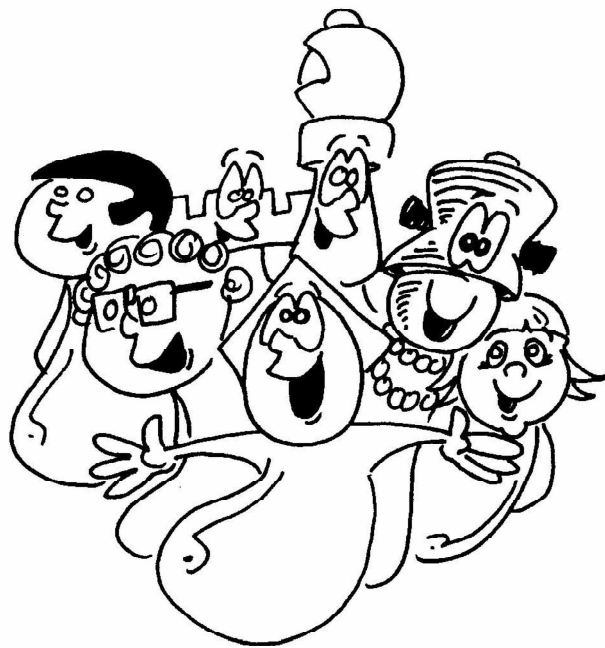


WINNING CHESS STRATEGY *FOR KIDS*



JEFF COAKLEY

WINNING CHESS STRATEGY FOR KIDS



JEFF COAKLEY

illustrations by Antoine Duff

WINNING CHESS STRATEGY FOR KIDS

copyright © 2000

Jeff Coakley

illustrator

Antoine Duff

publisher

Chess'n Math Association

(Canada's National Scholastic Chess Organization)

3423 St. Denis #400

Montreal, Quebec

Canada H2X 3L1

www.chess-math.org info@chess-math.org

Printed in the United States

ISBN 1-895525-05-5

First printing : December 2000

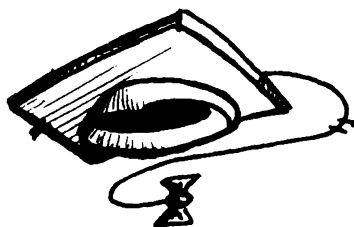
Other editions : 2002, 2004, 2006

Fifth edition : February 2009

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means without the prior written permission of the publisher.

dedicated to

all the friends of Kiril the Pawn



Much of the material in this book was published before in *Scholar's Mate*, Canada's chess magazine for kids. It is reprinted here with permission of Kiril Publishing.

**HELLO
EVERYBODY!**



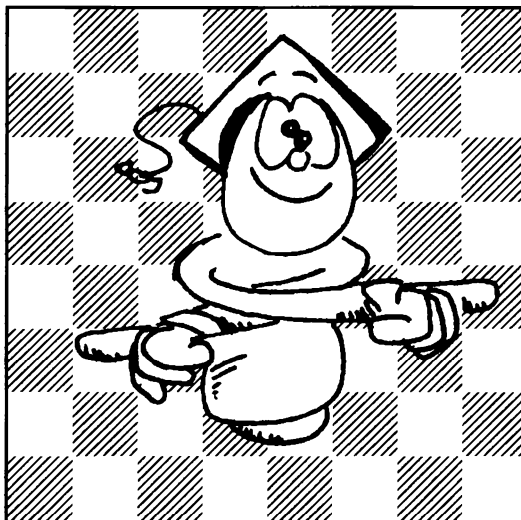
My name is KIRIL the PAWN.

WELCOME TO THE BOOK!

CONTENTS

KIRIL'S KLASS

BASIC MATES	11
DOWN TO THE LAST PAWN	18
THREE KEYS TO STRATEGY	24
ONE PAWN DRAWS	33
KING vs. KING	41
PIN TO WIN part 1	49
SUPERKING	55
TIME FOR A TEMPO	62
ROOKS ON THE SEVENTH	69
TRADING QUEENS	76
TRADING OTHER STUFF	86
OPENING PRINCIPLES	97
ROOK LIFTS	110
WEAK PAWNS	115
STRONG PAWNS	127
RAMS AND LEVERS	133
PIN TO WIN part 2	139
KNIGHT PATHS & OUTPOSTS	145
BLOCKADES & OTHER POSTS	150
CASTLES MADE OF SAND	154
PLAYING WITH BEES	166
OPPOSITE BEES	173
UNDERDOG PROMOTIONS	179
ROOKS BEHIND	183
PHILIDOR AND LUCENA	187
KING AND PAWNS	193
COMMON MISTAKES	197
LOGIC OF CHESS	203

