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Chess has been played in Canada since the early 18th century and perhaps earlier. Mention has been made that Samuel de Champlain (1567-1635), founder of Quebec (in 1608), played chess. It has been proven that chess existed in Lower Canada under the French regime in its early days. Chess was played by its early governors and the military officers from France in the late 1600s.

In 1758, the earliest documented chess game in Canada was played by Louis-Guillaume Verrier, Solicitor-General of Quebec and Hocquart, Intendant of Quebec. In 1759, General Sir John Hale (1728-1806) and General James Wolfe (1727-1759) played chess on their way over to the taking of Quebec. The chess set that they used is now in the Canadian War Museum in Ottawa.

Chess was played among the elite of Montreal as far back as 1779. In 1787, there was a chess club in Halifax, Nova Scotia. Its president was Richard Bulkeley (1717-1800), Nova Scotia Director of Public Works. By the 1840s, there were chess clubs in Quebec and Kingston, Ontario.

In 1841, the first correspondence chess game in Canada took place between the Quebec City and Kingston chess clubs. In 1844, the Montreal Chess Club (MCC) was formed. Its founding member was Thomas Workman (1813-1889). In 1846, the Toronto Chess Club was formed. A correspondence match was played between Toronto and St. Catharines during this time.

On September 24, 1872, the Chess Federation of Canada (CFC) was founded in Hamilton, Ontario. At the time, it was called the Canadian Chess Association (CCA). Its first president was John B. Cherriman, a professor at the University of Toronto. A tournament with 16 players was held to determine the Canadian champion, but the tournament was not completed due to distractions of the accompanying agricultural fair. The Canadian Chess Association is reputed to be the very first and oldest national chess federation in the

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In 1894, Montreal hosted the last 8 games of the world championship match between Emanuel Lasker and William Steinitz, in celebration of the Montreal Chess Club's 50th anniversary.

In 1899, Magnus Smith (1869-1934) won the Canadian Championship. He would also win it in 1904 and 1906.

In January 1901, the first Canadian chess magazine, Checkmate, was published by J.H. Graham of Prescott, Ontario. It lasted until 1904.

In 1910, John Morrison (1889-1975) won the Canadian Championship. He won it five times (1910, 1913, 1922, 1924, and 1926). He played Board 1 for Canada at the 1939 Chess Olympiad in Buenos Aires.

In 1921, the Canadian Correspondence Chess Association (CCCA) was founded.

In 1922, Malcolm Sim (1881-1956) started the first chess column in the Toronto Telegram. It lasted until 1956.

In 1924, Canada was one of the 15 founding members of the Federation Internationale des Echecs (FIDE). It became a full member in 1935.

In 1925, Nathan Divinsky was born in Canada. He was a mathematician, chess master, and author. He won the Canadian championship in 1945. He played on the 1954 and 1966 Canadian Olympiad chess team. He was editor of the chess magazine, Canadian Chess Chat, from 1959 to 1974. His wife, Kim Campbell, was the 19th Prime Minister of Canada. He served for many years as the president of the Canadian Chess Federation.

In 1927, Maurice Fox (1898-1988), who emigrated to Canada in 1923, won the Canadian chess championship. He would win it 8 times (1927, 1929, 1931, 1935, 1938, 1940, and 1949). He won the Montreal City Championship in 1928 and 1929.

In 1932, the CCA was transformed into the Canadian Chess Federation (CCF), which was renamed the Chess Federation of Canada (CFC) in 1945 to avoid confusion with the CCF (Cooperative Commonwealth Federation) political party. The main organizer was Bernard Freedman (1904-1983). Freedman was FIDE Vice-President from 1947 to 1957. He served as President of the Chess Federation of Canada from 1949 to 1951, and in 1955.

In 1934, the first Canadian Boys Championship was held in Toronto.

In 1936, Daniel Abraham (Abe) Yanofsky (1925-2000) won the Canadian Senior Boys Championship and the Canadian Major Open Championship.

In 1937, Abe Yanofsky won the Manitoba Championship and played in his first Canadian championship.

In 1939, Canada played in its first chess Olympiad.


During World War II, no correspondence chess play was allowed between civilians and Canadian servicemen because of censor restrictions.

In 1947, the chess magazine Canadian Chess Chat was first published by Daniel MacAdam (1885-1985). It lasted until 1988. It was originally called Maritime Chess News, then Maritime Chess Chat.

In 1948, Frank Anderson (1928-1980) won the Ontario championship. He won it again in 1949 with a perfect score of 8 out of 8. He also won in 1951. He won the Canadian championship in 1953 and 1955. In 1954, he was awarded the International Master title.

In 1949, Fedor Bogatirchuk (1892-1984) emigrated from the USSR to Canada. He was the fifth person to be granted in Soviet chess. He was nominated by Canada for the Grandmaster title, but the Soviet representatives to FIDE protested this title, which he never received but deserved. He had played in six Russian championships and won the USSR championship in 1927.

In 1950, Abe Yanofsky was awarded the International Master (IM) title from FIDE to become Canada’s first titled player.

In 1953, Jonathan Berry was born in Canada. He is a well-known chess player, organiser, and chess author. He is an International FIDE Arbiter (1975), FIDE Master (1984), and ICCF Grandmaster (1985). He was Canada’s first titled player.

From 1965 through 1990, he was the president of the Canadian Chess Federation Association.

In 1964, Abe Yanofsky was awarded the Grandmaster title, becoming Canada’s first GM and the first GM of the British Commonwealth.


In 1967, Lawrence Day represented Canada at the World Junior Championship.


In 1971, Vancouver, British Columbia, hosted the quarter-final match of the world championship between Robert Fischer and Mark Taimanov. Also in 1971, Boris Spassky won the Canadian Open.
In 1973, Duncan Suttles of Vancouver, British Columbia, was awarded the GM title. He was Canada's second Grandmaster. In 1975, the World Class Championship was held in Vancouver, BC. It was won by Grandmaster Paul Keres. Keres died of a heart attack a few days later. Every year since then, Vancouver has hosted the Paul Keres Memorial.

