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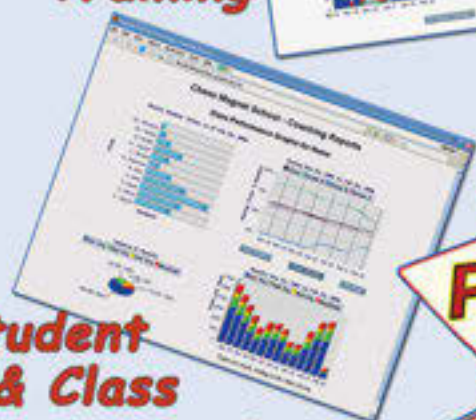
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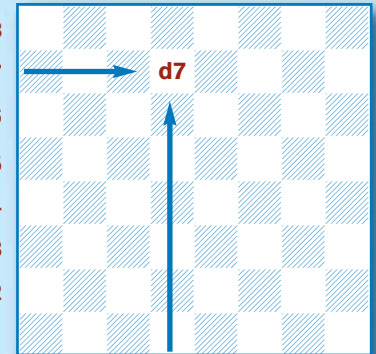
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HOW TO Read & Write Chess

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

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



The pieces are abbreviated by a capital letter, like this: **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.

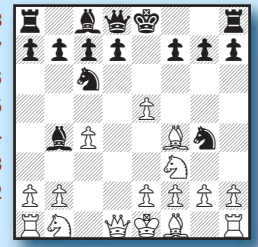


diagram A = 5. ... Bb4+

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)

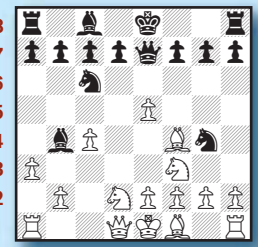


diagram B = 7. a3

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

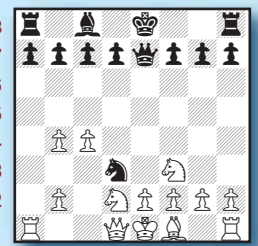


diagram C = 8. ... Nd3 checkmate



What's the Question?

by National Master Daniel Gurevich

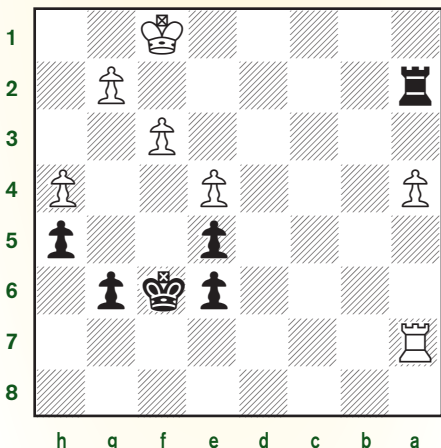
John Johnson

Q: Have you ever gotten a stalemate in a game?

A: Yes! In my tournament practice, I have reached stalemate only once. It happened at a four-round weekend Swiss tournament at the Marshall Chess Club more than four years ago. After winning my first round game fairly easily, I was paired against Jay Bonin, a strong local international master (IM). And I scored my first draw in a serious game against an IM!

Such a result may seem impressive, but this particular draw should seem more amusing than impressive by the end of this column. At first, the position was equal, but then Bonin outplayed me, slowly, methodically, and instructively. However, when he thought the win would be simple, he played a careless move. I had one chance, and I found a funny stalemate trick. I hope you like it. (But please get out your board and pieces, and play it out!)

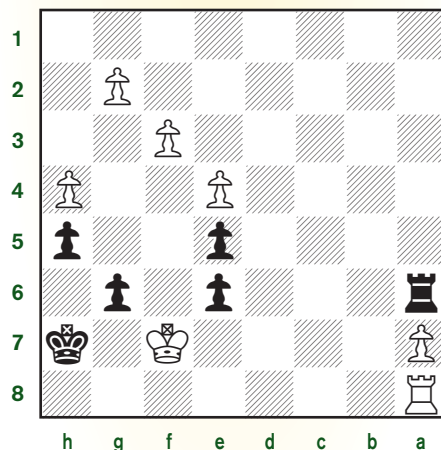
IM Jay Bonin (2398)
Daniel Gurevich (2093)
Marshall CC July Grand Prix (2)
Position after 41. ... h5



42. g4??

This is the decisive blunder of the game! As I said earlier, in such a position, the worst thing you can do is rush. The correct winning plan is very instructive:

First, White pushes the pawn as far forward as possible. 42. a5 Ra3 43. a6 Ra2 44. Ra8 Kf7 45. a7 Kg7 Next, he brings the king toward the pawn. 46. Ke1 Kh7 47. Kd1 Kg7 48. Kc1 Kh7 49. Kb1 Ra6 The black rook is tied to the pawn, and the king has only two squares: g7 and h7. For example, if the black king goes to f7, Rh8! Rxa7 Rh7+ wins. Remember that trick—it is very common in all kinds of rook endgames! 50. Kb2 Ra5 51. Kb3 Ra1 52. Kb4 Kg7 53. Kb5 Kh7 54. Kb6 Rb1+ Finally, White corrals the king. 55. Kc7 Ra1 56. Kd6 Ra6+ 57. Kd7! This is triangulation, a very useful endgame technique. White loses a tempo in preparation for the final showdown. 57. ... Kg7 58. Ke7 Kh7 59. Kf7



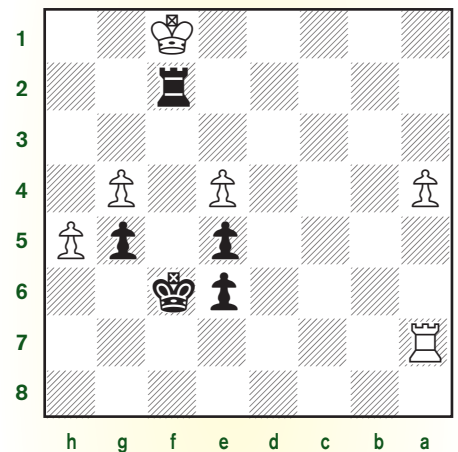
It is *Zugzwang*! Any move loses material. Keep in mind: in the endgame, *Zugzwang* can be the most powerful weapon!

