



# NEWSLETTER ISSUE NO. 2 APRIL 2017



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## CHESS CLUB TRIAL MOVE IN MAY

**WHERE:** Lake Champlain Waldorf School

**122 Bostwick Road, Shelburne, VT 05482**

Bostwick Road intersects Route 7 at the SE corner of Shelburne Museum property. At the traffic light, head West and the school is 100 yards down on the right.

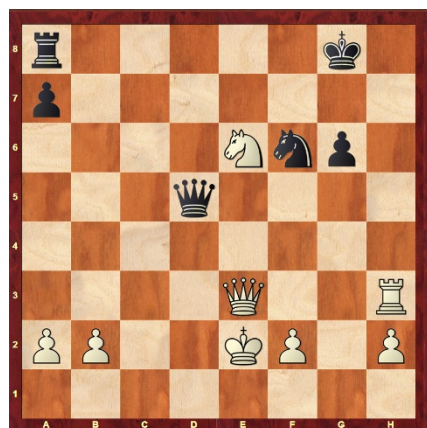
**WHEN:** 7:00 PM, THURSDAY, MAY 4TH, MAY 11,  
MAY 18 AND MAY 25, 2017

**WHY:** In one of its first actions, the new Board of Directors voted to have a one month trial of the new Shelburne site.

**MEMBERS:** This newsletter will only be as good as members make it with their submission of games or articles of interest to chess players. Please email to Dave Carter, editor/publisher [carterd253@hotmail.com](mailto:carterd253@hotmail.com)



Puzzler A



Puzzler B

The positions above are White to move and win (answers on page 4).

*Minutes of Board of Directors Meeting: March 25, 2017*  
**Club Members Present:** Dave Carter, James Asaro, Ted Fink, Ted Zilius, Parker Montgomery and Bill McGrath.

*This small group spent several hours discussing:*

- the Club's current financial status (see Treasurer's report);
- whether the Church on Dorset Street is sustainable;
- the Saint Joseph's school location;
- the Lake Champlain Waldorf School location.
- Carter proposed the Saint Joseph's school and the possibility of staying at the church with higher annual dues;
- The Board eventually voted to try the LCWS for the month of May and seek player input on May 25;
- The Board voted to establish annual dues as outlined in the Treasurer's report;
- The Board adjourned at approximately 11:00 am.

**CHESS CLUB TO MEET AT WALDORF SCHOOL  
(MAY 4TH, 11TH, 18TH & 25TH)**



**122 BOSTWICK ROAD, SHELBURNE  
ONLY 7.6 MILES FROM THE CHURCH**

**CHESS LESSONS!**

**FOR BEGINNERS & NOVICE PLAYERS**

The CCCC is offering a four-week chess course for beginning and novice strength players. National Master, Dave Carter will be teaching the course starting at 7:30 PM on May 4th, 11th, 18th, and 25th at the Lake Champlain Waldorf School. Start playing the very first night! Fee is only \$20.00 for the four-week session. Novice players who wish to can attend the last two lessons for \$15.00.

Please contact David Carter with questions or to register at [carterd253@hotmail.com](mailto:carterd253@hotmail.com) or by phone at (802) 324-1143. Please register by May 1.

Howard Staunton was an English chess master who is generally regarded as the world's strongest player from 1843 to 1851, largely based on his 1843 victory over Saint Amant.



**Treasurer's Report April 2017**

Current bank balance is \$266.01.

Our financial future, as discussed at our recent general meeting, is proposed as follows:

1. We will be meeting at the Lake Champlain Waldorf School ("LCWS") in May on a trial basis. The monthly rental of that facility is \$50. That trial month will be paid for from our bank account.
2. If the LCWS site is found to be the best option for the future of the CCCC, the Club will transition to annual dues for members and request \$2 donations from non-members to play on Thursday nights. Guests won't be charged for their initial visit/game.
3. Dues paying CCCC members will not pay a weekly fee for playing on Thursday nights.
4. Dues structure is to be as follows:

|         |                             |      |
|---------|-----------------------------|------|
| Adults: | Chittenden County residents | \$36 |
|         | Non-CC residents            | \$24 |
| Youth:  | (under 21)                  | \$12 |
5. Dues are payable annually.
6. LCWS students pay no dues or nightly fees.

