

December 2012

uschess.org

Chess Life for Kids!



Chess Ambassadors to China!



A USCF Publication

\$3.00



**Fast, Fun, and
Easy to Use**

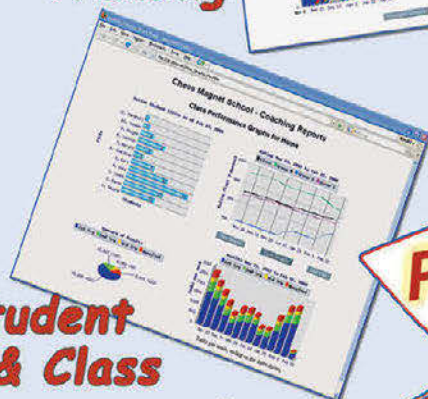
In 2006, and again in 2007,
young Chess Magnet students
from Portland, OR, scored 7-0 in the
USCF Spring Nationals.

ChessMagnetSchool.com

Better Than Any Textbook for Learning Chess



**Student
Training**



**Student
& Class
Management**

**"Great Stuff! I just delivered my first
Belgian champion under 10 and
boosted his development
by using ChessMagnetSchool.com"**

- Ton Montforts, Coach
Schaakacademie
Limburg, Belgium

**"Your website was
integral to our team's winning."**

-Mike Hosford, Coach
Alcott Elementary
2008 Washington State
Grades 4-6 Champions

**Proud Sponsor
of the
2012 USCF
Junior Grand Prix!**

Start Your 30-day Free Trial Today

at

www.ChessMagnetSchool.com

	1 month	3 months	1 year	1 yr USCF
Individuals	\$6.95	\$15.00	\$29.95	\$26.95
Class/Family	\$6.00	\$12.00	\$25.00	\$22.00

Free to teachers/coaches of at least 5 students
Includes our powerful, easy-to-use Coaching Tools & Reports

Works on Windows and Macintosh
computers (requires internet access)

To learn more, call 650-284-5062
877-378-4319 (US toll-free)
email info@ChessMagnetSchool.com



Table of Contents

5	ARABIAN KNIGHTS
6	WHAT'S THE QUESTION?
8	THE CHESS DETECTIVE
10	2012 JUNIOR GRAND PRIX STANDINGS
12	YOU CAN DO IT!
14	MARSHALL GAMBIT
16	WIN OR DRAW?
17	ANSWERS, WE'VE GOT ANSWERS
20	TOURNAMENT LIFE ANNOUNCEMENTS
24	ZARIA

COVER PHOTO COURTESY OF THE CHESS AMBASSADORS



Publisher

USCF Executive Director: Bill Hall
bhall@uschess.org

Scholastic Editor: Glenn Petersen
gpetersen@uschess.org

Art Director: Cat Connor Spradlin
catseyephography@mac.com

Editorial Asst./Copy Editor: Alan Kantor
akantor@uschess.org

Editorial Assistants:
Jo Anne Fatherly
backtobasics@uschess.org
Jennifer Pearson
jenpearson@uschess.org

Advertising Manager: Joan DuBois
jdubois@uschess.org

Tournament Life: Joan DuBois
tla@uschess.org

Director of Publications: Daniel Lucas
dlucas@uschess.org

CONTRIBUTORS: Send your contributions and articles to *Chess Life for KIDS*, PO Box 3967, Crossville, Tennessee 38557 or better yet, e-mail to gpetersen@uschess.org.

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

CHANGE OF ADDRESS: Be sure to notify us at once of any change of address. Please include your old address and your new address, along with your USCF I.D. number.

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

Annual Scholastic Membership
Regular Scholastic Membership (online version of *Chess Life for Kids*), age 12 or younger, is just \$18 per year. Premium Scholastic Membership (receives *Chess Life for Kids* by mail) is \$24 per year. \$13 of every premium membership goes towards providing *Chess Life for Kids*. Annual subscription rate is \$18. Entire contents copyright 2012, United States Chess Federation.

Teachers may photocopy instructional articles for classroom use, but republication or wide-spread copying without the written consent of the USCF is forbidden.



MyChessGuru
Learn Chess Online

Learn winning chess openings, tactics, and endgame technique from the masters one-to-one in the comforts of your own home.

Choose from a variety of experienced online coaches from India to match your level. Prices starting at \$9 per hour.

Visit www.mychessguru.com and sign-up for a free try today. Contact us at mychessguru@gmail.com or (732) 207-6203.

CHESS AMBASSADORS TO CHINA

by Li Haining



When I decided to take Kyle and Karen to visit my parents in China I knew one thing they would enjoy doing on the trip: playing chess with children there.

My parents live in Nanning, the capital city of Guangxi. Guangxi is not well known to Americans. It is like a hidden jewel in the south of China, with

Shanghai. Western chess is not widely played in China. I wondered whether I would find any elementary school-aged chess players in Nanning.

I searched on the Internet. The results I found were both amazing and disappointing. One elementary school, called Hua Heng Elementary, in Nanning, teaches chess as part of its curriculum. The students in the school have chess lessons once a week, which mean all its 1,500 students are chess players! The school that Kyle and Karen attend has 500 students, 15 percent of whom go to chess club after school.

I contacted Hua Heng Elementary and soon got an e-mail back from

Mrs. Mo, the director of their chess program. Mrs. Mo said their school would love to have Kyle and Karen play chess with their students. On the morning of July 13th, the third day after we arrived in Nanning, Kyle, Karen, and I walked into Hua Heng Elementary.

A classroom full of teachers and students welcomed us with warm applause. There were even local newspaper and TV reporters present. Mr. Su, the principal, had invited them to come to see this unusual chess event.

a beautiful natural landscape, and a rich cultural history. Guangxi is the home of the Zhuang ethnic minority. Nanning has a population of seven million, but is "small" compared to Beijing and

Please turn to page 5

Postal Service. Statement of Ownership, Management, and Circulation (required by 39 U.S.C. 3685). (1) Title of publication: Chess Life For Kids. (2) Publication number: 023-567. (3) Date of filing: September 27, 2012. (4) Frequency of issue: Bi-monthly. (5) No. of issues published annually: 6. (6) Annual subscription price: \$18. (7) Complete mailing address of known office of publication (street, city, county, state, and ZIP code) (Not printers): , (8) Complete mailing address of the headquarters of general business office of the publisher (Not printers): , . (9) Full names/complete mailing addresses of publisher, editor, and managing editor (this item must not be blank). Publisher (name/complete mailing address): Bill Hall, USCF, , . Editor (name/complete mailing address): Glenn Petersen, , . Managing Editor (name and complete mailing address): same as above. (10) Owner. (If owned by a corporation, its name and address must be stated and also immediately there under the names and addresses of stockholders owning or holding 1 percent or more of total amount of stock. If not owned by a corporation, the names and addresses of the individual owners must be given. If owned by a partnership or other incorporated firm, its name and address, as well as that of each individual must be given. If the publication is published by a nonprofit organization, its name and address must be stated.) (Do not leave blank.): United States Chess Federation, , . (11) Known bondholders, mortgagees, and other security holders owning or holding 1 percent or more of total amount of bonds, mortgages or other securities (if there are none, so state): none. (12) For completion by nonprofit organizations authorized to mail at special rates section 423.12, DMM only). The purpose, function, and nonprofit status of this organization and tax exempt status for Federal income tax purposes (check one): has not changed during preceding 12 months; has changed during preceding 12 months. (If changed, publisher must submit explanation of change with this statement.) (13) Publication Name: Chess Life For Kids. (14) Issue Date for Circulation Data Below: August 2012. (15) Extent and nature of circulation. (a) Total number copies printed (net press run): average number copies each issue during preceding 12 months, 8,776; actual number copies of single issue published nearest to filing date, 9,660. (b) Paid and/or requested circulation: (1) Paid/requested outside-county mail subscriptions: average number copies

each issue during preceding 12 months, 8,242; actual number copies of single issue published nearest to filing date, 8,432. (2) Paid in-county subscriptions (include advertisers's proof copies/exchange copies): average number copies each issue during preceding 12 months, 0; actual number copies of single issue published nearest to filing date, 0. (3) Sales through dealers and carriers, street vendors, and counter sales (not mailed): average number copies each issue during preceding 12 months, 12; actual number copies of single issue published nearest to filing date, 31. (4) Paid distribution by other classes of mail through the USPS (e.g. First Class Mail): average number copies each issue during preceding 12 months, 0; actual number copies of single issue published nearest to filing date, 6. (C) Total paid and/or requested circulation (sum of 15b (1), (2), (3), and (4),; average number copies each issue during preceding 12 months, 8,254; actual number copies of single issue published nearest to filing date, 8,469. (15d (1), (2), (3). Non requested distribution; average number copies each issue during preceding 12 months, 0; actual number copies of single issue published nearest to filing date, 0. (e) Total non requested distribution (sum of 15d (1), (2), (3): 0; actual number copies of single issue published nearest to filing date, 0. (f) Total distribution (sum of 15c and 15e): average number copies each issue during preceding 12 months, 8,254; average number copies of single issue published nearest to filing date, 8,469. (g) Copies not distributed: average number copies each issue during preceding 12 months, 522; actual number copies of single issue published nearest to filing date, 1,191. (h) Total (sum of 15f and 15g) average number copies each issue during preceding 12 months, 8,776; actual number copies of single issue published nearest to filing date, 9,660. (i) Percent paid. 15c divided by 15f x 100), per cent on average no. copies each issue during preceding 12 months, 100; per cent on actual no. copies of single issue published nearest filing date, 100. 16. Publication of Statement of Ownership. Publication of this statement will be printed in the December 2012 issue of this publication. 17. I certify that the statements made by me above are correct and complete (signature and title of editor, publisher, business manager, or owner): Bill Hall (sig.), Publisher. P.S. Form 3526-R, September 2007.

TALES OF THE ARABIAN KNIGHTS

BY RICK KENNEDY ILLUSTRATIONS BY PAMELA KEY



A Tale Told By Two

"I HAVE OFTEN THOUGHT," SAID THE KING, "THAT A CHESS GAME IS A LOT LIKE A PICTURE PAINTED BY TWO ARTISTS, WITH THE END RESULT BEING A COMBINATION OF THEIR EFFORTS."

"OR LIKE A STORY," SHE SAID, "WOVEN BY TWO TALE-TELLERS, NEITHER ONE OF THEM KNOWING THE OUTCOME BEFOREHAND."

The King stared off into space for a moment, and then began "Once upon a time, there were two brothers ..."

She raised an eyebrow.

"Oh, very well," stammered the King, "Once upon a time there were two *sisters* ..."

"Who were the best of friends," she continued quickly, "and rarely was a harsh word spoken between the two of them."

"But, suddenly, one day" continued the King, "They were both spirited away by jinn, a mischievous being, and told they would have to engage in combat, one against the other." A

smile crept onto the monarch's face.

"Fortunately," she continued, with a grin of her own, "the two sisters, being well-raised, both knew how to play chess, and the older one demanded of the jinn a board and a set of pieces."

"'Play well and fiercely,' said the jinn, 'for the loser shall be executed—as will all of the lost pieces from either side, once the game has ended.'" The King said smugly.

"Truly, the sisters were unnerved," she said slowly. "They embraced, and the younger sister whispered something to her sibling. Then, they began to play."

1. a4 c5 2. d4 d6 3. Qd2 e5 4. Qf4 e4 5. h3 Be7 6. Qh2 Bh4 7. Ra3 Be6 8. Rg3 Bb3 9. Nd2 Qa5 10. d5 e3 11. c4 f5 12. f3 f4

"'The game is drawn,' stammered the jinn, 'There is no loser. And no pieces have left the board ...'" said the King, marveling.

"And the jinn disappeared in a cloud of smoke," she concluded smartly.

(The game is based on one presented by C.H. Wheeler in *Sunny South* in 1887.)

AMBASSADORS continued from pg. 4

10 desks were arranged in two straight lines at the front of the classroom, each with a small chess set ready for a game. Students from various grades were selected to sit in these seats.

