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COVER AND ILLUSTRATIONS FOR PAGES 14-16 BY MIKE MAGNAN

Second International Koltanowski Conference on Chess and Education
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Held in conjunction with the National K-12 Conference Chair: Dr. Tim Redman Associate Chairs: Dr. Alexey Root and James Stallings Assistant Chair: Luis Salinas Sponsored by The U.S. Chess Trust and The University of Texas at Dallas Co-sponsored by the Texas Chess Association Additional support from the U.S. Chess Federation
There are many different ways to write chess moves. The most popular method (described below) is called algebraic notation:

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

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

- **K**: King
- **Q**: Queen
- **R**: Rook
- **B**: Bishop
- **N**: Knight

Notice that the Knight is N, since K is reserved for the King. Notice also that pawns have no abbreviation.

A move is written by using the abbreviation for the piece that moves, followed by the square the piece moves to (1. ... Nf6). A pawn move is written as the square the pawn has moved to (1. d4). A capture by a piece is written as the abbreviation for the piece that moved, followed by an x, and finally the square the capture takes place on (8. Bxe5). A pawn capture is written as the file the capturing pawn stands on, followed by an x, and finally the square the capture takes place on (3. dxe5).

Other moves are castling kingside, which is written 0-0, and castling queenside, which is written 0-0-0. An en passant capture is indicated by e.p. after the move. A check is indicated by + after the move, and pawn promotion is indicated by adding =Q (and the abbreviation for the piece the pawn promotes to). Ambiguous moves (where more than one piece or pawn can move to the destination square) are taken care of by putting an extra rank or file in to make it clear which piece or pawn moved.

Here is a sample, using the famous smothered mate trap from the Budapest Defense.

1. d4 Nf6 2. c4 e5 3. dxe5 Ng4 4. Bf4 Nc6 5. Nf3 Bb4+ (diagram A)

5. Nd2 Qe7 7. a3 (diagram B)

7. ... Ncx e5 8. Bxe5 Nxe5 9. axb4 Nd3 checkmate. (diagram C)

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

---

This is not Dachey Lin. THIS is Andrew Tang, a member of the Trophies Plus All America Team. We apologize for the mix-up. Gremlins at work!

---

And here is a short impression by Susan Marley, who attended with her son:

I had the pleasure of attending the Hip-Hop chess demonstration given at the Alum Rock youth center in San Jose, California. I brought along my 9-year-old son Ricky who has autism to witness the event. I haven’t attempted to teach Rick to play chess yet. Even though chess is a love of mine, Rick has limited speech and so it’s difficult for him to translate what we are asking of him. However, he is riveted watching other children play chess and generally quiets down and watches the intense play.

This weekend was no different. We had the amazing privilege of watching International Master Daniel Naroditsky play 11 simultaneous games against as many opponents.

This is the first time I have witnessed this sort of a demonstration and even though I was videotaping it, I found myself absorbed. The things that impressed me about it the most? That would have to be Daniel’s incredible focus, quick ability to snap to and adjust to each new board as he moved in round robin style, and his lightning reaction speed making moves after his opponents moved. Only a few times did I see him hesitate as he debated the course of action. I was also amazed at Daniel’s displayed judgment.

Daniel was gracious to his opponents, treating the children he was playing with a more gentle approach and taking the adults head on. He gently pointed out to opponents that did not realize it yet that they were in check as for some they apparently missed that in the heat of battle.

All 11 games were over in less than twenty minutes. It makes me wonder at the limits of the human mind. When properly programmed at a young age, what snap critical analysis can you have? What sound sportsmanship can you develop? And what empathy for your fellow students will you grow?

Daniel clearly is on an exemplary path and I applaud his father who has made his career all possible. It’s clear the young champion is a model citizen as well as an amazing talent.
“White to move, wishes to win,” she said.

“With only a pawn against a rook,” the King said, seating himself in front of the chess board, “the first move must be obvious.”

1. c7

“Now Black must deal with the threat of White queening the pawn,” he continued. “There is no chance to race the rook to the eighth rank and stop it. Running to the first rank will only work if the white king foolishly wanders onto the c-file, when Black’s rook can attack the new queen along the c-file, through the monarch.”

“Just so,” she said.

“So, Black must check,” said the King.

1. ... Rd6 2. Kb5...

“It would do White no good to move his king to b7,” he said, “as Black could pin the pawn with Rd7, and then exchange his rook for it.”

“You Majesty is correct. The goal is for White to win, not merely draw.”

2. ... Rd5+ 3. Kb4 Rd4+ 4. Kb3 Rd3+ 5. Kc2 ...

“What now? What now?” The King muttered. “Nothing is simple...”

“True,” she said.

Then, with an “Aha!” the King played

5. ... Rd4

“This way, if White promotes his pawn to a queen with 6.c8=Q, Black has the saving 6. ... Rc4+, which either wins the queen or forces 7.Qxc4, stalemate. Very nice. This idea works against 4. Kc3, too—Black plays 4. ... Rd1 and if 5. Kc2, then 5. ... Rd4 again.”

