

The Chess Scholar

The Official Magazine of the American Scholastic Chess Federation

**The
2007 Women's
US Champion**

**IM
Irina Krush**

**Playing a
simul at the
Best of
Phoenix
Scholastic
Chess Champi-
onship**



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Chess Variants

**Epic Chess Battle:
Lord of the rings**

**THE STUDY OF MASTER
GAMES IV**

Announcing

**The New 2007
12 Days of Christmas Chess Puzzle
Competition**



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Website: <http://www.ASChess.org>

Chief Editor:

Coach Leopold Lacrimosa

Special Editors:

LM Sonny Kamberi

Brian Pfingstl

Contributors:

IM Jeremy Silman

Josh Green

Layout:

Leopold Lacrimosa

Photography:

Leopold Lacrimosa

Donald Godfrey

Paula MacKenzie

Joe Hoffman

E-mail:

llacrimosa@chessemporium.com

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From the Desk of the Editor

The 2007 National K-12/Collegiate Chess Championship took place December 7 – 9, 2007 in Houston Texas. There were over 500 teams representing 39 of the 50 States. The state of Arizona fielded the fourth largest amount of scholastic chess players (just under 100), behind Texas, New York and Florida with the Arizona students placing over all, very well in the national tournament.

Below is a short list of some of those Arizona students we would like to recognize and their results. Complete results can be found on the US Chess Federation's web site.



Kind: 5th place **Zac Smith**

1st Grade: 4th place **Richard Qi**

2nd Grade: 1st place UNR section **Nathan J. Johns**

4th Grade: 12th place **Manas Lakshmiprasad**, 28th place **Jonathan Booher**, 43rd place **Martin Kuhnel**, 48th place **Alec Andersen**, 52nd place **Jayden Chandran**

5th Grade: 3rd place **David Adelberg**, 7th place **Daniel Pecherski**

6th Grade: 7th place **Brennen Lee**, 42nd place **Zackary Kososky**, 57th place **Matthew Worley** 1st place U800 **Mike Stern**

7th Grade: 2nd place **Eric Qi**, 20th place **Richard Ding**

8th Grade: 16th place **Randel Eng**, 18th place **Vincent Nguyen**, 19th place **Daniel Bryant**

9th Grade: 6th place **John Williams**, 13th place **John Gurczak**, 14th place **Luke Curry**

11th Grade: 8th place **Michael Berg**

12th Grade: 22nd place **Alex Curry**

These students and many more have achieved their success and current playing strength through hard work and continual chess play in tournament after tournament. They should all be congratulated for their efforts!

Leopold Lacrimosa
Editor & Coach



IM Jeremy Silman presents

THE STUDY OF MASTER GAMES

Part IV

A FEW PERSONAL FAVORITES

Like every other player, I followed Fischer's career with a certain amount of awe. To me, it seemed like he had the will to win of an Alekhine, the technique of a Capablanca, and the finest opening preparation ever seen. He insisted on better playing conditions and prizes for the other grandmasters, crushed all his competition without mercy, won the World Championship, and then...quit. Mental illness ended his career and prevented him from crossing swords with a prime Karpov and, later, Kasparov. Such a pity! In general, Fischer's style was delightfully clear, so the following game is all the greater for the intense complications that both sides courted: Fischer and Larsen (a wonderful gentleman and the greatest story teller I've ever met) had both claimed to be the best Western player for many years; now that difference of opinion would be settled with a head to head match.

This first match game saw

both players fighting for the win from beginning to end. Proper notes would span many pages, so I'm only giving a minimal amount of information. In my opinion, this game is one of the greatest battles of all time. After losing it, Larsen more or less collapsed and went down a startling 6-0. His confidence shattered, he was never the same player after that.

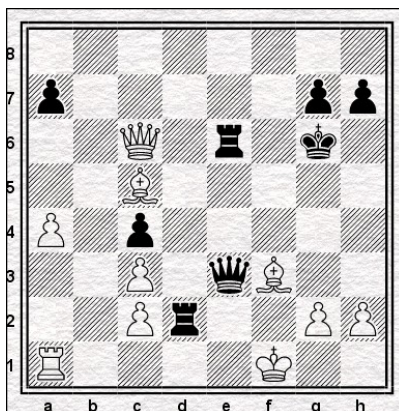
R Fischer -- Larsen
Candidates Match, 1971
1.e4 e6 [The French Defense wasn't a Larsen favorite, but Fischer had always had trouble against it, making it an excellent psychological choice.] **2.d4 d5 3.Nc3 Bb4 4.e5 Ne7 5.a3 Bxc3+ 6.bxc3 c5 7.a4 Nbc6 8.Nf3 Bd7 9.Bd3 Qc7 10.0-0 c4 11.Be2 f6 12.Re1! Ng6 13.Ba3** [Fischer sacrifices a pawn and Larsen, who feared nobody, refuses to back down.] **13...fxe5 14.dxe5 Ncxe5 15.Nxe5 Nxe5** [Less good is **15...Qxe5?! 16.Bxc4 Qxc3 17.Bxd5**, with advantage

for White.] **16.Qd4!** [Fischer plays with his customary energy. Inferior is **16.f4? Nc6 17.Bg4 0-0-0** with good play for Black.] **16...Ng6 17.Bh5 Kf7!?** [Larsen continues to court danger in an effort to get the most out of the position for himself. On **17...0-0-0**, White has both **18.Qxa7** and **18.a5!?**, in both cases with the superior chances.] **18.f4 Rhe8** [And not **18...Bc6? 19.f5 exf5 20.Re7+ Qxe7 21.Bxe7 Kxe7 22.Qxg7+ 19.f5 exf5 20.Qxd5+ Kf6** [Forced, since both **20...Be6? 21.Rxe6! Rxe6 22.Qxf5+ Rf6 23.Qd5+ Re6 24.Rf1+ and 20...Re6 21.Qxf5+ Rf6 22.Re7+ are unacceptable.] 21.Bf3** [A tremendous amount of analysis has been devoted to **21.Bd6**, though it's still not clear if that move is better than Fischer's choice.] **21...Ne5** [Thought to be best, though **21...Bc6 22.Qd4+ Kg5!?** might deserve a look.] **22.Qd4 Kg6 23.Rxe5!** [This seems to be the only way to play for a win, though Fischer had to look very deeply to en-

sure that all the tactics worked.] **23...Qxe5** [Not 23...Rxe5?? 24.Bd6.]

