William Chen and Sankash Shanker Earn First Prizes in SCS Summer Grand Prix

Contents

William Chen and Sankash Shankar (middle two) made the best scores in the three SCS Summer Grand Prix events held in May, July, and August: 160 out of a possible 165 points. William and Sankash each won a free year's membership to the SCS program of their choice, or free entries into all SCS tournaments held between September 1, 2004, and August 31, 2005. The other winners (receiving two free entries to any SCS tournament in the next year) were Eric Lee (155 pts), Andrew Yeh (155 pts), Christopher Clayton (150 pts), Rohan Desikan (145 pts), Gordon Su (145 pts), Andrew Li (145 pts), Vasishta Jayanti (130 pts), Jay Mulye (120 pts), Ankur Gupta (120 pts) and last year's winner, Raji Srikant (120 pts).

Photo by Dr. Alan Kirshner

President's Message

Welcome Back!

We will have another great year.

If you are not familiar with the Success Chess School program, let me suggest you check out our website: http://www.successchess.org. You will find loads of great information and resources there; from copies of our curriculum and skills tests, to information about our rewards system. You can also learn about 60+ SCS programs, our rewards program, and your child's instructors.

To help you get a picture of the SCS methods and vision, I would like to excerpt my article for the U.S. Chess Federation's *School Mates* magazine a few years ago describing the program at Weibel that became the model for Success Chess School. The whole article can be read at the Our Program link at the SCS website.

"I believe the three most productive concepts at Weibel for maintaining interest in chess and producing good chess players has been our hands-on approach to learning, peer instruction and an extensive system of rewards. All of our students have their own chess sets…

When the children are taught something with the traditional demonstration board, with a small group around a teacher, or using computers hooked up to projection TVs, they are asked to move the pieces on their own boards. They repeat each lesson on their own and then demonstrate the lesson, such as checkmating with a king and a rook vs. a king, to a classmate.

Our reward system is extensive, effective, and simple. The children respond beautifully to positive feedback and little goodies. Handshakes for good participation, chess stickers, certificates, and an in-house rating system works wonders for our students' self-esteem and our 97% retention rate.

Let me describe our rating system, proven as a most effective motivation for the children. We award 3 points for winning a game, 2 for drawing a game, and 1 for losing a game (if the children attend USCF tournaments, these points are doubled). They obtain points for doing homework (for Team members, this is any homework more than the minimum required per week), and for helping other students with their learning. After obtaining eight points they receive the rank of Pawn. At 16 points they become a Knight, and so on—a few students have obtained the title of Kasparov, obtaining 1,150 or more points over the years. Each week the students receive an updated rating sheet and each month the parents receive progress reports. Children love collecting these sheets and announcing how they are now, for example, a Rook.

The points accumulate over the years. Five players in the Club and five players on the Team are given special recognition at our

SCS Summer Quads

T he Success Chess School, in conjunction with the Los Gatos-Saratoga Education and Recreation Department, held its second U.S. Chess Federation-rated tournament in the South Bay on May 8. South Bay parents attended our tournaments in Fremont and San Leandro, and asked SCS for a number of years to bring its tournaments closer.

SCS conducted one in the fall at the Los Gatos Recreation Center, but had to limit participation due to a lack of space. This time the recreation people shared Argonaut Elementary School's new multi-use room in Saratoga, with plenty of space for the 140 players, and a great custodial staff which went out of its way to make everyone comfortable, setting up tables with large umbrellas to keep the parents and children cool.

The competition in the top quad was intense with 5th grader John Boyle (1392) pulling off a narrow victory with two points over Allen Tu (1513, 1.5 points), Greg Bodwin (1502, 1.5 points) and Daryl Neubieser (1363, 1 point). The competition was just as fierce all the way down to Quad 36. At every SCS scholastic event, those that do not win a trophy earn a medal for their great effort.

By breaking into new territory, SCS pulled in 56 unrated players from many different programs in the Bay Area.

Weibel Elementary School in Fremont hosted 200 players in the first of the three SCS Summer Grand Prix events on June 19. Players earned points from each tournament, and the individuals with the most points after the August 8 event won large trophies and a year of free chess lessons or tournament entries.

Ninth-grader Allen Tu (1490) and 11th-grader Sriharsha Jayanti (1467) shared the Quad 1 championship with two wins. Greg Bodwin (1500) and Partha Vora (1465) both had one win. Quad 2 saw similar results with Saveen Sahni (1406) and Kyle Hui (1420) tying

| Saratoga Quads—May 8, Argonaut		
Quad	Winner	Points
1	John Boyle (1392)	2
2	Rohan Agarwal (1226)	2.5
3	Robert Hsu (1140)	3
4	Hermang Jangle (1025)	3
5	Bryan Tsang (997)	3
7	Kevin Mu (942)	3
8	Gavid Ju (900)	2.5
9	Alvin Ku (944)	3
10	Daniel Steiner (881)	2
	Jomathan Chios (836)	
11	Rik Basu (783)	3
12	Siddarth Ramesh (781)	2.5
13	Ryan Wong (638)	2.5
	Aditya Kumar (601)	
14	Daniel Rubashevsky (548)	3
15	Amit Jain (576)	2.5
	Varun Mathuria (555)	
16	Evan Li (543)	2.5
17	Jay Mulye	2
	Howard Chen (459)	
18	Jason Gurtovoy (UNR)	3
19	Vikram Ramesh (367)	3
20	Soham Shah (361)	2.5
	Stephen Cheng (267)	
21	Maria Paquette (100)	2.5
22	Timothy Weng (UNR)	3
23	Matthew Miller (UNR)	2
	Albert Wong (UNR)	
24	Anna Kuhns (UNR)	2
	Ben Gau (UNR)	
	Timothy Seah (UNR)	
25	Clovis Tong (UNR)	2.5
26	Alexander Lin (UNR)	2
	Tiffany Kwok (UNR)	
	Matthew Griffin (UNR)	
27	Wesley Low (UNR)	3
28	Angela Qiu (UNR)	3
29	Victor Chen (UNR)	3
30	Jack Kiernan (UNR)	3
31	Vikram Ganesh (UNR)	3
32	Akaash Kannan (UNR)	3
33	Brandon Mohajeri (UNR)	2.5
	Mark Orlovsky (UNR)	
34	Naman Trivedi (UNR)	3
35	Rohan Desikan (UNR)	3
36	Kevin Yoshioka (UNR)	3

CalNorth Youth Chess Fall Quads

When: October 24, 2004 (Sunday) & November 20, 2004 (Saturday)

Where: Weibel Elementary School Multi-Purpose Room, 45135 S. Grimmer Blvd., Fremont

Directions: From 880-Get off at Mission Blvd/Warren Avenue exit, go east on Mission Blvd. until Paseo Padre, make a left on Paseo until Grimmer. Weibel is on the corner of S. Grimmer and Paseo.

From 680-Take Mission Blvd exit in south Fremont (there are two Mission Blvd exits—if you are coming from the north on 680, it is the second Mission Blvd. exit), head east on Mission Blvd. and at the first light, Paseo Padre, turn left and go to Grimmer; Weibel is on the corner of S. Grimmer and Paseo Padre.
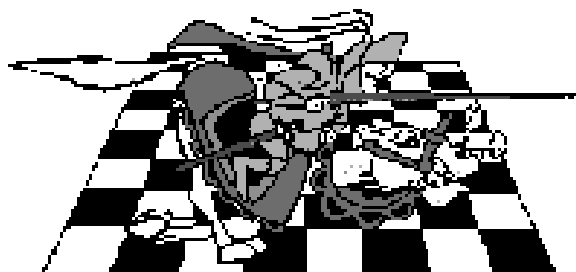
Registration for October 24: Due by Thursday evening (10/21) = $20 (-$2 if SCS member)

Registration for November 20: Due by Thursday evening (11/18) = $20 (-$2 if SCS member)

Registration for both tournaments: Due by Thursday (10/21) = $35, or $30 if you belong to a Success Chess program

No refunds after the Saturday before the respective tournament. However, if Alan is notified of an emergency that prevents your attendance before the quads start, a credit will be provided for a future Success Chess School tournament. Posting of entries will start in October and be linked from http://www.CalNorthYouthChess.org/Tournaments.html

Late Registration from 9 to 9:30 on day of tournament at $40.

All players must check in by 9:30 a.m. or they probably will not be paired!

Round Times

Unrated (new players) and **Players Rated under 1000:** Round 1 at 10:15 a.m., Round 2 at 11:30 a.m., lunch break at 12:30 p.m., Round 3 at 1 p.m. Time control: Game in 30 minutes. Each player gets 30 minutes. The last game should be done by 2 p.m. Trophies will be awarded as each quad finishes.

Players Rated Over 1000: Round 1 at 10:15 a.m., Round 2 at 12 noon., lunch break at 1:30 p.m., Round 3 at 2 p.m. The last game should be done by 3:30 p.m. Trophies will be awarded as each quad finishes.

Awards: Minimum of one trophy in each quad (four players arranged by ratings—adjustment may be made for individuals from same school or club as long as ratings are within 100 pts.). Anyone not winning a trophy will receive a medal.

Information: Alan M. Kirshner, Ph.D., (510) 657-1586 or info@SuccessChess.org

CalNorth Youth Chess Fall Quads Entry Form

NAME _____ PHONE _____

ADDRESS _____ CITY _____ ZIP _____

SCHOOL/CLUB: _____ GRADE_____ BIRTHDATE _____

E-MAIL_____

USCF RATING_____ USCF # _____ EXPIRES _____

If you are unsure of any of the USCF information, look it up at: http://www.uschess.org/msa/MbrLst.php

Oct 24 = $20   Nov 20 = $20   Both = $35   SCS member entering both = $30   Late Entry = $40

$2 discount for membership in any Success Chess School   Join or renew USCF = $13 if under 15 ($25 if over 15)

Checks to Success Chess School. Mail to Alan Kirshner, Ph.D., 66 Indian Hill Place, Fremont, CA 94539 or FAX

Credit Card Entry to (510) 659-0358 or register online at:

https://CalNorthYouth.secure.powweb.com/Applications/Quads-CalNorth/Quads-CalNorthCC.html

Selected Games from the SCS Summer Quads

with 2 points, followed by Tejas Mulye (1427) with 1.5 and Allan Sung (1435) from the Central Valley with 0.5.
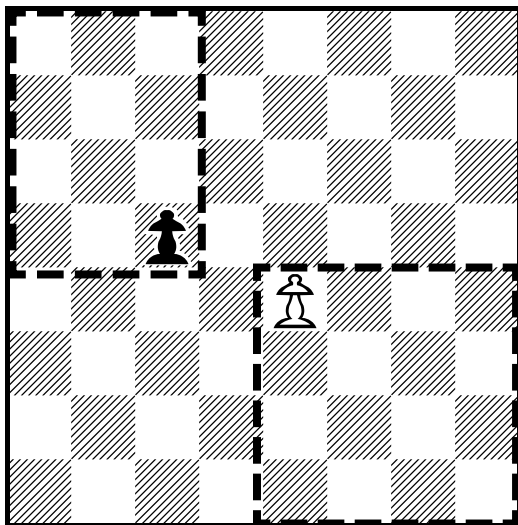

