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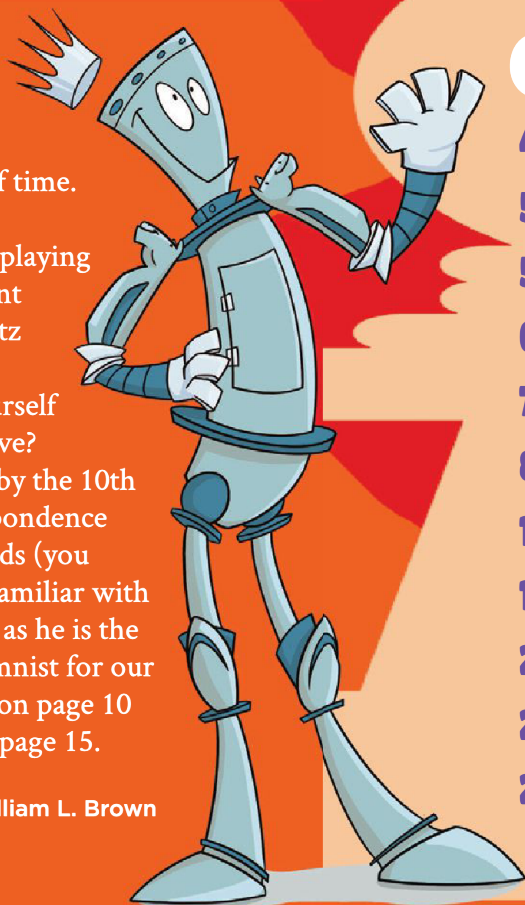
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ON THE COVER

What is correspondence chess? It's the very same game of chess but played at a very slow pace. That explains the various phases of the moon that show up on our cover to indicate the passage of time.

You might be used to playing at standard tournament time controls or at blitz speed, but have you considered giving yourself days to consider a move? Read our cover story by the 10th United States Correspondence Champion Jon Edwards (you probably already are familiar with Mr. Edwards' writing as he is the "You Can Do It" columnist for our magazine) beginning on page 10 and running through page 15.

Cover Illustration by William L. Brown



June 2017
Vol. 12, No. 3

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Publisher

US Chess Executive Director: Jean Hoffman
Jean.Hoffman@uschess.org

Director of Publications/*Chess Life Kids* Editor:
Daniel Lucas
dlucas@uschess.org

Assistant Editor: Melinda Matthews
mmatthews@uschess.org

Art Director: Cat Connor
catseyephoto@mac.com

Character Designer and Illustrator: Chandler Ellison

Editorial Asst./Copy Editor: Alan Kantor
akantor@uschess.org

Editorial Assistant: Natasha Roberts
nroberts@uschess.org

Tournament Life: Joan DuBois
tla@uschess.org

CONTRIBUTORS: Send your contributions and articles to *Chess Life Kids*, PO Box 3967, Crossville, Tennessee 38557 or e-mail to dlucas@uschess.org.

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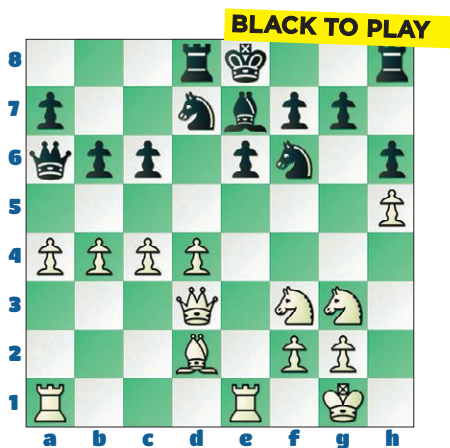
What's the Question?

by International Master Daniel Gurevich

Q: Can you analyze another modern Morphy-style attack as in your April column?

A: Absolutely! Here is one last brilliant game:

GM Konstantin Landa – GM Evgeny Shaposhnikov, 2005



There are a few signs that Black has misplayed the opening. It is move 18 and his king is still stuck in the center. His position is cramped by White's advanced pawns. Also, his queen on a6 is completely inactive and far from the kingside where the action is about to happen.

18. ... O-O 19. Nf5!

White must act fast before his

advantage disappears! After a calm continuation like 19. Bc3 Rfe8, Black would be fine.

19. ... Rfe8

Maybe Black's best bet was 19. ... exf5 20. Rxe7 Rfe8. By trading pieces, he would reduce the danger to his king, but the tradeoff is that the f5-pawn is probably too weak to survive.

20. Nxg7! Kxg7 21. Rxe6!

A dazzling series of sacrifices! GM Landa understands that maintaining the pressure is more important than holding on to his material. However, the most precise move order was 20. Rxe6!! fxe6 21. Nxg7!, completely blowing apart Black's defenses. For instance, after 21. ... Bf8!? 22. Nxe8 Rxe8 23. Qg6+ Bg7 24. Ne5, White should be winning; he has a powerful attack and regains most of his sacrificed material.

21. ... fxe6?!

Now Black loses by force. It was not too late to curl into a ball and defend. After 21. ... Ng8! (reinforcing the h6-pawn and preparing ... Bf6), White would have nothing better than 22. Rxc6 Qb7 23. d5. White would have a

powerful center and a lasting advantage, but Black's king would stay relatively safe.

22. Bxh6+! Kh8

If 22. ... Kxh6, then 24. Qg6 mate.

23. Bg7+!

While White's first sacrifices opened up Black's king, now White gives up his bishop for just a tempo—the chance to play Qg6 with check.

23. ... Kxg7

Or 23. ... Kg8 24. Qg6 Nf8 25. Bxf8+ Kxf8 26. Ng5, with mate coming on f7.

24. Qg6+, Black resigned.

The attack could have finished with 24. ... Kh8 25. Ng5 Rf8 26. h6.

There is no defense against all three checkmates: 26. ... Rg8 27. Nf7 mate; 26. ... Ne8 27. Qh7 mate; or 26. ... Qxc4 27. Qg7 mate.