Anyway, back to the game. My perseverance has paid off. Now I find a clever drawing idea:

42. ... hxg4! 43. fxg4 g5! 44. h5

It seems that White has two passed pawns and is going to queen soon. However, the black king cannot move! (By the way, 44. hxg5+ is also enough for only a draw: 44. ... Kxg5 45. Rg7+ Kf6 46. Ra7 Kg5 leads to threefold repetition.)

44. ... Rf2+!!



Oops. It is stalemate if White plays Kxf2. If he plays anything else, I just keep checking along the second rank. Bonin had nothing more left to do except offer a draw, which I gladly accepted. 1/2–1/2

This game holds a few important lessons.

1. In a calm, closed position, the worst thing you can do is rush.

2. If you make a wrong move, sometimes it is best to admit you were wrong and try to correct the mistake.

Please turn to page 6

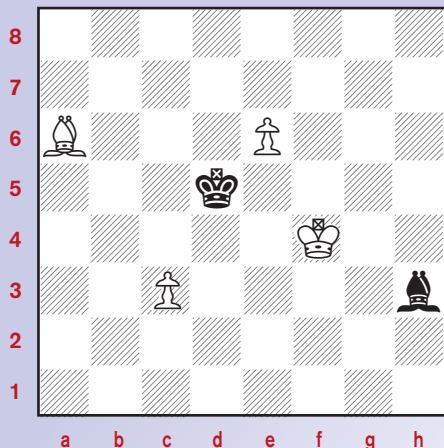
TALES OF THE ARABIAN KNIGHTS

BY RICK KENNEDY

Interfere



The King sat at his chessboard. The problem before him looked simple—almost too simple to solve.



White to Move

“Clearly, the plan for White to win is to advance one of his pawns to the eighth rank and promote it to a queen,” the King realized. “Yet,” he sighed, “It looks like Black’s bishop will be able to stop one of the pawns, while his King will be able to stop the other.”

For a moment, the King imagined that he pushed White’s e-pawn forward a step, 1. e7, but he saw that 1. ... Bd7 was a good answer. All that was left was the jokey move 2. Bc8!?. If Black took the bishop, the pawn would advance and promote, but, instead, the correct 2. ... Be8! would stop the e-pawn in its tracks.

“So, I must protect the e-pawn” the King decided, and played 1. Bc8. The

move made him smile. Black could now win the e-pawn with 1. ... Bxe6 2. Bxe6 Kxe6, but after 3. Ke4! White would have the opposition in a king and pawn versus king endgame, and that would be enough to win.

The King chuckled when he realized that, after his bishop move, White was now able to advance his e-pawn, threatening both to promote the pawn and win Black’s bishop!

“Black must get his bishop on the a4-e8 diagonal to stop the pawn,” the King decided, and played 1. ... Bf1, planning to move it into place on the next move. “But now, after 2. e7 Bb5, what can White do?”

“Your Majesty?” his trusted servant asked. The King had not noticed that she had entered the room. “May I approach? I hope that I am not interfering.”

“Of course you may,” the King said. “Interfere? Why, you have not interfered ...” He stopped and stared. After a moment, he began to laugh.

“Your Majesty?” she asked again. “Have I offended you?”

“No, no,” the King smiled, warmly. “You have merely solved this dreadful problem for me,” he said, waving his hand at the chessboard. “It is clear

now that White can play 3. c4+, either distracting or winning the black bishop. If Black tries 3. ... Kxc4, instead, White interferes with Black’s defenses with the wonderful move 4. Ba6!, pinning the black bishop to its king and freeing the white pawn to advance.”

“My pleasure,” she said, smiling also.

Question?
continued from pg. 5

3. In the endgame, Zugzwang can be the most powerful weapon. and, last but not least ...
4. Never give up. A win is never easy!

May you also turn losses into draws with stalemate! I assure you: almost nothing is more fun. (But it may upset your opponent ...).

The Chess Detective

SACRIFICING TO GET TO THE KING: PROBLEMS

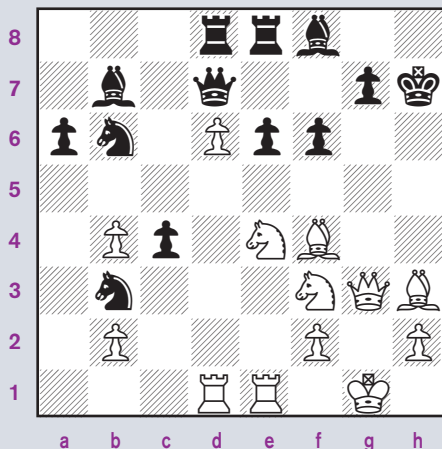


by NM Todd Bardwick

In the October 2013 edition of *Chess Life for Kids*, we looked at some examples of sacrificing pieces to get to your opponent's king. Sound sacrifices create the beauty of chess. Maybe a sacrifice from one of your games will create a masterpiece that will live on forever!

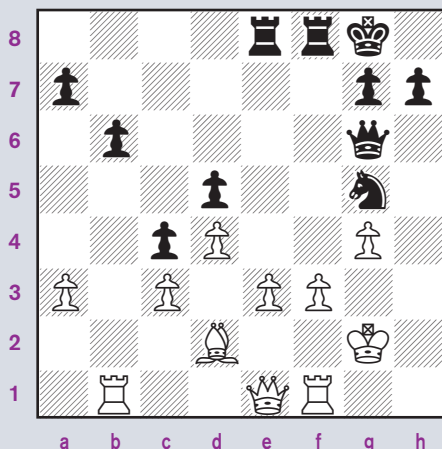
Now you can take your shot at it ... can you figure out the correct sacrifices in these positions?