Saratoga 2004
White: Charles Ling (1756)
Black: Greg Bodwin (Kennedy MS, 1490)
Lowenthal Sicilian
Notes by SCS instructor Frisco Del Rosario

1. e4 c5

The Sicilian is a weapon better left to the masters. At move one, White staked some claim to a 16-square area (the 4x4 rectangle with corners at e1, e4, h4, h1). Black has marked out a smaller block of 12 squares (corners a5, a8, c8, c5).
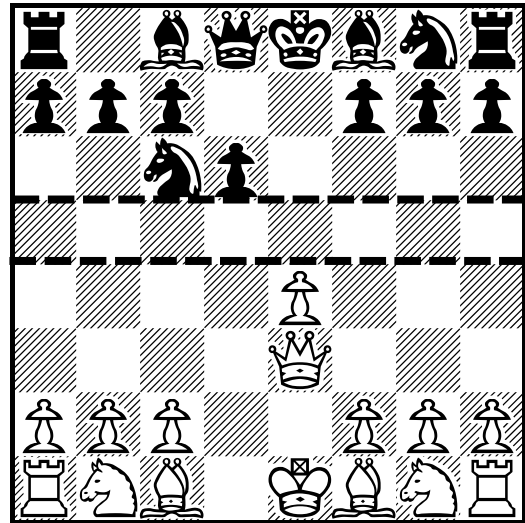
White's space edge increases if he risks the swap of a center pawn for a wing pawn.

2. Nf3 Nc6 3. d4 cd4 4. Nd4

White's recapture rezones the space in the position. White stretches over four rows of the board, while Black will reach out to just three after a typical move like …d6 or …e6. Compare that to the position that arises from the Center Game:

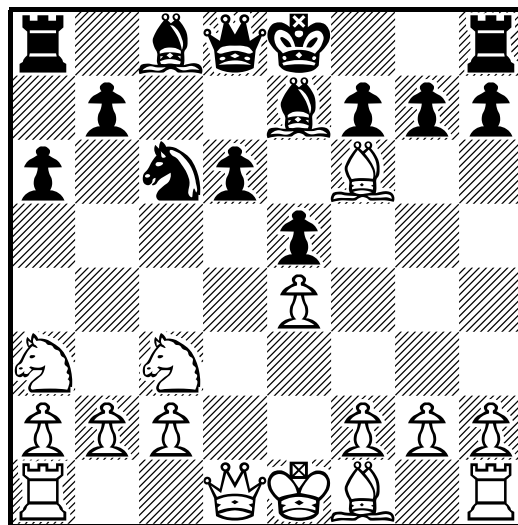**1. e4 e5 2. d4 ed4 3. Qd4 Nc6 4. Qe3 d6**

White can usually achieve this e4-pawn-vs.-d6-pawn advantage in any open game—the difference for Black in this open game structure as opposed to the Sicilian structure is that he can develop all of his pieces.In the Sicilian, master-class players are able to accept the spatial disadvantage *plus* a lag in development in exchange for short-term prospects on the queenside and long-term chances in the center (because he does have an additional center pawn, after all). Lesser players really aren't capable of handling Black's disadvantages. On the other hand, lesser players oughtn't give up their d-pawn for the c-pawn, either (they ought to play 2. b4 cb4 3. d4, or 2. c3 plus 3. d4, and try to get two pawns in the center). When neither player really understands why they're making these moves, the game will probably swing on a tactical error. Back to Ling-Bodwin:

4…e5

Boleslavsky's Dubious Immortality

This radical move equalizes the space in the center, but makes some possibly permanent holes on d5 and d6 for Black. The move was attributed to Lowenthal in the 1800s, but for 120 years it was believed that the d-file weaknesses were too bad. In the '50s, grandmaster Boleslavsky demonstrated enough dynamic potential for Black that they named the hole on d5 after him (would Boleslavsky, rather be remembered for nearly earning a shot at the world championship in 1951, or for a positional flaw with his name on it?). These Sicilian systems with an early …e5 exploded in popularity in the 1970s, when they figured that if White can't prove an advantage on the d-file, then the center scale tips toward Black.

5. Nb5

Aiming directly at the d6-hole, but some Black players just shrug and continue developing with 5…Nf6 6. Nd6 Bd6 7. Qd6 Qe7.

5…d6 6. N1c3

Better is 6. c4, which clamps down on d5 while restraining Black's b- and d-pawns, and gives White the option of Nb5-a3-c2-e3-d5.

6…a6 7. Na3 Nf6

Black isn't entirely sure of what's going on, either. 7…b5 threatens to fork with 8…b4, and keeps the a3-knight stuck in the corner.

8. Bg5

Better is 8. Nc4. The players have transposed or wandered into a main positions in the Lasker-Pelikan-Sveshnikov line: 1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e5 6. Ndb5 d6 7. Bg5 a6 8. Na3. Again, 8…b5 is Black's best bet, but 8…Be6 is also well-thought.

8…Be7

One reason 8…b5 and 8…Be6 are preferable is that Black's king bishop is often well-placed on g7, or h6 (from where it can capture a knight on e3). Another reason is that e7 is often well-used by a knight, in order to boot a white knight on d5.

9. Bf6

A good move, increasing White's control of d5, and it is even better in this case, because Black has wasted a move to misplace his bishop. If Black had played 8…b5, then 9. Bf6 gf6 prepares Black for …f5 plus …Bg7 or …Bh6.

9…Bf6

Black is making things worse for himself. If White plays 10. Nc4, it now includes a threat. White is also rather pleased with 9…gf6 10. Nc4 f5 11. Ne3 fe4 12. Bc4.

10. Nd5

In these razor-sharp positions, any small slip results in a cut. 10. Nc4 maintains White's advantage, but 10. Nd5 actually shows White to be behind in development.

10…Be6

It's probably too late for 10…b5, when White comes up short with 11. Bb5 ab5 12. Nb5 0-0, but 11. c4 is good.

11. Bd3

A weak developing move. White's queen has lost sight of d5, which could lead to White losing his hold on the position. White's lead is slight after 11. Nc4 Ne7 12. Nce3 (12. Ncb6 is worth a look) Rc8 13. c4 (13. Bc4 Bg5, and White's piece formation is fragile) Bg5 14. Ne7 Qe7 15. Nd5.

11...0-0

Fighting for control of d5 and developing with threats is far more important than castling. Black is at least equal after 11...Qa5 12. Qd2 (12. c3 loses a pawn: 12...Bd5 13. ed5 Qd5) Qd2 13. Kd2 Bd5 14. ed5 Bg5.

12. c3

It looks about even after 12. Nc4 b5 13. Nce3 Bg5, but Black has more to look forward to, with moves like ...Ne7, ...Rc8, and ...f5.

12...Bd5

Black does better by striving for center control and piece activity with 12...Bg5, intending 13...f5. Black has to be very careful about capturing on d5, even if White has to fill up the d5-hole by recapturing with a pawn. The immediate danger is that White can use his d3-bishop. In the long haul, ed5 gives White more queenside space, which could snowball into a passed pawn by c4-c5.

SCS Summer Grand Prix #1		June 19—Weibel Elementary, Fremont	
Quad Winner	Points	Quad Winner	Points
1 Allen Tu (1490)	2	23 Matthew Jin (825)	2
Jayanti Sriharsha (1467)		Joshua Chan (814)	
2 Kyle Hui (1420)	2	Manoj Prabakar (809)	
Saveen Sahni (1406)		24 Sandip Srinivas (789)	3
3 Jeff Young (1402)	2.5	25 Kyle Sandhu (756)	3
4 Larry Zhong (1346)	2	Anand Lakshminarayan (745)	
Jonathan Chang (1329)		Vasishta Jyanti (751)	2
5 Rohan Agrawal (1293)	3	Douglas Wilson (748)	
6 Clayton Chan (1257)	3	26 Allan Ko (719)	3
7 Andrew Li (1213)	3	27 Gordon Su (741)	3
8 Ojas Chinchwadkar (1200)	2	28 Rohan Desikan (695)	3
Raymond Zhong (1189)		29 Victor Feng (686)	3
Brian Tsui (1185)		30 Amit Patel (646)	3
Ankita Roy (1203)	1.5	31 Bharadwaj Ramachandran (658)	2
James Paquette (1184)		Erik Feldmeier (612)	
9 Jason Gurtovoy (1153)	3	Aditya Kumar (601)	
10 Kevin Garbe (1100)	2	32 Aamir Azhar(626)	3
Ayush Kumar (1091)		33 Eric Lee (623)	3
Andrew Yeh (1091)		34 Ankur Kumar (573)	2.5
11 Matthew Heising (1076)	3	Rowan Sandhu (542)	
12 Stephen Lee (1058)	3	35 Kevin Hui (544)	3
Alexander Chiou (1036)	2	36 William Chen (428)	3
Alvin Kao (1032)		37 Adithya Jay (534)	3
13 Raji Srikant (1026)	2.5	38 Karan Warrier (484)	3
14 Sanjay Srinivas (1009)	2	39 Jay Mulye (460)	3
15 David Smith (991)	3	40 Praveena Motupalli (394)	2
16 Bryan Wong (968)	2.5	Brian Ito-Kiley (335)	2
17 Clayton Christopher (942)	3	41 Clayton Zhang	3
18 Lance Kwan (936)	2	42 Atisheel Kak	2
Daniel Steiner (910)		Dillon Chang	
19 Gabriel Lee (909)	2	43 Michael Sisario	3
Palak Goel (900)		44 Sankash Shankar	3
20 Harish Shanker (887)	2	45 Jeremy Chang	3
Sruthi Mantri (872)		46 Sahiul Upadhyay	2.5
Sally Lin (864)		47 Hanson Wang	3
21 Donald Livingston (861)	2	48 CJ Novogradac	3
22 Mason Eastman (893)	3	49 Ricky Chu	3

Sicilian Action from Quad no. 1 at SCS Saratoga Tournament

Highest-rated Charles Ling shared first place in Quad no. 1 at the SCS Saratoga Quads in August.   Photo by John Tu

13. ed5 Ne7 14. 0-0
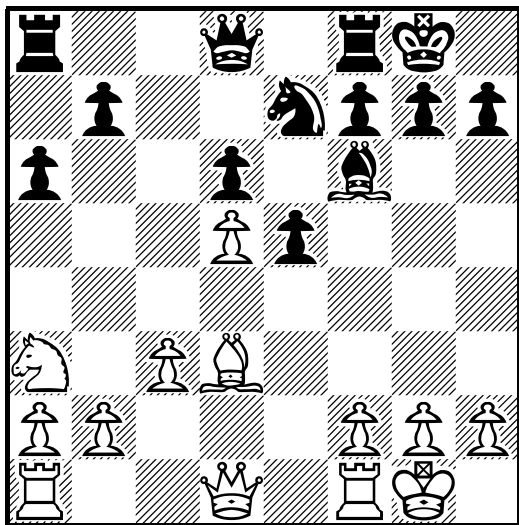
14...g6

More efficient is 14…Bg5 with …f5 next, and if Black was scared of 15. Qh5, the answer is 15…Bh6 16. g4 Nd5, winning. Worse than 14…g6 was reopening an old wound with 14…Nd5: 15. Bh7 Kh7 16. Qd5 with Rad1 plus Nc2 (heading to e3 or b4) to follow.

