



CPSC Chess

<http://www.employees.org/~stannous/chess>

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Letter to Parents and Caregivers

I hope your child is enjoying the chess club so far. During the last few weeks we've been going over the basic rules of chess and slowly introducing variations of the game that involve team play. Please take some time each week and review the basic rules of the game and play a few games of chess with your child. I sent home a handout of the basic rules that includes some general ideas about opening strategies that are important to reinforce during the week. You can find this handout as well as the checklist page, a handout on reading and writing chess notation, as well as free computer software. Just visit the web page mentioned in the title of this newsletter.

Also, please try to work through the homework assignments given at the end of this newsletter. It's easiest to set up a board and work with your child to explore all the possible moves that result in a checkmate. This can be rather difficult at first but with practice, children can start to see patterns more quickly as they become more comfortable with the process. If you get stuck, feel free to call or email me.

-Sam Tannous (403-0559, sam.tannous@gmail.com)

Chess–Ajendrez–Schach–Échecs

While chess is thought to have originated around India about 1,500 years ago, it is played in every corner of the globe. Here are the names and pictures of the chess pieces in French, Spanish and German.

Picture	English	Spanish	German	French
	King	Rey	König	Roi
	Queen	Dama	Dame	Dame
	Rook	Torre	Turm	Tour
	Bishop	Alfil	Läufer	Fou
	Knight	Caballo	Springer	Cavalier
	Pawn	Peón	Bauer	Pion

Profile: Maurice Ashley, IGM

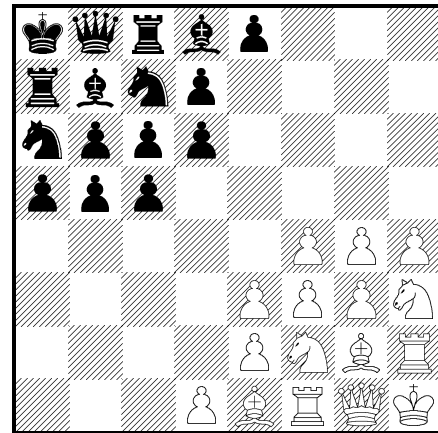
Born March 6, 1966 in St. Andrew, Jamaica, Maurice Ashley's family moved to Brooklyn when he was 12 and he took up the game of chess after learning the moves from his brother. After being beaten his initial game against a friend, he went to the library and was inspired by a book on former American World Champion, Paul Morphy. At that moment, he fell in love with chess.



Even though he couldn't make his high school chess team at Brooklyn Tech, he began to play in local tournaments. Later he sharpened his game by playing a group of Black masters in the club called the Black Bear Chess Club. Maurice's progress was rapid as he earned the rank of National Master in 1986, eclipsed the 2400 barrier (peaked at 2606!) and later earned the rank of International Master in 1993. After taking a break from his successful coaching career, he earned his last GM norm at the Manhattan Invitation in March 1999 becoming the first U.S. African-American to earn the coveted title of **International Grandmaster**.

Maurice has been very popular, appearing in national and international media on countless programs,

and in addition, has achieved worldwide fame in the chess world by serving as commentator in the Kasparov-Short and Kasparov-Deep Blue matches. He also has one of the best instructional CD-ROM programs on the market entitled, "Maurice Ashley Teaches Chess." The interactive format combined with Ashley's trademark exciting sports analogies makes learning chess both easy and entertaining. As a player, his most recent success has been his string of strong performances at the Foxwoods tournaments. In the 2002 Foxwoods tourney, he finished second, and as a result, qualified for the 2003 U.S. Championship which will take place in Seattle. His mixture of charisma, poise, and intellectual acuity exemplifies a shining example of a chess master we can be proud of. You can learn more about Maurice Ashley by visiting his website <http://www.mauriceashley.com>.



One of the more interesting chess variations I've run across recently is called Alice Chess. It takes you into a chess dream-world where the logic is disturbingly different from normal and space is strangely distorted. The variant was of course inspired by Lewis Carroll's **Through the Looking Glass and what Alice Found There** and is very appropriately named.

Chess Variations

One of the most popular chess variations is called Bughouse. This is a version played with teams of two players sitting side by side playing another team of two other players across two chess boards. The team members have opposite colored pieces and play two separate games. The only twist is that when a player captures an opponent's piece, she can hand it to her teammate. The teammate then has the option of placing the piece on her own board as her next move (or keeping it for a later move). The only restriction is that pawns may not be placed directly on the eighth rank for immediate promotion. If any player checkmates, both games are over. Bughouse is effective since players will often help each other and it is one of the simplest forms of team chess. I often pair up older and younger players during our meetings to help the younger players learn and to allow the older players to teach.

Children also commonly create their own variations (and rules!). I think you should encourage your child to create their own versions of chess (do you remember the 3-D chess that was played on some episodes of the early television series Star Trek?). Here's the starting position of a variation my daughter and I came up with recently:



There is essentially only one rule-change from normal chess: A second board is used, initially empty, and after a move, on either board, the moved piece is transferred to the square with the same coordinates on the other board. There are some supplementary rules to clarify the interpretation of this basic law:

1. A move must be legal on the board on which it is made. In particular the king cannot escape to the other board by a move through check. Here is a fool's mate game that illustrates this. The moves are: 1. e4 d6 2. Bc4 Qxd2 3. Bb5.

