



Chess Kids®

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Volume 6 Issue 2

Editor: *David Cordover*

August 2006



Thousands of kids each week are playing chess in Interschool Events.

Arbiters George and Duncan look on.

Teachers, make sure you **ASK NOW** for a chess budget in 2007. If you don't ask - you won't get!

Editorial

The end of winter signifies the business end of the year. State Finals are happening, selections are being considered for National Finals and Australian Junior Championships and we consider ourselves lucky that we are one of the few sports which can't be rained out!

-David Cordover

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Chess Helped Discover America

By Andrew LeRoy

Fact: Chess helped discover America

It is well known that in medieval times chess was a very popular pastime for Kings and Noblemen. Chess players were sponsored by the wealthy and in high demand.

Nobles would sometimes have a whole "stable" of paid Chess players within their court and conduct tournaments amongst them for their own amusement. (There was no TV, Play-station, PCs or Internet and AFL football had not yet been invented.)

Naturally, the nobles also liked to play and received lessons from the professional players they sponsored.

King Ferdinand of Spain was a very strong player for his time and took his Chess very seriously. Each week he received a chess lesson from a master player called Fonseca.

At the end of the lesson they would play a game, and Fonseca was only paid if he won that game. Naturally Fonseca usually won, and once he did so the King was in a foul mood for the rest of the day.

We know this to be a fact as a gentleman by the name of Hernando del Pulgar had the job of recording a diary of everything King Ferdinand did.

February 2 1492

Christopher Columbus attended the court of King Ferdinand to ask for permission and funding for an exploratory voyage.

Having just lost at his Chess match the King told Columbus to get out in a very angry tone.

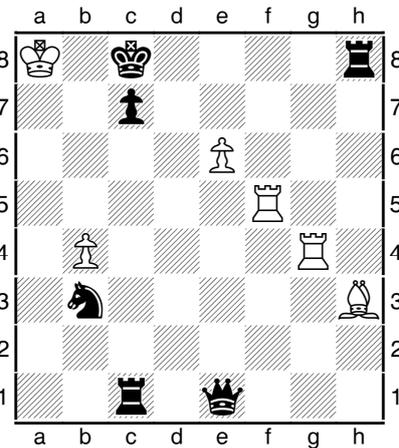
February 9 1492

Columbus again attended court to ask permission for the voyage.

Queen Isobella of Spain was highly in favour of the voyage. After all they always brought back wonderful fabrics and jewelry from such excursions!

Well Columbus was due to see the King, but his Chess game was still going with

Fonseca. This was the position:



King Ferdinand (White) to move.

The King was white and it was his move. He was about to play a losing move when the queen saw a way to win and whispered it in the King's ear.

It was an amazing combination which won in five moves.

After this stunning win the King gave permission to Columbus for his voyage, on which he discovered America.

Without this combination the whole of history may have been changed. Due to the King's foul mood he may have decided not to fund the Columbus voyage.

Can you whisper the right move in his ear?

Solution:

1. Rg8+ Rxc8
2. Rf8+ Rxf8
3. e7+ Rf5
4. Bxf5+ Qe6
5. Bxe6#



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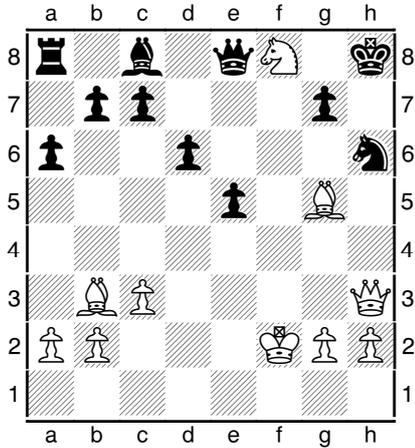
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Need some Brain Exercise?

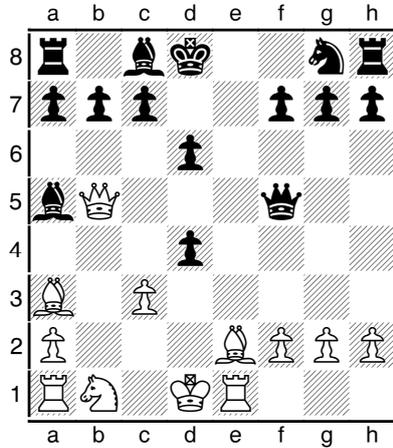
(Answers on Page 7)

1.



