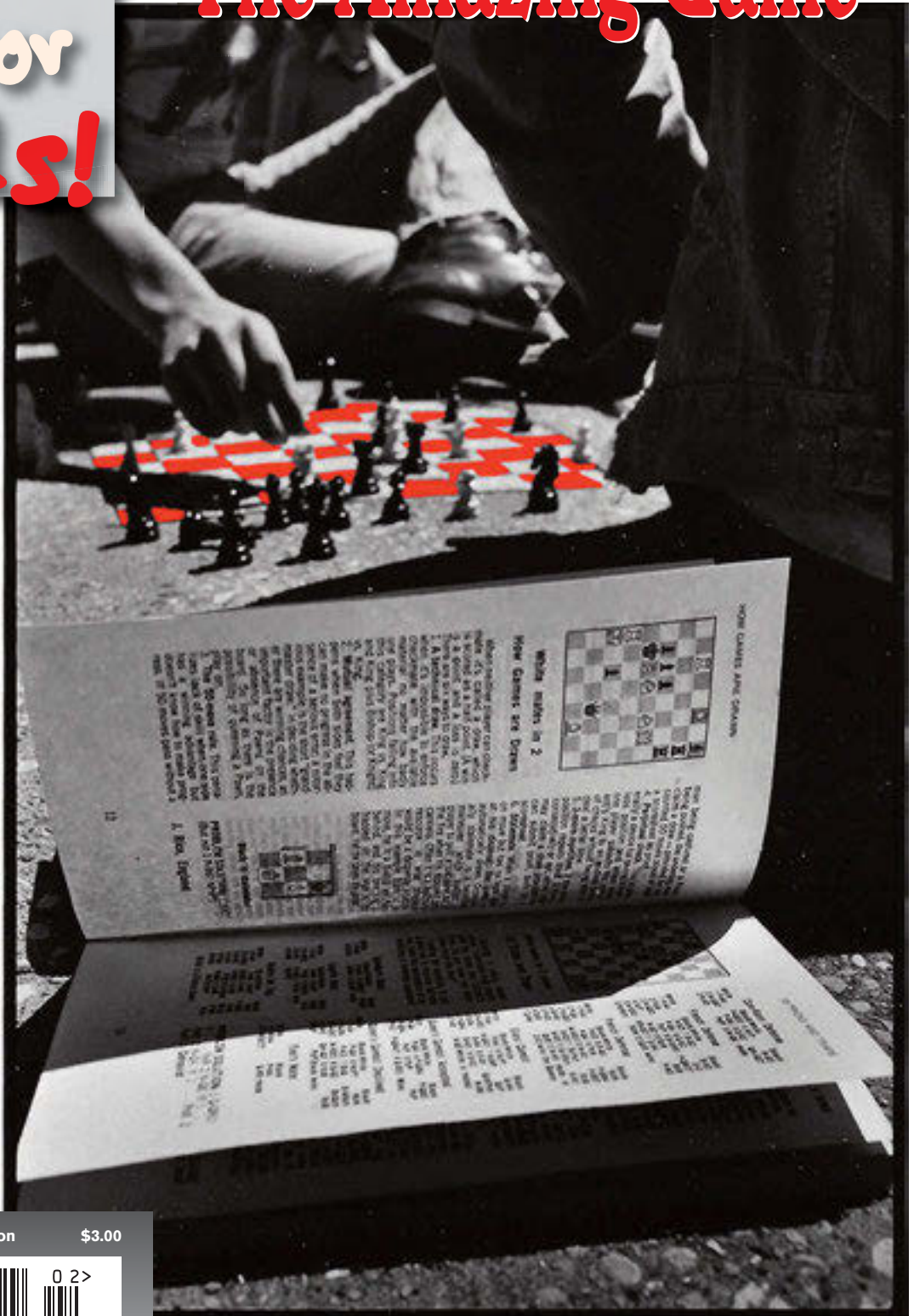


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# The Amazing Game



HOW GAMES ARE DRAWN



### How Games are Drawn

When neither player can checkmate the other, the game is drawn. A draw can occur in several ways. A draw can occur if a player repeats a move three times in a row. A draw can also occur if a player offers a draw and the other player accepts. A draw can also occur if a player offers a draw and the other player declines, but then offers a draw again within 90 moves. A draw can also occur if a player offers a draw and the other player declines, but then offers a draw again within 90 moves.

White	Black	Result
1. e4	d5	1-0
2. e5	c6	1-0
3. d4	c5	1-0
4. d5	c4	1-0
5. c3	c3	1-0
6. b3	c2	1-0
7. a3	c1	1-0
8. a4	c1	1-0
9. a5	c1	1-0
10. a6	c1	1-0
11. a7	c1	1-0
12. a8	c1	1-0
13. a8	c1	1-0
14. a8	c1	1-0
15. a8	c1	1-0
16. a8	c1	1-0
17. a8	c1	1-0
18. a8	c1	1-0
19. a8	c1	1-0
20. a8	c1	1-0
21. a8	c1	1-0
22. a8	c1	1-0
23. a8	c1	1-0
24. a8	c1	1-0
25. a8	c1	1-0
26. a8	c1	1-0
27. a8	c1	1-0
28. a8	c1	1-0
29. a8	c1	1-0
30. a8	c1	1-0

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April 17 - 19, 2015 - Chicago, IL



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- Under 10
- Under 12
- Under 14
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6:30 PM Round 1

### Saturday April 18

10:00 AM Round 2  
2:30 PM Round 3  
6:30 PM Round 4

### Sunday April 19

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## ON THE COVER

Photographer Sidney M. Grapey grew up and played chess in Chicago. So it makes sense that one of his photographic essays would be "Chess Players" at the Morris Chess Pavilion located on the Chicago lake-front.

His work has been shown in group exhibitions at the Bergman Gallery at the University of Chicago, and at the Ward Gallery at the University of Illinois.





# What's the Question?

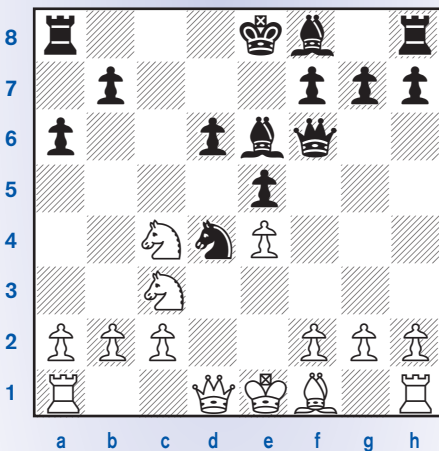
by National Master Daniel Gurevich

**Q:** What's an outpost?  
~ Kevin

**A:** Chess players still disagree on what exactly an outpost is. For instance, I have seen it defined as "a defended piece on the opponent's half of the board" and "a square that is controlled by one side's pawn but cannot be defended by the opponent's pawns," but neither description really explains why outposts are important. Here is what I think: **an outpost is a square where a certain piece is especially well-placed and cannot be chased away** (at least, not without making the position even worse).

Here is an instructive example of an outpost at work:

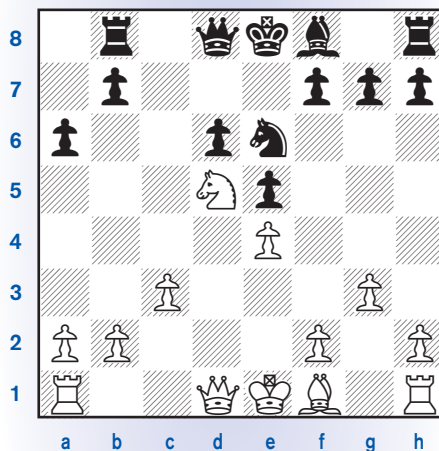
Mikhail Tal-Robert Wade, 1964



At first, it seems that Black is better. He has three pieces developed to White's two, and his knight is especially active. But in just a couple of moves, it becomes clear that White is in control.

**11. Nb6!** This is the correct move order. After the immediate 11.

Nd5? Bxd5! 12. exd5 Qg6, White has no outposts and no advantage. **11. ... Rb8 12. Ncd5!** Already, the position has changed dramatically. White's knights now occupy excellent outposts. **12. ... Qd8 13. c3** Tal proves that the d4-square is no outpost: it is easy to kick out the black knight. **13. ... Bxd5** White's knights have grabbed a stranglehold on the position, and Black just cannot take it any longer. Unfortunately, trading off one of the knights barely improves the situation. **14. Nxd5 Ne6 15. g3** (taking control of the f4-square and preparing to develop the bishop to h3).



This position is a typical Sicilian nightmare for Black. White's monster knight dominates the center and is firmly defended by the e4-pawn. The white bishop commands the light squares, while White's pawns control many of the important dark squares. (Later, White might play a4-a5, b4, and h4 to seize the b6, c5, and g5-squares as well.)