Notice how White's pieces zoomed across the board, threatening something every move, while Black could barely move. Most of Morphy's attacks worked the same way. Remember: *a well-timed sacrifice lets you create more threats using fewer pieces.*



Tales of The Arabian Knights

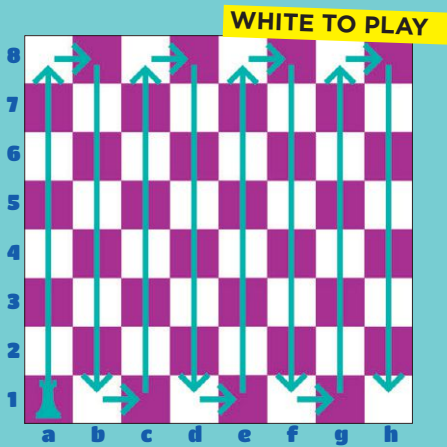
By Rick Kennedy

More Lessons

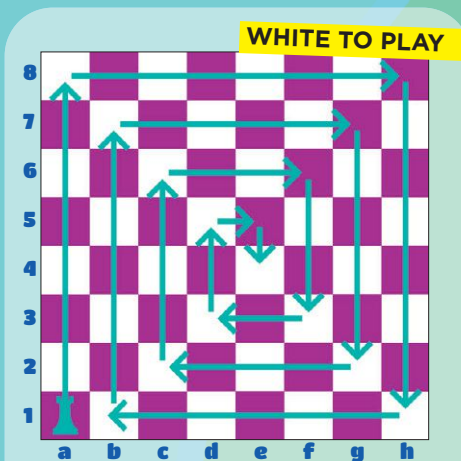
“The rook marches up and down across the board like a good soldier,” the King said.

“The rook sails straight to the four points of the compass like a fine ship,” said the King’s friend.”

“Show me,” giggled the King’s nephew.



“Here,” said the King.



“Here,” said his friend.
 “Covering all the squares!” the nephew applauded.
 “The rook dominates the board,” said the King.
 “Almost as much as the queen,” she said, winking, “who can actually travel further.”
 The King frowned.

The nephew smiled. “The rook can travel from one end of the board to the other” he said, “covering eight squares. However, if the queen goes along the diagonal from a1 to h8, she travels on eight squares too, but she moves along the hypotenuse of a right triangle, and that is longer than either side!”



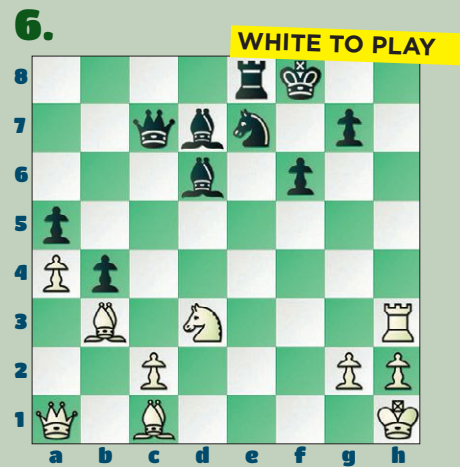
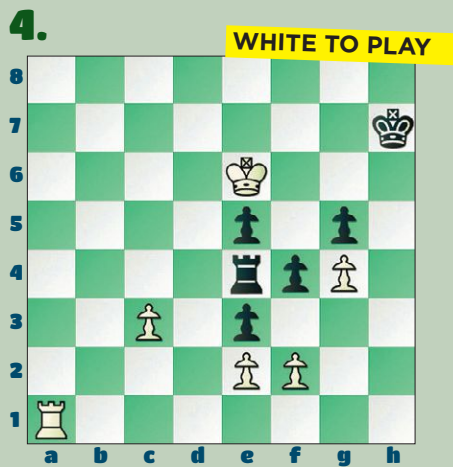
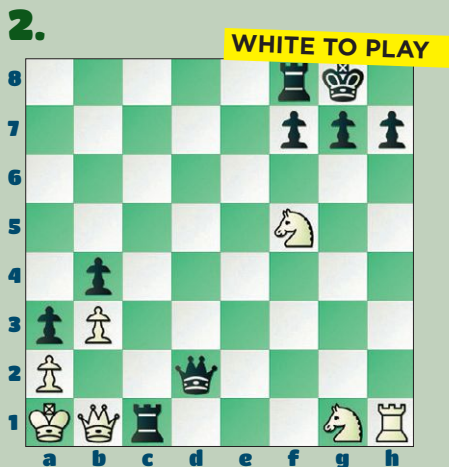
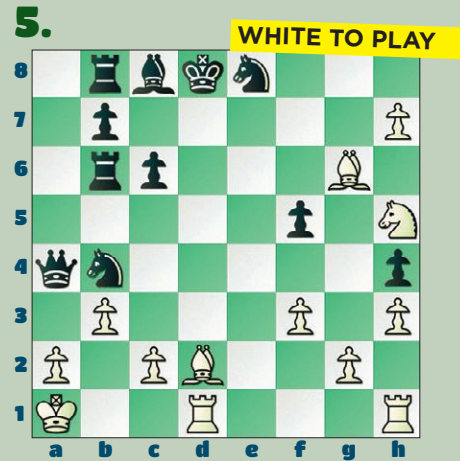
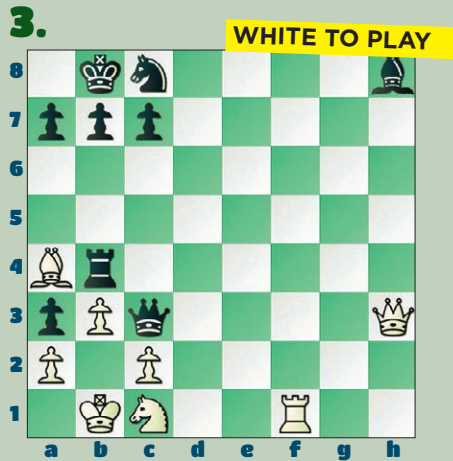
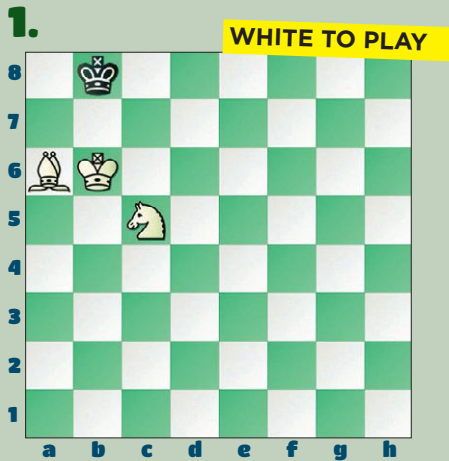


by
NM
Atulya Vaidya

MOVE THE PIECES

The Crushing One-Two

Playing a mate over the board at the end of a long combination is one thing, but defeating your opponent with a quick one-two punch is another story in and of itself. All the following problems are mate in two and white is to move.