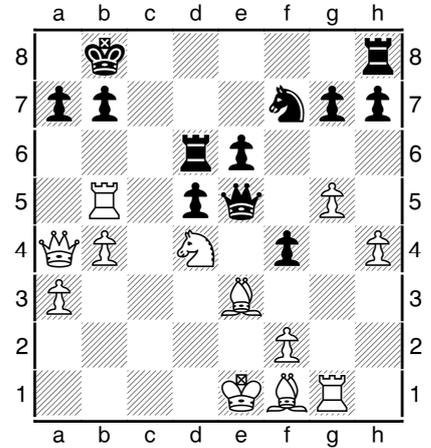
White to play and mate in 2.

2.



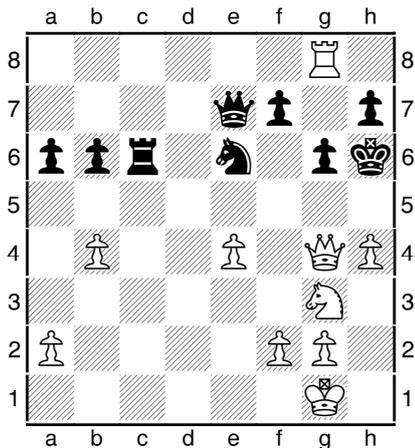
White to play and mate in 3.

3.



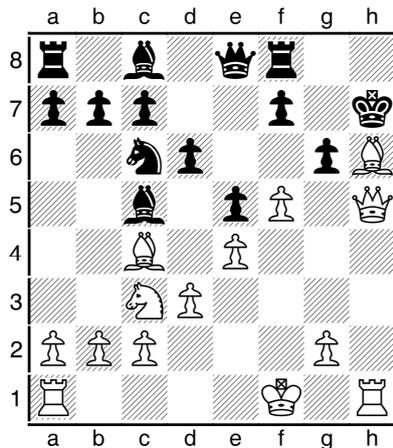
White to play and mate in 3.

4.



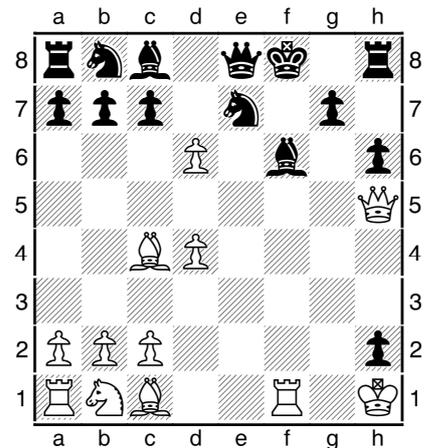
White to play and mate in 2.

5.



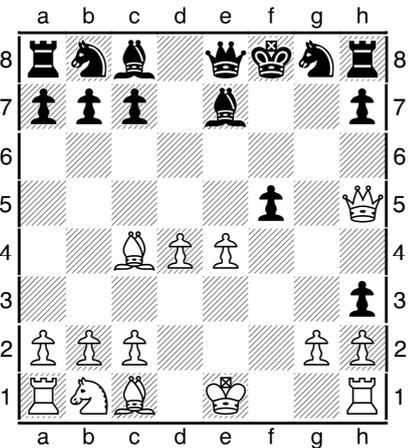
White to play and mate in 2.

6.



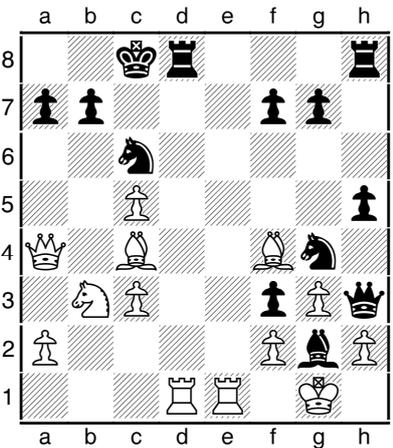
White to play and mate in 3.