24.Qxd7 Rad8 [Who is attacking whom? Naturally, 24...Qxc3? 25.Qd6+ Kg5?? (better is 25...Qf6 though 26.Rd1 clearly favors White) 26.h4+ Kxh4 27.Qf4 is mate.] **25.Qxb7 Qe3+** [Reams of lines have appeared in an effort to see if 25...Qxc3 was better than the check. Passing by most of White's tries, it now seems that 26.Qb1! suffices to give White an edge.] **26.Kf1** [Of course, 26.Kh1? Qe1+ leads to a back rank mate.] **26...Rd2!** [A very threatening move that Fischer had to have taken into consideration when he played 23.Rxe5. Losing is 26...Qxc3?? 27.Bb2, while 26...h6 27.Qc6+ Kh7

28.Qxc4 is very good for White.] **27.Qc6+ Re6**



28.Bc5!

[The point of Fischer's play. The resulting Queen versus a Rook and two Bishops will favor White. 28.Qc5?? would have failed to 28...Rf2+ 29.Kg1 Rxf3+.] **28...Rf2+** [Larsen didn't like the look of 28...Qe5 since 29.Qc8 with the idea of Bd4 would have been very strong.] **29.Kg1 Rxc2!+ 30.Kxg2**

Qd2+ 31.Kh1 Rxc6 32.Bxc6 Qxc3 33.Rg1+ Kf6 34.Bxa7 [White intends to push his a-pawn, supported by the two powerful Bishops, down the board.] **34...g5 35.Bb6 Qxc2 36.a5 Qb2 37.Bd8+ Ke6 38.a6 Qa3 39.Bb7 Qc5** [White appears to be winning since his a-pawn is hard to stop while the light-squared Bishop prevents any checks on the a8-h1 diagonal.] **40.Rb1 c3 41.Bb6, 1-0.** The passed a-pawn had its way. After 41...c2 42.Re1+ Qe5 43.Rxe5+ Kxe5 44.a7 (of course, simpler is 44.Be3) 44...c1=Q+ 45.Bg1 and nothing can be done about a8=Q when White would be two Bishops up.

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CHESSE A B C's

Chess Basics for the Beginner Player

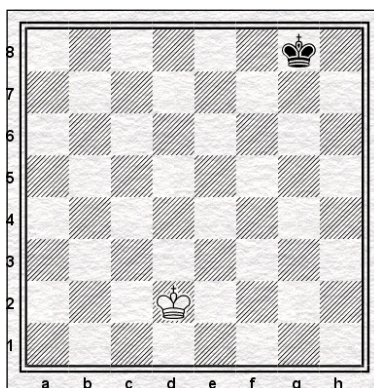
HOW TO READ AND WRITE THE CHESS MOVES IN ALGEBRAIC NOTATION (PART 1)

Chess move notation should describe the pieces involved, the end (and for clarity start) location and any resulting effect (capture, check, mate etc).

Algebraic chess notation is more compact than the older obsolete descriptive chess notation and is the most widely used method for recording moves. It has been in use in some regions since the early 1800s, is less prone to error than the older English descriptive system, and is much easier to learn.

First you must be able to read a chess board which is simply the lining up of the letters on the bottom of the board with the numbers on the side of the board.

For example; Let's take a look at the diagram at the top of the next column.



White's king is located on the square d2 while Black's king is located on the square g8.

Not so hard, right? Actually, once you get started, writing notation is easier then you think.

Next you must learn the corresponding letters for each piece, I.E. the King is **K**; the Queen is **Q**; the Rook is **R**; the Bishop is **B** and the Knight is **N** since we already use the K for the king. Notice that each piece is designated by a capital letter.

Also notice that there is no letter designated for the pawn. Instead we just use the corresponding chess board square that each pawn moves to which you'll see how to do in a minute. But first, let's take a look at a chess score sheet.

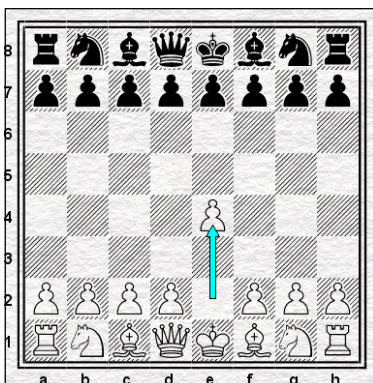
US Chess 1-800-388-KING (5464)		OFFICIAL SCORE SHEET	
EVENT	BOARD	SECTION	DATE
WHITE	BLACK	OPENING	PAIRING NO.
1	31		
2	32		
3	33		
4	34		
5	35		
6	36		
7	37		
8	38		
9	39		
10	40		
11	41		
12	42		
13	43		
14	44		
15	45		
16	46		
17	47		
18	48		
19	49		
20	50		
21	51		
22	52		
23	53		
24	54		
25	55		
26	56		
27	57		
28	58		
29	59		
30	60		
CIRCLE CORRECT RESULT		WHITE WON	DRAW
SIGNATURE		SIGNATURE	
		BLACK WON	

As you can see there are spaces to add the Event in which you are playing, the Date, the Round, your Board number, which Section you're playing in and a place to mark which Opening is played along with two spaces for you and your opponent's name.