Solutions on page 20

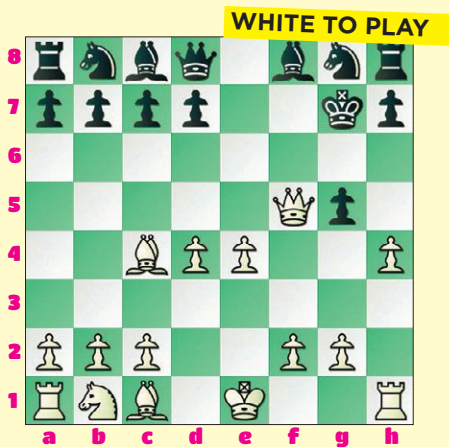
YOU can DO IT!

by Jon Edwards
10th United States Correspondence Chess Champion

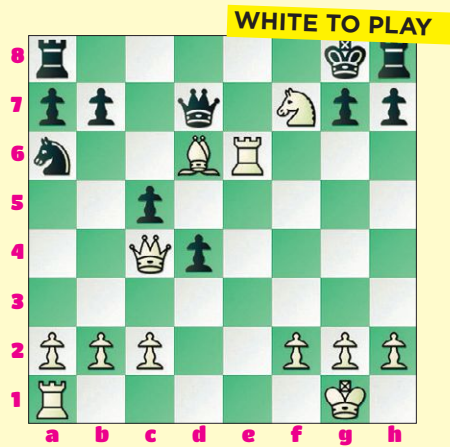
DISCOVERED CHECK

Discovered checks are beautiful. Every position in this quiz is White to move and mate in two. Every solution involves a discovered check. Sound like fun? Sound hard? Do not be afraid! You Can Do It!

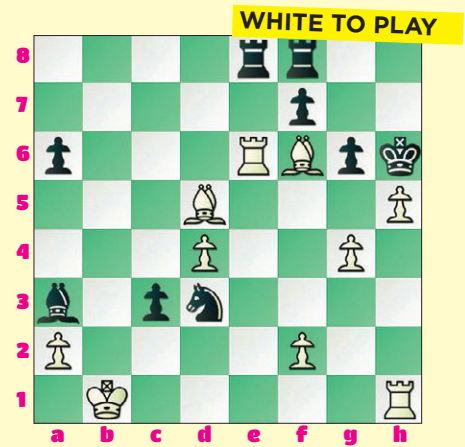
Quiz #1



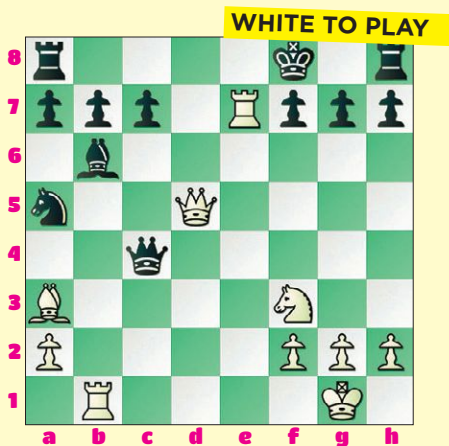
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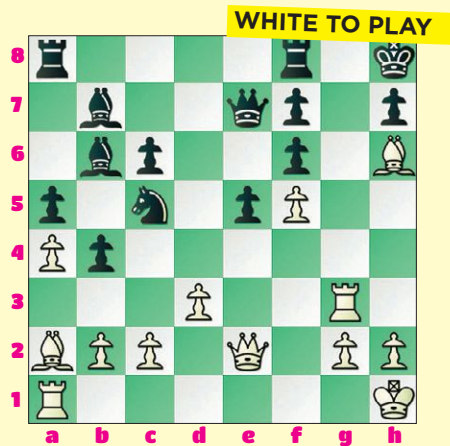
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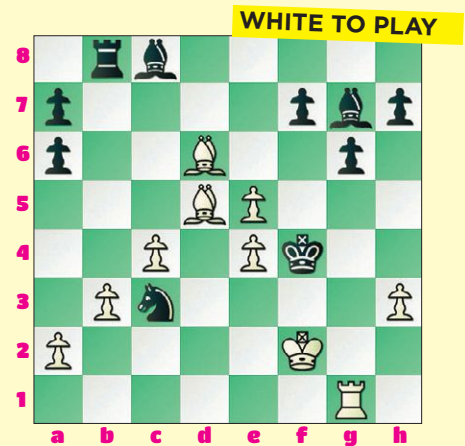
Quiz #2



Quiz #4



Quiz #6



Solutions on page 20 

THE CHESS DETECTIVE®

ROOK LIFT

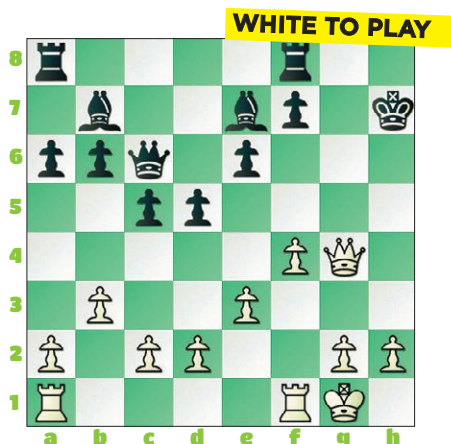


by NM Todd Bardwick

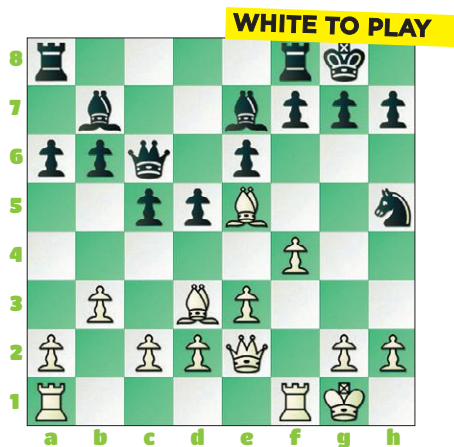
A rook lift is when a rook moves forward, usually to the third rank, and then slides in front of its own pawns (which are still on the second rank) where it can attack on a file into the opponent's territory—usually aiming directly at the king. Since the rooks are the second-most powerful piece (and normally the last to develop), having them attack in the middle game can provide enough force to win the game.

Here is an example from one of the most famous games of all time. It involves a double-bishop sacrifice (!) from a game played in 1889 in Amsterdam, Netherlands between Emanuel Lasker and Johann Hermann Bauer. The bishop sacrifices are justified because of the rook lift that follows.