7.



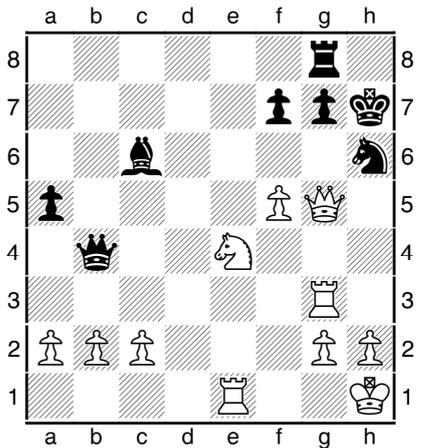
White to play and mate in 2.

8.



White to play and mate in 2.

9.



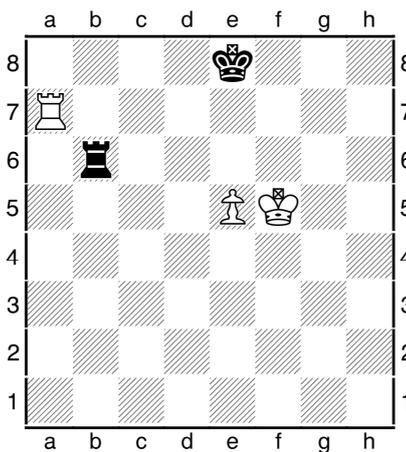
White to play and mate in 3.

Chess Kids Coaching

"Endgame Planning"

By FM Carl Gorka

- Know what you are **aiming** for in the endgame
- Rooks work best at a **distance** from enemy pieces
- Keep your King **in front** of any passed pawns
- Keep your Rooks **behind** any passed pawns



This is called **Philidor's Position**, named after the strongest player of the 1700's, Frenchman Andre Philidor. Philidor proved that with the right technique, Black could get a draw in this position as long as his king is in front of the opponent's pawn.

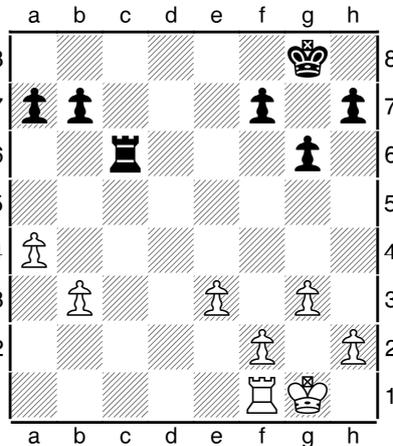
1.e6 This is White's only chance. His rook is already in its best place trapping Black's king on the back rank. Ideally, White would like to advance his king, but Black's rook stops that, so this pawn move blocks Black's rook and allows White's king to advance

1...Rb1! Moving the rook to the opposite end of the board so as to check White's king. This is the most important move to remember in this ending. (1...Rb5+ seems tempting but would be wrong. **2.Kf6** threatens checkmate by Ra8 **2...Rb8** **3.Rh7** threatens checkmate on h8 **3...Kd8** **4.Rh8+ Kc7** **5.Rxb8 Kxb8** **6.e7** and White will get a new queen) **2.Kf6** threatens checkmate by **3.Ra8** **2...Rf1+** Now Black will start checking the White king which has no shelter **3.Kg5** White's king heads towards Black's rook trying to force it away **3...Rg1+** **4.Kf4 Rf1+** **5.Kg3 Re1** Now that White's king is too far from his pawn to defend it, Black attacks the pawn **6.Ra6 Ke7** Now Black will win

White's pawn and with king and rook versus king and rook nobody can win and it is a draw.

How to put this into practice

I had to play a very difficult position a pawn down recently. However, I managed to draw the position because of my knowledge of endgame principles. Just like the 3 Golden Rules can guide our play in the opening and middlegame, we can learn some basic endgame principles that can guide our play later in the game. Checkmates with Electric Fence, Queen Box and Rook Box are things you might aim for now, but as you get better you need to know just a little more.



