

Tim Brennan

TACTICS TIME

NEWSLETTERS

VOL 3

CHESS TACTICS

from the Real Games of
Everyday Chess Players



COMPILED BY SCORPIONCHESS

Weak Squares

“Every time a pawn moves, it leaves weakened square in its wake. ~ Peter Kurzdorfer
The Tao of Chess

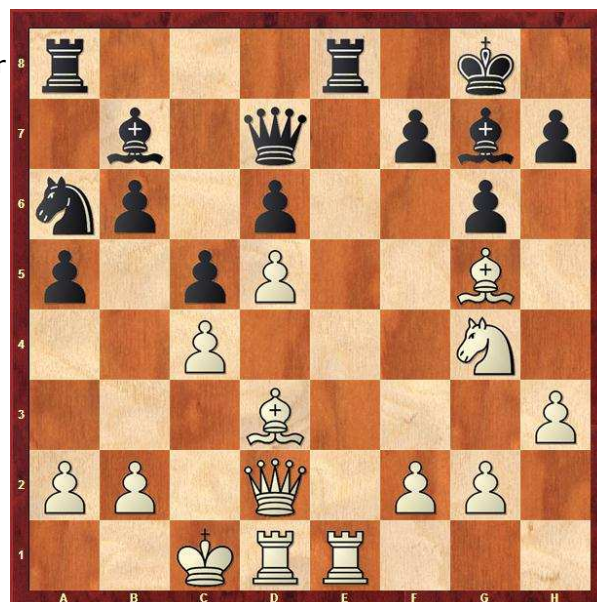
This position was featured in Geoff Chandler's Redhotpawn.com blog under the post, "The Rip Off and the 11 Year Old Champion", which you can read here: <http://www.redhotpawn.com/blog/blogread.php?blogpostid=109>

In the position on the right it is **White to move**.

Answer below.

Lets talk about Weak Squares.

Some excerpts from Wikibooks, http://en.wikibooks.org/wiki/Chess_Strategy/Weak_and_strong_squares



The importance of individual squares

Many amateurs make a mistake in chess. They play for mate, or the win of material, or even the creation of a weak pawn. But many of these amateurs fail to recognize the importance of squares.

Seizing squares is just as important as taking pawns, or getting a lead in development, or getting a better minor piece, etc.

Weak squares

Weak squares are squares which cannot be defended by a pawn. These weak squares are thus open to occupation by an enemy piece.

For White, weak squares can usually be found along the 4th and 3rd ranks, while Black's weak squares are often on the 5th and 6th ranks.

One of the qualities of a weak square is that it increases the value of the piece that occupies it. This is especially true for knights, which need advanced support points to be effective.

Weak complexes of squares

Oftentimes, it is not just a single square that is weak. Sometimes, a whole network of same-colored squares can be weak.

These weaknesses can be accentuated by the elimination of the bishop that stands on the color of those squares, because that is one less defensive force for those squares.

In a practical game situation, this often occurs when a fianchettoed bishop is exchanged on g7, leaving a complex of weak dark squares on the squares f6-g7-h6, and sometimes the squares f8 and h8.

Here is the complete game:

```
[Event "Clan challenge"]
[Site "http://www.redhotpawn.com"]
[Date "2004.11.19"]
[Round "?"]
[White "buddy2"]
[Black "Thalassa"]
[Result "1-0"]
[WhiteElo "1812"]
[BlackElo "1709"]
[PlyCount "41"]
[EventData "2004.???.???"]
```

```
1. Nf3 g6 2. e4 Bg7 3. d4 Nf6 4. Bd3 O-O 5. h3 d6 6. Be3 b6 7. Nc3 Bb7 8. Qd2
Re8 9. O-O-O a5 10. Nh2 c5 11. d5 e6 12. Bb5 Re7 13. Rhe1 exd5 14. exd5 Ne4 15.
Nxe4 Rxe4 16. Bd3 Re5 17. c4 Qd7 18. Ng4 Re8 19. Bg5 Na6 20. Nf6+ Bxf6 21. Bxf6
1-0
```

You can play through this game here: <http://www.redhotpawn.com/gameanalysis/boardhistory.php?gameid=788767>.

Answer:

Here white was able to create a "weak complex of squares" by removing black's dark square bishop.

20.Nf6+ forks the king, queen and rook forcing **20...Bxf6** Then **21.Bxf6** creates a dangerous threat on the dark squares. Black will have to give up a massive amount of material in order to stop **Qh6** and **Qg7#**

20. Bf6, hoping for **20...Bxf6** **21. Nxf6** with a family fork, is OK, but not as forcing as **20. Nf6+**, because it is not a check.

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Your Friend,



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Gaining 173 Rating Points in One Month

July 12, 2012

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Pattern Recognition

“*Problem, Chess: any chess position that could never occur in an actual game. ~ NM Eliot Hearst, published in an article titled "A Gentle Glossary" in Chess Life July 1962*

Today's problem is something very different than what we normally do!

In the position on the right your goal is to put **2 white rooks** and **1 white knight anywhere on the board** so that **the black king is in checkmate**.

You do not move the pieces about, the Black King stays on e5. Just simply add the three white pieces on the board so it's mate.

Answer below.

This is a problem that I saw on Geoff Chandler's redhotpawn.com chess blog, and found very interesting. He posted it under the title "Mating Patterns - Studying Tactics", which you can read here: <http://www.redhotpawn.com/blog/blogread.php?blogpostid=11>. I think that there is a great lesson involved when it comes to learning chess tactics patterns.

Geoff writes in his blog that he has shown this problem to several very strong players, and some of them could not solve it. He also writes that he has shown it to very weak players who solved it almost instantly.

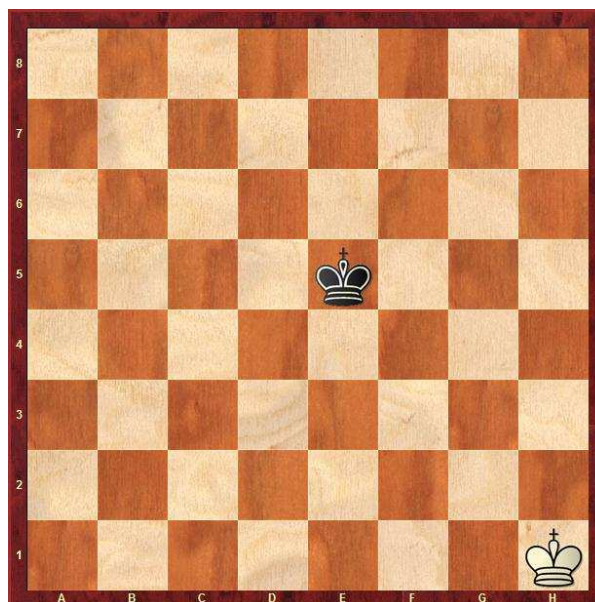
The thing that makes this problem hard to solve is that solving chess problems, and playing winning combinations in real chess games is mostly based on pattern recognition. Most of the time when we solve a problem, or find a good move at the board, we are using a pattern that we already know.

Geoff writes:

"...if you study tactics and store these patterns then the easier they are to spot in your games.

This 'study' proves it. You cannot reproduce over the board what is not there in the first place.

I have played 1,000's of combinations and yet NONE have been original.



I have seen the idea before in a game or a puzzle and stored it."

Answer:

There are several different solutions.

white rook on e6, the other white rook on e4, and then the knight on e3.

white rook on e6, the other white rook on e4, and then the knight on e7.

white rook on d5, the other white rook on f5, and then the knight on c5.

white rook on d5, the other white rook on f5, and then the knight on g5.

The rooks check the king, and protect each other through an "x-ray", and the knight covers the squares to the side of the king.

The trick to this solution is that the final position is illegal, and could never happen in a real chess game. There is no way that both rooks could give check at the same time, because the king would already have been in check from the first rook, when the second rook gave check.

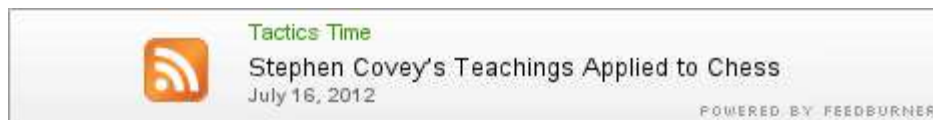
The quote was a bit of a hint :-)

So your pattern recognition can actually get in your way of solving it, because you have never seen such a position before.

That is part of the reason that novice players can have an easier time solving this, than more experienced players. They don't have as many patterns in their head to begin with, so they will play around with the pieces until they find a pattern that works. They may not even realize that such a pattern could never occur in a real game.

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Chess Glossary

“Have I ever mentioned you play an irritating game of chess, Mr. Spock?
~ Captain Kirk (after Spock had announced a forced mate)

This game was posted on facebook by Rob Hartelt, who wrote "Hey Paul, I guess Timothy Brennan's Tactics Time is really paying off! :D"

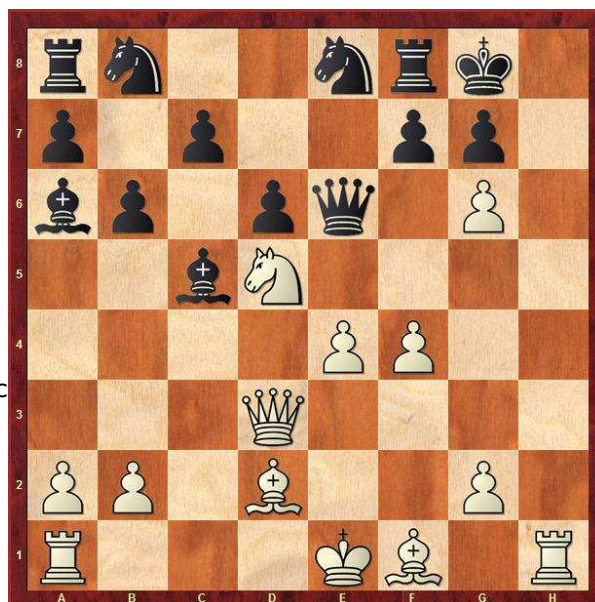
In the position on the right it is **White to move**.

Answer below.

Today we are going to have some chess "comic relief".

From the website, <http://www.edcollins.com/chess/glossary.htm>

Many of these "definitions" were compiled by U.S. Master Eliot Hearst and were first published in an article titled "A Gentle Glossary" in the July 1962 issue of Chess Life.



Adjournment: an interruption in play to enable both players to obtain analytical help from their chessmaster-friends, chess libraries, or chess computers.

Adjudication: a binding decision about the outcome of an unfinished game, made by someone who is rated 200 points below you and who renders his judgment after spending a total time to only 5% of the the time that you devoted to the game.

Algebraic Chess Notation: a system of recording chess moves which is so logical and mathematically neat that it's amazing that it actually became popular here in the U.S.A.

Amateur: in chess, someone who plays only for money (cf. Professional).

Analysis: irrefutable proof that you could have won a game you lost.

Bad Bishop: the one that you still have left on the board.

Bird's Opening: 1. f4. Opening named after a strong but nearsighted English master who frequently reached for the wrong pawn.

Black-square Weakness: a term usually given to describe the state of the dark colored squares surrounding ones own king (cf. White-square Weakness).

Blindfold Chess: a skill, through which minor masters can gain a world-wide reputation; outlawed in Russia because Morphy and Pillsbury died crazy.

Blitz: a an extreme form of rapid transit chess, where the players move faster than they can think -- thus ensuing the game a rare profundity.

Blunder: Sacrificing for a tactical disadvantage.

Book-Player: a chess slave, who fills a relatively empty head with information that makes it even emptier.

Brilliancy: a combinative sequence which is understandable to anyone once the solution is revealed.

Bughouse Chess: a game gaining in popularity since you can always blame all of your losses on your partner's play.

Bye: in Swiss System tourneys, a full point given to an odd player.

Castling: a defensive move played by a cowardly opponent.; a special move solely done for king's safety only to be dismantled by your opponent later.

Center: according to the hypermoderns, the squares a1, a8, h1, h8.

Challenger's Tourney: a tournament to decide which Russian will play another Russian for the world championship.

Champion: someone who has attained success in chess only because he has had more time to devote to the game than you have.

Cheapo: a phrase coined by U.S. Master Dr. Karl Burger, who has won a large percentage of his games by such a maneuver; a move which threatens something so obvious that only an idiot would fall for it, and he does.

Checkmate: a self-inflicted torture by novices who don't know the word "resigns."

Chess: a most intriguing intellectual challenge, played in a cultured manner according to strict rules and regulations. The object of the game is to crush your opponent.

Chess Life: a magazine that comes out late once a month.

Combination: any long series of moves that the average player cannot understand.

Compensation: something that I tell myself that I have for being down that pawn.

Connoisseur, Openings: an understanding authority, who thinks one opening is better than another.

Correspondence Chess: a method of play to determine who owns the strongest chess computer.

Duffer: anybody who can beat you three times in a row.

Egotist, Chess: someone who is more interested in describing his own victories than in listening to yours.

Endgame: your last opportunity to miss a win or a draw.

En Prise, To Leave: a method of relieving oneself of extraneous material.

Fianchetto: an Italian method of developing bishops; popularized by Russians.

Fish: a player who falls for all your traps and still wins.

Fool's Mate: a chessplayer's spouse.

Foresight: the ability to play in only those tournaments you are sure of winning.

Fork: "an instrument used chiefly for the purpose of putting dead animals in one's mouth" (A. Bierce).

Gambit: any unsound sacrifice in the opening.

Good Bishop: your opponent's bishop.

Grandmaster: anyone who has reached the point in chess where he is acclaimed for drawing all his games.

Grandmaster Draw: a friendly conclusion due to mutual fear.

Hypermodern Play: any opening system where an early checkmate is impossible.

If-move: a method of shortening a typical correspondence game from nine months to just eight months and three weeks.

Isolated Pawn: a pawn that will queen in the endgame (cf. Passed Pawn).

J'adoube: 1. a phrase customarily emitted when you are caught starting your opponent's clock on your move. 2. French for "What am I doing?" If I move that piece I'm lost!"

Kibitzer: someone who gives good advice to your opponent and bad advice to you.

King's Indian Reversed: naidni sgnik.

Lost Game: something your opponent had before he won.

Marshall Counterattack: an aggressive defense to the Ruy Lopez, devised by Frank. J. Counterattack.

Median System: a way of breaking Swiss System ties which requires a knowledge of

mathematical statistics and algebra, but which is much simpler than any other system.

Middlegame: in postal chess, the first move after published analysis is exhausted.

Moral Victory: Any victory less than a total victory. The term is usually used to make a loser feel better.

Opening: that phase of the game in which intelligence plays no part.

Open Tournament: a tournament open to all; a weak tournament.

Overprotection: first emphasized by the well-known theorist Nimzovich, this positional theme symbolizes Nimzo's relationship with his mother.

Passed Pawn: a pawn that never queens. (cf. Isolated Pawn).

Patzer: a good-natured term with which you describe anyone you can beat; but an insulting epithet when used by certain wise guys to describe you.

Pawn-Snatcher: a defensive genius.

Perfect Game: a way of describing all of one's victories.

Pin: a sharp move.

Planning: The period of time where in the beginning you are hoping for a mate, by the middlegame you are hoping to have an advantage, by the endgame you are hoping not to get killed, and by the next morning you are hoping that they will not laugh at you.

Positional Sacrifice: a move so profound that if the annotator isn't your friend he calls it a blunder.

Problem, Chess: any chess position that could never occur in an actual game.

Professional Chessplayer: anybody who cannot make a living at chess (cf. amateur).

Resigns: a way of terminating a game, unknown to weak players.

Round-Robin Tournament: a competition in which you cannot talk the tournament director out of pairing you with someone you are afraid of.

Ruy Lopez: a Spanish bishop, usually placed on b5.

Sacrifice: any piece left en prise.

Sicilian Defense: a defense originated by members of the Mafia, embodying their highest principles.

Simultaneous Exhibition: a demonstration of ego, where one individual seeks to display his chess prowess by beating 40 beginners simultaneously.

Sportsmanship, Good: concealed hatred for a victorious opponent.

Strategy: any idea longer than one move deep (cf. Tactics).

Swindle: the only way anyone can be defeated.

Swiss-System: a pairing system full of holes, like some other Swiss products.

Tactics: a one-move threat (cf. Strategy).

"The board is set up wrong": quote invariably heard mentioned by any chess player when watching any movie or television show which shows a chess set.

Theoretical Novelty (TN): A new or long forgotten move which always causes a master to get excited

Trap: Something you saw but forgot about until you fell into it.

Unclear Position: 1. a position where both players have absolutely no clue as to what is going on. This usually results in a draw. 2. A term describing the position at just about any point during my last game.

Weekend Tourney: a tournament for which a player travels 300-500 miles in order to be paired with players from his home town.

White-square Weakness: a term usually given to describe the state of the lighter colored squares surrounding my king (cf. Black-square Weakness)

Win: to make an enemy.

Won Game: any game you lost.

Woodpusher: a way of describing one's play so as to make opponents overconfident.

Zugzwang: there is no definition of this word.

Here is the complete game:

```
[Event "Live Chess"]
[Site "Chess.com"]
[Date "2012.07.31"]
[Round "?"]
[White "pureredwhiteblu"]
[Black "apaulanderson"]
[Result "1-0"]
[WhiteElo "1205"]
[BlackElo "1232"]
[PlyCount "33"]
[EventData "2012.??.?"]
[TimeControl "5"]
```

1. e4 e5 2. d4 exd4 3. c3 dxc3 4. Nxc3 Bc5 5. f4 d6 6. Nf3 Nf6 7. Qb3 b6 8. Ng5

O-O 9. Bd2 h6 10. h4 hxg5 11. hxg5 Ne8 12. g6 Qf6 13. Nd5 Qe6 14. Qd3 Ba6 15.
Ne7+ Qxe7 16. Rh8+ Kxh8 17. Qh3+ 1-0

You can play through this game here: http://www.chess.com/livechess/game.html?id=337662571&utm_source=facebook&utm_medium=sharelink

Answer:

Rob UNLEASHED an awesome mate in five with

15.Ne7+ deflects the queen from covering the h3 square

15...Qxe7 only way to get out of check

16.Rh8+ forcing the king to the open h file

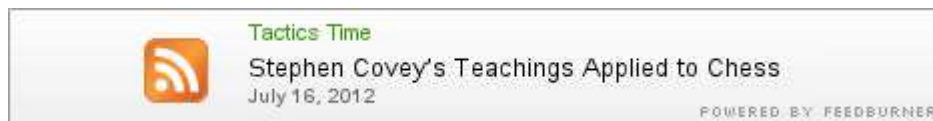
16...Kxh8 only way to get out of check


17.Qh3+ Qh4+ 18.Qxh4+ Kg8 19.Qh7#


Great job!

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His Majesty Steps Out

“The King is a fighting piece ~ William Steinitz

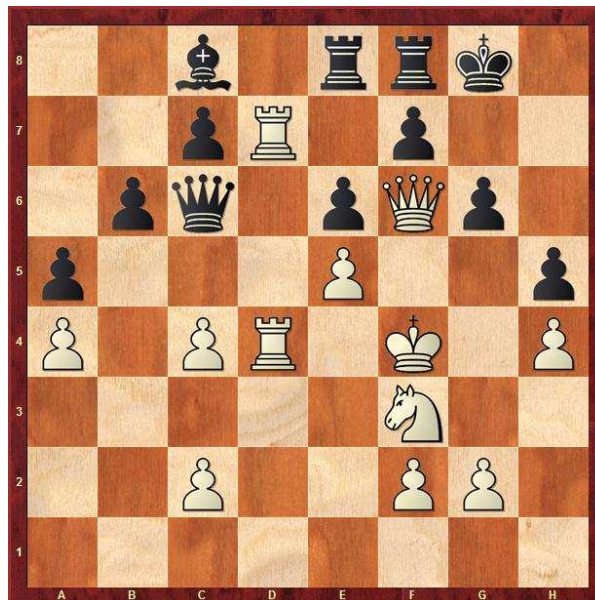
This position comes from a very famous game between Grandmasters Nigel Short and Jan Timman, and is considered to be one of the greatest games ever played.

In the position on the right it is **White to move**.

Answer below.

Today we are going to look at a very unusual chess tactic known as the "King walk".

From Wikipedia: http://en.wikipedia.org/wiki/King_walk.



"In chess, a king walk, also known as a steel king (Dutch: wandelkoning, literally "wanderking") or fighting king, refers to occasions where the king travels up the board, often in the context of its active involvement in the mating attack against the opposing king.

This is a highly unusual occurrence since the safety of the king is considered paramount, and players are recommended to keep them out of harm's way, at least until the endgame.

Nevertheless, in contrast Wilhelm Steinitz, often known as the father of modern chess, was renowned for his maxim that "the king is a fighting piece".

Dutch chess historian and author Tim Krabbé has documented over one hundred such games.

Because of the rarity of such tactics, those which reap rewards for the attacking player often have brilliancy prizes bestowed upon them. Perhaps the most famous in recent history, where Nigel Short defeated Jan Timman in Tilburg in 1991, was voted as one of the hundred greatest chess games in a list compiled by FM Graham Burgess, and GMs John Nunn and John Emms".

One person on chessgames.com commenting on this game wrote, "It (this game) caused quite a stir at the time and clubs up and down the UK were full of players marching their kings into the middle-game attacks. Usually with out much success!"

Here is the complete game:

[Event "Tilburg"]
[Site "Tilburg"]
[Date "1991.???.?"]
[Round "4"]
[White "Short, Nigel D"]
[Black "Timman, Jan H"]
[Result "1-0"]
[ECO "B04"]
[WhiteElo "2660"]
[BlackElo "2630"]
[PlyCount "67"]
[EventDate "1991.10.??"]
[EventType "tourn"]
[EventRounds "14"]
[EventCountry "NED"]
[EventCategory "17"]
[Source "ChessBase"]
[SourceDate "1992.02.01"]

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. Nf3 g6 5. Bc4 Nb6 6. Bb3 Bg7 7. Qe2 Nc6 8. O-O
O-O 9. h3 a5 10. a4 dxe5 11. dxe5 Nd4 12. Nxd4 Qxd4 13. Re1 e6 14. Nd2 Nd5 15.
Nf3 Qc5 16. Qe4 Qb4 17. Bc4 Nb6 18. b3 Nxc4 19. bxc4 Re8 20. Rd1 Qc5 21. Qh4 b6
22. Be3 Qc6 23. Bh6 Bh8 24. Rd8 Bb7 25. Rad1 Bg7 26. R8d7 Rf8 27. Bxg7 Kxg7 28.
R1d4 Rae8 29. Qf6+ Kg8 30. h4 h5 31. Kh2 Rc8 32. Kg3 Rce8 33. Kf4 Bc8 34. Kg5
1-0

You can play through this game here: [http://www.chessgames.com
/perl/chessgame?gid=1124533](http://www.chessgames.com/perl/chessgame?gid=1124533)

Answer:

Nigel Short found the amazing plan of marching his King all the way from g1 to h6 with the moves **31. Kh2 32. Kg3 33. Kf4 34. Kg5** with the threat of **35. Kh6** and **36. Qg7#**

Black was powerless to stop this. Here is a short video (no pun intended) where Short talks about this game: <http://www.youtube.com/watch?v=07twRRE-xI0>.

What an unbelievable idea and tactical resource!

Happy Tactics!

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Tactics Time

Reader Questions on Sunday's Newsletter Chess

July 31, 2012

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Fatal Weakness

“Flee an enemy who knows your weakness. ~ Pierre Corneille

Today's newsletter was guest written by **Life Master Joel Johnson**. Joel's 2nd book "**Formation Attack Strategies**" was released in June 2012, and is highly recommended. Thanks Joel!

In the position on the right it is **White to move**.

Answer below.

The following game is an excerpt from my recently released book, "*Formation Attack Strategies*".

Dual Points of View

Perhaps the biggest difference between a Chess Master and the average chess player is how they view the board. The average chess player is concerned with where his pieces can move to and what he can capture. His thought process is likewise for his opponent. His view of the chessboard is myopic in nature and prevents him from uncovering the truths of a chess position. I refer to this view of the chessboard as the "Calculation View".

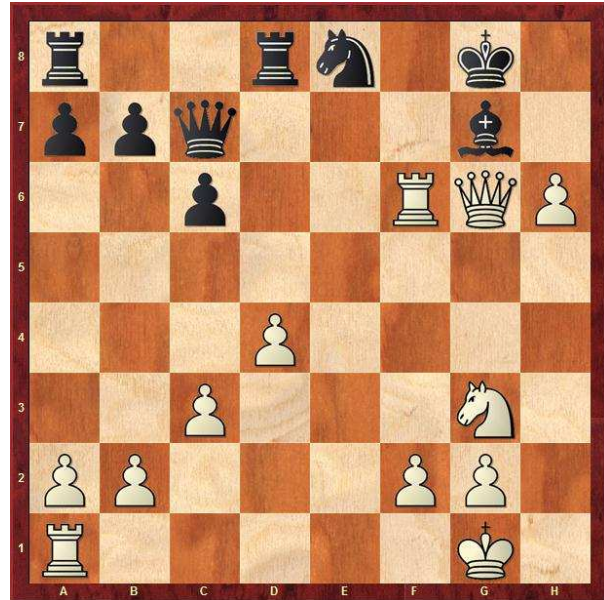
Calculation View

The average chess player sees every position as something he must brutally calculate to locate the best move for each side. This time consuming process leads them to poor decisions and eventually to constant time pressure in every game.

Strategical View

In addition to the Calculation View, Chess Masters primary view of the chessboard relates to squares. Where are the weak squares, strong outposts, long diagonals, open files, etc.? At a glance we know where our pieces belong and how to get them there. We only calculate when necessary. I refer to this view of the chessboard as the "Strategical View".

The Chess Master unlocks the secret of a position by first identifying the weak squares. Afterwards the solution seems obvious.



Here is the complete game:

[Event "US Open"]
[Site "Framingham, MA"]
[Date "2001.08.08"]
[Round "5"]
[White "Kameswaran Visweswaran"]
[Black "Aditya Prasetyo"]
[Result "1-0"]
[ECO "B19"]
[WhiteElo "2299"]
[BlackElo "2133"]

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Bf5 5.Ng3 Bg6 6.h4 h6 7.Nf3 Nd7 8.h5 Bh7 9.Bd3 Bxd3
10.Qxd3 Ngf6 11.Bf4 Qa5+ 12.c3 e6 13.Ne5 Be7 14.0-0 0-0 15.Rfe1 Rfd8 16.Nxf7 Kxf7 17.Qg6+
Kg8 18.Bxh6 Bf8 19.Bxg7 Bxg7 20.h6 Ne8 21.Rxe6 Ndf6 22.Rxf6 Qc7 23.h7+ 1-0

You can play through this game here: <http://tacticstime.com/visweswaran-vs-prasetyo/>

Answer:

A master level player can quickly identify the weak squares around the Black King. The weak squares are h7 and g8. The Black King is the only piece protecting these squares.

White checkmates Black by first playing **23. h7+** to force the Black King into the corner away from the f8 square and more importantly adding an attacker to the weak g8 square. After Black responds with **23. ... Kh8**, White checkmates by forcing the piece (Black Bishop on g7) shielding the weak g8 square away with Invisible Defender move **24. Rf8!+**. The game could have concluded with **24. ... Bxf8 25. Qg8#**.

Just remember one weak square in your opponent's defensive stronghold can induce a terminal attack. The ability to manufacture and/or identify existing weaknesses in your opponent's position is a lethal skill to possess.

Happy Tactics!

Your Friend,

Joel

Life Master Joel Johnson
2007 U.S. Senior Champion
Author of "Formation Attacks" and "Formation Attack Strategies"

P.S. You can check out Formation Attack Strategies here: <http://www.lulu.com/shop/joel-johnson/formation-attack-strategies/paperback/product-20166609.html>



Tactics Time

Question about the Pillsbury Mating Pattern

August 1, 2012

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Fatal Weakness 2

“All cruelty springs from weakness. ~Lucius Annaeus Seneca

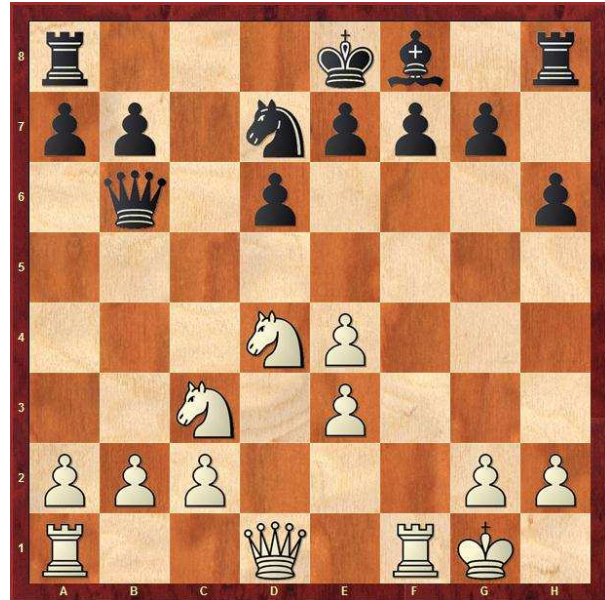
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In the position on the right it is **White to move**.

Answer below.

The following game is an excerpt from my recently released book, "*Formation Attack Strategies*".

At the start of the game Black has a natural weakness along the h5-e8 diagonal. Therefore the e6 square can be very delicate and the defender may have problems capturing any piece that lands on the square.



Here is the complete game:

```
[Event "Nadole zt (Women)"]
[Site "Nadole"]
[Date "1995.??.?"]
[Round "1"]
[White "Stefanova, Antoaneta"]
[Black "Chilingirova, Pavlina"]
[Result "1-0"]
[ECO "B56"]
[WhiteElo "2365"]
[BlackElo "2245"]
[PlyCount "27"]
[EventData "1995.??.?"]
[EventType "swiss"]
[EventRounds "9"]
[EventCountry "POL"]
[Source "ChessBase"]
```

[SourceDate "1996.11.15"]

1. e4 c5 2. Nf3 d6 3. d4 Nf6 4. Nc3 cxd4 5. Nxd4 Nc6 6. Be3 Ng4 7. Bg5 Qb6 8. Bb5 Bd7 9. O-O h6 10. Be3 Nxe3 11. fxe3 Ne5 12. Bxd7+ Nxd7 13. Nd5 Qd8 14. Ne6 1-0

You can play through this game here: <http://tacticstime.com/stefanova-vs-chilingirova/>

Answer:

White forces the Black Queen back to the d8 square by attacking both the Black Queen and the c7 square with the move **13. Nd5**.

If Black decides to play the move Qa5+ instead of Qd8, White can play b4 to force the issue.

Once the Black Queen is on the d8 square, White can exploit the fatal weakness of the h5-e8 diagonal and the e6 square in particular with the lethal move **14. Ne6!!**, which either checkmates Black after **14. ... fxe6 15. Qh5+** or wins the Black Queen and Rook after **14. ... Qc8 15. Ndc7+ Qxc7 16. Nxc7+ Kd8 17. Nxa8**.

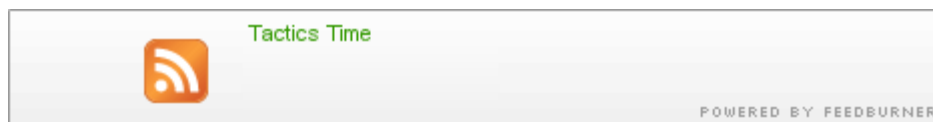
Happy Tactics!

Your Friend,

Joel

Life Master Joel Johnson
2007 U.S. Senior Champion
Author of "Formation Attacks" and "Formation Attack Strategies"

P.S. You can check out Formation Attack Strategies here: <http://www.lulu.com/shop/joel-johnson/formation-attack-strategies/paperback/product-20166609.html>



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Brilliant on the Basics

“Survival goes not necessarily to the strongest but to the species that is most adaptable to changing circumstances ~ Charles Darwin

This game was played between Richard Brown and Cory Foster at the Pikes Peak Open in Manitou Springs, CO in August 2012.

In the position on the right it is **White to move**.

Answer below.

Today I want to tell you a little story that I read in Brian Tracy's Book "How the Best Leaders Lead".

When Vince Lombardi took over the Green Bay Packers (NFL American Football team), he was asked if he was going to change the players, the plays, the training, or other key aspects of the team.

He replied, "I'm not going to change anything; we are simply going to become **brilliant on the basics**."

The Green Bay Packers had been doing poorly for some years. In his first meeting with the team, he famously picked up a football and said, "Gentleman, this is a football."

From then on, Lombardi concentrated on the basics, running drills aimed at making his team faster and more effective at executing plays than any other team. He took the Green Bay Packers to two Super Bowl Championships and made football coaching history.

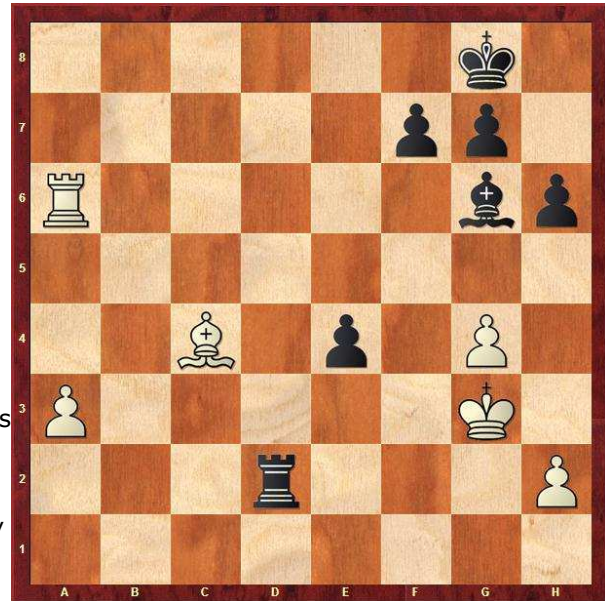
Consistent with the Lombardi method, one of the keys to success in chess is to become "brilliant on the basics."

The position above is an example from someone working on becoming brilliant on the basics.

After this game Richard (playing white) wrote to me:

"Tim,

Shredder says this game was a lot closer than it felt. Cory had me tonight but then after 150+



Tactics Time e-mails gave me a "too easy to publish" gift on move 33.

More importantly, I actually saw the potential tactic on Move 31, otherwise I would have put the bishop somewhere else.

Thanks for the Practice puzzles! Keep them coming!"

I loved getting this e-mail! Richard is one of my early subscribers, and has been getting "brilliant on the basics" for 150 newsletters, and used this knowledge to pick up over 50 rating points in this tournament! Sweet!

Not everyone likes doing "easy" puzzles. In fact just this morning I had someone unsubscribe from my newsletter with the comment "some of the positions are too simple".

Maybe this person is already a Grandmaster, and they are in fact too easy for him.

But I think that doing a mix of "simple" puzzles can really help build up the pattern recognition that wins games at the class player level.

Here is the complete game:

[Event "Pikes Peak Open"]

[Site "Manitou Springs, CO"]

[Date "2012.08.05"]

[Round "5"]

[White "Brown, Richard"]

[Black "Foster, Cory"]

[WhiteElo "1456"]

[BlackElo "1550"]

[ECO "B54"]

[Opening "Sicilian Defence"]

[Result "1-0"]

1. e4 c5 2. Nf3 d6 3. c4 Nf6 4. Nc3 Nc6 5. d4 cxd4 6. Nxd4 e6 7. Be3 Be7 8. Be2 O-O 9. O-O Bd7 10. f4 a6 11. e5 dxe5 12. Nxc6 Bxc6 13. Qxd8 Rfxd8 14. fxe5 Ne4 15. Nxe4 Bxe4 16. Rad1 Rac8 17. Rd4 Bf5 18. Rc1 Rxd4 19. Bxd4 Bc5 20. Rd1 h6 21. a3 Bxd4 22. Rxd4 Rc5 23. g4 Bg6 24. Kf2 Rxe5 25. Bf3 b5 26. cxb5 Rxb5 27. Rb4 Rc5 28. Rb6 e5 29. Rxa6 Rc2 30. Kg3 Rxb2 31. Bd5 Rd2 32. Bc4 e4 33. Rxc6 Rc2 34. Rc6 Kf8 35. Bd5 Re2 36. a4 e3 37. Rc3 Rd2 38. Bc4 e2 39. Kf2 e1=Q 40. Kxe1 Rxh2 41. a5 Rb2 42. Ra3 Rb7 43. a6 Ra7 44. Rb3 g5 45. Rb7 Ra8 46. a7 Kg7 47. Bd5 Re8 48. Kf2 1-0

You can play through this game here: <http://tacticstime.com/richard-brown-vs-cory-foster/>

Answer:

Black is up a pawn, and just pushed e4 following the maxim "Passed pawns should be pushed in the endgame", but overlooks the move **33. Rxc6** winning a bishop.

The f7 pawn is pinned to the king, and cannot capture the rook.

Richard knew this idea, and did a good job putting his pieces in place to take advantage of this tactical motif.

Often pawns and pieces on the g6 square can look safe, but are not, because of a pin on the f7 square.

Happy Tactics!

Your Friend,



	<p>Tactics Time Too Easy to Publish August 7, 2012</p>	POWERED BY FEEDBURNER
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Blackburne Shilling

“The average grandmaster makes three mistakes in every game. The average chess player makes three mistakes on every move. - Garry Kasparov

This game was played on chess.com and features the Blackburne Shilling Gambit, a trappy opening variation of the Italian Game.

In the position on the right it is **Black to move**.

Answer below.

The Blackburne Shilling Gambit is the name facetiously given to a dubious chess opening, derived from an offshoot of the Italian Game, that begins 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nd4?!

Excerpts from The Wikipedia page:

http://en.wikipedia.org/wiki/Italian_Game,_Blackburne_Shilling_Gambit

It is also sometimes referred to as the Kostić Gambit after the Serbian grandmaster Borislav Kostić, who played it in the early 20th century.

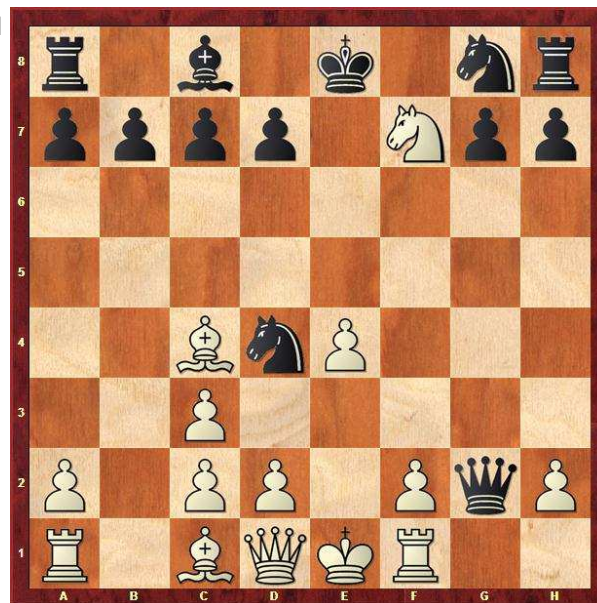
The first known mention of this line was by Wilhelm Steinitz, who noted it in 1895 in the Addenda to his Modern Chess Instructor, Part II.

The earliest game with the opening on chessgames.com is Dunlop-Hicks, New Zealand Championship 1911. Another early game, mentioned by Bill Wall, is Muhlock-Kostić, Cologne 1912.

Black's third move is, objectively speaking, a weak, time-wasting move. Steinitz recommended 4.0-0 or 4.Nxd4 in response. International Master Jeremy Silman writes that White has an advantage after 4.0-0, 4.c3, or 4.Nc3. He recommends as best 4.Nxd4! exd4 5.c3 d5 6.exd5 Qe7+ 7.Kf1 +/-, when 5...Bc5? loses a pawn to 6.Bxf7+! Kxf7 7.Qh5+.

The only virtue of 3...Nd4 is that it sets a trap that has ensnared many players. After the natural 4.Nxe5!?, Black wins material with 4...Qg5! Now the obvious 5.Nxf7?? loses to 5...Qxg2 6.Rf1 Qxe4+ 7.Be2 Nf3#, a smothered mate.

This trap is what gives the line its name; the great English master Joseph Henry Blackburne



reputedly used it to win shillings from amateurs. However, Wall has questioned this, stating that there are no recorded games of Blackburne with the opening.

The opening is not a true gambit, since White cannot take the pawn on e5 without losing material. However, after 4.Nxe5 Qg5, White can maintain a playable game with 5.Bxf7+! Steinitz wrote that this move, "followed by castling, is now White's best chance and in some measure a promising one, considering that he has two Pawns and the attack for the piece".

Graham Burgess writes that 3...Nd4 is also known as the "Oh my god!" trap, as for full effect, Black is supposed to make this exclamation, pretending to have accidentally blundered the e-pawn. Burgess condemns this behavior as unethical, and notes that the trap, if avoided, leaves White with a large advantage.

Here is the complete game:

[Event "Let's Play!"]
[Site "Chess.com"]
[Date "2008.10.15"]
[Round "?"]
[White "jfoto757"]
[Black "William_of_dale"]
[Result "0-1"]
[WhiteElo "1604"]
[BlackElo "1788"]
[PlyCount "18"]
[EventDate "2008.???.?"]
[TimeControl "1"]

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nd4 4. Nxe5 Bb4 5. Bc4 Qg5 6. Nxf7 Qxg2 7. Rf1 Bxc3
8. bxc3 Qxe4+ 9. Be2 Nf3# 0-1

You can play through this game here: <http://www.chess.com/echess/game?id=9956963>

Answer:

Black plays **8...Qxe4+** then if white blocks with **9. Be2 Nf3#** with a smothered mate.

If **9. Qe2**, black takes the queen for the knight with **9...Nxe2**.

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Magician from Riga

“You must take your opponent into a deep dark forest where 2+5, and the path leading out is only wide enough for one ~ Mikhail Tal

This position comes from a game by the 8th World Chess Champion, Mikhail Tal.

In the position on the right it is **White to move**.

Answer below.

Some information about Tal from Wikipedia:
http://en.wikipedia.org/wiki/Mikhail_Tal

Mikhail Tal was a Soviet-Latvian chess Grandmaster and the eighth World Chess Champion.

Widely regarded as a creative genius, and the best attacking player of all time, he played in a daring, combinational style.

His play was known above all for improvisation and unpredictability.

Every game, he once said, was as inimitable and invaluable as a poem.

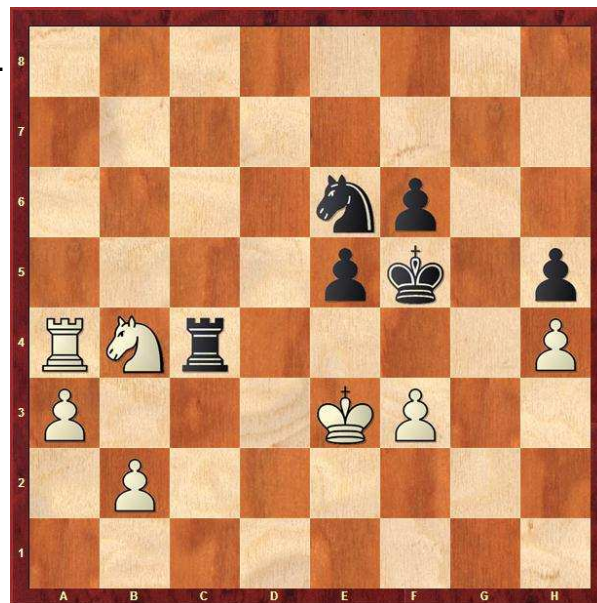
He was often called "Misha", a diminutive for Mikhail, and "The magician from Riga".

Both The Mammoth Book of the World's Greatest Chess Games (Burgess, Nunn & Emms 2004) and Modern Chess Brilliances (Evans 1970) include more games by Tal than any other player. Tal was also a highly regarded chess writer.

He holds the records for both the first and second longest unbeaten streaks in competitive chess history. Many authorities consider him to have been the greatest attacking Grandmaster in the history of chess.

On May 28, 1992, dying from kidney failure, he left hospital to play at the Moscow blitz tournament, where he defeated Garry Kasparov. He died one month later. The Mikhail Tal Memorial is held in Moscow each year since 2006 to honor his memory.

Here is the complete game:



[Event "URS-ch41"]
[Site "Moscow"]
[Date "1973.10.26"]
[Round "17"]
[White "Tal, Mihail"]
[Black "Averkin, Orest N"]
[Result "1-0"]
[ECO "B18"]
[WhiteElo "2660"]
[BlackElo "2460"]
[PlyCount "139"]
[EventDate "1973.10.02"]
[EventType "tourn"]
[EventRounds "17"]
[EventCountry "URS"]
[EventCategory "13"]
[Source "ChessBase"]
[SourceDate "1999.07.01"]

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. Bc4 Nf6 7. Nf3 Nbd7 8. O-O e6 9. Ng5 h6 10. Nh3 Bd6 11. Nf4 Bxf4 12. Bxf4 O-O 13. Bb3 a5 14. c4 Re8 15. Re1 Qb6 16. c5 Qb5 17. Bc2 Bxc2 18. Qxc2 b6 19. Bd6 a4 20. Rac1 Qb4 21. Red1 bxc5 22. a3 Qb7 23. dxc5 Ra5 24. Rd4 Rb5 25. Rb1 Ra8 26. Rc4 Qa6 27. Ne2 Nd5 28. Nd4 Rb7 29. Rc1 N7f6 30. Qe2 Re8 31. Be5 Nd7 32. Bg3 N7f6 33. R4c2 Qxe2 34. Rxe2 Ne7 35. Bd6 Nfd5 36. Kf1 Ra8 37. Rc4 Ra6 38. Ke1 Nc8 39. Bg3 Na7 40. Kd1 Nb5 41. Nf3 Ndc7 42. Kc1 f6 43. Rce4 Rba7 44. Bxc7 Nxc7 45. Rd2 e5 46. Rd8+ Kh7 47. Rc4 Ne6 48. Rd6 Re7 49. Ne1 Nd4 50. Nc2 Nb3+ 51. Kd1 Ra5 52. Rxc6 Rd7+ 53. Ke1 Rd5 54. Nb4 Rdxc5 55. R4xc5 Nxc5 56. Kd2 Kg6 57. Ke3 Rb5 58. f3 Kf5 59. Rc7 Kg6 60. Re7 h5 61. h4 Rb8 62. Ra7 Rb5 63. Ra8 Kf5 64. Rh8 g6 65. Rc8 g5 66. g3 gxh4 67. gxh4 Ne6 68. Ra8 Rc5 69. Rxa4 Rc4 70. Nd5 1-0

You can play through this game here: <http://tacticstime.com/tal-vs-averkin/>

Answer:

70. Nd5! uncovers a discovered attack on the black rook which just moved to c4, and threatens a beautiful and unusual middle of the board knight mate with **71. Ne7#** Black cannot stop both threats at the same time.

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August 4, 2012

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Confirmation Bias

“When I am white I win because I am white. When I am black I win because I am Bogoljubov ~ Efim Bogoljubov

This game was played in 1924 between Richard Reti, and Efim Bogoljubov in New York, NY.

In the position on the right it is **White to move**.

Answer below.

I recently had an interesting e-mail conversation with Paul Anderson, who writes the Colorado Springs Chess Newsletter, <http://cschess.webs.com>.

Paul wrote an article for the April 2012 Colorado Chess Informant, <http://colorado-chess.com/informant/April%202012.pdf>, which had 4 Ps for improving at chess:

- Practice
- Patience
- Perspective
- Pride

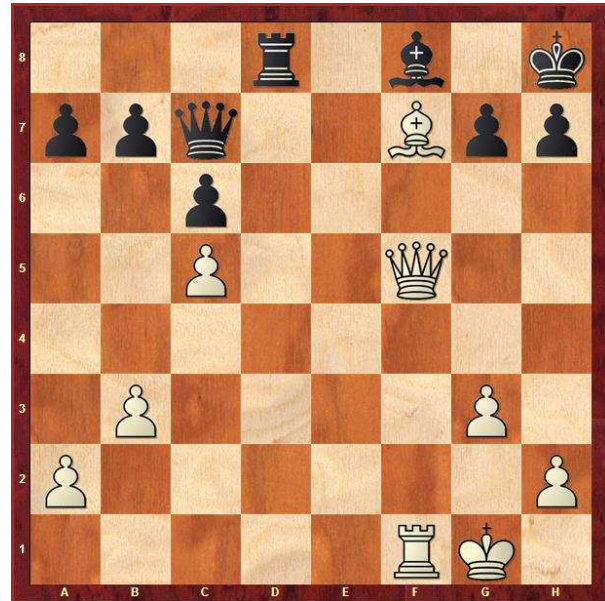
These were the things that helped him get better at chess.

Paul said that Pride means being willing to look at your games objectively, finding the mistakes, big and small, and correcting them. He said that this was the hardest thing to try and teach, and get his students to do.

I found this very interesting, and it reminded me of a cognitive bias known as the "Confirmation Bias", http://en.wikipedia.org/wiki/Confirmation_bias.

Wikipedia defines it as "Confirmation bias is a tendency of people to favor information that confirms their beliefs or hypotheses. People display this bias when they gather or remember information selectively, or when they interpret it in a biased way".

Since chess is mostly a "mind sport", I think that it is a good idea to become aware of these cognitive biases that we all have.



In this case it means that when we have an idea, we tend to look for ways to support our existing ideas, and not look for information that contradicts our existing ideas.

If you have ever watched a heated "port mortem" discussion in chess you have probably seen examples of this. Players will passionately defend their own ideas about why they were making good moves, even if objectively they were not.

People don't like to admit they were wrong, or that there might have been a better idea. This can stunt the learning process.

Once a player gets an idea for a move, they may look for reasons why that idea is good, instead of trying to figure out reasons why it is bad.

Humans display this confirmation bias all the time, and don't even know they are doing it. If you are on Facebook you will see lots of examples, especially about controversial subjects such as politics, religion, gun control, etc. People will post things that support their point of view, but often dismiss anything that contradicts what they believe.

So when doing an analysis of your games, and when considering moves during the game, don't get too wrapped up in your own "confirmation bias".

Here is the complete game:

[Event "New York"]
[Site "New York"]
[Date "1924.04.02"]
[Round "12"]
[White "Reti, Richard"]
[Black "Bogoljubow, Efim"]
[Result "1-0"]
[ECO "E01"]
[PlyCount "49"]
[EventDate "1924.03.16"]
[EventType "tourn"]
[EventRounds "22"]
[EventCountry "USA"]
[Source "ChessBase"]
[SourceDate "1999.07.01"]

1. Nf3 d5 2. c4 e6 3. g3 Nf6 4. Bg2 Bd6 5. O-O O-O 6. b3 Re8 7. Bb2 Nbd7 8. d4 c6 9. Nbd2 Ne4 10. Nxe4 dxe4 11. Ne5 f5 12. f3 exf3 13. Bxf3 Qc7 14. Nxd7 Bxd7 15. e4 e5 16. c5 Bf8 17. Qc2 exd4 18. exf5 Rad8 19. Bh5 Re5 20. Bxd4 Rxf5 21. Rxf5 Bxf5 22. Qxf5 Rxd4 23. Rf1 Rd8 24. Bf7+ Kh8 25. Be8 1-0

You can play through this game here: <http://tacticstime.com/reti-vs-bogoljubow/>

Answer:

Reti on the previous move had chased the black king into the corner with Bf7+, and follows it up with the interference move **25. Be8!**

This move threatens to win the bishop on f8 and a back rank mate with **26. Qxf8+ Rxf8+ 27. Rxf8+**

If black protects the bishop with his rook, he gets mated. If he makes a move like h6 to prevent the mate, he loses the bishop.

Black has no good way to stop this threat.

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Take out the Tarrasch

“*Chess, like love, like music, has the power to make men happy.* ~ Siegbert Tarrasch

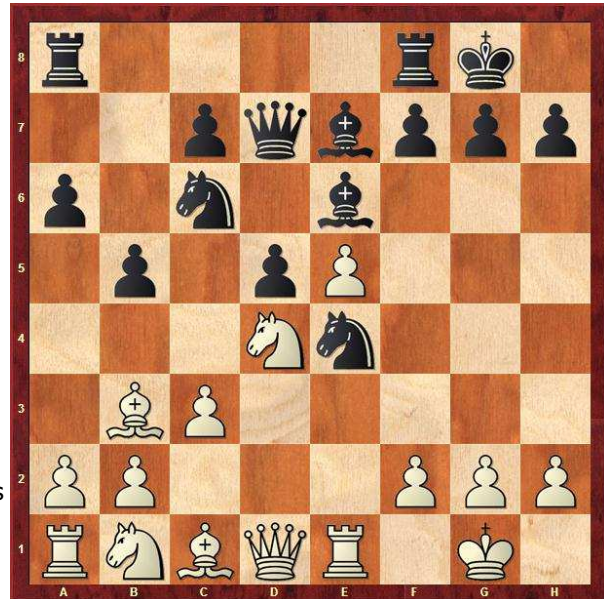
This game was played between Siegbert Tarrasch and Johannes Zukertort in Frankfurt in 1887, and features a tactic known as the **Tarrasch Trap**.

In the position on the right it is **White to move**.

Answer below.

From wikipedia: http://en.wikipedia.org/wiki/Tarrasch_Trap.

The Tarrasch Trap refers to two different chess opening traps in the Ruy Lopez that are named for Siegbert Tarrasch.



Siegbert Tarrasch (5 March 1862 - 17 February 1934) was one of the strongest chess players and most influential chess teachers of the late 19th century and early 20th century.

Unlike many variations that appear only in analysis, Tarrasch actually sprung his traps against masters in tournament games.

There is the:

- Tarrasch Trap in the Open Variation
- Tarrasch Trap in the Steinitz Variation

The above diagram show the Open Variation Trap.

Two masters actually fell for this trap against Tarrasch: Zukertort at Frankfurt in 1887 and Gunsberg at Manchester in 1890.

Here is the complete game:

[Event "DSB-05.Kongress"]
 [Site "Frankfurt"]
 [Date "1887.08.01"]
 [Round "20"]
 [White "Tarrasch, Siegbert"]

[Black "Zukertort, Johannes Hermann"]
[Result "1-0"]
[ECO "C83"]
[PlyCount "33"]
[EventDate "1887.07.18"]
[EventType "tourn"]
[EventRounds "20"]
[EventCountry "GER"]
[Source "ChessBase"]
[SourceDate "1999.07.01"]

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Nxe4 5. d4 a6 6. Ba4 b5 7. Bb3 d5 8. dxe5
Be6 9. c3 Be7 10. Re1 O-O 11. Nd4 Qd7 12. Nxe6 fxe6 13. Rxe4 Bc5 14. Be3 Bxe3
15. Rxe3 Rf5 16. Bc2 Rf7 17. Nd2 1-0

You can play through this game here: <http://tacticstime.com/tarrasch-vs-zukertort/>

Answer:

12. Nxe6 leaves the Black Queen pinned by the d pawn in one of two ways

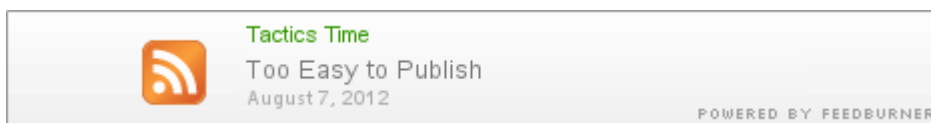
if **12...fxe6** the Queen is pinned on the d file.

if **12...Qxe6** the Queen is pinned on the a2-g8 diagonal by the white Bishop

After either move white then plays **13. Rxe4**, and black cannot recapture the rook, because the d pawn is pinned.

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10,000 Hour Rule

“No one individual can expect to become an expert in their field with anything less than 10,000 hours or 10 years of consistent, sustained, focused attention on and practice of their chosen subject. ~ Malcolm Gladwell

This game was featured on Geoff Chandler's blog post "The MCO and the Brain Cell + RHP Ch Rd 2 Games"
<http://www.redhotpawn.com/blog/blogread.php?blogpostid=117>

In the position on the right it is **White to move**.

Answer below.

Today I want to talk to you about an idea that I read about in the book "Outliers" by Malcolm Gladwell called the "10,000 Hour Rule".

Here is a quote from the book, which summarizes the idea:

"The emerging picture from such studies is that 10,000 hours of practice is required to achieve the level of mastery associated with being a world-class expert in anything. In study after study of composers, basketball players, fiction writers, ice skaters, concert pianists, chess players, master criminals and what have you, the number comes up again and again.

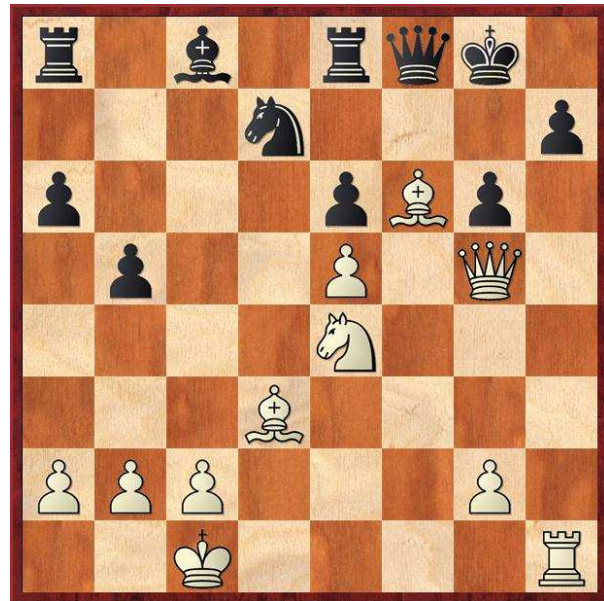
Of course, this doesn't address why some people get more out of their practice sessions than others do.

But no one has yet found a case in which true world-class expertise was accomplished in less time. It seems it takes the brain this long to assimilate all that it needs to know to achieve true mastery".

Here is a quote from a Wall Street journal interview with Gladwell,

WSJ: "At one point you suggest that the difference between a professional and a talented amateur is 10,000 hours of practice. How did this become the magic number?"

Gladwell's response:



"A group of psychologists who study expertise looked at a variety of fields.

There is a threshold of preparation for greatness.

Nobody has been a chess grandmaster without having played for 10 years or composed great classical music without having composed for 10 years.

When classical musicians were asked when they felt they achieved a level of expertise, the answer was 10,000 hours.

