYEBROW THAT SHOWED SHE WAS NOT SURE IF SHE WAS BEING TEASED.

"I was pleased to see that after 1. Nf3 f6 2. Nc3 g5 I could turn my knight into a bishop and play 3. N/Bh5 checkmate."

They both had a good chuckle.

"Another time, after 1. e4 c5 2. b4 cxb4 3. a3 bxa3 4. Nc3 Qa5

father by *fianchettoing* a knight. He was not amused. He quickly put an end to my *foolishness*."

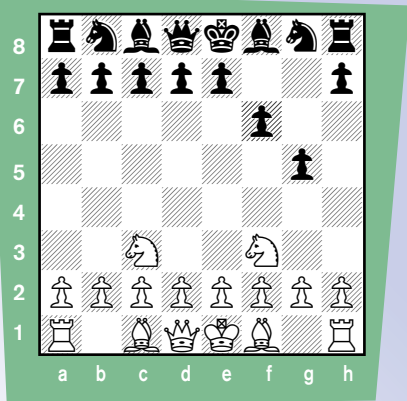
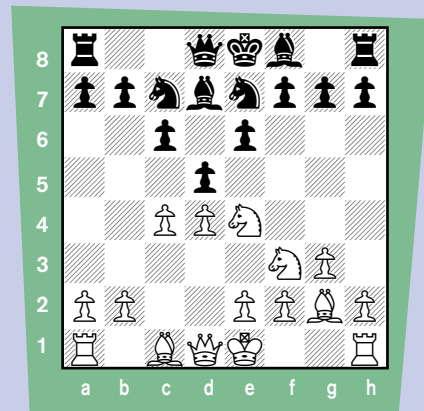
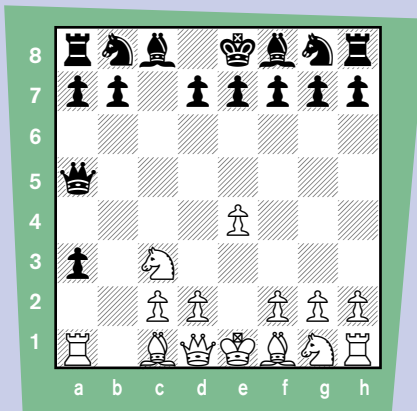
"Ohhhh ..." she sighed.

"But I saved a position from another game that I played that day. Can you see it?"

"Really young," said the King. "So, I decided that it would be a lot more fun if the knight, that trickiest of the pieces, should also be able to move during the game like a bishop or a rook."

She smiled, for she recalled similar thoughts, herself, from long ago.

"At first," continued the King, "it led to strange and amusing contests. For example ..."



I realized that I had a snappy queen sacrifice, 5. Qh5 Qxh5 because I could turn my knight into a rook and then finished up with 5. N/Rxc8 checkmate.

At that, they both laughed.

"It was fun for a while," the King admitted, "but one day I surprised my

"Oh, that's *funny*," she said. "White leaves his knights as knights and simply plays Nd6, checkmate."

"Most of the time I think that the Royal Game is best played the way it is supposed to be," said the King, nodding. "But, sometimes ..."

"Yes, sometimes ..." she agreed.

2011 Junior Grand Prix Standings



This unofficial list is based on USCF records and TD reports as of Wednesday, November 9, 2011. There are 5,716 players with JGP points and 445 JGP-eligible events have resulted in points earned.

Top 50 Overall Standings

NAME	STATE	PTS	EVENTS
KORBA, NICKY	CA-S	10689	17
SHUBEN, MATTHEW	CA-S	9782	16
ROACH, CHARLIE PARKER	UT	7394	9
KUMAR, ARAVIND	NJ	7185	19
VISWANADHA, KESAV	CA-N	6700	14
REEDER, CHARLIE PARKER	NY	6649	7
MIZUSHIMA, DEREK	MD	6594	14
BANERJEE, ABHIMANYU	FL	6163	6
LIANG, ADREAM	WI	6087	9
KOENIG, JAKE	MD	5907	10
YAN, KEVIN	NY	5889	11
KADAVERU, AJIT	VA	5846	8
QAZI, RAFEH R	IL	5684	7
CAO, JONATHAN	VA	5623	10
ATTANAGODA, ISURU ADEEPA	VA	5437	12
GORTI, AKSHITA	VA	5431	17
SCHEIN, AARON O	NY	5427	11
MOTURI, SOUREESH	PA	5376	9
GAN, ERIC	VA	5354	10
WIENER, ALEXANDRA	CT	5242	7
PETERSON, DANTE	CA-S	5156	6
CHEN, JASMINE	NY	5081	9
LUO, MAGGIE	VA	5070	8
TURE, TANER	NY	5002	9
YEN, MICHAEL J	NJ	4965	9
MOORTHY, SRINIVAS RAMANUJA	MD	4923	6
CHIANG, SARAH	TX	4910	7
NGUYEN, PHILIP	PA	4852	8
ZHONG, HOWARD	OK	4826	3
PETERSON, GIA	CA-S	4783	8
NGUYEN, TRUNG	VA	4775	11
ZACK, DANIEL	NJ	4769	6
KULKARNI, SOUMYA	MI	4734	9
ZHOU, RYAN	VA	4726	10
CHEN, JUSTIN LU	HI	4723	9
SUN, ABE	IL	4680	11
RIVES, HAL	NY	4630	8
RAJASEKARAN, VIKAS	VA	4623	8
OFFERTALER, BENDEGUZ	MD	4594	6
ZHAO, CHENYI	CA-N	4578	4
LEVKOV, DANIEL	NY	4566	8
SINHA, SAHIL	MD	4564	11
BUDEJEN,-JEREZ. ALEJANDRO	PA	4558	5
JANNOL, AVI	CA-S	4499	7
PETERSON, MICK	CA-S	4499	9
SCHNEIDER, THOMAS G	WI	4493	7
MC VAY, KIERNAN	NJ	4491	5
MOON, KYLE	NY	4485	12
GAN, DANIEL	VA	4475	9
O'NEIL, BRANDON JAMES	MI	4462	5

State Leaders

NAME	STATE	PTS	EVENTS
CHEN, STEVE MENGXI	AL	3405	4
BROCK, DAMON	AR	2328	1
ENG, RACHEL	AZ	3013	6
BEILIN, ALLAN	CA-N	4263	9
WANG, ANDREW	CA-S	3572	4
KOHLER, CORY	CO	2929	2
TANENBAUM, ZACHARY CHEN	CT	3451	9
HAUGE, DAVID RICHEY	DC	2281	3
KAMARA, ABUBAKARR	DE	2844	1
LASSNER, JARED	FL	4165	8
GHATTI, SANJAY	GA	4156	9
KAONOH, TRISTAN K	HI	1773	2
LEE, GORDON S ARAI	IA	2951	4
HARMON-VELLOTTI, LUKE	ID	4147	4
KOGEN, JONATHAN S	IL	3908	6
MC DONALD, ALEX K	IN	3066	2
MURARI, KARTHIKEYAN	KS	3500	1
HAMILTON, ALEX	KY	2152	4
WIETFELDT, AUGUST	LA	3527	2
GROSSACK, ADAM	MA	4060	2
WINTER, CURTIS A	MD	4164	9
REYNOLDS, AVERY	ME	2100	1
VIRKUD, APURVA	MI	4162	8
TADESSE, MICHAEL	MN	3567	3
HUA, MARGARET M	MO	4321	8
SALZGEBER, KYLE ANDREW	MS	1548	2
LEE, CONRAD	MT	1400	2
MADIRAJU, SURAJ	NC	3198	5
KOPPINGER, MATTHEW	ND	876	1
PETROSYAN, ANASTASIYA	NE	670	1
WELLING, POOJA	NH	3777	2
LIM, MATTHEW	NJ	4290	7
SERNA, JEFFREY MICHAEL	NM	2970	6
BAROZZI, MICHELANGELO	NV	3006	1
REDDISH, DYLAN	NY	4092	2
SRIVASTAVA, VIKRAM	OH	4421	6
YIN, ANNIE	OK	4414	3
TALYANSKY, SETH DAVID	OR	3545	2
JAHANSHAH, BARDIA	PA	4166	2
FINNEY, STUART S	RI	2013	6
DIAS, NEHA	SC	4068	4
RYSAVY, LUKE T	SD	242	1
CANEZAL, JENJOE CABANGAN	TERR	2902	1
PAO, LUCAS	TN	3351	4
MURTHY, AADITYA	TX	3712	6
SRINIVASAN, VISHWA	UT	2910	5
DOMMALAPATI, ABHINAY	VA	3863	10
RO, DAVID	VT	1652	1
SETIADIKURNIA, SLOAN	WA	4410	3
ULRICH, RACHEL J	WI	4438	7
PARHI, SIDHARTHA	WV	1991	3



The Chess Detective

by NM Todd Bardwick

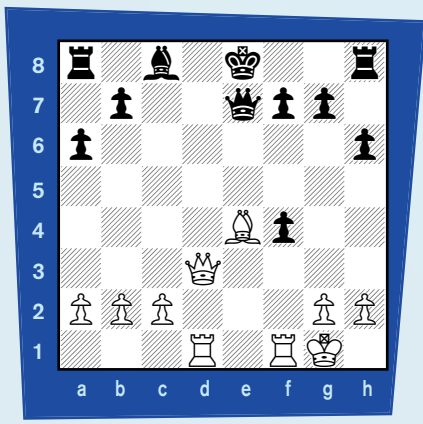


HUNTING THE KING IN THE CENTER PROBLEMS

In the October edition of *Chess Life for Kids*, we looked at a couple examples of how to attack a king in the center of the board. If you can't checkmate the exposed king, you will likely gain a material advantage as a result of your attack.