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

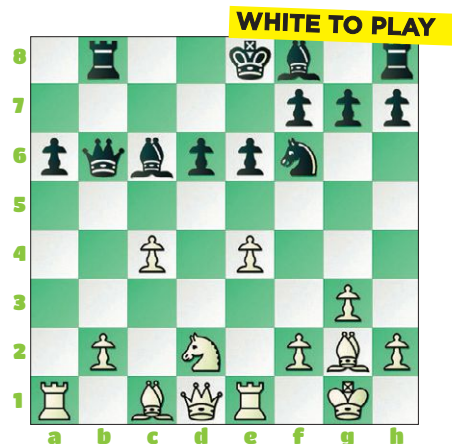


19. Rf3! The rook lift provides mating threats on h3. **19. ... e5** Forced. Black must give up his queen to avoid mate. **20. Rh3+ Qh6** **21. Rxh6+ Kxh6** **22. Qd7 Bf6** **23. Qxb7 Kg7** **24. Rf1** Bringing in the other rook and renewing the mate threat with a second rook lift after 25. Qd7. **24. ... Rab8** **25. Qd7 Rfd8** **26. Qg4+ Kf8** **27. fxe5 Bg7** **28. e6 Rb7** **29. Qg6 f6** **30. Rxf6+ Bxf6** **31. Qxf6+ Ke8** **32. Qh8+ Ke7** **33. Qg7+ Kxe6** **34. Qxb7** and White went on to win.



15. Bxh7+! Kxh7 **16. Qxh5+ Kg8** **17. Bxg7! Kxg7** **18. Qg4+ Kh7**

Here is a position from a game between Valery Salov and Anatoly Karpov in Wijk aan Zee, Netherlands, in 1998, where White employs a rook lift to put pressure on the weak a-pawn.



15. Re3! Nd7 **16. Rb3 Qa7** **17. Rba3 Bb7** **18. b4 Qb6** **19. Qa4 Be7** Because of all the pressure on the queenside, Black hasn't had time to castle. **20. Bb2 Bf6** **21. e5! Bxe5** **22. c5 Qc7** **23. Bxe5 dxe5** **24. Bxb7 Rxb7** **25. c6 Nb6** **26. Qxa6 Qxc6** **27. Nc4 Rb8** **28. Nxb6** and White went on to win.

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Correspondence Chess:

What is it?

Why should I play it?

How do I get good at it?

by 10th United States
Correspondence Chess
Champion Jon Edwards



You love playing in chess tournaments. But unless you live in or near a big city, you might not be able to play in chess tournaments very often.

Of course, you can still play online. There are many websites where you can play a quick game. There you can play against folks all around the world at any time of the day or night. Finish your homework and head over to the Internet Chess Club (ICC) or Playchess, or Chess 24. These are just small samplings of the wonderful chess sites on the Internet.

Playing three- and five-minute chess is great fun, but it won't improve your chess much. Most masters will tell you that.

It turns out that quite a few masters first got good when they started playing correspondence

chess. Many still play correspondence chess to test out new opening ideas. The best example is Paul Keres, who improved rapidly by playing correspondence chess. Today, Krishnan Sasikiran, India's third

What is correspondence chess? It's the very same game of chess but played at a very slow pace.





strongest player, is a regular correspondence player.

So just what is correspondence chess (CC)?

It's the very same game of chess, but played at a very slow pace. In CC, you have days, not seconds or minutes, for every move. Imagine thinking about a move for five minutes, or perhaps an hour, or even for a day or more.

Correspondence games might last months—or even a year! If you have no patience, then you might not be interested.

But first answer some questions: With more time to think, would you play better? Would you make better moves? Would you consider more than one candidate move? Would you more likely plan well ahead? Do you think that, with more time, you might play really well? That's the idea!

You can even use books or databases on the web. Just don't get help from your friends or use a computer engine unless the playing site says that it's OK to do so.

We used to call it "postal chess" because all moves were sent on postcards. Today, most correspondence moves are sent using email or through special websites that correspondence chess clubs provide.

Imagine now being able to play

so carefully that you no longer blunder and hang pieces. You will have the time to think deeply. Some of your games might even be worthy of being printed in magazines. For many of you, the real advantage is that you will now be able to learn your chess openings. You will be able to avoid opening traps and obvious mistakes. You may not win every game or every event, but you will learn much more from these games than from any other chess game you can play.

It's a bit like taking a test with an open book. You may not remember opening lines in great detail. But with correspondence chess, you can enjoy good positions out of your openings.

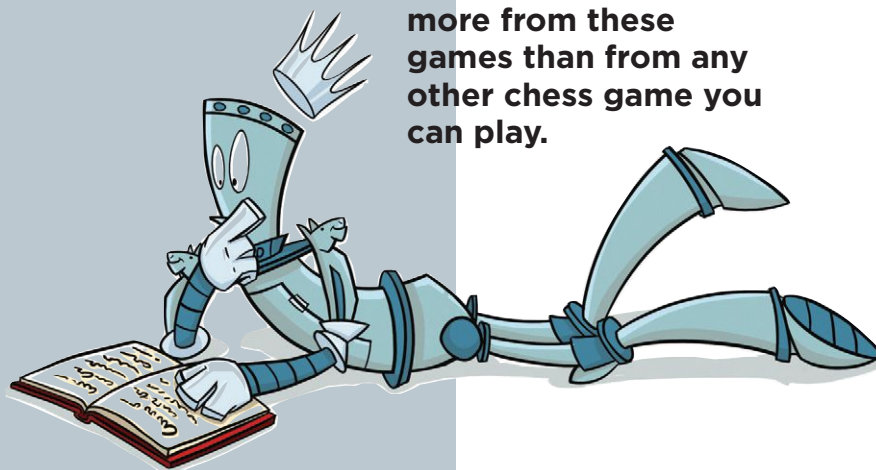
Imagine being in real middlegames with chances and plans and cool choices.

My Uncle Joe was a lifelong doctor, but he still found time to play chess through the mail. I helped to run computing at Princeton University for 24 years, but I always made time for my correspondence games.

So how do you get started?

For most of you, US Chess is a great place to start! When I was a child, I started playing there using postcards to send the moves back and forth. You can still do that, but the cost of postage can sure add up. So, think about playing through email! That way, sending your moves is free! Trust me, you and your parents will be happy not

You will learn much more from these games than from any other chess game you can play.



having to spend money on stamps and running to the post office to mail your cards.

