



Club CSC UK

the country's largest ever chess club!



Club CSC UK



★ Weekly Star Rush ★

Congratulations to our leading star earners this week!

1st. BlueWhaleShark 1279 ★

2nd. Ysklion 643 ★

3rd. AM57 574 ★

Top 25 scores each week win an online trophy!



Puzzle League Table

We've now got a record twelve ChessKids with Puzzles Ratings over 2000, a fantastic achievement. Here is the current leaderboard:

BKCalvin 2528

STMS4 2514

Calbha 2254

Club UK CSC event calendar

STMS4 has had a great run of tournament victories over the past few weeks. This week they won four of the main six events. A clean sweep is on the cards at some point. Can anyone stop it happening? ChessKids need to register in the Play Area between 3.45pm and 4pm each day to take part.

Good luck!

All week: Star Rush. Earn as many ChessKid stars as you can (ends 7pm, Sunday 11th October).

Monday 5th Oct., 4pm: Fast Play Tournament

Tuesday 6th Oct., 4pm: Fast Play Tournament

Wednesday 7th Oct., 4pm: Fast Play Tournament

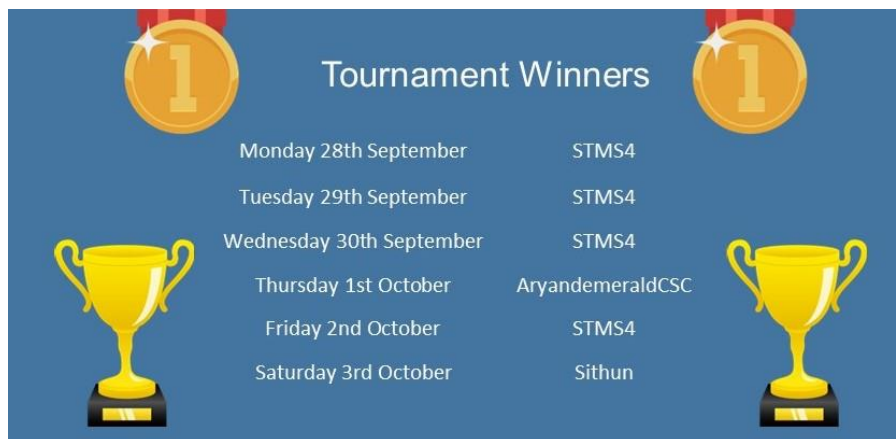
Thursday 8th Oct., 4pm: Fast Play Tournament

Friday 9th Oct., 4pm: Fast Play Tournament

Saturday 10th Oct., 4pm: Fast Play Tournament

Sunday 11th Oct., 4pm: Rookie Rooks

Please note: for stability of connection, we recommend using Google Chrome or Firefox when playing in tournaments



Opposite coloured bishops

One of Britain's top chess players once offered us some sage endgame advice: "All king and pawn endgames are decisive; all rook and pawn endgames are drawn." While he was undoubtedly being flippant, there is some truth in this evaluation. With the exception of some simplified positions, the side with an advantage in a king and pawn endgame will normally be able to achieve victory. Add a pair of rooks and the chances of a draw are hugely increased. There are even rook endgames where one side has a two-pawn advantage, but the position is a theoretical draw.

The situation is more complicated with bishop and pawn endgames. If the bishops are on the same coloured squares, the side with the advantage has good chances of victory. If they're on opposite coloured squares, a draw is the most common outcome. Opposite coloured bishop endgames are notorious among top players: a player with a material disadvantage will do all they can to steer the game towards one, while the stronger player will desperately try to prevent this.

In today's game, White, perhaps unfamiliar with these endgames, continued the tried and tested strategy of exchanging pieces when ahead on material. They voluntarily entered a position opposite coloured bishops. Suddenly the win was far more difficult to achieve. A single missed chance led to Black establishing a blockade. Try as White might, the blockade was unbreakable and a draw the inevitable result. A tough and instructive game!

