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What's the Question?

by National Master Daniel Gurevich

Jack McDonough

Q: How many moves long was the shortest chess game?

A: Among the millions upon millions of games of chess that have been played, it is no surprise that there are many unusual ones. For example, over the last five years, at least two serious tournament games have featured six queens on the board at once. A few others contained quadrupled pawns. Perhaps most impressive is the very famous and ridiculously long game played in 1989 between masters Ivan Nikolic and Goran Arsovic, which lasted 269 moves and over 20 hours.

Although we can be fairly certain that Nikolic-Arsovic is the single longest tournament game, there is no undisputed shortest game. Finding the shortest game may seem like a simple matter of counting moves, but the truth is that it is much more complicated than that—strangely enough, it all depends on what you call a game.

The title of world's shortest game is so hotly contested that it would be very hard to list all of the contenders. Instead, I will mention a few notable short games and you can decide for yourself which is the most deserving of the title.

Zero moves: A large number of tournament games have ended in forfeit before any moves were actually played. This has happened twice in world championship matches: in 1972, when GM Bobby Fischer refused to show up for the second game against GM Boris Spassky until the tournament organizers met his demands, and in 2006, when GM Vladimir Kramnik protested a bizarre investigation of his bathroom habits by boycotting the fifth game of the match against GM Veselin Topalov.

One move: Most one move tournament games are quickly agreed draws

or forfeits where Black did not show up at the board. However, there are a few slightly more interesting examples. In 2009, Grandmaster Aleksander Delchev lost the following game with black against Grandmaster Stuart Conquest: **1. d4 1. ... cell phone rings 1-0**

Two moves: At this point, we start seeing games that ended due to purely chess-related causes. Almost all of them are Fool's Mates such as **1. f3 e5 2. g4 Qh4#**.

Three moves: The shortest game between two masters that ended because of the position on the board was **1. d4 Nf6 2. Bg5 c6 3. e3?? Qa5+! 0-1**, and White resigned in the games Djordjevic-Kovacevic, 1984 and Vassallo-Gamundi, 1998 because the queen forks the king and bishop.

12 moves: That was quite a leap! The reason that I have skipped four through 11 is that move 12 is special: it seems to be the sweet spot for blunders by world champions. Both the first world champion, Wilhelm Steinitz, and the twelfth (!), Anatoly Karpov, have lost 12 move games.

Wilhelm Steinitz Hermann Voigt, 1885

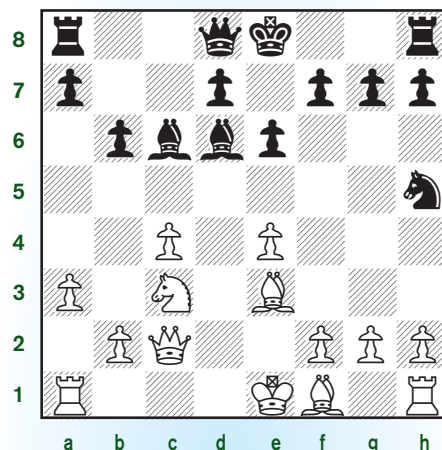
(By the way, I cannot help but mention that this game was played in December, the twelfth month of the year. How is that for a lucky number?)

1. e4 c5 2. Nc3 Nc6 3. Nf3 Nf6 4. e5 Ng8 5. d4 cxd4 6. Nxd4 e6 7. Ne4 d5 8. exd6 e.p. Bxd6 9. Bb5 Qd7 10. c3 Bb8 11. Nc5 Qc7 12. 0-0?? Usually, castling is the best way to bring the king to safety. This is not true, though, when doing so allows your opponent to checkmate you in one move! **12. ... Qxh2#** Do not forget to look out for "long" moves like this one! **0-1**

Larry Christiansen

Anatoly Karpov, 1993

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. a3 Ba6 5. Qc2 Bb7 6. Nc3 c5 7. e4 cxd4 8. Nxd4 Nc6 9. Nxc6 Bxc6 10. Bf4 Nh5 11. Be3 Bd6?? Can you see what is wrong with this move? Take some time to work it out!



Okay, ready?

12. Qd1! 1-0 Black resigned immediately since he loses a piece.

When you see it, this fork seems simple. But it is not such a surprise that Karpov missed it: backwards moves are notoriously hard to find, and this is a very "long" fork (the knight and bishop are both rather far from the queen).

These last three examples of catastrophic opening blunders committed by strong players may appear to be mere chess curiosities. There is more to these short games, however. All three ended after "long" queen moves or "long" threats that targeted undefended pieces. While the players who lost these games did not see the danger, that does not mean that their mistakes could not have been prevented.

Grandmaster John Nunn coined an acronym to describe such tactics: **LPDO—Loose Pieces Drop Off**.

Please turn to page 9

TALES OF THE ARABIAN KNIGHTS

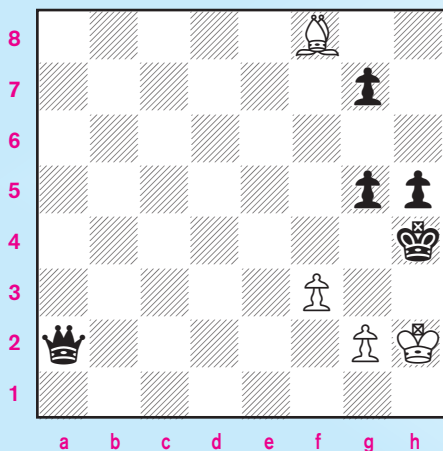
BY RICK KENNEDY ILLUSTRATIONS BY PAMELA KEY



Two Things At Once

THE KING SLUMPED INTO HIS CHAIR. "TOO MUCH TO DO," HE SAID. "TOO LITTLE TIME TO DO IT."
 " 'I CAN'T DO TWO THINGS AT ONCE,' " SHE SAID, TEASING HIM. "MY MOTHER USED TO SAY THAT."
 "SO DID MY MOTHER," SAID THE KING, SMILING. "SHE COULDN'T DO TWO THINGS AT ONCE, EITHER."

The King's friend smiled, then reached out to the chessboard and pieces, setting up the following position.



"After the first move, **1. Bxg7**, White is in a curious situation," she said. "With a bishop against a queen, how does White win?"

The King started thinking out loud. "White threatens checkmate by playing g2-g3—if he is allowed. Or, if he can get his bishop to e5, and then g3, he can checkmate Black *that way*."

"But the queen is preventing g2-g3, by pinning the pawn," she said.

"So Black must choose a move that keeps his queen on the second rank," continued the King. "Let's see. Now, 1. ... Qb2 would simply let the queen be captured. To move the queen to c2, d2 or f2 would keep the white pawn pinned, but would not stop White's second threat of moving his bishop to e5. So, Black must try **1. ... Qe2**."

She moved the Queen. "There," she said, "The queen pins the pawn and covers the e5-square."

"But now," said the King, "White

plays **2. Bc3**, threatening checkmate from another direction—threatening to move to e1."

"True," she said, making the move on the board. "But Black has the move **2. ... Qf2**, which again pins the white pawn and stops the white bishop. Again, that is two things at once."

"I see it now," said the King. "White moves his bishop back with **3. Be5**, and now Black's queen has nowhere safe to go where she can stop both g2-g3 and Bg3, each giving checkmate. Is that it?"

"It is," she said, and then added "For the record, if Black ever plays ... g5-g4, White could also simply checkmate with Bf6."

"How hard it is, sometimes" said the King with a smile, "To do two things at once!"