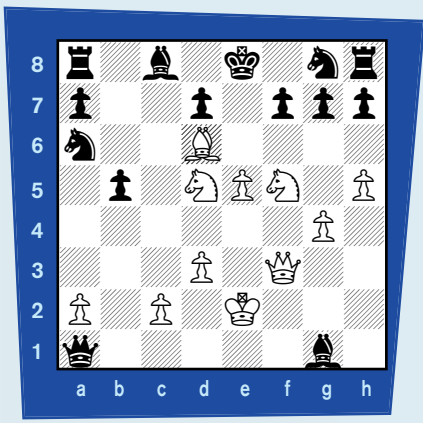
Now it is your turn to figure out how to take target practice against these uncastled kings!

#1



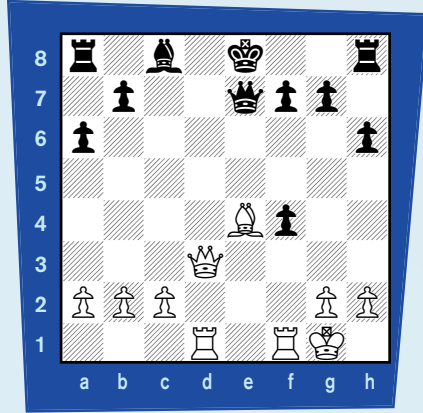
Position after 16. ... exf4
White to Move

#2



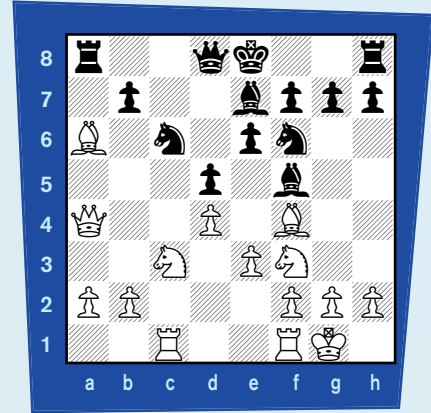
Position after 20. ... Na6
White to Move

#3



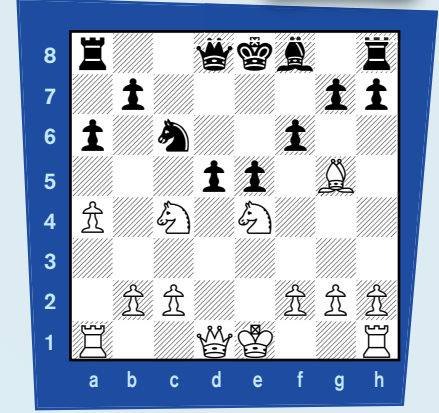
Position after 17. ... Ke8
White to Move

#4



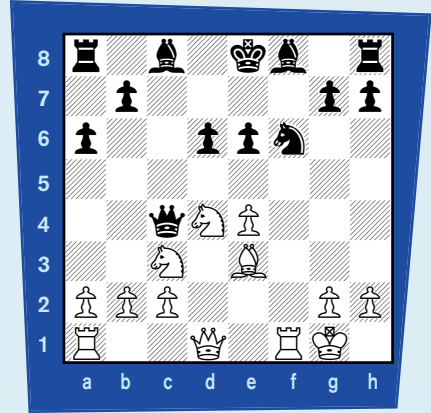
Position after 13. ... Ra8
White to Move

#5



Position after 12. ... f6
White to Move

#6



Position after 12. ... fx6
White to Move

Solutions on page 18

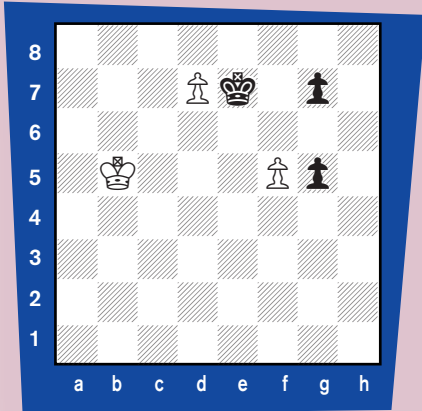
Todd Bardwick
is the author of
Chess Strategy Workbook:
A Blueprint for Developing the Best Plan.
He can be reached at
www.ColoradoMasterChess.com

WIN OR DRAW?

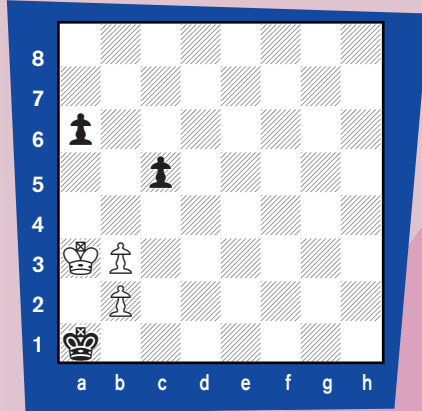
by Pete Tamburro

You know the drill. Write down whether the position is a win or draw, and no matter whose move it is, who wins if it's a win. You should then write down what you think the line is that gets you to the result you think it is. King and pawn endings are tricky, so be very careful!!

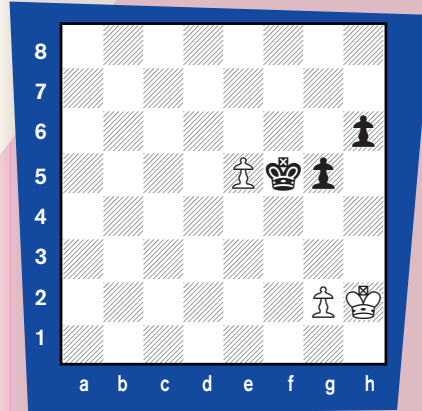
Position One: White to Play



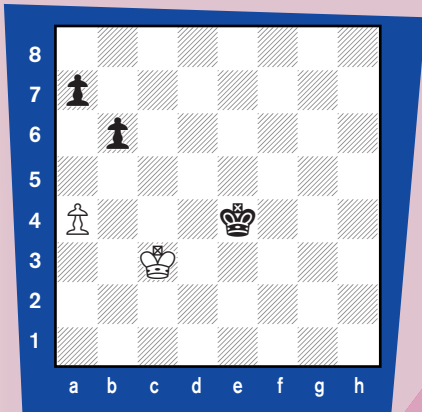
Position Three: White to Play



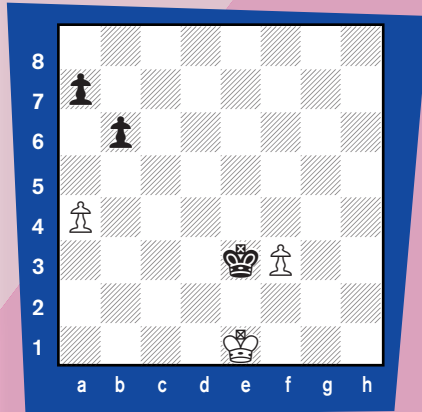
Position Five: White to Play



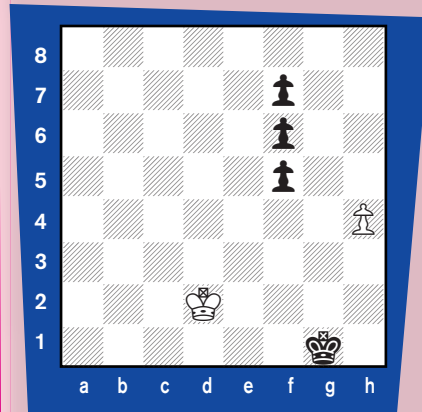
Position Two: White to Play



Position Four: White to Play



Position Six: White to Play



Answers on page 18 





2011/2012

Chess Camps

The NYChessKids Chess Camp has been held for many years — first at the Manhattan Chess Club, then at our location at the Episcopal Church. A year ago we started to organize our Chess Camp at PS 116 school which offers a perfect environment for studying chess.