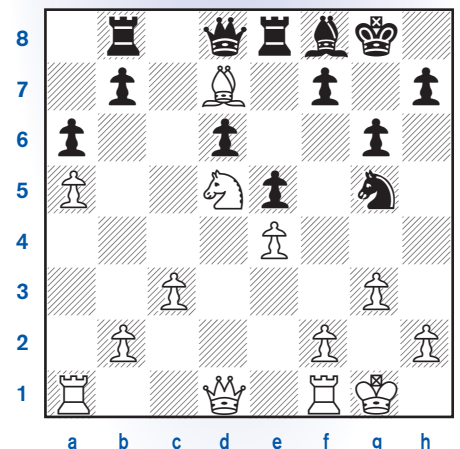
Black's best piece is also his knight, but the poor thing does not

hold a candle to its counterpart. The black knight has no good squares. The best it can hope for is getting exchanged for White's knight, which seems unlikely at the moment. (If 15. ... Nc7?, 16. Qa4+ b5 17. Nxc7+ Qxc7 18. Qxa6 wins a pawn.)

But, even with the knights off the board, Black's prospects are bleak—while the black bishop is blocked in by its own pawns, the white bishop can then replace the knight on d5, where it will pressure the f7-pawn and the king once it castles, as well as the queenside.

In a nutshell, a long and painful loss probably awaited Black at this point. However, he lasted only 11 more moves.

**15. ... Be7 16. a4!** White prepares a5, fixing the pawn on b7, where it will eventually become weak. **16. ... 0-0 17. Bh3 Re8 18. 0-0 Bf8 19. a5 Ng5 20. Bf5 g6?!** Black misses a nice tactical shot in an already difficult position. **21. Bd7!**



Please turn to page 5



# TALES OF THE ARABIAN KNIGHTS

BY RICK KENNEDY ILLUSTRATIONS BY PAMELA KEY



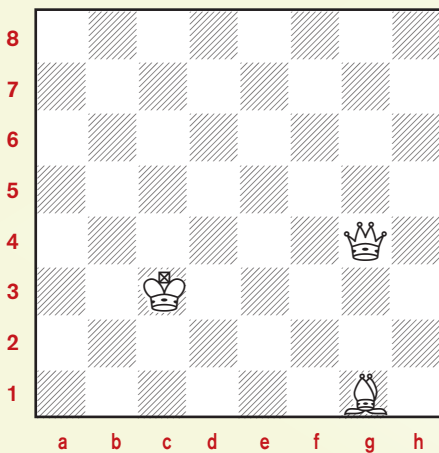
## Three Puffs of Smoke

The King sat at his chess table, in his night clothes. He yawned a giant yawn.

“Are you unwell, Your Majesty?” she asked.

The King rubbed his eyes. “Just a dream,” he said. “Actually, three of them.”

She noticed that the board in front of him was set up with a chess position.



“Where is the black king?” she asked.

“Indeed, that is the question,” the King said, somewhat puzzlingly.

She leaned closer to the board.

“In my first dream,” said the King, “I saw this position, and I heard my opponent say ‘Ha! With your last move you have *stalemated* me!’ but before I could check to see if it were true, the black king vanished in a puff of smoke.”

“Interesting,” she said.

“In my second dream,” said the King, “I still had the white pieces, and the position was the same, but I heard my opponent say ‘Well played! You have *checkmated* me!’ Again, before I could confirm that, the black king again disappeared in a puff of smoke.”

“Curious,” was all she could add.

“In my third dream,” said the King, “the position was the same, but my opponent said ‘Alas! I must resign, as you will *checkmate* me on the move.’”

“The black king vanished in a puff of smoke?” she asked.

“Indeed,” said the King, as he nodded his head.

“Three questions,” she recounted. “Where can the black king sit on the chessboard so that he is *stalemated*? Where can it be so that it is *checkmated*? Where can it be so that White has a *checkmate* in one move?”

“Exactly,” said the King.

### Question?

Continued from pg. 4

Since 21. ... Qxd7 loses the queen because of the family fork 22. Nf6+, Black is forced to give up the Exchange. 21. ... Re6? Black has resigned himself to his grim fate. Best was 21. ... Re7, getting rid of the monster knight and getting a pawn for the Exchange: after 22. Nxe7+ Bxe7 23. Qa4! Nxe4 24. Qxe4 Qxd7 25. Qd5, White now occupies the outpost with his queen and is probably winning, but at least Black can keep fighting.

After the move in the game, Black’s position is hopeless. 22. Bxe6 fxe6 23. Nb6 h5 24. Qe2 Be7 25. f4 Nf7 26. f5 Now that his king’s defenses are about to be ripped open, Black resigned. 1-0

In that game, White’s outpost was the whole reason he won so easily. The monster knight had a global effect, paralyzing all of Black’s forces and stopping him from generating even a scrap of

counterplay. Meanwhile, White had plenty of time to gradually advance his pawns and maneuver his pieces into position, slowly suffocating his opponent. Of course, it did not hurt that Black helped out at the end with a few errors, as players often do in tough positions.

You should always be on the lookout for squares that might become outposts for your pieces. If you do manage to establish one, it may very well be your trump card.

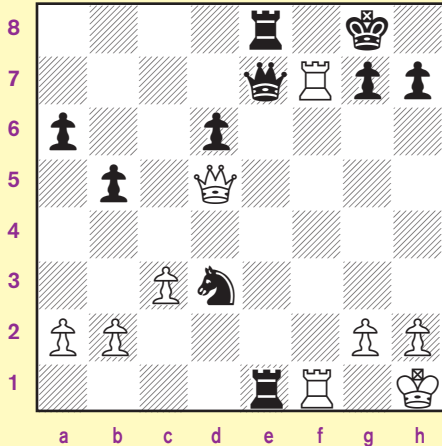
Solution on page 23

# YOU CAN DO IT!

by Jon Edwards

Before we get to this issue's mating quiz, I'd like to offer a remarkable position from one of Mikhail Tal's greatest games.

Abram Khasin-Mikhail Tal, Leningrad, 1956 reached this position:

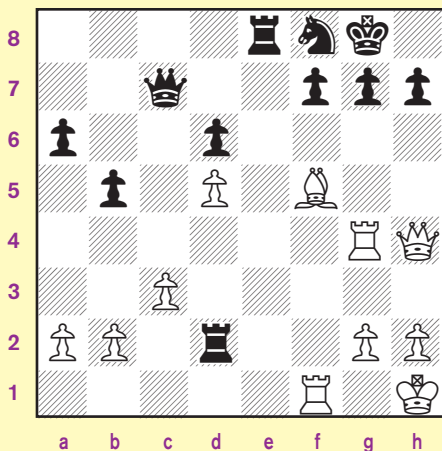


It's Black to move, and Tal uncorked a wonderful combination. Notice that Black would love to play ... Rxf1+, but White would then have Rxf1 with a discovered check!

The solution is right here, so don't peek if you want to try to solve it:

**33. ... Qxf7!! 34. Qxf7+ Kh8** A king retreat in the middle of the combination, but now Tal really threatens ... Rxf1+. **35. Kg1 Rxf1+ 36. Qxf1 Re1, 0-1** winning the queen and with a very easy endgame.

But earlier in the game, White could have reached the following position. Can you find an easy win for White in the position below?



White to move and win

The answer, of course, is Qg5 threatening mate on g7 as well as the unanchored rook on d2. Generally speaking, watch out when active pieces have no anchors.

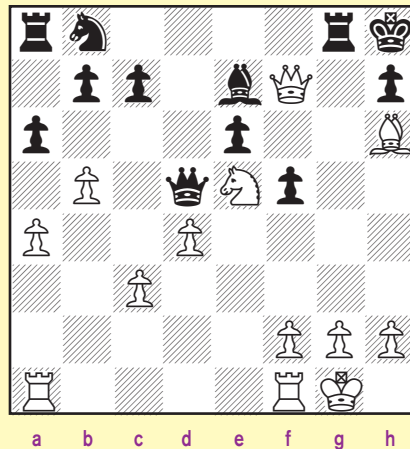
In this case, the queen can make one move to attack both d2 and g7, the two key squares on the board.

Black would have resigned instantly. Of interest is that Tal and his opponent missed this possibility during analysis, as did generations of commentators who so fell in love with the ending that they failed to consider the possible complication.

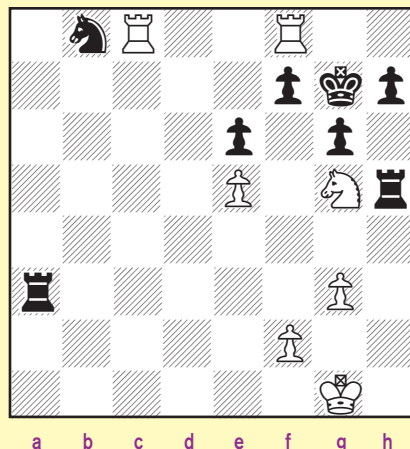
The quiz this month involves checkmates in two moves that involve fun knight maneuvers. Don't forget. You can do it!