It's an empirically based finding that seems consistent across a number of different fields. It also helps you understand why opportunities are so important.

An opportunity is basically a chance to practice".

One the more interesting stories Malcolm highlights is how the Beatles acquired their 10K. He explains that John Lennon and Paul McCartney had been together since 1957. They honed their skills in all places strip clubs in Hamburg Germany.

Apparently the strip club was open for 24 hours and the bands that played would do so in 8 hour shifts. The Beatles would do their stint in Hamburg and return to Liverpool with countless hours of practice under their belt. From it they acquired a tight sound, knew how to keep crowds entertained, and became seasoned veterans in a short time period.

The book discusses the idea that things like "genius", "talent" and "luck" are often over rated, and the amount of time and practice involved to get good at something is underrated.

So if you goal is to become a Grandmaster, start getting in those 10,000 hours :-)

Here is the complete game:

[Event "2012 Championship"]
[Site "http://www.redhotpawn.com"]
[Date "2012.06.28"]
[Round "2"]
[White "Mike Corey"]
[Black "mikenay"]
[Result "1-0"]
[WhiteElo "2074"]
[BlackElo "1901"]
[PlyCount "45"]
[EventDate "2012.???.??.?"]

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7 8. Qf3 Qb6 9. O-O-O O-O 10. e5 dxe5 11. fxe5 Bc5 12. Bxf6 Bxd4 13. Rxd4 Qxd4 14. Qg3 g6 15. Bd3 Re8 16. Ne4 Nd7 17. Qg5 Qb4 18. h4 Qf8 19. h5 b5 20. hxg6 fxg6 21. Qxg6+ hxg6 22. Rh8+ Kf7 23. Ng5# 1-0

You can play through this game here: <http://www.redhotpawn.com/gameanalysis/boardhistory.php?gameid=9375785>

Answer:

White has a beautiful mate in 3 with **21.Qxg6+ hxg6 22.Rh8+ Kf7 23.Ng5#**

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Simultaneous Game, Alternate Blunders

“No fool can play chess, and only fools do. - German proverb

This newsletter was guest written by Edson Cortiano of Brazil. Edson is very talented, and writes and draws cartoons about chess. Thanks Edson!

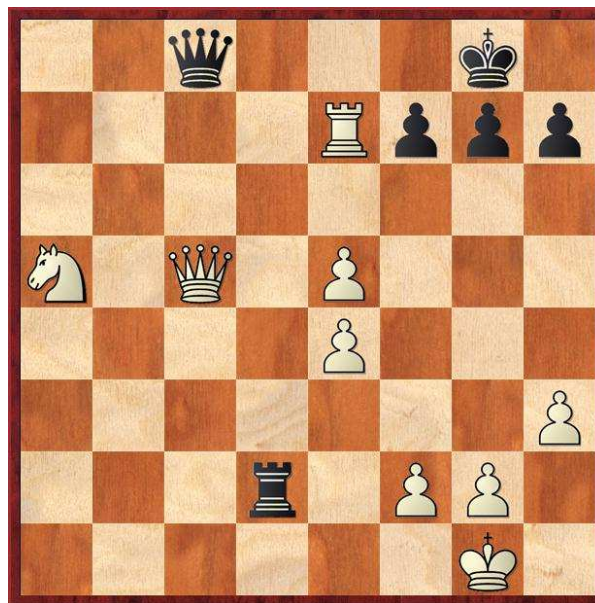
In the position on the right it is **Black to move**.

Answer below.

Edson writes:

Tim,

This game was played on March 25, 1979, when I was a tender 24! as a simul.



Zalmen Kornin is a problemist nowadays and he was playing ten or 15 games against low-rated players (I don't remember how many exactly) at CXC (Clube de Xadrez de Curitiba)

I have no idea of his rating at the time, but it might have been around 2000.

He was one of the strongest players at the club.

I was in the 15 hundreds.

My opponent is mentioned in the article below, should you want to know a little bit more about him.

<http://www.edochess.ca/batgirl/ErboStenzel.html>

I hope you like the game.

Your fan always,
Cortiano

Looking back at this game and running the moves through Fritz 13, I realized that if it has a theme it's mostly about missed opportunities and the weakness of the 8th rank (only surpassed by the weakness of the players ;-)

There are blunders and goof-ups, bungling and counterblunders. I feel like kicking my own behind for missing moves such as 40 ... Bd8! Not once, but twice! (I still could have played 41...Bd8!).

But, everyone has 20-20 backward vision. The trick is to seek clarity looking ahead.

Here is the complete game (annotations and comments included):

[Event "(Clube de Xadrez de Curitiba Simul")
[Date "1979.03.27"]
[White "Kornin, Zalmen"]
[Black "Cortiano, Edson"]
[Result "1-0"]
[ECO "C88"]
[PlyCount "87"]
[EventDate "1979.???.?"]

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O b5 6. Bb3 Be7 7. Re1 O-O 8. a4 Rb8 \$2 {There are 3764 games in the Chessbase 2012 database where 8.a4 was played with 43% wins for White.8.a4 is the oldest Anti-Marshall system (8.c3 d4!?). Top players, such as Anand and Kramnik play 8...b4 or 8...Bb7. I did know this theory and was already playing off book.} 9. axb5 axb5 10. h3 d6 11. c3 Bb7 12. d4 Qd7 13. Bg5 Nd8 14. Nbd2 \$2 {White could have won a clean pawn with 14. Bxf6 Bxf6; 15. dxf6.} exd4 15. cxd4 Ne6 16. Bh4 Nf4 17. Bc2 Ng6 18. Bg3 d5 19. Ne5 Nxe5 20. dxe5 Ne8 21. Qh5 d4 22. Bd3 c5 \$2 (22... g6) 23. b3 \$2 (23. e6 {gains material: [23.e6 Qd8 24. Bxb8 Qxb8 25. exf7+ Rxf7 26. Bxb5 +-]} 23... Rc8 \$11 24. Ra7 c4 \$5 25. bxc4 bxc4 26. Nxc4 Bc5 27. Ra2 Nc7 28. Rb1 Nb5 29. Na5 Ba6 30. Rab2 Nc7 31. Qe2 Bxd3 32. Qxd3 Ne6 33. Rb5 \$2 {White should improve the Knight's position with either Nb7 or Nc4.} Be7 34. R1b3 \$4 Nc5 35. Qb1 Nxb3 36. Rxb3 Rc3 {This is not a bad move, but it would have been much stronger after 36...Qa4! 37. Nb7 Rc3 and Black wins.} 37. Rb7 Rc7 38. Rb5 Rc5 39. Rb7 Qc8 40. Qb6 \$4 d3 \$4 41. Bf4 Rd8 \$4 (41... Bd8 \$1) 42. Rxe7 d2 43. Bxd2 Rxd2 44. Qxc5 \$2 (44. Qa7) 1-0

You can play through this game here: <http://tacticstime.com/kornin-zalmen-vs-cortiano-edson/>

Answer:

Black didn't see **44...Qxc5! 45. Re8+ Qf8! 46.Rxf8+ Kxf8 47.Nc4 Rd4 48.Nd6 f6**, etc and resigned too soon.

He should be able to draw, at least, with rook and three pawns against knight and five pawns,

seeing that White's e pawn is doubled. But, I missed it. :-)

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Your Friend,

Cor



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En Passant

“*Vision without action is a dream. Action without vision is simply passing the time. Action with Vision is making a positive difference.* ~ Joel Barker

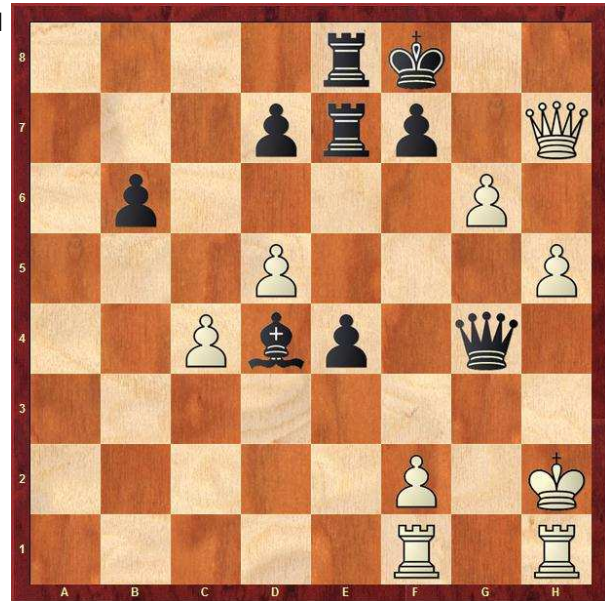
This game was played on chess.com and was posted on the reddit.com/r/chess forum, with a tactic I had never seen before.

In the position on the right it is **Black to move**.

Answer below.

Let's talk today about one of the often misunderstood rules of chess, en passant, and the historical context, notation and special rules of this move.

From wikipedia: http://en.wikipedia.org/wiki/En_passant



I will assume most of you know what en passant is, but if not the wikipedia page above gives a good definition, and examples.

Historical context

Allowing the en passant capture is one of the last major rule changes in European chess that occurred between 1200 and 1600, together with the introduction of the two-square first move for pawns, castling, and the unlimited range for queens and bishops.

Spanish master Ruy L pez de Segura gives the rule in his 1561 book *Libro de la invencion liberal y arte del juego del axedrez*.

In most places the en passant rule was adopted as soon as the rule allowing the pawn to move two squares on its first move, but it was not universally accepted until the Italian rules were changed in 1880.

The motivation for en passant was to prevent the newly added two-square first move for pawns from allowing a pawn to evade capture by an enemy pawn.

Specifically, the rule allows a pawn on a player's fifth rank the opportunity to capture the opponent's pawn on an adjacent file that advances two squares on its first move as though it had

advanced only one square.

Asian chess variants, because of their separation from European chess prior to that period, do not feature any of these moves.

Notation

In either algebraic or descriptive chess notation, en passant captures are sometimes denoted by "e.p." or similar, but such notation is not required.

In algebraic notation, the move is written as if the captured pawn just advanced only one square, e.g., bxa3 (or bxa3 e.p.) in this example (Golombek 1977:216).

Threefold repetition and stalemate

The possibility of an en passant capture has an effect on claiming a draw by threefold repetition.

Two positions whose pieces are all on the same squares, with the same player to move, are considered different if there was an opportunity to make an en passant capture in the first position, because that opportunity by definition no longer exists the second time the same configuration of pieces occurs.

In his book about chess organization and rules, International Arbiter Kenneth Harkness wrote that it is frequently asked if an en passant capture must be made if it is the only move to get out of stalemate.

This point was debated in the 19th century, with some arguing that the right to make an en passant capture is a "privilege" that one cannot be compelled to exercise.

In his 1860 book Chess Praxis, Howard Staunton wrote that the en passant capture is mandatory in that instance.

The rules of chess were amended to make this clear.

Today, it is settled that the player must make that move (or resign). The same is true if an en passant capture is the only move to get out of check.

Here is the complete game:

[Event "Live Chess"]

[Site "Chess.com"]

[Date "2012.09.24"]

[White "taiwolana"]

[Black "RTaussig"]

[Result "0-1"]

[WhiteElo "1340"]

[BlackElo "1497"]

[TimeControl "5|0"]

[Termination "RTaussig won by checkmate"]

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nxd4 5.Qxd4 Qc7 6.Nc3 e5 7.Qd1 Nf6 8.Bd3 b6
9.O-O Bb7 10.Bg5 Be7 11.Bxf6 Bxf6 12.Nd5 Bxd5 13.exd5 Qc5 14.c4 O-O 15.Qh5 g6

16.Qf3 Qd6 17.h4 h5 18.g3 Rfe8 19.Kg2 Re7 20.Rae1 Rae8 21.Rh1 Qb4 22.b3 a5
23.g4 a4 24.gxh5 axb3 25.axb3 Qxb3 26.hxg6 e4 27.Qh5 Qxd3 28.Qh7+ Kf8
29.h5 Qf3+ 30.Kg1 Bd4 31.Rf1 Qg4+ 32.Kh2 Be5+ 33.f4 exf3# 0-1

You can play through this game here: <http://www.chess.com/livechess/analysis?id=367697484>

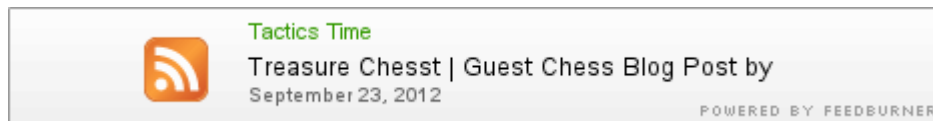
Answer:

This game was posted on reddit.com under the thread "Finally! An en passant checkmate" which you can read here: <http://redd.it/10fspc>.

Black got a cool en passant checkmate with **32...Be5+ 33.f4 exf3#**

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Levitsky Trap

“An expert is somebody who is more than 50 miles from home, has no responsibility for implementing the advice he gives, and shows slides. ~ Edwin Meese III

This game was played on ICC in a 3 minute blitz game, and contains a useful tactical pattern to know.

In the position on the right it is **White to move**.

Answer below.

Today I want to share a piece from a nice e-mail that I got from Joseph Guitian from Staten Island, NY. Reprinted with his permission.

Joey was one of the first people to purchase my eBook "Tactics Time! 1001 Chess Tactics from the Games of Everyday Chess Players" that I wrote with Anthea Carson, which you can get here: <http://amzn.to/Wu9zmf>

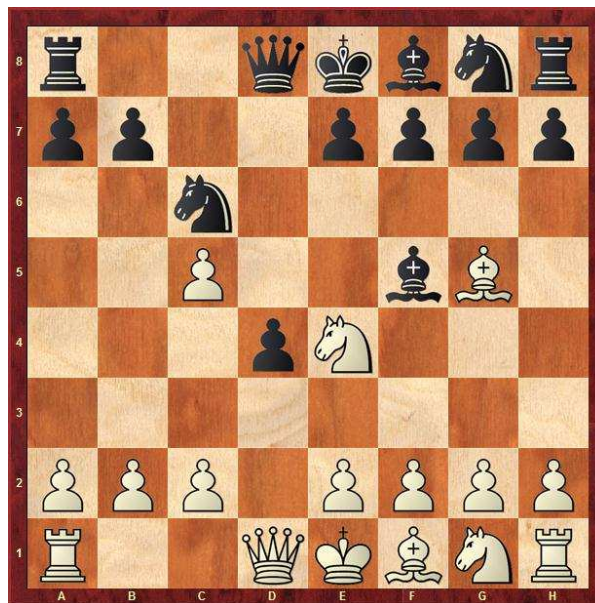
We exchanged some e-mails, and Joey helped me find some little typos, and incorrect variations, which I really appreciated, and was able to get corrected.

Joey writes:

"I want to thank you for re-sparking my interest in chess. I think trying to read and understand material that was written strictly by grandmasters makes the game frustrating. Do you know how many countless chess books I've started just to put them down after reading a chapter or two finding out that the material was just too difficult to retain? I'm enjoying your book because most of the material I understand and I like the challenging questions as well as the few mates in one's that I sometimes miss because I'm over analyzing or sometimes just too tired. Again, thank you not only for the book, but for being a nice person. I'm glad I stumbled on to your material."

I really appreciate these comments, and I can relate to what Joey is saying. I remember going to Borders a few years ago when they had dozens and dozens of chess books to choose from. I remember thinking "I will never get through" any of these.

I know lots of people who own a lot of chess books, and have hardly read past the first chapter of most of them.



Most Grandmasters have good intentions when they write a book. They have all this great and powerful knowledge, and they want to share it with the world. But ironically the "curse of knowledge", which I have talked about previously, prevents them from being able to do this.

A few years ago, I had a girlfriend who was studying to become a teacher. She was asking me some math questions about geometry for a teacher exam she needed to take. She would ask me questions about what the degree of an angle was when shown a diagram with parallel lines, and some pieces of information. I was able to just come up with the correct answer, because I was always quite naturally good at geometry, but I had a very hard time explaining to her, why that was the correct answer, or how I came up with it.

I think many chess authors have the same problem. They started learning the game at such a young age, are born with lots of natural ability, have so much "unconscious competence", and know everything at such a deep level, that they no longer can even effectively communicate with people who are not at their level.

So thanks Joey for the nice e-mail!

Here is the complete game:

[Event "ICC 3 0"]
[Site "Internet Chess Club"]
[Date "2012.09.24"]
[White "BrianWall"]
[Black "jmanboy"]
[Result "1-0"]
[ECO "D00"]
[WhiteElo "2105"]
[BlackElo "2016"]
[PlyCount "113"]
[TimeControl "180"]

1. d4 d5 2. Bg5 c5 3. dxc5 Nc6 4. Nc3 d4 5. Ne4 Bf5 6. Nd6+ exd6 7. Bxd8 Rxd8
8. cxd6 Bxd6 9. a3 Nf6 10. Nf3 O-O 11. g3 Ne4 12. Bg2 Rfe8 13. O-O Bf8 14. Nh4
Bc8 15. Bxe4 Rxe4 16. Qd3 Rde8 17. Rfe1 a6 18. Rad1 g5 19. Nf3 h6 20. Kg2 Bg7
21. h3 Be6 22. c3 dxc3 23. bxc3 Bc4 24. Qd7 R8e7 25. Qc8+ Kh7 26. e3 Bxc3 27.
Rh1 Bg7 28. g4 Bb5 29. Rd7 Na7 30. Rxe7 Rxe7 31. Qc2+ Kg8 32. h4 gxh4 33. Nxh4
Bc6+ 34. Nf3 Nb5 35. Rh3 Nd6 36. Kf1 Ne4 37. Nd4 Bd5 38. Qc8+ Kh7 39. Nf5 Re6
40. Nxg7 Kxg7 41. Qd7 Bc4+ 42. Ke1 Rd6 43. Qf5 Ng5 44. Qe5+ Rf6 45. f4 Ne6 46.
Rxf6 Kxf6 47. Qxf6+ Kh7 48. f5 Ng7 49. g5 Bd3 50. Qxf7 Bxf5 51. Qxb7 a5 52. Qa6
a4 53. Qxa4 Kg6 54. Qh4 Ne6 55. Qh6+ Kf7 56. Qf6+ Ke8 57. Qxf5 {Black forfeits
on time} 1-0

You can play through this game here: <http://tacticstime.com/brianwall-jmanboy/>

Answer:

White unleashed the Levitsky Trap with **6. Nd6+!** forking the king and bishop on f5.

The d6 appears to be protected by both the e7 pawn, and the black queen but it really isn't.

The e7 pawn is pinned to the queen by the bishop on g5, and the pawn on c5 protects the knight.

In the game black played 6. ...exd6 and lost his queen for knight and bishop.

Happy Tactics!

Your Friend,



P.S. If you haven't checked out the book yet, I think you will really like it. And if for any reason you don't amazon will give you a full refund, no questions asked! <http://amzn.to/Wu9z mh>



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The Wrath of Kann

“KHAAAAAN!!!! ~ Captain James T. Kirk, *Star Trek II: The Wrath of Khan*

This position features an interesting trap in the Caro-Kann Defense: Karpov-Smyslov Variation.

In the position on the right it is **White to move**.

Answer below.

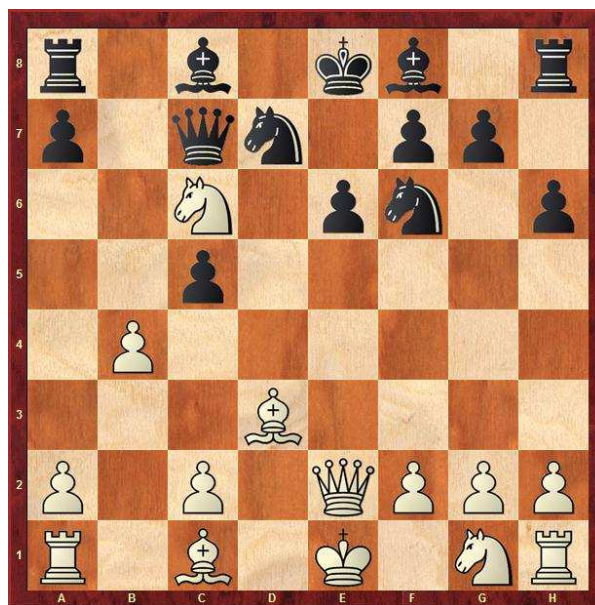
Today I want to answer some common question about the "Tactics Time! 1001 Chess Tactics from the Games of Everyday Chess Players" eBook, <http://amzn.to/V8AWBk>.

Q. Will there be a paper book version?

A. No. This book was specially designed for an eBook reader. If it were to be printed out, it would be over 2000 pages long. Each "page" has only one diagram. Then the answer is on the next page. So no more having to squint to try and view some tiny diagram, or having to flip to the back of the book to find the answer (and hope you don't accidentally see other answers). A design like this would be totally impractical in a paperback book.

Plus paper books are going the way of the dinosaur and 8 track cassettes. With an electronic book there are so many advantages over a paper book.

- I can make corrections if there are errors or typos
- I can provide links for further reading, which I do in the book, for specific mating patterns, openings, and ideas.
- I can keep the price very low because there are no actual physical costs like paper, glue, printing, storage, distribution, etc.
- Don't have to worry about shipping costs, packaging, things getting lost in the mail, etc. You can literally have the book within seconds of clicking the buy button.
- The book will not fall apart. I know I was pretty hard on the Fred Reinfeld 1001 puzzle books, and they literally fell apart.
- You can share and loan the book with your friends, or borrow it if you are in "Amazon Prime".
- You can search the book. For example, searching for "#" would find all the problems with a checkmate in them.
- Easy to return. If you don't like the book, you can get a refund within 7 days no hassle.



Nothing to put in the mail, no store clerk to deal with, etc.

Q. But I don't own a Kindle!

A. You don't need a Kindle. Neither Anthea or I owned a Kindle when we wrote the book.

There is free Kindle reader software for just about every platform. You can read more here: <http://amzn.to/V8AWBk>

You can read kindle books on Windows, Mac, iPhone, iPad, Blackberry, Android devices, in your web browser, and just about anything.

The prices on the Kindle have come down in price significantly, so if you did want to buy one, they are pretty reasonably priced. Amazon doesn't actually even make money on the Kindle devices. They make all their money from the books that they sell.

Here is the complete game:

[Event "Budapest"]
[Site "Budapest"]
[Date "1974.??.?"]
[EventDate "?"]
[Round "?"]
[Result "1-0"]
[White "Bela Perenyi"]
[Black "Laszlo Eperjesi"]
[ECO "B17"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "27"]

1.e4 c6 2.d4 d5 3.Nd2 dxe4 4.Nxe4 Nd7 5.Bc4 Ngf6 6.Ng5 e6
7.Qe2 Nb6 8.Bd3 h6 9.N5f3 c5 10.dxc5 Nbd7 11.b4 b6 12.Nd4 bxc5
13.Nc6 Qc7 14.Qxe6+ 1-0

You can play through this game here: <http://tacticstime.com/perenyi-eperjesi/>.

Answer:

White has a stunning mate in two with **14.Qxe6+ fxe6** (14...Be7 15.Qxe7#) **15.Bg6#**

It is unknown if Black screamed "KHAAAAAN!!!" like Kirk in the movie: <http://www.youtube.com/watch?v=wRnSnfiUI54> :-)

Happy Tactics!

Your Friend,



P.S. Thanks to everyone who has checked out the book, and shared their thoughts. I appreciate that! If you enjoyed it, please be sure to "Like" the book, and leave a review! <http://amzn.to/V8AWBk>

 **Tactics Time**
Followup and Responses to Chess Cheating Article
October 9, 2012
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How to Write a Book

“If there's a book you really want to read, but it hasn't been written yet, then you must write it. ~Toni Morrison

This game was played by Claude Bloodgood who wrote the book "The Tactical Grob", and played hundreds of games with 1. g4.

In the position on the right it is **White to move**.

Answer below.

Today I want to share some "lessons learned" that I got from writing my first chess book, *Tactics Time! 1001 Chess Tactics from the Games of Everyday Chess Players [Kindle Edition]*, which you can check out here: <http://amzn.to/Wu9z mh>. This tips mostly apply to writing a chess book, but could be applied to most books.



- Pick a topic that you are interested in. I really love looking at chess tactics, and the chess games of amateur players, so it wasn't a huge burden to work on. Even though the book took hundreds of hours to make, it was fun for me.
- Pick a "micro niche" in your subject. It is a bad idea to try and write "the chess book for everyone" or "the only chess book you will ever need". When you try to speak to everyone, you speak to nobody.
- Have a "unique selling proposition" (USP) http://en.wikipedia.org/wiki/Unique_selling_proposition. What makes your book different than all of the other chess books out there? With TT1001 the USPs were the book was specifically designed for Kindle, with hundreds of problems, all from real games, from real players, at a very reasonable price.
- It is important to define what the book is, and what it is not. With TT1001 it is not a book for people who don't know how to play, it is not for people who want to learn about openings, it is not for Master level players, etc.
- Set a deadline for yourself. Anthea and I started the project in late summer 2012, and the goal was to get it done by Christmas 2012 in time for people who were getting a Kindle reader. There is a management rule called Parkinson's Law which states "Work contracts or expands given the time to do it", http://en.wikipedia.org/wiki/Parkinson%27s_law.
- Don't skimp on the cover. I held a design contest on 99designs.com and let my readers

choose the cover they like best. Unless you are a professional designer, don't try to do it yourself. It will just look half assed. So many good chess books are ruined by terrible covers.

- Listen to feedback. I got really good feedback from Joel Johnson and Geoff Chandler, which really made the book a lot better. Try to make the book as good as possible, but also encourage people to help point out the typos and any little errors. It is almost impossible to make a book by yourself with no errors. This takes advantage of the idea of crowdsourcing, <http://en.wikipedia.org/wiki/Crowdsourcing>.
- Learn the computer tools. There is no way I could have made this book without knowing how to use Microsoft Word, Chessbase, Fritz, etc.
- Don't overuse the computer. You want to use the computer to check things, but remember you are writing the book for humans, not computers. Too many chess books are filled with too much computer analysis.
- Write about something that other people are interested in as well. You might be interested in the theoretical novelties after 22. Bg5! in the Basman variation of the Grob, but your audience might be limited if you choose this path. You want to narrow the niche, but not to the extreme.
- Keep the price as low as possible. Our goal was to keep the price so low that buying it is almost a "no brainer", and that the book is about the cost of a fancy drink at Starbucks. You might not make as much per book, but you can make more on the volume of sales. Also the more people who buy the book, the more "word of mouth" you will get (assuming the book is good).
- Don't be too clever with the title. The title should clearly explain what the person is getting. With our title, the person knows they are getting 1001 chess problems from real players and real games. Keep it simple.
- Don't be deceptive with the title. Books like "How to Beat your dad at chess" sound like they are for beginners, but it is actually about "The 50 deadly checkmates". This is called a "bait and switch" in sales. (BTW it is an excellent book, the title is just misleading)
- Use "keywords" that people are looking for in the title. For me the keywords were "chess tactics", and the words "Chess" and "Tactics" are actually in there twice, without it being too obnoxious. This will help you rank with the search engines.
- The book will take longer than you think it will. This is known as Hofstadter's Law: It always takes longer than you expect, even when you take into account Hofstadter's Law. http://en.wikipedia.org/wiki/Hofstadter%27s_law.
- While you want to listen to advice from others, especially people who have already done what you are trying to do, keep in mind that "opinions are like *noses*, everybody's got one". You are not going to be able to please everyone. The challenge with chess is that everyone is at a different level. So what is "too easy" for player X, is "too hard" for player Y.
- Pick a "customer avatar", and write the book for that person. In the case of Tactics Time 1001, that customer avatar is a chess player in the 1200-1400s, who wants to get to the next level, and really nail down the fundamental tactics that happen all the time in class player games.
- Work on the book everyday if possible. Get up early, skip mindless tv shows, and find the time everyday to make it better. Writing a book is like eating an elephant - you have to do it one bite at a time.
- Have a thick skin. People will surprise you. People you have known and been friends with for years will have little to no interest in your book, and total strangers will become your biggest fans, and be the ones who write nice reviews.
- Don't try to promote and sell it yourself on your own website. Let amazon do the "heavy lifting" of promoting, hosting and selling the book. Sure, they will take a percentage, but they get so much traffic and deal with all the customer interaction that they more than

deserve this percentage.

- Have fun! I learned a lot writing this book, and it was a lot of fun for me. If you have ever wanted to write a book yourself, I think now is the perfect time!

Here is the complete game:

[Date "1972.???.??"]

[White "Bloodgood, C."]

[Black "Boothe, J."]

[Result "1-0"]

[ECO "A00"]

[PlyCount "19"]

1. g4 d5 2. Bg2 Bxg4 3. c4 c6 4. Qb3 Qc7 5. cxd5 cxd5 6. Nc3 d4 7. Nb5 Qb6 8. Bxb7 Qxb7 9. Nd6+ exd6 10. Qxb7 1-0

You can play through this game here: <http://tacticstime.com/bloodgood-boothe/>

Answer:

The White Light Square Bishop sitting on the g2 square is a very powerful piece in The Grob. White often exerts pressure on Black's **b7** square. Here black played their queen out to protect the pawn, but in this case it doesn't work.

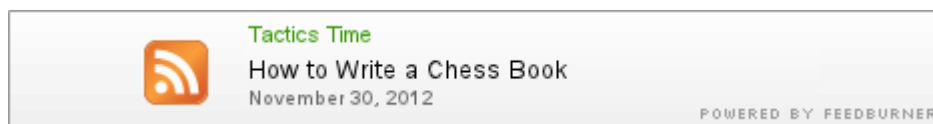
White can still play **8. Bxb7!**, which also wins the rook on a8, because of the discovered attack **9. Nd6+** if black plays **8...Qxb7**, which is what happened in the game.

Happy Tactics!

Your Friend,



P.S. Be sure to "like" my book on amazon: <http://amzn.to/Wu9z mh> :-)



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Riding Shotgun

“I love criticism just so long as it's unqualified praise. ~ Noel Coward

This game was played at the October 2012 Wednesday Night Panera Bread G/90 tournament in Colorado Springs.

In the position on the right it is **Black to move**.

Answer below.

I would love to say all of the feedback about my book, Tactics Time! 1001 Chess Tactics from the Games of Everyday Chess Players [Kindle Edition], <http://www.amazon.com/Tactics-Chess-Everyday-Players-ebook/dp/B009TBYA7U>, has been positive, but it isn't.

Here is a comment I got from a friend of mine:

"It's nice to have lots of tactics in one place, but let's face it; the book doesn't go much into the way of pointing out how to better find tactics yourself.

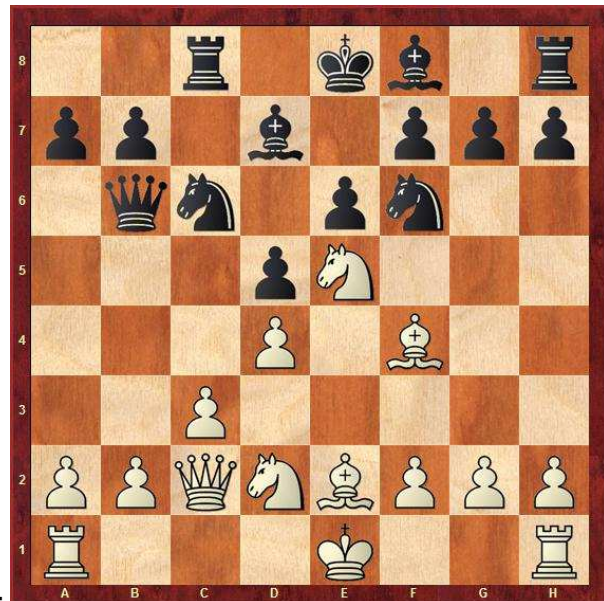
It's a shotgun approach where you're bombarded with many, many tactical problems in the hope that pattern recognition will increase as a result (like the Michael de Maza or whatever article). Some of them are still far too easy and the problems probably get tiring to look at after a while."

My response:

"The main point of the book is that these tactics all come from real games. It isn't "how to find tactics", or "what are tactics", which hundreds of other chess books, websites, magazines, columns, etc, cover, but just hundreds of tactics from amateur games to solve, which as far as I know has never been done before.

I think the problem with many chess books is that they try to be everything - this is just a problem book - nothing more, nothing less.

The problems being "easy" or "hard" is relative. The stronger a player you are, the easier the problems will be. The weaker a player you are, the harder that they will be. But you can see that many "strong" players miss "easy" tactics. There is one problem in there where a 2000+ player missed a mate in one from a game played at the Denver Chess Club.



It is a "shotgun" approach in that the tactics are not organized. I think that books that group the tactics by a category are giving the players too much information. It is a huge hint just knowing that there is a "best move", and if you add that the best move is a "knight fork" or "queen sacrifice" then the problems often become too easy.

I agree that if you sat down and tried to do 1001 problems in one sitting it would become tiring. Most people have told me that they do a few problems per day, which I think is the best approach."

Here is the complete game:

[Event "October 2012 Panera Bread"]
[Site "Colorado Springs, CO"]
[Date "2012.10.31"]
[Round "5"]
[White "MacRae, Ken"]
[Black "Covington, Paul"]
[Result "0-1"]
[ECO "D02"]
[WhiteElo "1440"]
[BlackElo "1950"]
[PlyCount "78"]

1. d4 Nf6 2. Bf4 e6 3. Nf3 c5 4. e3 d5 5. c3 Qb6 6. Qc2 cxd4 7. exd4 Nc6 8. Nbd2 Bd7 9. Be2 Rc8 10. Ne5 Nxd4 11. Qb1 Nxe2 12. Nxd7 Nxd7 13. Kxe2 Bc5 14. Be3 Qa6+ 15. Qd3 Qb6 16. b4 Bxe3 17. fxe3 O-O 18. Nf3 Qc7 19. Rac1 Nf6 20. g3 e5 21. Qd2 Qc4+ 22. Qd3 e4 23. Qxc4 exf3+ 24. Kxf3 Rxc4 25. Rhg1 Rfc8 26. g4 Nd7 27. Ke2 Rxc3 28. Rxc3 Rxc3 29. Rd1 Rc2+ 30. Rd2 Rxd2+ 31. Kxd2 Nb6 32. Kd3 f6 33. Kd4 Kf7 34. a4 Ke6 35. a5 Nd7 36. h3 b6 37. a6 Ne5 38. b5 Nf3+ 39. Kd3 Ke5 0-1

You can play through this game here: <http://tacticstime.com/macrae-covington/>

Answer:

Paul alertly grabs the valuable d4 pawn with **10...Nxd4!** White cannot recapture because the c pawn is now pinned to the Queen by the Black Rook on c8.

Happy Tactics!

Your Friend,



-
P.S. I am grateful for all the feedback that I get about the book! Check it out now if you haven't had a chance yet, <http://www.amazon.com/Tactics-Chess-Everyday-Players-ebook/dp>



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Slick Willy

“That depends on what your definition of "is" is ~ Bill Clinton

This game was played at the Colorado Springs, USCF G/90 Wednesday Night Panera Bread Tournament.

In the position on the right it is **White to move**.

Answer below.

Today I want to share an story from the excellent book "Selling the Invisible: A Field Guide to Modern Marketing" By Harry Beckwith.

"He was dying. Bill Clinton had taken too many blows in the 1992 Democratic presidential primaries. Almost everyone involved with the campaign thought the end was near.



Clinton's problem was not his alleged fondness for women other than Hillary Clinton. It was his apparent fondness for chaos. He gave a speech one night and another the next, with no common themes.

Midway through the campaign, however, and with one dramatic gesture at a blackboard in Clinton's headquarters, campaign manager James Carville turned Clinton's entire campaign around with four words: *"It's the Economy, Stupid."*

From that moment the campaign rarely lost this focus. Before, his campaign speeches touched on everything from subsections of the tax code to escalator clauses in the Social Security laws. Now, Clinton hammered on the economy repeatedly. And eventually he hammered that message right through George Bush's heart.

Clinton aimed at the core of Americans - their historic materialism and their fears in the middle of a long recession. He became the economy candidate, the one who would address that problem. And despite all the rumors and all the suspicions, despite a controversial wife, and a style that caused people to mistrust him and dub him Slick Willy, Clinton won. Focus won.

Focus. In everything from campaigns for peanuts to campaigns for president, focus wins."

Obviously in chess you have to "focus". I am sure Bill Clinton was "focused" during his

campaign, but it wasn't until he focused on one thing that he really had success.

I think part of the reason that chess gets frustrating is that players will read one book, then change their focus. For example, they read a book on pawn structure, so they are now focused and obsessed on pawn structure. Then they watch a YouTube video on "Knight outposts", so now they are focused on this. Next they read a blog post on "Weak Squares", so they focus on this, then they get a Tactics Time Newsletter, and now they are back to a focus on tactics, until the next shiny object comes along.

After looking at literally hundreds of chess games between low rated players, I would write on the blackboard "It's the tactics, stupid" to paraphrase James Carville. If you focus on simple things like loose pieces, checks, captures, and forcing moves, you can win a lot more games, and avoid losing a lot more games!

Here is the complete game:

[Event "October 2012 Panera Bread"]
[Site "Colorado Springs, CO"]
[Date "2012.10.03"]
[Round "1"]
[White "McGough, Mark"]
[Black "Langseth, Rhett"]
[Result "0-1"]
[ECO "B07"]
[WhiteElo "1762"]
[BlackElo "1879"]
[PlyCount "73"]

1. e4 d6 2. d4 Nf6 3. Nc3 c6 4. f4 Qa5 5. Bd3 Bg4 6. Nf3 Na6 7. Be3 Nb4 8. a3
Nxd3+ 9. Qxd3 Bxf3 10. gxf3 Qh5 11. O-O-O Qxf3 12. d5 Ng4 13. Rhe1 Nf2 14. Bxf2
Qxf2 15. dxc6 bxc6 16. Rf1 Qb6 17. e5 Qc7 18. exd6 Qxd6 19. Qc4 Qe6 20. Qa6
Qe3+ 21. Kb1 Qb6 22. Qc4 Rb8 23. Na4 Qb7 24. b3 e6 25. f5 Bxa3 26. fxe6 O-O 27.
exf7+ Rxf7 28. Rxf7 Qxf7 29. Qxf7+ Kxf7 30. Rd7+ Kg6 31. Rxa7 Rf8 32. Rc7 Rf6
33. Nc3 Re6 34. Ka2 Bb4 35. Kb2 Bd6 36. Rxc6 Ba3+ 37. Kxa3 0-1

You can play through this game here: <http://tacticstime.com/mcgough-langseth/>

Answer:

Mark played 14. Bxf2 in this position because his Queen and Rook were both under attack, but much better was **14. Qf1** pinning the Black Knight, which is now attacked twice, and only defended once, and cannot be defended for a second time. White wins a piece.

Happy Tactics!

Your Friend,

Tim



Tactics Time

Followup and Responses to Chess Cheating Article

October 9, 2012

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Lake Wobegon

“where all the women are strong, all the men are good looking, and all the children are above average. ~ Garrison Keillor describing his hometown

This game was played between Isaac Martinez and Dean Brown at the 2012 Winter Springs Open, in Manitou Springs, Colorado.

In the position on the right it is **White to move**.

Answer below.

From Wikipedia: http://en.wikipedia.org/wiki/Lake_Wobegon.

Lake Wobegon is a fictional town in the U.S. state of Minnesota, said to have been the boyhood home of Garrison Keillor, who reports the News from Lake Wobegon on the radio show A Prairie Home Companion.

Lake Wobegon is characterized as "the little town that time forgot, and the decades cannot improve," and as the town "where all the women are strong, all the men are good looking, and all the children are above average."

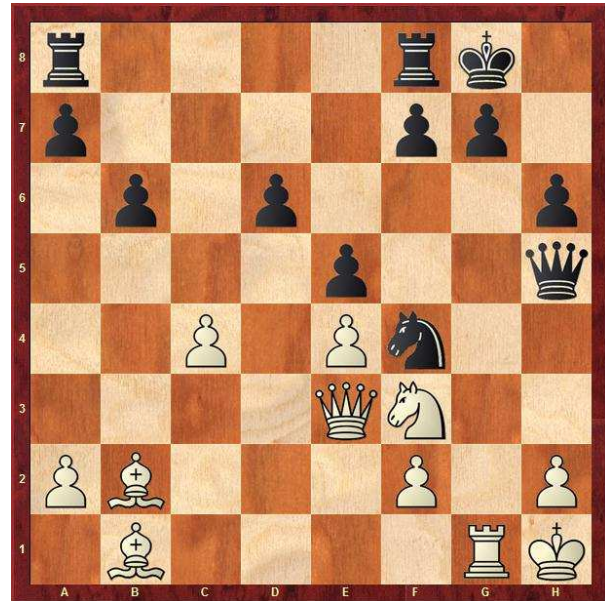
The Lake Wobegon effect, a natural human tendency to overestimate one's capabilities, is named after the town.

The characterization of the fictional location, where "all the women are strong, all the men are good looking, and all the children are above average," has been used to describe a real and pervasive human tendency to overestimate one's achievements and capabilities in relation to others.

The Lake Wobegon effect, where all or nearly all of a group claim to be above average, has been observed among drivers, CEOs, hedge fund managers, presidents, coaches, radio show hosts, late night comedians, stock market analysts, college students, parents, and state education officials, among others.

I see instances of the Lake Wobegon affect a lot in the chess world.

Recently I was working on my Tactics Time chess column for the Colorado Chess Informant. I



had two main sets of games to work from. One was from Fred Spell, and was a full collection of games, from weekday G/90 rated games. The other was from Buck Buchanan, and included longer tournaments such as the Colorado Open, and Winter Springs Open.

I noticed that I was able to find many more tactics in the games that Fred sent me, than the ones that Buck sent me.

I think that there are several reasons for this, but I think the main reason is because Fred sent me all the games, and Buck only sent me the "Lake Wobegon" games. Buck filtered the games, so only the "above average" and "good looking" ones were in there. If someone made a dumb tactical mistake that dropped a piece on move 12, Buck didn't include that game.

If you only play through the "Lake Wobegon" games you will think that most players are a lot better than they actually are. The "below average", and "ugly" games get buried, and never see the light of day.

Here is the complete game:

[Event "2012 Winter Spgs Open"]
[Site "Manitou Springs, CO"]
[Date "2012.12.02"]
[Round "4"]
[White "Martinez, Isaac"]
[Black "Brown, Dean"]
[Result "1-0"]
[ECO "B21"]
[WhiteElo "1759"]
[BlackElo "1473"]
[PlyCount "71"]

1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Bc4 e6 5. Nxc3 Bb4 6. Nf3 Ne7 7. O-O Bxc3 8. bxc3 O-O 9. Bb2 Nbc6 10. Bd3 Ng6 11. c4 e5 12. Qd2 h6 13. Qc3 d6 14. Nd2 Nf4 15. Rad1 Nd4 16. Kh1 Nxe2 17. Kxe2 Qh4 18. Bb1 Ne2 19. Qe3 Bh3+ 20. Kh1 Bxf1 21. Rxf1 Qh5 22. Nf3 Nf4 23. Rg1 b6 24. Qxf4 f6 25. Qg3 Rf7 26. Nh4 g5 27. Bc2 Qe2 28. Rc1 Rd8 29. Nf5 Rh7 30. Kg1 h5 31. Qb3 Kf8 32. Ba3 Rhd7 33. Bxd6+ Rxd6 34. Qa3 Qxc4 35. Nxd6 Rxd6 36. Qxd6+ 1-0

You can play through this game here: <http://tacticstime.com/isaac-martinez-dean-brown/>

Answer:

24. Qxf4!! Got a well deserved double exclamation from Deep Rybka. If **24...exf4 25.Rxg7+** and White windmills like an NBA slam dunk contest winner **25. ...Kh8 26. Rg5+** winning the Black Queen. White wins a piece

Happy Tactics!

Your Friend,



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Gradual Change

“As you transform your mind, you will transform your surroundings ~ His Holiness the Dalai Lama

This position comes from one of my games on redhotpawn.com.

In the position on the right it is **White to move**.

Answer below.

Today I would like to share an excerpt from the book "How to Practice The Way to a Meaningful Life" by His Holiness the Dalai Lama.

Gradual Change

Developing the mind depends on a great many internal causes and conditions, much like a space station depends on the work of generations of scientists who have analyzed and tested even its smallest components.

Neither a space station nor an enlightened mind can be realized in a day.

Similarly, spiritual qualities must be constructed through a variety of ways. However, unlike a space station, which is constructed by many people working together, the mind must be developed by you alone.

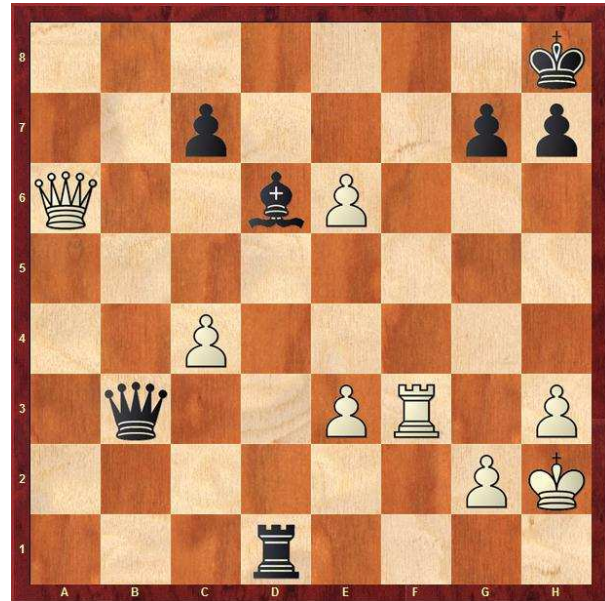
There is no way for others to do the work, and for you to reap the results.

Reading someone else's blueprint of mental progress will not transfer them to you.

You have to develop them yourself.

I think that these ideas, which are related to meditation and becoming enlightened, can also be applied to the chess world.

With chess we are also trying to develop our mind. We use our mind to find the best move in each position. The chess world has generations of players who have added to the knowledge that



we currently have.

With chess you can't just get better overnight. For most of us the change is gradual, and you can't just read how someone else got better at chess to make yourself better. You have to develop your mind, and you are the only one who can do that.

Here is the complete game:

[Event "Challenge"]
[Site "http://www.redhotpawn.com"]
[Date "2012.12.05"]
[Round "?"]
[White "TimmyBx"]
[Black "pjcard2"]
[Result "1-0"]
[ECO "A03"]
[WhiteElo "2087"]
[BlackElo "1634"]
[PlyCount "65"]
[EventDate "2012.??.?"]

1. f4 d5 2. Nf3 Nf6 3. e3 e6 4. b3 Bd6 5. Bb2 Nc6 6. Bb5 Bd7 7. O-O O-O 8. Nc3
a6 9. Bxc6 Bxc6 10. Qe1 Be7 11. Ne5 d4 12. Nxc6 bxc6 13. Ne2 d3 14. cxd3 Qxd3
15. Rc1 Ne4 16. Bc3 Ba3 17. Rd1 Qc2 18. Nd4 Qd3 19. Nxc6 Nxc3 20. dxc3 Qb5 21.
Ne5 Rad8 22. c4 Rxd1 23. Qxd1 Qa5 24. Qh5 f6 25. Qg4 fxe5 26. Qxe6+ Kh8 27.
fxe5 Rd8 28. h3 Qd2 29. Rf3 Qxa2 30. Qxa6 Qxb3 31. e6 Rd1+ 32. Kh2 Bd6+ 33.
Qxd6 1-0

You can play through this game here: <http://tacticstime.com/timmybx-pjcard2/>

Answer:

33. Qxd6!! got a double exclamation from Deep Rybka. White gets out of check, and wins a piece. Black cannot recapture and stop the back rank threat of Rf8# at the same time.

Happy Tactics!

Your Friend,



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Becoming Teachable

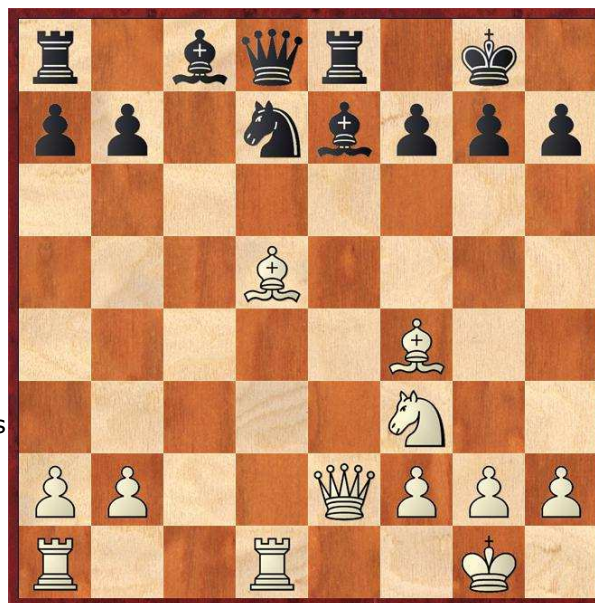
“If your mind is empty, it is always ready for anything, it is open to everything. In the beginner's mind there are many possibilities, but in the expert's mind there are few. ~ Shunryu Suzuki

This position comes from one of my games played at the 2013 New Mexico Memorial Championship

In the position on the right it is **White to move**.

Answer below.

Today's newsletter is written by Anthea Carson, my co-author of Tactics Time! 1001 Chess Tactics from the Games of Everyday Chess Players, <http://www.amazon.com/dp/B009TBYA7U/>.



Becoming teachable: in writing and in chess

Today I realized I know nothing about writing. I remember the time I realized I knew nothing about chess. After that I went up 500 rating points, because I became teachable.

So what changed with chess, for me, that I became teachable?

I remember I used to get offended when people would make fun of my moves at the chess club. When I first went to the club, I was very proud of my chess ability. After all, I could beat most people I knew. But I had never played in a chess club against tournament chess players. They cleaned my clock there at the chess club (no pun intended--wait, only a chess player would get that pun--never mind) and then the men (always only men back then in the 90's--wait--it's still pretty much only men) would stand around laughing at how bad my moves were.

"What did you play Bishop to h7 for?" They would ask, scoffingly.

"Because I felt like it!" I would respond, angrily.

"But that move makes no sense," they would say every week.

"Not all my moves need to make sense," I would respond.

"It doesn't do anything," they would say.

"Not all my moves need to do something."

"Yes they do," nearly the entire club would say in unison, whether they were watching my game or not.

I stubbornly held my views. After all, one of the reasons I loved chess was the feeling of independence I had about what I was doing. Every move was my idea, my thoughts, nobody could tell me what to do. I just lost because I didn't see the knight fork, or the checkmate, or the queen skewer, that's all. It had nothing to do with making nonsense moves and wasting time.

I was also very hurt at all the laughing and jokes about my moves. But I refused to stop going to the chess club because, well, there was nothing I liked as much as chess except maybe possibly writing and I couldn't dance. And the writing groups were boring. You had to listen to other people's writing.

Then one Tuesday night down at the Acacia I played a mysterious man in a black trench coat with a high collar. I shook his hand, and then proceeded to lose a piece nearly every move and get checkmated in a way where I knew fully well that I had no chance at any point during the game. Every one of my moves was forced, after about move 5 or so. I had a sense of awe. I sat there with my mouth open staring at my checkmated king.

The mysterious man leaned over and whispered, "I'm obligated to tell you that I'm a chess expert, and you never stood a chance."

"How did you do that?" I asked.

"Let me just give you some advice. Never leave your pieces unprotected," he said, and then he pulled his collar over his face and headed toward the door.

"What is your name?" I asked him.

"Chris Brunt," he said. "You'll see me again."

And with that he left the club.

At that moment I realized I knew nothing about chess. I started asking for help. I stopped getting offended when people laughed at my moves. I started asking them what I should have done instead. "Why?" became my favorite question. I soaked up knowledge like a sponge. I studied tactics books because someone suggested it. I studied endgame books, opening books, whatever I could get my hands on. After a while I found myself laughing when I would see a player make a move that made no sense and did nothing. That is, unless it was Chris Brunt. Then I knew I just didn't understand the move.

That was the feeling I had last night when learning from a local writer from Pikes Peak Writer's Group named Deb Courtney. She very graciously agreed to take a look at a few pages from my novel Call me Jane

It was clear in listening to her analysis that she knew what she was talking about. She kept her

perspective on the reader at all times including the marketability, the purpose of the scene with respect to the story, how to accomplish that purpose, and of course the clarity. I felt I was able to tell her the goal that I had for the passage I wrote, however idiosyncratic that goal might be. Sometimes clarity was not my goal, and I felt that she was able to hear that, and with the reader in mind give me just the right solution that would work for my individual writing personality.

"This passage is confusing. Since people are going here and going there, how about you draw a map. Then you can reference your map while writing, so that you will be able to help the reader know what's going on?" she suggested.

"Great idea," I said. And then I said, "Writing is fun. This editing process isn't fun."

"That's right. Writing is fun. This is editing," she said.

I could tell she'd heard it all before. I knew she truly knew what she was talking about. I could just tell, like with that mysterious stranger in the black trench coat. Now I have that same feeling. I want to soak up all there is to learn about writing like a sponge. I want to hear all the things that are wrong with a piece of writing that I do. I bet I'll go up 500 rating points.

Here is the complete game:

[Event "New Mexico Memorial Championship"]

[Site "Rio Rancho, NM"]

[Date "2013.01.06"]

[Round "1"]

[White "Brennan, Tim"]

[Black "Herrington, Preston"]

[Result "1-0"]

[ECO "B21"]

[WhiteElo "1780"]

[BlackElo "1570"]

[PlyCount "87"]

1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 d6 5. Bc4 e6 6. Nf3 Nf6 7. O-O Be7 8. Qe2 O-O 9. Rd1 d5 10. exd5 exd5 11. Nxd5 Nxd5 12. Bxd5 Nd7 13. Bf4 Re8 14. Qc4 Rf8 15. Rac1 Qb6 16. Ne5 Nxe5 17. Bxe5 Be6 18. Bxe6 fxe6 19. Bd4 Qa5 20. Qxe6+ Rf7 21. Rd3 Qg5 22. Rcc3 Bf6 23. Bxf6 Qxf6 24. Qxf6 Rxf6 25. Rc7 Re6 26. h3 b6 27. Rdd7 Rg6 28. Rxa7 Rxa7 29. Rxa7 Kf8 30. Rb7 Ke8 31. f4 Kf8 32. Kf2 Rf6 33. Kf3 g5 34. g3 h6 35. Kg4 gxf4 36. gxf4 Kg8 37. f5 Rd6 38. Kh5 Kh8 39. Re7 Rf6 40. Re6 Rxf5+ 41. Kxh6 Kg8 42. Kg6 Rf2 43. Re8+ Rf8 44. Rxf8+ 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2013/1/11/Game231962863.html>

Answer:

I missed **14. Bxf7+** if **14...Kxf7 15. Qc4+ Kf8 16. Bc7** trapping the Black Queen. I actually saw this idea, but played the wrong move order with Qc4+ first. This doesn't work though, because after Rf8 the Black Queen now has an escape square and the f7 pawn is defended.

Happy Tactics!

Your Friend,



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Making Pots

“*Something about making art has to do with overcoming things, giving us a clear opportunity for doing things in ways we have always known we should do them.* ~ David Bayles

This game was played on Redhotpawn.com.

In the position on the right it is **White to move**.

Answer below.

Here is excerpt from my friend Dave Kosak's blog, which you can read here:

<http://yearoftheboardgame.tumblr.com/>

"Let's Talk about Pots

I am reminded of the story related in the book *Art and Fear*, where a pottery class is divided into two sections.

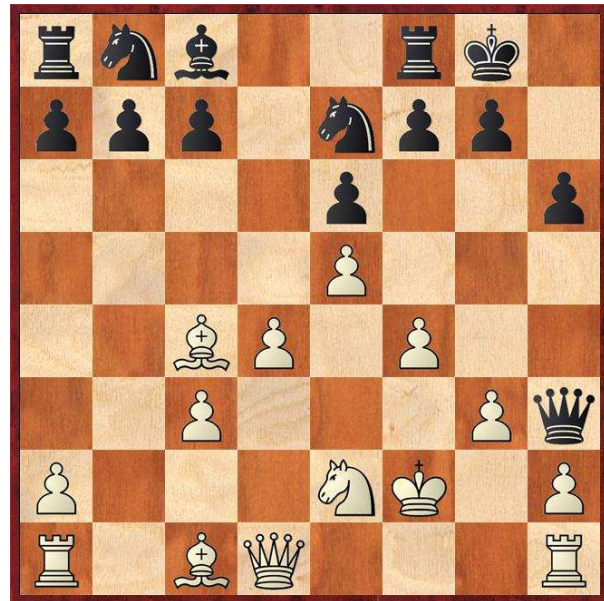
Half the class is told their final grade would be based off of a single piece of pottery - the better the quality, the better their grade.

The other half of the class was told they would be graded based on the amount of pottery they made. A bathroom scale would be brought in, and every pound of pottery you created brought you that much closer to an "A."

This created two very different mindsets for the students. Obviously the "one perfect pot" half of the room thought long and hard about how to create the perfect piece, and struggled to create perfection with each pot. Since only one piece of pottery mattered, every piece that wasn't A+ quality was basically a failure.

On the other half of the room, the pressure was off: every pot was a step forward, no matter how terrible. They threw themselves into the work, throwing pot after pot, free to experiment or screw up or follow their fancy.

Since this is some kind of parable you can probably see the ending coming: the "graded by weight" students actually created BETTER quality work when viewed by independent judges. Creating pot after pot allowed them to perfect their technique,



and with no fear of failure, they were free to continually experiment and push themselves forward. It was far too easy for the "perfect pot" students to theorize about the ideal piece, spend less time at the wheel, and to grow frustrated with every pot that didn't live up to their goals".

So what does this have to do with chess?

I think with chess there are some people who are always trying to play a perfect game. They are afraid to experiment with new ideas, new openings, or new strategies. Perhaps they always play the "Stonewall", and the idea of playing anything besides this scares them. Or maybe, they avoid endgames at all costs. These are the players trying to make a "perfect pot" each time.

Then there are players like Life Master Brian Wall who spent a year playing nothing but 1. ...a6 as black, because he wanted to keep his mind sharp and have to think on every move, and wanted to explore new positions in the opening. Brian wasn't after a "perfect pot" each game, but knew that playing hundreds and thousands of different types of positions would make him an even more well rounded player (making lots of pots).

