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Summer Brain Strain!
page 23

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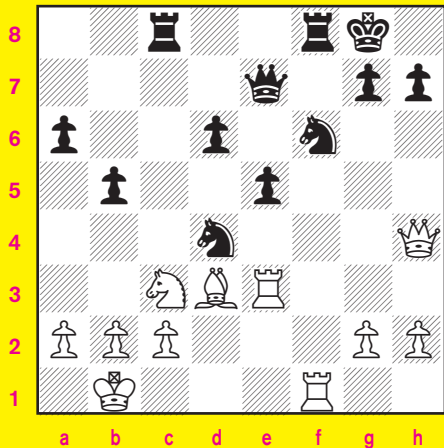
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Nice Diagram!

The second diagram on page 11 of the June issue, was a very nice diagram. We've used it before. But that's no reason to use it again, and again, and again. Below is the diagram that should have appeared on page 11.

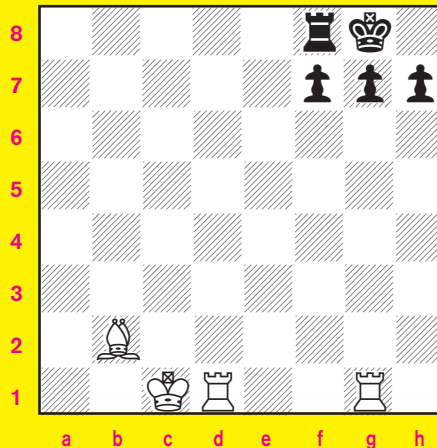


White to move

Now you can finish reading Daniel Gurevich's excellent review of *Chess Puzzles for Kids*, in the June issue.

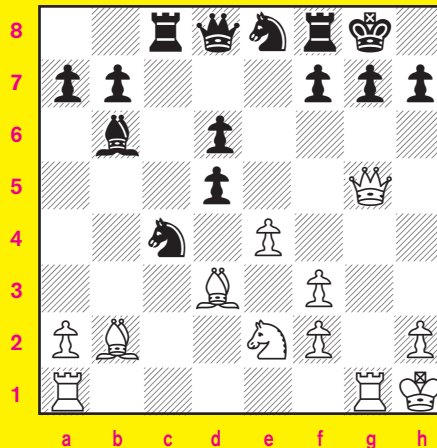
That same, nice diagram appears in the first column on page 12 of Pillsbury's Mate, Part I.

Below is the correct diagram:



Now, Jon Edwards' notes make sense, starting with 1. Rxf7+. While we're at it, we might as well give you the correct diagram for Quiz #2, on the same page.

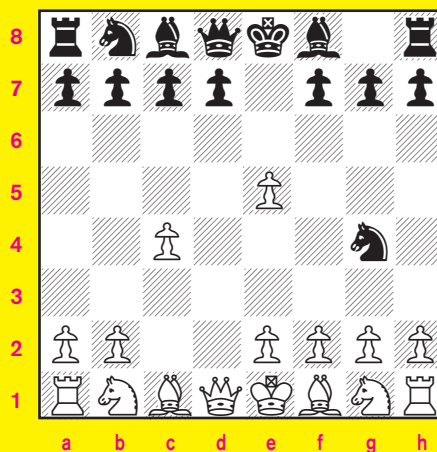
Quiz #2



White to move

And now the solution at the top of page 24 should make sense.

And sometimes diagrams just seem to grow pawns. Compare the diagram below (the correct diagram) with the one that appeared on page 22 of the June issue, and you'll see what we mean.



Our apologies to the authors, and to you, our readers.

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TALES OF THE ARABIAN KNIGHTS

BY RICK KENNEDY ILLUSTRATIONS BY PAMELA KEY



Safe At Home

The King sighed and pushed the chess pieces off of the board. He was distracted.

Before long, he said, "Tell me what you were like as a girl." She blushed. *"I was a shy and very ordinary girl,"* she said.

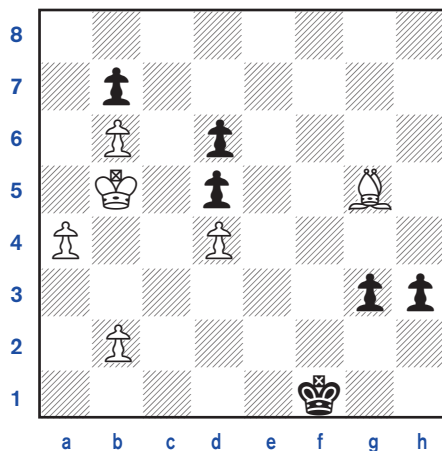
"I was afraid of the lightning that flashed in the darkness." She idly picked up a white bishop, slashed it across some squares, and settled it on the **g5**-square.

"I was afraid of the thunder that rumbled down out of the sky. I thought it was caused by giants." She placed a couple of black pawns at **g3** and **h3**, and put the black king at **f1**. She added black pawns at **b7**, **d6** and **d5**.

"Certainly," said the King, hopefully, "You had the safety of a home and family?"

"Yes, Your Majesty." She placed white pawns at **b6** and **d4**, and then added a couple at **a4** and **b2**. Finally, she put the white king at **b5**. *"I always knew ..."* she continued, *"... that whatever happened, I would always be safe at home."*

She left the room, leaving the King with what he suddenly realized was a problem.



Certainly the white bishop must find a way to hold off the advanced black pawns, the King thought. But how?

The King studied the position further, then began to chuckle, and then, finally, to laugh out loud.

"The white bishop goes to **d2**, then to **a5**, and then White plays **b4**. It doesn't matter what Black does in

response—it's a draw by stalemate!
" 'Safe at home,' indeed!" he said.



Can I castle?

Book Review

Simple Attacking Plans

by NM Daniel Gurevich

Fred Wilson's *Simple Attacking Plans* is a book with a clear purpose: to teach the reader how to find and execute powerful, active plans in his games. Certainly, crafting a good plan is an extremely important skill in chess; it is one of the abilities that set apart grandmasters from amateurs. In most positions, stumbling upon the right plan is far from easy.

Will reading *Simple Attacking Plans* help you come up with better plans?

Yes!

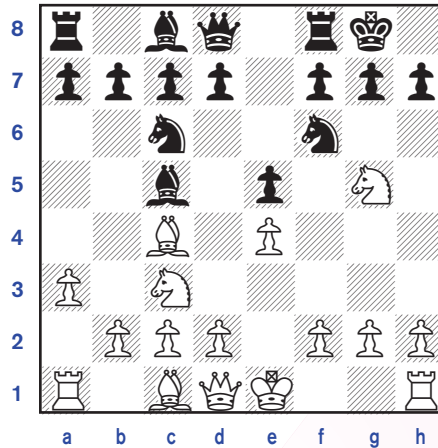
Overall, this book is great. The general tips the author gives are very helpful, as are the specific examples he draws from various games to illustrate those principles. The very structure of the book is superb, too; the games are neatly divided by theme into crisp chapters. The difficulty of the material gently ramps up over 170-odd pages, making the book perfect for beginners and expert players.

Not dry and boring

On the other hand, *Simple Attacking Plans* is not dry and boring like some books on chess strategy are. You might be pleasantly surprised to learn that the book is very well-written and peppered with humor throughout.

The author showcases 37 terrific games, each of which features very instructive play and is annotated in detail. Some of these games were played by the author himself. Others are masterpieces created by young prodigies such as Magnus Carlsen. The story behind the very last game is especially interesting: it is a struggle between two of the strongest players of the 18th century! Here is a snippet from the book's analysis of that amazing game:

Giambattista Lolli-
Domenico Ercole Del Rio
Modena 1755

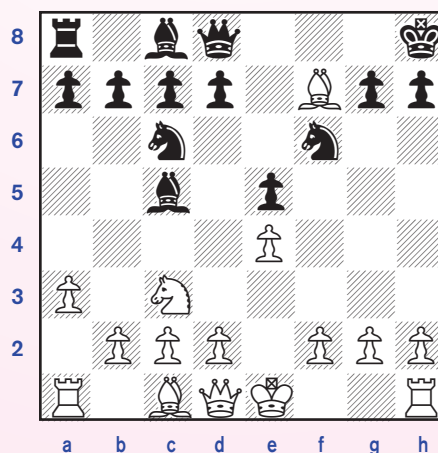


6. ... Kh8!!

What the heck?! Well, had Lolli thought it through he should have played 7. d3, although after 7. ... Qe7 or 7. ... d5 Black is clearly better. Still, who could not resist playing ...

7. Nxf7+? Rxf7 8. Bxf7

What now? (P.S. You should have had the next move and its follow-up already prepared.)