When all had been decided Kyle and Karen walked into the middle and took the challenge of playing a simultaneous exhibi-

tion against these 10 students. Kyle would play five of the school's top players. Karen would play five of their intermediate players. The classroom suddenly became quiet as if everyone was holding their breath. The rest of the students sat in their chairs politely watching the games. I could see the eagerness in

their eyes. I went to talk to Mr. Li, the chess coach, and said: "I think it is all right to let the students move about freely and watch the games." He agreed and told the students not playing they could do so. They all got up right away and walked around the combat zone.

Please turn to page 13 



What's the Question?

by National Master Daniel Gurevich

Ilyusha Belegradek
Marietta, Georgia

Q: When and why did the *en passant* rule appear?

A: The rule probably appeared in the 16th century. The first known mention of the rule is in a book with a very long name. This book revolutionized Renaissance opening theory. Some chess historians (yes, there is such a thing!) say this book introduced the 50-move rule. Can you guess what it is?

Neither could I. The book is called *Libro de la invencion liberal y arte del juego del axedrez*, and it

was written in 1561 by Spanish priest Ruy López de Segura (a fancy way to say that he was Ruy Lopez, who lived in Segura). You should hear his name a lot: he shares it with one of the most popular openings



today. Every time you see a game that starts with 1. e4 e5 2. Nf3 Nc6 3. Bb5, remember him.

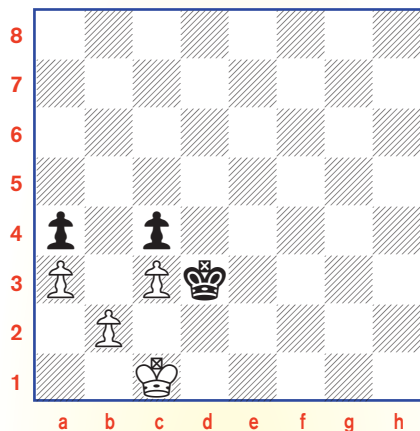
What does *en passant* do? We know the 50-move rule and three-fold repetition are important. If not for those two rules, an opportunistic opponent could keep a drawn endgame going for a week! What about *en passant*? Would the game of chess be so different without it? Think about that for a second.

Okay, your second is up. Any ideas? It is pretty obvious that the rule could not have appeared before the pawns were allowed to move two squares forward. Back when chess was not really chess, pawns were even slower and weaker than today. (It's amazing, isn't it?)

A large part of endgame theory was destroyed when pawns were finally allowed to advance that one extra square. Why? Here is a game fragment that illus-

trates the power of pawns back when they could not be chained to the second rank:

NN - Time traveler
November 31, 1550



First, let me tell you a few things about the background of this game. Playing Black is a friend of mine who has a very great interest in history (he wishes to remain anonymous). He recently bought a vintage time machine and traveled back to the year 1550 to play some chess with members of the Spanish court. He made sure to record the exact day he played this game.

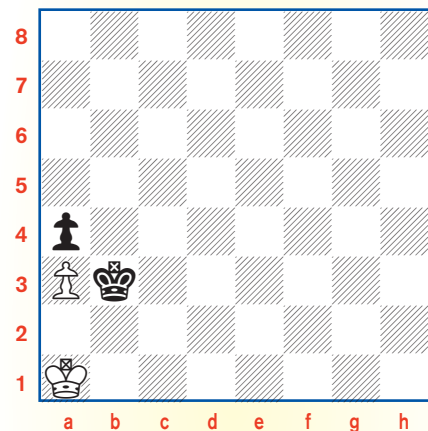
Honestly, though, he is not a very good player. He reached this position hoping to scrape out a hard-earned draw.

1. b4!! Now my friend attempts to play 1. ... *axb3 en passant* (*e.p.*). He is told that he cannot make this move. However, he still does not understand what the problem is, and tries 1. ... *cxb3 e.p.* instead. Then he realizes that his opponent has no idea what *en passant* is, and my friend is forced to play a losing move: **1. ... Ke4 2. Kd2! Kf4 3. b5!** White is willing to give up this pawn in exchange for all of Black's remaining pawns. **3. ... Ke5 4. Ke3 Kd5 5. b6 Kc6 6. Kd4 1-0** Black resigned here, of course, since he saw that the position is now completely hopeless.

Imagine that the starting position of our analysis has been reached in a game

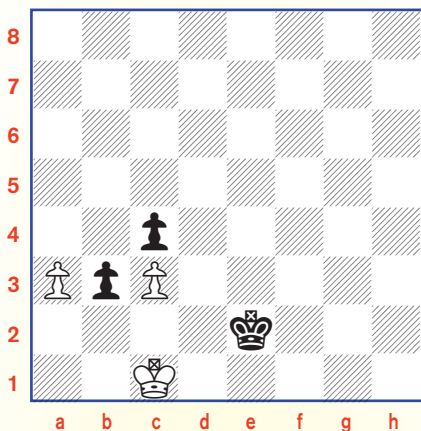
played in 2012. Return to the previous diagram, but wind your mental clock a few centuries forward.

1. b4?? 1. Kd1 Ke3 2. Ke1 Kd3 3. Kd1 is just a repetition of moves. 1. Kb1 Kd2 2. Ka2 Kc2 does not accomplish anything, either. **1. ... axb3 e.p.!** 1. ... Ke4?? is no longer necessary, of course. 1. ... *cxb3 e.p.?* is not enough for a win, though. 2. Kb2 Kc4 3. Kb1 Kxc3 4. Kc1 b2+ 5. Kb1 Kd2 (After 5. ... Kb3, it's stalemate!) 6. Kxb2 Kd3 7. Kb1 Kc3 8. Ka2 Kc2 9. Ka1 Kb3



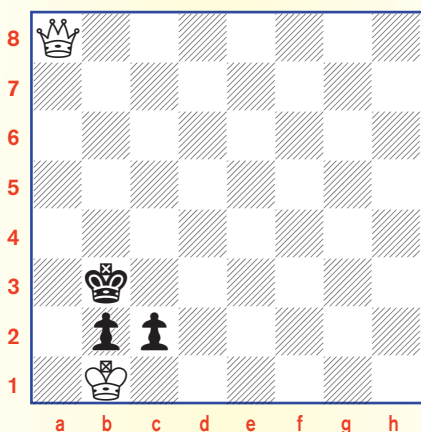
With some effort, Black wins White's last pawn and regains his lead in material. It's too bad that there is no win. 10. Kb1 Kxa3 11. Ka1 Kb3 12. Kb1 a3 13. Ka1 a2. It's stalemate again!

2. Kb2 This is White's only way to try to hang on. Playing 2. a4 in hope of queening does not work: 2. a4 Kxc3! (2. ... Ke4 catches the pawn, but wouldn't you prefer the flashier win?) 3. a5 b2+ 4. Kb1 Kb3 5. a6 c3 6. a7 c2# By the way, this is a typical trick in pawn endgames. You might be able to use the pawn roller checkmate some time soon! **2. ... Ke3!** Is Black winning or drawing? To find out, we have to use the fanciest trick of pawn endgames: triangulation. **3. Kc1** Keep in mind: whenever White tries to play a4, Black can catch the pawn and win it with more triangulation (we'll see more of that later). **3. ... Ke2!**



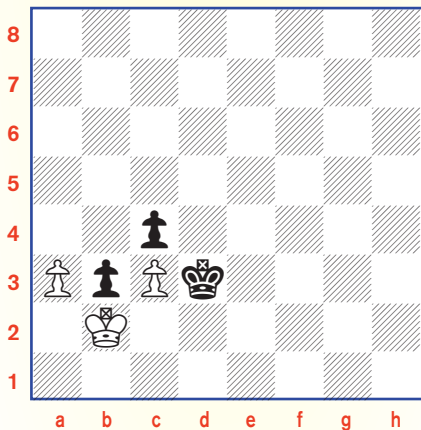
What is Black doing?! Does he lose now? Watch this: **4. a4 Kd3 5. Kb2 Ke4!** Black catches the pawn after all!

What about 5. a5? It turns out that White gets caught under another pawn-roller. **5. ... Kxc3 6. a6 b2+ 7. Kb1 Kb3 8. a7 c3 9. a8=Q c2#**



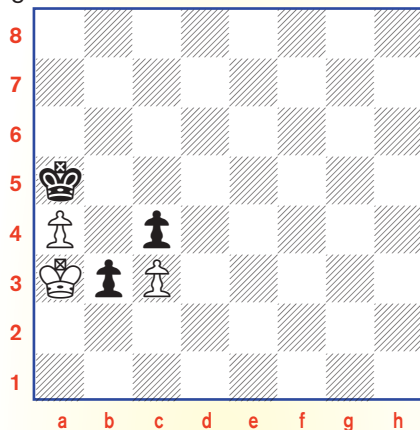
That queen did not help a single bit. We are not done yet! We still have not seen what happens after **4. Kb1**. That turns out to be the most interesting part.

4. Kb1 Kd2 Now Kb2 is forced. **5. Kb2 Kd3**

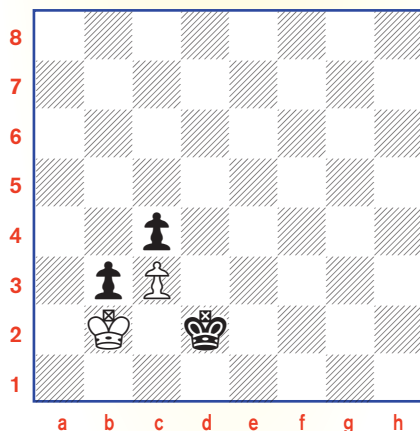


Does this position look familiar? We have seen it before. That was when

White played **2. Kb2**. There is one important difference. It is White's move now, and he is in the sticky situation called *Zugzwang*. Any move he makes will make his position even worse. **6. a4** This move is forced now, since White does not want to give up his precious pawn on c3. **6. ... Ke4 7. Ka3 Kd5 8. Kb2 Kc5 9. Ka3 Kb6 10. Kb2 Ka6!** This is very important. Instead of attacking the pawn directly, Black uses the triangulation trick again. **11. Ka3 Ka5** Now it's *Zugzwang* time again!



12. Kb2 Kxa4 13. Kb1 What do you think Black should do now? Should he bring the point home by playing **13. ... Ka3** and pushing the b-pawn, or should he come back to the other side for more triangulation and another *Zugzwang*? **13. ... Kb5!** Of course, Black comes back to d3 because triangulation is so cool! Actually, the real reason is that the plan started with **13. ... Ka3** can lead to no better than stalemate. **14. Kc1 Kc5 15. Kb2 Kd5 16. Kc1 Ke4 17. Kd2** How about that! White wasn't planning on letting the king back in, but Black won't take no for an answer. **17. ... Kf3! 18. Kd1 Ke3 19. Kc1 Kd3 20. Kb2 Kd2**



This is the final *Zugzwang*. It is all over now, so it is time for White to resign. **0-1**

Look how complicated a "simple" pawn endgame can be. **Pawn endgames are**

complicated enough to be well worth studying!

By the way, have you been wondering how triangulation got its name? It is the shape of the maneuvers that the king must make to accomplish triangulation. The first case of triangulation in this endgame was when Black played **Ke3** to e2 to d3 (moves 2 to 4). Next, Black played **Kb6** to a6 to a5 (moves 9 to 11). Black's grand finale was when he finished the game with **Ke4-f3-e3** and **Ke3-d3-d2**. That is a lot of triangles!

I have gotten a bit carried away with this pawn endgame. So why did the *en passant* rule appear? First, players enhanced the game with the pawn move two squares forward. Then, *en passant* came in to save the strategic richness that had existed earlier.

We owe quite a few backwards pawns (that is, those on the second rank) to *en passant*. The fact is that openings, middlegames, and endgames would not have been nearly as interesting without *en passant*, one of the least understood fundamental rules of chess as we know it.

Oh! One last thing! *En passant* is French for "in passing." It makes sense: one pawn captures the other on the square that has already been passed. *En passant* is the ability to rewind time and capture in passing. Speaking of rewinding time, I am late for my meeting with that friend with the time machine!

[Editor's note: I like the romantic version of the origin of *en passant*. From the days of the Greek phalanx through the 19th century, it was thought cowardly not to face your enemy head-on on the field of battle. *En passant* restores the battlefield "rules of engagement" by allowing your opponent the opportunity to capture or not.]

GET YOUR RED HOTS HERE!