“And if White promotes to a rook?” she asked.

6. c8=R

The King smiled. “White threatens checkmate along the a-file. Therefore,”

6. ... Ra4

“But now,” the King continued, “White has

7. Kb3

“Either winning Black’s rook or checkmating Black’s king.”

“And that is how White wins,” she said.

“Indeed,” said the King. “Not simple—but nice.”

(The King has solved the famous Saavedra position from the 19th century.)
Simple Chess

By National Master Daniel Gurevich

Charles Blair

**Q:** SIMPLE CHESS, by Michael Stean, uses a game between Benko and Najdorf as an example illustrating the importance of "outposts." After


Najdorf played 17. ... Nxf3 and Benko won by doubling rooks and Nd1-e3-f5. In the tournament book, Reshevsky says that ... Nxf3 is forced, and Stean agrees ("If the bishop is not taken, ... Bf5, Rh2, Rh1, Nd1-e3-f5 ... sure to find a win fairly quickly.")

I tried using a computer to see more details of the winning plan (the position does not seem to involve a combination) after 17. Bh3 Nf8 18. Bf5, but the machine continued with 18. ... N8g6 19. Rdg1 Rb8 20. Kb1 a6, drawing much later by repetition of moves. Since 19. Rdg1 did not seem part of the Stean plan, I asked the machine to continue after 19. Rh2 instead, but the result (19. ... Nh4 20. Bg4 Bf6 21. Kb1 Kg7) did not seem convincing.

I hope you can explain how White makes a plan for the position after 17. ... Nf8. Is this a position a master would expect to win, even against a higher-rated opponent?

Has anybody tried to popularize endgame studies at the scholastic level? The small number of pieces might make them attractive, at least for some students.

**Q:**

**Victor Yu**

Here's my question: In the game of chess, there are lots of openings I notice such as the Sicilian, Queen's Gambit and Ruy Lopez. I wonder if you know how many openings there are. I also want to know what the first opening created was and the most and least common openings. I wonder this since in the chess tournaments, I always see people play the same openings. Thanks!

**A:**

As you have correctly noted, 17. ... Nxf3 is not "forced," but rather only one of Black's possibilities. After both the game continuation and 17. ... Nf8, the position is significantly better for White, but it is not easy to make progress. Also, you noticed that White's plan after 17. ... Nf8 should be 18. Bf5, followed by Rdg1; eventually, Bxg6 should lead to a structure similar to what happened in the game, with a similar plan (Nc3-d1-e3-f5). Pal Benko as white would certainly have very good winning chances, but with accurate defense for black, there is still a fighting chance.

As for your second question, in the Soviet school of chess instruction, the first step is to learn the most basic endgames, rather than middlegame positions or openings. After that, the student solves simple endgame studies. The series Comprehensive Chess Endings by Yuri Averbakh has been a staple in Russia for decades and was translated into English in the early 1980s.

The Oxford Companion to Chess lists 1,327 openings and variations. With such a gigantic number, you have to be creative in naming openings, which is why there is a Kangaroo Defense, Lobster Gambit, Giraffe Attack, and a Crab Opening. Although the concept of the opening is older than chess itself, the first known chess games mostly started from the Italian Game. As for the most common opening, there are over 500,000 games in the Sicilian Defense in my database, compared to 100,000 in the Ruy Lopez and 25,000 in the Italian Game. The least common opening is perhaps the subject of the most debate. It is quite possible that a new opening is invented every day. With so many openings contending for the title of the least common, there is probably not one winner, but tens or even hundreds.

National Master Daniel Gurevich is ready, willing, and able to answer all your questions about chess! Make him work!

Send your questions to: gpetersen@uschess.org

Chess Life For Kids! August 2011
In the April edition of *Chess Life for Kids*, we looked at some examples of how a clearance sacrifice can free up a key square that another one of your pieces wants to move to. You can identify a possible clearance sacrifice when you dream about where each one of your pieces want to go. Clearance sacrifices can add a powerful weapon to your tactical weapon’s toolbox.

Now it is your turn! Can you figure out how to win these positions by finding the clearance sacrifice?

Position after 22. Bxh8 (R)  
Black to move

Position after 18. ... exf5 (P)  
White to move

Position after 29. ... Qxe6 (P)  
White to move

Position after 34. ... Bb7  
White to move

Position after 49. ... Nf8  
White to move

Solutions on pg. 11
What’s the Problem?

By Stanley Kravitz

Chess is a game that has developed over many centuries. It is one of the most interesting and difficult games ever invented. Computer video games may offer more exciting action games but they usually lack the chance to develop long range strategies that can be used to finish off opponents with aggressive and beautiful tactics.

