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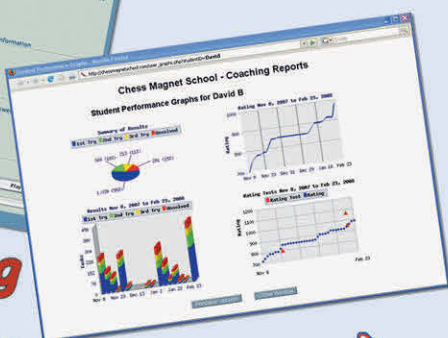
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COVER LAYOUT BY CAT CONNOR



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SUPER!

It's been a super year for scholastic chess in general, and for Atulya Shetty (K-12), February 2013 *CL4K* cover boy Akshat Chandra (K-9), Siddharth Banik (K-8), David Peng (K-6), and Aydin Turgut (K-3) in particular. They were all successful in their sections at SuperNationals V.

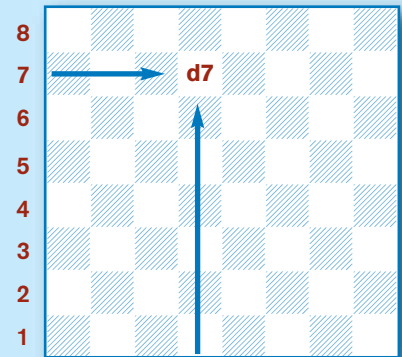
Team standings saw the following schools rise to the top: K-12 Edward R. Murrow (NY); K-9 Newark Academy (NJ); K-8 Julia R. Masterman (PA); K-6 Mission San Jose (CA); and K-3 P.S. 41 (NY). For complete standings and results, follow the link from the USCF home page at www.uschess.org.

But congratulations are in order for ALL 5,335 participants and accompanying parents and coaches. YOU made this a super event.

HOW TO Read & Write Chess

There are many different ways to write chess moves. The most popular method (described below) is called **algebraic notation**:

Each square has a name, taken from the intersection of the file (vertical or up-and-down rows of squares, which are lettered) and rank (horizontal or side-by-side rows of squares, which are numbered) the square is on. In the diagram the square on the intersection of the 7th rank and the d-file is called d7. Like in battleship!



The pieces are abbreviated by a capital letter, like this: **a b c d e f g h**

K: King; Q: Queen; R: Rook; B: Bishop; N: Knight.

Notice that the Knight is N, since K is reserved for the King. Notice also that pawns have no abbreviation.

A move is written by using the abbreviation for the piece that moves, followed by the square the piece moves to (1. ... Nf6). A pawn move is written as the square the pawn has moved to (1. d4). A capture by a piece is written as the abbreviation for the piece that moved, followed by an x, and finally the square the capture takes place on (8. Bxe5). A pawn capture is written as the file the capturing pawn stands on, followed by an x, and finally the square the capture takes place on (3. dxe5).

Other moves are castling kingside, which is written 0-0, and castling queenside, which is written 0-0-0. An *en passant* capture is indicated by e.p. after the move. A check is indicated by + after the move, and pawn promotion is indicated by adding () and the abbreviation for the piece the pawn promotes to. Ambiguous moves (where more than one piece or pawn can move to the destination square) are taken care of by putting an extra rank or file in to make it clear which piece or pawn moved.

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

1. d4 Nf6 2. c4 e5 3. dxe5 Ng4 4. Bf4 Nc6 5. Nf3 Bb4+ (diagram A)
6. Nbd2 Qe7 7. a3 (diagram B)
7. ... Ncxe5 8. Bxe5 Nxe5 9. axb4 Nd3 checkmate. (diagram C)

x: take or capture #: checkmate
 0-0: kingside castle (:): promotion
 0-0-0: queenside castle !: good move
 +: check ??: bad move
 ??: blunder

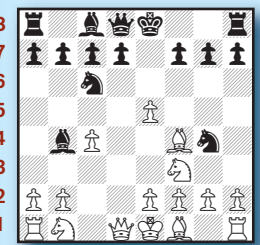


diagram A • 5. ... Bb4+

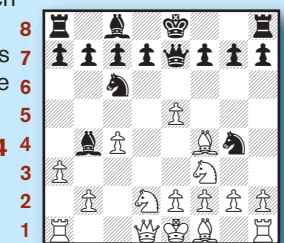


diagram B • 7. a3

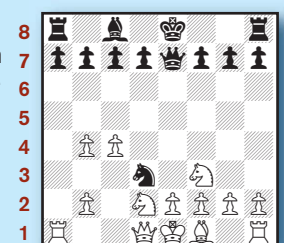


diagram C • 8. ... Nd3 checkmate

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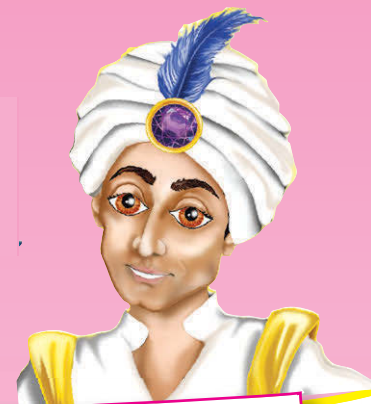
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TALES OF THE ARABIAN KNIGHTS

BY RICK KENNEDY ILLUSTRATIONS BY PAMELA KEY



Eyes on the Pies

THE KING SAT IN FRONT OF THE CHESSBOARD, HIS BROW FURROWED AS HE EXAMINED THE POSITION.

At that, the King looked up. “Do you think this problem is funny?”

“Not at all, Your Majesty,” she said, dropping her eyes. “I was merely thinking about an odd adventure that my younger brother engaged in, when we were children.”

The King blinked his eyes. “Do tell,” he said.

“It was a pleasant day,” she began, “and the gentle breeze brought with it the smell of something fresh from the oven. The cook had just taken out a couple of pies, and set them up to cool—guarded by the family dog, a large and feisty thing.

“My brother and I were both quite excited, but while I was patient, he was not. He decided that he was swift enough to slip past the canine, grab the pies, and feast right away.

“I decided to stand back and watch. “At first, all went well. My brother reached the pies, balancing one in each hand—when suddenly the dog arose, with a threatening growl. The race was on! He hoped to escape, and get a tasty bite of pie, while the beast seemed willing to settle for a

tasty bite of my brother.”

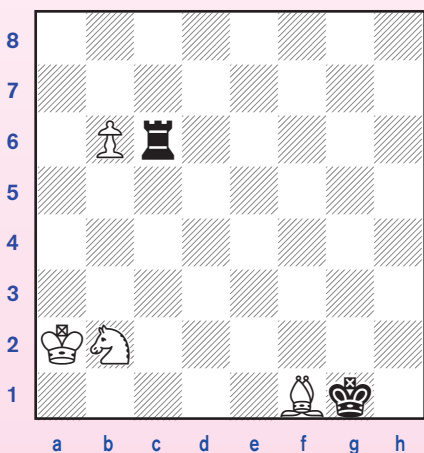
At that, the King chuckled.

“The dog closed the distance between them quickly, and my brother, sadly, knew what he had to do. He tossed one of the pies, hoping to slow his pursuer. His plan worked, but several gulps later, the dog was again on his trail. Only by giving up the second pie was my brother able to escape unharmed. The dog seemed quite happy with the exchange.”

“In the end,” said the King, “Your brother was wise, despite his folly.”

“Yes, Your Majesty,” she said, taking her leave.

The King returned to the problem in front of him, which suddenly gave up its secrets.



White to move

“I would like to give a clue,” she said to herself, watching from a distance, “but how? I do not wish to insult him.” Then, an idea came to her, with a giggle.

1. b7 Rb6 2. Ba6 Rxa6+ 3. Na4!! Rxa4+ 4. Kb3 Ra1 5. Kb2

“And the pawn will escape—I mean, queen” the King said. “Marvelous!”

“Funny,” the king mused a while later, “I always thought she was an only child.”



What's the Question?

by National Master Daniel Gurevich

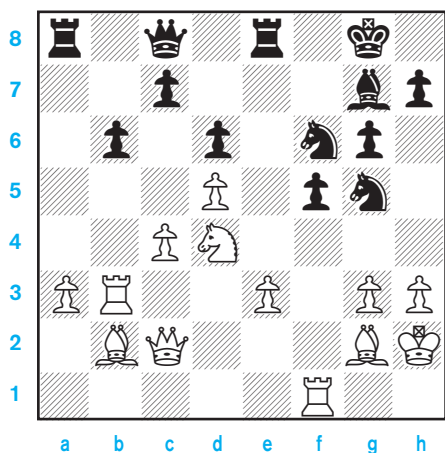
José Rosario
Phoenix, Arizona

Q: What questions should you ask yourself before making a move?

A: I am glad you asked this question! It is very important to plan out what you are going to think about during a game of chess. If your thinking is organized, you will be much less likely to blunder. To help you avoid mistakes and stay concentrated, I will give you *four important questions* to ask yourself before you make any move.

As an example, I will show you one of my own games where both my opponent and I forgot to ask ourselves these few important questions.

Lawrence White - Daniel Gurevich
Atlanta, 2012



It is my move. My opponent has just moved the knight from b5 to d4. I should start by asking myself **Important Question #1: What just happened?** How is the position different with the knight on d4 instead of b5? The answer seems obvious. My c7-pawn is no longer under attack—that is a good thing. However, now White's knight can go to c6 or even e6—not good.

Now comes **Important Question #2: Why has this happened?** In other words, what does my opponent want to do? Again, the answer is simple. He probably wants to play Ne6 as soon as possible, while my rook is still on a8. That will give him a chance to open the diagonal for the white light-squared bishop.

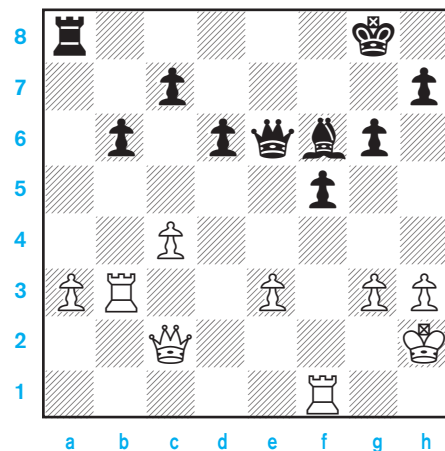
Important Question #3 is a bit deeper and more difficult to answer: *What do I want to happen?* Should I try to stop my opponent's idea, or should I ignore it and keep improving my own position? In fact, if I had asked myself this question, I would see that the answer is not too difficult. After I make a careful *prophylactic* move (a move that focuses on preventing the opponent's plan), White will no longer be threatening Ne6. Can you see what move I should have made? Stop right here and spend a few minutes on it.

Hopefully, you found the great move 26. ... Ra6, which gets the rook off the dangerous h1-a8 diagonal. If not, keep in mind that I did not play it, either. Instead, I decided to look at a nice-looking move and skipped ahead to **Important Question #4.**

What happens next? In this case, I was looking at 26. ... Qd7. To see what happens next, I calculated some variations. My idea was that after 27. Ne6, I can sacrifice the Exchange 27... Nxe6 28. dxex6 Qxe6 29. Bxf6 Bxf6 30. Bxa8 Rxa8, where I get decent compensation.

(See Next Diagram)

26. ... Qd7? It was not until right after I had made my move that I noticed my mistake. After 29. ... Bxf6, 30. Bd5! just wins the queen, and 29. ... Qxf6 is no better: after 30. Bxa8



Rxa8 31. e4, White opens up the position and I am nearly losing. **27. Ne6!** Now I have no choice but to take the knight, so I played **27. ... Nxe6.**

Now, pretend *you* are playing White here. How do we answer the four important questions? *What just happened?* Black just played 27. ... Nxe6, so now we need to consider forcing replies. *Why has this happened?* Because Black had no other choice, of course. *What do I want to happen?* I want to win material after 28. dxex6 or ...

... or what? As it turns out, White has another interesting move, 28. Bxf6. After 28. ... Bxf6 29. dxex6, this move order works out even better! So let us ask the final important question in the position after 28. Bxf6. *What happens next?*

After even a short glance, you should see the problem. If Black replies with the in-between move 28. ... Nc5 (remember, chess is not checkers: you don't always have to capture!), White is just lost! But White seems not to have asked himself Important Question #4—if he had, he would have played the right move.

28. Bxf6? Nc5! and I won in just another ten moves.



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2013 Junior Grand Prix Standings



This unofficial list is based on USCF records and tournament director reports as of Wednesday, May 8, 2013. There are 5,238 players with JGP points and 187 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 |
|----------------------------|-------|------|--------|
| PALUSA, MAURYA | CA-N | 4772 | 7 |
| CRAIG, PETER A | NY | 4692 | 4 |
| MCCARTY-SNEAD, CALLAGHAN | CA-N | 4506 | 8 |
| PETERSON, GIA | CA-S | 4502 | 6 |
| SODEM, VISHAL | CA-N | 4442 | 5 |
| HYDRIE, ALEXANDER | MN | 4398 | 1 |
| HORVATH, STEPHEN | IL | 4092 | 1 |
| TOKATYAN, SHANT | CA-S | 3850 | 3 |
| PAGE, ALEX | MN | 3850 | 1 |
| KOTHAPALLE, TANISH | TN | 3842 | 5 |
| MITCHELL, MATTHEW | NY | 3816 | 2 |
| HOFFMAN, EVAN | CA-S | 3752 | 10 |
| SHAN, ERIC | CA-S | 3690 | 1 |
| DASIKA, ARCHIT | CA-N | 3689 | 6 |
| HEMMILA, RYAN JAMES | WI | 3606 | 1 |
| TAYLOR, AUSTIN | CA-S | 3537 | 1 |
| SALIBA, JUSTIN | OH | 3512 | 4 |
| HOBBS, KIANA | IL | 3500 | 1 |
| WONG, CHLOE | WI | 3444 | 2 |
| RUBIN, LYLE | IL | 3442 | 1 |
| DRAGUICEVICH, DIEGO RAFAEL | CA-S | 3423 | 1 |
| FERKINHOFF, LOGAN | MN | 3394 | 1 |
| SULLIVAN, TRISTAN | OH | 3384 | 1 |
| HO, BRANDON C | CA-N | 3373 | 8 |
| ULRICH, RACHEL J | WI | 3334 | 5 |

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

State Leaders

| NAME | STATE | PTS | EVENTS |
|------------------------------|-------|------|--------|
| MILLER, TRAVIS JAMES | AK | 2100 | 1 |
| MARKIN, ARDEN QUINLAN | AL | 2982 | 2 |
| SLAY, REBECCA LYNN | AR | 1705 | 1 |
| MARTINEZ, JONATHAN | AZ | 2450 | 1 |
| DOBRYNIN, DMITRI V | CA-N | 3074 | 2 |
| FUTTERER, ALLEN | CA-S | 3214 | 4 |
| HEMMAT, ALEXANDER | CO | 2427 | 3 |
| EL-BADRY, KAREEM J | CT | 2368 | 1 |
| DENMON-PENA, XAVIER | DC | 2652 | 2 |
| HARRIS, JOSIAH | DE | 3024 | 1 |
| ARTICA, BRYAN ALEXANDER | FL | 2883 | 1 |
| ABAYANATHAN SHIRAJA | GA | 3280 | 4 |
| TAKAHASHI, MICHAEL JOHN | IA | 2093 | 2 |
| DEANGELIS, OLIVIA RAINE | ID | 2626 | 1 |
| WANG, RICKY | IL | 3246 | 2 |
| REBECK, BLAKE | IN | 3088 | 1 |
| VINCE, JUSTIN ALEXANDER | KS | 3330 | 1 |
| BILYEU, KEENAN | KY | 2450 | 1 |
| WIETFELDT, AUGUST | LA | 1509 | 1 |
| MAIMON, ADAM | MA | 2652 | 1 |
| CARR, NATE | MD | 3179 | 5 |
| SANOKKLIS, MILO EDMUND | ME | 1624 | 1 |
| TRADER, TYLER BRANDON | MI | 2592 | 1 |
| TEMPLETON, CHRISTOPHER | MIL | 2100 | 1 |
| QUAST, ADDY | MN | 2170 | 1 |
| ROGERS, CLARK W | MO | 2908 | 1 |
| FOREMAN, CHRISTOPHER HASTON | NC | 2100 | 1 |
| REVESZ, GREGORY | NE | 2316 | 2 |
| WELLING, AASHISH | NH | 1207 | 4 |
| WU, MICHAEL | NJ | 2894 | 4 |
| MATHINE, THOMAS | NM | 1264 | 3 |
| WONG, ALEXANDER | NV | 700 | 1 |
| ZEN, HILARY | NY | 3101 | 3 |
| GHOSH, SHOURJYA | OH | 3292 | 7 |
| KUMAR, KRISH | OK | 1329 | 2 |
| SHARAN, PRAVEER | OR | 1514 | 2 |
| RYCZEK, DAWID | PA | 3178 | 3 |
| DELGADO, NAYTHAN | RI | 2254 | 1 |
| QU, JAMES | SC | 1910 | 1 |
| MARKS, MICHA | SD | 1400 | 1 |
| NIMON, THOMAS | TN | 3070 | 1 |
| BARROSO-INGLE, CHRISTOPHER A | TX | 2120 | 1 |
| TROFF, KAYDEN W | UT | 1581 | 2 |
| KEMISETTI, AJITH | VA | 3327 | 3 |
| KATZ, GABRIEL | VT | 1758 | 2 |
| ANTEZANA GARVIZU, PAUL | WA | 2488 | 1 |
| JAIN, VINAY | WI | 2954 | 1 |
| PATEL, ADVAIT | WV | 3155 | 8 |



The top scholastic player for June, MAURYA PALUSA, is also the number one player on the Junior Grand Prix list.





The Chess Detective

by NM Todd Bardwick

INTERFERENCE

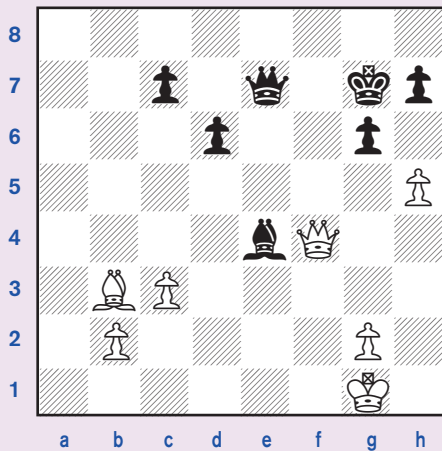
Interference or obstruction occurs when a player interposes and sacrifices a piece to interrupt or cut off an opponent's piece from defending a key square on a file or diagonal.

This type of tactic is often overlooked because of its rarity.

In a sense, an interference move is the opposite of a clearance move.

Here is a position from Yugoslavia in 1973 between Bozidar Ivanovic and Petar Popovic.

Popovic



Ivanovic

White to Move

Black's king is more exposed and White goes on the attack with **1. h6+ Kh8**.

White would love to attack Black's king on the a1-h8 diagonal or the back rank.

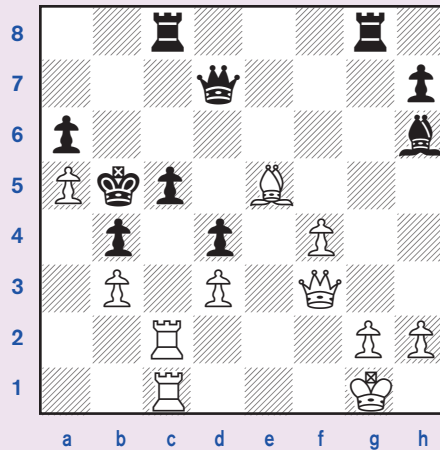
He plays the clever interference move and cuts off the queen's protection of the e4-bishop by playing **2. Be6!**, Black resigned.

After 2. ... d5 3. Qe5+ (the bishop move also cut off the queen from protecting e5 after the d-pawn moves) 3. ... Qg7 4. Qxg7 mate. 2. ... Qxe6 3. Qf8+ Qg8 4. Qf6+ Qg7 5. Qxg7 mate also doesn't work for Black. If Black moves his bishop, White can play 3. Qd4+ with mate to follow.