At US Chess, newcomers are welcome to play in most events. You will need to let US Chess know your approximate rating or class and they will get you started! There are class tournaments, trophy quads, prize tournaments, and even challenge matches. When you get good, you might even consider entering the Golden Knights, which is the US Chess national championship for correspondence chess!

Always make your moves, even when you are losing. Being a good sport matters here too (See the April *Chess Life Kids* cover story)!

When your games end, you will get a correspondence chess rating.

You are all busy with school, but

it's so much fun when you get home to check your email and receive new moves. Imagine planning some neat strategies to try out.

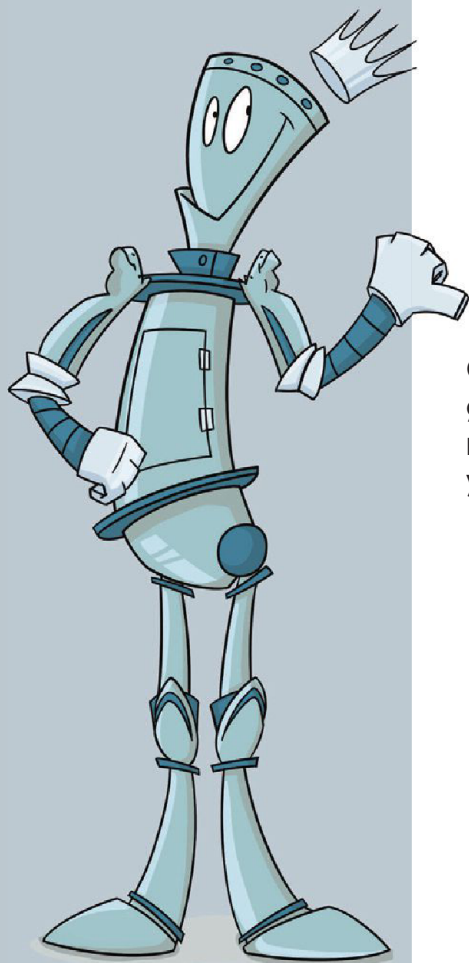
Be careful not to play too many games at the same time. Your homework comes first, so limit yourself to no more than 20 correspondence games. That way, you are likely to get at least one new move every day. I personally never play more than 15 at the same time.

I recommend that you use correspondence chess to test out the openings that you will later play in your over-the-board tournament games. You will be amazed how quickly you will learn what you need to know to succeed in your regular games. I started out in correspondence chess with

that idea: to get ready to play in over-the-board tournaments. In the end, I discovered that I loved correspondence chess so much that I never stopped. I started as a very young player. I continued through high school, college, marriage, and now into my retirement.

I have discovered real opening novelties, won national and international events, and “e-met” folks from around the whole world!

Here are some simple hints on getting good at correspondence chess: Take your time! That advice works over-the-board too, but there's just no reason to rush in correspondence chess. Unless your reply is absolutely forced, always consider more than one move. To avoid clerical errors, always be



Correspondence games might last months—or even a year!

Correspondence Chess Quotables

“Correspondence chess has made valuable contributions to our knowledge of opening theory. Few realize though that chess played by mail also produces a goodly amount of miniature games.” ~Irving Chernev

“The technique of good correspondence chess lies in playing good moves.”
~ Graham Mitchell

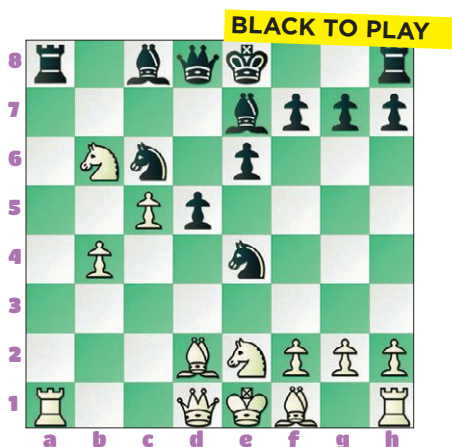
“Postal chess players depend less on intuition than on genuine analytical ability.”
~Irving Chernev

careful that the position you are considering is correct and that you are making the move you actually want to play.

Let me end with an old correspondence chess game of mine. It's not very long, but it sure was fun to play.

**Laren, P (2305)
Edwards, J (2480)
Nimzo-Indian,
Rubinstein Variation
(E42)
Correspondence, 1993**

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4
4. e3 c5 5. Nge2 cxd4 6. exd4
d5 7. a3 Be7 8. c5 b6 9. b4 a5
10. Na4 bxc5 11. dxc5 axb4 12.
axb4 Nc6 13. Bd2 Ne4 14. Nb6



How cool was this game? The above diagram just appeared in

Amatzia Avni's book, *The Amazing Chess Adventures of Baron Munchausen*. The story goes: I brought this position to the folks in my local club. I asked them to find the move I played to end the game. They found all sorts of winning ideas.

14. ... Nxb4 (threat: ... Nd3 mate)
15. Bxb4 Qxb6!

There's also the move I played:
14. ... Bxc5 (threat: 15. ... Bxf2 mate) 15. bxc5 Qf6 attacking both f2 and a1.

The folks at the club also found 14. ... Bh4 (15. g3 Qf6).

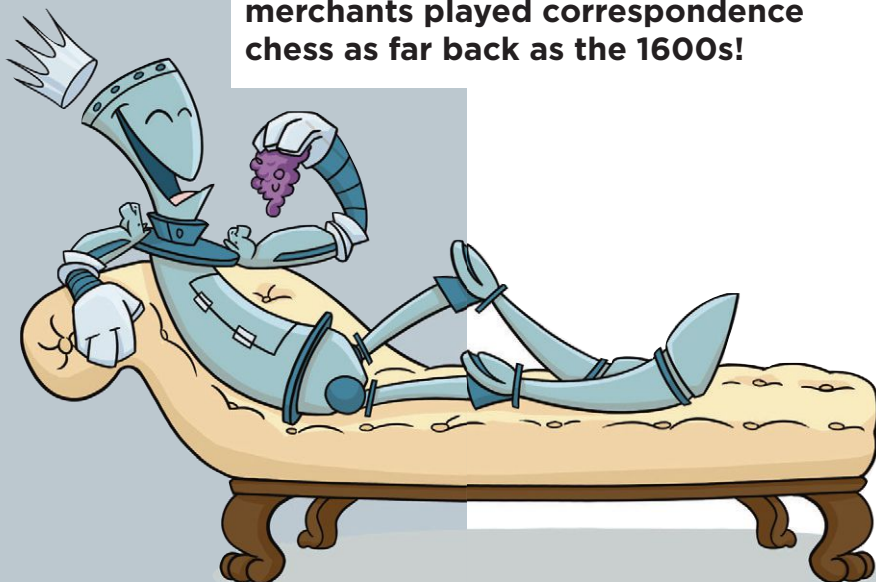
As you can see, almost everything wins beautifully.