15. Be4

Occasionally, strong players will say that winning a chess game requires accumulating small advantages. That is a fancy way of saying that the winner's moves brought up a little more force each time, until it culminated in a combination. This position shows what happens if a player makes a number of moves which don't gather together the unused force. White made a few misplays: Nd5 was premature while the other knight was on a3, and Bd3 was an aimless and non-threatening development. The result of all this is that White really doesn't have a good move to counter Black's plan to win the fight for the center by …Bg7 plus …f5 . 15. Nc2 (15. Nc4 keeps the black queen off b6 for just a moment: 15…Bg7 16. f4 b5) 15…Bg7 16. f4 (if White sits around, 16. Ne3 f5 is most menacing) Qb6 17. Kh1 Qb2, which is more than a typical pawn grab because Black is ready to get his pieces going on the a1-h8 diagonal with …Qc3, …Nd5 and …e4. If White tried to shore up d5 with 15. c4, Black wins a piece with a discovered fork: 15…e4 16. Be4 Bb2. Maybe White's best is to slip away from the check: 15. Kh1 Bg7 16. f4 f5, and Black has an excellent position following …e4.

15...Bg7 16. Nc2 f5 17. Bd3 Nd5

Just like that—with one mistake—the game goes the other way.

18. Bc4 Qe7 19. a4

It always pays to find the right squares for the pieces—d5 is a dominating square for a knight, so 19. Ne3 and then Nd5, but the bishop is about the same on d5, c4, or b3 (if White has to move back a bit after …b5 or …Qc7).

19...Rab8 20. a5

Some chessplayers after years of practice never acquire the knack of enabling their opponents to make bad moves. Black is threat-

ening to play …b5, so White should just let him. 20. Ne3 b5 21. ab5 will not improve Black's rook, but it does better White's.

20...f4 21. Nb4

That's the right idea.

21...Qg5 22. Bd5

That poor white knight hasn't been on a decent square since 4. Nd4. White can centralize with 22. Nd5, and then the tactics hold his white squares together: 22…f3 23. g3 Qg4 (23…Qh5 24. Re1 Qh3 25. Bf1) 24. Nf6.

22...Kh8 23. Bf3 h5 24. Nd5 h4 25. h3 Rbe8 26. Ra4 Qf5 27. Bg4

White's queen enters the game with threats by 27. Be4 Qe6 28. Qg4.

27...Qf7 28. Rc4 f3 29. Rc7

Good.

29...fg2 30. Kg2 Qg8 31. Qd2 Qh7 32. Nb6

White should be looking for a way to develop the f1-rook. When he finally does, Black gives up.

32...Rf4 33. Qd6 Ref8 34. Rc8 Qh6 35. Rf8 Bf8 36. Qe5 Kh7 37. Rd1 Resigns

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Saratoga 2004
White: Max
Black: Angela
Four Knights Game
Notes by SCS instructor Henry Cate

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 b6 5. 0-0

White wins a pawn with 5. Bc6 dc6 6. Ne5.

5...Bb7 6. d3 Qe7 7. Bg5 0-0-0 8. Bf6

8. Nd5 doubles on the pinned knight, but 8…Qe6 defends.
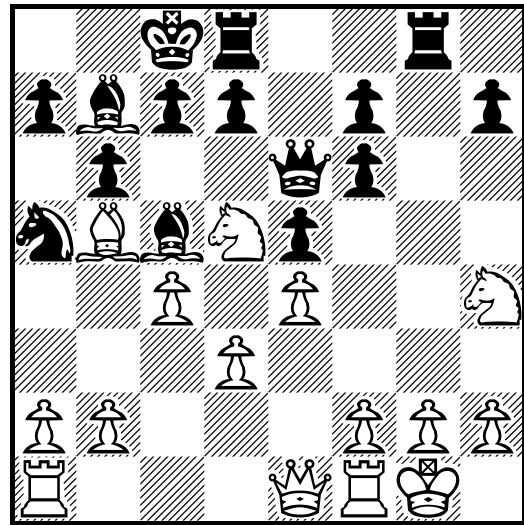
8...gf6

Opening the g-file for an attack.

9. Nd5 Qe6 10. c4 Rg8 11. Nh4 Na5

11…Nd4 gives the knight a powerful support point.

12. Qe1

12. Nf5 puts White in a much better game.

12...Bc5

13. Nc3

White forks bishop and knight with 13. b4.

13...Qg4

A great move, threatening the loose knight which guards against the mate.

14. Nf3 Qg2 mate

A fun game!

The sensory chessboards in use in Quad no. 1 at Argonaut in August are capable of broadcasting games in progress over the Internet. At the Northern California Scholastic Chess Regionals to be held in April, Success Chess intends to broadcast top games over a wireless hub, and project one game to a 200-foot screen in the parents' room.   Photo by John Tu

California Northern Regional Grade Level Championships

Dates: Grades K-3; December 4, 2004 only
Grades 4-12; December 4 & 5, 2004
Blitz and Bughouse; December 3 beginning @ 3pm

Entry fee: Individual: $30 per player. **School rate of four or more players: $25 each.** USCF membership is
<u>REQUIRED</u>, non members may join when they send in their form. Entries must be postmarked by
November 30 - late or on-site registration: $60; Blitz and Bughouse: $10 each, $15 if registering on site.

Rules & Info: Open to all grades, K-12. On-site registration; December 3, from 6:00-7:30pm. Late arrival
forfeits will occur 30 minutes from the announced round start time or 15 minutes from the actual
start time, whichever is later. This event will be run according to the USCF rule-book, as modified by
the Northern California Scholastic Committee. A school is an academically accredited
organization that provides basic education to children. Players who register on Saturday morning
will receive a "0" point bye for the first round. All games grades 7-12 must record.
If there are less than 6 entries in any section(s) of the 9-12, it may be combined with another section.

Location: University of Pacific, Main Gym, Stockton, CA. **I-5 Southbound:** Exit Alpine. Turn left and
proceed east to campus and enter on Larry Heller Drive. **I-5 Northbound:** Exit Country
Club/Alpine. Turn right on Alpine and proceed east to campus and enter on Larry Heller Drive.
North or Southbound on Hwy 99: Take Crosstown Fwy (Hwy 4) west to I-5 North, same directions as
above. Follow signs to Main Gym and Registration area.

Grades 4-12: 2-days, **6 rounds**. Saturday, 12/4, rounds at 9:30, 12:30, 3:00. Sunday, 12/5, rounds at
9:30, 12:00 noon and 2:45. Time controls: G/60 (each side has 60 minutes),

Grades K-3: 1-day, **5 rounds**. Saturday, 12/4, 2004, rounds at 9:30, 11:00, 12:30, 2:00, & 3:30pm
Time controls: G/30 (each side has 30 minutes).

Prizes: Individual trophies awarded to top 10 in grades K-8, and top 3 in grades 9-12.
All Kindergarten participants will receive awards.
School trophies grades 1-12 will be awarded to the top 3 teams (school score = 3 best from each school).
1st place ties will be broken with a g/5 play-off, all other ties will be broken with standard USCF tie-breaks.

General Info: Players should bring pen or pencil & chess clock if they own one. There will be a limited number
of commemorative shirts for sale. Prepared food will be available on site. Advance entries, maps,
and additional info will be posted @ http://www.stocktonchess.com/index.html , "Weekend Events"

Contact Info: **John McCumiskey,Director** 916-428-5532, jmc-chess@sbcglobal.net
Thomas Biglione, Registration 209-601-2724, tbiglione@earthlink.net
Jacob Green, Blitz & Bughouse Coord. jacobgreen@stocktonchess.com
California Northern Regional Grade Level Chess Championship
(PLEASE PRINT ALL INFO)

NAME_____

ADDRESS _____

CITY _____ ZIP_____ PHONE (_____)

E-MAIL_____

GRADE _____BIRTHDATE _____ SCHOOL_____

USCF #_____EXP._____RATING_____

Please Make Separate Checks to NSR and USCF

ENTRY FEE ($30)_____   U.S. Chess Federation Membership:

BLITZ & BUGHOUSE ($10) _____   *($13 for 14 & under, and $23 for over 14*

TOTAL _____   Payable to USCF)

BUGHOUSE PARTNER: _____

(Payable to North Stockton Rotary)   **Mail to: North Stockton Rotary Club** P.O. Box 7184 , Stockton CA 95267-0184

The Instructive Capablanca

Defanging the Danish

By Frisco Del Rosario

This article is not meant to dissuade one from playing the Danish/Goring gambits. In fact, the SCS Dragon *encourages students to learn and emulate the 32 Danish games at http://www.chessdryad.com/education/danish/danish.htm.*

The Danish and Goring gambits are frequent guests at scholastic chess events.

1. e4 e5 2. d4

There is no faster way to put two pawns in the center. White even threatens to win a pawn.

2...ed4

Black must make some kind of concession in the center. 2…Nc6 3. de5 (3. d5 also gains space but in a closed position) Ne5 4. f4 gives White an edge. If Black tries to maintain his e5-pawn by 2…d6, he is inconvenienced by 3. de5 de5 4. Qd8, and on the blunder 2…f6, he could lose swiftly by 3. de5 fe5 4. Qh5. All else considered, Black does best to capture on d4.

3. c3

White is offering to trade two (or maybe three) pawns for one—the gambit is far more adventurous than 3. Qd4 (White could aim for a Goring transposition by 3. Nf3, but Black can change it to a Petroff with 3…Nf6). White would have a clear central advantage if he could play 4. cd4 next.

3...dc3

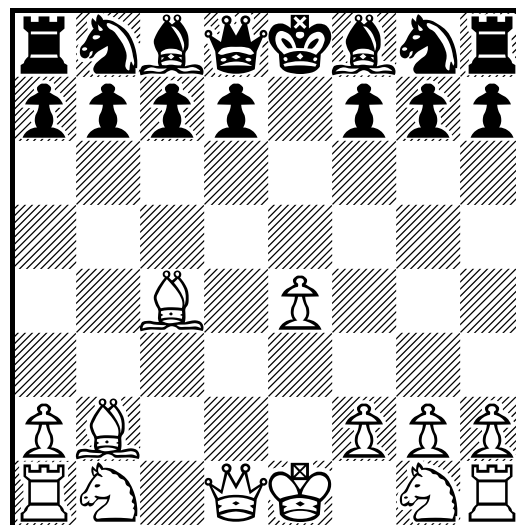Black gains a lead in material, but is behind in mobility and center control.