Over the centuries chess has created its own language using some words that are unique and that do not appear in most dictionaries. The word “sac”, short for sacrifice, is one such word. The words “sac, sac and mate” were used by Bobby Fischer to describe the finish of some of his most exciting games.

A related phrase, “Greek gift” is used to describe a piece that is offered but if taken leads to a lost game. This may have got its name from the story of the Trojan horse, although some think the source could have been an Italian player Gioachino Greco who wrote about sacrifices on h7.

When a sacrifice is made it usually makes everyone watching excited. The reason is that a surprise sacrifice appears to give away something for little in return. It also makes the position much more interesting and memorable.

The best known game with several sacs is the “Immortal Game” played in 1851 between Adolf Anderssen and Lionel Kieseritzky. Anderssen sacs both rooks, a bishop and his queen to deliver checkmate. If you have not seen this amazing game you should check it out. The full animated game is in Wikipedia.

These five puzzles all require a sac or a Greek gift. They are all miniatures with less than seven pieces on the board.

If you can solve a problem in under 1 minute give yourself 4 points. Solve in under 2 minutes give yourself 3 points. Solve in under 5 minutes 2 points. Over 5 minutes give yourself 1 point.

Master Solver 15-20 points. Good Solver 10-14 points. Fair solver 5-9 points. Under 5 points needs work.

Puzzle 1.
White to move and mate in two.
This sac is fairly easy to see.

Puzzle 2.
White to move and mate in two.
The position is legal. Have you ever seen two same colored bishops in a game, let alone delivering a checkmate?

Puzzle 3.
White to move and mate in three
Those two rooks are menacing. Maybe one could be sacrificed.

Puzzle 4.
White to move and mate in two.
Nothing fancy here. Just find the right piece to sac or offer as a Greek gift.

Puzzle 5.
White to move and mate in three
Only a sac will checkmate in three.

Solutions on page 11
You know the drill. Is this position a win or a draw? If it’s a win, who’s it a win for—White or Black?
Jot down what you think the best continuation would be right after you put down whether White wins, Black wins or it’s drawn.
If you like middlegame puzzles you can go to www.arcamax.com and go to games and then chess puzzles.

Position One: White to Play

Position Three: White to Play

Position Five: White to Play

Position Two: White to Play

Position Four: White to Play

Position Six: White to Play

Answers on page 11
Position One:
WHITE WINS! It’s tricky. 1. d7 Be8 2. d8=B!! (2. d8=Q Ooops! Stalemate!!) 2. ... Bf7 3. Be7+ Kg8 4. Bxf7+ Kh7 (4. ... Kh8 5. Bf8 Kh7 6. Be6 Kh8 7. Kf7 Kh7 8. Bf5+ Kh8 9. Bg7#) 5. Bf8 Kh6 6. Be6 Kh7 7. Kf7 Kh8 8. Bg7+ Kh7 9. Bf5# Aside from the underpromotion idea which avoids the stalemate, note how White, with the two bishops, keeps the black king shuttling between h8 and h7 while he sets up the mate. A study by O. Dehler, 1921.

Position Two:
DRAW! Black has to be very alert here. 1. e7! Bd8! 2. e8=N (2. e8=Q stalemate; 2. e8=B Ba5 and White can’t force the mate; 2. e8=R stalemate) 2. ... Bh4 (You can’t just go anywhere: 2. ... Ba5 3. Nd6+ Kb8 4. Nb7+) 3. Bc7 Be7 4. Ng7 Bd8 5. Bf4 Bc7 and White can’t make any progress. Study by Centurini, 1847.

Position Three:
WHITE WINS! Just one little square difference in the setup from position two! 1. e7 Bd8 2. e8=B Bc7 (2. ... Bf6 3. Bc7 Be5 4. Bd7#; 2. ... Ba5 3. Bd7+ Kd8 4. Bh4#) 3. Bd7+ Kb8 (3. ... Kd8 4. Bh4#= that’s why the bishop on g3 is better than a bishop on h2) 4. Bxc7+ Ka8 5. Bc8 Ka7 6. Bd6 Ka8 7. Kc7 Ka7 8. Bc5+ Ka8 9. Bb7# Centurini, 1856.

Position Four:
WHITE WINS! 1. g7 Bf8 2. g8=B (2. g8=N Ba3 3. Nf6+ Kd8 and the bishop is far away from the knight winning it with a discovered check.) 2. ... Be7 3. Bf7+ Kd8 4. Bxe7+ and will mate with the two bishops. O. Dehler, 1911. We are curious about one thing though. Did you look at: 1. Be3 Bf8! (1. ... Bxe3 2. g7 Kd8 3. g8=Q+ would win.) 2. Kf6 (2.Bf4Bg7 3.Bd6 Bh6 4.Be7Bg7 5.Bc5 Bh8=) 2. ... Bb4 3. Bd4 (3. g7 Bc3+) 3. ... Kf8 or 1. Be7 Bd4 2. Bf6 (2. Bd6 Bg7) 2. ... Bxf6 3. Kxf6 Kf8 (ah, the opposition!) and decide they didn’t work? Good job!