Treasurer,

Ted Fink

**Choice Chess Curiosities**

by Ted Fink

**'Staunton' Chess Pieces**

Chess, a game of war, originated as far back as perhaps the 6th century in the Ganges basin of NW India. It was called Chaturanga, Sanskrit for four component parts representing the 4 divisions of the Indian Army.: infantry (pawns), horse cavalry (knights), horse-drawn chariots (rooks) and war elephant controlled by a mahout (bishops). These were all overseen by a shah (king) and his advisor (queen).

[continued on next page].

## **WELCOME TO OUR NEWEST MEMBERS:**

**Zachary Carvalho, Carleton Plourde, Rachel Zimet, Eva Zimet,  
Dan Lee, Christopher Lee and Tess Gordon**

Continued from page 2:

Over the centuries as conquest and trade spread it far and wide, many piece designs arose, some very ornate others minimalist making distinction among the various pieces difficult. Pieces were often tall, unsteady and easily tipped over or chunky making them difficult to grasp and move easily.

The need for an improved and standardized design became obvious and the efforts of three parties in the mid-19<sup>th</sup> century filled this void. John Jaques, a purveyor of games and toys in London, England, was also a skilled wood turner. He tasked his brother-in-law, Nathaniel Cook, with designing a set of chess pieces that would be economical to produce yet elegant in appearance and easy to grasp with a low center of gravity so as to be less tippy.

With Cook's design in hand Jaques turned and carved the beautifully elegant pieces pictured below.



The original Staunton design chess pieces.

The ebony and boxwood pieces were weighted with lead for added stability and the underside of each piece was covered with felt.

The king heights varied from 3.5 to 4.5 inches and the sets were sold in carton-pierre cases, each one numbered and autographed by Henry Staunton, who was reputed to be the best chess player in the world from 1843 to 1851.

The 'Staunton' pieces all had bases resembling broad molded bases of classical columns. Knights featured the sculpted head and neck of a horse. Kings, tallest of the pieces, was capped with a closed crown topped with a cross patt'ee (cross with almost triangular arms narrow in the middle and wide and square on the ends).

Queens, a bit shorter than the kings, was capped with a coronet topped with a plain ball. Rooks featured stylized crenellated battlements. Bishops had a westernized simple mitre. Pawns, smallest of the pieces were topped by plain ball. Pieces representing human characters (king, queen, bishop and pawns) have a flat disk separating the body from the head. This is called a collar.

Staunton endorsed and vigorously promoted the sets. The original ad in the Illustrated London News, edited by Nathaniel Cook, appeared September 8, 1849.

The 'Staunton' design subsequently saw wide use in tournament play and in 1924 was codified by the official approval of the FIDE, The World Chess Federation, as their choice of sets to be used in all future international tournaments.



### THURSDAY KNIGHT FIGHTS



#### Bob Nichols (1939) - Gary Bergeron (1720) [B41] Club Swiss, Round 3, 03/06/2017

**1.e4** One of two most popular (and best) opening moves. Starting with 1.d4 often leads to closed positions where the central pawns are locked or static. 1.e4 generally leads to more open games with an early pawn exchange and half-open center files. Both are equally good and are a matter of taste. **1...c5** This move signifies the Sicilian Defense which is the most popular opening in chess with both the professional and amateur player. It is a sharp open game with quick development and good attacking chances for both sides. **2.Nf3** White makes a good developing move and begins to clear the way for

castling. **2...e6** This one of many playable moves here for Black: 2...d6, 2...Nc6 and 2...g6 being the most popular. The move in the game stakes a claim to the critical d5 square, opens a line for the f8-bishop and delays giving white knowledge of his development plans. **3.d4** (diagram)



Position after 3.d4

This is the most common move in this position. When I was playing 1.e4 I always played 3.c3 before playing d4 to recapture on d4 with a pawn. 3.d4 does give up a center pawn for a flank pawn, but it opens the position and often gives White play on the semi-open d-file and kingside attacking chances. **3...cxd4** It is best to exchange pawns before continuing to develop pieces. For example, both 3...Nc6 4.d5 and 3...Nf6 4.e5 Nd5 5.c4 and White is pushing Black around.