4. Bc4

Again White could play 4. Nc3, but to offer a second pawn sacrifice is more exciting.

4...cb2

Black's lag in mobility worsens, but sometimes they think inertia will carry the pawn kto a1.

5. Bb2

White's position is full of freedom and hope (the blunt comparison between the armies is that White has 39 possible piece moves, while Black has 14). Black is somewhat fettered by his material, hoping that he will earn sufficient interest on the two pawns he has in the bank.

For Black to achieve the same mobility, he must forego an advantage in material. Capablanca, the third chess champion of the world, invented an equalizing method for Black that combines aggressive development with the added benefit of preventing White from castling.

Lake Hopatcong 1926
White: Frank J. Marshall
Black: J.R. Capablanca
Danish Gambit

1. e4

Marshall wrote in his *Fifty Years of Chess* that "after many years of great success with the Danish Gambit in exhibition play, defenses to the gambit were published, and were available to the weaker players … [who] studied up the best defense. I finally gave it up!"

1...e5 2. d4 ed 3. c3

Capa's Anti-Castling Maneuver

The drawback to 3. c3 (or 4. c3 in the Goring move order) is that White still hasn't developed a piece (though he's prepared to mobilize all of them), and c3 even blocks the queen knight's most natural square.

3...d5

Black most directly fights for control of the center, and his threat to e4 distracts White from playing cd4.

4. ed5

None of White's other moves appeals. If 4. Bd3 de4 5. Be4, then 5…Nf6 develops with a threat. 4. Nd2 is wholly contrary to White's ideas, and 4…dc3 is suddenly disturbing to White instead of helpful.

The alternative pawn moves are also bad: 4. e5 dc3 5. Nc3 c6 gives Black the advantage in the center. 4. cd4 de4 5. Nc3 and 4. f3 de4 5. cd4 look like gambits one would play if he wished to attach his name to an opening.

4...Qd5

The early queen move is more palatable because White does not have 5. Nc3 in hand. Since 4…Qd5 ought to lead to an equal game, Black hasn't found much reason to experiment with 4…Nf6 5. c4, which might lead to an inadvertent pawn sacrifice on Black's part.

5. cd4

Establishing the only center pawn while preparing the knight's development is White's only try for the upper hand.

5...Nc6

Black can keep White off balance by taking two jabs at the d4-pawn, directly by …Nc6 and then indirectly by …Bg4.

6. Nf3

From the Danish move order, White can avoid the pin by 6. Be3, after which Black can take aim at the bishop. In Grichkevich–Mitkov, Las Palmas 1995, Black developed resolutely with 6…Be3 Bb4 7. Nc3 Nge7 8. a3 Bc3 9. bc3 (White has secured his center, but with two pawn moves) 9…0-0 10. Nf3 Bg4 11. Be2 Nf5 12. 0-0 Rae8. Then White slipped with 13. Bd2,

and the roof fell in on him: 13…Re2 sets up a pin, of which Black takes winning advantage by 14. Qe2 Nh4 plus 15…Bf3.

6...Bb4

The move order 6…Bg4 7. Be2 Bb4 is seen more often.

7. Nc3

Other interpositions are worse. White could go badly astray by 7. Bd2 Nd4 8. Bb4 Qe4 9. Be2 Nf3 10. gf3 Qb4, for instance.
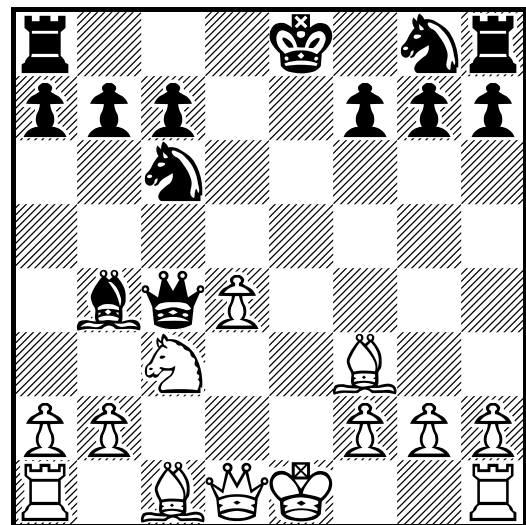
7...Bg4

Renewing the threat to win the d4-pawn, or to ruin White's kingside pawns.

8. Be2 Bf3 9. Bf3

Black could snatch the pawn with 9…Qd4, but 10. Bc6 really makes him pay for it. The real reason for 8…Bf3 is to draw the bishop away from the f1–a6 diagonal.

9...Qc4

Suddenly White is deprived of his castling privilege while faced with the threats of 10…Nd4 and 10…Bc3.

10. Be3

The most common sequence is 10. Bc6 bc6 11. Qe2 Qe2 12. Ke2 0-0-0 13. Be3, and then 13…Ne7 14. Rac1 Nf5 15. Rhd1 Rhe8 16. Kf3

Nh4 17. Kg3 Nf5 18. Kf3 Nh4 was drawn in Ghizdavu-Sydor, Skopje 1972, but it's not always easy: 13…Nf6 14. a3 Bd6 15. Rac1 Rhe8 16. Rhd1 Bh2 17. g3 Ng4 18. Kf3 h5 19. Bf4 f6 20. Kg2 h4 21. d5 g5 22. Be3 Ne3 23. fe3 Bg3, and Black was ahead in an ICC blitz game.

10…Bc3 11. bc3 Qc3 12. Kf1

If White could play 13. Rc1 plus 14. Rc6, he would win, but Black has time to defuse that idea.

12…Qc4

The check increases the queen's mobility. Black will be chased about after 12…Nge7 13. Rc1 Qa5 (if 13…Qa3, White can add 14. d5 plus 15. Bc5 to his quiver) 14. d5 0-0-0 15. Rc5.

13. Kg1

 Black is more secure with 13. Be2 Qd5.

13…Nge7 14. Rc1 Qa2 15. Ra1 Qc4

Black is two pawns ahead, but his queen can't easily evade White's pressure: both 15…Qb2 16. Rb1 and 15…Qe6 16. d5 further White's initiative.

16. Rc1 Qa2 Drawn

Fremont 2004
White: John Boyle (Duveneck, 1471)
Black: Rohan Agarwal (Weibel, 1339)
Philidor Countergambit

1. e4 e5 2. Nf3 d6

To hit back in the center right away with 2…f5 enables White to bring his knight forward by 3. Ne5.

3. d4 f5 4. Nc3

A most solid answer.

4…fe4 5. Ne4 d5 6. Ng3

The sacrificial 6. Ne5 de4 7. Qh5 will be the subject of another article.

6…e4 7. Nd2

Black will gain some initiative because White has blocked his pieces. A better move is 7. Ne5, which threatens 8. Qh5.

7…Nf6

Black might consider a premature sacrfice by 7…Bd6 8. Be2 e3 9. fe3 for a second, but

determine that he is too far behind in development to risk that.

8. c4 Nc6

Black is aiming to mobilize as quickly as possible, but his biggest asset in this position is his greater number of center pawns, which he could maintain with 8…c6, and White is still cramped after 9. Be2 Bd6 10. 0-0 0-0.

9. cd5 Qd5
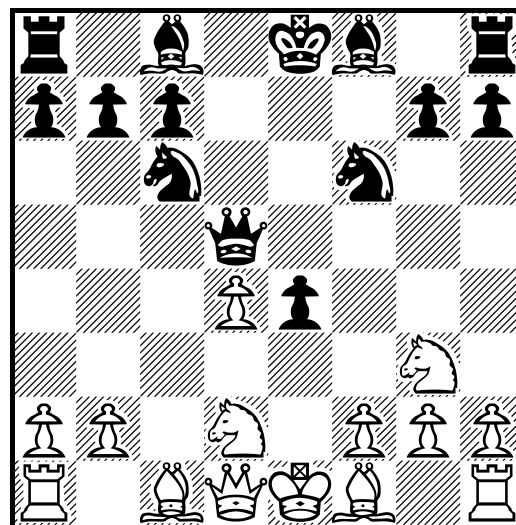
10. Nb3

In event of 10. Bc4 Qd4 11. 0-0 (11. Qb3 Ne5 12. 0-0 Nc4 13. Nc4 Be6 14. Qb7 Bd5 is a win for Black) Bg4, it is White who sacrifices pawns, while Black develops with threats.

10…Bg4 11. Be2 Be2 12. Ne2

Black's loss of time with his bishop enabled White to reconsider a sacrifice on d4, but Black is too far ahead on 12. Qe2 Bb4 13. Bd2 Nd4 14. Nd4 Qd4.

12…e3

The danger for Black is that if White avoids complications, Black's center pawn has strayed too far.   Black does better to employ Capablanca's pattern with 12…Bb4 13. Nc3 (Black's tricks show well on 13. Bd2 e3 14. fe3 Qg2 15. Rg1) Qc4.

13. f3

White did not sacrifice a pawn by 13. Be3 Bb4 14. Bd2 Qg2 15. Rg1 Qh2 16. Bb4 Nb4 17.

Develop the Pieces with Threats

John Boyle won Quad no. 1 at the second SCS summer quad.　　　Photo by John Tu

Qd2 Nbd5 18. Rg7 0-0-0 19. 0-0-0, for Black's pieces are in better harmony than White's.

13...Bb4

Black gets nowhere with 13…Ng4, when White could ignore the threat by 14. 0-0 Nf2 or safely accept 14. fg4 Qg2 15. Rf1 Bb4 16. Nc3 0-0-0 17. Qe2.

14. Nc3 Bc3

14…Qc4 still comes to mind, or on the next move. In any event, Black's best chance is obstructing White's plans to castle.

15. bc3 0-0-0 16. 0-0 Rhe8 17. Qd3

Now it is clear that the black e-pawn is stranded, and after it is captured, White will have greater force and superior center control.

17...e2 18. Re1

Albert Rich Wins 2004 Kolty Chess Club Championship

National master and Academic Chess director Albert Rich won the Kolty Chess Club Championship held June 17–August 12 in Campbell with a score of 6.5–1.5. Master Daniel Burkhard and Prashant Periwal, who had a perfect score through six rounds, also scored 6.5.
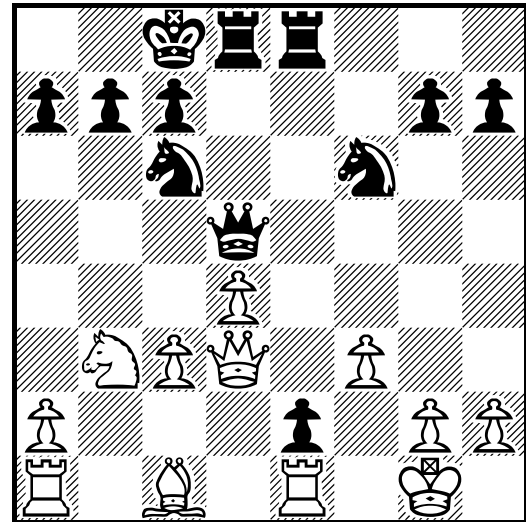
18...Qe6

Even with better development, Black is rather helpless against White's center. Black will probably come up short after 18…Ne5 19. Qf5 (19. Qe2 Nf3 is Black's hope) Ned7 20. Qd5 Nd5 21. Bg5.