Position Five:
DRAWN! 1. g7 Bf8 2. g8=B Bb4 3. Bf7+ Kf8 and there’s no place to trap the black king. This is really interesting: 1. Be7 Bd4 2. Bd6 Bg7 3. Kf5 Bb2 4. Be5 Bc1!! (A big no-no would be 4. ... Bxe5 5. Kxe5 Ke7 [5. ... Kf8 6. Kf6] 6. Kf5 Ke8 7. Ke6 Kf8 8. Kf6 Kg8 9. g7 Again, the opposition is so important.) 5. Kf6 (5. g7 Kf7) 5. ... Kf8 and White can’t get through. Falco, 1919.

Position Six:
WHITE WINS! 1. e7 Bd8 2. e8=B 2. e8=N Bh4) 2. Bc7 3. Bd7+ Kb8 4. Bxc7+ and you know how this ends. O. Dehler. Hope you learned something about bishop and pawn endings!

What’s the Problem?
Solutions: 1. Kc7; 2. Qe7; 3. Qa5; 4. Qb2 followed by the white king taking all Black’s rook pawns; 6. Qa3 the only way past the pawns followed by 2. Qd5.

And congratulations to SidhharthVadduri of Texas. His entry was selected by our faithful Gnomes and he will receive a copy of Maurice Ashley’s ’Pawnmower III’.
The Chess Detective (page 7)

#1 This position occurred between Robert Hess and Alexander Ivanov at the 2008 Foxwoods Open. Note that if White’s d-pawn was gone, Bc3+ would be decisive for White. White even gains a tempo by sacrificing the pawn to clear the diagonal by playing 30. d5! Qxd5 31. Rf7+ (not quite as good is 31. Bc3+ Kh6 32. Rxf8 winning a piece) Resigned because 31. ... Qxf7 32. Bc3+ wins Black’s queen.

#2 This position occurred in Hastings in 1901 between Juan Corzo and Jose Raul Capablanca. Black clears out the f4 square for his knight by playing 22. ... f3 23. gxf3 Nf4 24. Be5 Rg2+ 25. Kf1 Rf2+ 26. Ke1 Nd3+ forking the king and bishop.

#3 White cleverly noticed that if he could move his e5-knight to c4, he could trap the black queen because his g3-bishop would cover the c7 retreat square. But his light-squared bishop is in the way. White played 19. Bxd7+! Rxf7 20. Nc4 and Black’s queen is trapped! Mikhail Botvinnik played White in this game against G. Stepanov in Leningrad in 1930.

#4 White has a powerful attack on the seventh rank and if his queen could get to g7, it would be mate. Notice that his rook blocks the queen from moving to g7 across the seventh rank and his knight blocks a queen invasion from the g- or h-file. 50. Nh5! Threatening 51. Rh7+ and 52. Qg7 mate and if 50. ... Nxd7 51. Qh2+ Kg8 52. Qg3+ and 53. Qg7 mate. 50. ... exf5 51. Qh2+ Kg8 52. Qg3+ with mate coming on g7. This game was played between Anatoly Karpov and Istvan Csom in Bad Lauterberg, 1977.

#5 This position occurred in St. Petersburg in 1914 between chess greats Emanuel Lasker and Jose Raul Capablanca. White controls the open h-file and has a nice knight outpost on e6. In order to overpower Black, he brings his other knight into the game. He clears out the e4 square for the knight and invades by playing 35. e5! dxe5 36. Ne4 Nd5 37. Nc5 Bc8 If Black’s rook stays on the seventh rank to defend the bishop, 38. Nd6+ forks the king and bishop. 38. Nxd7 Bxd7 39. Rh7 Rf8 40. Ra1 Kd8 41. Ra8+ Bc8 42. Nc5 Resigned.

#6 This position is from one of the most famous games of all time between Wilhelm Steinitz and Curt von Bardeleben in Hastings, 1895. White has a safer king and a lead in development. He needs to find a way to cash in on these advantages quickly before Black can safeguard his king and complete his development by playing something like ... Kf7, ... Rf7, and ... Nd5. Steinitz cleared the path for his knight by sacrificing his pawn by playing 17. d5! cxd5 18. Nd4 Kf7 19. Ne6 Rf8 20. Qg4 g6 21. Ng5+ Ke8 22. Rxe7+ Kf8 23. Rf7+ Kg8 24. Rg7+, Black Resigned. Steinitz showed this variation after the game with a mate in ten moves: 24. ... Kh8 25. Rxf7 Kg8 26. Rg7+ Kh8 27. Qh4+ Kxg7 28. Qh7+ Kf8 29. Qh8+ Ke7 30. Qg7+ Kf8 31. Qg8+ Ke7 32. Qf7+ Kd8 33. Qf8+ Qe8 34. Nf7+ Kd7 35. Qd6 mate.