8. ... Qf8! 9. Bc4?

Correct is 9. 0-0, which is an admission of complete failure in the opening. Black,

with two minor pieces for a rook and pawn, would stand much better and enjoy great winning chances. But what is wrong with retreating the bishop?

I won't give you the answer yet! Think about it for a few minutes, and no peeking ... Okay, ready? The winning move is **9. ... Bxf2+!** After 10. Kxf2 Nxe4+ White is quickly checkmated. The game continuation was **10. Kf1 d5!** with the threat of 11. ... Ng4! and a crushing attack for the Exchange. (You might want to move the pieces around a bit to understand why White is lost here.) Anyway, back to the book ...

The book has just one shortcoming, and that shortcoming is sloppy proof-reading. Some errors are painfully obvious mishaps in notation, like the following opening, "1. Nc3 Nf6 2. e4 d6 3. d4 g6 3. Bg5! 4. ... Bg7." A few statements seem absurd, like the claim that the Lolli-Del Rio game was played "almost two hundred years" before the first one in the book (compare the dates for yourself: Game 1 was played in 2008, while Game 37 dates back to 1755.) Such typos do not decrease the instructional value of the book. You should just be aware that they do exist. (Nobody is perfect!)

Fred Wilson's masterpiece is pretty close to perfect. Every one of the many games in this book is a tasty morsel. Each part of this smorgasbord is uniquely flavorful, which makes *Simple Attacking Plans* truly a wonderful treat. I strongly recommend buying the book if you want to get better at finding good plans in chess. Let's hope the second edition will be even better.

Simple Attacking Plans by Fred Wilson, Mongoose Press, 2012. USCF Sales #B0094EU, \$14.95.



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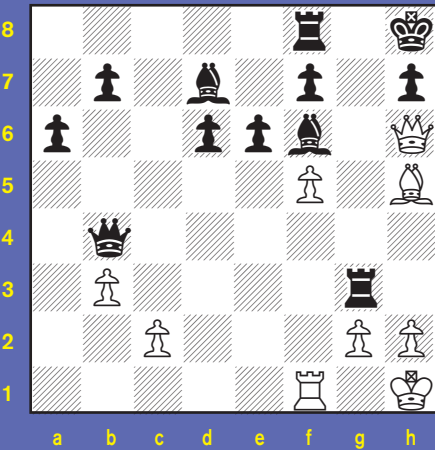
Chess Detective

by NM Todd Bardwick

INTERFERENCE PROBLEMS

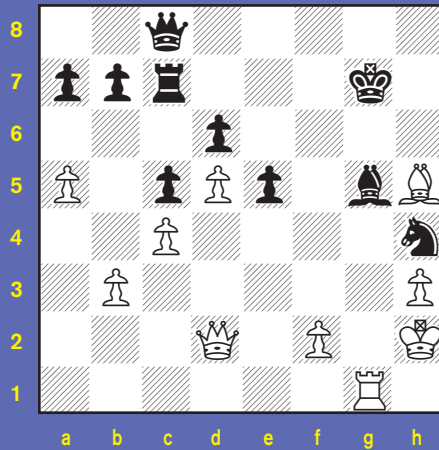
In the June 2013 edition of *Chess Life for Kids*, we looked at some examples of interference where the player was able to win the game by sacrificing a piece to cut off his opponent's piece(s) from defending key squares. Now it's your turn to run interference!

#1



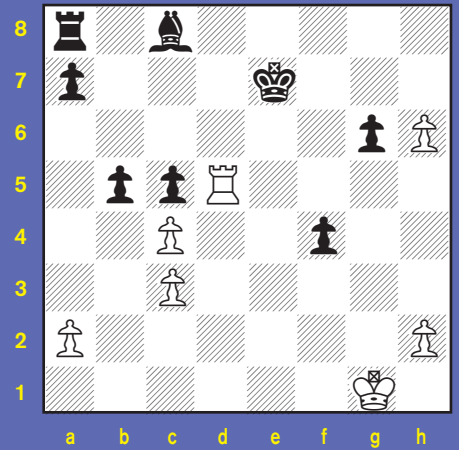
Position after 23. ... Rxg3(R)
White to move

#3



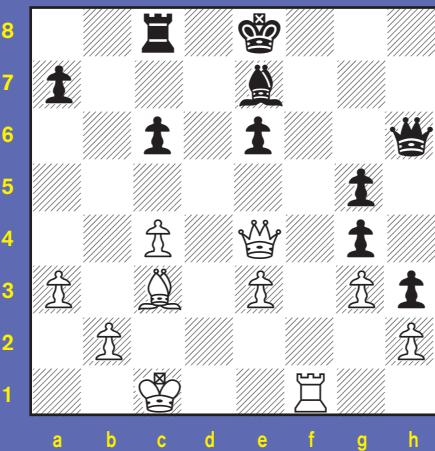
Position after 33. Bh5
Black to move

#5



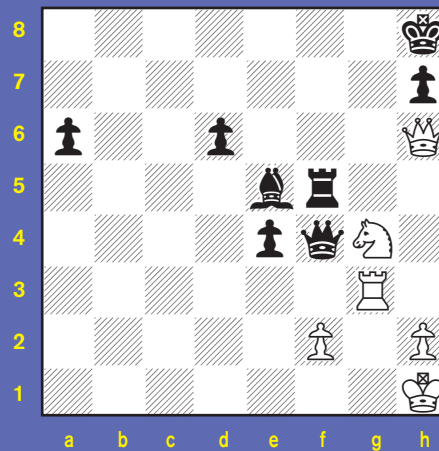
Position after 30. ... Kxe7(P)
White to move

#2



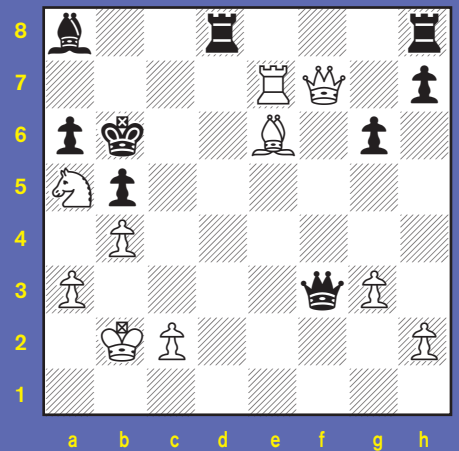
Position after 30. ... Be7
White to move

#4



White to move

#6



Position after 31. ... Qxf3(P)
White to move


THE BEST LAID PLANS ...

... OR HOW I LEARNED TO USE A MONKEY WRENCH!

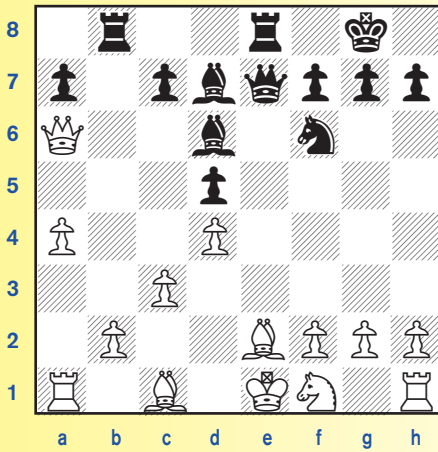


by Pete Tamburro

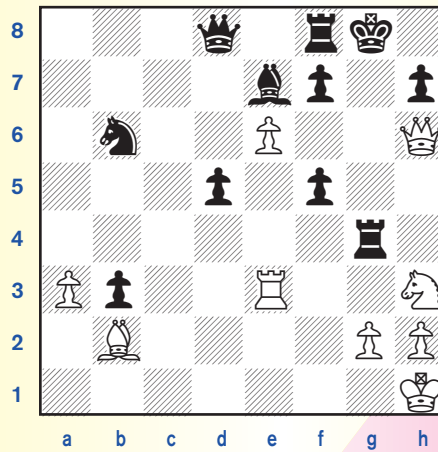
More Interference Problems

The moves are all there, just waiting to be discovered. Set up the positions, move the pieces, and see how many monkey wrenches you can find in the following examples, before you peek at the answers! *Solutions on page 17* 