My opponent resigned after 14. ... Bxc5. On the final postcard, which for me became a neat trophy, he wrote:

"I am now out of the chess hospital after the cardiac arrest caused by 14. ... Bxc5."

As I said, there's nothing like the thrill of correspondence chess.

According to the *Oxford Companion to Chess*, Venetian and Croatian merchants played correspondence chess as far back as the 1600s!



Where to Play?

Are you ready to try CC? There are many possible correspondence clubs to join. You can get a slow game at *ChessKid.com*. You might start there and see if you like it.

It's very different from playing over-the-board. There's no pressure from a ticking clock, you can write down your thoughts and key lines, you can move the pieces around when you analyze, and of course, you can use books and databases during the game! If you win, you feel great. If you lose, you will have learned so much without risking your over-the-board rating!

US Chess maintains a lot of information about CC on our website. You can find it here:
www.uschess.org/content/blogcategory/82/393/

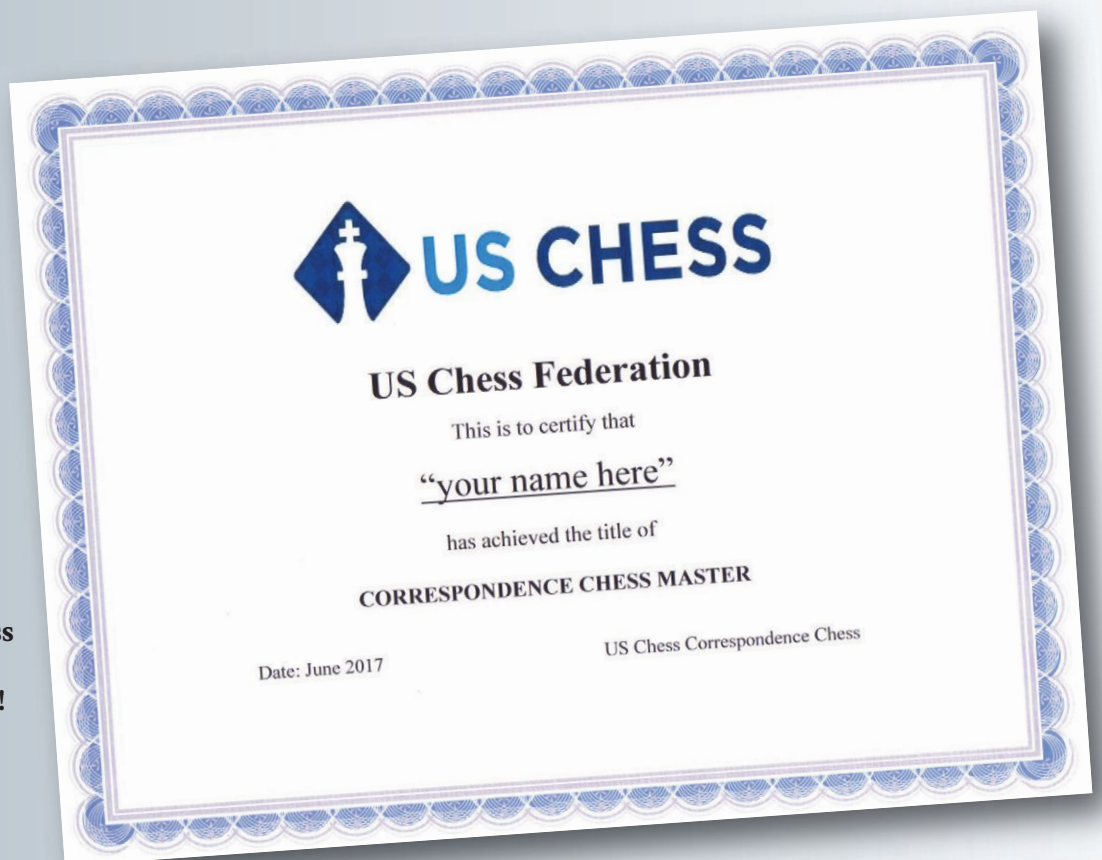
LiChess.com has a correspondence section for longer time limits. At *Chess.com*, you can play at a pace of three- or five- or even seven-days-per-move. Just be sure not to use a computer for help at this site! They **will** catch you and bar you forever from playing again on their site.

When you get a bit older, be sure to check out the CCLA, the Correspondence Chess League of America. The tournaments there are serious, but so is the play!

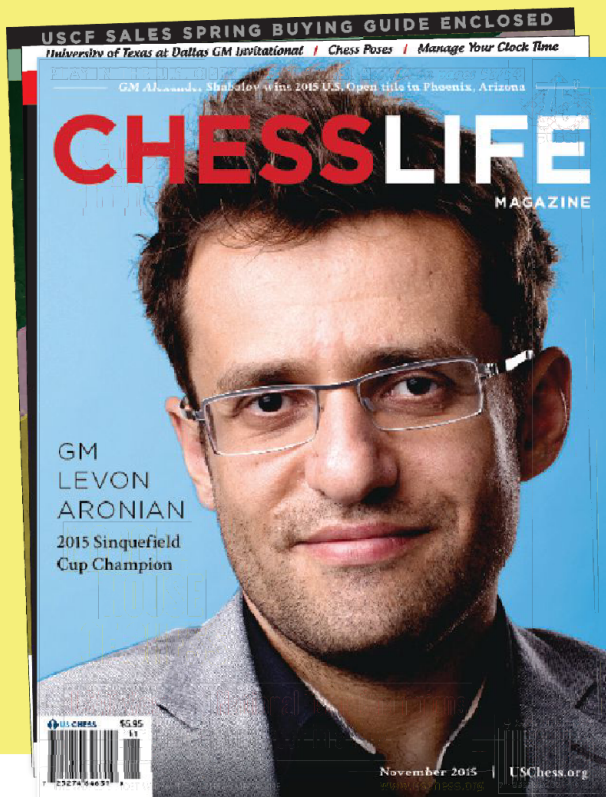
And for those of you who are rated over 1600, know that the single most important source for sharp, theoretical opening work is the database maintained in the Games Archive at the International Correspondence Chess Federation at *iccf.com*.

As always, get your parents' or guardians' permission before going to any website!

Get good enough at correspondence chess and US Chess may declare you a master!