Some people ask me the best way to improve at chess. I think you just need to get out there, and make a lot of pots!

Here is the complete game:

[Event "January 2011 Long Haul Split II"]
[Site "http://www.redhotpawn.com"]
[Date "2011.01.12"]
[Round "1"]
[White "Farzad Farsee"]
[Black "johnny mac"]
[Result "1-0"]
[ECO "D20"]
[WhiteElo "1484"]
[BlackElo "1480"]
[PlyCount "69"]
[EventDate "2011.???.??"]

1. d4 d5 2. c4 dxc4 3. Nc3 e6 4. e4 h6 5. Bxc4 Bb4 6. Nge2 Bxc3+ 7. bxc3 Qe7 8. f4 Qh4+ 9. g3 Qh3 10. e5 Ne7 11. Kf2 O-O 12. Ba3 Re8 13. Bxe7 Rxe7 14. Ng1 Qf5 15. Bd3 Qxd3 16. Qxd3 b6 17. Nf3 Bb7 18. Rhd1 Nd7 19. g4 Bxf3 20. Qxf3 Ree8 21. f5 Nf8 22. f6 Nh7 23. fxg7 Kxg7 24. h4 f6 25. exf6+ Nxf6 26. g5 hxg5 27. hxg5 Nh7 28. Qh5 Rh8 29. Qh6+ Kg8 30. Qxe6+ Kg7 31. Rf1 Rae8 32. Qd7+ Kg6 33. Kg1 Kxg5 34. Qg7+ Kh4 35. Rf4+ 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2013/1/13/Game380618337.html>

Answer:

12.Ng1 traps the queen after **12...Qf5** and **13. Bd3**

Happy Tactics!

Your Friend,



Tactics Time
Merry Christmas!
December 25, 2012

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The Hawthorne Effect

“What gets measured gets improved. ~ Robin S. Sharma

This game was posted by Paul Anderson in his excellent "Colorado Spring Chess Newsletter", and is from one of his games played at the Thursday night Panera Bread tournament in January 2013.

In the position on the right it is **White to move**.

Answer below.

Paul Anderson, is one of the best players I know in terms of keeping track of his wins and losses, and all sorts of statistics related to his games.

He can tell you at the end of the year which players he got the most rating points from, and which took the most points from him.

At first I thought all of this was kind of silly, and a waste of time and energy, but then I learned about "The Hawthorne Effect".

From the book "The Amazon Analytics Bible" by Tom Corson-Knowles:

The Hawthorne Effect

The Hawthorne Effect gets its name from a factory called the Hawthorne Works where a series of experiments on factory workers was first carried out between 1924-1932. At first, researchers wanted to see if they could improve worker productivity in the factory by changing the lighting. In the lighting studies, light intensity was altered to examine its effect on worker productivity.

The researchers spent five years measuring how different variables impacted the group's and individual's productivity. Some of the variables were:

- Giving workers more breaks
- providing food during the breaks
- shortening work days

Researchers found that, almost no matter what, everytime they changed something, productivity improved, even if the change was just a change back to the status quo after



the status quo had been changed!

This phenomenon has been called the Hawthorne Effect and the basic premise is this:
Simply by measuring human behavior or activity the desired result is improved.

You see, us humans tend to meet expectations of ourselves and others. Therefore, if we know someone is watching us and measuring our productivity, we tend to do a better job, even if just unconsciously. Many business experts say, "What gets measured, gets better." It's true!

So possibly, by collecting and publishing all of this analysis of his wins and loses including a meticulous "list of enemies" (a trick he learned from Richard Nixon), Paul may have been using the Hawthorne effect to make himself a better chess player!

Here is the complete game:

[Event "January Panera"]
[Site "<http://cscchess.webs.com/>"]
[Date "2013.01.03"]
[Round "1.1"]
[White "Barlay, Peter"]
[Black "Anderson, Paul"]
[Result "1-0"]
[ECO "B12"]
[PlyCount "53"]
[EventDate "2013.01.03"]
[TimeControl "5400"]

1. d4 c6 2. e4 d6 3. f4 g6 4. Nf3 Bg7 5. c3 Nf6
6. Bd3 Qc7 7. O-O O-O 8. Qe1 b6 9. Qh4 Ba6 10. Bxa6 Nxa6 11. e5 Ne4 12. Nbd2
Nxd2 13. Bxd2 e6 14. Ng5 h6 15. Ne4 f5 16. Nxd6 b5 17. Be1 Qd7 18. Rf3 Nc7 19.
Rg3 Kh7 20. Rd1 Nd5 21. Rdd3 Rg8 22. Bd2 Bf8 23. Rh3 Qg7 24 . Qe1 Bxd6 25. exd6
Qd7 26. Qe5 Rad8 27. Rxd6+ 1-0

You can play through this game here: <http://www.chessvideos.tv/chess-game-replayer.php?id=75421>

Answer:

27. Rxd6+ is a nice mate in two that gave Peter a 300+ point upset **27...Kxh6 28. Rh3#**

Happy Tactics!

Your Friend,



P.S. Paul has a chess facebook fanpage at <https://www.facebook.com/#!/groups/97792570473/>, and tweets about chess at <https://twitter.com/cschesnews>. Be sure to check those out!



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Child's Play

“In every real man a child is hidden that wants to play. ~ Friedrich Nietzsche

This game was played at the January 2013 Panera Bread Tournament in Colorado Springs, and was featured in Paul Anderson's chess newsletter, <http://cscchess.webs.com>.

In the position on the right it is **White to move**.

Answer below.

Anthea Carson recently wrote a review of the book "Chess is Child's Play" by Laura Sherman and Bill Kilpatrick, which I would like to share below.

I have not read the book myself, but it looks really good, and the reviews on amazon are outstanding. I don't have any experience myself with teaching kids, but if I wanted to get into that, I would certainly be asking Anthea if I could borrow this book. In fact, I will probably borrow her copy just to see for myself what it is like.

Anthea writes:

I'm always on the lookout for a good chess book that helps me to coach chess to kids.

I found one this week called *Chess is Child's Play* by Laura Sherman and Bill Kilpatrick.

This book is a bargain at \$19.95 for a hardback.

It is 302 pages long, and chock full of ideas!

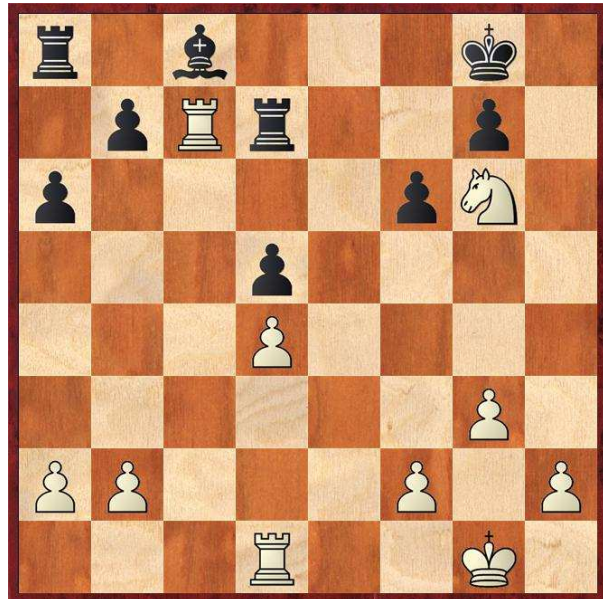
This book shows a real understanding of kids and how they learn chess.

I have coached chess myself for 15 years or more and I recognized a lot of the same chess situations I have seen working with kids, and some of the same challenges.

Sherman and Kilpatrick have broken the art of teaching down into its simplest building blocks.

They have answered questions I have heard myself from parents about how to get kids to learn the game of kings.

I would highly recommend this book to anyone interested in coaching chess, or simply in encouraging their own kids or grandkids to learn the game.



This would be a wonderful resource to bring with them as a coach, to help them with level appropriate lesson plans and ideas.

Here is the link to buy this book: [Chess is Child's Play: Teaching Techniques That Work](#)

Here is the complete game:

[Event "January Panera"]
[Site "http://cscchess.webs.com/"]
[Date "2013.01.17"]
[Round "3.2"]
[White "Bloomer, Josh"]
[Black "Lucas, Gene"]
[Result "1-0"]
[ECO "D52"]
[WhiteElo "2226"]
[BlackElo "1530"]
[PlyCount "77"]
[EventDate "2013.01.03"]

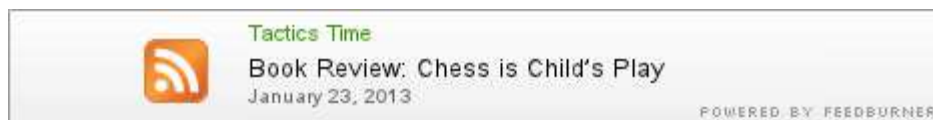
1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 e6 5. Bg5 Nbd7 6. e3 Bb4 7. cxd5 cxd5 8. Bd3 O-O 9. O-O a6 10. Qc2 Bd6 11. Bxh7+ Kh8 12. Bd3 Qc7 13. Rac1 Qb8 14. e4 dxe4 15. Nxe4 Nxe4 16. Bxe4 Bf4 17. Bxf4 Qxf4 18. g3 Qd6 19. Rfd1 Nf6 20. Ne5 Nd5 21. Qc5 Qd8 22. Bxd5 exd5 23. Qc7 Kg8 24. Qxd8 Rxd8 25. Rc7 f6 26. Ng6 Rd7 27. Ne7+ Kh7 28. Rxc8 Rxc8 29. Nxc8 Rc7 30. Nb6 Rc2 31. Nxd5 Rxb2 32. Nc3 b5 33. d5 b4 34. Ne4 b3 35. axb3 Rxb3 36. d6 Rb8 37. d7 Rd8 38. Nc5 a5 39. Ne6 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2013/1/20/Game1012339721.html>

Answer: 27. Ne7+ Checks the Black King, and adds a second attacker to the Black Bishop on c8. The knight is protected by an Xray from the White Rook on c7

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Alex Fishbein Review

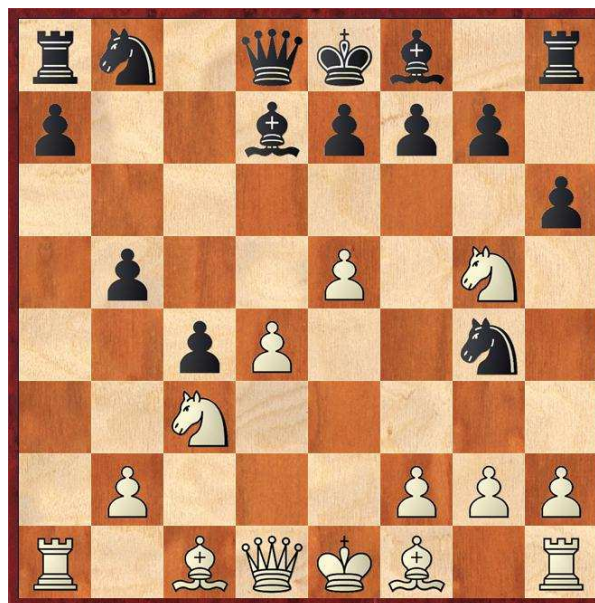
“ Give all pawn moves, especially in the opening careful thought and if hitting a piece with a pawn look to see where the piece may go before you push the pawn. ~ Geoff Chandler

This game was featured in Geoff Chandler's blog post "The Duck in America + Richard Rapport", <http://www.redhotpawn.com/blog/blogread.php?blogpostid=129>

In the position on the right it is **White to move**.

Answer below.

Today's newsletter is a book review of "Tactics Time! 1001 Chess Tactics from the Games of Everyday Chess Players", <http://www.amazon.com/Tactics-Chess-Everyday-Players-ebook/dp/B009TBYA7U> by Grandmaster Alex Fishbein. Thanks Alex!



A few weeks ago, I received the book "Tactics Time" by Tim Brennan and Anthea Carson and started reading it.

I am a bond market investor, and that job takes up a lot of my time. My two sons recently started playing chess and are trying to get better at it. I also happen to be a chess grandmaster. It is this last fact that complicates things the most when it comes to teaching chess to my kids.

My sons are not too eager to pick up and read chess books, since they think they already have an all-knowing resource at home who can answer all questions at any moment (and teach them all they need to know about the Sicilian Defense). But it is one thing to be a grandmaster and quite another to be an effective teacher.

I don't remember a time when I was a beginner. The first chess book I remember reading was "My System" by Nimzovich. But teaching "overprotection" and "mysterious Rook moves" might not be ideal for someone who still stumbles over pins and discovered checks.

"Tactics Time" to the rescue!

"Tactics Time" is a collection of positions that occurred in real-life games between amateur

players. For each position, the book asks you to find a simple tactical solution. It can be a back-rank mate, a knight fork, a double check, or simply a capture of a piece. The point is to learn to see the solution quickly (although sometimes it requires seeing two or three moves ahead). There are 1001 problems, and you should be able to do 25-50 of them in one sitting.

After you've finished all the problems, you can still benefit from revisiting the positions you may have forgotten.

These problems are not contrived -- they are the types of tactics likely to occur in a real game. Tactics such as these are really at the heart of chess. If you can solve these problems quickly, you are on your way to becoming an expert -- or better.

So I went over some of these problems with my kids, helping them solve the ones that were a little harder than others. They wanted to do more! I think the problems gave them a sense of accomplishment that kept them coming back, but they were also relevant; these problems reminded them of situations they would face in real chess games.

I recommend this book to anyone below 1500, although players above that level will find some positions challenging -- even I found a few interesting. Tim Brennan and Anthea Carson made sure to include diverse positions; you will find opening checkmates and pawn endings. They put a lot of good effort into this book, and the reader will be most rewarded.

I first met Tim and Anthea while giving a simultaneous exhibition in Colorado in 2011. They are active and well known in the thriving Colorado chess community -- a community where I grew up in the 1980s -- and they are serious students of the game.

I may have a few quibbles with some of the examples: some positions have more than one solution, and at times some variations are left out -- but, as a grandmaster, I will find fault with any book. I recommend this book as a useful supplement for chess study, not as an exclusive educational text.

If you'd like to learn to see one- and two-move tactics more clearly, such that they become second nature to you, "Tactics Time" by Tim Brennan and Anthea Carson is for you.

GM Alex Fishbein

December 23, 2012

Here is the complete game:

[Event "RHPIC November 2009 duels"]
[Site "http://www.redhotpawn.com"]
[Date "2010.11.05"]
[Round "2"]
[White "KingMax"]
[Black "Tukumnieks"]
[Result "1-0"]
[WhiteElo "1761"]
[BlackElo "1624"]
[PlyCount "43"]
[EventDate "2010.??.?"]

1. d4 d5 2. c4 c6 3. Nc3 dxc4 4. e4 b5 5. a4 Bd7 6. Nf3 Nf6 7. axb5 cxb5 8. e5 Ng4 9. Ng5 h6 10. Nxf7 Kxf7 11. Qf3+ Kg8 12. Qxa8 a6 13. Rxa6 e6 14. Be2 Nxf2 15. Kxf2 Kh7 16. Qe4+ g6 17. Bh5 Qe8 18. Rb6 Kg7 19. Rxb8 gxh5 20. Rxe8 Bxe8 21. Qb7+ Kg6 22. Ne2 1-0

You can play through this game here: <http://tacticstime.com/games/KingMax.html>.

Answer:

10. Nxf7! is an alert move, which wins a pawn, and forks the Black Queen and Rook. If **10...Kxf7 11. Qf3+** forks the Black King and Rook on a8.

Happy Tactics!

Your Friend,



P.S. If you enjoyed the book, be sure to **leave a review** and let us know what you thought!
<http://www.amazon.com/Tactics-Chess-Everyday-Players-ebook/dp/B009TBYA7U>



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Forks and Skewers

“Unless your rating is already above 1800, doing chess vision drills is critical to becoming a strong chess player quickly ~ Michael de la Maza

This game was played by my good friend Francisco Baltier, at the 2013 Tucson Open, in Tucson Arizona.

In the position on the right it is **Black to move**.

Answer below.

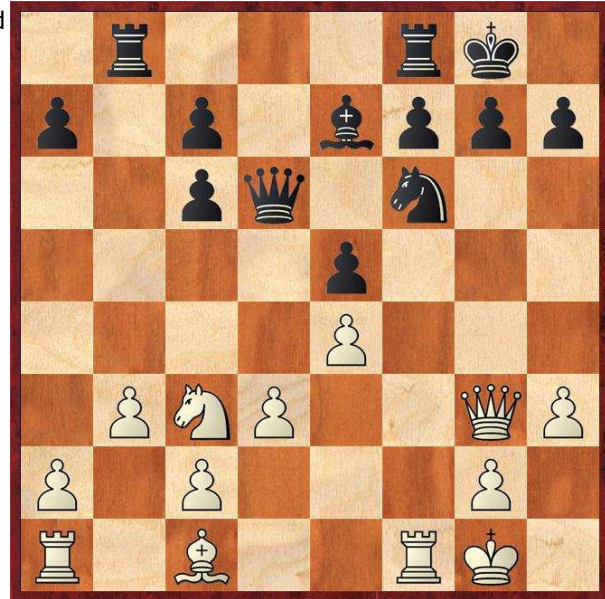
I have been playing around with a new iPhone app called "forks and skewers", which I really like. It is based on Michael de la Maza's ideas.

The author, Mike Anderson, wrote to me:

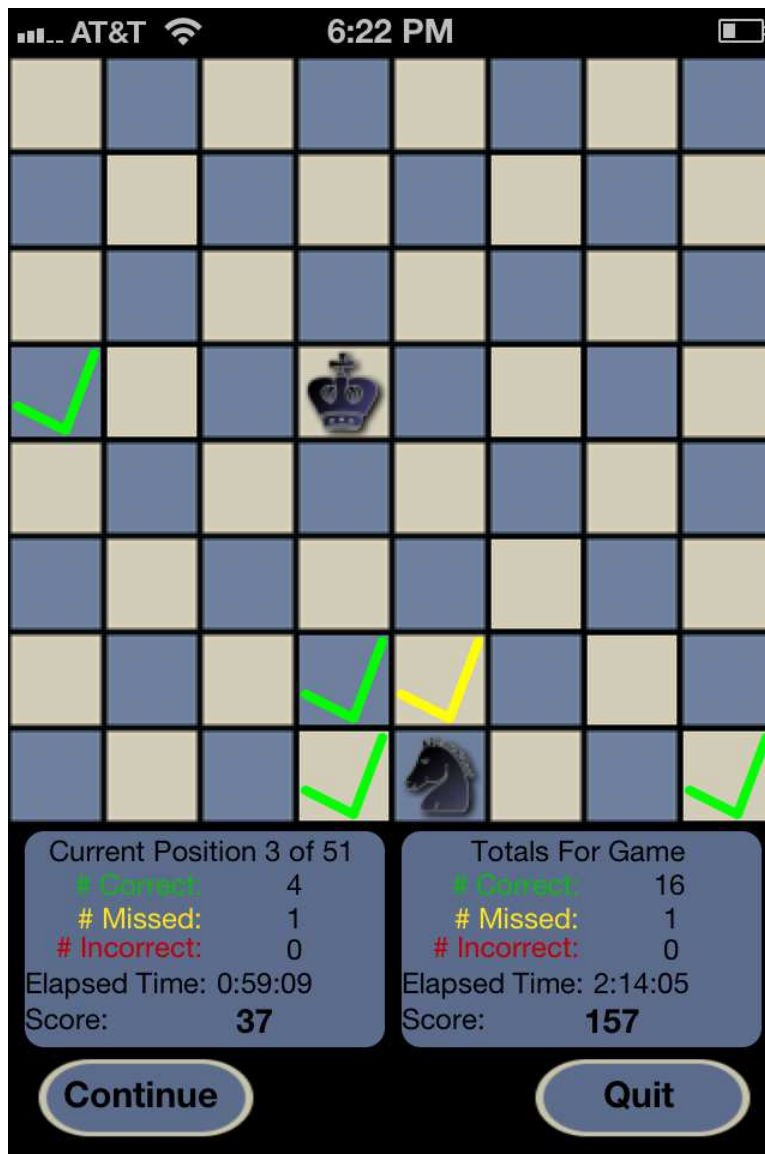
Tim,

A couple years back I read Michael de la Maza's "rapid chess improvement". I was intrigued by the idea of chess drills. Especially since I helped out my daughter's third grade class with a "chess club" and was looking for simple ways to introduce tactics to beginning players.

Being a programmer I immediately set off modifying my hobby chess AI project to incorporate a chess drill. After years of fiddling around I've published an iPad app called forksandskewers. If you've got an iPad check it out, I'd love to know what you think of it.



Here is a screen shot from the program, that I took with my iPhone.



I am a big fan of becoming "Brilliant on the Basics", and I think that this app really does a good job of that. The problems are a very unique idea to looking at the fundamentals and building blocks of chess tactics.

Basically for each problem there is a King, and another piece. You have to find the squares where you can win the piece using your Queen. It can be by a fork, skewer, or trapping the piece.

There is a timer that keeps track of how long you take, and the program keeps track of squares that you got correct, missed, and got wrong

For only 99 cents the program is certainly worth getting. I think that it makes for a great "warm up" tool before a tournament.

Here is the complete game:

[Event "2013 Tucson Open"]
 [Site "Tucson, AZ"]
 [Date "2013.01.25"]

[Round "1"]
[White "Day, Theodore B"]
[Black "Baltier Jr, Francisco V"]
[Result "0-1"]
[ECO "C30"]
[WhiteElo "1405"]
[BlackElo "1657"]
[PlyCount "116"]
[EventDate "2013.?.?.?"]

1. e4 e5 2. Nc3 Nf6 3. f4 Nc6 4. Nf3 d6 5. Bb5 Bg4 6. O-O Be7 7. h3 Bxf3 8. Qxf3 O-O 9. Bxc6 bxc6 10. fxe5 dxe5 11. d3 Rb8 12. Qg3 Qd6 13. b3 Qd4+ 14. Kh1 Qxc3 15. Bh6 Ne8 16. Be3 Bc5 17. Rac1 Ba3 18. Bxa7 Ra8 19. Qe3 Bxc1 20. Rxc1 Nd6 21. a4 Rfe8 22. Bc5 Ra5 23. Ba3 Nb5 24. Qc5 Qxc5 25. Bxc5 Nd4 26. Bb4 Raa8 27. Bd2 Re6 28. Be3 Ra5 29. c3 c5 30. cxd4 cxd4 31. Rxc7 Ra8 32. Bd2 Kf8 33. a5 Ke8 34. b4 Re7 35. Rc5 Kd8 36. Kg1 f6 37. Kf1 Rc7 38. Ke1 Rxc5 39. bxc5 Rb8 40. Kd1 Kc7 41. a6 Kc6 42. a7 Ra8 43. Kc2 Kxc5 44. Kb3 Rxa7 45. Bb4+ Kb5 46. Bf8 g6 47. Bh6 Ra1 48. Bg7 Rf1 49. g4 Rf3 50. Kc2 f5 51. gxf5 gxf5 52. Bxe5 fxe4 53. h4 exd3+ 54. Kd2 Kc4 55. Bg7 Rf2+ 56. Ke1 Rh2 57. Bxd4 Kxd4 58. Kd1 Kc3 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2013/2/9/Game532502486.html>

Answer: 13....Qd4+ forks the White King and Knight on c3. The d4 square is a common forking square when white has played an early f4 and then castled. This can occur in openings such as the King's Gambit and Bird. Often a loose bishop on c4 can be picked up in a similar manner.

This is the same kind of fork that the "forks and skewers" program will help you to see instantly.

Francisco wrote after the tournament: "I found myself asking good questions about the position, like

- What are the checks?
- What's not defended
- etc

Some of the tactics just jumped out at me, even before they materialized like the Qd4+ move that takes the knight on the next move in game 1".

Nice work Francisco!

Happy Tactics!

Your Friend,





Tactics Time

Book Review: Chess is Child's Play

January 23, 2013

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Coming up Dry

“If you come up dry, without ideas, consider every move ~ Jon Edwards

This game was played between Daniel Herman and William Wolf at the January 2013 Wednesday night Panera Bread tournament in Colorado Springs, and was in Fred Spell's excellent Colorado Springs Chess Night newsletter, which you can read here: <http://eagleandking.com/>

In the position on the right it is **White to move**.

Answer below.

Today I want to talk about an interesting book called "Chess Stories: What one Master's Experiences tell us about Life and Work (Chess is Fun)" by Jon Edwards. You can see the book on amazon.com here, <http://www.amazon.com/dp/B0086MH836/>



In the book Jon, who is a correspondence chess champion, shares many tips and lessons that he has learned over the years. Included are little stories that help illustrate the points.

Some of the tips are aimed at beginners, such as "When your opponent's king can't move, all you need is a check", and "attack pawn chains at their base", and will be familiar to many chess players.

He has some ideas in the book, which I had not heard before. One good idea is what to do, when you don't know what to do. Jon writes:

If masters are honest, they will admit there are times in every tournament that they simply come up dry. No ideas, no plans, no clue. Fatigue perhaps? Some call such moments brain farts. Whatever the cause, it's important to recognize that some sort of human reset is needed.

One grandmaster admitted to me that, when it happens to him, like a computer, he actually considers every move. Within a few moments, sometimes as much as a few minutes, he's back at it, with candidate moves, plans, and human intuition in full gear.

I think that this is a great tip. Life Master Brian Wall is also an advocate of looking at every legal move, and he often comes up with very brilliant and creative moves that most people would never even consider.

Here is the complete game:

[Event "Panera Bread January 2013"]
[Site "http://www.redhotpawn.com"]
[Date "2013.01.02"]
[Round "1"]
[White "Herman, Daniel"]
[Black "Wolf, William"]
[Result "1-0"]
[ECO "A80"]
[WhiteElo "1336"]
[BlackElo "1259"]
[PlyCount "63"]
[EventDate "2013.???.??"]

1. d4 f5 2. Nc3 d5 3. Nf3 e6 4. Ne5 Nf6 5. Bg5 Be7 6. f3 O-O 7. Qd2 a5 8. h4
Nh5 9. g4 Ng3 10. Rh2 Nxf1 11. Kxf1 c6 12. gxf5 Rxf5 13. Rg2 b5 14. Bh6 g6 15.
Nxg6 hxg6 16. Rxg6+ Kf7 17. Rg7+ Ke8 18. Rg8+ Bf8 19. Bxf8 Rxf8 20. Rxf8+ Kxf8
21. Qh6+ Ke7 22. Qg7+ Ke8 23. Qh8+ Ke7 24. Qg7+ Ke8 25. Kg2 Nd7 26. Kh3 e5 27.
Qh8+ Ke7 28. Qh7+ Kd6 29. dxe5+ Nxe5+ 30. Kh2 Be6 31. Rd1 Qf8 32. Ne4# 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2013/2/9/Game538118771.html>

Answer: 32. Ne4# is a nice checkmate in the middle of the board. White is down a piece, but didn't give up and took advantage of Black's mistake.

Some people don't like when I post "mate in one" problems, but the truth is that mate in one problems are missed all the time "in the real world", even by experienced tournament players, as this game illustrates. Grandmasters even miss "mates in one" on occasion!

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The Power of Habit

“We must make automatic and habitual, as early as possible, as many useful actions as we can. ~ William James

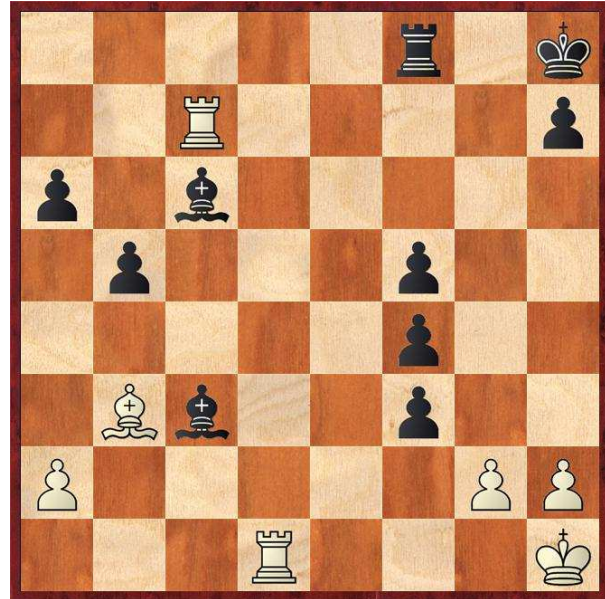
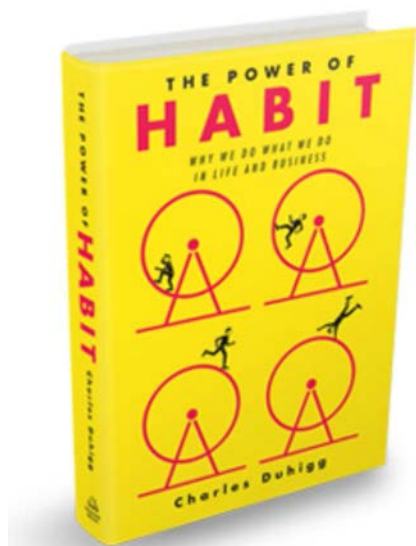
This game was played on chess.com

In the position on the right it is **Black to move**.

Answer below.

Recently I have been listening to the audiobook "The Power of Habit" in my car, while driving to work, and around town. You can see this book on amazon here:

<http://www.amazon.com/The-Power-Habit-What-Business/dp/1400069289>



Quick side note: I am a huge fan of listening to audio books in the car. I am listening to one whenever I am driving.

Motivational speaker Zig Ziglar coined the term "Automobile University" to describe how time spent in traffic can be used to educate yourself on a variety of subjects. Using audiobooks in your car is a great way to learn almost anything from finance to philosophy, literature to languages. In a year, the average driver can learn about as much as a college student

attending a year's worth of classes.

From the book's description:

At its core, *The Power of Habit* contains an exhilarating argument: The key to exercising regularly, losing weight, raising exceptional children, becoming more productive, building revolutionary companies and social movements, and achieving success is understanding how habits work.

This made me think about chess, and chess improvement.

Many of us have "bad habits" when it comes to chess.

- We don't study on a regular basis
- We hang pieces and pawns for no reason
- We miss "easy" things like a mate in one, or a one move threat in a game
- We fail to see our opponent's threats
- We make time wasting moves
- etc

After listening to this book, I realized that almost everything we do in life is just a collection of habits.

So if you study chess tactics for 10 minutes a day, that is a habit. If you don't, and watch "Keeping up with the Kardashians" instead, that is also a habit.

If you play chess at your local club on Wednesday nights, that is probably a habit.

You probably play certain openings as a habit.

You probably take or don't take a knight on f6 after Black plays h6 as a habit.

How often you review your games is probably a habit.

So really, **the key to chess improvement is changing your habits.**

You don't really need more chess knowledge. You just need better habits in applying that knowledge, and better habits with your move selection.

I think that this is part of the reason that I will get an e-mail from someone who says "I have been reading your e-mail newsletter, and suddenly I gained 100 rating points".

This person might have changed just one bad habit (such as not looking for tactics on every move, something I talk about a lot), and replace it with a better habit (creating a "tactical radar" where you are always looking for tactics), and all of a sudden their game improves dramatically.

They didn't need more knowledge, they just needed a better habit.

The book has a ton of good examples on creating new habits, the power of habits, organizational habits, willpower, psychology and how the brain works.

I LOVE this book, and HIGHLY recommend it!

Here is the complete game:

[Event "LCC Fun Tournament"]

[Site "Chess.com"]
[Date "2009.04.29"]
[Round "?"]
[White "Raymond"]
[Black "RichardHVA"]
[Result "0-1"]
[ECO "E97"]
[WhiteElo "2377"]
[BlackElo "2408"]
[PlyCount "80"]
[EventDate "2009.???.?"]

1. c4 Nf6 2. Nc3 g6 3. d4 Bg7 4. e4 d6 5. Be2 O-O 6. Nf3 e5 7. O-O Nc6 8. d5
Ne7 9. b4 Nh5 10. Re1 f5 11. Ng5 Nf6 12. f3 Nh5 13. c5 Nf4 14. Bc4 Kh8 15. Rb1
dxc5 16. bxc5 Nexd5 17. Bxf4 exf4 18. Nb5 Qxg5 19. exd5 Qd8 20. d6 cxd6 21.
cxd6 a6 22. Nc7 Ra7 23. Qd5 b5 24. Bb3 Qf6 25. Rbd1 Qc3 26. Re2 Bd7 27. Kh1 g5
28. Re7 Bc6 29. Qe6 g4 30. Rf7 Rd8 31. Qe7 Rg8 32. d7 Rxc7 33. d8=Q Rxe7 34.
Rxe7 Rf8 35. Qd3 gxf3 36. Qxc3 Bxc3 37. Rc7 f2 38. Rf1 Re8 39. Rxc6 Re1 40. g3
f3 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2013/2/10/Game593291520.html>

Answer: Normally tripled pawns as a disaster, but here Black uses them as a deadly weapon!
37. ...f2 locks in the White King. Black is threatening to play **38. ...Be1** and **39. ...f1=Q**.

If **38. Rf1 Re8**, and White cannot take the pawn because of the back rank mate **39. Rxf2??**
Re1+ 40. Rf1 Rxf1#

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Ignatz is Bliss

“Successful changes take place in small chunks. So you're after small wins, not big ones. That's an important change reality. You succeed on the multiplier effect of small wins. You'll lose if your objective is too large. ~ Dan Erwin

Today's game is a famous one played between Ignatz Von Popiel and Georg Marco, Monte Carlo 1902, that is featured in many tactics books.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to talk to you about the idea of "Small Wins".

Most of us instinctively spend a lot of time and energy seeking the big breakthrough: that magical moment when, after a lot of effort, everything finally clicks: when you play an opening perfectly, make a brilliant sacrifice, win the big game. Those moments are incredibly satisfying. But they're also a problem.

Here's why: focusing on the big breakthrough can cause you to overreach. It can create a steady diet of disappointment (after all, breakthroughs are rare, by definition). Worse, you stop focusing on the smaller, incremental things that really matter.

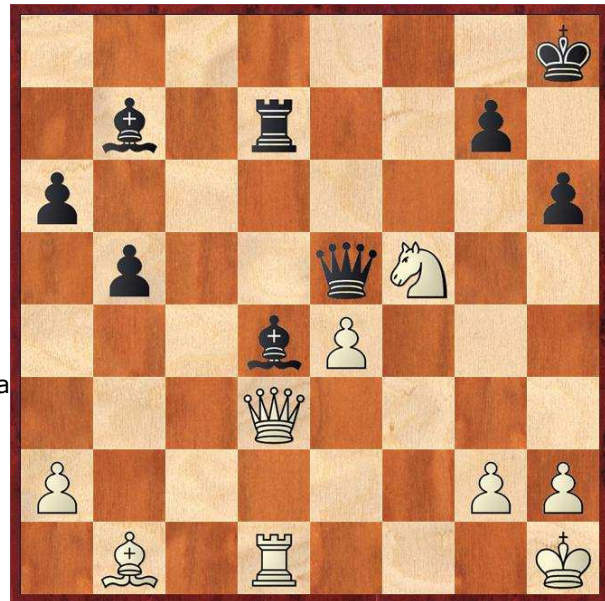
Many time chess players will set some large goal, like "I want to be a Master", and then find out the goal is very difficult to achieve, get frustrated, and sometimes even quit.

Instead of focusing only on the large goals, it is also good to appreciate the "small wins".

An excerpt from the book *"Homemade Change"* by Jessica Wall:

I am a firm believer in small wins. These wins allow you to prove to yourself obtaining your goal is possible by starting small.

We don't come into this world singing and dancing. We must make small efforts toward learning to crawl, walk and eventually run.



If you think back about most of your accomplishments, you have started from scratch and worked up to success. It helps to create bite sized pieces of a goal. By segmenting it into attainable parts and simply starting: one foot in front of the other, one step at a time.

In the book *"The Progress Principle"*, Harvard Business School professor Teresa Amabile shares her research about how tracking small wins can make you more productive (and happier).

She writes:

Don't make a big commitment to it; tell yourself you'll do it for just one month. Five to 10 minutes a day, focusing on just one project, one issue, that you want to work on. Pick a time in the day when you're likely to have about 10 minutes uninterrupted. It's a good idea if it can be the same time every day. Attach a reminder to that time. So if you want to do your diary before you leave work, you might set a repeating calendar alert for 15 minutes before you take off ...

The research showed that keeping track of challenges, successes, and other experiences enhanced creativity and motivation.

So when working on your chess improvement, don't discount the "small wins". Maybe you can now solve a mate in two problem now that you couldn't before, or maybe you can solve it faster than before.

Maybe you got a "USCF norm" in a recent tournament, or beat an opponent for the first time, or saved a draw from a losing position. Pat yourself on the back for these small wins. They add up over time!

Here is the complete game:

[Event "Monte Carlo"]
[Site "Monte Carlo MCO"]
[Date "1902.02.03"]
[Round "1"]
[White "Ignatz Von Popiel"]
[Black "Georg Marco"]
[Result "1-0"]
[ECO "C41"]
[PlyCount "71"]
[EventDate "1902.???.?"]

1. e4 e5 2. Nf3 d6 3. Bc4 c6 4. Nc3 Be7 5. d4 Nd7 6. Be3 Ngf6 7. Qe2 Qc7 8. Ng5 O-O 9. f4 b5 10. Bd3 a6 11. O-O Bb7 12. Rae1 h6 13. Nf3 Ng4 14. Nd1 c5 15. c3 exd4 16. cxd4 Nxe3 17. Nxe3 cxd4 18. Nxd4 Nc5 19. Nef5 Bf6 20. Bb1 Rfe8 21. Qf3 Ne6 22. Nxe6 fxe6 23. Qb3 Kh8 24. Ng3 Bd4+ 25. Kh1 Qc4 26. Qd1 Bxb2 27. Qxd6 Rad8 28. Qb6 Rd7 29. Qf2 Bd4 30. Qf3 Rf8 31. Rc1 Qb4 32. Qd3 e5 33. fxe5 Rxf1+ 34. Rxf1 Qe7 35. Nf5 Qxe5 36. Rd1 1-0

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1099222>.

Answer:

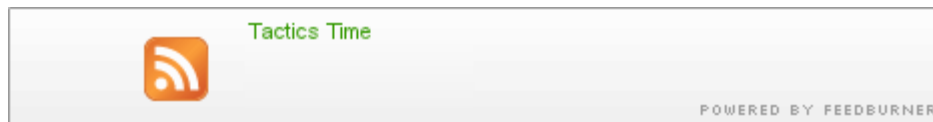
In the game Black resigned, missing the crusher **36...Bg1!!** with discovered attack on the White Queen, and threatening mate on h2.

White's best defense is **37. Kxg1** and give up the Queen for a Rook and Bishop **37...Rxd3**

This game is often given in chess books with the maxim "No one ever won a game by resigning!"

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Goal Hijacking

“You are never too old to set another goal or to dream a new dream. ~ C.S. Lewis

This game was played on redhotpawn.com, and contains some missed opportunities by both sides.

In the position on the right it is **Black to move**.

Answer below.

Today I want to talk about an idea that I learned from Brad Howard, who writes a fitness blog and e-mail newsletter at <http://www.adonisindex.com>.

Brad talks about how often in the exercise and fitness world people will start of with one goal, and then once they get into a certain community, their goal will get "hijacked" by that group, and they end up changing their goal without putting much thought into it.

For example, a person might start off wanting to lose some pounds. So they go to the gym to start losing the pounds. While at the gym, they meet some nice people who are really into yoga. After hanging around these new friends, their new goal transforms from weight loss into becoming a yoga guru.

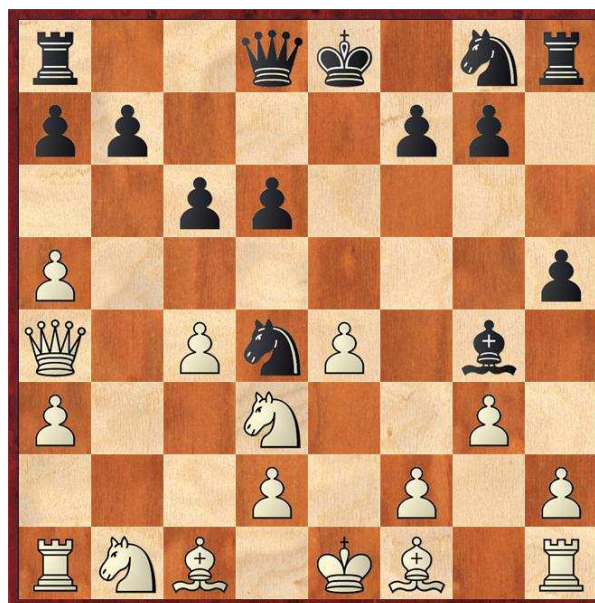
This isn't always a "bad" thing, but it is something to be aware of, and is something that can happen to you in the chess world.

For example, you might start off with a goal to become a 1500 rated USCF player by the end of the year. Then one weekend you are asked by a friend to help out with the tournament directing. Then you start getting asked to help out more and more with the tournament directing. Then all of a sudden instead of playing in the tournaments, you are always the one running them, and there is no time to play.

Your goal just got hijacked!

The chess world offers a lot of diversions. It is easy to get wrapped up in things like chess organizing, chess politics, chess forums, etc. These things can be real "time suckers".

There is nothing wrong with these diversions, but it is good to be aware of what your goals are,



and not let them get hijacked!

Here is the complete game:

You can play through this game here: <http://www.viewchess.com/cbreader/2013/1/22/Game1171268407.html>

Answer:

10...Qxa5!! is a brilliant Queen sacrifice deflecting the White Queen from her protection of the c2 square, threatening **11. Nc2#**. There are no safe squares for the White Queen, and she will be lost or White will be checkmated.

Even very strong players have missed this type of tactic, such as in the game GM Alexander Yermolinsky (2654) - IM Emory Tate (2425), Western States Open, 2001, which went 1. d4 c5 2. d5 e6 3. Nc3 exd5 4. Nxd5 Ne7 5. Bg5 h6 6. Bh4 Qa5+ 7. c3 Nf5 8. Qa4 Qxa4 9. Nc7# 1-0, and you can play through here: http://tacticstime.com/?page_id=3299.

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Pomodoro Technique

“Think instead of react. Take frequent breaks and strive to constantly eliminate instead of organize. Create not-to-do lists and cancel, fire, subtract, and eliminate, eliminate, eliminate. If you remove all the static and distraction, priorities become clear, execution becomes a one-item to-do list, and time management isn't even necessary.~ Tim Ferriss

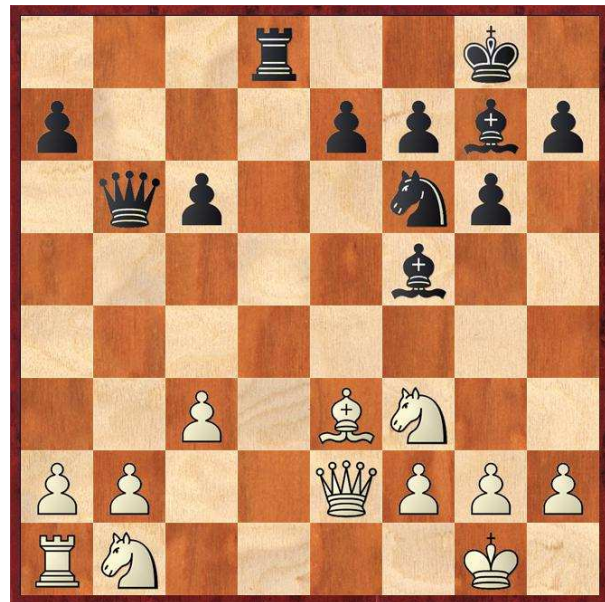
This game was played between Matt Phelps and Edward Epp at the Metrowest Chess Club Winter Warmer Swiss in 2007.

In the position on the right it is **Black to move**.

Answer below.

One of the most common challenges that I heard from readers is "I don't have enough time for chess or chess study".

I am a big fan of "Work smarter, not harder", and even though this sounds like a cliché out of a Dilbert cartoon, there are techniques for working smarter. One of these is the "Pomodoro Technique".



From Wikipedia:

The Pomodoro Technique is a time management method developed by Francesco Cirillo in the late 1980s. The technique uses a timer to break down periods of work into 25-minute intervals called 'Pomodori' (from the Italian word for 'tomatoes') separated by breaks. Closely related to concepts such as timeboxing and iterative and incremental development used in software design, the method has been adopted in pair programming contexts. The method is based on the idea that frequent breaks can improve mental agility.

There are five basic steps to implementing the technique:

- decide on the task to be done
- set the pomodoro (timer) to 25 minutes
- work on the task until the timer rings; record with an x
- take a short break (3-5 minutes)
- every four "pomodori" take a longer break (15-30 minutes)

I used this technique when writing [Tactics Time! 1001 Chess Tactics from the Games of Everyday Chess Players](#), and have used it when studying chess tactics.

The key ideas are to decide on a task and work on this task, and only this task during a set period of time. During this time, make sure that you don't have any other distractions. Close facebook, twitter, email, Skype, etc, and anything that can distract you. After this set period of time is over, take a mental break.

It can be a very powerful way to get a lot done, and make your time as efficient and productive as possible.

Here is the complete game:

[Event "MCC Winter Warmer Swiss"]
[Site "Natick, MA"]
[Date "2007.01.16"]
[Round "3"]
[White "Phelps, Matthew W"]
[Black "Epp, Edward"]
[Result "0-1"]
[ECO "B21"]
[WhiteElo "1653"]
[BlackElo "2020"]
[PlyCount "30"]
[EventData "2007.??.?"]
[EventType "game"]

1. e4 c5 2. d4 cxd4 3. c3 g6 4. Qxd4 Nf6 5. Nf3 Nc6 6. Qa4 Bg7 7. Bd3 O-O 8. O-O d5 9. Rd1 dxe4 10. Bxe4 Qb6 11. Bxc6 bxc6 12. Qc2 Bf5 13. Qe2 Rad8 14. Rxd8 Rxd8 15. Be3 Qxb2 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2013/3/9/Game1381965744.html>.

Answer:

15...Qxb2!! was a really alert move. White cannot capture the Queen because of the backrank threat **16. Qxb2?? Rd1+** **17. Ne1 Rxe1#** and white has no way to save the Rook.

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Tactics Time

The Power of Habit

February 10, 2013

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Going to Disney

“It's kind of fun to do the impossible ~ Walt Disney

This game was played at SECF Grand Prix April 2009 in Sioux Falls, SD.

In the position on the right it is **White to move**.

Answer below.

In my newsletter I have talked a lot about goals, but I recently got a new perspective on goals that I would like to share.

On the redhotpawn.com forum, Bill718 posted,

"Hello- I left competitive chess awhile back, but would like to ask. Is it important to have goals in chess? i.e. achieving a rating level within a time frame, studying a set number of hours a week, playing a set number of games or tournaments a year etc. I always wrote my goals on a card, and kept them where I could see them everyday. This kept me focused, and was helpful in taking my rating from 1230 to the mid 1700's in 3 years, where it remained until my interest in the game faded a few years ago (along with my rating!). Some would argue however this system was too structured, and took too much of the enjoyment away from the game. Any thoughts?"

Paul Leggett posted a response that I thought was excellent,

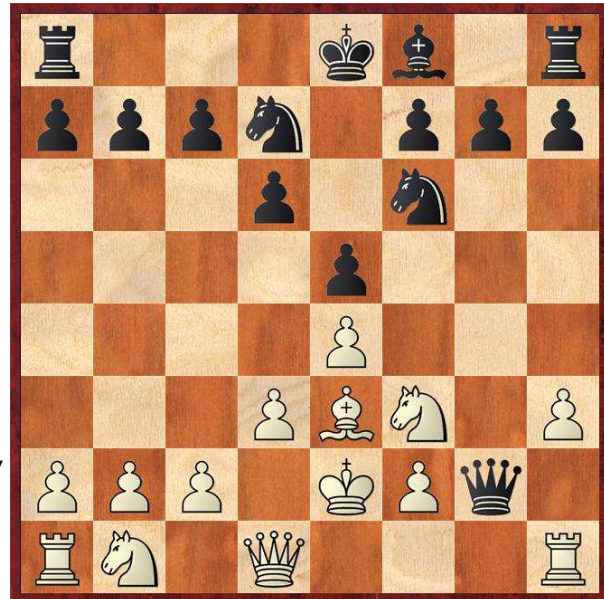
I work for Disney, and I have a somewhat unique perspective that might help answer this.

Some Guests who visit our parks are meticulous in their planning. They have the park guide maps all marked up, they have itineraries planned, they know all the show times, have dinner reservations set, and hit the ground running.

Other Guests just show up and wing it.

As best I can tell, they all have fun, and it's about the person, not the process.

Those who "wing it" would connect planning as too much like work, which they are



trying to escape, while those who plan would go nuts "winging it" and would feel like they missed opportunities.

I think the ultimate answer is the Socratic "know thyself".

I went to Disney for the first time in November 2012 at the age of 39. I went with my mom, my sister, her husband, and their 3 kids.

My sister had just about every second planned. I had a great time, and would highly recommend the experience. Paul's forum post pointed out though, that some people would have gone crazy with this rigid schedule, but still would have had a great time. I loved this analogy to chess study, and think that it is very insightful.

Here is the complete game:

[Event "SECF Grand Prix April"]
[Site "Sioux Falls, SD"]
[Date "2009.04.05"]
[Round "5"]
[White "Kellar, Benny"]
[Black "Uhl, Alex"]
[Result "1-0"]
[ECO "C23"]
[WhiteElo "833"]
[BlackElo "384"]
[PlyCount "28"]
[EventDate "2009.04.05"]
[EventRounds "5"]
[EventCountry "USA"]

1. e4 e5 2. Bc4 Qg5 3. d3 Qh4 4. Be3 d6 5. Nf3 Qg4 6. Bb5+ Bd7 7. Bxd7+ Nxd7 8. h3 Qxg2 9. Ke2 Ngf6 10. Rh2 Qg6 11. Nh4 Qh5+ 12. Nf3 d5 13. Rg2 dxe4 14. Rg5 Qxh3 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2013/3/9/Game1383858536.html>

Answer:

10.Nh4 traps the Black Queen

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Your Friend,

Tim



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The Mother of Skill

“*Repetition of the same thought or physical action develops into a habit which, repeated frequently enough, becomes an automatic reflex.* ~ Norman Vincent Peale

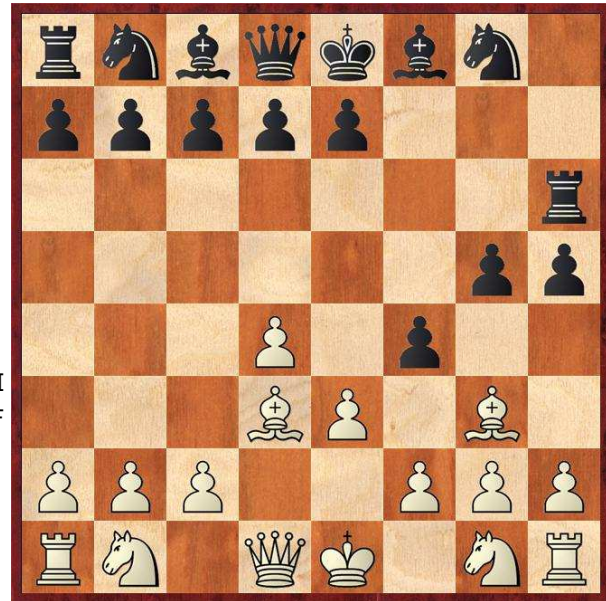
Today's game is a famous chess tactic from a game played in New York in 1896 between Frank Melville Teed and Eugene Delmar.

In the position on the right it is **White to move**.

Answer below.

At the 2013 Cabin Fever Reliever tournament I played against Mike Wanek in his very first USCF tournament game.

After the game Mike and I started chatting. Although I won the game, I could tell that Mike was not a total beginner, and knew what he was doing.



Mike told me that he was a master at the game of Go. He had a rating of around 2400 at Go.

I asked him how he got so good at Go. He told me that he basically memorized a ton of different positions using the techniques of spaced repetition. He was planning on using a spaced repetition model to hopefully get skilled at chess in a quick period of time as well.

For those not familiar with the idea of spaced repetition:

From Wikipedia: http://en.wikipedia.org/wiki/Spaced_repetition

Spaced repetition is a learning technique that incorporates increasing intervals of time between subsequent review of previously learned material in order to exploit the psychological spacing effect. Alternative names include spaced rehearsal, expanding rehearsal, graduated intervals, repetition spacing, repetition scheduling, spaced retrieval and expanded retrieval.

Although the principle is useful in many contexts, spaced repetition is commonly applied in contexts in which a learner must acquire a large number of items and retain them indefinitely in memory.

I have seen several chess software programs that use the idea of spaced repetition such as chess mentor, and chessimo. The seven circles idea of de la Maza is also a variation on this idea. The book *"Chess Master...at Any Age"* by Rolf Wetzell also mentions the idea of flash cards, and constant repetition. Rolf compares chess knowledge to a bowl full of water, that has water constantly evaporating at the top, and constantly needs to be refilled.

I think that using spaced repetition is a great idea when learning chess tactics, and it sounds like Mike has a great plan!

Here is the complete game:

[Event "New York"]
[Site "New York"]
[Date "1896.??.?"]
[Round "?"]
[White "Teed, Frank Melville"]
[Black "Delmar, Eugene"]
[Result "1-0"]
[ECO "A80"]
[PlyCount "15"]
[EventDate "1896.??.?"]
[EventType "game"]
[EventCountry "USA"]
[Source "ChessBase"]
[SourceDate "2009.11.30"]

1. d4 f5 2. Bg5 h6 3. Bh4 g5 4. Bg3 f4 5. e3 h5 6. Bd3 Rh6 7. Qxh5+ Rxh5 8.
Bg6# 1-0


You can play through this game here: <http://www.viewchess.com/cbreader/2013/3/9/Game1389850004.html>

Answer: 7. Qxh5+!! is a brilliant Queen sac that leads to mate **7...Rxh5 8. Bg6#**

Happy Tactics!

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Improve Your Tactics

“A combination is the strongest means of achieving the aim. It is an extraordinary way of reaching the goal, a breakthrough that clarifies the situation on the board in a short time-frame, reveals the truth about the position, and exposes false values. ~ Yakov Neishtadt

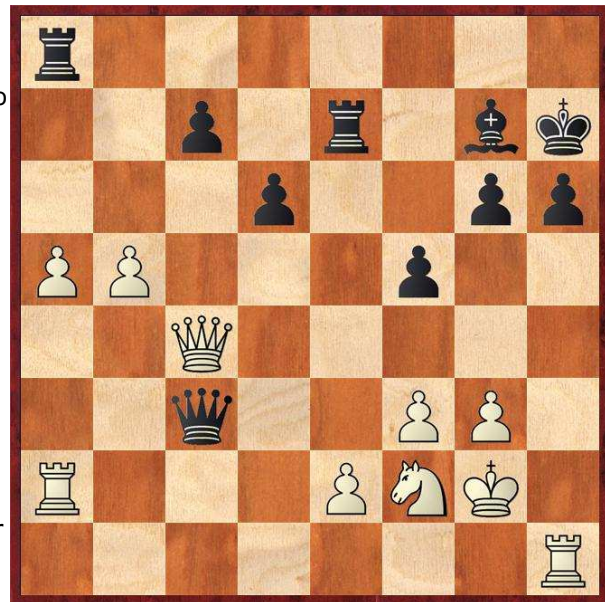
This game was played between Jan Smejkal and Andras Adorjan in 1972, and contains two good tactical motifs to know.

In the position on the right it is **White to move**.

Answer below.

This position is featured in the book "Improve Your Chess Tactics: 700 Practical Lessons & Exercises" by Yakov Neishtadt.

In the book Neishtadt presents a large number of tactical problems and positions.



The book contains some good ideas about the classification of different tactical ideas.

He writes (slight changes of formatting by me):

A combination is a forcing variation with a sacrifice, in pursuit of a positive aim, and leading to a significant change in the situation on the board.

Combinations can be classified by intention, and also by other formal attributes: the material which is sacrificed, the pieces taking part in the combination and playing the major role therein, and the objects against which the combination is directed.

However, the most important of all is the classification of combinations by **content**.

The **MOTIF** is the characteristic of the position, on which the player fastens in his search for a combination. This may be

- the cramped position of the enemy king
- the distance by which its pieces are cut off from the defence,

- the weakness of the back rank
- the weakness of the squares in the immediate vicinity of the king
- the undefended position of a certain piece
- the lack of coordination between the pieces.

The motif is nothing other than the initial signpost which directs the player's attention to the right area in his search for a combination.

The **THEME** of a combination (sometimes called the 'idea') is the answer to the question of what the combination consists of. For example, the deflection of the queen from the defense of a key square (the deflection theme), the breaking of the connection between enemy pieces, the presence of pieces on a single line, etc.

This book contains a lot of great examples, and I would recommend it to people who love tactics, and want to continue to sharpen their tactical saw.

Here is the complete game:

[Event "Vrnjacka Banja"]
 [Site ""]
 [Date "1972.???.?"]
 [Round "13"]
 [White "Smejkal, Jan"]
 [Black "Adorjan, Andras"]
 [Result "1-0"]
 [WhiteElo "2515"]
 [BlackElo "2465"]
 [NIC "KI 70.4.4"]
 [ECO "E63"]
 [PlyCount "63"]

1. d4 g6 2. c4 Nf6 3. Nf3 Bg7 4. g3 O-O 5. Bg2 d6 6. O-O Nc6 7. Nc3 a6 8. h3 Rb8 9. Be3 b5 10. Nd2 Bd7 11. d5 Na5 12. cxb5 axb5 13. b4 Nc4 14. Nxc4 bxc4 15. b5 Qc8 16. Qa4 Bxh3 17. Qxc4 Bxg2 18. Kxg2 e6 19. Rad1 Qb7 20. Bg5 Rfe8 21. Bxf6 Bxf6 22. Ne4 Bg7 23. a4 Ra8 24. f3 h6 25. dxe6 Rxe6 26. Rd2 Re7 27. Rc1 Qa7 28. Ra2 Kh7 29. Rh1 Qe3 30. a5 f5 31. Nf2 Qc3 32. Rxh6 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2013/3/10/Game1468131945.html>

Answer:

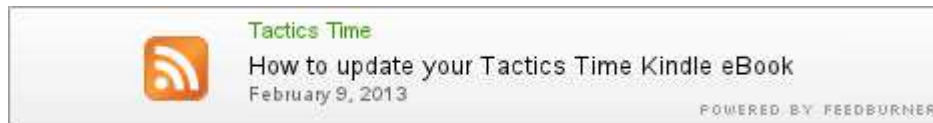
White met the offer of a queen exchange with **32.Rxh6+!!** after which Black resigned. He cannot take the rook with the bishop because his queen will be undefended, and if **32...Kxh6**, then **33. Qh4#**

The rook sacrifice on h6 realizes the ideas of deflection (the bishop on g7) and decoy (the king brought to h6) in one move.