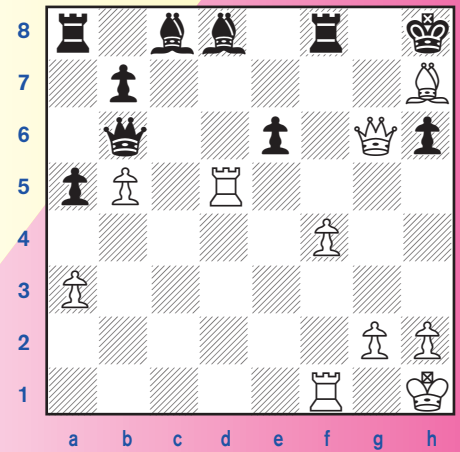
Position One: Black to Play



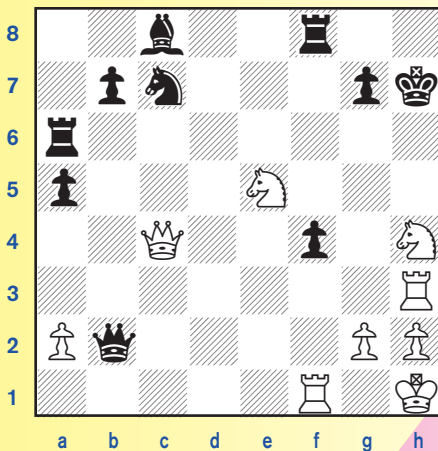
Position Three: White to Play



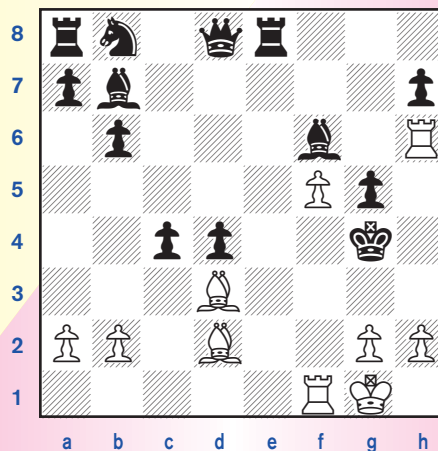
Position Five: White to Play



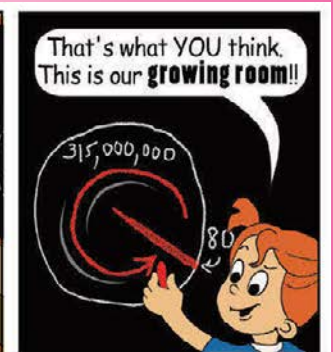
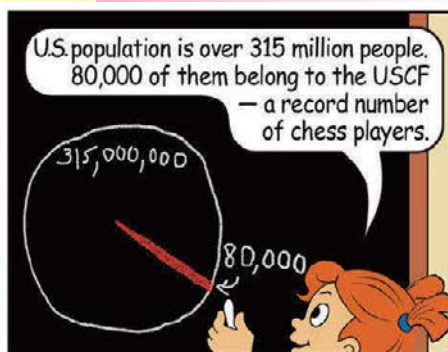
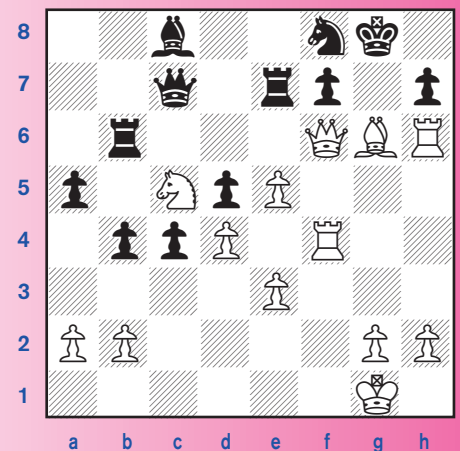
Position Two: White to Play



Position Four: White to Play



Position Six: White to Play



2013 Junior Grand Prix Standings



This unofficial list is based on USCF records and tournament director reports as of Wednesday, July 10, 2013. There are 6,237 players with JGP points and 298 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
PETERSON, GIA	CA-S	8660	11
SODEM, VISHAL	CA-N	5636	6
GORTI, AKSHITA	VA	5622	10
DASIKA, ARCHIT	CA-N	5406	10
PRASAD, ARVIND SAI	OH	5369	9
ULRICH, RACHEL J	WI	5299	8
KOTHAPALLE, TANISH	TN	5251	9
NIETO, MANUEL VALERIO		5220	3
HOFFMAN, EVAN	CA-S	5176	14
NIETO, GUILLERMO LUIGUI		5158	4
DASARI, SRIHITHA	GA	5119	7
GHOSH, SHOURJYA	OH	5101	11
ULRICH, ANNE E	WI	5100	7
MCCARTY-SNEAD, CALLAGHAN	CA-N	5063	10
SINHA, SAHIL	MD	4977	9
PALUSA, MAURYA	CA-N	4772	7
CRAIG, PETER A	NY	4692	4
AVIRNENI, SAITHANUSRI	GA	4687	12
FUTTERER, ALLEN	CA-S	4666	7
MUSTAFA, SIRAAAT	NY	4412	2
HYDRIE, ALEXANDER	MN	4398	1
SONG, NOLAN XUHUI	OH	4387	7
HORVATH, STEPHEN	IL	4314	2
LIANG, AWONDER	WI	4302	8
INDUSEKAR, AKSHAY	IL	4292	4

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

State Leaders

NAME	STATE	PTS	EVENTS
MILLER, TRAVIS JAMES	AK	3243	3
MARKIN, ARDEN QUINLAN	AL	2982	2
SLAY, REBECCA LYNN	AR	1705	1
MARTINEZ, JONATHAN	AZ	2450	1
HO, BRANDON C	CA-N	4157	10
SHAN, ERIC	CA-S	4196	2
HEMMAT, ALEXANDER	CO	3125	4
TANENBAUM, ZACHARY CHEN	CT	2927	5
DENMON-PENA, XAVIER	DC	2652	2
DAVIS, JAYVON	DE	3423	2
COOPER, EVAN	FL	3609	4
KANAPARTI, SREYAS	GA	4243	5
OSHIRO, COEL TADASHI	HI	1740	2
KALIL, VICTOR	IA	2287	4
DEANGELIS, OLIVIA RAINE	ID	4278	2
HOBBS, KIANA	IL	4200	2
VIBBERT, SEAN	IN	3265	6
LEE, GORDON S ARAI	KS	3404	4
BILYEU, KEENAN	KY	2450	1
WEBSTER, DEX	LA	2433	4
PARKER, JACKSON BOGDAN	MA	3508	5
CARR, NATE	MD	3385	8
SANOKKLIS, MILO EDMUND	ME	1624	1
KULKARNI, SOUMYA	MI	3597	7
TEMPLETON, CHRISTOPHER	MIL	2100	1
PAGE, ALEX	MN	3850	1
ROGERS, CLARK W	MO	3199	3
FOREMAN, CHRISTOPHER	MS	2100	1
BODDUCHERLA, RITVIK	NC	3717	6
JADDU, ABHINAV	NE	507	1
WELLING, AASHISH	NH	2067	5
FENG, STEVEN	NJ	3704	2
CORLISS, ANDREW CLARK	NM	1570	2
KLOSS, JEFFREY RYAN	NV	1744	1
ABE, MAHIRO	NY	3951	8
GEORGE, ADITH JOSHUA	OH	3684	2
KUMAR, KRISH	OK	1329	2
TALYANSKY, SETH	OR	2114	2
MOTURI, SOUREESH	PA	3483	6
GUI, COLIN	RI	2734	1
QU, JAMES	SC	3221	3
MARKS, MICAH	SD	1400	1
VAN RENSSELAER, WILLIAM	TERR	1050	1
NIMON, THOMAS	TN	3070	1
WANG, JASON	TX	3300	1
BOLEN, JAKE	UT	2360	4
DOMMALAPATI, ABHINAV	VA	3904	9
KATZ, GABRIEL	VT	1758	2
HE, DALTON	WA	3500	1
MA, LEO	WI	3623	7
PATEL, ADVAIT	WV	4191	11



GIA PETERSON, is not only the top scholastic player but also number one on the Junior Grand Prix list.



You can do it!

by Jon Edwards

A change of pace this month. All six of these problems are from real games. You may even recognize a few of the players.

All six of these positions are **mates in just one move**. That should make them all very easy, but in each of these games, the players who actually sat at the board missed these mates!

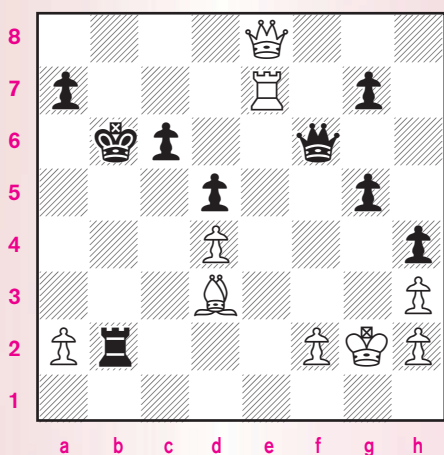
Books on tactics can overwhelm beginners and young learners. The aim here is to tune your brain to look for these mates.