Believe it or not, as Black in this position I was already aiming for **Philidor's Position**. My thinking went something like this:

1. Exchange all queenside pawns
2. Exchange 3 pawns on the kingside
3. Make sure my king is in front of my opponents remaining pawn.
4. This should be **Philidor's Position**

This is how the game went from the above diagram:

25.Kg2 Rb6 26.Rb1 a5 27.e4 Rb4 28.Kf3 b5 29.axb5 a4 30.Ke3 axb3 31.Kd3 Rxb5 32.Kc4 Ra5 33.Kxb3

Aim 1 achieved

Rc5 34.Rb2 Rc1 35.Re2 Kg7 36.Kb2 Rc4 37.f3 h6 38.Rc2 Rd4 39.Kc3 Rd1 40.Rf2 g5 41.Kc2 Ra1 42.Kd3 f6 43.f4 Ra3+ 44.Kd4 Ra4+ 45.Kd5 Kf7 46.e5 gxf4 47.gxf4 Ke7 48.h4 fe5 49.fe5 Rxh4

Aim 2 achieved and my king is already in front of my opponents pawn

50.Ra2 Rb4 51.Ra7+ Ke8 52.Ke6 Rb6+

Philidor's position, I could take my h-pawn off the board and it would be a draw

53.Kf5 Rc6 54.e6 Rc1 1/2-1/2

My plan worked! See that for the past 27 moves I have been aiming for the same position. Get to know some basic endings and you will also be able to make long term plans.

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A lesson from a Grandmaster

By FM Jesse Sales

Series 1

Sometimes when you play a game of chess you come across your inner self. Before the game starts you are confident that your box of knowledge is plentiful, unaware that the area of learning you were into is not yet concrete.

While I was defending my title, being the 2005 ANU Open winner, GM Ian Rogers played with me in the 7th and final round in the recent 2006 ANU Open held on July 22-23, 2006 in Canberra.

I found myself a little overwhelmed about my little knowledge of Sicilian Defense strategies as compared to Ian's vast experience on every variation of the Sicilian System. I was expecting that he would play the variation that castles at the queenside with 9.f3 set-up, because I checked on his games in Chessbase and found out that he often uses this line. Unfortunately he diverted to the Classical variation with Be2.

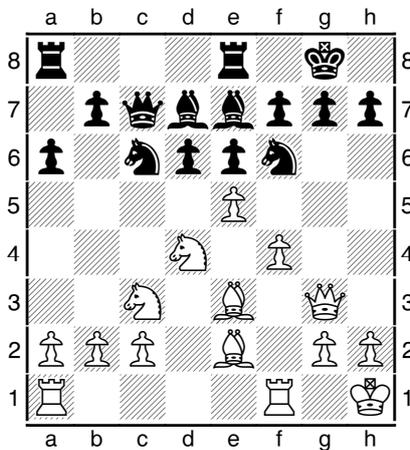
We were leading the field and tied at 5.5 points out of 6 going into the last round. I found myself trapped in the opening stage during our encounter.

Every aspect of chess endeavor from the opening to endgame has to apply a needed makeover. What I learned from this experience is to always be sure that my knowledge in chess is in an empty box that needs more ideas to fill.

I hope that in your games, too, whenever you lose, always study the game and ask why?! Ask how you can recover from it and gain self confidence by using the same strategies that have been used against you in subsequent games. The following is my game against GM Ian Rogers.

GM Ian Rogers - FM Jesse Sales
2006 ANU Open

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 Qc7 6.Be2 Nf6 7.0-0 a6 Now we are playing the Sicilian Taimanov with 6. Be2 8.Kh1 Be7 9.Be3 d6 10.f4 0-0 11.Qe1 Bd7 12.Qg3 Rfe8 13.e5!!