What’s the Problem? (Page 8)


Rxd8+
4. b6
5. 1. Na6+ Ka8
2. Kc8

WIN OR DRAW! (Page 9)

Position One Solution: WHITE WINS! The winning idea is to move the king down far enough on the h-file so Black can’t keep the opposition. If Black comes down too far, the white pawn scoots to become a queen: 1. Kh5 Kg5 2. Kh4 Kg4 3. Kh3 Ke4 (3. ... Kf3 4. c5) 4. Kg2 Kf4 (4. ... Ke3 5. c5) 5. Kf2 Ke4 6. Ke2 Kd4 7. Kf3 Ke5 (7. ... Kc3 8. c5, although you better know how to use the queen to stop the black king and b-pawn!) 8. Ke3 Kd6 9. Kd4 Kc6 10. c5 Kc7 11. Kc4 The rest is easy.


Position Three Solution: WHITE WINS! This one is really interesting because White forces the black king backwards while at the same time staying “in the square” of the black d4 pawn. That means White has to make sure that he doesn’t go to far up with his king to allow the black pawn to queen. Then, White has to know the moment when he can leave the square of the pawn to mate the black king, and he sacrifices a pawn to do it!! 1. Ke4 Kg4 2. h4 Kh5 3. Kf3 Kg6 4. g4 Kf6 5. h5 Kg6 6. Ke4 Kh6 7. Kf4 Kh7 8. g5 Kg7 9. g6 Kh6 10. Kg4 Kg7 [White’s still in the square: 10. ...d3 11. Kf3 d2 12. Ke2] 11. Kg5
A Brief Chess Opening Glossary

by Pete Tamburro

The Two Knights Defense: 4.Ng5 line

The Two Knights’ Defense is an all-out war on the chessboard. It shows up in scholastic chess a lot because some books actually recommend this line: 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5?!

The great chess teacher, Tarrasch, called it a duffer’s move. Fischer played it as white. Go figure ... Our inclination is that you better have Fischer-like chess skills to play that line.

The big advantage for Black is that, for the pawn he loses after 4. ... d5 5.exd5, he can play natural developing moves and get a decent attack. White, on the other hand, is on the defensive right away, and good moves are sometimes hard to find. Mistakes are much easier to play!

5. ... Na5 (Main line Two Knights)

A few odds and ends should be pointed out here. 4.d4 is probably White’s most solidly aggressive choice against the Two Knights. In recent years 4.d3 has become popular as White has attempted to try to slowly wear Black down by boring him to death. 4.Nc3 allows the “fork trick” after 4. ... Nxe4! This line, including White replies like 5.Nxe4 and even 5.Bx7+ were covered in previous issues of CL4K. Next time out, the non-Ng5 lines will be covered.

One truly odd note: yes, 5. ... Nb4 is playable to attack the d-pawn. The reason it probably isn’t played is that it goes against the idea of the defense. When you play a gambit, quite often it goes against the theme of development for which you have sacrificed the pawn. You can’t play gambits if you are always going to worry about snatching the pawn back. Attack!

5. ... Nxd5?!

This move has been analyzed by chess engines in recent years. It’s probably playable, but the bottom line is that if White plays 6.d4 or 6.Nxf7, Black will be playing risky defense for a long time. This is not recommended. The Fried Liver line makes you answer this question: Do you really want to defend this position over the board as Black after 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5 Nxd5 6.Nxf7 Kxf7 7.Qf3+ Ke8 8.Nc3 Ncb4 9.Qe4 c6 10.a3 Na6 11.d4 —?

If your answer is yes, the best of luck to you, lads and lassies!

5. ... b5?!

This ingenious counterattack invented by the American player Olaf Ulvestad in the 1940s, gives a lot of choices to White, practically all of which equalize very easily. Some popular choices:

6.Bxb5 Qxd5 7.Be2 (7.Nc3 Qxg2) 7 ... Bb7 (7 ... Qxg2 8.Bf3) 8.0-0 Nd4 9.Nf3 Bc5


See “What’s the Question?” on page 6
d3 0-0-0 14. Ke2 f5 15. Ng3 cxd3+ 16. cxd3 Bxg2 17. Rg1 Bh3 and Black’s king is in the open.

6. Qe2 bxc4 7. dxc6 h6 8. Qxe5+ Be7 9. Nf3 0-0 10. 0-0 Rb8 11. Nc3 Bd6 12. Qa5 Re8 13. Qxa7 Bf5 and, even though Black is three (!) pawns down, the lead in development gives great attacking chances as White’s pieces are not working together like Black’s.

The big line in the Ulvestad is 5 ... b5!? 6.Bf1! after which Black can go into the Fritz line below with 6 ... Nd4 or play Ulvestad’s 6 ... h6!? That can go something like this:


Of course, there’s much more to this. Lot of homework, here, too: 8. cxd4, 8. Nxf7, 8. h4 are alternatives to 8. Ne4. Black holds his own, but, again, you have to not mind sacrificing material for an attack.