Most of our students come from New York City, but we do attract students from other areas and have occasionally had students visit from other countries for a few days! The goal of the camp is to foster an environment of learning and fun, so that students are happy before and after the day. During breaks, students can watch movies, play video games, or play more chess. For very motivated students, the breaks are a tremendous opportunity for gaining specialized instruction from a teacher.

While the format of each camp day is the same, the content and form of the lessons varies day-to-day. There is always a warm-up session and the "tournament-style" session, but the other sessions can take different forms, for example: Puzzle solving (various forms of tactics, endgames, studies, etc.), lesson with multimedia projector, lesson with demonstration board, analysis session.



Location

PS 116 – 210 East 33rd Street (between 2nd & 3rd Avenue), New York, NY 10016

Time

Full Day: 10:00 AM – 5:00 PM
Half Day: 10:00 AM – 1:00 PM
Morning Session or 1:00 PM – 5:00 PM Afternoon Session

Registration

Please visit www.nychesskids.com to register on-line

Early drop-off in the morning at 9:00 AM free of charge! Drinks, snacks and pizza lunch will be provided! Students are welcome to bring their own snacks and lunch.



More Information

2011 Columbus Day Chess Camp
October 10, 2011 (1 day)

2011 Veterans' Day Chess Camp
November 11, 2011 (1 day)

2011 Holiday Chess Camp
December 26 to 30, 2011 (1 week)

2012 Martin Luther King Day Chess Camp

2012 Winter Chess Camp
February 20 to 24, 2012 (1 week)

January 16, 2012 (1 day)

2012 Summer Chess Camp
July 2 to August 31 (9 weeks)

2012 Spring Chess Camp
April 9 to 13, 2012 (1 week)

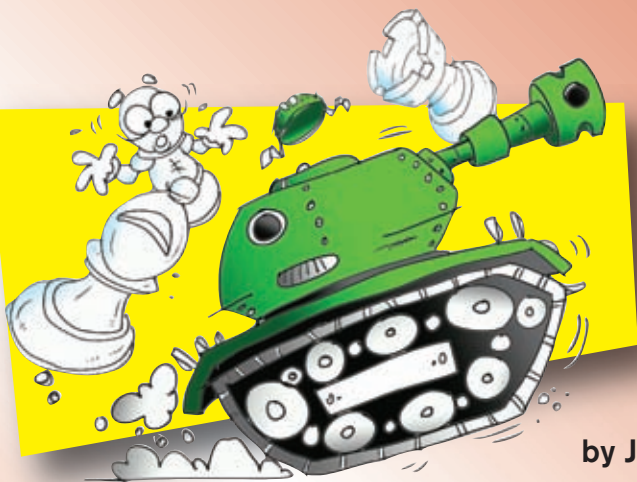
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Operation Pawn Storm: The Physics of Pawn Storms

by Jon Edwards



[Thinking caps required; manual dexterity (Move the pieces!) required; dictionary recommended; chess coach: surprise him or her! Knowing when you have a won game is hard enough, but winning a won game can be even more difficult, unless you've seen it done. Jon Edwards has provided a few examples for your benefit. –Editor]

Most young players have heard these simple rules of thumb: two connected passed pawns on the fifth rank are generally worth a knight or bishop. Two connected passers on the sixth rank are generally worth a rook. And two connected passers on the seventh are generally worth a queen.

But what's the value of having more than two advanced connected passers?

There's nothing in chess as intimidating as a pawn storm, a cluster of connected pawns rolling down the board as part of a coordinated attack.

Many of you will take up physics, the study of matter and its motion. You will learn that matter at rest will tend to stay at rest, and that matter in motion will tend to remain in motion. As you will soon see, these are useful principles for chess.

The key to physics is the formula $F=m \cdot a$. The "F" stands for force. The "m" stands for mass. The "a" stands for acceleration.

In chess, the power or force of a pawn storm depends upon its mass (or number of pawns) and the continuing forward motion of those pawns. As will soon be seen below, a pawn mass that can effectively advance creates a nightmarish force.

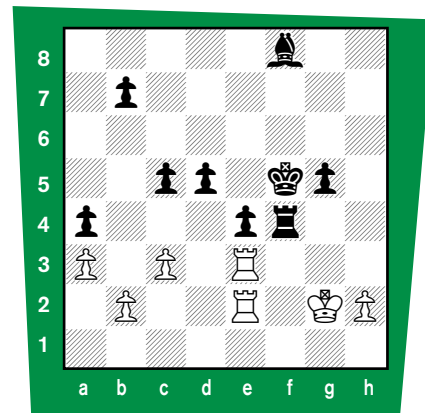
By contrast, a pawn mass that is blockaded and unable to advance has very little force indeed.

**Wilhelm Cohn
Emanuel Lasker
(C66)**

London, 1899

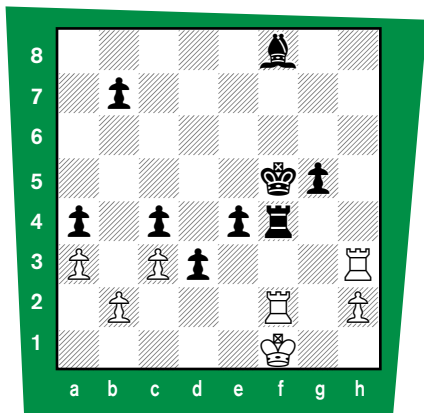
1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. d3 d6 5. Nc3 Bd7 6. 0-0 g6 7. Bg5 h6 8. Bxf6 Qxf6 9. d4 Bg7 10. dxe5 Nxe5 11. Nxe5 Qxe5 12. Bxd7+ Kxd7 13. Qg4+ Qe6 14. Qxe6+ fxe6 15. Ne2 Rhf8 16. c3 a5 17. Rad1 g5 18. Rd3 a4 19. a3 Ra5 20. Rfd1 h5 21. R1d2 Rc5 22. Rf3 Rg8 23. Nd4 Ke7 24. g4 Be5 25. Rh3 hxg4 26. Rh6 Bf6 27. Kg2 Re5 28. Re2 Bg7 29. Rh5 Kf6 30. f3 c5 31. Nb5 gxf3+ 32. Kxf3 Kg6

33. Rh3 d5 34. Kg4 dxe4 35. Nd6 Rf8 36. Rhe3 Rf4+ 37. Kg3 Bf8 38. Nc4 Rd5 39. Nb6 Kf5 40. Nxd5 exd5 41. Kg2



As you can see here, Black has two pawns for the Exchange, but the real story is the advancing pawn mass. 41. ... d4 42. Rh3 (42.cxd4 cxd4 does not slow down the movement of the mass.) 42. ... d3 If it is true that passed pawns are meant to be pushed, then it is certainly true for pawn masses. 43. Rf2 White hopes that an exchange of a pair of rooks will relieve the pressure. 43. ... c4 Patience is an important part of chess. Lasker would much prefer that White capture on f4 in order to strengthen the mass with ... gxf4. 44. Kf1



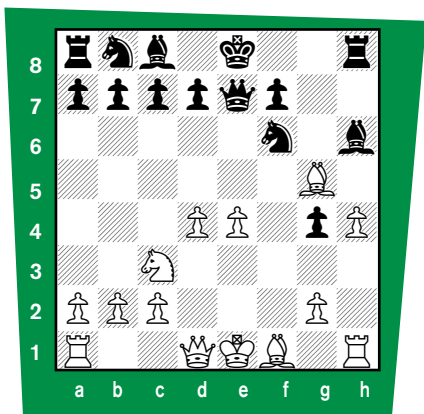


44. ... e3 Using a minor tactic to keep the mass moving. 45. Rff3 (On 45. Rxe3 Rxf2+ 46. Kxf2 Bc5 White wins back the Exchange with an easy win in the king and pawn endgame.) 45. ... Ke4 With the king joining in, White must capture on f4 46. Rxf4+ (There are many ways to win after 46. Kg2 but 46. ... Bc5 is probably best to hold the e-pawn before advancing the mass.) 46. ... gxf4 The pawn mass is growing 47. Rh8 Be7 Walking into an unimportant skewer. 48. Re8 Kf3 Black's threat (... d2) is much stronger than White's threat (Rxe7). 49. Rh8 d2 and there's no way to prevent Black from queening the pawn. 0-1