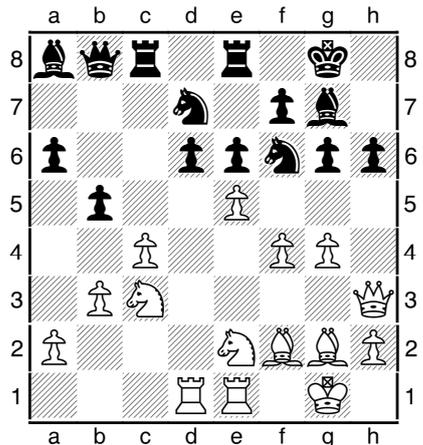
White is winning at this moment, I overlooked this move and never realized how lethal it was. 13...dxe5 14.fxe5 Nxe5 15.Bh6 g6 16.Bf4 Bd6 17.Rad1 Rac8 I can't find any move that would create a perfect defense but with a position like this black should be resigning. 18.Nb3 Nd5 19.Ne4 Nxf4 20.Nxd6 Nxe2 21.Qxe5 Bb5 22.Rxf7 Qxf7 23.Nxf7 Kxf7 24.a4 Bc4 25.Nd2 1-0

The following game presents a strategic play in the English Opening. My opponent, FM Igor Bjelobrk played the Hedgehog Variation, a solid defense similar to Sicilian set-up. This game was played in the penultimate round of the 2006 ANU Open.

FM Jesse Sales - FM Igor Bjelobrk
2006 ANU Open

1.Nf3 This type of opening doesn't reveal its intention, it can be an English Opening depending on black's response. 1...Nf6 2.c4 c5 3.Nc3 e6 4.g3 b6 5.Bg2 Bb7 6.0-0 Be7 7.Re1 d6 8.e4 a6 9.d4 cxd4 10.Nxd4 Qc7 Black has achieved a hedgehog position, a favorite set-up of GM Adorjan. 11.Be3 If black takes on c4 pawn, the e5 push is good enough to win the game for white by capturing the bishop at

b7 and the rook at a8. 11...0-0 12.f4 Re8 13.Bf2 g6 14.Qe2 Bf8 15.Rac1 Nbd7 16.b3 Rac8 17.g4 This move creates a kingside pressure to black's kingside defense. 17...h6 18.Qf3 Qb8 19.Qh3 Ba8 20.Nde2 Bg7 21.Rcd1 b5 22.e5!



White gets a piece up from this move in exchange for 3 pawns. In theory an equal exchange of material. 22...dxe5 23.g5 Bxg2 24.Qxg2 exf4 25.gxf6 Nxf6 26.c5 Black miscalculated the exchange by not speculating this winning move. 26...g5 27.b4 Rc7 28.Nd4 Qc8 29.Ne4 Nxe4 30.Qxe4 Kh8? 31.Nf5 After this move, black is hopeless. 31...Qa8 32.Bd4 f6 33.Qxa8 Rxa8 34.Rxe6 Rf7 35.c6 Kg8 36.Bb6 1-0

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NATIONAL INTERSCHOOL CHESS CHAMPIONSHIPS

State Finals

September coming soon - Grand Finals, lots of excitement! We are of course talking about the State Interschool Chess Championships.

In each State Championship Finals the winning school receives trophies, a plaque, their name on the perpetual trophy and \$1200 towards team accommodation, food and coaching at the National Interschool Finals.

The second placed team in the State Finals will also qualify to compete in the National Championships.

For details about the National Finals, including applications for Wildcard Entry:

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All teams winning one regional Zone event qualify 5 players to the finals. Winning 2 zones qualifies 8 players, 3 zones qualifies 10 players and a maximum of 12 players if any school can win 4 zones in one year!

Western Australia Finalists

Primary

Kensington Primary, Newman College, John Septimus Roe, St Pius X, St Stephen's Carramar, Safety Bay Primary, Strathalbyn Christian, Bunbury Cathedral Grammar, Great Southern GS, Yakamia Primary, St Mary's

Secondary

St Andrew's Grammar, Seton Catholic College, St Stephen's Carramar, Halls Head Community College, Geraldton Senior College, Donnybrook SHS, North Albany Senior High

Tasmanian Finalists

Primary

Forth Primary, Princes St Primary, West Ulverstone Primary, Launceston Grammar, Goulburn St Primary, Lauderdale Primary, St Aloysius Primary, Brighton Primary, East Ulverstone Primary, Sacred Heart - Geeveston, Orford Primary, Strahan Primary, South Hobart Primary, Sacred Heart Primary - New Town, Lenah Valley Primary, Longford Primary

