

# Chess KIDS KNIGHT TIMES

Chess World Australia Pty. Ltd. ABN 41 118 087 862



## Message from the Guru

For a number of years we have been very lucky to have Monash University as the main sponsor for the Chess Interschool National Finals. Unfortunately due to cutbacks within the university Monash has had to withdraw their sponsorship of the National Finals in 2011.

So we're looking for another sponsor and we need your help!

This is a really wonderful event - the highlight of the year for 300 of the brightest minds in Australia. There must be some business or individual that you know who would like to be involved in supporting these kids in their participation at this event.

There are a range of sponsorship options available. We need a venue sponsor, individual team sponsors and right down to donations of muesli bars for morning tea! Sponsors get lots of direct benefits - plus of course the warm inner glow that comes with helping our brightest chess players meet and compete.

If you know someone who might be able to help out please contact me with their details and I'll follow up immediately.



Thanks for your help!

*David Cordover,*

Managing Director,  
Chess Group of Companies

**11 YEAR-OLD  
KARL ZELESCO  
DEFEATS  
INTERNATIONAL MASTER  
GUY WEST  
IN THE 2011 MELBOURNE CHESS  
CLUB CHAMPIONSHIPS**



**Budding Champion?**

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**RJ SHIELD**

## February RJ Shield

This event was played at our lovely new venue Clayton RSL and attracted a field of 28 players. The tournament was closely contested with top seed Anthony Hain losing to Lachlan Martin who gained 158 rating points for the tournament.

Thanks to Lasitha Karunaratne for directing the event.

### Leading Scores:

6/7 E.Girgin, L.Martin & A.Hain  
5 N.Husek, D.Lee & J.Lipp



*Lachlan Martin, Ege Girgin and Anthony Hain tied for first place at the RJ Shield.*

## March RJ Shield

In March we had three RJ Shields, one in Doncaster one in Clayton and one in Mildura.

Zhi-Xu Guo gained 84 rating points from Doncaster but was eclipsed by Kirstyn Goodin in Mildura who gained 85 points!

### Leading Scores: (Doncaster Gardens)

8/8 Z.Guo  
7 J.Yates  
6 I.Lee  
(9 players)

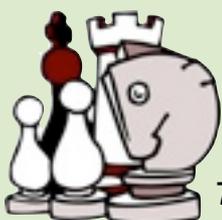
### Leading Scores: (Clayton)

6/7 E.Girgin, K.Doss & J.Tissa  
5 B.Girgin & J.Lipp  
(23 players)

### Leading Scores: (Mildura)

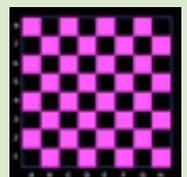
7/7 K.Goodin  
6 A.Harrison  
5 K.Brooker, B.Dommersnes & J.Harrison  
(36 players)

For full results and updated ratings just log on to [www.chesskids.com.au](http://www.chesskids.com.au) and click on the ratings and results button.



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## Move Each Piece Only Once....



With IM Robert Jamieson

The advice I give my students in the opening is to “move each piece only once and place it on the best square.”

Of course there are exceptions to this rule, such as when your piece is attacked and you have to move it or lose it, but as a general rule, it's good. Take the following position for instance. White has just played 2.Bg5 when it is not yet clear which is the best square for the B. Black can just reply 2...h6 forcing the B to move again and gaining a useful move for Black. 2.Nf3 or 2.c4 would have been better moves.



Black plays h6 and gains a move

Let's see how a world champion punishes his opponent for moving a piece too many times in the opening. Strangely this game has been played in 1938 by the World Champion Alekhine

and the identical game (except for one move) was played in 1909 by then World Champion Lasker!

Plymouth 1938

**A.Alekhine**

**R.Bruce**

Caro-Kann/Two Knights Variation

**1.e4 c6**

This is the Caro Kann opening. White plans to develop his QB before playing e6 so that it doesn't get locked in behind the pawn chain as in the French Defence (1.e4 e6 2.d4 d5).

**2.Nc3**

Normal is 2.d4 but delaying d4 gives Black a chance to go wrong (as we shall see.)