5. ... Na5

The classical line has the best reputation. It can go along these lines: 1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Na5 6. Bb5+ c6 7. dxc6 bxc6 8. Be2 h6 9. Nf3 e4 10. Ne5 and Black has a good many pleasant choices in this position:

Black can play 10. ... Bc5, 10. ... Bd6, 10. ... Qc7 among the favorites or even 10. ... Rb8 or 10. ... Qd4, which are less popular. This is quite different than the two cousins just above, but just as much fun for Black. One small note: Fischer made 9. Nh3 popular, but it’s nothing to be afraid of. Chigorin pointed out before Fischer was born that he didn’t take the knight on h3 because eventually the knight would have to go back to the first rank and then come out again, thus losing time. He was the most famous Two Knights player ever and playing over his games will make you a far better attacking player.

Next time out, we’ll go over the alternatives to 4. Ng5, which most people prefer.

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AMERICAN OPEN

August 2011 Chess Life for Kids!
We have all experienced that moment where our attention is not focused on the position before us. This example seems to carry inattention to the extreme.

Diagram #1
Sztorn-Lundquist, Australia, 1983

Black to move

Black, to move, is ahead in material but is faced with threats of 1. Bc4+ or 1. d7 and offered a draw. White replied, correctly, that Black should make a move first. It is not clear whether White was a stickler for the rule that you should offer a draw only after moving, or whether White just wanted to see what Black would do.

What is clear is that neither player was paying any attention to the position during this exchange! Now, however, Black, having had his draw offer rebuffed, was forced to decide how to proceed.

Upon focusing his attention, he discovered that 1. ... Qxb2+ forces mate in three more moves; 2. Kxb2 Rb3+ 3. Ka2 (or Ka1) 3. ... Ra8+ 4. Ba6 Rxab mate.

It was suggested that White should have accepted the draw after Black's first move (that's what the rules allow.), which might have provoked some interesting conversation; but White was a good sport and resigned.)

All too often lack of attention will mean simply placing or leaving material en prise, or failing to take advantage of it when an opponent does that. I think everyone can find examples of this in his or her play. Here we'll examine more complex results of inattention and some of the causes of it.

The Greased Pig Syndrome

Black to move

Black has a winning positional and material advantage. White's king is tied to the defense of the g-pawn, so Black can eventually bring three pieces to attack the White b-pawn which can be defended only twice. Indeed, 1. ... Rd8 will win even faster; for instance, after 2. Bf1? Rd1 White cannot defend against both 3. ... Bb5 and 3. ... h3 4. gxh3 g2. But...

1. ... Ra8??

Black's idea is clear; he expects to win the b-pawn more easily after the exchange of rooks. But his win now disappears.

2. Rxc6+ Kxc6 3. Be4+ Kb5 4. Bxa8 c4

... and Black offered a draw which White accepted after thinking vainly for 20 minutes trying to find a way to avoid it. If you don't see why the draw is inevitable, the answer is at the end of this article.
Following a previous game without checking it

Gary Lane tells the story in his book *Sharpen Your Chess Tactics in 7 Days*, in which this and the next position were found:

**Zapata-Anand, Biel 1988**, followed Miles-Christiansen, San Francisco 1987;
1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6
4. Nf3 Nxe4 5. Nc3 Bf5??
But Miles and Christiansen apparently had agreed to draw before the game began, so Miles kept his word and played 6. Nxe4. (His thoughts about having to play this lame move are not recorded.) Zapata was under no such compulsion, so he played 6. Qe2 and Anand resigned. A later game between two other players was a bit longer:
6. ... Qe7 7. Nd5 1-0.

**Optical Illusion**

White to Move

In this position from a 1999 internet game both players appear to be hypnotized by the illusion that 1. Rb2+, which wins a rook, can be answered by 1. ... cxb2 mate, although the presence of the white rook on c8 inhibits that maneuver. So the game went 1. a4?? Rhd2 2. a5?? (Missing 2. Rb2+ again; this time it forces a draw after 2. ... Kd1 3. Rb1+ Ke2 3. Rc1.) and White eventually lost on time.

Failure to count

Goldinger-Webster, Match, Oshkosh, Wisconsin, 1966
Diagram #4
(See diagram next column)

**Choices**

When choices are to be made, failure to examine all of the possible lines often has unexpected results. Consider former world champion contender GM Larsen-former world champion GM Spassky, Linares 1981:
White to Move

White has four ways to escape the check. He sees that 1. Kg4?? h5 mate is no good; he rightly considers 1. Bf3, removing the bishop from its strong post and pinning it against his king to be silly; so the alternatives are 1. Qf3 or 1. Kg2. Since this position is appearing here, we can be sure he chose the wrong one ... 1. Qf3?? g4+! 2. Kxg4 Bh5+! 3. Kxh5 Qg5 mate!