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Your Friend,

Tim



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Debugging Your Chess

“It's not a bug, it's a feature. ~ Dennis Nedry, Jurassic Park (the novel)

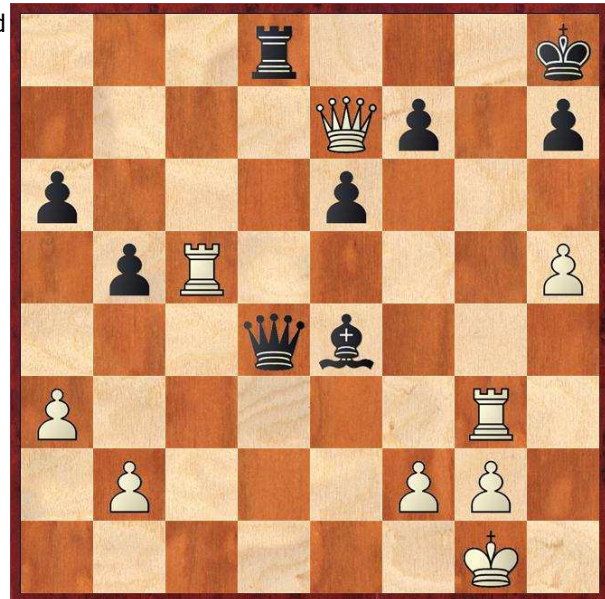
This is a famous position, and is included in the book "Improve Your Chess Tactics", published by New in Chess.

In the position on the right it is **White to move**.

Answer below.

Today I would like to share a brief passage from the New York Times Bestseller, "How to Practice, The Way to a Meaningful Life", by His Holiness the Dalai Lama.

From page 70-71.



I like to say that the essence of the Buddha's teaching can be found in two sayings:

- If possible, you should help others.
- If that is not possible, at least you should do no harm.

Refraining from harming others is the essence of the initial stage of living the teachings of morality.

I really liked the simplicity and beauty of these two sayings.

I think that a similar mantra can be used during a chess game when it your turn to move.

- If possible, you should help your position.
- If that is not possible, at least you should do no harm to your position.

While I was looking through hundreds of amateur games in my database for my newsletter and books, I noticed a common element.

Most players in the 1200-1800 range would play well for the first 20 moves or so. Then at some point one of the players doesn't follow rule #2 from above, and somehow harms his position.

He or she normally does something like

- Leaves a piece unprotected, under protected, or sometimes just hanging
- Leaves a square weak, such as a forking square, or a back rank, or a central square, etc.
- Leaves themselves vulnerable to some kind of double attack.
- etc

I think that most players are good at following rule #1 - and they look for ways to help their position, but rule #2 is harder to follow - don't harm your position.

I am a software developer, and I have heard people say that writing software is difficult because you have to be able to think of ways to make the software both work, and not work at the same time, which is difficult for the brain to do.

This is why a good software company will have both developers and testers. The developers will often only think of the "happy path", where the software works in the best case scenario. They do not think of the worst case scenarios or the "corner cases" - where things don't go as planned. These are often called "bugs" (or an "undocumented feature" as a common joke) in the software.

It is the same with chess. You have to consider both why your move is good and bad. Thinking of just the "happy path" will cause your position to have bugs in it!

Here is the complete game:

[Event "Innsbruck"]

[Site "Innsbruck"]

[Date "1929.09.23"]

[Round "7"]

[White "Eliskases, Erich"]

[Black "Hoelzl, Franz "]

[Result "1-0"]

[ECO "D40"]

[PlyCount "85"]

1. e3 c5 2. c4 Nc6 3. Nf3 Nf6 4. d4 e6 5. Nc3 d5 6. a3 a6 7. Bd3 dxc4 8. Bxc4 b5 9. Ba2 cxd4 10. exd4 Be7 11. O-O O-O 12. Be3 Bb7 13. Qe2 Qc7 14. Rac1 Rad8 15. Rfd1 Rfe8 16. h3 Bf8 17. Bb1 Qb8 18. Bg5 Be7 19. Ne4 Nd5 20. Nc5 Bxg5 21. Nxc5 Nf6 22. Nge4 Ne7 23. Nxf6+ gxf6 24. Qg4+ Ng6 25. h4 Bc8 26. h5 Qf4 27. Qe2 Ne7 28. Ne4 Nd5 29. Rc5 Kh8 30. Rd3 f5 31. Rf3 Qb8 32. Ng5 Re7 33. Rg3 Nf4 34. Qe3 Qd6 35. Rc6 Qb8 36. Bxf5 Bb7 37. Rc5 Qd6 38. Be4 Nd5 39. Bxd5 Bxd5 40. Nf3 Bxf3 41. Qg5 Qxd4 42. Qxe7 Be4 43. Rd5 1-0

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1429169>.

Answer:

The stunning **43. Rd5!** ended the game.


The rook can be taken in several ways, but all lead to mate: **43...Qxd5 44. Qf6#** (deflection); **45...Bxd5** or **45...exd5 46. Qxd8#** (shut-off).

Putting the rook under four attacks looks striking, but it was played in a completely winning position (43. Qxf7, 43. Rcg5 or 43 .Re5 were all good enough)

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Chess Life, Colorado Springs Open, News and
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Chess Stories

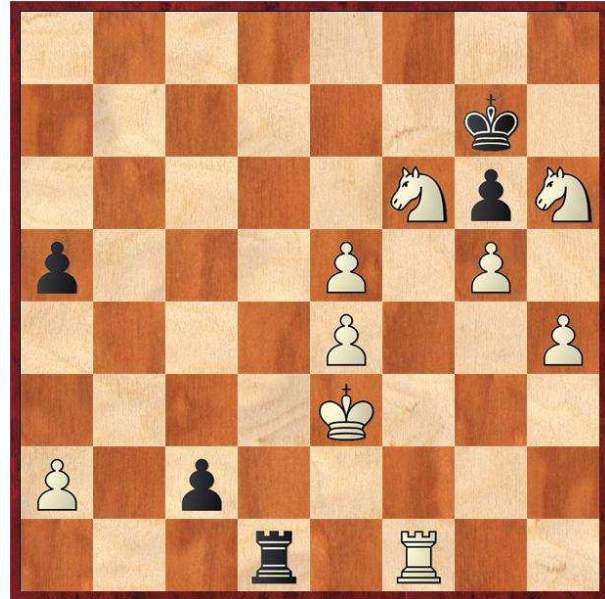
“After nourishment, shelter and companionship, stories are the thing we need most in the world.”~ Philip Pullman

This position comes from one of my games on redhotpawn.com.

In the position on the right it is **White to move**.

Answer below.

I was reading a thread on chess.com where people were sharing answers to the question "What is the most SURPRISING incident happen with you while playing OTB (Over the Board) tourney?", <http://www.chess.com/forum/view/general/what-is-the-most-surprising-incident-happen-with-you-while-playing-otb-tourney>



Here are some of my favorites:

From blueemu:

I also played in a tournament at the University of Fredericton, when one of the players had a heart attack right at the board. Comment from one of his fellow players: "He was losing anyway".

From Estragon -

At a tournament in Maryland in the early '70s - it was actually "the Reston (VA) Open" but the hotel hadn't been finished in time, so it was moved - there was a fire during a round. Players were ordered to stop their clocks and evacuate. At one top board, the opponent refused to do so, insisting they play on!

Smoke was actually filling the ballroom when the Fire Marshall finally made the guy leave. (It was just a kitchen fire and play resumed within about an hour).

From UltraLaser:

One very funny moment in an otb tournament was at a junior tournament, with ages ranging from 6-12. I remember the room was completely silent while people were playing, then suddenly someone shouted "HAHAHAHAHA CHECKMATE I WIN!!!!" breaking the dead silence, then the next thing, his opponent shouted back "WHAT NO IT ISN'T I AM WINNING!!!!".

Everybody in the room then burst out laughing, and when an arbiter went over to their board, they both started crying because everyone was looking towards them and laughing. It turned out that they were both 8-year-olds and that it was checkmate :) I don't think the room became silent again until after the round had finished!

From Tantale:

In a Christmas chess open where I was playing in my town, a strong Syrian player was facing a woman. His position was winning.

But suddenly the woman said draw because the same position had occurred three times.

The Syrian player didn't agree, so the referee took his scoresheet, and used three chessboards on three different tables.

Then the referee began to read the scoresheet.

On the first table he placed the position when it had occurred the first time.

On the second one he placed the position when it had occurred the second time.

On the third one he place the position when it had occurred the third time.

The Syrian player said then that the three positions did happen three times but not on the same chessboard!

Here is the complete game:

```
[Event "Ladder"]  
[Site "http://www.redhotpawn.com"]  
[Date "2013.02.22"]  
[Round "?"]  
[White "TimmyBx"]  
[Black "chmrjg"]  
[Result "1-0"]  
[ECO "C34"]  
[WhiteElo "2061"]  
[BlackElo "1644"]  
[PlyCount "81"]  
[EventDate "2013.?.?.?"]
```

1. e4 e5 2. f4 d6 3. Nf3 Be7 4. Bc4 exf4 5. O-O Nf6 6. d3 Be6 7. Bxe6 fxe6 8. Bxf4 e5 9. Bg5 Nc6 10. Nc3 O-O 11. Qd2 Nd7 12. Nd5 Bxg5 13. Nxc5 Rxf1+ 14. Rxf1 h6 15. Ne6 Qh4 16. Nexc7 Rb8 17. Qf2 Qxf2+ 18. Rxf2 Nc5 19. b4 Na4 20. b5 Nd4 21. c3 Nxb5 22. Nxb5 a6 23. Nxd6 b5 24. g4 Rd8 25. Nf5 Nc5 26. Rf3 Kh7 27. h4 Ne6 28. Kf2 g6 29. Nf6+ Kh8 30. Nxc6 Kg7 31. g5 Nf4 32. d4 b4 33. dxe5 a5 34. Rxf4 bxc3 35. Ke3 c2 36. Rf1 Rd1 37. Ne8+ Kh7 38. Rf7+ Kh8 39. Rf8+ Kh7 40. Nf6+ Kg7 41. Rg8# 1-0

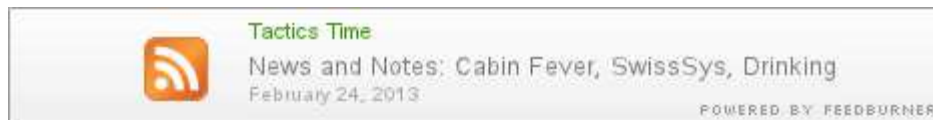
You can play through this game here: <http://www.viewchess.com/cbreader/2013/3/19/Game583538353.html>

Answer: Black is one move away from queening a pawn, so there is no time to waste.

Fortunately White has a forced mate with **37. Ne8+ Kh7 38. Rf7+ Kh8 39. Rf8+ Kh7 40. Nf6+ Kg7 41. Rg8#**

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Réti, Set, GO!

“*Reti is a brilliant type of artist, who battles not so much with his opponents, as with himself, with his own ideals and doubts.* ~ Saviely Tartakower

Today's newsletter features a famous tactical position from the game Richard Réti - Saviely Tartakower, Vienna, 1910 that is seen in many tactics books.

In the position on the right it is **White to move**.

Answer below.

Some information about Reti from Wikipedia:
http://en.wikipedia.org/wiki/Richard_R%C3%A9ti

Richard Réti (28 May 1889, Bösing (now Pezinok) - 6 June 1929, Prague) was an Austro-Hungarian, later Czechoslovak chess player, chess author, and composer of endgame studies.

One of the top players in the world during the 1910s and 1920s, he began his career as a fiercely combinatoric classical player, favoring openings such as the King's Gambit (1.e4 e5 2.f4).

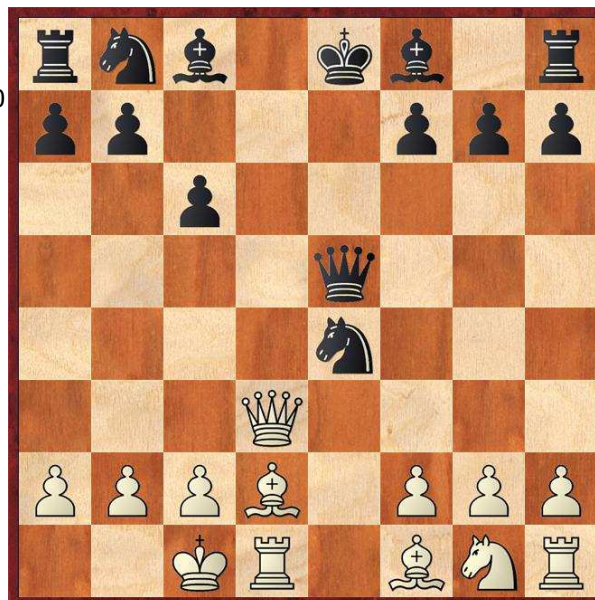
However, after the end of the First World War, his playing style underwent a radical change, and he became one of the principal proponents of hypermodernism, along with Aron Nimzowitsch and others.

Indeed, with the notable exception of Nimzowitsch's acclaimed book *My System*, he is considered to be the movement's foremost literary contributor.

He had his greatest early tournament successes in the period 1918 through 1921, in tournaments in Kaschau (Košice) (1918), Rotterdam (1919), Amsterdam (1920), Vienna (1920), and Gothenburg (1921).

The Réti Opening (1.Nf3) is named after him. Réti famously defeated the world champion José Raúl Capablanca in the New York 1924 chess tournament using this opening - Capablanca's first defeat in eight years, the only one to Réti, and the first since becoming World Champion. Réti was also a notable composer of endgame studies.

In 1925 Réti set, and for a time held, the world record for blindfold chess with twenty-nine



games played simultaneously. He won twenty-one of these, drew six, and only lost two.

His writings have also become classics in the chess world. Modern Ideas in Chess (1923) and Masters of the Chess Board (1933) are still studied today.

Réti died on 6 June 1929 in Prague of scarlet fever.

Here is the complete game:

```
[Event "Vienna -"]
[Site "Vienna -"]
[Date "1910.??.??"]
[EventDate "?"]
[Round "0.44"]
[Result "1-0"]
[White "Richard Reti"]
[Black "Savielly Tartakower"]
[ECO "B15"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "21"]
```

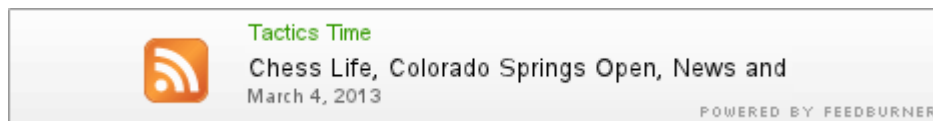
```
1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nf6 5. Qd3 e5 6. dxe5
Qa5+ 7. Bd2 Qxe5 8. O-O-O Nxe4 9. Qd8+ Kxd8 10. Bg5+ Kc7
11. Bd8# 1-0
```

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1250654>

Answer: 9. Qd8+!! leads to a stunning checkmate. **9...Kxd8 10. Bg5+** The deadly double discovered check **10...Kc7 11. Bd8#** if **10...Ke8 11. Rd8#**


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The Joy of Sacs

“You may learn much more from a game you lose than from a game you win. You will have to lose hundreds of games before becoming a good player. ~ Capablanca

This game is featured in the Kindle eBook "Chess is Fun 106 King Pawn Opening Traps" by Jon Edwards

In the position on the right it is **White to move**.

Answer below.

I really enjoy the above mentioned Kindle book, "106 King Pawn Opening Traps" by Jon Edwards, which you can see on amazon here: <http://www.amazon.com/King-Opening-Traps-Chess-ebook/dp/B009R6F0YE/>.

In the book, Jon annotates 106 chess games, each of which starts with 1. e4, and ends with some kind of tactic in the opening.

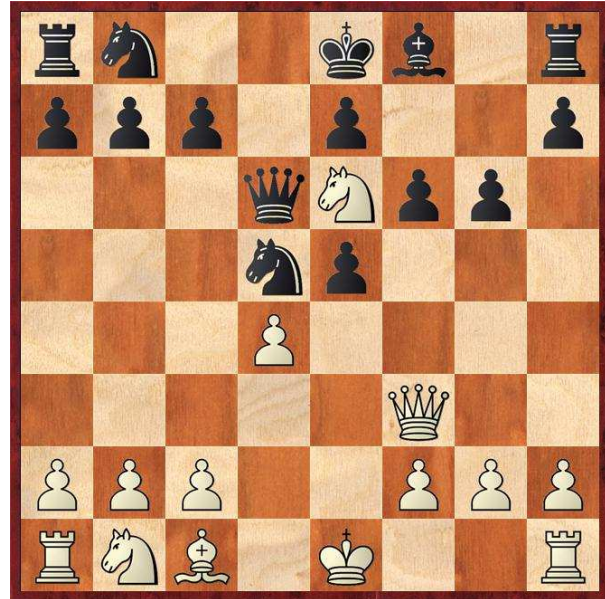
The annotations are light, and written in a simple and easy to understand manner, such as the ones in the book "Logical Chess Move by Move" by Irving Chernev (one of my all time favorite books).

The book is nice also, because you do not need a board to read it.

Jon told me that he retired from his job at Princeton, and now works on chess full time, both as a teacher, and author. He has written over 30 chess books now!

Here is the complete game:

```
[Event "Salgo"]
[Site "Salgo"]
[Date "1978.???.??"]
[Round "1"]
[White "Varnusz, Egon"]
[Black "Ponyi, Attila"]
[Result "1-0"]
[PlyCount "19"]
```



[EventDate "1978.?.?.?"]

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. Nf3 Bg4 5. Be2 g6 6. Ng5 Bxe2 7. Qxe2 dxe5 8. Qf3 f6 9. Ne6 Qd6 10. Qxd5 1-0


You can play through this game here: <http://tacticstime.com/Newsletter/VarnuszPonyi.html>

Answer: 10. Qxd5! wins a piece. If **10...Qxd5 11. Nxc7+** with a family fork, winning back with interest.

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The Immortal Game

“A beautiful game ~ Savielly Tartakower

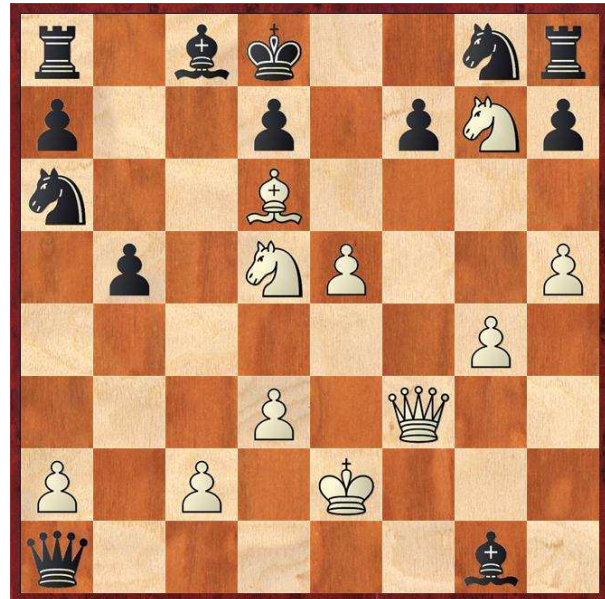
This position comes from what is perhaps the most famous chess game ever played.

In the position on the right it is **White to move**.

Answer below.

From Wikipedia: http://en.wikipedia.org/wiki/Immortal_game

The Immortal Game was a chess game played by Adolf Anderssen and Lionel Kieseritzky on 21 June 1851 in London, during a break of the first international tournament.



The bold sacrifices made by Anderssen to secure victory have made it one of the most famous chess games of all time. It has been called an achievement "perhaps unparalleled in chess literature".

Adolf Anderssen was one of the strongest players of his time, and many consider him to have been the world's strongest player after his victory in the London 1851 chess tournament.

Lionel Kieseritzky lived in France much of his life, where he gave chess lessons, and played games for five francs an hour at the Café de la Régence in Paris. Kieseritzky was well known for being able to beat lesser players despite handicapping himself--for example, by playing without his queen.

Played between the two great players at the Simpson's-in-the-Strand Divan in London, the Immortal Game was an informal one, played during a break in a formal tournament.

Kieseritzky was very impressed when the game was over, and telegraphed the moves of the game to his Parisian chess club. The French chess magazine La Régence published the game in July 1851. This game was nicknamed "The Immortal Game" in 1855 by the Austrian Ernst Falkbeer.

This game is acclaimed as an excellent demonstration of the style of chess play in the 19th century, where rapid development and attack were considered the most effective way to win, where many gambits and counter-gambits were offered (and not accepting them would be

considered slightly ungentlemanly), and where material was often held in contempt. These games, with their rapid attacks and counter-attacks, are often entertaining to review, even if some of the moves would no longer be considered the best by today's standards.

In this game, Anderssen wins despite sacrificing a bishop (on move 11), both rooks (starting on move 18), and the queen (on move 22) to produce checkmate against Kieseritzky who only lost three pawns. He offered both rooks to show that two active pieces are worth a dozen inactive pieces. Anderssen later demonstrated the same kind of approach in the Evergreen Game.

The town of Marostica, Italy has replayed the Immortal Game with live players, dressed as chess pieces, every year from 2 September 1923.

Kingscrusher made a nice video of this game, which you can see here: http://www.youtube.com/watch?v=KV0H18MM_xw.

Here is the complete game:

[Event "London"]
[Site "London"]
[Date "1851.???.?"]
[Round "?"]
[White "Anderssen, Adolf"]
[Black "Kieseritzky, Lionel"]
[Result "1-0"]
[ECO "C33"]
[PlyCount "45"]
[EventDate "1851.???.?"]

1. e4 e5 2. f4 exf4 3. Bc4 Qh4+ 4. Kf1 b5 5. Bxb5 Nf6 6. Nf3 Qh6 7. d3 Nh5 8. Nh4 Qg5 9. Nf5 c6 10. g4 Nf6 11. Rg1 cxb5 12. h4 Qg6 13. h5 Qg5 14. Qf3 Ng8 15. Bxf4 Qf6 16. Nc3 Bc5 17. Nd5 Qxb2 18. Bd6 Bxg1 19. e5 Qxa1+ 20. Ke2 Na6 21. Nxc7+ Kd8 22. Qf6+ Nxf6 23. Be7# 1-0

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1018910>

Answer:

22. Qf6+!

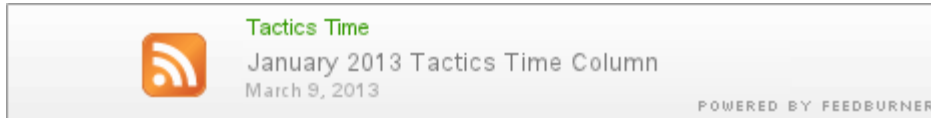
This queen sacrifice forces Black to give up his defense of e7.

22... Nxf6 23. Be7# 1-0

At the end, Black is ahead in material by a considerable margin: a queen, two rooks, and a bishop. But the material does not help Black. White has been able to use his remaining pieces--two knights and a bishop--to force mate.

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Inchworm Theory

“*"Inchworm" is a concept with a strange name that helps make the process of improving over time easier to understand. Inchworm isn't a revolutionary new idea; it's just an observation of how you improve over time and something you likely never thought about previously. ~ Jared Tendler*

Today's game was sent to me via email by Daniel Lockwood, from a game he played on redhotpawn.com.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to talk about an idea that I learned about from a blog post that WGM Jennifer Shahade wrote called "Inchworming". You can read Jennifer's post here: <http://www.uschess.org/content/view/12227/343/>.

Jennifer learned about this idea from a book called "The Mental Game of Poker" by Jared Tendler.

This website has an excerpt from Jared's chapter on inchworming: <http://uk.pokernews.com/poker-strategy-theory/mental-game-of-poker-the-inchworm-7460.htm>.

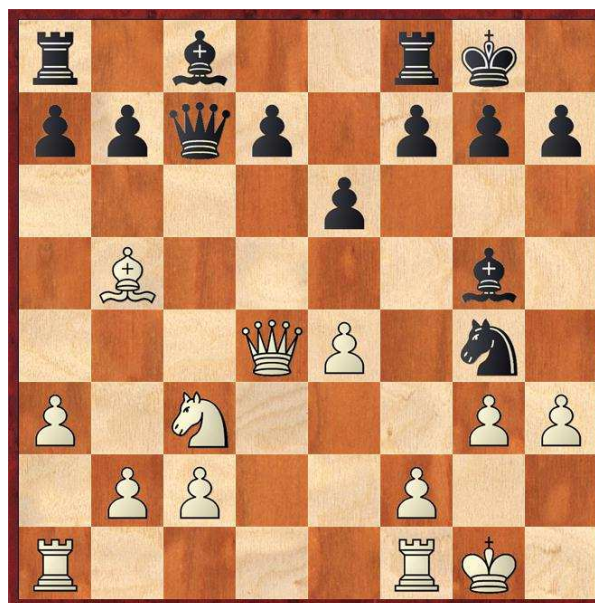
The basic idea is that your currently playing ability can be represented as a bell curve (which also looks like an inchworm that is curled up in the middle).

At any given time, you have an "A" game, a "B" game, and a "C" game. The "A" game is when you are playing your best, and the "C" game is when you are playing your worst.

So to improve at something, you can either work on improving the A game, or eliminating aspects of the "C" game.

Jennifer writes:

Jared also uses inchworm to explain why improving your weaknesses may also push



your "A-game" to reach even greater heights. "When you reach a new peak in your ability, the front end of your range takes a step forward. Your best just became better, which also means that your range has widened because the worst part of your game hasn't moved yet. The most efficient way to move forward again is to turn your focus to the back end of your range."

With Tactics Time - I am mostly trying to help you improve your "C" game. I want to help players eliminate the costly blunders and simple 1-2 move tactical mistakes that often cause you to lose games.

Many players get frustrated because they will play at an "A" level one day, and then a "C" level the next. But when you understand this model, you see that is "normal". You can't always play at an A level, and you won't always play at a "C" level. The goal is to move the whole inchworm forward, so that your worst isn't as bad as it used to be, and your best is better than it ever was.

Or players will try to accumulate new information (adding to their "A" game), but not work on repairing some of the holes on their "C" game.

This happens a lot in golf - a player spends all their time at the driving range trying to hit the ball further (helping their A game), but not working on their putting, which is really what is costing them strokes (fixing their C game).

I really like the inchworm model a lot, and think that is a great way to look at improvement.

Be sure to check out the sample chapter excerpt, because they do a much better job explaining it than I can.

Here is the complete game:

[Event "Open invite"]
[Site "<http://www.redhotpawn.com>"]
[Date "2013.05.18"]
[EndDate "2013.05.25"]
[Round "?"]
[White "Jeroen Preijde"]
[Black "slithytove"]
[WhiteRating "1601"]
[BlackRating "1602"]
[WhiteElo "1601"]
[BlackElo "1602"]
[Result "0-1"]
[GameId "10026414"]

1. e4 c5 2. Ng1f3 Nb8c6 3. d4 cxd4 4. Nf3xd4 Ng8f6 5. Nb1c3 e6 6. Bf1b5 Bf8e7 7. O-O O-O 8. a3 Qd8c7 9. Bc1g5 Nc6xd4 10. Qd1xd4 Nf6g4 11. g3 Be7xg5 12. h3 Bg5e3 13. Qd4d3 Qc7xg3 0-1

You can play through this game here: <http://tacticstime.com/jeroen-preijde-vs-slithytove/>

Answer:

I received this game via a very nice email letter (slightly edited for formatting and brevity).

Tim,

Several months ago I read your tactics time book, and have gone through it a few times since then. I also joined redhotpawn (my handle is slithtove), which has turned out to be the best way for me to play right now with kids and work keeping me way too busy for day-long otb tournaments.

Below is a pgn of a miniature I played recently that has a couple of nice tactics that I was able to find only because of my work with your book.

I am particularly proud of **12. ... Be3** pinning the f pawn, threatening the queen, and threatening **13. ... Qxg3+** mate in two.

I have been able to solve problems like that in books where you know it's black to move and win, but not able to find those moves in real games.

I estimate that without your book, I would have been stuck around my initial 1200 provisional rating after joining rhp.

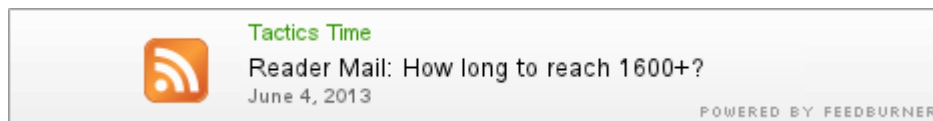
Thanks for your work!

Daniel

Thank you Daniel! Great job!! Keep up the good work!

Happy Tactics!

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Wake me up before you Gogh Gogh

“ I had no Monet to buy Degas to make the Van Gogh ~ silly pun

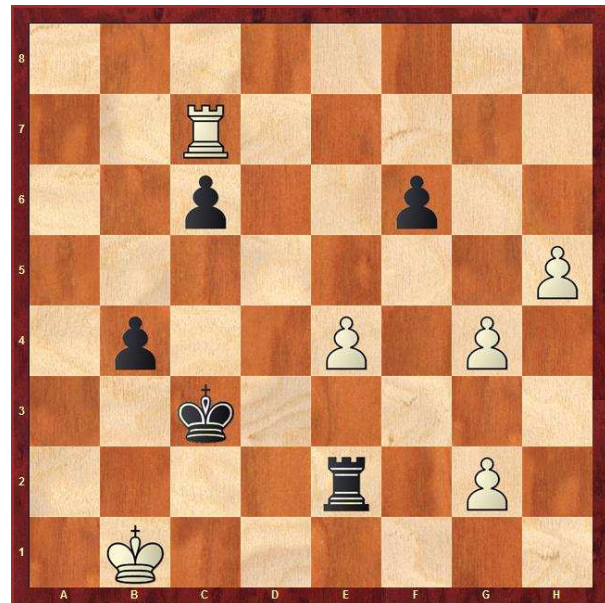
This game was played on chess.com

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share an excerpt from my friend Tom's excellent book, "Secrets of the Six-Figure Author: Mastering the Inner Game of Writing, Publishing and Marketing Books", <http://www.amazon.com/Secrets-Six-Figure-Author-Publishing-ebook/dp/B00D4B5NNQ>

Tom writes:



Because writing is an art that takes 10,000 hours of practice to master, you're going to be producing a lot of really bad art.

Van Gogh painted thousands of canvases in his lifetime.

He died poor, the public completely unaware of his talent until after he died. He was so poor that he would give away paintings in return for a meal at times. Those same paintings later sold for millions of dollars.

But even Van Gogh painted bad pictures, especially in his earlier days. Even the masters made mistakes. In fact, that's how they became masters - by making lots and lots of mistakes.

The funny thing is, no one remembers Van Gogh's artistic mistakes, although everyone seems to remember him cutting his own ear off. But no one sits around in the art world and talks about how bad Van Gogh's second game was. No one laughs at his early mistakes. They only remember his successes - his masterpieces. The same will hold true for you, my writer friend.

I think that this is a great lesson for chess. To become "good" at chess you have to play a lot of "bad" chess! You have to make a lot of mistakes to become a master. No one talks about when Bobby Fischer lost to a "scholar's mate" when he was a child and just learning the game. Don't be afraid to go out and make mistakes on your path to chess greatness!

Here is the complete game:

[Event "real war!"]
[Site "Chess.com"]
[Date "2008.01.07"]
[Round "?"]
[White "medina"]
[Black "inchoppywaters"]
[Result "0-1"]
[ECO "D00"]
[WhiteElo "1513"]
[BlackElo "1588"]
[PlyCount "84"]
[EventDate "2008.???.??"]

1. d4 d5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bg5 Bg4 5. Ne5 Nxe5 6. dxe5 d4 7. Nb5 c6 8. Nxd4 Nd5 9. f3 h6 10. Bxh6 Rxh6 11. fxc4 Qc7 12. Nf3 O-O-O 13. Qd4 Qa5+ 14. c3 f6 15. b4 Qa3 16. Rd1 Qxa2 17. c4 Qa4 18. cxd5 Rxd5 19. Ra1 Rxd4 20. Rxa4 Rc4 21. Rxa7 Rh8 22. exf6 exf6 23. h3 Rxb4 24. Ra8+ Kc7 25. e3 Rb2 26. Kd1 b5 27. Nd2 Rxd2+ 28. Kxd2 Bb4+ 29. Kc2 Rxa8 30. Be2 Ra3 31. e4 Kb6 32. Rd1 Bc3 33. h4 b4 34. Bc4 Bd4 35. Rxd4 Kc5 36. Rd7 Kxc4 37. Rxc7 Ra2+ 38. Kb1 Re2 39. h5 Kc3 40. Rc7 Re1+ 41. Ka2 b3+ 42. Ka3 Ra1# 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2013/6/29/Game568354511.html>

Answer:

Black has a mate in 3 with **40...Re1+ 41.Ka2 b3+ 42.Ka3 Ra1#** producing a sideways back rank mate pattern.

Happy Tactics!

Your Friend,





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We talkin' bout practice

“Anything worth doing is worth overdoing. ~ Mick Jagger

This game was played on chess.com

In the position on the right it is **White to move**.

Answer below.

I got a nice email from one of my newsletter readers, Bill in Arizona, after my "Talkin about Practice" email (Newsletter #183).

Bill writes:

Tim,

Your guitar player story reminds me of a similar story about Vladimir Horowitz the concert pianist. When asked how often he practiced he responded, "Every day! If I miss one day, I can tell the difference. If I miss two days, the critics can tell the difference. If I miss three days, the audience can tell the difference."

Seems to be a common theme among people who make it to the top, no matter what the field, it takes hard work to get to there. I am not a big fan of Mick Jagger as a human being. But, he is a professional at what he does. I saw an interview with him some years back; and nothing goes on, onstage that has not been planned and practiced. No mater how casual or off-the-cuff it seems.

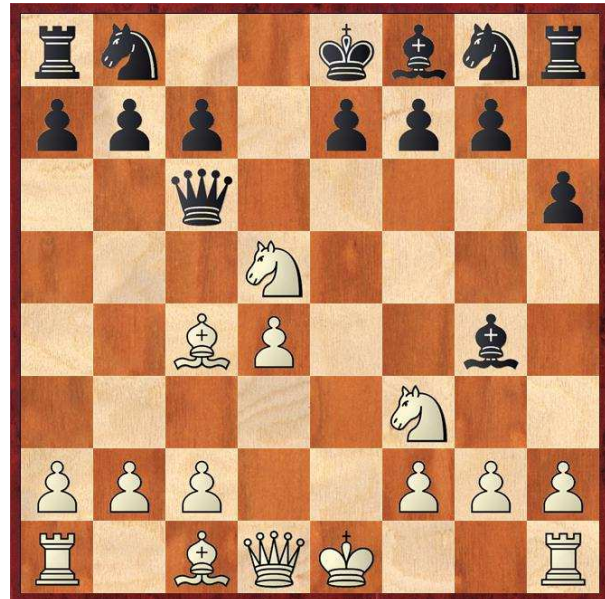
I am going to meet one of your buddies tonight, Brian Wall.

Bill

Great story Bill! Thanks for sharing!

Here is the complete game:

[Event "jawalis"]
 [Site "Chess.com"]
 [Date "2007.08.28"]



[Round "?"]
[White "fatmir"]
[Black "jawalis"]
[Result "1-0"]
[ECO "B01"]
[WhiteElo "1538"]
[BlackElo "1471"]
[PlyCount "47"]
[EventDate "2007.?.?"]

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qg5 4. Nf3 Qf6 5. d4 h6 6. Bc4 Bg4 7. Nd5 Qc6 8. Bb5 Na6 9. Bxc6+ bxc6 10. Ne3 Bd7 11. Ne5 Be6 12. Qf3 Nb8 13. Nxc6 Bd7 14. Ne5 Nf6 15. Qxa8 e6 16. Qxb8+ Ke7 17. Qxc7 g6 18. d5 Bg7 19. d6+ Kf8 20. Qd8+ Be8 21. Qe7+ Kg8 22. d7 Bxd7 23. Qxf7+ Kh7 24. Qxg6+ 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2013/6/29/Game574200040.html>

Answer:

8. Bb5!! is a great tactical idea to know. White pins the Black Queen to the Black King, and if **8...Qxb5 9. Nxc6+** with a family fork.

Happy Tactics!

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Labor of Love

“The fruit derived from labor is the sweetest of pleasures. ~ Luc de Clapiers

This game was played on chess.com

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share my favorite review of my book, Tactics Time! 1001 Chess Tactics from the Games of Everyday Chess Players, <http://www.amazon.com/dp/B009TBYA7U/>

Life Master Brian Wall writes:

GM Roman Dzindzichashvili would scoff whenever I asked if he bought the latest wordy Chess tome. Many times he would tell me -

Brian, you know my idea of a good Chess book is just a thousand combination diagrams.

I found it interesting that the famous GM just wanted to stuff his head with as many patterns as he could so they would already be in place when he needed them.

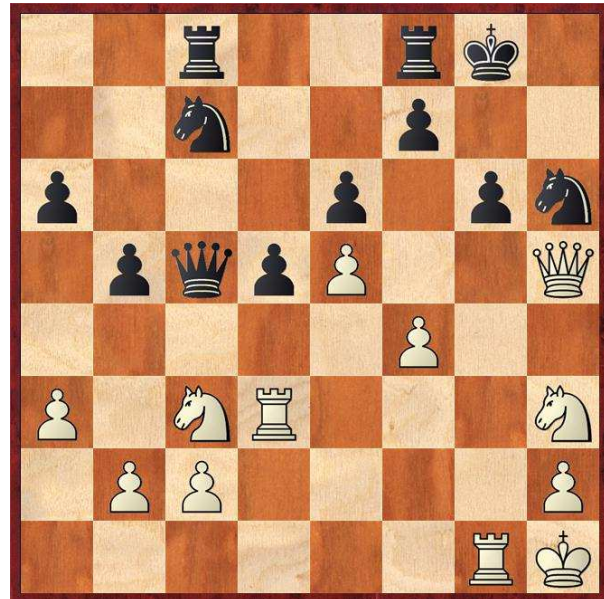
Everyone from Colorado is buying Tactics Time to see how many of their games or their friends are in there. Tim is a writer so the solutions often contain witty analogies to help you retain the point.

As a Fishing Pole promoter I was happy to see both my games and Fishing Pole tactics from other players.

This book is a labor of love, you couldn't pay someone to spend the years necessary collecting puzzles this book took to create.

Wow! Thanks Brian!

If you have a minute, I would love it if you could write a review on amazon as well! It doesn't have to be a "book report" or anything, but I would love to hear your thoughts on the book. If you are not sure how to write a review, this video explains how: <http://www.youtube.com>



</watch?v=7IgYVD2HWmA>

Here is the complete game:

[Event "wanna play?"]
[Site "Chess.com"]
[Date "2007.08.03"]
[Round "?"]
[White "pp3001"]
[Black "jay"]
[Result "0-1"]
[ECO "B52"]
[WhiteElo "1710"]
[BlackElo "1825"]
[PlyCount "88"]
[EventDate "2007.???.??"]

1. e4 c5 2. Nf3 d6 3. Bb5+ Bd7 4. Bxd7+ Qxd7 5. d4 cxd4 6. Nxd4 Nf6 7. Nc3 e6
8. Bg5 a6 9. O-O Be7 10. f4 O-O 11. Nf3 Nc6 12. Qe2 Rac8 13. Rad1 Qc7 14. e5
Ne8 15. Bxe7 Nxe7 16. Ng5 h6 17. Nh3 Nf5 18. Rd3 Qc5+ 19. Kh1 b5 20. Rfd1 d5
21. g4 Ne7 22. a3 Nc7 23. g5 Nf5 24. gxh6 g6 25. Rg1 Nxe6 26. Qh5 Qxg1+ 27.
Kxg1 gxh5 28. Ne2 Nf5 29. Ng5 h4 30. c3 Ne8 31. Rh3 Neg7 32. Nf3 Rc4 33. Nxe4
Nxe4 34. Rxh4 f6 35. Nd4 fxe5 36. fxe5 Kf7 37. Rh7 Kg6 38. Rh4 Kg5 39. Rh7 Kg6
40. Rh4 Rc7 41. Rg4+ Kh7 42. h4 Rcf7 43. Rg2 Rf1+ 44. Kh2 R8f2 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2013/6/29/Game577867530.html>

Answer:


In this position the White Queen on h5 cannot be captured by the g pawn because of the pin on the g file by the White Rook on g1. The White Queen is also attacking Black's Knight on h6.

Black solves this problem with **26...Qxg1+!!** After either **27. Kxg1** or **27. Nxe6** Black can safely play **27...gxh5** winning a rook.

Happy Tactics!

Your Friend,



	Tactics Time Study Endgames? June 13, 2013	POWERED BY FEEDBURNER
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Larry C, Larry Do

“The boy doesn't have a clue about chess, and there's no future at all for him in this profession. - Mikhail Botvinnik (on Karpov)

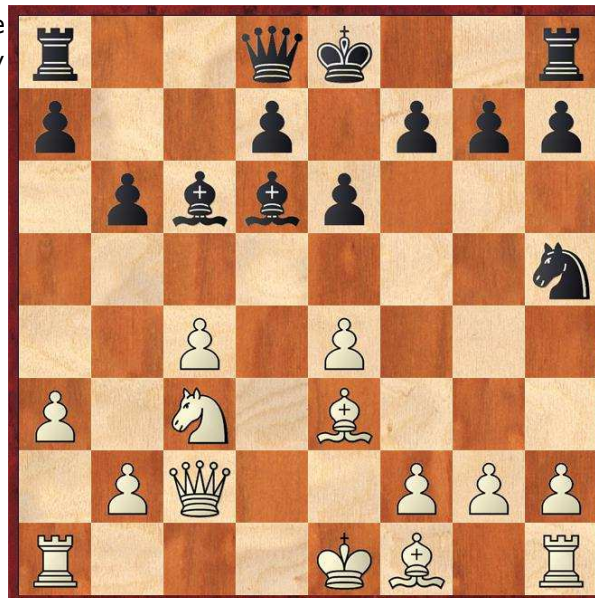
This position comes from a famous game between Larry Christiansen and Anatoly Karpov, played in 1993.

In the position on the right it is **White to move**.

Answer below.

Some interesting facts about Russian chess grandmaster and former World Champion Dr. Anatoly Karpov.

From Wikipedia, http://en.wikipedia.org/wiki/Anatoly_Karpov:



- Was the official world champion from 1975 to 1985 when he was defeated by Garry Kasparov.
- He played three matches against Kasparov for the title from 1986 to 1990, before becoming FIDE World Champion once again after Kasparov broke away from FIDE in 1993.
- He held the FIDE title until 1999, when he resigned his title in protest against FIDE's new world championship rules.
- For his decades-long standing among the world's elite, Karpov is considered one of the greatest players of all time.
- His tournament successes include over 160 first-place finishes.
- He had a peak Elo rating of 2780, and his 90 total months at world number one is second all-time behind only Garry Kasparov since the inception of the FIDE ranking list in 1970.
- Since 2005, he has been a member of the Public Chamber of Russia.
- He has recently involved himself in several humanitarian causes, such as advocating the use of iodised salt.
- Learned to play chess at the age of four.
- His early rise in chess was swift, as he became a Candidate Master by age eleven.
- After his match against Bobby Fischer for the World Championship fell through, he was determined to prove himself a legitimate champion, Karpov participated in nearly every major tournament for the next ten years.

I encourage you to check out the wikipedia article mentioned above, which goes into more

details about how he became World champion, his amazing tournament record during his prime, his battles with Garry Kasparov, and his career after he lost the title to Kasparov.

Here is the complete game:

[Event "Hoogovens"]
[Site "Wijk aan Zee"]
[Date "1993.01.??"]
[Round "2"]
[White "Christiansen, Larry Mark"]
[Black "Karpov, Anatoly"]
[Result "1-0"]
[ECO "E12"]
[WhiteElo "2620"]
[BlackElo "2725"]
[PlyCount "23"]
[EventDate "1993.01.??"]
[EventType "k.o."]
[EventRounds "5"]
[EventCountry "NED"]
[Source "ChessBase"]
[SourceDate "1993.06.01"]

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. a3 Ba6 5. Qc2 Bb7 6. Nc3 c5 7. e4 cxd4 8. Nxd4 Nc6 9. Nxc6 Bxc6 10. Bf4 Nh5 11. Be3 Bd6 12. Qd1 1-0

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1069116>

Answer: 12. Qd1 forks the Black Bishop on d6 and Black Knight on h5, winning a piece. Even World Champion Grandmasters miss one move tactics once in a while!

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Precious Resource

“If it's not necessary to do, it's necessary not to do ~ Jim Rohn

This game comes from one of my games played at the July 2013 Panera Bread Wednesday night tournaments in Colorado Springs.

In the position on the right it is **Black to move**.

Answer below.

One issue that many chess players have is that they want to improve, but they "don't have the time to improve".

I get people who unsubscribe from my newsletter because they don't have the time to read them. Most of the time they tell me that they love the newsletter, but they don't have time to read them, and then they feel guilty about it.

People are really busy these days, so I try to pack as much value into these newsletters as I can, and not waste people's time.

If you want to get better at chess, you have to spend time on chess. You have to spend time on study and play. You have to do something new to get different results.

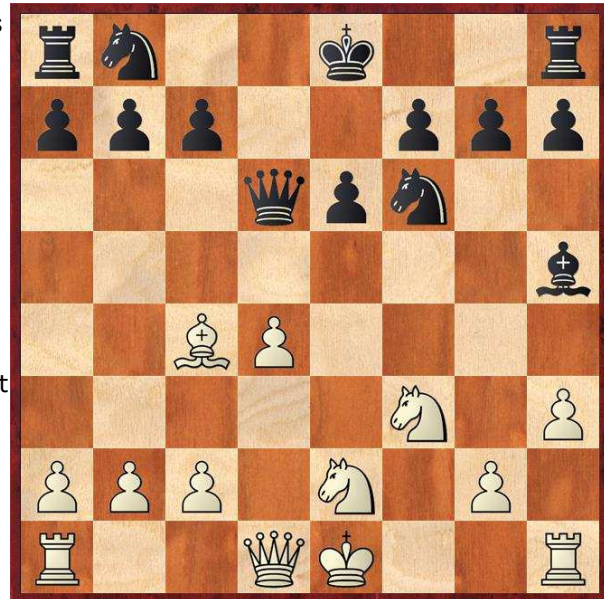
Let's say you want to spend one hour per day on chess, which you previously were not doing.

This means that you now must remove 1 hour of activity (or inactivity) from your old behaviors.

It sounds obvious, but most of us don't plan for making changes at this level. And because we only plan new behaviors and don't plan to remove old behaviors to make time, we find ourselves too busy, stressed out and not able to spend as much time on the things that are most important for our long term success.

Let's take television for example. If you watch one hour per day of television, this is 7 hours per week of lost time. After a year that is 365 hours of lost time. That's over 45 eight hour work days! Imagine what you could do with 45 extra work days of productivity!

Time is your most precious asset and you must learn to use it wisely.



Common time wasters that many people benefit from eliminating include:

- Watching TV
- Watching the news, reading newspapers and online news sites
- Surfing the internet
- Reading magazines
- Checking email over and over
- Playing video games and computer games
- General unproductive activity on the computer (facebook, arguing on internet forums, etc).

Now I am not saying that I don't do any of these things, because I do. But I have also cut back on many of these activities, and it has made a big difference in giving me the time to complete the activities I want to get done.

Here is the complete game:

[Event "Panera Bread Academy July 2013"]
[Site "Colorado Springs, CO"]
[Date "2013.07.03"]
[Round "1"]
[White "Wolf, William"]
[Black "Brennan, Tim"]
[Result "0-1"]
[ECO "D00"]
[WhiteElo "1372"]
[BlackElo "1849"]
[PlyCount "52"]
[EventDate "7.???.??"]

1. d4 Nf6 2. Nc3 d5 3. e4 dxe4 4. f3 exf3 5. Nxf3 Bg4 6. Bc4 e6 7. h3 Bh5 8. Bf4 Bd6 9. Bxd6 Qxd6 10. Ne2 Bxf3 11. gxf3 Qb4+ 12. c3 Qxc4 13. Rg1 g6 14. Qd2 Nbd7 15. Nf4 Nd5 16. Nxd5 Qxd5 17. f4 O-O-O 18. b3 Qe4+ 19. Kf2 c5 20. Rae1 Qf5 21. Qe3 cxd4 22. cxd4 Kb8 23. Rg5 Qf6 24. Rb5 Nb6 25. Rd1 Nd5 26. Qe5+ Qxe5 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2013/7/4/Game992791922.html>

Answer:

In this position I noticed that if I could play Qb4+ I would fork the White King and Bishop, winning a piece. But if I did this right away, White could block the check with Nd2 which also defends the Bishop on c4.

So I first played **10...Bxf3** removing this defender, **11. gxf3** only way to recapture **11...Qb4+** forking the White King and Bishop winning a piece.

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Move Checklist

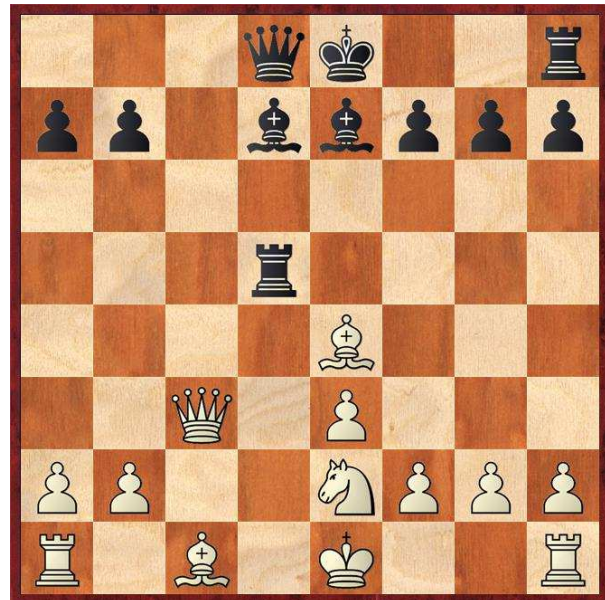
“We don't like checklists. They can be painstaking. They're not much fun. But I don't think the issue here is mere laziness...It somehow feels beneath us to use a checklist, an embarrassment. It runs counter to deeply held beliefs about how the truly great among us--those we aspire to be--handle situations of high stakes and complexity. The truly great are daring. They improvise. They do not have protocols and checklists. Maybe our idea of heroism needs updating. ~ Atul Gawande, *The Checklist Manifesto* (New York: Metropolitan Books, 2009), 173.

Today's game contains a variation from the game Barry Hepsley - Randy Reynolds, Summer Solstice Showdown played in Loveland, CO, June 2013.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share with you an excerpt from Tom Corson-Knowles' eBook "Secrets of the Six-Figure Author: Mastering the Inner Game of Writing, Publishing and Marketing Books", <http://www.amazon.com/Secrets-Six-Figure-Author-Publishing-ebook/dp/B00D4B5NNQ/>



Creating Checklists

Every Single commercial airline pilot in the world uses a checklist for every flight. Items on the checklist include basics like "turn the plane on" and "check fuel levels". Every item is so obvious, why even bother with a checklist?

Because checklists save lives!

In fact, the checklist is probably the greatest innovation in commercial airline safety that's ever been invented.

Because the biggest cause of death in the industry is human error. And checklists prevent human error.

Although this small section was written about business, when I read it, I immediately thought about chess.

Many chess teachers advocate some sort of "mental checklist" before you make your move.

My own mental checklist looks something like this.

- Am I in check?
- Do I have any pieces threatened or hanging?
- What captures does my opponent have?
- Which pieces are pinned?
- What pieces are loose in the position?
- How safe is my king?
- What checks does my opponent have?
- What checks do I have?
- What captures do I have?
- Which pieces still need to be developed?
- Who is ahead in development?
- Did I remember to hit the clock?

I ask myself these different types of questions throughout the game, depending on if it is my turn, or my opponents turn. I go through them quickly one last time before touching the piece and making my move as a quick "sanity check".

Having a checklist like this can help reduce the "human error" that can cause death of your King!

Here is the complete game:

[Event "Summer Solstice Showdown"]
[Site "Loveland, CO"]
[Date "2013.06.23"]
[Round "3"]
[White "Hepsley, Barry"]
[Black "Reynolds, Randy"]
[Result "0-1"]
[ECO "D31"]
[WhiteElo "1736"]
[BlackElo "1832"]
[PlyCount "88"]

1. d4 d5 2. c4 e6 3. e3 Nf6 4. Nc3 c6 5. Qc2 Nbd7 6. Bd3 e5 7. cxd5 exd4 8. dxc6 dxc3 9. cxd7+ Bxd7 10. Qxc3 Rc8 11. Qe5+ Be7 12. Ne2 Rc5 13. Qd4 Rd5 14. Qc3 Ne4 15. Qc2 Qa5+ 16. Kf1 Rc5 17. Qd1 Nf6 18. Bd2 Qd8 19. Bb4 Rc7 20. Ba5 b6 21. Bc3 O-O 22. Ba6 Bc8 23. Qxd8 Rxd8 24. Bxc8 Rxc8 25. a3 Ne4 26. Bd4 Nd2+ 27. Ke1 Nb3 28. Rd1 Nxd4 29. Rxd4 Rxd4 30. exd4 Rc2 31. f3 Bf6 32. Rf1 Rxb2 33. d5 Kf8 34. f4 Rb1+ 35. Kf2 Rxf1+ 36. Kxf1 Ke7 37. Ng3 Kd6 38. Ke2 Kxd5 39. Kd3 a6 40. Ne2 b5 41. g4 h6 42. f5 Bb2 43. Nc3+ Bxc3 44. Kxc3 a5 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2013/7/4/Game993674482.html>

Answer:

15...Rd1+!! sets up a deadly double discovered check opportunity. **16. Kxd1 Ba4+ 17. Ke1 Qd1#**

Randy saw this tactic, which allowed him to put his knight safely on e4, which looked like it was an unsafe square, but actually was safe because of this tactic. His opponent did not fall for this little trap.

Thanks to Randy for sending me this game.

Happy Tactics!

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Pygmalion Effect

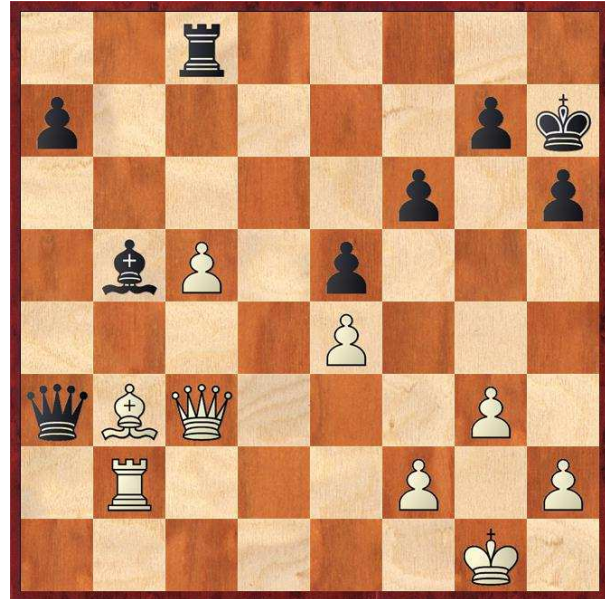
“Whatever we expect with confidence becomes our own self-fulfilling prophecy. ~ Brian Tracy

This game was played between Gunnar Andersen and Nabil Spann at the 2013 Colorado Scholastic Closed.

In the position on the right it is **White to move**.

Answer below.

Today I would like to share with you an excerpt from the book "Understanding Ourselves: A Review of 17 More Psychological Experiments and Concepts", by Michael Jibrael, <http://www.amazon.com/Understanding-Ourselves-Psychology-Experiments-ebook/dp/B00D0FL740>



Michael writes:

A self-fulfilling prophecy is a belief we have about the future that, in theory, causes us to behave in ways that cause our beliefs to become reality.

The origin of the term Pygmalion is a Roman myth. The mythical Roman sculptor, Pygmalion, in Ovid's *Metamorphoses*, created a statue of his ideal woman, and then brought her to life.

In playwright George Bernard Shaw's revision of the myth, *Pygmalion* (and the subsequent musical *My Fair Lady*), an impoverished woman becomes a high-status lady largely due to the high expectations that two men have for her. Their actions toward her lead her to respond in ways that transform their assumptions into realities.

Psychological research has demonstrated the tendency for this to occur both in animals as well as humans.

He then goes on to describe two different experiments. In one experiment students were told some rats were the "smart" rats, and the other rats were not, even though the "smart" rats were

just randomly picked. In this study the "smart" rats ended up solving the mazes faster than the "dumb" rats.

In another experiment teachers were told that some students (picked at random) were the "gifted" students. These students ended up doing better on tests a year later.

I think that it is very important to be aware of the Pygmalion effect.

Many players look at the ratings of their opponent before a game, and feel a sense of doom if the player is higher rated. They may be creating their own "self fulfilling prophecy" by feeling that they cannot win, before the game has even started.

I think that my own rating started to go up once I started looking at lots of class player games, and realizing that they are filled with mistakes. Even "good" players make simple mistakes all the time. Now, I have more confidence that I can win games, even when my opponent has a higher rating than me.