ON THE COVER

Where do YOU play chess?

What would you do if you saw a giant chess set in the middle of a mall? You'd move the pieces, of course! Photographer Lena Shaban was on hand to capture the action in Crocker Park, Ohio.

And now we'd like to see where YOU play chess. Send us a photo (at least 600 dpi—no thumbnails) of where you play chess—club, park, camp, shopping mall, and maybe your photograph will be a future cover for *Chess Life for Kids*. Send your submission to: gpetersen@uschess.org.





The Chess Detective

by NM Todd Bardwick

EVERY PAWN PUSH WEAKENS A SQUARE

Did you ever notice that every time you make a move, you actually weaken some squares?

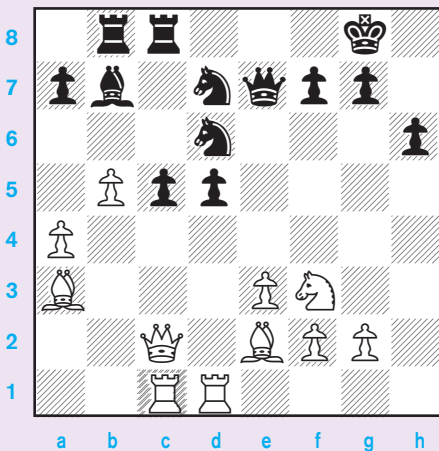
If it is a good move, the squares you are strengthening are more important than the ones you weaken.

This is particularly important in the case of pawn moves.

If you weaken a key square when you push a pawn, the pawn can't retreat to cover up the weakness.

Because pawns can't move backwards, moving pawns can create holes for your opponent's pieces, weaken a square in front of your king, give your opponent's pawns an opportunity to attack you quicker (since they are now relatively closer to you), or create a path for your opponent's king to invade your position in the endgame.

Here is a position from the 2008 Corus Tournament in Wijk aan Zee.



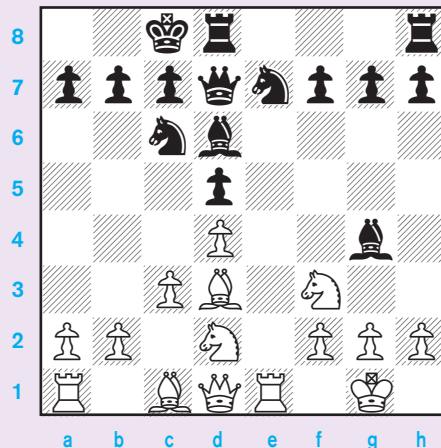
Boris Gelfand - Pavel Eljanov
Position after 21. ... h6

Black just played 21. ... h6, which doesn't appear to create a problem for his king.

The game continued, 22. Bb2 Qe6 23. Qc3 f6 Black has created holes on the light squares in front of his king that White will target for his pieces. Observe how Gelfand masterfully invades.

24. h3 Nb6 25. Qc2 Nbc4 26. Ba1 Re8 27. Qg6 Rbd8 28. Bd3 Ne4 Cutting off the light-squared bishop. 29. Nh4 Ncd6 30. Bxe4 Nxe4 31. Nf5 Rd7 32. Nxe6+ Kf8 33. Nf5 d4 34. exd4 Qa2 35. Rf1 cxd4 36. Bxd4 Qd5 36. ... Rxd4 37. Qxg7 mate. 37. f3 Nd6 38. Bc5, Black resigned.

Here is a position that frequently occurs in the Exchange Variation of the French Defense after 1. e4 e6 2. d4 d5 3. exd5 exd5 4. Bd3 Nc6 5. c3 Bd6 6. Nf3 Bg4 7. 0-0 Nge7 8. Re1 Qd7 9. Nbd2 0-0-0



Position after 9. ... 0-0-0

Because the kings are castled on opposite sides, both players should race quickly to attack the opponent's king.

White typically advances his queen-side pawns with b4, b5, etc. Black normally attacks the white king by moving his knights to the kingside with ideas like ... Ng6, ... Nce7, followed by ... Nf4 or ... Nh4. A common mistake by White is playing h3 in this type of position. This move is an example of moving a pawn in front of the king that creates a target for the opponent.

After the pawn moves to h3, Black will play ... Bh5.

Now, with the White pawn on h3, Black has the opportunity to open up lines to attack against White's king with ideas like ... f6, ... g5, and ... g4, in conjunction with a rook heading to the g-file. White can't undo the pawn move—he now has to defend against the threat of the black pawn heading to g4, opening up the kingside.

As it often creates more problems than it solves, be careful when deciding to push a pawn in front of your king as a reaction to the opponent's threats.

Todd Bardwick
is the author of
Chess Strategy
Workbook:
A Blueprint for
Developing the Best
Plan.

He can be reached
at www.ColoradoMasterChess.com

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You can do it!

When Queen Sacrifices Lead To Mate

by Jon Edwards



Permit me to introduce my fourth law of chess: *All forcing moves are interesting.*

So, what does that mean?

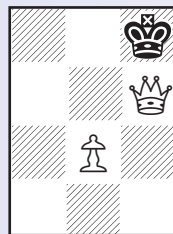
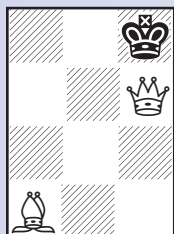
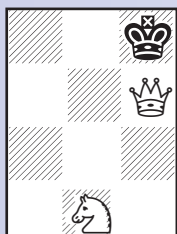
Most forcing moves are checks and captures. Once the game is out of the opening, I often look at all checks and captures first before examining other possibilities.

I know what you are thinking, or should be thinking. Looking at most checks and captures is a complete waste of time. After all, checks can often be punished, and most captures with the queen or rook almost always lead to the immediate loss of those pieces. But not always! If such moves fail, please, please don't play them! The examination of the moves rarely requires much time.

But you will have learned something about the position, and perhaps the move you play will help to make those checks or captures work.

Meanwhile, if such checks or capture do work, by all means play them!

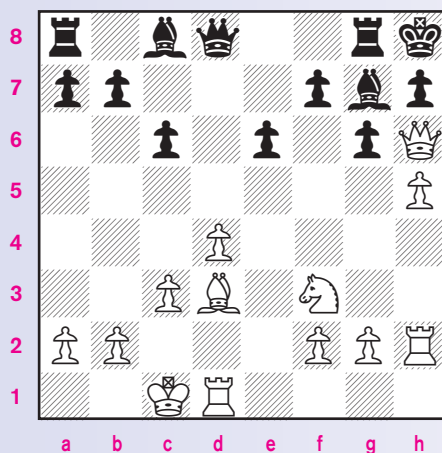
Here are some common mates with a queen on h7 smothering your opponent's king. You are unlikely to miss these opportunities.



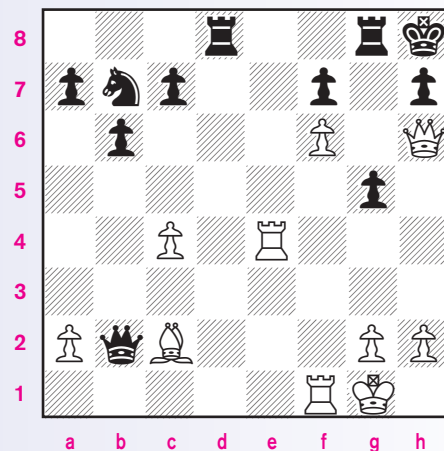
But imagine capturing on h7 with your queen without the support from a piece or pawn! Indeed, if you are a believer in the fourth law of chess, you are required to examine Qxh7 first!

