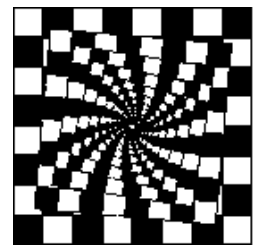


# Chess Newsletter

Chess Ideas Australia

July, 2009



## New things in Chess



### An internet chess first for Melbourne:

In the last week of term 2, Yavneh College in Elsternwick Melbourne played a chess tournament against Carmel School in Perth Western Australia **over the internet**.

With 10 students on 10 computers in Melbourne the grades 3—6 children played two games against their Carmel School opponents. It was a fun and interesting experience.

***If you think your school might be interested in trying a computer tournament let us know. We might be able to arrange it!***

There are five 'conventional' interschool tournaments coming up this term, including a special girls' tournament. Check out our website [www.chessideas.com.au](http://www.chessideas.com.au) for all the details. The tournaments filled very quickly last term so if you want to play register early.

Want to join our 'Kids Knight Class' on a Wednesday 5.30—6.30 in our offices in Ripponlea? Taught by Ross Neumann, term 3 begins on July 15th (cost \$90/term or \$12.00 casual rate/lesson). Casuals welcome. To find out more phone us on 9532 - 8370 or email [admin@chessideas.com.au](mailto:admin@chessideas.com.au)

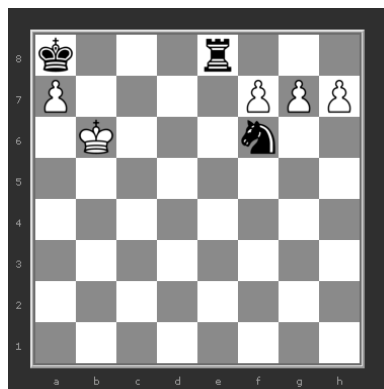


## A Pawn's Revenge



Pawns are slow, they are often used in gambits and sacrifices. It is not uncommon to hear a player remark on losing a pawn "**it was only a pawn!**" All the pieces values are measured by number of pawns. **How humiliating!!**

On the bright side they can be promoted to a piece, any piece except a king! They can be the deciding factor in many games of chess. **Many master games are decided by only a pawn.** Famous 19th century chess player Philidor said "**pawns are the soul of chess!**" As a tribute to pawns here is a nice little puzzle where humble pawns get it all their own way.



White to move—mate in 4  
Solution page 4.

**\*Hint\***

**One pawn will need to be under promoted.**

Chess Ideas  
established in 1994

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## Did you know???



The folding chess board was originally invented in 1125 by a chess-playing priest. Since the Church forbade priests to play chess, he hid his chess board by making one that looked simply like two books lying together.



The knight's role has been stable over time. Even in the earliest versions of the game, it represented the cavalry (soldiers mounted on horses) and had the unique ability to leap over its opponents. Despite its clumsy L-shaped move it can move to all 64 squares of the board without moving to the same square twice. This is called a knight's tour.



The rook is named from an Arabic word *rukh*, meaning chariot. This reflects its ability to move quickly in straight lines, but not leap over obstacles. During the Middle Ages, when chariots were no longer in use, the rook was gradually modified to look more like the turret of a castle.



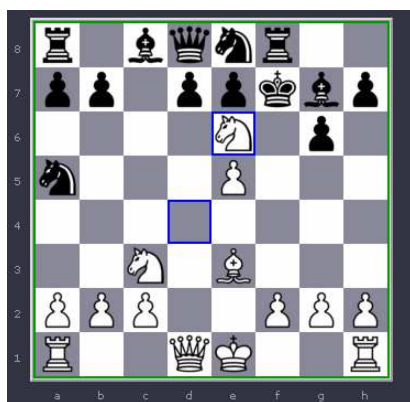
## The Miniature

You may have heard the word **miniature** when listening to talk about chess, believe it or not we are not talking about our chess players who are just starting out. **It means a short game usually no more than 20 to 25 moves.** But not just any short games, it usually includes only **decisive games** (not draws), and games where the losing side did not make any obvious blunders and lost due to a **brilliant move or moves by their opponent.**

A nice example of a miniature occurred in the 1958-59 US Championships between Bobby Fischer and Samual Reshevsky. Reshevsky was a leading American Grandmaster and had at the time won six US Championships. **Bobby Fisher was a 15 year old chess prodigy on his way to conquer the world of chess!** In the game Reshevsky was caught out by a pinned pawn combination.