**2...d5 3.Nf3 dxe4 4.Nxe4 Bf5**

Black has developed his B to a good square but in this case Bg4 would have been better.

**5.Ng3 Bg6**

White notices that the B has no safe square to go to so he decides to threaten it some more.

**6.h4 h6 7.Ne5**

Moving a piece twice, but White is ahead in development and this move threatens to take the B on g6 and double Black's pawns.

**7...Bh7**

The obvious move but one which moves the B for the third time already. 7...Qd6 would have been better.

**8.Qh5!**

Forcing Black to lock in his unfortunate B.

**8...g6**



**9.Bc4!**

Moving the Q was the obvious thing to do, but White knows to look for an even better move first.

**9...e6 10.Qe2**

Black no doubt expected the Q to retreat and forgets to ask the vital question "what is he threatening?" He makes a normal developing move and is duly punished. Note how White has 4 pieces developed to none by Black who spent all his time moving pawns and his pathetic QB.

**10...Nf6?? 11.Nxf7!**

Opps!

**11...Kxf7**

Black could have played on with 11...Qe7 but instead walks into mate.

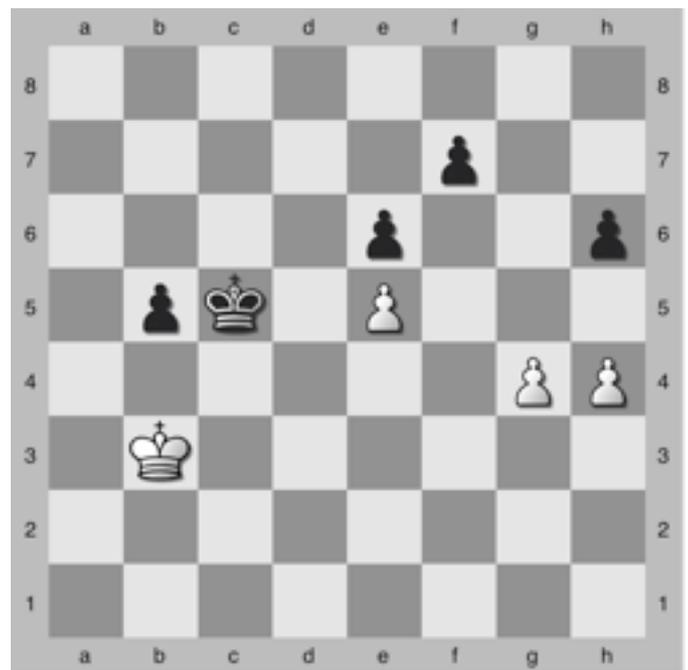
**12.Qxe6+ Kg7 13.Qf7#**

So, the message is clearly that the opening is a race to get your pieces out into the action and the player who gets the most pieces into play will be winning. If you move the same piece more than once in the opening (without being forced to) you are probably just wasting valuable time.

**ENDGAMES ARE FUN!**

You'd think that endgames would be easy. There aren't many pieces left on the board and the aim is usually clear - to queen a pawn. Never-the-less there are many pretty tricks and traps that can appear along the way to amuse us.

Have a look at the position below.



**White to play. What result?**

This looks like an easy win for Black as his King can just run across and gobble up the white pawns. White's only hope is if he can get a pawn though to queen - but surely Black's King can cover the queening squares.

Decide what you would play before you check the answer below.

**Answer:**  
 1.h5 Kd5 2.g5 Kxe5 3.gxh Kf6 4.Kb4 e5  
 5.Kxb5 e4 6.Kc4 e3 7.Kd3 e2 8.Kxe2 and now  
 Blacks King must move away and the "h" pawn  
 queens. A pretty "zugzwang" finish.

## How to Find Combinations



With IM Robert Jamieson

To be a good chess player you must be good at tactics. Unfortunately humans are not computers and cannot analyse virtually every possible move so we need a way to train our brain to “see” combinations.

I keep suggesting to “Examine all checks and captures” but that is not always sufficient. Have a look at the position below. We will play Black.



