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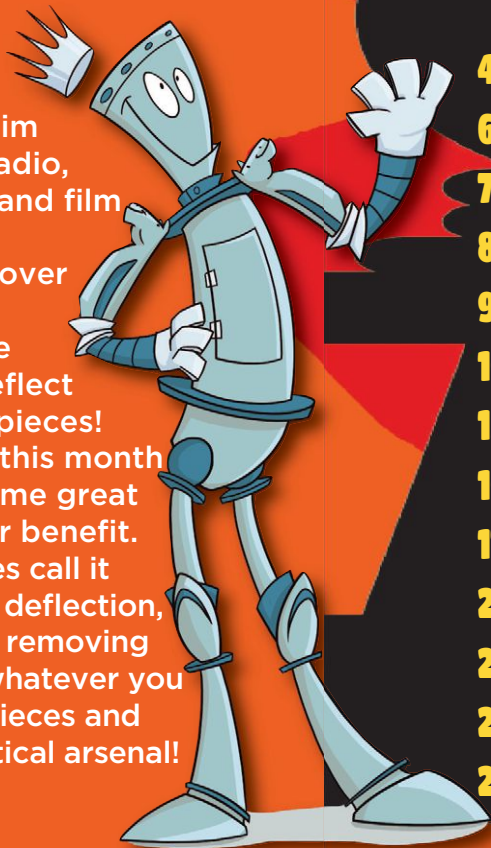
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### ON THE COVER

Joe Penner was voted the most popular radio comedian in 1934 (You can Google it!). His catch-phrase "Wanna buy a duck?" brought him fame not just in radio, but in vaudeville and film as well.

In spite of our cover rendering by Jon Buckley, there are better ways to deflect your opponent's pieces! Our contributors this month have provided some great examples for your benefit.

Different coaches call it different things ... deflection, square attraction, removing the guard ... but whatever you call it, move the pieces and add it to your tactical arsenal!



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# What's the Question?

by International Master Daniel Gurevich

**Q:** What is a deflection tactic? Is it the same thing as an attraction tactic?

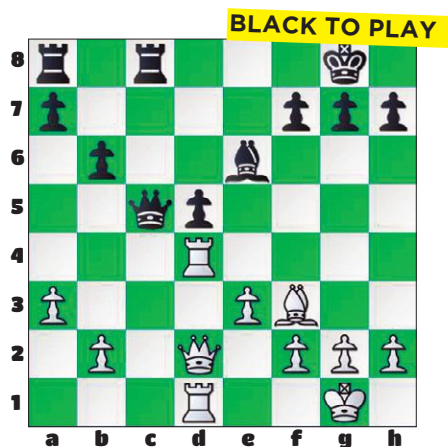
**A:** Hey, one question at a time! Just kidding, I really love questions, so ask as many as you want. A deflection tactic forces a piece away from its current square in order to gain control of whatever it was guarding earlier. It is sometimes also called a distraction tactic or a decoy, while attraction refers to a slightly different kind of tactic. Instead of distracting a piece from a square, an attraction tactic lures it to a square where it is badly placed. Let us take a look at some examples of deflection and attraction.

*See diagram, top of next column.*

You may know Henry Grob as the namesake of Grob's Attack, **1. g4**. In this game, he is already in deep trouble with black against young future grandmaster Erich Eliskases. There is no way to save the weak d5-pawn, so Grob protects his king against any back-rank checkmates.

**21. ... h6 22. Bxd5 Bxd5 23. Rxd5 Qc2??**

## Erich Eliskases-Henri Grob, 1935

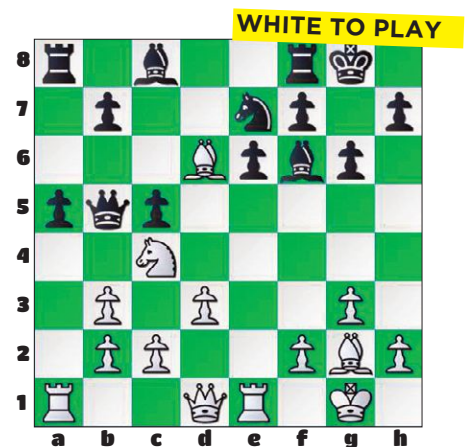


Here, 23. ... Qc6 or 23. ... Qc4 would have still offered Black some drawing chances. The unfortunate move in the game loses immediately. Can you spot how?

### 24. Rd8+!

A typical deflection! It turns out that Black's back rank was less secure than it seemed. The c8-rook can eliminate the intruder, but then the black queen is left hanging: 24. ... Rxd8 25. Qxc2. The alternative, 24. ... Kh7 25. Qxc2+ Rxc2 26. Rxa8, is no better. Of course, **Black simply resigned.**

## Tigran Petrosian-Ludek Pachman, 1961



It is White to move, and Petrosian, who would soon become world champion, is dominating the game. All of Black's pieces are tied up or not developed at all, while most of White's are already very active. It is clearly time to look for the finishing blow.

**17. Qf3! Kg7** (17. ... Bg5 18. h4 wins a piece on the spot) **18. Re4**

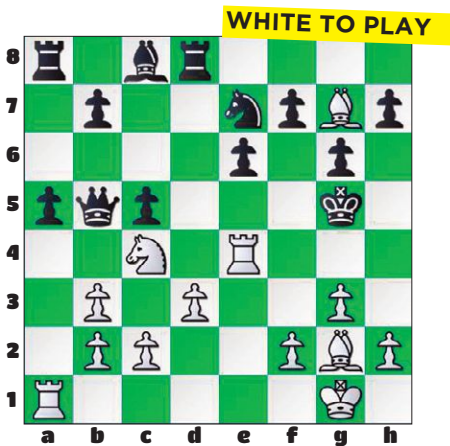
Even stronger was the immediate **18. Qxf6+!! Kxf6** 19. Be5+ Kg5 20. Bg7! Petrosian carries out this idea one move later.

**18. ... Rd8 19. Qxf6+!!**

An attraction tactic: the king is

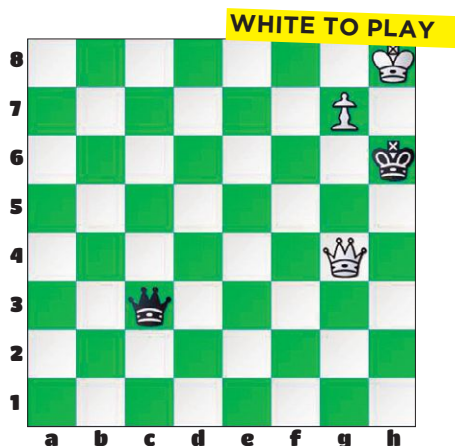
forced towards the center.

19. ... Kxf6 20. Be5+ Kg5 (or 20. ... Kf5 21. Rf4+ Kg5 22. Bf6+ Kh6 23. Rh4 mate) 21. Bg7!



**Black resigned** in this picturesque position. Even though he is a queen up, Black's pieces can do nothing to save the king from the simple threat of 22. h4+ Kh5 23. Bf3# or 22. ... Kf5 23. Bh3#.

To finish up, take a look at these tactics that combine deflection and attraction.

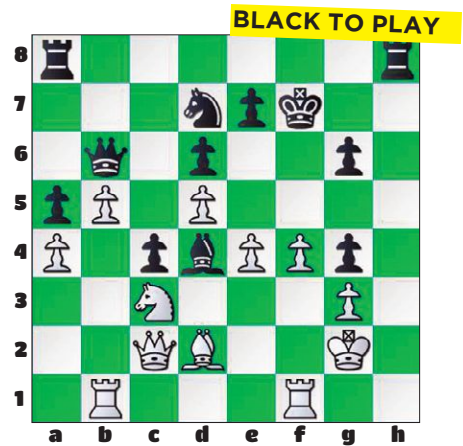


White to move. White would really like to promote the pawn, but the pin on the long diagonal is just too strong. Most attempts to untangle lead nowhere. For example, 1. Qe6+ Kg5 2. Kh7 Qd3+ 3. Kg8 (3. Kh8 Qc3 repeats the position) the pawn still cannot advance.

The only winning sequence turns out to be 1. Qh4+! Kg6 2. Qg3+!! Qxg3 3. g8=Q+,

skewering the king and queen. The brilliant sacrifice 2. Qg3+!! is both a deflection, forcing the black queen away from the a1-h8 diagonal, and an attraction, bringing it to the most dangerous square.

**Murray Chandler-Yehuda Gruenfeld, 1979**



Black ought to have a powerful

**Please turn to page 23**

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# Tales of The Arabian Knights

By Rick Kennedy

## Deception, er, Deflection

"I am winning more chess games against my sister," said the King's nephew, proudly. "I have a new plan. It is called 'deflection'."

The King smiled broadly.

"You see," the boy continued, "whenever my sister is thinking hard, I make a face or tell a joke, and her attention is immediately deflected. She can't concentrate. I win."

The King suddenly looked like he had swallowed a frog.

"I think that 'deflection' has something to do with the pieces," the King's friend added helpfully.

"I know!" said the nephew.

"Sometimes I kick the chess table, and one of my sister's pieces is deflected off of the board. Sometimes she doesn't notice. That makes winning easier."

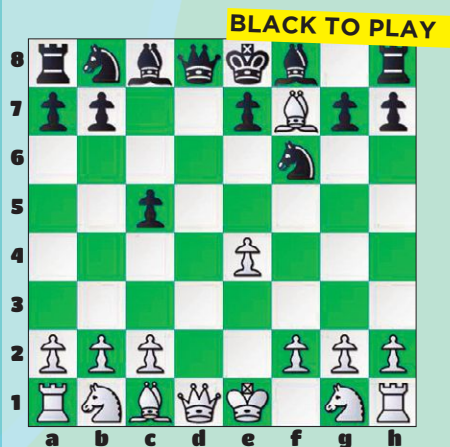
"There are other ways of thinking about 'deflection'," said the King, once he had regained his composure. "Let me show you." He quickly set up the chessboard, after the moves **1. e4 e5 2. Bc4 Bc5 3. b4.**



"Black's bishop is pointing at the weak spot in White's position, f2. White offers a pawn, and if Black takes it, his bishop is deflected from the attacking diagonal. I am not sure if it is really worth a pawn, but you see the idea."