**4.Nxd4** A recapture with the queen gives Black a developing move with a threat after 4...Nc6. Black's plan with **4...a6** is to develop the queen early to c7 and not have to face a nasty Nb5. A more common sequence is 4...Nf6 5.Nc3 d6 with a solid position for Black. **5.Bc4?! (diagram)**



Position after 5.Bc4?!

This move violates the adage, "knights before bishops" which is based on the premise that the knight should be moved first because it has more limited good squares for its first move (Nf3 and Nc3 are the best) whereas the bishop often sits well on a number of different squares. **5...Qc7** Developing a piece with a threat (on the bishop). **6.Bb3 Nf6 7.Qf3?** (diagram, next page)

Puzzler answers: A: 1. Ne5+ Ke6 2. Qg8+; and B: 1. Rh8+ Kf7 [not 1...Kxh8 2.Qh6+ and mate next] 2. Ng5+ Qxg5 3.Rxg8

This queen move is uncommon move in any Sicilian Defense position because it blocks the f-pawn; here it just loses a pawn. Better was 7.Nc3, but after 7...Bb4 Black is already sitting pretty. **7...Qe5 8.Ne2 Qxe4** from this point forward, Bob tries to get some counter-play and complicate the game and Gary deftly maintains control. **9.Qg3** Avoiding the queen exchange that would lesson White's attacking chances. Generally, exchanges help the side who is up material or on the defensive. **9...Qg4** Black pursues the exchange and White must give in. **10.Nbc3** After 10.Qc7 Nc6 and Black develops easily with ...Be7 and ...0-0. **10...Qxg3 11.hxg3 Nc6 12.Be3**



Position after 13. f3

**Be7 13.f3** (diagram).

A multi-purpose move; it prevents an annoying ...Ng4 by Black and it prepares the advance of the doubled g-pawn. **13...d5** Black's two pawns and two knights in the center dominate the play. **14.Bb6** A good attempt to restrict Black's expansion on the queen side and controls the weak b6-square.

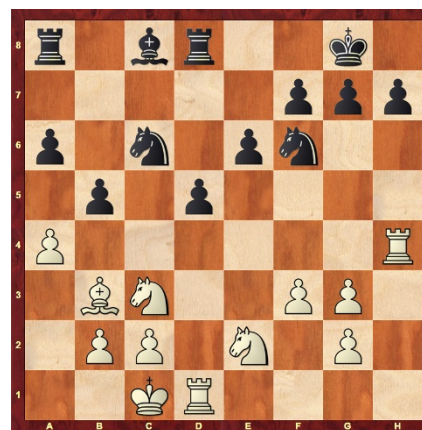
**14...0-0 15.0-0-0** Examples of both types of castling. The castle maneuver starts with the king first and is the best way for a player to safeguard the king away from the center and to activate a rook. Notice that the kingside castle by Black puts the king further from the center which is often safer, but the queenside castling has the advantage of

immediately bringing the rook to center d-file. **15...Nd7** Black wisely seeks to chase away the white pieces from the weak b6 square and possibly trade more pieces. **16.Na4** White tries to keep control of b6. **16...Bd8** (diagram)



Position after 16...Bd8

Excellent! Black fights for b6. **17.Bxd8 Rxd8 18.Rh4** Trying to get some counter-play on the kingside, but there are already too few pieces left to launch a credible attack. **18...b5 19.Nac3 Nf6** the knight moves back to his post on f6 and guards the potentially weak h7 square. **20.a4?! (diagram)**