White to move in all quiz positions

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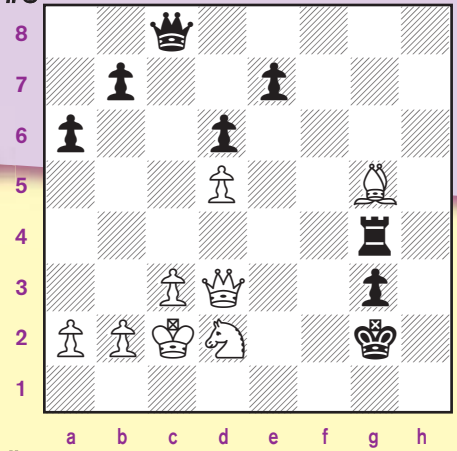


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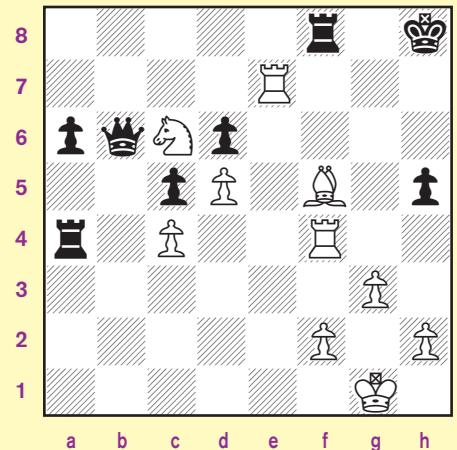


Solutions on page 23

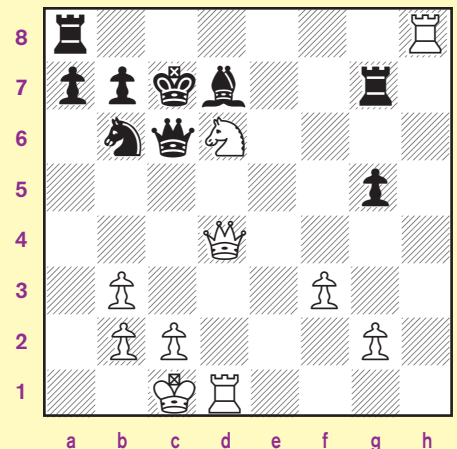
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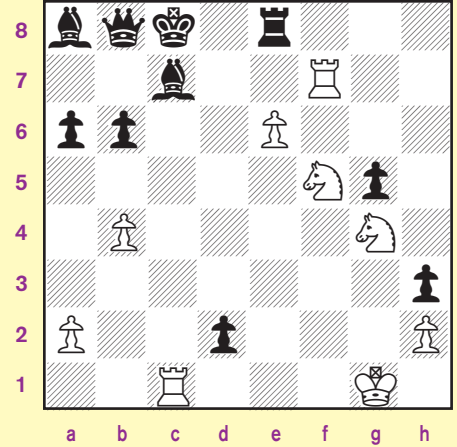
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# The Chess Detective®

by NM Todd Bardwick

## OPPOSITE COLOR BISHOPS IN THE MIDDLEGAME

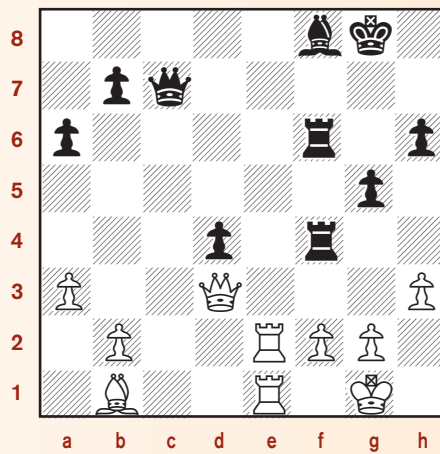
When most chess players hear the words “opposite color bishops” they automatically think draw. A draw is often the result in the opposite color bishop endgame when the weak side succeeds in blockading his opponent’s pawns on the color of his bishop to prevent a promotion.

In the middlegame, however, opposite color bishops heavily favors the player with the better placed bishop as it relates to attacking the opponent’s king. The reason is that the aggressor, by definition, has an extra attacker on the color of his bishop because the defensive bishop is of little or no use defending those colored squares.

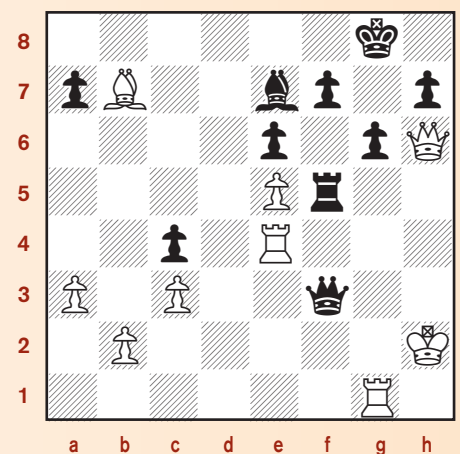
Back in the early 1990s the late IM Igor Ivanov came to town to give a simultaneous exhibition. He played white on all boards. I noticed after about a dozen moves or so that a third of the games had opposite color bishop middlegames with Igor on the attack as White (I don’t recall which specific opening, but it came after 1. e4 e5). Igor cleverly found an opening line where the local players voluntarily traded for opposite color bishops in the middlegame—thinking they would have chances to draw—but ended up getting crushed before they could reach the endgame!

This position occurred in the 2009 World Cup in Khanty-Mansiysk, Russia, between Victor Bologan and Ahmed Adv.

Because his bishop has great access to the light squares around



Position after 35... Kg8  
White to move



Position after 34... Rg1  
Black to move

Black’s king, Bologan calculates a successful rook sacrifice that forces Black’s king toward his side of the board by playing, **36. Re7! Bxe7 37. Qh7+ Kf8 38. Qh8+ Kf7 39. Ba2+ Kg6 40. Qe8+ Rf7 41. Qg8+ Rg7** (41. ... Kf5 42. Be6+ Kf6 43. Qxf7 mate or 41. ... Kh5 42. Bxf7+ Kh4 43. Qg6 with mate soon) **42. Bb1+ d3 43. Bxd3+ Kh5 44. Qxg7 Rxf2** (nothing else works) **45. Rxe7** (45. Bg6+ or 45. Qg6+ lead to quicker mates) **45. ... Qc5 46. Oxf6+!** (A nice queen sacrifice to finish him off!) **46. ... Kxh6 47. Rh7 mate**

Here is a position from a game between Claus Toerber and Ludwig Roedl played in Luneburg, Germany, in 1947.

Black played, **34. ... Rh5+ 35. Qxh5 Oxf6+!** (An interesting opposite color bishop middlegame with a queen

versus two rooks. White’s exposed king is a problem.) **36. Kg2 Qg5+ 37. Kh2 Qh6+ 38. Kg3 f5 39. exf6 e.p. Bd6+** (White is in trouble on the dark squares. Black will be looking to continue with forcing checks so that White cannot coordinate his pieces, hide his king, or have time to attack Black’s king. Note that White’s bishop on b7 does not play a role.) **40. Kf3 Qh3+ 41. Ke2 Qd3+ 42. Ke1 Qb1+ 43. Kd2 Qxb2+ 44. Ke3 Bc5+ 45. Kf4 Qf2+, White resigned.**

The player with the initiative and the better placed bishop usually wins the opposite color bishop middlegame.

It is important to keep in mind that opposite color bishop middlegames can end up as drawish opposite color bishop endgames, if neither player mounts a successful attack on the king.

# END OF THE LINE

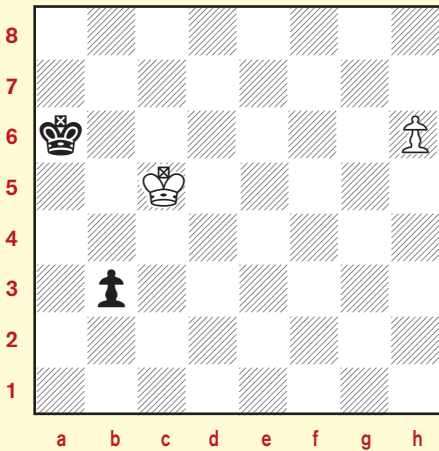
## PUSHING PAWNS

by  
NM Atulya Vaidya

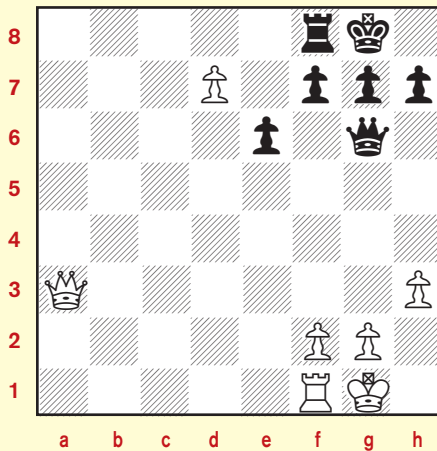


Often in endings, and sometimes earlier, you have the ability to promote a pawn. However, upon promotion, you can make your pawn into a knight, bishop, rook, or queen. Making the pawn into either a knight, rook, or bishop is called underpromotion. All puzzles are White to move.