In 1976, Jean Hebert won the Canadian Junior Championship. In 1978, he won the Canadian Championship and was awarded the International Master title. In 2009, he won the Canadian Championship and was named Chess Player of the Year. In 1978, Canada had their best finish in a chess Olympiad when they tied for 7th place at the chess Olympiad held in Buenos Aires. In 1979, Roma Pets became Canada's first professional chess teacher. He set up a chess studio in Montreal, the first Canadian chess school.

In 1982, Duncan Suttles was awarded the Correspondence Grandmaster title, becoming Canada's first Correspondence GM and the first Canadian double Grandmaster (over-the-board and correspondence). He later retired from chess and became involved in stocks and computer programming.

In 1985, the Chess'n Math Association was founded by Larry Bevand as a non-profit organization dedicated to bringing chess into Canadian schools.

In 1988, St. John, New Brunswick hosted the Candidates Matches. In 1989, Quebec hosted the Candidate semi-final match between Artur Yusupov and Kevin Spraggett.

In 2000, the Canadian Chess Hall of Fame was founded. In 2008, Alexander Ugie of Vancouver, BC. won a silver medal in the 21st World Correspondence Championship final, 2005-8. He was 68 when the tournament began.

In 2011, the Canadian Chess Open saw a three-way tie between Walter Arecibia, Joel Benjamin, and Dejan Bojkov.

The Canadian Chess Hall of Fame inductees include:

- John Cleeve
- Kevin Spraggett
- Malcom Sim
- Maurice Fox
- Duncan Suttles
- Nava Starr
- Bernard Freeman
- Abraham Yanofsky
- Peter Biyiasas
- Phil Haley
- Frank Anderson
- Fedor Bohatirchuk
- Daniel MacAdam
- Jonathan Berry
- Lynn Stringer
- Nicholas
- Larry Bevand
- John Henderson
- MacLeod
- Lawrence Day
- Zoltan Sarosy
- John Morrison
- Nathan Divinsky
- John Cherriman
- James Narraway
- Jean Hebert
- Cyril Large
- William Pollock
- Dudley LeDain
- Walter Holowach
- John Prentice
- Monty Newborn
- Magnus Smith
- Roman Pets
- Paul Valtonis

Canada has 6 International Grandmasters

(Mark Bluvshtein, Pascal Charbonneau, Alexandre Lesiege, Kevin Spraggett, Duncan Suttles, and Dimitry Tyomin)

The current Canadian chess champions for 2011 are International Master Eric Hansen and Grandmaster Bator Sambuev (2513 FIDE).

In 1978, the highest rated player in Canada was Kevin Spraggett. He was FIDE rated 2633 in 2007 and ranked fifth in the world.

### Books

1. Fritz 13 by ChessBase. This is one of the best selling chess engines for computers. It has an improved and enhanced database management feature, with improved interface in Windows and Macintosh. Fritz 13 has a new powerful Fritz 13 engine, which includes a professional board graphic, engine management, database management, and improved user interface in Windows. Fritz 13 also includes a powerful Fritz 13 engine, which includes a professional board graphic, engine management, database management, and improved user interface in Windows.

2. Mega Database 2011 by ChessBase. This database contains games from 1560 to 2011, with 65,000 of them annotated by top chess grandmasters. It identifies 257,000 players and has 3,210,000 games of the best-known chess players. It also has an option to switch them automatically for a full year. The database includes games from the whole of 2011. The Mega Database 2011 will be out in December 2011 with 4.1 million games (including products/mega_database_2012). The games range from 1560 to 2011. The database also includes opening databases and has over 100,000 key positions, with direct access to players, tournaments, midgame themes, and endgames.

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4. Rybka 4 chess engine. This is one of the strongest computer chess engines available. It is a normal chess engine without any protection. It is a normal chess engine without any protection. It is not possible to play chess against it.

5. Houdini 2 chess engine. Houdini is a state-of-the-art chess engine which is still the best one available. It is used in most of the major computer chess rating lists. Houdini 2 Pro can support up to 16 cores and 32 GB of hash memory. Houdini has an extremely fast feature from 0 (0.9995 MIP) to 100 (full strength). It also supports a "Mate search" function that allows for the search on long mates faster than without this function.

6. Chess Assistant 12. Another good chess database which allows you to play chess online, analyze games, or play chess against a computer engine. It also has an automatic update function to get the latest chess games. It includes the Houdini 2 engine and Aquarium GUI.

7. Shredder 12. A strong program also available for Android. You can play against Shredder, analyze with a computer chess program, and use it as one of the few commercial chess programs which are available for Windows, Mac OS, Linux, and Android under $70. It is also available on the Horse, the iPad, and Android for less than $20.

8. SCID (Shane's Chess Information Database) is a free chess database application for Windows, Linux, and the Mac operating systems. It contains a database of chess opening books, endgame studies, endgame problems, and computer chess programs. It also allows you to print and play games. It includes a single-processor and multi-processor version. It has an updated and improved search function with increased statistical accuracy. It is priced around $50.

9. Chessmaster 11. This is a 120,000 game database and an extensive course on the basics of chess. It contains the whole of the 20th century, and has over 10 billion games. It is one of the few commercial chess programs which are available for Windows, Mac OS, Linux, and Android under $70. It is also available on the Horse, the iPad, and Android for less than $20.

10. iChess for Android. A free Android app that is very easy to use, and has over 1300 puzzles with three levels of difficulty. You can also analyze positions from actual tournaments. It has an updated and improved search function with increased statistical accuracy. It is priced around $50.