Here is an example where an interference move interrupts two lines of defense simultaneously!

This position arose in a game between Siegbert Tarrasch and Allies in Naples, Italy, in 1914.

Allies



Tarrasch

Position after 30. ... Kb5
White to move

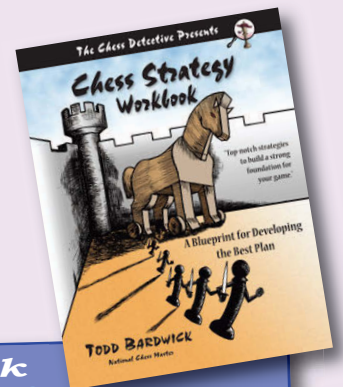
Notice that Black's pawn on c5 is attacked twice and defended twice. If the black rook weren't defending it, 31. Rxc5 would be mate. The black queen also defends a mate threat by protecting b7. If she were not able to defend b7, White could play 31. Qb7+ Kxa5 32. Ra1+ or 32. Ra2+ leading to mate.

White played the ingenious, **31. Bc7!** interfering with both the queen and the rook and **Black resigned**.

Black's defending attempt of 31. ... Rxc7 loses to 32. Qb7+! Rxb7 33. Rxc5 mate or 32. ... Kxa5 33. Ra1+ Qa4 34. Rxa4 mate.

If instead Black responds 31. ... Qxc7, 32. Rxc5+ Qxc5 33. Qb7+ Kxa5 34. Ra1 mate (or 33. ... Qb6 34. Qxb6 mate).

Fred Reinfeld is quoted as saying, "White's last move [31. Bc7!] is one of the most beautiful ever played on the chessboard."



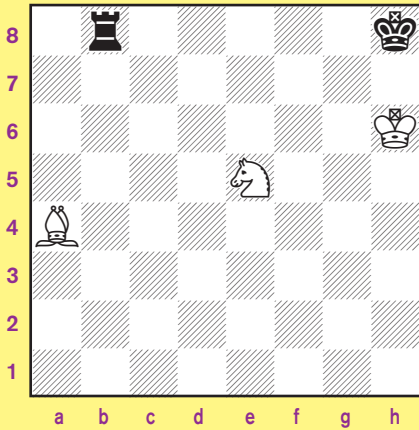
Todd Bardwick is the author of **Chess Strategy Workbook: A Blueprint for Developing the Best Plan**. He can be reached at www.ColoradoMasterChess.com

WIN OR DRAW?

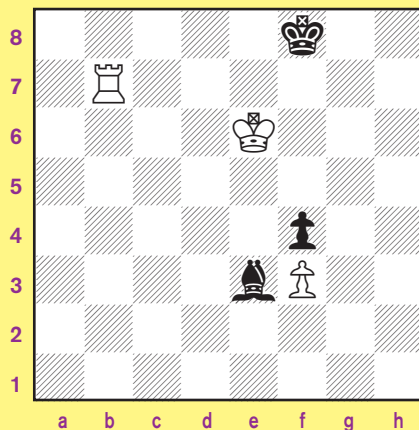
by Pete Tamburro

All of these positions have very few pieces on the board. Are they draws or are they wins, and for which side? Set up the pieces, MOVE the pieces, and scribe down your notes, what result you think it should be, and, after you've tried all of them, then look in the back for the answers.

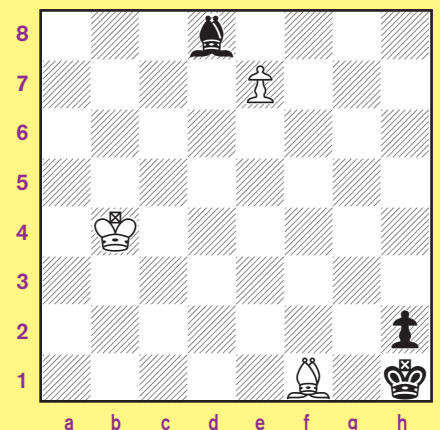
Position One: White to Play



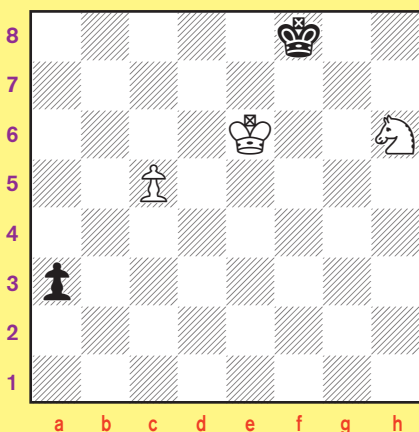
Position Three: White to Play



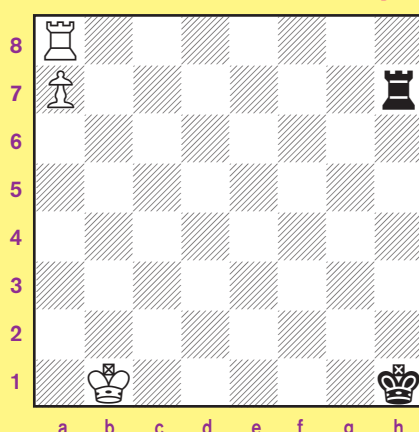
Position Five: White to Play



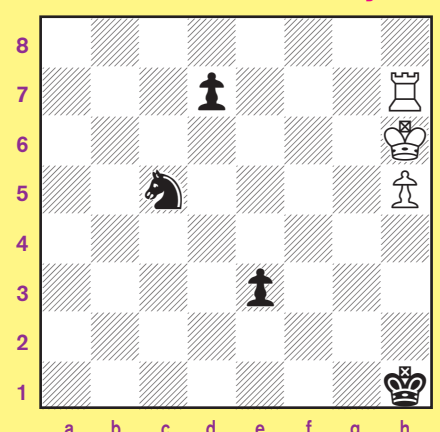
Position Two: White to Play



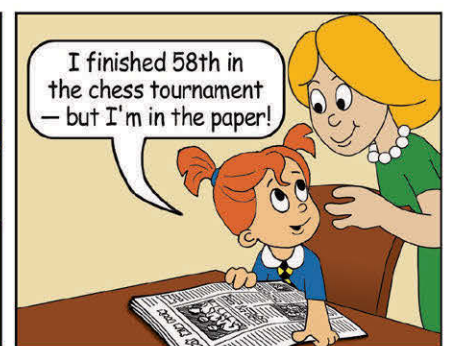
Position Four: White to Play



Position Six: White to Play



Answers on page 23 



Book Review

by Daniel Gurevich

Chess Puzzles for Kids by GM Murray Chandler. 128 pages. Gambit Publications, 2012, \$16.95 from *uscfsales.com* (catalog number B0183GB).

As any chess player knows, tactics are very, very important. Chess is 99 percent tactics—or at least well-known master Richard Teichmann (1868-1925) famously said so. If that is true, how can you improve 99% of your chess? By studying tactics, and you will probably need a tactics book for that. Luckily, there are hundreds of chess puzzle books out there. However, not all tactics books are created equal. You should choose carefully. So is *Chess Puzzles for Kids* the right choice?

As practice material, this book is exceptional. I have found that it is a rare tactics book that has no errors. There are just over 200 examples, arranged by theme, as well as two tests with 30 positions each. The difficulty level is just right for players rated up to 1800. Even stronger players may enjoy these puzzles as part of a warm-up routine.

Thematic Patterns

The book features 100 thematic patterns, but you should not expect detailed analysis: there is only one page per pattern. Almost half of this space is occupied by large diagrams and explanations are scarce. For example, on page 90, the only introduction you get is the following:

Pawn-Grab on the h7-Square

Normally the chess expression 'pawn-grab' implies taking some risk to win material. Not here! White captures the h7-pawn totally for free, despite it being apparently defended.

That's it. Although the positions are high-quality, the reader does not get the chance to benefit from important grandmaster tips—there is just room enough for short descriptions.

When and Where to strike

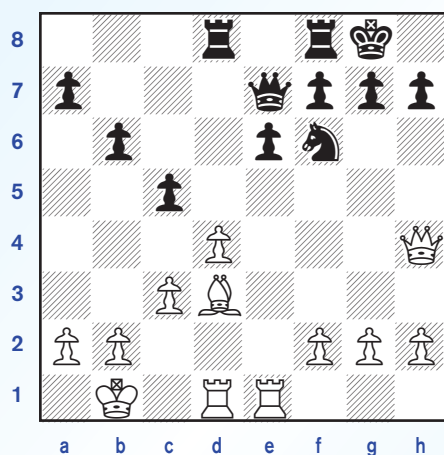
What the book does not tell you is *when to strike* and *how to strike*. Knowing *when to strike* means understanding whether a tactical shot is likely in a given position. Some positions are just too quiet for that. However, it is also necessary to have the understanding of *how to strike*, making the combination work. There are great books that can teach you both of these skills, but this new book by Murray Chandler will not.

In short, the value of this book is in the

puzzles themselves. If you are looking for a book that is packed with puzzles and error-free, then *Chess Puzzles for Kids* is exactly what you seek. However, if you want thorough explanations that will help you find tactics in your own games, you should know that this book is not heavy on words.

Let's finish with two puzzles! The first of these (along with the comments) is from *Chess Puzzles for Kids*.

S. Thorgeirsson-E. Thorsteinsson Reykjavik 2010



White to move

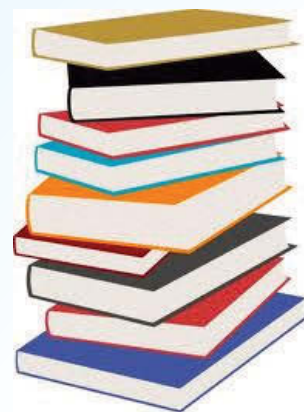
The h7-pawn is protected by the black knight. Normally fine—but here the knight is *pinned*.

1. Bxh7+! This wins a pawn, as 1. ... Nxh7 allows 2. Qxe7, capturing the black queen. After 1. ... Kh8 **2. Bc2+ Kg8** **3. Re3** White won quickly.

The second puzzle is my own invention, inspired by this example from the book.



White to move



In a real game, identifying that Black might be in trouble would require understanding *when to strike*. White's pieces are active; the rook on e3 seems to have an eye on the black queen, so maybe we can use the fact that the e5-pawn is pinned. The d5- and f5-squares seem particularly weak, and the h7-pawn is under pressure. There is a lot going on, so what should we play?

Chances are that you are already considering 1. Bxh7+. However, Black replies 1. ... Nxh7! and checkmates after 2. Qxe7 Rxf1+. This is what makes the *how to strike* phase of the thought process so complicated. You need to stay open-minded and notice how a defended back rank can suddenly become a target.

How else can we strike? 1. Qxd4 seems logical as well: we are exploiting the pin. However, after 1. ... exd4 2. Rxe7 dxc3 only Black can have the advantage. 1. Rxf6, removing the defender of the h7-pawn, is stronger, but the black king can still run for safety after 1. ... Qxf6 2. Qxh7+ Kf7, leaving the final result of the game unclear.

Any other ideas? Notice that none of our moves has used the weakness of the light squares. We can bring our knight into the action: **1. Nd5!** Black cannot take on d5 because of Qxh7#, so he has to move the queen. No matter where it goes, White will reach a winning position. For example, **1. ... Qf7** **2. Nxf6+ gxf6** **3. Rxf6!** wins (Black cannot take because of checkmate), or after **1. ... Qd8** **2. Rg3** White brings all of the pieces into the game and has the unstoppable threat of Nxf6+.

If you are still curious about this position, you can find some more interesting winning variations; they are all instructive. Happy hunting! May you know *when to strike* and *how to strike*!



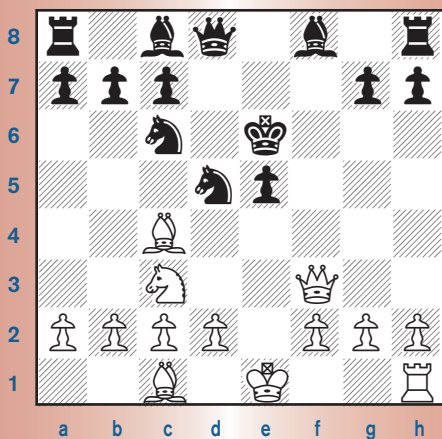
You can do it!

Pillsbury's Mate, Part I

by Jon Edwards

It's often dangerous to advance the pawns in front of your king. Of course it's even worse when those pawns are easily captured.

Born in Massachusetts in 1872, Harry Nelson Pillsbury first learned the moves at age 16. His career as a chess player lasted only 18 years (He died very young in 1906.) and yet, he is regarded today as one of America's very best. He arrived as a relative unknown player at Hastings in 1895 and placed first ahead of Lasker, Chigorin, and Steinitz. We honor him here as one of the most famous practitioners of a special method of attacking a castled king.



You can quickly see that White has two attacks upon the g7-pawn. White clearly will capture there, but is it best to lead with the Bb2 or the Rg1?

The hint? It's White to move and mate in three moves!

1. Rgx7+

Capturing with the rook is the more forcing continuation, although there will be moments when capturing with the bishop, with its threat of a discovery,

will also be useful.

1. ... Kh8

Of course, the king retreat is forced.

2. Rg8+!

A wonderful discovery and double-check! Don't fret if you anticipated 2. Rxf7+.

2. ... Kxg8

The double check by the rook and the bishop requires that Black respond with a king move, in this case the capture of the undefended rook. Unfortunately for Black, the king now has no moves. All White needs is a check.

3. Rg1#

A very pretty checkmate!

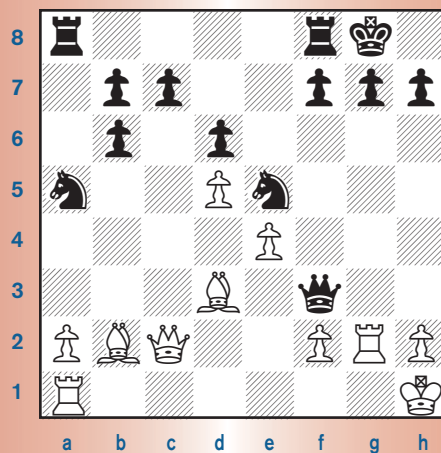
Here are the conditions that permit this sacrifice to work.

1. The defender's pawn structure is not nicked, with pawns on f7, g7, and h7.
2. White's dark-squared bishop (or a queen) directly attacks the g7-pawn. The diagonal mover must be somewhere on the long diagonal and have an unimpeded attack upon g7. The bishop or queen can be pinned or under attack since its check will be part of a double check. The defender will not be able to capture it.
3. One of White's rooks also attacks g7, and the other rook can reach the g-file to deliver the final blow.
4. Black's king cannot safely escape towards the queenside, either because a rook blocks its path or because the movement of the king for f8 (or c8 on the queenside) results in mate or the loss of significant material.

5. Black is not defending g7. Such a defense would require that the attacking side mount additional pressure on g7.

6. Black cannot create an effective blockade on the file, for example with ... Ng6, ... Bg6, ... Bg5, or ... Bg4.

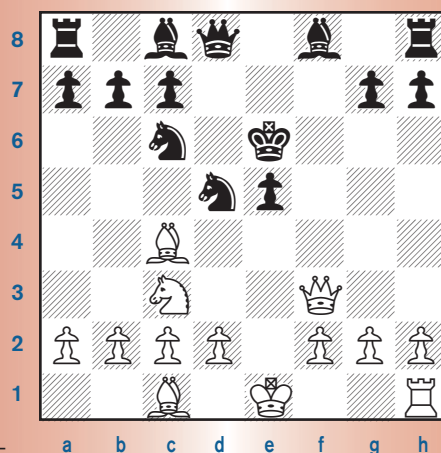
Quiz #1



Black to move

What's wrong with 19. ... Qxd3?

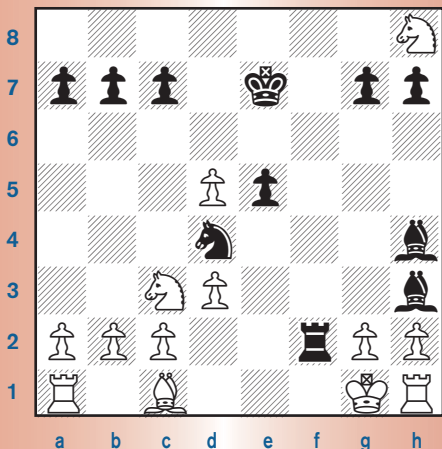
Quiz #2



White to move

Black hopes to ease White's pressure by trading off the queens or by capturing the bishop on b2.

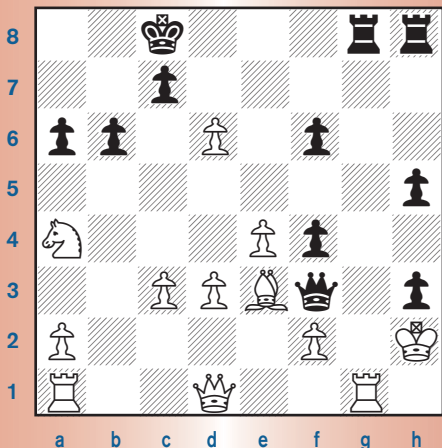
Quiz #3



Black to move

Your understanding of Pillsbury's mate should help here.

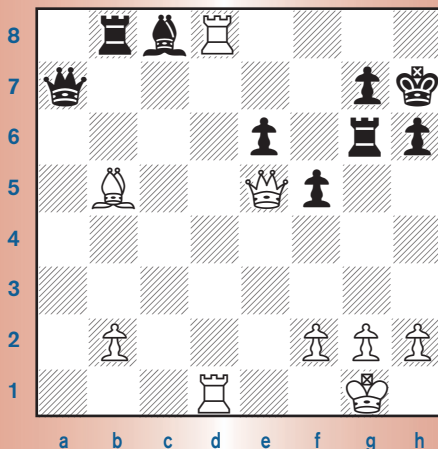
Quiz #4



Black to move

White hopes to relieve the pressure with a timely exchange of queens.

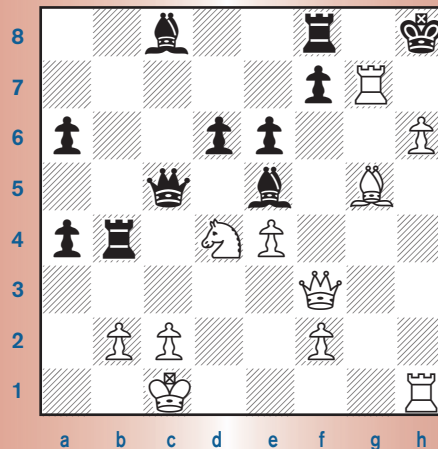
Quiz #5



Black to move

With the rook off f1, can Black win with ... Bb7?

Quiz #6



White to move

Here's the tough one. How deeply can you calculate?

114th Annual U.S. Open Side Events

27 July: U.S. Open Bughouse. G/5. Entry fee \$20 per team. 80% of entry fees in cash prizes. Registration ends at 7:00 p.m., first round begins at 7:30 p.m.

27-28 July: U.S. Open Weekend Swiss. GPP: 6. 5-SS, G/60 d5. \$\$1,000 guaranteed prizes. \$200-100-50, U2200/Unr \$160, U1800 \$140, U1600 \$120, U1400 \$100, U1200 \$80, Unr \$50. Entry fee \$40, Unr free if paying USCF dues. On-Site Registration 10:00-11:30 AM 7/27, Rds: Sat 12-3, Sun 10-12:30-3.

28 July: U.S. Open Scholastic. Open to K-12 [2013-2014 school year] 4-SS, G/30 d5, in **four sections:** *Junior High - High School Champ. (K-12); Junior High - High School U1200 (K-12); Elementary Champ (K-6); Elementary U1000 (K-6).* **EF:** \$25 online if by 7/14; \$35 after; \$27 if postmarked by 7/14; \$37 after (do not mail after 7/21); \$30 phone-in by 7/14, \$40 by 7/26 at 5 p.m. CDT. **Reg.:** 9-11:30 a.m. **Rds.:** 12-1:30-3-4:30. Trophies to Top 3 in each section. The above sections may be split in multiple sections if the entries warrant it. (Unrated **MUST** play in the Championship sections.). Trophies

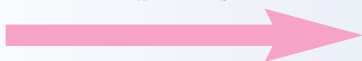
may be added if the section(s) split. See www.uschess.org/tournaments/2013/scholastic for venue info, updates and correction.