Or at least get your chess questions answered! Send your questions for Daniel to: Gpetersen@uschess.org. Or write to:

What's the Answer!
c/o Glenn Petersen
44-D Manchester Court
Freehold, NJ 07728



The Chess Detective

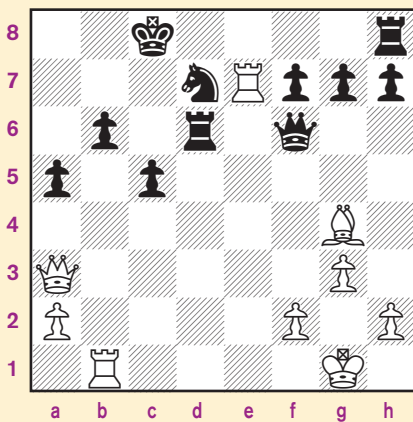
by NM Todd Bardwick

OPPOSITE SIDE CASTLING PROBLEMS

In the October 2012 edition of *Chess Life for Kids*, we looked at some examples of attacking the king when the players castle on opposite sides of the board.

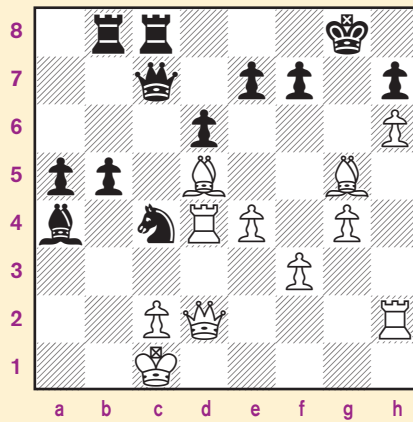
Now it's your turn to attack the king when it is on the opposite side of the board of your king. Remember it is a race to the king, so don't waste any time!

#1



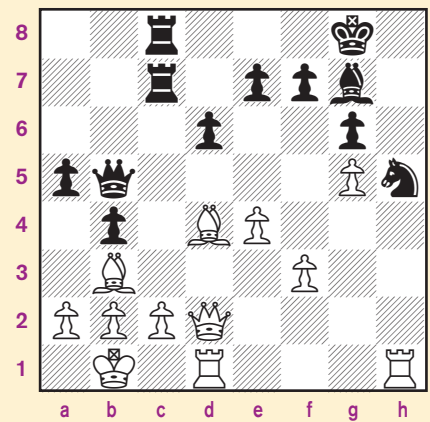
Position after 25. ... Qf6
White to move

#3



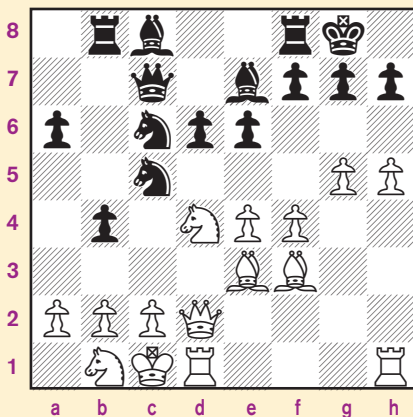
Position after 24. ... Nb2c4
White to move

#5



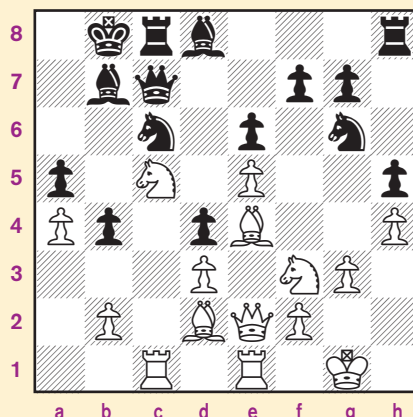
Position after 21. ... Nh5
White to move

#2



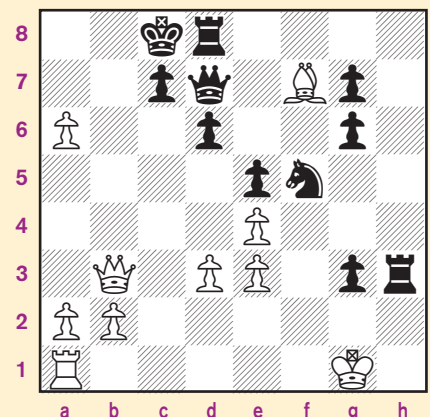
Position after 16. Bf3
Black to move

#4



Position after 21. ... Qc7
White to move

#6



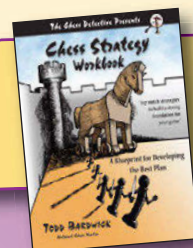
Position after 22. Qb3
Black to move

Todd Bardwick
is the author of

Chess Strategy Workbook:

A Blueprint for Developing the Best Plan.

He can be reached at www.ColoradoMasterChess.com





TROPHIES • RIBBONS • MEDALS • CHENILLE • PLAQUES

Show Off.



Show It Off.

Official *Awards* Provider of the



UNITED STATES CHESS FEDERATION

315 W. 1ST STREET • TEMPLETON, IOWA 51463

800-397-9993 • WWW.TROPHIESPLUS.COM • TROPHYMAN@TROPHIESPLUS.COM

2012 Junior Grand Prix Standings



This unofficial list is based on USCF records and tournament director reports as of Sunday, November 11, 2012. There are 6,023 players with JGP points and 455 JGP-eligible events have resulted in points earned. For a complete list of overall leaders, go to www.uschess.org.

Top 25 Overall Standings

NAME	STATE	PTS	EVENTS
ULRICH, ANNE E	WI	11599	11
HOFFMAN, EVAN	CA-S	10875	20
ABE, MAHIRO	NY	9145	10
MADDEN, KERRIGAN	CA-S	7661	18
YU, JENNIFER R	VA	7203	17
PAPAGEORGIU, EFTHYMIOS	NY	6796	3
MEHTA, MOULIK A	WI	6504	7
DOMMALAPATI, ABHINAY	VA	6409	17
PATEL, ADVAIT	WV	6354	19
LIANG, AWONDER	WI	6317	8
GUO, MAXIMILLIAN	OH	6081	7
HARI, YASASVI	PA	5887	11
LIANG, ADREAM	WI	5753	8
GHATTI, SANJAY	GA	5737	10
TAYLOR-BRILL, SETH	NC	5694	9
GORTI, AKSHITA	VA	5669	16
SRINIVAS, RAHUL	CA-N	5491	10
AVIRNENI, SAITHANUSRI	GA	5410	10
HEUBLUM, JACK E	NY	5363	5
KOTHAPALLE, TANISH	TN	5244	8
DASARI, SRIHITHA	GA	5227	7
ASARIA, DANIAL	CA-S	5169	8
ULRICH, THOMAS M	WI	5121	6
TANENBAUM, ZACHARY CHEN	CT	5106	12
PROLEIKO, JULIAN	MO	5092	8

For the top 50 overall, see www.uschess.org

State Leaders

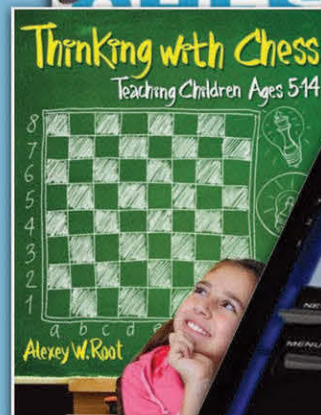
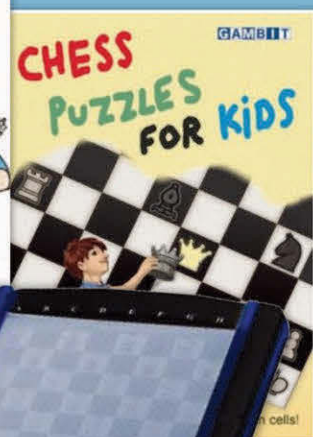
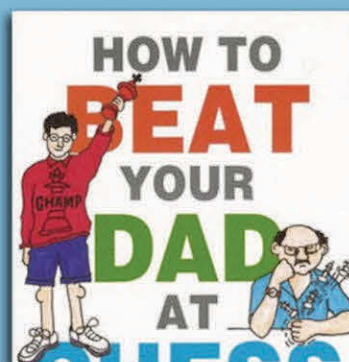
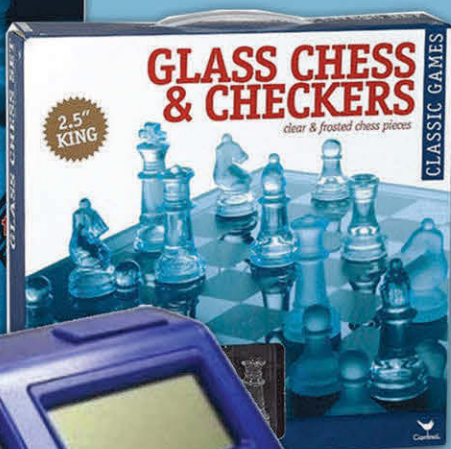
NAME	STATE	PTS	EVENTS
MILLER, TRAVIS JAMES	AK	956	1
MARKIN, ARDEN QUINLAN	AL	3749	4
CHIKKALA, SRIKAR	AR	2524	8
PENNOCK, JOSHUA D	AZ	3269	4
TANG, CHARLES	CA-N	4942	9
KRISHNAN, AJAY	CA-S	4822	6
HERMAN, REBECCA	CO	2986	4
IELUSIC, MATTHEW	CT	4509	3
CLARE, ZACHARY A	DC	3448	6
KAMARA, ABUBAKARR	DE	4200	1
WU, HENGYI	FL	4225	8
BALACHANDRAN, NITHIK	GA	4550	1
AIPA, LIKEKE	HI	1290	1
SALEEM, ARSHAQ	IA	4490	8
HARMON-VELLOTTI, CARL HONOR	ID	5086	6
TURGUT, AYDIN	IL	4713	9
EGAN, MAX	IN	3232	4
ZENG, SHEENA	KS	4635	7
BAGLEY, TAYLOR MICAHAH	KY	2785	4
SCHNEIDER, IAN HUNTER	LA	2524	2
ELBIEH, ERIK M	MA	4882	3
ZHENG, ANDREW	MD	4330	8
VAUGHN, ORLY	ME	1718	1
SONG, EDWARD	MI	3315	8
ZHOU, FRANKLIN PUYANG	MN	3884	9
BERRY, CLARK ZHANG	MO	3778	8
HINTON, JAMES WADE, II	MS	3408	1
LEE, CONRAD	MT	2644	2
SHUFORD, WILLIAM	NC	5076	4
POTINENI, SHASHANK	NE	886	1
WELLING, POOJA	NH	2608	7
SHUSTERMAN, ARIEL	NJ	4310	7
VAUGHN, HELEN	NM	3218	3
BANERJI, NEIL	NV	2100	1
POPKIN, SIMON	NY	4866	6
BAUMGARTNER, BLAKE K	OH	3370	6
ZHONG, HOWARD	OK	3255	5
GRABINSKY, AARON	OR	3506	2
AZVOLINSKY, ARTHUR	PA	4590	3
GU, CHRISTOPHER	RI	2843	6
DIAS, ADITYA	SC	2278	3
JORENBY, JOSIAH	SD	326	1
WILKINSON, MATTHEW	TERR	3658	2
CHANDRA, DHRUV	TN	4388	2
NGUYEN, DANG MINH	TX	4066	8
RAGULA, KANU	UT	4318	3
CAO-DAO, VIVIAN	VA	4945	8
KATZ, GABRIEL	VT	794	4
BUZEK, JAN	WA	5024	3
RAJENDRA, ANUPAMA	WI	4249	4
CRAIG, JOHN H	WV	1558	1



Playing in open sections like the Kings Island Open helped ADVAIT PATEL, 10, move to ninth place on the Chess Magnet School Junior Grand Prix race to the finish.