### Games

- [Chessgenius](http://www.chessgenius.com)
- [Pocket Fritz 4](http://www.pocket-fritz.com)
- [Chess Assistant](http://www.chessassistant.com)
- [Chessmaster](http://www.chessmaster.com)
- [Cats & Dogs](http://www.catsanddogs.com)

### Software

- [Bill Walls Top 10 Software Programs](http://www.billwalls.com)
- [Chess software programs](http://www.chess.com)

### More Information

- [http://scid.sourceforge.net](http://scid.sourceforge.net)
- [Houdini 2 engine and Aquarium GUI](http://www.houdini2.com)
- [http://www.chessassistant.com](http://www.chessassistant.com)
- [http://www.chessmaster.com](http://www.chessmaster.com)
- [http://www.iChess.com](http://www.iChess.com)
- [http://www.Chessgenius.com](http://www.Chessgenius.com)
- [http://www.SCID.sourceforge.net](http://www.SCID.sourceforge.net)
- [http://www.CHessmaster.com](http://www.CHessmaster.com)
- [http://www.iChess.com](http://www.iChess.com)
- [http://www.Chessgenius.com](http://www.Chessgenius.com)
- [http://www.CHessmaster.com](http://www.CHessmaster.com)
Garry Kimovich Kasparov (originally Garik Kimovich Weinstein or Weinshtein or Weinstien), born in Baku, Azerbaijan on April 13, 1963. His father, Kim Moiseyevich Weinstein, an engineer by training, was Jewish and his mother, Klara Shagenovna Kasparova was Armenian by surname, Gasparyan. He was 7 years old.

At age 5, after he and his mother, Klara Shagenovna Kasparova, an engineer by training, was Jewish by origin, Garry Kimovich Kasparov was born in Baku, Azerbaijan. He was originally Garik Kimovich Gasparyan. He was later trained by Alexander Shakharov. Botvinnik stated that Kasparov was the greatest chess talent he had ever seen. Garry spent 5 years (1973-1978) training under Botvinnik's chess school. The main work of the school was conducted by correspondence, but the pupils met with Botvinnik two or three times a year in Moscow.

In 1974, Garry won all 5 games in a Young Pioneers team event and qualified for the All-Union final of the Komsomolskaya Pravda event. In a simultaneous event, he defeated Grandmaster Yuri Averbakh and drew Grandmaster Kuzmin.

Kasparov was the great chess prodigy of his generation. He was called "the prodigy from Baku" and "the golden boy of chess." Kasparov was the greatest chess talent Botvinnik had ever seen. Botvinnik stated that Kasparov was the greatest chess talent he had ever seen. Garry spent 5 years (1973-1978) training under Botvinnik's chess school. The main work of the school was conducted by correspondence, but the pupils met with Botvinnik two or three times a year in Moscow.

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In January 1975, at age 9, Garry was a first category player rated around 2000. He reached the final of the Baku lightning championship. His exceptional memory helped him remember almost all the world championship games at that time.

In June 1973, at age 10, Garry played in his first serious chess tournament, the Youth Team Championship at Vilnius. He won the event despite being the youngest player. A month later, on the recommendation of Alexander Nikitin, Garry was invited to a session of former world champion Mikhail Botvinnik's Soviet chess school in Moscow. World champion Anatoly Karpov had been an earlier student of Botvinnik. Botvinnik's school was limited to 20 boys and girls.

In 1973, Garry began training at Botvinnik's Soviet chess school. Garry's chess coach was Vladimir Andreevich Makogonov. He was later trained by Alexander Shakharov. Botvinnik stated that Kasparov was the greatest chess talent he had ever seen. Garry spent 5 years (1973-1978) training under Botvinnik's chess school. The main work of the school was conducted by correspondence, but the pupils met with Botvinnik two or three times a year in Moscow.

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In January 1975, he was the youngest player in the 1975 USSR Junior Championship and took 7th place. He was the youngest Candidate Master since Karpov. One of his games was published by Leonard Barden in The Guardian on February 24, 1975. It was the first western report of Garry Kasparov (still known as Garry Weinstein). Barden also predicted that Kasparov would be the successor to Anatoly Karpov for the world championship.

In 1975, at the age of 12, Garry legally adopted his mother's Armenian surname, Gasparian. He later modified it to a more Russian version, Kasparov.

In the autumn of 1975, Kasparov, now known as Kasparov, won the Baku "City Cup."

In November 1975, in a Grandmasters vs. Young Pioneers event in Leningrad, Kasparov drew Viktor Korchnoi, Lev Polugayevsky, and Gennady Kuzmin, but lost to new world champion Anatoly Karpov. It was the first time that Kasparov had played Karpov.

In January 1976, Kasparov won the USSR Junior (under 18) Chess Championship in Tbilisi, Riga, scoring 7 points out of 9 (5 wins, 4 draws) in this 38 player event. He won his first major tournament on his first try. The winner of the girls championship was Maya Chiburdanidze, who later became women's world champion.

In July 1976, Kasparov, age 13, participated in the World Cadet Cup (under 18) championship in France. He tied for 3rd-6th place. No junior as young as 13 had ever represented the USSR in a "Western" country before Kasparov.

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In January 1977, Kasparov made his first international tournament debut, placing 24th out of 38 players in the 38-player Swiss Championship held in Riga, scoring 8.5 out of 9 (8 wins, 1 draw). No other player had won two Soviet junior championships.

In April 1977, Kasparov took 2nd place, behind Artur Yusupov, in the USSR Junior Qualifying tournament held in Leningrad. The winner on the World Junior (under 20) Championship in Colombia. Yusupov went on to win the world junior title. It was at this time that Kasparov wanted to become a professional chess player.

In September 1977, he won the bronze medal at the first World Cadet (Under-16) Chess Championships, held in France.

In late 1977, there were arguments over whether to invite 14-year-old Candidate Master Kasparov to the Sokolsky Memorial Tournament. It was supposed to be a tournament of masters only. But an exception was made, and Kasparov was invited.

In January 1978, at the age of 14, Kasparov won the 8th Alexander Sokolsky Memorial Tournament in Minsk and became a Soviet master (he exceeded the Soviet norm by 3.5 points), scoring 13 out of 17 (11 wins, 2 losses, and 4 draws). He beat his first grandmaster in a tournament (Liliov) on this event.

In June-July 1978, he qualified for the Soviet Chess Championship after winning a 64-player Swiss system tournament at Daugavpils on tiebreak over Igor Ivanov, scoring 9 out of 13 (6 wins, 1 loss, 6 draws). At 13, he was the youngest ever player to qualify for the Soviet championship. At the time, he was still unrated internationally.