The boy nodded.

"Another. After **1. e4 c5 2. Bc4 d6 3. d4 Nf6 4. dxc5 dxc5 5. Bxf7+** Black's King must capture the Bishop and is deflected from its job of protecting his queen, allowing his opponent to win it."



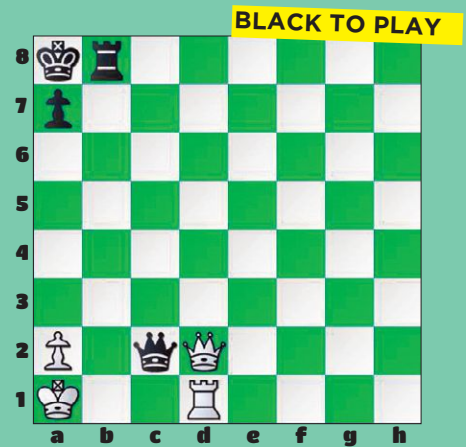
"I see," said the nephew.

"Another" said the King. "Black would like to capture White's queen, but it is protected by the rook. He can deflect the defender, however, with **1. ... Rb1+**, as White would have to recapture **2. Rxb1**, allowing **2. ... Qxd2.**"

"I see."

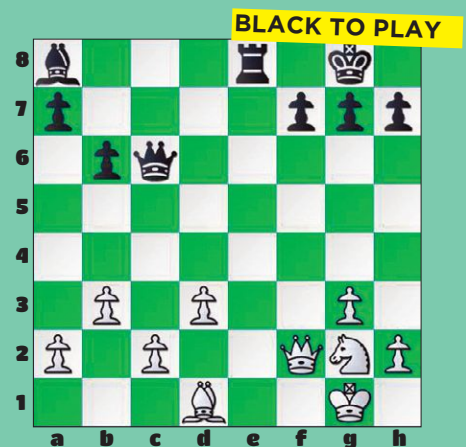
See diagram, top of next column.

"Here is one more deflection



problem, again with Black to move. It is more complicated, so I want you to spend some time on it," said the King. "But first I want you to apologize to your sister."

"Yes, Your Majesty!"

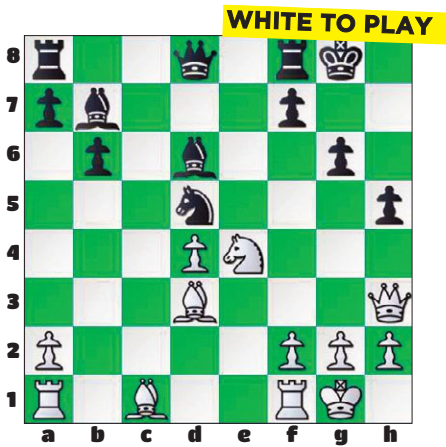


SOLUTION: Black's queen could checkmate at g2, if the white queen were not protecting the white knight. If the knight moved, Black's queen could checkmate at h1. So Black plays 1. ... Re1+. If 2. Qxe1, the queen is deflected, and Black checkmates with 2. ... Qxg2. If White captures the rook with his knight (deflected) with 2. Nxe1, then Black plays 2. ... Qh1 checkmate.

# YOU can DO IT!

by Jon Edwards

10th United States Correspondence Chess Champion



With White to move, I had two candidate moves, 18. Bg5 and 18. Bh6.

Bh6. Think about both moves and try to decide which move you would play. It's important not just to make the first move that looks good. As is almost always the case, one of these moves is far better than the other.

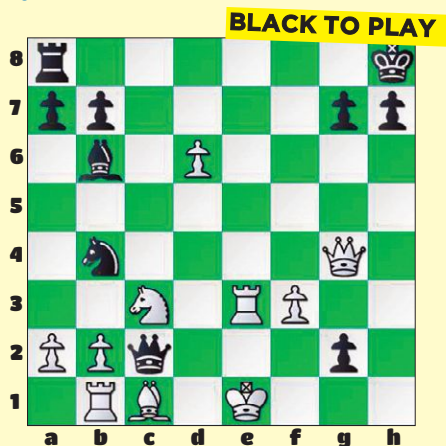
If you decided upon the appealing 18. Bh6, you probably failed to see that White's queen gets trapped after 18. Bh6? Bc8 19. Qf3 Bg4!

The answer is first to play 18. Bg5! Why? When Black retreats his bishop back to e7 with 18... Be7, only now White can play 19.

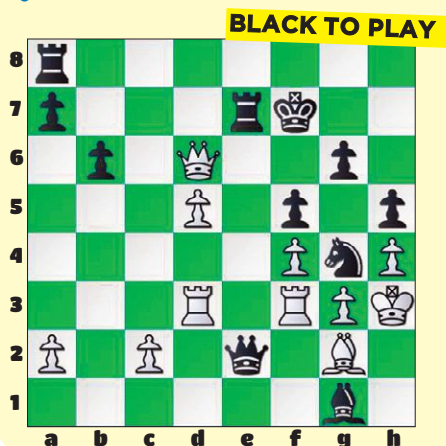
Bh6 without having to worry about his queen being trapped. After 18. Bg5 Be7 19. Bh6 Bc8, White can safely secure his queen with 20. Qg3 with the idea of Qg3-e5.

To make progress, White first had to deflect Black's bishop from d6. This kind of deflection is very common in chess. To give you a chance to practice, here are six positions from real tournament games. All have quick mates in two moves and all involve deflections. You Can Do It!