Here are six quiz positions in which White will indeed sacrifice the queen. Your job is to find the follow-up after 1. Qxh7 Kxh7. I know that you can do it!

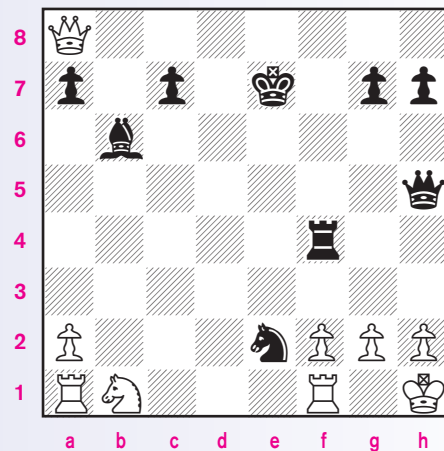
#1 White to move



#2 White to move



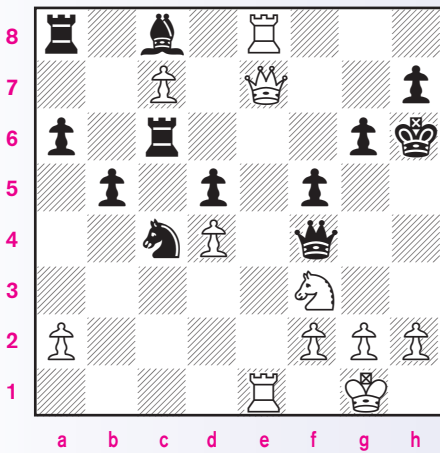
#3 Black to move



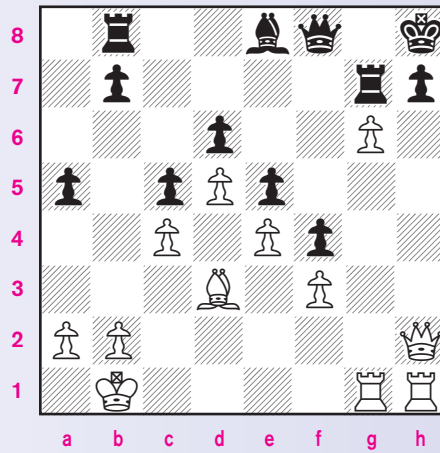
Jon Edwards won the 10th United States Correspondence Championship in 1997 and the 8th North American Invitational Correspondence Chess Championship in 1999.

He has authored more than thirty chess e-books (see www.amazon.com/author/jonedwards) His two volume series on Mastering Mate will be available in early summer. His new book, *ChessBase Complete: Chess in the Digital Age*, will appear in July.

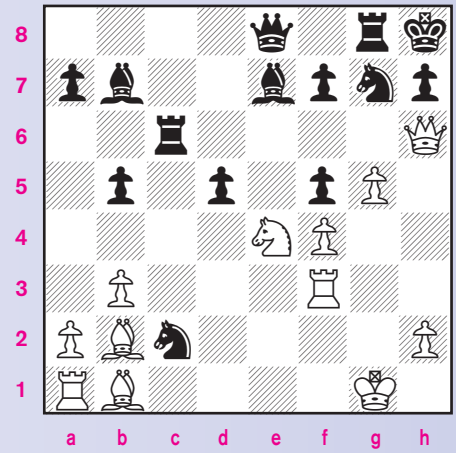
#4 White to move



#5 White to move



#6 White to move



Solutions on page 23 

What's the Question?

Continued from pg. 4

Undefended pieces are very likely to fall to a double attack. In the three move game, the loose piece was the bishop on g5; in the Steinitz game, it was the h2-pawn; in Christiansen-Karpov, the undefended knight and bishop both suddenly came under fire.

So look out for loose pieces: they often become the victims of tactical blows.

Remembering John Nunn's rule of thumb can prevent many such blunders in your games, as well as help you notice mistakes made by your oppo-

nents. If you keep in mind that **Loose Pieces Drop Off**, you will earn at least a few more tactical wins. Hopefully, one of them will be short enough to make it into the record books.



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THE EYE OF THE TIGER!



by NM Atulya Vaidya

DOUBLE DOUBLE! TEST YOUR TACTICS!

Try to find the best moves in the following positions (Hint: they all involve double attacks)—The tactics get progressively harder (with #1 being the easiest and #6 being the hardest).

A double attack is when one piece attacks two pieces at the same time and those pieces cannot both be defended—this is also known as a fork. Good luck!

#1

White to move

#3

White to move

#5

White to move

#2

White to move

#4

White to move

#6

White to move

END OF THE LINE

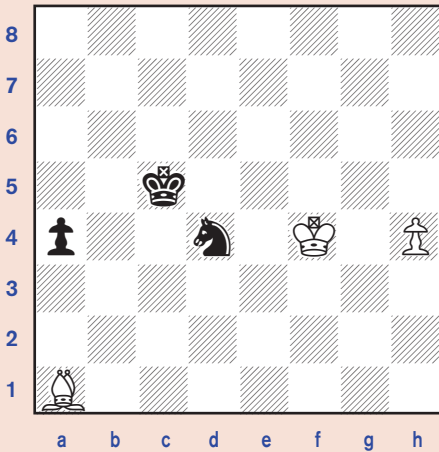
ENDGAME TACTICS!

by NM Atulya Vaidya

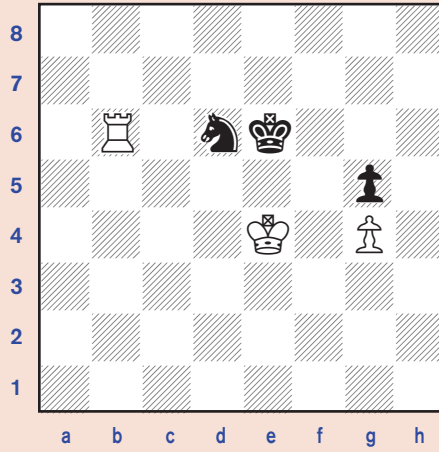


Tactics don't always have to occur with all the pieces on the board. Here are some puzzles where tactics happen in endgames. White to play all problems. Good luck on finding the answers!