Secondary

St Patrick's College, Latrobe High, Calvin Secondary, St Brendan Shaw, Burnie High, Dover DHS, Tasman District School, Rosebery DHS, The Friends School, Launceston Church Grammar

Victorian Finalists

Primary

Brighton Grammar, Mt View Primary, Lilydale Primary, Warragul North Primary, Warrnambool East Primary, Greythorn Primary, The Peninsula School, Somerville Primary, Amsleigh Park Primary, Tucker Rd Primary, Doncaster Gardens Primary, St Brigid's Primary, St Kevin's - Hampton Park, Corpus Christi Primary, Warragul Primary, Bunyip Primary, Chandler Primary, Ivanhoe Primary, Nichols Point Primary, Foster Primary, Blackburn Primary, Mount Clear Primary, The Scots School, Balwyn Nth Primary, Plenty Valley Montessori, Drouin Primary, Yavneh College, Hallam Valley, Wattle Glen Primary, Birmingham Primary,

Doncaster Gardens (Girls), Kalinda Primary and more to follow.

Junior Secondary (Year 7-9)

Brighton Grammar, St Mary's School, Penleigh & Essendon Grammar, Brauer College, Scotch College, Oberon High School, St Joseph's College, Melbourne High, Huntingtower, Mazenod College, Billanook College, Gippsland Grammar and more to follow.

Open Secondary

Melbourne High, Northcote High, Penleigh & Essendon Grammar, Camberwell Grammar, Mirboo North Secondary, Warrnambool College, Westbourne Grammar, Merbein Secondary, Simmonds College, The Scots School, Brighton Grammar, Red Cliffs College, Lauriston Girls, Eumemmering Secondary, Mazenod College, Billanook College, Gippsland Grammar and more to follow.

South Australian Finalists

Primary

Paracombe Primary, Aberfoyle Hub Primary, Kidman Park Primary, Burnside Primary, Tyndale Christian School, Stirling East Primary, Hallet Cove East Primary, Paracombe Primary, Kidman Park Primary, Mitcham Primary, Tyndale Christian School, Stirling East Primary, Glenelg Primary and more to follow.

Secondary

Details from website.

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Chess is brilliant! Just playing develops many critical thinking skills. More people are recognising this and jumping on the band-wagon, but sadly some of these should not be anywhere near children!

How do you **know** your coach is trustworthy? Do they have the **skills** to teach effectively? How can you be **guaranteed** of professionalism? Is your coach **accountable**? Are they **suitable** role-models?

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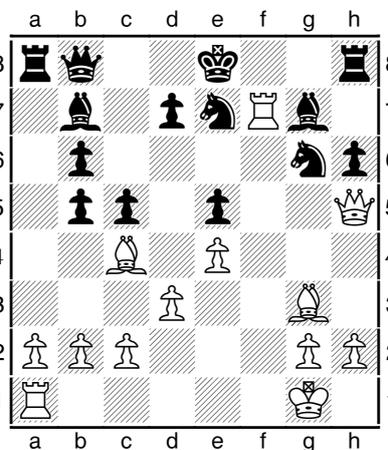
The Grand Prix Attack

By Andrew Fitzpatrick

A. FitzPatrick - Milenko Lojanica
Victorian Open 2006

1.e4 c5 2.Nc3 e6 3.f4 This move represents the introduction to the Grand Prix attack. It is a very aggressive opening where white will try to develop their pieces as fast as possible and attack the black king. Black will try to break up white's plans, and then break through either on the Q-side or the centre. **3... Nc6 4.Nf3 b6 5.Bc4 Bb7** Black certainly does not seem to know the opening ideas here. While it is not always vital to know the exact moves, it is VERY important to know the main ideas of an opening. Black has to develop the K-side pieces quickly if he is to survive at all. **6.0-0 g6 7.d3 Bg7 8.f5!** When you have an advantage in development it is always good to try and open up the game - especially near your opponents king! This move is designed to to just that, as well as let more pieces join in the attack. **8...h6?!** A dubious move, but it does cover the g5 square which white was going to use for the knight to attack f7. **9.fxg6 fxg6 10.Nb5** White continues to press the attack. Note that black has a pawn structure where the pieces have to defend important squares...watch where the queen has to go! **10...Qb8 11.Nh4 Nge7 12. Nxc6** Just because something looks good does not mean it always is. While calculating this variation I thought that I was winning comfortably. When you run things through a computer however, you can see that this move is a blunder