White: Sithun
 Black: ReyanshturquoiseCSC
ChessKid game, 1st October 2020

- | | | |
|----|-------------|-------------|
| 1. | e4 | e5 |
| 2. | Nc3 | Bb4 |
| 3. | Bc4 | Bxc3 |
| 4. | dxc3 | Qf6 |



White played the Vienna Game, characterised by 1. e4 e5 2. Nc3. Black's response (2...Bb4) was unusual but sensible. A logical follow-up now would have been 4...Nf6, putting pressure on the white e-pawn which has been weakened by the exchange on c3.

- | | | |
|----|-------------|-------------|
| 5. | Qf3 | Qxf3 |
| 6. | Nxf3 | Nf6 |

Following the exchange on c3, White has the two bishops. Two bishops gain in strength when the position is open: pawn exchanges are likely to be in favour of White. Here Black might instead have kept the position blocked, simply defending the e-pawn by 6...d6. The game would have been approximately even.

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|----|--------------|-------------|
| 7. | Nxe5 | Nxe4 |
| 8. | Bxf7+ | Kd8 |

Already Black is in trouble. 8...Ke7 was better, giving the Black king some escape squares. Here White missed a chance to gain a large advantage early in the game. 9. Bg6 would

have attacked the knight on e4 and threatened a fork on f7. On g6 the bishop prevents Black's next move, pinning the White knight on e5. Black would already have to be careful: 9...Nc5 10. Bg5 is checkmate!



9. Bd5 Re8

An excellent defence. White threatened both 10. Bxe4 and 10. Nf7+.

10. f4 Nc6

Alternatively, 10...Nf6 would have been strong. Black has two threats: 11...Nxd5 and 11...d6, exploiting the pin and winning the White knight. White's only escape is 11. Bf7 Re7 12. 0-0 d6 13. Rd1 Nbd7 14. Nxd7 Bxd7 15. Bb3. White has avoided losing material but Black's has caught up in development and the position is roughly level again.

11. Bxe4 Nxe5

12. 0-0

A clever move. After 12. fxe5 Rxe5 White's material advantage is temporary: the pin on the e-file costs White their bishop. Now the knight must retreat and White grabs a second pawn, gaining a significant advantage.

12. Nc6

13. Bxh7 d6

14. Bd3 b6

15. Bb5 Bb7

16. Bd2 a6



It's time to take stock. White has a comfortable advantage: they are two pawns to the good and also have two strong bishops in an open position.

We've often said that a good strategy when you have a material advantage is to exchange pieces wherever possible. Unfortunately there are exceptions to every rule! Here White should retain the bishop pair and avoid the opposite coloured bishops endgame. Simply 17. Bd3 would have retained a huge advantage.

Opposite coloured bishops

Bishops are powerful pieces: they can move swiftly across the board and, in a pair, can control every square. Individually they have a big drawback. Because they move diagonally, a bishop that starts on a white square is condemned to spend the whole game on squares of that colour; it only controls half of the board.

In the endgame the player with a material advantage often tries to promote a pawn. The player with the disadvantage will try to blockade these pawns to prevent promotion. If the players have bishops on opposite coloured squares (one player has the white-squared bishop, the other has the black-squared bishop), the blockade is easy to set up and hard to break.

Finding that hard to follow? Just watch what happens in this game!

17. Bxc6 Bxc6

18. Rfe1 Rxe1+

19. Rxe1 a5

20. f5 b5

20...Kd7 was better here. It's important to being the Black rook into the game as soon as possible.

21. Bg5+ Kc8

Now 22. Re7 would have been very strong. It's impossible for Black to protect their g-pawn. Once this falls the White f-pawn is close to touch-down.

22. f6 gxf6

23. Bxf6 Kb7

24. Bd4 Rg8

25. g3 Bd5

26. a3 Rg4

27. Kf2 b4

Excellent play by Black. When you're material down in an endgame it's a great idea to exchange pawns. White is going to need to

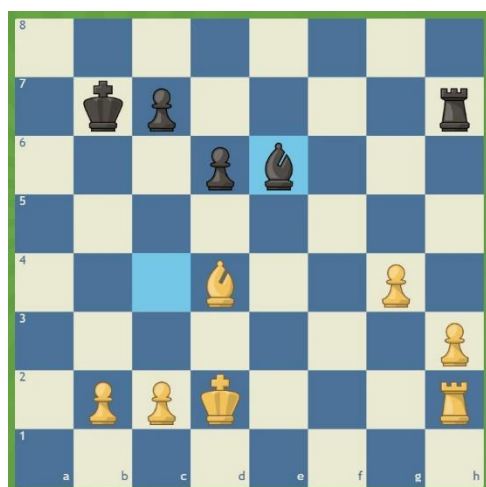
promote a pawn to convert their advantage into victory. Each pawn you exchange reduces White's chance of doing this.