By the way, if you’re thinking that removing the white queen from a strong position is at least as silly as retreating the bishop, you’re right. GM Larsen probably feared that Spassky would keep checking and get a draw after 1. Kg2, but there are worse things than draws ...

You may be wondering whether this writer hasn’t done some of these things, too.

Yes, indeed!

If Black manages to complete his development, his minor pieces will have more scope than White’s and the white h-pawn will be in danger. However, White has an idea. But his implementation of it shows that he has not paid attention to the position. Only the fact that Black doesn’t do his job, either, makes it turn out all right for White.

1. b3?? (This could actually be a losing move if Black replies 1. ... Qf7, for the reasons noted above; but Black doesn’t see the threat and calmly continues developing.) 1. ... Bd7?? 2. Nxf4! exf4?? (Black still isn’t paying attention, which shortens the game considerably.

After 2. ... Qf7 3. Ng2 Rf8, playing to hold back the f-pawn, Black still has a game, but not the advantage.)

2. Qb2+ 1-0 White should actually have played (from the diagram) 1. Nxf4! and if 1. ... exf4?? 2. b3! and Black can avoid mate only by giving up his queen on e5, after which the white queen and several extra center pawns will squish the black pieces. So White would have won the valuable black f-pawn, improved the position of his knight, and then had the better position after 1. Nxf4! Qf7! 2. Ng2 Bd7 3. f4. Instead Black was given a chance to defend himself.

Note that development, while important, should take place only after any threat has been parried. In this closed position the delay in developing the black queenside doesn’t matter. In fact, after 1. b3??, Qf7! is really a developing move even though the queen has already moved, because this move must eventually be played to allow the black rook to reach the kingside.

A common thread that runs through these positions is that one or both sides have ignored the instruction given many years ago by the late international master and first world correspondence champion, C. J. S. Purdy;

Examine moves that smite!

Purdy wrote that a positional player without tactical ability is doomed to a lifetime of heartbreaks; but as we have just seen, ANYONE, even international masters and grandmasters, who aren’t paying attention can fail to take checks and captures into account! And as we have seen, that involves checking the board not only before you move, but looking ahead to what the position will be after you move.

If you can train yourself to do this, you will save points and half-points throughout your chess life.

*The draw is forced in Webster-Odendahl because (from diagram #2) after the moves 1. ... Ra8?? 2. Rxc6+ Kxc6 3. Be4+ Kb5 4. Bxa8 c4! 5. bxc4 Kxc4 6. Bf3 h3! White has the wrong color bishop, so the black king can go to h8 and can never be forced out.

Diagram #6
Webster-Schmidt, Janesville, Wisconsin. 1980

Peter Webster is a national master from Janesville, Wisconsin, and we thank him for this lesson! Canadian Mike Magnan provided the illustrations.
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[Astronaut Greg Chamitoff took a few spectacular photos from the Space Station during his last trip into space aboard the Endeavour. We thought we’d share them with you, along with a transcript of a short video, also taken on the space station.—Editor]

Earth Versus Space Chess Video May 25, 2011

Transcription 7/1/2011 by Susan Halbleib Manley

From Youtube: “shuttle astronauts play chess”

Taz: “Hello, my name is Greg Chamitoff. Welcome to the international space station, this is my crewmate Box, and we’re sitting here pondering our next move for the Earth versus space chess match. Been up here a week already on shuttle flight STS134. It’s all going really, really well. We’re having a great time.”

Box: “Hello everyone, I am Greg Johnson, otherwise known as Box. Thanks for following our mission, ah, so far and this very fun and challenging chess match. We’ve been working hard up here to install some critical spare equipment, ah, for the international space station and also this 2 billion dollar cosmic particle detector that may revolutionize the way scientists understand our universe. We’ve also done a lot of robotics and spacewalks; Taz just did one the other day. And, ah, we are basically setting up the space station for when the space shuttle retires.”

Taz: “We’ve had some free time; we’ve also really enjoyed playing chess with all of you! This has been a really good game so far, don’t you think?”

Box: “Oh yeah! But one of the great things about chess it brings people together from all walks of life: people from different cultures, different language, different countries. Building bridges between people is an important part of what we do here on the international space station, with 16 member nations that have contributed to the building of it. Right now we have a crew of twelve representing at least four different countries.”

Taz: “The other great thing about chess is that it challenges your mind, it inspires kids in ways that will make them great problem solvers in the future. From here the view of our world is absolutely breathtaking, but there are challenges. Bringing people together with critical thinking skills to solve the world’s problems—this is the extension of what a simple game of chess like this can actually represent for our future.”

Box: “So thanks to everyone for participating in our Earth versus space chess match. Good luck in trying to catch us though, we’re going 17,500 miles an hour. That’s speed chess like you’ve never seen before.”

Taz: “And thanks for the U.S. Chess Federation and NASA for sponsoring our game.”