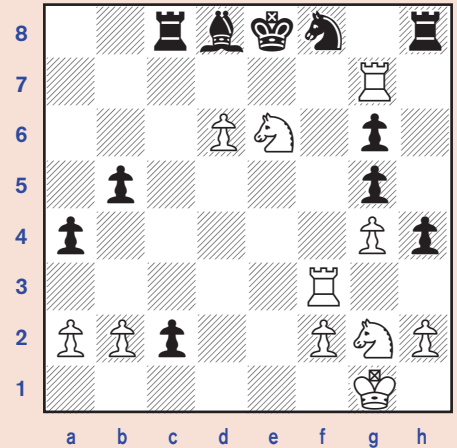
#1



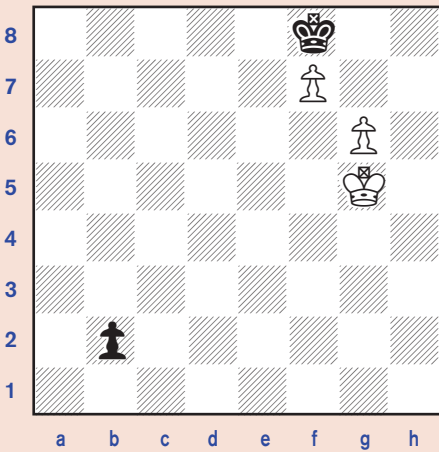
#3



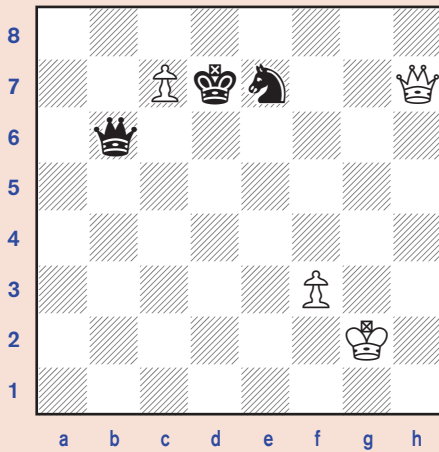
#5



#2



#4



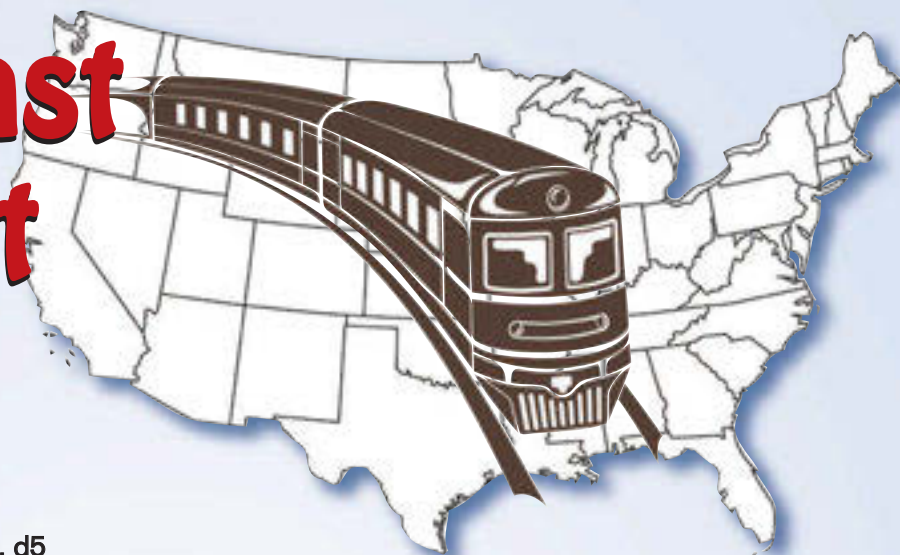
Solutions on page 23



Our newest columnist
Atulya Vaidya



From Coast to Coast



Over 1,300 students made their way to Atlanta for the National Junior High School Championships, April 25-27. And it is only fitting that the co-winners of the K-9 section hailed from California (**Vignesh Panchanatham**) and Massachusetts (**Andrew Liu**). Both finished just half a point shy of perfection at 6½-1½.

We asked both players to submit a game for your enjoyment and edification. So enjoy and be edified! Move the pieces!



Co-Champion Vignesh Panchanatham (California) took the first place trophy home, on tiebreaks.

King's Indian Attack (A08)
Abhishek Obili (2173)
Vignesh Panchanatham (2313)
 K-9 Nationals, 04.27.2014

1. e4 e6 2. Qe2 c5 3. Nf3 Nc6 4. g3 g6 5. Bg2 Bg7 6. 0-0 Nge7 7. c3

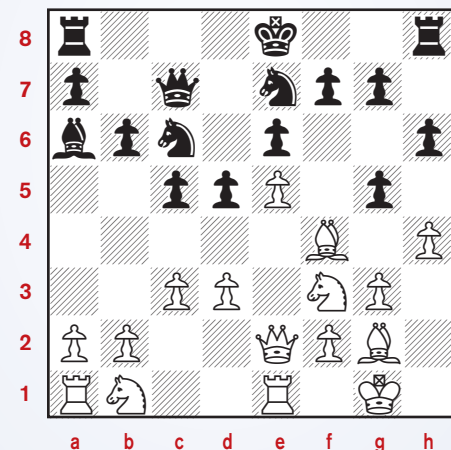
In the recent K-12 Nationals, I had played this same line against Abhishek and got crushed so I had to find something new this time.

7. ... d5

7. ... 0-0 might lead to 8. d3 d5 9. e5 Qc7 10. Re1.

8. d3 b6 9. e5 Qc7 10. Re1 Ba6 11. Bf4 h6 12. h4 g5

This was my first new move. The pawn sacrifice looked good.



13. hxg5 Ng6 14. Qe3

If 14. Nbd2, then 14. ... hxg5 15. Nxg5 Nxf4 16. gxf4 0-0-0. This was my idea where Black looks to have lots of counterplay.

14. ... hxg5 15. Bxg5?!

15. Nxg5 0-0-0 16. d4 Rdg8 17. Nd2 Nxf4 18. gxf4 Bf8 is what I expected.

15. ... Ncxe5

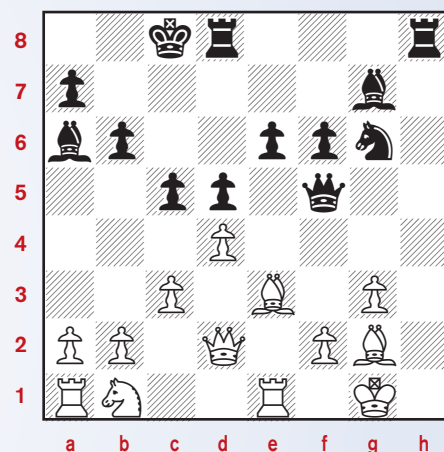
Now I am just better.

16. Nxe5 Qxe5 17. Qd2

17. Qxe5 Nxe5 18. Bxd5 exd5 19. d4 f6 20. Bf4 Kd7 21. dxe5 fxe5 22. Bxe5 Rae8 23. f4 Bxe5 24. fxe5 Rh3 and Black is winning; 17. Nd2 Qxe3 18. Rxe3 Kd7 19. Nf3 f6 20. Bh4 was

probably better for White.

17. ... Qf5 18. d4 f6 19. Be3 0-0-0?



19. ... Qh5 is winning. I considered this move, but I did not see ... Bh6 until the next move. 20. f3 Qh2+ 21. Kf2 Rh3 22. Bf4 Bh6 23. Rh1 Bxf4 24. Rxh2 Bxg3+ 25. Kg1 Rxh2.

20. b4??

20. Qd1! cxd4 21. cxd4 Kb7 was better.

20. ... Qh5 21. f3 Qh2+ 22. Kf2 Rh3 23. Bf4 Bh6

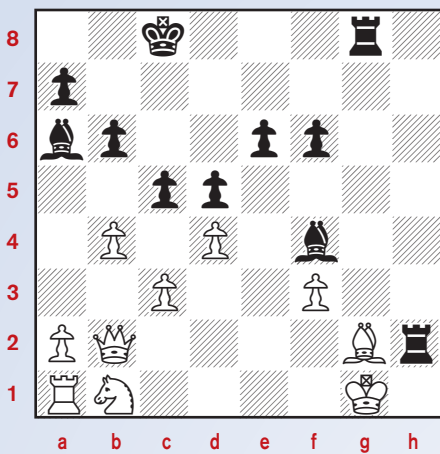
My move wasn't the best, but practically everything wins here.