Here is the complete game:

[Event "2013 Colorado Scholastic Closed"]
[Site "Manitou Springs, CO"]
[Date "2013.04.21"]
[Round "5"]
[White "Andersen, Gunnar"]
[Black "Spann, Nabil"]
[Result "1-0"]
[ECO "E05"]
[WhiteElo "1934"]
[BlackElo "1849"]
[PlyCount "79"]

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. g3 Be7 5. Bg2 O-O 6. O-O dxc4 7. Ne5 c5 8. dxc5 Qc7 9. Nxc4 Qxc5 10. Qb3 e5 11. Be3 Qc7 12. Nbd2 Nc6 13. Rac1 Be6 14. Nf3 Rad8 15. a3 Qb8 16. Qc2 Rc8 17. Qb1 b5 18. Ncd2 Na5 19. Ng5 Bd7 20. b4 Nc4 21. Nxc4 bxc4 22. Rfd1 Bb5 23. Ne4 Nxe4 24. Bxe4 h6 25. Rd5 Rfd8 26. Qb2 Rxd5 27. Bxd5 Qd6 28. Rd1 Kh8 29. Qc2 Qa6 30. Qc3 Rd8 31. Rd2 f6 32. Bc5 Bxc5 33. bxc5 Bc6 34. e4 Bb5 35. Rc2 Rc8 36. Qb4 Kh7 37. Rb2 c3 38. Qxc3 Qa4 39. Bb3 Qxa3 40. Bg8+ 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2013/7/4/Game998725202.html>

Answer: Gunnar's Bishop spans the board with **40. Bg8+!!** Discovered attack on the Queen on a3. **41...Rxb8 42. Qxa3**

Happy Tactics!

Your Friend,

Tim



Tactics Time

April 2013 Tactics Time Column

June 29, 2013

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Grin and Bayer it

“The pursuit of perfection often impedes improvement. ~ George Will

This position comes from the famous game, Conrad Bayer vs Ernst Falkbeer Vienna 1852.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share a quick story from a really good post that I read by Clyde Nakamura called "General things I have learned about the game of chess" (reprinted here with his permission)

Clyde writes:



Long ago when I had actively played Table Tennis, I had been beating a elderly Vietnamese player named Nhu Chi Mac all summer long in the practice games.

He was a chopper (defensive player). But when tournament time occurred Mac defeated me and a whole slew of strong Table Tennis players. I had now understood what had occurred.

All summer long Mac was working on perfecting his strokes and by the time of the tournament he was a much better Table Tennis players.

The lesson I learned here was that in your practice games you should try to improve your game rather than play to win the game. Of course you should play for the win in your tournament games.

I thought this was a very interesting story, and a great lesson.

Often when I am playing online games I will try to new things, new ideas and new openings. I don't obsess about winning every game, because I know that you also have to work on getting better in the long term, and be willing to sacrifice the short term.

I was recently listening to a sports talk radio show where they were talking about the Denver Nuggets, the professional basketball team in town. The team had fired their coach, George Karl,

even though the coach and his team had consistently made the playoffs.

One of the criticisms of the coach was that he was not good at developing the younger players. So even though the coach won a lot of games, and tried to win every game, he never made any sacrifices, such as putting in some of the younger and inexperienced players, so that they could develop for the long term, even if it put the team at risk for a worse record than if they always played nothing but their best players.

So be willing to take steps to develop your game for the long term, even if it means some short term set backs.

Here is the complete game:

```
[Event "Vienna"]
[Site "Vienna"]
[Date "1852.??.??"]
[EventDate "?"]
[Round "?"]
[Result "0-1"]
[White "Conrad Bayer"]
[Black "Ernst Falkbeer"]
[ECO "C52"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "46"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4
7. O-O d6 8. Qb3 Qf6 9. cxd4 Bb6 10. e5 dxe5 11. dxe5 Qg6
12. Nh4 Qh5 13. e6 fxe6 14. Bxe6 Bxe6 15. Qxe6+ Nge7 16. Nf3
Rf8 17. Bg5 Rxf3 18. Bxe7 Nd4 19. Qe4 Rf4 20. Qxb7 Kxe7
21. Qxa8 Ne2+ 22. Kh1 Qxh2+ 23. Kxh2 Rh4# 0-1
```

You can play through this game here, <http://www.chessgames.com/perl/chessgame?gid=1336295>

Answer: Black has an Anastasia's mate 21...Ne2+ 22.Kh1 Qxh2+ 23.Kxh2 Rh4#

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Your Friend,





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The Sharknado of Colorado Chess

August 5, 2013

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Schlechter's Immortal

“Every chess player gets to live many lives in one lifetime. GM Eduard Gufeld.

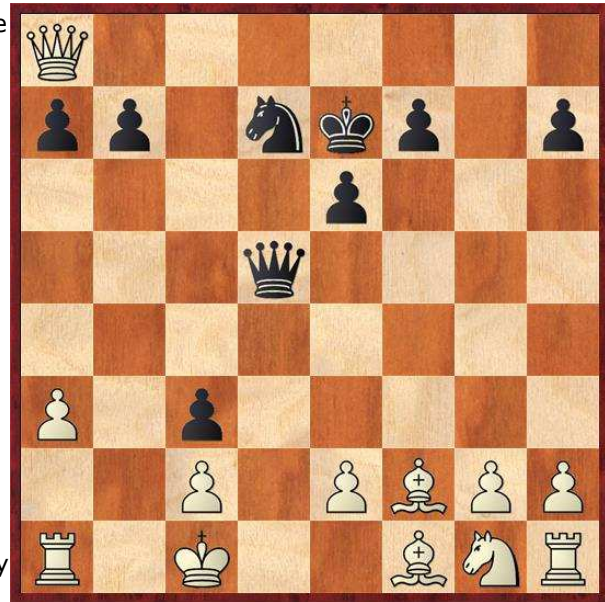
This position comes from a famous game known as "Schlechter's Immortal", played in Vienna 1893.

In the position on the right it is **Black to move**.

Answer below.

This is a beautiful game, in which Black sacrifices his entire army except for his Queen and Knight.

I learned about this game in the August 2013 issue of Chess Life, which had an article about the "living chess game" which is performed every other year in Marostica Italy.



Here is the story from <http://www.bed-breakfast-italy.com/medieval/chess.htm>,

Every September of an even numbered year, this human chess game is played on the square of Marostica. It occurs every second Friday, Saturday and Sunday.

The story of the Chess Game dates back to 1454 when Marostica belonged to the Venetian Republic.

It happened that two nobleman, Rinaldo D'Angarano and Vieri da Vallonara, fell in love with the beautiful Lionora, daughter of Taddeo Parisio, the Lord of Marostica's castle. As was the custom in that time, they challenged each other to a duel to win the hand of Lionora.

The Lord, not wanting to make an enemy of either suitor or lose them in a duel, forbade the encounter in conformity with Venetian Law.

He decided the two rivals should play a chess game: Lionora would take the winner as her husband. He furthermore decided that the loser would in any case join his family, marrying Oldrada, the younger sister.

The game took place on the square in front of the Lower Castle, with armed living

persons carrying the ensigns of Whites and Blacks. It played in the presence of the Lord, his daughter, the Lords of Angarano and Vallonara, the noble court, and the entire population.

The Lord also decided the challenge should be honored by an exhibition of armed men, with fireworks and dances and sounds.

So the armed men entered the field: archers and halberdiers, foot-soldiers and knights. Then came the Lord and his court with an anxious Lionora, who was secretly in love with one of the two rivals. With them were Lionora's faithful nurse, noblemen and their ladies, the herald, the master of arms, falconers, pageboys, maidens, standard holders, musicians, farmers and their wives; the Whites and Blacks with their kings and queens, rooks and knights, bishops and pawns: and the two suitors, who decided the moves.

After the victory, fireworks and music were offered according to the Lord's orders.

As Lady Lionora had secretly informed the population, should the winner be her beloved, the Lower Castle would be illuminated by white light, so that everybody could share their joy.

This event is repeated today just like the first time, in a framework of sumptuous costumes, multi-color banners, martial parades, exquisite elegance.

Here is the complete game:

```
[Event "Vienna"]
[Site "Vienna"]
[Date "1893.??.??"]
[EventDate "?"]
[Round "?"]
[Result "0-1"]
[White "Bernhard Fleissig"]
[Black "Carl Schlechter"]
[ECO "A00"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "40"]
```

```
1. b4 {The small town of Marostica in Italy is home to an
annual living chess display, where townsfolk play the part of
the various pieces and enact a famous game from history. This
game has the honor of being chosen for the first such
exhibitions, in 1954.} e6 2. Bb2 Nf6 3. a3 c5 4. b5 d5 5. d4
Qa5+ 6. Nc3 Ne4 7. Qd3 cxd4 8. Qxd4 Bc5 9. Qxg7 Bxf2+ 10. Kd1
d4 11. Qxh8+ Ke7 12. Qxc8 dxc3 13. Bc1 Nd7 14. Qxa8 Qxb5
15. Bf4 Qd5+ 16. Kc1 Be3+ 17. Bxe3 Nf2 18. Bxf2 Qd2+ 19. Kb1
Qd1+ 20. Ka2 Qxc2# 0-1
```

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1120921>

Answer:


18...Qd2+ 19.Kb1 Qd1+ 20.Ka2 Qxc2#

Here is a video that shows the entire game: <http://www.youtube.com/watch?v=vbbROOm1Vc> which is a real beauty!

Happy Tactics!

Your Friend,



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Take Your Time

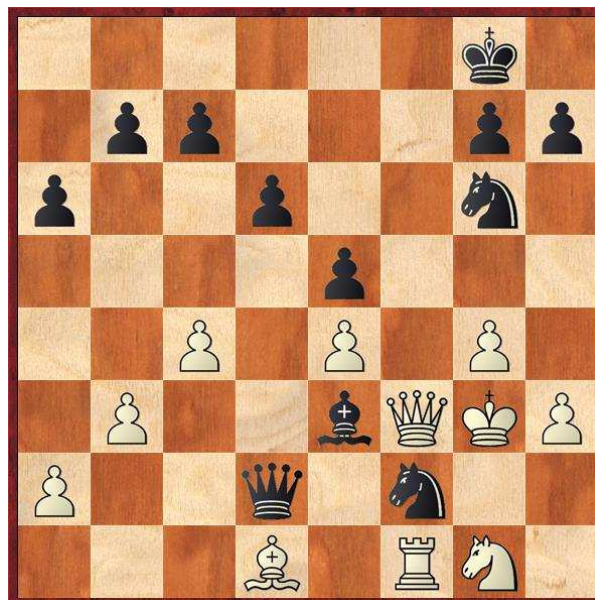
“If you don't have time to do it right, when will you have time to do it over? ~ John Wooden

This position comes from one of my games at the 2013 Pikes Peak Open in Manitou Springs. It was kind of funny, because my opponent was from Massachusetts, but had heard of me through Stephen Dann's chess column. He told me before the game it was nice to get to play a "chess celebrity" :-)

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share some really good advice from Geoff Chandler that he wrote on his outstanding redhotpawn.com blog, Updated Master Chess with RHP Games, which you can read here: <http://www.redhotpawn.com/blog/blogread.php?blogpostid=146>



Geoff writes:

I know 80% of you are just here for the fun of it all but a lot of you are much better chess players than you think you are.

If you would only take your time!

Every time it is your turn to move then the position has changed from the last time you looked at it. Look to see how it has changed.

Some of you are putting together a nice game of chess and then ruining it by carrying on with a previous idea from the last position.

- Choose your candidate move and then look about to see if there is anything better.
- Look for unprotected pieces. (anyway of taking advantage of it/them.)
- Anything that is pinned (can more pressure be brought to bear.)
- Any checks in the position? (ALL CHECKS must be examined carefully)
- Pieces on the same file of diagonal (Forks, Pins and Skewers)

This is great, simple advice, and I think that following it can help improve a lot of lower rated players.

Here is the complete game:

[Event "Pikes Peak Open"]
[Site "Colorado Springs, CO"]
[Date "2013.08.10"]
[Round "2"]
[White "Sage, Timothy"]
[Black "Brennan, Tim"]
[Result "0-1"]
[ECO "A52"]
[WhiteElo "2148"]
[BlackElo "1836"]
[PlyCount "68"]

1. d4 Nf6 2. c4 e5 3. dxe5 Ng4 4. Nf3 Nc6 5. e3 Ngxe5 6. Be2 Bc5 7. O-O d6 8. Nc3 O-O 9. b3 Be6 10. Nd4 Qh4 11. f4 Ng4 12. h3 Nf6 13. Rf3 Rae8 14. Ncb5 Re7 15. Bd2 a6 16. Nxe6 fxe6 17. Nc3 Ref7 18. Qe1 Qh6 19. Kh1 Ne7 20. e4 Nd7 21. g4 Rxf4 22. Bxf4 Rxf4 23. Qg3 Rxf3 24. Qxf3 Ne5 25. Qg3 Qd2 26. Rd1 Qc2 27. Rf1 N7g6 28. Bd1 Qd2 29. Ne2 Nd3 30. Qf3 Nf2+ 31. Kh2 Be3 32. Kg3 e5 33. Ng1 Bf4+ 34. Kg2 Nh4# 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2013/9/4/Game631319946.html>

Answer:

Black has mate in three with **33...Bf4+ 34.Qxf4 Nh1+ 35.Kf3 Nh4#**

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Tactics Time

2001: A Chess Odyssey – Lessons Learned

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Blindsided

“During a chess competition a chess-master should be a combination of a beast of prey and a monk. ~ Alexander Alekhine

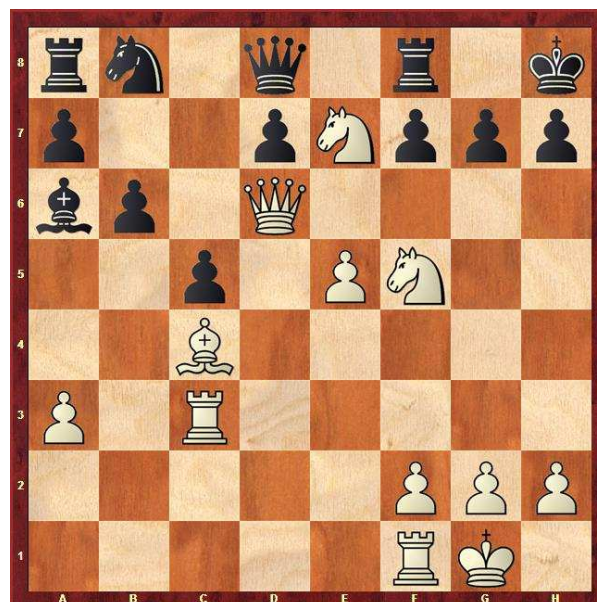
This game features a famous position from a blindfold game being played by former world champion Alexander Alekhine.

In the position on the right it is **White to move**.

Answer below.

Some interesting facts about Alekhine, http://en.wikipedia.org/wiki/Alexander_Alekhine

:



- Alexander Aleksandrovich Alekhine was born into the Russian Aristocracy in 1892. His father was a wealthy land-owner, and a member of the Duma.
- Alekhine's mother taught him and his brother Alexei how to play chess when he was around 11 years old.
- was the fourth World Chess Champion. He is often considered one of the greatest chess players ever.
- he became the fourth World Chess Champion by defeating José Raúl Capablanca, who was widely considered invincible
- Alekhine defended his title with ease against Bogoljubov in 1929 and 1934. He was defeated by Euwe in 1935, but regained his crown in the 1937 rematch.
- He would often bring his cat, named Chess, with him to tournaments and would have him by his side while he played!
- Alekhine is known for his fierce and imaginative attacking style, combined with great positional and endgame skill.
- Alekhine is highly regarded as a chess writer and theoretician, producing innovations in a wide range of chess openings, and giving his name to Alekhine's Defence and several other opening variations. He also composed some endgame studies.
- Alekhine was a heavy drinker. He once appeared at an event so inebriated that he began to urinate on the floor. During his 1935 match with Euwe, he was found before a game lying drunk in a field.
- He was married five times
- In his book, The Psychology of the Chess Player Reuben Fine, calls Alekhine, the "sadist of the chess world."

Here is the complete game:

[Event "Lisbon"]
 [Site "Lisbon"]
 [Date "1941.???.?"]
 [Round "?"]
 [White "Alekhine, Alexander"]
 [Black "Supico"]
 [Result "1-0"]
 [ECO "C21"]
 [PlyCount "39"]
 [EventDate "1941.???.?"]

1. e4 e5 2. d4 exd4 3. c3 dxc3 4. Nxc3 Bb4 5. Bc4 Qe7 6. Nge2 Nf6 7. O-O O-O 8. Bg5 Qe5 9. Bxf6 Qxf6 10. Nd5 Qd6 11. e5 Qc5 12. Rc1 Qa5 13. a3 Bxa3 14. bxa3 c6 15. Ne7+ Kh8 16. Qd6 Qd8 17. Nd4 b6 18. Rc3 c5 19. Ndf5 Ba6 20. Qg6 1-0

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1013428>

Answer:

20. Qg6!! a brilliant queen sacrifice leading to mate!

20...fxg6 21.Nxg6+ hxg6 22.Rh3+ Qh4 23.Rxh4#

20...Rg8 21.Qxh7+ Kxh7 22.Rh3#

20...hxg6 21.Rh3#

20...Qxe7 21.Qxg7#

20...Bxc4 21.Qxg7#

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The Dark Knight

“GMs set back openings for centuries with their sharp negative opinions. ~ Brian Wall

Today's position features a very famous blunder - do you know the game it is from?

In the position on the right it is **White to move**.

Answer below.

Today I want to share some comments written by Life Master Brian Wall in regards to a review that GM Ben Finegold did of the book "The Dark Knight System" by James Schuyler.

Brian writes:



Ben Finegold's review of the Dark Knight by James Schuyler

I have always liked Ben Finegold but I disagree 100% with his Chess Life review of the Dark Knight (which appeared in the October 2013 issue of Chess Life).

I read a lot of it at Joel Johnson's place in July 2013 in Arizona.

First of all I have been playing tons of 1 ... Nc6 ever since I discovered the Full Metal Jacket Variation in Josh Bloomer's basement 10 years ago.

Schuyler doesn't mention me but he does mention the variation has a few games in the database now.

I play 1 ... Nc6 differently than Schuyler but I found many useful ideas in there.

I would recommend the book to anyone.

This has been going on for centuries, Alekhine called 1 .. g6 a joke opening, Bobby Fischer didn't respect the Winawer French or Dragon Sicilian.

Kasparov thinks the Benoni is unsound.

GMs set back openings for centuries with their sharp negative opinions.
That's why I play every legal move in rated Chess.

On the other hand, Magnus Carlsen, Ivanchuk and Hikaru Nakamura play everything while Jack Young, Clyde Nakamura, Stefan Buecker and others make up their own openings.

Irina Krush just wrote an article about playing a 2600 who plays the Benoni against everybody.

My advice is to play all the openings yourselves and come to your own conclusions.

You are really cheating yourself when you let any GM talk you out of trying anything.

Life Master Brian Wall

TB:

I thought this was a really great email. I have not read "The Dark Knight" but, I love Brian's comments.

The main problem is that this is often a huge disconnect between the "GM World" and the "amateur" world.

For example, I heard one horror story about a Denver chess coach (a full time chess teacher), who refused to teach his students the "scholar's mate". Why? Because that is not the "right way" to play chess.

Of course it is true, that if you try to do a "scholar's mate" against a top GM, they are not going to fall for it. BUT - at the elementary school level - scholar's mate is a dangerous weapon!

So when all of these students went to the state scholastic tournament - they got slaughtered with a barrage of scholar's mates!

It seems like a lot of high level players get out of touch with the types of things that go on down at the lower levels. From their ivory towers, it is easy to dismiss an opening, because it might not work against Magnus Carlsen, even though it might be a great surprise weapon at the class level, which is a shame.

Here is the complete game:

[Event "Man vs Machine"]
[Site "Bonn, Germany"]
[Date "2006.11.27"]
[Round "2"]
[White "Deep Fritz 10"]

[Black "Kramnik, V."]
[Result "1-0"]
[ECO "D10"]
[BlackElo "2750"]
[PlyCount "69"]
[EventDate "2006.11.25"]

1. d4 d5 2. c4 dxc4 3. e4 b5 4. a4 c6 5. Nc3 b4 6. Na2 Nf6 7. e5 Nd5 8. Bxc4 e6
9. Nf3 a5 10. Bg5 Qb6 11. Nc1 Ba6 12. Qe2 h6 13. Be3 Bxc4 14. Qxc4 Nd7 15. Nb3
Be7 16. Rc1 O-O 17. O-O Rfc8 18. Qe2 c5 19. Nfd2 Qc6 20. Qh5 Qxa4 21. Nxc5 Nxc5
22. dxc5 Nxe3 23. fxe3 Bxc5 24. Qxf7+ Kh8 25. Qf3 Rf8 26. Qe4 Qd7 27. Nb3 Bb6
28. Rfd1 Qf7 29. Rf1 Qa7 30. Rxf8+ Rxf8 31. Nd4 a4 32. Nxe6 Bxe3+ 33. Kh1 Bxc1
34. Nxf8 Qe3 \$4 (34... Kg8 35. Ng6 Bxb2 36. Qd5+ Kh7 37. Nf8+ Kh8 38. Ng6+ {
draw}) 35. Qh7# 1-0

You can play through this game here: http://en.chessbase.com/portals/4/files/news/2006/games/vkdf_02.htm

Answer:

Kramnik somehow missed the mate in one that the computer had **35.Qh7#** Brian Wall was doing live commentary of this game for ICC and Chess.fm at the time with GM Larry Christensen.

From Chessbase: <http://en.chessbase.com/home/TabId/211/PostId/4003509>

Kramnik played the move 34...Qe3 calmly, stood up, picked up his cup and was about to leave the stage to go to his rest room. At least one audio commentator also noticed nothing, while Fritz operator Mathias Feist kept glancing from the board to the screen and back, hardly able to believe that he had input the correct move. Fritz was displaying mate in one, and when Mathias executed it on the board Kramnik briefly grasped his forehead, took a seat to sign the score sheet and left for the press conference, which he dutifully attended.

Happy Tactics!

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Head of the Class

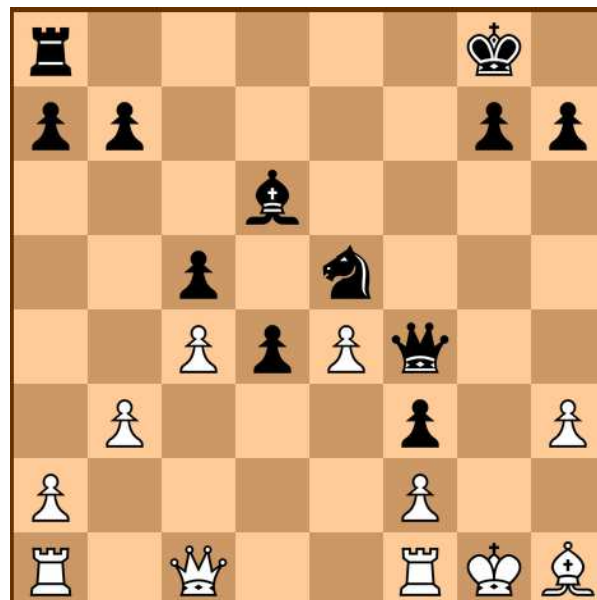
“An expert is a man who has made all the mistakes which can be made, in a narrow field. ~ Niels Bohr

This game was played between Ivana Plivcevic and Tatiana Shadrina at the European Club Cup (Women) in October 2013, and was featured on Kevin Spraggett's 5 second tactics at <http://kevinspraggettonchess.wordpress.com/2013/10/24/todays-5-second-tactics-23/>

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share something that I learned recently, which is that there are "chess titles" and "chess classes"...



With so many Colorado Springs players crossing over the 2000 mark lately, there has been some confusion - for example if someone gets over 2000 - they are not necessarily a "candidate master".

Klaus Johnson wrote a really good explanation about the difference between chess classes and chess titles, which cleared up the confusion that I had.

Klaus writes:

Expert is a class, not a title. It can be gained and lost. Players who are currently rated 2000-2199 are experts. Players who were once rated 2000 or higher but are no longer experts, but "ex-experts"

Candidate Master (USCF) is a title. A player must have been rated 2000 at some point, AND must earn five different norms. A norm is awarded if a player scores MORE than 1.00 more in a tournament than a 2000 was "supposed" to score. Norm tournaments must be at least four games and one can't play any opponent more than twice. The Candidate Master title is a lifetime title, so once one meets the requirements, he/she is a Candidate Master for LIFE.

National Master (NM) is a title that is earned when one achieves a 2200 rating (established) for the first time. No norms are required, but it too is a lifetime title. Buck Buchanan and Imre Barlay are two examples of national masters who are no longer rated 2200 or higher but who still

hold the title.

Life Master (LM) is confusing because there are two separate titles. The Original Life Master (OLM) is an old title that is earned when one plays at least 300 games with at least a 2200 rating. The "new" Life Master title (LM) is very similar to the Candidate Master title, one must earn a 2200 USCF and earn five separate norms, where a norm is only earned if a one scores MORE than 1.00 more than what a 2200 "should" score.

OLMs receive a 2200 floor. National Masters can 'only' have a 2000 floor (or 2100 if they've reached 2300).

A player who is provisional 2200 would not have the NM title , however he would be master CLASS. He would be eligible to play in sections that are 2200+ (all USCF Grand Prix tournaments) Original life master is still tracked by MSA. If you go into the game statistics of newly minted NM Zachary Bekkedahl you can see that he has 14 games towards his 300.

TB: Thanks Klaus! Great explanations!

Here is the complete game:

```
[Event "European Club Cup (Women)"]
[Site "Rhodes GRE"]
[Date "2013.10.20"]
[EventDate "2013.10.20"]
[Round "1.4"]
[Result "0-1"]
[White "Plivcevic, Ivana"]
[Black "Shadrina, Tatiana"]
[ECO "A13"]
[WhiteElo "1881"]
[BlackElo "2364"]
[PlyCount "44"]
```

```
1. c4 Nf6 2. Nf3 e6 3. g3 d5 4. b3 d4 5. Bb2 c5 6. d3 Nc6 7. Bg2 Bd6 8. O-O O-O
9. e3 e5 10. Nbd2 Bg4 11. Ne4 Nxe4 12. dxe4 f5 13. Qb1 f4 14. exd4 exd4 15. Bc1
Bxf3 16. Bxf3 Ne5 17. Bh1 f3 18. Bf4 Rxf4 19. gxf4 Qh4 20. h3 Qxf4 21. Qc1 Qh2+
22. Kxh2 Ng4+ 0-1
```

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1734640>


Answer:

21... Qh2+!! 22.Kxh2 Ng4+ 23. Kg1 Bh2#

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Process Goals

“Processes are what make people successful. ~ Ed Dale

This position comes from the game William Paschall vs Chris Chase, Boylston Chess Club Championship, 2003.

In the position on the right it is **White to move**.

Answer below.

Recently I have been listening to a podcast by internet marketing guru Ed Dale. Ed records a daily podcast called "Walking with Larry", that he records while walking his dog (Larry).

In the podcast Ed shares a lot of great ideas. One idea that I really liked which he talked about recently was the idea of "process goals". You can listen to this podcast here:

<http://www.eddale.co/podcasts/youre-doing-goals-wrong>

One of the things he mentioned is the idea of PROCESS goals. Where your goal is to put a PROCESS in place.

For example:

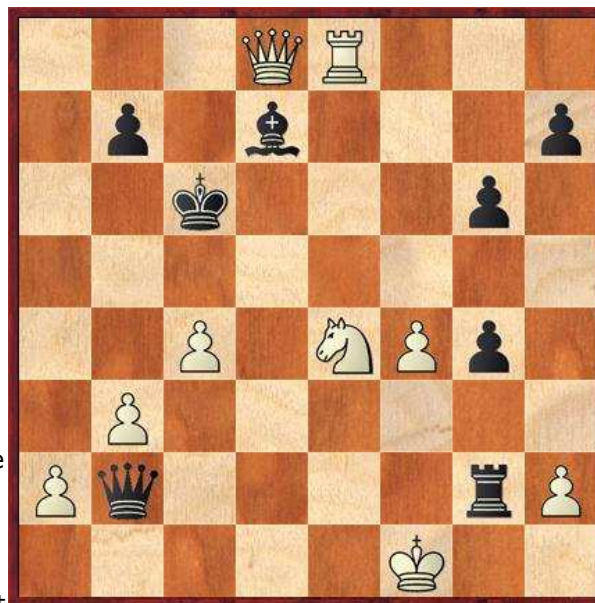
instead of "I will write the #1 best selling book on underwater basket weaving"

you make a goal that is a process:

"I will spend 15 minutes before I go to work writing at least 100 words on my under water basket weaving book".

The problem with the first goal is that it is out of your control. What if J.K. Rowling decides to write an under water basket weaving book? There is no way you will be #1 in that niche. The goal is kind of distant and abstract as well, and gets put on the "some day when I have more time" pile of things to do.

But having a PROCESS goal is something that you can control. And if you put the right PROCESSES in place - the rest will take care of itself.



So with chess, instead of having a goal that is "I will make it to 2200", which in a lot of ways really isn't completely in your control, make the goal like "I will study tactics every day for 15 minutes", which is in your control.

Recently I was at the Denver Open, and before the tournament, Jules Carter was telling me that his goal was to go "5-0" in the tournament (5 wins, no draws, no losses). The problem with this goal is that chess is a zero sum game. EVERYONE could not have this goal, because for every winner there has to be a loser. You can't really control how well your opponent plays, and unless you are ranked #1 in the world, there is always someone better than you.

With a process goal, you do control it, so focus on these.

Here is the complete game:

[Event "Boylston Chess Club Championship"]

[Site "Boylston Chess Club"]

[Date "2003.09.22"]

[Round "3"]

[White "Paschall, William"]

[Black "Chase, Chris"]

[Result "1-0"]

[ECO "B03"]

[WhiteElo "2487"]

[BlackElo "2328"]

[PlyCount "75"]

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. c4 Nb6 5. exd6 cxd6 6. Nc3 g6 7. Be3 Bg7 8. Rc1 O-O 9. b3 Nc6 10. d5 Ne5 11. Be2 f5 12. f4 Ng4 13. Bxg4 fxg4 14. Nge2 e5 15. dxe6 Bxe6 16. O-O Qe7 17. Bd4 Rfe8 18. Bxg7 Qxg7 19. Qxd6 Rad8 20. Qc5 Bf5 21. Ng3 Bd3 22. Rfd1 Qf6 23. Nd5 Qb2 24. Nxb6 axb6 25. Qxb6 Be2 26. Qf2 Rd2 27. Re1 Bf3 28. Rxe8+ Kf7 29. Re7+ Kxe7 30. Qc5+ Kd7 31. Re1 Rxc2+ 32. Kf1 Bc6 33. Re7+ Kc8 34. Re8+ Kc7 35. Qa5+ Kd6 36. Qd8+ Bd7 37. Ne4+ Kc6 38. Re6+ 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2013/10/27/Game474002111.html>

Answer:

White has a nifty mate in 2 with **38.Re6+!! Bxe6 39.Qd6#**

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Tactics Time Chess eBook Video Review by
November 24, 2013

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Woodshedding

“These books are the workbooks that let you take your knowledge out to the proverbial woodshed and turn knowledge into skill.~ slithytove on amazon.com

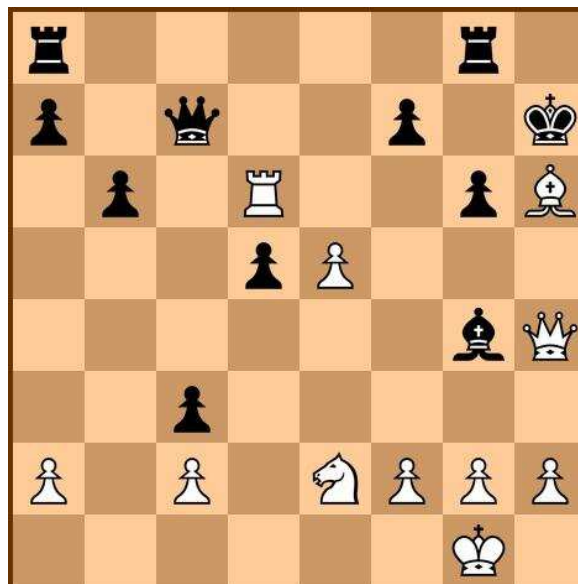
Today's position features a famous tactic from the game Oldrich Duras vs Adolf Georg Olland, Karlsbad (1907).

In the position on the right it is **White to move**.

Answer below.

Today I want to share a new term that I learned, and share a review from amazon for Tactics Time 2, <http://amzn.com/B00F2NOCTU> that I really liked.

The term that I learned is "woodshedding". From the urban dictionary, <http://www.urbandictionary.com/define.php?term=woodshedding>



meaning to practice or hone skills, particularly musical skills. the origin is from the fact that for purposes of privacy people would go to their woodshed to practice without being overheard

Apparently it is often used in the world of music...

To lock oneself away with a musical instrument and practice, either a particular piece or in general, until the player has improved greatly or can perfectly play the piece he has been practicing.

Example: Due to the many hours he spent woodshedding, Jon became a better guitarist.

I looked up the word after reading this review:

Finally. Chess players who want to improve have resources from an adult class chess player who has done just that. Tim Brennan has painstakingly collected real tactics

from real games and compiled them in his two kindle books Tactics Time and Tactics Time 2.

These are real positions from real amateur games. And unless you are already a very strong player, no doubt they are very much like the positions that have decided your own games innumerable times. Numerous textbooks are out there already that can explain chess tactics, but after you read about pins, double attack, removing the guard, etc, you need to practice.

These books are the workbooks that let you take your knowledge out to the proverbial woodshed and turn knowledge into skill.

So to all you amateur players out there (like me) trying to improve, put down your opening manuals and middle game strategy books, and pick up a copy of Tactics Time and Tactics Time 2.

My rating on Redhotpawn increased 400 points thanks to studying these books. More importantly, understanding the tactics in these workbooks makes the game more fun.

Unlike de la Maza, who binged on tactics, and won the world open under 2000, and then quit, Tim Brennan is still out there playing and loving the game. With his own tactics study, he has reached USCF expert rating. You (and I) may never make expert or master, but pleasure from the game of chess will increase with increased tactical skill.

These books also take full advantage of kindle format. There is one diagram per page, and the solution is on the next page. This would mean a 2002 page book in print, but is a piece of cake with the kindle. Can't wait for Tactics Time 3!

Here is the complete game:

[Event "Karlsbad"]
[Site "Karlsbad CZE"]
[Date "1907.08.26"]
[EventDate "1907.??.?"]
[Round "5"]
[Result "1-0"]
[White "Oldrich Duras"]
[Black "Adolf Georg Olland"]
[ECO "C12"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "57"]

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Bb4 5. e5 h6 6. Bd2 Bxc3
7. bxc3 Ne4 8. Qg4 Kf8 9. Bc1 c5 10. Bd3 Qa5 11. Ne2 cxd4
12. O-O dxc3 13. Bxe4 dxe4 14. Qxe4 Nc6 15. Rd1 g6 16. Bf4 Ne7
17. Rd6 Nd5 18. Be3 Kg7 19. Qh4 Qc7 20. Rd1 b6 21. R1xd5 exd5
22. Qf6+ Kh7 23. Bxh6 Rg8 24. Qh4 Bg4 25. Nf4 Rh8 26. Nxd5
Qxd6 27. exd6 Bh5 28. Be3 Rad8 29. Qg5 1-0

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1003607>

Answer: White missed a nice checkmate with **25. Bf8+! Bh5 26. Qxh5+! gxh5 27. Rh6#.**

Happy Tactics!

Your Friend,



P.S. If you haven't checked out **Tactics Time 2** yet go check it out now! <http://amzn.com/B00F2NOCTU>



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private school. I studied computer science there. Most of the kids in my classes were international students, who were all VERY bright, and had a much stronger background in math and computers than I did. They typically got A's in the classes, without much effort, and I had to work extremely hard just to get C's. As a result, I started to think of myself as the "dumb one" in most of the classes, and had an inferiority complex.

After I got out of school, I decided to take night classes so I could get my master's degree. This time instead of going to a very selective private school, I took classes at large public state schools, like Penn State, University of Texas, and University of Colorado.

Now what I found was the COMPLETE opposite. Now *I* was the one getting 100% scores on the tests. Now I was the one "killing the curve". Now I was the one who thought it was all very easy, and was the star student. While I got C's in my undergrad classes, I had straight A's in classes at the public schools.

Gladwell calls this being a "big fish in a small pond".

So what does this have to do with chess?

I see the same thing a lot in the chess world.

A person will start playing chess against their friends. They can beat their friends or co-workers or family, and start to think that they are "good" at chess. At some point they decide to head down to the chess club to test their "skillz".

Normally what happens is that they get CRUSHED.

It is not untypical for a new player to lose every single one of their games in their first tournament. Often times their ego cannot handle this devastating blow to their self image as a "good chess player", and they are never seen again.

What happened here?

They went from being a big fish in a small pond, to a small fish in a big pond.

As a result their identity can start to change. Now they think they "suck" at chess.

In reality, their chess skill didn't change - they just started comparing it to different people.

It is easy to lose perspective on things, and natural to compare yourself to the others around you.

The truth is that even a player rated 1000 can CRUSH 99.9% of the world's population at chess.

I remember a couple of years ago there was a public festival in "Old Colorado City" and a chess table was set up. Anthea's daughter Tara, who was about 9, was playing against the public. Although Tara was only rated about 500 on the USCF scale, she was able to easily beat adults who were not tournament players. It was a good reminder of how good she actually was at chess, even though compared to many tournament players she was not that strong.

So remember the concept of relative deprivation the next time you get too hard on yourself

about your chess game :-)

Here is the complete game:

[Event "Dortmund"]
[Site "Dortmund GER"]
[Date "2013.07.26"]
[EventDate "2013.07.26"]
[Round "1"]
[Result "1-0"]
[White "Vladimir Kramnik"]
[Black "Wang Hao"]
[ECO "D16"]
[WhiteElo "2784"]
[BlackElo "2752"]
[PlyCount "51"]

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dxc4 5. a4 e6 6. e3 c5
7. Bxc4 cxd4 8. exd4 Nc6 9. O-O Be7 10. Qe2 O-O 11. Rd1 Nb4
12. Bg5 Bd7 13. d5 exd5 14. Nxd5 Nbx5 15. Bxd5 Nxd5 16. Rxd5
Bxg5 17. Nxd5 h6 18. Qd2 hxg5 19. Rxd7 Qf6 20. Rd1 Rfe8
21. Rxb7 Rad8 22. Rd7 Rxd7 23. Qxd7 Rb8 24. Qxa7 Rxb2 25. h3
Ra2 26. Qb8+ 1-0

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1724965>

Answer:

26. Qb8+ Kh7 27.Qb1+ winning the rook

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Meat and Potatoes

“ Nice review. I think there is a "meat and potatoes" drinking game in there somewhere ~
Chris Peterson on Kingcrusher's video review of Tactics Time.

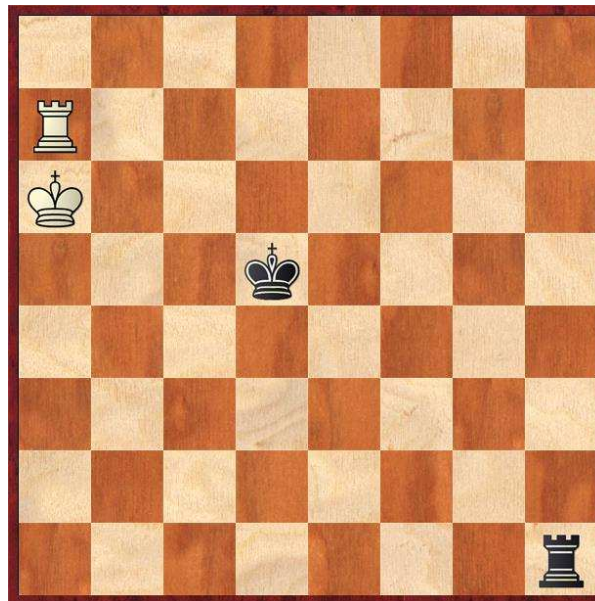
This position comes from a game played on redhotpawn, which was featured on Geoff Chandler's outstanding blog post, "Rook Endings", where he shared all kinds of endgame disasters that were played on redhotpawn, which you can read here:

<http://www.redhotpawn.com/blog/blogread.php?blogpostid=153>

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share a video book review of the Tactics Time eBook done by Tryfon Gavriel, AKA "Kingscrusher".



you can see the video here: <https://www.youtube.com/watch?v=7rndY8sxxkCM&feature=youtu.be>

I thought that Kingscrusher really "got" what I was trying to do with the book, and I really appreciate him taking the time to make this video! He refers to the tactics in the book as real "meat and potatoes" tactics - which is a phrase I really liked!

His channel is really great. Here is his description:

My name is Tryfon Gavriel, I run www.chessworld.net. FIDE Candidate Master, British Regional Master. Ranked in top 50 for Rapid in ECF grading list (2013). Webmaster of www.chessworld.net

With almost 5000 videos this Channel is one of the largest chess channels on YouTube. My videos include:

1. Analysis of master games (all your heart could desire, from Morphy to Carlsen)
2. Analysis of my own personal games
- 3: Evolution of Chess Style (a series where I looks a different games throughout

history and shows how the style of play has evolved)

4: Blitz-chess with live commentary (I am a fairly strong blitzplayer and have crushed many IMs and GMs on ICC Autopairing)

5. Warzone Tournaments with live commentary

6. Opening and Opening Trap videos

Playlist structure here: <http://www.chessworld.net/chessclubs/playlistvideosstructure.asp>

I usually upload new chess videos once a day or even more sometimes!

So be sure to subscribe, if you haven't already! <https://www.youtube.com/user/kingscrusher/>

Here is the complete game:

[Event "Open invite"]
 [Site "http://www.redhotpawn.com"]
 [Date "2011.03.25"]
 [Round "?"]
 [White "NAWSTAN"]
 [Black "matthie"]
 [Result "0-1"]
 [ECO "B08"]
 [WhiteElo "1450"]
 [BlackElo "1609"]
 [PlyCount "110"]
 [EventDate "2011.??.?"]

1. e4 b6 2. d4 Bb7 3. Nc3 g6 4. Nf3 Bg7 5. Be3 Nf6 6. Bd3 d6 7. h3 O-O 8. O-O Re8 9. Qd2 e5 10. Bg5 exd4 11. Nxd4 h6 12. Bxh6 Nxe4 13. Bxe4 Bxe4 14. Bxg7 Kxg7 15. Nxe4 Rxe4 16. Rfe1 Rxe1+ 17. Rxe1 Qf6 18. Qc3 c5 19. Nb5 Qxc3 20. bxc3 Nc6 21. Nxd6 Rd8 22. Nc4 b5 23. Ne3 Rd2 24. Rb1 b4 25. cxb4 Nxb4 26. a3 Nxc2 27. a4 Nxe3 28. fxe3 Ra2 29. Rc1 Rxa4 30. Rxc5 Rb4 31. Ra5 Rb7 32. Kf2 Re7 33. Kf3 Kf8 34. g4 Kg7 35. h4 Kh6 36. Kf4 Kg7 37. e4 Rb7 38. h5 gxh5 39. Rxh5 a6 40. Ra5 Ra7 41. Kf5 f6 42. e5 fxe5 43. Kxe5 Kg6 44. Kd6 Rf7 45. Kc5 Rf6 46. Kd5 Kg5 47. Ke5 Rb6 48. Kd4+ Kxg4 49. Kc5 Rh6 50. Kb4 Kf4 51. Rc5 Ke4 52. Ka5 Kd4 53. Rc7 Kd5 54. Ra7 Rh1 55. Kxa6 Kc6 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2013/11/24/Game875431543.html>

Answer: 55...Kc6 puts Black in a "lose-lose" situation. They either move their King with **56. Ka5** and then gets skewered with **56...Ra1+ 57. Kb4 Rxa7** or they move their Rook, and get mated right away with **56...Ra1#**

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Drills to pay the Bills

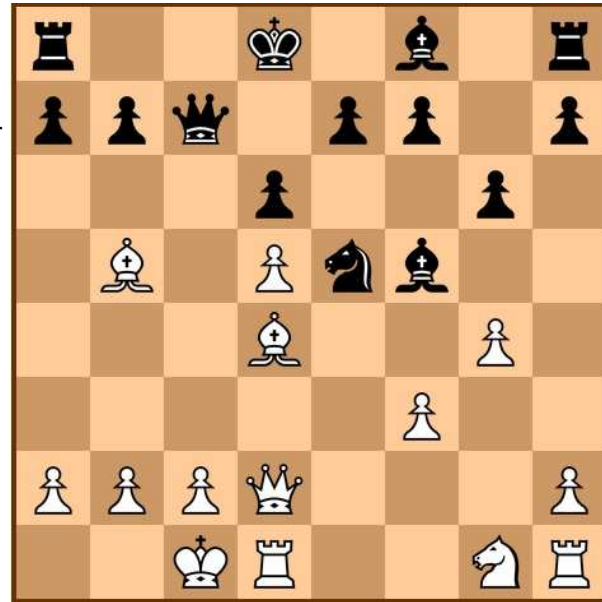
“You hung your knight on move 6, but yeah, pretty mate. ~ Spiritchaser84

This position comes from the 2013 FIDE World Blitz Championship, and was Leonard Barden's Daily chess challenge from the London Evening Standard on December 2, 2013, <http://www.standard.co.uk/staticpage/chess/>

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share a post that I saw on reddit.com/r/chess entitled "Smothered mate drills finally came through!" which I found amusing.



You can see the post here: http://www.reddit.com/r/chess/comments/1rwyn4/smothered_mate_drills_finally_came_through/

In the post the author shares a game in which he delivers a smothered mate on move 11. The game went like this:

[Event "Live Chess"]
 [Site "Chess.com"]
 [Date "2013.12.02"]
 [White "ndaljr"]
 [Black "andireza20"]
 [Result "1-0"]
 [WhiteElo "995"]
 [BlackElo "853"]
 [TimeControl "15|10"]
 [Termination "ndaljr won by checkmate"]

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 d5 5.Nc3 dxe4 6.Nxe4 Bd7 7.Bg5 f6 8.Bf4 Nge7 9.Bc4 f5 10.Qh5+ g6 11.Nf6# 1-0

You can play through the game here: <http://www.chess.com/emboard?id=1755026>

I am not even sure if that is a true smothered mate, since the bishop is covering f7, but that is

not the point.

One person wrote a backhanded complement that cracked me up. He said "You hung your knight on move 6, but yeah, pretty mate."

Now, I am not trying to pick on anybody here. White was rated less than 1000, and this was possibly the first time he even did a mate like this, and wanted to share it with the world, which I think is great.

The problem is the way that most players are studying chess. The problem is right in the title of the post - the author talks about how he has been doing all of these "smothered mate drills".

In my opinion a player rated less than 1000 should not be doing "smothered mate drills" at all. Especially when they are clearly still missing simple counting errors such as "Is my piece hanging".

Here White did not realize that during the game on move 6 that their knight was attacked twice, and only defended once. Luckily for them, their opponent did not realize this either, and they got away with it.

The real problem is that most tactics books and software, and apps, and everything else related to chess tactics have WAY too many smothered mates problems.

In reality, smothered mates are very rare. In some openings, like the Budapest Defense, they come up sometimes, but most tactics sets have a disproportionate amount of them. The same can be said of Queen sacrifices, under promotions, and other "cool" tactical motifs.

So this poor guy is spending lots of time and energy practicing his smothered mates, and is very excited when he finally gets to do one.

This is great, but he didn't even realize the simple, less glamorous, move that he missed, and could have cost him the game. This was the more important lesson from the game, and the type of error he should work to eliminate from his game. If he can stop hanging pieces, he will probably gain hundreds of rating points. But, if I had to guess, he will probably continue doing "smothered mate drills" because they are fun, and he feels that hard work "paid off".

This is why in my chess tactics books I tend to have a lot of "boring" chess tactics - because these are the ones that win or lose real games, and you have to know inside and out. I throw in some "cool" problems like the smothered mates, because I enjoy them as well, and readers expect there to be some, but to really get good at chess, you have to really master the basics first.

Here is the complete game:

```
[Event "FIDE World Blitz Championship"]
[Site "Khanty-Mansiysk RUS"]
[Date "2013.06.09"]
[EventDate "2013.06.09"]
[Round "4.12"]
[Result "1-0"]
[White "Kiril D Georgiev"]
```

[Black "Bayarsaikhan Gundavaa"]
 [ECO "A45"]
 [WhiteElo "2636"]
 [BlackElo "2516"]
 [PlyCount "113"]

1. d4 Nf6 2. Bg5 Ne4 3. Bf4 c5 4. f3 Nf6 5. dxc5 Qa5+ 6. Nc3
 Nc6 7. e4 Qxc5 8. Qd2 d6 9. O-O-O g6 10. Nd5 Nxd5 11. exd5 Ne5
 12. Be3 Qc7 13. Bd4 Bf5 14. Bb5+ Kd8 15. g4 Bd7 16. Bxd7 Kxd7
 17. f4 Nc4 18. Qb4 Rg8 19. Ne2 Rc8 20. Nc3 Bg7 21. Rhe1 Bxd4
 22. Rxd4 Nb6 23. Re2 Qc5 24. Qxc5 Rxc5 25. Red2 f5 26. g5 h6
 27. h4 hxg5 28. fxg5 Nc4 29. Re2 Ne5 30. Nd1 Rh8 31. Rf2 Ng4
 32. Re2 Rxh4 33. Re6 Rh1 34. Rxg6 Ne3 35. c3 Rxd5 36. Rxd5
 Nxd5 37. Kd2 Rh2+ 38. Ke1 Nf4 39. Rg8 Nd3+ 40. Kf1 Nxb2
 41. Ne3 Nd3 42. g6 Rf2+ 43. Kg1 Rf3 44. Ng2 Rg3 45. Kh2 Rg5
 46. Nh4 Ne5 47. Rb8 Nxc6 48. Nf3 Rh5+ 49. Kg3 Kc7 50. Rg8 Ne5
 51. Nd4 Nc6 52. Ne6+ Kb6 53. Kf4 Rh3 54. c4 Ra3 55. Rg2 Ra4
 56. Rb2+ Ka5 57. Rb5+ 1-0

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1720477>

Answer: White had just played 15. g4, but both players missed **15...Bh6!** which pins the White Queen to the King. White cannot capture this piece, because of **16...Qxc2#**. The White Queen has to remain where they are to guard the c2 pawn.

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Quantum Leap

“If we knew the unknown, the unknown wouldn't be unknown. ~ Al, from the TV show *Quantum Leap*”

This position comes from the game Anthea Carson vs Gary Bagstad, Winter Springs Open, 2013, played in Manitou Springs, CO.

In the position on the right it is **White to move**.

Answer below.

Today I would like to share a great quote from Bruce Pandolfini regarding chess improvement, which I have found to be very true:

Essentially, the quantum theory of chess learning asserts that people seem to make periodic and sudden jumps in skill, rather than continuous and fluid ones.

Let's say, to climb to the next level of proficiency, you must learn a thousand things. If you've learned 999 of those things, obviously you know more, yet you may not necessarily show significant practical gain.

But add that last piece of knowledge (the thousandth thing!) and suddenly, seemingly unaccountably, you jump to the next skill level. Your ability takes a quantum leap and you're excited like an electron.

This quote was reiterated, in another form, in the chess movie "Brooklyn Castle" by the chess teacher.

I would also like to point out a great answer that I saw from IM Jeremy Silman on chess.com. A student asked him "How do I improve my chess tactics quickly". <http://www.chess.com/article/view/hannibal-lecter-presents-reader-questions> (Question 6).

I sometimes get similar questions myself.

Silman's answer is great:



You almost lost me on, "quickly." If one could fix a part of your game with a snap of one's fingers, chess would be useless. The fact that it takes serious study mixed with experience to rise to new levels shows the game's depths.

You also failed to mention your rating (I would give advice that suits your rating group). A beginner would make a vast improvement in tactics by simply learning the basic tactical devices like pins, forks, skewers, etc. After that you would make a study of basic mating patterns (back rank mates, smothered mates, the classic Qh7 mate, etc.). Once you have those things in the "bag," you would pick up a book, app (iTunes has dozens of puzzle apps, often for as little as 99 cents), or puzzles on websites (Chess.com has tons of these!) and solve many hundreds or even thousands of mates in one, then mates in two, and on and on it goes.

As you can see, you will go through layer after layer of knowledge as you work your way up the tactical ladder, and each tactical "rung" will become more and more complex.

Experience also counts for a lot. At first you'll fall for one tactical trick after another, but that's a GOOD thing since you will quickly learn to avoid those individual tricks and even make use of them yourself.

Real improvement and "quickly" rarely go hand in hand. Instead, experience and work are the catalysts for improvement. But those that stick with chess will find they enjoy study, and they enjoy learning through trial and error.

I hope you enjoyed these great insights from two of our best chess teachers!

Here is the complete game:

[Event "Winter Springs Open"]
[Site "Manitou Springs"]
[Date "2013.12.08"]
[Round "3"]
[White "Carson, Anthea"]
[Black "Bagstad, Gary"]
[Result "1-0"]
[ECO "D05"]
[WhiteElo "1701"]
[BlackElo "1700"]
[PlyCount "32"]

1. d4 Nf6 2. Nf3 e6 3. e3 c5 4. c3 d5 5. Bd3 Bd6 6. Nbd2 O-O 7. O-O b6 8. e4 dxe4 9. Nxe4 Bb7 10. Nxd6 Qxd6 11. dxc5 Qxc5 12. Be3 Qh5 13. Be2 Ng4 14. Bf4 Qf5 15. Bxb8 Rxb8 16. Nd4 Qd5 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2013/12/11/Game57785203.html>

Answer:

Anthea showed me this position in between rounds of the Winter Springs Open. I was able to solve it in about 30 seconds. I posted it on facebook, and saw that some people had trouble with it, so I am going to explain my thinking process that I used.

First I noticed the battery of White Queen and Bishop pointing at the Knight on g4, which is kind of misplaced. If the White Knight was not on f3, then the Black Knight would be attacked twice, and only defended once, and White would win a piece.

So if the White Knight could move with a tempo, then White gains material. However White cannot play a move like Nd4 right away, because the White Bishop on f4 is unprotected, and under attack.

So then I realized, I could potentially move this bishop, with tempo, to see if anything works. I first looked at Bd6, attacking the Black Rook, but this does not work because of Rd8.

Then I saw Bxb8! Now Black has to recapture (or else they are down a piece), and NOW White can play Nd4 attacking the Black Queen with tempo. There is no way for the Black Queen to move and still protect the Black Knight.

I also saw that if Black tried a move like Qd5 to set up a battery attacking g2, then White can play Bf3 to stop this threat.

Now this might not be the "optimal" thinking process, but it is how I was able to come up with the answer, which is **15.Bxb8 Raxb8 16.Nd4** winning a piece.

Happy Tactics!

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Inner Game

“Every game is composed of two parts, an outer game and an inner game. ~
Timothy Gallwey

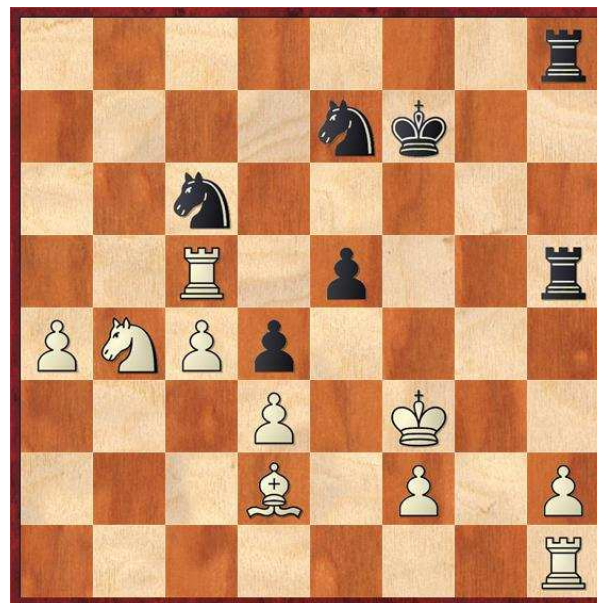
This game was played between me and Shirley Herman at Panera Bread in December 2013.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to talk some more about mental beliefs, and the "inner game" of chess, which I think is a topic that is largely ignored on the topic of chess improvement.

The way you think, what you believe in and the way you see the world has a direct effect on how well you will play chess (or do any activity). This is called the "inner game".



Inner game is a term borrowed from the book *The Inner Game of Tennis* by Timothy Gallwey.

In the book the author explains what separates the best tennis players from the rest.

The main idea in the book is that psychology separates the top tennis players from the rest.

The technique of the tennis player ranked at #2 is insignificantly different than the player who is ranked at #11. What Gallwey found was their way of thinking was the key differentiator.

While knowing this, Gallwey worked with tennis players on their inner game and saw a significant improvement in their game over time. By just changing the way the tennis players thought about themselves and the way they responded mentally to failure during games had a major impact on improving their game.

For example, when you hit the ball in the net, instead of thinking "oh no now I'm a point behind and the game is on the line" the top tennis players would accept the fact they had a bad swing and immediately move on to the next point without any judgment. On the outside, you don't see any difference but on the "inside" there is a completely different story going on.

What's the story you're telling yourself?

This idea is applicable as well in the world of chess.

One of the core ideas of inner game is the idea of your self-image - the way you see yourself. This mental picture of yourself directly affects how well you will perform in a tournament, during a game, your study habits, etc.

The #1 Limiting Factor Inside Your Head

One of the things you need to realize is that the beliefs and mindsets that are floating in your head have a major impact on your life. There is one overarching idea that your beliefs and mindsets support: your self-image. In other words, the picture you have of yourself and its scope.

If you see yourself as someone who isn't a good chess player...well guess what? You can't become a person who is a good chess player. The way you see yourself is crucial and it will determine everything in that specific area.

Here is why: **you cannot outperform your self-image**. That statement is worth repeating: you cannot outperform your self-image. It's the number one limiting factor for most people. In other words, if you see yourself as someone who isn't a good chess player, everything you do will be within that scope and you will not ever be a good chess player

It's like a vicious circle. It can go on for years unless you consciously decide to make the change or someone else steps in.

Tips for Improving Your Self-Image

The interesting thing about a self-image is that you have many of them. They don't necessarily overlap. While one of my self-images is someone who is organized, my self-image in the area of car repairs is a disaster. Fortunately, if you can recognize a bad self-image, you can change it.