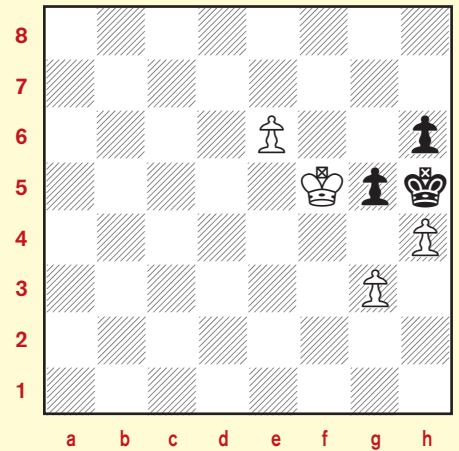
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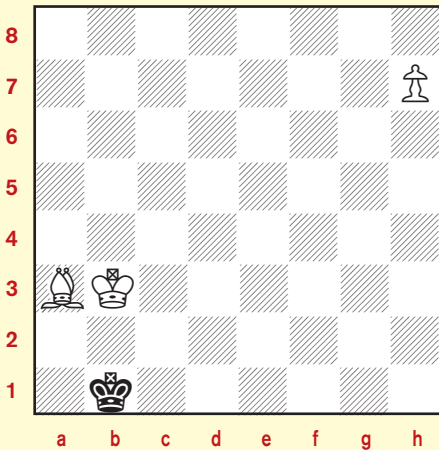
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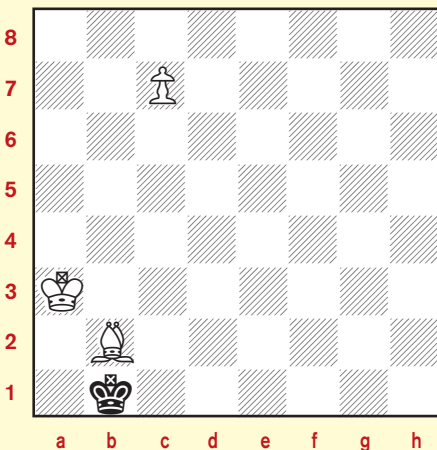
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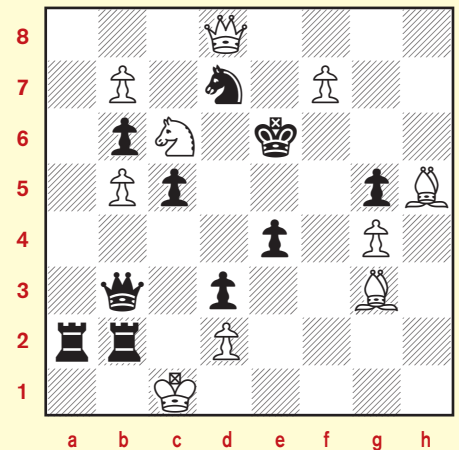
#2



#4



#6



Solutions on page 23

# OOPS!

Gabriel Eidelman of California, worked hard to earn his 1934 rating and a spot on the 2015 Trophies Plus All America Team, and we regret the omission of his photo last issue.





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# A TALE OF TWO CITIES

## The Bridge From Both Sides Now

By Don Maddox, Chess Coach, Madison City Schools, Alabama

WIM Huahua Xu, ChessOcean School Coach

FM Bradley Denton, Madison City Middle School Coach

**Final match score: Xiamen 6½ – Madison 5½**

You can't build a bridge without learning something, both on and off the chessboard. In this issue, Xiamen Coach WIM Huahua Xu will select an interesting game from her team and analyze it for us, Madison Coach FM Bradley Denton will present notes to instructive positions from other games, and I will try to frame the entire event for coaches and players who are interested in building their own bridges.

**Case in point:** We were very proud of ourselves for testing our Internet connections several weeks ahead by having two players from each team conduct practice matches in advance. But on the morning of the actual match with all 24 players poised to start, only two boards from the Xiamen side were able to connect.



Xiamen players were connecting via a single wireless hotspot, and bandwidth issues restricted their access to two-at-a-time. We were able to correct the problem, but it took about an hour of anxious troubleshooting.

**Lesson learned: Test your Internet connection in advance from both sides under actual match conditions.**

Once the breakdown occurred on Saturday morning, neither side gave any thought to canceling the match. Players on both sides relaxed and practiced. Coaches looked over their shoulders and offered encouragement. Technicians worked to resolve the issues, and everyone cheered when the connection finally came up.

**Lesson learned: Stuff will go wrong. Be patient, be persistent, be determined—the same advice I give students over the chessboard. Most importantly, *attack problems as a team, from both sides of the bridge.***

Once Dr. Yeqing Bao established connection between Madison and ChessOcean School, it became clear that there were significant differences between the schools. Madison's Rainbow Elementary School is a successful program from a single school that won the Alabama State Elementary School Championship in 2013-2014. USCF ratings ranged from 250 to 1100. ChessOcean School, chartered in 2011, draws its players from 10 primary schools and kindergartens.

Since its beginning, around 3,000 students have cycled through Chess Ocean School, with 30 kids training with WIM Xu in their General Training Center. Their top 20 players range from 1600 to 2000 FIDE. Their top player is a Woman's Candidate Master (WIM) who played top board in the

match—a game Discovery Middle School's Michael Guthrie won. Rainbow Coach Ranae Bartlett shared our roster and ratings with Coach Xu who promised to field an appropriately balanced team.

**Lesson learned: Get to know your playing partners in advance. Talk about shared reasons and goals for the match. Negotiate a mutual understanding that ensures both sides get something from the event – *a unique cultural exchange, a competitive contest, and an opportunity to share their love of the game with the larger community.***

Coach Xu has selected an interesting game from the match to analyze.

**King's Indian Defense,  
Classical Variation (E93)  
Lawrence Zhang - Juchen Zhang**

**Madison vs Xiamen**

**October 18, 2014**

**Notes by WIM Huahua Xu**

After a month's anxious preparation and anticipation, ChessOcean School finally met its American opponents online. Everyone concerned was excited. The success of this encounter promised to be the beginning of a long friendship.

**1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. e4 0-0 6. h3**

The King's Indian Defense. Many high-level players prefer aggressive openings like the King's Indian.

**6. ... e5 7. d5 Nbd7 8. Be2**

This f1-bishop is better placed on d3: 8. Bd3 Nc5 9. Nd5 10. g4 is very popular.

**8. ... Nc5 9. Qc2 a5 10. Be3 Ncd7?**

Black makes a simple mistake, moving the knight a second time. Stronger is 10. ... b6 solidifying the queenside.

**11. 0-0 Re8?!**

Better is 11. ... Nh5, preparing to play ... f7-f5.

*Please turn to page 12* 



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The graphic features a hot air balloon with a black and white checkered pattern and the USCF logo, floating over a stylized map of the United States. The map is populated with blue chess pieces and white lines representing connections between them. In the background, a city skyline is visible under a blue sky with a seagull flying.

12. Rfe1 Nf8 13. b3?!

Missing the opportunity to press on to the enemy capitol with 13. c5!

13. ... Nh5 14. Qd2

White can still play 14. c5.

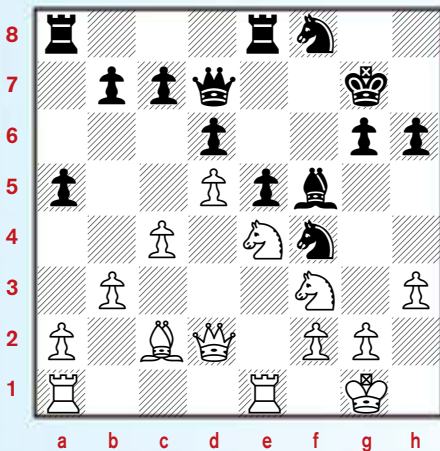
14. ... f5 15. Bh6 fxe4 16. Nxe4 Bf5 17. Bd3 Qd7 18. Bxg7 Kxg7 19. Nfg5?!

White should defend the kingside immediately with 19. Bf1 Nf4 20. Ng3.

19. ... Nf4 20. Bc2?

White still fails to see the threatened sacrifice. The best way to defend is 20. Re3 h6 21. Nf3, since after 21. ... Bxh3? 22. gxh3 Qxh3 23. Ne1, Black has no compensation.

20. ... h6 21. Nf3



Look carefully at this position. Black has a great opportunity! See if you can find it.

21. ... Bxh3!

A great sacrifice!

22. g3

If 22. gxh3??, then 22. ... Qxh3-+.

22. ... Bg4!

Offense is the best defense! We don't have to retreat the knight.

23. gxf4 Bxf3 24. Bd1 Qg4+ 25. Ng3 exf4

Even better is 25. ... Bxd1! 26. Qxd1 Qxf4 when Black has two pawns and a nice kingside attack.

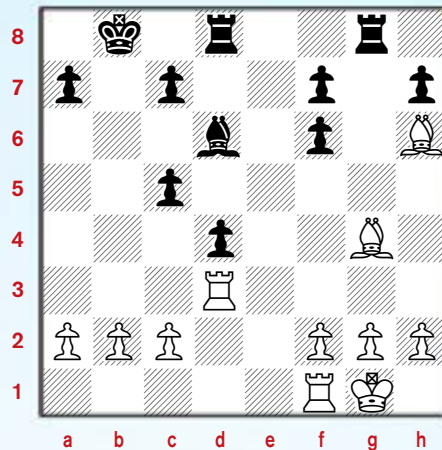
26. Bxf3 Qxf3 27. Ne2 Qg4+ 28. Kh2 Qh4+ 29. Kg1 f3 30. Ng3 Qh3, 0-1

White resigned—he can try to retrieve a pawn with 31. Qc3+, but it's too little too late.