COME SEE WHAT'S NEW!



save 10% on
your next order

use coupon code: KIDS

expiration date: 12/31/2012

*excluding shipping and taxes

 **USCF
SALES**

1.800.388.KING (5464)
www.USCFSales.com

 **USCF**

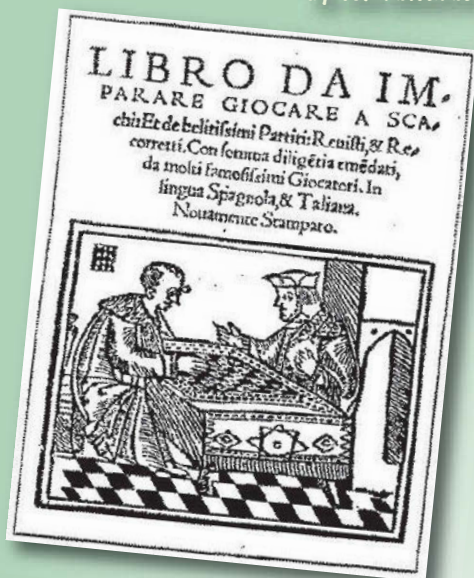
ALL PURCHASES BENEFIT THE UNITED STATES CHESS FEDERATION

visit the **NEW** uscfsales.com

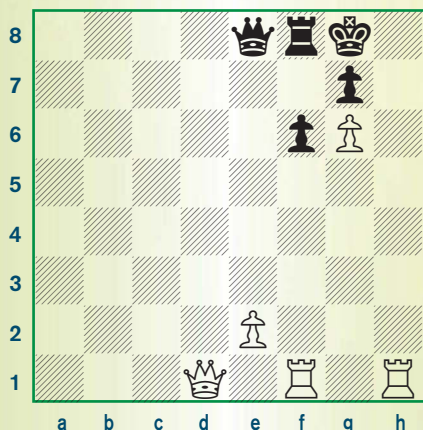
You can do it!

Damiano's Mate

by Jon Edwards



In 1512, five hundred years ago, Pedro Damiano, a Portuguese druggist, wrote the first ever chess book published in Italy. It included the following problem. I reproduce it here just as he gave it in the book, without a white king on the board. Most of you will instantly recognize what to do:



White to move

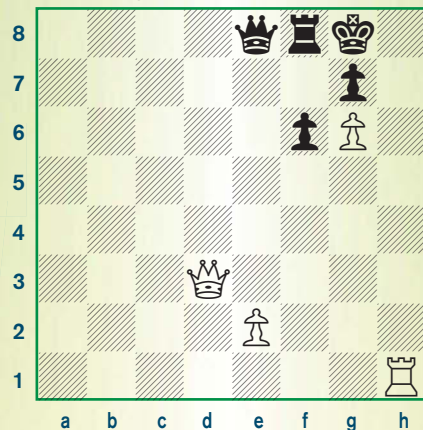
There's a beautiful double rook sacrifice on h8!

1. Rh8+ Kxh8 2. Rh1+ Kg8 3. Rh8+ Kxh8 4. Qh1+ Kg8 5. Qh7#

Damiano's checkmate has appeared in many hundreds of games. Here are the basics, with some surprises even for more advanced players.

When both rooks are sacrificed, we'll

call the maneuver a full Damiano! Far more common in practical play is what I call the half Damiano, an even easier pattern to recognize.



White to move

1. Rh8+ Kxh8 2. Qh3+ Kg8 3. Qh7#

Both of these sacrifices do work here because:

1. White has a pawn on g6 controlling both h7 (to support Qh7 mate) as well as the escape square on f7. Black has a pawn on g7 which prevents Black's king from escaping, after the rook offer, to g7.

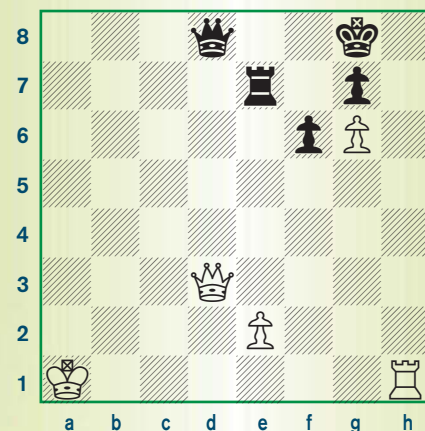
2. Black has a piece on f8 (other than a knight) that blocks the king from escaping towards the queenside. If Black has a knight on f8, the sacrifice fails because the queen will not then be able to use h7 for the checkmate.

3. White has at least one rook able to sacrifice itself on h8 in order to draw the king to h8.

4. White's queen, after the rook sacrifice(s), has access to the h-file in order to check and immediately thereafter checkmate Black's king on h7. In subsequent examples, the queen will reach the h-file at many of the squares on the h-file, even h6 if the g7-pawn is pinned by a dark-squared bishop on the long diagonal. Indeed, the attacking side may have to ready the rook sacrifice(s) with another sacrifice aimed at providing the queen with access to the key h-file.

So far so good. But what if f8 is unoccupied? Then, depending upon circumstances, Black's king might be able to escape towards freedom in the center or on the queenside.

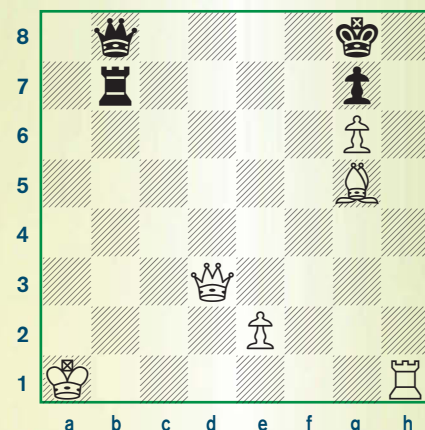
The attack still succeeds if the defender has a pawn or piece on e7 (though NOT a knight, which could block the attack with ... Ne7-g8) or if White controls e7, usually with a rook on the file though there are obviously many other possibilities. Here are two basic examples.



White to move

In this example, the Black rook on e7 blocks the king's escape. It's mate in four:

1. Rh8+ Kxh8 2. Qh3+ Kg8 3. Qh7+ Kf8 4. Qh8#

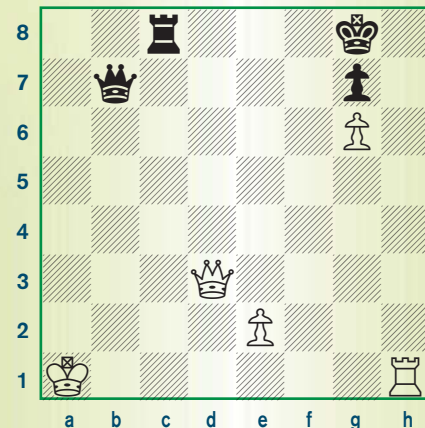


White to move

Here too, it's mate in four because White's Bg5 controls e7.

1. Rh8+ Kxh8 2. Qh3+ Kg8 3. Qh7+ Kf8 4. Qh8#

If the key e7-square is not occupied or controlled by the attacker, the king may be able to escape. But keep in mind that White's queen will usually be able to continue the attack with Qxg7+. It can be both fun and challenging to calculate those king hunts. In this simple example, that queen check on g7 results in the capture of the unanchored queen on b7.

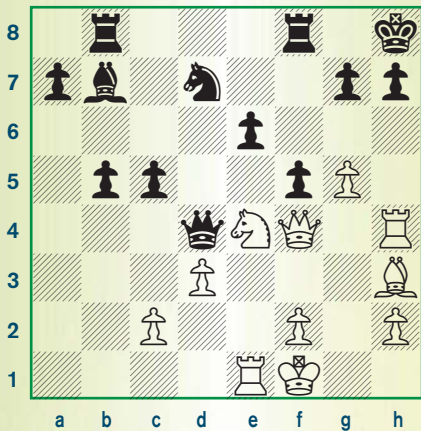


White to move

1. Rh8+ Kxh8 2. Qh3+ Kg8 3. Qh7+ Kf8 4. Qh8+ Ke7 5. Qxg7+

In the following quiz, all six solutions contain the complete games. To improve more quickly, be sure to play through the entire game. Observe, in particular, how the attacking pawn reaches g6. In some cases, there will be pawn storms. In others, White sets up the Damiano rook sacrifice(s) with an initial knight sacrifice on g6 (or g3 by Black).

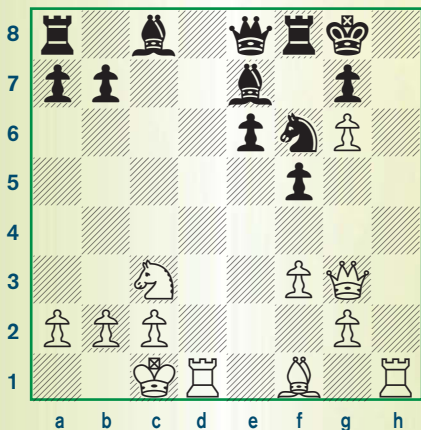
Quiz #1



White to move

Black has just played 23. ... f5, attacking White's knight.

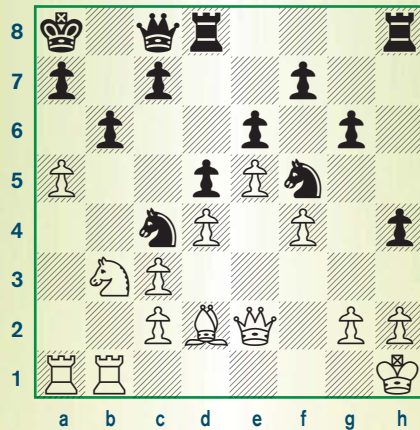
#2



White to move

Black's knight on f6 covers the key h7-square.

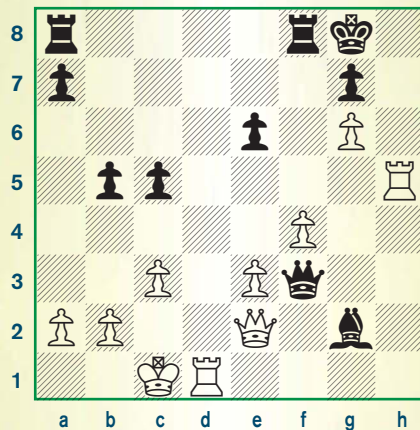
#3



Black to move

This time, Black must find a way to get a pawn to g3.

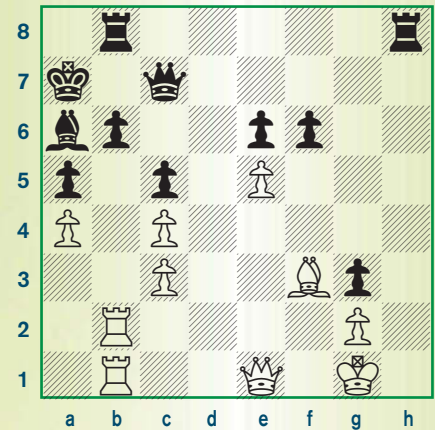
#4



White to move

This one's fun! How can the queen gain access to the h-file?

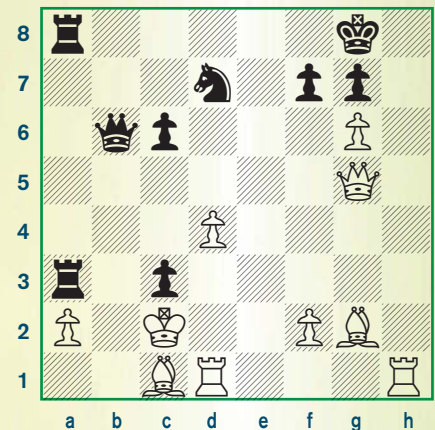
#5



Black to move

If Black sacrifices the rook, will White's king be able to escape via e2?

#6



White to move

This one's tough. Take all the time you need before you peek!

AMBASSADORS continued from pg. 5

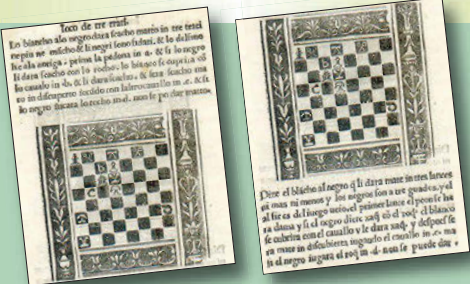
It took Kyle less than an hour to win all his five games. Hanbing Zhou, a fifth grade boy, said to his coach: "He (Kyle) plays so well! I want to play him again." While Karen was still playing her games, Kyle played a game of blitz with Mr. Li. Kyle was the May 2012 National Elementary School blitz champion. His speedy thinking ability gave Mr. Li a hard time.