24. Rh1 Nxf4

24. ... Bxf4 25. Rxh2 Bxg3+ 26. Kg1 Rxh2 27. a4 Nf4 28. b5 Bb7 29. Ra2 and I am still better.

25. Rxh2 Rxh2 26. gxf4 Rg8 27. Kg1 Bxf4! 28. Qb2

28. Qc2 Rhxg2+ 29. Qxg2 Be3+ 30. Kh2 Rxg2+ 31. Kxg2 cxd4 32. b5 Bxb5 33. Na3 dxc3.



28. ... Bc1!! 29. Qc2 Rhxg2+ 30. Oxf2 Rxf2+ 31. Kxf2 Bb2 32. bxc5 bxc5 33. dxc5 Bxa1 34. Kf2 Bd3, 0-1
A nice finish to a flashy game.



A draw against Rhode Island's Yoon-Young Kim, kept Co-Champion Andrew Liu from taking sole possession of top honors.

**Modern Benoni (A70)
Jackson Wahl (2145)
Andrew Liu (2291)
K-9 Nationals, 04.27.2014**

1. d4 Nf6 2. c4 c5

Before this crucial last round, I was debating whether to play the Modern Benoni or the King's Indian; both require a lot of focus and fighting spirit, and they are two of my favorite openings. In the anxiety before the round I couldn't decide, and let my sister pick for me!

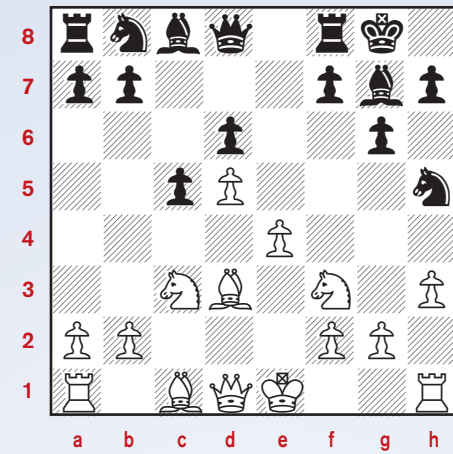
3. d5 e6 4. Nc3 exd5 5. cxd5 d6 6. e4 g6 7. h3

This stops Bg4, exchanging Black's bad bishop.

7. ... Bg7 8. Nf3 0-0 9. Bd3 Nh5!?

See diagram next column

The mainline is 9. ... b5, which leads



to very forced and drawish positions. I had studied this move while studying the Benoni in case of a must-win game.
10. 0-0 a6 11. a4 Nd7 12. Bg5 Bf6 13. Bxf6?!

The main move is 13. Be3. Trading dark-square bishops in this position helps Black, as the black knights are already aimed at e5 and f4.

13. ... Oxf6 14. Re1 Nf4 15. Bf1 g5

The other option was the very direct 15. Ne5, but I didn't want to trade pieces as I had to win, and so this aggressive pawn thrust maintains the tension.

16. Qd2 h6

Now the knight on f3 is loose, and Nxf3+ is threatened.

17. Nh2?!

I don't like this move, now my second knight comes in and my position is unraveled and comfortable.

17. ... Ne5 18. Be2 h5

Controlling g4 and possibly supporting an attack on the king.

19. Nd1 Bd7 20. Ne3?

See diagram next column

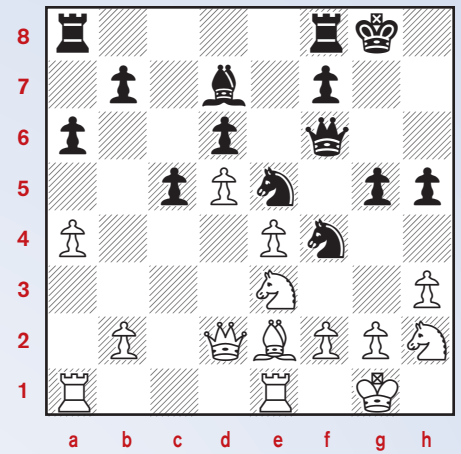
This allows Black to storm through. At the board I thought 20. Ra3! would be complicated for me, keeping an eye on the third rank. But ... b5! And I'm playing on the whole board. So maybe 20. a5 is good to stop my queenside play.

20. ... Bxh3!

The white pieces are clumsily placed to protect the king, and Black's pieces are all on best squares.

21. gxh3 Nxf3+ 22. Kg2

22. Kh1? Nxf2+ 23. Kg2 Nxe4 and the queen goes to f2.



22. ... Oxf2+ 23. Kxh3

23. Kh1 was better, but then possibly Qf4, threatening Nf2+. Despite everything, Black will always have three pawns for the piece.

23. ... Ng6

Now it's hard to stop mate, but my opponent makes it difficult!

24. Ng2 g4+ 25. Nxf4 hxf4+ 26. Kh2

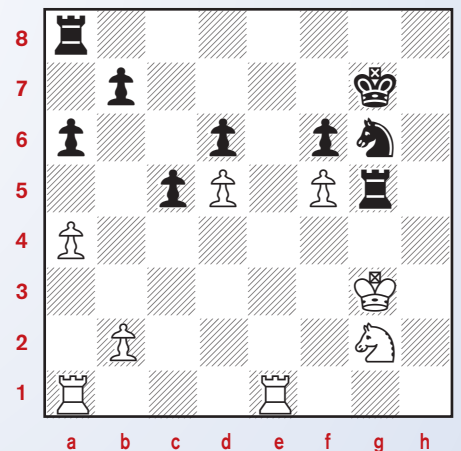
26. Kxf4? Oxf2+ and the king is herded up the board.

26. ... g3+!

The best move. After ... Kg7, intending ... Rh8, then 27. Qc3+! Ne5 28. Bxf4 and the bishop can drop to h3.

27. Kh3 Kg7 28. Qg5 f6 29. Qf5 Rh8+

30. Bh5 Qxf5+ 31. exf5 Rxf5+ 32. Kxf5 Rg5+!



An important move, Black tries to take the f5-pawn with check and with tempo.

33. Kh2

This allows the other rook to come in.

33. ... Rh8+ 34. Kg1 Nf4 35. Kf2 Nd3+, 0-1

Last bit of accuracy. If 35. ... Nxf2, then White can have some play with Re7+. 35. Nd3+ is much simpler.

CHESS ETIQUETTE

“What time is it?” “Draw?” “Can we start now?” “Who’s your coach?” “Do you always play king pawn openings?” “Draw?” “It’s raining outside.” “That move drops a rook.”

by David Schloss

Talking during a tournament

As a general rule, you’re not supposed to talk to your opponent during a tournament, except if you want to offer a draw. Obviously, if you’ve lost track of the moves and want to copy your opponent’s scoresheet, it’s all right to ask to do so. Be sure to make the request and do whatever copying is needed while your clock is running, not your opponent’s.

Discussing your game with anyone while it’s in progress is strictly forbidden. Discussing other subjects isn’t forbidden but is strongly discouraged. This is because it’s not only rude to talk during a game; you also open the door to having your opponent suspect you’re receiving advice.

Keep in mind that the tournament director sets the rules for that tournament. That means that if the tournament director announces at the beginning of play that talking to anyone for *any* reason while your game is in play will cause you to forfeit your game, then that statement will override the rulebook. To avoid problems, it’s usually best to not converse with anyone while you or they are in a game.

Once upon a time ...