29, 30, 31 July; 1, 2 August: U.S. Open Quads. G/30 d5. Entry fee \$20. Registration 9am-11:30am, Rds. 12-1:30-3:00. \$50 to first in each quad.

31 July: U.S. Open G/15 Championship (QC). 5-SS, G/15 d5. Quick rated, higher of regular or quick rating. Entry fee \$40. Registration 9 a.m.-11:30 a.m. Rds: noon, 1:00, 2:00, 3:00, 4:00. 80% of entries as returned as cash prizes. First 30%, second 15%, U2100 12%, U1800 10%, U1500/Unr 8%, U1200 5%.

3 August: U.S. Open Blitz Championship (BLZ). Trophies Plus GPP: 15. 7-SS (double round, 14 games), 1 section, G/5 d0. Blitz rated, higher of regular or Blitz rating. Entry fee \$40, free to Unrated if paying USCF dues. Registration 9 a.m.-11:30 a.m., first round begins at noon. \$2000 guaranteed prizes! \$\$400-200-150, Expert \$200-100, U2000 \$200-100, U1800 \$180-90, U1600/Unr \$140-70, U1400 \$100, U1200 \$70. The July 2013 Rating Supplement will be used.

114th U.S. Open
July 27 - August 4, 2013
Madison, Wisconsin
See TLA on page 28 for
details



How Do You Win An Endgame?

by Pete Tamburro



A few weeks ago, a question came onto my message board, Openings for Amateurs (<http://njscf.proboards.com/index.cgi?board=amate>). It's a free site (if you register, don't use an AOL account) where I and some guest masters and IMs answer questions about openings for players below master rank.

We've been doing it for over ten years, over 1,600 topics and over 16,000 posts. Every now and then, we get a question not related to openings, so a question on the endgame was not that unusual. It, on the other hand, raised an interesting question: how do you win an endgame?

A good many players know how to win the simple king and pawn endgames at the end of a game, but this player was basically asking, "How do I get to those simple endgames?"

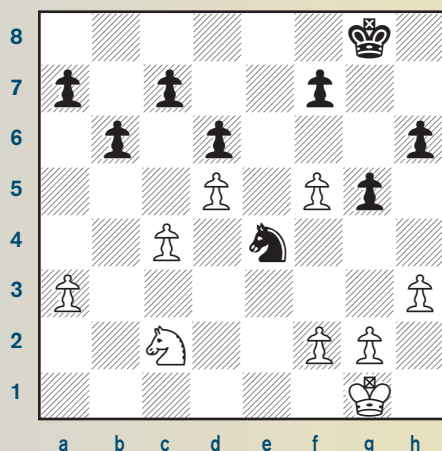
It reminds me of an old chess story where two masters were talking about the brilliant mating attacks of the world champion, Alexander Alekhine. The one says to the other, "Oh, I can see those final mating attacks just like him, but, for the life of me, I can't figure out how he gets to those positions."

NO YELLOW BRICK ROAD

It's the same with endgames. Is there a road map to tell you how to get there? Well, there is no yellow brick road and no wizard to help you get to the goal, but our talk with our questioner might very

well help you. Here is the position that started it all:

It's Black to Play—and "Diamond" is the player asking questions.



Diamond: I was thinking loads and couldn't find a good plan for Black and I was sure Black should be better, no? White has several weak pawns, the c4- and a3-pawns can't advance without being taken, the f5-pawn is weak too with Kg7-f6-xf5. But it ended up being a draw. Any suggestions?

Being a teacher for forty years, I knew it would do no good just to give a line and send her on her way, so let's start with some questions.

PT: It would be interesting to see what moves you did play. Anyhow, rather than just give you the answer, why don't you tell me what Black's plan should be? What is your plan for the king and the knight? What will White be forced to play?

Diamond: Unfortunately, no game

score. I don't know why but this position is really hard for me. Material is even but White has doubled pawns on the f-file as well as backward and weak pawns on c4 and a3. Surprisingly, White's knight is capable of holding onto quite a bit of those weaknesses! It's not that easy to play straightforward threats like: ... Nd2-b1-c3 because the white king can actually get to b3 and force a draw by repetition via the b3 & c2 squares. It's not that easy for Black to activate his king. Or at least, not as easy as it seemed at first. For Black, I'd say the options are: 1. ... Kg7-f6-xf5 or 1. ... Kg7-f6-e5-d4 (after Ne3) or 1. ... Nd2-b1-c3 or 1. ... Nd2-b3-c5. Black should probably play ... h6-h5 to prevent Ne3-g4, possibly ... a5 to stop the pawn or even ... a6 / ... b5 if he can advance the b-pawn. A plan to allow the black king to penetrate would be ... Kg7-f6-e5 / Nd2 (forcing Ne3) then ... Kd4. White would **obviously** stop all that by playing his own king to d3 with a plausible f3 followed by Kf2-e2-d3 (once Black moves the knight). I can't see a way to win this as long as White can get a perpetual on the knight or keep holding off the opposition on d3 and keeping everything stuck with Ne3.

At this point, FM David Levin, who is a wonderful chess teacher (<http://www.davidlevinchess.com>), decided to drop into the conversation (we do that a lot!). He caught an interesting word usage that is in bold print above.

FM David Levin: I've played through some continuations, and it's not obvious to me that White can "stop all that." I'd be interested in what sample continuations you considered.

Diamond put in the asked for continuations and then made this comment:

Diamond: I realize Black should win this. I wasn't saying it's a draw but over-the-board (so to speak) it's not easy and I do think in many lines Black really needs to find something close to one good move which in itself isn't easy especially when talking about a plan that circles 6-10 moves rather than 2-3. But maybe it's just my poor talent.

There's a lot of discouragement in Diamond's messages: looking at the position and not seeing anything concrete, thinking there's one "great move" that she'll probably miss, and then knocking herself for having little talent. This happens to everybody. Just because something is hard doesn't mean you have to get discouraged. You have to get motivated! Her one good trait: she's asking questions! But I'm not done asking questions either:

PT: I have some questions for you:

1. Where do you want your king in this endgame?
2. Where are some effective squares for your knight as its tenure on e4 is short lived?
3. Where is White going to put his pieces?
4. Do you see a plan to fix and attack White's pawns on the queenside?
5. What are you going to do with the kingside pawns?
6. Did you consider these questions before making the moves you have listed above?

Please note that the key to understanding how to win endgames is not really about coming up with a whole bunch of lines. Look at the questions. They are goal questions: where the ideal spots for all your pieces are and what kind of pawn structure you want.

Diamond: WHERE DO I WANT MY KING? I'm not sure. I suppose it's good to have it on the kingside because once Black captures the f5-pawn by ... g8-g7-f6-xf5 the king will be able to push the pawn majority.

OR I guess I'd like it on d3 where it can help in the capture of the c- and a-pawns and shepherd the advancement of the a-pawn. I suppose by route of ... g8-g7-f6-e5-e4-d3. But I can't say I'm sure where the king should go.

EFFECTIVE KNIGHT SQUARES?

I suppose, if we're talking about outposts(?) than the only real unchallenged outpost is c5 which can be reached by ... e4-c3-a4-c5 but I'm not sure what that will achieve since (well, I think) that if Black plays the king to d3 and the knight to c5 White will simply have enough time to play f3/Kf2-e2-d3 and simply protect everything.

WHERE WILL WHITE PUT HIS OWN PIECES?

Again, I'm not sure but if we're talking about prophylaxis I'd say he will try to keep the knight exactly where it is because from there it can hop from c2 (where it protects the a-pawn) to e3 (where it protects the c-pawn) king, possibly on d3 or e4 (if possible) and playing g4 to protect the f5-pawn. Not sure if it'll be possible but if the white king can go to d3, play g4 and then play a4 and play the knight to b2 it'll protect both the pawns and the advancement of the black queenside pawns.

DO I SEE A PLAN TO ATTACK THE QUEENSIDE PAWNS?

Well, no! I suppose it's plausible to play the king to e5 and then play ... b5 with the intention of ... cxb5 and ... Kxd5 but I'm not sure if giving White connected a- and b-pawns make sense.

WHAT CAN BLACK DO ABOUT THE KINGSIDE PAWNS?

Not very much I think. The only break is ... h5 but with three pawns against three pawns it'll not give Black free way into White's side anyway so I'm not sure.

DID I CONSIDER THESE THINGS?

Can't say that I have because due to the position of the white pawns I was sure this is an easy win that will more or less take care of itself with a simple attack like ... d2.

Now that Diamond has done some real thinking, it's time to show her how her answers go along with a line that works.

PT: You are quite correct overall in your original assessment. However, this is a difficult endgame that can be drawn instead of won. The reason I asked so many questions is for you to evaluate your thinking processes. One of the most important questions you can ask in endgames is where do I want everything? Follow the notes as you play through it and feel free to ask further questions.

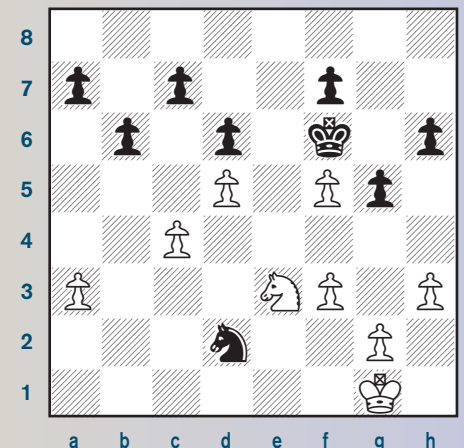
1. ... Kg7

Your first move should be to get your king in the game as quickly as possible.

2. f3 Nd2

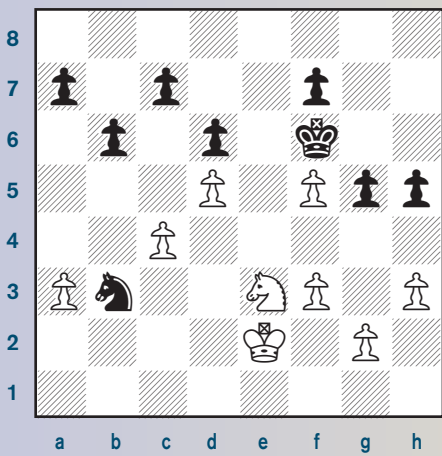
Attacking the weakness is clear.

3. Ne3 Kf6



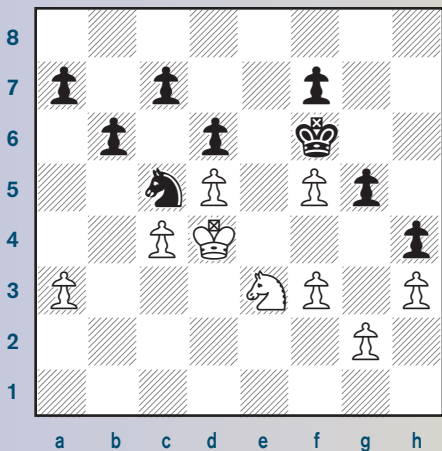
3. ... Nb1 looks attractive and logical, but I would rather fix the white kingside pawns first to hopefully get ... h4 in. After 4. Nc2 Kf6 5. Kf2 Ke5 6. Ke3 a6 7. g3 h5 8. h4 the blocked kingside doesn't help me. Compare this with the upcoming pawn structure.

4. Kf2 h5 5. Ke2 Nb3



Here, Black is placing his men in active spots: the knight is much more influential at c5 and the pawn on h5 prevents Ng4+ and at some point will play ... h4 to fix the g-pawn. The knight on c5 is more important than chasing after pawns at this point.

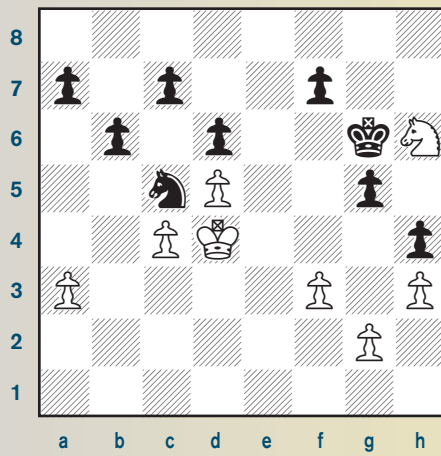
6. Kd3 Nc5+ 7. Kd4 h4



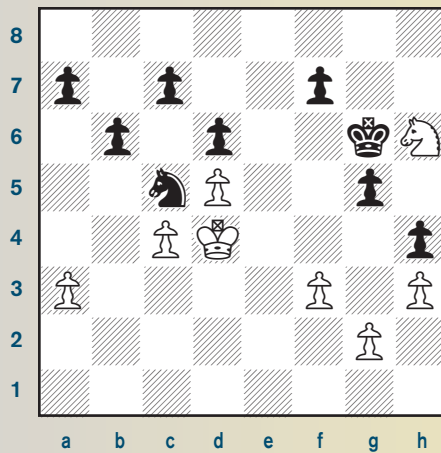
White already is running out of good moves; now the knight will have to check to get active play in return for giving up a key pawn.

8. Ng4+ Kxf5 9. Nh6+ Kg6

(see diagram top of next column)



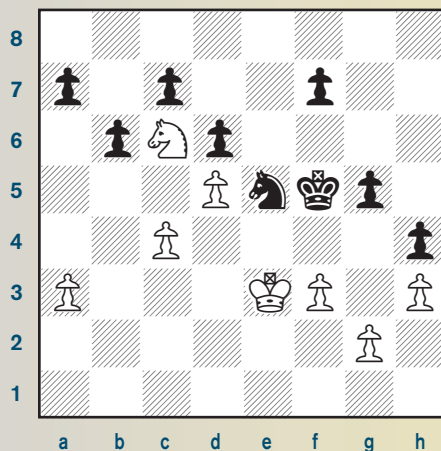
Patience is a virtue here. The king can't head for g2 yet because the white knight is dangerous to Black's own pawns.



10. Ng8 Nd7

This knight, because it was in a good spot, can now further improve its own position.

11. Ne7+ Kf6 12. Nc6 Kf5 13. Ke3 Ne5



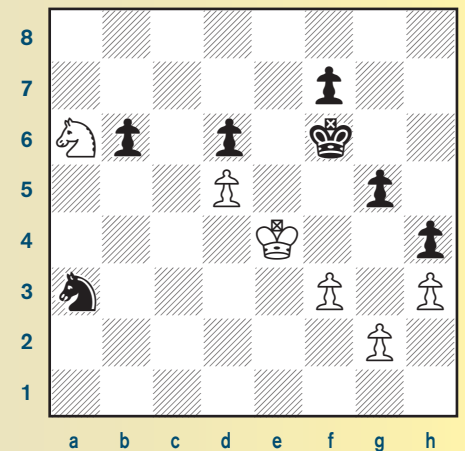
Compare this position with the first one: Black has won a pawn, moved

the king up and centrally posted the knight—all small victories but important ones. White has to watch the c4-pawn.

14. Nd4+ Kf6

14. ... Kg6 is OK too; both retain the option of Kf5, but Kf6 makes Ke7 easier if that becomes necessary. In any event you have to see just ... f5 is not good—just gets in the way of the king.

15. Nb5 a6 16. Nxc7 Nxc4+ 17. Ke4 Nxa3 18. Nxa6



A lot of excitement these past few moves. That's what sometimes happens. The winning side constricts the losing side until something has to give. Pawns fly off the board and you can now see the next stage of Black's plan.

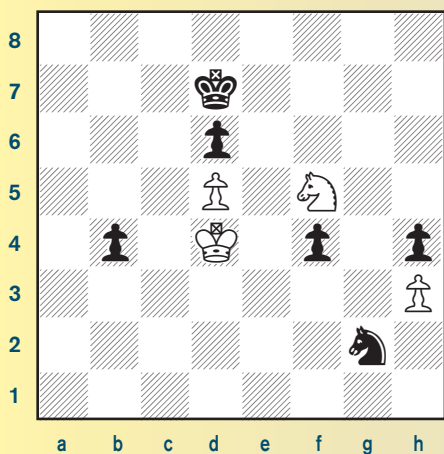
18. ... Nc2 19. f4 Ne1 20. Nb4 Kg6 21. fxc5 Kxc5

The outside passed pawn is now a major headache; however, White is not done fighting as he will try to continue to attack Black's pawns.

22. Nc6 f5+ 23. Kd4 Nxg2 24. Nd8 Kf6 25. Ne6 b5 26. Nc7 b4 27. Ne8+ Ke7 28. Ng7 f4 29. Nf5+ Kd7

(see diagram top of next column)





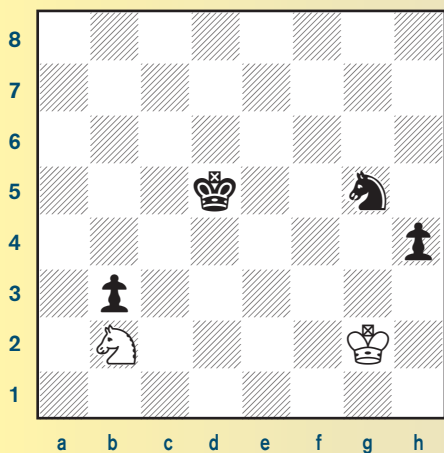
The idea of keeping the king at f6 rather than g6 now becomes apparent. It was more of a general idea back then rather than analysis to this point, but it does show that you have to often see what your opponent's counterplay will be and make adjustments for it.

Meanwhile White has to be concerned about both sides of the board.

30. Kd3 f3 31. Nd4 f2 32. Ke2 Nf4+ 33. Kxf2 Nxf3+

Conceding a pawn to get an even more outside passed pawn.

34. Kf3 Ng5+ 35. Kg2 Kc7 36. Nb5+ Kb6 37. Nxd6 b3 38. Nc4+ Kc5 39. Nb2 Kxd5



Now the win is clear. The black knight holds off the white king while the black king just wanders down to c2 to advance the pawn at which point White will give up the knight. One minor but important point: Black should not be in a hurry to get the pawn to h2—no farther than h3 until the king and knight are properly positioned to

chase the king out of h1; thus no stalemates!

Now you see why I don't do endgames for amateurs—too much work!

Now, Dave, who pays close attention to all this, makes an interesting point: why didn't I have White play 10. Ng4?

FM David Levin: Although the resulting continuation was instructive, the more patient 10. Ng4 might have been better.

PT: It may be more patient, but the result will be the same and a little less harrowing for Black. I chose the more aggressive line to show that even endgames where one side has an advantage can lead to all sorts of excitement and room for error. This endgame was by no means just a matter of technique. Alertness has to be considered a factor here.

I was trying to demonstrate that Black needs to keep cool, accumulate small advantages (king position, fixing weaknesses, a well posted piece, restricting your opponent's play) and waiting for the proper opportunity to bring the win home.

The same principles hold with the 10. Ng4 line except the implementation is slightly different, although it's still about fixed weaknesses, a strong knight placement, White running out of moves and an active king.

I was more concerned with communicating concepts to remember than analyzing every possibility. As I said, too much work! Here's one possibility: 10. Ng4 Nd7 11. Ne3 Nf6 12. Kc3 Nh5 13. Kd3 f5 14. Kd4 Kf6 15. Nc2 Nf4 16. Ne1 a6 17. a4 g4 18. hxg4 fxg4 19. fxg4 Kg5 20. Ke3 Kxg4 21. Kf2 a5 22. Nc2 Nd3+ 23. Ke3 Nb2 24. Kd4 Nxa4 with an easy win.

FM David Levin: Hi Pete, in the interest of furthering those objectives (which I understood and support), you might elaborate on your note to 2. ... Nd2 (after 1. ... Kg7 2. f3), in which you wrote, "Attacking the weakness is

clear." Why was doing so at this juncture beneficial for Black?