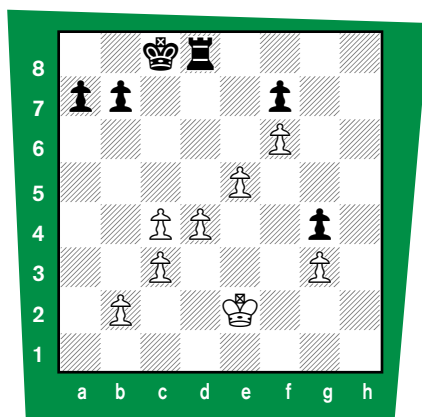
Georg Marco
Geza Maroczy
(C39)

Vienna, 1903

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ng5 Nf6 6. d4 Qe7 7. Nc3 h6 8. Bxf4 First sacrificing the Ng5 8. ... hgx5 9. Bxg5 Bh6



I am sure that Black thought that his troubles had already ended with this move. 10. e5 An additional Exchange sacrifice. White will gain the knight on f6 for it must give up the Rh1. 10. ... Bxg5 11. hxg5 Rxf1 12. gxf6 Black emerges a rook ahead for just a pawn, but Black's queenside has not moved and White has a central pawn mass. 12. ... Qe6 13. Qd3 d5 14. 0-0-0 Bd7 15. Ne2 Na6 16. Nf4 Qc6 17. Qb3 Qb6 18. Nxd5 Qxb3 19. axb3 0-0-0 20. Nf4 c6 21. Bc4 Rxd1+ 22. Kxd1 Be8 23. c3 Nc7 24. Ke2 Nd5 25. g3 Bd7 26. Nxd5 cxd5 27. Bxd5 Bb5+ 28. Bc4 Bxc4+ 29. bxc4



We flash forward 17 moves. Black remains a rook ahead and has managed to exchange off all of his other pieces, but White's pawn mass has become a frightening force.

29. ... Kd7 Black's only hope is to blockade or at least slow down the mass while activating the rook and pursuing an outside passed pawn on the a-file. 30. Ke3

The king plays a key role in assisting the forward march of the mass. 30. ... Rc8 31. b3 Patiently ever forward. 31. ... b5 A key resource. White cannot capture on b5, which can now join the a-pawn to create the outside passer.

32. c5 The mass continues its advance. (Obviously not 32. cxb5 Rxc3+) 32. ... a5 But Black will survive with a single idea, the outside passer. 33. Kd3 Making sure that a

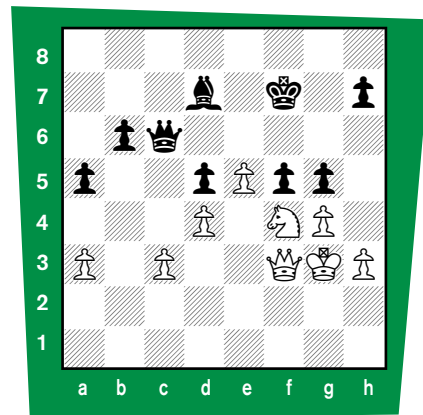
passed a-pawn will require support from the rook. 33. ... a4 34. bxa4 bxa4 35. Kc4 The amazing thing about this game is just how close White comes to winning. 35. ... Rb8 Cutting off the king from preventing the advance of the a-pawn.

36. d5 a3 37. c6+ Kc7 38. Kc5 a2 39. d6+ Kc8 40. e6 After the amazing sacrifices, White emerges one tempo short. 40. ... a1=Q, White resigned.

Rudolf Buchner (2301)
Stefan Otterstaetter (2165)
(B29)

Bad Woerishofen, 2003

1. e4 c5 2. Nf3 Nf6 3. Nc3 Nc6 4. d4 d5 5. exd5 Nxd5 6. Bc4 Nxc3 7. bxc3 e6 8. 0-0 Be7 9. Be3 Qc7 10. Qe2 cxd4 11. cxd4 Bd7 12. Rab1 Rc8 13. Rfd1 Nb4 14. Bb3 Nd5 15. Bxd5 exd5 16. Bg5 f6 17. Re1 Bc6 18. Bf4 Qd7 19. Rb3 Kf7 20. Re3 Rhe8 21. Nh4 g6 22. Qf3 Kg7 23. g4 Bb4 24. c3 Rxe3 25. Rxe3 Bd6 26. Bxd6 Qxd6 27. Qe2 Rf8 28. Nf3 Bd7 29. h3 Qf4 30. Ne1 Qd6 31. Kg2 Kf7 32. Nd3 b6 33. Qf3 Kg7 34. Nb4 Be6 35. Qe2 Kf7 36. f4 Bd7 37. Qf3 Re8 38. Re5 Rxe5 39. fxe5 Qe6 40. Kg3 f5 41. a3 a5 42. Nd3 Qc6 43. Nf4 With two attacks upon the weak d5-pawn. 43. ... g5



(Trying to hold the pawn with 43. ... Be6 meets 44. gxf5 gxf5 45. Qh5+) 44. Qxd5+ Ke7 Black counts on the fact that the knight cannot now safely move. 45. Qxc6

gxf4+ 46. Kxf4 Bxc6 47. gxf5 All forced.

White emerges with three pawns for the bishop and, of course, a powerful pawn mass. 47. ... h6 Trying to prevent Kg5, but missing a draw with 47. ... b5 48. Kg5 Kf7 49. Kh6 Be4 50. f6 Kg8 and the bishop will restrain the pawns.

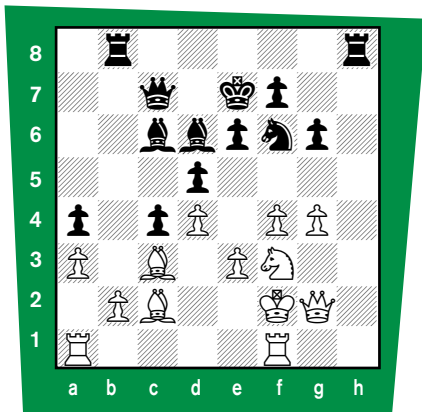
48. c4 The simple principle: Keep the mass moving. 48. ... Bg2 49. h4 Bf1 50. c5 b5? Too much hope. Not enough calculation. (Necessary was 50. ... bxc5 to break up the mass. 51. dxc5 Bg2) 51. d5 b4 The outside passed pawn is too slow. 52. d6+ Kd8 (Or 52. ... Kd7 53. e6+ Kc6 54. d7 Kc7 55. f6)

53. axb4 a4 54. e6 Bc4 (54. ... a3 55. f6 a2 56. f7 and White's pawn will queen with mate.) 55. b5 Bxb5 56. f6 Ke8 57. f7+ (The end would be 57. f7+ Kf8 58. Kf5 a3 59. Kf6 a2 60. e7mate) **Black resigned.**

Adam Dukowicz (2055)
Maciej Swiczar (2145)
(D00)

Augustow, 1996

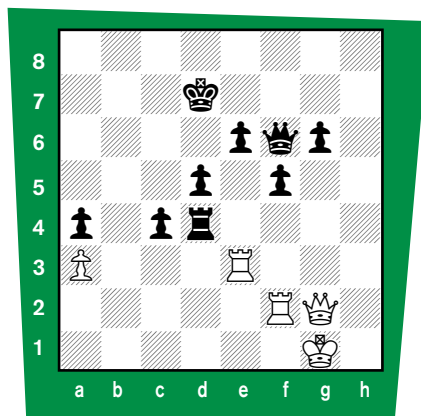
1. d4 Nf6 2. e3 c5 3. c3 d5 4. f4 Nc6 5. Nf3 e6 6. Bd3 Bd7 7. 0-0 c4 8. Bc2 b5 9. Ne5 Qc7 10. Qf3 Bd6 11. g4 b4 12. Nxc6 Bxc6 13. cxb4 Bxb4 14. Bd2 Bd6 15. Bc3 Rb8 16. a3 a5 17. Nd2 a4 18. Qg2 g6 19. Nf3 h5 20. h3 hxg4 21. hxg4 Ke7 22. Kf2



Material is even, but Black launches a bishop sacrifice to strip the white king of its pawn protec-

tion. 22. ... Bxf4 23. exf4 Qxf4 That's two pawns for the bishop with the g-pawn hanging. 24. Kg1 Nxf4 25. Bd2 Ne3 26. Bxe3 Qxe3+ 27. Rf2 Rxb2 And now four pawns for the bishop. 28. Re1 Qh6 29. Ne5 Be8 30. Rfe2 Bd7 31. Nxd7

The exchange sacrifice results in a position in which Black winds up with four pawns for the rook. 31. ... Rxc2 32. Rxc2 Kxd7 33. Rf2 Qg7 34. Qf3 f5 35. Qd1 Qh6 36. Qf3 Qg5+ 37. Qg2 Qf6 38. Re5 Rh4 39. Re3 (There's a better defense here with 39. Qg3 Rxd4 40. Re1 aiming to activate the queen on b8 or to blockade the pawns with Qe5.) 39. ... Rxd4



Emerging with five connected passed pawns for the rook! 40. Rg3 Rd1+ 41. Rf1 Rxf1+ 42. Qxf1 (Interesting but hopeless is 42. Kxf1 Qa1+ 43. Ke2 Qa2+ 44. Kd1 Qb1+ 45. Kd2 d4 46. Rxf6 c3+ 47. Ke2 d3+.)