One might think that the king could escape to d8 on the second board, but d8 is controlled on the first board by Qd1, so Kd8 (or d7) would be a move through check. Note that the knight b8, bishop c8 and pawn c7 cannot stop the check by interposing, since they are immediately whisked off to the

second board, and the black queen cannot interpose at d7 since its move is blocked on the second board by the pawn d6.

2. A move cannot be made if its destination square on the other board is occupied. The occupant may be of either color.
3. En passant capture is abolished. The inventor of

Alice Chess, V. R. Parton, said nothing about the rule for en passant capture, but since the rule for orthodox chess can be interpreted in at least two different ways (does the capturing pawn have to be on the first or second board?) and is subverted by the fact that the square passed over may be occupied on the other board, it is usual to forgo it.

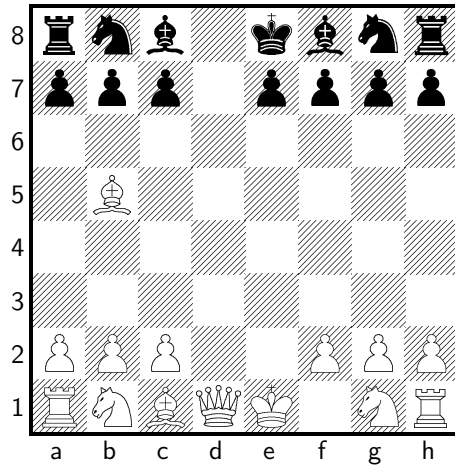


Figure 1: Fools's Mate in Alice Chess

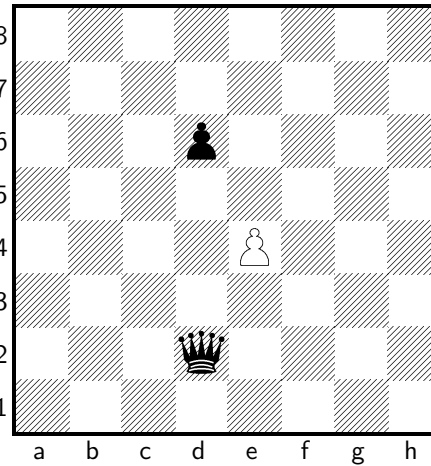


Figure 2: Alice Chess: The Other Board

Books and Software

I've put together a strong chess playing program (called Crafty) with a good interface (called Winboard) into one zipped file. Having an ever ready silicon opponent can be nice when your sibling is tired of being beaten. This chess program is also quite useful for analyzing chess games that you can get from books or the Internet. The program is available on our website in the section called *Chess Playing Software*. I've also listed a free website I've played on that lets you play chess online against other people. As far as good

beginner chess books, I would recommend *Bobby Fischer Teaches Chess* in paperback for about \$8 (ISBN: 0553263153).

Chess Problems

Here are some problems to work on. In each problem, it's white's turn to move and you need to figure out how white can checkmate black in the specified number of moves.