All of the children got excited to see their chess coach in a hot battle. Mr. Li won the game with a big smile at the end. Kyle shook hands gracefully and thanked him for the game.

Looking at those delighted young

faces, I drew one conclusion: chess is the best common language for children in the world! Children speaking different tongues just need a chess board to communicate with each other.

At the end of the morning chess event, the students surprised their American guests with hats, notebooks, crafts, and sweets. Kyle and Karen were very touched by their Chinese peers' hospitality. They are now thinking of ways to raise money to buy chess supplies for the students of Hua Heng Elementary. We will come back to see you again, Hua Heng friends!



More Tips on Gambit Play...

Meeting the Marshall Gambit

by Pete Tamburro

One of the hard parts of meeting 1. e4 with 1. ... e5 is that there are a lot of gambits to learn how to defend against. The good news is that you can defend against them all!

There are certain general principles, hints or tips—if you will—that guide you when your opponent plays a gambit, especially one you have never seen before.

Here are some pretty good pieces of advice to keep in mind when you're thinking about meeting gambits in the open games (1. e4 e5):

You must aggressively develop your pieces.

You must always look for a well-timed ... d5 as a freeing move.

You have to try not to abandon the center to your opponent.

You should try very hard not to lose tempi. Develop forward! Try not to lose time going backwards. If you see that he can't get at you, you might be able to move a piece a second time to put it on a better square.

You always have to have castling on your mind.

You don't have to accept all gambits, but you do have to make a decision about your style as a player. Would you rather accept gambits or decline gambits. Do you know what the demands are for each of those two paths?

For this reason, we're going to look at a gambit you don't see very much. It was made popular in the early 1900s by U.S. Champion Frank Marshall in his book, *Marshall's Chess Openings*.

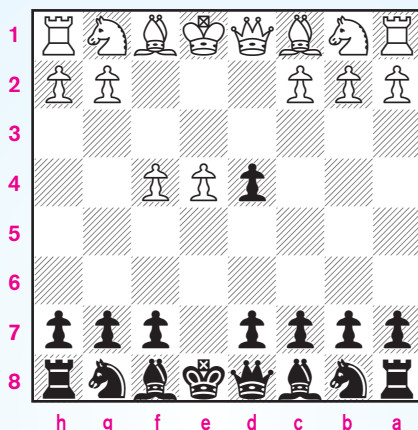
Marshall invented quite a few gambits.

He played a pawn down as though he were even in material. He felt that the advantage in

space and/or development put pressure on his opponent to come up with really good defensive moves, often one after the other! That was the risk he took.

He modestly called it "The Center Gambit." It starts out like this:

1. e4 e5 2. d4 exd4 3. f4

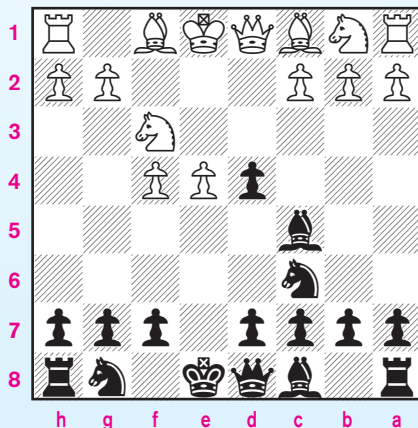


After 3. f4

Seeing this for the first time, it can look pretty dangerous! Those two pawns side-by-side look fearsome, and you can see his knight coming to f3 and his bishop to c4 really quickly. He will castle and looks ready to go.

The reason we're looking at this particular gambit is that in order to meet it, you must use one or more of those six general rules at each move. Let's see what can happen.

3. ... Nc6 4. Nf3 Bc5

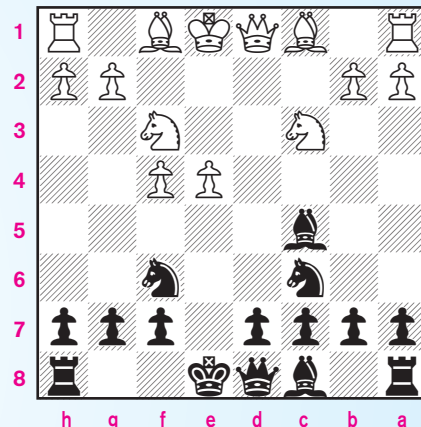


After 4. ... Bc5

As Black, you have made two good developing moves. You know you may want to play d6, so you get your bishop out to get it outside the pawn chain. It also allows you to put your knight on e7 if you like.

At this point, White has two ways to go. Marshall favored 5. Bd3, and we will look at that after we see what happens if White is a real gambit player and goes with:

5. c3 dxc3 6. Nxc3 Nf6



After 6. ... Nf6

You had no real way to defend the d4-pawn one more time, so you chose to take the pawn. You are now up one pawn! You could have played good moves like 6. ... d6 or 6. ... Nge7, but remember the rules above. Develop aggressively. A lot of players would not play this or even consider it because of the fear of 7. e5. If you get too timid when playing Black, you find yourself playing another timid move after that and so on. That could be a problem. Play good, solid, aggressive moves!

You can even play another move you might not normally consider: 6. ... Nh6 7. h3 (7. f5 [to take the knight with Bxh6] Ng4 and suddenly White is lost!; 7. Na4 Qe7 8. Nxc5 Qxc5 notice that when you're up in material, you don't mind exchanges) and now it can get wild: 7. ... d6 (7. ... 0-0 8. f5 Qe7 9. Bg5 f6 10. Bxh6 gxh6 11. Qb3+ Kh8 12. 0-0-0 a5 13. g4 Bb4 14. Nd5 Qxe4 15. a4 Bd6) 8. g4 Ng8 (Here's an example of "redeployment" because Black is going backwards to put his knight on a better square and

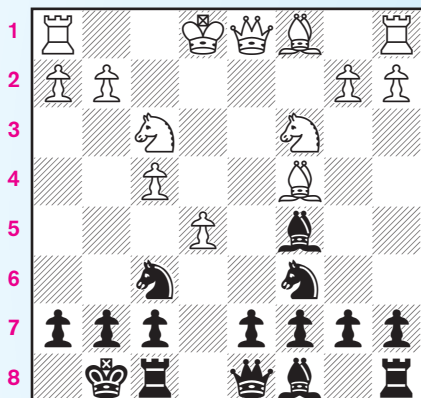
White can't take advantage of it. 9. Bc4 Nge7 10. Qe2 0-0 11. Be3 Bxe3 12. Qxe3 Be6 13. Bxe6 fxe6 14. 0-0-0 Ng6 15. f5 Nge5 16. Nxe5 Nxe5. There are other solid moves, too: 6. ... d6 7. Bc4 Bg4 8. h3 Bxf3 9. Qxf3 Nd4 10. Qg3 Nc2+ 11. Kd1 Nxa1 12. Qxg7 Qf6.

You can play over these lines to see if you are more comfortable—or more adventurous—with those.

Back to our main line:

7. Bc4 (7. e5 Ng4) 7. ... 0-0 8. e5

OK, we're going to have to deal with e5 after all! Does that Ng4 idea work here? Yes and no. You can get into trouble very easily: 8. e5 Ng4 9. Ng5 Nf2 10. Qh5 h6 11. Nxf7 Rxf7 12. Qxf7+ Kh8 13. Rf1 and White's winning! This is what was talked about above. It's easy to lose your way in very sharp openings. 9. ... Nf2 was being greedy. Give your other pieces a chance to get out: 9. ... d6 10. e6 Nf6 11. exf7+ Kh8 12. Kf1 and it's a tough game. The extra pawn is gone, but so is any attack.

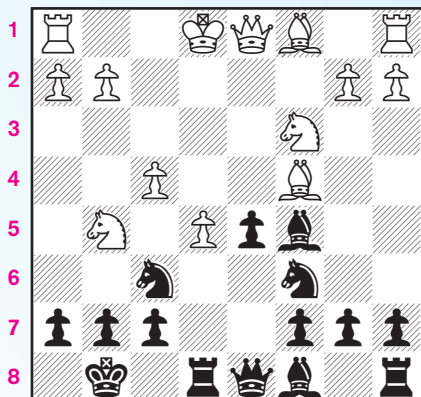


h g f e d c b a

After 8. e5

So, if ... Ng4 is a bit tough, are there any candidate moves? Sure, and a logical one at that. Develop some more! Put your rook opposite his king and pin the e-pawn so it can't capture anything:

8. ... Re8 9. Ng5 d5



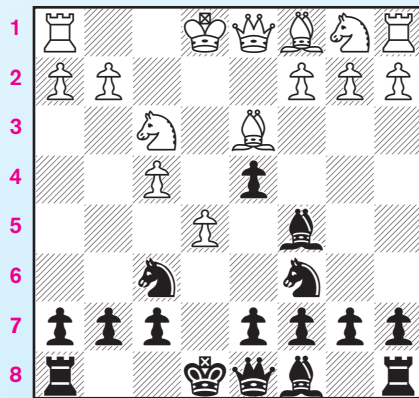
h g f e d c b a

After 9. ... d5

And another one of those six hints comes into play! The ... d5 move blocks the white bishop, frees his own and makes White's Ng5 move useless. The funny thing about all this is that White, who played c3 to get quick development is hurt by his king not being castled. What really brings that point home is ... Re8.

That could explain why Marshall preferred:

5. Bd3 Nf6 6. e5



h g f e d c b a

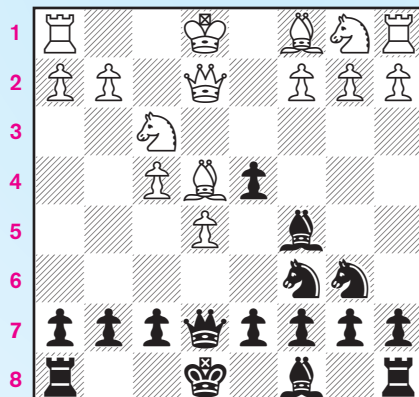
After 6. e5

White has to play this or else Black will get d6 in. If White tries 6. Nbd2 d6 7. f5 0-0 8. 0-0 (8. Nb3 Bb6 9. Bg5 a5 10. a4 d5) 8. ... Ng4 9. Nb3 (9. h3 Ne3) 9. ... Bb6 10. Qe1 d5 and, again, the d5 freeing move is a hard move to meet.

You, as Black, have two real choices: the knight has to go to d5 or g4.

6. ... Ng4

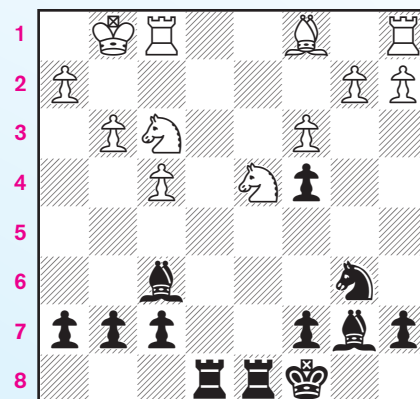
There is 6. ... Nd5 7. Qe2 Qe7 8. Be4 (8. Qe4 Ndb4) 8. ... Nb6



h g f e d c b a

After 8. ... Nb6

9. Nbd2 d5 10. exd6 e.p. Bxd6 11. Bxc6+ bxc6 12. Qxe7+ Bxe7 13. Nxd4 Bh4+ 14. g3 Bf6 15. N2f3 Bb7 16. 0-0 0-0-0 17. c3 c5 18. Nb3 c4 19. Nbd4 Rhe8 and you're OK, though you have some hard work ahead. Your two bishops will be of great help:



h g f e d c b a

After 19. ... Rhe8

The light diagonal will be great for the black bishop that has no opposition from an opposing bishop. Your two rooks are already in the game while White's are not. The white knight's position on d4 is shaky because a ... c5-move can chase it, and the dark-squared white bishop has no real place to go. Why did this come about? The d5-move, concentrating on development and castling. Following opening principles brought this endgame about. It was no accident.

Let's go back to the main line to learn a very important last lesson. Don't be afraid!