42. ... Qd4+ 43. Qf2 Qxf2+ 44. Kxf2 How fun. We arrive at a pure endgame pitting the rook against the pawns. 44. ... d4 45. Ke2 Kd6

Correctly involving the king in the advance of the pawn mass. 46. Rxf6 Kd5 47. Rg8 Aiming to grab the a4-pawn and to then push his own passer. 47. ... Ke4 48. Ra8 e5 49. Rxa4 And so we pit Black's pawn mass against a lone outside passer.

49. ... d3+ 50. Kd1 Kd4 51. Ra8 c3 The mass must press forward.

52. Rc8 e4 Leaving a safe haven for the king on e3. 53. a4 c2+ 54. Kc1 (Worthy of investigation is 54. Kd2 e3+ 55. Kc1 Ke4 56. a5 Kf3 57. a6 e2 58. Re8 Kf2 59. a7 e1=Q+ 60. Rxe1 Kxe1 61. a8=Q d2+ 62. Kxc2 d1=Q+ 63. Kc3 Qd2+ and the pawn will queen!)

54. ... f4! (Avoiding 54. ... Ke3 55. a5 f4 56. a6 f3 57. a7 f2 58. Rf8) 55. a5 f3 56. Rf8 e3! (Resigning rather than having to face 56. ... e3 57. Rd8+ Kc3 58. Rc8+ Kb3 59. Rb8+ Ka2 60. a6 f2 61. Rf8 e2; also winning is 56. ... Ke3) **White resigned.**

Gawain C Jones (2554)
David Eggleston (2341)
(B80)

Torquay, 2009

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Qf3 e6 7. Be3 Be7 8. g4 Nc6 9. g5 Nd7 10. h4 Qc7 11. 0-0-0 b5 12. Nxc6 Qxc6 13. a3 Bb7 14. h5 Ne5 15. Qg3 Qc7 16. Bd4 Rg8 17. g6 hxg6 18. Bxe5 dxe5 19. hxg6 f5 20. Rh5 b4 21. axb4 Bxb4 22. exf5 Bxc3 23. bxc3 Qa5 24. fxe6 Qa3+ 25. Kd2

For the moment, White has two extra pawns in a wide-open position. 25. ... 0-0-0+ Black has castled queenside with check, undoubtedly pleased with his position. The king is now safe, blocking the check with Bd3 invites ... e4 winning a piece, and king moves are very dangerous. 26. Bd3 Walking into the pin and inviting ... e4, but White has an amazing plan in mind.

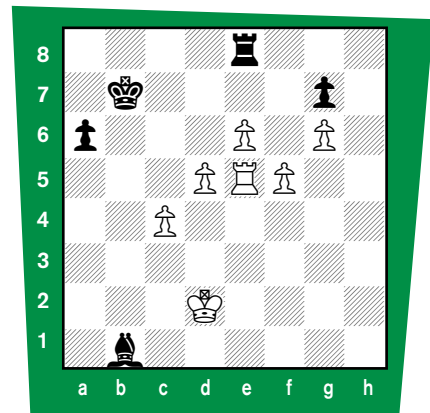
26. ... e4 27. Ra1 Qd6 The bishop is gone and so Black naturally wants to exchange queens. (Capturing the rook 27. ... Qxa1 walks into a mating net with 28. Rc5+).

28. Re5 Preserving the queens



and holding on to the central pawn. **28. ... exd3 29. cxd3** The bishop is gone, but White has achieved one small concession. The recapture has straightened out the pawn structure.

29. ... Rge8 30. Qe3 Re7 31. Ra4 Kb8 32. Rd4 Qb6 33. Rxd8+ Qxd8 34. f4 The pawn mass is beginning to take shape. **34. ... Qd6 35. Qe1** (More logical is simply **35. f5 Qa3 36. Qb6.**) **35. ... Qa3 36. Qb1 Ka7 37. f5 Qd6 38. Qg1+ Kb8 39. Qc5** With the mass in motion, White can even consider simplifying. **39. ... Qxc5 40. Rxc5 Re8 41. d4 Be4 42. c4** ever forward **42. ... Kb7 43. Re5 Bb1 44. d5**



44. ... Kc7 45. c5 Preventing the king from defending aggressively. **45. ... a5 46. d6+ Kd8 47. c6** Aren't those pawns lovely? **Black resigned.**

Sebastian Malec (2130)
Aleksander Choroszej (2048)
(B06)

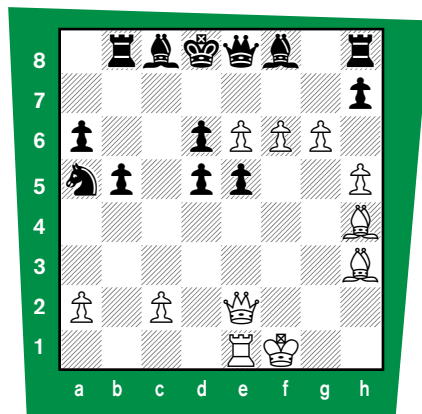
Warsaw, 2010

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Be3 Nd7 5. g4 a6 6. Bg2 Rb8 7. Nge2 b5 8. Ng3 Nb6 9. 0-0 e6 10. f4 Nc4 11. Bf2 Nxb2 12. Qf3 Ne7 13. f5 Nc6 14. f6 Bh6 15. Rae1 Bb7 16. h4 Nc4 17. g5 Nd2 18. Qe2 Nxf1 19. Kxf1 Bf8 20. Bh3 Bc8 21. Nd5 e5 22. Nf5 gxf5 23. exf5 Qd7 24. Nf4 Kd8

Black has reluctantly moved the king to d8 to escape the pin, expecting that White will now retreat

the knight. White has already sacrificed a knight and the Exchange, so there's no retreat in the cards. **25. Ne6+** White's third piece sacrifice in just seven moves. **25. ... fxe6** (White is winning after **25. ... Ke8 26. Qh5 Nxd4 27. Bxd4 Bb7 28. g6.**) **26. fxe6** Out of nowhere, an advanced pawn mass has broken through the sixth rank, but keep in mind that Black is now a knight and rook ahead. **26. ... Qe8 27. d5** Gaining time against the knight and securing the mass.

27. ... Na5 28. h5 If two pawns on the sixth are worth a rook, what are three pawns on the sixth worth? **28. ... c6** Played to undermine the chain. **29. Bh4** White may be down two pieces, but all of White's pieces are more active than any black piece. **29. ... cxd5** (Missing the best defense with **29. ... Kc7 30. g6 hxg6 31. f7 Qxf7+ 32. exf7 Bxh3+ 33. Kg1 Rxb5** and the mass has evaporated.) **30. g6**



30. ... hxg6 (Black can once again avoid the mayhem by evacuating the king **30. ... Kc7 31. f7 Qc6 32. Bf6 d4 33. Bg2 Qc5 34. Bxh8 Bxe6.**)

31. f7+ Qe7 32. Bxe7+ Kxe7 (Not **32. ... Bxe7 33. hxg6** with **34. g7** next.) **33. Qd2** Perfectly placed, hitting a5, g5, and even d5. **33. ... Rxh5** (The mass disappears with a complex game after **33. ... Bxe6 34. Bxe6 Kxe6 35. Qxa5 gxh5.**)

34. Qxa5 Rb7 (Black may be able to hold with **34. ... Rxh3 35. Qc7+**

Kxe6.) **35. Qc3** Targeting the Bc8. **35. ... Bxe6 36. Bxe6 Kxe6 37. Qc8+ Rd7 38. Ke2!** (Not **38. Qxf8 Rxf7+**) **38. ... Rh8 39. Rg1 Bg7** (Tougher defense is **39. ... e4 40. Qe8+ Re7 41. Rxb6+ Kf5 42. Rh6**) **40. Qxh8!** and the queen will reappear. **Black resigned.**



To Be Continued Next Issue

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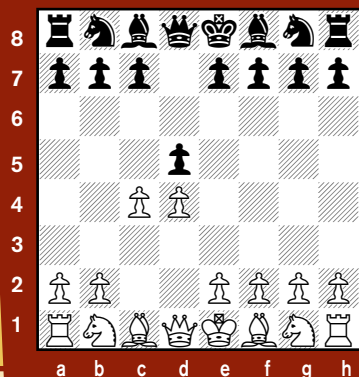
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QUEEN'S GAMBIT DECLINED



by Joshua Posthuma

(with a little help from Tony Palmer)



Joshua Posthuma is an 11-year-old player from Holland, Michigan. His parents David and Tamara founded the Holland Scholastic Chess Club and the website HollandChess.com to help promote chess in southwest Michigan, which have both been very successful, and these two entities got their start due to Joshua's huge interest in chess.