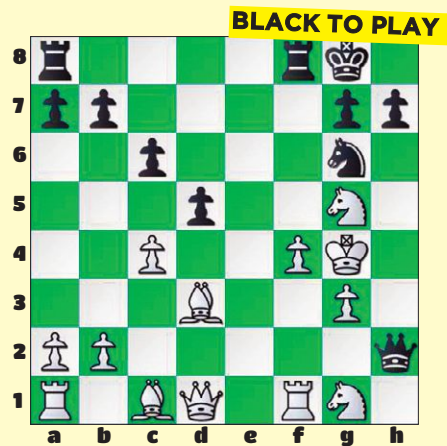
## Quiz #1



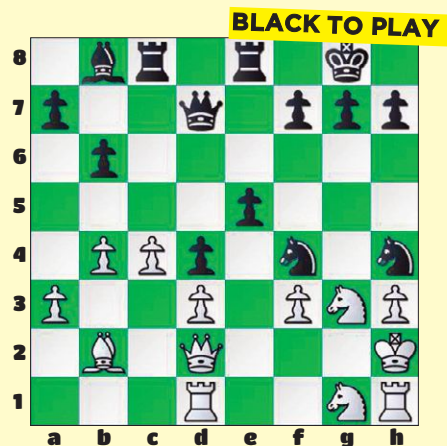
## Quiz #2



## Quiz #3



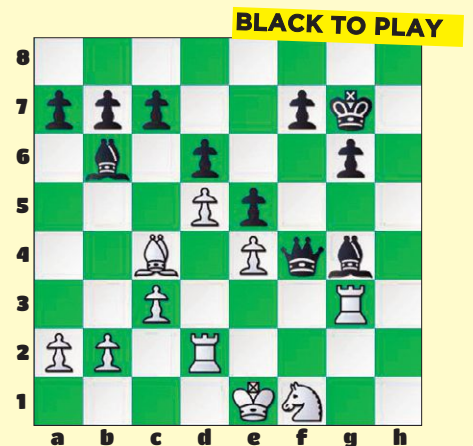
## Quiz #4



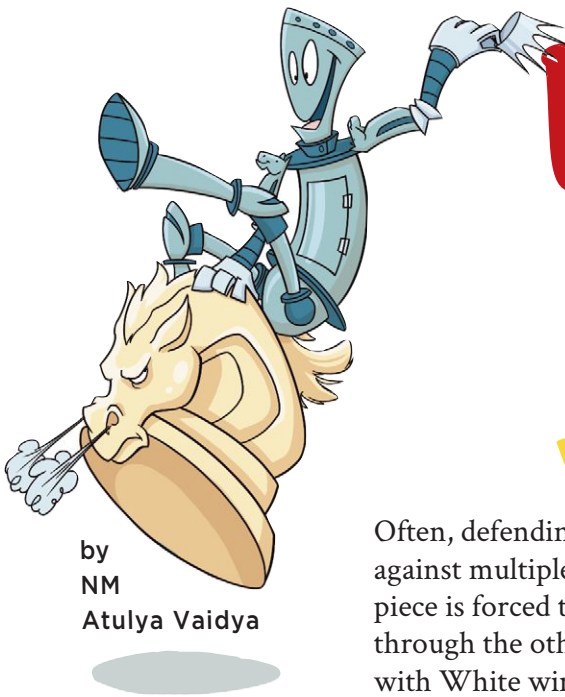
## Quiz #5



## Quiz #6



Solutions on page 21 

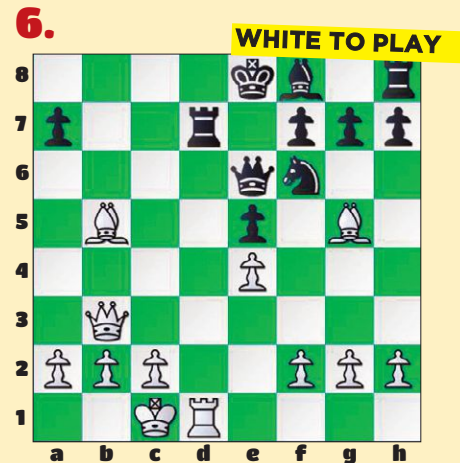
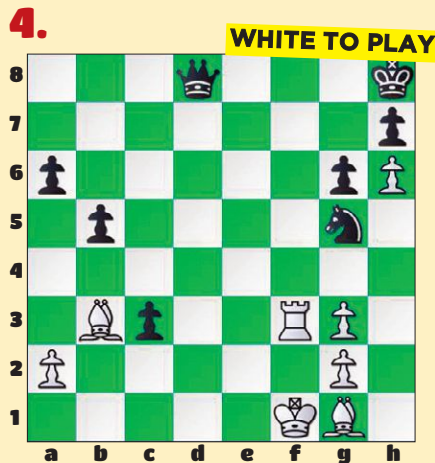
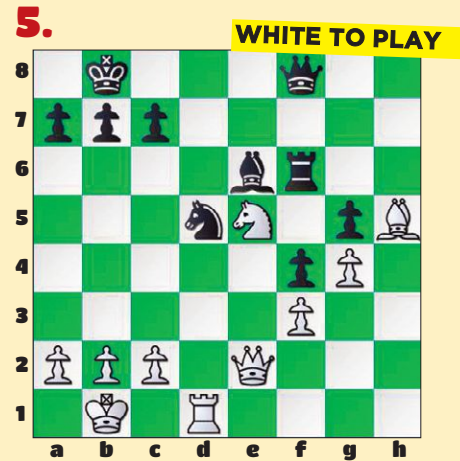
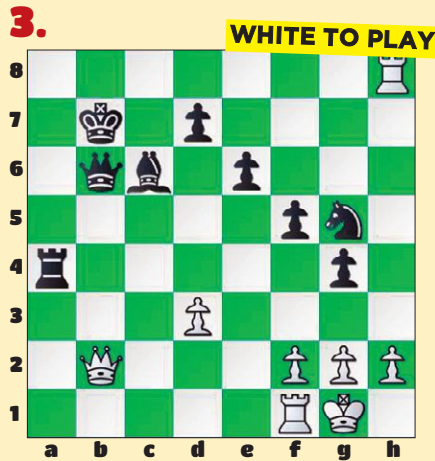
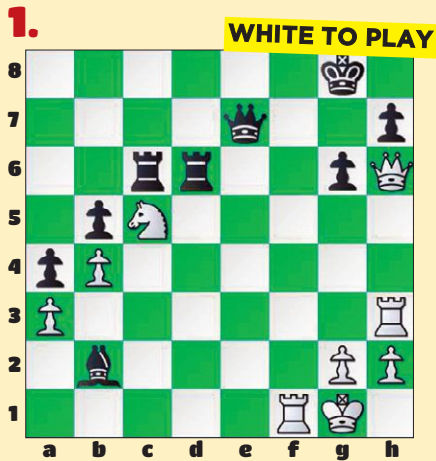


by  
NM  
Atulya Vaidya

# MOVE THE PIECES

## Working Together

Often, defending pieces can become overworked, when the piece has to guard against multiple threats at the same time. Deflection is when the overworked piece is forced to commit to one threat, allowing the attacking side to win through the other threat. The following six puzzles are all White to move, with White winning using the deflection tactic.



**Solutions on page 21**



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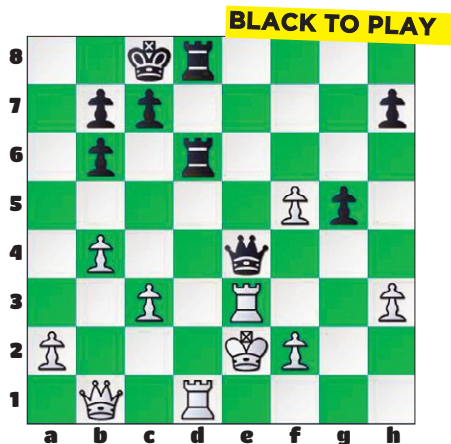
## Deflection

by NM Todd Bardwick

Deflection is a chess tactic where a piece is deflected away from defending another piece or critical square. Deflections often occur as part of a combination where the deflected piece is essential to the defense.

Deflection is a method used to remove the guard or defender which is often referred to as an overworked piece.

Here is an example from a game between Valentine Green and Wilhelm Steinitz from London, England, in 1864.



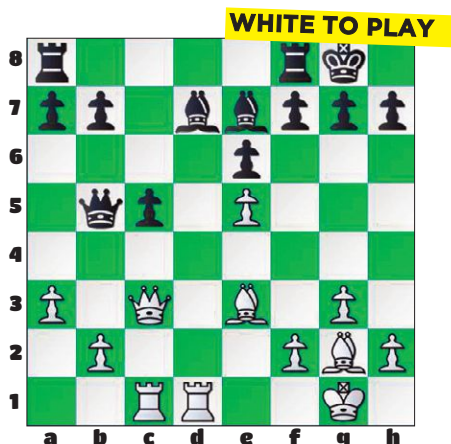
Position after 31. Re3

Steinitz played **31. ... Rd2+!** and **White resigned**. If White plays 32. Rxd2 the rook is deflected from protecting the queen, allowing Black to play The moves 32. ... Qxb1. 32. Kf1 or 32. Ke1, results in 32. ... Qh1 mate.

Here is another example of a

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

deflection from a game from the 2010 Chess Olympiad in Khanty-Mansiysk, Russia, between Tiger Hillarp-Persson and Fernando Peralta. White notices that Black's queen is the only defender of his light-squared bishop.



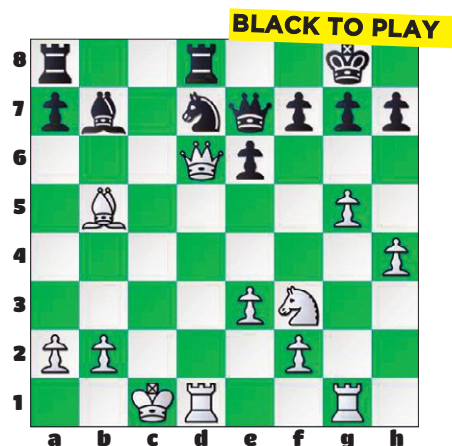
Position after 18. ... Bd7

He chases her away with **19. a4!** and **Black resigned**. After 19. ... Qxa4 20. Ra1 Qb5 21. Ra5, the bishop is lost.

Here is a more complicated deflection problem. Notice White's queen is attacked once, and defended once, by the rook on d1.

See diagram, top of next column.

Black plays, **19. ... Rac8+**—the start of a series of checks that forces the deflection. **20. Kb1**



Position after 19. Qd6

**Be4+ 21. Ka1 Rc1+!** Deflecting the rook from defending the queen. **22. Rxc1 Qxd6 23. Rgd1 Qb6 24. Rxd7 Bxf3 25. Rxd8+ Qxd8 26. Ba6 Bc6!** Blocking the threat of Rc8 and saving the queen by offering the bishop. **27. b4 Qd6 28. f4 g6** and Black went on to win.

Alexander Moiseenko was white against Vladimir Potkin in this game from the 2003 European Chess Championship in Silivri, Turkey.

When you see a square you would like to get a piece to, but your opponent has it defended, look for ways to deflect the defender.

# Reflections

## on Deflections and Decoys

by Pete Tamburro

There is a good deal of confusion about some terms in chess. One of them involves the differences among these terms: deflection, decoy, diversion and a few others.



**Some chess authors use the word diversion to include deflection and decoy. Other use deflection to mean both. We're going to look at both no matter what you call them!**

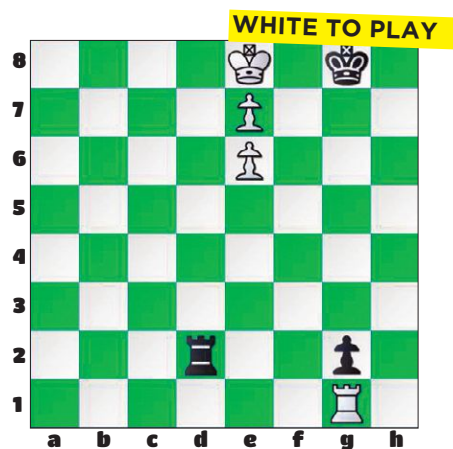
Let's try to give an example from life.

You're balancing two plates with pizza, one in each hand. Someone comes up and offers you a giant chocolate bar. You put down one pizza and accept the chocolate bar, but that person grabs your second pizza and runs off. That chocolate bar was a decoy. Let's also say that you are walking along with your two pizzas and someone crashes into your one arm. In trying to save that pizza, you lose the other one. That's deflection.

That's how I think about deflection in chess. There is an opponent's piece that's doing its job: defending another piece, defending a square, keeping a file closed—playing defense. A deflecting move, involving an exchange, makes the defending piece move away from his one

job to try and do another. That's what we're going to look at with the following puzzles.

Here's a really simple example:



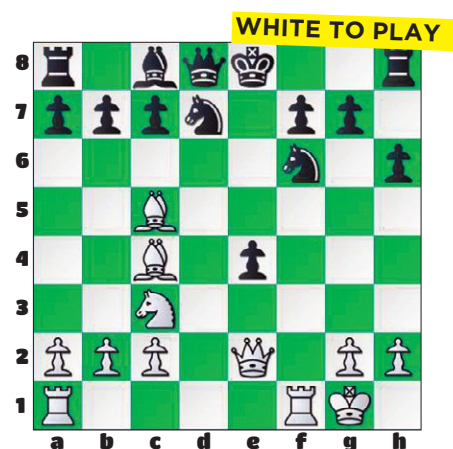
In this position, the white king is trapped by the enemy rook and king. White wants to deflect the black rook from its job of keeping the white king from getting on the d-file. White plays **1. Rxg2+!** and Black is forced to play **1. ... Rxc3** after which White will play **2. Kd7** and the pawn will promote because the black rook can check until the white king zig-zags down to c3, allowing the pawn to promote.

### When your opponent doesn't castle...

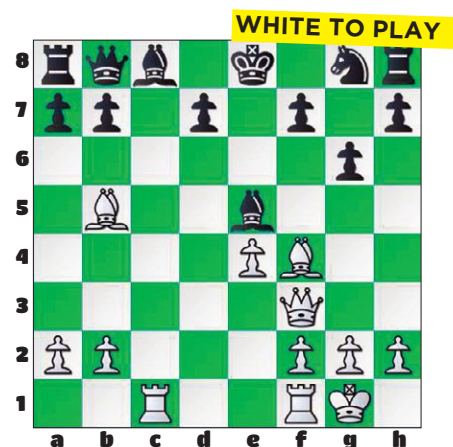
Deflection can happen in the opening as well. Way back in 1864, Anderssen beat Schallop rather easily from this position:

*See diagram, top of next column.*

It finished up with **1. Qxe4+ Nxe4 2. Bxf7** mate.