#1



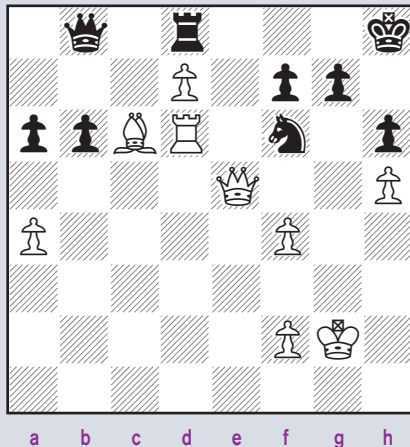
Position after 27... Qd7
White to Move

#2



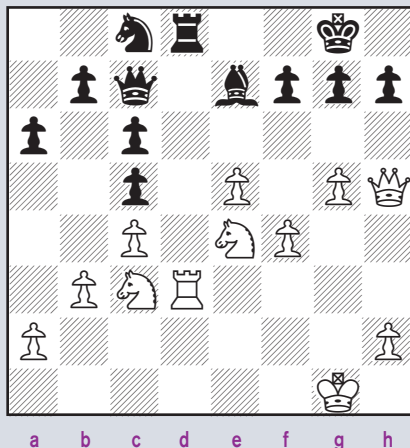
Position after 25. Qe1
Black to Move

#3



Position after 43... Qb8
White to Move

#4



Position after 24... Rd8
White to Move

#5



Position after 22... Re8
White to Move

#6



Position after 27... Rxc4(P)
White to Move

Solutions on page 16



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

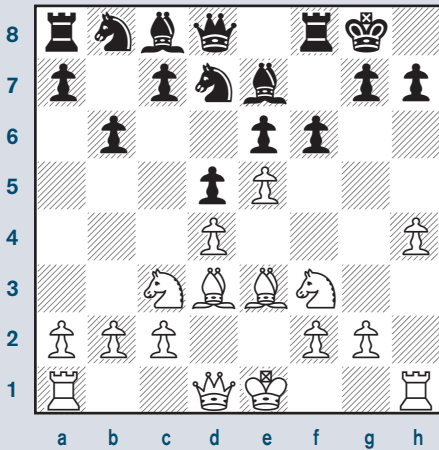
More Kingside Attacks

By Jon Edwards



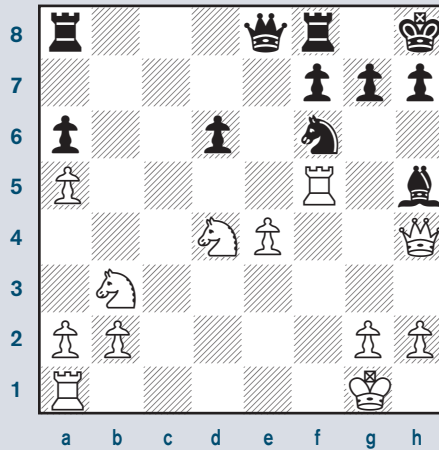
Each of the six problems in Todd Bardwick's column this month has a twin here. Once you solve or play through his first problem, solve the first one here. Do the same with problems two through six. As you will see, you can apply the lessons you learn here!

#1



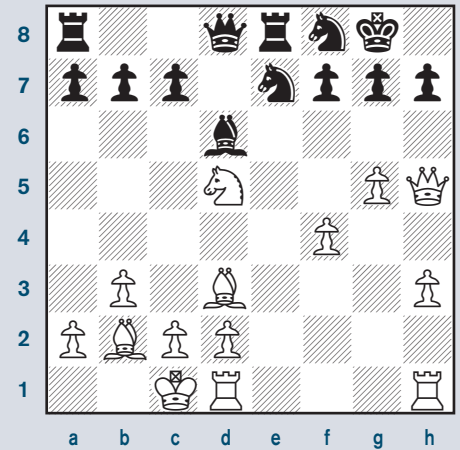
White to Move
What happens after 1. Bxh7+ Kxh7?

#3



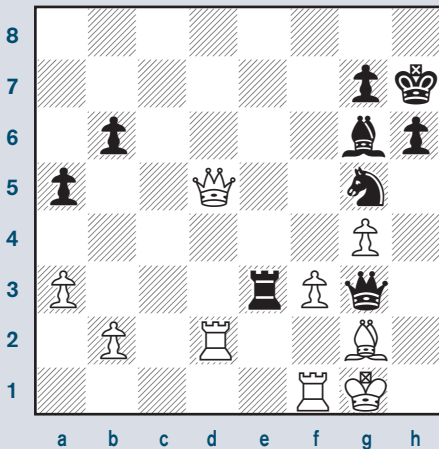
White to Move
Should White sacrifice the Exchange with Rxf6?

#5



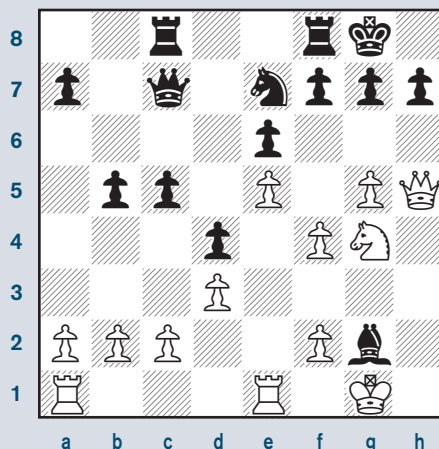
White to Move
Nf6+ sure looks interesting. Does it work?

#2



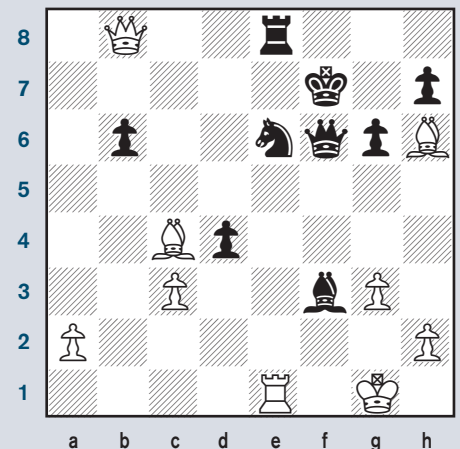
Black to Move
Does ... Nxf3+ work here?

#4



White to Move
Can Black defend successfully after Nf6+?

#6



White to Move
Is Oxe8+ the best move?

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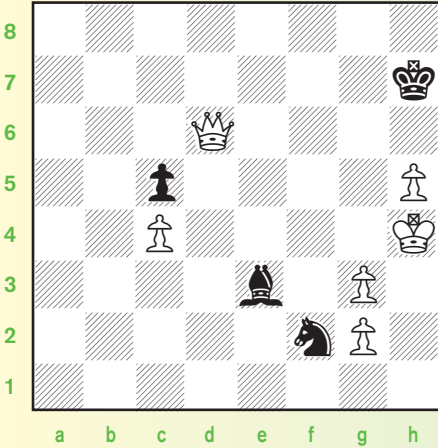
MAKE ONE MOVE

by Pete Tamburro

Every chess player, sooner or later, reaches a position where, if they make just one move, that move decides the game—either winning or perhaps ensuring a draw. Sometimes you don't find that move until a friend points it out to you after the game ("Why didn't you just go there?") or your chess engine immediately pops it out when you go over your game. Your challenge here is to find that only move to decide the game.