PT: Good point, Dave. For me it's about forcing White to spend a move to defend the c-pawn so I can get my knight to c5, one of my goals to improve my position. I always look at what I call "knight paths" to see how I can end up on a specific square. Here Nd2-b3-c5 was obvious to me, though it should have been mentioned. Thanks!

Diamond, who had been following all this, shared with us her feelings about this whole experience:

Diamond: Thank you both, very much, for taking the time to analyze my endgame. I understand now that it's not my bad technique that failed me, it's a very difficult endgame for any level. But I have to be honest with you both, I'm not sure how helpful it has been (for me) because it seems rather impossible to plan. I followed Pete's lines first and then I looked at them all with my computer. So many of them are best moves in a storm cloud of drawish moves that I doubt I'll ever be able to play it myself.

Especially knight moves are hard to find, even world champions have difficulties with them. Also, David showed a lot of creative ideas too but looking at it with a computer it constantly moves from totally winning to totally drawing to unclear, and so on.

I do understand the positional points and I think I should be happy with that!

I understand the ideas with the h-pawn, the circulation of the king and even the whole approach but I don't think it'll be possible for me to ever play so many moves ahead (in Pete's line there were 39) where so many of them are stand alone best moves, it just doesn't seem realistic. I do admit I enjoyed this a lot, mostly because it's helping me define what I want from myself and how I want to play chess. I think I'll have more endgames soon, ha ha.

PT: I understand that you can be overwhelmed by all this. I didn't do 39

moves to say you had to know all 39. You don't think 39 moves ahead in an endgame, just like you don't think 39 moves ahead in the middlegame or opening for that matter. I didn't want to just leave it at "post your knight at c5, bring your king up, and fix his pawns and you'll win."

You have to be shown how it plays out. Then, you see the fruits of those three ideas. That's also why, in playing endgames, you try to imagine where you want to be (those above questions) and what your opponent may try to do to stop you. Then, at least, you can come up with a long-term plan and do your best to win. *This is not an endgame that is a matter of technique, rather it's a technique of thinking.*

That was the last post in a very interesting conversation. Diamond is still feeling overwhelmed. In thinking about what lessons you should take from this endgame, you should remember these six important points:

- 1. Always figure out where the best spots for your pieces are and try and get them there.*
- 2. Pawn position and structure will often dictate how the game will go; see if you can fix weaknesses.*
- 3. Think in terms of winning small victories. Don't try to win an endgame in one move. Place a knight well, fix a pawn weakness, get your king active, plan on getting a rook to the seventh rank, create a passed pawn, prevent your opponent from counterattacking, get your rooks behind your pawns, etc. It's many times a collecting of small advantages.*
- 4. This endgame showed three factors that led to White running out of good moves. You couldn't calculate that in the first position. Don't try!*
- 5. Don't get discouraged! Learn from your mistakes.*
- 6. Play over some good endgame players' games. Capablanca comes to mind.*

Question?

continued from pg. 6

You may have noticed that it is particularly easy to mess up on Important Question #4: It is hard to see far ahead and predict what will happen next. You should be particularly careful with this step and double-check if you have made any mistakes in your calculations. If you miss something anyway, keep your cool, keep fighting, and remember that everybody, even the world chess champion, can blunder.

That sure is a lot to remember, but do not worry. Just remember to ask yourself the four important questions:

- 1. What just happened?*
- 2. Why has this happened?*
- 3. What do I want to happen?*
- 4. What happens next?*

Following this advice may help you avoid blunders in your future games. There is no better feeling than catching a mistake before it actually happens!



As a mother I appreciate the safe and fun environment Chesskid.com provides for children. As a grandmaster I think their tools and learning platform offer some of the best training available online.

- Grandmaster Judit Polgar

PLAY & LEARN!



ChessKid.com



The Gnomes

versus

the Gremlins



White to play, but ...

Those impish gremlins just can't keep their hands off my chess-

board! I had a nice, little mate in two problem all set up, and they took away all the pieces!

Luckily, the gnomes were watching and were able to put MOST of the pieces back on the board where they belong. However, they had one piece left over—the white queen!

So that's your assignment. It is White to move and mate in two—AFTER you place the white queen on the square where it belongs.

And remember, problem composers have special rules: the first move of the solution cannot be a check. After you find the right square for the queen, White will make a move, and no matter what Black plays in response, White will then checkmate Black.

The Hard Way

How do you go about solving such a problem? It's like taking a multiple-choice test in school—when you haven't done your homework! Eliminate the answers you know are wrong, and whatever is left must be the right answer.

Take for example this question:

1. When did the U.S.-Mexican War begin?

- a. 1492
- b. 1740
- c. 1846

You didn't study as much as you should have, but you do recall that 1492 had something to do with sailing the ocean blue ... so that's not the answer. And you're pretty sure there was no

United States in 1740. So that leaves 1846 as the correct answer.

And that is one way to attack and solve this problem. There are 55 empty squares on the board, and that may seem like a lot. But remembering that the first move cannot be a check (or checkmate), eliminates all the h-file squares and all the g-file squares and all the e-file squares.

Now you're down to 32 squares. Now you can eliminate a8, b7, c6, d5, f3, a7, b6, c5, d4, f2, a6, b5, c4, and d3, because if the queen is on any of those squares, it allows a mate in one.

Now you're down to 18 possible squares. Now you can eliminate f7 and f5 because that would allow a mate in one.

Now we're down to 16 and counting ... and counting and counting ...

The Easy Way

Once you realize the black king has no moves, you might want to start thinking about White's first move. What square must the white queen reach so that no matter what move Black makes with the queen or bishop, White can then checkmate Black.

But remember: the first move should not be a check, and the starting position must not allow for more than one possible solution.

And you only have to consider three possible bishop moves and five queen moves. Where do you want the white queen to be after the first move? Starting with the white queen on a3 looks promising, but then 1. c3+ and 1. c4+ both work. And you don't want two solutions or a first move check.

Placing the white queen on a4 or a2 doesn't work, for the same reasons. But, if the white queen reached a1 on the first move, then

... (a) 1. ... Qxa1+, 2. c3 mate.

(b) 1. ... Qb2+, 2. Bc3 mate.

(c) 1. ... Qxb3, 2. Qxc1 mate.

(d) 1. ... Qa2, 2. Qxc1 mate.

(e) 1. ... Qxc2, 2. Qxc1 mate (the black queen is pinned).

(f) 1. ... Bxd2, 2. Qxb1 mate (the black bishop is pinned!).

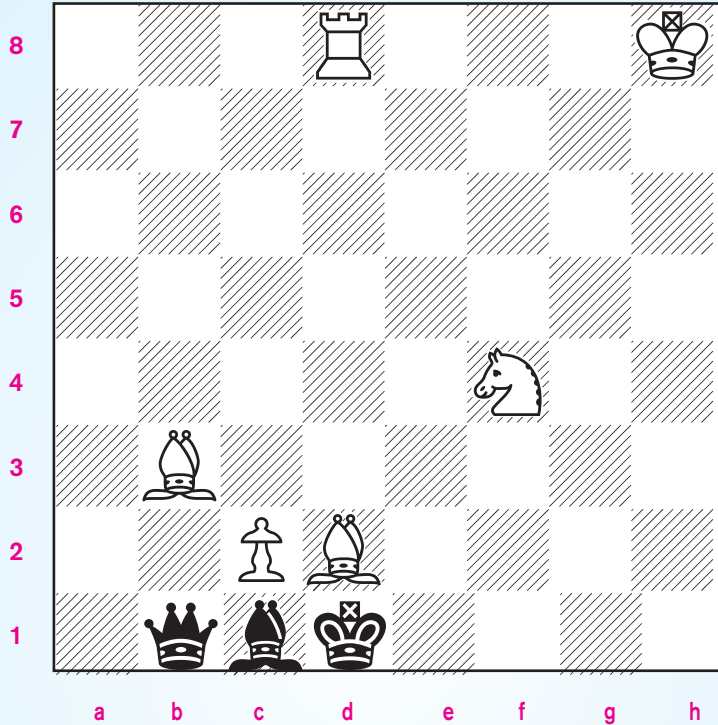
(g) 1. ... Bb2+, 2. c3 mate.

(h) 1. ... Ba3, 2. c3 mate.

So where must the white queen be in the starting position? The only square that allows white's queen to reach a1 and deliver a mate in two is ... **f6!** Place the white queen on f6 and the first (key) move is 1. Qa1!

If you were able to follow all of this, give yourself a gold star.

The gnomes are still eliminating squares.



WHITE TO PLAY AND MATE IN TWO

(after you find the right starting square for the white queen!)



SuperNationals V:

Fame, Food, and Friends

by Dr. Alexey Root, WIM

The April 2013 issue of *Chess Life for Kids* listed the five members of the Denton (TX) High School chess club who would attend SuperNationals V. Once in Nashville, Tennessee, those students were part of the record-breaking 5,335 participants. Here are some trip and tournament highlights.



The bench of wisdom.

FAMOUS PEOPLE

For Denton High School seniors Austin McGregor and Luis Guevara, meeting former Women's World Champion Grandmaster Alexandra Kosteniuk was special. Austin said, "I've watched all of her videos."

Denton High School chess club sponsor Fred Mueller liked meeting two of the stars of *Brooklyn Castle*, I.S. 318 Assistant Principal John Galvin and Pobo Efekoro, former I.S. 318 student and now one of the team's coaches. Galvin and Efekoro participated in a panel

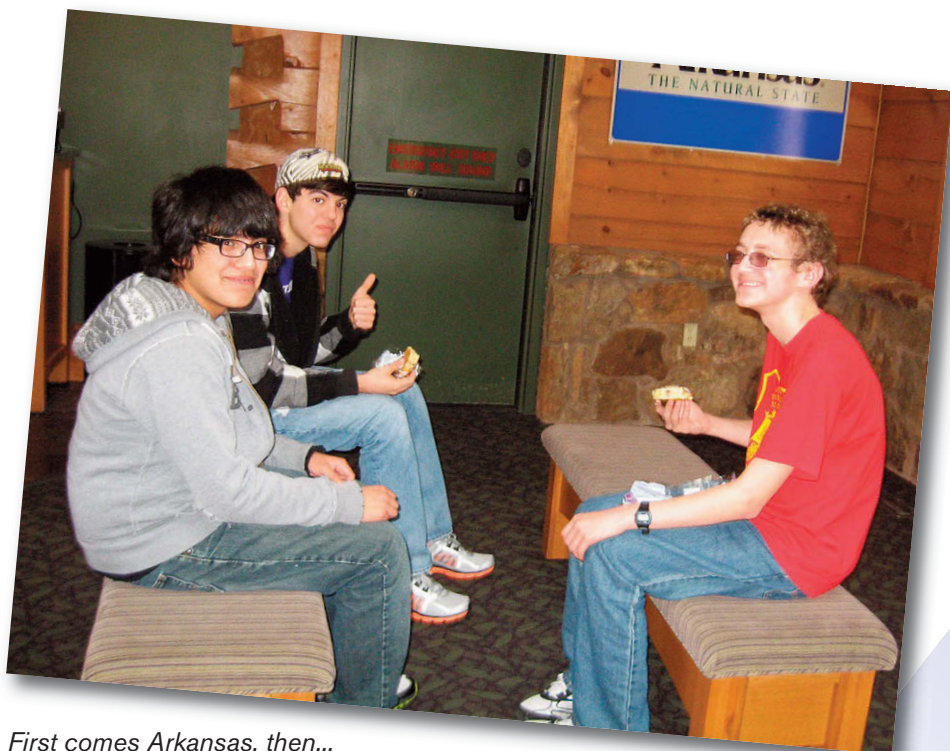
after a free screening of the film. Denton High School students took a photo with Bruce Pandolfini. Austin said, "I have all of Pandolfini's books except for *Traps and Zaps 2*."

On our first night at the hotel (Thursday), we visited the Presidential Ballroom (high school playing area). Thinking that we were alone, we made loud "ooing" sounds at the size of the ballroom and the hundreds of sets in it. Then I noticed that Steve Shutt, Dewain Barber, and University of Texas at Brownsville's Russell Harwood were meeting in one corner of the room. Since we had already disturbed them, I told the students we should say hello.

Shutt and Barber told us stories about scholastic chess. Shutt's chess coaching was the subject of the *Mighty Pawns*, first telecast in 1987 on the PBS series *Wonderworks*. Barber consulted on the *Mighty Pawns* and is the namesake of the Dewain Barber Tournament of K-8 Champions.



The Queen, Alexandra Kosteniuk (right)



First comes Arkansas, then...

jam at I-440 and I-40!”). Some Lovejoy students may appear on the History Channel’s show *American Pickers*, thanks to visiting the Nashville store Antique Archaeology.

The Wisconsin Scholastic Chess Federation gave our Denton High School group a free ride to Nashville’s Parthenon on their charter bus. At the Parthenon, Denton High School students sat on the bench that said “Wisdom.” Perhaps that bench was a good luck charm, because everyone from Denton gained rating points.

[It’s not too early to plan for Super-Nationals VI, which will also be held in Nashville, Tennessee. It’s a great way to make friendships that will last a lifetime. And no, you don’t have to eat the wasabi!- Editor]

FOOD

“Sushi eating is not for the faint of heart,” said William Root. William, Jason Van Horn and Alex Elizalde shared three pieces of smoked eel (\$12.00) at Wasabi’s Sushi Bar at the Gaylord Opryland Resort & Convention Center.

William added, “I didn’t know what real wasabi was and ate like half of it. It was spicier than the pure salsa I ate at a chess club party.” When I told William that some *Chess Life for Kids* readers might not know what salsa is, he refused to believe it. (Salsa is a staple here in Texas.)

After the tournament, Fred Mueller, the five students, and I celebrated at T.G.I. Friday’s at the Opry Mills shopping mall. On our way in, I said hello to FIDE Master Robby Adamson, whose Catalina Foothills High School team finished third in the K-12 Championship section. When the waitress seated the Denton group, she offered to add our bill to Adamson’s, since she thought we were part of his entourage.

FRIENDS

While we didn’t take advantage of Adamson, we counted on our friends from Lovejoy (TX) High School for travel advice. Lovejoy coach Tricia Dobson called us with travel tips (“Watch out for the traffic



Could this be the team from Lovejoy?

Budapest Gambit

by Adam DeHollander & Tony Palmer

(The West Michigan Chess Association publishes Lake Effect Chess and one of their contributors is Tony Palmer, a well-respected chess coach/teacher. One very effective technique employed by Tony is to have his students pick an opening and analyze it, and then make a presentation. Adam DeHollander chose the Budapest Gambit. Enjoy!—Editor)

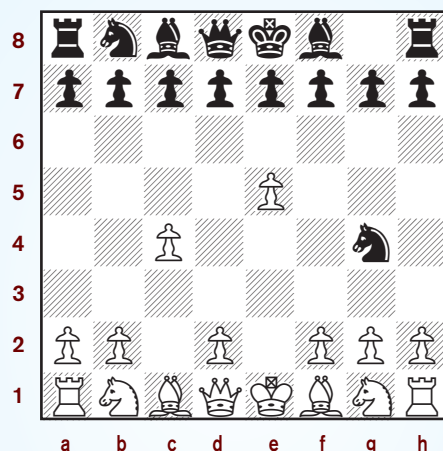
The Budapest Gambit (1. d4 Nf6 2. c4 e5) is an exciting and enterprising approach for Black against 1. d4; its full name is the Budapest Defense to the Queen's Gambit. Black plays an immediate ... e5 to combat White's center pawn at d4, then Black will regain the pawn with ... Ng4 and ... Nxe5. This strategy breaks the principle of not moving the same piece twice in the opening, as Black's knight moves three times total to regain the gambit pawn. In return, Black has easier and faster development compared to other Queen's Gambit defenses.

Many times White's knight on f3 gets traded off, which is White's best kingside defender, so Black has more opportunities for attack in the middlegame. Some variations feature the distinctive plan ... a5 and ... Ra6!? by Black, bringing the queen rook quickly into play (the Budapest Rook).

The Budapest Gambit has a long reputation for being tactical and trappy, with several miniature wins by Black targeting White's weak spot at f2.

After 1. d4 Nf6 2. c4 e5 3. dxe5 Ng4,

the chessgames.com database has 909 games, with these statistics for White's fourth move: 4. Bf4 42%, 4. Nf3 34%, 4. e4 14% and 4. e3 5%.



A) 4. Bf4

4. Bf4 is the Rubinstein Variation, which is a very testing line for White against the Budapest Gambit. After 4. ... Nc6 5. Nf3 Black will play 5. ... Bb4+ 6. Nc3/Nbd2 and then 6. ... Qe7 to regain the gambit pawn. White gets the two bishops on an open board after 7. a3 Bxd2+, but beware the trap 6. Nbd2 Qe7 7. a3 Ngxe5! 8. axb4?? Nd3#.

B) 4. Nf3

This is the Adler Variation, allowing Black to regain the pawn while White aims for smooth development. Black could transpose into the Rubinstein Variation with 4. ... Nc6 5. Bf4, but instead Black should play 4. ... Bc5 forcing 5. e3 (to protect f2), then 5. ... Nc6 attacking the pawn at e5 while White's queen bishop is now blocked in

by the e3-pawn. Play may continue 6. Be2 0-0 7. 0-0 Re8 where Black wins back the gambit pawn with chances for both sides.

C) 4. e4

Rather than defending the advanced pawn at e5, the Alekhine Variation 4. e4 leads to more central control and more space for White after 4. ... Nxe5 5. f4 Nec6 6. Be3. Note Black plays 5. ... Nec6 planning to develop 6. ... Na6 & 7. ... Bc5 countering White's strong centralized bishop at e3. Instead of 5. ... Nec6, Black could also try 5. ... Ng6 which pressures White's pawn on f4 but otherwise the knight is not well placed there.

D) 4. e3

4. e4 and 4. e3 are both a discovery on the Ng4, so White's goals in the opening are more modest after 4. e3 Nxe5. Here the odd 5. Nh3 is popular, planning ... Nf4 to control the d5-square while avoiding a knight trade.

E) 4. f4

Clutching the gambit pawn with 4. f4?! is rarely played, due to 4. ... Bc5 5. Nh3 (otherwise 5. ... Nf2) and White's game is immediately off to a bad start.

F) Declined

White may safely decline the Budapest Gambit, yet that gives Black an easy game after 3. d5 Bc5, or 3. e3 exd4 4. exd4 d5, or 3. Nc3 exd4 4. Qxd4 Nc6 and Black has already equalized.

G) 3. ... Ne4

Instead of 3. ... Ng4, the Fajarowicz Variation 3. ... Ne4 intends to trade off pieces after 4. Nf3 Bb4+. Here the preventive move 4. a3 works very well for White, so the Ne4 is misplaced and won't be exchanged.

The Budapest Gambit is a very good line to play as Black if you are comfortable with many different types of positions from the opening. Both sides must be on their toes from the start, as there are sharp tactics and deadly traps. Good Luck!

Answers, We've got Answers.

WIN OR DRAW! (Page 10)

Position One Solution: WHITE WINS!!

1. Bc6 Rf8 (1. ... Kg8 2. Bd5+ Kf8 [2. ... Kh8 3. Ng6#]) 3. Nd7+ Ke8 4. Nxb8) 2. Ng6+ Kg8 3. Bd5+ Rf7 4. Ne5 Of course, we assume you can mate with a knight and a bishop! We did a whole article on that in *CL4K* a while back. Go back and review it! This was a composition by Danielson in 1929.

Position Two Solution: WHITE WINS!!

With a merry chase! 1. c6 a2 2. c7 a1=Q 3. c8=Q+ Kg7 4. Nf5+ Kg6 5. Qg8+ Kh5 6. Qh7+ Kg4 7. Qh4+ Kf3 8. Qg3+ Ke2 (8. ... Ke4 9. Qe3#) 9. Qg2+ Kd3 (9. ... Ke1 10. Qg1+) 10. Qd5+ Kc2 11. Ne3+ Kb2 12. Qd4+ Kb1 13. Qd1+ Kb2 14. Nc4+ Ka2 15. Qc2+ Qb2 16. Qxb2# Composition by R.K. Guy, 1944.