### Fisher - Reshevsky US CH 1958-59

1 e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6 5. Nc3 Bg7 6. Be3 Nf6 7. Bc4 0-0 8. Bb3 Na5?? this move is bad, removing the guard from the e5 square. Reinforcing the Russian proverb “**A knight on the rim is dim**” 9. e5! Ne8. If Reshevsky tries 9...Ng4 or 9...Nxb3 he loses material, have a look for yourself! 10. Bf7+!! Kf7 if 10...Rf7 then 11. Ne6 the d-pawn is pinned the queen is trapped! 11. Ne6! (see diagram)



Fischer—Reshevsky 1958-59  
US Championship

In the diagram position Reshevsky (black) must take the knight 11...Kxe6 to save his queen but **Fischer can mate in 3 moves**, have a look, **release the hounds and enjoy the king hunt!**

Solution is on page 4.

## Puzzle Time!



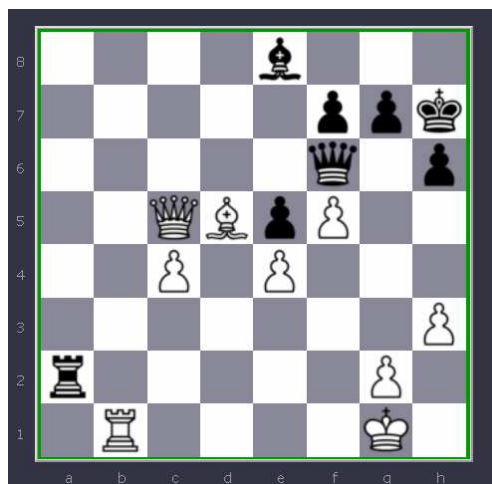
**Black to move and checkmate in three**  
Solution on page 4.



## Defending – Preventing counter-play

In position 1 you're white and a whole pawn up, and it is a **passed pawn!** With the aid of your **powerfully centralised bishop** you want to push the c pawn to c8 and promote it to a queen, but is your opponent going to sit back and let you promote? Of course not! Black has found some counter-play! **Black's threat is Qg5** with the aid of their powerful **rook on the 7<sup>th</sup> rank**. It threatens a checkmate that can only be stopped by Qf2 losing the queen! **See position 1.**

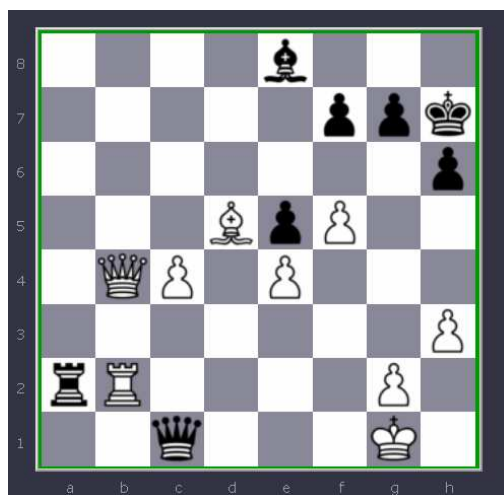
Position 1



### Botvinnik-Kan 1939

**Threats to one's king often leads to panic**, but it is in such situations that a cool head is required the most. In the above game one should shut down black's attack and the game is easily won! But how should you respond, the obvious 1.Qb4 looks promising, after 1... Qg5 2. Rb2 blocking the black rook's control of g2, but what is the problem now? **You have abandoned the back row** and 3. Qc1+ forking and winning the rook. Therefore Qb4 was a blunder! **See position 2.**

Position 2



Can you see one a better move in 'position 1' above? Black's threat is Qg5, how can white stop that? The great Botvinnik played **1. Qe3!** unblocking the 'c' pawn so it can start its march to promotion while swapping queens if black pursues his plan of 1...Qg5. **Success!**

*Have you tried [www.chessideas.com.au/Links](http://www.chessideas.com.au/Links) to well loved chess sites. Find out about Canterbury Junior Chess Club*

*Answers**Page 1. A pawn's Revenge*

1. fe8p=Q+ Ne8 2. g8=B Nd6 3. Bd5+ Nb7 4. Bb7#  
 or if 2...Nc7 3. h8=Q+ Ne8 4. Qe8 **checkmate**  
 \*note '=' here means 'promotes to'

*Page 2. Miniature*

12. Qd5+ Kf5 13. e6+ Kg4 14. Qg5 **checkmate**  
 If 13...Kf6 14. Bg5 **checkmate**

*Page 2. Puzzle Time*

1...Qg1+ 2. Kg1 Rdg8+ 3. Kf1 Rh1 **checkmate**

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