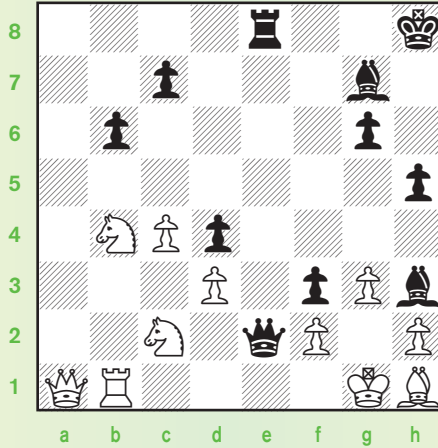


#1



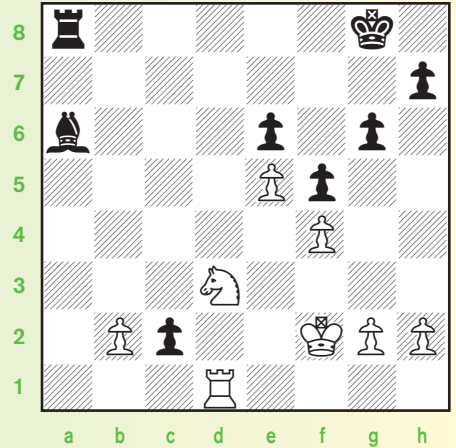
Black to Move

#3



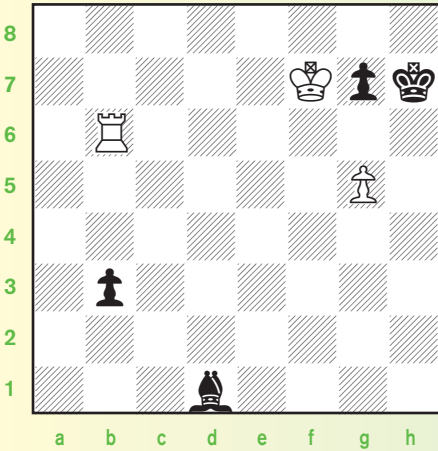
Black to Move

#5



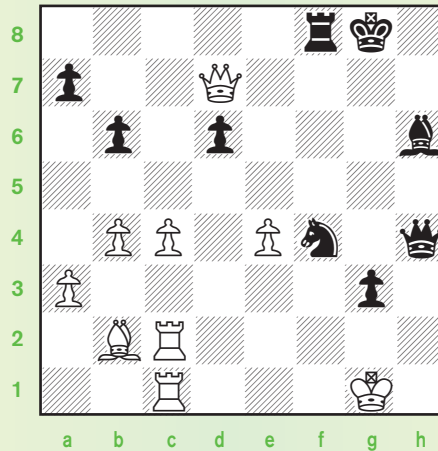
White to Move

#2



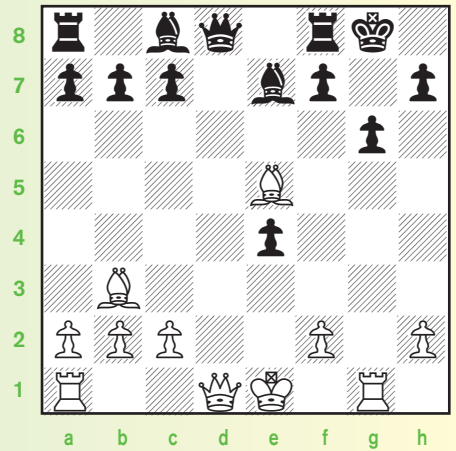
White to Move

#4



Black to Move

#6



White to Move

Solutions on page 16



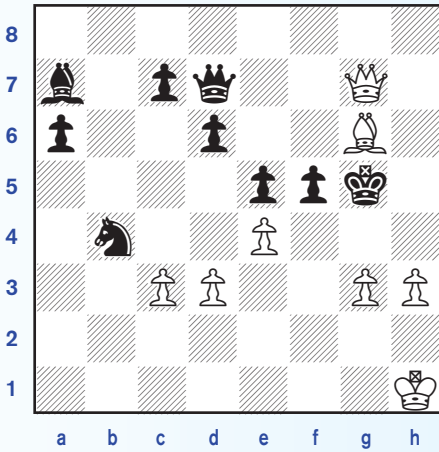
You can do it!

by Jon Edwards

The mates in one continue this month with checkmates delivered by bishops. In each case, there are two or more possible checks, but only one of them is mate. Find the solutions, and also make sure that you see why the other checks don't end the game.
You can do it!