Position Three Solution: WHITE WINS!!

This comes from an actual game, Ivan Rohacek-Gosta Stoltz, Munich, 1942. White's plan is well worth remembering because it shows you how to get to a won king and pawn ending from the starting position. It's all about the king being in front of the pawn after the rook sacrifice: 1. Rf7+ Ke8 2. Rf5 Bd2 3. Rc5 Kf8 4. Kf6 Kg8 5. Rc8+ Kh7 6. Kf7 Kh6 7. Rg8 Kh5 8. Rg4 Kh6 9. Kf6 Kh5 (9. ... Kh7 10. Kf5 Kh8 11. Rxf4 Bxf4 12. Kxf4 Kg7 (12. ... Kg8 13. Kf5 Kf8 14. Kf6) 13. Kf5 Kf7 14. f4 Ke7 15. Kg6 Kf8 16. Kf6 Ke8 17. Kg7 Ke7 18. f5) 10. Kf5 Kh6 11. Rxf4 Bxf4 12. Kxf4 Kg7 13. Kf5 Kf7 14. f4 and wins, as in the note to move nine.

Position Four Solution: WHITE WINS!!

This is tricky because the white king can't just march down the b-file because of the coming rook checks (1. Kb2 Kh2 2. Kb3 Kh3 3. Kb4 Kh4 4. Kb5 Kh5 5. Kb6 Rh6+ 6. Kb7 Rh7+ 7. Kb6 [7. Kb8 Rh8+] 7. ... Rh6+), so he tries something clever: 1. Kc2 Kh2 2. Kd3 Kh3 3. Ke4 Kh4 4. Kf5 Kh5 5. Rf8 (A draw comes from 5. Kf6 Kh6 6. Kf5 Rf7+ 7. Ke6 Rh7 8. Kd5 Kh5 9. Kc5 Kh4 10. Kb6 Rh6+ 11. Kc5 Rh7 12. Kd5 Kh5—Kasparian) 5. ... Rxa7 6. Rh8+ Rh7 7. Rxh7# Using the mate threat with the black

king trapped on the h-file is good to remember.

Position Five Solution: WHITE WINS!!

The key question is which way did you promote? 1. exd8=Q is a draw! 1. exd8=Q Kg1 2. Qd4+ Kxf1 and you should know that the rook pawn or bishop pawn on the seventh rank with the king draws against the queen if the queen's king is not nearby. The win is: 1. e8=Q Kg1 2. Qe3+ Kxf1 (2. ... Kh1 3. Qe4+ Kg1 4. Qg2#) 3. Qh3+ Kg1 4. Qg3+ Kh1 (4. ... Kf1 5. Qxh2) 5. Qf2 Bb6 6. Qf1+ Bg1 7. Qf3# A study by Gunst, 1947.

Position Six Solution: DRAW!! A study by Rinck shows this solution: 1. Re7 Ne6 2. Rxd7 e2 3. Rb7 e1=Q 4. Rb1 Qxb1 (4. ... Qg1 5. Rxc1+ Kxc1) Stalemate!!

YOU CAN DO IT! (Page 13)

Don't forget! Move the pieces! Get a feel for how the game unfolds. Peel back that onion!

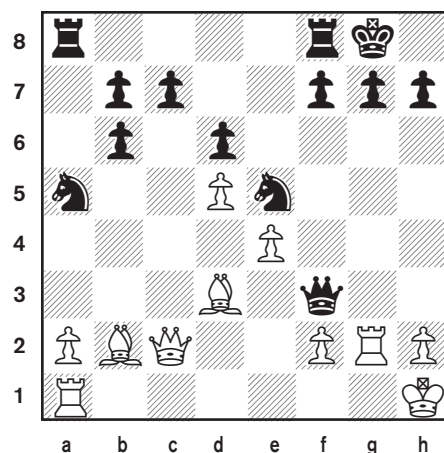
Solution #1

Adolf Anderssen

NN

Rotterdam, 1861 (C51)

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Bc5 6. 0-0 d6 7. d4 exd4 8. cxd4 Bb6 9. d5 Na5 10. Bb2 Nf6 11. Bd3 0-0 12. Nc3 Bg4 13. Na4 Nd7 14. Nxb6 axb6 15. Qc2 Bxf3 16. gxf3 Ne5 17. Kh1 Qf6 18. Rg1 Qxf3+ 19. Rg2



19. ... Qxd3 20. Qxd3 Nxd3

The captures have opened up the

long diagonal and unpinned the Rg2.

21. Rxc7+

The rest we know!

21. ... Kh8 22. Rg8+ Kxg8 23. Rg1# 1-0

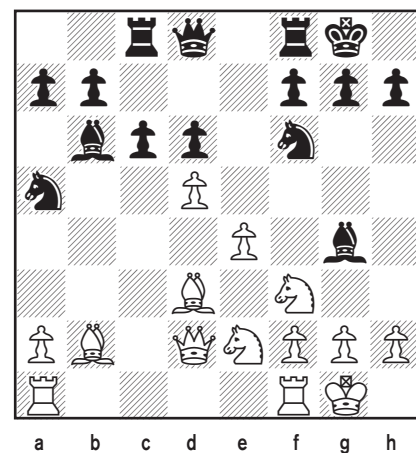
Solution #2

Adolf Anderssen

Berthold Suhle

Breslau, 1859, (C51)

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Bc5 6. 0-0 d6 7. d4 exd4 8. cxd4 Bb6 9. d5 Na5 10. Bb2 Nf6 11. Bd3 Bg4 12. Nc3 c6 13. Ne2 0-0 14. Qd2 Rc8



15. Qg5

Bringing the queen to the g-file with the threat of Bxf6 followed by Qxg4.

15. ... Bxf3

Saving the bishop, but opening the g-file for White's rooks.

16. gxf3 cxd5 17. Kh1 Nc4?

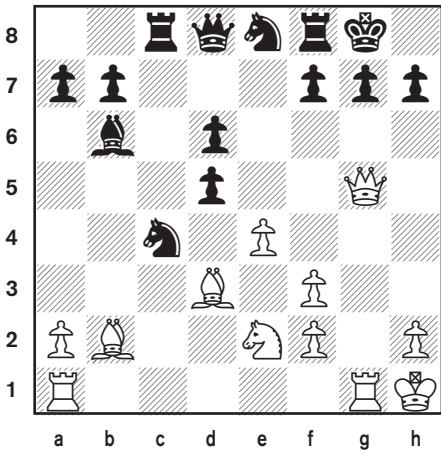
Black is winning after 17. ... h6 18. Qf4 Nh5.

18. Rg1

Turning the tables, here with the obvious threat of Qxg7.



18. ... Ne8



Here's the solution:

19. Qxg7+

Initiating Pillsbury mate with a queen sacrifice!

19. ... Nxc7 20. Rxc7+ Kh8 21. Rg8+

Our discovered double-check.

21. ... Kxc7 22. Rg1+ Qg5

Of course, Black might instead have resigned.

23. Rxc7# 1-0

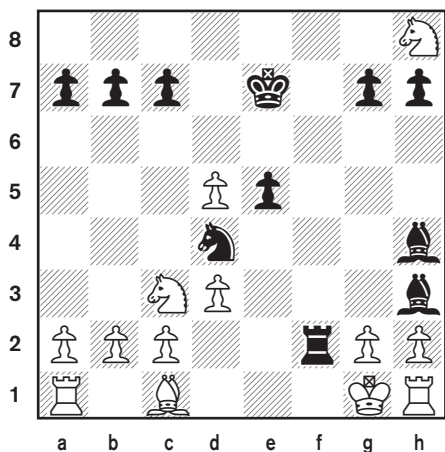
Solution #3

Apartsev

Igor A. Zaitsev

URS Spartakiad Moscow, 1963, (C57)

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Bc5 5. Nxf7 Bxf2+ 6. Kf1 Qe7 7. Nxe8 d5 8. Qf3 Bh4 9. Bxd5 Nd4 10. Qa3 Nxd5 11. Qxe7+ Kxe7 12. exd5 Bh3 13. Nc3 Rf8+ 14. Kg1 Rf6 15. d3



15. ... Rxc2+

Beginning with a check from the rook.

16. Kf1

The king is forced to f1. Black now

has a discovery.

16. ... Rg1+

Another wonderful move!

17. Kxg1

The king has only one legal move.

17. ... Nf3# 0-1

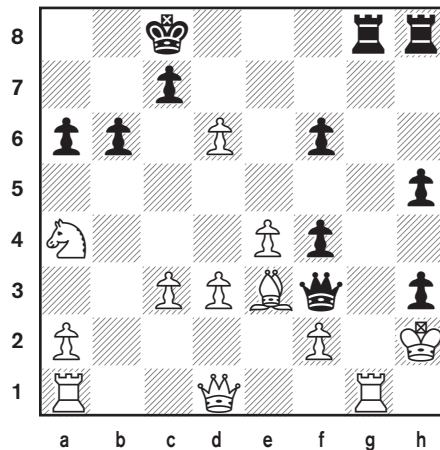
Solution #4

Ludvik Lapis

Frantisek Blatny

Havirov, 1968, (C68)

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. 0-0 Bg4 6. h3 h5 7. d3 Bxf3 8. Qxf3 f6 9. Be3 Qd7 10. Rd1 0-0-0 11. Nc3 c5 12. b3 Bd6 13. Na4 b6 14. c3 g5 15. Qe2 Qb5 16. g3 Ne7 17. Qc2 Qd7 18. Kg2 Ng6 19. b4 Nf4+ 20. gxf4 exf4 21. bxc5 g4 22. cxd6 gxh3+ 23. Kh1 Qg4 24. Rg1 Qf3+ 25. Kh2 Rdg8 26. Qd1



26. ... Rg2+

Black relies upon an assist from the h-pawn. Note that here, it's the queen, not a bishop, providing the help along the long diagonal.

27. Kh1 Rxc1+

The double check requires White to recapture with the king, or allow mate on g2.

28. Kxg1 Rg8+ 29. Kf1 Rg1+

Sacrificing the second rook on g1!

30. Kxg1 Qg2# 0-1

Solution #5

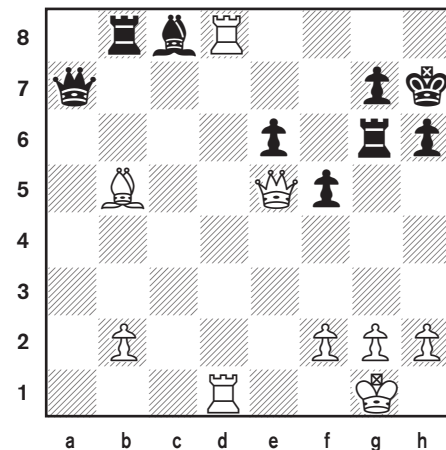
Constantin Raina

Heinrich Max

Munich, 1936, (D05)

1. d4 d5 2. Nf3 Nf6 3. e3 e6 4. Bd3 c5 5. c3 Nbd7 6. Nbd2 Bd6 7. 0-0 0-0 8. e4 dxe4 9. Nxe4 Nxe4 10. Bxe4 Nf6 11. Bg5 cxd4 12. Nxd4 Be7 13. Bxf6 Bxf6 14. Qc2 Bxd4 15. cxd4 f5 16. Bf3 Qxd4 17. Rad1

Qf6 18. Rd6 Qe7 19. Rfd1 Rb8 20. Be2 b5 21. Qb3 a6 22. a4 h6 23. axb5 axb5 24. Bc4 Rf6 25. Rd8+ Kh7 26. Qg3 Qa7 27. Bxb5 Rg6 28. Qe5



28. ... Bb7

Offering up the rook on b8, but placing the bishop on its key diagonal.

29. Qxb8

Grabbing the rook and threatening mate on h8, but allowing a mate in five.

29. ... Rxc2+ 30. Kh1

Unable to escape, the king allows a discovered check. Not 30. Kf1 Qxf2#

30. ... Rxf2+!

Not yet 30. ... Rg1+ 31. Kxg1 and White wins.

31. Kxg1 Rg2+

Repeating the check, but now the a7-g1 diagonal is fully open for the queen.

32. Kh1 Rg1# 0-1

A discovered, double-check mate!

Solution #6

Josef Klinger

Jesper Norgaard (2265)

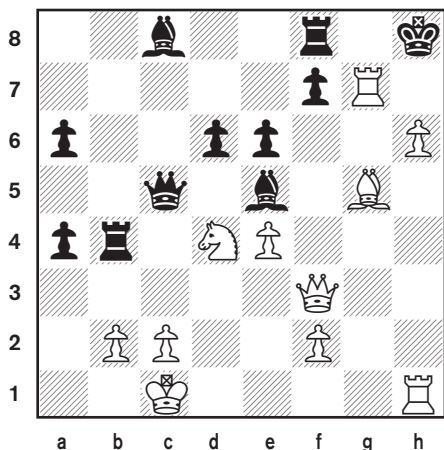
Copenhagen, 1982, (B89)

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 6. Bc4 e6 7. Be3 Be7 8. Qe2 a6 9. 0-0-0 Qc7 10. Bb3 Na5 11. g4 b5 12. g5 Nxb3+ 13. axb3 Nd7 14. h4 Nc5 15. b4 Na4 16. Nxa4 bxa4 17. h5 Rb8 18. g6 0-0 19. Rdg1 Bf6 20. Qf3 Be5 21. gxh7+ Kxh7 22. h6 g6 23. Rxc6 Rxb4 24. Rg7+ Kh8 25. Bg5

White rushes the bishop towards f6.



25. ... Qc5



White is winning after 25. ... Bxd4
26. Bf6 Bxb2+ 27. Bxb2 Rxb2 28.
Kxb2 a3+ 29. Qxa3.

26. Bf6

Offering up the knight, but placing
the bishop on the key diagonal.

26. ... Bxf6 27. Qxf6

The queen now takes on the bishop's
role.

27. ... Qxd4 28. Rg8+

The double check is essential.
White's queen and rook are both unanchored, but Black must move his king.

28. ... Kh7

The mate is still neat. Did you see
the mate in three here?

Or 28. ... Kxg8 29. h7#.

29. Rh8+ Rxh8 30. Qxf7+ Qg7 31.
Qxg7# 1-0

Or 31. hxg7#.

GOTCHA!

Congratulations to everyone who at
least tried to solve the "You Can Do
It!" quiz from the April issue. Our
Gnomes like the way you think! The
same goes for those of you who solved
the "Win or Draw" positions from April.
Be sure to check your mailboxes, as
we will be sending out copies of Fred
Wilson's *Simple Attacking Plans*.

YOU CAN DO IT!

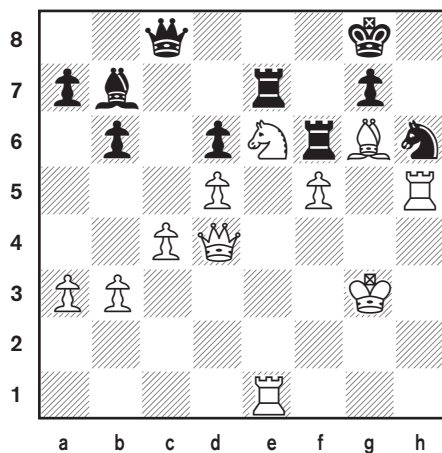
From April 2013 CL4K

Solution #1

Akiba Rubinstein

Salo Flohr

Sauerbrunn 1929, (A80)



Those who have mastered Dami-
ano's mate will have no difficulty here.
The Bg6 acts like a pawn, covering
f7 and h7.

37. Rxh6

37. Qh4 is also winning.

37. ... Rfxe6

White can also play 37. ... Rxg6+
38. Rxg6 or 37. ... gxh6 38. Qxf6 win-
ning in either case.

38. Rh8+ 1-0

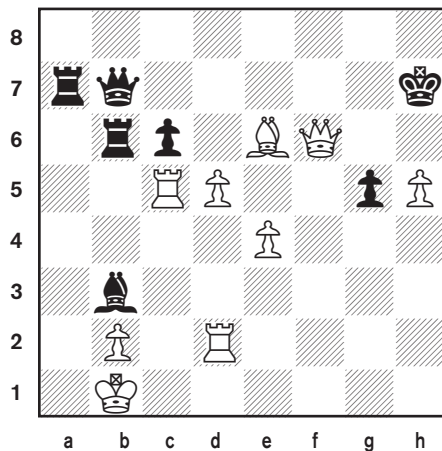
With our usual maneuver: 38. Rh8+
Kxh8 39. Qh4+ Kg8 40. Qh7+ Kf8
41. Qh8#

Solution #2

Dirk Hummel

Peter Oppitz (2265)

Germany, 1990, (E81)



White threatens mate with Qg6-g8.

37. ... Ra1+

And so Black must act.

38. Kxa1 Qa6+ 0-1

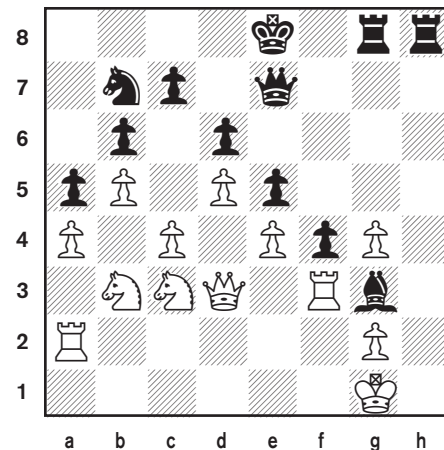
The Re2 blocks the king's escape:
38. ... Qa6+ 39. Kb1 Qa2+ 40. Kc1
Qa1#

Solution #3

Eero Alarvo

Mikael Nouro

Tampere, 1989, (E92)



One of the key advantages to having
a bishop on g3 rather than a pawn is
its control over e1.

30. ... Rh1+ 0-1

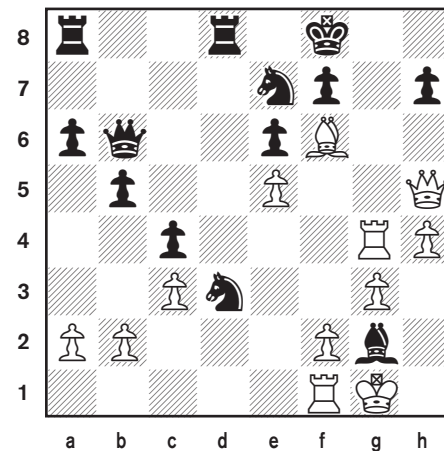
30. ... Rh1+ 31. Kxh1 Qh4+ 32.
Kg1 Qh2+ 33. Kf1 Qh1+ 34. Ke2
The king escapes to e2, but runs into
34. ... Qe1#

Solution #4

Eugenio Torre

Noel Craske

Wch U20, 1969, (C00)



The obvious 25. Qh6+ permits
Black's king to escape via e8 and d7.

25. Rg7!

The threat, of course, is 26. Qxf7#.

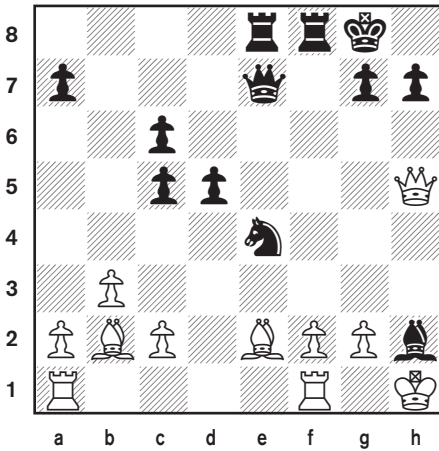
25. ... Ng6

Blocking the queen's reach to f7.

26. Rg8+ 1-0

26. Rg8+ Kxg8 27. Qh6 with mate
soon on g7.

Solution #5
Margeir Petursson (2390)
Daniel Campora
 Groningen, 1977, (C56)



25. ... Bg3

Not the only way to win, but certainly the most pleasing, using the threat of a knight fork to plant the bishop on g3.

26. Bd3

Of course not 26. fxg3 Nxg3+.

26. ... Rf4

26. ... Bxf2 was also sufficient, but Black eyes the possibility of ... Rh4+.