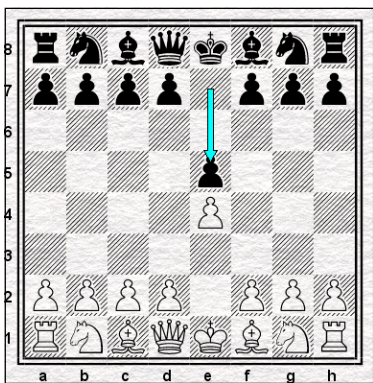
What we are going to be concerned with is the numbered spaces labeled White and Black that take up most of the sheet. This is where you will write down each move made, and yes, you must write down the moves for both sides (White & Black), no matter which color you are playing.

Are you ready? Let's start!

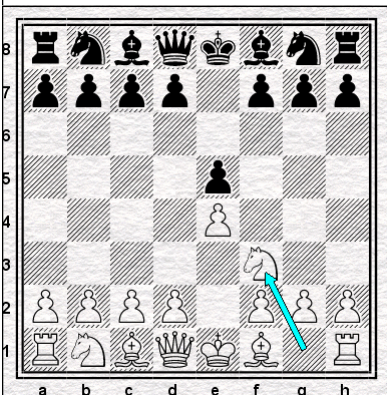
(note: All moves made will be in bold for our examples).



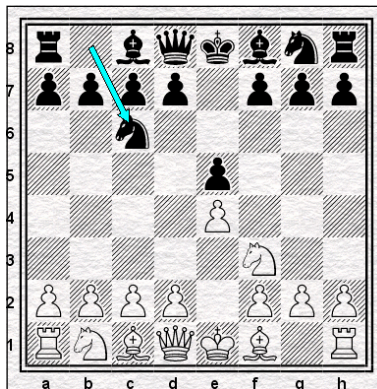
The first move of the game is pawn to e4. We write that as **1.e4**



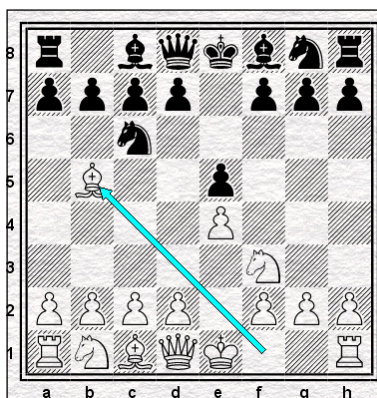
Black's first move is pawn to e5. That is written as **1...e5**. The three dots mean that it was Black's move. White's second move was the



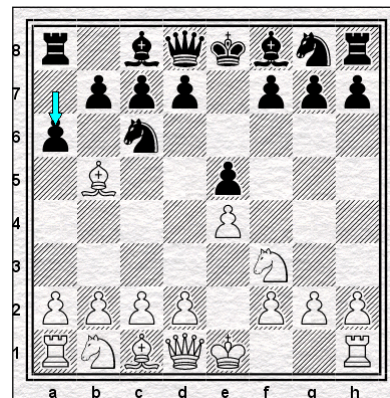
knight. It is written as **2.Nf3**. If we had just written f3 then that would mean a pawn moved to that square. By placing the capital N before the square, we are letting it be known that it was the knight that moved there.



As you can see Black has also made a knight move. This is written as **2...Nc6**.



White has now moved his bishop on his third turn. **3.Bb5**.



Black attacks the bishop with his pawn. Remember how to write that?

3...a6. Correct!

With the moves played so far, we have reached the opening position called the Ruy Lopez.

Your score sheet should look like this so far;

1.	e4	e5
2.	Nf3	Nc6
3.	Bb5	a6

Again, not so hard, is it?

In the next issue of the Chess Scholar we will learn how to write captures, castling, en passant and queening a pawn.

The Lord of the Rings

An Epic Chess Battle

Lacrimosa, Leopold
(1756) - Crassus
(1950)
ICC 10.19.2007

After winning an on-line game against a stronger player, I couldn't help but notice how much the game reminded me of the trilogy "Lord of the Rings." If any of you have seen the movies or read the books, see if you can follow me on this epic journey as we go through the game move by move.

1.d4 d5 (White opens with one of the strongest possible first moves, second in popularity only to 1.e4. Black meanwhile equalizes the pressure in the center with his own pawn push, preventing White from playing 2.e4. –Irving

Chernev)

Frodo the ring bearer heads off on his quest to destroy the Dark lord's power by putting the "one" ring into the fires of Mt. Doom in Mordor. Gollum appears in front of Frodo pretending to be his friend.

2.e4!? (Have a pawn! Black thought he had prevented 2.e4, but White plays it anyways! –Tim Sawyer)

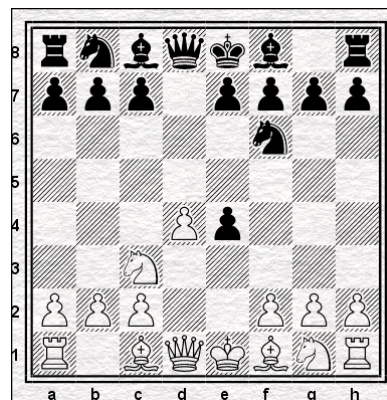
Boromir rushes to Frodo's side in order to help protect him.

2...dxe4 (The best way to refute a gambit is to accept it –Wilhelm Steinitz)

A hundred black feathered orc arrows pierce Boromir.

3.Nc3 Nf6 (Bring out your knights before developing your bish-

ops. –Jose Raul Capablanca)



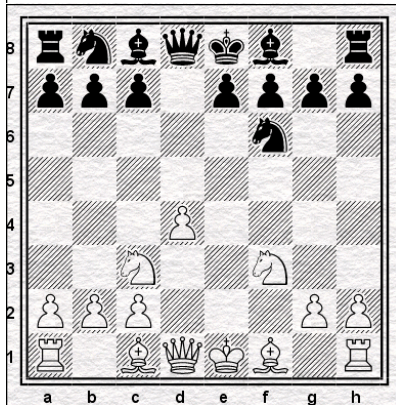
Eomer the son of King Theoden, and a rider of Rohan enters the field of battle to face the Witch King, Lord of the Nazgul.