19. Nc5 Ne5

After this tactical mistake, it is over. White makes one more capture than Black.

20. de5 Rd3

If 20…Qb6, then 21. Qe3 holds White's advantage.

21. Ne6 Re6 22. ef6 gf6 23. Bf4

White ought to prefer a developing move that threatens something, like 23. Kf2.

23...Rc3 24. Kf2 Rc2 25. Be3

Again, developing with a threat is desirable: 25. Rac1 Ra2 26. Rc7 Kd8 27. Rb7 is active.

25...f5

Black's idea of 26. Re2 Re2 27. Ke2 f4 persuades White to block his bishop. Both sides are aware that 26. Ba7 would be a mistake because of 26…b6, trapping the bishop.

26. f4 Rh6

Black is misguided. He has to win two or three kingside pawns to have a chance on that

side of the board, but his c-pawn is already passed. White is still winning after 26…c5 27. Re2 Re2 28. Ke2 c4, but it is Black's best hope.

27. h3 Rg6 28. Re2 Re2 29. Ke2 Rg2

Black won a pawn, but did not improve his position thereby.

30. Kf3 Rg6

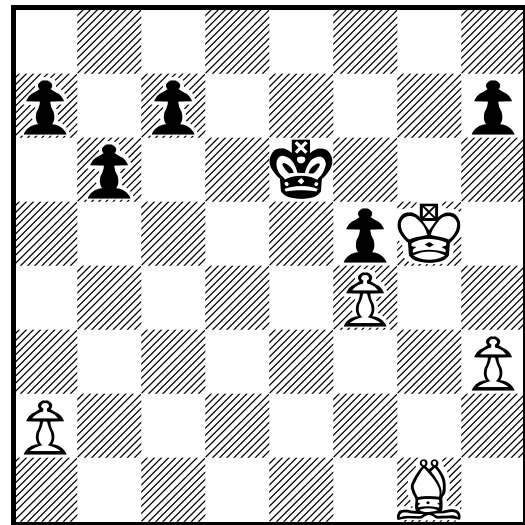The rook's most important job in an endgame is to take stuff, and if it cannot take stuff, then it must threaten to take stuff. 30…Rh2 31. Kg3 Re2 is more annoying.

31. Rg1 Rg1

A hopeless move, after which Black has no attacking pieces.

32. Bg1 Kd7 33. Kg3 b6 34. Kh4 Ke6 35. Kg5

35…h5

	SCS Summer Grand Prix #3			**August 8 — Argonaut Elementary**	
Quad	Winner	Points	Quad	Winner	Points
1	Charles Ling (1756)	2	22	Aamir Azhar (836)	2.5
	Greg Bodwin (1490)		23	Matthew Jin (825)	3
2	Tejas Mulye (1409)	2		Varun Mathuria (759)	2
3	Ted Belanoff (1349)	3		Daniel Mao (753)	
4	Steven Liu (1342)	2	24	Michael Sisario (700)	3
	Greg Young (1351)	2	25	Pranav Gopal (648)	2
5	Jonathan Chang (1329)	3		Matt Jensen (612)	
6	Victor Shen (1242)	2.5	26	Eric Lee (623)	3
7	Brian Lin (1223)	2	27	Aman Upadhyay (555)	3
	Andrew Li (1213)		28	Stephen Wang (587)	2
8	Ankita Roy (1203)	3		Jay Mulye (557)	
9	Brian Yeh (1165)	2	29	William Chen (428)	3
	Brandon Sung (1138)		30	Ankur Gupta (427)	3
	Rohan Mahajan (1095)		31	Caroline Lin (299)	2
10	Andrew Yeh (1083)	3		Cody Hui (321)	
11	Stephen Lee (1059)	3	32	Praveena Motupalli (394)	2
12	William Cheung (1031)	2.5		Jacqueline Garbe (217)	
	Brandon Lee (1028)		33	Eva Lai	2
13	Raji Srikant (1026)	3		Gregory Liu	
14	Christopher Clayton (1000)	2.5		Rahul Khurana	
15	Sahana Rajasekar (943)	3	34	Adam Goldberg	3
16	Justin Lew (939)	2	35	Sankash Shankar	3
	Michael Meng (924)		36	Vincent Ho	3
	Kevin Wang (912)		37	Christian Woroch	2.5
17	Vasishta Jayanti (897)	3	38	Jordan Kay	3
18	Vikram Ganesh (889)	2	39	Daniel Ho	3
19	Aditya Srinivasan (874)	3	40	Andrew Lau (1125)	3
20	Rohan Desikan (877)	2		James Paquette (1184)	2
	Gordon Su (861)		41	Denis Melnykov	3
21	Kyle Fukui (757)	3			

Charlick's Web

Two students from SCS Argonaut and two who study privately with an SCS instructor, played in the West Coast Scholastic Chess Championship held August 14 and 15 in San Luis Obispo.

Third-grader Kevin Garbe, who won the award for most SCS rewards points earned at Argonaut Elementary last year, finished fifth in K-3. Jacqueline Garbe was third in K-1, and the 217-rated first-grader won the upset award, which was not based on scoring one upset, but based on the average rating of her opponents.

Third-grader Kevin Zhu placed fourth in the K-3 section, and his sister Jessica won first place in the K-1 division. Jessica even created some opening theory.

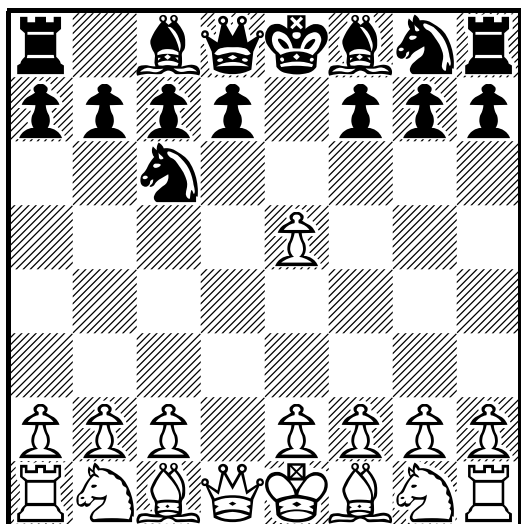San Luis Obispo 2004
White: Steven Porta (1150)
Black: Jessica Zhu (875)
Englund/Charlick Gambit

1. d4 e5 2. de5

This is the move that Black wants White to play, which is usually something to avoid. 2. d4 puts a second pawn in the center, and, well, um, threatens 3. de5.

2...Nc6

3. Nf3

3. e4 Ne5 4. f4 is good, while 3. Bf4 Qe7 4. c3 Ne5 5. Nd2 Nd3 mate was seen in the 1991 Burlingame club championship.

3...Qe7

Some say that if White is alert to the traps on the e1–a5 diagonal or on the e-file, then 3…Qe7 is a premature queen move. They prefer to clarify the center position and Black's development with 3…f6 4. ef6 Nf6.

4. Bf4

Again White ensures a small but lasting lead after 4. e4 Ne5 5. Nc3, while 4. Qd5 forces the pawn sacrifice 4…f6 5. ef6 Nf6 6. Qb3, and then Black has to figure out how to castle.

4...Qb4 5. Bd2

Avoiding the pitfall 5. Qd2 Qb2 6. Qc3 Bb4.

5...Qb2 6. Nc3

Much worse is 6. Bc3 Bb4 7. Qd2 Bc3 8. Qc3 Qc1 mate, the earliest record of which is Silbermann–Honnich, Czernowitz 1930. Opponents will fall for this one time, but one time here and one time there adds up to a lot of extra time in the sun.

6...Bb4 7. Rb1

White has figured out an outstanding way to meet Black's gambit.

7...Qa3 8. Nb5

White's fork against queen and c7-pawn will force a draw by repetition if White desires. White should play for more by combining attack with defense by 8. Rb3, and then 8… Qa5 9. a3 Bc3 10. Bc3.

8...Qa5 9. Nc7 Qc7 10. Bb4 Nb4 11. Rb4

> Examine every move that smites.
> Use inactive force.

One of the greatest disappointments in chess history was that Alexander Alekhine (left) managed to avoid a rematch with Jose Capablanca, from whom he took the world championship title, because those games would've been among the finest ever played in that era. Six-year-old Jessica Zhu has never backed down from a chess challenge, as far as we know.   Photo by Dr. Alan Kirshner
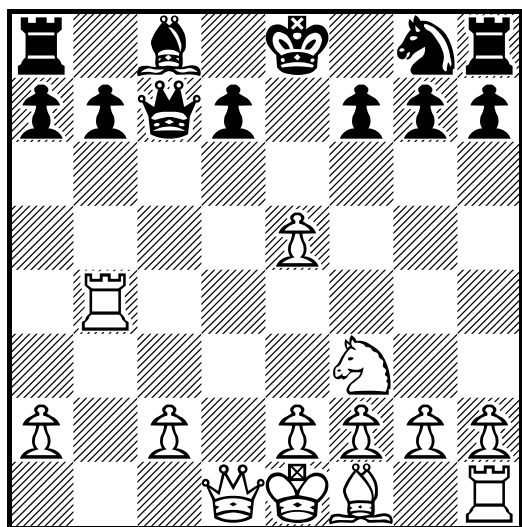
White has advantages in development and material, so Black ought to go in for 11…Qc3 12. Qd2 Qa1 13. Qd1 Qc3 with a draw.

11…Qa5 12. c3 Qa2 13. e3 Ne7 14. Be2 0-0 15. 0-0

The players agreed to a draw here, but White is ahead in center control and development, while the black queen is deflected into a corner. White should play on.

Simultaneous exhibition, Surabaya 1933
White: A. Alekhine
Black: WN Dinger
Englund/Charlick Gambit

1. d4 e5 2. de5 Nc6 3. Nf3 Qe7 4. Bf4

South Bay Players Shine in San Luis Obispo

The notes to the previous game that suggest that White does better by playing e4 at moves 2, 3, or 4 apply to the fourth world champion, too.

4...Qb4 5. Bd2 Qb2 6. Nc3 Bb4 7. Rb1 Qa3 8. Nb5 Bd2

We'll never know what Alekhine intended after 8…Qa5 because Black captured on d2 with a loss of time instead. Maybe he was going to sacrifice rook for bishop by 9. Nc7 Qc7 10. Rb4 Nb4 11. Bb4, and White's bind on the black squares hinders Black from castling.

9. Qd2

Black's capture developed the queen, so Black must avoid 9…Qa5 10. Qa5 Na5 11. Nc7.