Apply a powerful principle. *When your opponent's king cannot move, all you need is a check*. In many instances, there are multiple possibilities to deliver that check. Your task there will be to find the correct one!

Unfortunately, there's no chess fairy calling down from the heavens announcing the presence of a mate in one. But now that you know that the mates are there, I suspect that you can find them!

Quiz #1

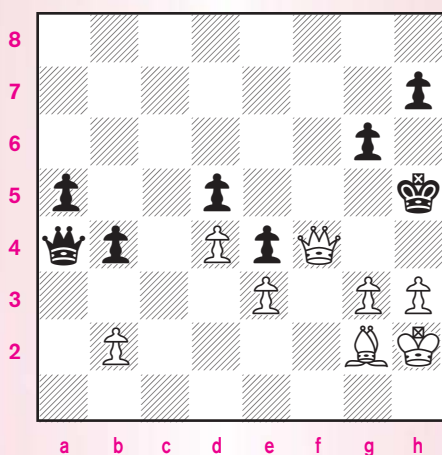
Stewart, P
Gyles, Alfred
Auckland, 1914



White to move

Quiz #3

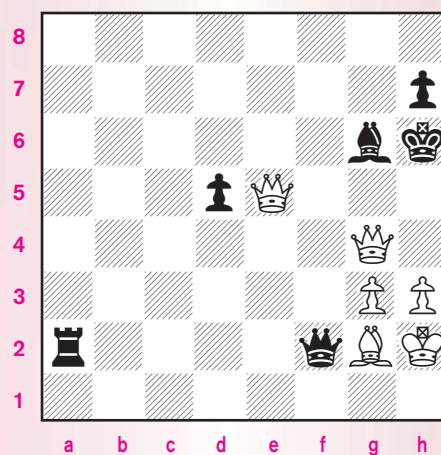
Alekhine, Alexander
Echiquier, Naval
Paris simul, 1925



White to move

Quiz #5

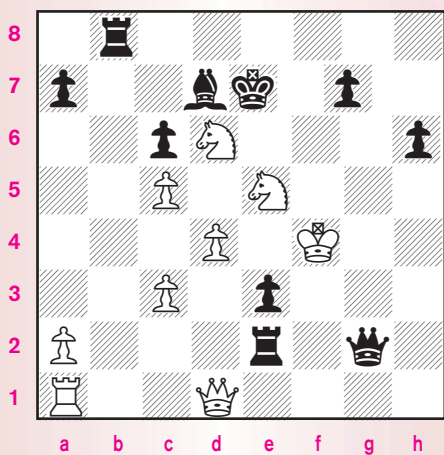
Reilly, Brian Patrick
Fairhurst, William Albert
Margate, 1935



White to move

Quiz #2

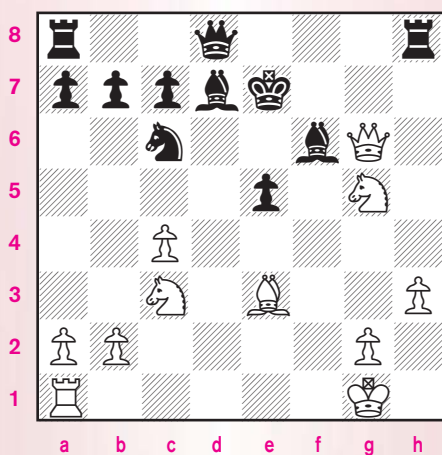
Hays, CL
De Visser, William M
New York, 1922



Black to move

Quiz #4

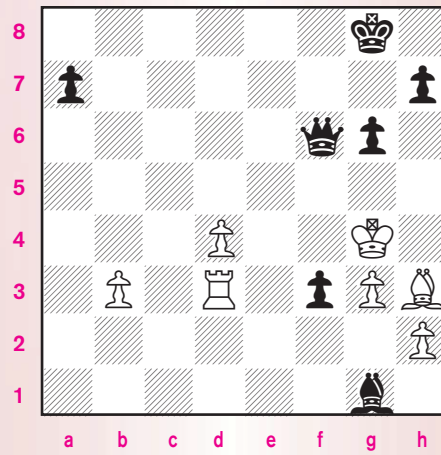
Reshevsky, Samuel Herman
Denker, Arnold Sheldon
Syracuse, 1934



White to move

Quiz #6

Stoltz, Goesta
Solin, Ilmari
Stockholm, 1937



Black to move

Solutions on page 22 



What's the Question?

by National Master Daniel Gurevich

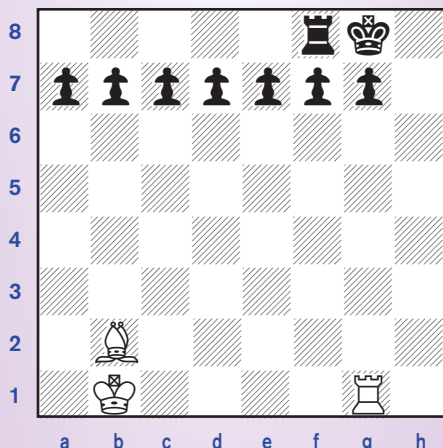
Q: Rohan Shihur
Marietta, Georgia

How do you do a windmill tactic in chess?

A: In chess, windmills are tricky. They are uncommon, especially compared to more familiar tactics like forks and pins. Windmills do not always work—there are a few ways to stop one. But it is important not to forget about them, because a sneaky windmill can pack a nasty surprise!

A real windmill harnesses the power of the wind to move its sails to mill grain. But in chess, however, a windmill runs on checks! By alternating discovered and regular checks, a chess windmill lets you harvest many opposing pieces at a time. (Some people call this tactic a seesaw because one of the pieces moves back and forth again and again. Although windmills and seesaws look different in real life, remember that, in chess, they mean the same thing!)

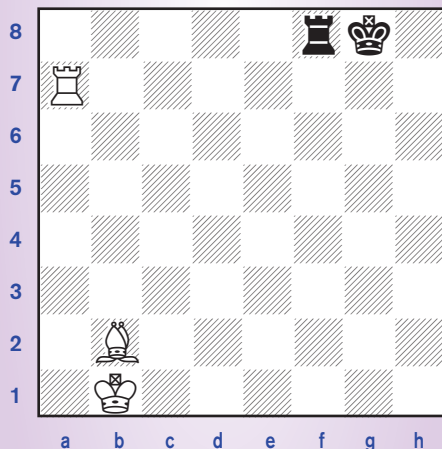
So how exactly does a windmill work? Let us take a look!



In this weird position, it is White to move. (Wondering how this hap-

pened? Actually, it never did. I made this up as an instructive example.) You better act fast, because your opponent has seven passed pawns!

1. Rxc7 One down, six more to go. **1. ... Kh8** Now what? Windmill time! **2. Rxf7+ Kg8** **3. Rg7+** Do not hurry to take the pawns; take your time to force the king back to h8. **3. Rxe7?** would be a mistake: after **3. ... Rf7!** the windmill breaks down and Black survives. **3. ... Kh8** **4. Rxe7+ Kg8** **5. Rg7+** Back again ... **5. ... Kh8** **6. Rxd7+** I bet you saw this coming. The next few moves are simple when you know the idea. **6. ... Kg8** **7. Rg7+ Kh8** **8. Rxc7+ Kg8** **9. Rg7+ Kh8** **10. Rxb7+ Kg8** **11. Rg7+ Kh8** **12. Rxa7+ Kg8** You got all of the pawns! But what will you do about the black rook?



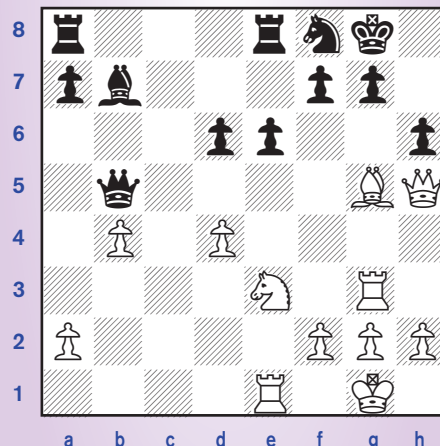
Think about this difficult puzzle for at least a few minutes—the solution is quite instructive, but it will be even better if you find it yourself! **13. Rg7+** Of course, you want to get the rook with a discovered check, too. It cannot be a bad idea to set up the discovery for later.