4.f3 (White offers to exchange a second pawn to open up more lines to attack Black's position.)

Gimli the dwarf, always full of adventure, together with his axe easily puts the enemy to rout.

exf3 5.Nxf3 (With this capture, White has entered the realms of the

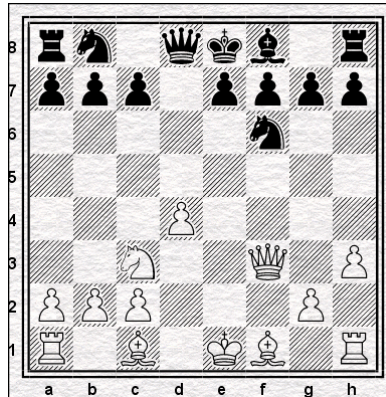
Blackmar-Diemer
Gambit Accepted.
“White’s goal is to play
for mate from the very
first move.” –Emil Die-
mer)



An orc is slain by the Riders of the Mark.

5...Bg4 (The
Teichmann variation
is the most popular re-
sponse to the BDG. –
Tim Sawyer)

6.h3 Bxf3 7.Qxf3
(Black has given up
his developed piece for
one of Whites’. The
problem is, is that
White simply develops
his queen with the re-
capture. Thus, Black
has not hindered
White, but in actual-
ity, helped him.)

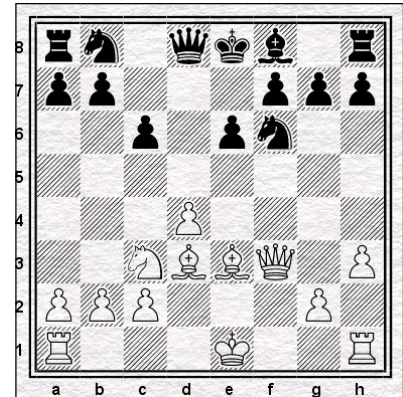


*Shelob the giant female
spider attacks one of the
riders of Rohan. She in
turn is attacked by Sam-
wise Gamgee. Trapping
the rider and Sam in a co-
coon of silky web, she
(Shelob) is slain by Gan-
dolf the Grey Wizard.*

7...c6 (At the comple-
tion of 7 moves, we
find that White now
has twice the amount
of tempi than Black, 4-
2. You find tempi by
counting the moves of
pieces on the board.
White: Nf3, d4, Qf3 &
h3. Black: c6 & Nf6.
This gives White an
advantage.)

8.Be3 e6 9.Bd3

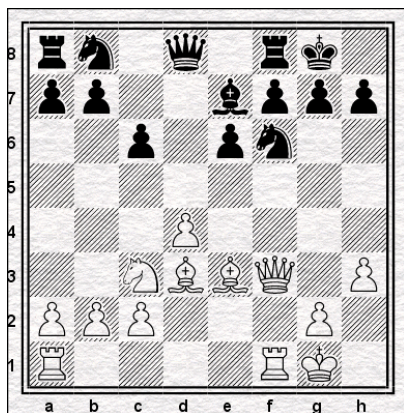
*Legolas joins the fellow-
ship in the quest to destroy
the ring with the ranger
Aragorn at his side.*



9...Be7 (Black works
on developing his
king-side pieces. But
where is the best place
for the bishop? On e7
he protects an un-
attacked knight, on d6
he is vulnerable to at-
tack by White’s
knight, and on b4 he
could pin the knight to
the king, but the pin
only stands for a mo-
ment as White will
surely castle.)

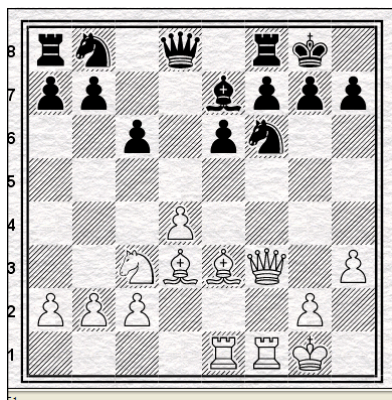
*The Balrog, a fiery demon
that was awakened in the
dark pits of Moria enters
the battlefield.*

10.0-0 0-0 (The pur-
pose of the opening is
to get a safe King and
an equal middle game.
–Yasser Seirawan)



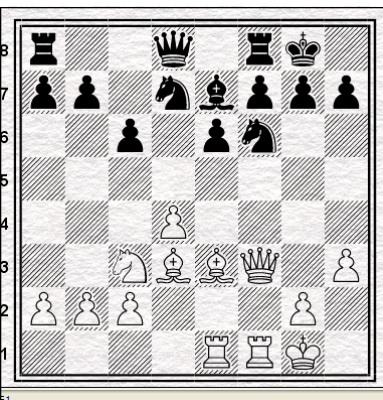
King Théoden decides to evacuate Edoras and move his people to Helm's Deep while Sauron, the Dark Lord is in his great tower Barad-dûr.

11.Rae1 (White wholly completes his development and is now able to enter the second and most exciting phase of the game. That which is the middle game where many plans of attack and defense, called strategy and tactics are laid out and employed.)



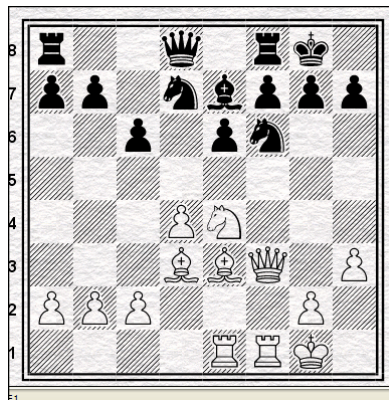
The Tower of Orthanc is located at the center of Isengard.