9...Qa2 10. Rd1 Kf8 11. Nc7 Rb8
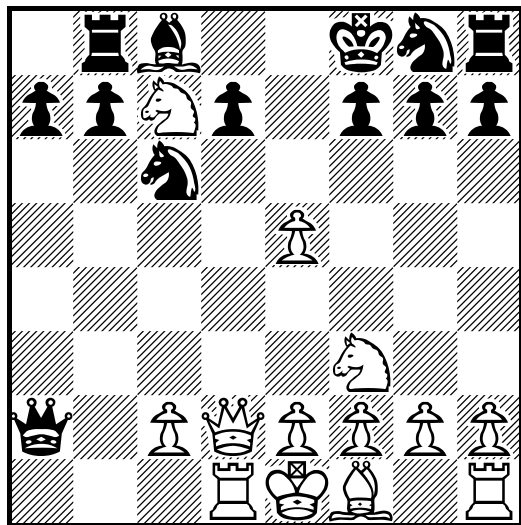
12. e3 Qb2

This move seems to be aimed against Bb5, since a sequence like 13. Qd6 Nge7 14. Nd5 Ra8 15. Bb5 would ruin Black.

13. Bc4 Qb4 14. Qb4 Nb4 15. c3

Two good pieces of advice are "The best defense is a counterattack", and "Don't protect a threatened unit—move it."

15...Nc6 16. 0-0

The grandmaster exhibitor didn't make any fancy moves at this board, and he has emerged from his opening with greater center control, greater development, and greater king safety.

16...f6

Soller Gambit (1. d4 e5 2. de5 Nc6 3. Nf3 f6) advocates will suggest that Black would've done much better to aim to play …f6 13 moves earlier.

17. e6

An excellent move, bulldozing the black pawn off d7 so that White's minor pieces can use their combined force against e6, and leaving the g8-knight in the corner.

17...de6 18. Ne6 Be6 19. Be6

The exchanges bring White into an endgame with active and connected rooks plus a bishop against a knight. Black is still struggling to get out of his opening.

19...Nge7 20. Rd7 Ke8 21. h4

A useful move, with a bit of an air of a master exhibitor who is walking around the room, and conserving some brain energy by making moves that can't hurt, but might help, while waiting for the amateur opponent to fumble. White is anticipating …Nd8, after which the bishop can be sheltered on h3 without fear of a black pawn attack.

21...Nd8 22. Bh3 Kf7 23. Rfd1 Re8 24. Nd4

Purdy recommended that all the pieces be placed as actively as possible before messing about with pawns in the endgame.

24...Kf8 25. h5

So, 21. h4 evolved into a plan to attack Black's kingside pawn structure in order to create weaknesses, which are more easily-defined points of attack.

25...Nc8 26. h6 Ne7 27. hg7 Kg7

That's a big enough mistake to lose the game. 27…Kf8 loses more slowly.

28. Nf5 Resigns

Black didn't wait for 28…Kf7 29. Ne7 Re7 30. Rd8.

Trouville 1968
White: Roughman
Black: David Gedult
Soller Gambit

1. d4 e5 2. de5 Nc6 3. Nf3 f6 4. Bf4 fe5 5. Ne5 Qf6 6. Nc6 dc6 7. Bc1 Bg4 8. h3 Rd8

The Blackmar-Diemer player will want to know right away if he could play this same miniature from the white side, but he cannot, because the d-file is closed in the BDG counterpart: 1. d4 d5 2. e4 de4 3. Nc3 Nf6 4. f3 Bf5 5. fe4 Ne4 6. Qf3 Nc3 7. bc3 Bc8 8. Bg5 h6, and 9. Rd1 doesn't threaten.

9. Nd2 Bc5 10. Resigns

Quad	SCS Summer Grand Prix #2 Winner	Points	Quad	July 24 — Weibel Elementary, Fremont Winner	Points
1	John Boyle (1471)	3	29	Daniel Mao (753)	3
2	Rahul Subramaniam (1376)	3	30	Douglas Wilson (748)	2
3	Gregory Young (1351)	3		Allan Ko (719)	
4	Mukund Chillakanti (1297)	2.5	31	Ben GaU (692)	2.5
5	Kartik Chillakanti (1259)	2	32	Irene Su (651)	2.5
6	Brian Lin (1223)	2	33	Eric Lee (623)	2
	Benjamin Tien (1218)			Prithvi Akella (593)	
7	Andrew Li (1213)	2		CJ Novogradac (583)	
	Ankita Roy (1184)		34	Thomas Feldmeier (556)	3
8	Jason Gurtovoy (1303)	3	35	Aman Upadhyay (555)	2.5
9	Brian Tsui (1185)	3	36	Rohin Pendekanti (534)	3
10	Frank Li (1152)	2		Jay Mulye (557)	2
11	Andrew Yeh (1083)	3		Adithya Jay (524)	
12	Ayush Kumar (1091)	2.5	37	Iverson Chan (502)	3
13	Alexander Chiou (1036)	2.5	38	William Chen (428)	2.5
	Brandon Lee (1028)		39	Raj Borra (401)	2.5
14	Andrew Shie (1019)	3	40	Ankur Gupta (427)	3
15	Alvin Kao (1032)	2	41	David Ding (432)	2
	Dilip Shekhar (1002)	2	42	Hannah Lozinski (150)	2
16	Sriharsha Jayanti (1479)	2		Tom Jasper (100)	
17	David Smith (991)	2	43	Charles Chen	3
	Nolan Lozinski (936)		44	Cassady Bogatin	3
18	Christopher Clayton (942)	2	45	Vincent Ho	3
19	Rahul Bhatia (912)	2.5	46	Rahul Khurana	2
20	Michael Meng (942)	3		Adam Goldberg	
21	Joshua Tien (964)	2		Aditya Srivatsan	
	Sandip Srinivas (892)		47	Theodore Lau	3
22	Vasishta Jayanti (897)	3	48	Patrick Zhu	3
23	Timothy Weng (888)	2.5	49	Lewis Chen	2
24	Palak Goel (885)	2		Bryan Ho	
	Rohan Desikan (877)			Hanson Wang	
	Gordon Su (861)		50	Daniel Ho	2
25	Aditya Srinivasan (874)	3		Anuj Desai	
26	John Munz (761)	3		Ricky Chu 2	
27	Joshua Chan (814)	3	51	Tony Zhao	2.5
28	Varun Mathuria (759)	3		Sankash Shankar	

An Exciting Game from the 2004 CalChess State Scholastic Championship

Santa Clara 2004
White: Charles Sun (1363)
Black: Hugo Kitano (1605)
Budapest Defense
Notes by Charles Sun and Jon Frankle

1. d4 Nf6 2. c4 e5

I hadn't seen this before. Black plans to post a knight on e5.

3. de5 Ng4 4. Nf3 Bc5 5. e3 Nc6 6. b3 Nce5 7. Ne5 Ne5 8. Bb2 Qe7 9. Be2 a5

The plan to attack by lifting the a8-rook turns out to be really effective, while 9…a5 also solidifies the bishop on c5 by restraining the idea of a3 plus b4.

10. Nd2 0-0 11. Be5

White's first slip is significant. There's no reason to trade off the strong bishop on b2. If instead White castled and then challenged the e5-knight with Nf3, he seems fine.

11…Qe5 12. 0-0 Ra6 13. Nf3 Qe7 14. Re1

This seems not best—there will not be time to push the e-pawn. Maybe it's better to move the queen to c2 or d3 and bring the a-rook into the game.

14…Rh6 15. Nd4 d6 16. Bg4 Qh4 17. h3 f5?!

A speculative move that works out because Black retreats.

18. Bf3?

White needs to play more actively. After this retreat, Black gets a big advantage because all his pieces become active in the attack. Instead 18. Nf5 Bf5 19. Qd5 Kh8 20. Bf5 relieves some of the pressure. Black still can force weaknesses; for instance, with 20 …Rh5 21. g4, or regain the pawn with 20…Rhf6, but White is quite alive.
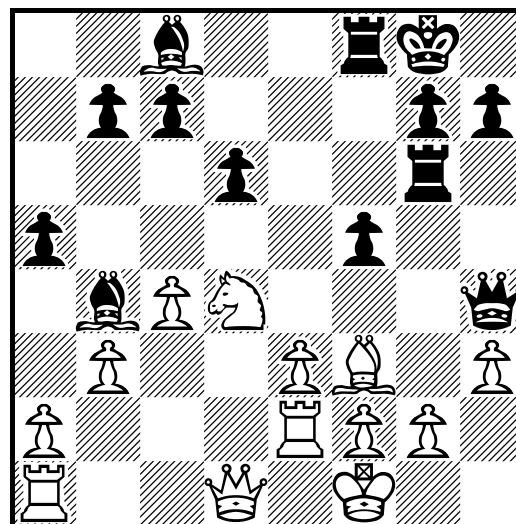
18…Rg6 19. Kf1

The king would normally like to go to the h-file, but because the rook has moved, this would abandon the pawn on f2.

19…Bb4!

Keeps White's king from running towards the queenside.

20. Re2

20…f4

The c8-bishop is on the h3-pawn, so every black piece is now helping!

21. ef4

I thought that 21. Be4 might hold things together for White, since 21…Bh3 can be answered by 22. Bg6, but Black can win a pawn with 21…Qh3!. Then White must make air with something like 22. Rc2, since 22. gh3 allows the brutal 22…Bh3 22. Bg2 Bg2 23. Kg1 f3! , when White's only try to avoid …Rh1 mate is 24. Kh2, and then 24…Rh6 25. Kg3 d5! (threatening the sequence …Bd6, …Bh3, and …Be7 mate) is overwhelming.

21…Bh3

It looks like the sacrifice is worthwhile, but White might still defend! Apparently it is stronger *not* to sacrifice, and instead play 21…Rf4. For example, after 22. Nb5, either 22…Bc8! or 22…Rg2! is strong.

22. Bb7 Bg2 23. Bg2 Qh2 24. f3 Rf4 25. a3?

White is entering dangerous waters. 25. Rf2! makes Black keep working; In fact, remarkably and beyond what I would expect, White hangs on by a thread to draw in some long variations from here. For instance, 25 … Bc5 26. Ne2 Rf5 27. Nd4 Rfg5 28. Qe1 (threatening 29. Qe8 mate) and then:

(a) 28 … Kf8 29. Qa5 Bd4 30. Qa8 Kf7 31. Re1 Re6 32. Re6 Ke6 33. Qe8 Kf6 34. f4! Rg2 35. Qd8 Kf5 36. Qc8 Kf6 37. Qd8, or;

(b) 28 … h5   29. Qe8 Kh7 30. f4! Rf5! (not 30…Rg2? 31. Qg6+!) 31. Nf5 Bf2 32. Bd5 Rg1 33. Ke2 Bd4 34. Kd3 Ba1 35. Qg8 Kg6 36. Qf7 Kh7 37. Qg8.

25…Bc3 26. Nc6?