#1



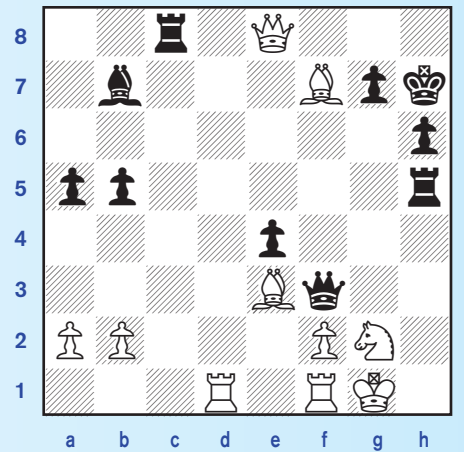
White to move

#3



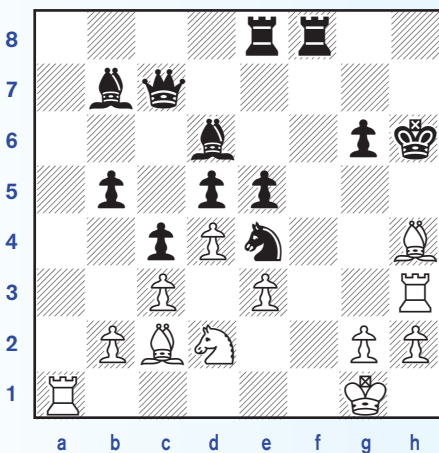
Black to move

#5



White to move

#2



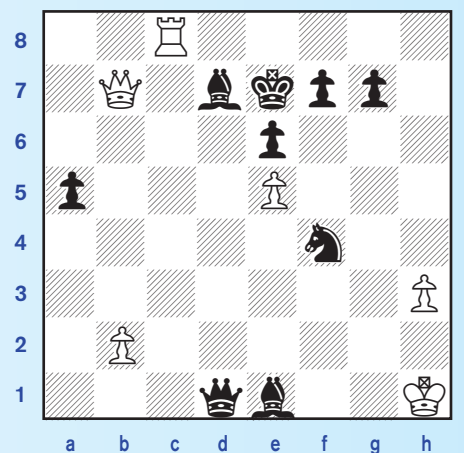
White to move

#4



Black to move

#6



Black to move

Solutions on page 16

2013 Junior Grand Prix Standings



This unofficial list is based on USCF records and tournament director reports as of Wednesday, November 6, 2013. There are 6,723 players with JGP points and 477 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	12766	20
HOFFMAN, EVAN	CA-S	8755	21
GORTI, AKSHITA	VA	7544	15
SINHA, SAHIL	MD	7438	13
DASIKA, ARCHIT	CA-N	7418	14
ULRICH, ANNE E	WI	7350	12
DASARI, SRIHITA	GA	7348	10
LIANG, AWONDER	WI	7290	14
PATEL, ADVAIT	WV	7251	16
WU, OLIVER	CA-N	7072	11
PRASAD, ARVIND SAI	OH	6807	13
KOTHAPALLE, TANISH	TN	6743	13
ABAYANATHAN, SHIRAJA	GA	6500	11
ULRICH, RACHEL J	WI	6249	10
PARKER, JACKSON BOGDAN	MA	6244	8
YE, GRANT	CA-N	6226	11
DAVYDOV, ALEXANDER	MD	6128	10
PALUSA, MAURYA	CA-N	6086	9
AVIRNENI, SAITHANUSRI	GA	6012	17
NIETO, MANUEL VALERIO WALDO		5883	4
GUO, ARTHUR	GA	5882	9
SODEM, VISHAL	CA-N	5848	7
KOBLA, VISHAL	VA	5688	18
SONG, NOLAN XUHUI	OH	5670	12
ZENG, SHEENA	KS	5657	11

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

State Leaders

NAME	STATE	PTS	EVENTS
MILLER, TRAVIS JAMES	AK	3246	3
MARKIN, ARDEN QUINLAN	AL	5358	6
WOLF, ALEXANDER PATRICK	AR	1888	5
MOHAN, DAVE	AZ	3384	4
MULLER, RAYMOND WIJAYA, II	CA-N	5647	15
GREGORA, JAMES PETER	CA-S	4890	4
HEMMAT, ALEXANDER	CO	4107	6
TANENBAUM, ZACHARY CHEN	CT	3467	9
PAN, ZACHARY STIER	DC	3977	2
DAVIS, JAYVON	DE	3423	2
TEIXEIRA, JOSEPH	FL	4550	2
POTULA, KAPISH	GA	5579	14
WONG, NICHOLAS N	HI	2008	1
KALIL, VICTOR	IA	4418	6
DEANGELIS, OLIVIA RAINE	ID	4278	2
INDUSEKAR, AKSHAY	IL	5260	7
COOKLEV, STEVEN	IN	3780	9
LEE, GORDON	KS	3403	4
KANMADIKAR, OM	KY	3006	4
WEBSTER, DON	LA	4639	6
ROLDAN-LEVCHENKO, NIKITA	MA	4696	7
CARR, NATE	MD	4053	12
SANOKKLIS, MILO EDMUND	ME	1624	1
KULKARNI, SOUMYA	MI	5620	11
TEMPLETON, CHRISTOPHER	MIL	2100	1
HYDRIE, ALEXANDER	MN	4400	1
ZHOU, IRIS YI-XIAN	MO	4623	9
FOREMAN, CHRISTOPHER	MS	2100	1
LEE, CONRAD CHRISTOPHER	MT	258	1
VENKATARAJA, TRIYAKSHARI	NC	4732	7
WOLF, STUART	ND	2100	1
MCFAYDEN, ALEXANDER DRAKE	NE	1710	1
WELLING, AASHISH	NH	2761	7
KUMAR, ARAVIND	NJ	5363	13
EWING, GABRIEL	NM	3115	5
KLOSS, JEFFREY RYAN	NV	1744	1
MUSTAFA, SIRAAAT	NY	5441	4
CAO, YUTONG	OH	5331	8
NICKELS, ERIK J	OK	2203	4
GRABINSKY, JOSHUA	OR	2814	4
TRIFALE, SHARVIL	PA	5325	8
DELGADO, NAYTHAN	RI	2240	1
QU, JAMES	SC	4620	4
CASTEEL, JERRY JOHN, III	SD	1787	3
VAN RENNELAER, WILLIAM A	TERR	319	1
WU, LOGAN	TN	4699	11
LE, COLLIN KHOI	TX	4747	9
MASON, SAMUEL REED	UT	2886	5
DOMMALAPATI, ABHINAY	VA	5550	13
KATZ, GABRIEL	VT	2934	4
HE, DALTON	WA	3500	1
MA, LEO	WI	5128	9
VALLELONGA, JOHN M	WV	1958	1



AKSHITA GORTI moves into third place for the race for the ChessMagnetSchool.com Junior Grand Prix top spot.



There Are None So Blind

by Hadiyah Abdul-Alim, Age 12

“Have you ever played a blind guy?”

This is what the silver-haired man who sat across me from me asked as I set up my chessboard at the Continental Class Championships this past Columbus Day weekend in Crystal City, Virginia.

My first thoughts were, “What do you mean?” But I answered with a simple “no.”

As we set up our boards, I noticed that the man with rough hands and gray eyes—his name is Henry Olynik—had a mini board that had small holes in it with pieces that had a small round cylinder attached to them. I assumed it was so that he could put the small ends at the bottom of the pieces in the holes so that he would be able to touch the pieces without them falling.

I also noticed that the black pieces had a small spike on top of them so Henry could tell the difference between the white and black pieces.



Courtesy of chesscafe.com

Rules

Playing someone that is blind is different from playing someone with sight. A few ways things are different is that you have to call out all of your moves and repeat the move that the person says so that the person can be sure that you have the same move as them.