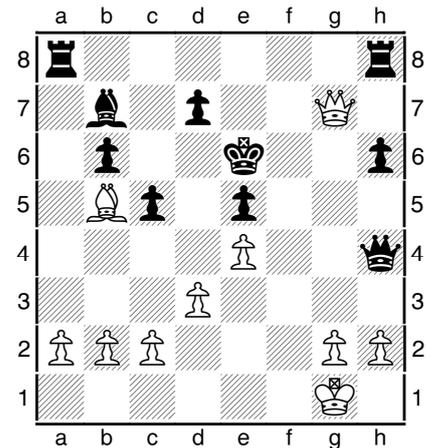
as shown in the variations shortly. **12... Nxc6 13.Qh5 Nce7** [13...Nce5 14.Bf4 Rg8 And now Bxe5 fails to Bxe5 when the Knight on g6 is defended by the rook!] **14.Bf4 e5 15.Bg3 a6 16.Rf7** [16. Bh4 Suddenly, with black's king in the open and a variety of pieces aiming at it, black is in real trouble. 16...axb5 17. Bf7+ Kd8 18.Qxc6 Bf8 19.Qxb6+] **16... axb5**



17.Rxe7+? Even if you have analysed a move before it comes to that section of the variation, remember to look again!! I took about 5 seconds to play this move and it is a blunder. Black is now able to defend the attack! If I had of thought longer, I may have seen the below variation which though long, reaches a winning position. [17.Bh4 Bf8 18. Rxe7+ Bxe7 19.Qxc6+ Kd8 20.Bxe7+ Kxe7 21.Qg7+] **17...Kxe7 18.Qxc6 Qf8 19.Rf1 Bf6 20.Bxb5?** I realised I had messed up, but kept playing wrong moves from here on.

[20.Bxe5 Bxe5 21. Rf7+ Qxf7 22.Qxf7+ Kd6 23.Bxb5 Bd4+ 24.Kh1 Rad8] **20... Qg7 21.Rxf6 Qxf6 22.Bh4?** I was getting desperate and was hoping I might be able to find a perpetual check if black plays incorrectly. [22.Qg4 Remember the key to attacking when behind in material is to keep

pieces on the board.] **22...Qxh4 23. Qg7+ Ke6**



24.g3?? A shocking move. Make sure you take advantage of chances. This move could have been played later if need be...The pawn on d7 however will be defended soon so I had to take it straight away! [24.Qxd7+ Kf6 25.Qf5+ Kg7 26.Qd7+ Would have led to a draw!!] **24...Qd8 25.Qg6+ Ke7 0-1**

Points to Remember:

- Always learn the main ideas or themes behind openings. These in my opinion are even more important than learning about the exact order of moves.
- Remember when attacking to use all of your pieces. In this game white tried to use as many pieces as they could.
- When attacking try to open up lines towards your opponents king – your pieces will work better this way!
- Be careful when calculating variations. Remember to check these as you go or you may miss a better (as white found out in this game!)



Brain Exercise - Answers

1. Qxh6+ gxh6 2.Bf6++
- 1.Qe8+ Kxe8 2.Bb5+ Kf8 (or d8) 3.Re8++
- 1.Qxa7+ Kxa7 2.Nc6+ Ka8 (or a6) 3.Ra5++
- 1.Qh5+ gxh5 2.Nf5++
- 1.Qxc6+ bxc6 2.Bxf8++
- 1.Rxf6+ gxf6 2.Qxh6+ Rxh6 3.Bxh6++
- 1.Qh6+ Nxh6 2.Bxh6++
- 1.Qxc6+ bxc6 2.Ba6++
- 1.Qxh6+ gxh6 2.Nf6+ Kh8 3.Rxg8++
 If... 1...Kxh6 2.Rh3++

Chess Kids



Do you know someone who loves working with children? Do they have a desire to make a difference in the world? Do they need a more enjoyable lifestyle?



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