I once had an experience that illustrates why this is so important. I was playing in a tournament and we were in our fifth hour of play. My opponent and I were evenly matched and the position on the board confirmed this. It was a tight battle and neither of us seemed to have an advantage. We both made several moves that didn’t really do much because we were trying not to create weaknesses the other could exploit. I couldn’t see a win for either of us, so I offered a draw.

My opponent said nothing, which means one of two things: no or maybe, I’ll let you know. This is because the rules state that he can agree to a draw offer anytime before he moves. But if he says nothing and then moves, the draw would be officially declined.

My opponent’s father, a strong player who had taught his son how to play, was watching during much of the game. As I was making my offer to draw, I noticed his father standing about 10 feet away. After I made the offer, my opponent got up and walked over to him. They spoke for a moment and then he returned and made a move that won the game for him a few moves later.

When I asked what he spoke to his father about, he said it was about whether they were going to be staying in the hotel overnight or driving home. That may have been the truth, but to this day I don’t believe that’s what they discussed. I was new to tournament play at that time, so not knowing what to do when he starting talking to his father probably cost me that game.

Find the Tournament Director

If you or your opponent believes an illegal move has been made or a rule has been violated, stop the clock and get the tournament director. Stopping the clock to respond to that type of situation and after you make each move are the only times you can touch the clock during tournament play.

Take it to the Skittles Room

When your tournament game is over, there’s usually a separate room where you can go to discuss it. If there isn’t, don’t discuss your game in the tournament area.

Some people also like to watch others play their games. That’s fine, as

long as you keep the following in mind: First, don’t stand too close, because you might disturb the players. Second, no kibitzing! This means no talking, either to others or yourself. I’ve seen players standing next to a game mumbling to themselves. If a player mumbles about the game he’s watching, it’s against the rules and if he’s mumbling about where he parked his car, that’s just plain rude.

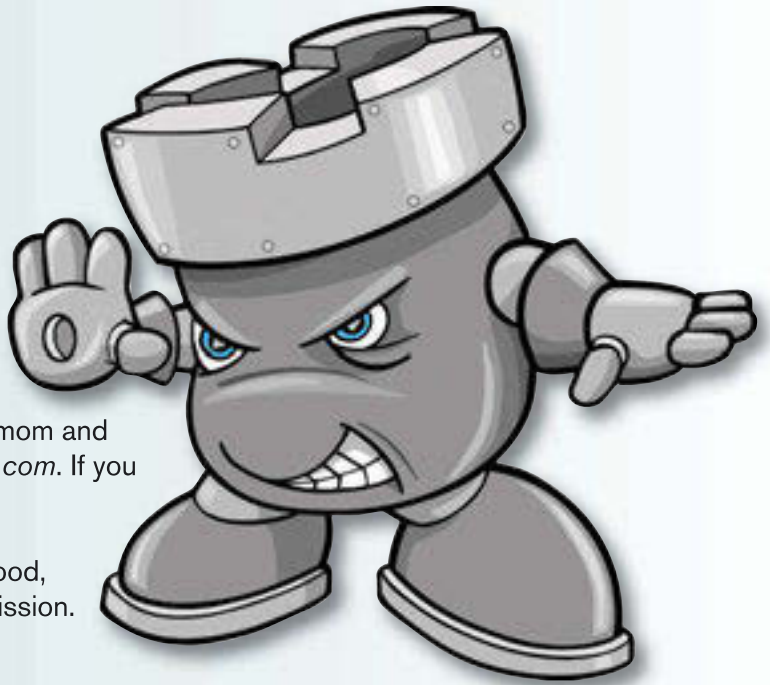
It’s equally inappropriate when people who are watching take 10 or so steps away and whisper comments about the game, because everyone can usually hear them. That’s why kibitzing is not allowed—period! Respect the players; you would want the same from them if you were playing. And if you’re going to watch others play, you also need to have a poker face. If you nod your head, roll your eyes or grimace as a player makes a move, that’s just as bad as making a comment. You need to apply the same discretion if you’re watching a game and you see an illegal move or notice someone’s flag fall during play. Say nothing. It’s not your place to comment. *[That’s true, unless the tournament director asks you, as an impartial witness, to relate what you saw. –Editor]*

To take the etiquette of the game a step further, you should apply these rules even when watching two people playing a friendly, non-tournament game. Even if they’re trash-talking each other in a blitz game between friends, they don’t want comments from onlookers.

The rules of etiquette I’ve just outlined may seem obvious but there’s a reason I’ve included them in this book: I often see this kind of behavior at chess clubs. I know that a word to the wise is sufficient, so I trust that you’ll never break any of these rules yourself.

Excerpted from Dave Schloss’ beginner chess book, Chess 101: Everything a new chess player needs to know, which has been endorsed by many of the top chess teachers in the U.S. You can find out more about the book or order copies by visiting www.DaveSchloss.com.

Off da Rook



Some kids have all the luck. And the kids in Conejo Valley, California, are very lucky indeed, to have a chess mom willing to publish *Off da Rook*, the Conejo Valley Chess newsletter. Jennifer Vallens is the chess mom and she can be reached at conejovalleychessmom@gmail.com. If you ask nicely, she might e-mail you a copy!

I thought the Spring 2014 issue #5 was particularly good, and the first two pages are reprinted below, with permission.

Losses are Inevitable, Defeat is Optional

Chess is a game where the goal is to trap your opponent's king with a checkmate, thereby winning the game. Losing is unavoidable, and an important part of the game of chess. Playing and losing to a stronger player is the only way to improve your game. Losing, however, is never fun and sometimes a loss can feel devastating with haunting consequences to your psyche.

Losing with dignity is an art and a learned skill that takes an incredible amount of practice, maturity and control. The goal is always to play your best and view your losses as opportunities.

By reviewing and analyzing mistakes in your game, you become a stronger player.

At the casual level it is more important to have a good game, than a winning game. However, as you move up the tournament ladder and play competitive chess, the stakes are much higher when money and ratings are involved.

The pressure intensifies.

"Some people think that if their opponent plays a beautiful game, it's OK to lose. I don't. You have to be merciless."

~Magnus Carlsen

Playing becomes primarily about winning and maintaining your rank.

It depends on why you are playing the game and what your personal goals are. In competitive chess, the pressure can get the best of you. Being able to maintain your composure and move on to play subsequent

"Don't even mention losing to me. I can't stand to think of it."

~Bobby Fischer

rounds in a tournament is essential.

Analyzing a losing game immediately following a tournament game can have negative consequences.

According to GM Timur Gareev, it is best when he does a "mindflush" between rounds such as take a brisk walk or listen to music.

If you start to lose faith in your abilities, you will not be able to pull out your winning game for remaining

rounds.

If you do analyze your game, focus on what you did right instead of only what you did wrong.

The best time to analyze your game is a day or two after your loss when you can be objective. You should first identify what kind of loss it was.

Did you play poorly and make mistakes that could have been prevented, or did you play well and simply were outplayed by your opponent?

You also need to look at what you did right in your game. This is important so that you do not let a loss of one game define you. Each new game or

"Don't be afraid of losing, be afraid of playing a game and not learning something."

~Dan Heisman

round is a fresh start.

You can't bring baggage to a new

Please turn to page 16

game and risk affecting the outcome of your play. You need to play your

"The winner of the game is the player who makes the next-to-last mistake."

~Savielly Tartakower

game with confidence and purpose.

The best way to lose is by being outplayed. Being outplayed is not a reflection of you and your weakness, but a reflection of the strength of your opponent. If you give your game 100%, be proud and view your game as a great learning opportunity.