7. Qe2 0-0 8. h3 Nh6 9. f5 d6 10. Bxh6 gxh6 11. f6



h g f e d c b a

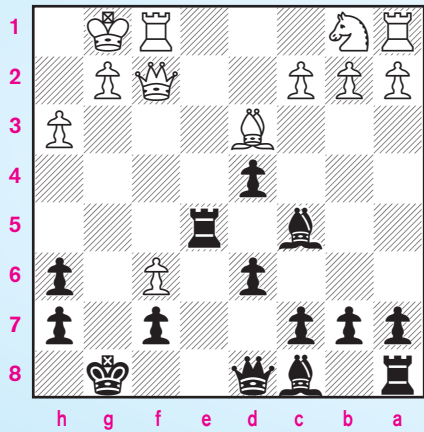
After 11. f6

Black allowed his pawns to be broken up on a side he castled on, and, to top it off, that pawn on f6 looks very scary. BUT, Black hasn't done anything wrong! Black has developed his pieces, is castled and a pawn up. And, again, because the king and queen are on the e-file that f8-rook is looking to go to e8. What happens?

11. ... Nxe5 12. Nxe5 Re8 13. 0-0 Rxe5 14. Qf2

Please turn to page 16

Gambit continued from pg. 15



After 14. Qf2

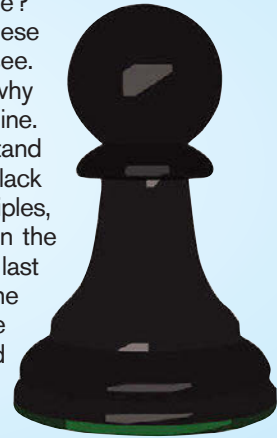
Here's another thing you need to be alert to: tactics!! You have to come up with a move here. 14. ... Kh8 would be fine; however, if you are tactically alert, you will notice that your Bc5 is on the same diagonal as the Qf2 and Kg1. Hmmmm ... if the bishop weren't on d3, then you could move the pawn and win. That means the white bishop can't move. Hmmmm, that means you can challenge the bishop by playing ...

14. ... Bf5 15. Nd2 Bg6

Black's king is now quite protected and Black is a pawn up. Do you see how putting your bishop on c5 is still important ten moves later. Do you see how that Nc6 going to e5 helped the defense? Do you

see how castling before White did protected your king and allowed threats to come along the e-file?

A lot went on in these lines as you can see. You can also see why Marshall played this line. Black has to understand how to play chess. Black has to know his principles, both the tips listed in the beginning and those last two little warnings. The more knowledge, the less fear ... in life and chess.

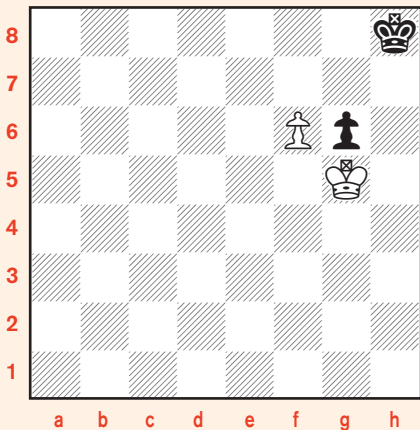


WIN OR DRAW?

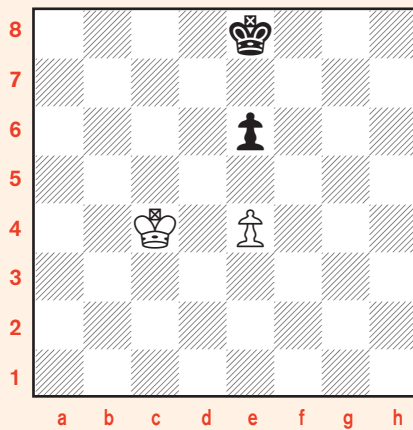
by Pete Tamburro

Some time back I wrote a series of articles for *Chess Life for Kids* about my favorite endings for kids to learn. Here are some positions from those articles. For some it's a review. For others it's new. What isn't new is that you should write down the moves you think are best for both sides and who you think should win or draw!

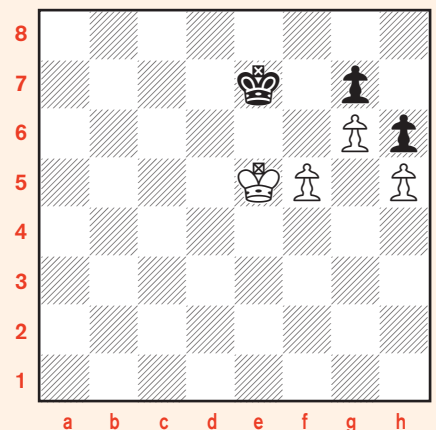
Position One: White to Play



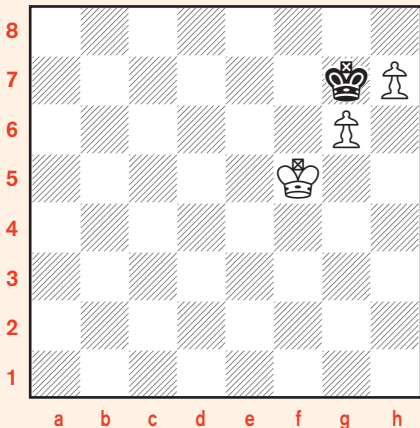
Position Three: Black to Play



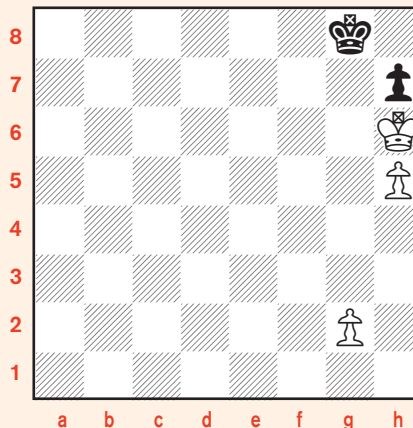
Position Five: White to Play



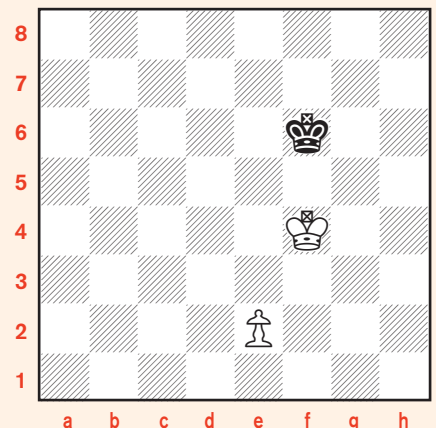
Position Two: White to Play



Position Four: White to Play



Position Six: White to Play



Answers, We've got Answers.

The Chess Detective (page 8)

#1 This position occurred between Shakhriyar Mamedyarov and Pavel Tregubov in 2006 in Reykjavik, Iceland. White has forced Black to push some of his queenside pawns forward, exposing his king. Black is ahead a couple pawns if he survives the attack and is trying to chase the rook off the seventh rank. White forced matters by playing **26. Rxd7! Rxd7 27. Rd1 Rd8 28. Qa4, Black resigned.** The only way to safely defend the rook again is 28. ... Qe7 which is met by 29. Qc6+.

#2 Both players are close to the other's king and every tempo counts! Black played **16. ... Nxd4! 17. Qxd4** (17. Bxd4 b3! wins for Black.) **17. ... b3! 18. Qc4** (18. a3, then 18. ... bxc2 and Black has too many threats) **18. ... bxa2, White resigned** (19. Qxa2 Nb3+ wins the queen). This game was played in Denver in 1996 between Josh Bloomer and Jack Maynes.

#3 Like the previous problem, both sides are close to breaking through. White sacrifices the Exchange to slow down Black's attack and break in first with **25. Rxc4! bxc4 26. Qf4 Rf8** (26. ... e6 or 26. ... e5 is met by 27. Qf6 with mate to follow) **27. Bf6!** (A nice move, clearing the g5-square for the queen. Black does all he can in desperation, but runs out of pieces.) **27. ... Rb1+ 28. Kxb1 Qb6+ 29. Bb2 Qg1+ 30. Ka2 Bb3+ 31. cxb3 cxb3+ 32. Bxb3, Black resigned.** This game was between Renard Anderson and Sepp Hochreiter, in Denver in 1999.

#4 This position took place in 1999 in Canberra, Australia between David Lucky and Narelle Szuveges. White has the initiative and a safe king. He finds a combination to break in leaving Black all pinned up by playing **22. Nxb7! Qxb7 23. Rxc6 Rxc6 24. Nxd4 Nxe5 25. Bf4, Black resigned.**

#5 This is one of Fischer's famous exchange sacrifice positions against Bent Larsen in Portoroz, Slovenia, 1958. White breaks in with **22. Rxh5! gxh5 23. g6 e5 24. gxf7+ Kf8 25. Be3 d5** (If Black pushes forward with his attack by playing 25. ... a4, then 26. Qxd6+ Re7 27. Qd8+! Rxd8 28. Rxd8+ Re8 29. Bc5+ Qxc5 30. Rxe8 mate) **26. exd5 Rxf7 27. d6 Rf6 28. Bg5 Qb7 29. Bxf6 Bxf6 30. d7 Rd8 31. Qd6+, Black resigned.**

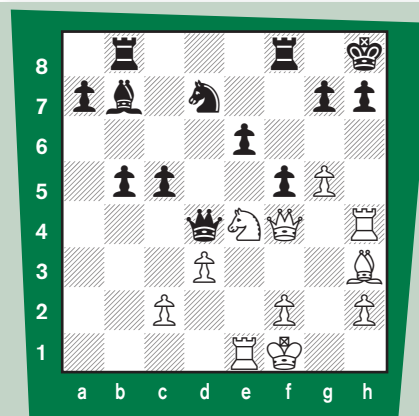
#6 Black had better act quickly as White threatens 23. Qb7 mate. He not only escapes mate, but succeeds in his attack through a series of forcing checks by playing **22. ... Rdh8! 23. Be6 Rh1+ 24. Kg2 R8h2+ 25. Kf3 Rf2+ 26. Kg4 Rh4+ 27. Kg5 Rh5+ 28. Kg4 Nxe3+ 29. Kxg3 Rg2+ 30. Kf3 Rh3+ 31. Bxh3 Qxh3 mate.** This nice finish took place in Paris, France, in 1878, between Samuel Rosenthal and Johannes Zukertort.

You can do it! (page 13)

Solution #1

Peter Sunehag (2255) - Gunnar Johansson (2220) (B20) Ronneby, 1998

1. e4 c5 2. g3 d5 3. exd5 Qxd5 4. Nf3 Nc6 5. Bg2 Qe4+ 6. Kf1 Qd5 7. Nc3 Qd8 8. d3 e6 9. Bf4 Nf6 10. Ne5 Nxe5 11. Bxe5 Bd6 12. Qe2 0-0 13. Re1 Rb8 14. g4 b5 15. g5 Bxe5 16. Qxe5 Nd7 17. Qe3 Qa5 18. Ne4 Kh8 19. Qf4 Qxa2 20. Bh3 Qxb2 21. Rg1 Qd4 22. Rg4 Bb7 23. Rh4 f5



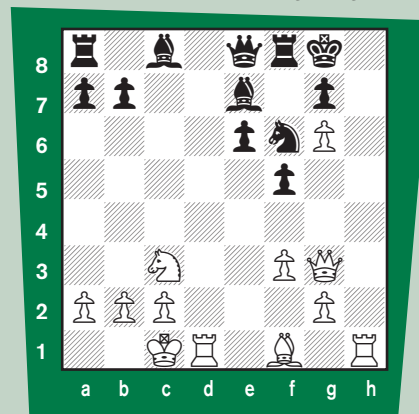
24. g6 Bxe4 25. Rxb7+ Kg8 26. Rh8+, 1-0

Solution #2

Bernd Haletzki - E. Bradler (B63)

Germany correspondence, 1987

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 6. Bg5 e6 7. Qd2 Be7 8. 0-0-0 Nxd4 9. Qxd4 0-0 10. e5 dxe5 11. Qxe5 Qe8 12. h4 h6 13. f3 Nd7 14. Qg3 hxg5 15. hxg5 f5 16. g6 Nf6

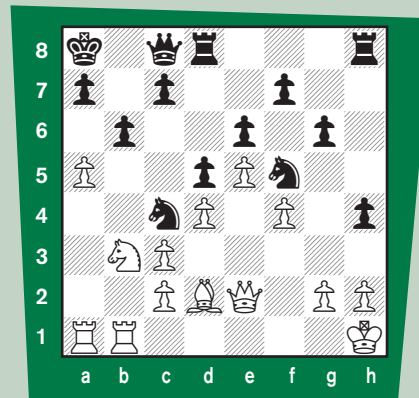


17. Bb5! To distract the Nf6. 17. ... Bd7 18. Bxd7 Nxd7 The knight must leave f6. 19. Rh8+ Only now!, 1-0

Solution #3

Henk Vedder (2355) - R. Weyerstrass (C16) 1989

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 Qd7 5. Nf3 b6 6. Bd2 Ne7 7. a3 Bxc3 8. bxc3 Ba6 9. Bxa6 Nxa6 10. Qe2 Nb8 11. 0-0 Nbc6 12. a4 Na5 13. Ne1 Nc4 14. f4 g6 15. Nd3 0-0-0 16. Nf2 h5 17. Rfb1 Kb7 18. Nd3 Ka8 19. Nc1 Nf5 20. Kh1 h4 21. Nb3 Qc8 22. a5



Black uses a timely knight sacrifice to initialize Damiano's sacrifice.