In December 1978, he played in his first Soviet Championship (the 46th USSR Championship) in Riga and finished 9th out of 18, scoring 9-9 (4 wins, 4 losses, 9 draws). Two points behind the winner Mikhail Tal. Kasparov had to play 16 grandmasters in this event.

In April 1979, without a FIDE rating (the only player without a rating, which included 14 grandmasters), he won an international tournament in Banja Luka, Yugoslavia (now Bosnia and Herzegovina) with 7 wins and 2 draws (2 points ahead of 2nd place finisher Ulf Andersson). This was his first international tournament and he gained his first IM and GM norm. Kasparov had been invited at the last minute with no rating.

He was a replacement for Soviet defector Viktor Kortchnoi who was originally invited but withdrew due to a threat of a boycott from the Soviet chess players.

In July 1979, Kasparov appeared for the first time on a FIDE rating list. His first rating was 2545. His Soviet rating was 2510.

In December 1979, at the 47th USSR Championship held in Minsk, he finished 3rd (behind Geller and Yusupov) scoring 10 out of 17 (6 wins, 3 losses, and 8 draws). He was awarded the International Master title in 1979.

In January 1980, Kasparov's rating was now 2595 and one of the top 20 players in the world. Kasparov was selected for the Soviet team to play in the European Team Championships at Skara (board 10). The event was held in January 1980. He won 5 games, drew one game and scored 91.6%. He qualified for the World Championship. In April 1980, he won at Baku with 8 wins and 7 draws, gaining his second and final norm for the World Championship.
In May 1982, he won at the super category 14 tournament in Bugojno, Yugoslavia with 6 wins and 7 draws.

In July 1982, Kasparov’s rating was 2675, just behind Karpov’s rating of 2700.

In September 1982, he won the Moscow Interzonal with 7 wins and 6 draws, thus becoming a Candidate for the world championship. At age 19, he was the youngest Candidate since Bobby Fischer, who was a Candidate at age 15. When asked how he prepared for a tournament, he replied, “I’ve studied all the latest chess literature, and analyzed my games, particularly the ones I lost. When I’m busy with chess, I like to listen to music, and especially pop songs.”

In November-December 1982, he played board 2 for the USSR team at the 25th World Olympiad in Lucerne, Switzerland. He won 6 games and drew 5 games.

At the end of 1982, the International Chess Journalists Association (AIPE) awarded the Chess Oscar for the most outstanding performances of 1982 to Garry Kasparov. He was now the second highest rated player in the world, behind Anatoly Karpov.

In January 1983, Kasparov’s rating was 2690. World champion Karpov was at 2710.

In March 1983, he defeated Alexander Beliavsky (4 wins, 1 loss, 4 draws) in the Candidates Quarterfinal match in Moscow.

In September 1983, he won a strong Grandmaster tournament in Niksic.

In December 1983, he defeated Korchnai (4 wins, 1 loss, 6 draws) in London in the Candidates Semi-final match. He was originally scheduled to play Korchnai in Pasadena, California, but Kasparov was forfeited when he did not show up in Pasadena due to politics. The match was later played in London.

He won the chess Oscar for 1983.

In January 1984, Kasparov became the number 1 ranked player in the world, rated 2710. He became the youngest ever world No. 1 player until Vladimir Kramnik broke his record in 1996, and now broken again by Magnus Carlsen in 2010.

In 1984, at the age of 21, he joined the Communist Party of the Soviet Union (CPSU). He left the Communist Party in 1990.

In April 1984, he defeated Vasily Smyslov in the Candidates Final Match (4 wins, 9 draws) in Vilnius and became the challenger for the world championship.

In June 1984, he played board 2 for the USSR in the USSR vs Rest of the World match.

In 1984, Kasparov gave the first satellite simultaneous exhibition as he played players in London and New York.

The Kasparov-Karpov match was halted on February 15, 1985. On September 3, 1985 Kasparov and Karpov resumed their match in Moscow. This time, Kasparov won with 5 wins, 16 draws, and 3 losses (13-11). The match had been limited to 24 games. Garry Kasparov became the youngest world men’s chess champion at age 23 years, 210 days on November 9, 1985. He held the official World Chess Federation (FIDE) title until 1993, when a dispute with FIDE led him to set up the rival chess organization, Professional Chess Association (PCA). He was the 13th official world chess champion from 1985 to 1993.

In 1985, Kasparov played a simultaneous exhibition against 32 of the strongest chess computers and won all 32 games.

He won the chess oscar for 1985.

In 1986, Kasparov created the Grandmasters Association (GMA) to represent professional chess players.

On July 25, 1986 Kasparov defended his title against Karpov in London, then in Leningrad in their 3rd world championship match. Prime Minister Margaret Thatcher delivered a welcoming speech in London wearing a chessboard design dress. Kasparov won with 5 wins, 15 draws, and 4 losses (12.5-11.5). At one point, Kasparov was up 3 games, but then Karpov won 3 games in a row to tie the match. At that point, Kasparov dismissed one of his seconds, GM Evgeny Vladimirov, accusing him of selling his opening preparation to Karpov.

Kasparov won at Brussels (OHRA) later that year. Kasparov won the chess Oscar for 1986.

Kasparov was the number 1 ranked chess player from 1986 until his retirement in 2005. His highest Elo rating was 2851. He was the world number one ranked player for 255 months.

In April, 1987 Kasparov tied for first at Brussels (SWIFT) with Ljubojevic.

On October 12, 1987 Kasparov defended his title in Seville, Spain against Karpov in their 4th world championship match. He retained his title by drawing the match with 4 wins, 16 draws, and 4 losses (12-12). He won the chess Oscar for 1987. His FIDE rating was 2750.

In 1988, Kasparov won at Amsterdam, Belfort, and Reykjavik. In August, he tied for first with Karpov at the USSR championship. In 1988 he was doing commercials, thus becoming the 4th Soviet in Western commercials.