The other way to lose is by making mistakes. Mistakes are unavoidable. But the goal is to not make the same mistake twice. There are some mistakes that are completely preventable.

In the opinion of Mark Weeks in "Chess for All Ages," [<http://www.mark-weeks.com/aboutcom/aa06f03.htm>] some of the worst ways to lose are the following:

Top 10 Ways to Lose at Chess

If you're going to lose you might as well do it in style.

No one likes to lose at chess, but if you're going to lose you might as well do it in style. Most non chess players assume that chess is a game of pure intellectual skill and that the better player almost always wins. Real chess players know that being outplayed is just one way to lose and that there are other, more sophisticated ways. Here are a few of our favorites, many of which we learned from direct experience.

1. Resign prematurely.

This may not be the most common way to lose, but it is without question the dumbest. The simplest variation is to resign when you still have chances to save the game. Even less impressive is to resign when you have a forced

draw or a forced win. These two options provide material for anthologists and are guaranteed to make you the butt of jokes. We don't advocate continuing to the bitter end. Give the club champion the benefit of the doubt if you are a queen down but want his future respect.

2. Play the first move that enters your head.

This usually involves overlooking your opponent's threats. If you have time on your clock, use it. If you aren't playing with a clock, you are entitled to use some time to think. The best way to lose when you have a clear win is to blitz out your moves as soon as your opponent moves until ... Oops!

3. Play the last move that enters your head.

This may seem to contradict the previous method, but it doesn't. Here's the scenario: You look at one move and see a problem; you look at another move and see another problem; you go back to your first move and see the same problem. After going back and forth a few times and finding nothing new, you suddenly see a move that you haven't considered yet. Without giving it any more thought, you grab that piece and play it ... Oops!

4. Play overconfidently.

This usually happens in a position where you have a clear advantage or where you think you know how to play instinctively. In other words, any move wins. Three common ways of doing this are to stop calculating tactics, to play without a plan, or to continue with a plan while paying no attention to your opponent's moves.

5. Forget about the endgame.

This is sometimes called burning your bridges. It is a sophisticated way to lose used by better players or by players who should know better. It usually involves mangling your own pawn structure voluntarily. It has many forms like mounting an all-out attack that doesn't succeed, or pushing pawns

prematurely so that they are exposed to capture, or leaving holes in your position that are just perfect for your opponent's pieces to occupy.

6. Let your opponent invent new rules.

This happens most often when two beginners play, to cheat the player who has managed to obtain a clear win. Two of its most common forms are, 'You forgot to say check; you lose!', or 'You made an illegal move; you lose!' Our favorite example is, 'Your knight (or any other piece) can't check because it's pinned by my rook (or bishop or queen). Since a pinned piece can't move it can't check either'. The easiest way to avoid this happening to you is to learn the rules.

7. Touch the wrong piece.

What can we say? You touch it, you move it, even if you lose it. You may not like the 'touch move' rule, but it always applies unless agreed otherwise before the game. Mouse slips are the modern equivalent during online play.

8. Forget to press your clock.

This is a favorite way to lose by strong players who are prone to being distracted. You make the winning move then watch while your opponent thinks and thinks and thinks some more. You may even get up to look at some other games. Suddenly your opponent extends his hand. To resign? No, to claim the win because your own clock just ran out of time. You think this is poor sportsmanship? Yes, perhaps it is, but the game is still lost.

9. Get caught cheating.

This is happening more frequently in the computer age as computing and communication gadgets get smaller. If you get caught using a computer or receiving moves from a friend during a game, you deserve whatever happens to you. If the tournament director has any sense of fair play you will probably lose the game, be disqualified from the tournament, and be barred from all future tournaments by

the organizers.

Even if you aren't cheating, you can lose a game if your cell phone rings. Turn it off before the game.

10. Trust your computer's advice and analysis without question.

Since we've established that you aren't using a computer during a game (right?), this applies only to pre-game preparation, almost always on openings. Your computer has a built-in handicap called a horizon, which means it looks only so far, and no farther. When your computer suggests a move, look farther. This also applies to moves you find in books. Interna-

tional masters and grandmasters have been known to make mistakes in analysis. A few have even been suspected of planting bad moves. Trust no one; verify everything.

So if you are going to lose, do it because you are simply not as strong as your opponent.

Lose often for this reason.

Use your loss to improve your game. Play the best you can and don't let these kind of losses break your spirit.

Come back fighting harder, training more effectively and playing better.

If you do lose because of an avoidable mistake, accept it and move on.

Do not let it negate all the progress and work you have put in.

Just try not to make the same mistake twice!

But whatever type of loss you have, be a good loser. I have seen people storm out of the room, cry, pout, yell and vow to quit chess.

Be classy! Hold it together, shake your opponent's hand and if they played well, tell them so. Wait to have your outburst in the privacy of your own home.

“Defeat is a state of mind, no one is ever defeated until defeat has been accepted as a reality. To me, defeat in anything is merely temporary, and its punishment is but an urge for me to greater effort to achieve my goal. Defeat simply tells me that something is wrong in my doing; it is a path leading to success and truth.” ~Bruce Lee

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2014 Junior Grand Prix Standings



This unofficial list is based on USCF records and tournament director reports as of Wednesday, May 7, 2014. There are 4,117 players with JGP points and 182 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
LEAL, LUIS A.	TX	4468	2
PENG, ANDREW	CA-N	4415	7
WU, LOGAN	TN	4258	5
HE, ERIC SIYUAN	MD	3993	4
LEGALL, FITZHERBERT H, IV	TX	3850	2
YOO, CHRISTOPHER WOJIN	CA-N	3796	4
LI, JASON	NY	3784	4
DASARI, SRIHITHA	GA	3622	3
ARESH, NEVIN	GA	3612	1
BORGES, GABRIEL BERGAMINI	CT	3570	3
DOMMALAPATI, AASA	VA	3561	7
POTLURI, ADITYA	GA	3559	3
SHLYAKHTENKO, ROBERT	CA-S	3500	6
PRESBERG, MATAN	NY	3500	1
CABEL, GERVACIO	IL	3442	1
LOHR, GIDEON	VA	3435	7
MARUVADA, SHAUNAK	CA-N	3393	9
CSUKARDI, JEREMY	NY	3286	1
RICCARDI, NOAH	PA	3211	2
KUMAR, NAMAN	FL	3191	5
GUETA, KEVIN A	TX	3162	2
PRENTICE, JOSEPH	NJ	3155	3
AKHAVAN, EVAN MEHRAN	CO	3150	1
PANIAGUA, MATIAS	VA	3116	3
BEGANSKAS, JOSEPH	NY	3104	3

For the top 200 overall, see www.uschess.org



A strong finish in the National Elementary Championship, K-3 Section, has helped **ANDREW PENG** stay near the top of the *ChessMag* netSchool.com Junior Grand Prix race.