BOTH: “It’s your move!” Box: (knocks piece off the board) “Oh!”

BOTH: “Laughter”...
### Top 50 Overall Standings

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Scholarships:
As a service to you, we are listing upcoming National USCF rated events, and requested events of possible interest to you. You can always log in to www.chessscholarships.org or check out “Clubs & Tourneys.” Then click on “Upcoming Tourneys” for a complete listing of upcoming rated events and details. As always, you can check out the TLA section of Chess Life.

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Display advertising is also available. Advertising rates are posted on the USCF website, www.uschess.org, or you may email: tla@uschess.org for complete details.

NATIONALS
Sept. 30-Oct. 2 or Oct. 1-2, Texas
2011 U.S. Chess Championships
500, $6,000; 1st $3,000, 2nd $2,000, 3rd $1,000, 4th $500, 5th $250. Tourney begins at 7:30 pm. Round: 2/3 on 8/16/2011 in a Fairmont. Entry Fee: $125. All USCF rated eligible players $115. Deadline: September 26, 2011. The winners of the event will be announced at the tournament. Info: 512-274-2800. Contact: Keith Smith. Location: Fairmont Hotel, Dallas, TX 75277. U.S. Chess Federation, 20 Church St., New York, NY 10007. Tel: 212-326-4475. Fax: 212-777-4482.

Scholastic Tournaments:
As a service to you, we are listing upcoming National USCF rated events, and requested events of possible interest to you. You can always log in to www.chessscholarships.org or check out “Clubs & Tourneys.” Then click on “Upcoming Tourneys” for a complete listing of upcoming rated events and details. As always, you can check out the TLA section of Chess Life.

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JGP.

Oct. 8, National Chess Day: Herschelle Carrousel Chess Classic 2011
Celebrating National Chess Day and The Archangel 8 Chess Academy. Herschelle Carrousel Factory Museum, 180 Thompson St., North Tonawanda, NY 14120. Featuring Herschelle Carrousel Factory Museum All Girls K-12 Championship. In 4 Sections: Herschelle Carrousel K-12 Girls Championship 45S; Game 30; EF: $10.00 if received by October 1, 2011. Herschelle Carrousel Novice K-8th: 45S; Game 30; EF: $10.00 if received by September 30, 2011. Herschelle Carrousel K-12th: 45S; Game 30, EF: $10.00 if received by September 30, 2011. Herschelle Carrousel Unrated K-12th: 45S; Game 30, EF: $10.00 if received by September 30, 2011. RDS: Round 1 at Noon, other games will begin when all are finished. One half point Byes available upon request prior to round. ENTR: The Archangel 8 Chess Academy, 669 Guilford Ln., Buffalo, NY 14221. Advance entries only at arcammel@chess@yahoo.com.

INFO: Mc. Duffin, Chess Ambassador, 669 Guilford Lm., Buffalo, NY 14221. Advance registration entries only at NS. NC. W.

Oct. 9, Marshall Sunday G/80!

Oct. 10, Marshall Columbus Day Madness!

Oct. 30, Capital Region Open

Ohio
Aug. 7-7 or 6-7, Cleveland Open
Nov. 11-13 or 12-13, 20th annual Kings Island Open

Pennsylvania
Sept. 3, New Jersey K-8 State Championship (NJ)
See New Jersey.
Nov. 29-30 or 26-27, 42nd annual National Chess Congress

Rhode Island
October BK Tournament for Kids

Texas
Sept. 20-Oct. 2 or Oct. 1-2, 2011 U.S. Class Championships
See National.

Virginia
Sept. 3, New Jersey K-8 State Championship (NJ)
See New Jersey.
Oct. 6-10, 7-10, 6-9, 7-9 or 6-9, 2nd annual Continental Class Championships

Answers from pg. 11

(position four solution: DRAWN! This solution is all about White making sure he gets the position or else he will lose: 1. hxg5+ Kh5 2. g6 fxg6 3. f5 gx5 4. Kg1 (White can lose the position and the game with 4. Kg2 Kg4 5. Kf2 Kf4 6. Kf1 Kf3 7. Kg1 Ke2) 4. Kg5 5. Kf1 (Two more ways to lose the opposition and the game: 5. Kf2 Kf4; 5. Kg2 Kg4) 5. Kf4 6. Kf2 and Black can make no headway.

(position five solution: DRAWN! But there’s only one right way to do it!

Don’t be in a hurry to grab pawns: 1. Kd4 b6 (1... Kb3 2. Kd5 b4 3. Kc5 b6+ 4. Kb5 Kxb5 5. Kxb4) 2. Kd5 Kb3 3. Kc6 b4 4. Kc5 The important thing was to make the black king capture the b-pawn to allow White to gobble the others.

National Master Daniel Gurevich is ready, willing, and able to answer all your questions about chess!
Make him work!

Send your questions to: gpetersen@uschess.org.
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October 29-30
Santa Clara, California
(See National TLAs for details)

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