White might hang on until he loses the endgame by playing more actively: 26. Re8 Kf7 27. Qe2 Qg2 28. Qg2 Rg2 29. Kg2 Ke8 30. Ne2 Ba1 31. Nf4.
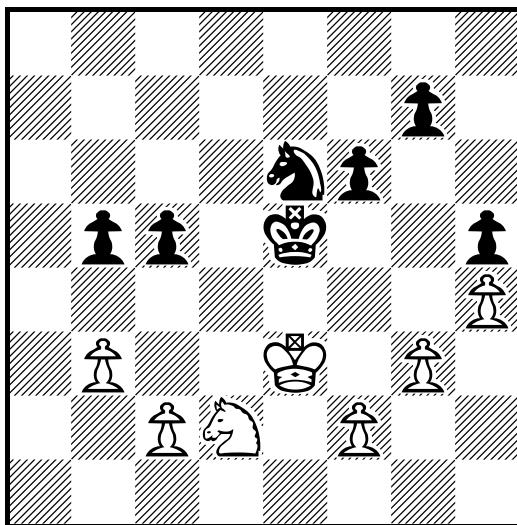
26…Rf3

White is dead.

27. Rf2 Qg2 28. Ke1 Qf2 mate

Following The Usual Routine in a Knight Ending

By Frisco Del Rosario

Even the very slightest advantage often suffices to win a knight vs. knight ending with pawns on both wings, said Cecil John Seddon Purdy, the greatest chess teacher who ever lived; they are almost as delicate as pawn endings.

Black's king is advanced one rank further than the white king, and his knight is also a bit closer to the center, but these are the smallest of advantages. Neither side has a potential passed pawn.

32...g5

Black gains some more space and prevents 33. f4, which would have curtailed the possibilities on the kingside. 32…g6 33. f4—now for Black make a break on the kingside would mean two pawn exchanges—33…Kf5 34. c3 Kg4 35. Kf2 b4 36. cb4 cb4 37. Ne4 Kf5 38. Ke3 and 39. Nf2 plus Nd3 ought to strip the queenside of its pawns. For drawing purposes, said Purdy, there is nothing like denuding one side of pawns.

33. hg5

A serious mistake, giving Black the furthest-outside passed pawn. In the position that arises from 33. c3 gh4 34. gh4 Ng7 35. f4 Kf5 36. Kf3 Ne6 37. Ne4, Black's motion is more restricted than White's.

33...fg5 34. Ne4

White has a difficult game now. If he tried to restrain the h-pawn with 34. Nf3, Black reduces to a pawn ending: 34…Nd4 35. Nd4 cd4 36. Kf3 Kf5 37. Kg2 b4 (A crucial gain of space: 37…h4 prematurely leads to a draw after 38. gh4 gh4 39. Kh3 Kf4 40. Kh4 Kf3 41. Kg5 Kf2 42. Kf4 Ke2 43. Ke4 Kd2 44. Kd4 Kc2 45. Kc5 [45. b4?? Kb3 46. Kc5 Ka4-+]) 38. Kf3 h4 39. gh4 gh4 40. Kg2 Kf4 and Black wins.

34...h4

Passed pawns and potential passed pawns must be pushed.

35. Nc3

Another mistake—this one costs material and causes a further positional setback for White. The best way to deal with an opponent's threat is to find some way to ignore it, and Black easily looks away from White's threatened Nb5.
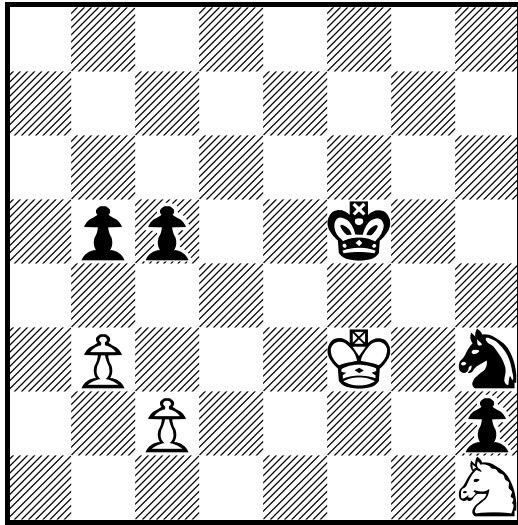
35...h3

White might have intended to enter the square of the pawn with 36. Kf3, but 36…g4 wins right away.

36. f4 gf4 37. gf4 Nf4 38. Nd1

The knight has to head back to the kingside because 38. Kf2 h2 cuts the king off from the g-file.

38...h2 39. Nf2

White hopes for 40. Ng4, forking.

39...Kf5 40. Kf3 Nh3 41. Nh1

The usual routine once you have a remote passed pawn in a knight ending, said Purdy, is to advance it and use it to draw the opponent's pieces from the other wing.

41...Ke5

Purdy said that the secret to winning chess games is to cause your opponent to want to make two moves in a row. In an endgame with an outside passed pawn, the idea is the same: to cause the opponent to want to be on two sides of the board at the same time.

42. Kg2

If White's king also heads for the queenside, his knight stays chained helplessly to h1: 42. Ke3 Kd5 43. Kd3 Nf4 44. Ke3 Ne6 45. Kd3 c4 46. bc4 bc4 47. Kc3 Nc5 48. Kd2 Ne4 49. Ke3 Ke5 50. Ke2 Kd4 and Black wins.

42...Kd4 43. Kh3 Kc3 44. Kh2 Kc2 45. Kg2 Kb3 46. Kf2 Kc2 47. Ke1 b4 48. Ng3 b3 49. Nf5 b2 50. Ne3 Kc1 51. Resigns

Catching up with SCS Alumnus Ryan Ko

Ryan Ko, who attended advanced SCS classes at Weibel as a junior high student, and who started with Mr.Shorman at the Wisdom Chinese School as a 4th-grader, is now a sophomore at Mission San Jose High School in Fremont, and a scholastic member of the U.S. Chess Federation's publications committee.

The USCF, which discontinued its *School Mates* scholastic magazine two years ago, is planning a scholastic supplement to, or insert in, its main magazine *Chess Life,* said Ko. Southern California organizer Randall Hough has taken over the leadership of the publications committee, replacing Herman Chiu.

Ko has also taken on tournament organization, with one event under his belt, and another to come on November 13. Ko said that his tournament site, ClubSport in Fremont, will offer wireless connectivity plus free use of the sports and spa facilities to chess tournament attendees.

ICC 2004
White: Germax (1400)
Black: Ryan Ko (1650)
Soller Gambit

1. d4 e5 2. de5 Nc6 3. Nf3 f6 4. Nc3 fe5 5. e3 d6 6. Bb5 Nf6 7. Bc6 bc6 8. O-O Bb7 9. b3 Be7 10. Bb2 O-O 11. Qd3 c5 12. Ne4 Be4 13. Qc4 d5 14. Qe2 Bf3 15. Qf3 Ne4 16. Be5 Rf3 17. Resigns

Informal blitz play at Argonaut in August pitted Allen Tu (black, foreground) against Ryan Ko, and CalChess scholastic liaison Kimberly Anonuevo (black, middle) against Darwin Fu. Phill Yu and Kris MacLennan are to Kimberly's left.   Photo by John Tu

Two Ways to Open the H-file

The Exchange Ruy Lopez has been popular for many years, even with players as great as Lasker and Fischer.

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

The question to the bishop is, do you want to give yourself up for a lesser knight now, or do you want to retreat to a4, after which Black might break all the pressure on the a4-e8 diagonal with …b5?

4. Bc6 dc6

Black risks a greater lag in development by 4…bc6. After 4…dc6, White plans eventually to play d4 for center control, and if Black is persuaded to exchange with …ed4, then White will win the endgame because his kingside pawn majority can force the creation of a passed pawn while Black's queenside majority cannot. Easier said than done.

5. 0-0

White should not immediately grab the e5-pawn because 5. Ne5 Qd4 plus …Qe4 restores the material balance while wiping out the pawn upon which White pins his endgame hopes. 5. 0-0 makes the threat real since a pin lurks on the e-file.

5...Bg4

There are several moves to guard the e5-pawn. …Bg4 has been well-liked because it's not an entirely defensive move; it makes a pin. 5…f6 has a very long-range view toward restraining White's potential passed pawn from advancing to e5.

6. h3

The question to Black's bishop is more pointed than 3…a6 was to White. If 6…Bh5, 7. g4 wins the e5-pawn. If 6…Bf3, then Black loses the advantage of having two bishops, which is the primary middlegame compensation for the endgame he is destined to lose.

6...h5
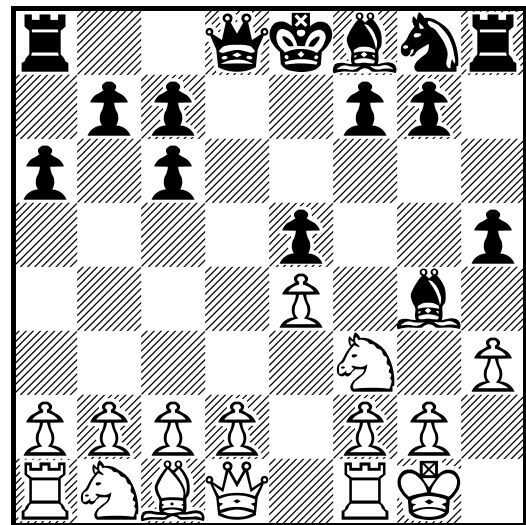
The best way to deal with an enemy threat is to find some way to ignore it. If White captures on g4, Black will win a miniature on the h-file. For example, 7. hg4 hg4 8. Ne1 Qh4 9. f3 g3 0-1, Garner-Rowland, Arkansas 1979. However, years of practice and analysis have shown that Black cannot maintain his fragile kingside position, though it shouldn't've taken years to figure that out—White has better center control, better development, and better king safety, so Black has no business attacking first. There are times when such a piece sacrifice is justified:

Bremen 1918
White: Schwartz
Black: Hartlaub
Giuoco Piano

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. 0-0

A most common misplay. White is not doing enough to control the center. 4. c3 plus 5. d4 or 4. b4 Bb4 5. c3 is better.

4...d6

Black has bolstered his center pawn, so 5. c3 could be met by the counterattack 5…f5 or 5…Bg4.

5. h3 h5

This is a very humorous move. One of Purdy's best instructions was to ignore an opponent's threat if you could. In this game, White has played h3 as a prophylactic move, and Black *ignored* it, preparing to put a minor piece on g4.

6. Nh2

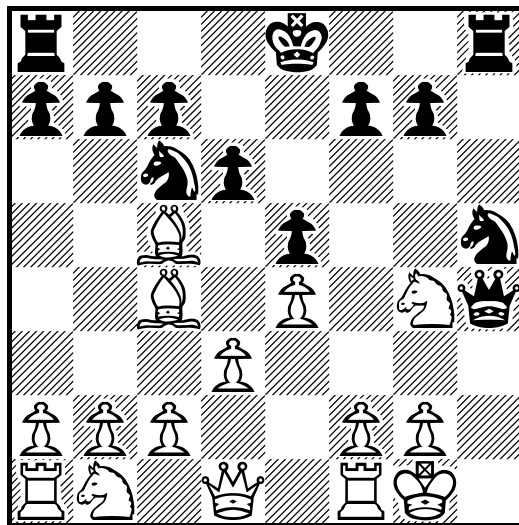White goes into a panic, but if he keeps his cool with (6. d3 Bg4 7. Nbd2), he will be OK.