Make it a priority to keep expanding your self-image in different areas. While I cover it in the context of becoming a better chess player, you can apply this to any other area of your life. If you want to read and study more about this topic, I can highly recommend the book Psycho-Cybernetics by Maxwell Maltz. Here are some tips to get you started.

- Reframe any negative thoughts into positive ones.
- Setup your mastermind with productive people.
- Avoid joking about your negative traits.
- Read, read and read books.

Reading expands your horizons. It allows you to see the world through a different set of eyes which helps change your self-image.

Just remember that this is a continuous process. It takes time and patience. This is not something you can fix overnight but if you work on this every day you can reframe your beliefs.

I don't want to go too woo-woo because I don't like that myself. I like to stick to scientific facts as much as possible, but I will stick my neck out for this concept of the self-image. I have reinvented myself numerous times because I realized in certain areas that I needed to work on my self-image.

I hope you will do the same.

Here is the complete game:

[Event "December Panera Bread Academy"]
[Site "Colorado Springs, CO"]
[Date "2013.12.26"]
[Round "4"]
[White "Brennan, Tim"]
[Black "Herman, Shirley"]
[Result "1-0"]
[ECO "A00"]
[WhiteElo "1882"]
[BlackElo "883"]
[PlyCount "59"]
[EventDate "2013.???.??"]

1. g4 e5 2. Bg2 d5 3. c4 d4 4. d3 c5 5. Qb3 Qc7 6. Na3 Bd6 7. Nb5 Qd7 8. Bxb7
Bxb7 9. Nxd6+ Qxd6 10. Qxb7 Qc6 11. Qxc6+ Nxc6 12. Bd2 Nge7 13. Nf3 a5 14. O-O
f6 15. a3 a4 16. Rfb1 Kf7 17. b4 axb3 18. Rxb3 h5 19. gxh5 Rxh5 20. Rb5 Rah8
21. Kg2 g5 22. Rh1 Nf5 23. Rxc5 Nfe7 24. a4 g4 25. Ne1 f5 26. Nc2 f4 27. Nb4
f3+ 28. exf3 gxf3+ 29. Kxf3 Rh3+ 30. Ke2 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2013/12/31/Game83749261.html>

Answer:

29...e4! was missed in the game. This move checks the White King and discovers an attack on the White Rook, **30. Kxe4 Rxc5**

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Your Friend,



Tactics Time

October 2013 Tactics Time Column

January 2, 2014

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Shortcuts to Success

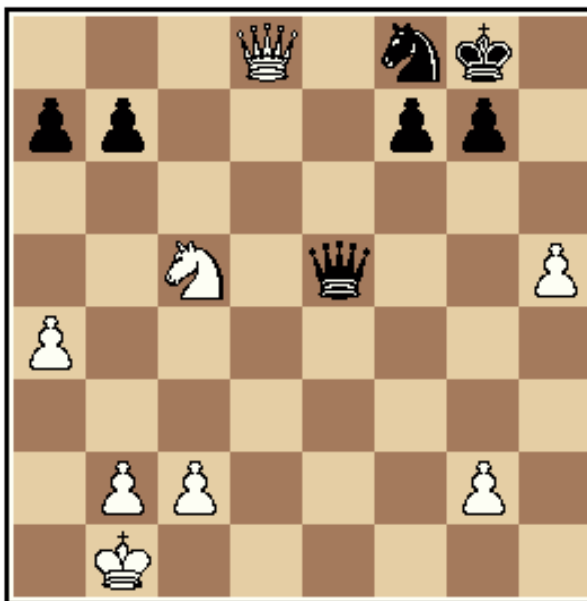
“The selling of the "chess is easy" mentality works quite well, but we all know it can't be true (can it?), and it isn't. ~ IM Jeremy Silman

This position comes from the 2013 Colorado Correspondence Championship, which was won with a perfect 7-0 score by Jeff Baffo! Nice work Jeff!

In the position on the right it is **White to move**.

Answer below.

Today I would like to share a comment from an article that Jeremy Silman wrote on chess.com (<http://www.chess.com/article/view/snarky-silman-presents-readersquestions>) that was in the form of a poem, which I really liked.



There are no shortcuts to success.

"The man who wants a garden fair,
or small or very big,

With flowers growing here and there,
Must bend his back and dig.

The things are mighty few on earth
That wishes can attain.

Whate'er we want of any worth
We've got to work to gain.

It matters not what goal you seek,
It's secret here reposes:

You've got to dig from week to week
To get Results or Roses."

~ Edgar A. Guest

Here is the complete game:

[Event "USCF/WS/13CO01 (USA)"]
[Site "ICCF"]
[Date "2013.1.5"]
[Round "-"]
[White "Baffo, Jeffrey Alan"]
[Black "Turner, Larry"]
[Result "1-0"]
[WhiteElo "1800"]
[BlackElo "1775"]
1.Nc3 d5 2.e4 c6 3.d4 dxe4 4.Nxe4 Bf5 5.Ng3 Bg6
6.h4 h6 7.Nf3 Nd7 8.h5 Bh7 9.Bd3 Bxd3 10.Qxd3 e6
11.Bd2 Ngf6 12.O-O-O Be7 13.Kb1 O-O 14.Bc1 c5 15.Qe2 Qc7
16.Ne5 Rfd8 17.Rhe1 Nxe5 18.dxe5 Nd5 19.Qg4 Kh8 20.f4 Nb6
21.Ne4 Rxd1 22.Rxd1 Rd8 23.Rxd8+ Qxd8 24.f5 exf5 25.Qxf5 Qd5
26.Nc3 Qe6 27.Qe4 Qd7 28.a4 Qc6 29.Qf5 Kg8 30.Qg4 Bg5
31.Bxg5 hxg5 32.Qxg5 Qe6 33.Ne4 Nd7 34.Qd8+ Nf8 35.Nxc5 Qxe5
36.Qxf8+ 1-0


You can play through this game here: <http://www.iccf-webchess.com/game?id=428309>

Answer:

36.Qxf8+! wins a piece. If Black recaptures **36...Kxf8** **37.Nd7+** forks the Black King and Queen.

Happy Tactics!

Your Friend,



Tactics Time
Book Review: Lisa a Chess Novel
March 9, 2014

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Polish Immortal

“The successful farmer is said to have a 'green thumb' since everything he touches springs into fruitful bloom. In chess, Najdorf has a similar gift. Combinations blossom in his games like buds in a fertile garden. ~ Hans Kmoch

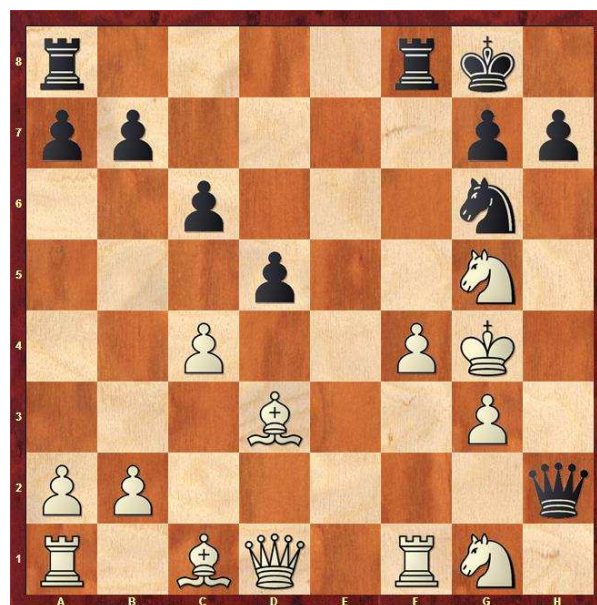
Today I would like to share another famous chess combination, from a game known as the "Polish Immortal".

In the position on the right it is **Black to move**.

Answer below.

This game has it's own wikipedia page, which you can read here: http://en.wikipedia.org/wiki/Polish_Immortal

Polish Immortal is the name given to a chess game between Gluksberg and Miguel Najdorf played in Warsaw. The game is celebrated because of Black's sacrifice of all four of his minor pieces.



Some sources give the date of this game as 1930 or 1935, and give the name of the player of the white pieces as "Glucksberg". Garry Kasparov gives the date of the game as 1928, and the name of Najdorf's opponent as "Glinksberg", attributing these facts to Najdorf and his daughter. Kasparov wrote about this game in [My Great Predecessors, Part IV](#),

Kingscrusher did a nice YouTube video of this game: http://www.youtube.com/watch?v=71ZzLL_IITY

Here is the complete game:

```
[Event "Warsaw"]
[Site "Warsaw"]
[Date "1929.??.??"]
[EventDate "?"]
[Round "?"]
[Result "0-1"]
[White "Glucksberg"]
```

```
[Black "Miguel Najdorf"]  
[ECO "A85"]  
[WhiteElo "?"]  
[BlackElo "?"]  
[PlyCount "44"]
```

```
1.d4 f5 2.c4 Nf6 3.Nc3 e6 4.Nf3 d5 5.e3 c6 6.Bd3 Bd6 7.O-O O-O  
8.Ne2 Nbd7 9.Ng5 Bxh2+ 10.Kh1 Ng4 11.f4 Qe8 12.g3 Qh5 13.Kg2  
Bg1 14.Nxg1 Qh2+ 15.Kf3 e5 16.dxe5 Ndx5+ 17.fxe5 Nxe5+ 18.Kf4  
Ng6+ 19.Kf3 f4 20.exf4 Bg4+ 21.Kxg4 Ne5+ 22.fxe5 h5# 0-1
```

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1100774>

Answer:

Black finished his amazing combination with the forced mate in two, **21...Ne5+ 22.fxe5 h5#**

Happy Tactics!

Your Friend,



Tactics Time

Book Review: Lisa a Chess Novel

March 9, 2014

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Lose Yourself

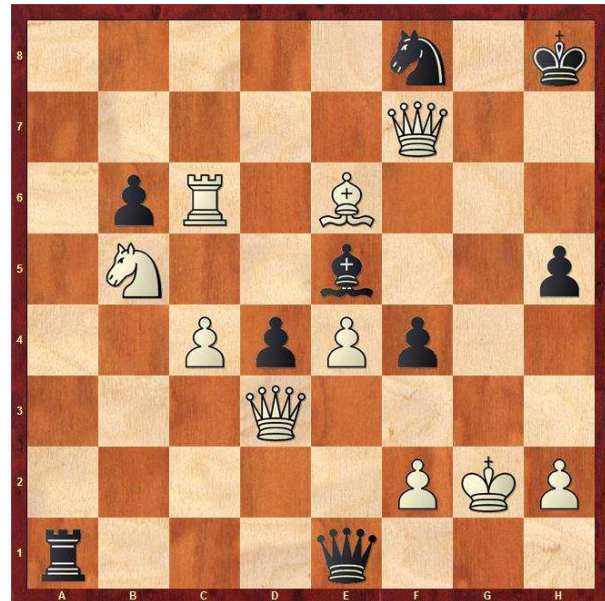
“Look, if you had one shot, or one opportunity
To seize everything you ever wanted. one moment
Would you capture it or just let it slip? ~ Eminem "Lose Yourself"

This game was played between Brian Wall and Brad Lundstrom at the 2006 Colorado Open.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share an excerpt from the book [The Inexplicable Laws of Success: Discover the Hidden Truths that Separate the 'Best' from the 'Rest'](#), that I really enjoyed.



It doesn't matter if you have failed in the past, because failure is the *stepping stone* to success! Failure is normal. It happens. It's even required! In fact, you'd be hard pressed to find a highly successful person who hasn't actually had more failures than successes.

Here are a few well-known examples.

- As an inventor, Thomas Edison made more than 1000 unsuccessful attempts at inventing the light bulb.
- Winston Churchill was defeated in every election for public office until he became Prime Minister at the age of 62
- Baseball legend Babe Ruth hit 714 home runs, but was also struck out 1330 times in his career.
- English crime novelist John Creasey got 753 rejection slips before he published 564 books.
- Colonel Sanders was rejected over 1000 times before he obtained funding for his first franchise for KFC (Kentucky Fried Chicken)

Enlightened thought:

I've missed more than 9000 shots in my career. I've lost almost 300 games. 26

times, I've been trusted to take the game winning shot and missed. I have failed over and over and over again in my life. And that is why I succeed. ~ Michael Jordan

Your past failure is NOT an indication of your future, not is it an indication of your potential. Your potential is UNLIMITED! You can accomplish great things by developing this potential and becoming a master of yourself rather than a victim of your circumstances.

Here is the complete game:

[Event "2006 Colorado Open"]
 [Site "Ramada Inn, 2601 Zuni, Denver"]
 [Date "2006.09.04"]
 [Round "5"]
 [White "Wall, Brian D"]
 [Black "Lundstrom, Brad"]
 [Result "1-0"]
 [ECO "E68"]
 [WhiteElo "2234"]
 [BlackElo "1927"]
 [PlyCount "81"]

1. Nf3 Nf6 2. g3 g6 3. Bg2 Bg7 4. O-O O-O 5. c4 d6 6. Nc3 Nbd7 7. d4 e5 8. b3 Re8 9. Bb2 c6 10. e4 Qc7 11. d5 c5 12. Ne1 Nf8 13. Nd3 Qe7 14. a3 N6d7 15. b4 b6 16. a4 f5 17. a5 Bb7 18. Qb3 cxb4 19. Nxb4 Nc5 20. Qc2 f4 21. Bh3 g5 22. Bf5 h5 23. Nc6 Qf6 24. Nb5 Bxc6 25. dxc6 Qe7 26. Rfd1 Nce6 27. axb6 axb6 28. Rxd6 Rxa1+ 29. Bxa1 Nd4 30. Bxd4 exd4 31. c7 Be5 32. Rc6 Qb4 33. gxf4 Qe1+ 34. Kg2 gxf4 35. Qd3 Ra8 36. c8=Q Ra1 37. Be6+ Kg7 38. Qb7+ Kh8 39. Qf7 f3+ 40. Kh3 Qg1 41. Qxf8+ 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2014/3/9/Game350148331.html>

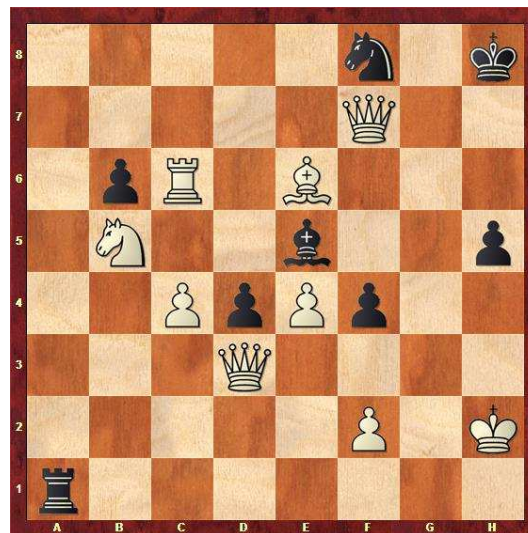
Answer:

Brad is down an entire Queen (White has 2 Queens), and missed a shot for an absolute brilliant come from behind win with **39...Qg1+** (39...Qh1+ works also) **40. Kh3 (See Diagram)** (40.Kf3 Qh1+ 41.Ke2 f3+ 42.Qdxf3 Qd1# also leads to mate)



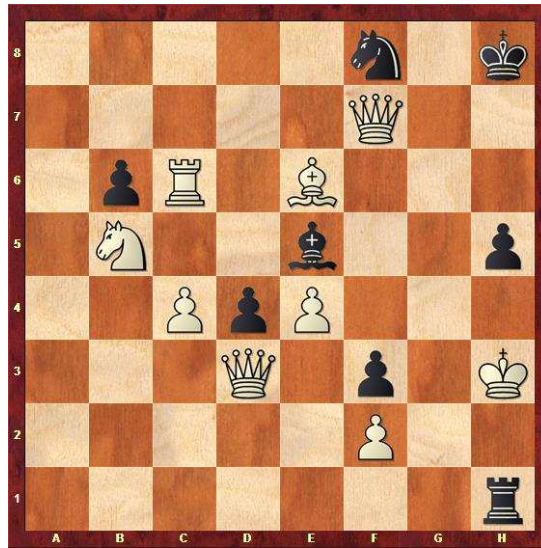
then the real killer **40...Qxh2+!!**

41. Kxh2 (only move see Diagram)



41...f3+ discovered check! Which also cuts off the g2 square

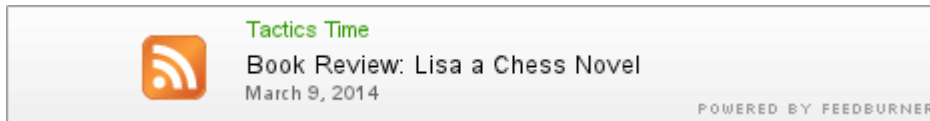
42. Kh3 (or White can delay mate one more move with 42. Qf4) **42...Rh1# (diagram)**



In this incredible position White is up two whole queens, but is check mated by an incredible use of pieces and pawns working together!!

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The Kraaing Game

“*Lisa, a chess novel, is literature. It belongs on the shelf next to Nabokov, Proust and Faulkner.* ~ Anthea Carson

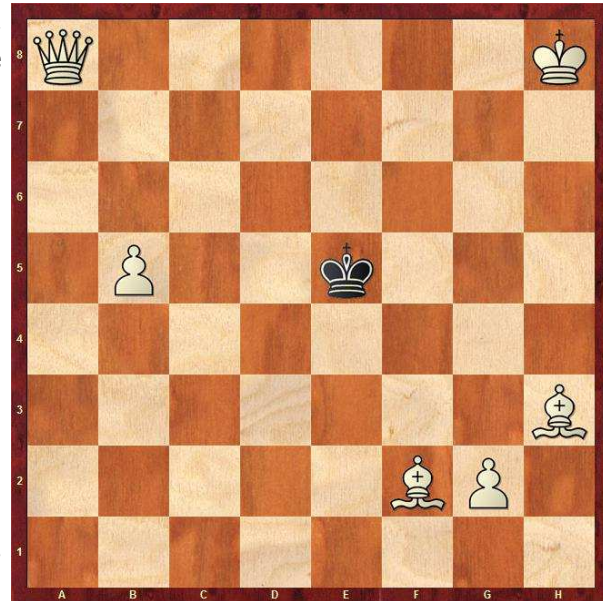
This position comes from the book "Lisa, a Chess Novel", but Grandmaster Jesse Kraai.

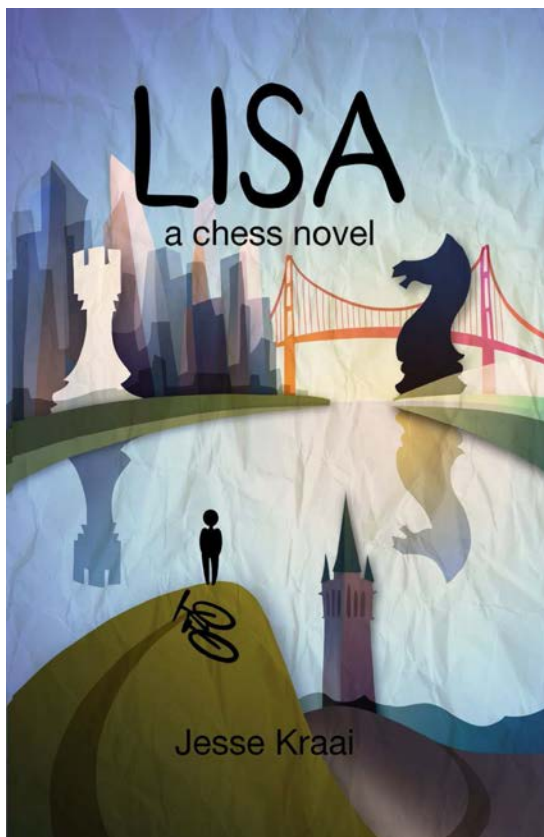
In the position on the right it is **White to move. Mate in two.**

Answer below.

Today I would like to share a book review written by my Tactics Time co-author Anthea Carson.

Note from Tim: Anthea is a very well read person. She has read ALL the classics. She was literally going "on and on" about this book for weeks. She was constantly telling me things like "Jesse Kraai is a genius" and was super impressed about how well written and fascinating the book was.





Anthea writes:

GM Jesse Kraai's "Lisa, a Chess Novel" is a must-read for serious chess players.

As a novel, it is delightfully written, bringing to life some wonderful characters, with Dickens-like commentary on modern poverty and the intellectual vacuum that is typical suburban American life.

Only in the urban wasteland of homelessness and little shacks and taverns was Lisa, the overweight, adolescent chess prodigy able to find sanctuary for her creativity and intellect, her fascination with chess.

Her mother doesn't understand. She is one of the "chessless," as Lisa calls them. Even if one doesn't play chess this is an engaging look into the chess community, both adult and scholastic, the eccentric old Russian chess coach and some of his friends, and it is entertaining for the literary quality of the writing as well.

Chess is a mystery wrapped in an enigma, as they say, and this was the main concept I walked away from this book with. It made me feel like I was shut out of a mysterious club that I could never be a part of. I wanted to understand chess the way Igor, the crazy old, nearly homeless, Russian coach of Lisa does.

The fact that he was nearly homeless didn't matter to Igor. He had wealth that it is hard for me to imagine, in his ivory tower of chess thought.

One thing that felt depressing about this book was the awareness that as a typical American I would not have access to the kind of culture that would produce a mind like Igor's.

Lisa was someone I could identify with, although I never had the talent she does for the game. Her sense of isolation and loneliness, alleviated only by the pursuit of

truth in the game was something I could relate to, however. And I thought, also typical of the American experience, the cultural vacuum.

Lisa, a chess novel, is literature. It belongs on the shelf next to Nabokov, Proust and Faulkner. But at the same time it has appeal on the same level as movies like Akeela and the Bee. It allows one a cursory look into the joys and mysteries of high level thought. It does not alienate the reader but beckons to come look further into this strange world of files and diagonals and hopping knights.

If you are a chess player, then this book is a must-read. It did improve my understanding of the game, perhaps just as much as any standard chess book I ever studied. Highly recommended.

But if you are a serious student of the game this is a future classic, absolutely have to have on the shelf-read. Instructional about chess principles in a way that doesn't alienate the reader with long variations or anything like. With a diagram of the position, the reader then gets a chance to listen in on Lisa talk to her coach. Sort of a private chess lesson with Igor for the reader.

I love stumbling upon great writing, so I was happy to find Lisa, A Chess Novel, and you can find it on Amazon [here](#).

Here is the complete game:

```
[Event "?"]
[Site "?"]
[Date "?????.??.??" ]
[Round "?"]
[White "New game"]
[Black "?"]
[Result "*"]
[SetUp "1"]
[FEN "Q6K/8/8/1P2k3/8/7B/5BP1/8 w - - 0 1"]
[PlyCount "3"]
```

```
1. Qa7 {Fritz 13: 1)} Kd5 ({Fritz 13: 2}) 1... Kf6 2. Qg7# {#1/7}) ({Fritz 13:
3}) 1... Kd6 2. Qc5# {#1/7}) ({Fritz 13: 4}) 1... Ke4 2. Qd4# {#1/7}) 2. Qd4# {
#1/7} *
```

You can play through this game here: <http://www.viewchess.com/cbreader/2014/3/16/Game273891813.html>

Answer:

1. Qa7! and Black cannot avoid mate the next move.

1...Kd5 2.Qd4#

1...Kf6 2.Qg7#

1...Kd6 2.Qc5#


1...Ke4 2.Qd4#

Colorado Springs Chess Teacher Lee Simmons calls this a "Dice 5" problem, because the free squares around the King are similar to the "5" shape on a die.

Happy Tactics!

Your Friend,



	Tactics Time Book Review: Lisa a Chess Novel March 9, 2014	POWERED BY FEEDBURNER
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Total Chess

“Tactics are the heart of chess. They are always there, all of the time. Whether or not you can find tactics is another matter. ~ John Herron

Today's newsletter is guest written by John Herron, author of the excellent chess book, [Total Chess](#), with three great examples of forcing moves from his book.

Thanks John!

In the position on the right it is **White to move**.

Answer below.

John writes:

Tactics are the heart of chess. They are always there, all of the time. Whether or not you can find tactics is another matter. You must know what to look for before you can find tactics.



When you are looking for tactics, you need to look for forcing moves. Forcing moves are moves to which the opponent must respond. His choices are limited because he must react to your moves. He is not free to make any move he wants. When you use forcing moves, you can predict what the opponent's next move will be, because he only has a few choices. You can use forcing moves to help you setup tactics.

A combination is a sequence of forcing moves ending with a tactic. It would be nice if all tactics happened in just one move, but chess is not that simple. It usually takes more than one move to do a tactic. This is called a combination.

A combination requires you to think ahead more than one move. You have to say to yourself, "If I do this, and the opponent does that, then what can I do next?" You have to think ahead three or more moves. Then you will be able to find combinations. A combination begins with a sequence of forcing moves to get the pieces into the right position for a tactic. They prepare or setup the tactic. When the pieces are ready, then you can do the tactic.

There are three types of forcing moves.

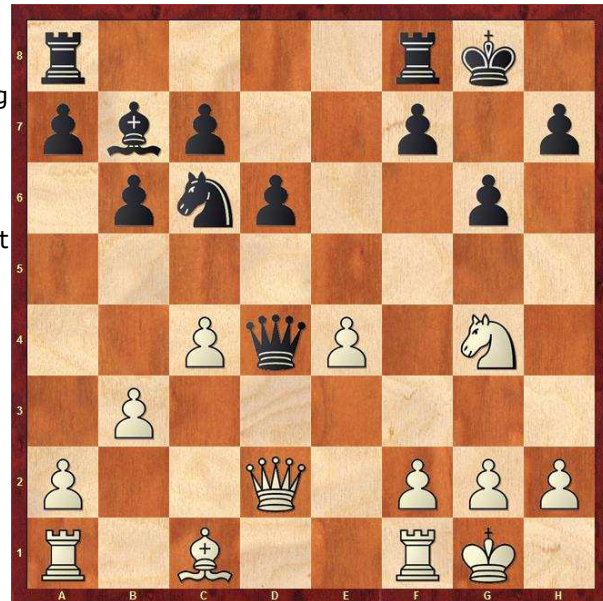
1. Captures: When you capture a piece, the opponent must capture back or else fall behind in material. Therefore, you can use captures to force the opponent's next move. He probably has to

recapture, so you can predict what his next move will be.

2. Checks: When you put the opponent's king in check, he must get out of check. There will always be a limited number of ways for the opponent to get out of check, so you can predict what his next move will be. Checks are the most powerful forcing moves.

In the position on the right it is **White to move**.

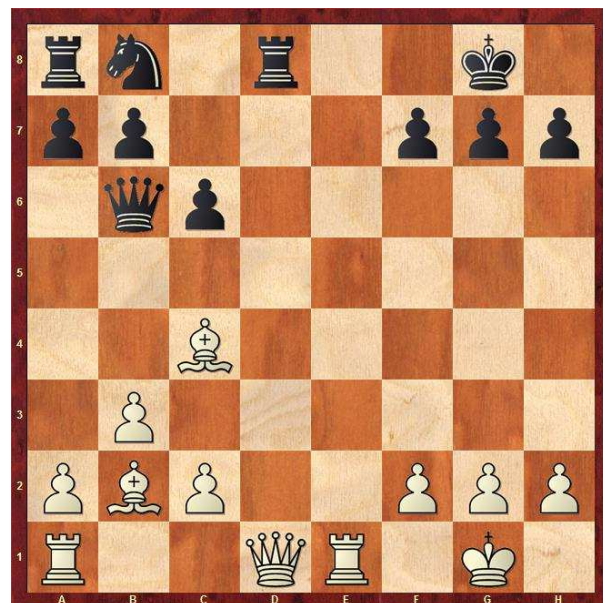
Answer below.



3. Threats: When you make a threat, the opponent must defend against the threat. You can threaten to capture a piece, threaten to use a tactic, or threaten checkmate. This forces the opponent to respond to your move, so you can predict what his next move will be. When the opponent makes a threat, there is also another way for you to respond. Make a bigger threat. When you make a bigger threat, you force the opponent to respond to your threat.

In the position on the right it is **White to move**.

Answer below.



Answer 1:

White sees that if his bishop captures black's knight, a forcing move, black must capture back with his rook or with his queen. Either way, white can then use his knight to fork black's king and queen. White has a combination. **1. Bxd7 Qxd7 2. Nf6+ Kg7 3. Nxd7.**

Answer 2:

White sees that if his knight moves to h6 to put black's king in check, a forcing move, black must move his king to g7 or h8. Then white can use his bishop to pin black's queen against his king. White has a combination. **1. Nh6+ Kg7 2. Bb2 Qxb2 3. Qxb2+.**

Answer 3:

White sees that if his queen attacks g7, he threatens checkmate, a forcing move. **1. Qg4 g6.** White now sees that if his queen attacks f7, he threatens checkmate, another forcing move. **2. Qf4 Rf8 (2 ... Rd7 3 Re8#).** White sees that if his queen attacks g7 again, he threatens checkmate, another forcing move. **3. Qf6** and black cannot stop **4. Qg7#.**

Happy Tactics!

Your Friend,

John



Tactics Time

Chess Podcast – Chess chat with Anthea

March 22, 2014

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Tactics Cross Training

“Studying tactics, I would say. Up to that level [2000], most games are still decided by someone hanging a piece...or blundering a checkmate - haha” ~ Magnus Carlsen

This position comes from the game Paul Covington vs Brad Lundstrom, Colorado Class, 2011

In the position on the right it is **White to move**.

Answer below.

The above quote comes was from the Magnus Carlsen "Ask me Anything" (AMA) on reddit.com. <http://redd.it/20t4pv>

The question was

"Hey Magnus, let me just start and say that i'm a really big fan.

I'm trying to break the 2000 barrier and I was wondering if you could give me any advice to achieve my goal.

Thanks for doing an AMA!"

Magnus replied:

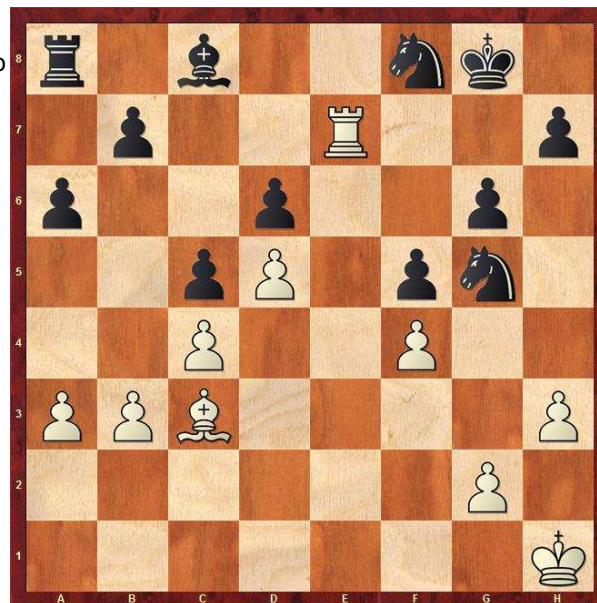
"Studying tactics, I would say. Up to that level, most games are still decided by someone hanging a piece...or blundering a checkmate - haha"

Anthea Carson posted this quote on her facebook page, which prompted a discussion.

One person posted, "I've heard of the "below 2000 its tactics" statement before. and honestly I'm not sure. I'm 1900 uscf, and I and trying as hard as I can to improve. I study these tactics over and over again and I feel a little improvement, not sure if its as much as I want though."

I responded:

I broke 2000 last summer (2013) while I was on a "tactics only diet" (while Anthea and I were



writing Tactics Time 2). I think it is important to do a wide range of tactics.

Different tactics collections tend to have their own "look and feel".

For example:

- the problems in CT-ART tend to be pretty difficult and deep (like mates in 7-8)
- the ones in the books that Anthea and I wrote tend to be pretty simple, but very realistic to what happens in real games
- chesstempo.com tends to have a lot of queen and rook sacrifices
- chessimo tends to focus on checkmates
- chesstactics.org gives very verbose explanations
- etc, etc.

So if you are just using the same tactics source over and over, it is like doing the same exercises at the gym all the time. Your muscles and brain start to adjust, and it becomes less effective. You need to "cross train" your tactics - using a variety of different sources - books, software, websites, and different authors, etc. You need a ton of repetition as well.

From wikipedia: <http://en.wikipedia.org/wiki/Cross-training>

"Cross-training refers to an athlete training in sports other than the one that athlete competes in with a goal of improving overall performance. It takes advantage of the particular effectiveness of each training method, while at the same time attempting to negate the shortcomings of that method by combining it with other methods that address its weaknesses."

By using a cross training method with your tactics study you can get the same types of benefits and results!

Here is the complete game:

[Event "2011 Colorado Class"]
 [Site "Manitou Springs, CO"]
 [Date "2011.03.31"]
 [Round "5"]
 [White "Covington, Paul"]
 [Black "Lundstrom, Brad"]
 [Result "1-0"]
 [ECO "E60"]
 [WhiteElo "1905"]
 [BlackElo "1950"]
 [PlyCount "53"]
 [EventType "swiss"]

1. d4 Nf6 2. Nf3 g6 3. e3 Bg7 4. Be2 O-O 5. O-O d6 6. b3 Nbd7 7. Bb2 c6 8. c4 Qc7 9. Nc3 e5 10. Rc1 Re8 11. d5 c5 12. Qc2 Nf8 13. Nd2 Ng4 14. h3 Nh6 15. Nde4 a6 16. a3 f5 17. Ng5 Qe7 18. f4 exf4 19. exf4 Qe3+ 20. Kh1 Bxc3 21. Qxc3 Qxc3 22. Bxc3 Rxe2 23. Rce1 Rxe1 24. Rxe1 Nf7 25. Re7 Nxe5 26. Rg7+ Kh8 27. Rxe6#

1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2014/3/22/Game153525279.html>

Answer: White has mate in 2 with **26. Rg7+ Kh8 27. Rxf6#**

Interesting fact about Paul Covington (white in this position). He did a chess tour of America in 2013. From April 4, 2013 to August 13, 2013 Paul and his wife visited every state east of Colorado! You can read about it on his blog, here: <http://paulschessmarch.com/>

Brad Lundstrom (black in this position) is a coach at the "Chess Mates" school in Ft. Collins, and is active with the Colorado State Chess Association, and a great promoter of chess in the state. <http://chessmatesfc.com/>

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Boom Boom Pal

“Welcome to the party, pal! ~ John McClane (Bruce Willis) in the movie Die Hard

This position comes from the game Robert James Fischer vs Pal Benko, Curacao Candidates (1962).

In the position on the right it is **White to move**.

Answer below.

Some interesting facts about Pal Benko, from Wikipedia, http://en.wikipedia.org/wiki/Pal_Benko

Pal Benko (born July 14, 1928) is a chess grandmaster, author, and composer of endgame studies and chess problems.



Benko was born in Amiens, France, but was raised in Hungary. He was Hungarian champion by age 20. He emigrated to the United States in 1958, after defecting following the World Student Team Championship in Reykjavík, Iceland in 1957. FIDE awarded him the Grandmaster title in 1958.

Benko's highest achievement was qualifying and competing in the Candidates Tournament--the tournament to decide the challenger for the World Championship--in 1959 and 1962. Both tournaments had eight of the world's top players. He finished eighth in 1959 and sixth in 1962.

Benko qualified for the 1970 Interzonal tournament, the leaders of which advance to the Candidates. However, he gave up his spot in the Interzonal to Bobby Fischer, who went on to win the World Championship in 1972.

Benko finished in first place (or tied for first place) in eight U.S. Open Chess Championships, a record. His titles were: 1961, 1964, 1965, 1966, 1967, 1969, 1974, 1975. He won the 1964 Canadian Open Chess Championship.

Benko defeated four players who held the World Champion title at some time. They are Bobby Fischer, Mikhail Tal, Tigran Petrosian, and Vassily Smyslov. He defeated Fischer on multiple occasions.

Some chess openings he pioneered are named for him:

The Benko Gambit (1.d4 Nf6 2.c4 c5 3.d5 b5), which he popularised, and played with great success from the mid-1960s.

Benko's Opening (1.g3), which he introduced at the 1962 Candidates Tournament, defeating Bobby Fischer and Mikhail Tal with it.

Benko is a noted authority on chess endgames. He had a column on endgames in Chess Life magazine, which is published by the United States Chess Federation, for decades: In the Arena (1972-81), Endgame Lab (1981-2013), and chess problem column Benko's Bafflers. In 2003 he revised the classic book Basic Chess Endings, by Reuben Fine. In addition to his success as a player, Benko is a composer of endgame studies and chess problems. He was awarded the title of International Master of Chess Composition by FIDE.

Benko was inducted into the U.S. Chess Hall of Fame in 1993.

Here is the complete game:

```
[Event "Curacao Candidates"]
[Site "Willemstad CURACAO"]
[Date "1962.06.14"]
[EventDate "1962.05.02"]
[Round "22"]
[Result "1-0"]
[White "Robert James Fischer"]
[Black "Pal Benko"]
[ECO "C11"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "61"]
```

```
1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. e5 Nfd7 5. f4 c5 6. dxc5 Bxc5
7. Qg4 O-O 8. Bd3 f5 9. Qh3 Bxg1 10. Rxcg1 Nc5 11. Bd2 Nc6
12. Nb5 Qb6 13. O-O-O Bd7 14. Nd6 Na4 15. Bb5 Nd4 16. Be3 Ne2+
17. Bxe2 Qxb2+ 18. Kd2 Qb4+ 19. Kc1 Nc3 20. Rde1 Nxa2+ 21. Kd1
Nc3+ 22. Kc1 d4 23. Bf2 Rfc8 24. Bd3 Na2+ 25. Kd1 Nc3+ 26. Kc1
Rc5 27. Qh4 Ra5 28. Kd2 h6 29. g4 fxg4 30. Rxcg4 Kh8 31. Qxh6+
1-0
```

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1044150>

Answer: Fischer played the beautiful mate in two, **31.Qxh6+ gxh6** (31...Kg8 32.Qxg7#) **32.Nf7#**

Happy Tactics!

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The Lemming

“ When life hands you lemmings, make lemming aid! ~ Tim Brennan

This position comes from a game played between Brad Lundstrom and Brian Wall at the Wild Boar coffee shop in Fort Collins, Colorado, March 2014.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share an excerpt from an email written by Life Master Brian Wall, on the Lemming Defense, **1...Na6!!**

First a definition from Wikipedia:
http://en.wikipedia.org/wiki/King's_Pawn_Game



1... Na6, called the Lemming Defense in *Unorthodox Chess Openings*, develops the knight to an inferior square. The line has been suggested against some older computers, hoping for 2.Bxa6 bxa6, when Black has the bishop pair and a quick [fianchetto](#) as compensation for the doubled pawns. However, Black has no justification for playing 1...Na6 if White avoids this line.

Brian writes:

I used to have 3 German Shepherd puppies. One was very brave, he wanted to explore the world, but his two brothers wanted to stay in the nest, safe from eagles, wolves, coyotes and cars.

That is the way I feel playing the Lemming today, no matter how many Colorado master/experts I beat, I can't convince 1600's it's safe.

25 years ago David Vigorito liked to play

1. e4 e5 2. Bb5

I think we called it Vigorito's folly.

Later it was called the Portuguese Opening because Dave is Italian.

I was reading GM commentary a few days ago and a 2550 claimed he could not evaluate the position in a French after Bc1xNh6.

If even Grandmasters can't be sure, why is Black so afraid to play 1 ... Na6?
I quickly discovered that NO ONE over 1800 plays Bishop takes Knight on Rook Six and everyone below 1800 DOES play Bishop takes Knight on Rook Six.

That means that no one that can win will double your pawns anyway so there is nothing to fear in that direction.

It does serve to disturb and discombobulate your opponents should you be so courageous.

When Jack Young explained the Fishing Pole to me in a 10 minute phone conversation 15 years ago, I endured endless online abuse for adopting it. Now the Fishing Pole is taught to Chess children in every country, including villages in remote forests, islands and deserts.

No one else in the world is examining these Move 2 variations.

Here is the complete game:

[Event "April 2014 Wild Boar Rapid"]
[Site "Wild Boar Coffee 1510 South College Ave. Fort Collins, CO 80526"]
[Date "2014.04.05"]
[Round "1"]
[White "Brad Lundstrom"]
[Black "Brian Wall"]
[Result "0-1"]
[ICCRresult "White resigns"]
[WhiteElo "2014"]
[BlackElo "2260"]
[Opening "Lemming"]
[ECO "A40"]
[NIC "QO.17"]
[Time "10:30 AM"]
[TimeControl "Game/45 + a 5 second delay"]

1. d4 Na6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be3 Nf6 6. f3 O-O 7. Qd2 c5 8. d5 e6 9. Bd3 Re8 10. Nge2 Nc7 11. O-O a6 12. a4 Rb8 13. Rab1 exd5 14. exd5 b5 15. b3 Bd7 16. Ng3 Rxe3 17. Qxe3 Nfxd5 18. Nxd5 Bd4 19. Qxd4 cxd4 20. Nxc7 Qxc7 21. cxb5 axb5 22. Rbc1 Qb6 23. Ne4 Kg7 24. a5 Qxa5 25. Rfe1 Be6 26. Nxd6 Qb4 27. Ne4 Bxb3 28. Rb1 Qa3 29. Ra1 Qe7 30. Nd2 Qb4 31. Ne4 Bc4 32. Reb1 Qf8 33. Nf2 Ra8 34. Be4 Rxa1 35. Rxa1 Qb4 36. Ng4 Qc3

0-1

You can play through this game here: <https://denverchess.com/Games/ViewPGN?id=5643>

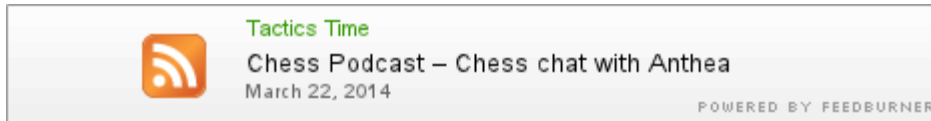
Answer:

16 ... Rxe3!! is a bone crusher, which wins a piece. **17.Qxe3 Nfxd5!!** snatching a pawn,

attacking the White Queen, adding a double attack on the White Knight on c3, and threatening Be4 pinning the White Queen to the King.

Happy Tactics!

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Crowing

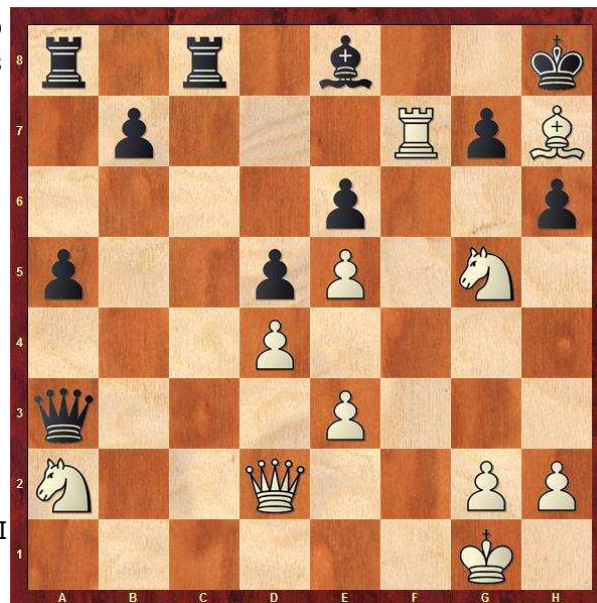
“ *Don't underestimate the intelligence of others. They just might surprise you. ~ Dan Lewis*

This position comes from a game sent to me by Jude Quintana. Jude played this game against Kevin Seidler at the Denver Chess Club, April 2014.

In the position on the right it is **White to move**.

Answer below.

Today I would like to share an excerpt from Dan Lewis's excellent "Now I Know" free e-mail newsletter, which comes out every day, Monday thru Friday. In the newsletter Dan shares a lot of interesting facts and stories (the kind of stuff I love). I highly recommend it. You can sign up at <http://nowiknow.com/>





Dan writes:

You probably know the name Aesop, a Greek storyteller who is credited with writing hundreds of fables, many of which use animals to teach people young and old about the world and about ourselves. One of Aesop's best known fables, for example, is [the Tortoise and the Hare](#). The slow tortoise and the fast hare race against each other, with the hare the obvious favorite given its inherent advantage in the speed category. But the hare gets cocky, taking breaks when it shouldn't and ultimately falling asleep, allowing the tortoise enough time to win. The morals of the story: don't take victory for granted, task persistence pays off, and colloquially, slow and steady wins the race.

Few, if any, object to the fact that actual tortoises and hares aren't intelligent enough to engage in a coordinated race, let alone speak to one another. Most of Aesop's fables ignore these problems -- they're fables, after all, and realism is optional. Take, as another example, the story of the Crow and the Pitcher, reprinted below (and depicted above), [via the appropriately-named AesopsFables.com](#):

A Crow, half-dead with thirst, came upon a Pitcher which had once been full of water; but when the Crow put its beak into the mouth of the Pitcher he found that only very little water was left in it, and that he could not reach far enough down to get at it. He tried, and he tried, but at last had to give up in despair. Then a thought came to him, and he took a pebble and dropped it into the Pitcher. Then he took another pebble and dropped it into the Pitcher. Then he took another pebble and dropped that into the Pitcher. Then he took another pebble and dropped that into the Pitcher. Then he took another pebble and dropped that into the Pitcher. Then he took another pebble and dropped that into the Pitcher. At last, at last, he saw the water mount up near him, and after casting in a few more pebbles he was able to quench his thirst and save his life.

The story above models flexible thinking -- finding creative solutions and using tools which aren't obvious for the task at hand. Like the Tortoise and the Hare, it also advocates for task

persistence -- keep adding pebbles and you'll get the water. And also like the Tortoise and the Hare, it's a fanciful, impossible story; there's simply no way a crow could do what's described.

Oh wait: yes they can.

Rook uses stones to raise water level and get food 1



201 ratings

105,494 views

In the video above, the crow is presented with a tube of water. There's a worm floating in the water (it's hard to see, but it's there) and the crow, one assumes, wants to eat the worm. (That's a different fable, though.) The crow can't reach the worm with its beak, so it adds the later-provided stones to the tube with the water, raising the water level and, ultimately, the worm. Once the crow gets its snack, it hops off. It's one of Aesop's fables come true.

Whether Aesop (or whomever penned the fable attributed to him) knew that crows could actually do this is unknown, but it's likely he did. Pliny the Elder apparently observed something like this [about 2,000 years ago](#), and while that leaves a roughly 500 year gap unaccounted for, the coincidence seems incredibly unlikely. Either way, perhaps there's another lesson to be learned from the fable of the Crow and the Pitcher: don't underestimate the intelligence of others. They just might surprise you.

Here is the complete game:

[Event "DCC Tuesdays"]

[Site "Denver, CO"]

[Date "2014.04.08"]

[Round "2"]

[White "Quintana, Jude"]

[Black "Seidler, Kevin"]

[Result "0-1"]

[ECO "C02"]
[WhiteElo "1732"]
[BlackElo "2079"]
[PlyCount "42"]
[EventDate "2014.?.?.?"]

1. e4 c5 2. c3 e6 3. Nf3 d5 4. e5 Nc6 5. d4 Qb6 6. a3 Nh6 7. b4 cxd4 8. cxd4
Nf5 9. Be3 Bd7 10. Nc3 Nxe3 11. fxe3 Nxb4 12. Rb1 Qa5 13. axb4 Bxb4 14. Rxb4
Qxb4 15. Qd2 O-O 16. Bd3 Rfc8 17. Na2 Qa3 18. O-O a5 19. Ng5 h6 20. Rxf7 Be8
21. Bh7+ Kh8 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2014/4/13/Game198995686.html>

Answer:

22. Qd3!! was missed in the game (White actually resigned in this position!)

After this move, Black has no way to move the Black Queen, and protect the back rank threat of Rf8#.

Jude writes:

This should be your next subject: How to botch the advantage by not keeping your emotions in check.

Sorry no PGN but lots of cool stuff in this one, a French position transposed from a c3 Sicilian, uneven material and a really difficult move on move 22.

So I lost this game by thinking I saw the mate with 21.Bh7+ ...Kh8 22. Rf8# but as I grabbed the rook I realized that the f8 square was defended by the queen on a3 and since it's touch move I had to move the rook which any rook move is a huge blunder so I resigned.

Had I shown some discipline, give it some thought knowing my opponent wouldn't get mated that easily and see that the f8 square is covered by the queen maybe I would have found **22.Qd3!!**, dropping both knights and both threatening the queen and the mate! But alas, I got the classic tunnel vision syndrome in the midst of it all by getting too excited. However, I'm happy with this game because I feel that my head is in the right place with knowing I'm on the verge of something big but my emotions got the best of me and I jumped the gun. Another tough lesson

Tim's comments: Thanks Jude for sending this to me! A great lesson indeed! Just like the crow putting pebbles in the pitcher one at a time, you are doing a great job looking at your games, and learning a lesson each time. Good work!

Happy Tactics!

Your Friend,

Tim



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Keeping it Real

“You were born to win, but to be a winner, you must plan to win, prepare to win, and expect to win.” ~ Zig Ziglar

This position comes from the game Carl Schlechter vs Philipp Meitner, Vienna 1899. It is problem 983 in the book [1001 Chess Exercises for Beginners: The Tactics Workbook that Explains the Basic Concepts, Too](#) by Franco Masetti and Roberto Massa, published by New in Chess.

In the position on the right it is **White to move**.

Answer below.

The best preparation for any scenario is having done it before -- or the closest thing to that.

An excerpt from Daniel Coyle's excellent book [The Little Book of Talent: 52 Tips for Improving Your Skills](#):



When U.S. Navy SEAL Team 6 mounted its May 2011 raid on Osama bin Laden's compound in Pakistan, it prepared by constructing full-scale replicas of the compound in North Carolina and Nevada, and rehearsing for three weeks. Dozens of times the SEALs simulated the operation. Dozens of times, they created various conditions they might encounter. They used the power of repetition to build the circuitry needed for the job.

This is one of the key principles of deliberate practice, the best system for building expertise.

This is also why I try to focus on positions from real chess games, and from amateur chess players. This is as close as you can come to "the real thing".

When you have seen a tactical idea before, it is MUCH easier to find that same tactical idea in a real game. The idea of repetition is very important as well.

The SEALs didn't just look over a blueprint for five minutes, and say "OK, this looks easy". They went over it again and again, until they had unconscious competence at it. This is what you want to do with your tactics study. Go over the tactics again and again.

Finally, when you are choosing what you study, ask yourself "Is this something that I could see myself using in a real game?" If the answer is "No", then find something else more practical.

Here is the complete game:

[Event "Vienna"]
 [Site "Vienna"]
 [Date "1899.??.?"]
 [Round "?"]
 [White "Carl Schlechter"]
 [Black "Philipp Meitner"]
 [Result "1-0"]
 [ECO "C54"]
 [PlyCount "67"]
 [EventDate "1899.??.?"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3 Nxe4 8. O-O Bxc3 9. d5 Ne5 10. bxc3 Nxc4 11. Qd4 f5 12. Qxc4 d6 13. Nd4 O-O 14. f3 Nf6 15. Bg5 h6 16. Bh4 g5 17. Bf2 Kg7 18. Rfe1 Bd7 19. Qb3 c5 20. dxc6 bxc6 21. Ne6+ Bxe6 22. Rxe6 Qd7 23. Rd1 Nd5 24. Bd4+ Kh7 25. Rde1 Rae8 26. Rxe8 Rxe8 27. Rxe8 Qxe8 28. Qb7+ Kg6 29. Qg7+ Kh5 30. h3 Qe6 31. g4+ fxg4 32. hxg4+ Kh4 33. Qxh6+ Qxh6 34. Kh2 1-0


You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1121017>

Answer:

34. Kh2! The threat of Bf2# cannot be met. **34...Ne3 35.Bxe3 c5 36.Bf2#**

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The Crown Prince

“*I was unlucky, like my country. - Paul Keres, on why he never became world champion*”

This position comes from a correspondence game played by Paul Keres in 1933.

In the position on the right it is **Black to move**.

Answer below.

Some information about Paul Keres, from Wikipedia:

http://en.wikipedia.org/wiki/Paul_Keres

Paul Keres (January 7, 1916 - June 5, 1975) was an Estonian chess grandmaster, and a renowned chess writer. He was among the world's top players from the mid-1930s to the mid-1960s.

Keres narrowly missed a chance at a world championship match on five occasions. He won the 1938 AVRO tournament, which led to negotiations for a title match against champion Alexander Alekhine, but the match never took place due to World War II. After the war Keres was runner-up in the Candidates' Tournament on four consecutive occasions.

Due to these and other strong results, many chess historians consider Keres the strongest player never to become world champion. He was nicknamed "Paul the Second", "The Eternal Second" and "The Crown Prince of Chess". Keres, along with Viktor Korchnoi, defeated nine undisputed world champions--more than anyone else in history.

Here is the complete game:

```
[Event "corr"]
[Site "corr"]
[Date "1931.??.?"]
[EventData "?"]
[Round "?"]
[Result "0-1"]
[White "A Karu"]
[Black "Paul Keres"]
```



[ECO "D08"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "54"]

1.d4 d5 2.c4 e5 3.Nc3 exd4 4.Qxd4 Nc6 5.Qxd5 Be6 6.Qb5 a6
7.Qa4 Bb4 8.Bd2 Bxc4 9.a3 b5 10.Qc2 Nd4 11.Qe4+ Be7 12.Nf3 c5
13.Rc1 Nf6 14.Qb1 Qd6 15.Nxd4 cxd4 16.Ne4 Nxe4 17.Qxe4 O-O
18.Bf4 Qd8 19.Rd1 Bf6 20.Qf3 Re8 21.b3 d3 22.e4 Bc3+ 23.Bd2
Qd4 24.Bxc3 Qxc3+ 25.Rd2 Rxe4+ 26.Qxe4 Qc1+ 27.Rd1 d2# 0-1

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1073519>


Answer:

25...Rxe4+ 26.Qxe4 Qc1+ 27.Rd1 d2# is a really pretty mate with the pawn

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Try New Things

“The most important thing people did for me was to expose me to new things. - Temple Grandin

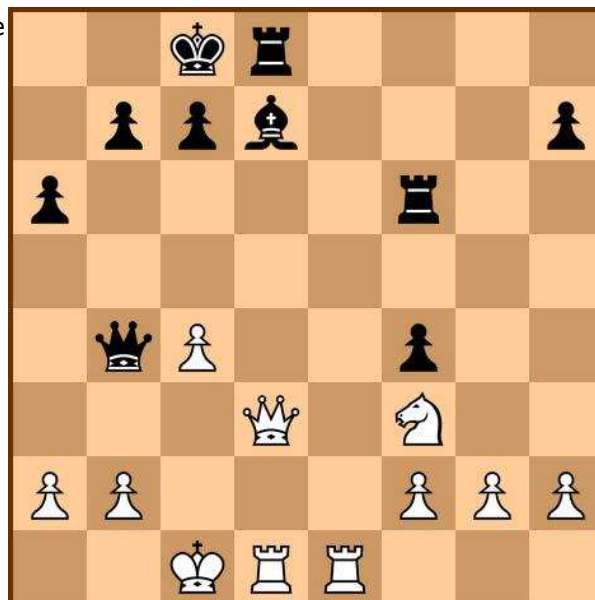
This position comes from a famous game played between Paul Keres and Alexander Alekhine, 1937.

In the position on the right it is **White to move**.

Answer below.

Today I would like to share an excerpt from the Ross Reck Weekly Reminder eMail Newsletter, which was forwarded to me by Stephen Dann.

<http://reminders.rossreck.com/an-easy-way-to-enrich-your-life-is-to-try-new-things/>



Rick writes:

A recent article in *USA Today* written by Nanci Hellmich discussed ways that people could enrich their lives during their retirement years. She said the key is to: "...get out and try new things."

I think she's right on the money, but we don't have to wait until we retire to take advantage of this idea. Trying new things adds spice to life no matter what our age is.

For example, during the last year, I started preparing and eating more vegetarian dishes. Because of this, I've tasted many new flavors that I didn't even know existed. This experience has been a wonderful, exciting and fun adventure and there are still many flavors I haven't tasted.

The article pointed out how many pre-retirees feared being bored when they retired. My response to this is how can you be bored when there are so many new things to try? I'm not just talking about new foods, but new restaurants, new books, new activities, new stores, new friends and so forth.

So follow Ms. Hellmich's advice and get out there and try some new things. If you don't want to do it alone, do it with a friend or a group of friends. You've got everything to gain

and absolutely nothing to lose.

Thanks Rick!

I think this is great advice.

I have seen many chess players get into major "ruts" with their chess game and study habits. Some (most?) chess players will play the same openings for years and years. They read the same types of books, and have the same little habits - going for closed positions, trading or not trading queens, avoiding endgames, etc.

Why not try something new? If you always play 1.e4 give 1.d4 a try. Or if you are feeling **really** adventurous, try an "unorthodox" opening like 1. Nc3 or even 1. g4! It doesn't have to be during a last round tournament game. Try these in a game that is "just for fun".

It can be anything. Check out a chess book by an author that you have never read before. Play online on a different site. Read a different chess forum. Check out a different chess magazine. Read an eBook if you have never done that before, or download a new chess app. If you always play blitz, try correspondence. The possibilities are endless!

Here is the complete game:

```
[Event "Margate"]
[Site "Margate (ENG)"]
[Date "1937.04.07"]
[EventDate "1937.03.31"]
[Round "7"]
[Result "1-0"]
[White "Paul Keres"]
[Black "Alexander Alekhine"]
[ECO "C71"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "45"]
```

```
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. c4 Bd7 6. Nc3 g6
7. d4 Bg7 8. Be3 Nf6 9. dxe5 dxe5 10. Bc5 Nh5 11. Nd5 Nf4
12. Nxf4 exf4 13. e5 g5 14. Qd5 Bf8 15. Bxf8 Rxf8 16. O-O-O
Qe7 17. Bxc6 Bxc6 18. Qd3 Bd7 19. Nxc5 O-O-O 20. Nf3 f6
21. exf6 Rxf6 22. Rhe1 Qb4 23. Qxd7+ 1-0
```

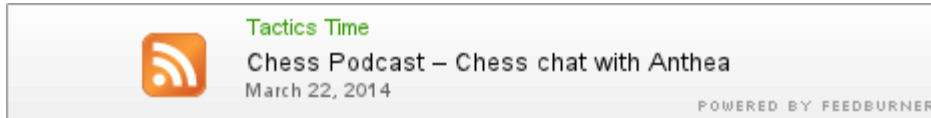
You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1013271>

Answer:

23. Qxd7+! wins a piece. If **23...Rxd7 24.Re8+ Rd8 25.Rdxd8#** or **25.Rexd8#**

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A Tal Tale

“*Oh, what a difficult job it was. To drag out of the marsh the hippopotamus ~ Korney Ivanovic Chukovsky*

This game shared the prize for "Best Game", chosen by Fred Wilson, at the 2008 New Jersey Open. This position appears in Joel Johnson's book "[Positional Attacks](#)", and was also in Stephen Dann's Sunday Chess column.