I work with Joshua on a private basis, similar to my coaching arrangement with Peter and Michael Chen. I assign him opening presentations, usually based on lines he plays or faces, including reference games for him to annotate. Then I help him to refine his project into an article for our Lake Effect Chess Newsletter.

I encourage juniors and students to write out opening presentations, so they learn more about opening theory, but then future projects are based on their own games so they have real expertise in those lines.

-Tony Palmer

A double queen pawn opening (1. d4 d5) is fundamentally different from a double king pawn opening (1. e4 e5) in many ways.

First, the center pawn is supported by the queen on both ends, so each side has a stronger foothold in the center compared to 1. e4 e5 where the king pawns are undefended.

Second, after 1. d4 White often develops the queenside pieces first,

so the action starts on that half of the board, yet this also delays White's kingside development and castling safely.

Third, the play is typically more closed and positional, whereas 1. e4 e5 games are usually more open and tactical, at least in the opening phase.

Fourth, after 1. e4 e5 2. Nf3 White brings the knight out to its best square and attacks Black's king pawn, but with 1. d4 d5 it is less good to continue 2. Nc3 because Black's queen pawn is already defended, plus White has better chances for an advantage with 2. c4 opening lines in the center and on the queenside.

Fifth, a main strategic goal for White after 1. e4 is advancing d2-d4 to create a classic center with pawns at e4 and d4 dominating the central squares; this is reversed with 1. d4 where White wants to advance e2-e4 gaining space and controlling the board. As a rule, opening play is all about the center.

A gambit is a material sacrifice to gain other advantages in time, space or position. The Queen's Gambit begins **1. d4 d5 2. c4** with White offering to trade the c-pawn for Black's d-pawn, removing Black's center pawn so White has more control of the center, but also leaving White with two center pawns (d & e) versus one for Black (e).

This article will cover the Queen's Gambit Declined where Black

replies **2 ... e6** (Orthodox Defense) or **2 ... c6** (Slav Defense), while another playable alternative is the Queen's Gambit Accepted with **2 ... dxc4**.

Now the Queen's Gambit is not really a true gambit since White can easily regain the gambit pawn if accepted (1. d4 d5 2. c4 dxc4 3. Qa4+ & 4. Qxc4 is simplest), or else Black spends valuable time and creates positional weaknesses trying to hold the extra pawn.

Note 2. c4 allows Black to capture ... dxc4 if desired, while intending to capture cxd5 now or later. This immediate tension in the center means both players must constantly evaluate the consequences in case either side decides to trade pawns. The Queen's Gambit is very popular among grandmasters at the top level, and many players use it later in their careers after starting out with 1. e4 openings.

After 1. d4 d5 2. c4, the *chess games.com* database has 42,327 games with these statistics for Black's second move: 2 ... c6 48%, 2 ... e6 38%, 2 ... dxc4 13%, 2 ... Nc6 2%, 2 ... e5 2%, 2 ... Bf5 1% and 2 ... Nf6 1%. This reference data helps you understand the Queen's Gambit better by indicating how popular each line is at the master level.

Let's examine rare defenses to the Queen's Gambit first:

1) **2 ... Nc6** is the Chigorin Defense, named after the great Russian legend Mikhail Chigorin. After 3. cxd5 Qxd5 Black is attacking White's queen pawn (4. Nc3? Qxd4); on 4. e3 e5 and Black has already broken in the center with ... e7-e5. White can then play 5. Nc3 attacking the queen; Black may respond 5 ... Bb4 to trade bishop for knight which unbalances the game with chances for both sides.

2) **2 ... e5!?** is the Albin Counter-Gambit where 3. dxe5 d4 gains space for Black and disrupts White's development by controlling the c3-square (so White can't play Nc3). This is a sharp pawn sacrifice for Black which requires lots of pregame preparation.

3) **2 ... Bf5** is the Baltic Defense featuring the key benefit of developing Black's queen bishop early, which is often short on useful squares in the Queen's Gambit. If 3. cxd5 Bxb1 4. Rxb1 Qxd5 with good play for Black, or 3. Nc3 e6 and Black's bishop is outside the pawn chain.

4) **2 ... Nf6?!** is the Marshall Defense and basically a bad idea since White may continue 3. cxd5 Nxd5 4. e4 with a classic center and an easy game for White, or 3 ... Qxd5 4. Nc3 followed by e2-e4 and again White has won the opening.

A. Orthodox Defense 2 ... e6

1. d4 d5 2. c4 e6 is the Orthodox/Classical Defense. It opens lines for Black's dark-square bishop to develop, allowing for early castling, yet Black's light-square bishop gets blocked in for some time.

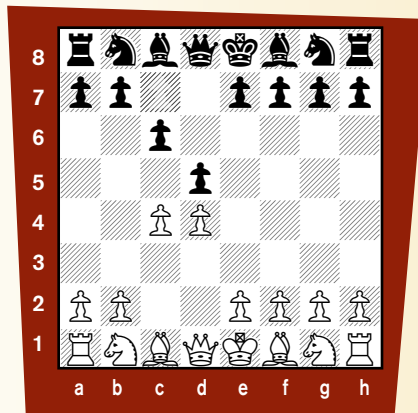
This problem bishop has long been recognized as a big drawback

in the Orthodox Queen's Gambit Declined, because the delay in Black's development helps White gain an opening edge.

The Queen's Gambit Exchange is **1. d4 d5 2. c4 e6 3. cxd5 exd5** which releases the central tension but leaves White with two center pawns (d & e) versus one for Black (e). After the pawn trade, Black often advances ... c7-c6 reinforcing the Pd5, and then Black's queenside pawn structure is called the Carlsbad Formation.

One potential middlegame strategy for White is a minority attack, where White's a- and b-pawns advance to disrupt Black's queenside pawns (two against four) and create weaknesses.

The Elephant Trap is a famous line in the Orthodox Defense, starting **1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7**. Now White could safely transpose to the Queen's Gambit Exchange with 5. cxd5 exd5 6. Nf3 c6, but the trap is 6. Nxd5?? Nxd5! (surprise!) 7. Bxd8 Bb4+ forcing 8. Qd2, then 8 ... Bxd2+ 9. Kxd2 Kxd8 and Black wins a piece.



B. Slav Defense 2 ... c6

1. d4 d5 2. c4 c6 maintains symmetry if White trades pawns (3. cxd5 cxd5), and this is Black's most popular choice trying to equalize against the Queen's Gambit. Here 3. Nc3 e6 helps Black control the

light squares in the center, except again the early ... e6 blocks in the problem bishop. Therefore Black may develop this bishop to f5 or g4 early on, and only then advance ... e7-e6.

The combination of 2 ... c6 and a later ... e6 is called a Semi-Slav setup, also known as a Triangle Defense. If White ever trades cxd5 then Black could either recapture ... cxd5 to maintain symmetry or unbalance the position with ... exd5. In the Semi-Slav, there are several sharp lines where Black ultimately accepts the gambit pawn with ... dxc4 and then tries to hold it with ... b5.

One common main line is 1. d4 d5 2. c4 c6 3. Nc3 Nf6 4. Nf3 e6 (Semi-Slav) 5. Bg5 with two important continuations:

1) The Botvinnik Variation is 5 ... dxc4 6. e4 b5 where Black gives up the center but holds the gambit pawn as compensation. Play typically continues 7. e5 h6 8. Bh4 g5 9. Nxc4!? hxg5 10. Bxc4 Nbd7 11. exf6 Bb7 with a very tense position.

2) The Moscow Variation is 5 ... h6 6. Bxf6 Qxf6 where Black gets the two bishops but White has great piece development plus the potential to castle queenside and attack Black's king on the kingside.