11...Nbd7 (With the good square of c6 occupied by a pawn, Black's knight moves into the game. From here he can help protect his counter-part at f6 or begin actions on the queen-side by moving to b6. Notice how Black's queens' bishop and rook are hemmed in and thus, so far are useless.)



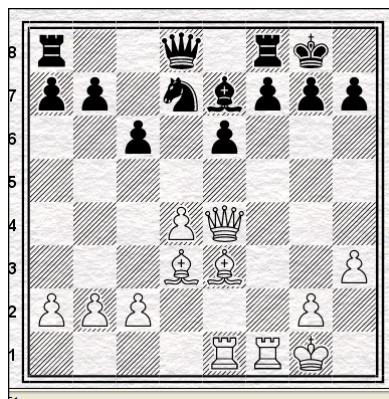
A large Cave Troll comes out to fight.

12.Ne4 (The White knight moves ever closer to Black's king-side to join his comrades-in-arms in a coming all out assault.)



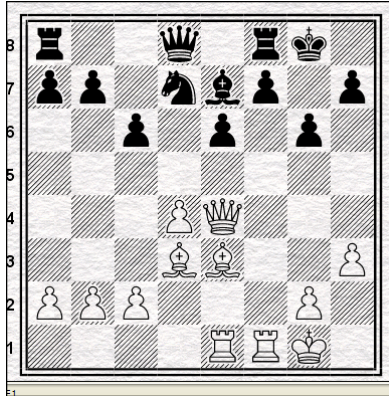
The King of Rohan rides out of the safety of Helms Deep into the mist of the fierce battle to destroy his enemy or die trying.

12...Nxe4 13.Qxe4 (The line up of the queen with the bishop is called a battery; from the ancient battering ram. Here it rams the castle gate at h7 threatening check-mate.)



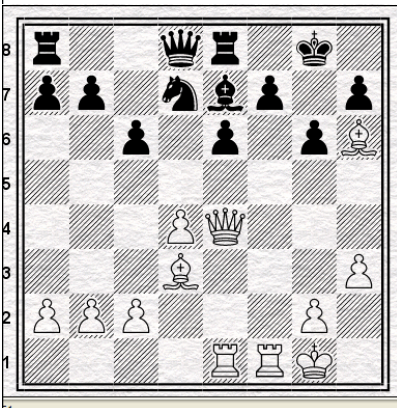
Théoden is killed by the Ringwraith who in turn is quickly slain by Gandolf.

13...g6 (Forced as 13... Nf6 does not work because of 14.Rxf6 followed by 15.Qxh7 is still mate!)



A crack in the gate of Mordor appears.

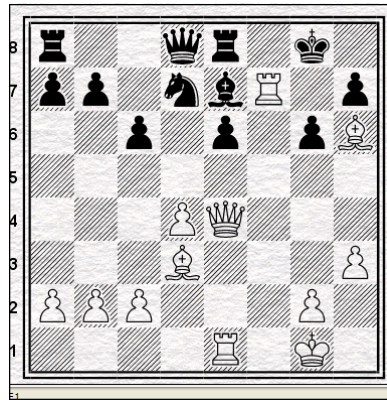
14.Bh6 Re8 (Losing the exchange by allowing the bishop to capture the rook does nothing to help Black's position.)



In a flash, in jumps Legolas firing arrow after arrow from his elfin bow.

The Lurtz, half orc, half troll and all evil, runs for the cover of shelter.

15.Rxf7 (Sacrifice – a hallowed, heroic concept! Advancing in a chivalrous mood, the individual immolates himself for a noble idea. –Rudolf Spielmann)

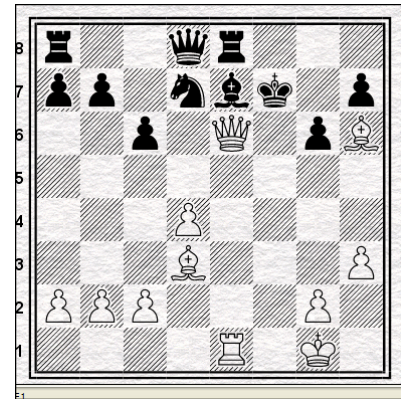


Saruman the White wizard, chief of the Istari sends forth a bomb that he had created to blow an open a hole in the stronghold of Mordor.

15...Kxf7 (Allowing White's rook to remain on the seventh rank only invites destruction.)

The Dark Lord Sauron suddenly and without warning, appears wrecking havoc on our heroes.

16.Qxe6# Mate



Gandalf raises his staff and with great magic, a great white light appears from the orb at the top of the staff. The light pierces the darkness all around and Sauron the evil one falls.

1-0

Yes, I know I took some liberties and did not keep completely with J.R.Tolkien's story, but after all is this just a fantasy or a chess game?

Welcome to the 2007 12 Days of Christmas Chess Puzzle Contest

Below; you will find 12 assorted puzzles which will either be checkmate in 1, checkmate in 2, or checkmate in 3.

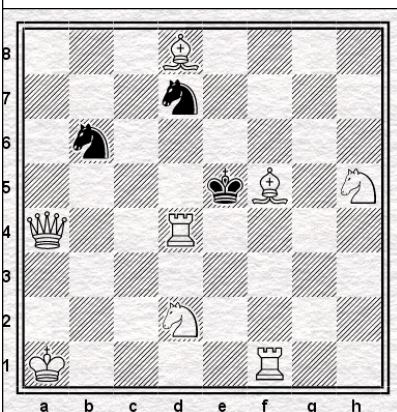
The winner of the contest will receive a beautiful 3 foot trophy and have their picture put into the next issue of the Chess Scholar magazine.