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These US Chess Correspondence Chess events are rated and open to all US Chess members with e-mail access. Your US Chess membership must remain current for the duration of the event, and entry fees must be paid in U.S. dollars. Maximum number of tournament entries allowed for the year for each player is ten. **Note:** Prize fund based on 200 entries and may be decreased proportionately per number of entries assigned.

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Correspondence Chess Matches (two players)

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ENTRY FEE: \$10.

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Seven-player class-level pairings, one game with each of six opponents. 1st-place winner receives \$130 cash prize and a certificate signed by Victor Palciauskas.

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Four-player, double round-robin with rating-level (0000-1499; 1500-1799; 1800-2000+) pairings (unrateds welcome). 1st-place winner receives a John W. Collins certificate.

ENTRY FEE: \$7.

Email Rated Events (need email access)

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Two players with two or six-game option.

ENTRY FEE: \$5.

SWIFT QUADS

Four-player, double round-robin format. 1st-place prize US Chess CC entry credit of \$30. Rating-levels 0000-1499; 1500-1799; 1800-2000+.

ENTRY FEE: \$10.

WALTER MUIR E-QUADS (WEBSEVER CHESS)

Four-player, double round-robin webserver format tournament with class-level pairings. 1st-place receives a certificate.

ENTRY FEE: \$7.

Please check event(s) selected.

NOTE: Except for Lightning Matches, Swift Quads, Walter Muir E-Quads & Electronic Knights, players will use post office mail, unless opponents agree to use e-mail.

Answers

Move The Pieces (from page 6)

#1 – 1. Nd7+ (Be careful, 1. Bb7 puts the black side in stalemate) 1. ... Ka8 2. Bb7 mate.

#2 – 1. Ne7+ Kh8 2. Rxh7 mate.

#3 – 1. Qxc8+!! Kxc8 2. Rf8 mate.

#4 – 1. Kf7! and Black is defenseless to 2. Rh1 mate.

#5 – 1. Bg5+ (White is also winning after 1. Bxb4+ but the text move is the fastest win) 1. ... Kc7 2. Bd8 mate.

#6 – 1. Qxf6+!! (1. Rh8+ allows for the king to momentarily escape) 1. ... gxf6 2. Bh6 mate.

You Can Do It! (from page 7)

Solution #1: 1. Qf7+ Kh6 2. hxc5 mate.

Solution #2: 1. Rxf7+ Kg8 2. Rf8 mate. 1600

Solution #3: 1. Nh6+ gxh6 2. Rg6 mate. Or, 1. ... Re8+ Qxe8 2. Nh6 mate.

Solution #4: 1. Bg7+ Kg8 2. Bxf6 mate. 1800

Solution #5: 1. hxc6+ Kxc6 2. Be4 mate. 30

Solution #6: 1. e6+ Be5 2. Rg4 mate.

It's Your Move (from page 22)

Don't peak at these answers until you've seen the quiz on page 22!

1200

The opposing king!

1400

The "Fool's Mate" requires White to assist Black, and only Black can mate in two:

1. f3 e5 2. g4?? Qh4 mate.

1988. HiTech won a match against Grandmaster Arnold Denker 3½-½.

1800

30

Expert

Menial laborer

Master

318,979,564,000

International Master

Kasparov became the youngest ever undisputed world chess champion in 1985 at age 22 by defeating then-champion Anatoly Karpov.

Grandmaster

Perpetual check is not an official way to declare a draw. Practically, however, it often becomes three-fold repetition.

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US CHESS
FEDERATION

US Chess Junior Grand Prix



2017 Junior Grand Prix Standings

Official standings for events received and processed by May 9, 2017 are unofficial and subject to change during the year or until year-end tabulation is complete. The top prize for 2017 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 2018 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!

Top 5 Overall Standings

NAME	STATE	PTS	EVENTS
KOKA, ABHINAV	CA-N	5117	2
LALWANI, JAY	VA	4719	7
DORASZELSKI, ALEXANDER	PA	4433	4
FONG, BRANDON	CA-N	4131	4
PETERS, AARON	OK	3937	3

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

Check out
www.uschess.org
for rules and prizes.

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.