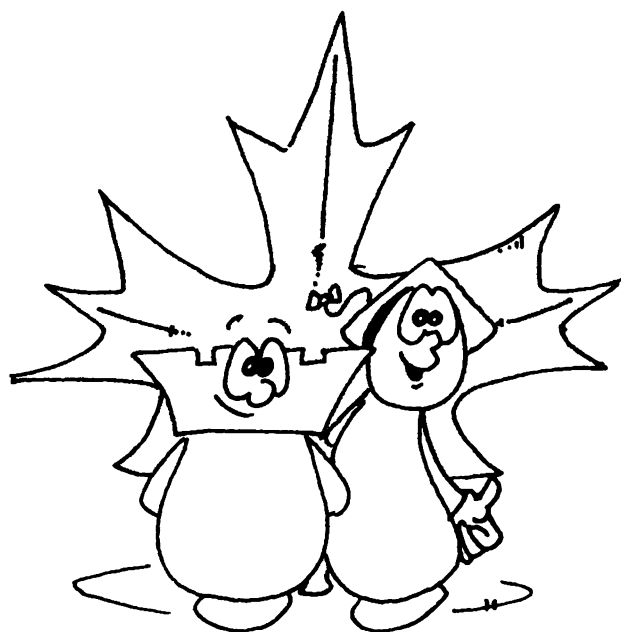


COMBO MOMBO

KNIGHT FORK	39
QUEEN FORK	47
PIN	53
DISCOVERED CHECK	60
X-RAY	67
DOUBLE CHECK	74
FORK	95
DISCOVERED ATTACK	108
BACK RANK	114
DOUBLE ATTACK	126
PROMOTION	132
OVERLOAD	138
DESTRUCTION	144
DECOY	149
DEFLECTION	153
SQUARE CLEARANCE	165
LINE CLEARANCE	172
OBSTRUCTION	178
STALEMATE	186
SCI-FI MATE	192
SMOTHERED MATE	196
PERPETUAL CHECK	202

TACTICS 101

KNIGHT FORK	40
QUEEN FORK	48
PIN	54
DISCOVERED CHECK	61
X-RAY	68
DOUBLE CHECK	75
FORK	96
DISCOVERED ATTACK	109

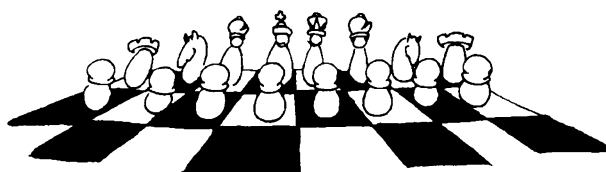


OTHER STUFF

INTRODUCTION	6
HOW TO READ CHESS	7
JUMBO MIX	85-142-182-208
RULES OF CHESS	209
CHESS MANNERS	218
EXTRA SPECIAL	219
OPENINGS	224
SOLUTIONS	226
FINAL NOTES	242

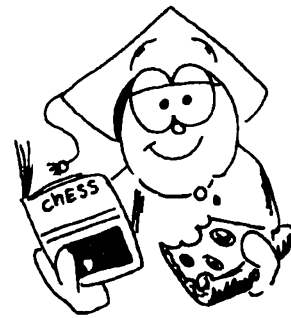
CHESS LINGO

CHECKMATE	9
GIUOCO PIANO	9
GAMBIT	10
PARTS OF GAME	17
STRATEGY/TACTICS	23
THE EXCHANGE	32
COMBINATION	38
DEVELOP	46
THREAT	52
TEMPO	59
STRAIGHT LINES	66
INITIATIVE	73
PIECE	84
EN PASSANT	94
SQUARE OF A PAWN	107
QUEEN	113
FIANCHETTO	125
MINOR PIECES	131
EN PRISE / J'ADOUBE	137
ZUGZWANG	143
ZWISCHENZUG	148
CHEAPO	152
DESPERADO	164
EVALUATE	171
STYLE	177
KIBITZ	181
TOURNAMENTS	185
BLITZ / CLOCKS	191
COUNTERPLAY	195
CAÏSSA	201
ADJOURN / FORFEIT	207



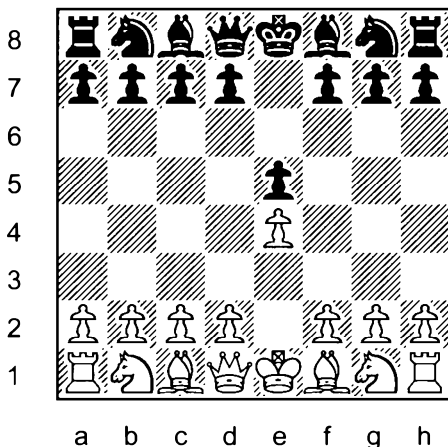
HOW TO READ A CHESS GAME

With Pizza, Of Course!



Reading chess is easy as A B C! The board has 8 *files* and 8 *ranks*. Files are the rows of squares that go up and down. Each one is named by a letter. Ranks are the rows that go sideways. Each one is named by a number.

Every square has its own name too. The first part is its file. The second part is its rank. In this diagram, the white pawn has moved to **e4** and the black pawn to **e5**.



When a move is written down, the first capital letter shows which piece moves. **Q** is queen. **R** is rook. **B** is bishop. **N** is knight because the king is **K**. If there's no capital letter, that means a pawn moves.