6...Nf6 7. d3 Bg4 8. hg4

Opening the h-file plays right into Black's hands, but White was hoping for 8. hg4 hg4 9. Ng4 Ng4 10. Qg4, which brings White's pieces out.

8...hg4 9. Ng4 Nh5 10. Be3 Qh4

Developing the greatest new force with the biggest possible threat.

11. Bc5

11...Qh1 12. Kh1 Ng3 13. Kg1 Rh1 mate

Giachimo Greco had a pretty cool job in the early 1600s. At a time when wealthy people were too busy to learn this new game, they asked Greco to explore, and tell them what he found, so Greco got paid to sit around and study chess. One of the checkmating patterns Greco discovered 400 years ago

showed that to attack the enemy king, a file must be opened for the heavy pieces.
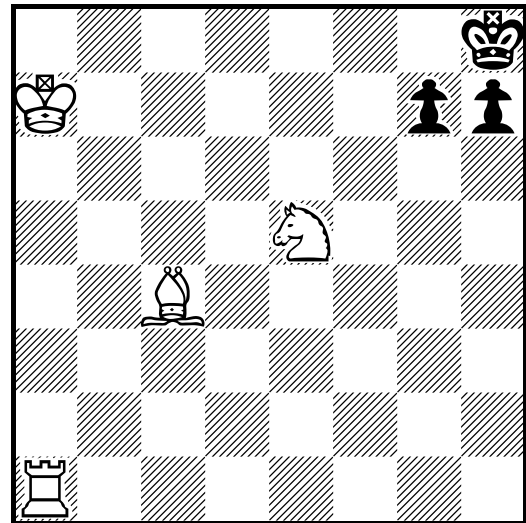
1. Ng6 hg6 2. Rh1 mate

Breslau 1859
White: Adolf Anderssen
Black: Max Lange
Ruy Lopez, Bird's Defense

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nd4 4. Nd4 ed4

Black's recapture gains a row of space and increases Black's influence on the queenside.

5. Bc4

One of Black's ideas to fill up the queenside is …c6 plus …d5, so White saves the bishop in advance.

5...Nf6 6. e5 d5 7. Bb3 Bg4

Before the f6-knight moves away from the threat, it supports the bishop's development with a greater threat. Black had to calculate well, because White's reply puts two black pieces under attack.

8. f3 Ne4 9. 0-0

Not 9. fg4, because 9… Qh4 starts a winning attack. Black wants to develop the king bishop aggressively now, but 9…Bc5 10. d3 leaves the bishop stifled.

9...d3 10. fg4 Bc5 11. Kh1 Ng3

Forcing the h-file open.

Combining Two Attacking Themes

12. hg3 Qg5

Developing with a threat to deliver Greco's checkmate with 13…Qh6.

13. Rf5

The only move to prepare a useful interposition on h5. Black has to find a way to bring more vertically-moving force to the h-file.

13…h5

Threatening 14…hg4. White must keep the h-file closed.

14. gh5 Qf5 15. g4

White must keep the h-file closed. Black must open the file at any cost.

15…Rh5 16. gh5 Qf4 17. Qf3 Qh4 18. Qh3 Qe1 19. Kh2 Bg1 20. Kh1 Bf2 21. Kh2 Qg1 mate

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Two SCS classmates collaborated on a game which combined the two themes:

1. e4 e5 2. Nf3 Nc6

Black's first failure to follow classroom instructions was to not make an equal threat by 2…d5.

3. Bc4 Bc5 4. b4 Bb4 5. c3 Bc5

Black's second misstep was to enable d4 to make a threat. 5…Ba5 and 5…Be7 are better, therefore.

6. d4

White forgot that 6. 0-0 evades an annoying check. Black forgot to make the check.

6…ed4 7. cd4 Bb6

7…Bb4 will cause a swap or muss White's development..

8. Nc3

Paul Morphy played this position a couple of times against his dad. 8. 0-0 gives White better center control, better development, and better king safety. In this position, White knows he wants to castle, but he isn't absolutely certain of the best knight development.

8…Nf6

For omitting …d6, Black has no center control, and White can achieve a winning position by 9. e5.

9. Ng5 0-0 10. Be3 h6 11. h4 hg5 12. hg5 Nh7
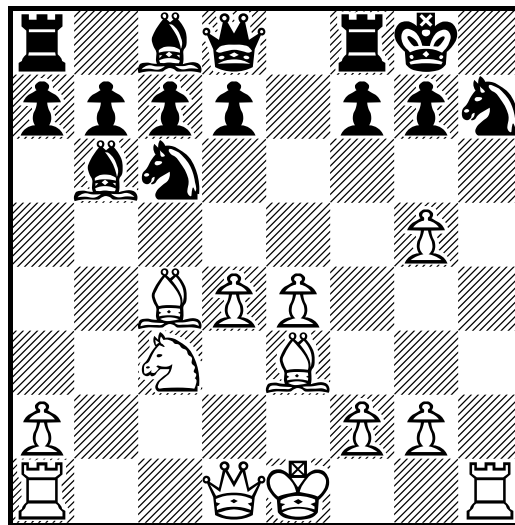
13. Qh5

13. Rh7 Kh7 14. Qh5 Kg8 15. g6 Re8 16. gf7 Kf8 17. Qh8 Ke7 18. Bg5 Kd6 19. Nb5 ends the game with a king hunt, but not as quickly as bringing off Greco's mate.

13…Re8 14. Qf7 Kh8 15. Rh7 Kh7 16. Qh5 mate

Instructive Capablanca

Continued from page 15

This was Black's last chance to make trouble with his c-pawn (c5, and then White has to activate his bishop with 36. Be3 (White could lose by 36. Kh6 Kd5 37. Kh7 Ke4 38. Kg6 c4 39. h4 c3 40. h5 c2 41. h6 c1(Q)) Kd5 37. Kf5 b5 38. Kg5 c4 39. Bd2 Kd4 40. f5.

36. Kh5 Kf6 37. Bd4 Kf7 38. Kg5 c5 39. Be5 b5 40. Kf5 b4 41. Ke4 c4 42. Kd4 c3 43. Kc4 a5 44. Kb5 c2 45. Bb2 and White won.

The California Northern Regional Scholastic Championships

April 15–17, 2005
San Jose Convention Center

Retro in price, style and integrity. This is the tournament that will set new standards for scholastic competition in Northern California. Recommended by Ray Orwig, CalChess Scholastic Chair from 1984 to 1995 & 2003-2004 and Alan Kirshner, CalChess Scholastic Chair from 1995 to 2003. A world apart from other competitions in our area & a championship title worth bragging about. Please be sure to place these dates on your calendar.

RETRO = A return to the days when Northern California young people played together as one community.

RETRO IN PRICE = A return to an affordable event with entry fees, hotel rooms and Team rooms rolled back to 1999 prices.

RETRO IN STYLE = A return to a tournament with class that looks great from the chess boards to the T-shirt logo.

RETRO IN INTEGRITY = A return to a Northern California championship that has a staff and directors who are trained and licensed to assure that computer operators and floor personal will make decisions that adhere to the rules and the highest standards of competition.

TO SET NEW STANDARDS = In Europe, chess is a spectator sport because the audience can view the games in progress. The California Northern Chess Regionals will attempt to follow these innovations. Sensory boards will be used on the top boards that will send the games not only into the spectators room via a large video screen but to the laptop computers of those who have wireless connections. Viewers at home should be able to keep up with the play and the results. Video can be used to provide a picture of what is happening in the players room and experts can provide analysis and commentary on the games. Special events from simultaneous games to training for chess coaches, educators and parents will be provided.

RECOMMENDED = The two individuals who could be called the parents of scholastic chess competition in Northern California, Ray Orwig and Alan Kirshner, support this event as do many others whose names you can find at:

http://www.calnorthyouthchess.org/CalNorthRegionals2005/Application05.html

President's Message

Continued from page 2

year-end awards banquet for obtaining the most points in that year. All receive trophies plus a colorful certificate recognizing the title they have earned. We also present numerous door prizes at the banquet, from chess keychains to chess computers. Winning a prize depends only on the luck of the draw, and very few players go home empty-handed."

Tournament Calendar

One of the best ways to improve a player's chess game is to enter U.S. Chess Federation tournaments. Team members are required to attend a certain number of tournaments in preparation for the Regional Championships in San Jose in April. Club members are also welcome to attend these events.

Weekly

SCS Cupertino USCF Tournaments (7-9 p.m.): Drop in by 7:00 p.m. to play. Pay at the door. Every Friday night starting 9/17. Chess class before the tournaments from 5:30-6:45 p.m.

Kolty Chess Club in Campbell conducts USCF tournaments most Thursday nights at 7:30 p.m. SCS instructor Frisco Del Rosario lectures at 6:45 p.m.

Monthly

Friday Night SCS Los Gatos Fun Tournaments (7-9:30 p.m): Drop in by at 7 p.m. to play. Pay at the door. Once a month 9/24, 10/22, 11/19, 12/17

Scheduled

September 18, October 9
BlacKnight USCF Prize Octangular, San Jose
albertjrich@yahoo.com

September 25, Oct. 16, Nov. 13, December 18
Mechanics' Institute Scholastic Quads, San Francisco
apcorrales@hotmail.com

October 9–10
Burlingame Open, Burlingame
richardkoepcke@aol.com

October 15–17
22nd Sands Regency Western States Open, Reno
wackyykl@aol.com

October 16
John Easterling Memorial Scholastic Quads, San Rafael

October 23
Sacramento Scholastic Team Championship, Sacramento
jmc-chess@sbcglobal.net

October 24
CalNorth Fall Scholastic Quads #1, Fremont
See advertisement, page 4

October 30
CalChess Halloween Theme Scholastic Swiss, Berkeley

October 30–31
BlacKnight October Open, San Jose
albertjrich@yahoo.com

November 13, December 11
St. Mark's Scholastic Quads, San Rafael
rorwig@saintmarksschool.org

November 13–14
CEA All America Cup, Chandler AZ
ascachess@aol.com

November 20
CalNorth Fall Scholastic Quads #2, Fremont
See advertisement, page 4

December 3-5
California Northern Regional Scholastic Grade Level, Stockton
See advertisement, page 10

December 18
Third Annual Stockton School District Winter Scholastic Quads, Stockton

January 25
North Bay Girls Scholastic Chess Tournament, San Rafael
rorwig@saintmarksschool.org

You can obtain complete information and applications for most of these events at: http://www.CalNorthYouthChess.org/Tournaments.html.