27. Kg1

We all know that the king's removal from the file will not solve White's woes.

27. ... Rh4

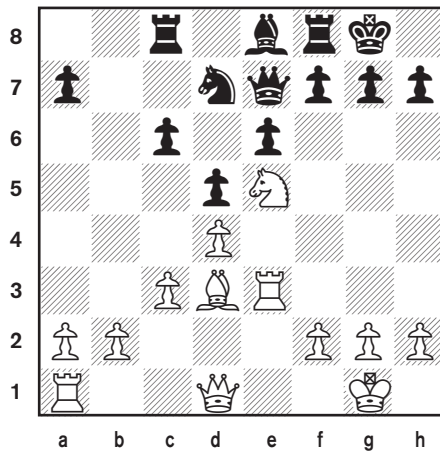
With the threat of ... Rh1+.

28. Qf3 Rh1+ 0-1

28. ... Rh1+ 29. Kxh1 Qh4+ 30. Kg1 Qh2#



Solution #6
J. Cerrato
Carlos Ripolles
Garcia
 Palma de Mallorca, 1992, (D03)



17. Bxh7+

A cousin to the Greco sacrifice, but here with the knight lodged on e5 and the Re3 already ready to swing to the kingside.

17. ... Kh8

On 17. ... Kxh7 18. Qh5+ Kg8 19. Rh3.

18. Nxd7

Avoiding 18. Rh3 Nf6.

18. ... Qxd7 19. Rh3

19. Qh5 is even faster.

19. ... f6 20. Bg6+

The discovery covers f7 and sets up the sacrifice.

20. ... Kg8 21. Rh8+ 1-0

21. Rh8+ Kxh8 22. Qh5+ Kg8 23. Qh7#

WIN OR DRAW!

(From April 2013 CL4K)

Get out your April issue for the original positions, and move the pieces!

Position One Solution: WHITE WINS!!

Actually, it's a mate in four!! Did you catch that? White not only solves the stalemate problem, but allows Black to promote his pawn! **1. Bh2 g3 2. Kc7 gxf2 3. Kc8 h1=Q 4. Nc7#**

Position Two Solution: WHITE DRAWS!!

This is from an actual correspondence game and White had resigned in this position!! An Australian, T. D. Clarke, pointed out after the game that it's a

draw: **1. a4!! Kxa4** (1. ... bxa4 2. Kc1 Kxc3 [2. ... a3 3. Kb1 a5 4. c4 Kxc4 5. Ka2] 3. Kb1 Kb3 4. Ka1) **2. Kc2 Ka3** (2. ... Ka5 3. Kb3 Kb6 [3. ... b4 4. cxb4+] 4. c4 Kc5 5. cxb5 axb5 6. Kc3) **3. c4! bxc4** (3. ... Ka4 4. c5 Ka5 5. Kb3 b4 6. c6 Kb6 7. Kxb4 Kxc6) **4. Kc3 a5 5. Kxc4 a4** (5. ... Kb2 6. Kb5) **6. Kc3 Draw.**

Position Three Solution: DRAWN!!

Looks impossible or at least improbable. That e-pawn runs pretty fast! You probably got the first two moves for White, but you are really good if you saw the rest! **1. Nd7 e4 2. Nf6 e3 3. Nd5 Bd2** (3. ... e2 4. Nf4+) **4. Nxe3 Bxe3 Stalemate!!!** Study by Rinck.

Position Four Solution: DRAWN!!

This is cute and handy to remember! **1. Kf5 g3 2. Kg6 g2 3. Kh6** and whatever Black promotes to is either a stalemate (queen or rook) or a draw (bishop or knight). A study by Bingley-Bibb.

Position Five Solution: WHITE WINS!!

Another actual game where GM Bogoljubow agreed to a draw against Thomas in 1922. He could have won by: **1. Kd5 Ra5+ 2. Kc6 Ra6+ 3. Kb5 Ra5+ 4. Kb4 Ra4+ 5. Kb3 Ra3+ 6. Kc2 Rc3+ 7. Kb2 a1=Q+ 8. Kxa1 Rc4 9. Kb2 Rc5 10. Kb3 Rc6 11. Kb4 Rc2 12. Kb5 Rc3 13. Kb6 Rb3+ 14. Ka6 Ra3+ 15. Kb7 Rb3+ 16. Kc8 Rb4 17. Rh1 Rb5 18. Re1+ Kf7 19. Kd7 Rb7** (19. ... Rc5 20. c8=Q) **20. Rf1+ Kg7 21. Kc6** A very important long series of moves to look at.

Position Six Solution: WHITE WINS!!

You might have been thinking draw here, but this solution is scary! When I first saw this solution, I couldn't remember a queen being treated so badly on an open board. If you got this, find a grandmaster to study with. Maybe you can help him! **1. Ra8!!** (everything else loses) **1. ... Qa2** (1. ... Qh7 2. Bg6 Qxg6 3. Ra6+ Ouch!) **2. Rxa4 Qg8** (2. ... Qxa4 3. Be8+) **3. Ra8 Qxa8** (She has no haven at a2 anymore because the a4-pawn is now gone) **4. Bf3+ and wins. Wow!**





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Tournament Life Announcements

JUNE 15 THROUGH AUGUST 14

Scholastic Members:

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

Organizers and Tournament Directors:

If you would like your tournament listed here in *Chess Life for Kids* for August (events to be held after August 14), the deadline for submitting your announcements is June 10th. The deadline for the October 2013 issue is August 10th. The processing fee is \$1.00 per line for the first eight lines, \$2.00 for every line thereafter. Send your announcements to Joan DuBois, tda@uschess.org.

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

NATIONALS

A Heritage Event!

Chess Magnet School Junior Grand Prix!
July 27-Aug. 4, July 30-Aug. 4 or Aug. 1-4, Wisconsin
Trophies Plus Grand Prix Points: 30
114th annual U.S. Open

Includes traditional one game per day schedule (9 days), also 6-day slow time control option, and 4-day option requiring only 3 nights hotel stay for most players. 9SS, 40/2, SD/1 d5 (4 day option, Rds. 1-6, G/60 d5). Madison Marriott West, 1313 John Q. Hammons Dr., Middleton, WI 53562. **HR:** \$99 single/quad, 888.745.2032, reserve by July 12 or rate may increase. \$50,000 in prizes based on 500 paid entries, else proportional, \$40,000 (80% of each prize) minimum guaranteed. A one section tournament with Class prizes. Top US player not otherwise qualified qualifies for 2014 US Championship. **Choice of three schedules: Traditional:** 40/2, SD/1 d5. One round daily at 7 PM, except Rd 9, 3 PM 8/4. **6-Day Option:** 40/2, SD/1 d5. 7 PM 7/30, 12 NOON & 7 PM 7/31-8/2, 7 PM 8/3, 3 PM 8/4. **4-Day Option:** Rds. 1-6: G/60 d5; then 40/2, SD/1 d5. 12 NOON, 3 PM, 7 PM, 10 PM 8/1; 12 NOON, 3 PM, 7 PM 8/2; 7 PM 8/3; 3 PM 8/4. **All schedules merge after Round 6 & compete for same prizes. Projected prizes:** Top places \$800-4000-2000-1500-1000-700-500-400, clear winner or playoff \$2000 bonus. If tie for first, top two on tiebreak play speed game (White 5 minutes, Black 3 minutes and gets draw odds) for bonus and title. **Class Prizes:** Top Master (2200-2399) \$2400-1200-600-300, Expert (2000-2199) \$2400-1200-600-300, Class A (1800-1999) \$2400-1200-600-300, Class B (1600-1799) \$2400-1200-600-300, Class C (1400-1599) \$2000-1000-500-300, Class D (1200-1399) \$1500-700-400-200, Class E or below (under 1200) \$1200-600-400-200, Unrated \$700-400-200. **Special prizes for Life Titles:** Top Life Senior Master Under 2500: \$600. Top Life Master (or Original Life Master) Under 2300: \$600. Top Candidate Master (or higher title) Under 2100: \$500. Top First Category (or higher title) Under 1900: \$500. Top Second Category (or higher title) Under 1700: \$500. Top Third Category (or higher) Under 1500: \$400. Top Fourth Category (or higher) Under 1300: \$300. Life titles must be established by July 1, 2013. Special life title prizes will be calculated and awarded August 23, 2013. **Half-Point Byes:** must commit before Round 4; up to 3 byes allowed for 2000/UP, 2 byes for 1400-1999, one bye for Under 1400/Unr. Limit 1 bye in last two rounds. Zero-point byes are always available in any round if requested at least two hours before the round(s) in question. **Delay:** All US Open events use 5 sec. delay except the Blitz and Bughouse. **Entry Fee:** Online, \$145 by 6/16, \$165 by 7/14, \$185 after 7/14. By mail, \$147 postmarked by 6/16, \$167 postmarked by 7/14, \$187 after 7/14; do not mail after 7/21! By phone, \$150 by 6/16, \$170 by 7/14, \$185 after. No phone entries after 7/26 (close of business at the Office)! At site, all \$190; G/60s free. All entries must be made at least 2 hours prior to your first game. Current USCF membership required. **July Rating Supplement used;** unofficial ratings used if otherwise unrated. CCA ratings used if above USCF. Foreign player ratings: usually 100 points added to FIDE or FQE, 200+ added to most foreign national ratings, no points added to FQE. Highest of multiple ratings generally used. **Entries:** USCF, ATTN: 2013 U.S. Open, PO Box 3967, Crossville, TN 38557. Online entry: <http://secure2.uschess.org/webstore/tournament.php?wkevent=2013U> SOPEN. Phone entry: 800.903.8723. **Not FIDE rated, No cell phones.** Bring a clock — none supplied. Sets/boards supplied for tournament but not for skittles. Many meetings, workshops and seminars, including: **USCF Committee Meetings** 7/31-8/2, **USCF Awards Luncheon** 8/3 NOON, **USCF Delegates Meeting** 8/3-4. Many side events and other

championships, including: **U.S. Open Blitz Championship** 7SS Double, Rd 1 at 12 NOON 8/3; **Weekend Swiss** 5SS G/60, 12-3 Sat 7/27, 10-12:30-3 Sun 7/28; **U.S. Open Scholastic** (see separate TLA for the Scholastic event); **U.S. Open Quads** G/30 12-1:30-3 Mon, Tue, Wed, Thu, Fri; **U.S. Open G/15 Championship** 12-1-2-3-4 Wed 7/31; **U.S. Open Bughouse** Sat. 7:30 pm 7/27. **16th Annual Golf Tournament for the U.S. Open Chess Players**, (see tournament website for details). **U.S. Open Tennis Tournament** (see tournament website for details). **U.S. Open Tennis Tournament of HS Champions** (see website for a participant list), the **2013 Barber Tournament of K-8 Champions** (see website for a participant list), the **2013 National Girls' Invitational Tournament** (see website for a participant list) and the **2013 Women's Open** (see separate TLA for the Women's event). **Please check the U.S. Open website often for updates, new information and corrections and other useful documents!**

Chess Magnet School Junior Grand Prix!

July 31-Aug. 4, Wisconsin
2013 Women's U.S. Open
 5SS, Game 90 + 30 Seconds. Madison Marriott West, 1313 John Q Hammons Dr, Madison, WI 53562. Free Parking. **HR:** \$99 single/quad, 888.745.2032, reserve by July 12 or rate may increase. \$2000 Guaranteed. **EF:** \$50. One section with class prizes. **Prizes:** \$500 (+ trophy), \$300, \$200. **Class Prizes:** U2000, U1800, U1600, U1400, U1200: \$200 each. **Rounds:** 7/31 to 8/3, 12 NOON, 8/4, 10:00 AM. Half point byes: Limit 1, must commit before Round 2. **Entry Fee:** Online, \$50 by July 30th. By mail, \$50 postmarked by 7/26; do not mail after 7/26! By phone, \$50 by 7/30. No phone entries after 7/30 (close of business at the Office)! At site, all \$50. Registration At site closes July 31st at 11:00 AM. **July 2013 Supplement ratings used;** unofficial ratings used if otherwise unrated. CCA ratings used if above USCF. Foreign player ratings: usually 100 points added to FIDE or FQE, 200+ added to most foreign national ratings, no points added to FQE. Highest of multiple ratings generally used. **Entries:** USCF, ATTN: 2013 U.S. Women's Open, PO Box 3967, Crossville, TN 38557. Online entry: www.uschess.org/tournaments/2013/womens/. Phone entry: 800-903-8723. **No cell phones.** Bring a clock -- none supplied. Sets/boards supplied for tournament but not for skittles. **Please check the U.S. Open website often for updates, new information and corrections!** www.uschess.org/tournaments/2013/womens/.

Chess Magnet School Junior Grand Prix!

Aug. 9-10, Pennsylvania
2013 U.S. Blind Chess Championship
 USCF & U.S. Braille Chess Association (USBCA) are sponsoring this Holiday National event. 4 SS or 4 RR (depends on # of players), G/135. Holiday Inn Express Hotel, 5311 Campbells Run Road (near airport), Pittsburgh, PA 15277, (412) 788-8400. Free shuttle to/from airport. **EF:** Free. **Reg.:** Onsite - Thurs. Aug. 8: 6-8pm, Fri. Aug. 9: 9-9:30am. **Rds.:** (tentative), Fri. Aug. 9: 10-4, Sat. Aug. 10: 9-3. **Prize Fund: \$1,400** **GTD:** 1st: \$400, 2nd: \$300, 3rd: \$200, 4th: \$100, \$100-Best player U1400, \$100- Class E (1000-1199), \$100- Class F (800-999), \$100- Best Unrated players. **NOTE:** All players must be classified as Legally Blind and bring proof. You must also be a current member of the USCF for \$18 a year. You can join the USCF at the event! **HR:** \$99; code: USB. **Contact:** Rick Varchetto, richards21@uscfenlink.net. Phone: (h) 304-636-4034, (c) 304-614-4034 or Joan DuBois, tda@uschess.org, (c) 931-200-3412.

Chess Magnet School Junior Grand Prix!

Sep. 27-29 or 28-29, Texas
Trophies Plus Grand Prix Points: 50 (Enhanced)
2013 U.S. Class Championship
 5SS; **\$11,100 b/200 full-paid entries, 70% Guaranteed.** Junior entries in Class C and D, all Class E, and Unrated Section count as 2/3. Master Division (both schedules), G/90, 30-sec inc.; Others, G/120, d5 (2-Day Option, Rd 1, G/90 d5); Free entry for GMs. Free entry for IMs, deducted from winnings. September Rating Supplement used. Houston Marriott South at Hobby Airport, 9100 Gulf Freeway, Houston, TX 77071. www.marriott.com/hotels/travel/houhh-houston-hobby-airport-marriott/ Free parking! \$87 HRI 713-943-7979, Group Code: CHESS. **Sections, Rated players may play up one class only. MASTER (2200/UP), FIDE Rated, \$1,250-650-400 (U2400: 400-200-100), EXPERT (2000-2199), \$800-400-200, CLASS A (1800-1999), \$800-400-200, CLASS B (1600-1799), \$800-400-200, CLASS C (1400-1599), \$800-400-200, CLASS D (1200-1399), \$800-400-200, CLASS E (U1200), \$400-200-100, Unrated, \$300-100.** National Class Champion title and plaques to each Class winner; Champions listed on USCF Yearbook. Tie-breaks: MSCO. **EF:** \$75 postmarked or on line by 9/6, \$85 after. **Special EF:** \$45 by 9/6 (\$55 after) for all players in Class E, Unrated Section, and Juniors U18 in Class C or D. **3-Day Schedule:** On-site registration Fri (9/27) 5-7pm. Rds. Fri 8pm, Sat 2pm & 6:30pm, Sun 9:30am & 2:30pm. **2-Day Schedule:** Registration Sat (9/28) 7:30-8:30am. Rds. Sat 9:30am, 2pm (merges with 3-Day Schedule) & 6:30pm, Sun 9:30am & 2:30pm. **Byes:** Two max, all rounds, must commit before end of rd 2. **SIDE EVENTS: 5-min BLITZ,** Sat after Rd 3, \$20 EF on site, 70% returned in prizes; 2 sections, Open and U1800; USCF Blitz rated; **SCHOLASTIC TOURNAMENT,** 5SS, G/30, d5, One day only, Sat 9/28, \$20 by 9/6, \$25 after. **Sections:** K-3, K-6, K-9, K-12. Registration Sat 7:30-9am; First round at 10am, others ASAP; Prizes: Plaques to top 10 individuals and top 3 teams in each division, top four players from one school count for team score, minimum of two. All scholastic players will receive a commemorative medal. **ENTRIES:** Check payable to Francisco L. Guadalupe and mail to 305 Willow Pointe Dr., League City, TX 77573. On line: <http://main.uschess.org/>. **Info:** fguadalupe@aol.com. Phone Entries, (713) 530-7820.

GRAND PRIZ

Chess Magnet School Junior Grand Prix!

June 21-23 or 22-23, Florida
Trophies Plus Grand Prix Points: 30 (Enhanced)

6th Summer Solstice Open

5SS, G/120 d5 (2-day Option Rd. 1 G/60 d5). La Quinta Inn and Suites, 3701 N. University Dr., Coral Springs, FL 33065. **\$\$\$5,800 b/165** paid entries, 50% min. Gtd. **Open:** \$800/Trophy-500-400, U2300 \$300, U2200/Unr. \$200. **FIDE:** U2050: \$500/Trophy-250-150. **U1800:** \$500/Trophy-250-150. **U1550:** \$500/Trophy-250-150. **U1250:** \$500/Trophy-250-150. **U1000:** Trophies for 1st to 4th places & 1st U850, Medals for all others. Unr. may enter Open, U1250 or U1000 only. **EF:** \$69 by June 18, \$10 more later and on-site, GMs & IMs free (\$69 deducted from prize). U1000 section \$35 by June 18, \$5 more later and on-site. Re-entry cash prize sections \$35. **Reg.:** ends 1/2 hr before 1st rd. **Rds.:** **3-Day** 1st Rd. Fri. 7:30, 2-Day 1st Rd. Sat 10, Rds. 2-5 Sat. 1:15, 6:30, Sun. 9:30, 2:30. 2 1/2 pt. byes, if req'd before rd. 2. **HR:** \$64.80 by Cut-off Date, Includes Free Breakfast & Internet, 954-753-9000. **Ent:** Boca Raton Chess Club, 2385 Executive Ctr. Dr., Ste. 100, Boca Raton, FL 33431. **Online entry & add'l info:** www.bocachess.com, 561-479-0351.

Chess Magnet School Junior Grand Prix!

June 22-23, Texas
Trophies Plus Grand Prix Points: 20 (Enhanced)
2013 DCC Fide Open VI
 5SS, G/90 with 30 sec inc. Dallas Chess Club, 200 S. Cottonwood Dr. #C, Richardson, TX 75080. **Two sections: Open and Reserve. Open Section:** \$8875G. This section is FIDE rated but uses USCF Rules. \$500-\$250-\$125. **EF:** \$75, Senior/Hcap/Additional Family Member \$50, plus \$10 non-DCC membership fee if applicable. Small appearance fee to the First three GM/IM who apply. GM/IM must play all rounds to get appearance fee. **Reserve section:** Open to players rated below 1800 USCF. This section is not FIDE rated but is USCF rated. Reserve: Open to USCF U1800. **EF:** \$30 plus \$5 non Dallas Chess Club membership fee if applicable. The Reserve give back 10% in prizes and if there is a clear winner, then that winner receives free entry to next DCC Fide Open. **Both: Registration:** 9:45-10:15 am. **Rds.:** Sat 10:45-3:10-7:16, Sun 10:45-3:10. One Bye allowed if requested before rd 2, withdrawals and zero point last round byes are not eligible for prizes. **Ent:** Dallas Chess Club, see address above. **Info:** 214-632-9000, info@dallaschess.com. NS. NC. FIDE.