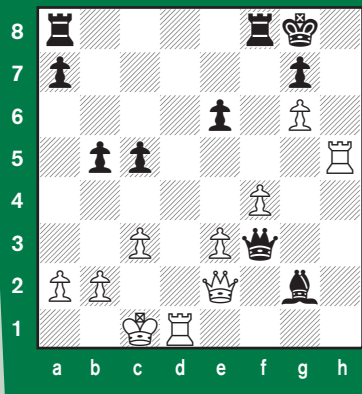
22. ... Ng3+ 23. hxg3 hxg3+ 24. Kg1 Rh1+ 25. Kxh1 Rh8+, 0-1

Solution #4

Peter Horvath (2435) - Tibor Gacso (2210) (D02)

Cseppko op 05th Aggtelek (3), 1996

1. d4 Nf6 2. Nf3 b6 3. Bf4 Bb7 4. Nbd2 e6 5. e3 Be7 6. Bd3 d5 7. Ne5 0-0 8. Qe2 c5 9. c3 Nc6 10. h4 Nxe5 11. dxe5 Ne4 12. 0-0-0 Qe8 13. Nxe4 dxe4 14. Bc2 b5 15. Qg4 Kh8 16. Bg5 f5 17. exf6 e.p. Bxf6 18. Bxe4 h5 19. Qf3 Bxg5 20. Qe2 Bxe4 21. hxg5 Bxg2 22. Rxh5+ Kg8 23. f4 Qc6 24. g6 Qf3

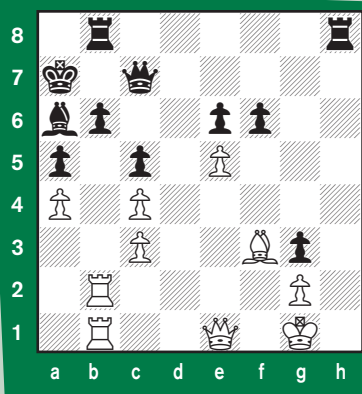


25. Rdh1! Bxh1 Now White's queen has access to the h-file. 26. Rh8+, 1-0

Solution #5

Josef Montanari (1819) - Urs Leuenberger (1954) (E30) Winterthur, 2010

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Bg5 h6 5. Bh4 g5 6. Bg3 Ne4 7. Qc2 Bxc3+ 8. bxc3 Nxc3 9. hxg3 b6 10. e4 Bb7 11. Be2 d6 12. Nf3 Nd7 13. Rd1 Of6 14. Bd3 0-0-0 15. a4 a5 16. Qe2 Qg7 17. Rb1 Kb8 18. Qb2 Ka7 19. Qb5 Nb8 20. Nd2 Ba6 21. Qb2 Nd7 22. Nb3 c5 23. 0-0 h5 24. dxc5 dxc5 25. Rfd1 Qe5 26. Be2 Qc7 27. Qc1 f6 28. Rd2 Ne5 29. Rdb2 g4 30. Nd2 Rb8 31. Qe1 h4 32. f4 gxf3 e.p. 33. Nxf3 Nxf3+ 34. Bxf3 hxg3 35. e5



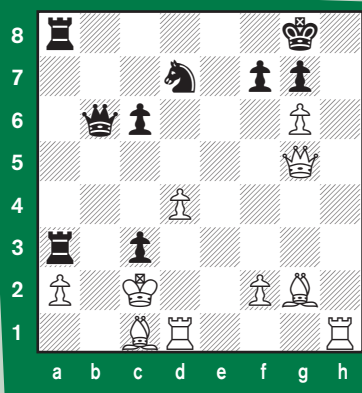
Black has a timely capture on c4 with check to prevent the king from escaping to the queenside!

35. ... Rh1+ 36. Kxh1 Qh7+ 37. Kg1 Qh2+ 38. Kf1 Bxc4+ 39. Be2 Qh1#, 0-1

Solution #6

Zlatko Ilincic (2474) - Baris Esen (2494) (D11) Budapest, 2009

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. e3 Bg4 5. h3 Bh5 6. Nc3 e6 7. g4 Bg6 8. Qb3 Qc7 9. Ne5 Nbd7 10. Nxc6 hxg6 11. Bg2 Be7 12. Bd2 Nb6 13. cxd5 exd5 14. 0-0-0 Nc4 15. Kb1 0-0 16. Bc1 a5 17. g5 a4 18. Nxa4 Nd7 19. e4 b5 20. Nc3 dxe4 21. Nxe4 Ra4 22. Qg3 Qb6 23. h4 Rfa8 24. Nc3 R4a7 25. h5 b4 26. hxg6 Na3+ 27. bxa3 bxc3+ 28. Kc2 Bxg5 29. Qxg5 Rxa3



The solution involves a wonderful king hunt! How far ahead did you see?

30. Rh8+ Kxh8 31. Qh5+ Kg8 32. Qh7+ Kf8 33. Qh8+ Ke7 34. Re1+ Kf6 35. Qh4+ Kxg6 36. Be4+ f5 37. Bxf5+ Kf7 38. Be6+ Ke8 39. Bh3+ Kf8 40. Qe7+ Kg8 41. Be6+ Kh7 42. Rh1+ Kg6 43. Qg5#, 1-0

Win or Draw (page 16)

Position One Solution: WHITE WINS! Only if you played something other than 1. Kxg6?? which would be a draw as Black gains the opposition with 1. ... Kg8. **Winning is 1. Kh6! Kg8 2. Kxg6 Kh8 3. Kf7!** (not a hasty 3. f7?? Stalemate!) and White will queen the pawn.

Position Two Solution: WHITE WINS! 1. h8=Q+ Kxh8 2. Kf6 Kg8 3. g7 Kh7 4. Kf7 and queens again!

Position Three Solution: BLACK DRAWS! And there are a couple of ways to do it! All three, though, have the same idea: 1. ... e5 2. Kd5 (2. Kb5 Kd7 3. Kc5 Kc7) 2. ... Kd7 3. Kxe5 Ke7; 1. ... Kd7 2. Kd4 (It's a draw either way: 2. e5 Kc6 3. Kd4 Kb5 4. Ke4 Kc4 5. Kf4 Kd4 6. Kf3 Kxe5 7. Ke3) 2. ... e5+ 3. Kxe5 Ke7 **Draws everywhere!** All dependent on keeping the opposition.

Position Four Solution: WHITE WINS! Did you play 1. g4 or 1. g3? The best is 1. g3. Try it with the black king shuttling between h8 and g8 with 1. g3 and then 1. g4. It's that opposition thing again. Now, try the position with the king on h8. Then, the best move is 1. g4!

Position Five Solution: WHITE WINS! Again, you have to be careful. 1. f6+ gxf6+ 2. Kf5 Ke8 3. Kxf6 Kf8 and can't break through. The solution is: 1. Kd5 Kf6 2. Ke4 Ke7 (2. ... Kg5 3. Ke5 Kxh5 4. Kf4 Kh4 5. f6) 3. Ke5 Kd7 4. f6 gxf6+ 5. Kxf6 and it's over.

Position Six Solution: WHITE WINS! Another tricky position. If you play 1. e4 then it's a draw: 1. ... Ke6 2. e5 Kf7 3. Kf5 Ke7 4. e6 Ke8 5. Kf6 Kf8 6. e7+ Ke8 You have to have your king in front of the pawn! Here's what works: 1. Ke4 Ke6 2. e3 Kd6 3. Kf5 Ke7 4. Ke5 Ke8 5. Ke6 Kd8 6. e4 Ke8 7. e5 Kd8 8. Kf7 and wins. **With all of these positions, please remember the importance of the opposition.**

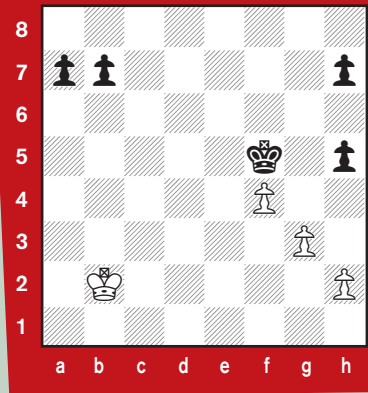
Did you do your homework?

The next edition of *Test, Evaluate, and Improve your Chess* by IM Danny Kopec and Hal Terrie, will have a new chapter on king and pawn endings. Last issue, we gave you a sampling of what you can expect. So, get out your October 2012 issue of *CL4K* and see how you did—if you did your homework!

King + Pawn #1

Levers Win DK Example

Black employs double levers with doubled isolated pawns to win.

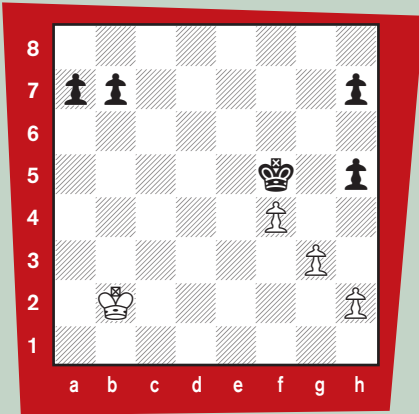


1. ... h4 2. Kc3 hxg3 3. hxg3 h5 4. Kd3 h4 5. gxh4 Kxf4, 0-1.



King + Pawn #2

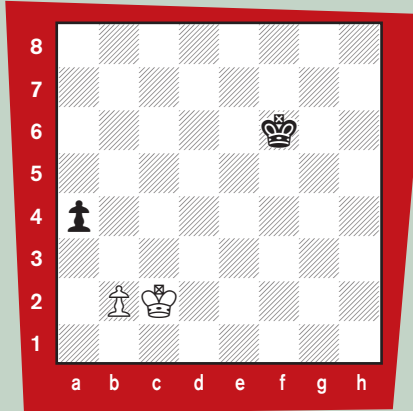
White Prevents Lever DK Example



1. h4 This is a relative of position #2, and forces Black to find a more complex winning method, 0-1.