## Lessons Learned

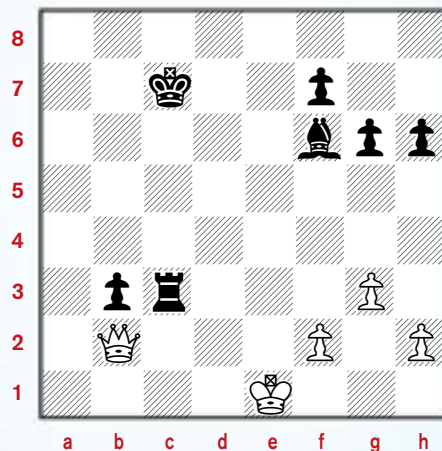
### Position 1

(Xie-Billman, White to move)



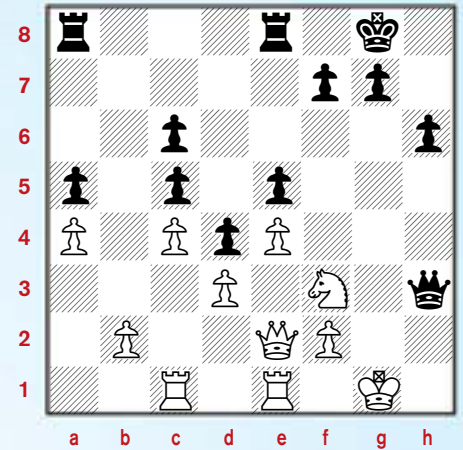
### Position 2

(Sun-Guthrie, Black to move)



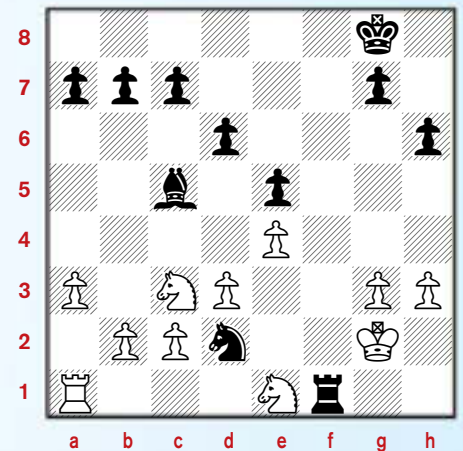
### Position 3

(Wang, C-Qiu, Black to move)



### Position 4

(Wang, H-Limaye, Black to move)



### ChessOcean School Coach WIM Huahua Xu

Born: February 1994

Titles: Woman International Master, Chinese National Master, Chinese Chess League Division A Athlete

#### Main sports achievements:

2004—4th place Age-10 in World Youth Chess Championship

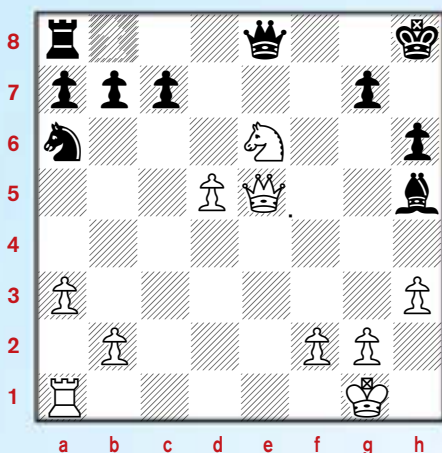
2009—Chinese National Master and qualification for Women

World Championship Chinese Championship Zonal.

2012—Woman International Master title.

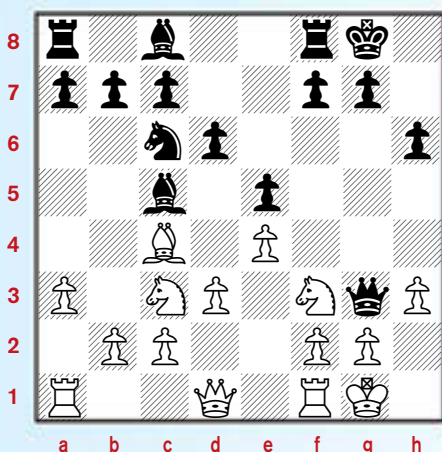
## Position 5

(Edwards-Huang, White to move)



## Position 6

(Wang, H-Limaye, White to move)



Solutions on page 23 

## The Endgame

The good news is that there's life after the match. So many good things have happened for our kids! On November 20th, the Madison city school board issued awards to each player and coach who participated in the match, and the state legislature issued two resolutions honoring the city, the schools, the players, and the coaches for their contributions to chess in Alabama.

State Representatives Mac McCutcheon and Mike Ball hand-delivered copies of the resolutions. Hitachi Consulting was singled out for contributing training facilities and

volunteer support to Madison kids.

Two weeks after the match, Rainbow Elementary Coach Bill Nash went into the hospital for open-heart surgery. The awards ceremony on November 22nd was his first public appearance after the operation.

When Ranae Bartlett asked me to coach Madison school children, I thought long and hard. I expected to start from scratch with a roomful of raw beginners, the way I had more than 20 years ago in New Jersey. I was amazed to find that "scratch" in Madison was a far cry from the "scratch" I started from in New Jersey. I had entered a community of serious players.

Time and time again I found myself asking, "Who taught you that?" Time and time again, the answer was, "Coach Nash." I found, to my great relief, that Bill Nash had already done the hardest part of my job—turning out raw beginners into serious, organized, committed, and knowledgeable players.

But the most impressive thing about Coach Nash is the simple respect and affection the kids have for him. They know what they have learned from him, and they're grateful.

So am I—thank you, Bill.

## Best is yet to come

We have a return match scheduled with Xiamen in the February timeframe, and Wellington, New Zealand, has agreed to a match in March or April. We have contacted England's Chess in Schools program and fully

expect to set up a match with them. As we negotiate future matches, we are already applying our lessons learned—and looking forward to learning new ones.

## Post Mortem

Glenn Petersen and I talked while I was preparing these articles, and we agree that this sort of cross-cultural Internet competition between schools is an important part of the chess future. I have agreed to serve as a combination Clearing House/Facilitator/Reporter for other bridge-builders. If you will e-mail me your questions, games from Internet scholastic events, stories, results, etc., I will report them periodically in *CL4K*. I am especially interested in input from kids—together we can build bridges around the world. You can reach me at [ddmaddox@hotmail.com](mailto:ddmaddox@hotmail.com).

### Madison Middle School Coach FM Bradley Denton

Born: June 1986

Titles: FIDE Master, U.S.

National Master

### Main sports achievements:

2009—Alabama State

Champion

2009—U.S. National Master

2013—FIDE Master

2013—IM Norm

## The Doeberl Cup:

### Fifty Years of Australian Chess History

Limited edition collector's item, 336 pages, games, diagrams, 46 profiles of greats who won one of the world's longest continually running tournaments—Purdy, Miles, Christiansen, Rogers, Arakhamia, Akobian and more—CD with 6,000+ games. Amazon, post-free \$39.95. Search "Doeberl Cup"

### Jeremy Silman:

"If you love chess history, annotated games, wonderful photos, and the ups and downs of a seemingly endless parade of great players, then you'll find that the \$39.95 price tag is money well spent" (Full review: <http://tinyurl.com/knd9h2z>)

### John Donaldson:

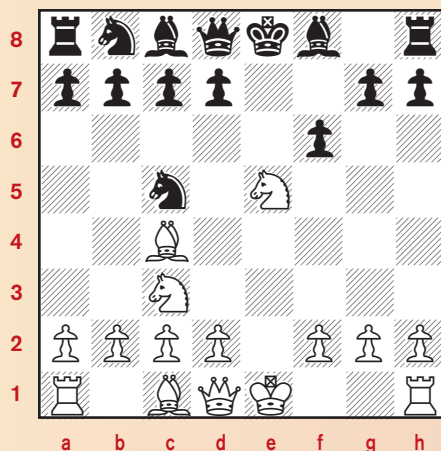
"A first-rate account of this event which has come to mean so much for Australian chess. **Recommended**" (Full review: <http://tinyurl.com/llfnppa>)

# That Was No Lady...

by Pete Tamburro (author of *Openings for Amateurs*)



## A. Qh5 Checks:

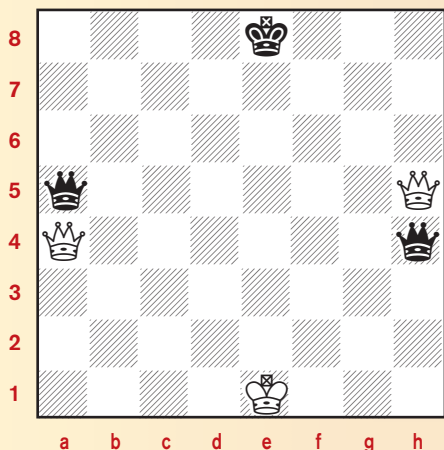


dangerous knight sacrifice. Watch this king hunt:

Schulz-Langier, Cologne, Germany, 1992: 1. e4 e5 2. Nf3 Nf6 3. Bc4 Nxe4 4. Nc3 Nxc3 5. dxc3 f6 6. 0-0 Bc5 (see diagram) 7. Nxe5 d5 (7. ... fxe5 8. Qh5+ g6 [8. ... Kf8 9. Qf7#; 8. .. Ke7 9. Qf7+ Kd6 10. Qd5+ Ke7 11. Bg5+ Kf8 12. Qf7#] 9. Qxe5+ Qe7 10. Qxh8+ Qf8 11. Re1+ Be7 12. Rxe7+ Kxe7 13. Qe5+ Kd8 14. Bg5+ Qe7 15. Qxe7#) 8. Qh5+ g6 9. Nxc3 hxc3 (9. ... Rg8 10. Re1+ Kd7 11. Qxd5+ Bd6 12. Qf5+ Kc6 13. Qb5# Another fun king hunt!)