In 1989, Kasparov won at Barcelona, Skelleftea (tied with Karpov), Tilburg, and Belgrade. Kasparov won the Grand Masters Association World Cup for 1988-89. His FIDE rating peaked at 2810 in 1989, the highest ever recorded. He also defeated Deep Thought computer in a two game match in New York.

In January 1990, Kasparov passed 2800 in rating, breaking Bobby Fischer’s record of 2785.

In February, 1990 Kasparov took first place at Linares, Spain.

In October 1990, he again defended his title against Karpov in their 5th world championship match. They played their match in New York and Lyon, France. Kasparov won the match with a score of 12.5 - 11.5 and won $1.7 million. After five world championship matches, Kasparov had 21 wins, 19 losses, and 104 draws, for a total of 144 games.

In 1991, Kasparov won at Tilburg, a Category 17 tournament with the average rating of 2666. Kasparov became the first registered user of ChessBase in 1991.
In 1992, Kasparov won at Paris. In March, 1993 Kasparov won at Linares, Spain. This was a Category 18 event, with 11 of the top 14 players in the world participating.

In March, 1993 Kasparov declined to play for the world chess championship organized by FIDE. FIDE forfeited Kasparov as the World Champion as Kasparov founded the Professional Chess Association, sponsored by Intel.

In September, Kasparov began his PCA World Championship match in London against Nigel Short (who defeated Karpov in a qualifying match). Kasparov won the match with a score of 12.5 - 7.5 (6 wins, 13 draws, 1 loss).


In September 1995, he began his Intel-PCA World Championship match with Viswanathan Anand in New York. He won the match with 4 wins, 13 draws, and 1 loss. The match was held on the top floor of the World Trade Center in New York City.

In November 1995, Kasparov began his PCA World Championship match in London against Nigel Short (who defeated Karpov in a qualifying match). Kasparov won the match with a score of 12.5 - 7.5 (6 wins, 13 draws, 1 loss).

Before the match, both Kasparov and Short had been ejected from FIDE. FIDE then organized a World Championship match between Karpov and Jan Timman, which Karpov won and became world champion again.

There were now two world chess champions, one recognized by FIDE, and the other by the PCA. The title would remain split for 13 years.

Kasparov continued to hold the "Classical" World Chess Championship until 2000, when he was defeated by Grandmaster Vladimir Kramnik.

In 1994, Kasparov lost to Fritz 3 in a blitz event in Munich. In 1995, he lost to Deep Junior by the score of 2.5 - 3.5. Kasparov was the first world chess champion to lose a match to a computer under standard time controls.

Kasparov won at Linares.

In October 1997, he tied for 1st (with Kramnik and Svidler) at Tilburg.

In July 1999, Kasparov was at his peak Elo rating of 2851.

In January 2000, Kasparov won Corus at Wijk aan Zee.

In March 2000, he tied for 1st (with Kramnik) at Linares.

In November 2000, Kasparov lost to Vladimir Kramnik in the Braingames World Chess Championship. Kramnik won the match with the score of 8.5 - 6.5 (2 wins, 13 draws). Kasparov had been world champion for 15 years until he lost this world championship match.


In 2001, Kasparov refused an invitation to the 2002 Candidates Tournament in Dortmund, claiming that he results from previous tournaments earned him a rematch with Kramnik.

In December 2002, Karpov defeated Kasparov (2 wins, 1 draw) in a rapid time control match in New York City.

In February 2003, he drew with Deep Junior in New York with one win, one loss, and four draws.

In 2003, Kasparov published the first volume of his 5-volume work Garry Kasparov on My Great Predecessors.

On March 30, 2005, Kasparov announced his retirement from professional chess. He devoted his time away from chess to politics and writing. At the time of his retirement, he was still ranked number 1 in the world.

On April 10, 2005, Kasparov was hit over the head with a wooden chessboard he had just signed in Moscow. The attacker was protesting Kasparov’s politics and for giving up chess.


On March 10, 2007, Kasparov was arrested in Moscow while heading for a demonstration protesting against Putin.

In September 2007, Kasparov entered the Russian Presidential race, receiving 379 of 498 votes by The Other Russia congress.

In November 2007, Kasparov was detained at an Other Russia rally in Moscow. He was charged with resisting arrest and spent 5 days in jail.

In 2008, Kasparov announced himself as candidate for the 2008 Russian presidential race, but later withdrew.

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Kasparov has been married three times. His first wife was Masha, and they had one daughter, Polina, born in 1993. His second wife was Yulia, and they had one son, Vadim, born in 1996. His third wife is Daria and they have one daughter, Aida, born in 2006.

On March 10, 2005, Kasparov announced his retirement from professional chess. He devoted his time away from chess to politics and writing. At the time of his retirement, he was still ranked number 1 in the world.

On April 10, 2005, Kasparov was hit over the head with a wooden chessboard he had just signed in Moscow. The attacker was protesting Kasparov’s politics and for giving up chess.


Kasparov formed the United Civil Front movement and joined as a member of The Other Russia, a group opposing the administration of Vladimir Putin.

On April 14, 2007, Kasparov was arrested in Moscow while heading for a demonstration protesting against Putin.

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Kasparov's published books include:

- The Test of Time, 1986
- Kasparov Teaches Chess, 1986
- World Chess Championship Match, Moscow 1985, 1986
- London-Leningrad Championship Games, 1987
- Unlimited Challenge, 1990
- The Sicilian Scheveningen, 1991
- The Queen's Indian Defence, Kasparov System, 1991
- Kasparov Versus Karpov, 1990
- Kasparov on the King's Indian, 1993
- Garry Kasparov's Chess Challenge, 1996
- Lessons in Chess, 1997
- Kasparov Against the World, 2000
- My Great Predecessors Part I, 2003
- My Great Predecessors Part II, 2003
- Checkmate!: My First Chess Book, 2004
- My Great Predecessors Part III, 2004
- My Great Predecessors Part IV, 2004
- My Great Predecessors Part V, 2006
- How Life Imitates Chess, 2007
- Garry Kasparov on Modern Chess, Part 1: Revolution in the 70s, 2007
- Garry Kasparov on Garry Kasparov, part I, 2011