Players who don't castle quickly, like Mr. Schallop above, often end up in trouble. Here's another, from Rossolimo-O'Kelly, 1949:

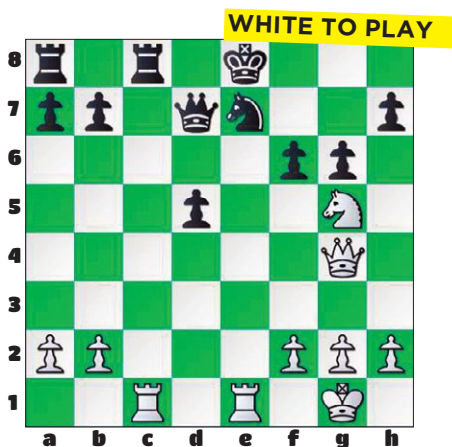


The Black queen is "overloaded," guarding both bishops (two pizzas!), so White forces a deflection. He can win by **1. Rxc8+ Qxc8 2. Bxe5 f6 3. Bxf6 Nxf6 4. Qxf6 Rf8 5. Qe6+ Kd8 6. Rd1** and Black can't properly defend d7.

One other lazy fellow who didn't castle right away ended up on the wrong end of, perhaps, the greatest deflection combination of

all time at the great Hastings 1895 tournament. Wilhelm Steinitz was playing Curt von Bardeleben. I always tell my private students to count indirect attacks as well as direct attacks.

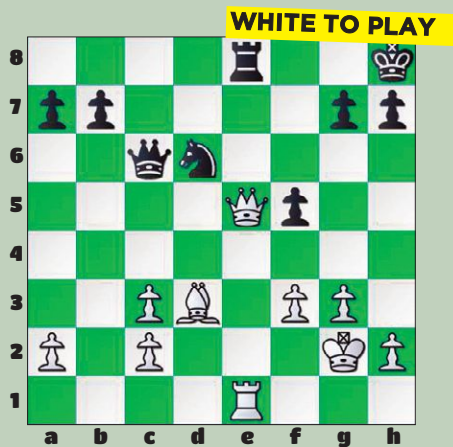
Here, White is directly attacking the black rook on c8 with his own rook and indirectly attacking the same black rook with his queen. Two attacking. Two defending. So how does White get the black queen to leave her duty station?



Here's how it went: What's funny about this is that the black queen refuses to be *deflected* or *decoyed*, but things just go from bad to worse. **1. Rxe7+! Kf8** (1. ... Kxe7 2. Qb4+ Ke8 3. Re1+ Kd8 4. Ne6+ Qxe6 5. Rxe6 Rc1+ 6. Re1; *The Deflection*: 1. ... Qxe7 2. Rxc8+ Rxc8 3. Qxc8+ Qd8 4. Qxd8+ Kxd8 5. Nf3 and wins easily.) **2. Rf7+ Kg8 3. Rg7+ Kh8 4. Rxh7+ Kg8 5. Rg7+ Kf8 6. Nh7+ Kxg7 7. Qxd7+ Kh6 8. Rxc8** and all these lines win.

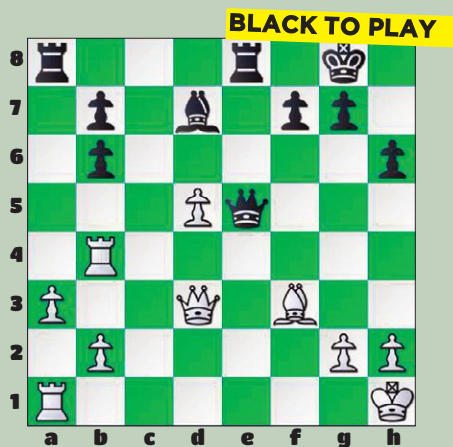
### When your opponent does castle ...

In Smyslov-Lilienthal, 1941, the future world champ used deflection to help the back rank mating idea.



White can't take on e8 because both the knight and queen are guarding the rook. So, he gets rid of one defender by playing **1. Qxd6!** If the black queen is deflected to taking back on d6, then she's not doing her job defending e8 and White will play **2. Rxe8+** with mate next move. If Black leaves the back rank on move one to take the rook on e1, then White will take advantage of the deflected rook to play **2. Qf8** mate.

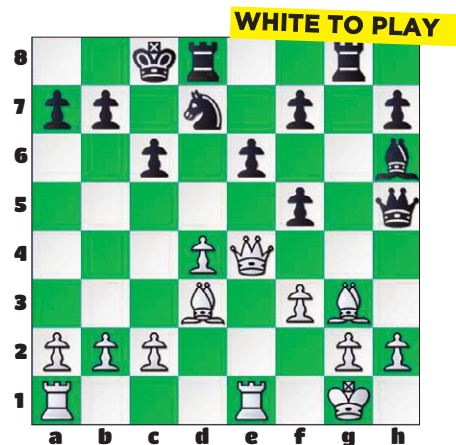
That was pretty clear. Here's how wild it can get—a triple deflection! In a game, Mikenas-Bronstein, 1966, Black came up with a dandy move using the back rank theme as well:



Bronstein played the amazing **1. ... Rxa3!!** If the white rook takes back then the black queen checks

on e1 and will mate as the white rook has been *deflected* from his duties on the first rank. If the pawn recaptures, it has been *deflected* from its duties of shielding the Ra1 from the queen on e5. Thirdly, if the queen takes, then it has been *deflected* from its ability to retreat to f1 to block a Qe1+.

Castled positions are always targets of deflection. In this game, Fajans-Holmes, 1946, the famous Boden mating pattern arose. In this, the queen deflects the b7-pawn from protecting the a6-square. Why is that important? White sees that if his bishop can check on a6, it's mate!



This is a good pattern to remember (with the Nd7) as **1. Qxc6+ bxc6 2. Ba6** mate.

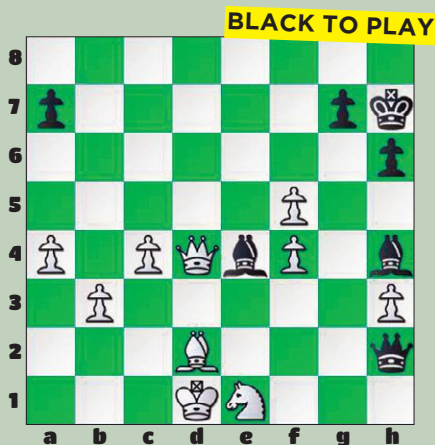
Giving up a queen is a big deal, but if mate follows, then it's great! In the following position, Spielmann-L'Hermet, 1926, White knew he had to open lines to the black king as he had a queen, two bishops and a rook aimed at a king that only had pawn defenders. With his first move, Spielmann deflects the sturdy g7-pawn from its post in front of the king, which allows the white rook to attack right down the g-file:



Watch the great rook move as well: **1. Qxh6!! gxh6 2. gxh6+ Kf8 3. Rg8+! Kxg8 4. h7+ Kf8 5. h8=Q#.**

### When you're in an endgame ...

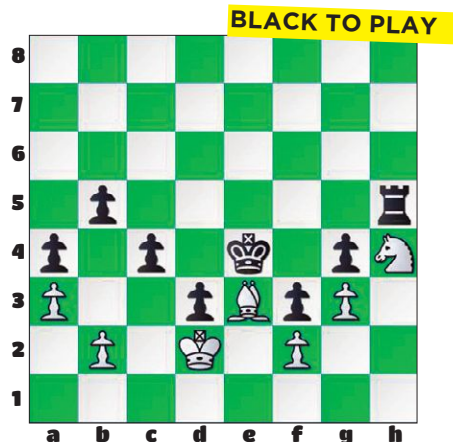
We started out with an endgame, so let's finish this part of the article with a couple. First up is Neumann-Kolisch, Paris, 1867. Black is down in material and had better come up with something fast or those White pawns will start moving down the board. Kolisch uses a simple but effective *deflection* to save the day.



Black played: **1. ... Bxe1 2. Kxe1** (If the queen or bishop allow themselves to be *deflected* then: **2. Qxe4 Qxd2#; 2. Bxe1 Qc2#**) **2. ... Qh1+ 3. Ke2 Qf3+ 4. Ke1 Bd3** White resigned as after **5. Qf2 Qh1+ 6. Qf1 Qxf1#.**

In our next diagram, it looks

like White has set up a barrier to prevent Black from breaking through. As long as those pawns can stay where they are, White is safe, but White can't keep both his queenside pizzas and his kingside pizzas in place as Black uses exchanges to insure one of Black's pawns is going to run away with the prize:



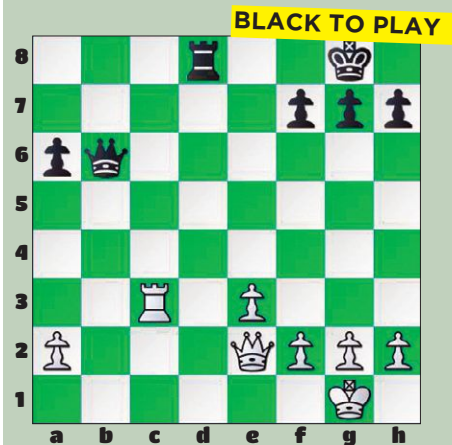
Lund-Nimzovich, 1911, finished with: **1. ... b4** (Nimzo could have started with the deflection of the g-pawn with **1. ... Rxh4**, but what he does works, too.) **2. axb4 Rxh4 3. gxh4 g3 4. fxg3 c3+ 5. bxc3 a3** and the a-pawn can be caught, but then the bishop would be lost, and the other pawns would promote. It's a great "breakthrough" lesson.

Yes, you can say Black's pawn moves were all deflections if you don't wish to make a difference between decoys and deflections, or you can call them all diversions!

The most important thing to remember is not what you call it. What's most important to remember is that when you look at your opponent's position, look at what he's defending—a piece, a pawn, a square, a diagonal, a back rank, a file—and see how you can force him through an exchange to leave what he's defending, and you'll be using *deflection*!