To win, you must submit all twelve correct answers in algebraic notation by e-mail to llacrimosa@chessemporium.com or by post to 2007 Chess Scholar Puzzle Contest, 10801 N. 32nd St. #6, Phoenix, Az. 85028

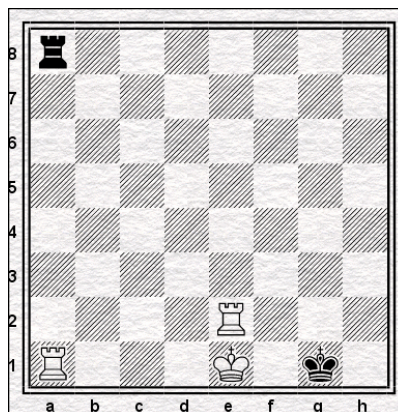
All submissions must be received no later than 1/10/2008.

Do not forget to include your name, address and phone number with your submission.

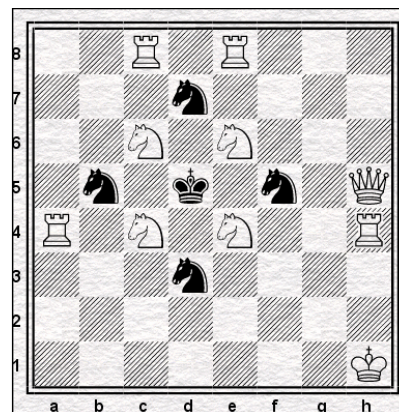
In case of more than one contestant answering the puzzles correctly, the names of the individuals will be placed in a hat and the winner selected by draw.