King + Pawn #5

Dierdre, 1921

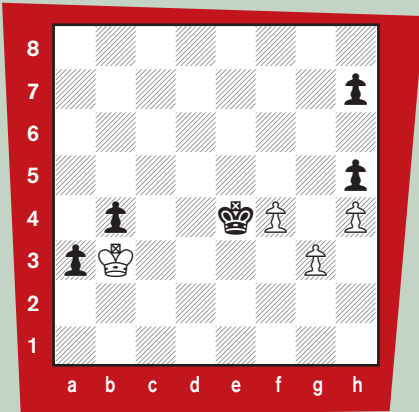


1. Kb1 (Not 1. Kc3 a3 2. b4 [2. bxa3 Ke7=] 2. ... Ke6 3. Kb3 a2 [3. ... Kd6 4. Kxa3 Kc6 5. Ka4 Kb6=] 4. Kxa2 Kd6 5. Ka3 Kc6 6. Ka4 Kb6=) **1. ... a3 2. b3 Ke6 3. Ka2 Kd6 4. b3 Ke6 5. Ka2 Kd6 4. Kxa3 Kc6 5. Ka4** And White wins because he obtains opposition (diagonal) ahead of the pawn. This example also appears in *Mastering Chess*: Kopec, Chandler,

Morrison, Davies, and Mullen, #21, p. 89, 1-0

King + Pawn #3

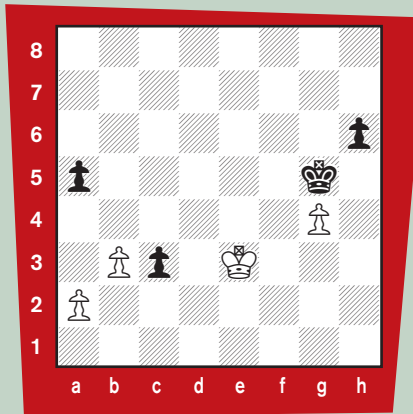
Black King Helps DK Example



From position #2 Black can essentially force this position and now employs a known technique to achieve promotion with connected passed pawns. **1. ... Ke4 2. Ka2 Kd3 3. f5 Kc2 4. f6 b3+ 5. Kxa3 b2, 0-1**

King + Pawn #6

Berger - Bauer, Corr., 1889

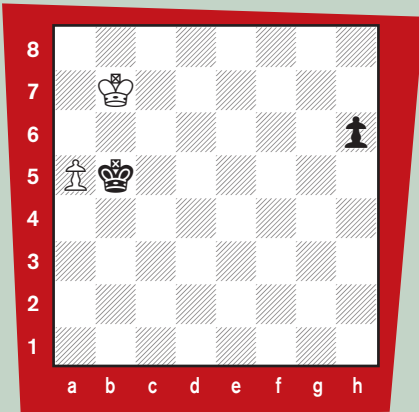


3. a4 (This is a continuation from the correspondence game. White just played c4 and Black responded bxc3 e.p. **3. a3 Kxg4 4. b4 axb4 5. axb4 h5 6. b5 h4 7. b6 h3 8. b7 h2 9. b8=Q h1=Q=; 3. Kd3 Kxg4=) 3. ... Kxg4 4. b4** Getting a speedy outside passed pawn is of essence. **4. ... axb4 5. Kd3** A little caution is needed. (If instead **5. a5 b3 6. Kd3 b2 7. Kc2 Kf3 8. a6 Ke2 9. a7 b1=Q+** **10. Kxb1 Kd2=) 5. ... h5 6. a5 h4 7. a6 h3 8. a7 h2 9. a8=Q, 1-0**

10. Kxb1 Kd2=) 5. ... h5 6. a5 h4 7. a6 h3 8. a7 h2 9. a8=Q, 1-0

King + Pawn #4 - Reti Variant

Cont. Mastering Chess, p.87, #13



3. Kb7 Akin to Reti's position, the idea of the long diagonal being the only way to approach two directions at once is key. **3. ... Kxa5 4. Kc6** and White catches the pawn to draw.

I LIKE MY LIBRARY

I like my library. There are so many old friends I can visit. In many cases, I don't even have to read the title on the binding. As my eyes scan a row of books, I remember each one, where we met, and the many pleasant hours we spent together.

Blunders & Brilliances by Ian Mullen and Moe Moss (Pergamon Chess, 1990) is one old friend I never get tired of visiting. The authors assembled 307 positions to give the reader "cause to pause." Take for example, a game between Borisenko and Mekhenyev in Moscow, 1950.

BLACK TO PLAY

"In chess, sometimes 59 good moves are not enough, for everything can be ruined by the 60th."

Black played 60. ... Ke4, and the game was soon drawn. BUT had Black looked a little deeper, he might have played the winning move, 60. ... f2, which he probably rejected because of 60. ... f2 61. Rg8 and now the black pawn cannot promote because of the threat of 62. Rf8+.

And yet, the winning move is there, just waiting to be played! 60. ... f2 61. Rg8 Bb1! because if 62. Kxb1 f1=Q+ or if 62. Rf8+ Bf5 and the f-pawn will promote. Old friends. And I've got 306 more to visit!

Tournament Life

tion.com, all sections: \$40 by 2/2, \$50 by 2/19, \$60 2/20 to 2 hours before first game. **Entry fee at site,** all sections: \$60. **High School,** open to all in grades K-12. EF: \$43.20 mailed by 2/2. Top NYS grade 9-12 qualifies for Denker Tournament of HS Champions. **High School Reserve,** open to K-12 under 1200 or unrated. EF: \$43 mailed by 2/2. **Junior High,** open to all in grades K-9. EF: \$42.90 mailed by 2/2. The higher rated (post-tournament) of the top NYS K-8 in JHS or top NYS K-8 in HS qualifies for Barber Tournament of K-8 Champions. **Middle School Reserve,** open to K-8 under 1000 or unrated. EF: \$42.80 mailed by 2/2. **Elementary,** open to all in grades K-6. EF: \$42.60 mailed by 2/2. **Elementary Reserve,** open to grades K-5 under 800 or unrated. EF: \$42.50 mailed by 2/2. **Primary,** grades K-3. EF: \$42.30 mailed by 2/2. **K-1,** grades K-1. EF: \$42.10 mailed by 2/2. **Postmarked 2/3-13:** All EF \$10 more. Do not mail entry after 2/13. **Entry at site:** all \$60. **Special 1 year USCF dues** with magazine if paid with entry. Online at chess-tour.com, Young Adult \$20, Scholastic \$15. Mailed, phoned or paid at site, Young Adult \$30, Scholastic \$20. **Trophies** to top 15 players and top 7 teams each section, top 3 unrated in Primary, K-1, and each reserve section, and top U1500, U1300 (HS), U900, U700 (HS Reserve), U1200, U1000 (JHS), U700, U500 (MS Reserve), U1000, U800 (Elem), U500, U300 (Elem Reserve). Speed playoff if perfect score tie. **Free entry** to NY State Championship, Labor Day weekend 2013 (Albany), to top player each section. **Schedule:** Late reg. ends Sat 10 am, rds Sat 11, 2, 5, Sun 9, 12, 2:30, awards 5 pm. **K-1 schedule:** Late reg. ends Sun 9 am, rds Sun 10, 12, 1:30, 3, 4:30, awards 5:45. **Half point byes** OK all, limit 2, must commit before rd 2. **HR:** \$119-119, 888-999-4711, 518-584-4000, reserve by 2/2 or rate may increase. Free parking for overnight guests. 48 hours notice required for room cancellation. Backup hotel: Courtyard by Marriott, 2 blocks away, 518-226-0538. **Special car rentals:** Avis, 800-331-1600, use AWD #657633. **Mail entry:** Continental Chess, PO Box 249, Salisbury Mills, NY 12577. Include name, rating, USCF ID, USCF expiration (non-members enclose dues), section, school, grade, birth date, address of each player. Checks payable to Continental Chess. **\$15 per player** service charge for refunds. **\$10 extra to switch** sections, all substitutions from advance list charged \$60. **Questions:** DirectorAtChess.US (At = @), 845-496-9658. **Bring set, board, clock** if possible- none supplied. **(All rounds JGP except K-1).**

Mar. 1-3 or 2-3, 7th annual Long Island Open
See *Chess Life* or www.chesstour.com.

North Carolina

Jan. 25-27, Land of the Sky XXVI
See Grand Prix.

Pennsylvania

Maryland Chess Association (MD)
See Maryland.

Feb. 2, Kasparov Chess Foundation Presents 5th Annual Greater Mid-Atlantic Scholastic Chess Championships (MD)
See Maryland.

Feb. 8, Downingtown Winter Scholastic Chess
Food and Drink Available. 4SS, G/30, d/5 - 2 sections, U600, Open. Glenmoore United Methodist Church, 1920 Creek Rd., Glenmoore, PA 19343. **EF:** \$25 online, \$30 onsite. Credit cards accepted for online entry. Checks accepted onsite if pre-registered. **Prizes:** Trophies are given to the top four in each section, awards given to beginners. **Reg.:** closes at 5 pm. One 1/2 pt. bye okay. Register online until noon on 2/8. **Rds.:** 5:30, 6:30, 7:30, 8:30. **ENT:** Wood Enrichment Services LLC, 238 Delp Rd., Lancaster, PA 17601, 717-475-6473. **INFO:** Mark M. Wood, mwood@woodserVICES.org, <http://chess.woodservices.org>. **Free game analysis provided by NM Peter Minear.** NS. W.

Mar. 1-3 or 2-3, 14th Annual Pittsburgh Open
See *Chess Life* or www.chesstour.com.

Mar. 27-31, 28-31, 29-31 or 30-31, 7th annual Philadelphia Open
See *Chess Life* or www.chesstour.com.

Rhode Island

Dec. 1, 9, Jan. 12, 19, 26, Feb. 9, 16, Adult & Scholastic Events
Adult & Scholastic event schedule at website: richess.org/. RI Chess.

Texas

Dec. 22-23, 2012 DCC Fide Open X
See Grand Prix.

Dec. 31-Jan. 1, DCC New Years INSANITY
See Grand Prix.

Jan. 19, Region III Scholastic Championships/Steven Grubbs Memorial
5SS, G/30d5. Student Union Galaxy Rooms at The University of Texas at Dallas, 800 West Campbell Rd., Richardson, TX 75080. Use University

Drive entrance. **Six rated sections** Opened all PreK-12 players, but only players who live in TCA Region 3 or who go to school in TCA Region 3 can win the titles. High School (grades 9-12), Middle School (grades 6-8/9), Elementary (grades K-5/6), Elementary U800 (grades K-5/6 rated under 800), Primary (grades preK-3), and K-1 (grades pre-k-1). **\$\$Trophies for rated sections:** HS section: Top 10 ind., top 3 teams; MS Top 10 ind., top 3 team. Elem: Top 10 ind., top 5 teams; Elem U800: Top 10 ind., top 5 teams; Primary: Top 10 ind., top 5 teams; K-1 Top 7 ind., top team. **EF** for Rated Section: \$25 if postmarked by 1/15; \$39 thereafter and on site. Add \$5 for phone entries. On site registration may result in 1/2 point first round bye. US Chess Federation Membership required. Sections may be combined if there are not enough players in a section or if too many players belong to one school. Team flag may be turned off if one school has too many players in the section. One Not rated sections: K-6 not rated Open. This section is opened to all players in Grades K-6. **\$\$Trophies** for K-6 not rated sections: Top 10 ind, Top 5 teams. EF for not rated section is \$15 if postmarked by 1/15, \$25 thereafter and on site. Registration Form On site registration may result in 1/2 point 1st round bye. **ALL: Reg:** 7:30-8:30am, Rd 1 posted at 9:15 am, all others ASAP with 35-minute lunch break. One 1/2 pt. bye if requested before end of Rd 2. Medals to all the participants. Tournament is not elimination, play all 5 rounds. Pre-Registration requires prepayment with complete information. All changes after 1/17/13 to be made on site only, \$10 for changes made after 1/17/13. No credit cards accepted onsite. Special TCA rules on which section a player can play in Rated Sections. See www.swchess.com/sce/tourney/tsc2006/tsc06.htm for some guidelines. **Make Checks payable to:** Dallas Chess Club. US Chess Federation Membership is required for all Rated sections. Not Rated sections do not require US Chess Federation membership. **Enter:** Barbara Swafford, 2709 Longhorn Trail, Crowley, TX 76036. Ph: 214.632. 9000. E-mail: info@dallaschess.com. Note that seating is limited and is on a first come first serve basis. Parking info at www.utdallas.edu/parking/index_parking.html. Due to construction, please keep checking UT Dallas Website for parking information.

Virginia

Maryland Chess Association (MD)
See Maryland.

Feb. 2, Kasparov Chess Foundation Presents 5th Annual Greater Mid-Atlantic Scholastic Chess Championships (MD)
See Maryland.

July 3-7, 4-7, 5-7 or 1-7, 41st Annual World Open
See *Chess Life* or www.chesstour.com.

It's not too early!

Start planning now for

SuperNationals V, April 5-7, 2013

Nashville, Tennessee

See February 2013 *Chess Life for Kids* for complete details or go to www.uschess.org