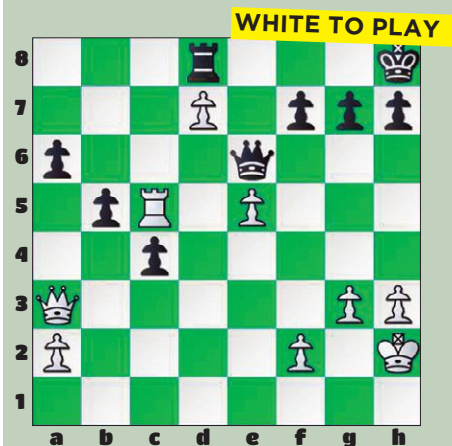
Now, let's take a look at *decoys*. It's a piece or pawn saying to the opponent, "Here I am. Take me!" Quite a few world champions have used this tactic.

Perhaps the most famous one is from Bernstein-Capablanca, 1914:



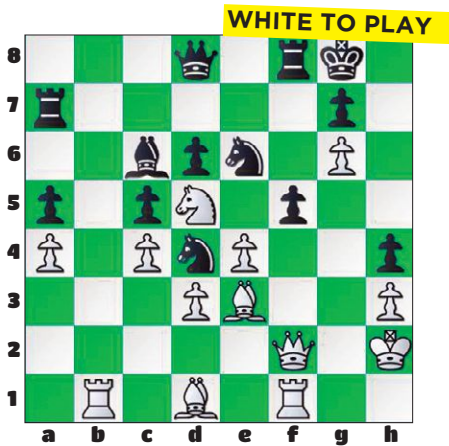
With Black on the move, Capablanca played **1. ... Qb2!** and White resigned. He saw the back rank problem. The queen can't be taken because of **2. Qxb2 Rd1** mate. If White tries a *counter-decoy*, that doesn't work either: **1. ... Qb2 2. Rc8 (2. Rc2 Qb1+) 2. ... Qb1+ 3. Qf1 Qxf1+ 4. Kxf1 Rxc8.**

Another back rank lesson came from another world champion, Alexander Alekhine, White, against an amateur.



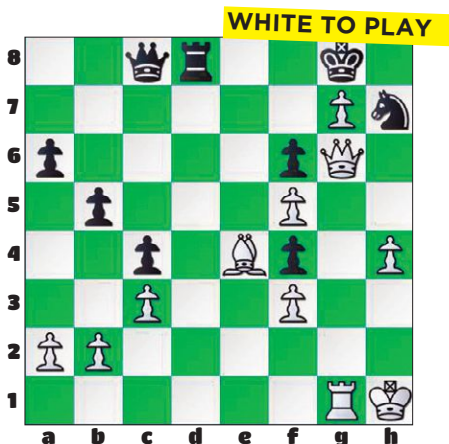
Alekhine played **1. Rc8! Rxc8 2. Qe7!** and Black resigned because the second *decoy* move can't be defended: **2. ... Ra8 3. d8=Q+ Rxd8 4. Qxd8+** and mate next move.

Those *decoy* moves were examples where the pieces were quite close to each other. The world champion after Alekhine, Botvinnik (against Keres in Moscow, 1966), showed two different sides of the board can be involved. Here, Botvinnik wanted to play 1. Qxh4 to threaten mate on h7, but Black's queen was defending the pawn. He needed to decoy the queen away from the pawn.



Since Black's queen can't move along the diagonal to h4, Botvinnik offered a *decoy* with **1. Rb8!** Keres resigned.

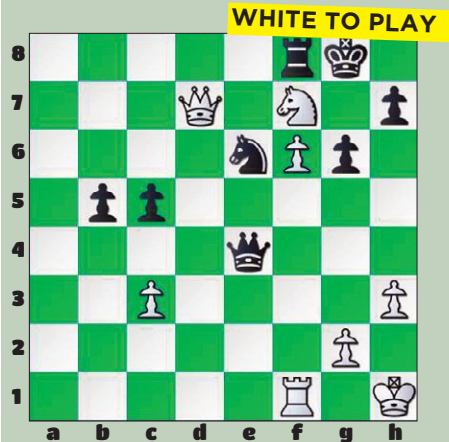
Yet another world champion, Bobby Fischer, had a similar situation. He, as White, would love to play 1. Bd5+, but the Black rook is defending that square. White needs to offer that rook a chocolate bar.



Fischer played **1. Qe8+!** and his opponent, Pal Benko, resigned

because of 1. ... Rxe8 2. Bd5+ Re6 3. Bxe6+ Qxe6 4. fxe6 f5 5. e7 Nf6 6. Rg6 Ne8 7. h5 and mate is unstoppable.

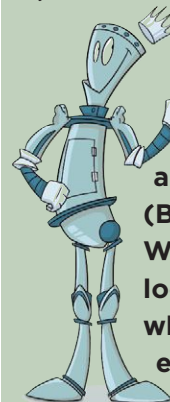
Fischer's long-time rival in the U.S. was Sammy Reshevsky, who could also pull off a *decoy* move:



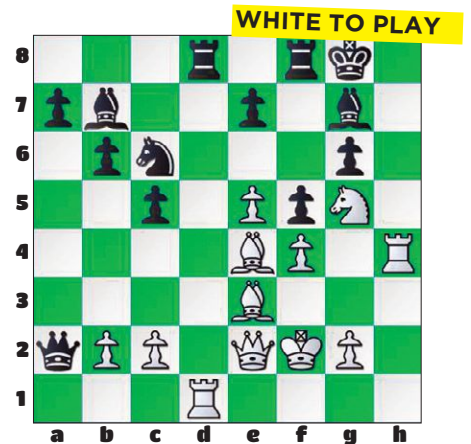
White would love to mate Black on g7. Two problems: White's own knight is in the way and Black's knight is defending g7. Sammy solved that rather quickly against Bent Larsen in 1971 with **1. Ng5!** and Larsen resigned.

Even if Larsen tried not accepting the decoy. It would be mate: 1. Ng5 Rxf6 2. Qxh7+ Kf8 3. Rxf6+ Ke8 4. Nxe4 Kd8 5. Rxe6 b4 6. Rxc6 b3 7. Rg8#. This is worth mentioning as you should always check to see if your opponent can refuse your decoy with a good move of his own.

And you don't have to be a world championship contender to see *decoys*. It would help, though, if you learned the lesson from the Botvinnik game.

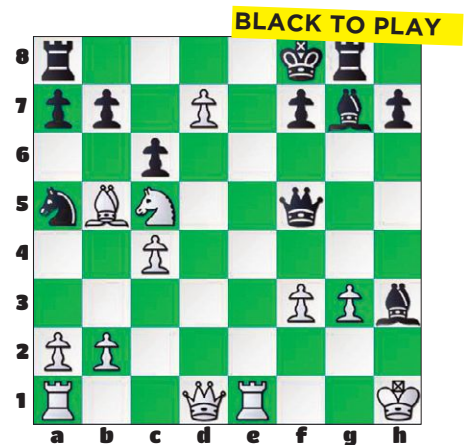


See if you can get this finish between Tan Hoan Liang and Vasja Pirc, (Beverwijk, 1963, with White to play) without looking at the solution, which will be at the end of this article.



See Solution on the next page, but move the pieces first!

You also don't have to use decoys to mate. You can use them for all sorts of reasons. My favorite "all sorts of reasons" comes from the game Milner-Barry—Alexander, Cambridge, 1932. Black to play. White is threatening mate in two by 1. d8=Q+ and mate in one by 1. Qd6+. What kind of decoy would meet those threats?



Black played **1. ... Bd4** Tartakower, in *500 Master Games of Chess*, has this to say about this remarkable move: "An ingenious reply, fulfilling many functions: (i) masking the d-file; (ii) unmasking his own g-file; (iii) deflecting the adverse queen eventually (22. Qxd4 Qxf3+); (iv) attacking the knight; (v) cutting off the king's flight as long as this bishop remains safe." That's quite

a lot for one decoy move! The game continued this way: **2. Nxb7 Qh5 3. Re8+ Rxe8 4. dxe8=Q+ Kxe8 5. Qe2+** (5. Bxc6+ Bd7+!! 6. Kg2 Qh3#) **5. ... Kf8 6. Nxa5 Bg4+** and **White resigned** as mate is next.

Before giving you the puzzle solution, you need to play through an amazing game. It's a great *double-decoy* example. You might ask, "How do I offer two different pieces with one move?" Well, sometimes another move can create decoys. This is also a great lesson on how exciting chess can be without queens on the board in what many people consider a dull variation of the French Defense: Isaias Pleci-Lucius Endzelins, Olympiad, 1939.

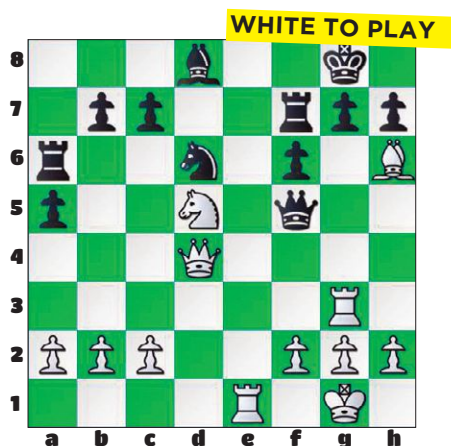
**1. e4 e6 2. d4 d5 3. Nd2 c5 4. Ngf3 dxe4 5. Nxe4 Nd7 6. dxc5 Nxc5 7. Qxd8+ Kxd8 8. Bg5+ f6 9. 0-0-0+ Ke8 10. Bb5+ Kf7 11. Rd8** and by this move, White offers Black both his bishop and his knight as *decoys*.