One thing you always see at scholastic chess tournaments is the early queen check that wins (or sometimes, loses) the game. One of the first lessons you learn in chess is the “two move check-mate” that goes like this: 1. f4 e6 2. g4 Qh4 mate.

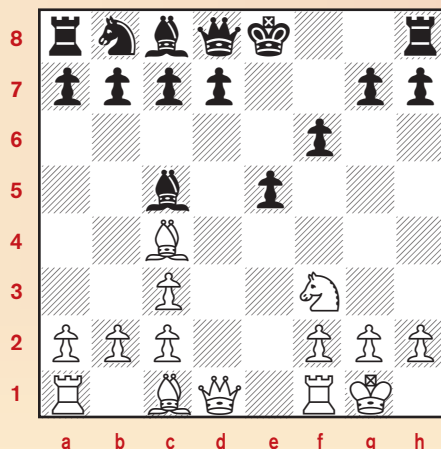
Although that’s pretty silly, young and old chess players fall into different versions of this very basic mate. We’re going to look at the four basic queen checks that can cause early problems. Here’s an unusual diagram to show those four queen checks:



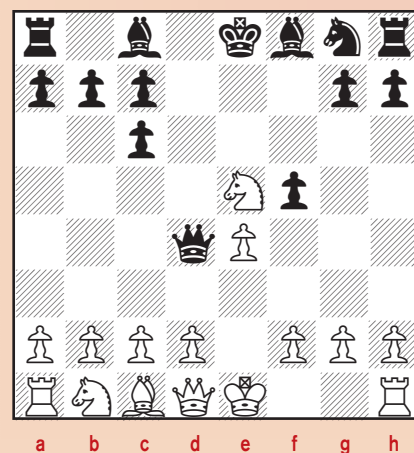
The above position isn’t legal, but it does show four troublesome checks —two for each side. Let’s look at how they caused problems in real games.

In this game, Black forgot White could sacrifice his knight on e5 and then check with Qh5+. Key lines lead to mate. Play them out to see how White did it!

Taylor-A.N. Other: 1. e4 e5 2. Nf3 Nf6 3. Bc4 Nxe4 4. Nc3 Nc5 5. Nxe5 f6?? (see above diagram) 6. Qh5+ g6 (6. ... Ke7 7. Qf7+ Kd6 8. Nb5+ Kxe5 9. Qd5+ Kf4 10. g3+ Kg4 11. h3#) 7. Bf7+ Ke7 8. Nd5+ Kd6 9. Nc4+ Kc6 10. Nb4+ Kb5 11. a4+ Kxb4 12. c3+ Kb3 13. Qd1#



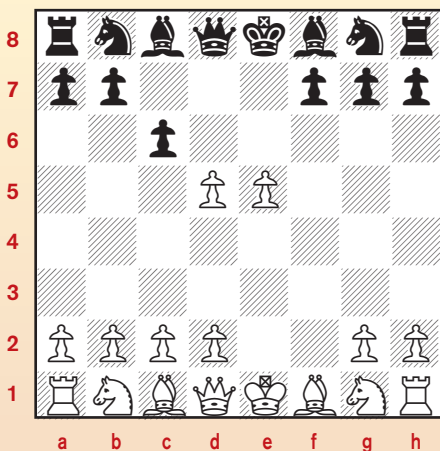
In the above position, Black made that very dangerous f6 move to defend the e5-pawn. White made the very



Here’s a warning: not all Qh5+ moves are good. I have seen this line happen a lot: 1. e4 e5 2. Nf3 Nc6 3. Bb5 f5 4. Bxc6 dxc6 5. Nxe5 Qd4 (see above diagram) 6. Qh5+ (Better is to take equality with: 6. Nf3 Qxe4+ 7. Qe2 Qxe2+ 8. Kxe2) 6. ... g6 7. Nxc6 hxc6.

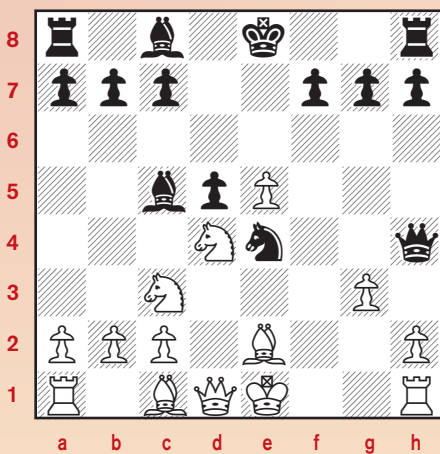
And only now does White realize the black queen is defending the rook, so: 8. Qxc6+ Kd8 9. d3 Ne7 10. Qg3 (10. Bg5 Qxb2; 10. 0-0 Nxc6) 10. ... fxe4 11. 0-0 exd3 12. cxd3 Bd7 13. Nc3 Nf5 14. Qf3 Bd6 and Black’s pieces are ready to attack the white kingside.

## B. Qh4 Checks:



This is another opening line I've seen played dozens of times by White. That pawn on e5 was just too tempting on move 4. They were so greedy that they didn't even see the Qh4 check. White either loses material or gets mated.

1. e4 e5 2. f4 d5 3. exd5 c6 4. fxe5 (see above diagram) 4. ... Qh4+ 5. Ke2 (5. g3 Qe4+ 6. Qe2 Qxh1 7. Qf2 Qe4+ 8. Be2 Qxe5) 5. ... Qe4+ 6. Kf2 Bc5+ 7. d4 Bxd4+ 8. Kg3 Qg6+ 9. Kh4 Bf2+ 10. g3 Qe4+ 11. Kh5 (11. Bf4 Qxf4+) 11. ... g6+ 12. Kg5 h6#

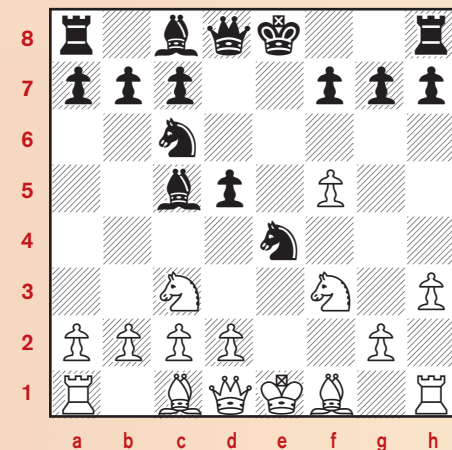


The idea of ... Nxb3 or Nxb6 after ... Qh4+ or Qh5+, respectively, is an important one to know and to look at in a position, but you still have to figure out if it works!

The above position was reached, with Black to play in Reeders-Nauta, Amsterdam, 1917. What you have to figure out is what to do after 9. ... Nxb3 10. Nf3. Many times, players will not cooperate by taking the knight. You must think about that as well.

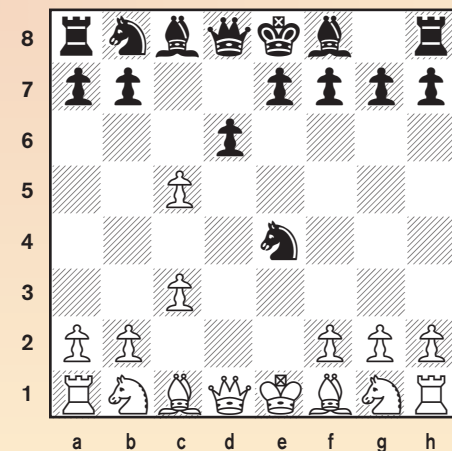
1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. fxe5 Nxe4 5. Nf3 Nc6 6. Be2 Bc5 7. d4 Nxd4 8. Nxd4 Qh4+ 9. g3 (see diagram) 9. ... Nxb3 10. Nf3 Bf2+ (This doesn't work: 10. ... Ne4+ 11. Nxb4 Bf2+ 12. Kf1 Bh3+ 13. Ng2) 11. Kxf2 Ne4+ 12. Ke3 Qh6+ (This works, but not nearly as well as the main line: 12. ... Qf2+ 13. Kd3 Bf5 14. Nxe4 dxe4+ 15. Kc3 exf3 16. Bd3) 13. Kd3 Nf2+ 14. Kd4 Qb6+ 15. Kxd5 Be6#.