Another difference is that when the person tells you a move you have to make their move on your board so you can keep track.

It also takes longer for someone who is blind to make a move because the person has to be sure that he or she can make that particular move. Also, since someone who is blind can't write down his or her moves, Henry took

his “notation” by using a voice recorder.

Based on my experience with Henry, I think there should be another rule. The person with sight should remind the person that is blind to hit the clock because if not they would run out of



The author, standing in front of the Pulitzer Building at Columbia University.

time and lose unfairly.

Another way that playing a blind person is different is that Henry had to have an aide come in every now and then to tell him how much time he had left on his clock and to escort him to the restroom.

Ordinarily in chess, there is a “touch move” rule. That means if you touch a piece, you have to move it.

Henry joked that touch move wasn't required because he couldn't see if I touched a piece or not.

He made it look easy

As Henry took his time touching the pieces and using the holes to find where a square was I saw that it looked very difficult not knowing and being positive about where your pieces were. However, Henry looked as if it was the easiest thing in the world.

Henry told me his chess rating is 1011. A chess rating is a point system that shows how good you are. The higher the number the better you are.

My rating is 823, which means Henry is a better player than me.

Henry told me that he was blind and all that he could see was gray. I decided to ask: “How did you become blind?”

Henry told me that he had a brain tumor. “My rating used to be about 1650 but as my eyes deteriorated so did my game,” Henry said as he explained why his rating had dropped.

On the moon!

He mentioned that he was an engineer and that he helped build the landing pads for Apollo 11.

“I let my kids touch the landing pads so their fingerprints are probably on the moon somewhere!” he said, laughing.

Henry told me he came to the United States from Ukraine during World War II. He also told me that before he came to America, his family was taken by officers in black uniforms to a slave labor camp. Continuing on he said that on the way to America from Ukraine with his family was the first time he tried ice cream and Coca Cola.

“When I first tasted Coca Cola I spit it out because it burned my mouth and I thought it was poison,” Henry said.

Towards the end of our game Henry made a blunder. In chess lingo, a blunder means to make a serious mistake. His mistake was not knowing that when he moved his knight, the piece that looks like a horse, to a certain square I could take it. After I took his knight, he said: “Even blind guys make mistakes, well especially blind guys.” The game ended in a draw.

Before I played Henry I thought there was only one way to see the pieces, but this experience has taught me that there are multiple ways to “see” the board.

"I Learned a Lot."

by Dr. Alexey Root, WIM

On May 10th, 2013, 24 students from Newton Rayzor Elementary School, along with teacher/chess club sponsor Ann Boodt and three parent chaperones, visited 10 Denton High School (DHS) students, one volunteer chess coach (me), and teacher/chess club sponsor Fred Mueller. Three days later, Ann Boodt e-mailed me her students' reactions:

"I learned a lot."

"I have some new strategies to use."

"Now I know the French Defense and how to defend against Scholar's Mate."

"It was fun."

"The high school students are good teachers."

"I understand better now about checkmate."

"I liked the way it was set up."

Team Leaders

At a DHS chess club meeting a week before Newton Rayzor visited, I assigned Chess Club Vice President Alex Elizalde as the leader for room 228, Chess Club Secretary William Root as the leader for room 227, and Chess Club President Luis Guevara as the leader for room 225.

I chose three "required" chess topics. I allowed one "leader's choice" topic, as the USCF-rated instructional leaders had their own ideas.

Assuming four DHS students in each of the three rooms:

DHS student #1 taught the king and two rooks against king checkmate, giving the Newton Rayzor students

time to practice it against each other; DHS student #2 taught the king and queen against king checkmate, giving the Newton Rayzor students time to practice it against each other;

DHS student #3 taught "how to defend against the Scholar's Mate," giving the Newton Rayzor students time to ask questions;

... and DHS student #4 taught the "leader's choice" topic.

The Class Trip

On May 10, DHS dismissed at 4:10 p.m. while Newton Rayzor ended at 3:00 p.m. So the Newton Rayzor students walked to DHS. Within each DHS classroom, the leader plus two or three other DHS students arranged their eight Newton Rayzor students





into pairs (or groups of four) around one (or two) chessboards.

Each DHS student taught a chess topic (#1, #2, #3, or #4; see above) to the seated Newton Rayzor students then rotated, after about 10-15 minutes, to teach that same topic to another pair or group of four.

DHS students wrote about their experiences as chess teachers:

"I taught the king and queen checkmate. I think it went well. I actually learned more about it myself."

"I taught the French Defense. We rotated to make the process more efficient."

"I taught the two-rook checkmate. It went well. The Newton Rayzor children were very competitive. Sometimes they knew more than me and I could learn from them too."

"I taught the king and queen checkmate. I think it went very well and enjoyed it very much."

February 16, DHS challenged the University of North Texas (UNT) chess club to a 10-board match. DHS lost, 1/2-9 1/2. I planned to use this lopsided score as an example of what not to do for a chess visit. But when I asked DHS students to reflect on that match, here's what they wrote:

"I learned that I needed more practice. I liked the match because I played an experienced player and I improved."

"I learned not to get overconfident and to make sure all good moves are accounted for."

"It was great getting to meet the college students."

"I was able to meet a really cool guy from UNT. I learned how to better protect my king. I liked meeting the guy that I played against. It was awesome."

The University of Texas at Dallas (UT Dallas) chess program hosts "scholastic affiliate" visits for K-12 school chess



You can learn a lot on a class trip—and you can meet some of the nicest people! Can you identify the person in this photograph, and the place where it was taken? If you think you know both answers, send them to gpetersen@uschess.org, or Glenn Petersen, 44-D Manchester Ct., Freehold, NJ 07728. We'll have a drawing among the winners and award a copy of *606 Puzzles for Chess Nuts* by Fred Wilson.

Another Class Trip

Earlier in the spring of 2013, on Feb-

Please turn to page 23 

Answers, We've got Answers.