With **11. ... Be7** Black bails out on taking either decoy and Pleci had to figure that possibility out, too. **11. ... fxe5 12. Ne5+ Ke7 13. Re8#; 11. ... Nxe4 12. Ne5+ Ke7 (12. ... fxe5 13. Be8#) 13. Re8+ Kd6 14. Nf7+ Kc5 15. Be3+ Kxb5 16. Rxf8** and wins major material. **12. Ne5+ fxe5** He had to take that decoy. **13. Nd6+ Kg6** And

another decoy that can't be taken! Wow! **13. ... Bxd6 14. Be8+ Kf8 15. Bh5# 14. Bxe7 Nxe7 15. Rxh8** White has won the Exchange and still has mating threats. The game continued: **15. ... a6 16. Be2 e4 17. f4 b5 18. Re8 Kf6 19. Rf8+ Kg6 20. h4 Bb7 21. h5+ Black resigned** as he saw **21. ... Kh6 22. Nf7#**.

After I finished this article and sent it in, I ran across the most amazing sequence of deflection/decoy moves I had ever seen, Efim Korchmar-Abram Borisovich Poliak, Ukraine, 1931:



**Five in a Row: 1. Nb4!! (decoy) 1. ... axb4 2. Qxd6! (deflection) 2. ... Qd7 3. Qd5!! (decoy) 3. ... Kf8 4. Rxc7! (deflection) 4. ... Qxd5 5. Rg8+! (decoy) and Black resigned** because of **5. ... Kxg8 6. Re8+ Rf8 7. Rxf8# Incredible!!**

*Solution to Tan-Pirc:* The hint from the Botvinnik game is that the black queen is defending on the a2-g8 diagonal and can't be on any other square on the diagonal other than a2 without getting taken. That would be a great diagonal for White's queen to check on. Simple, right? Just play **1. Ra1** as Tan did, and Black resigned. Now, did you check things your opponent could do like **1. ... Ba6** where you win a piece after **2. Rxa2 Bxe2 3. Bxc6?** Or **1. ... Nd4 2. Rxa2 Nxe2 3. Bxb7**

where you also win a piece? It doesn't have to be a mate right away, but if you didn't check for those two Black replies, it would be good to remember to do that when you actually are about to play a *decoy* move.

As you can see, both deflections and decoys are used on a regular basis in chess. If you want more practice on this, look for chess puzzle books that show what themes their problems are: deflection, decoy, interference, double attacks, skewer, etc. They might be in an index at the back of the book or even in the table of contents. The key is to practice!



Meet the author!



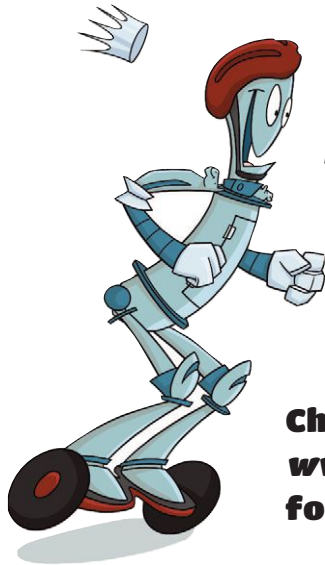
ROOK-E says:

Pete Tamburro, who has written regularly for *Chess Life Kids* (CLK) since it started, also has a regular column (named after his book, *Openings for Amateurs*) in *British Chess Magazine* (BCM). He is the only American in the past year to have written for CLK, *Chess Life* and BCM. His [www.arcamax.com](http://www.arcamax.com) chess column has three chess puzzles a week aimed at the average player.

# US Chess Junior Grand Prix

## 2016 Junior Grand Prix Standings

Official standings for events received and processed by September 8, 2016 are unofficial and subject to change during the year or until year-end tabulation is complete. The top prize for 2016 will be a Chess.com one-year Diamond membership valued at \$100, a Chess.com gear/merchandise package valued at \$100, a US Chess plaque, free entry into the 2017 U.S. Open, and \$1,000 of expense money from US Chess to offset the trip. For the top five players on the overall list and to each state winner, Chess.com will also award a choice of a one-year ChessKid.com gold membership (valued at \$50/annually) or a one-year Chess.com gold membership (valued at \$40/annually). US Chess gratefully acknowledges the participation of Chess.com!



**It's a race for first place!**

**Check out  
[www.uschess.org](http://www.uschess.org)  
for rules and prizes.**

### Top 5 Overall Standings

NAME	STATE	PTS	EVENTS
STEINER, ADAMSON	DC	11369	14
RAO, VINAY	NJ	8821	16
PARK, EVAN	PA	8804	12
ARAYATH, NIKHIL	NJ	8785	13
ARAYATH, ATHIRA	NJ	7947	13

For the top 200 overall, see [www.uschess.org](http://www.uschess.org)

### How to earn Points:

Eligible US Chess members earn points by winning or drawing against higher rated players, based on the pre-event ratings for both players. (If a player does not have a US Chess rating yet, or has a provisional rating based on less than 4 games, that player's post-event rating from that event is used to compute JGP points.)

For a win against a higher rated player, the number of JGP points earned is 2X the ratings difference, up to a maximum of 700 points per game.

Example: A 1200 player who defeats a 1350 player earns 2X the difference in ratings (150) or 300 points.

For a draw, the number of JGP points earned is the ratings difference, up to a maximum of 350 points per game.

Example: A 1200 player who draws a 1350 player earns the difference in ratings, or 150 points.

The US Chess Executive Director has the authority to review events for compliance with these rules.

### State Leaders

NAME	STATE	PTS	EVENTS
WU, ROCHELLE	AL	4891	10
BELLISARIO, STEVEN	AR	4041	4
SELVAM, SANJAY	AZ	3927	7
NATH, NAVEEN	CA-N	7125	12
VORA, YASH	CA-S	4611	7
GURUMURTHI, MUKUND	CO	3808	4
LUMELSKY, SAMUEL MICHAEL	CT	3460	3
SHAPIRO, NATHAN B	DC	3162	2
LUO, RYAN	DE	7507	9
KUMAR, NAMAN	FL	6233	15
PARASHAR, DHEEMANT SAUMIL	GA	6708	7
MATSUBA, YUTO	HI	2288	1
LODH, ANISH	IA	3475	3
NATHAN, JACOB ARI	ID	2335	3
XU, ARTHUR ZIHAN	IL	7638	13
DATAR, NIKHIL MILIND	IN	4742	7
JASTI, SIDDHARTH	KS	3109	2
CARY, GEORGE	KY	2100	1
TISSERAND, MILES	LA	2435	3
SU, ANDREW	MA	3672	5
VELUVOLU, VINAY D	MD	4762	8
HARTT, BILL	ME	3317	5
ZHENG, MICHAEL ZIHAN	MI	5397	10
KINGMAN, SHAWN ROBERT	MIL	5037	6
MIDDEN, DANIEL P	MN	3386	1
YE, LUKE SICONG	MO	7504	8
MODRAK, JASON	MS	6204	4
RAELUND, ANTHONY BROOKS	MT	2042	3
STOWE, NATHENE APOLLO WAYNE	NC	3144	1
WOLF, STUART	ND	498	1
LE, HARRY	NE	2787	7
RANGAN, ANANTH	NH	2242	3
RAO, VARUN	NJ	6348	17
ANANDAKUMAR, A.	NM	1677	3
NICOLETTI, TYLER J	NV	700	1
TSAY, VINCENT	NY	7288	16
SRIDHAR YEHAMANDRAM, Y.	OH	4789	6
PULLELA, NAREN	OK	3406	2
FELDMAN, NEENA	OR	1784	1
PARKER, THOMAS	PA	4294	3
CHENG, JACK	RI	633	2
WEBB, ROBERT BURNEY, III	SC	2370	5
TAO, CHRISTOPHER	SD	1606	2
GHAZARIAN, KIRK	TERR	3852	6
CAO, KERRY K	TN	3807	3
YELLAMRAJU, APARNA	TX	5128	7
BLACK, GATLIN SCOTT	UT	3403	2
PREM, PRANAV	VA	6167	11
HYDE, THOMAS	VT	68	1
VELEA, STEPHANIE	WA	3616	5
MATHUR, AKSHAJ	WI	4466	3
GROVES, STEPHEN E, II	WV	999	1
MORROW, RICKY	WY	590	1

# There's a New Kid in Town



by GM Maxim Dlugy

My name is Maxim Dlugy. I was also one of the best blitz players in the world from 1988-1992, having achieved the number one blitz rating in the World Blitz Chess Association in those years.

When I was playing chess professionally I was always trying to find ways to improve my game and now I have focussed my career in teaching chess.

To help more kids improve at chess faster this summer I decided to open Chess Max Academy in Manhattan. This school and club will focus on holding group classes for kids at five different levels—from beginners to national champions, helping them improve by igniting their interest as they will be competing against each other in solving instructional problems, playing out important positions, and learning to analyze in teams.

This approach has been the backbone of the famous Botvinnik school of chess, which has been only offered in the United States by the Kasparov Chess Foundation for the players generally rated above 2400.

Chess Max Academy will be offering the same approach to kids of all levels.

Chess Max Academy is located at 423 East 81st Street in New York City. So if you are visiting New York, make sure to stop by and say hi—there is always a grandmaster on staff waiting for you!

[And if you can't get to New York City, by all means, check out [www.dlugy.com](http://www.dlugy.com). You'll find an excellent game player for some of his instructional games, free videos to watch, and an invitation for online lessons.—Editor]

## Dlugy, Maxim - Gurevich, Dmitry

1. d4

In this game against Grandmaster Dmitry Gurevich played in the 1988 World Open, I used the deflection theme for the final winning tactic to finish off the game.

1. ... Nf6 2. c4 e6 3. Nf3 c5 4. d5 exd5 5. cxd5 d6 6. Nc3 g6 7. Nd2 Bg7 8. e4 O-O 9. Be2

The Classical Variation against the Benoni is my favorite.

9. ... Ne8 10. O-O Na6 11. Nc4 Nac7 12. a4 f5 13. exf5 Bxf5 14. Bf4 Bd3 15. Bg3

An important move, to keep the d6 square under attack!

15. ... Bxc4 16. Bxc4 Nf6 17. Be2 Qd7 18. Rb1

Now my simple plan is to play b2-b4-b5 and attack on the b-file.

18. ... Rad8 19. b4 Na6

In stopping my plan, Black weakens his d-pawn.

20. Nb5 cxb4 21. Nxd6

The passed d-pawn and the two bishops controlling lots of squares give me a big advantage.