Chess variants, or unorthodox chess, are versions of chess that do not conform to the normal laws of international chess. There are over 2,000 chess variants. Forms such as chaturanga, chatrang, shatranj, and medieval chess were orthodox in their time. The difference from chess might include one or more of the following: Different board (larger or smaller, non-square board shape overall or different intra-board cell shapes such as triangles or hexagons). Addition, substitution or removal of pieces in standard chess (non-standard pieces are known as fairy pieces) Different rules for capture, move order, game objective, etc. Some of the chess variants are the following:

- Absorption chess is a chess variant in which a capturing piece gains the movement abilities of the piece it is capturing. The rule does not apply to the pawns or the king.
- Accelerated chess is a chess variant in which each player makes two no-capturing moves or one capturing move in each turn.
- Active chess, invented by G. Kuzmichov in 1989, is a chess variant played on a 9x9 board. An extra queen is placed with an extra pawn in front.
- Amazon chess substitutes the queen for an amazon piece, which can move like a rook, bishop, or knight. The amazon piece was first described in a 19-the century manuscript.
- Andernach chess is a chess variant in which a piece making a capture changes color.
- Atomic chess is a chess variant in which any capture on a square also removes all pieces in any of the eight surrounding squares, except for pawns.
- Avalanches chess is a chess variant invented by Ralph Betza in 1977. After moving one of your own pieces, you must move one of your opponent’s pawns forward one space.
- Benedict chess is chess variant in which pieces are not allowed to be captured. If a piece when moved could capture an opposing piece in its next move, that opposing piece changes sides.
- Bughouse chess is a popular chess variant. Two teams of two players face each other on two boards. The team players use opposite colors and give captured pieces to their partner.
- Camel chess substitutes a knight move of leaping. The coordinates of its leap are 3,1 instead of 2,1 for an ordinary knight. So a knight on b1 can move to a4 or c4 or d3 instead of the move normal a3 or b3 or d2 square. Another variant is Giraffe chess, where the coordinates of its leap are 4,2 instead of 3,1 for Camel chess or 2,1 for normal chess.
Chess draughts was invented in 1883 by H. Richter of London. Play is on dark squares only. Pawns are moved forward and capture in the same way.

Circle chess, or circular chess, was invented in 1967 by Bobby Fischer. It was originally announced and promoted it on June 19, 1996 in Buenos Aires. Full castling is announced and promoted it on June 19, 1996 in Buenos Aires. In this game, both players must capture if they can.

Chess 960, or Fischer Random chess, is probably the most common chess variant. The placement of the pieces on the first rank is randomized (960 possible positions), and the pieces on the 8th rank mirror it. The chess variant was advocated by Bobby Fischer, who first used it in 1969 and then made it a requirement in 1972.

Cubic chess is a chess variant played on an 8x8x2 board. Each player has 36 pieces. Only certain pieces can move to and from the additional level.

Chancellor Chess is a chess variant invented by Jens Nielsen and Torben Frey in 1947. White has a king and eight pawns intact, and behind them, the pieces are placed in an unorthodox manner. Castling is permitted only if the king and rook are placed on their usual squares.

Chess on a cylinder board with the a- and h-files connected. Thus, a piece on the west side of the board can move to the east side of the board as if the a-file were next to the h-file.

Chess on a board using one king surrounded by eight rooks. The rooks can be promoted in any direction. The rooks were promoted in the 8th rank mirror it.

Chess with an 8x2 addition or a 4x4 addition to the normal board.

Chess draughts is a variant in which some pieces in the initial position are exchanged, 5x5, as copying the position of the king and queen, or the knight on the b-file is traded with the bishop on the f-file.

Dark chess is a variant invented by Jens Nielsen and Torben Frey in 1947. White has a king and eight pawns intact, and behind them, the pieces are placed in an unorthodox manner. Castling is permitted only if the king and rook are placed on their usual squares.

Doublewide chess uses two or four regular chess boards. Each player has two complete sets of chess pieces. Each player has two king, so the first king can be captured without ending the game.

Dunnsary's chess, or Horde chess, is a chess variant in which one side has standard chess pieces, the other side had 32 pawns. Each player has 36 pieces. Only certain pieces can move to and from the additional level.

D have a valid name, where chess is played on an enlarged two-dimensional chess board. All pieces are placed on the board as if it were a normal chess board, except for the king, which is placed in the center of the board.

Empress chess substitutes a piece, called the empress, which moves like a queen but captures like a knight. The new piece is added in a chess variant called Chancellor Chess.

Flying chess is a three-dimensional chess variant played on a 8x8x2 board. Only certain pieces can move to and from the additional level.

Four-handed chess is a game for four players. The earliest version (1885-1928) was invented by Pal Benko in 1978. There is a computer at

Hexagonal chess is a chess variant in which all pieces must stay on the same color square as they initially begin on. The earliest version was suggested by Siegmund Wellisch in 1912. The hexagonal board is used for three-dimensional chess over one 6x6 board. Each player has 6 pieces and 12 pawns.

Hierarchical chess is a chess variant in which the pieces must be moved in the following order: pawn, knight, bishop, rook, queen, and king. A player who is the corresponding piece but cannot move it loses the game.

Infinite chess is a chess variant in which capturing the capturing piece is removed from the board also.

Kamikaze chess is a chess variant that when capturing the capturing piece is removed from the board also.

Korkser chess is a variant where each side has two consecutive moves to start the game.

Kriegspiel is one of the most popular of variant chess games. It was invented by Pal Benko in 1978. The game is described as early as 1283, where it was called forced game or maidens' game. A variant of this game is if a capturing man can make a further capture, it must do so. Several common moves can be made on a player's turn to move.

Pawns are variant in which White places from 7 to 9 extra pawns anywhere on the 3rd or 4th rank and plays without the queen.

Peasants' revolt was invented by R.L. Frey in 1978. White has a king and eight pawns intact, and behind them, the pieces are placed in an unorthodox manner. Castling is permitted only if the king and rook are placed on their usual squares.