State Leaders

NAME	STATE	PTS	EVENTS
WU, ROCHELLE	AL	1947	2
BALLINGER, NOAH HENRY	AR	1400	1
SMITH, NOAH PARKER	AZ	2308	1
WHEELER, CAMERON	CA-N	2972	6
GEZALYAN, ZACK	CA-S	2810	2
HEMMAT, ALEXANDER	CO	2642	5
LOMELI, CHRISTOPHER	CT	2321	4
HAUGE, DAVID RICHEY	DC	2123	3
JAYANTHI, SAIARUN	DE	1707	3
REGO, LUCAS PAZOS	FL	3006	1
ABDUS-SHAKOOR, DIAMOND	GA	2865	5
PERRY, PATRICK F	HI	36	1
KNECHT, TERESA PHIVAN E	IA	1287	1
PORTH, DESMOND	ID	1789	2
BAKER, BAILEY	IL	2800	1
EGAN, MAX	IN	1910	3
FALBO, PAUL	KS	2756	3
CREECH, AUSTIN MURPHY	KY	2045	1
WIETFELDT, HENRY	LA	1772	1
ISAKOV, MICHAEL GREGORY	MA	2061	2
SINHA, SAHIL	MD	2486	8
ALLEN, PARKER S	ME	2402	1
BOTTESI, BRYCE JOSEPH	MI	2662	1
ROBINSON, SPENCER C	MN	2486	1
MOELLERING, ALEX	MO	2418	1
HAYES, MARSHAL DON	MS	752	1
LEE, CONRAD CHRISTOPHER	MT	775	2
THOONG, VONG	NC	2406	1
FREGEAU, HARRISON	NH	1794	2
SHARAD, SOHAM	NJ	2771	3
ROMERO, JONAH ANTHONY	NM	1535	3
CAMPBELL, KONRAD J	NV	885	1
SENTHIL KUMAR, PRANAV	NY	2812	2
KANOUS, JOE	OH	2308	1
TOPHAM, JOSHUA	OK	894	1
FLOOD, TANNER	OR	2376	1
SHAH, OHM RAJAN	PA	2966	3
ELGAR, ROBERT	RI	2532	1
DIAS, ADITYA N	SC	1903	2
STEINWAND, DYLAN	SD	700	1
VAZQUEZ MACCARINI, DANITZA	TERR	621	1
KOTHAPALLE, TANISH	TN	2412	4
LERMA, ERNESTO	TX	3022	1
BOLEN, JAKE	UT	1868	2
LING, EVAN MAXWELL	VA	3031	8
YANG, ANDY	VT	1318	1
ORTOLANO, ALDEN	WA	2280	2
JOHNSON, WILLIAM MICHAEL	WI	2824	2
PATEL, ADVAIT	WV	1146	4

EF: \$42 online at chessaction.com by 6/23, \$44 mailed by 6/17, \$45 phoned to 406-896-2038 by 6/17, \$50 at site, or online until 9 am 6/28. Special 1 year USCF dues with magazine if paid with entry: Online at chessaction.com, \$20 with Chess Life, \$15 with Chess Life for Kids. Mailed, phoned or at site, \$30 with Chess Life, \$20 with Chess Life for Kids. **Reg.:** 6/28 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 8482, Pelham, NY 10803. Questions: chesstour.com, chesstour.info, DirectorAtChess.US, 347-201-2269. \$15 service charge for refunds.

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

Oct. 8-13, 10-13, 11-13 or 12-13, Washington Chess Congress
See Chess Life or www.chesstour.com.

Answers, We've got Answers.

YOU CAN DO IT! (from page 8)

- #1** 18. Qxh7+ Kxh7 19. hxc6#
Dake-De Burca, Warsaw, 1935.
#2 32. Qxh7+ Kxh7 33. Rh4#
Reinhardt-Vasconcellos, Mar del Plata, 1951.
#3 22. ... Qxh2+ 23. Kxh2 Rh4#
Bayer-Falkbeer, Vienna, 1852.
#4 28. Qxh7+ Kxh7 29. R1e7+ Kh6 30. Rh8#
Paulsen-De Vere, Baden-Baden, 1870.
#5 31. Qxh7+ Rxh7 32. Rxh7+ Kg8 33. g7+
Zamikhovsky-Teslenko, Ukraine, 1931.
#6 27. Qxh7+ Kxh7 28. Rh3+ Nh5 (28. ... Kg6 29. Rh6#; 28. ... Rh6 29. Rxh6#) 29. Rxh5+ Kg6 (29. ... Rh6 30. Rxh6#) 30. Rh6#
Havasi-Rivier, The Hague, 1928.

EYE OF THE TIGER!

DOUBLE, DOUBLE (from page 10)

- #1 - 1. e5!** forks the knight and the bishop.
#2 - 1. Qc3+! double attacks the king and bishop.
#3 - 1. Nc7+! wins the queen.
#4 - 1. Bd5+! forks the king and queen.
#5 - 1. Rg5+! snatches the queen.
#6 - 1. Ng6+ takes advantage of the pinned pieces to win the queen.

Dave Schloss's advice (see page 14) isn't just for kids. It's an age-old problem, and was addressed by International Master I.A. Horowitz in Chess Review in June 1947. Bob Long of Thinker's Press reprinted the article in Horowitz the Interrogator (2012), which was #8 in his series "The Chess Gangs of New York and London." And we reprint it here. —Editor

There is a character in chess whose name is legend. His activities dwarf into insignificance Caissa's combined talents. He is the know-all, see-all and do-all of the royal game. Nothing pleases him, nothing fazes him and nothing escapes him. He is the perennial kibitzer.

Before each game, this cheerful soul volunteers information. "Your opponent," says he, "favors the Sicilian—Do you remember the famous game, Schnurbard versus Schneerbard, Bad Postyn, 1903? On the 27th move, S missed a killing combination, which I will show you, etc., etc., etc." So what? is your mental reaction. Suppose it were played between the crowned heads of Europe and the bald heads of the West—so what?

During the game, he is perched on your right. Nobody sent for him. But there he is. Talk, Talk, talk, grimace. That is his contribution. "You just missed the most beautiful win," he advises, and rambles off some intricate, garbled analysis. "Why not the obvious queen sacrifice?" he queries, as he refers to a combination as full of holes as a Swiss cheese. Grimace, grimace, grimace. "How could anybody be so dumb and live?" is his expression.

END OF THE LINE (from page 11)

- #1 - 1. Bxd4+!** Kxd4 2. h5 a3 3. h6 a2 4. h7 a1=Q 5. h8=Q+ wins the queen.
#2 - 1. Kf6! b1=Q 2. g7#.
#3 - 1. Rxd6+! Kxd6 2. Kf5 wins.
#4 - 1. Qxe7+ Kxe7 2. c8=N+! wins the queen.
#5 - 1. Rxf8+! Rxf8 2. d7#.

“Refrain” from Speaking

This noble creature is not finished as you succumb to his clamor and the deft moves of your opponent. Consolingly considerate, he eases your mental anguish with blarney and balm as spurious as a triple check.

The irresistible temptation to foist one's ideas upon unsuspecting chess-players is a common foible. Even the dyed-in-the-wool professional is not exempt. Once a pro, kibitzing a beginner's game, observed an illegal move, unnoticed by the contestants. The player had advanced his pawn to KB4, exposing his king to capture. The opponent, restrained his reply when the pro interpolated, "Why not N-Q6?" "But," protested both players, "the Knight will be captured." "N-Q6 check," the pro shot back, jeeringly disclosing the omission. Another spectator, taken in by the apparent innocence of the pro, and sizing him up as a class D (his own level), immediately challenged the pro to a game.

There is a tome, written German entitled Advice to Kibitzers. Page after page is blank. On the last page is inscribed—"Keep Quiet."

Christmas in June?

The students at Timothy Christian School in Elmhurst, Illinois, spent some time going over Pal Benko's "shaped chess puzzles" back in December. Inspired by the Christmas Tree puzzle, 11-year-old Sam Fincher came up with the following, White to move and mate in two.



1.Nxf6+ Kf8 2.Bxh6 mate.

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