21. ... Qc7 22. Rc1 Qe7 23. Re1

My knight is defended

indirectly, because I am threatening a discovered attack on Black's queen.

23. ... Rxd6 24. Bxa6 Qd8 25. Bxd6 Qxd6 26. Bc4

My quickest winning plan is to force my d-pawn to the queening square.

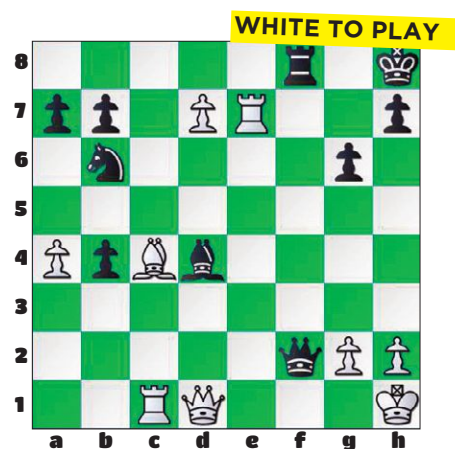
26. ... Nd7 27. Re6 Qf4 28. d6

The d-pawn is more important than the pawn on f2.

28. ... Qxf2+ 29. Kh1 Kh8 30. Re7 Nb6 31. d7

It's almost there!

31. ... Bd4



32. Rf7!

And finally a classic deflection! Black's rook and queen are attacked and if Black captures my rook with his, I will queen the pawn with check and even capture Black's bishop with check next winning too much material. Seeing this, **Black resigned.** 1-0









# Tournament Life

Queen City Restaurant, 100 Lancaster Ave., Reading, PA. 3-RR, G/25 d5. **Games:** Tues. 5:30, 6:30, 7:30 pm. **EF:** \$20 for 2 Events, Single event \$25 by 11/7. **Register Online** at <http://woods-services.org>. **PRIZES:** Undeclared Trophies, Quad winner medals

## Nov. 13, PCL November Quick Quads (QC)

3RR, G/15 d3. Wm. Pitt Union, Univ. of Pittsburgh, 5th Ave. & Bigelow Blvd., Pittsburgh, PA 15213. **EF:** \$10, \$7 Jrs. \$20 to 1st/quad. **Reg.:** 11-11:15am. **Info:** martinak\_tom\_m@hotmail.com, 412-908-0286. W.

## Nov. 20, 2016 PA State Game/15 Championship (QC)

See Grand Prix.

## Nov. 20, Tri-County National Warm-Up

**4 ROUND SWISS SCHOLASTIC & AWARD BANQUET FREE.** Yoder's Buffet Restaurant, New Holland, PA. G/25 d5. **3 Sections:** U400, U750, Over 750. **Games:** Sunday 11 am, Noon, 1pm, 2 pm. **EF:** \$30 by 11/19 No same day entry, Buffet extra. **Register Online** at <http://woods-services.org>. **PRIZES:** Trophies 1st-4th, Class and Wild Card Awards.

## Nov. 25-27 or 26-27, 47th annual National Chess Congress

See *Chess Life* or [www.chesstour.com](http://www.chesstour.com).

## Dec. 4, PCL December Quick Quads (QC)

3RR, G/15 d3. Wm. Pitt Union, Univ. of Pittsburgh, 5th Ave. & Bigelow Blvd., Pittsburgh, PA 15213. **EF:** \$10, \$7 Jrs. \$20 to 1st/quad. **Reg.:** 11-11:15am. **Info:** martinak\_tom\_m@hotmail.com, 412-908-0286. W.

## Jan. 13-16, 14-16 or 15-16, 49th annual Liberty Bell Open

See *Chess Life* or [www.chesstour.com](http://www.chesstour.com).

## Tennessee

### Dec. 16-18, 2016 National K-12 Grade Championships

See Nationals.

## Texas

### Oct. 15-16, 2016 DCC FIDE Open XIII

See Grand Prix.

### A State Championship Event!

#### Nov. 11-13, 20th Annual Texas Grade Championships

Hilton Houston North, 12400 Greenspoint Dr., Houston, TX 77060. HR: \$95/\$95/\$95/\$95, 713-943-7979. Mention DACH to get rate. Room comes with 2 breakfast coupons. Reserve by Oct 26 or rate may not be honored. **Each grade is Open to TX residents or players attending Texas schools. Note that a new rule has been passed where players cannot play in two separate closed scholastic state championship in different states.** Players must play in their own grade. Note that small sections may be merged with another section. Also if sections are small you may have to play a teammate or play someone twice.

One 1/2 pt bye available, any round, if requested before end of rd. 2 and if player has not received a full point bye. Team pairings may be turn off for later rounds. Trophies to top 10 ind. & top 5 teams (top three players added for team scores, no more than 2 teams per school in each grade). **EF:** \$35 if postmarked by 11/4/16, \$59 thereafter or on site. Do not mail after 11/4 as your entry may not be received on time. **NOTE that this is the last Texas Grade before the split to a North/Central and South Texas Grade. Grades 6-12:** 6SS, G/60 d5. **Schedule: Reg:** Fri 6:30 pm - 7:30 pm. Rd. 1 Fri. 7:45 pm, Sat 10am-1:00pm-4pm, Sun. 10 am and 1:00 pm. **Grades K-6:** Nov 11 - Nov 13. 6SS, Rds. 1 G/45 d5; Rds. 2-6 G/60 d5. **Schedule: Reg:** Fri 6:30 pm - 7:30 pm. Rd. 1 Fri. 7:45 pm, Sat 10am-1:00pm-4pm, Sun. 10 am and 1:00 pm. **All: Entries to:** Dallas Chess Club, c/o Barbara Swafford, 2709 Longhorn Trail, Crowley, TX 76036. Entry must include Name, USCF ID (or new/pending), grade & school and school location. Incomplete entries will be charged at site entry fee. No refunds after 11/9. Email: [info@dallaschess.com](mailto:info@dallaschess.com) 214-632-9000. Do not call after 11/9 as we are traveling. Online registration and team room information on website at [www.dallaschess.com](http://www.dallaschess.com). **Side events:** Unrated Blitz open tournament on 11/11 at 7:00pm. **EF:** \$15, Trophy prizes. Bughouse Open Tournament Sat. 8:35 pm. **EF:** \$20/team. Trophy prizes. Registration for side events online or onsite only. W.

**Nov. 24-27 or 25-27, 2016 DCC FIDE Open XIV**  
See Grand Prix.

**Dec. 10-11, 2016 DCC FIDE Open XV**  
See Grand Prix.

### Dec. 17-19, Dallas Absolute

See Grand Prix.

### Dec. 31-Jan. 1, DCC New Year INSANITY

See Grand Prix.

### Feb. 16-20, 17-20, 18-20 or 19-20, 8th annual Southwest Class Championships

See *Chess Life* or [www.chesstour.com](http://www.chesstour.com).

## Wisconsin

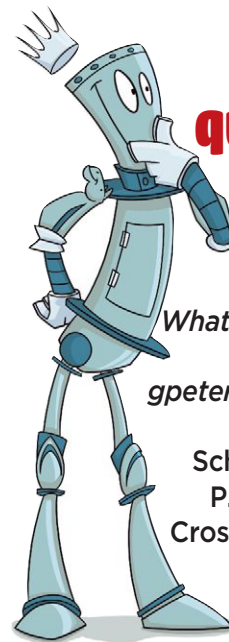
### US Chess Junior Grand Prix!

#### A State Championship Event!

#### Nov. 5-6, 2016-2017 Wisconsin Junior Open

Gruenhagen Conference Center, UW-Oshkosh, Corner of High and Osceola St., Oshkosh, WI 54901. HR: \$40 Full Service, \$30 Student Service; (dorm room) 920-424-1106. 2017 Denker/Barber/NGTOC qualifier; Open to youth born after 11/5/1995. In 5 Sections **Open: EF:** \$17 in advance by 11/1; \$22 at site. **Prizes:** Top 5, Top 2 each 1600, 1500, 1400, 1300, 1200, 1100 and top 3 Under 1100 and Unrated. **Girl's Junior Open: EF:** \$17 in advance by 11/1; \$22 at site. **Prizes:** Top 6. **Reserve (U1100**

**or Unrated): EF:** \$17 in advance by 11/1; \$22 at site. **Prizes:** Top 5, Top 2 each 900, 800, 700, 600, 500 and Under 500 and top 3 Unrated. **Non-Rated Beginner's Grade 7-12:** Open to Grades 7-12. **EF:** \$16 in advance by 11/1; \$21 at site. **Prizes:** Top 5 and top 3 Grade K-3. **ALL: 5SS, G/120 d5, Reg.:** 11/5 8:45-9:30 A.M. **Rds.:** 10:15-2:30-7:15; 10:00-3:00. **ENT:** Mike Nietman, 2 Boca Grande Way, Madison, WI 53719. **INFO:** Mike Nietman, 608-467-8510 (before 11/4) [mike.nietman@charter.net](mailto:mike.nietman@charter.net). [www.uschess.org](http://www.uschess.org). W.



## Got a question?

Send it to  
*What's The Question?*,  
care of  
[gpetersen@uschess.org](mailto:gpetersen@uschess.org),  
or  
Scholastic Editor,  
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# Answers, We've got Answers.

## You Can Do It! (from page 7)

Solution #1: 1. ... Nd3+ 2. Rxd3 Bf2#

Solution #2: 1. ... Nf2+ 2. Rxf2 Qg4#

Solution #3: 1. ... Ne5+ 2. fxe5 h5#

Solution #4: 1. ... Qxh3+ 2. Nxh3 Nxf3#

Solution #5: 1. ... Rh5+ 2. gxh5 Rh4#

Solution #6: 1. ... Bf2+ 2. Rxf2 Qc1#

## Move The Pieces (from page 8)

#1 - 1. Rf8+!! deflecting the queen away from the defense of the h7-pawn 1. ... Qxf8 2. Qxh7#

#2 - 1. Bxf7+! removing the king from the defense of the queen 1. ... Kxf7 2. Qxd8

#3 - 1. Rb8+!! Kxb8 2. Qxb6

#4 - 1. Bd4+! moving the queen off the back rank 1. ... Qxd4 2. Rf8# NOTE: 1. Rf8+?? loses to Qxf8+

#5 - 1. Rxd5! winning a piece as 1. ... Bxd5 is met with 2. Nd7+

#6 - This puzzle is from the game Morphy - Count Isouard (1858). Morphy finished the game off with: 1. Bxd7+ Nxd7 2. Qb8+!! deflecting the knight away from the d-file 2. ... Nxb8 3. Rd8#



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# Now Playing!