Pocket chess, known also as tombola chess, is a variant in which both players try to get themselves checkmated, but either must give mate on the move if this becomes possible.

Refusal chess, also known as Outlaw chess or Rejection chess, is a variant in which both players try to get themselves checkmated, but either must give mate on the move if this becomes possible.

Replacement chess is a chess variant in which captured pieces are not removed from the board, but the player whose turn to move is using a piece that used to belong to the opponent.

Rifle chess (or Outlaw chess or Rejection chess), invented by William Seabrook (1886-1945) in 1921, is a variant in which a captured piece remains stationary, shooting its target off the board without occupying the vacant squares. For a knight, this means you move a knight. A roll of 6 means you must move a rook. A roll of 2 means you move a bishop. A roll of 1 means you move a pawn. A roll of 5 means you move a queen. A roll of 6 means you move the king.

Rejection chess, invented by William Seabrook (1886-1945) in 1921, is a variant in which both players try to get themselves checkmated, but either must give mate on the move if this becomes possible.

Round chess is a chess variant that is played on a round board. Round Chess places one of his pieces on his first rank, and then Black does the same. Both players continue to alternate in this manner until all the pieces have been placed. Bishops must be on opposite sides of the board, and the king and rook must be placed on their usual squares.

Round chess is a variant in which both players try to get themselves checkmated, but either must give mate on the move if this becomes possible.

Round chess, or Super King chess, is a chess variant in which Both players move, Black makes two single-moves in reply, then White makes three single-moves, then Black makes four single-moves, etc.

Randomized chess, or Shuffle Chess, is a variant that leaves the pawns intact, and behind them, the pieces are placed in an unorthodox manner. Castling is permitted only if the king and rook are placed on their usual squares.

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boards have been used since the 10th century. A version known as zatrikion or Byzantine chess, uses a board of four concentric rings, each divided into 16 spaces. Each of the ranks, which are arranged like spokes in a wheel, contains four spaces.

Screen chess (sometimes called battle chess, baseline chess, or Brunner chess) is like randomized battle chess, baseline chess, or Staunton chess, with 24 squares (8x3) added to three sides. The earliest special board, dating from 1722, consisted of the normal 64 squares with 24 squares (8x3) added to three sides.

Transcendental chess is similar to Chess960, but the opening White and Black positions do not mirror each other.

Upside-down chess is a chess variant in which the black and white pieces are switch so that all the pawns are one step away from getting promoted.

Weak chess is a chess variant in which White has the usual pieces, but Black has one king, seven knights, and 16 pawns.

White Knight Review

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Proof Games

A proof game (PG) in chess is a type of retrograde analysis chess problem where a solver must reconstruct a legal chess game starting from the initial chess position, which ends a given position. This proves that the chess position is reachable after a specified number of moves. A proof game is called a shortest proof game (SPG) if no shorter solution exists. The task is to construct the shortest possible game ending with the given position. From the diagram, it is your job to try and see how did the game go from the initial startup position of a chess game. White and Black effectively cooperated to achieve this. Most likely, the moves would not be sensible in a competitive game of chess, but the problems are fun to solve and pretty neat.

The main point in most SPGs lies in its visual effect, a kind of deceptive symmetry. What makes an SPG different from other retro problems is the specified length of the game. This is an extra restriction which increases the scope of the problem. By convention, SPGs will consist of a precise sequence of moves without any dual or alternative move order.

A diagram is usually included with a caption that may say “Position after Black’s fourth move. How did the game go?” Sometimes the caption will say SPG in 9.0, where 9.0 indicates how many total moves must be played to reach the position. 9.0 means the position is reached after Black’s 4th move. If it says SPG in 7.5, then the position is reached after seven and a half moves, or after White’s 8th move.

Most proofs have only one solution. The moves in the solution are unique and their order is usually unique. Solving a SPG typically begins with a count of the number of “visible” moves made by the pieces no longer on their starting squares. Sometimes there is a substitution of a captured piece on its initial square by its promoted counterpart. This is known as the Pronkin theme – a promoted piece goes to the initial square of a similar piece, which is already captured. A homebase position is one in which every piece stands on its game array square. Multiple captures of promoted pieces is called the Frolikin theme. The longest SPG created so far is one of 58 moves, created by Dmitry Pronkin. A position after the 58th moves of White is shown and you have to show how the game went.

The first SPGs were composed by Sam Loyd (1841-1911) in the 1890s, but had duals (alternative move orders). The earliest dual-free proof game was composed by Thomas Dawson (1889-1951) in 1913. In the 1980s, Michel Caulaard created many unique SPGs.

A recent trend in proof games is problems with more than one solution. The different solutions are usually thematically related.

If there is a unique game leading to a given position in the minimum possible number of moves, then this is called a uniquely realizable game (URG). For example, Fool’s Mate, 1.g4 e5 2.f3 Qh5 mate, cannot be a URG because the final position can be obtained by a number of other opening moves (such as 1.f3 e6 2.g4 Qh5 mate). The shortest URGs are 1.e4 e5 2.Qh5 Ke7 3.Qxe5 Qxe5 mate and 1.e4 f5 2.exf5 g5 3.Qh5 mate. A URG that has no captures is 1.f3 e5 2.Kf2 Qb4+ 3.Kc3 Qd4 mate.

The following are 10 example proof games. See if you can solve any before looking at the solution. They can be tricky.

Answers on page 30

Position after Black’s 6th move.

Position after White’s 7th move.

Position after White’s 6th move.

Position after Black’s 4th move.

Position after White’s 7th move.

Position after White’s 5th move.

Position after White’s 6th move.

Position after White’s 5th move.
The Immortal Game

Anderssen

Kieseritzky

The Immortal Game is one of the most famous games in chess history. It was played by Adolf Anderssen (1818-1879) and Lionel Kieseritzky (1806-1853) as an informal game, played at the Simpson's-in-the-Strand Divan (chess men, club, and tavern) in London on June 21, 1851.