The Chess Detective (page 7)

#1 This position occurred in Clichy, France, in 1986, between Boris Gulko and Petar Popovic. White played, **28. Neg5+! fxf5 29. Nxf5+ Kg8 30. Qh4 g6 31. Be5 Bg7 32. Bxe6+ Rxe6 33. Qh7+, Black resigned.**

#2 This position occurred in Bucharest, Romania, in 1953 between Jaroslav Sajtar and Laszlo Szabo. Black sacrificed his knight to break in with **25. ... Nxf3! 26. Rxf3 Qe4 27. Qd1 h5 28. gxh5 Rf5, White resigned.**

#3 White has a big space advantage and a strong passed pawn on d7. He played, **44. Rxf6! gxf6** (44. ... Qxe5 45. fxe5 gxf6 46. exf6 and White's king can march to the queenside to help the pawn on d7. Black's king is trapped in by White's pawns.) **45. Qxf6+ Kg8 46. Qxh6 Qc7 47. Qf6, Black resigned.** White has threats like h6 and Qg7 mate. Fridrik Olafsson was White against Wolfgang Unzicker in this game from Lugano, Switzerland, in 1970.

#4 This position occurred in Copenhagen, Denmark, in 1960, between Tigran Petrosian and Bent Larsen. Black's king looks like he could be in danger. White played, **25. Nf6+! gxf6 26. Rh3 Kf8 27. Qxh7 Ke8 28. g6 Bf8 29. g7 Bxg7 30. Qxg7 Qe7 31. Ne4 Rd1+ 32. Kf2 f5 33. Nf6+ Kd8 34. Rh8+, Black resigned.** 34. ... Kc7 35. Re8 traps the queen.

#5 John Nunn played White in this game against Craig Pritchett in Basel-Landschaft, Switzerland in 1986. White sacrificed his knight with **23. Nf6+! gxf6 24. Rg4+ Kh8 25. Reg1 Bxf5 26. Qxf5 Rb5 27. Qxh7+, Black resigned.**

#6 This position is from Kim Commons versus Peicho Peev in Plovdiv, Bulgaria, 1976. White doesn't checkmate the black king, but wins material in the combination because the black king is exposed. White played, **28. Qxe8+! Kxe8 29. Rxf8+ Ke7 30. Rxb8 Bc6 31. Nd1 b5 32. Kg1 Kxe6 33. Rb6, Black resigned.**

More Kingside Attacks (page 8)

#1 Lasker-Troxler, Luzern 1935: **9. Bxh7+! Kxh7** (There's no point in 9. ... Kh8 10. Bg6.) **10. Ng5+! fxf5** (10. ... Kg8 11. Nxe6 or 11. Qh5 [11. Qh5 fxf5 12. hxf5 Rf5 13. f4 as in the game.]) **11. hxg5+ Kg8** (11. ... Kg6 12. Qh5+ Kf5 13. g4#) **12. Qh5 Rf5 13. f4 Nf8 14. g4 g6** (Missing a better defense with 14. ... Rxf4 15. Bxf4 g6 16. Qh3) **15. Qh8+ Kf7 16. gxf5 exf5 17. 0-0-0** (Also winning is 17. Rh7+ Nxh7 18. Qxh7+) **17. ... a5 18. Rh6 Ke6 19. Qg8+ Kd7 20. Qxd5+, Black resigned.**

#2 Short-Adams, Wijk aan Zee Corus, 2000: **33. ... Nxf3+!** (Also winning is 33. ... Nh3+ 34. Kh1 Nf4.) **34. Rxf3 Rxf3 35. Qxf3 Qe1+ 36. Qf1** (Or 36. Bf1 Qxd2.) **36. ... Qxd2 37. Qf2 Qd1+ 38. Kh2 Qxg4** (with a winning position.), **White resigned on move 67.**

#3 Adhiban-Avinash, Gurgon 2009: **23. Rxf6 gxf6** (On 23. ... Qe7 24. Rf4.) **24. Qxf6+ Kg8 25. Nf5, Black resigned.** (With mate next move with Qg7# or Nh6#.)

#4 Acosta-Warfield, Peoria 1991: **20. Nf6+ gxf6 21. gxf6 Kh8** (21. ... Nf5! If you were reluctant to sacrifice the knight on f6, this must be the reason. 22. Kxg2 h6 and Black will win!) **22. Kxg2 Rg8+ 23. Kf3 Qb7+ 24. Re4 Rg6?** (Proving

that it is often harder to defend than to attack. Black can defend even here with 24. ... Ng6 25. Rh1 Nf8.) **25. Rh1 h6 26. fxe7 Qxe7 27. Ree1 c4 28. Reg1 Rcg8 29. Oxxh6+!, Black resigned.** (29. ... Rxh6 30. Rxh6#.)

#5 Stevens-Dunn, Belconnen 1996: **18. Nf6+ gxf6** (Also winning is 18. ... Kh8 19. Bxh7 g6 20. Bxg6+) **19. Bxf6** (Or 19. Qh6.) **19. ... Bxf4** (19. ... Ba3+ simply delays the inevitable.) **20. Qh6, Black resigned.** (To prevent the mate on g7, Black would now have to play 20. ... Nf5 21. Bxf5 Qxf6.)

#6 Naselli-Estonillo, Buenos Aires 1958: **33. Qxe8+** (Even better are both 33. Bxe6+ Rxe6 [33. ... Qxe6 34. Qf4+ Qf6 35. Qxf6+ Kxf6 36. Rxe8] 34. Qf8# and 33. Rxe6 Rxb8 34. Re5+ Qe6 35. Bxe6+) **33. ... Kxe8 34. Rxe6+ Qxe6 35. Bxe6 dxc3 36. Kf2 Bd1 37. Ke1 c2 38. Kd2, Black resigned.**

MAKE ONE MOVE! (page 10)

Solution #1: Black saves the day with **1. ... Bg5+ 2. Kxg5 Ne4+ 3. Kf4 Nxd6 4. Ke5 Nxc4+ 5. Kd5 Ne3+ 6. Kxc5 Nxf2** and nobody can win.

Solution #2: This is a theme that actually comes up in problems, but here it is in real play: **1. Rh6+ gxh6 2. g6+ Kh8 3. g7+ Kh7 4. g8=Q#** Ghaem-Khader, Vietnam, 2009. 1. Rb4 is also good,

Solution #3: On the pages of *CL4K* we've often mentioned looking out for checks, captures and forced moves. Here you have all of them—a queen check and capture and then a series of moves forcing the king “up the ladder.” **1. ... Qxf2+ 2. Kxf2 Re2+ 3. Kxf3** (3. Kg1 f2#) **3. ... Bg4+ 4. Kf4 Bh6#** If you didn't see, go back, look at the diagram and the solution and try to imagine it in your mind.