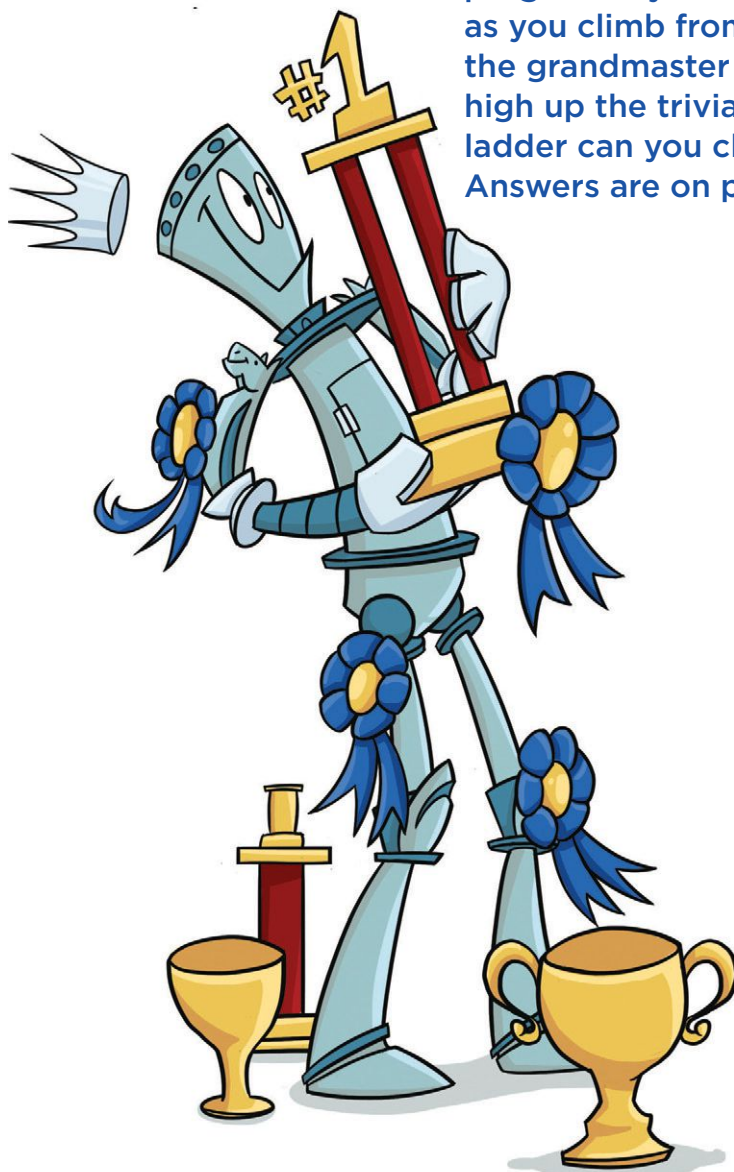
State Leaders

NAME	STATE	PTS	EVENTS
YANG, JAMES XIANG	AL	2168	4
BELLISARIO, STEVEN	AR	2684	3
REMPE, MIEKE	AZ	2121	3
HUNG, ALAN	CA-N	3484	5
LIN, MARVIN	CA-S	1678	2
HEMMAT, ALEXANDER	CO	916	3
HATCHER, KATHERINE	CT	2060	2
STEINER, ADAMSON	DC	2763	8
YALIMAIWAI, ZAKARA	DE	3219	3
MARIAN, AARON	FL	2625	3
MYDUKAR, AMIT	GA	2937	4
PIEPER, JUSTIN GUNTER	IA	1272	2
GEYMAN, JONATHAN PATON	ID	576	1
GRANDY, SARAH RUTH	IL	2591	5
MU, GRANT	IN	1779	3
SKERLEV, DIMITRI	KS	1396	1
HEINIG, DAVID	KY	978	1
APPLEGARTH, BRYANT	LA	1761	1
PERL, ANI	MA	1750	1
JOHNSON, DANIEL	MD	2370	2
HENDRIX, WYATT MICHAEL	ME	1081	2
REED, HUNTER	MI	3033	1
CHINTHAKUNTLA, ISHA	MN	556	1
YEARIAN, ISABEL Z	MO	1950	1
WU, RYAN BOYD	MS	1437	2
MCGLENN, SIMON BLAISE	MT	418	1
LIPSHAY, ADAM MICHAEL	NC	3332	2
TIRUVEEDHULA, SAANVI	NH	2217	3
LAUER, BENJAMIN FRANCIS	NJ	2921	2
CONTRERAS, ANDRES	NM	3080	1
MUKHERJEE, DIVYAM	NV	287	1
TSAY, VINCENT	NY	3445	6
CAO, ELTON	OH	3141	4
WANG, OSCAR	OK	2210	3
BATTIS, GREGORY ADAM	OR	817	1
GOLDOVSKY, ROMAN	PA	2895	4
HUET, DANIEL PAUL	RI	1222	1
GURUVELLI, GUNATEJA	SC	532	1
MELENDEZ LOPEZ, EDUARDO	TERR	807	1
DE CREDICO, AUDREY	TN	2536	2
CHUPCO, GABRIEL	TX	2637	1
RAY, UJAN	UT	1359	2
KOBLA, RITHIKA	VA	3670	5
KARIS-SCONYERS, ELEANOR	WA	2154	2
WEBER, MADELINE L	WI	2082	1
UMESHKUMAR, KISHAN	WV	376	1

It's Your Move!

How high can you climb the trivia-ratings ladder?

These questions get progressively more difficult as you climb from 1200 to the grandmaster level. How high up the trivia-ratings ladder can you climb? Answers are on page 20.



International Master

Who was the youngest-ever world chess champion?

Expert

In English, we tend to think of a pawn as a foot soldier. The Spanish word for pawn is "Peón." It means:

- a) Future queen
- b) Foot soldier
- c) Menial laborer
- d) It does not translate into English.

1600

The first year that a computer beat a grandmaster in a chess match was:

- a) 1978
- b) 1988
- c) 1998
- d) 2008

1200

What piece cannot put a king in check?



Grandmaster

Only one of the following is not a draw as listed in the rules of chess. Which one is it? Stalemate, three-fold repetition, perpetual check, 50-move rule; impossibility of checkmate, mutual agreement.

Master

The total number of possible ways of playing the first four moves for both sides in a game of chess is:

- a) 64
- b) 10,000
- c) 1,000,000
- d) 318,979,564,000

1800

How many women in total have been awarded the grandmaster title?

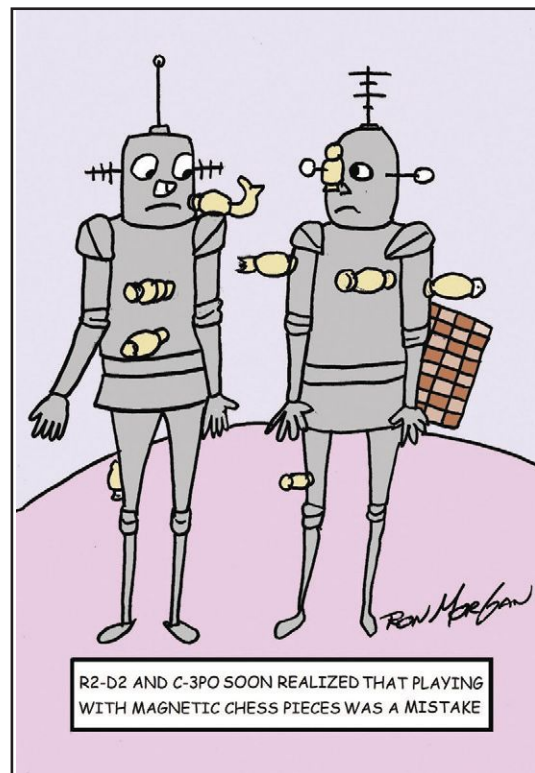
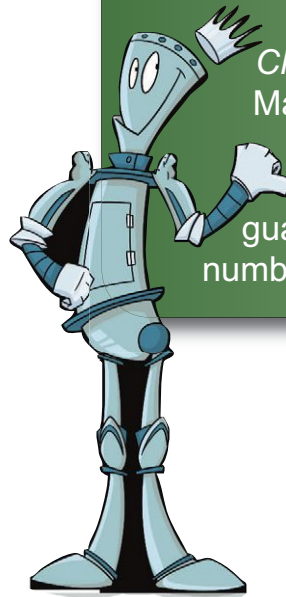
- a) 3
- b) 30
- c) 300
- d) 3000

1400

From the starting position, what are the fewest possible number of moves to reach checkmate?

Rook-E Wants To See Your Art!

Email your chess inspired art (paintings, drawings, Etch A Sketch—whatever you like!) to dlucas@uschess.org for possible publication in *Chess Life Kids*. Make sure to include your parents' or guardians' phone number or email.





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