June 27, New York

Trophies Plus Grand Prix Points: 30 (Enhanced)
Marshall Thursday Game 30 SUPER Grand Prix!
 4-SS, G/25 d5. Marshall CC, 23 W 10th St., NYC. 212-477-3716. **EF:** \$45, members \$30, GMs free (no deduction from prize). \$51,500 guaranteed! **Sections:** A) Open: \$5400-200-150-100, U2400 \$150. **B) Under 2200:** \$250-150, U2000 \$100. **Reg.:** 6:15-6:45 pm. **Rds.:** 7-8:15-9:30-10:45. One bye available, request at entry. Please bring clocks if possible. www.marshallchessclub.org

June 28, New York

Trophies Plus Grand Prix Points: 10 (Enhanced)
Marshall \$500 FIDE Blitz! (BLZ)
 Last Friday of every month. 9-SS, G/5 d0. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **\$\$\$625 b/300:** \$200-100, top U2400/unc. U2200, U2000, U1800: \$50 each, **EF:** \$30, members \$20. Blitz rated, but the higher of regular, quick or blitz used for pairings & prizes. **FIDE Blitz Rated!** **Reg. ends 6:45 pm. Rds.:** 7-7:30-8:10-8:40-9:20-9:40-10 pm. Three byes available, request at entry. www.marshallchessclub.org.

Chess Magnet School Junior Grand Prix!

July 13, Florida
Trophies Plus Grand Prix Points: 6
CFCC Tornado at UUU
 4-SS, G/75 d5. University Unitarian Universalist Society, 11648 McCulloch Rd., Orlando 32817. **EF:** \$30, CFCC mbr \$25, Masters free (EF deducted from any prize). **\$\$\$625 b/300:** (1st Place Guaranteed) 200-120-80, U1800, U1600, U1400 \$75 ea. **Reg.:** 9:30am. **Rds.:** 10, 1, 3:30, 6. **Info & directions:** (407) 629-6946, centralflchess.org.

Chess Magnet School Junior Grand Prix!

July 13-14, Texas
Trophies Plus Grand Prix Points: 20 (Enhanced)
2013 DCC Fide Open VII
 5SS, G/90 with 30 sec inc. Dallas Chess Club, 200 S. Cottonwood Dr. #C, Richardson, TX 75080. **Two sections: Open and Reserve. Open Section:** \$8875G. This section is FIDE rated and used Fide rule. Contact us or USCF about registering for Fide before the event starts. \$500-\$250-\$125. **EF:** \$75, Senior/Hcap/Additional Family Member \$50, plus \$10 non-DCC membership fee if applicable. Small appearance fee to the First three GM/IM who apply. GM/IM must play all rounds to get appearance fee. **Reserve section:** Open to players rated below 1800 USCF. This section is not FIDE rated but is USCF rated. Reserve: Open to USCF U1800. **EF:** \$30 plus \$5 non Dallas Chess Club membership fee if applicable. The Reserve give back 10% in prizes and if there is a clear winner, then that winner receives free entry to next DCC Fide Open. **Both: Registration:** 9:45-10:15 am. **Rds.:** Sat 10:45-3:10-7:16, Sun 10:45-3:10. One Bye allowed if requested before rd 2, withdrawals and zero point last round byes are not eligible for prizes. **Ent:** Dallas Chess Club, see address above. **Info:** 214-632-9000, info@dallaschess.com. NS. NC. FIDE.

A State Championship Event!

July 27, Pennsylvania
Trophies Plus Grand Prix Points: 6
2013 PA State Action Championship
 5SS, G/30 d5. Wm. Pitt Union, Univ. of Pitt, 5th & Bigelow, Pittsburgh, PA 15213. 2 Sections: **Champ:** EF: \$25 by 7/19, \$35 later. \$5 (690G): \$200-100, U2000 \$90, U1800 \$80, U1600 \$70, U1400 \$60, U1200 \$50, U1000 \$40. Trophies: 1-3 U1400, 1-3 U1200, 1-3 U1000. **Scholastic:** Grades K-12 U900. **EF:** \$15 by 7/19, \$25 later. Trophies to Top 7, 1-3 U600. **All:** Trophies: 1-2 Schools, 1-2 Clubs. PSCF \$5, OSA. Reg ends Noon. **Rds.:** 12:30-1:45-3:45-4:15-5:45. **Ent/Info:** PSCF, c/o Tom Martinak, 25 Freepost St., Pittsburgh, PA 15223. 412-908-0286, martinak_tom_m@hotmail.com.

Chess Magnet School Junior Grand Prix! July 27-28, Wisconsin

Trophies Plus Grand Prix Points: 6

U.S. Open Weekend Swiss

5-SS, G/60 d5. **\$51,000 guaranteed prizes.** \$200-100-50, U2200/Unr \$160, U1800 \$140, U1600 \$120, U1400 \$100, U1200 \$80, Unr \$50. **Entry fee:** \$40, Unr free if paying USCF dues. **On-Site Registration:** 10:00-11:30 AM 7/27. **Rds.:** Sat 12-3, Sun 10-12:30-3. **See** 114th annual U.S. Open tfa for venue details.

July 27-Aug. 4, July 30-Aug. 4 or Aug. 1-4, Wisconsin

Trophies Plus Grand Prix Points: 300

114th annual U.S. Open

See Nationals.

Aug. 3, Wisconsin

Trophies Plus Grand Prix Points: 15

U.S. Open Blitz Championship (BLZ)

7-SS (double round, 14 games), 1 section, G/5 d0. Blitz rated, higher of regular or Blitz rating. **Entry fee:** \$40, free to Unrated if paying USCF dues. **Registration:** 9am-11:30am, first round begins at noon. **\$2000 guaranteed prizes!** \$5400-200-150, Expert \$200-100, U2000 \$200-100, U1800 \$180-90, U1600/Unr \$140-70, U1400 \$100, U1200 \$70. The July 2013 Rating Supplement will be used. **See** 114th annual U.S. Open for venue details.

Aug. 8, New York

Trophies Plus Grand Prix Points: 10 (Enhanced)

Marshall Thursday Game 30 Grand Prix!

4-SS, G/25 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$40, members \$25, G/MS free. **Prizes:** (\$530 based on 32 paid entries; first two prizes guaranteed) \$200-100-50, U2100 \$95, U1900 \$85. **Reg.:** 6:15-6:45 pm. **Rds.:** 7-8:15-9:30-10:45. One bye available, request at entry.

Chess Magnet School Junior Grand Prix!

Aug. 17, Florida

Trophies Plus Grand Prix Points: 6

CFCC Tornado at UUU

4-SS, G/75 d5. University Unitarian Universalist Society, 11648 McCulloch Rd., Orlando 32817. **EF:** \$30, CFCC mbr \$25, Masters free (EF deducted from any prize). **\$825 b/30. (1st Place Guaranteed) 200-120-80, U1800, U1600, U1400 \$75 ea. Reg.:** 9:30am. **Rds.:** 10, 1, 3:30, 6. **Info & directions:** (407) 629-6946, centralffchess.org.

Sep. 27-29 or 28-29, Texas

Trophies Plus Grand Prix Points: 50 (Enhanced)

2013 U.S. Class Championships

See Nationals.

REGIONAL

California, Northern

June 22, Chess4Less Bay Area Quads

3xG/30 d5. 1639A S. Main St., Milpitas, CA 95035. **Trophies:** Players w/plus score. **Sched:** Check-in by 2:30p. **Games:** 3-5p. **EF:** \$19, \$34 onsite. **Info:** BayAreaChess.com/chess4less. NS. NC.

June 22, Chess4Less Bay Area Swiss

4SS, G/30 d5. 1639A S. Main St., Milpitas, CA 95035. **Trophies** for plus score & teams. **Sched:** Reg. 9-10a. **Games:** 10:15a-2p. **Special EF:** \$19, \$34 onsite. **Info:** BayAreaChess.com/chess4less. NS. NC.

Chess Magnet School Junior Grand Prix!

June 29, Chess4Less SuperSwiss (4SSxG/60)

4SS, G/60 d5. 1639A S. Main St., Milpitas, CA 95035. **Prizes:** \$1,000 b/44. **1700+:** \$200 100, u1900 150 50, u1700: 200 100, u1500 100 50, u1300 50 **Sched:** Reg. 8-8:45. **Rounds:** 9 11:15 1:30 3:45. **EF:** \$37 by 1/31. \$52 onsite. **Info:** BayAreaChess.com/lessswiss. NS. NC.

July 7, Fremont Quads

3xG/30 d5. Courtyard Marriott, Fremont, CA 94538. **Trophies:** Players w/plus score. **Sched:** Check-in by 2:30p. **Games:** 3-5p. **EF:** 25, 40 onsite. **Info:** http://BayAreaChess.com/fremont. NS. NC. W.

July 7, Fremont Swiss

4SS, G/30 d5. Courtyard Marriott, Fremont, CA 94538. **Trophies** for plus score & teams. **Sched:** Reg. 9-10a. **Games:** 10:15a-2p. **EF:** 33, 48 onsite. **Info:** http://BayAreaChess.com/fremont. NS. NC. W.

July 14, Cupertino Quads

3xG/30 d5. Courtyard Marriott, Cupertino, CA 95014. **Trophies:** Players w/plus score. **Sched:** Check-in by 2:30p. **Games:** 3-5p. **EF:** 25, 40 onsite. **Info:** http://BayAreaChess.com/cupertino. NS. NC. W.

July 14, Cupertino Swiss

4SS, G/30 d5. Courtyard Marriott, Cupertino, CA 95014. **Trophies** for plus score & teams. **Sched:** Reg. 9-10a. **Games:** 10:15a-2p. **EF:** 33, 48 onsite. **Info:** http://BayAreaChess.com/cupertino. NS. NC. W.

July 27, Chess4Less Bay Area Quads

3xG/30 d5. 1639A S. Main St., Milpitas, CA 95035. **Trophies:** Players w/plus score. **Sched:** Check-in by 2:30p. **Games:** 3-5p. **EF:** \$19, \$34 onsite. **Info:** BayAreaChess.com/chess4less. NS. NC.

July 27, Chess4Less Bay Area Swiss

4SS, G/30 d5. 1639A S. Main St., Milpitas, CA 95035. **Trophies** for plus score & teams. **Sched:** Reg. 9-10a. **Games:** 10:15a-2p. **Special EF:** \$19, \$34 onsite. **Info:** BayAreaChess.com/chess4less. NS. NC.

Aug. 4, Fremont Quads

3xG/30 d5. Courtyard Marriott, Fremont, CA 94538. **Trophies:** Players w/plus score. **Sched:** Check-in by 2:30p. **Games:** 3-5p. **EF:** 25, 40 onsite. **Info:** http://BayAreaChess.com/fremont. NS. NC. W.

Aug. 4, Fremont Swiss

4SS, G/30 d5. Courtyard Marriott, Fremont, CA 94538. **Trophies** for

plus score & teams. **Sched:** Reg. 9-10a. **Games:** 10:15a-2p. **EF:** 33, 48 onsite. **Info:** http://BayAreaChess.com/fremont. NS. NC. W.

Aug. 11, Cupertino Quads

3xG/30 d5. Courtyard Marriott, Cupertino, CA 95014. **Trophies:** Players w/plus score. **Sched:** Check-in by 2:30p. **Games:** 3-5p. **EF:** 25, 40 onsite. **Info:** http://BayAreaChess.com/cupertino. NS. NC. W.

Aug. 11, Cupertino Swiss

4SS, G/30 d5. Courtyard Marriott, Cupertino, CA 95014. **Trophies** for plus score & teams. **Sched:** Reg. 9-10a. **Games:** 10:15a-2p. **EF:** 33, 48 onsite. **Info:** http://BayAreaChess.com/cupertino. NS. NC. W.

Aug. 17, Chess4Less Bay Area Quads

3xG/30 d5. 1639A S. Main St., Milpitas, CA 95035. **Trophies:** Players w/plus score. **Sched:** Check-in by 2:30p. **Games:** 3-5p. **EF:** \$19, \$34 onsite. **Info:** BayAreaChess.com/chess4less. NS. NC.

Aug. 17, Chess4Less Bay Area Swiss

4SS, G/30 d5. 1639A S. Main St., Milpitas, CA 95035. **Trophies** for plus score & teams. **Sched:** Reg. 9-10a. **Games:** 10:15a-2p. **Special EF:** \$19, \$34 onsite. **Info:** BayAreaChess.com/chess4less. NS. NC.

California, Southern

The Los Angeles Chess Club

(The premier chess club in Southern California) (310) 795-5710 * www.LAChessClub.com. **Beginner/Novice Class:** Sundays: 12-1 pm **Intermediate Class:** Saturdays: 10:30 am - noon **Advanced Lecture:** Tuesdays: 7:30-9:30 pm **Tournaments every Saturday and Sunday Every Sunday Chess 4 Juniors Tournament - 3 Sections:** >1000, <1000, <600. **Everybody receives a prize (trophies & medals) + Free pizza & juices. Details:** www.LAChessClub.com. 11514 Santa Monica Blvd., Los Angeles, CA 90025 (4 blocks 405 West, SW corner of Santa Monica & Butler * 2nd Floor) **Group Classes * Tournaments * Private (1:1) Lessons.**

Beverly Hills Chess Club

Join the elite group of chess enthusiasts! Curriculum based instruction from ages 3 and above, Privates, Lectures, Blitz, Simuls, Open & Scholastic tournaments, Camps, Adult events, Member-only events and more... Open T,TH,F,Sat,Sun (hours vary). 8950 W. Olympic Blvd., #210, Beverly Hills, CA 90211. In the Beverly Hills Plaza (Corner of Lapeer Dr. & Olympic) 310-274-7873, email us at info@bhchessclub.com, website www.bhchessclub.com.

June 2, 9, 16, 23, 30, LACC - Every Sunday Chess 4 Jrs.

5 separate events - 3 Sections: >1000, <1000, <600, 5SS, G/30 d5. 11514 Santa Monica Blvd & Butler, LA, 90025, 2nd fl. 4 blocks West of 405. **EF:** \$30 (\$20 LACC memb, siblings 1/2, Free new LACC memb). **Reg.:** 12-1 pm. **Rds.:** 1pm & asap; **Prizes:** Trophies (Top 6) & medals; each player receives a prize! **Parking:** Free on streets & basement. Free pizza & juices. **Info:** (310) 795-5710 or www.LAChessClub.com or Mick@LAChessClub.com.

June 15, SoCal Kids Class Championship

5SS, G/30 d5. Hyatt Regency, 17900 Jamboree Rd., Irvine, CA 92614. Hotel \$99. **Trophies:** Top 10 players ea section & top 10 teams all sections combined. **5 sections b/ rating:** under 200, 200-399, 400-599, 600-799, 800-999. **EF** by 6/11: 29. Onsite +15, Play-up +10. Rfnd fee 10. Rating based on Jun 13 Supp & TD disc. **Sched:** Reg Fr 8:30-9, Rds. Fr 9:30 11 12:30 2:30. **Info:** BayAreaChess.com/socals. T: 408.786.5515. E: ask@BayAreaChess.com. NS. NC. W.

July 18-21, 19-21 or 20-21, 18th annual Pacific Coast Open

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

Connecticut

July 19-21 or 20-21, 18th Annual Bradley Open

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

Aug. 16-18 or 17-18 NOT June 21-23 or 22-23, 19th Annual North-east Open

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

Oct. 18-20 or 19-20, 4th annual Eastern Team Championship

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

District of Columbia

Aug. 23-25 or 24-25, 45th annual Atlantic Open

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

Florida

Broward Chess Club

909 N. Federal Hwy, Fort Lauderdale, FL 33304. USCF & FIDE Tournaments, Blitz, Bughouse, Lessons, Chess Camps, Summer Camp and After School Chess Programs. www.browardchessclub.com. Contact: NM Oscar Maldonado 860-372-5966.

June 21-23 or 22-23, 6th Summer Solstice Open

See Grand Prix.

July 13, CFCC Tornado at UUU

See Grand Prix.

July 26-28 or 27-28, 21st annual Southern Open

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

Aug. 17, CFCC Tornado at UUU

See Grand Prix.

Georgia

June 21-23 or 22-23, 6th Summer Solstice Open (FL)

See Grand Prix.

Illinois

North Shore Chess Center

a friendly environment to learn and play chess! USCF rated tournaments every week, Grandmaster lectures and simuls monthly, team events, and scholastic camps. Private and group lessons available onsite and at your location. Contact us at 847.423.8626 or sevan@na.chess.org. Visit our website at www.nachess.org/events for our full schedule of events. Located at 5500 W. Touhy Ave., Suite A, Skokie, IL 60077 across the street from the Village Crossing Shopping Center.

June 16, 90th Knights Quest

Crowne Plaza Hotel, 2875 Milwaukee Ave., Northbrook, IL. USCF Rated **Sections: Open** (K-12 & Adults), **U1400** (K-12 & Adults), **U1000** (K-8) & **U600** (K-8). **Awards:** Top 6 U600 & U1000 Sections, Top 5 U1400 & Open Sections. Players in U600 receive participation award. **Time Control:** Game 30 (G/25 d5) 4 Rounds U600 & U1000 Sections Game 45 (G/40 d5) 4 Rounds U1400 & Open Sections. **Reg.:** 11:00-11:30 am. **Rds.:** 1 at 12:00 pm, rest ASAP **EF:** \$30 early, \$35 after Monday before, \$40 after Friday before. \$5 discount to siblings and team members when registering together. **Online Registration:** www.rknights.org. **Mail-in Reg.:** Renaissance Knights, PO Box 1074, Northbrook, IL 60065. **Info:** www.rknights.org, 773-844-0701.

July 14, 91st Knights Quest

Crowne Plaza Hotel, 2875 Milwaukee Ave., Northbrook, IL. USCF Rated **Sections: Open** (K-12 & Adults), **U1400** (K-12 & Adults), **U1000** (K-8) & **U600** (K-8). **Awards:** Top 6 U600 & U1000 Sections, Top 5 U1400 & Open Sections. Players in U600 receive participation award. **Time Control:** Game 30 (G/25 d5) 4 Rounds U600 & U1000 Sections Game 45 (G/40 d5) 4 Rounds U1400 & Open Sections. **Reg.:** 11:00-11:30 am. **Rds.:** 1 at 12:00 pm, rest ASAP **EF:** \$30 early, \$35 after Monday before, \$40 after Friday before. \$5 discount to siblings and team members when registering together. **Online Registration:** www.rknights.org. **Mail-in Reg.:** Renaissance Knights, PO Box 1074, Northbrook, IL 60065. **Info:** www.rknights.org, 773-844-0701.

July 19-21 or 20-21, 6th annual Chicago Class

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

Nov. 2-3, The Susan Polgar World Open for Boys and Girls

Over \$100,000 in prizes with scholarships to Webster University! **Sections (Boys and Girls each):** K-3, 4-5, 6-8, 9-12. **Prizes (Boys and Girls each):** Grades 9-12: 1st-Webster University Scholarship-2nd thru 4th-\$150-100-75 in chess prizes; Grades 4-5 & 6-8: 1st- iPad Mini-2nd thru 4th-\$150-100-75 value in chess prizes; Grades K-3: 1st thru 4th-\$250-150-100-75 value in chess prizes. **Rounds and Time Control:** 6R-SS Game-45 + 5/sec delay: Sat-Sun 11am, 1:30pm, 4pm each day. **On-site Reg:** 9:30-10:30am Sat. Limit 2 byes. Last rd. bye must commit prior to start of Rd 3. **Side Events:** 3-hour camp with GM Polgar (Fri 5:30pm), Puzzle Solving (Sat 6pm), Simul (Sat 7pm), Blitz (Sun 9am). Unrated 1-day (G-45, 4R-SS, Sat 11am, 1:30pm, 4pm, 6:30pm) - 4 sections (boys and girls together): K-3, 4-5, 6-8, 9-12; Prizes (per section) - 1st thru 5th trophy, top 2 teams trophy) **Must be unrated to play in unrated section**. **Site:** Crowne Plaza Chicago-Northbrook Hotel, 2875 N. Milwaukee Ave., Northbrook, IL 60062. **HR:** \$99/night - call 847-298-2525 and ask for CHESS rate. Reserve by Oct 11. Free parking. **Entries:** If postmarked or online by 10/12 \$40; \$50 online or postmarked by 10/26; \$60 thereafter. Puzzle Solving, Blitz, Simul Side Events EF - \$15 each or \$40 all three by 10/26; \$20 each thereafter and onsite. Camp EF - \$40 by 10/26, \$60 thereafter and onsite. Unrated Section EF - \$10 by 10/12, \$15 by 10/26, \$20 thereafter and onsite. Credit Cards onsite OK. No checks onsite. **Mail entries to:** North American Chess Association (payable to) 4957 Oakton St., Suite 113, Skokie, IL 60077. Register online at www.nachess.org/polgar2013. **Other info:** Boards, sets, and clocks provided. None for skillies. Must use organizer provided equipment. Chess store onsite. October rating supplement used. Questions: sevan@nachess.org or leave message 847-423-8626.