If you missed the magazine article, and you didn't read the book (*Queen of Katwe*), and you weren't lucky enough to see Phiona Mutesi and Robert Katende on their cross-country promotional tour, **DON'T MISS THE MOVIE!**

The Disney production was just released last month.

**Coaches:** It's a great way to spend an afternoon with your chess class!

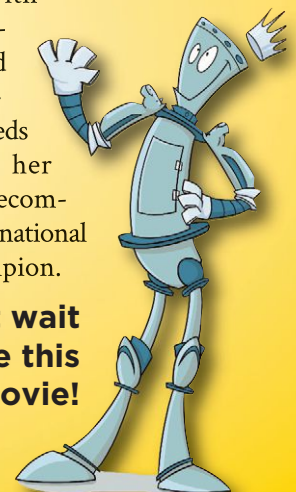
**Parents:** It's a great way to spend an afternoon with your kids!

**Kids:** It's a great way to spend an afternoon!

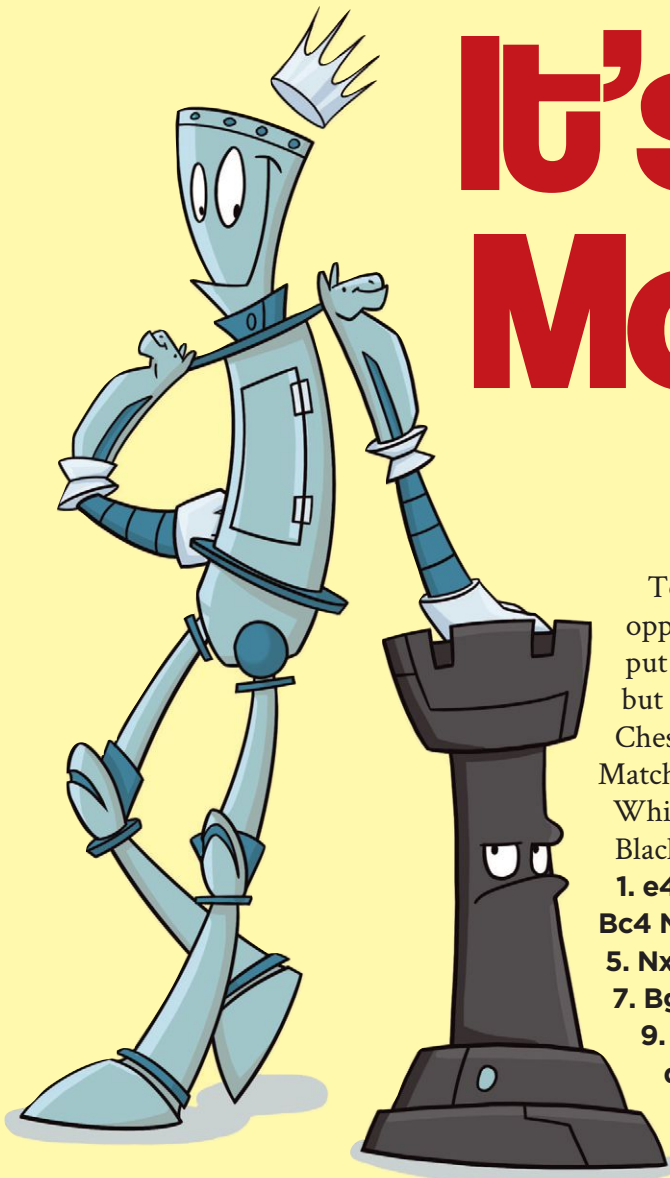


*Queen of Katwe* is the colorful true story of a young girl selling corn on the streets of rural Uganda whose world rapidly changes when she is introduced to the game of chess, and, as a result of the support she receives from her family and community, is instilled with the confidence and determination she needs to pursue her dream of becoming an international chess champion.

**I can't wait to see this movie!**



# It's Your Move!



To be sure, his opponent could have put up a better defense, but then again, it was a ChessKid Fast Chess Match.

White: Hushedscarab

Black: A. Nonymous

**1. e4 e5 2. Nf3 Nc6 3. Bc4 Na5 4. Bxf7+ Kxf7 5. Nxe5+ Ke7 6. d4 d6 7. Bg5+ Nf6 8. Ng4 h5 9. Nxf6 gxf6 10. Bh4 d5 11. Qf3 dxe4 12. Qxf6+ Ke8 13. Qxd8+ Kf7 14. Qf6+ Kg8 15.**

**Qg6+ Bg7 16. Bf6 Be6 17. Qxg7 mate, 1-0.**

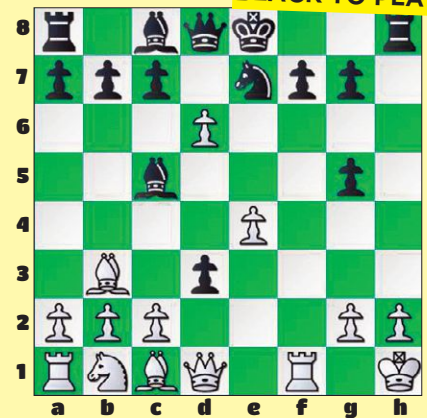
A. Nonymous has been busy. Below, he takes it on the chin from Ganesh Kumarappan (1729).

A. Nonymous – G. Kumarappan.

**1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Bc5 5. O-O Nge7 6. Ng5**

**Ne5 7. Bb3 h6 8. f4 hxg5 9. fxe5 d3+ 10. Kh1 d5 11. exd6 e.p.**

**BLACK TO PLAY**



**11. ... Rxh2+ 12. Kxh2 Qxd6+ 13. g3 Qh6+ 14. Kg2 Bh3+ 15. Kf3 g4 mate, 0-1.**

ROOK-E says: I chose deflection as the theme of this issue because of a remarkable study by Leopold Mitrofanov. I saw it on the cover of *Mitrofanov's Deflection*, which is Volume 3 of *The Tactician's*

Last issue we asked for games containing sacrifices. Here are a couple.

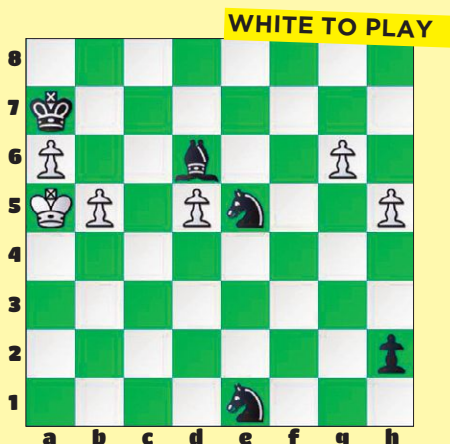
Mihir Achyuta (921) writes "Here is my game where I sacrificed a bishop on move four to gain long term attacking pressure to win the game."



Handbook, written by Victor Charushin and translated by GM Anatoly Lein.

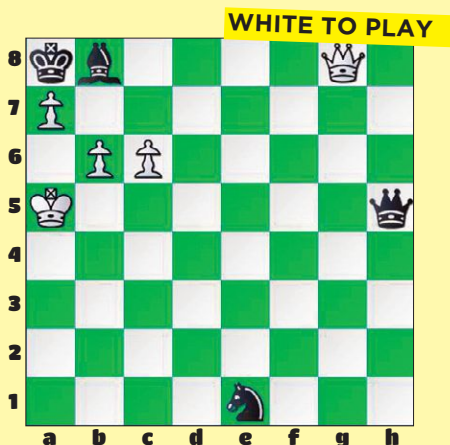
At first, the position looks like a joke, but it truly is White to play and win.

### L. Mitrofanov Leningrad, 1967



1. **b6+ Ka8** (Otherwise, when White promotes his g-pawn, it would be mate!) 2. **g7 h1=Q 3. g8=Q+ Bb8 4. a7 Nc6+! 5. dxc6 Qxh5+**

Here is the cover ...



... and the shot: 6. **Qg5!! Qxg5+ 7. Ka6 Bxa7 8. c7!!** and Black has no way to stop all of White's mating threats.

Giving up the queen for nothing has to be the ultimate deflection.

## Question?

Continued from pg. 5

attack, as he firmly controls most of the squares around the weak white king. However, a straightforward move like 28. ... Rh3, doubling on the open h-file, does not accomplish much, since after 29. Rh1 Rah8 30. Ne2! White is still holding on. (Even there, Black would keep a nice initiative and, likely, the advantage.)

Yehuda Gruenfeld had a stronger, more forcing continuation in mind. He played **28. ... Bg1!!**, deflecting the f1-rook using the threat of Rh2#, and **White resigned**. But why? White saw the follow-up to the bishop sacrifice: 29. Rxg1 Rh2+! (deflecting the king from g2, where it defends the f2-square, and attracting it to the h-file) 30.

Kxh2 Qf2+ 31. Rg2 (or 31. Kh1) 31. ... Rh8#. A very nice combination indeed!

As I often point out, everybody makes mistakes, especially in chess. In the August 2016 issue, I wrote that, if it is not a sudden death time control, you are never allowed to stop notating your moves. But this rule was recently changed: now, unless there is an increment of 30 seconds or more, if either player has less than five minutes left, both players are always allowed to stop notating. (I should thank National Tournament Director Harvey Lerman for pointing this out!) Tip: When in doubt, it never hurts to ask the tournament director or check the rulebook.

# It's your magazine!

Send us your favorite game, your best combination. Better yet, tell us what tactic YOU would like us to explore in February 2017: Zugzwang, forks, spoons, stalemate —you name it!

Send your suggestions to:

[gpetersen@uschess.org](mailto:gpetersen@uschess.org),

or ROOK-E, c/o US Chess,

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