13. ... Kh8 **14. Ka2!!** This is the key winning move. White's idea is very

deep (do you see it?) It turns out that Black is in *Zugzwang*. Here are a few important variations: **14. ... Rf1** and similar moves lose to **15. Rf7+!**; **14. ... Ra8+** **15. Ra7+!** wins; after **14. ... Rg8** **15. Rf7+** Black's only move is to give up the rook anyway. Wait! One last quick quiz: what about **14. ... Rf6!**? Well, I hope you saw that **15. Rb7!** wins because Black's rook is pinned, and did not go for the stalemating blunder **15. Bxf6??**.

In chess, a windmill is a powerful tool, allowing one player to win a huge amount of material. Here is a fragment from one of the most famous games ever played, illustrating a similar rook-and-bishop windmill construction. In this case, former World Champion Emanuel Lasker himself falls into the brilliant trap.

Carlos Torre Repetto – Emanuel Lasker
Moscow, 1925



White has been attacking for the last few moves. For a while, Lasker has defended accurately. However, Black's last move, **24. ... Qd5-b5**, was a blunder. Why?

25. Bf6!! This move is a surprise queen sacrifice! Not only is the black

queen hanging, but White is also ready for a windmill.

25. ... Qxh5 Black is forced to accept the sacrifice. 26. Rg7+ Kh8 (again, all of Black's moves are forced) 27. Rxf7+! As usual, White is in no hurry: 27. Rg5+? winning the queen immediately is a mistake, since it is possible to capture even more material first. 27. ... Kg8 28. Rg7+! Kh8

29. Rxb7+ Kg8 30. Rg7+ Kh8 31. Rg5+ 31. Rxa7+ also wins, but Torre thought that move might allow Black slightly more counterplay as the a-file opens. 31. ... Kh7 32. Rxh5 Kg6 33. Rh3 Kxf6 34. Rxh6+ White is up three pawns and went on to win the game easily.

Of course, not all windmills have

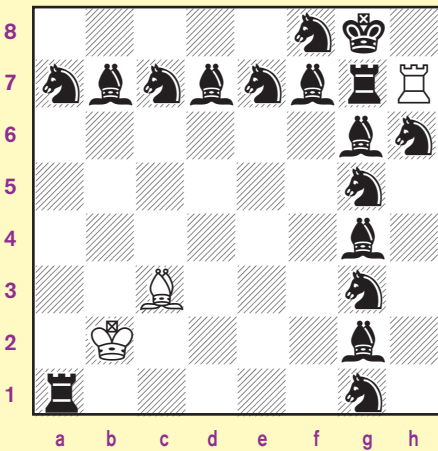
the rook moving back and forth and the bishop supporting it. Sometimes, it is the other way around! Other windmills might have a knight prancing around, too. However, the general idea behind every windmill is the same: *the attacker wins material or checkmates with a series of both discovered and regular checks.*

BLOWIN' IN THE WIND!

Are you ready for a challenge? If so, try your hand at a few more difficult exercises! In a couple of these puzzles, it is nearly impossible to see the whole combination from beginning to end, so move the pieces around, look out for unexpected solutions, and have fun!

#1

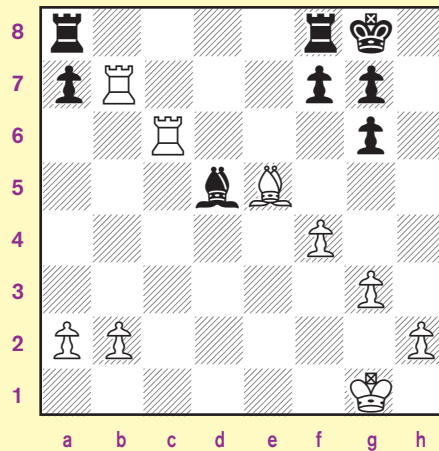
Composition by Krejciak, 1925



White to move

#3

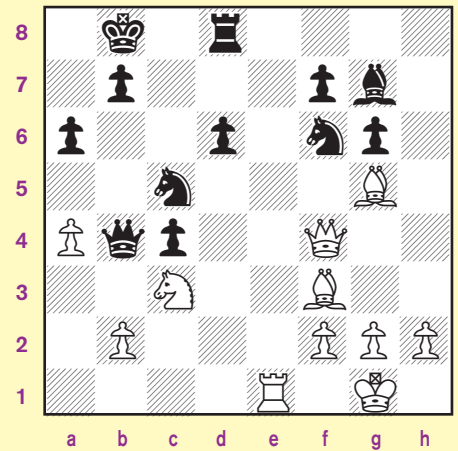
Dunne – Fitzsimmons, Dublin, 2007.



White to move

#5

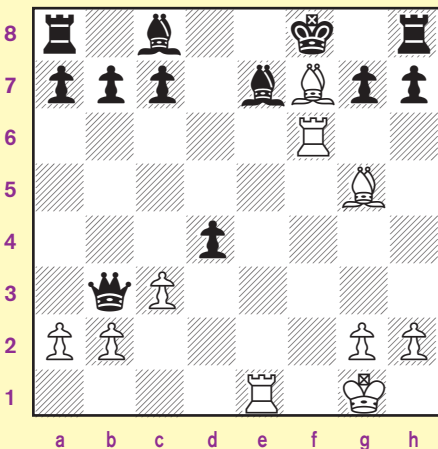
Olafsson-Gunnarsson, Iceland, 1999.



White to move

#2

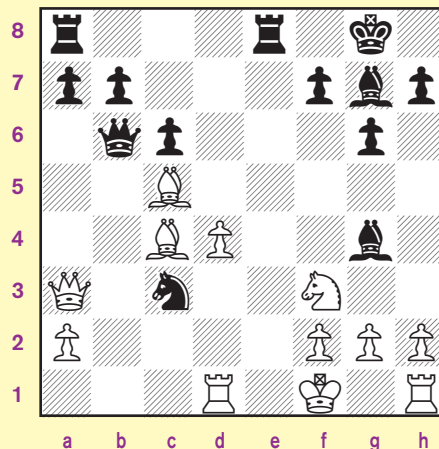
Burn – Whitehead, Liverpool, 1896



White to move

#4

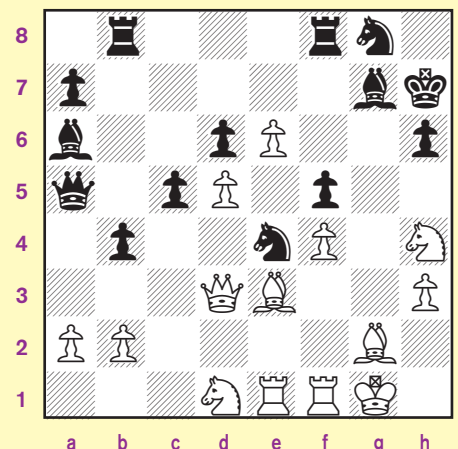
Byrne – Fischer, NY 1956



Black to move

#6

Alekhine – Fletcher, London, 1928

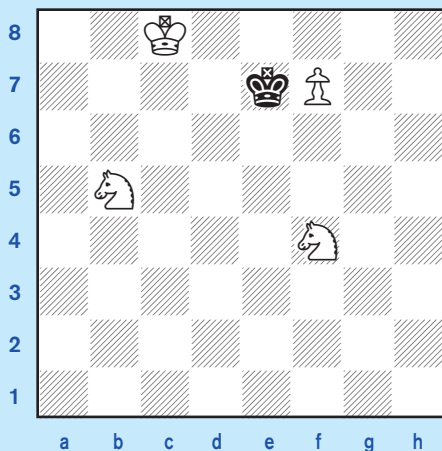


White to move

Solutions on page 16 

Details, Details, Details ...

chess fiction by Micki St. James



Jack sat motionless waiting for his opponent to move a white piece.

“Come on Jack, let’s get to dinner before round two. Just resign, it’s hopeless” urged his friend, already backpacked and on the move.

Jack’s eyes flared. Ethically, his friend had no business advising him how to play a game in progress. Jack was nothing if not a stickler for the rules.

True, he wielded a bare king against two knights and a passed pawn, a clearly superior force arrayed against him. But armies are only as good as their generals and his opponent was only 10 years old and visibly sweating despite his lead. This was probably the first time he had used a chess clock, and there wasn’t much time left on it. Jack reasoned that there must still be some way to drag the game out until that became a factor.

“I haven’t resigned yet. Stick around, anything could happen,” Jack assured his friends, who were already halfway out the exit door at the end of the long table. Jack didn’t even hear their “Yeah right” estimate of his chances.

Jack knew he was a better chess player than this kid, even if he hadn’t played as carefully as he would later in the tournament. After all, how hard could it be for anyone to seize on the move 1. Nd6 protecting the pawn? Yes, we’re psychologically wired not to leave a piece “en prise,” but this

would hardly be a “prize” ... 2. ... Kxd6 3. f8=Q+ would dispatch Black in short order. Jack felt like shouting “Knight to d6 you idiot” at the top of his lungs. But no freebees today. Jack glared at the beginner: You work for your win.