For players that risk the Qh4+ because they think they have the square covered, look at what happened to White in this game:



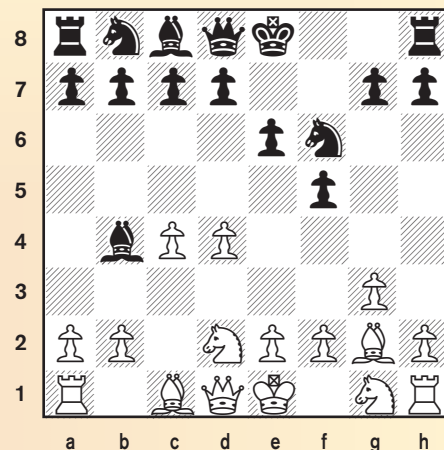
White must have been very surprised by Black's eighth move! Kulmala-Lehtonen, Helsinki, 1938: 1. e4 e5 2. Nc3 Nc6 3. f4 Bc5 4. Nf3 d6 5. f5 Nf6 6. h3 d5 7. Nxe5 Nxe4 8. Nf3 (see diagram) 8. ... Qh4+ 9. Nxb4 Bf2+ 10. Ke2 Nd4+ 11. Kd3 Nc5#.

## C. Qa4 Checks:



You would be amazed at how many players miss this check. Here's one —Akmentysh-Eklon, Riga, Latvia 1959:

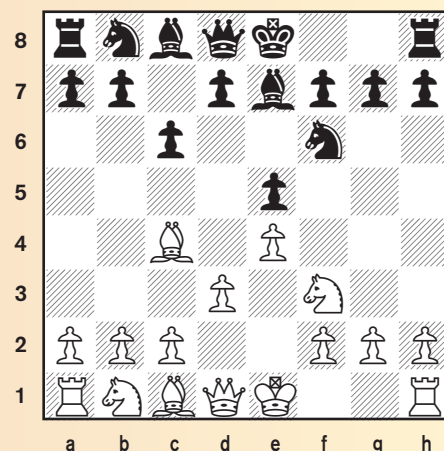
1. e4 c5 2. c3 d6 3. d4 Nf6 4. dxc5 Nxe4 (see diagram) 5. Qa4+ Black resigned as he loses the knight on e4.



The above position is another example of a player thinking he's got everything covered. Boksinski-Koehn, 2006:

1. d4 e6 2. c4 f5 3. g3 Bb4+ 4. Nd2 Nf6 5. Bg2 d6 6. Qa4+ (Black resigned as he now realized that he protected against d5, but forgot about the bishop on g2 which now removes the guard of the bishop on b4) 6. ... Nc6 7. Bxc6+ bxc6 8. Qxb4 wins the piece.

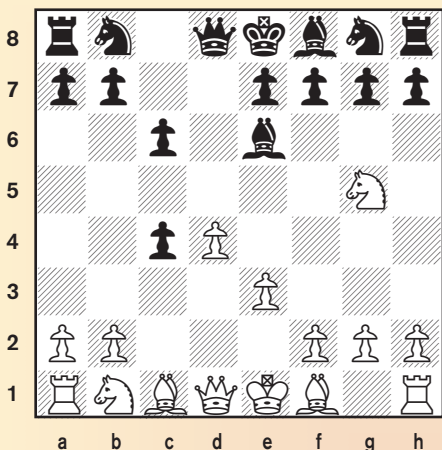
## D. Qa5 Checks:



The Qa5+ is just like the Qa4+ in that people take things in the center and forget a check by the queen can lose a piece. It can happen quickly:

1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 Be7 (see diagram above) 5. Nxe5 Qa5+

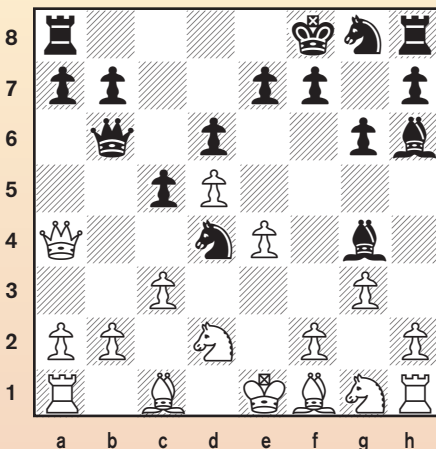
Please Turn to Page 16



IM Andrew Martin, in *British Chess Magazine* last year, pointed out that many strong players have fallen into the above cheap trap. I looked it up. A dozen players over 2400 played 5. Ng5 (in order to double Black's pawn by playing Nxe6), completely over-looking Qa5+!

1. d4 d5 2. Nf3 c6 3. c4 dxc4 4. e3 Be6 5. Ng5 (see diagram above) and now 5. ... Qa5+ wins the knight.

Let's close this lesson with another warning. Don't think you always accomplish something by Qa4+. A major shock greeted White after he played 10. Qa4+ and 11. Nd2.



Gliksman-Popovych, 1979: 1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. g3 Nc6 5. d5 Nd4 6. Be3 c5 7. Nb1 Qb6 8. Bc1 Bh6 9. c3 Bg4 10. Qa4+ Kf8 11. Nd2

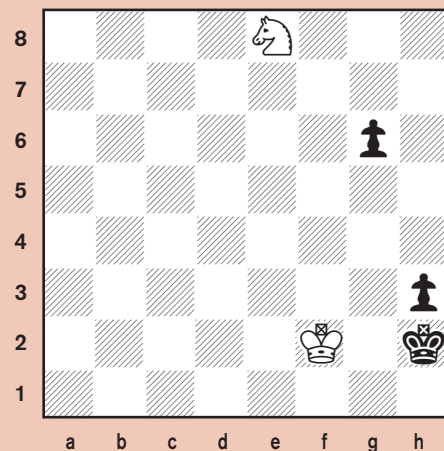
(see diagram) 11. ... Qa5!!, White resigned. There is no place to put the queen without it being taken, and if White takes Black's queen, 12. Qxa5 Nc2 is mate! If you thought the first diagram was funny looking with queens right next to each other, look how we finished!

Remember, with all these queen check possibilities, you first have to notice that they are there, and then you have to see if they work!

**MOVE THE PIECES!**

### Look Before You Leap!

Here's a little gem from the year 1634, by A. Salvio.



Winning Position!

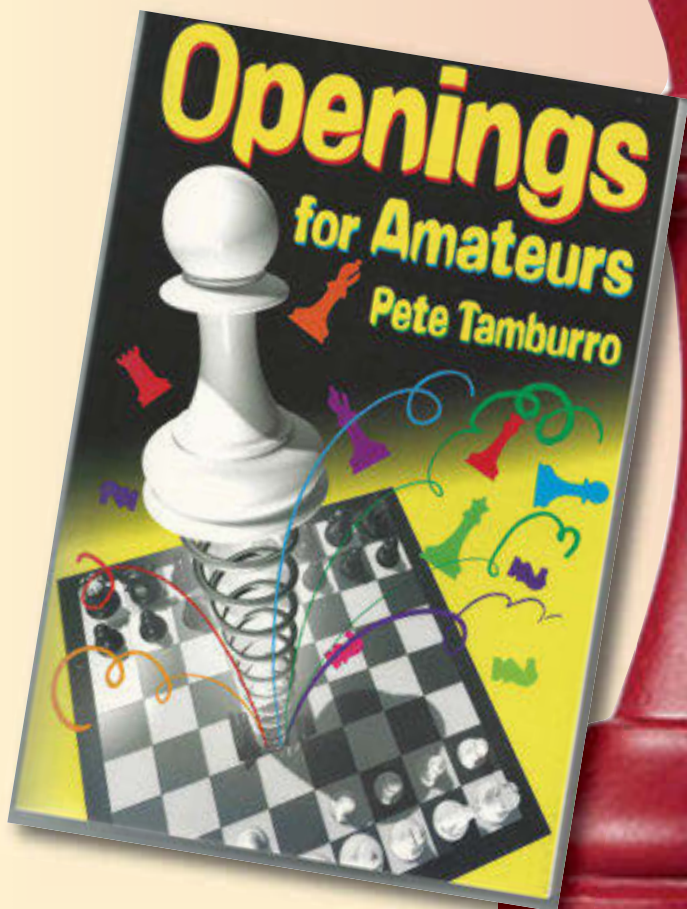
And it doesn't matter who moves first! Black's king is already trapped; it's just a matter of counting.

If White moves first: 1. Nf6 g5 2. Ng4+ Kh1 3. Kf1! h2 4. Nf2 mate.

And if Black moves first: 1. ... g5 2. Nf6 g4 3. Nxcg4+ Kh1 4. Kf1 h2 5. Nf2 mate.

Or if Black tries 1. ... Kh1 2. Nf6 Kh2 (2. ... h2 3. Ng4 g5 4. Ne3 g4 5. Nf1 g3+ 6. Nxcg3 mate) 3. Ng4+ Kh1 4. Kf1 h2 5. Nf2 mate.