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|------------|-------------|-------------|
| 28. | axb4 | axb4 |
| 29. | h3 | Rg8 |
| 30. | g4 | Rf8+ |
| 31. | Ke2 | Re8+ |
| 32. | Kd2 | bx3+ |
| 33. | Bxc3 | Rf8 |

The position has clarified. White has a two-pawn advantage, normally enough to win the game. However, here we see the problem with having bishops of opposite colours. If the White pawns reach g5 and h4 it'll be quite straight-forward for Black to use their bishop to blockade on the white squares. It will then be very tough for White to break the blockade – their own bishop, confined to the black squares, will struggle to help!

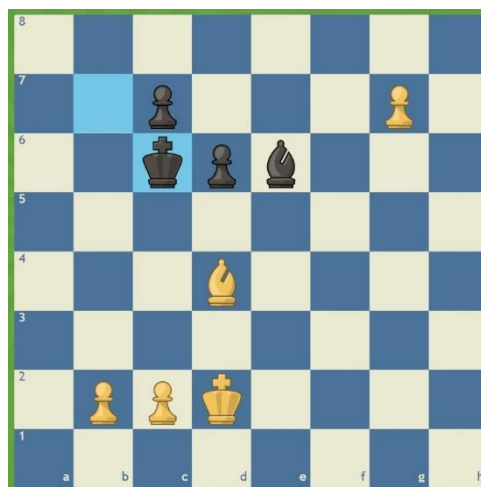
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| 34. | Bg7 | Rf2+ |
| 35. | Re2 | Rf7 |
| 36. | Bd4 | Bc4 |
| 37. | Rf2 | Rh7 |
| 38. | Rh2 | Be6 |



Great defence! Black's pieces combine to attack the White pawns. The threat is Bxg4, exploiting the pin on the h-file. The loss of a pawn can only be avoided by 39. Bg1, but this

puts the bishop on a very passive square. White prefers to sacrifice a pawn to generate some activity.

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| 39. | g5 | Rxh3 |
| 40. | Rxh3 | Bxh3 |
| 41. | g6 | Be6 |
| 42. | g7 | Kc6 |



Again we see the problem the opposite coloured bishops cause White. It's easy for Black's bishop to prevent safe promotion. White's bishop can protect the pawn but cannot help it to advance.

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| 43. | Ke3 | Kd7 |
| 44. | Kf4 | Ke7 |
| 45. | Kg5 | Kf7 |
| 46. | Kh6 | |

Both sides have played the last few moves well. White tried to use their king to support the pawn's advance; Black spotted the threat and quickly brought their own king over to defend.

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| 46. | | c5 |
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But this is a mistake! Now 47. Kh7 wins for White. Black doesn't have time to capture the white bishop: 47...cxd4 48. g8=Q+. Black would be forced to play 47...Ke7 but then after 48. Bc3, there's no the g-pawn promoting on the next move, winning a piece and the game. 46...Kg8 or 46...Bf5 were needed.

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| 47. | Bc3 | Kg8 |
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After a narrow escape Black prevents White's immediate chance. However, White still had a final winning try: 48. Bf6 d5 49. Be7 c4 50. Bf6 d4 (otherwise 51. b4, creating a second passed pawn is strong for White) 51. Bxd4 Bd5 52. Kg5 Bf7 53. Kf6 and the White king marches to the queenside to support the creation of a second passed pawn with a later b3.

The best move here was 47...Bf5, preventing the White king reaching h7 and attacking the

pawn on c2. That would have secured the draw.