Next comes the square the piece moves to. **Bc4** shows that a *bishop moves to the square c4*.

When a piece is captured, an **x** is put before the square. **Qxf7** means that a *queen takes on f7*.

When a pawn captures, the letter of the file it starts on is given first, then an **x** followed by the square it takes on. **exd5** says a *pawn on the e-file captures on the square d5*.

Sometimes there are two pieces of the same kind that can move to the same square. When that happens, another small letter is written after the piece to show which file it came from. **Rae1** says that the *rook on the a-file moves to square e1*.

If the pieces that can move to the same square are also on the same file, we show which piece moves by using the number of the rank that it started on. **N6e4** means that the *knight on the 6th rank moves to e4*.

Here are some special symbols :

+	check
#	checkmate
O - O	castles kingside
O - O - O	castles queenside
e. p.	en passant
=Q	promotes to queen
1 - 0	white wins
0 - 1	black wins
½ - ½	draw
!	excellent move
?	mistake
!?	cool move
?!	weird (weak) move

The sample game on the next page is written in *algebraic notation*. Kiril was new to chess and he fell into an old trap called *Scholar's Mate*!

SCHOLAR'S MATE

WHITE	BLACK
<i>Rocky</i>	<i>Kiril</i>
1. e4	e5

The move written on the left is white's and the one at the right is black's.

2. Qh5

Rocky plays for the quick checkmate. The number 2 shows that this is the second turn of the game.

2. . . . Nc6

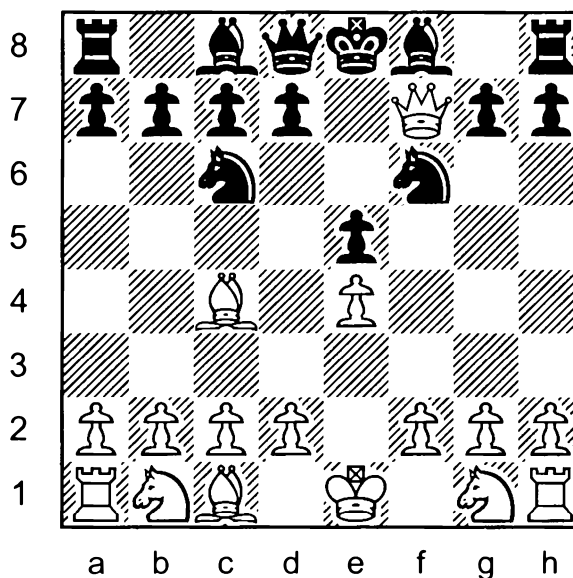
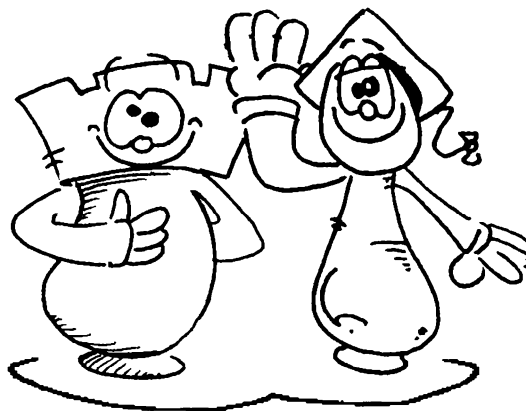
When a move by black is given alone, there are three dots before it.

3. Bc4 Nf6 ?

Oops. This is a big mistake. A better defence is 3...g6! 4.Qf3 Nf6.

4. Qxf7#

Oh, no! Kiril got mated in just four moves. That was no fun at all.



STOP!

**IF YOU DON'T KNOW
HOW TO PLAY CHESS**

All of the rules are given at the back of the book, beginning on page 209. Please review them before applying for your chess licence. Thank you.

DO NOT PASS GO. DO NOT COLLECT \$200.

CHESS LINGO

LET'S TALK!

Hello, boys and girls. In case you don't know me, I'm Biff the B. Welcome to the chess talk show!

Part of being a good player is knowing how to talk like one. In Chess Lingo, we explain all those weird words that help make chess something special.



Chess is played all over the world. You can go almost anywhere and meet people who enjoy our game. It's no surprise that many of the words we use in chess are from other languages.

Chess was invented in India more than a thousand years ago. (about 550 A.D.) Traders from the Middle East brought it to Europe in the 11th century and their language is still part of the game today. The 'rook' gets its name from an old Persian word that means *chariot*.

'Checkmate' is originally Arabic. "Shah-mat" is the way they say it. We just changed it a little. 'Shah' is the *king* and 'mat' means *dead*. So when you hear "checkmate", you know "The king is dead!"

The vocabulary of the *royal game* has grown a lot over the years. One country that has contributed several new words is Italy. In this episode of *Chess Lingo*, we'll talk about two of the most common.

GIUOCO PIANO

In Italian, 'giuoco' means *game* and 'piano' is *quiet*. *Giuoco Piano* (Quiet Game) is another name for the **Italian Opening**.

1. e4 e5
2. Nf3 Nc6
3. Bc4