Indiana

Aug. 16-18 or 17-18, 8th annual Indianapolis Open

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

Kentucky

Sep. 20-22 or 21-22, 6th annual Louisville Open

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

Maryland

Maryland Chess Association

Open & scholastic tournaments in Maryland listed at *www.mdchess.com*.

June 29-30, World Open Under 13 Championship (VA)

See Virginia.

Massachusetts

Aug. 8-11, 9-11 or 10-11, 43rd annual Continental Open

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

New Jersey

NJCCS Quads - First Friday Every Month!

New Jersey Children's Chess School, 862 DeGraw Ave., Forest Hill (Newark), NJ 07104. Open to K-8, 3-RR, G/35 d0. **EF:** \$20 for rated above 1400, \$25 for R>1200, \$30 for others. \$5 off for registration by mail one week in advance. **Reg.:** 6-6:50PM. **Rds:** 7-8-8:50 PM. **Awards:** Trophies to ALL. Chess classes meet every Friday 6:30-9PM. **Website:** www.kidschesscamp.com. **Info:** Arkady Geller, 973-483-7927 or chesscamp1@yahoo.com.

June 15, King's Chess Club Quads

Morning quads and afternoon quads, G/30 d5, Kindergarten-undergraduate (scholastic, youth, and young adult memberships). Bethlehem Church, 758 Route 10, Randolph, NJ 07869. **EF:** None. **Reg.:** 9-9:20 am., 1st rd. 9:40. Arr. by noon to reg. only for afternoon quads. Medal to each quad winner. **Info:** Bethlehem Church 973-366-3434 or Bob McAdams 973-694-3988, rwm@fambright.com.

June 29-30, World Open Under 13 Championship (VA)

See Virginia.

June 30, Monmouth Chess School and Club Summer 2013 Scholastic

51 Monmouth St., Red Bank, NJ. Open to grades K-8 as of spring 2013. 4RRS, G/25 d5. **Registration:** 12-1 PM. **Rounds:** 1:10, 2:20, 3:30, 4:40. **Prizes:** Trophies to 1st-5th in groups K-2, 3-5 and 6-8. Medals all others. Chess Books, Sets, Bags, Clocks, etc. \$50 to 1st in each group. **Entries:** \$45 on site, \$35 postmarked by 6/24/13 to Dr. Koblentz, 9 Rimwood n., Colts Neck, NJ 07722, 732-219-0916. USCF memberships/renewals available on site. Boards and sets provided. Please bring clocks!

July 21, Westfield Summer Scholastic

Westfield Y, 220 Clark St., Westfield, NJ 07090. **K-12 3 Sections:** Open, U1250, U750. **Open:** 3-SS. G/40 d5 Rds.: 2:45, 4:25, 6:05 p.m. **U1250:** 4-SS. G/25 d5. Rds.: 2:45, 4:00, 5:15, 6:30 p.m. **U750:** 4-SS. G/25 d5. Rds.: 2:45, 4:00, 5:15, 6:30 p.m. **Prizes:** Trophies to Top 5 in each section. Tiebreaks used. **EF:** Advance \$20, \$15 members, At site \$30, \$25 members. Send advance entries to John Moldovan, 510 4th Ave., Garwood, NJ 07027 by July 18. Make checks payable to Westfield Chess Club. **Reg.:** 2:00-2:30 p.m. **Info:** Please present identification on entering the building. John Moldovan: westfieldchessclub@gmail.com, Bill Cohen: 732-548-8432 or 848-219-1358, westfieldchessclub.blogspot.com and www.westfieldchessclub.com.

New York

June 15, Marshall Saturday U1600!

4-SS, G/40 d5. Marshall CC, 23 W. 10th St., NYC. 212 477-3716. **(\$300 b/24):** \$160-80, U1300 \$60. **EF:** \$40, members \$20. **Reg.:** 12:15-12:45. **Rds.:** 1-2:45-4:30-6:15PM. One bye available, request at entry. www.marshallchessclub.org.

June 20, Marshall Thursday Game 30!

4-SS, G/25 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$40, members \$25, Gms free. **Prizes:** (\$5530 based on 32 paid entries: \$200-100-50, U2100 \$95, U1900 \$85. **Reg.:** 6:15-6:45 pm. **Rds.:** 7-8:15-9:30-10:45. One bye available, request at entry.

June 21-23 or 22-23, 6th Summer Solstice Open (FL)

See Grand Prix.

June 27, Marshall Thursday Game 30 SUPER Grand Prix!

See Grand Prix.

June 28, Marshall \$500 FIDE Blitz! (BLZ)

See Grand Prix.

June 29, Marshall Saturday G/60!

4-SS, G/55 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **(\$540/40):** \$240-120, U2000 95, U1700 85. **EF:** \$40, members \$20. **Reg.:** 11:15-11:45. **Rds.:** 12-2:30-4:45-7. One bye available, request at entry. www.marshallchessclub.org.

June 29-30, World Open Under 13 Championship (VA)

See Virginia.

June 30, Marshall Sunday G/45!

4-SS, G/40d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **Two sections: A. Open** (\$360/26): \$160-80, U2100 65, U1800 55. **B. U1500** (\$240/18): \$120-65, U1200 55. **EF:** \$40, members \$20. **Reg.:** 11:15-11:45. **Rds.:** 12-1:45-4:00-5:45. One bye available, request at entry. www.marshallchessclub.org.

Chess Magnet School Junior Grand Prix!

July 1, 8, 15, 22, 29, Marshall Monday U1600!

5-SS, G/85 d5. Marshall CC, 23 W. 10th St., NYC. **(\$450/20):** \$240-120, U1300 \$90. **Reg.:** 6:15-6:4. **Rds.:** 7 pm each Mon. Two byes available, request by Round 3. www.marshallchessclub.org.

July 2, NEW! Marshall Tuesday Action!

4-SS, G/25 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$40, members \$20. **(\$360/24):** \$160-80, U2100 \$65, U1800 \$55. **Reg.:** 6:15-6:45. **Rds.:** 7-8:15-9:30-10:45. One bye available, request at entry. www.marshallchessclub.org.

July 4, Marshall Independence Day Madness!

5-SS, G/40 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **(\$810/b50)** 2 Sections: **A) Open:** \$200-100, U 2100 \$70, U1900 \$60. **B) Under 1700:** \$150-100, U1500 70, U1300 \$60. **EF:** \$45, members \$25. **Reg.:** 11:15-11:45. **Rds.:** 12:1-45-3:30-5:30-7:15. Two byes available, request at entry. www.marshallchessclub.org.

July 5, NEW! Marshall Friday U2000 Action!

4-SS, G/25 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$40, members \$20. **(\$360/24):** \$160-80, U2100 \$65, U1800 \$55. **Reg.:** 6:15-6:45. **Rds.:** 7-8:15-9:30-10:45. One bye available, request at entry. www.marshallchessclub.org.

July 6, Marshall Saturday U1500

4-SS, G/40 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **(\$300/20):** \$160-80, U1200 \$60. **EF:** \$40, members \$20. **Reg.:** 12:15-12:45. **Rds.:** 1-2:45-4:30-6:15. One bye available, request at entry. www.marshallchessclub.org.

Chess Magnet School Junior Grand Prix!

July 10, 17, 24, 31, Aug. 7, Marshall Wednesday U1400!

5-SS, G/85 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$50, members \$30. **(\$450/24):** \$240-120, U1100 \$90. **Reg.:** 6:15-6:45. **Rds.:** 7 pm each Wed. Limit two byes, request by Rd 3. www.marshallchessclub.org.

chessclub.org.

Chess Magnet School Junior Grand Prix!

July 10, 17, 24, 31, Aug. 7, Marshall Wednesday U2000!

5-SS, 30/85 d5, SD/1 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$50, members \$30. **(\$450/24):** \$240-120, U1700 \$90. **Reg.:** 6:15-6:45. **Rds.:** 7 pm each Wed. Limit two byes, request by Rd 3. www.marshallchessclub.org.

Chess Magnet School Junior Grand Prix!

July 11, 18, 25, Aug. 1, 8, Marshall Thursday Open

5-SS, G/115 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$50, members \$30. **(\$450/20):** \$200-100, U2100 \$90, U1800 \$60. **Reg.:** 6:15-6:45. **Rds.:** 7 each Thurs. Two byes available, request by Rd 3. www.marshallchessclub.org.

July 12, NEW! Marshall Friday U2200 Action!

4-SS, G/25 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$40, members \$20. **(\$360/24):** \$160-80, U2000 \$65, U1800 \$55. **Reg.:** 6:15-6:45. **Rds.:** 7-8:15-9:30-10:45. One bye available, request at entry. www.marshallchessclub.org.

July 13, Marshall Saturday U1800

4-SS, G/40 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **(\$300/24):** \$160-80, U1500 \$60. **EF:** \$40, members \$20. **Reg.:** 12:15-12:45. **Rds.:** 1-2:45-4:30-6:15. One bye available, request at entry. www.marshallchessclub.org.

July 18, 25, Aug. 15, Marshall Thursday Game 30!

4-SS, G/25 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$40, members \$25, Gms free. **Prizes:** (\$5530 based on 32 paid entries: \$200-100-50, U2100 \$95, U1900 \$85. **Reg.:** 6:15-6:45 pm. **Rds.:** 7-8:15-9:30-10:45. One bye available, request at entry.

July 19, Marshall Friday G/45 Quads

3rd Friday every month. 3-RR, G/40 d5. Open to all; quads formed by rating. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$30, members \$20, \$50 for each winner. **Reg.:** 5:15-5:45. **Rds.:** 6-7:30-9. www.marshallchessclub.org.

July 20, Marshall Saturday G/60!

4-SS, G/55 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **(\$540/40):** \$240-120, U2000 95, U1700 85. **EF:** \$40, members \$20. **Reg.:** 11:15-11:45. **Rds.:** 12-2:30-4:45-7. One bye available, request at entry. www.marshallchessclub.org.

July 21, Marshall Sunday G/45!

4-SS, G/40 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **Two sections: A. Open** (\$360/26): \$160-80, U2100 65, U1800 55. **B. U1500** (\$240/18): \$120-65, U1200 55. **EF:** \$40, members \$20. **Reg.:** 11:15-11:45. **Rds.:** 12-1:45-4:00-5:45. One bye available, request at entry. www.marshallchessclub.org.

July 27, Marshall Saturday U1600!

4-SS, G/40 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **(\$300 b/24):** \$160-80, U1300 \$60. **EF:** \$40, members \$20. **Reg.:** 12:15-12:45. **Rds.:** 1-2:45-4:30-6:15PM. One bye available, request at entry. www.marshallchessclub.org.

Aug. 1, Marshall Thursday Action With The Chess Center of New York

4-SS, G/25 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$40, members \$25, Gms free. **Prizes:** (\$5530 based on 32 paid entries: \$200-100-50, U2200 \$95, U2000 \$85. **Reg.:** 6:15-6:45 pm. **Rds.:** 7-8:15-9:30-10:45. One bye available, request at entry.

Aug. 2, Marshall Friday U2000 Action!

4-SS, G/25 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$40, members \$20. **(\$360/24):** \$160-80, U1800 \$65, U1600 \$55. **Reg.:** 6:15-6:45. **Rds.:** 7-8:15-9:30-10:45. One bye available, request at entry. www.marshallchessclub.org.

Aug. 2-4 or 3-4, 12th annual Manhattan Open

See Chess Life or www.chesstour.com.

Chess Magnet School Junior Grand Prix!

Aug. 2, 9, 16, 23, 30, Sept. 6, Marshall Monday U1600!

5-SS, G/85 d5. Marshall CC, 23 W. 10th St., NYC. **(\$450/20):** \$240-120, U1300 \$90. **Reg.:** 6:15-6:4. **Rds.:** 7 pm each Mon. Two byes available, request by Round 3. www.marshallchessclub.org.

Aug. 6, Marshall Tuesday Action!

4-SS, G/25 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$40, members \$20. **(\$360/24):** \$160-80, U2100 \$65, U1800 \$55. **Reg.:** 6:15-6:45. **Rds.:** 7-8:15-9:30-10:45. One bye available, request at entry. www.marshallchessclub.org.

Aug. 8, Marshall Thursday Game 30 Grand Prix!

See Grand Prix.

Chess Magnet School Junior Grand Prix!

Aug. 14, 21, 28, Sept. 4, 11, Marshall Wednesday U1400!

5-SS, G/85 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$50, members \$30. **(\$450/24):** \$240-120, U1100 \$90. **Reg.:** 6:15-6:45. **Rds.:** 7 pm each Wed. Limit two byes, request by Rd 3. www.marshallchessclub.org.

Chess Magnet School Junior Grand Prix!

Aug. 14, 21, 28, Sept. 4, 11, Marshall Wednesday U2000!

5-SS, 30/85 d5, SD/1 d5. Marshall CC, 23 W. 10th St., NYC. 212-477-3716. **EF:** \$50, members \$30. **(\$450/24):** \$240-120, U1700 \$90. **Reg.:** 6:15-6:45. **Rds.:** 7 pm each Wed. Limit two byes, request by Rd 3. www.marshallchessclub.org.

Aug. 30-Sept. 2, Aug. 31-Sept. 2 or Sept. 1-2, 135th annual NY State Championship

Out of state welcome. See Chess Life or www.chesstour.com.

North Carolina

June 29-30, World Open Under 13 Championship (VA)

See Virginia.

July 13, Orchard Lake Campground Open

3SS, G/75 d5. Saluda, NC. \$5450 b/30. 1st \$100, U2200 \$65, U2000 \$60, U1800 \$55, U1600 \$50, U1400 \$45, U1200 \$40, U1000 \$35. **Rds.:** 9-12-3 **EF:** \$25 (incl \$7 campground fee) **Information/E-mail:** Kevin Hyde, hyde@ioa.com. **HR:** http://orchardlakecampground.com.

Ohio

Aug. 9-11 or 10-11, Cleveland Open

See Chess Life or www.chesstour.com.

Pennsylvania

Maryland Chess Association (MD)

See Maryland.

June 29-30, World Open Under 13 Championship (VA)

See Virginia.

July 27, 2013 PA State Action Championship

See Grand Prix.

Aug. 9-10, 2013 U.S. Blind Chess Championship

See Nationals.

Texas

June 22-23, 2013 DCC Fide Open VI

See Grand Prix.

July 13-14, 2013 DCC Fide Open VII

See Grand Prix.

Sep. 27-29 or 28-29, 2013 U.S. Class Championship

See Nationals.

Virginia

Maryland Chess Association (MD)

See Maryland.

June 22, Kings and Queens Vienna Summer Scholastic Tournament for K-12

Location: Vienna, VA 22180. **Reg.:** online at www.viennachessclub.com or on site 10:30-10:45 am; **Format:** 3-R, G/30 d5. **Sections:** Championship; U1000; U700; U400. **Contact Info:** Yuri Bogdanov, support@viennachessclub.com or 703-898-9066.

Chess Magnet School Junior Grand Prix!

June 29-30, World Open Under 13 Championship

6SS, G/65 d5. Hyatt Regency Crystal City, Arlington (see World Open for location, rates). Open to all born after 6/29/00. In 4 sections. **Open Section:** Trophies to top 5, 1st C, Under 1400/Umr; free entry in all CCA tournaments 7/18/13-12/1/13 to 1st. **Under 1400 Section:** Trophies to top 5, 1st Under 1200, Unrated; free entry in all CCA tournaments 7/18/13-9/15/13 to 1st. **Under 1000 Section:** Trophies to top 5, 1st Under 800, Unrated; free entry in all CCA tournaments 7/18/13-9/15/13 to 1st. **Under 600 Section:** Trophies to top 5, 1st Under 400, top 3 Unrated; free entry in all CCA tournaments 7/18/13-9/15/13 to 1st. **EF:** \$42 online at chessaction.com by 6/27, \$44 mailed by 6/18, \$45 phoned to 406-896-2038 by 6/27, \$50 at site. **Reg.:** 6/29 to 10 am, rds. Sat. 11-2-5, Sun. 10-1-4. 2 half point byes allowed, must commit before rd 3. **Ent:** chessaction.com or Continental Chess, PO Box 249, Salisbury Mills, NY 12577. **Questions:** chessstour.com, chesstour.info, DirectorATChess.US. \$15 service charge for refunds.

July 3-7, 4-7, 5-7, 1-7 or June 29-July 7, 41st Annual World Open

See Chess Life or www.chesstour.com.

Oct. 9-14, 11-14 or 12-14, 4th annual Continental Class Championships

See Chess Life or www.chesstour.com.

Wisconsin

North Shore Chess Center (IL)

Tournaments, lectures, simuls, and camps located in northern Illinois. Visit www.nschess.org/events for a full schedule of events.

July 27-28, U.S. Open Weekend Swiss

See Grand Prix.

July 27-Aug. 4, July 30-Aug. 4 or Aug. 1-4, 114th annual U.S. Open

See Nationals.

July 28, U.S. Open Scholastic

Open to K-12 [2013-2014 school year] 4-SS, G/30 d5, in four sections: Junior High - High School Champ. (K-12); Junior High - High School U1200 (K-12); Elementary Champ (K-6); Elementary U1000 (K-6). **EF:** \$25 online if by 7/14; \$35 after; \$27 if postmarked by 7/14; \$37 after (do not mail after 7/21); \$30 phone-in by 7/14, \$40 by 7/26 at 5 PM CDT. **Reg.:** 9-11:30am. **Rds.:** 12-1:30-3:40. Trophies to Top 3 in each section. The above sections may be split in multiple sections if the entries warrant it. (Unrated MUST play in the Championship sections.). Trophies may be added if the section(s) split. See www.uschess.org/tournaments/2013/scholastic for venue info, updates and correction.

July 31-Aug. 4, 2013 Women's U.S. Open

See Nationals.

Aug. 3, U.S. Open Blitz Championship (BLZ)

See Grand Prix.



USCF ALL-STAR!

CHESS FOR A CAUSE

by Vaidya Subramanian

After hearing from his brother Atulya on the problems homeless kids face every day, 2012 World Youth chess player, seven-year-old **Atreya Subramanian** wanted his birthday celebration to be something different.

He spent a couple of weeks evaluating different causes and different approaches and then finally landed on a specific approach and plan of action to donate to City House.

City House was founded by two Plano (Texas) Independent School District (ISD) school teachers, sadly inspired and driven by one teenager sleeping in his pickup truck, another living in a vacant building, and another bringing her clothes to school in a garbage bag.

What began as a six-bed shelter has grown into a four home, 36 bed, multi-faceted agency that provides residential and non-residential services to more than 500 children, young adults and their families each year.

On March 2nd, his school, Gullledge Elementary in Plano, Texas, hosted a carnival and book fair event and he decided to raise money for City House at this event.

After working with the school board and taking care of all the paperwork, a table was set up (thanks to the Plano ISD organizers) where he

invited both kids & adults to play chess with him, and in turn donate money for this noble cause.

This created a lot of awareness among kids and parents both in terms of chess and the importance of organizations like City House. While there was a significant monetary collection, there were lots of kids who wanted to find out the next step in getting involved with chess.

We were able to explain to them about the Dallas Chess Club and USCF and the wonderful work which Luis Salinas of the Dallas Chess Club does for chess in the Dallas-Fort



Worth area backed by USCF.

Next steps: He has thought about expanding this to a next level for his next birthday and started working on a plan for next year using all his chess friends across the city and also on a simultaneous exhibition plan.



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