Finally, with a sigh, as if there were no other possible move, White pushed the pawn.

1. f8

He pushed the pawn! Gave away the win! What could he possibly have been thinking?

Jack savored the moment. “Your pawn automatically promotes to a piece,” he said condescendingly. “What would you like?”

“A, a queen,” White stammered. Jack suppressed a laugh and pointed to the bag where the pieces had all been gathered up. He waited while he made White exchange the queen for the pawn at the f8-square. Then, with a flourish, Jack pounced—for there is no better word for it—captured the queen and returned it to the bag of pieces.

1. ... Kxf8

Grinning from ear to ear, which rather spoiled the effect of Jack’s solicitousness, Jack soothed, “That’s okay, you didn’t see that Nd6 could have saved your queen. It’s a hard lesson to learn at a tournament. But look at it this way, you managed to get a draw out of it. Jack of course should have been on his knees thanking the gods for permitting him to fall so far behind and still eke out a draw in the endgame.

Jack held out his hand. “Good draw.”

But White gritted his teeth. “We’re still playing.”

Jack demurred. “Two knights is insufficient material to win at chess. It’s been proved. It’s in all the books. You can win with a knight and a bishop or with two bishops but not with two knights.

But White had stopped talking and moved his knight into checking position.

2. Ng6+

Jack really did want to get to dinner now. He was in a hurry.

Carelessly he pushed his king one square to the right.

2. ... Ke8

White didn’t seem to think as long as he had been thinking up until now. Almost as if someone was shouting in his head, “Knight to d6!”

And he played it ...

3. Nd6#

... and announced mate.

“But that’s impossible! You can’t mate with two knights! It’s in all the books! You can’t win this game! You can’t!” Jack wondered if the world had mutated in an instant into a different physical universe with different physical laws. No matter how hard you try, he thought, you can’t mate with a single bishop. Or a single knight. Or, up to today, with two knights. What had changed?

But none of the squares adjacent to the king seemed to be unprotected, there really was no escape.

Slowly, slowly, Jack turned over the words of his favorite chess texts in his head. “Two knights are insufficient material to force mate.”

Okay, turns out that meant that two knights are sufficient for mate, but it can’t be forced. Against *best play*, they can always be thwarted.

That was the loophole. Jack hadn’t given it his best.

“Gotta get to dinner,” said White as his timer ran out. He left the timer and pieces on the table and headed for the exit.

Jack also left for dinner, not quite as hungry as he was a few minutes earlier, but definitely wiser.

Micki St. James is a writer / software engineer who has worked in Silicon Valley and Tokyo, Japan. She was fifth board alternate on her high school chess team, where the record she recalls was one win (by forfeit) and no losses in league play.

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- Grandmaster Judit Polgar

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Answers, We've got Answers.

BLOWIN' IN THE WIND (from page 13)

#1. This composition is more a wacky proof of concept than anything else. (The starting position is completely illegal.) White uses a windmill to win sixteen(!) unfortunately placed pieces: two rooks, six bishops, and eight knights!

1. R x g7+ Kh8 2. R x f7+ Kg8 3. R g 7+ Kh8 4. R x e7+ Kg8 5. R g 7+ Kh8 6. R x d7+ Kg8 7. R g 7+ Kh8 8. R x c7+ Kg8 9. R g 7+ Kh8 10. R x b7+ Kg8 11. R g 7+ Kh8 12. R x a7+ Kg8 13. R g 7+ Kh8 14. R x g6+ Kh7 15. R g 7+ Kh8 16. R x g5+ Kh7 17. R g 7+ Kh8 18. R x g4+ Kh7 19. R g 7+ Kh8 20. R x g3+ Kh7 21. R g 7+ Kh8 22. R x g2+ Kh7 23. R g 7+ Kh8 24. R x g1+ Kh7 25. R g 7+ Kh8 26. K x a1 *Zugzwang!* The remaining variations are pretty simple. For example, 26. ... Ne6 27. R g 6+ Kh7 28. R x e6 wins.

#2. This position illustrates how a simple windmill can become even more effective with the bishop pair.

16. B h 5+!! A wonderful shot that leads to a lethal mating attack. 16. B x b3+?, though it takes a queen with check, loses to the simple 16. ... B x f6. 16. ... g x f6 16. ... B x f6?? is a blunder due to 17. Re8, checkmate. Meanwhile, 16. ... Kg8 17. R x e7 g x f6 18. B h 6 transposes to the game continuation. (By the way, you can check for yourself that other moves for Black also lose quickly.) 17. B h 6+ Kg8 18. R x e7 Qe6 Another typical line is 18. ... Be6 19. R g 7+! Kf8 20. R x c7+ Kg8 21. R g 7+ Kf8 22. R x b7+ Kg8 23. R g 7+ Kf8 24. R x a7+ Kg8 25. Ra8+ with checkmate to follow. The game continued 19. R g 7+ Kf8 20. R d 7+ Kg8 21. R d 8+ with mate next move.

#3. Why is this position so interesting? You are about to see why!

26. R x g6!! White has a winning windmill no matter which rook Black takes! 26. ... B x b7?! 26. ... f x g6 is more tenacious: after 27. R x g7+ Kh8 28. R x a7+ Kg8 29. R g 7+ Kh8 30. R d 7+ Kg8 31. R x d5, White has a somewhat challenging win ahead. 27. R x g7+ Kh8 28. R x f7+ Kg8 29. R g 7+ Kh8 30. R x b7+ Kg8 31. R g 7+ Kh8 32. R x a7+ Kg8 33. R g 7+ Kh8 34. g4 White has five pawns for the Exchange and an easily winning endgame. Indeed, he converted his advantage after about 15 more moves.

#4. Can you play like Bobby Fischer? In this game, the so-called Game of the Century, one of the tactics that helped a 13-year-old Fischer reach a winning position was a pretty bishop-and-knight combo windmill.

17. ... Be6!! 18. B x b6?! Taking the queen is certainly better than walking into smothered mate after 18. B x e6 Qb5+

19. Kg1 Ne2+ 20. Kf1 Ng3+ 21. Kg1 Qf1+! 22. R x f1 Ne2#. However, both 18. Q x c3 Q x c5! 19. d x c5 B x c3 and 18. B d 3 Nb5! offer somewhat better chances to fight for survival, although White is obviously losing in either case. Now Black has a winning windmill tactic. 18. ... B x c4+ 19. Kg1 Ne2+ 20. Kf1 N x d4+ 21. Kg1 Ne2+ 22. Kf1 Nc3+ 23. Kg1 a x b6 24. Qb4 Ra4! This is a nice intermediate move. I hope you could spot it! 25. Q x b6 N x d1 Now Black has a rook, two bishops, and a pawn for the queen. Of course, Fischer went on to win the game easily.

#5. Regardless of how far you saw, do not fret—this problem is the most difficult of this set.

23. B x f6! Nd3 Black had this counterstrike prepared. Did you have your own strike at the ready? 24. B x d8!! Yes, White gives away his queen! Who needs 'em, anyway? 24. ... N x f4 25. Re8! White threatens both Ba5+ winning back the queen and Bb6 checkmate. Black's reply is forced. 25. ... Ka7 26. a5 Bd4 Again, this is Black's only defense from the threat (27. Bb6+). Where is the windmill? 27. Bc7! B x f2+ 28. Kf1! Don't panic! 28. ... Q x b2 29. Bb8+ Ka8 30. B x d6+ Ka7 31. Bb8+ Black resigned here, since he loses his remaining pieces after 31. ... Ka8 32. B x f4+ Ka7 33. Bb8+ Ka8 34. Bg3+ Ka7 35. B x f2+.

#6. Considering that the previous few problems all featured queen sacrifices, the solution to the last one is no surprise.

26. Q x e4!! f x e4 27. B x e4+ Kh8 28. Ng6+ The killer windmill strikes again! 28. ... Kh7 29. N x f8+ Kh8 30. Ng6+ Kh7 31. Ne5+ Kh8 32. Nf7#.

THE CHESS DETECTIVE (from page 8)

#1 This position occurred in Mikhail Tal versus Igor Platonov in Dubna, Russia, 1973.

White played 24. B g 6! threatening mate on h7 and cutting off Black's g3 rook from defending his back rank with ... R g 8 since 24. Q x f8+ R g 8 saves the black king. 24. ... R x g6 25. f x g6 threatens both 26. Q x h7 mate and 26. Q x f8 mate.