Solution #4: Wouldn't you just love to play **1. ... Be3+?** Then you would follow with **2. ... Qh1+** and mate because the knight is covering e2. So, how do you get the bishop there? Move the knight! With check! **1. ... Ne2+ 2. Rxe2 Be3+ 3. Rxe3** (3. Rf2 Qh2+ 4. Kf1 Qxf2#) **3. ... Qh2#**

Solution #5: White resigned in this position, Briscoe-Bellon, because he thought he would lose the knight or the pawn would queen. After **1. Ra1**, Black can't play **1. ... Bxd3 2. Rxa8+** and then back to a1 and he wins!

Solution #6: If you didn't get this, go back and look at the diagram and ask yourself how you can use the two pins—the one from the Bb3 and the one from Rg1. Then you have to see the “long queen move” (Fred Wilson's term): **1. Qh5 Bf6** (To stop the Qh6-g7 mate, or 1. ... Be6 2. Bxe6 fxe6 3. Rxg6+ hxg6 4. Qxg6#.) **2. Rxg6+ hxg6 3. Qxg6+ Kh8 4. Bxf6+ Qxf6 5. Qxf6+ Kg8 6. 0-0-0** with mate in a few. Perunovic-Govedarica, 2010.

You Can Do It! (page 11)

#1 37. Bf7# Steinitz-Robey, London, 1862

#2 26. Bf6# Lee-Mackenzie, Hastings, 1904

#3 28. ... Be1# Nyholm-Breyer, Baden Baden, 1914

#4 28. ... Bd6# Neidich-Marshall, Atlantic City, 1920

#5 30. Bg6# Reti-Yates, London, 1922

#6 39. ... Bg3# Vecsey-Schulz, Brno, 1921

School Scholastic Championships. **EF:** \$41 by 1/27; \$69 after 1/27 or on site. **On Site Registration:** Friday, 7-9pm, Saturday, 7-7:45am. Saturday registrants may receive a 1st Rd. 1/2-pt. bye. One 1/2-pt. bye (for any round) allowed if requested by the end of Rd. 2. **Sections:** K-1 Championship, Primary (K-3) Championship, Primary JV (K-3 w/Ratings Under 700), Elementary (K-5/6) Championship, Elementary JV (K-5/6 Under 800), Elementary Novice (K-5/6 Under 500), Middle School (6-8/9) Championship, MS JV (6-8/9 Under 900), MS Novice (6-8/9 Under 600), High School (9-12) Championship, HS JV (9-12 Under 1000). See Article IX, Section 1E, TCA Bylaws for each section's eligibility requirement, www.texaschess.org/2007/03/bylaws.html. Also www.swchess.com also has eligibility rules. Trophies for top 20 individuals and top 15 teams in each section plus participation medals for all, and plus Score Awards for players scoring 4 or more points that do not win an individual trophy. **Schedule:** Round times vary depending on section. **Time Controls:** High School and Middle School: Rds. 1-4 G/60 d5; Rds. 5-7 G/75 d5. Elementary/Primary/K-1: Rds. 1-4 G/45 d5; rds. 5-7 G/60 d5. **For round times see:** www.dallaschess.com. **Side Events:** See website for side event. Side event registration on site only. **All registrations (except Side events) available on line:** see www.dallaschess.com where one

can also download flyers and entry forms. Checks payable to Texas Chess Association. Mail entries to Texas Chess Association, c/o Barbara Swafford, 2709 Longhorn Trail, Crowley, TX 76036. For tournament info, visit our website or contact Barbara Swafford, info@dallaschess.com or 214-632-9000. Refunds will be given only up to 2/4 with a \$10 surcharge for withdrawing, after 2/4 there will be no refunds. There will be no substitution of team members. There will be a \$10 change fee for changes after 2/4. There will be a \$5 surcharge per player for phone registrations USCF membership is required. Proof of membership is required or player must join/renew their memberships. No registration/changes/or withdrawals after 2/4/14. After that date you must make changes at site (Hilton Americas). NS. NC. W.

Feb. 27-28, Top 100 USCF List Scholastic Invitational (CA-S)
See California, Southern.

Feb. 28-Mar. 2, 2014 U.S. Junior Chess Congress (CA-S)
See Nationals.

May 9-11, 2014 National Elementary (K-6) Championship
See Nationals.

Virginia

Feb. 1, Kasparov Chess Foundation Presents 6th Annual Greater Mid-Atlantic Scholastic Chess Championships (MD)
See Maryland.

July 2-6, 3-6, 4-6 or June 30-July 6, 42nd Annual World Open
See *Chess Life* or www.chesstour.com.

Washington

Feb. 27-28, Top 100 USCF List Scholastic Invitational (CA-S)
See California, Southern.

Feb. 28-Mar. 2, 2014 U.S. Junior Chess Congress (CA-S)
See Nationals.

Wisconsin

ChessIQ Academy & Chess Center (IL)

Tournaments, lectures, simul, and camps located in northern Illinois. Visit www.chessi.com for a full schedule of events.

Learned

Continued from pg. 15

clubs on most Friday afternoons in the fall and spring semesters. Each visiting child receives a photo and description of a UT Dallas chess team member, like a baseball card for a titled chess player. The child locates that team member, gets that player's autograph, and asks him (or her) a chess question such as "What is your favorite opening?"

Other scholastic affiliate activities are playing with giant chessmen at Chess Plaza (outdoors), receiving a chess lesson from a chess master, and informal games among the children or with non-chess team UT Dallas students. In the past four years, DHS chess club members have participated in three scholastic affiliate visits and played in one scholastic

tournament at UT Dallas.

When Denton High School students graduate, some attend UNT and UT Dallas. Because of chess visits, they already have chess friends at their new campuses. In a few years, the Newton Rayzor students that visited DHS in 2013 will join the DHS chess club. For the present, chess visits let students "learn a lot" from other students at different schools and universities.

2014 U.S. JUNIOR CHESS CONGRESS

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Info & Reg: Chief TD: Alan Losoff, National Tournament Director (NTD);

Questions: Joe Hanley: hanleychessacademy@gmail.com or Dewain Barber: amchessej@aol.com.

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See TLA in this issue under Nationals!

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