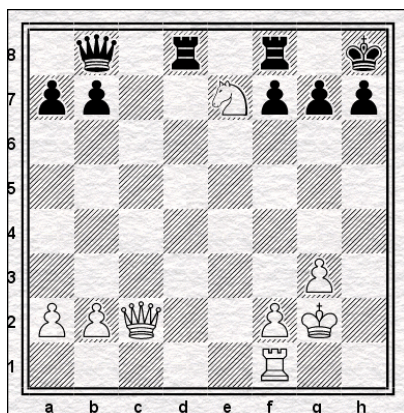
#1. White Mates in 1



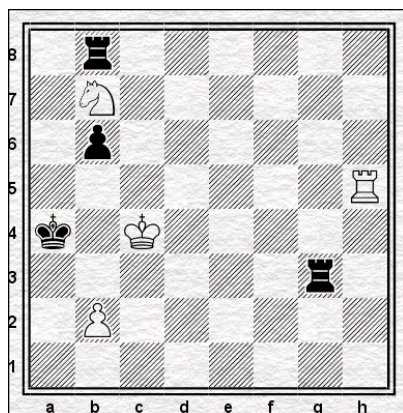
#2. White Mates in 1



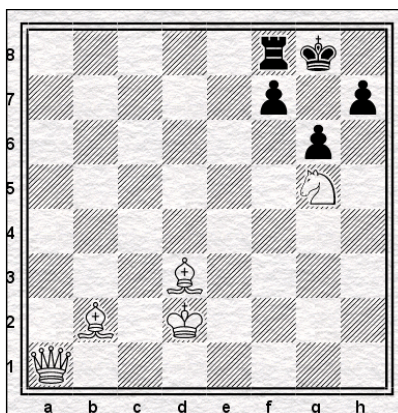
#3. White Mates in 1



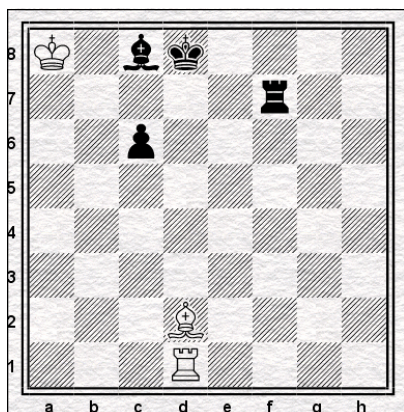
#4. White Mates in 2



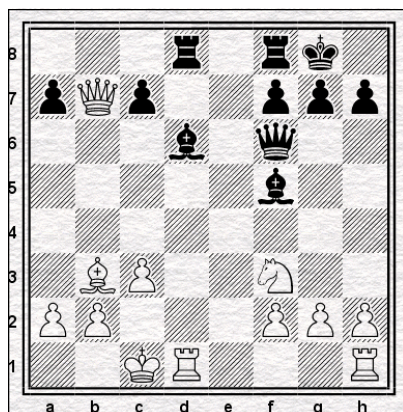
#7. White Mates in 2



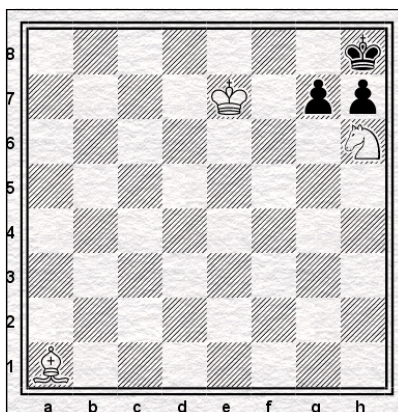
#10. White Mates in 3



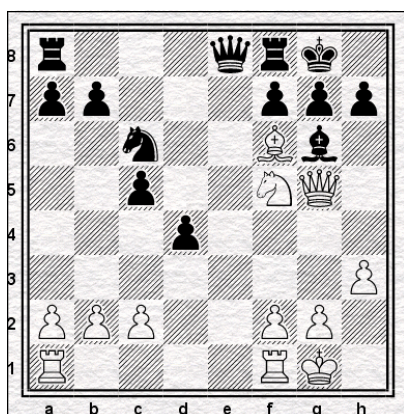
#5. White Mates in 2



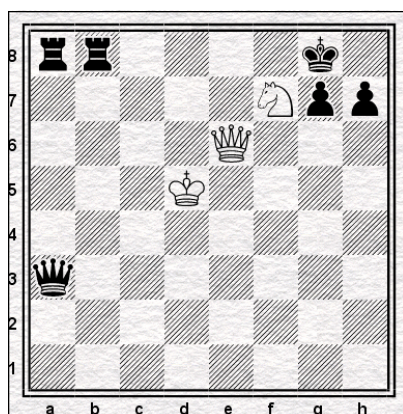
#8. Black Mates in 2



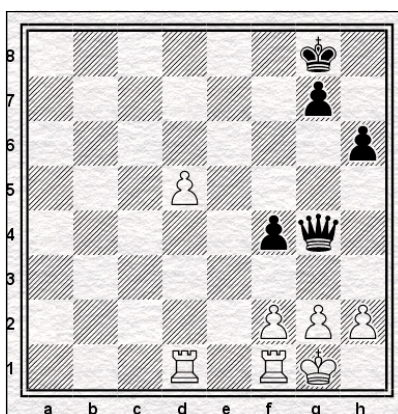
#11. White Mates in 3



#6. White Mates in 2



#9. White Mates in 3



#12. Black Mates in 3

The 2007 Best of Phoenix Scholastic Chess Championship Pictorial Report

This year's 2007 BoP was held at the beautiful Crown Plaza Hotel located a stones throw from Phoenix's Sky Harbor Airport.



The BoP event took place Nov 16th - 18th. There was a blitz tournament on Friday night and a parents tournament on Sunday while the main 8-round championship tournament took place on Saturday and Sunday.



Our Special Guests this year were IM Benjamin Finegold (2614) from Michigan , our very own IM Altin Celaj (2537) who is originally from Albania, and the 2007 U.S. Women's Champion - Irina Krush (2512)



Kindergarten Section:

1st place 7pts.- **Zachary Smith**; 2nd place 6.5 pts.- **Alex Taylor**; 3rd place 6 pts.- **Michael Echelberger**; 4th place 5.5 pts.- **Brandon Chisholm**; 5th place 4.5 pts.- **Jonathan Dunn**; 6th place 4 pts.- **Michael Wayrynen**; 7th place 3.5pts.- **Solomon Lerner**; 8-10th place 3 pts.- **Kyle Plumb, McKenna Lane, Ethan Dukes**; 11th place 2.5 pts- **Regan Shipley**; 12th place 2 pts. **Luka Lekouic**; 13th place 1.5 pts.- **Jackson McBride**.



Kind-3rd Grade Section:

1-3rd place 7 pts. - **Levi Johnson, Logan Lane, Kendrick Nguyen**; 4-5th place 6.5 pts. - **Richard Qi, Vedraman Narayan**; 7-11th place 6 pts. - **Tre Berdeski, Michael Sauer, Rachael Eng, Gabriel De La Rocha, Brandon Theodorou**.



K-6th Grade Section:

1st place 8 pts. - **Shunta Hashimoto**; 2-4th place 6.5 pts. **Austin Lee, Lukas Zygas, Alec Andersen**; 5-12th place 6 pts. **Jeremy Winkelman, Matthew Worley, Ben Yan, Vedant Lahoti, Mike Stern, Phillip Godfrey, Monica Brundage, Jacob Berger.**



Jr. High Section:

1-2nd place 6 pts. - **Daniel Harmonick, Phillip Perryman**; 3-4th place 5.5 pts. **Randel Eng, Lihong Tang**; 5-7th place 5 pts. - **Sayaka Foley, Neil Talanki, AJ Anthony**; 8-10th place 4.5 pts. - **Maxx Geidel, Benjamin Braaksma, Adam Redleaf.**



Sr. High Section:

1st place 6.5 pts. - **Trevor Whitaker**; 2nd place 6 pts. - **Matthew Hoffman**; 3-5th place 5.5 pts. **Peter Smith, Joseph Glover, Jeffrey Poppell**; 6-7th place 4.5 pts. **Brian Cassidy, David Godfrey**; 8th place 2 pts. - **Vadim Hudolozhkin**



Josh Green Presents

Chess Variants

Congratulations on game. Promoted pawns join the species of what-
your purchase of the clas- ever they promote to.
sic game system “Chess Set,” abbreviated here as Don’t promote your last
“CS2.” Although your sys- pawn (you’ll lose) unless
tem probably came with the move involves captur-
“Chess,” many other ing the last piece of some
games have been devel- type, in which case you’ll
oped for it. I suspect you win. There is nothing spe-
are familiar with “Suicide cial about check or check-
Chess” (in which the goal mate (though you don’t
is to lose all of your pieces) want to lose your only
and “Bughouse” (which King), so castling into or
requires that you connect through check is perfectly
two CS2s together and, in legal. Similarly, since the
its best form, requires the King isn’t particularly spe-
“Chess Clock Expansion cial, it is legal to promote
Pack”). Here I’ll describe pawns to additional Kings.
some of the other available
CS2 titles, most of which
are discussed on *The
Chess Variant Pages*
(www.chessvariants.com).

Extinction Chess

“Extinction Chess,”
invented by R. Wayne
Schmittberger in 1985, is
very similar to Chess; only
the goal has changed. In
this game, the object is
simply to capture all the
pieces of one type. For ex-
ample, if you lose your
only Queen, both of your
Bishops, or all eight of
your pawns, you lose the

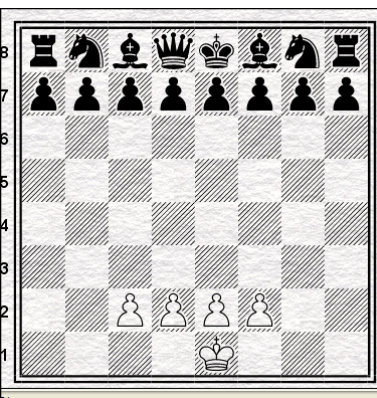
When playing this
game, be careful which mi-
nor pieces you trade. For
example, if you are going
to trade one of your
Knights, make sure the
other one can’t be hunted
down.

In this variant, the
games tend to be rela-
tively short, and tactics
tend to predominate (so
this is good practice for
Chess). In particular, de-
cisive forks are very com-
mon, so pay attention!