In the actual game, Black resigned after 23. Qh6. To get to this position, Black's rook came from c3 to take the rook on g3.

#2 White played 31. R f 6! cutting off the queen from protecting the e6-pawn.

The game continued, **31. ... Bxf6 32. Qxe6+ Kf8 33. Oxc8+ Kf7 34. Oxc6, Black resigned.** White would trade off the pieces and win the ending with his queenside pawn majority. This game was between Jerry Kearns and Mikhail Ponomarev, Denver, Colorado, 1998.

#3 Black's unprotected bishop is pinned to his king and attacked twice. He also has an exposed king. He finds the amazing **33. ... Qg4!** to cut off the attacking rook.

If the pawn or bishop takes the queen, that piece blocks the rook and Black could play **34. ... Bxd2**. Note that White has a discovered check if **34. Bxg4**, but none of Black's pieces can be attacked by the bishop.

If **34. Qxg5+**, then **34. ... Qxg5 35. Rxg5+ Kh6** forking the rook and bishop to win a piece!

The game continued with **34. Rxg4 Nf3+ 35. Kg2 Nxd2 36. Rg5+ Kh6 37. h4 Nxb3 38. Rf5 Nxa5 39. Be2 Kg7 40. h5 Rf7 41. Rg5+ Kh8 42. h6 Rf6 43. Rh5 Rf4 44. Rg5 Nxc4 45. Bd3 Nb2 46. Bc2 c4 47. Rg7 Nd3** and Black went on to win. This game took place in 1910 in Liverpool, England 1910 between Edmond MacDonald and Amos Burn.

#4 This position was from a game between Emanuel Berg and Jurij Zezulkin, Rowy, Poland 2000.

White has potential mate threats with his queen on f8 and g7, but Black's rook and bishop are defending those squares. White can win with the pretty **40. Nf6!** cutting off both the rook and bishop and threatening **41. Qf8** mate, **41. Qg7** mate, **41. Qxh7** mate, and **41. Rg8** mate! Black can't stop all the mate threats and still loses with **40. ... Bxf6 41. Qf8** mate or **40. ... Rxf6 41. Qg7** mate. Unfortunately for White, in the actual game, he played **40. Qe6** which eventually led to a draw.

#5 White is behind in material, but has a dangerous passed pawn on h6. It seems like Black should be able to stop it with his rook after moving his bishop on the next move. White plays the nice, **31. Rd8!** and **Black resigned.** After **31. ... Kxd8**, both the king and bishop interfere and block the rook from stopping the pawn from promoting. White could play **32. h7** and the pawn would promote! This position was between Roland Beyen and Miroslav Filip in 1971.

#6 This position is from a possible position from the famous 1999 game between Garry Kasparov and Veselin Topalov, Wijk aan Zee, Netherlands.

White could play **32. Bf5!** which interferes with Black's plan to trade queens (while he is ahead with his king in danger) and opens up the e6-square for a rook check! Both **32. ... Qxf5** and **32. ... gxf5** lose to **33. Re6+**. Black also loses with **32. ... Rd6 (32. ... Qd5 33. Qf6+**

Rd6 34. Qxh8) 33. Ra7 Rc8 34. Bxc8 Qxf7 35. Rxf7 and White is way up in material.

THE BEST LAID PLANS... (From page 9)

Position One Solution: Alexander Alekhine played a winning first move versus Adolf Fink, **1. ... Bb5!**, which either wins the queen or allows Black to mate with **2. ... Qxe2**.

Position Two Solution: The famous American problem composer actually played this in a real game. If you went with **1. Nf5+** or **1. Nhg6+**, they would lead to mate, but Sam Loyd used an interference move to do it the fastest way: **1. Qe6 Bxe6** (which blocks the rook from covering on h6; yet, the other captures prevent Black from taking the checking rook on h3 with the bishop—very cute! **1. ... Nxe6 2. Nhg6+ Kg8 3. Ne7#** or **3. Rh8#**; **1. ... Rxe6 2. Nhg6+ Kg8 3. Rh8#**) **2. Nf5+ Kg8 3. Ne7#**.

Position Three Solution: This is from Pollock-Lee, 1897 and White uses the key g5-square to set up two different interferences. By moving the knight to g5, he threatens mate at g7 with the queen and when the rook takes to stop it, it interferes with Black's queen/bishop battery from the blocking mate threat with **Rh3**: **1. Ng5 Rxd5 (1. ... Bxg5 2. Qg7#) 2. Rh3 Re8 3. Qxh7+ Kf8 4. Qxf7#**.

Position Four Solution: This was a game, H. Johner versus P. Johner, in 1905, so a Johner was going to win! "H" came up with a great interference move of **1. Be4**, which set up two different interference situations! **1. Be4 Bxe4** (which allows the bishop to mate on e1 because the rook can't take it and **1. ... Rxe4** interferes with the bishop, allowing the rook to mate on f3: **2. h3+ Kg3 3. Rf3#**; **1. ... Re7 2. h3+ Kg3 3. Be1#**) **2. h3+ Kg3 3. Be1#**. Yes, it also works the other way around with **1. h3+** and **2. Be4**.

Position Five Solution: White wants to play **1. Bg8 Rxd8 2. Qxh6** mate; however, Black can play **1. ... Qc7** and saves his game. Hartlaub versus Gartelman in 1919 ended quickly with **1. Rd7!** If **1. ... Bxd7 2. Bg8** and there is no **2. ... Qc7**. Giving up his queen with **1. ... Qd4** would not be fun either.

Position Six Solution: This is a famous position between Harry Nelson Pillsbury and Heinrich Wolf, Monte Carlo, 1903, where Pillsbury played a deflection sacrifice with his queen to win. Forty years later, a gentleman named Koolman found a dandy interference sacrifice:

1. Ne6!! Bxe6 (1. ... Rbxe6 2. Bxh7+ Nxh7 3. Rg4+ Kf8 [3. ... Ng5 4. Rh8#] 4. Qh8#; 1. ... Rxe6 2. Bxf7+ Qxf7 3. Qxf7+ Kh8 4. Qxf8#; 1. ... fxe6 2. Qxf8#) 2. Bxh7+ Nxh7 3. Rxh7 Kxh7 4. Rh4+ Kg8 5. Rh8# If you found **1. e6!**, that's also better than Pillsbury! The famous problemist

Please turn to page 22 

Tournament Life

11:45.Rds.: 12-1:15-2:30-4-5:15. Two byes available, request at entry. www.marshallchessclub.org.

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See Virginia.

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See Virginia.

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Tennessee

Aug. 31, 2013 Scholastic Chess Tournament
Roaden University Center, Tennessee Tech University, 1000 N. Dixie Ave., Cookeville, TN 38501. In 4 Sections, **High School:** 4SS, Game/30 d5, Open to Grade 12 and below. **Junior High:** 4SS, Game/30 d5, Open to Grade 9 and below. **Elementary:** 4SS, Game/30 d5, Open to Grade 6 and below. **Primary:** 4SS, Game/30 d5, Open to Grade 3 and below. **ALL:** **EF:** \$15.00 if mailed by 8/23/2013 or \$25.00 later or at site. **Memb. Req'd:** TCA 10.00. OSA. USCF Trophies for 1st through 5th place for all sections. **Reg.:** Registration 8/31/2013 7:30-8:30 AM CDT. **Rds.:** Rnd. 1 9:00 AM, Other rounds ASAP (no break). 1/2 point bye for any round if requested before end of registration. **ENT:** Harry Sabine, PO Box 381, Crossville, TN 38557. **INFO:** Harry Sabine 931-261-8440, hdsabine@citlink.net. www.tnchess.org. W.

Texas

Aug. 17-18, 2013 DCC Fide Open VIII
See Grand Prix.

Aug. 30-Sept. 2 or Aug. 31-Sept. 2, 79th Annual Southwest Open
See Grand Prix.

Sept. 14-15, 2013 DCC Fide Open IX
See Grand Prix.

Sept. 27-29 or 28-29, 2013 U.S. Class Championships
See Nationals.

Oct. 12-13, Dallas Open
See Grand Prix.

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Oct. 12-13, Dallas Amateur and Novice
5SS, G/90 with 30 second increment. Dallas CC, 200 S. Cottonwood Dr. Ste. C, Richardson, TX 75080. **EF:** \$30 (\$25 Jr/Sr/Hcap), plus \$10 non-DCC mbr fee if applicable. \$\$ Prizes based on entries 60 % returned. Amateur: Open to U1800. Novice: Open to U1400 and unrated. **Reg.:** 9:45-10:15am. **Rds.:** 10:45-3:10-7:16, 10:45-3:10. Two half-point Byes if requested before rd 2 (and if requested before receiving a full point bye.) withdrawals and last round zero point byes are not eligible for prizes. **Ent:** Dallas Chess Club, C/O Barbara Swafford, 2709 Longhorn Trail, Crowley, TX 76036. **Info:** 214-632-9000, info@dallaschess.com, www.dallaschess.com. NS. NC.