In the position on the right it is **White to move**.

Answer below.

Today I would like to share a funny story that I read in Donna Alarie's excellent "chess pals" newsletter - <http://www.chesspals.com>

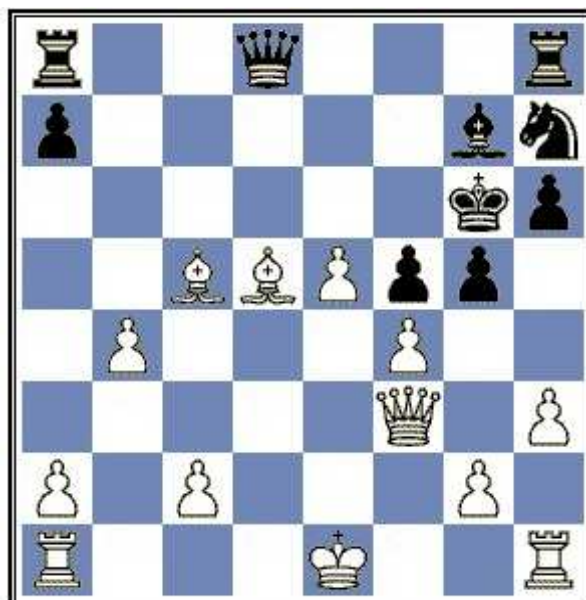
Donna writes:

In my chess readings this week, I ended up seeing this anecdote about Mikhail Tal on Wikipedia and it just cracked me up.

It made me wonder how many other players are thinking about anything but the chess game while waiting for their opponent to make a move which they think is intuitively obvious. I'll admit that my mind wanders, but not usually to marshes and hippos, but maybe it will now...

Journalist: It might be inconvenient to interrupt our profound discussion and change the subject slightly, but I would like to know whether extraneous, abstract thoughts ever enter your head while playing a game?

Tal: Yes. For example, I will never forget my game with GM Vasiukov on a USSR Championship. We reached a very complicated position where I was intending to sacrifice a knight. The sacrifice was not obvious; there was a large number of possible variations; but when I began to study hard and work through them, I found to my horror that nothing would come of it. Ideas piled up one after another. I would transport a subtle reply by my opponent, which worked in one case, to another situation where it would naturally prove to be quite useless. As a result my head became filled with a completely chaotic pile of all sorts of moves, and the infamous "tree of variations", from which the chess trainers recommend that you cut off the small branches, in this case spread with unbelievable



rapidity.

And then suddenly, for some reason, I remembered the classic couplet by Korney Ivanovic Chukovsky: "*Oh, what a difficult job it was. To drag out of the marsh the hippopotamus*".

I do not know from what associations the hippopotamus got into the chess board, but although the spectators were convinced that I was continuing to study the position, I, despite my humanitarian education, was trying at this time to work out: just how WOULD you drag a hippopotamus out of the marsh? I remember how jacks figured in my thoughts, as well as levers, helicopters, and even a rope ladder.

After a lengthy consideration I admitted defeat as an engineer, and thought spitefully to myself: "Well, just let it drown!" And suddenly the hippopotamus disappeared. Went right off the chessboard just as he had come on ... of his own accord! And straightaway the position did not appear to be so complicated. Now I somehow realized that it was not possible to calculate all the variations, and that the knight sacrifice was, by its very nature, purely intuitive. And since it promised an interesting game, I could not refrain from making it.

And the following day, it was with pleasure that I read in the paper how Mikhail Tal, after carefully thinking over the position for 40 minutes, made an accurately calculated piece sacrifice.

- Mikhail Tal, *The Life and Games of Mikhail Tal*.

Here is the complete game:

[Event "2008 New Jersey Open"]
 [Site "Somerset, NJ"]
 [Date "30.08.2008"]
 [Round "2"]
 [Result "1-0"]
 [White "Dulany, Larry"]
 [Black "Dell'orte, Dario"]
 [ECO "B07"]
 [WhiteElo "1837"]
 [BlackElo "1574"]
 [PlyCount "41"]

1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Bg5 Bg7 5.f4 h6 6.Bh4 c6 7.Nf3 Bg4 8.h3 Bxf3 9.Qxf3 b5 10.e5 dxe5 11.dxe5 Nh7 12.Bxb5 Qb6 13.Nd5 Qa5+ 14.b4 Qd8 15.Nxe7 g5 16.Nxc6 Nxc6 17.Bxc6+ Ke7 18.Bf2 f5 19.Bc5+ Kf7 20.Bd5+ Kg6 21.Qh5+ 1-0

You can play through this game here: <http://www.kenilworthchessclub.org/games/java/2008/njopen08.htm>

Answer:

21. Qh5+!! A very satisfying finish to an excellent attack by White. It's mate after **21...Kxh5**
22.Bf7+ Kh4 23.Bf2#.

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Late Bloomer

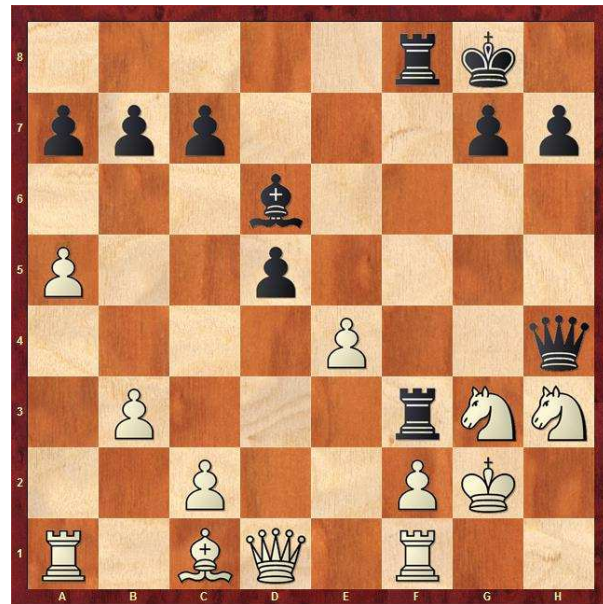
“Better three hours too soon than a minute too late. ~ William Shakespeare

This position was played on redhotpawn.com, and was featured on Geoff Chandler's Blog, "Red Hot Ants", which you can read here: <http://www.redhotpawn.com/blog/blogread.php?blogpostid=166>

In the position on the right it is **Black to move**.

Answer below.

Today I would like to discuss some "simple" mistakes that I see players make at tournaments, that can really screw up your results. Some of these mistakes are even made by strong players.



- Showing up late for a round.** If you ever go to a big tournament, you will see this happen. There is always one guy who thinks the round started 1 hour later than it did. If it started at 9AM, he thought it started at 10AM. Round times often change day to day. For example games might start at 10AM on Saturday, but 9AM on Sunday, because the registration times are not needed on Sunday. Make sure you know when the rounds start! Also keep "corner cases" in mind, such as Daylight savings time, which can also screw up your round times. National Master Josh Bloomer once gave up a forfeit win during the Colorado Closed, because of daylight savings time, where the clock "springs forward", and you lose an hour.
- Playing with the wrong colors** - this happens a surprising amount of the time as well. It happened at the 2014 Colorado Closed between Michael Ginat and Brian Wall, who have both played thousands of rated games, and are both rated 2200+. It isn't just children and novices who make these types of mistakes.
- Having the clock set wrong.** The time controls are getting more complicated - with increments and multiple time controls being common. Make sure your clock is set correctly. And don't assume that your opponent set it correctly. Watch the clock the first few moves to make sure it is acting correctly - for example if you are supposed to get 30

extra seconds after each move, watch the clock when you click it, and verify that those 30 seconds are getting added on. DON'T wait until you are in time trouble to realize the clock was set wrong the whole game.

- **Playing the wrong opponent.** This is not common, but it does happen - especially at very large tournaments. It is a good idea to verify your opponent's identity. I like to introduce myself, especially at large tournaments, so I can verify I have the right board (and they do too!).
- **Forgetting to record the final result**/marking the wrong score. I always make sure the score gets written down. Don't assume your opponent is going to do it, or do it correctly.
- **Setting the board up wrong.** This is a common one at children's tournaments, and is easy to do. "White on the right", and "Queen on her own color" are the two big ones that people get wrong.
- **Time control mistakes.** Nakamura famously lost a game a few years ago, because he thought that he had made 40 moves, but actually only made 39. Make sure you have made all your moves before the time control!
- **TD not knowing the rules.** Just like umpires and referees sometimes make mistakes during professional sports, tournament directors (often unpaid volunteers) sometimes make mistakes. The best way to handle this is to be familiar with the rulebook ahead of time. Don't yell and scream at a tournament director (I have seen this happen), but if you think they have made a mistake, the best way to handle this is with a rule book, and a rational and logical discussion. Don't assume they are always right!

A few "sanity checks" to avoid these little errors can make your tournament experiences more enjoyable!

Here is the complete game:

```
[Event "Open invite"]
[Site "http://www.redhotpawn.com"]
[Date "2014.04.24"]
[Round "?"]
[White "rmaki1"]
[Black "greenpawn34"]
[Result "0-1"]
[ECO "C27"]
[WhiteElo "1450"]
[BlackElo "2004"]
```

[PlyCount "40"]

[EventDate "2014.?.?.?"]

1. e4 e5 2. Bc4 Nf6 3. Nc3 Nxe4 4. Bxf7+ Kxf7 5. Nxe4 d5 6. Ng3 Nc6 7. h3 Bd6
8. N1e2 Rf8 9. O-O Kg8 10. d3 Qh4 11. b3 Be6 12. a4 Nd4 13. a5 Nf3+ 14. gxf3
Rxf3 15. Kg2 Raf8 16. Ng1 e4 17. dxe4 Bxh3+ 18. Nxh3 Rxc3+ 19. fxc3 Qxc3+ 20.
Kh1 Qh2# 0-1

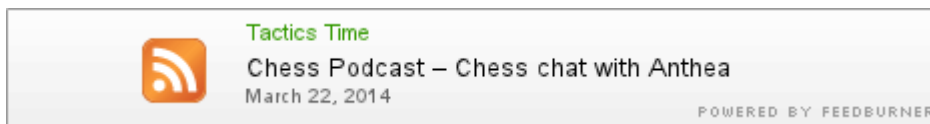
You can play through this game here: <http://www.viewchess.com/cbreader/2014/5/7/Game405415866.html>

Answer:

Black has mate in 3 with **18...Rxc3+ 19.fxc3 Qxc3+ 20.Kh1 Qh2#**

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Alekhine's block

“*First restrain, then blockade, finally destroy!* ~ Aron Nimtzowitsch

This position comes from a very famous game played between Bobby Fischer, and Pal Benko from the famous 1963 US Championship. Fischer went 11-0 in the tournament, the only perfect score in its history.

In the position on the right it is **White to move**.

Answer below.

While watching the outstanding, 2014 US Chess Championship coverage, they showed this position during one of the breaks.

After doing a little research, I learned that this type of tactic has a specific name, called "Alekhine's Block".

There was even an entire book written on this tactic! [Alekhine's Block: The Tactician's Handbook](#)

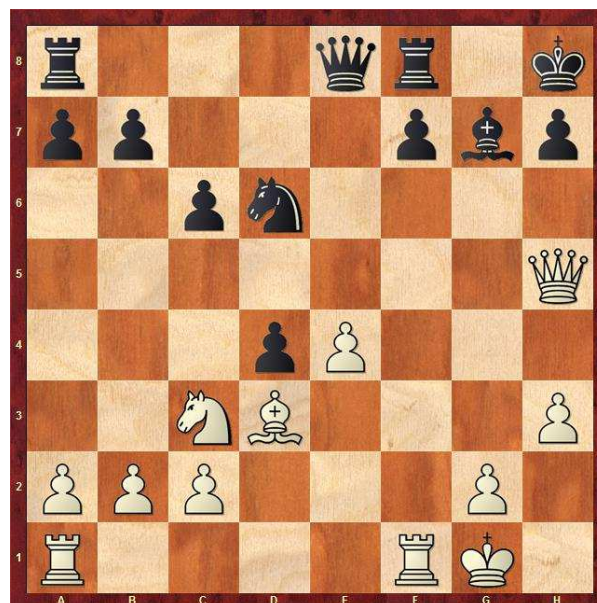
You can read a review of this book on the chesscafe.com site, here: <http://www.chesscafe.com/text/block.txt>

A definition of "Alekhine's Block", from the website "Online Chess Lessons", <http://www.onlinechesslessons.net/2011/11/26/what-is-alekhines-block/>

Alekhine's block is a chess combination with a piece sacrifice (Knight, Bishop, Rook, or Queen) on the 6th rank (3rd for Black). It's used for the first time by the former world champion Alexander Alekhine in 1910. The idea is to physically restrict, or block the enemy pawn in front of the attacking piece (thus Alekhine's "block"). As Nimtzowitsch put it, "First restrain, then blockade, finally destroy!"

Although rare, I think this is a great tactical idea to know!

Here is the complete game:



[Event "US Championship 1963/64"]
 [Site "New York City, NY USA"]
 [Date "1963.12.30"]
 [EventDate "1963.??.??"]
 [Round "10"]
 [Result "1-0"]
 [White "Robert James Fischer"]
 [Black "Pal Benko"]
 [ECO "B09"]
 [WhiteElo "?"]
 [BlackElo "?"]
 [PlyCount "41"]
 1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. f4 Nf6 5. Nf3 O-O 6. Bd3 Bg4
 7. h3 Bxf3 8. Qxf3 Nc6 9. Be3 e5 10. dxe5 dxe5 11. f5 gxf5
 12. Qxf5 Nd4 13. Qf2 Ne8 14. O-O Nd6 15. Qg3 Kh8 16. Qg4 c6
 17. Qh5 Qe8 18. Bxd4 exd4 19. Rf6 Kg8 20. e5 h6 21. Ne2 1-0

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1008421&kpage=1>

Answer:

19.Rf6!! is the famous tactic that Fischer unleashed against Benko.

The idea behind this move is that it blocks Black from playing f5, and sets up the threat of playing e5 with the threat Qxh7#. It also attacks the knight on d6.


If black plays **19...Bxf6** White has a forced mate with **20.e5 Ne4 21.Bxe4 h6 22.Qxh6+ Kg8 23.Qh7#**

Kingscrusher made a nice video of this game, where he goes over this game, and the ideas of this tactic: <https://www.youtube.com/watch?v=9lkZT-lxQxY>

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Wash Your Bowl

“we can be enlightened by anything. ~ Stonepeace

This position comes from the book [40 Years of Friendship, 100 Games of Chess](#), by Wayne Conover, Steve Pozarek, and Gene Salomon, which was reviewed by chesscafe.com, [here](#).

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share a famous zen story, which appeared in 'The Gateless Gate' by Zen Master Mumon.

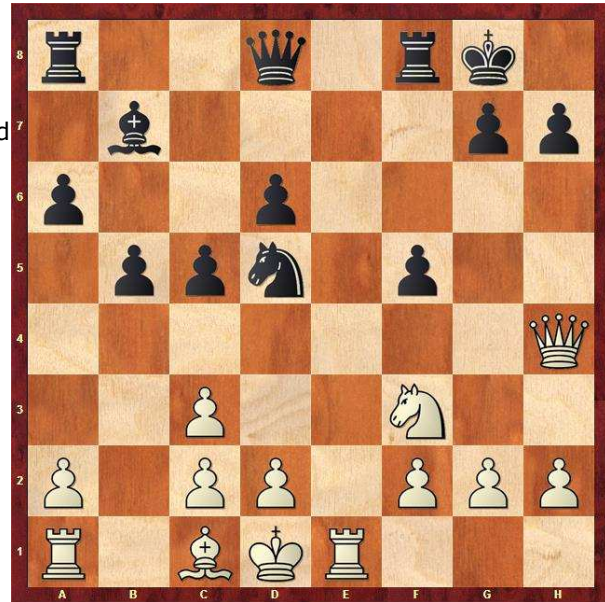
A monk told Joshu: "I have just entered the monastery. Please teach me."

Joshu asked: "Have you eaten your rice porridge?"

The monk replied: "I have eaten."

Joshu said: "Then you had better wash your bowl."

At that moment the monk was enlightened.



This is an example of a "mondo", or an exchange between a teacher and student.

These stories are open for interpretation. Here is how I would interpret it, with a chess context in mind.

The master, Joshu, first asks the monk if he has eaten. He shows concern. This is similar to looking at your position on the board, and figuring out what is going on.

Once Joshu assesses the situation, he tells the monk what the most logical "next move" is - which is to wash the bowl.

Washing the bowl is not fancy, or clever, or anything out of the ordinary. It is just the thing that makes the most sense to do next.

Note too that the Master's response contains no wasted words or efforts - just like a good chess move.

From the [Daily Enlightenment](#):

Zen is not about doing or reaching towards something special or mystical. It is down-to-earth and practical, about doing what should be done in this moment - even if it is an ordinary, routine and so-called mundane task. When we look for something extraordinary, we have forgotten that the extraordinary enlightenment arises from taking care of the ordinary. To focus on doing what is appropriate in each moment with an 'ordinary mind', that is not cluttered or distracted with the unnecessary is Zen practice.

I think having an uncluttered mind is very important when playing chess. Just take the game one move at a time, and do what needs to be done now. Avoid distraction, and try to focus on what is necessary to do in the current position. Ordinary moves are "OK" - not everything has to be a brilliancy!

Here is the complete game:

[Event "Maudes Club Championship"]
[Site "New York City, NY USA"]
[Date "1946.??.?"]
[Round "?"]
[White "Fuentes, Juan Manuel"]
[Black "Salomon, J. Eugene"]
[Result "0-1"]
[ECO "C77"]
[PlyCount "34"]
[EventDate "1963.??.?"]

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. Qe2 b5 6. Bb3 Be7 7. Bd5 Nxd5 8. exd5 Nb4 9. Qe4 Bb7 10. Nc3 O-O 11. Kd1 f5 12. Qxe5 Bf6 13. Qf4 Bxc3 14. bxc3 Nxd5 15. Qd4 d6 16. Re1 c5 17. Qh4 Nxc3+ 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2014/5/8/Game496696668.html>

Answer:

17...Nxc3+! 18. dxc3 Bxf3+ removing the defender of the White Queen **19. gxf3 Qxh4**

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Your Friend,





Tactics Time

Chess Podcast – Chess chat with Anthea

March 22, 2014

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Be the Worst!

“Always be the worst guy in every band you're in.” ~ Pat Metheny (Legendary jazz guitarist)

This position comes from the game Mackenzie Molner vs Timur Gareev from the 2014 US Chess Championship

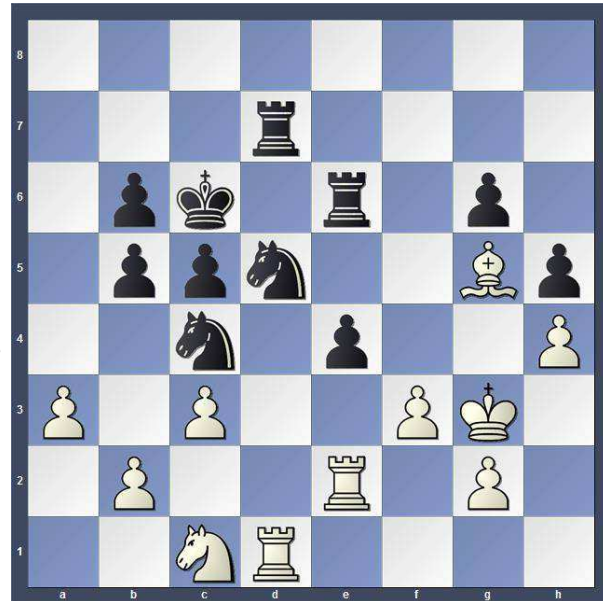
In the position on the right it is **Black to move**.

Answer below.

Today I would like to talk about an idea that is kind of "obvious" once you hear it, but can be one of the best ways to improve at anything.

This idea is called "modeling".

Basically, when you want to get good at something, find others who are already better than you, and spend time with them doing this thing.



Chad Fowler uses the above quote and talks about this idea with analogies in music and computer programming in his book *The Passionate Programmer* (you can read an excerpt of this chapter here: <http://media.pragprog.com/titles/cfcar2/worst.pdf>)

Want to get better at chess? Hang around with stronger chess players. Go to the chess club in your town or city. Offer to buy a stronger player lunch or a cup of coffee and pick his brain. Spend time with them going over games, playing blitz, and talking about the game.

I have known several strong players here in Colorado that are very generous when it comes to helping weaker players. I remember when I was rated in the 1300s, and I got paired against Life Master Brian Wall for the first time. After the game Brian asked if I wanted to go over the game, and he gave me some really great tips and feedback about my play. I've seen Brian take several players "under his wing" over the years, and help turn them into strong players (2000+)

Now, just to be clear, I am not talking about being a leech. Some people are trying to make a living at chess, and I am not talking about trying to take advantage of people either, wasting their time or being a pest. But if you can find some people who are better than you, and they are willing to help, this can be a great way to improve your game!

Here is the complete game:

```
[Event "US Championship"]
[Site "Saint Louis USA"]
[Date "2014.05.11"]
[EventDate "2014.05.08"]
[Round "4.2"]
[Result "0-1"]
[White "Molner, Mackenzie"]
[Black "Gareev, Timur"]
[ECO "C63"]
[WhiteElo "2522"]
[BlackElo "2653"]
[PlyCount "136"]
```

```
1. e4 e5 2. Nf3 Nc6 3. Bb5 f5 4. d3 fxe4 5. dxe4 Nf6 6. O-O
Bc5 7. Bg5 d6 8. Nc3 O-O 9. Na4 Bb6 10. Nxb6 axb6 11. Qd3 h6
12. Bh4 Qe8 13. Nd2 Nh5 14. Bg3 Be6 15. Bc4 Qf7 16. Bxe6 Qxe6
17. Nc4 Nb4 18. Qb3 Na6 19. Ne3 Nc5 20. Qxe6+ Nxe6 21. f3 b5
22. a3 Nhf4 23. Rfd1 Ne2+ 24. Kf1 N2d4 25. c3 Nb3 26. Rab1
Nec5 27. Ke2 Kf7 28. Bf2 Ke6 29. Nf5 Rf7 30. Be3 h5 31. h4 g6
32. Ng3 Kd7 33. Nh1 Kc6 34. Nf2 b6 35. Rg1 Na4 36. Nd3 Na5
37. Rbf1 Nc4 38. Bc1 Nc5 39. Rd1 Kb7 40. Rh1 Nb3 41. Rdg1 Rd8
42. Bg5 Rdd7 43. Rb1 Rf8 44. Rhd1 Ra8 45. Kf2 Rf7 46. Ke2 Nc5
47. Be3 Ne6 48. Rbc1 Rg8 49. Rh1 Re8 50. Rc2 Nc5 51. Nb4 Ra8
52. Bc1 Nb3 53. Bg5 Nc5 54. Bc1 Ne6 55. Kf2 Rg8 56. Rh2 Nc5
57. Ke2 Re8 58. Rh1 Rd7 59. Bg5 Ne6 60. Bc1 c6 61. Rd1 Nc7
62. Bg5 d5 63. exd5 c5 64. Nd3 Nxd5 65. Kf2 e4 66. Nc1 Kc6
67. Re2 Re6 68. Kg3 Nxc3 0-1
```

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1754512>

Answer:

68...Nxc3! and Black wins material. If **69. bxc3 Rxd1** and Black is up a pawn and the exchange. If **69.Rxd7 Nxe2+!** In between move, followed by **70...Kxd7**

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Meta Preparation

“*Stress is the trash of modern life—we all generate it but if you don't dispose of it properly, it will pile up and overtake your life.* — Danzae Pace

This position is a famous tactic from the game Anatoly Karpov and Mark Taimanov, Leningrad, 1977.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to talk about a really important idea, which my friend Jeff Baffo calls "Meta Preparation".

There was a discussion on facebook about a large tournament that a mutual friend of ours was thinking about attending.

Jeff wrote: "the deciding factor(s) and maybe more important than chess factors are a whole set of things I call "Meta-Preparation". How is your health? How are you doing emotionally? Financially? Can you go into this competition with a clear head and proper focus?"

I think this is so true, and these are great questions.

There is a lot more to doing well at chess than just adding chess knowledge to your brain, and then attempting to apply that knowledge.

If your life is "screwed up", there is a good chance that your chess game will be as well. Even if it is not "screwed up", but stressed, that can also harm your game.

I have heard that the most stressful times in an adult's life are

- starting a new job
- losing a job
- getting married
- getting divorced
- having a baby
- moving



There are many other things that you could add to this list - basically anything that involves a major change.

I know when I look at my rating history graph, it corresponds to things that were going on in my life at the same time. The times when my rating was high are correlated to times when I was well rested, healthy, happy, and not stressed. Bad ratings can be correlated to times when I was tired, living an unhealthy lifestyle, having relationship problems, working too much, etc.

Stress is a normal part of life. If we didn't have any stress, we would be dead! So I am not suggesting get rid of all stress (if this was even possible), but keep in mind that if you are struggling with your chess game, it might be related to things taking place off the board, and things you need to address.

Here is the complete game:

```
[Event "October Revolution 60th Anniversary"]
[Site "Leningrad URS"]
[Date "1977.06.25"]
[EventDate "1977.??.??"]
[Round "1"]
[Result "0-1"]
[White "Anatoly Karpov"]
[Black "Mark Taimanov"]
[ECO "B32"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "78"]
```

```
1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 a6 5. c4 e5 6. Nb3 Nf6
7. Nc3 Bb4 8. f3 O-O 9. Be3 d6 10. Rc1 b6 11. Bd3 Bc5 12. Qd2
Be6 13. Nxc5 bxc5 14. O-O Nd4 15. Nd5 Nd7 16. f4 Rb8 17. f5
Bxd5 18. cxd5 Qb6 19. Rf2 f6 20. Rc4 a5 21. Ra4 Ra8 22. Qe1
Ra7 23. b3 Rfa8 24. Rb2 Qc7 25. Bd2 Nb6 26. Rxa5 c4 27. Bf1
Rxa5 28. Bxa5 Qc5 29. Bxb6 Qxb6 30. Kh1 cxb3 31. axb3 g6
32. fxg6 hxg6 33. b4 Kg7 34. b5 f5 35. exf5 Nxf5 36. Rb3 Qd4
37. b6 Ra1 38. Rb1 Ng3+ 39. hxg3 Ra8 0-1
```

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1067980>

Answer:

This tactical pattern is known as "Taimanov's Knight Check"

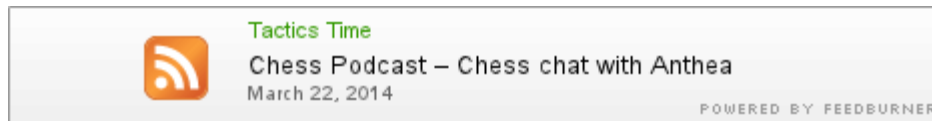
38...Ng3+! now if **39. Qxg3 Rxb1** and Black wins the exchange.

If **39. hxg3**, which is what Karpov played, the shocking move **39...Ra8!!** which is very difficult to see.

The point is that White has no way to stop **40...Rh8+** leading to mate. For example, **40. g4 Rh8+ 41. Qh4 Rxh4#**

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I can c4 Miles

“ It felt as if the chessmen were moving themselves and the two players bore no more responsibility for the astonishing creation that resulted ~ Harold Plaskett

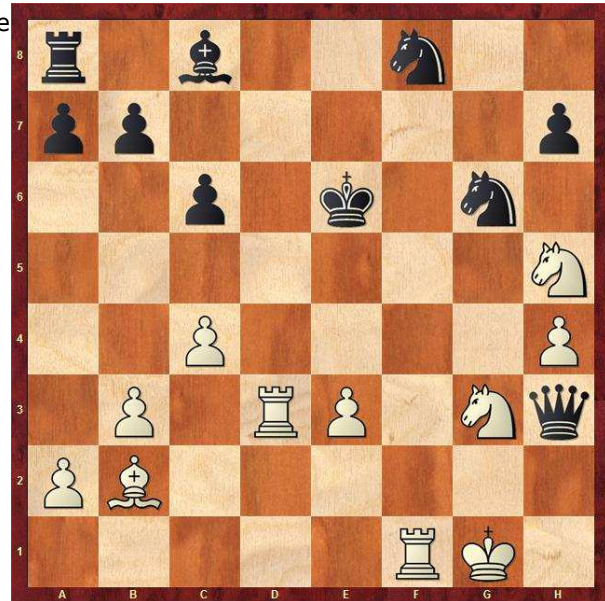
This position comes from a brilliant game known as "Plaskett's Immortal", played between Harold James Plaskett and Anthony Miles, 1986

In the position on the right it is **White to move**.

Answer below.

Some interesting facts about English Grandmaster Tony Miles (born 23 April 1955, died 12 November 2001) who had Black in this game.

From Wikipedia: http://en.wikipedia.org/wiki/Tony_Miles



- In 1976, Miles became the first UK-born, 'over-the-board' chess Grandmaster, narrowly beating Raymond Keene to the accolade
- In 1980 at the European Team Championship in Skara, he beat reigning World Champion Anatoly Karpov with black, using the extremely unorthodox opening 1. e4 a6!?, the St. George Defence.
- Miles won the British Championship just once, in 1982 when the event was held in Torquay. The following year, he tied for first at the same event with Robert Hübner and Viktor Korchnoi, playing several of his games while lying face down on a table, having injured his back. The result was controversial, as many of Miles' opponents felt they were distracted by the unusual circumstances
- Against Garry Kasparov, Miles had little success. Following one encounter, Miles described Kasparov as a "monster with a thousand eyes who sees all".

- The Miles Variation (1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.Bf4) in the Queen's Indian Defence is named after him.
- Miles was in many ways a controversial figure. Once, in the last round of a tournament (Luton, UK, 1975), with Miles needing a draw for first place, and his opponent, Stewart Reuben, wanting a draw for a high placing, he agreed a draw without playing any moves. The arbiter decided to give both players no points for this non-game; the players claimed this "game" had been played often, when players prearranged a draw - this was the only time it had been scored 0-0, rather than playing out some anodyne non-moves. This sparked a hefty amount of correspondence in British chess journals.
- Miles was also noted for his acerbic wit. He often attacked chess personalities in published articles. He attacked former World Champion Anatoly Karpov in an article entitled "Has Karpov Lost his Marbles?". Other victims of his published attacks were Woman Grandmaster Martha Fierro and Indian Chess Organizer Umar Koya. His review of Eric Schiller's book *Unorthodox Chess Openings* (Cardoza Publishing, 1998) which appeared in *Kingpin* consisted of just two words: "Utter crap."
- Geoff Chandler wrote a nice tribute to Miles after he died in 2001, <http://www.chessedinburgh.co.uk/chandlerarticle.php?ChandID=15>

Here is the complete game:

[Event "Lugano op"]
[Site "Lugano"]
[Date "1986.??.?"]
[Round "?"]
[White "Plaskett, Jim"]
[Black "Miles, Anthony J"]
[Result "1-0"]
[ECO "A21"]
[WhiteElo "2435"]
[BlackElo "2610"]
[PlyCount "63"]
[EventDate "1986.02.?"]
[EventType "swiss"]
[EventRounds "9"]
[EventCountry "SUI"]
[Source "ChessBase"]
[SourceDate "1997.11.17"]

1. c4 e5 2. e3 d6 3. Nc3 g6 4. g3 Bg7 5. Bg2 Ne7 6. d4 O-O 7. Nge2 Nd7 8. O-O
f5 9. dxe5 dxe5 10. b3 c6 11. Ba3 Qe8 12. f4 e4 13. Qd6 Rf7 14. Rad1 Nf8 15.
Rd2 Ne6 16. Bh3 g5 17. fxe5 Ng6 18. Bxf5 Bf8 19. Nxe4 Bxd6 20. Nxd6 Qd8 21. Rd3

Rxf5 22. Nxf5 Qxg5 23. h4 Qh5 24. g4 Qxg4+ 25. Neg3 Qh3 26. Nh6+ Kg7 27. Nhf5+ Kf6 28. Nh5+ Ke5 29. Nfg3 Nef8 30. Bb2+ Ke6 31. Ng7+ Ke7 32. Ba3+ 1-0

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1097818>

Kingscrusher did a video annotation of this game, which you can see here: <http://www.youtube.com/watch?v=bobVVpLonYA>

Answer:

White has mate in 3 with **31.Ng7+ Ke7 32.Ba3+ c5 33.Bxc5#**

This is a game worth playing over, and is a real brilliancy

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Growth Mindset

“Talent is essentially a head start in the race to mastery -- the good news is that any goal worth achieving isn't a sprint, it's a marathon. ~ Gregory Ciotti

This game was sent to me by one of my subscribers, Jason Chamberlain from a game that he played on chess.com.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share an excerpt from an excellent essay by Gregory Ciotti of the Sparring Mind website, which you can read here, and I highly recommend:

<http://www.sparringmind.com/growth-mindset/>

In the essay Gregory talks about the difference between a "fixed mindset" and a "growth mindset", and the relationships between talent and hard work.



He writes:

The first step to getting the things you want is believing you deserve them.

Far from a trivial platitude, this sort of thinking actually closely mirrors what modern psychology has depicted in how our beliefs influence our behavior.

Dr. Dweck's studies posit that there are two basic mindsets that control how most people see themselves.

Those with a "fixed mindset" assume intelligence, character, and creative potential are unchangeable attributes writ in stone since birth -- that they cannot be modified in any meaningful way. They further assume that success is simply a result of this inherent talent, and as a result, they often avoid failure in order to maintain an aura of infallibility.

Those with a "growth mindset" have a much more malleable view on success. They do not view failure as a reflection of their ability, but rather as a starting point for experimentation and testing of ideas. Their main advantage is in treating unsuccessful attempts simply as another data point -- "This didn't work out, but I eliminated one option

and will now pursue the next."

...

Where Talent Still Matters

The knee-jerk reaction to the "growth mindset" is often criticizing it by pointing out individuals who have clearly benefited from talent -- as if anyone is claiming that talent isn't an advantage.

Of course it is. The thing to remember is that talent plays a smaller role than hard work for long-term success.

There are two ways in which talent truly matters.

1. As a head start. Talent is essentially a head start in the race to mastery -- the good news is that any goal worth achieving isn't a sprint, it's a marathon. Even large head starts leave an opening for those willing to work hard to pass you by, hence the saying: "Hard work beats talent when talent fails to work hard."

2. In edge cases. For the best of the best, talent matters more. I'm sure there are Olympic runners who work just as hard as Usain Bolt, but hard work won't guarantee that you'll be regarded as the fastest person ever. In these edge cases, talent adds that little something extra that takes them to the peak of performance.

The key takeaway from the literature on how we view our abilities is that it's beneficial for everyone--young and old alike--to see their basic qualities, skills, and habits as things they can cultivate through extended effort.

No one should ever try to claim that talent doesn't matter at all, but we need to recognize that success is less dependent on the hand you are dealt and more dependent on how you play the hand.

There is a lot of good stuff in this article, and I recommend you check it out, and subscribe to his list if you like this kind of stuff: <http://www.sparringmind.com/growth-mindset/>

Here is the complete game:

[Event "Live Chess"]

[Site "Chess.com"]

[Date "2014.06.02"]

[White "ScottFree49"]

[Black "jchamber93"]

[Result "0-1"]

[WhiteElo "1160"]

[BlackElo "1150"]

[TimeControl "10|0"]

[Termination "jchamber93 won by checkmate"]

1.Nf3 d5 2.d4 Nf6 3.Nc3 Nc6 4.Ne5 Bd7 5.Bg5 Nxe5 6.Bxf6 gxf6 7.dxe5 fxe5 8.Qxd5 Bg7 9.Qxb7 c6 10.e4 O-O 11.Bd3 Qa5 12.Qb3 Be6 13.Qa3 Qb6 14.b3 Qd4 15.Qb2 Rab8 16.O-O c5 17.Rfd1 c4 18.Bxc4 Qc5 19.Bxe6 fxe6 20.Rd7 Qxf2+ 21.Kh1 Qf1+

22.Rxf1 Rxf1# 0-1

You can play through this game here: <http://www.chess.com/emboard?id=2055294>

Answer:

Jason writes:

Tim,

Here is a game I played last night on chess.com. I was pretty happy with how I worked this out in the end. I don't know if you can use this or not, but I thought I'd share.

What's funny is that after pushing the king back to the corner the back-rank mate seems as clear as the light of day. I guess that's what all the practice will do!

My response:

very nice!! Yeah that is a GREAT pattern to know, and comes up all the time! Nice work!

Black has a forced mate with **20...Qxf2+ 21.Kh1 Qf1+ 22.Rxf1 Rxf1#**

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Life Master Brian Wall Podcast June 2014

June 14, 2014

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Mating the Castled King

“A chess brain is like a muscle which has to be continually exercised ~ Daniel Gormally

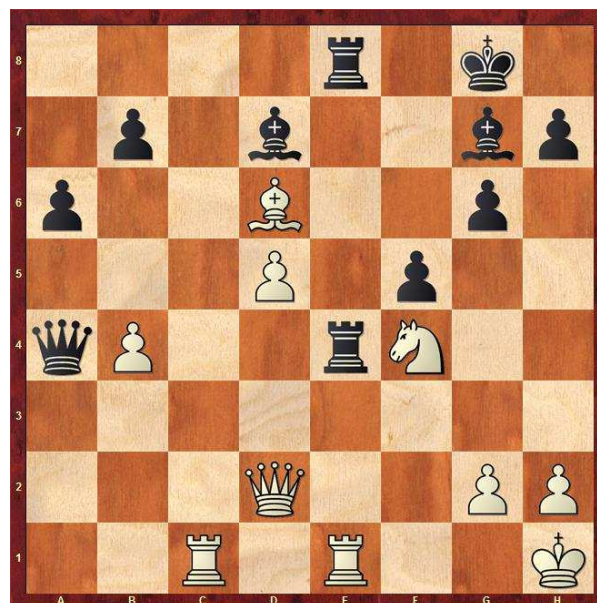
This position and game is from the book [Mating the Castled King](#) by Danny Gormally. It comes from the game Mohamed Saleh Yahya vs Daniel Gormally, 37th Chess Olympiad (2006)

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share an excerpt from the Preface of this book, which I thought was interesting.

Danny Gormally writes:



While writing this book, it occurred to me that attacking the castled king can be broken down into three different methods:

- 1) A blitzkrieg attack. This is the kind of attack that comes out of nothing. A good example of this is when a hook can be attacked with Bxh6, which we will look at in detail in this book. From seemingly little danger, the enemy king comes under a terrible assault.
- 2) Playing directly for the attack. Typically White (though sometimes Black, of course) plays for an attack right from the opening. Pawn storm in the Sicilian are typical of this, or the Qe1-h4 method of trying to break down a kingside fianchetto. In this book we'll examine many examples of this type of attack.
- 3) The attack is an indirect consequence of the previous play. This type of attack tends to arise as a consequence of general play, and is the most common. Only once we have achieved strategic dominance do we launch an assault. Karpov was a master of this, only choosing to attack when everything was in his favour.

I learned a lot from writing this book. I've always been a very intuitive player rather than having a great mastery of the theory of the game. As I consider myself a natural attacking player, I was surprised during the process of writing this book to discover how little I knew about the specifics of attacking a castled king. It seems to me that we spend more time

studying the finer points of the game, like positional strategy and pawn structures, and forget about what really wins the game - mating the guy's king.

I think it's a common misconception that when you become a grandmaster, all the secrets of chess knowledge are revealed to you. Like some secret freemasons' ceremony, where as well as learning about the shape-shifting lizards who control the world government and who faked the moon landings, you also learn about the deep mysteries of chess strategy. Sadly it isn't true, and like everyone else I have to work at it. (Certainly writing this book helped immensely in that regard.)

A chess brain is like a muscle which has to be continually exercised. I've tried to emphasize throughout this book how important it is to keep looking at lots of chess puzzles in magazines, etc. Chess is all about pattern recognition, it's all about knowing past situations and putting that knowledge into practice, and you have to keep working on that ability.

You can read the entire preface here: http://www.chesscafe.com/shop/cc_qlt2712ex.pdf

Here is the complete game:

```
[Event "37th Chess Olympiad"]
[Site "Turin ITA"]
[Date "2006.05.21"]
[EventDate "2006.05.21"]
[Round "1"]
[Result "0-1"]
[White "Mohamed Saleh Yahya"]
[Black "Daniel Gormally"]
[ECO "E81"]
[WhiteElo "2180"]
[BlackElo "2554"]
[PlyCount "110"]
```

```
1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 c5
7. d5 e6 8. Bd3 exd5 9. cxd5 a6 10. a4 Nbd7 11. Nh3 Ne5
12. Nf2 Nxd3+ 13. Nxd3 Nd7 14. O-O Rb8 15. Rc1 Re8 16. Kh1 Ne5
17. Nxe5 Bxe5 18. Qc2 f5 19. Ne2 Bd7 20. f4 Bg7 21. e5 dxe5
22. Bxc5 Qa5 23. b4 Qxa4 24. Qd2 exf4 25. Nxf4 Re4 26. Bd6
Rbe8 27. Rfe1 Rxe1+ 28. Rxe1 Rxe1+ 29. Qxe1 Qa1 30. Qxa1 Bxa1
31. Kg1 Bd4+ 32. Kf1 Kf7 33. Ke2 Bb5+ 34. Kd2 Bc4 35. Ne6 Bf6
36. Nc7 Be7 37. Bc5 b6 38. Bxb6 Bxb4+ 39. Ke3 Bd6 40. Kd4 Bf1
41. g3 f4 42. gxf4 Bxf4 43. h3 Bxc7 44. Bxc7 Bxh3 45. Ke5 Bg2
46. d6 Bc6 47. Kf4 h6 48. Kg4 Bd7+ 49. Kh4 g5+ 50. Kh5 Kg7
51. Ba5 Be8+ 52. Kg4 Kg6 53. Bb4 Bc6 54. Bc3 h5+ 55. Kg3 h4+
0-1
```

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1411490>

Answer:

In the book, Gormally writes:

I played 27...Rxe1+ 28.Rxe1 Rxe1+ 29.Qxe1 Qa1 30.Qxa1 Bxa1 and went on to win this endgame.

However, I missed the chance to win on the spot with the beautiful: **27...Qc2!!**

My English teammate, Nigel Short, brought this to my attention after the game. White is defenceless, as either capture of the queen allows **28...Rxe1+** with mate next move. Incidentally **27...Qa2!**, though perhaps not as beautiful, is also good enough to win.

Chess cafe did a nice review of the book, and featured this tactic, which you can read here: <http://www.chesscafe.com/Reviews/review941.htm>

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Chuzhakin's System

“*The whole is greater than the sum of its parts.*” ~ Aristotle

This position comes from the game Shevchenko vs Arkhireeva, 1997 and is an example used in the book *Chuzhakin's System*.

In the position on the right it is **White to move**.

Answer below.

Today I would like to share an interesting and very original idea that I recently read on the topic of chess tactics.

The idea is called Chuzhakin's System by Evgeny Chuzhakin and is described as "A new technique for analyzing positions at the interface of strategy and tactics will considerably improve your playing and prevent you from making blunders."

The goal of the system is to create a "complete technique to work with tactics in any position".

Chuzhakin set up and describes a complete set of criteria for finding tactics.

He writes: "The idea to calculate the list of tactical prerequisites - the so called hazardous elements - in each position without depending if there will be tactics in it or not. This makes sense, because in a real game we do not know in advance if combinations are possible or not and where they can be possible."

You can read a sample of his book on his website here: <http://www.neoneuro.com/downloads/chuzhakinssystem.pdf>

The examples he uses are great, but it is not "easy reading". There are a lot of new terms that are introduced ("hazardous elements", "Tension coefficient", "Intrusion squares", etc.), and I am assuming that English is not the native language of the writer. You will probably have to read it several times to understand what he is trying to say (I know I did).

I am not sure how practical it is to use this system to avoid never making a blunder



again, but I think there are some real gold nuggets here, and the serious student of chess tactics will certainly want to check it out!

Here is the complete game:

[Event 'RUS-ch G10']

[Site '?']

[Date '1997']

[Round '?']

[White 'Shevchenko, Olesia']

[Black 'Arkhireeva, K']

[ECO 'C29']

[WhiteElo '2016']

[BlackElo '0']

[Result '1-0']

1. e4 e5 2. Nc3 Nf6 3. f4 d6 4. Nf3 exf4 5. d4 Be7 6. Bxf4 O-O 7. Bd3 Bg4 8. O-O Nc6 9. Ne2 Bxf3 10. Rxf3 Re8 11. c3 Qd7 12. e5 dxe5 13. dxe5 Bc5+ 14. Kh1 Nxe5 15. Bxe5 Rxe5 16. Rxf6 Rxe2 17. Bxh7+ Kxh7 18. Qxd7 gxf6 19. Qf5+ Kg8 20. Qg4+ Kf8 21. Qxe2 1-0

You can play through this game here: <http://chess-db.com/public/game.jsp?id=4128907.Arkhireeva,%20K.88122880>

Answer:

Here is the answer, taken from the preview, written in the style using this system:

White to move. Calculate the number of attacks and defenses of the d7 point.

Attacks: no direct attacks, but there is an indirect attack by the queen on d1 through its bishop on d3. The number of attacks is 1.

Defenses: both black knights protect their queen, but according to the rule mentioned above the knight on e5 is not taken into account as a protector as it is attacked by the bishop on f4. The knight on f6 is not considered a protector either as it is attacked by the rook on f3 through its bishop on f4.

The number of defenses is 0.


It turns out that the black queen is attacked one time and protected zero times!

White is really winning, using this circumstance: **1. Bxe5! Rxe5 2.Rxf6 Rd8 [gxf6 3.Bxh7+! Kxh7 4.Qxd7] 3. Rf3 +-**

Happy Tactics!

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Susan Polgár, the eldest of the sisters, 5½ years older than Sophia and 7 years older than Judit, was the first of the sisters to achieve prominence in chess by winning tournaments and by 1986 she was the world's top-rated female chess player.

Initially, being the youngest, Judit was separated from her sisters while they were in training. However, this only served to increase Judit's curiosity. After learning the rules, they discovered Judit was able to find solutions to the problems they were studying and she began to be invited into the group.

One evening Susan was studying an endgame with their trainer, a strong International Master. Unable to find the solution they woke Judit, who was asleep in bed and carried her into the training room. Still half asleep, Judit showed them how to solve the problem, after which they put her back to bed.

László Polgár's experiment would produce a family of one international master and two grandmasters and would strengthen the argument for nurture over nature, but also prove women could be grandmasters of chess.

Here is the complete game:

```
[Event "FIDE World Blitz Championship"]
[Site "Dubai UAE"]
[Date "2014.06.19"]
[EventDate "2014.06.19"]
[Round "9.5"]
[Result "1-0"]
[White "Shakhriyar Mamedyarov"]
[Black "Judit Polgar"]
[ECO "A45"]
[WhiteElo "2743"]
[BlackElo "2685"]
[PlyCount "21"]
```

```
1. d4 Nf6 2. Bg5 Ne4 3. Bh4 d5 4. f3 Nd6 5. Nc3 c6 6. e4 Qb6
7. Qd2 e6 8. O-O-O dxe4 9. fxe4 Qa5 10. Kb1 Nd7 11. Nd5 1-0
```

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1759418>

Answer:

11. Nd5! discovers and attack on the Black Queen on a5, and threatens mate with Nc7. Black cannot safely move the Queen, and prevent this mate threat.

This is a great tactical pattern to know, and is one that catches even strong players off guard.

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Productive Paranoia

“Just because you're paranoid doesn't mean they aren't after you”. — Joseph Heller, *Catch-22*.

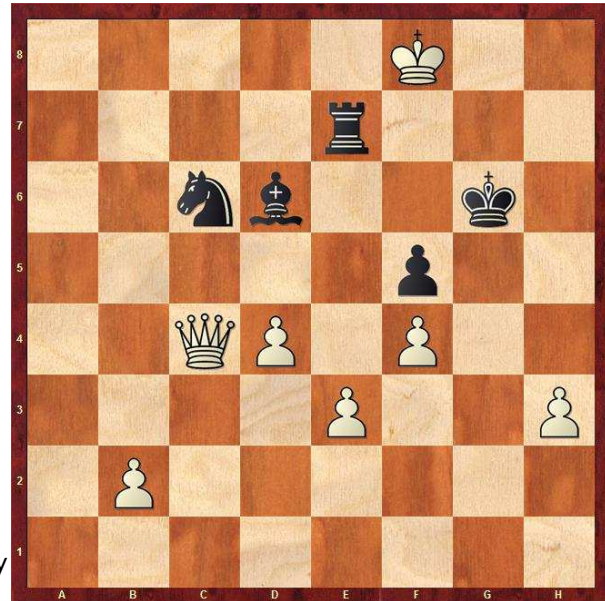
This game was played between Rebecca Herman and Anthea Carson at the Powers Wednesday Night Panera Bread tournament in Colorado Springs, June 2014.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to talk about the above phrase "Productive Paranoia".

I really like this phrase a lot. It comes from the book [Great by Choice: Uncertainty, Chaos, and Luck--Why Some Thrive Despite Them All](#) by Jim Collins, who also wrote the books "Good to Great" and "Built to Last". The books talk about what makes some companies successful and stand the test of time, while other companies disappear. For example, why does "Walgreens" grow, while "Woolworths" goes out of business, even though they are similar.



Great By Choice describes productive paranoia:

10Xers maintain hyper vigilance, staying highly attuned to threats and changes in their environment, even when--especially when--all's going well. They assume conditions will turn against them, at perhaps the worst possible moment. They channel their fear and worry into action, preparing, developing contingency plans, building buffers, and maintaining large margins of safety.

I thought this had a great analogy to the chess world, and playing chess.

I cannot tell you how many games I have looked at between amateur chess players, where one side is winning - stops paying attention (or being "paranoid"), and watches his entire empire get wiped away by one single careless mistake.

Chess is not like driving on a highway - you cannot use "cruise control".

I know I have done this myself, and it is one of the worst ways to lose a game.

With chess, your opponent *IS* out to get you!

As Yogi Berra said, "It ain't over til it's over", so keep the "pedal to the metal" until the game is over, and you have the full point in hand!

Here is the complete game:

[Event "Shirley Herman's Wednesday Night Panera"]
 [Site "Colorado Springs, CO"]
 [Date "2014.06.18"]
 [Round "3"]
 [White "Herman, Rebecca"]
 [Black "Carson, Anthea"]
 [Result "1/2-1/2"]
 [ECO "A48"]
 [WhiteElo "1644"]
 [BlackElo "1763"]
 [PlyCount "122"]
 [EventDate "2014.??.?"]
 [WhiteTeam "1459605"]
 [BlackTeam "12614322"]

1. d4 Nf6 2. Nf3 g6 3. Bf4 c5 4. c3 cxd4 5. cxd4 Bg7 6. e3 O-O 7. Be2 d6 8. O-O Bd7 9. Nc3 Nc6 10. Rc1 Rc8 11. Qb3 b6 12. Rc2 Na5 13. Qa3 Bf5 14. Rcc1 Nc4 15. Bxc4 Rxc4 16. Qxa7 Nh5 17. Nd5 Rxc1 18. Rxc1 Nxf4 19. Nxe7+ Qxe7 20. Qxe7 Ne2+ 21. Kf1 Nxc1 22. Qxd6 Rc8 23. Qxb6 Nxa2 24. Qa5 Bd3+ 25. Ke1 Bc4 26. Nd2 Bf8 27. Kd1 Bb4 28. Qa4 Be6 29. Nb3 Bxb3+ 30. Qxb3 Rc1+ 31. Ke2 Ra1 32. Kf3 Bf8 33. Qa4 f5 34. h3 Kf7 35. Qa6 h5 36. Kf4 Bh6+ 37. Ke5 Bg7+ 38. Kd6 Bf8+ 39. Kd7 Kg7 40. Kc7 Rc1+ 41. Kd8 Nb4 42. Qb7+ Kh6 43. Ke8 Bd6 44. Qb6 Rc6 45. Qb5 Rc8+ 46. Kd7 Rb8 47. Qa4 Bh2 48. g3 h4 49. gxh4 Rb7+ 50. Kc8 Rc7+ 51. Kd8 Nc6+ 52. Ke8 Re7+ 53. Kf8 Rc7 54. f4 Bg3 55. h5 Bh4 56. hxg6 Kxg6 57. Qa6 Be7+ 58. Ke8 Bd6 59. Qc4 Re7+ 60. Kf8 Rf7+ 61. Ke8 Re7+ 1/2-1/2

You can play through this game here: <http://www.viewchess.com/cbreader/2014/6/21/Game295495206.html>

Answer:

Anthea somehow missed a mate in two and went for a perpetual check with Rf7+ Re7+ Rf7+, etc.

Better was moving the rook anywhere on the e-file (d7 works also), forcing the king to g8, then back rank mating with Re8# such as

60...Rxe3+ 61.Kg8 Re8#

60...Re6+ 61.Kg8 Re8#

60...Re4+ 61.Kg8 Re8#

60...Re5+ 61.Kg8 Re8#

60...Rd7+ 61.Ke8 Rd8#

This was a pretty crazy game where Black was playing with three pieces against a Queen, so was probably pretty mentally exhausted after 60 moves.

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Too Small to Fail

“The journey of a thousand miles begins with one step ~ Lao Tzu

This position comes from the 2014 New Mexico vs Colorado, Rocky Mountain Team Chess Championship game between Victor Huang and Jeff Serna.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to talk about the idea of "Mini Habits" from the book [Mini Habits: Smaller Habits, Bigger Results](#) by Stephen Guise.

First a definition from the book: "A mini habit is a VERY small positive behavior that you force yourself to do every day".

In the book the author gives a great example of a mini habit - doing one push up.

He talks about how he was having a hard time getting motivated to exercise. The thought of working out everyday for 30 minutes was overwhelming to him. But then he had an idea - what if I just do ONE pushup?

He wrote a blog post about this called "The One Push-up Challenge", which you can read here: <http://deepexistence.com/take-the-one-push-up-challenge/>

This idea later grew into a book, which I really enjoyed reading, and is packed with good ideas.

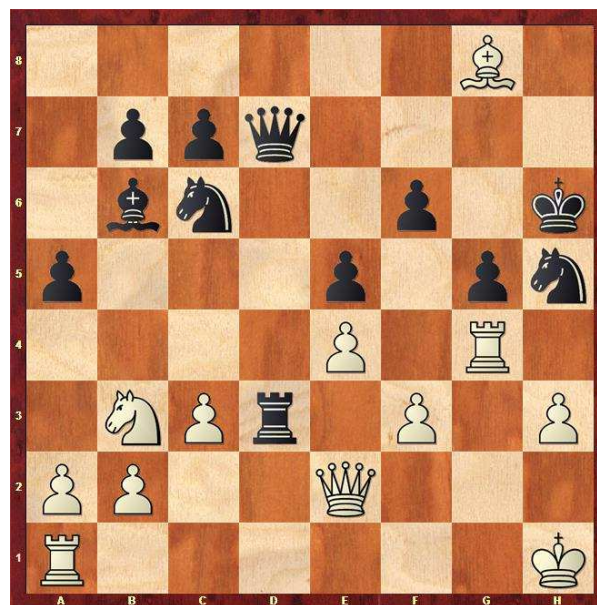
People will sometimes say to me things like "I don't have time to study chess" or "I will never finish your book with 1001 tactics", etc, etc.

I think these types of things are perfect to make into Mini-Habits.

Trying to solve 1001 problems in one sitting WOULD be over whelming.

So why not make a mini habit to solve one problem.

That's it.



By setting a challenge to solve one chess problem, you make it a mini habit, that is "too small to fail".

Almost no one is going to say "I don't have time to solve one chess problem per day".

By solving this one chess problem a day, you will start to build a positive habit towards chess improvement. Often the hardest thing is just getting started. Once you get started it is easier to go on and solve a second chess problem, a third, etc.

But even if you only solve one chess problem, that is infinitely better than solving NO chess problems for that day.

So the next time that you start to feel overwhelmed about something, think of a way that you can break it down into a stupidly small goal, that is "too small to fail".

Here is the complete game:

[Event "Rocky Mountain Team Chess Challenge 2014"]
 [Site "Internet Chess Club"]
 [Date "2014.06.14"]
 [Round "2"]
 [White "Huang, Victor"]
 [Black "Serna, Jeffrey"]
 [Result "0-1"]
 [ECO "C44"]
 [WhiteElo "1948"]
 [BlackElo "2027"]
 [PlyCount "64"]
 [EventDate "2014.???.??"]