Look before you leap with that knight—it matters!





# The Amazing Game

Pieces lined up for battle  
Two kings plotting against each other  
Hoping to win

Black and White  
Want to rule the board

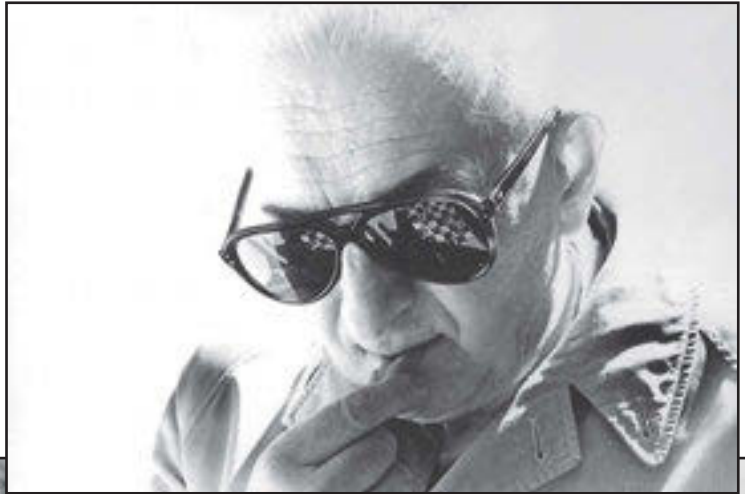
The kings' littlest men  
Face off first  
Eating away at the other side

Older and Wiser  
Step on to the board  
Capturing all they can

They have paved the way  
For the king and queen  
Who shall conquer all in  
Their path

Then White has  
Cornered the black king

The game is done  
Now White shall rule the board



~ Angelika Grace Demetrick (Age 10)



Photography by Sidney M. Grapey

Tournament Life Announcements FEBRUARY 15 THROUGH APRIL 14

Scholastic Members:

As a service to you, we are listing upcoming National USCF rated events, and requested events of possible interest to you...

Organizers and Tournament Directors:

If you would like your tournament listed here in Chess Life for Kids for April 2015 (events to be held after April 14), the deadline for submitting your announcements is February 10th...

ABBREVIATIONS & TERMS

All tournaments are non-scholarship allowed unless otherwise advertised.

Table listing abbreviations and terms such as BLZ, QC, \$\$\$, etc. with their corresponding definitions.

NATIONALS

A Heritage Event! Chess Magnet School Junior Grand Prix!

Feb. 14-16, New Jersey World Amateur Team & U.S. Team East - 45th Annual CELEBRATE 45 Years of Chess! 6SS, 40/2, SD/1 d5. Parsippany Hilton, 1 Hilton Ct., Parsippany, NJ 07054. Chess Rate valid until 1/16...

Chess Magnet School Junior Grand Prix!

Feb. 14-16 or 15-16, California, Southern 2015 U.S. Amateur Team West Championship 6SS, 30/90, SD/60 d5 (2-day option, rds. 1-3, G/60 d5)...

Chess Magnet School Junior Grand Prix!

Feb. 20-22 or 21-22, Illinois 2015 U.S. Amateur Team North Championship Open: 5SS, G/90+30/increment, 2-day: rd.1-2 G/60 d5. Hyatt Regency Schaumburg, 1800 E. Golf Rd., Schaumburg, IL 60173...

Team's name and roster (plus ID#), captain's email and phone number, and desired schedule. Info: www.chessweekend.com, 815-955-4793 before 8 PM.

Chess Magnet School Junior Grand Prix!

Apr. 10-12, Ohio 2015 National High School (K-12) Championship

7SS, G/120 d5. Hyatt Regency Columbus, 350 N. High St., Columbus, OH 43215. Hotel Chess Rate \$127. Guest rooms can be booked...

Chess Magnet School Junior Grand Prix!

Apr. 17-19, Illinois 2015 All-Girls National Championships presented by the Kasparov Chess Foundation in association with the Renaissance Knights Chess Foundation & USCF

First place winners of each section will qualify to play at the 2015 World Youth Championships. 6SS, G/90 d5. Hyatt Regency McCormick Place, 2233 S. Martin Luther King Dr., Chicago, IL 60616...

Chess Magnet School Junior Grand Prix!

Apr. 24-26, Kentucky 2015 National Junior High School (K-9) Championship

7SS, G/120 d5. Galt House, 140 North Fourth St., Louisville, KY 40202. Hotel Chess Rate \$125. Guest rooms can be booked...

Chess Magnet School Junior Grand Prix!

May 8-10, Tennessee









and Sunday, March 14-15. Players must be K-12 or College players attending school or college full time in Virginia as of Jan. 2014, or must be Virginia residents. Virginia residency NOT REQUIRED for the Blitz Tournament. **Online registration, eligibility, hotel info and other details at:** [www.vachess.org](http://www.vachess.org). **Questions to:** Mike Hoffpaur, mhoffpaur@aol.com, or 757-846-4805.

**Chess Magnet School Junior Grand Prix!**

**June 27-28, 7th annual World Open Under 13 Championship** 6SS, G/60 d10. Hyatt Regency Crystal City, Arlington (see World Open for location, rates). Open to all born after 6/28/02. In 4 sections. **Open Section:** Trophies to top 5, 1st C, Under 1400/Unr; free entry in all CCA tournaments 7/16/15-12/31/15 to 1st. **Under 1400 Section:** Trophies to top 5, 1st Under 1200, Unrated; free entry in all CCA tournaments

7/16/15-9/30/15 to 1st. **Under 1000 Section:** Trophies to top 5, 1st Under 800, Unrated; free entry in all CCA tournaments 7/16/15-9/30/15 to 1st. **Under 600 Section:** Trophies to top 5, 1st Under 400, top 3 Unrated; free entry in all CCA tournaments 7/16/14-9/30/15 to 1st. **EF:** \$42 online at chessaction.com by 6/23, \$45 mailed by 6/17 or phoned to 406-896-2038 by 6/16, \$50 at site. **Reg.** 6/27 to 10 am, rds. Sat. 11-2-5, Sun. 10-1-4. Up to 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, chesstourinfo, DirectorAtChess.US, 347-201-2269. \$15 service charge for refunds.

**June 30-July 5, July 1-5, 2-5 or 3-5, 43rd Annual World Open** See *Chess Life* or [www.chesstour.com](http://www.chesstour.com).

# Answers, We've got Answers.

## ARABIAN KNIGHTS

(From page 5)

The answers: The black king at h1 is stalemated. The black king at e3 has been checkmated. The black king at a8 will be checkmated in one move.

## YOU CAN DO IT!

(From page 6)

- #1: 1. Qf6+ Bxf6 2. Nf7#
- #2: 1. Rg8+ Kh6 2. Nxf7#
- #3: 1. Qf1+ Kh2 2. Nf3#
- #4: 1. Rh7+ Kg8 2. Ne7#
- #5: 1. Nb5+ Qxb5 2. Qd6#
- #6: 1. Nd6+ Kd8 2. Rd7#

## END OF THE LINE

(From page 8)

- #1: 1. h7 b2 2. h8=Q b1=Q 3. Qa8#
- #2: 1. h8=R (watch out 1. h8=Q is stalemate) 1. ... Ka1 2. Rh1#
- #3: 1. Qxf8+ Kxf8 2. d8=Q#
- #4: 1. c8=B is the easiest way to win by promotion as c8=R and c8=Q are both stalemate (make sure to work on your mating with two bishops and a bishop and a knight!)
- #5: 1. e7 g4 2. e8=B# (or e8=Q#) If 1. ... gxh4 then 2. e8=B, e8=Q, and g4 are all mate.
- #6: The most elegant finish is 1. Qxd7+ Kxd7 (if 1. ... Kf6 then 2. f8=Q+ will lead to mate) 2. f8=N#

## LESSONS LEARNED!

(From page 13)

- #1. Notice how all of Black's pieces on the queenside are on dark squares. White's light-squared bishop becomes a powerful piece as White is able to force checkmate in three moves starting with 18. *Rb3!+ Ka8 19. Bf3+ c6 20. Bxc6#.*
- #2. Black is able to win the White queen with the discovered check after 63. ... *Re3!+ 64. fxe3 Bxb2.*
- #3. White's king is boxed in on the kingside, and after 23. ... *Qh3+ 24. ...*, White's king has nowhere else to move. Black can win back some material with the rook lift ...*Re6!* threatening checkmate.
- #4. All three black pieces are much better than their white counterparts, and Black is able to force checkmate with 22. ... *Rg1+ 23. Kh2 Nf1#.*
- #5. White missed a chance to win the game with 23. *Qxg7#.*
- #6. Black's queen certainly looks powerful on the g3-square since the f2-pawn cannot take it due to the pin from Black's dark-squared bishop. One way to get rid of a pin is to block it, and if White had played 13. *d4!*, the Black queen is in trouble ... *Bxd4 14. Nxd4 Nxd4 15. fxd3; 13. ... Nxd4 14. fxd3 (the discovered check is harmless); 13. ... Qg6 14. dxc5.*

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