We have just played 1...d3 and White replied 2.Rb1. Have a look at the position for a few minutes then consider what thought processes you would go through to decide upon your next move (before you read on).

The first step is to say “what is he threatening?” White must have a good reason for playing Rb1. What is it? Clearly he plans 3.Rb8 threatening 4.Qh8#. So now we know what our opponent is up to. The next step is to ask ourselves what we would like to do? Clearly 2...dxe2 would

be nice but the pawn is pinned and White would reply 3.Qxd2. Now we look at all checks and captures but none of them seem to be any good for Black. We must therefore return to White’s threat of Rb8 followed by Qh8+. What can be done to stop this? Perhaps we can give our King an escape with 2...g5 3.Rb8 Kg6 but White can then play 4.Qh8 threatening 5.Rg8+.

Can we cover the attack square h8? No. Can we interrupt the Q & R combining to threaten Qh8+? Yes! We could play 2...Rc5 3.Rb8 Rc8 4.Rxc8 Bxc8 5.Qxc8 dxe2 and we must be winning.

We seem to have found a way out that is OK for Black, so we play that, right? WRONG! We first look for a better move just in case we have missed something.

Perhaps we can stop the R from going to b8? The only likely option is 2...Rb5 when White will obviously play 3.Rxb5. Does it make any difference if the White R has vacated the back rank? Yes! We can now execute our own threat of 3...dxe2 as 4.Qxd2 exf1=N! is winning.

So 2...Rb5 looks good, but before we play it we check in case we have missed anything. What if White doesn’t take the R? He could play 3.Nc3 Rxb1 4.Nxb1 Qf4+ 5.Kg1 Qe3+ 6.Kh2 Ng3 7.Qxd3 (7.Bxd3 Qc1 0-1) 7...Qf2 8.Nd2 Qxd2!! and we have got him again in the same combination.

All that looks OK so let’s go with 2...Rb5!! and see if we can we the prize for the prettiest combination.

***How did your thought processes compare with the above method?***



# Ballarat Chess Club

## Begonia Open

A group of keen Chess Kids went to the Ballarat Begonia Open over the Labour Day Week-end to have a go at the big world of adult chess.

IM James Morris, a former Chess Kids student, had a great result scoring 6.5/7 and winning the \$1200 first prize.

Anthony Hain in particular played a strong field including 5 players rated over

1800 and he defeated Mehmedalija Dizdarevic rated 1972.

All the kids had a great time and learnt a lot about playing tournament chess at a much slower time control than they are used to.

The tournament used the Tornado pairing program which meant that people at home could follow the games and results on-line as they happened.

**The Chess Kids scored as follows:**

- Anthony Hain 3
- Thumula Gamage 3
- Dimitry Lee 3
- William Maligin 2.5
- Jason Chew 2.5
- Isaac Lee 2
- Charlotte Dilnut 2

The screenshot shows the FIDE website interface. At the top, there are logos for FIDE and CNC, and the text 'World Chess Federation Chess in Schools Commission'. A navigation menu on the left includes 'Home', 'News', 'Commission Members', 'Guidelines & Information', 'History', and 'Contact Us'. The main content area features a video player for 'CONQUER THE WORLD - Chess Kids - Australia' with a 4.00 average rating from 7 votes. The video title is 'PAWN FOOT SOLDIER DEFENDER'. A red star graphic is overlaid on the video player with the text 'CHECK OUT OUR VIDEO ON THE FIDE WEBSITE'. To the right of the video player is a grid of smaller video thumbnails. On the far right, there are sections for 'Chess in Schools VIDEOS', 'Chess in Schools PROJECTS', 'Chess in Schools Sponsors', and a 'Login' form with fields for 'Username' and 'Password', and a 'Remember Me' checkbox.