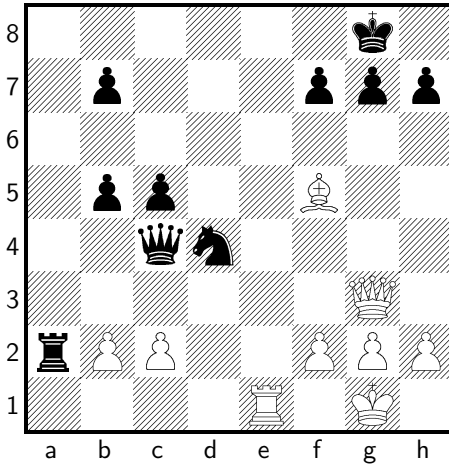


Figure 3: White to Mate in 1

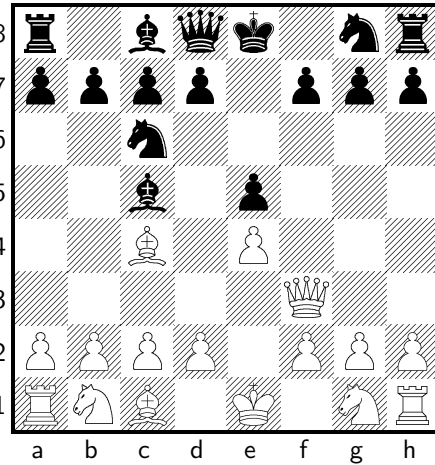


Figure 4: White to Mate in 1

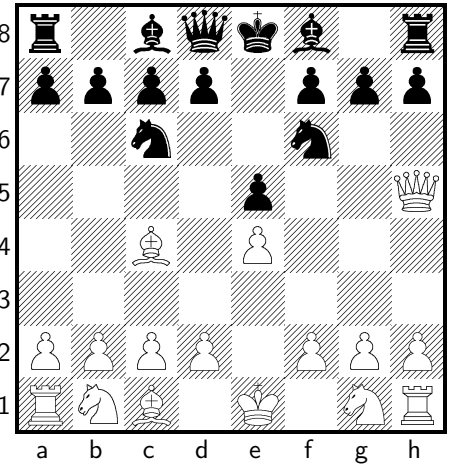


Figure 5: White to Mate in 1

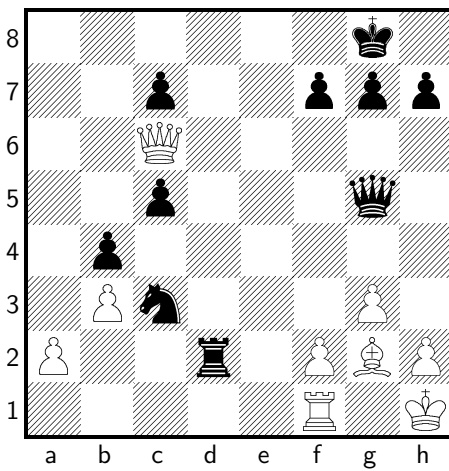


Figure 6: White to Mate in 1

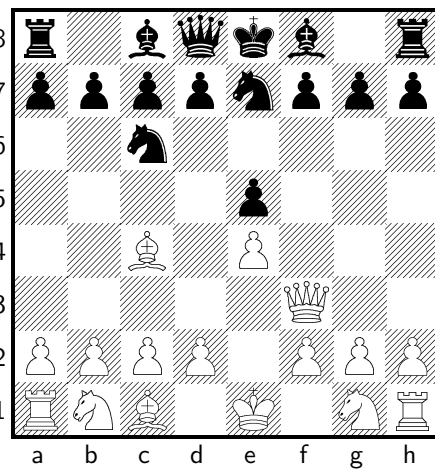


Figure 7: White to Mate in 1

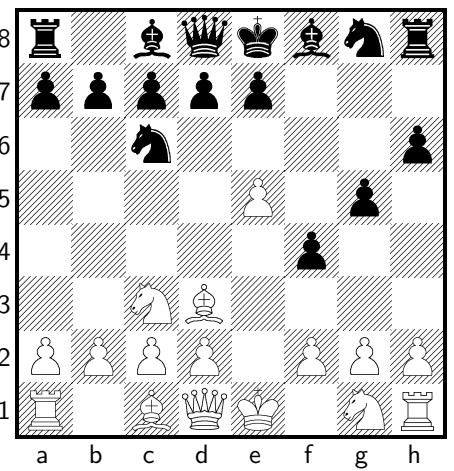


Figure 8: White to Mate in 1

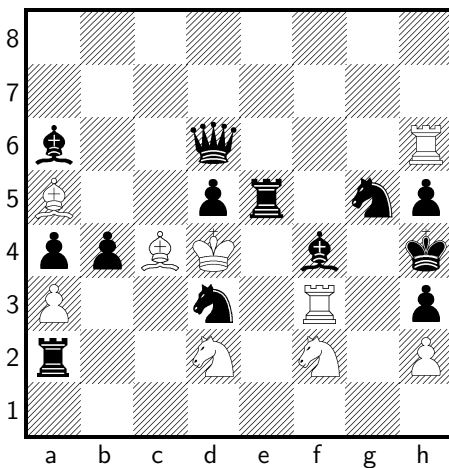


Figure 9: White to Mate in 2 Moves

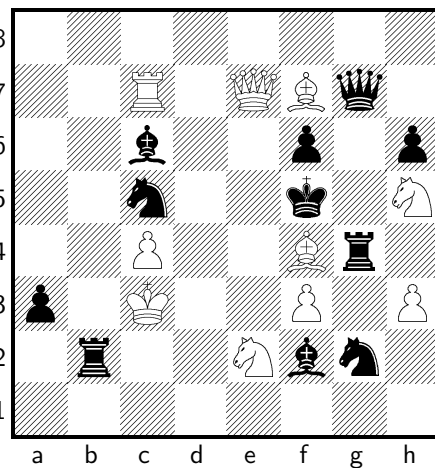


Figure 10: White to Mate in 2 Moves

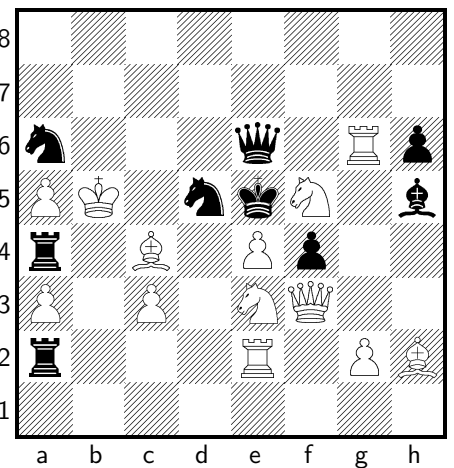


Figure 11: White to Mate in 2 Moves