Oct. 25-27 or 26-27, Dallas Absolute
See Grand Prix.

Nov. 28-Dec. 1 or Nov. 29-Dec. 1, 2013 DCC Fide Open X
See Grand Prix.

Virginia

Maryland Chess Association (MD)
See Maryland.

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/Unr; 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: chesstour.com, chesstour.info, Director AtChess.US. \$15 service charge for refunds.

Aug. 17, Fall Warmup Vienna 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.

Aug. 31, Labor Day Weekend Scholastics at the VA Closed!

4 or 5 SS. G/40 d5. Open to all scholastics players, not just VA residents. **Sect.:** K12-Rated, K5-Rated, K12-Not Rated, and K5-Not Rated. USCF membership required for Rated sections. Trophies to Top 6 in Rated Sections, Top 5 in Not-Rated Sections, Top 2 K8, Top 2 K3, Top 3 Rated Teams, Top 2 Unrated Teams. Medals for an even score or better. **Reg.:** onsite 8-9 am, 1/2-pt Bye available if declared by end of Rd. 1. **EF:** \$15 if registered by Thurs Aug 28, \$20 thereafter and at the door. **Rds.:** Rd. 1 at 9:45 am, other rds. as soon as possible. **Ent:** www.vachess.org. **Info:** e-mail mhoffpair@aol.com, 757-846-4805 or www.vachess.org. Scholastic players receive \$5 off VA Closed EF and 1/2 point bye for Rd. 1 of VA Closed. W. NS. NC. For venue information see tla for 77th Annual Virginia Closed in Chess Life and on our website.

Sept. 15, CAC Sunday Swiss 4 Youngsters #1

5SS, G/30 d5. Capital Area Chess, 4451 Brookfield Corporate Dr., Suite #201, Chantilly, VA 20151. **Trophies:** Top 5 Players. **K-12 Scholastic players:** >1000, <1000, <600. Medals to 2.5 or above points. Other Class Trophies in each section. **Sched:** Reg. 11:30pm-12:30pm. Games 1pm and ASAP. **EF:** 20, Onsite \$25. \$20 check Postmarked by 9/7. CAC Members \$5 less. **Info:** www.capitalareachess.com. Make checks to: Capital Area Chess, Inc., 5116 Bebe Ct., Centreville, VA 20120. Boards and sets provided. No clocks supplied.

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, simul, and camps located in northern Illinois. Visit www.nachess.org/events for a full schedule of events.

Answers Continued from pg. 17

T.R. Dawson found 1. e6, but didn't find 1. Ne6, so this is one tough position for the greats as well. Here's the Dawson solution: **1. e6 Nxf6** (which Black can't do if 1. Ne6 because of the mate on g7) **(1. ... Bxe6 2. Bxf7+ Nxf7 3. Rxh7 Kxf7 4. Rh4+ Kg8 5. Rh8#) 2. Rxf6+ hxf6 3. Rh4 Bxe6 4. Rh8#.**

YOU CAN DO IT! (from page 11)

Solution #1: 34. Qd8#. White instead played 34. Qb8+ Ka5 35. Rxa7#.

Solution #2: 32. ... g5#. Black instead played 32. ... Rf8+ 33. Nef7 g5+ 34. Ke5 Qd5#.

Solution #3: 47. Qh4#. The great Alekhine instead played 47. g4+ Kh4 48. Qh6#.

Solution #4: 20. Bc5#. White instead played 20. Qf7+ Kd6 21. c5#.

Solution #5: 50. Qgg5#. White instead played 50. Qh4+ Bh5 51. Qeg5#.

Solution #6: 48. ... h5#. Black instead played 48. ... Qf5+ 49. Kh4 Qh5#.



Can he do that? Is that legal?

the art of deflection

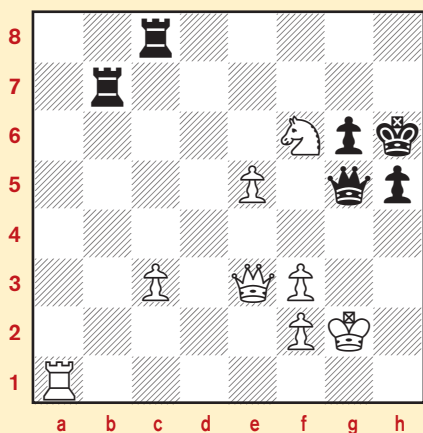
Deflection Opportunities

by Pete Tamburro

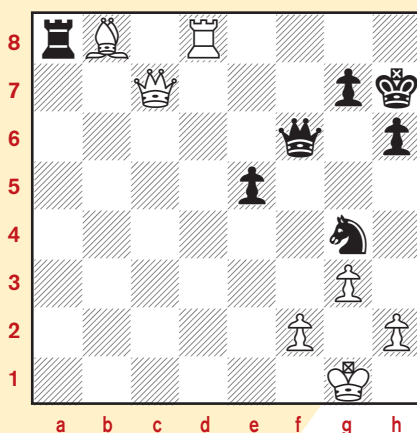
All but one of these positions are taken from an out-of-print book, *Middle Game Artistry (Volume 3)*, by E.A. Furst, who was superb at setting out model ideas to remember. Again, set up the pieces, and move the pieces before looking at the answers. In October.

That's right. No clues, no hints. This is your summer brain strain. When you think you have the key (winning) move for each diagram, e-mail your answers to: gpetersen@uschess.org, or drop a note to Glenn Petersen, 44-D Manchester Court, Freehold, NJ 07728. Our Gnomes from Outer Mongolia will hold a drawing to award book prizes for six winning entries. So even if you only solve one, you've got a chance to win!

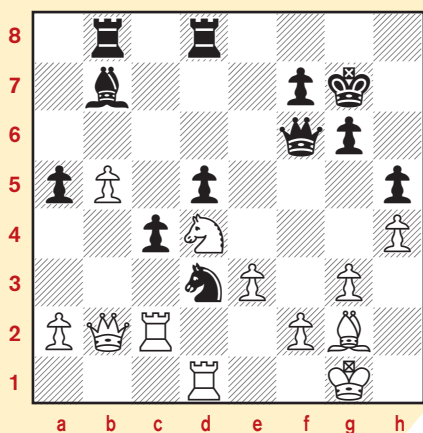
Position One: White to Play



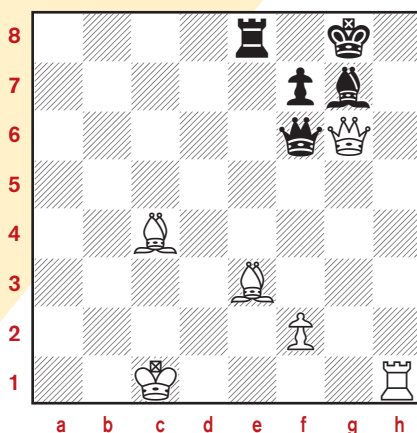
Position Four: White to Play



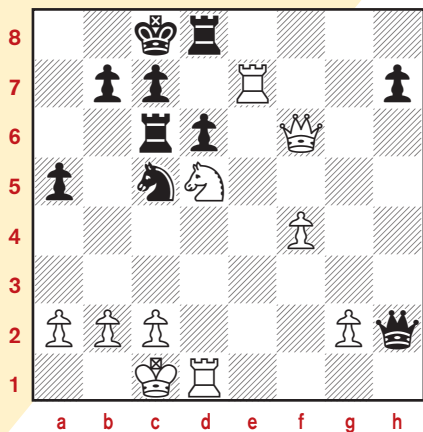
Position Two: White to Play



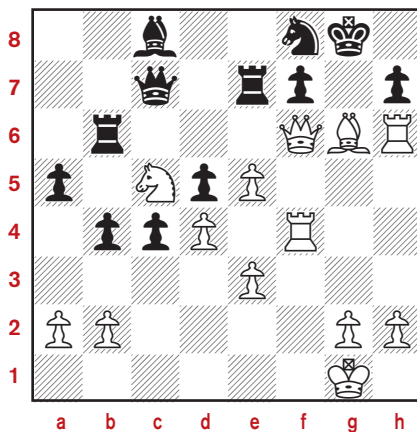
Position Five: White to Play



Position Three: White to Play



Position Six: White to Play



If I do this, then you'll do that.



I wish I could reach the other pieces.

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