## BUGHOUSE CHESS

by Daniel Tan

**“Bughouse Chess” is a popular variant of normal chess where two players team up and give each other their captured pieces which can then be placed on the board in lieu of a normal move.**

### **What sort of people might like to play bughouse chess / some ideas / comparing to normal chess?**

'Time' on the clock is meant to be super important. The team which has more time on the clock has the advantage for many reasons. A player in the team with more time can 'sit' for pieces, also 'sit' so their partner can get their king safe if they need to, and also "sit" to force their partner to flag their opponent (sit is a bughouse communication term which sort of means to wait). Because of this, bughouse chess is always a fast paced game (or it should be) as players try to gain more time than their opponents. This is why lightning players might like to play bughouse chess and slower players might not like it as much.

Normal chess openings do not apply in bughouse as there are simply too many weak points . Some openings just don't work. There is also no such thing as endgames, it's just a 'middle game' all the time. Bughouse is more about getting good position and board domination. This is a reason why it this variant might be enjoyable for those players who get a bit impatient in normal chess, who love to attack and also can't wait to sack a piece or two to get the initiative. It's also good for players who like to be creative and artistic on the board.

Personally, I play bughouse because I find it thrilling, and also because anything can happen, even to the best players.

### **Where can you play:**

#### **OTB:**

Anywhere as long as you have two chessboards and two clocks, most likely at a local chess club or play in between tournament games.

#### **Online:**

Internet Chess Club (ICC)

[www.chessclub.com](http://www.chessclub.com)

Free Internet Chess Server (FICS)

[www.freechess.org](http://www.freechess.org)

Just a small warning. Playing online is perhaps not suited for the younger chess players as there are occasionally some nasty people out there who can be quite abusive and there is also a lot of trash talk. Also, the right chess interface needs to be downloaded.

I'd only recommend playing online for those who are quick with the mouse. There's a feature called "premove" where you can make the move before it's your turn, and then once your opponent has moved, the premove will be played immediately after. This makes it an extremely fast paced game. The time control is usually only 2 minutes max.

I usually play on FICS.

### **Tournaments**

There are not that many. I did a search at the beginning of the year. There will be one tournament at the Melbourne Chess Club on 3rd July. Also, I believe Chess Kids have started having weekly Chubbles doubles tournament on Saturday afternoons.

### **Sample Online Game**

If you're interested, here's a sample of one of my online transfer chess game which hopefully works. Just copy this into your internet browser and click play. I am playing black and "winyourrook" is my partner.

<http://71.33.103.234:88/new/viewer/view.php?dbnum=178323>

Getting started with ICC and FICS can be quite a bit complicating.

ICC and FICS are online chess servers like the chess kids one, except these servers are quite a lot more sophisticated, and also a chess interface has to be downloaded. On these servers, there are chess players from all over the world playing.

Bughouse always needs 4 players with two teams, "winyourrook" and I were playing 2 other random people.

The time control is usually 2 minutes online because that's what the majority of players out there prefer so it's usually hard to get anything higher than that.

Here's a screenshot of the chess interface that I use. On the left are partner communicator buttons, on the bottom is the command window where all the commands are typed in. The chess board in the middle is where the games are played and where the games you observe appear. If bughouse games are started, your board would be on the left and another board would appear on the right



From the "San Jose Mercury News" ...

### A 9-year-old California boy has become the youngest American to earn the title of "national master" in chess.

Samuel Sevian of Santa Clara earned the United States Chess Federation title at a match in San Francisco on Dec. 11, the federation's website says. He earned a rating of 2201, just over the threshold of 2,200 to become a "national master." "It feels good," said Samuel. He moved up from chess "expert," a title he got at age 8, by besting the previous record holder, Nicholas Nip of San Francisco. Samuel beat Nicholas to the record by 11 days.

Samuel, who turns 10 shortly, has been playing since he was 5. "I like the tactics and the combinations," he said.

Samuel plays chess with his father, Armen Sevian, 37, also an avid chess player at the "expert" level. The family is from Armenia, where chess players are held in high esteem.

"In Armenia, chess is very big," Armen Sevian stated. "It's certainly not a geek sport. Chess players are compared to rock stars."

Each day, Samuel spends at least two hours studying chess moves in books, playing chess with his father and practicing, via Skype, with his coach in Los Angeles. ...

*Now if only we could get him and Bobby Cheng to smile.....*