1. e4 e5 2. Nf3 Nc6 3. d3 Nf6 4. g3 d5 5. Nbd2 Bc5 6. Bg2 dxe4 7. dxe4 Bg4 8. h3 Bh5 9. O-O Qe7 10. c3 a5 11. Qe1 Rd8 12. Kh1 Rd3 13. Nh4 O-O 14. g4 Bg6 15. Nf5 Qd7 16. Nb3 Bb6 17. Bg5 Bxf5 18. gxf5 Nh5 19. Rg1 Kh8 20. Bf1 Rd6 21. Qe2 g6 22. Qf3 f6 23. Bh6 Rg8 24. fxg6 hxg6 25. Bc4 Kh7 26. Bxg8+ Kxh6 27. Rg4 Rd3 28. Qe2 g5 29. f3 Qxg4 30. hxg4 Ng3+ 31. Kg2 Nxe2 32. Be6 Nf4+ 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2014/6/21/Game327294153.html>

Answer: 29...Qxg4!! got a double exclamation from Fritz 13. This move wins a rook. If **30. hxg4 Ng3+** forks the White King and Queen. If **30. Qxd3 Qxh3#**

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Sowing and Reaping

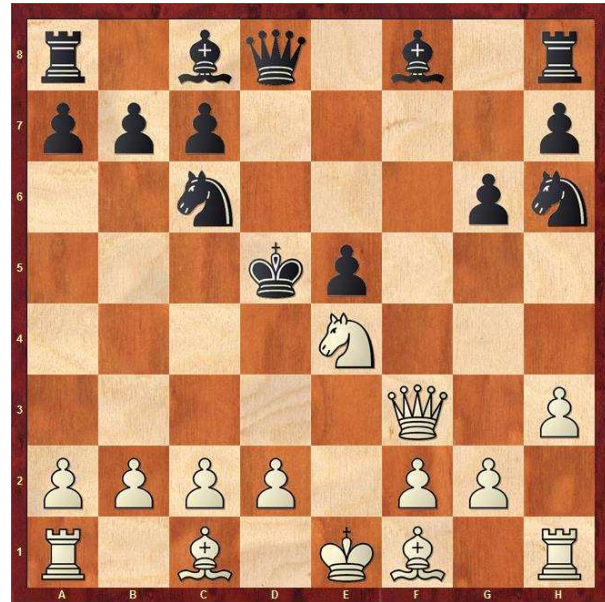
“Everything comes to him who hustles while he waits ~ Thomas A. Edison

This position comes from the game Napoleon Bonaparte vs Madame De Remusat, Chateau de Malmaison (1804), and was featured on the post *10 Most Amazing Chess Combinations Ever*, by Yury Markushin, which you can read here: <http://thechessworld.com/learn-chess/18-general-information/409-10-most-beautiful-chess-combinations-ever>

In the position on the right it is **White to move**.

Answer below.

Today I would like to share an excerpt from the excellent book [The Inexplicable Laws of Success: Discover the Hidden Truths that Separate the 'Best' from the 'Rest' \(Classic Edition\)](#) that I really liked.



For its first four years, the Chinese bamboo plant doesn't show any visible evidence of growth. Imagine that, FOUR FULL YEARS! But then, in the fifth year, in a six-week period, the plant grows a staggering 30 meters! In that first four years, unseen, and hidden from the world, the plant was putting down stabilizing roots; roots that will sustain the enormous upward growth that is to come. The World Book Encyclopedia records that a bamboo plant can grow one meter in a single 24 hour period.

Our results in life often resemble that of the Chinese bamboo plant. There is a critical time period between starting something and enjoying the returns that come from that endeavor. During this period, many people become impatient because, despite their efforts, they cannot see progress. They lose faith, give up and say, 'It didn't work for me.' They are experiencing the law of sowing and reaping in action.

To succeed in any endeavor, there is a period of working and waiting. We cannot simply plant a seed and expect to reap the rewards immediately. There is a natural progression of events from seeding to harvest and this is how it works:

1. We will reap *if* we sow.
2. We reap *what* we sow.
3. We reap *after* we sow.
4. We reap *more* than we sow.
5. We must *nurture* what we have sown.
6. The most significant harvest usually requires the *longest time* to reach its reaping season
7. We must be *patient*

I have seen many chess players who are like the Bamboo plant. It doesn't look like they are making progress, but they keep "planting seeds" by studying, reviewing their losses, and learning from mistakes. Eventually they shoot up very quickly, just like the bamboo plant.

Here is the complete game:

```
[Event "Chateau de Malmaison"]
[Site "Rueil-Malmaison, France"]
[Date "1804.03.20"]
[EventDate "?"]
[Round "?"]
[Result "1-0"]
[White "Napoleon Bonaparte"]
[Black "Madame De Remusat"]
[ECO "A00"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "27"]
```

```
1. Nc3 e5 2. Nf3 d6 3. e4 f5 4. h3 fxe4 5. Nxe4 Nc6 6. Nfg5 d5
7. Qh5+ g6 8. Qf3 Nh6 9. Nf6+ Ke7 10. Nxd5+ Kd6 11. Ne4+ Kxd5
12. Bc4+ Kxc4 13. Qb3+ Kd4 14. Qd3# 1-0
```

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1250611>

Answer:

White has a very beautiful checkmate with **12. Bc4+ Kxc4 13. Qb3+ Kd4 14. Qd3#**

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Correlation Causation

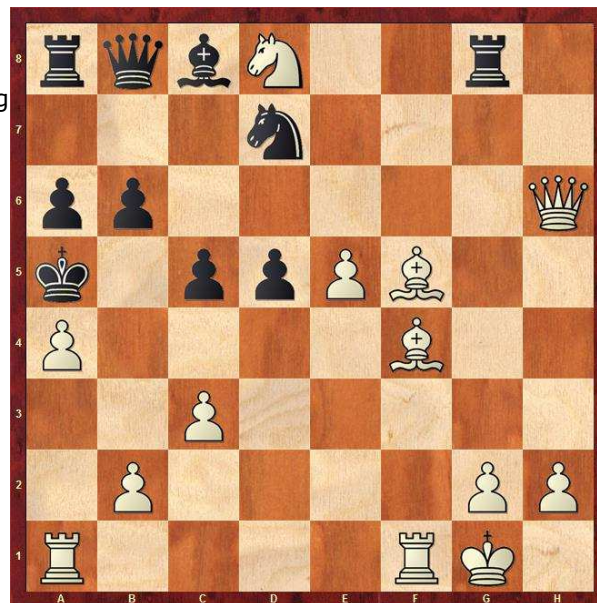
“*what works for player A, with his unique background and predelictions, might fail miserably for player B. ~ NM Dan Heisman*

This position comes from a simul game played by Garry Kasparov in 2004, and was featured on the Chess Mastery blog here, <http://www.chessmastery.co.uk/tactics/chess-tactic-kasparov-missed-this-mate-in-1/>

In the position on the right it is **White to move**.

Answer below.

I was recently reading an interesting Question and Answer session with National Master Dan Heisman on chess.com, which you can read here: <http://www.chess.com/article/view/qampa-with-coach-heisman-jun-27-2014>



In the article Dan discusses something that see a lot of on internet chat boards. A chess player will do "X", sees some kind of rating improvement ("Y"), and then tells everyone else that they need to do "X" as well.

Now, I am certainly guilty of doing this myself. I like to tell everyone they should study tactics, because the study of tactics has helped my game a lot.

Dan makes a good point that there are often lots of other factors that you might not see.

For a true beginner chess player, they probably know so little, that pretty much ANYTHING they learn will help their game. Most chess players have only read a very small subset of all of the possible chess materials out there, so they can only recommend what they have already read.

I think that some of the advice that is thrown around just to make the writer sound cool. People love to recommend "study endgames", because they know that most chess players do not enjoy the study of endgames. So if they have studied endgames, that makes them sound cool, and really hard working. But for an 1100 rated player, this might not make the most sense, especially if they are dropping pieces in the opening, and are unlikely to even reach an endgame.

I know for me personally, my results on the chessboard are often a direct reflection of what is going on in my personal life. When I am well rested and not stressed, I tend to do well. When I am "burned out" and exhausted, I tend to do poorly. If I did not recognize these factors, I might

attribute the results to other things - for example, whatever book I am reading at the time. "I read XYZ, and my rating went up 100 points!" But reading XYZ had almost nothing to do with it - it was due to the fact that I was getting a proper 8 hours of sleep the nights before the tournament.

Wikipedia has some good examples of "Correlation does not imply causation", http://en.wikipedia.org/wiki/Correlation_does_not_imply_causation. The example of pirates causing global warming is especially amusing.

I recommend taking Dan's advice, and viewing the recommendations of others with a grain of salt.

Here is the complete game:

```
[Event "Sao Paulo 450 anniv sim"]
[Site "Sao Paulo"]
[Date "2004.08.21"]
[Round "?"]
[White "Kasparov, Garry"]
[Black "Tambasso, Claudia"]
[Result "1-0"]
[ECO "C05"]
[WhiteElo "2817"]
[PlyCount "57"]
[EventDate "2004.08.21"]
[EventType "simul"]
[EventRounds "17"]
[EventCountry "BRA"]
[Source "ChessBase"]
[SourceDate "2004.11.03"]
```

```
1. e4 e6 2. d4 d5 3. Nd2 Nf6 4. e5 Nfd7 5. f4 c5 6. c3 Nc6 7. Ndf3 Be7 8. Bd3
a6 9. Ne2 b6 10. O-O Bb7 11. f5 h6 12. Nf4 exf5 13. Bxf5 g6 14. Nxg6 Rg8 15.
Nf4 Bg5 16. e6 fxe6 17. Nxe6 Qb8 18. Nfxg5 hxg5 19. Qh5+ Ke7 20. Bxg5+ Kd6 21.
Bf4+ Nce5 22. dxe5+ Kc6 23. Qh6 Bc8 24. Nd8+ Kb5 25. a4+ Ka5 26. b4+ cxb4 27.
cxb4+ Kxb4 28. Nc6+ Kc5 29. Rfc1# 1-0
```

You can play through this game here: <http://www.viewchess.com/cbreader/2014/7/5/Game1503844786.html>

Answer:

Kasparov missed a mate in one with **26.Nc6#** but still won the game 3 moves later.

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A Tangled Webb

“The surest way to make use of your superior playing strength is to keep the game simple ~ Simon Webb, *Chess for Tigers*”

This position comes from the game Fabiano Caruana vs Ruslan Ponomarev, Dortmund Sparkassen Chess Meeting (July 2014), and is one that Judit Polgar posted on her facebook fan page, <https://www.facebook.com/pages/Judit-Polgar-Official/294908720520513>

In the position on the right it is **White to move**.

Answer below.

I got a very nice email from Dr. Heiko Meider who told me that he has been enjoying my Tactics time books, and had a really good comment on my "101 Tactics Tips" ebook.

Dr. Meider writes (most of the email edited out):

I also want to point out that your tip number 3 "When playing much weaker opponents (300 rating points below you at least) try to make the game as tactical as possible." somewhat contradicts the tip Simon Webb gives in his book "chess for tigers" in chapter 5 "How to catch rabbits" (retranslation from the German edition, in the original the words are probably different, as in the following quote). On page 41 he states "The surest way to make use of your superior playing strength is to keep the game simple". However he reasons that the superior positional understanding of the better player will lead to the win, so the advice might not be good for a player who is merely tactically superior.

Tim's response:

Hey thanks Dr. Meider for the email!

That is an interesting point that you mention, and that Simon Webb brings up. I know that a lot of GMs will use this idea when playing in a simul. They keep it very simple, and win using their "superior playing strengths" and "positional understanding" over the long haul.

Here is the scenario that I have seen happen very often, which is why I brought it up...

A 1500 is playing a 1200 rated player. The 1500 plays an "non tactical" opening like "The



English", and adopts a set up like c4, Nc3, g3, Bg2, 0-0, Nf3, etc.

It is a very "safe" and "simple" position.

The problem is that it is also safe and simple for his much weaker opponent!

The 1200 player playing against this can pretty much "do anything", and be pretty safe. They can just develop normally, and get a decent position.

The problem is that the 1500 hasn't given the 1200 enough rope to hang himself!

These types of games sometimes end up going down into a draw, which is pretty much a "loss" for the higher rated players.

Related story:

I am not sure if you saw my "bulletproof monk" newsletter....(http://archive.aweber.com/tacticstime/DaWF9/h/Tactics_Time_Chess_Newsletter_.htm)

I realized after this event that I was playing these games against the public much different than the other monks had in the past.

I was playing as aggressive as possible - going for cheap, one ply, tricks and tactics, playing gambits, going for fools mate, and scholars mate, bringing my queen out early, etc.

As a result, I often won these games in under 10-15 moves, and very quickly. My opponent might see "cheap tricks #1 and #2", but often missed "cheap trick #3".

Most of the other monks in the past would follow the "Webb advice", and play safe, wait for a mistake, and grind out a win. They played against the public the same way they would play against a tournament player. This works as well, so isn't "wrong", but these monks are using a lot more time and energy per game, playing fewer games over a day, and in the long run are making less money, because the more people you beat, the more money you make.

At the end of the day, Paul Anderson said it was the most money anyone had made in 12 years. I attribute that mostly to the style of play I was using... (of course there are other factors, like weather, etc)

So really, when you are playing a weaker opponent, pretty much any "strategy" should work as long as you make better moves, but I think my strategy can also save time and energy (which can be important in a long tournament).

Note: I am not recommending playing "cheap tricks and traps" against tournament players, the way I did in the monk story, the point was to "play tactical".

The other thing for me personally is that I am kind of a "one trick pony". If I tried to play a purely positional game against a weaker player, there is a good chance I might lose! I know many "weak" players that might be "2000" positionally, but "1300" tactically! I am more like "2000" tactically, and "1300" positionally lol.

As my friend Francisco likes to say - "Styles make fights", and there are lots of ways to win a chess game.

Sorry that turned into a rant here - but it is a very interesting subject that you raise! I think one could argue it both ways. So I certainly don't want to say Simon Webb is "wrong" :-)

Appreciate it!!

Cheers,
Tim

Here is the complete game:

[Event "Sparkassen Chess Meeting"]
 [Site "0:52:33-0:51:33"]
 [Date "2014.07.13"]
 [EventDate "2014.07.12"]
 [Round "2"]
 [Result "1-0"]
 [White "Fabiano Caruana"]
 [Black "Ruslan Ponomarev"]
 [ECO "C42"]
 [WhiteElo "?"]
 [BlackElo "?"]
 [PlyCount "81"]

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.Nc3 Nxc3 6.dxc3 Be7
 7.Be3 Nc6 8.Qd2 Be6 9.O-O-O Qd7 10.Kb1 Bf6 11.h3 h6 12.b3 a6
 13.g4 O-O-O 14.Bg2 g5 15.Nd4 Nxd4 16.cxd4 d5 17.f4 gxf4
 18.Bxf4 h5 19.g5 Bg7 20.Rde1 h4 21.Be5 Rdg8 22.Qf4 Qd8 23.Bf1
 Kb8 24.Bd3 Bc8 25.Kb2 Bxe5 26.Rxe5 Rg7 27.a4 a5 28.Ka2 Ka7
 29.Qd2 Kb8 30.Qf4 Ka7 31.Rhe1 Bxh3 32.Rh1 Bc8 33.Rxh4 Rxh4
 34.Qxh4 b6 35.Qh6 Rg8 36.Qc6 Be6 37.g6 Rg7 38.gxf7 Bxf7 39.Re7
 Qxe7 40.Ba6 Kxa6 41.Qa8# 1-0

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1761859>

Answer:

White has a really pretty mate with **39.Re7! Qxe7** (39... Be8 40. Rxe8) (39... Qa8 40. Rxc7+) **40.Ba6!** threatening 41. Qb7# **40...Kxa6 41.Qa8#**

Happy Tactics!

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Mastery

“The future belongs to those who learn more skills and combine them in creative ways.”
~ Robert Greene, *Mastery*

This position comes from the game Zane Eisen vs John Hartmann, US Open, Round 1, July 29, 2014, played in Orlando Florida.

In the position on the right it is **White to move**.

Answer below.

Today I would like to share a quote from the outstanding book [Mastery](#), by Robert Greene.

"The biggest obstacle to becoming great at something is impatience.

If you're in a rush, you want to skip the basics and jump to the prize right away, but it doesn't work like that.

You have to put in the time if you want to become good, and if you want to see results... Love to learn learning. Learn to love the process of showing up every day to practice. This is the path."

In the book [Do What You Love: Essays on Uncovering Your Path in Life](#), Henri Junttila writes:

"Practice is nothing more than taking steps on a daily basis to grow.

To learn more.

Often that means making mistakes, and learning from them.

Sometimes it means taking a course, reading a book, or working with a coach.

Above all, it means taking what you've learned so far, and putting it into practice".

I get a lot of emails from people who tell me that the Tactics Time books have really helped



their game. Typically the people who get the best results tell me that they do a few problems every day - even if it is just a few minutes. They have a very consistent approach, work on getting just a little bit better each day, and focus on really mastering the basics.

Here is the complete game:

[Event "US Open"]
 [Site "Orlando, FL"]
 [Date "2014.07.29"]
 [Round "1.136"]
 [White "Eisen, Zane"]
 [Black "Hartmann, John"]
 [Result "1-0"]
 [ECO "C01"]
 [WhiteElo "2150"]
 [BlackElo "1742"]
 [PlyCount "81"]

1. e4 e6 2. d4 d5 3. exd5 exd5 4. Bd3 Nc6 5. c3 Bd6 6. Qf3 Be6 7. Ne2 Qf6 8. Bf4 O-O-O 9. Nd2 Bxf4 10. Qxf4 Kb8 11. Nb3 Qxf4 12. Nxf4 Bc8 13. a4 Nf6 14. f3 Ne7 15. a5 Nf5 16. Kf2 g5 17. Ne2 Rde8 18. Ng3 Nd6 19. Nd2 c6 20. Ndf1 Re7 21. Ne3 Rhe8 22. Rae1 Kc7 23. Re2 h5 24. h4 g4 25. Rhe1 b6 26. b4 bxa5 27. bxa5 Nb5 28. Bxb5 cxb5 29. Nxb5 g3+ 30. Kf1 Nxb5 31. Nxd5+ Kd6 32. Rxe7 Rxe7 33. Nxe7 Be6 34. d5 Bd7 35. Nc6 Bf5 36. Nb4 Nf4 37. Re8 Ng6 38. h5 Ne7 39. h6 Kd7 40. Rf8 Bg6 41. h7 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2014/8/3/Game1921235039.html>

Answer: 29. Nxb5! is an alert move that wins a pawn, and deflects the Black Knight on f6 from its critical defensive duty of the d5 pawn.

If **29...Nxb5 30.Nxd5+** grabs another pawn with check, **30...Kd6 31.Nxe7** and White picks up a Rook. White wins a Rook and two pawns for his Knight.

The best response for Black is to give up the exchange right away with **29...Rxe3 30.Rxe3 Rxe3 31. Rxe3 Nxb5**, where they are down a pawn and the exchange.

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Like a Reinfeld Cowboy

“Some chess masters write as if they were addressing a convention of grand masters somewhere on Mount Olympus. ~ Fred Reinfeld from *Why You Lose at Chess* (New York, 1956)

This position comes from the game Fred Reinfeld vs Joseph Richman Marshall CC Championship (1940)

In the position on the right it is **White to move**.

Answer below.

Some interesting information about Fred Reinfeld...

From Wikipedia, http://en.wikipedia.org/wiki/Fred_Reinfeld

Fred Reinfeld was one of the most prolific authors in history, having written or co-written over 100 books.

Most were about chess, including books

- on the opening (*Winning Chess Openings*),
- the middlegame (*1001 Winning Chess Sacrifices and Combinations*),
- and game collections (*Great Brilliancy Prize Games of the Chess Masters*),

as well as biographies of

- Alexander Alekhine,
- José Raúl Capablanca,
- Paul Keres,
- Emanuel Lasker (co-written with Reuben Fine),
- Paul Morphy (Andrew Soltis completed and published this book years after Reinfeld's death),
- and Aron Nimzowitsch.

Most of Reinfeld's chess books, such as *The Complete Chess Player*, were geared toward novice players. Many players received their first introduction to the game through his books. Reinfeld also wrote books for more advanced players, but they sold fewer copies. In 1996, Reinfeld became the 26th person inducted into the U.S. Chess Hall of Fame, and the first inducted primarily for his



writing.

Although Reinfeld is remembered today for his writing, he was also one of the strongest players in the United States. He was ranked sixth in the country on the first rating list issued by the United States Chess Federation in 1950, after Reuben Fine, Samuel Reshevsky, Alexander Kevitz, Arthur Dake, and Albert Simonson.

Reinfeld won the 1933 New York State Championship, finishing all eleven rounds undefeated, ahead of Fine, Anthony Santasiere, and Arnold Denker.

During his career, he won games against grandmasters Reshevsky (twice), Fine, Frank Marshall, and Denker, and drew against world champion Alexander Alekhine.

Here is the complete game:

[Event "Marshall CC Championship"]
[Site "New York, NY"]
[Date "1940.??.?"]
[EventDate "?"]
[Round "?"]
[Result "1-0"]
[White "Fred Reinfeld"]
[Black "Joseph Richman"]
[ECO "D30"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "33"]

1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.e3 e6 5.Bd3 Nbd7 6.Nbd2 c5 7.O-O
Qc7 8.b3 e5 9.cxd5 Nxd5 10.Bb2 Bd6 11.Rc1 O-O 12.dxe5 Nxe5
13.Nxe5 Bxe5 14.Bxe5 Qxe5 15.Rxc5 b6 16.Nf3 Qh5 17.Rxd5 1-0

You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1661595>

Answer: 17. Rd5! wins a piece. If Black recaptures with **17...Qxd5 18.Bxh7+** with a discovered attack on the Black Queen. **18...Kxh7 19.Qxd5**

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Your Friend,





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Kaizen

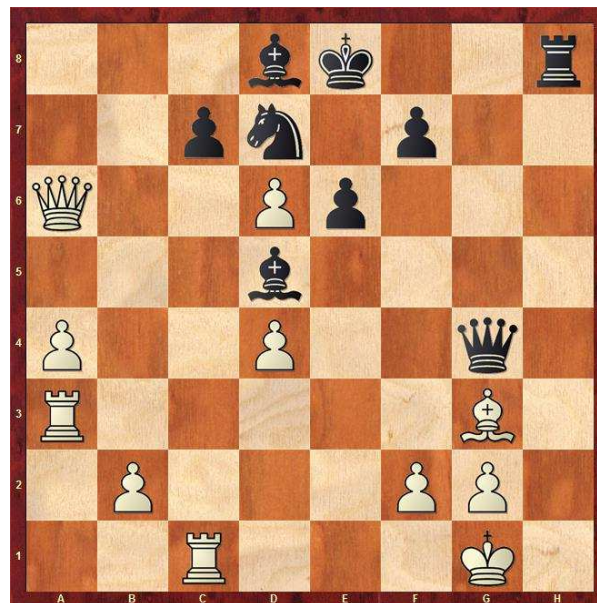
“When something goes wrong, ask *WHY* five times”. ~ sign over the door of Toyota's Georgetown, Kentucky factory

This position comes from the game FM Alexey Grishin (2334) vs LM Joel Johnson (2200), April Quads Chess.com, 2014.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to share an excerpt from the excellent book, [The Talent Code: Greatness Isn't Born. It's Grown. Here's How.](#) which was recommended to me by my friend Jeff Baffo.



Thirty years ago Toyota was a middling-size car company.

Now it is the world's largest automaker.

Most analysts attribute Toyota's success to its strategy of *kaizen*, which is Japanese for "continuous improvement" and which just as easily could be called corporate deep practice.

Kaizen is the process of finding and improving small problems. Each employee, from the janitor on up, has authority to halt the production line if they spot a problem. (Each factory has pull cords on the factory floor, called andons.)

The vast majority of those changes are small: a one foot shift in the location of a parts bin, for example. But they add up. It's estimated that each year Toyota implements around a thousand tiny fixes in each of its assembly lines, about a million tiny fixes overall.

Kaizen is a great concept, and one I have mentioned before, but I think it bears repeating. A huge key to success in any area, including chess, is to take small steps toward improvement every day. Each little improvement might not mean much individually, but when you combine them, they compound like interest, and over time lead to massive improvement.

Here is the complete game:

[Event "April Quads"]
[Site "Phoenix, Arizona"]
[Date "2014.05.05"]
[Round "1"]
[White "Grishin, Alexey"]
[Black "Johnson, Joel"]
[Result "0-1"]
[ECO "B00"]
[WhiteElo "2334"]
[BlackElo "2229"]
[PlyCount "46"]

1. d4 b5 2. e4 a6 3. Nf3 Bb7 4. Bd3 Nf6 5. Qe2 e6 6. O-O d6 7. a4 b4 8. c3 bxc3
9. Nxc3 Nbd7 10. Bg5 h6 11. Bh4 g5 12. Bg3 Be7 13. e5 Nd5 14. Nxd5 Bxd5 15.
Bxa6 h5 16. h3 g4 17. hxg4 hxg4 18. Nh2 Bh4 19. Nxc4 Qg5 20. Ra3 Rxa6 21. Qxa6
Qxc4 22. Rc1 Bd8 23. exd6 Rh1+ 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2014/8/16/Game93966094.html>


Answer:

Black has a beautiful mate in 3 with **23...Rh1+ 24.Kxh1 Qh3+** the g-pawn is pinned **25.Kg1 Qxc2#**

Happy Tactics!

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Gorillas in our Midst

“When people devote their attention to a particular area or aspect of their visual world, they tend not to notice unexpected objects, even when those unexpected objects are salient, potentially important, and appear right where they are looking. ~ Chapter 1, "The Invisible Gorilla"

This position comes from the game Paul Covington vs Brian Wall, Panera Bread, August 2014.

In the position on the right it is **Black to move**.

Answer below.

Today I would share to share an excerpt from the book [The Invisible Gorilla: And Other Ways Our Intuitions Deceive Us](#) by Christofer Chabris and Daniel Simons.

This book was brought to my attention by Life Master Joel Johnson of Arizona. Joel is doing a lot of investigation and reading about psychology for his upcoming book "Mental Perceptions", which is the kind of stuff I love! Joel is friends with one of the authors which is pretty cool!

I had heard of this experiment before, but wasn't aware that there was a book about it.

Here is the experiment if you would like to try it yourself.

Watch this video, and silently count the number of passes made by the players wearing WHITE while ignoring any passes by the players wearing BLACK.

<https://www.youtube.com/watch?v=vJG698U2Mvo>

Ok don't read the questions until you have watched the video - it is only a little over a minute long.

OK, done?

Now answer these questions:



How many passes did you count?

Did you notice anything unusual while you were doing the counting task?

Did you notice anyone other than the players?

Did you notice a gorilla?

Now, the gorilla is the main point of the experiment. About half of the people who watch the video notice the gorilla, and half do not.

If you didn't see the gorilla the first time, go back and watch it again (without worrying about counting the passes).

The experiment shows how selective our attention can be. We can miss the "obvious" and even the bizarre (like a gorilla!)

Anyone who plays chess can know how frustrating this can be!

In fact many of the tactics in our kindle books are rather "obvious" once you know there is a tactic, but players miss these all the time in real games - just like a gorilla walking in the middle of a basketball court thumping his chest!

I remember my very first game at the Denver chess club. I was so focused on my attack, that I completely missed a checkmate threat that my opponent had!

The whole book talks about these types of "illusions" that our mind creates. Good stuff!

Here is the complete game:

[Event "Panera Bread Powers"]
[Site "Colorado Springs, Colorado"]
[Date "2014.08.20"]
[Round "3"]
[White "Covington, Paul"]
[Black "Wall, Brian"]
[Result "0-1"]
[ECO "A40"]
[WhiteElo "1800"]
[BlackElo "2240"]
[PlyCount "60"]
[EventDate "2014.??.?"]
[WhiteTeam "12044640"]
[BlackTeam "10923344"]

1. d4 Na6 2. Bf4 Nh6 3. e3 g6 4. h3 f6 5. c4 Nf7 6. Nc3 e5 7. dxe5 fxe5 8. Bg3 Bg7 9. Nf3 O-O 10. Be2 d6 11. O-O Nc5 12. Rc1 a5 13. b3 e4 14. Nd4 Ne5 15. Bxe5 Bxe5 16. f4 exf3 17. Bxf3 c6 18. Qe2 Qg5 19. Bd5+ cxd5 20. Rxf8+ Kxf8 21. Qf3+ Kg7 22. Rf1 Bd7 23. Nxd5 Bc6 24. Qf7+ Kh6 25. Nf3 Bxd5 26. Qxd5 Qxe3+ 27. Kh1 Ne4 28. Re1 Nf2+ 29. Kg1 Nxf3+ 30. Kh1 Qg1+ 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2014/8/22/Game659638792.html>

Answer:


Brian has been having lots of fun playing "The Lemming" opening, 1...Na6, in Colorado in 2014. Here the Lemming Knight delivers a nice smothered mate with

28...Nf2+ 29.Kg1 Nxf3+ 30.Kh1 Qg1+ 31.Nxg1 Nf2#

Happy Tactics!

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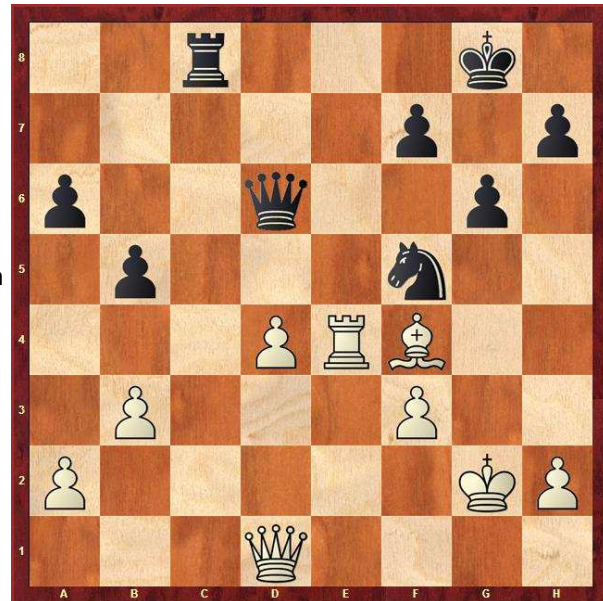
Spotlight Effect

“The psychological equilibrium of the players is out of balance” ~ official complaint lodged by Viktor Korchnoi and three other players when having to play Tony Miles, who was laying on a massage table (more details below).

This position comes from a game played between GM Viktor Korchnoi and GM Tony Miles, Tilburg, 1985. It was brought to my attention from GM Andy Soltis' September 2014 Chess Life article, "Of Bathtubs and Massage Tables", where he mentioned that Tony Miles played this game while laying on a massage table because of his bad back. You can see a picture of Miles playing on the massage table here: http://files.chesscomfiles.com/images_users/tiny_mce/billwall/miles.jpg

In the position on the right it is **Black to move**.

Answer below.



Today I would like to talk about something that I have been aware of in concept, but never knew the name of until recently, which is the "spotlight effect".

I was recently listening to a podcast between Tim Ferriss and Stephen Dubner, who is a coauthor of the excellent book *Freakonomics*, and the various followup books. Tim Ferriss, who has written excellent books like *The Four Hour Work Week*, asked Dubner what advice he would give to an 18 year old version of himself.

Dubner's answer was that he would tell the 18 year old version of himself not to worry about what other people think, and not be afraid to take chances or try new things. He mentioned the "spotlight effect", which means that we all think we have a spotlight shining on us.

BTW, you can listen to the podcast here: <http://fourhourworkweek.com/2014/05/19/think-like-a-freak/> The part about the spotlight effect is near the end. I recommend both Tim's podcast, and Dubner's *freakonomics* podcast if you like this sort of thing. Both are on iTunes.

from wikipedia: http://en.wikipedia.org/wiki/Spotlight_effect

The spotlight effect is the phenomenon in which people tend to believe they are noticed more than they really are. Being that one is constantly in the center of one's

own world, an accurate evaluation of how much one is noticed by others has shown to be uncommon. The spotlight effect was first reported in 1999, when Thomas Gilovich and Kenneth Savitsky coined the term. The reasoning behind the spotlight effect comes from our human tendency to forget that although one is the center of one's own world, one is not the center of everyone else's. This tendency is especially prominent when one does something atypical. Research has empirically shown that such drastic over-estimation of one's effect on others is widely common. Many professionals in social psychology encourage people to be conscious of the spotlight effect and to allow this phenomenon to moderate the extent to which one believes one is in a social spotlight.

Basically what this means is that no one really cares that much about what you are doing, and not as much as you might think. While you might have a spotlight on yourself, others have their own spotlight on them, not you.

I remember when I first became single in my 30s, after being married for a number of years. I would go out to bars and clubs, and try to meet women and make new friends. At first it was quite difficult, because I had never done this before, and I was shy, and concerned about what other people would think.

But after a while, I realized - hey! nobody really cares! Nobody cares if this girl talks to me or not, or if I get a fake phone number, or slapped across the face, or anything. This lifted a huge burden off my shoulders, and made it much easier to meet new people.

I think the same is true with chess. I know some people are worried about playing in a tournament, because they might not do well, or might make a blunder, and when they lose, they get super upset. I have had friends quit chess because they could not handle the pressure of the game.

In reality all of this pressure is just them putting a spotlight on themselves, that no one else is using. No one really cares if you blunder, or win, or lose. Everyone else has the spotlight on themselves as well!

Chess is supposed to be fun. There is no sense beating yourself up when you lose or make a mistake. These are all just part of the learning process. And if you are worried about what other people think, or that your image is going to be ruined, the truth is that other people aren't thinking about you and your chess game as much as you might think!

Here is the complete game:

```
[Event "Tilburg"]
[Site "Tilburg"]
[Date "1985.09.08"]
[EventDate "?"]
[Round "8"]
[Result "0-1"]
[White "Viktor Korchnoi"]
[Black "Anthony Miles"]
[ECO "A15"]
```

[WhiteElo "2630"]
 [BlackElo "2570"]
 [PlyCount "68"]

1. Nf3 Nf6 2. c4 b6 3. g3 c5 4. Bg2 Bb7 5. O-O g6 6. e3 Bg7
 7. d4 cxd4 8. exd4 Qc8 9. Na3 d5 10. Re1 dxc4 11. Qa4+ Nbd7
 12. Qxc4 a6 13. Qe2 O-O 14. Bg5 Bd5 15. Qxe7 Re8 16. Qb4 Qb7
 17. Nh4 Bf8 18. Qa4 Ne4 19. Bf4 Rac8 20. Rac1 b5 21. Qd1 Ndf6
 22. f3 Nd6 23. b3 Nh5 24. Bd2 Be7 25. Rxc8 Rxc8 26. Nc2 Bxh4
 27. gxh4 Nf5 28. Nb4 Nxh4 29. Nxd5 Qxd5 30. Bh6 Nxc2 31. Kxc2
 Ng7 32. Re5 Qd6 33. Re4 Nf5 34. Bf4 Qxf4 0-1

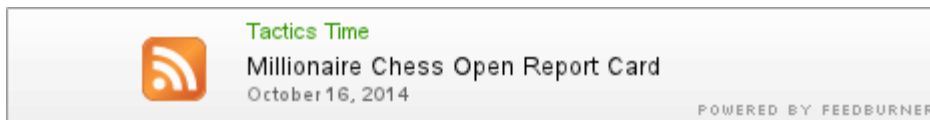
You can play through this game here: <http://www.chessgames.com/perl/chessgame?gid=1082954>

Answer:

34...Qxf4! 35.Rxf4 Ne3+ 36.Kg3 Nxd1 and Black is up a piece and ready for a nice swedish massage and back rub.

Happy Tactics!

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LMGTFY

“If it isn't on Google, it doesn't exist. ~ Jimmy Wales

This position comes from my game against Shannon Fox at the Thursday night Panera Bread tournament in Colorado Springs, September 2014.

In the position on the right it is **Black to move**.

Answer below.

Today I would like to talk about something so stupid, and so obvious, that I probably shouldn't even have to mention it.

This is something that everyone should know at this point, but it seems that many people do not.

Want to know what I am talking about?

It is this thing called.... Google!

Google is amazing! You go to <http://www.google.com> and ask it a question, and google helps you get the answer you are looking for!

Now why do I mention this?

Because at least once a day, and sometimes more, someone asks me a question, I go on google, search that question, and give the person that answer.

Apparently I am not the only one who runs into this, because there is even a site called <http://lmgtfy.com/> which stands for "Let me google that for you". It is a pretty funny site, where you can google something for someone else, then they get a screen showing you typing it into google, then the results (which obviously they could have done).

Now not *everything* can be found on google - but a lot can be found there.

As you might know I work full time as a software engineer. Compilers and "virtual machines" often spit out very long and obscure errors and "exceptions". For example last week I got an error that said "javax.net.ssl.sslpeerunverifiedexception peer not authenticated". Instead of asking a



co-worker "what does this mean", I just paste it into google, and google points me at a website that helps me fix the problem!

Amazing!

People love to ask me questions like - "How do I email a game in chessbase", or "How can I put a game on my website", "how do I publish a kindle book", etc, etc. Now these are perfectly fine questions, and I don't get upset by them, but honestly one could get an answer a lot faster by using google, than asking a person like me, then waiting for a response :-)

Here is the complete game:

[Event "Panera Bread Academy September 2014"]
[Site "Colorado Springs, CO"]
[Date "2014.09.18"]
[Round "3"]
[White "Brennan, Tim"]
[Black "Fox, Shannon"]
[Result "0-1"]
[ECO "A47"]
[WhiteElo "1904"]
[BlackElo "1745"]
[PlyCount "58"]

1. d4 Nf6 2. Bg5 e6 3. Nf3 Be7 4. e3 b6 5. Bd3 Bb7 6. Nbd2 Nc6 7. c3 Qc8 8. Qe2 a5 9. Bf4 Nh5 10. Bg3 Nhg3 11. hxg3 h6 12. e4 Ba6 13. Nc4 b5 14. Nce5 Nxe5 15. Nxe5 c6 16. Qh5 Rf8 17. d5 b4 18. dxe6 dxe6 19. c4 Bf6 20. f4 Qc7 21. O-O-O Bxe5 22. fxe5 O-O-O 23. Rhf1 Rd7 24. g4 Qb6 25. b3 Qe3+ 26. Kc2 Rxd3 27. Rfe1 Rc3+ 28. Kb1 Qf2 29. g5 Rc2 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2014/9/21/Game479866111.html>


Answer:

Shannon found **26...Rxd3!** It looks at first glance like the bishop on d3 is protected, but it really isn't. If **27.Rxd3 Qe2+** forks the White King and Rook on f1. Black comes out ahead a piece, and white's position is a mess!

Happy Tactics!

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Mean Regression

“Are you familiar with the term 'regression to the mean',” Deaton explaining to Scott the cruel ways in which the world works on the tv show "Teen Wolf"

This position comes from my game against Sara Herman from the September 2014 Panera Bread Academy tournament in Colorado Springs.

In the position on the right it is **Black to move**.

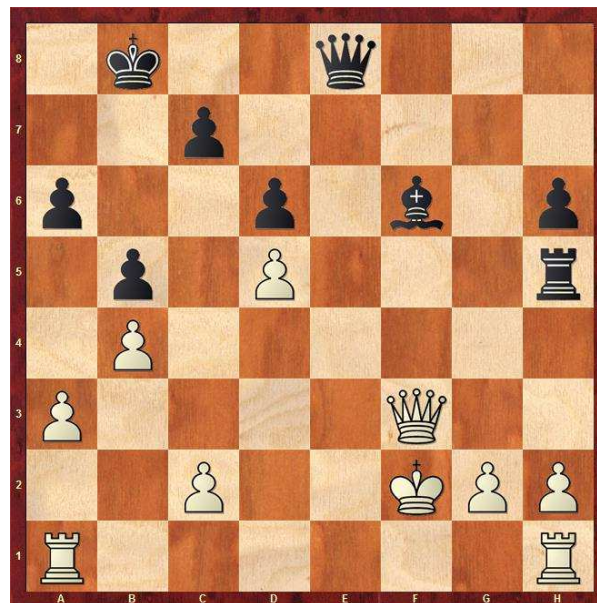
Answer below.

Today I would like to talk about an idea from the world of statistics that I think many chess players would benefit from knowing about.

This idea is called "regression to the mean".

From wikipedia:

http://en.wikipedia.org/wiki/Regression_toward_the_mean



In statistics, regression toward (or to) the mean is the phenomenon that if a variable is extreme on its first measurement, it will tend to be closer to the average on its second measurement--and, paradoxically, if it is extreme on its second measurement, it will tend to have been closer to the average on its first. To avoid making incorrect inferences, regression toward the mean must be considered when designing scientific experiments and interpreting data.

Here is an example from the sports world (from rationalwiki.org/wiki/Regression_to_the_mean).

This observation has been tagged the "Sports Illustrated Jinx". The jinx states that a player or team featured on the cover of a sports magazine such as *SI* is likely to have a disappointing year the following season (or even a disappointing game the following week). But if you think about it, a player is only likely to make the cover once, and for some surprisingly good performance - something truly spectacular that requires not only their superlative skill, but also lots of luck to beat the superlative skill of their competitors. Athletes on the cover of *Sports Illustrated* are likely to be at the very top of their game, and at the top, the most likely direction to move next is *down*. The next year, although the player may still be as skilled, he or she will not be

as lucky, and post scores closer to "typical".

I will sometimes have people send me an email that says something like "Tim! Help! I have lost 5 games in a row!! What should I do??"

I normally give a respond telling them that slumps happen to everyone, and give some advice like make sure they get enough sleep, study tactics, etc. Basically, "take a chill pill".

Most of the time they write back 2-3 weeks later and say "Thanks! That helped!"

Now the truth is, my advice may have helped - OR (more likely) it could have just been a regression to the mean!

People mess up this kind of correlation and causation all the time.

This happened to me in summer 2013. I was crushing it - and gained a lot of rating points in a short amount of time. So what was inevitable after this? A regression to the mean.

Now some people think there is no "luck" in chess, and this is probably true, but I do think there is luck in a chess TOURNAMENT.

What pairings do you get? Did you get paired against a guy that just got off a 10 hour day at work, and got 2 hours of sleep the night before? Or did you get paired against an under rated kid who is on summer vacation, and has been spending 3 hours a day working with the Ukrainian Grandmaster coach that his parents hired. These two players might have identical ratings on paper, but one is clearly the tougher opponent.

These types of things can affect your tournament results and your rating. Just because you had a good score in a tournament does not mean you played well (your opponents could have blundered, or the top seeds got knocked out early and you never had to face them) and just because you had a bad score does not mean you played poorly (you could get "unlucky" like in the above example).

In the long run the rating IS an accurate reflection of your skill, but these little types of road bumps and winning streaks sometimes need to be taken with a grain of salt.

Entire books have been written on the idea of "regression to the mean", and I am just scratching the surface here, but I wanted to at least introduce the idea or give a refresher :-)

Here is the complete game:

[Event "Panera Bread Academy September 2014"]
[Site "Colorado Springs, CO"]
[Date "2014.09.25"]
[Round "4"]
[White "Herman, Sara"]
[Black "Brennan, Tim"]
[Result "0-1"]
[ECO "B00"]

[WhiteElo "1602"]
 [BlackElo "1904"]
 [PlyCount "97"]
 [EventDate "2014.???.?"]

1. d4 b5 2. e4 a6 3. Nf3 Bb7 4. Qd3 Nf6 5. d5 e6 6. Bg5 h6 7. Bxf6 gxf6 8. Be2
 d6 9. a3 Nd7 10. b4 Bg7 11. Nc3 Qe7 12. Nd4 Ne5 13. Qg3 Rg8 14. Bh5 O-O-O 15.
 dxe6 fxe6 16. Qh3 Kb8 17. Qxe6 Qf8 18. Qb3 Qe7 19. Qe6 Qf8 20. Nd5 Bh8 21. Qf5
 Rg5 22. Qh3 Bc8 23. Qc3 Qg7 24. f4 Rxh5 25. fxe5 Bb7 26. Ne6 Qd7 27. Nxd8 Qxd8
 28. exf6 Bxd5 29. exd5 Bxf6 30. Qf3 Qe8+ 31. Kf2 Bd4+ 32. Kg3 Qg6+ 33. Qg4 Rg5
 34. Qxg5 Qxg5+ 35. Kf3 Bxa1 36. Rxa1 Qf6+ 37. Kg4 Qxa1 38. Kh5 Qxa3 39. Kxh6
 Qxb4 40. h3 Qd2+ 41. Kh5 Qxg2 42. h4 Qxc2 43. Kh6 b4 44. h5 b3 45. Kg7 b2 46.
 h6 b1=Q 47. Kf7 Qh7+ 48. Ke8 Qbg6+ 49. Kd8 0-1

You can play through this game here: <http://www.viewchess.com/cbreader/2014/9/28/Game119699364.html>

Answer:

One additional way to apply "regression to the mean" in when you are playing a lower rated player.

Say you are rated 1900, and your opponent is rated 1600 (which was the case in this game).

Your opponent might make 30 moves in a row that are amazing. BUT, the more moves they make, the more likely their moves will suffer a "regression to the mean".

For the first 31 moves of this game, Sara played like a 2000+ player. But then she suffered a "regression to the mean", and could not keep that up pace, and made a "1300" level move, which cost her a huge upset win over me. (This is also a reason I advocate not resigning against lower rated players, and making them "prove it" - everyone's tendency to have a regression to the mean, might mean they blunder, and let you back in the game).

Here I played **31...Bxd4+** (not capturing the white rook right away). This puts white in a bad situation.

If **32.Kf1 Bxa1** wins the rook for nothing (instead of just winning the exchange and a pawn if I had played 31...Bxa1 32.Rxa1 Rxh2)

In the game Sara responded **32.Kg3** which is very dangerous. I played **32...Qg6+** (32...Qe5+ is also crushing) and the game continued **33.Qg4 Rg5** pinning the Queen to the King.

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Scotch on the Rocks

“*I should never have switched from Scotch to Martinis. ~ Humphrey Bogart*”

Today's newsletter comes from one of my newsletter readers, Richard Dickinson, with a blitz game that he played on FICS (Free Internet Chess Server).

In the position on the right it is **White to move**.

Answer below.

Richard writes:

Hi Tim

I have just played a blitz game that threw up an interesting tactic.

I wonder if it might be interesting to feature as a Tactics Time Newsletter issue?

The game was a Scotch Ghulam Khassim variation opening where I played white and I unexpectedly found my bishop pair attacked by a black rook.

My initial thought was I've just lost a piece but then I thought maybe there is a tactic to gain some compensation here.

So I had a look and started to think which bishop would be best to save and why and what compensation might I get.

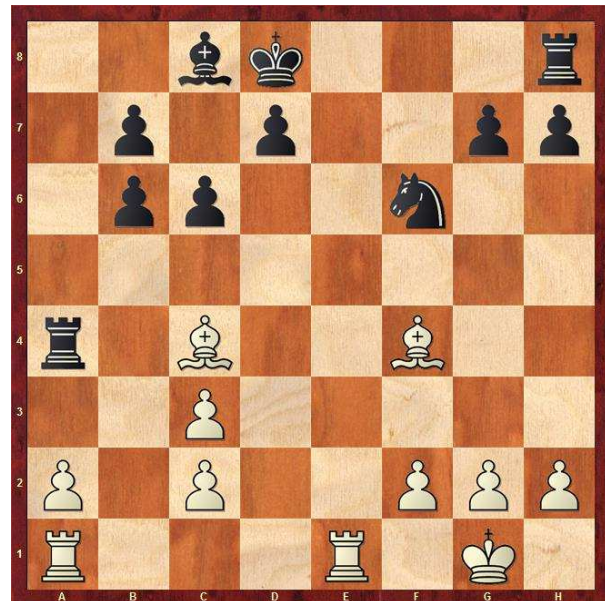
There are possibilities here including pinning the black knight and then capturing it to get an isolated pawn for black.

I then thought if only I could find a check here I could save my bishop.

Then I saw that if I played my dark squared bishop to e3, it could capture the black pawn on b6 with check but that would also be mate!

That would be more than fair compensation for losing the light squared bishop if black overlooked this and played RxBc4.

So that is exactly what happened and I mated black with a simple but nonetheless



effective tactical move combination!

This is an example of where a tactic can save a potential disaster and while this was good, I kicked myself for not being aware black could play Ra4 to threaten both bishops and so I was lucky to find this good tactic to win the game with.

At least I didn't panic and play a rubbish move to just lose a bishop and by thinking and using a tactic ended up with a win.

What do you think? Would this be suitable for a Newsletter issue?

I hope you like it and find it slightly interesting as a chess tactic and if so, I would be honored for you to use it.

I look forward to hearing from you.

Thanks and best wishes

Richard

Tim's reply:

Thanks Richard! Great stuff!

Here is the complete game:

[Event "rated blitz match"]
[Site "Free Internet Chess Server"]
[Date "2014.10.18"]
[Round "?"]
[White "Dickinson, Richard"]
[Black "msorgonok"]
[Result "1-0"]
[ECO "C45"]
[WhiteElo "1187"]
[BlackElo "1220"]
[PlyCount "33"]
[EventDate "2014.??.?"]
[TimeControl "300"]

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Nxd4 Nxd4 5. Qxd4 Qf6 6. e5 Qb6 7. Qxb6 axb6
8. Nc3 c6 9. Bf4 Be7 10. Be2 f6 11. exf6 Bxf6 12. O-O Bxc3 13. bxc3 Nf6 14. Bc4
Ra4 15. Rfe1+ Kd8 16. Be3 Rxc4 17. Bxb6# {msorgonok checkmated} 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2014/10/19/Game97523837.html>

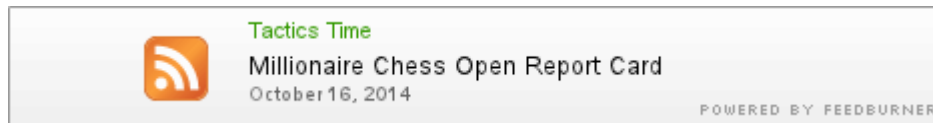
Answer:

As mentioned above, Richard found himself with both of his bishops under attack after 14...Ra4. Richard didn't panic and found the nice resource of **16. Be3** in the above position, which threatens the mate **17.Bxb6#**, and doesn't give Black time to take the bishop on c4.

In the game Black fell for this, and got mated.

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Prep School

“Our early attempts at a tractor beam went through several preparations. Preparations A through G were a complete failure. But now, ladies and gentlemen, we finally have a working tractor beam, which we shall call... Preparation H. ~ Dr. Evil from Austin Powers: International Man of Mystery (1997)

This game was played between Josh Bloomer (2256) and Mark McGough (1769) at the 2014 Colorado Springs City Championship, Round 1, October 14, 2014.

In the position on the right it is **White to move**.

Answer below.

Some more reader mail today:

Kevin writes:

Hello Tim,

I have a question. What is the best way for a 1400 rated player to prepare for a tournament?

The tournament is the Susan Polgar Tournament on 11/1/14. I am playing in the U12 section.

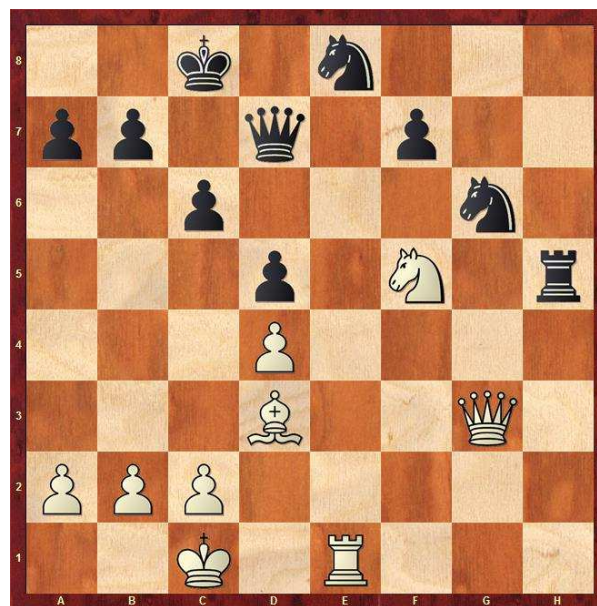
Thanks Kevin

My response:

Hey Kevin,

Well I think that most of the games that are going to be played in a tournament and section like that are going to be decided by some kind of tactic. So I would recommend to work on your tactics (as opposed to things like openings, endgames, etc).

If you know who your opponents are, and have some access to their past games, you



could play through some of their games with a computer. See what kind of openings they play, how they typically win games, or lose them, etc.

You could do the same with your past games - put them in a computer and try to see what kind of things you are missing or doing well.

Also, play some practice games at the same time control if it is practical, and especially if it is a time control that you are not used to. For example, if it is G/30, and you mostly play blitz, that might seem like a long time. But if it is G/30, and you are used to playing G/120, that might seem really fast!

Hope that helps :-)

Cheers,
Tim

Here is the complete game:

[Event "Colorado Springs City Championship"]
[Site "Colorado Springs, CO"]
[Date "2014.10.14"]
[Round "1"]
[White "Bloomer, Josh"]
[Black "McGough, Mark"]
[Result "1-0"]
[ECO "B06"]
[WhiteElo "2256"]
[BlackElo "1769"]
[PlyCount "57"]
[EventDate "2014.???.??"]

1. e4 d6 2. d4 g6 3. Nc3 Bg7 4. f4 c6 5. Nf3 d5 6. e5 Bg4 7. Be3 e6 8. h3 Bxf3
9. Qxf3 h5 10. g3 Na6 11. O-O-O Nc7 12. Bd3 Ne7 13. g4 Qd7 14. Rhg1 hxg4 15.
hxg4 Bh6 16. Ne2 O-O-O 17. Rdf1 Rdg8 18. Ng3 Ne8 19. f5 Bxe3+ 20. Qxe3 gxf5 21.
gxf5 Rh3 22. Qf4 exf5 23. Nxf5 Rxc1 24. Rxc1 Ng6 25. Qg4 Rh2 26. Qg3 Rh5 27. e6
Qxe6 28. Re1 Qd7 29. Rxe8+ 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2014/10/19/Game98812140.html>

Answer: 29.Rxe8+ Qxe8 30.Rd6+ forks the Black King and Queen.

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Decision Fatigue

“There is nothing so useless as doing efficiently that which should not be done at all.” - Peter F. Drucker

This game was played between Jeffrey Baffo and Jason Loving at the Denver Chess Club Saturday G/30 tournament on November 8, 2014.

In the position on the right it is **White to move**.

Answer below.

Recently I was listening to Tim Ferriss's excellent podcast "The Tim Ferriss Show", and he was talking about an interesting idea that I think we can all relate to.

This idea is called "Decision Fatigue".

You can listen to the podcast here, <http://www.stitcher.com/podcast/tim-ferriss-show/the-tim-ferriss-show/e/ep-44-how-to-avoid-decision-fatigue-35995239> and it is about 17 minutes long.

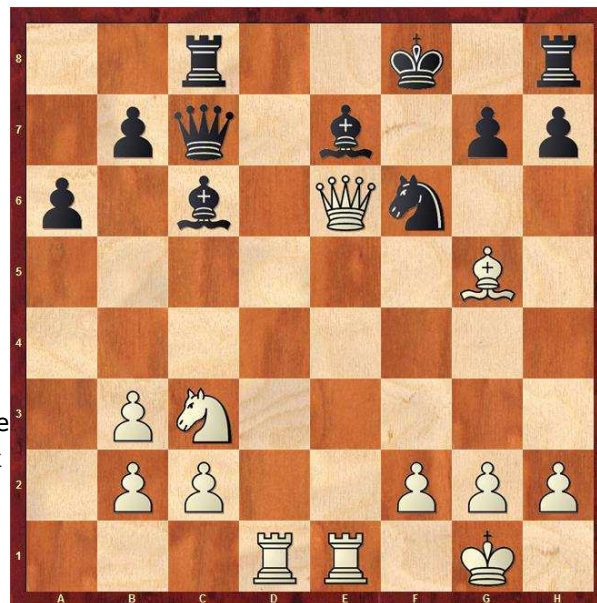
The basic idea is that we all get a certain amount of "bandwidth" when it comes to making decisions. Each little decision that we have to make wears us down, and gives us "fatigue".

In today's world we have more decisions than ever to make. Instead of just getting a "cup of coffee" when you walk into a coffee shop you are now overwhelmed with an almost infinite list of possible drink combinations. All of these little decisions we constantly have to make start to add up over time.

This is the reason that people like Steve Jobs would wear the exact same outfit every single day (Black Shirt and Blue Jeans). He wanted to avoid using his decision bandwidth on something like "what to wear", so it could save it for more important things like "how much memory should an iPhone have" or other things related to his visions.

When you look at a game of chess, it is basically a series of decisions. You are constantly needing to decide "What move should I make?".

Now say you play a game in the evening after you have had a day full of decisions? Naturally at this point you are going to be having some decision fatigue. This is going to impair your decision



making ability. Basically you will not have the willpower to make "good" decisions (moves).

So how to avoid this? Well, entire books have been written on this subject, but the basic idea is that you want to limit the amount of little decisions that you are making on a daily basis.

Building healthy routines can help. Try to avoid agonizing over small decisions. Getting lots of rest and taking naps is a good way to help reset your decision fatigue as well.

Also, just being aware of this idea helps. You might realize that the decisions you make on Friday afternoon after a long week at work or school are not as good as the decisions that you might make on Sunday evening after your batteries have been recharged, so wait to make important decisions at that point.

Here is the complete game:

[Event "DCC Saturday #1"]
 [Site "Denver, CO"]
 [Date "2014.11.08"]
 [Round "2"]
 [White "Baffo, Jeffrey"]
 [Black "Loving, Jason"]
 [Result "1-0"]
 [ECO "A00"]
 [WhiteElo "1773"]
 [BlackElo "2090"]
 [PlyCount "57"]

1. Nc3 c5 2. d4 cxd4 3. Qxd4 Nc6 4. Qh4 Nf6 5. e4 Qb6 6. Nf3 d6 7. Bc4 e6 8. O-O a6 9. Bb3 Qc7 10. Bg5 Be7 11. Rad1 Na5 12. Rfe1 Nxb3 13. axb3 Bd7 14. e5 dxe5 15. Nxe5 Bc6 16. Qc4 Rc8 17. Nxf7 Kxf7 18. Qxe6+ Kf8 19. Bf4 Qxf4 20. Qxe7+ Kg8 21. Qe6+ Kf8 22. Qxc8+ Ne8 23. Rd5 g6 24. Rde5 Kg7 25. Re7+ Kh6 26. Qh3+ Kg5 27. R7e4 Qd6 28. Qh4+ Kf5 29. g4# 1-0

You can play through this game here: <http://www.viewchess.com/cbreader/2014/11/15/Game223284901.html>

Answer: This game is full of tactical brilliancies by Jeff in a nice 300 point upset. He started off with a great knight sacrifice on f7, then followed up with this nice tactic **19.Bf4!** This move deflects the Black Queen from guarding both the rook on c8 and the bishop on e7.

In the game black played **19...Qxf4** and Jeff continued with the accurate play **20.Qxe7+** (not Qxc8+) **Kg8** (only move) **21. Qe6+** forking the Black King and Rook. This continuation leaves White up a Rook and two Pawns for a Bishop.

This is a great game to play through, and I really enjoyed it. Joel Johnson is planning on putting it in one of his future books as well. Well done Jeff!

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Your Friend,



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July 2014 Tactics Time Column

November 9, 2014

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