The Queen's Gambit Declined is a trusty system with chances for both sides and lots of room for creativity. White often gains a solid edge right out of the opening, meanwhile Black should always be ready to answer 1. d4 and steer the game into favorable territory. Good luck!

REFERENCES

1. chessgames.com
2. Fritz 7

What's the Problem?

By Stanley Kravitz

Chess problems have been constructed to spell letters, draw pictures such as Christmas trees, have symmetry, and sometimes tell stories as the chess problem did in *Alice in Wonderland* by Lewis Carroll.

This is very surprising as the chess board has only a tiny 8x8 canvas. However, some elegant and beautiful puzzles have been constructed with these limited resources.

Christmas tree problems usually have a central tree trunk and branches filled with pieces. Sometimes they may have a separate piece at the top that represents a star. These puzzles are symmetrical and pictorial. To get a really good representation of a tree it is usually necessary to have many pieces in the puzzle. A puzzle with few pieces requires a lot more imagination on the part of the viewer.

These problems are miniatures with seven or fewer pieces composed to look like young trees with only small branches so you will have to use your imagination to make them look like trees.

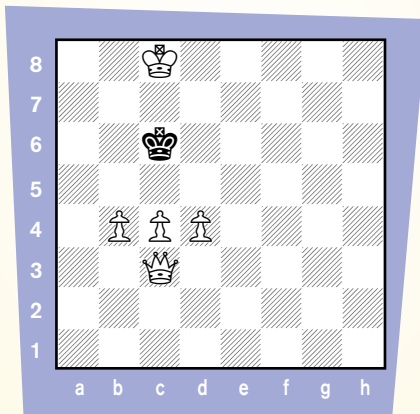
Symmetrical chess problems also look as though they should have two solutions, one on each side of the board. This does not happen because the puzzles are usually set near an edge of the board to prevent duplicate piece movement. When you look at these puzzles you might try to set them up one column left or

right to see if the solutions are different or even possible.

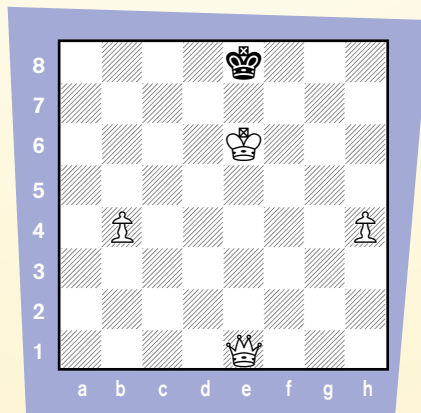
If you can solve a problem in **under 1 minute**, give yourself 4 points. Solve in **under 2 minutes**, give yourself 3 points. Solve in **under 5 minutes**, 2 points. **Over 5 minutes** give yourself 1 point.

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

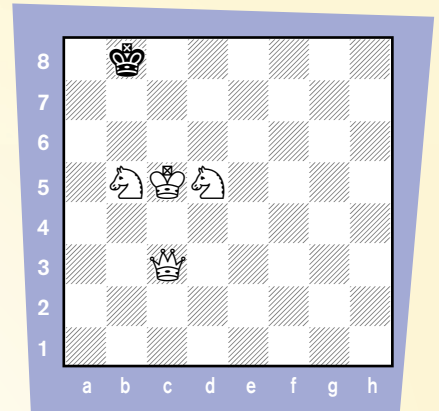
Puzzle 1. White to move and mate in two.



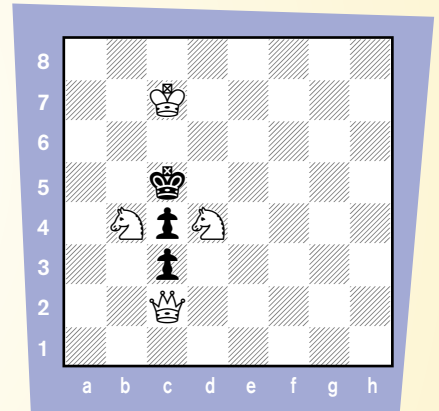
Puzzle 2. White to move and mate in two.



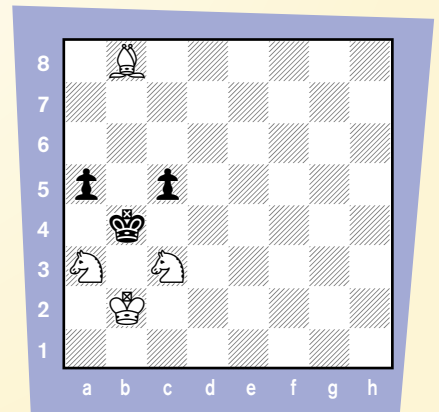
Puzzle 3. White to move and mate in two.



Puzzle 4. White to move and mate in two.



Puzzle 5. White to move and mate in two.



Solutions on page 18



NEW DUES FOR JANUARY 2012

Starting in January of 2012, Scholastic Membership (Under 13) with a print copy of the magazine goes up \$1.00, from \$23.00 to \$24.00 a year. All dues changes and tournament rule changes can be found at www.uschess.org.

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The Chess Detective (page 7)

#1 This position occurred in a game between Peter Svidler and Evgeny Bareev from Wijk aan Zee, 2004. Black hasn't castled and his king and queen are lined up on the e-file. White played **17. Bxb7!**, **Black resigned.** On 17. ... Bxb7 18. Rfe1 or 17. ... Qxb7 18. Qd8 mate.

#2 This is a famous position from "The Immortal Game" played in London in 1851 between Adolf Anderssen and Lionel Kieseritzky. Both kings are in the center, but White's king is safer and it is his move. White finished Black off by playing **21. Nxc7+ Kd8 22. Qf6+!** Chasing the knight away from protecting the e7 square. **22. ... Nxf6 23. Be7 mate.**

#3 Shakhriyar Mamedyarov was playing White against Gennadi Ginsburg in this game from the 2007 Ordix Open. Again, both kings are in the center. Black can't castle because his king has moved. He also has potential problems along the h1-a8 diagonal. White sacrifices the Exchange to set up a combination to win material by playing **18. Rxc6! Qxc6 19. Nf6+ Qxf6 20. Qxa8+ Kf7 21. Qxa6**, leaving White up piece.

#4 With Black's king in the center, White decides he can afford to sacrifice his queen to open up the position by playing **14. Bxb7! Rxa4 15. Bxc6+ Kf8** (15. ... Nd7 16. Nxa4 0-0 is better, but White still has an advantage.) **16. Nxa4 Ne4?! 17. Bb7 Nd6 18. Bxd6 Qxd6 19. Rc6 Qd7 20. Rc8+ Bd8 21. Ne5, Black resigned.** This position occurred in a game between Vladimir Kramnik and Viswanathan Anand in the 2007 World Blitz Championship. It is often hard to find the best defending moves, especially in a blitz game.

#5 This position occurred in Vienna in 1946 between Galia and Ernst Gruenfeld. White crashes through the center on the uncastled king by playing **13. Bxf6! gxf6 14. Qxd5 Be7** (With 14. ... Qxd5 15. Nxf6+ followed by 16. Nxd5 and White is ahead a couple of pawns.) **15. Ncd6+ Bxd6 16. Nxd6+ Ke7 17. 0-0-0** threatening 18. Qf7 mate. **17. ... Nd4 18. Rxd4!** Opening up the e-file! **18. ... exd4 19. Re1+** All White's pieces join in the fun! **19. ... Kd7 20. Nxb7+, Black resigned.**

#6 White is way ahead in development and has the safer king. He plays the sacrifice **13. Rxf6! gxf6 14. Qh5+ Kd8 15. Qf7 Bd7** (Also possible is 15. ... Be7 16. Nf5 Qc7 17. Na4 threatening 18. Bb6.) **16. Qxf6+ Kc7 17. Qxh8 Bh6 18. Nxe6+ Qxe6 19. Qxa8 Bxe3+ 20. Kh1, Black resigned.** White is up the Exchange and two

pawns. This game was played in Moscow in 1935 with Emanuel Lasker playing White against Vasja Pirc.