Monster Chess

“Monster Chess” be-

gins as in this diagram



with White to move. The
goal is to capture the
King. In Chess, White
would be hopelessly lost
here (Black could force
checkmate) so to even
things up, we allow White
to make two moves on
every turn. On a given
turn, White’s first move
may be into check, but cer-
tainly his second move
shouldn’t leave his King
attacked.

The wK can deliver
checkmate on its own (for
example, with the wK
safely on e6 and the bK on
e8, White threatens KxK
with his two moves and
Black has no defense), so
Black must be very careful
not to let the wK get too
close. Generally, White
tries to use the pawns to

break up Black's structure and create safe squares for the wK to sit on, while Black tries to avoid this and eventually promote a pawn or two.

This game requires constant vigilance. Even in positions that are winning for Black, one slip will often allow the wK to slip through Black's pawn/piece shield to hunt down his opposite number. Avoiding this, Black will still have difficulty trapping the double-moving wK, so Black will have to be very patient and carefully set up a mating net (rather than simply chasing the wK around, which isn't so effective), which is also a useful lesson for Chess.

Progressive Chess

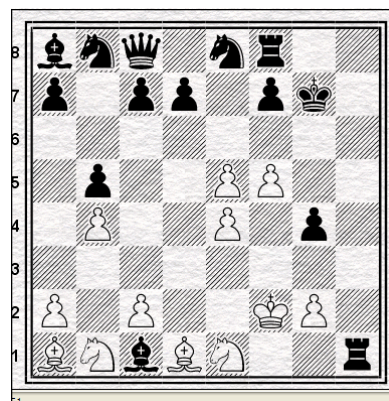
In "Progressive Chess," the starting position and goal (deliver checkmate) are the same as in Chess. However, on his first turn, White makes one move, then Black makes *two* moves on his first turn, then White makes *three* moves on his second turn, then Black makes *four* moves on his second turn, and so on. If either player delivers check, that ends his turn. If either player begins a turn in check, his first

move of that turn must get him out of check. If a player makes a double-step pawn move during a turn and does not push that pawn any further, the opponent may capture that pawn en passant on the first move of his next turn. If you find yourself not in check with moves remaining on your turn but with no legal moves available, then you are stalemated and the game is drawn.

Both players must be careful to avoid early checkmates. (For example, a common scenario is White playing 1. e4, Black playing 2. e5 Nf6, and White playing 3. Bc4 Qh5 Qxf7#.) Thus, early strategy consists of making sure your King has lots of squares to run to and trying to keep some material. Later strategy consists of promoting lots of pawns. Placing your King so that pawn moves by your opponent deliver check can make it difficult for him to promote. A subtle strategy (known as "ghosting") involves forcing your opponent's first move to deliver check, thereby preventing him from playing any more moves on that turn. This game rewards creativity—visualizing strange checkmate posi-

tions will take you far, and such practice will help you to build mating nets in Chess. As an example, I've taken the following problem, by Doug Hyatt, from his *Online Guide to Progressive Chess* (www.cs.utk.edu/~hyatt/wipcc98/guide1.html).

series-mate in 7 moves



The stipulation means that White has seven remaining moves and must deliver checkmate. With the exception of the last, none of the moves should deliver check (as then White's turn would end). This is tricky (I couldn't solve it too quickly), so there's a hint at the back of the magazine and the solution will be in my next article (in which I may take the opportunity to further explore this problem genre [as an excuse for showing one of my own compositions]).

Paranoia Chess

“Paranoia Chess” is, according to Ken Larsen, the best variant he ever invented. In addition to a CS2, this game requires that you have some means of secretly recording moves. This game plays like ordinary chess (the goal is to deliver checkmate and leaving yourself in check is not allowed) except that, before each move, a guess is made. For example, before White makes his first move, Black makes a guess as to what that move will be. Then White *attempts* to play his move. If Black guessed wrong, then nothing special happens—White’s move is played, and it becomes Black’s turn (with White guessing). However, if Black guessed correctly, then instead of getting to play his desired move, White *loses the piece he was going to move*. After this piece is removed, it is still White’s turn (unless Black is thereby put in check; if *both* Kings are put in check, the game is immediately drawn), so Black makes another guess and the process is repeated. If you lose your King, you lose the game, and games normally end

in this fashion (ordinary checkmate being relatively uncommon).

Since played moves must be legal in the Chess sense, delivering check can be very powerful as your opponent’s move options will be severely restricted (and your chances of guessing correctly greatly enhanced). Indeed, allowing your opponent to play a check is often disastrous, so it is probably a good strategy to guess such moves. Of course, your opponent may *assume* that you’re guessing such moves and refuse to play them, so it may be unnecessary for you to actually do so. A good strategy is to arrange lots of *potential* checks before finally attempting to play one. If you play this game, you will quickly become incredibly worried that, whatever you want to play, your opponent has guessed it; it is this feeling that justifies the name.

This game emphasizes psychological toughness (you can’t play scared) as well as being on the lookout for all sorts of random checks. Each of these traits should serve you well in Chess.

Well, that’s enough variety for now. Hopefully

you’ll enjoy these games as much as I have. What are your favorite variants? Let me know and I’ll mention them in a future article. Until then, have fun!

The Chess Scholar Tactics Trove Solutions From Sept/Oct issue

1. Fischer vs Antillo Di Camillo **1.Bc7**
2. Fischer vs J Bennett **1.Rd8+**
3. Fischer vs Pal Benko **1.Nh5 f5 2.Nef6+**
4. Fischer vs Reuben Fine **1.Qg3 Qxg3 2.Bf6#**
5. Fischer vs. Borislav Ivkov **1.f7**
6. Fischer vs. Lhamsuren Miagmasuren **1.Qxh7+ Kxh7 2.hxg6+ Kxh6 3.Be4#**

Snapshots from the
2007 Best of Phoe-
nix Scholastic
Chess Champion-
ship