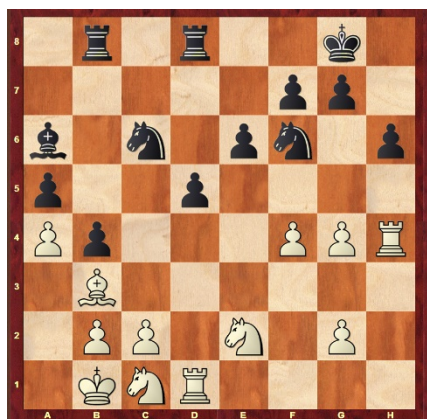


Position after 20. a4

This move only puts the c3-knight out of play. Better was Rdh1 first so the knight could retreat to d1 if attacked by the b5-pawn. **20...b4 21.Na2 Rb8 22.Kb1 a5 23.g4 h6 24.Nac1** At least 24.Rdh1 had the threat of g5, but Black can play 24...Kf8 and remain strong.



**24...Ba6 25.f4** (diagram).



Position after 25. f4

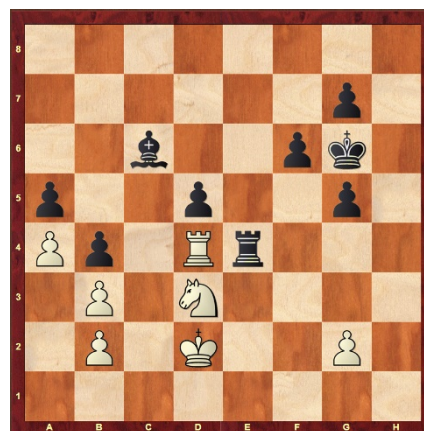
White continues to take some swings at Black, but as in boxing, a big swing leaves one open to the counterpunch **25...Ne4** Improving the scope of the knight **26.Nd4** This leads to more exchanges, but it is difficult find good moves for White. **26...Rb6** Moving the rook to the half-open file with 26...Rbc8 seems more logical. **27.f5 Nxd4 28.Rxd4 Bb7** creating the threat of ...e5 with a powerful center. Note that control of the four central squares is critical in all phases of the game. **29.Nd3 Nd2+ 30.Kc1 Nxb3+ 31.cxb3** (diagram).



Position after 31. cxb3

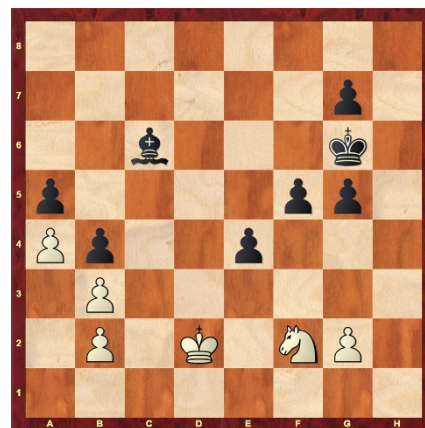
More exchanges and doubling White's b-pawns. Note that Black is effectively two pawns ahead now rather than just the actual one pawn advantage because of the doubled b-pawns. **31...f6** Because of the renewed threat of ...e5, this virtually forces White to exchange pawns and activate Black's rook

on b6. **32.fxe6 Rxe6 33.Kd2 Re4** Forcing still more exchanges. **34.g5** Forced, because if 34.Rxe4 then dxe4 and White's knight is pinned by the rook against the king. **34...Rxb4 35.Rxb4 hxc5 36.Rd4 Re8 37.Nc5 Bc6 38.Rg4 Kf7** the king is a powerful piece when it is no longer at risk of checkmate. **39.Rd4 Kg6 40.Nd3 Re4** (diagram).



Position after 40...Re4

Again, forcing an exchange. **41.Rxe4 dxe4 42.Nf2 f5** White resigned. **0-1** (diagram).



Position after 42...f5

Black will now follow with 43...f4 threatening to win the knight with 44...e3+; White is powerless against 44...Kf5 and 45...Kg4 and eventually forcing a pawn through to the eighth rank for a queen.

Not one of Bob's better games, but he fought back hard after losing a pawn. Gary did a great job of exchanging pieces and maximizing his advantage.