Win or Draw! (page 8)

Position One: DRAWN!! As bad as it looks for White, a player has to try and find a way: **1. Kc6 Kd8 2. Kd5 Kxd7 3. Ke4** (3. Ke5 Ke7 4. Ke4 Kf6) **3. ... Kd6 4. Kf3 Ke5 5. Kg4 Kf6** (5. ... Ke4 6. Kxg5 Ke5 7. Kg6) **6. Kh5 Kxf5 Stalemate!**

Position Two: DRAWN!! **1. a5 b5** (1. ... bxa5 2. Kb2 Kd4 3. Ka1 is drawn; can't budge the king on a1) **2. a6** (2. Kb4 a6 wins for Black) **2. ... Kd5 3. Kb4 Kc6 4. Ka5 Kc5 Stalemate!!**

Position Three: DRAWN!! White can't scoot up to grab the a6-pawn because Black will grab the white pawns and queen the c-pawn, so... **1. b4 c4 2. b5** (2. b3 c3) **2. ... axb5 3. b4 Kb1 Stalemate!!**

Position Four: DRAWN!! Just like the last problem, even with the extra pawn: **1. a5 b5 2. a6 Kxf3 3. Kd2 Ke4 4. Kc3 Kd5 5. Kb4 Kc6 6. Ka5 Kc5.**

Position Five: DRAWN!! Things don't look too good for White as the white pawn on e5 will go quickly and the two pawns can push through with the king. White can go wrong here by just one square's difference: **1. Kg3?? h5 2. e6 Kxe6 3. Kf3 Ke5 4. Ke3 Kf5 5. Kf3 h4 6. Ke3** (6. g3 g4+ 7. Kf2 h3 8. Kf1 Ke4 9. Kf2 Kd3 10. Kf1 Ke3 11. Kg1 Kf3 12. Kh2 Kf2 13. Kh1 Kxg3) **6. ... Kg4 7. Kf2 h3 8. gxh3+ Kxh3 9. Kg1 Kg3** gaining the opposition and winning for Black. HOWEVER, if White plays **1. Kh3** it's a whole different story! **1. Kh3 Kxe5** (1. ... h5 doesn't work as now White has a check! **2. g4+ hxg4+ 3. Kg3 Kxe5 4. Kxg4**) **2. Kg4 Kf6 3. Kh5 Kf5 4. Kxh6 Kf4** (4. ... g4 5. g3 Kf6 [NOT 5. ... Ke4 6. Kg5 Kf3 7. Kh4 Ke4 8. Kxg4 and White wins!!]) **6. Kh5 Kf5 5. Kh5 Kg3 6. Kxg5 Kxg2.**

Position Six: WHITE WINS!! OK, did you try pushing the White pawn first and did you count it out? Not so hot: **1. h5 f4 2. Ke2 Kg2 3. h6 f3+ 4. Kd2 f2 5. h7 f1=Q 6. h8=Q Qf4+ 7. Kc3 f5 8. Qf6** (8. Qg8+ Qg3+) **8. ... Qe3+ 9. Kc2 f4 10. Qxf7 f3** and White will fight hard to draw. White wins easily with **1. Ke3 Kg2 2. Kf4.** That old rule "passed pawns must be pushed" has its exceptions!

What's the Problem? (page 16)

Key moves for

solutions:

1. Q-f3
- 1 Q-e5
- 1 K-c6
1. Nb-c6
1. B-c7

9000, info@dallaschess.com. **Ent:** Dallas Chess Club, C/O Barbara Swafford, 2709 Longhorn Trail, Crowley, TX 76036. FIDE. NS. NC. W. **Chess Magnet School JGP.**

Dec. 27-30, 2011 Pan American Under 20 Scholastic Chess Championships

Location: DFW Airport Marriott South, 4151 Centreport Blvd., Fort Worth, Texas, 76155. **HR:** \$84/84/84/84. www.marriott.com/hotels/travel/dfwam-dfw-airport-marriott-south/?toDate=12/31/11&groupCode=paipaia&fromDate=12/26/11&app=resvlink or call 800-228-9290 reserve by 12/5 (or rate could go up) and ask for Pan American Intercollegiate Chess rate. Free Parking. **Tournament Dates:** December 27-30, 2011. **Under 20 years old Scholastic Tournament Format:** Open to players under 20 years old who are not yet enrolled in college. This is a 6 round Swiss, Game/90 with a 30 second increment. **Rounds: Rd. 1:**

12/27 6 pm, **Rd. 2:** 12/28 10 am, **Rd. 3:** 5 pm, **Rd 4:** 12/29 10 am, **Rd 5:** 5 pm, and **Rd 6:** 12/30 9 am. **Entry Fees:** Priority Registration by December 1, 2011: \$45. After December 1, 2011: \$60. **Prizes:** Four-year scholarship to The University of Texas at Dallas to winner. UT Dallas Chess II Scholarship as the first prize. The Chess II scholarship is worth approximately \$105,000 to an out of state (Texas) student and \$45,000 to an In-State student. For some more details about the UTD Chess Scholarships please see www.utdallas.edu/chess/scholarships/chess-program-scholarships.html Winner must meet UTD entrance requirement and follow team rules. UTD is sole judge as to who wins the scholarship. Top 10 trophies, medal to all participants. **For Additional information or on-line registration go to:** www.swchess.com or contact Barbara Swafford, 214-632-9000, info@dallaschess.com. **Ent:** Dallas Chess Club, C/O Barbara Swafford, 2709 Longhorn Trail, Crowley, TX 76036. **Chess Magnet School JGP.**

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Virginia

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See: www.silverknightschess.com for complete information or to register.



What's the Answer?

I have been volunteering in Atlanta schools teaching chess, and I've gotten quite a few good questions from students. Some of these questions are one of a kind, while others can be grouped together. I will answer them all in this issue's column. You can help by sending in your own questions. Every good question has a good answer, so the more you ask, the more you learn. Whether you want advice or you're just curious, you can count on me. Bring on the questions! Send your questions to: gpetersen@uschess.org.

Raymond

Q: How many grandmasters are there in the world?

A: As I write this, there are 1,363 grandmasters. Since there are around seven billion people on earth, that means grandmasters are extremely rare: only one out of around five million people is a grandmaster. In December 2005, there were eight grandmasters in the city of Reykjavik, Iceland, out of 110,000 people. With a grandmaster for every 13,750 people, Reykjavik outdid the world average by a factor of three hundred sixty! Russia has by far the most grandmasters, with over 200.

Justin

Q: How did chess start out?

Andrew L.

Q: Who played the first chess game?

Stephen L.

Q: When was the first chess tournament played?

A: To get to the roots of chess, we need to start from the beginning. First, there was not chess but *chaturanga*. Back in the sixth century, the people of India played *chaturanga*, a game very similar to modern chess, but with many critical differences. Although the king, rooks, knights, and pawns moved just like their modern counterparts, the queen, referred to as the Minister, and the bishop, which was called the Elephant, were much weaker. Moreover, the kings were not on the same file.

Chaturanga was soon replaced by *Shatranj*, which had very similar rules. Still, there was no castling, and stalemate was a win for the side delivering stalemate. The Minister could move only one square diagonally, while the Elephant could move only exactly two squares diagonally, and so each Elephant could reach only eight squares on the board.

By National Master Daniel Gurevich

Capturing all of the opponent's pieces was enough to win, even if there was no way to checkmate. Promotion was possible, but the only piece you could promote to was the Minister. With less powerful pieces, piece development was much slower than in modern chess.

By the 16th and 17th centuries, the rules of chess were almost exactly the same as they are today. Still, until even the second half of the 19th century, such innovations as chess clocks were still unknown to mankind.

Tournaments and matches were relatively common in the times of Shatranj, but the first modern chess tournament is widely considered to have been played in London in 1851. The prize fund was five hundred pound sterling, which is about \$550,000 in 2011 dollars. This was a huge amount for even a modern tournament.

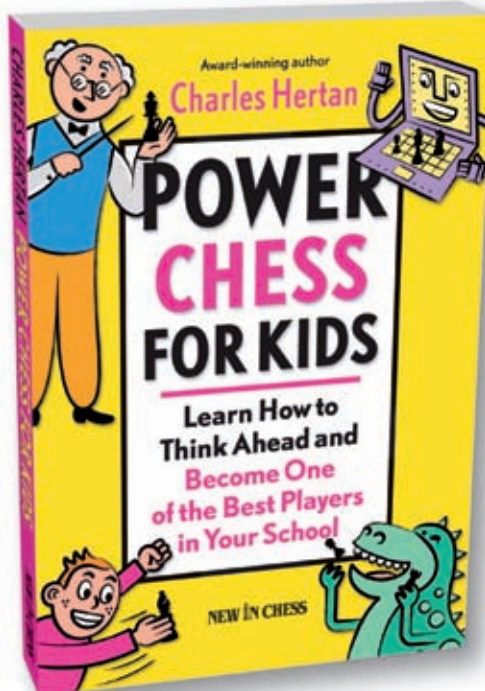
This was the first tournament that raised concerns about the unlimited time players had to make their moves; one of the players had spent two hours and twenty minutes on just one move! The first timed match was played 10 years later. The chess we play today is the chess that was played back in 1861. Since then, the rules of chess have remained the same.

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