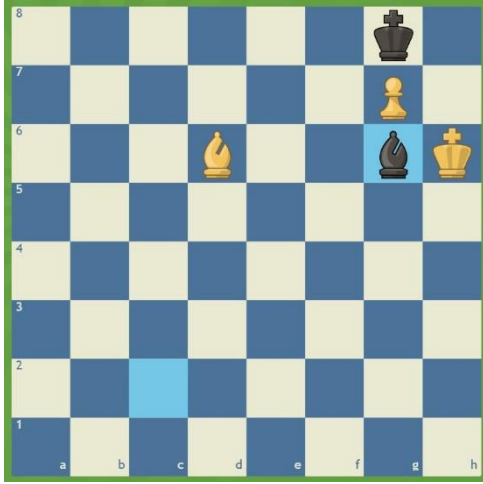
48. b3 Bf5

White doesn't get another chance. The queenside pawns are swapped off.

49. b4 cxb4

50. Bxb4 Bxc2

51. Bxd6 Bg6



A good demonstration of the opposite coloured bishops endgame. The black king will sit on g8 forever and White cannot promote their pawn to complete a victory. Capturing the bishop on g6 leads to an immediate draw by stalemate. The two

bishops dance around each other for a few more moves before White conceded the inevitable draw.

52. Be5 Bb1

53. Kg5 Bc2

54. Bf6 Bb3

and the game was agreed drawn a few moves later.

A very tough game featuring some excellent play by both sides. White gained a significant advantage in the opening and converted that to a two-point material lead in the endgame. Normally that would be sufficient for a victory. However, endgames with opposite coloured bishops are notoriously hard to win. Some accurate defence from Black made White's task extremely difficult and the game eventually ended in the draw.

The endgame is perhaps the toughest part of the game to master. While there are some principles and technical positions to learn, a lot comes down to experience. Play lots of chess, and play out every endgame to the end and you'll soon improve.

Congratulations to both players in this week's game!

Test your tactics!

This week's puzzles feature tactics in games played in our daily Fast Play tournaments in the past week. Have you played an excellent game or found a great tactic? Ask your parents to email us with details of the game: chesskidparent@chessinschools.co.uk. Answers below.

- Black is already one pawn ahead but has the chance to significantly increase that advantage. Can you find Black's winning move?



- This game began as a Budapest Gambit. Here White calmly developed their white squared bishop by playing e3, preparing to move their bishop to e2. White might have thought of fianchettoing the bishop with 1. g3. If 1...Nxc4 2. Qc3 attacks the knight and the black g7-pawn. However, 1. g3 would be a terrible mistake. Can you see why?



- White is a pawn ahead in an endgame but looks set for a long struggle to try to convert their advantage. However, here they found a way to take an immediate decisive material advantage. Can you spot White's winning move?



- Answers to Test Your Tactics.
- 1...R8a3 traps the White queen! White can only save the monarch by 2. Bb3 but after 2...cx3 Black is a whole piece ahead.
 1. g3 loses the queen to 1...Nf3+. It's a fork and the e-pawn cannot capture the knight as it is pinned.
 1. Rc2 trapped Black's knight, leaving White a piece and a pawn ahead.

FunMasterMike's Video of the Week

ChessKid has a huge selection of instructional videos available to CSC children with their gold account. You can search the library to find one covering every aspect of chess, tailored to the ability of your child. Each week, FunMasterMike, Director of Content at ChessKid, selects a video for our newsletter. This week: [Your Opponent](#).



Home Learning

Chess in Schools and Communities (CSC) is delighted to offer schools and parents a range of resources suitable for Home Learning. The material is split into a series of lessons, adapted from the curriculum our tutors normally deliver in over 340 schools across the country each week. There are YouTube videos, worksheets, and Kahoot quizzes to accompany each lesson. The course assumes no prior knowledge of chess and is suitable for complete beginners. The programme is now complete and can be found [here](#).

About CSC

CSC is a UK charity whose mission is to improve children's educational outcomes and social development by introducing them to the game of chess. Founded in 2009, we now teach weekly chess lessons in class time in over 300 schools and support over 700 more school chess clubs nationwide. To find out more about what CSC can offer a school, please email info@chessinschools.co.uk.

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