Anderssen sacrificed his bishop, two rooks, and potentially his queen in the game. This may have been a swindle and Black may have resigned in a drawn position, at least temporarily if Black had continued with 20...Ba6 instead of 20...Na6. Black's 20th move may not have been played as Kieseritzky resigned rather than allow checkmate after 20...Na6, ensuring an immortal combination of a Queen sacrifice that leads to mate in three moves.


In this game, the last move was 20.Ke2. The game was first called the "Immortal Game" by Bill Wall in his book "The Immortal Game" (White Knight Review, January/February 2012). The game was also published in Chess Player, November 1855.

Kieseritzky played 20...Na6, stating that "Black (sic) gave mate in three moves." It should have read "And White gave mate in three moves." 20...Na6 was a bad move, as Kieseritzky resigned rather than allow checkmate after 20...Na6, not having been played as Kieseritzky resigned prematurely if Black had continued with 20...Ba6.

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Albania
– Hou Yifan of China retained her Women’s World Championship after defeating Humpy Koneru of India in December. The final score was 5.5 – 2.5 in favor of Yifan Hou.

Beijing
– The 2011 SportAccord World Mind Games were held in Beijing from December 9-16, which included chess. The rapid championship was won by Wang Hao of China. The blitz championship was won by Maxime Vachier-Lagrave of France. The blindfold championship was won by Zoltan Almasi of Hungary. The blindfold championship was won by Zoltan Almasi of Hungary. There were 38 European teams competing.

Brazil
– The World Youth Championship was won by GM Samvel Ter-Sargsyan of Armenia.

Croatia
– The World Senior Championship was won by International Master Vladimir Okhotnik.

Greece
– Germany won the 2011 European Team Championship held in Greece in November. 2nd place went to Azerbaijan. 3rd place went to Hungary.

Ireland
– The World Youth Championship was won by GM Samvel Ter-Sargsyan of Armenia.

Orange, California
– Varuzhan Akopian won the 47th American Open, held from November 24-27, 2011. 2nd place went to Joshua Friedel.

Prague
– The 4th annual Snowdrops vs. Old Hands tournament was held in Prague, scoring 21-11. The Old Hands consisted of Robert Huebner, Boris Gulko, Rafael Yagzhen and Vlastimil Hort. The Snowdrops consisted of Natalia Pogonina, Tania Sachdev, Maria Muzryshuk, and Eva Kulovana.

Saint Louis
– GM Georgi Kacheishvili won the Chess Club and Scholastic Center of Saint Louis Invitational in December.

Uzbekistan
– Former FIDE World Champion Rustam Kasimdzhanov won the 1st Central Asia Championship played in late 1981. It includes his first memorable games from a tournament in Baku in 1973, and another from Vilnius in 1973. He tells the story of his rise from a Category 3 player to Candidate Master, then master. He recounts his 7th place finish in the 1975 USSR Junior championship, then winning it the next year and the year after that. Each progression includes an annotated game as he gets stronger and stronger (his first Soviet rating was 2309). He deeply annotates his first game that he played against recently crowned world champion Anatoly Karpov, played in Leningrad at the tournament of Pioneer Palaces in November, 1975.

Warsaw
– GM Baadur Jobava of Soviet Georgia won the 2011 European Rapid Championship, held in Warsaw, Poland from December 16-18, 2011. GM Hrant Melikyan of Armenia took the blitz title after a tiebreak playoff with Alexei Dreev and Radoslaw Wojtaszek.

This is an autobiographical book by former world chess champion Garry Kasparov, covering his early life and chess. His chess outlook came from Botvinnik’s school of chess and his opening repertoire was developed under his trainers Alexander and Alexander Shkarov. This book is the first book of a three-volume series covering Kasparov’s life. The period in this book opens with his childhood years (he was born in 1963) and ends with Kasparov’s first match with reigning world champion Karpov in 1984.

Kasparov goes through his childhood years, how he learned chess, the death of his father, early successes. He annotates one of his first memorable games from a tournament in Baku in 1973, and another from Vilnius in 1973. He tells the story of his rise from a Category 3 player to Candidate Master, then master. He recounts his 7th place finish in the 1975 USSR Junior championship, then winning it the next year and the year after that. Each progression includes an annotated game as he gets stronger and stronger (his first Soviet rating was 2309). He deeply annotates his first game that he played against recently crowned world champion Anatoly Karpov, played in Leningrad at the tournament of Pioneer Palaces in November, 1975. This volume is in three chapters. The first chapter is titled Baku Universities, which covers the period of his first chess up to when he was about to become a strong master at age 14. The second chapter is titled Adult games (master to grandmaster). The third chapter is titled Challenger (world championship challenger against Karpov). The book covers many of his major tournaments and index of opponents, and an index of games. Kasparov includes many quotes from other players and correspondents during the events he participated in.

The second chapter starts out with Kasparov’s first win over a grandmaster (Lutikov) as well as winning his first adult chess tournament (Sokolsky Memorial in Minsk in 1978) and gaining his master title at age 14. He then qualified to play in the USSR championship in a qualifying tournament, and then took 9th place in his first USSR championship, the 46th USSR Championship played in Tbilisi in 1978. His next success was winning the international tournament in Banja Luka in 1979 without even having an international rating. This was followed by taking 3rd place in the 47th USSR championship in late 1979. By 1980, he was a grandmaster after participating in the European Team Championship and an international tournament in Baku (which he won). Kasparov annotates many of the important games from these tournaments, as well as from the world junior championship, in which he won, and the chess Olympiad, in which he won a gold medal. By 1981, Kasparov was rated 6th in the world and 3rd in the USSR. He also tied for 1st in the 49th USSR championship in late 1981.

Chapter three, entitled Challenger, starts with games from the Interzonal tournament in Moscow, in which Kasparov won in 1982. It includes his Candidates matches with Belaovsky, Korchnoi, and Smyslov. It ends with 7 annotated games with Karpov in the 1984/85 world championship match.

This volume contains 100 deeply annotated chess games from Kasparov’s early days. Some of these games has appeared in his earlier books, but he has updated these games with new annotations. There are many diagrams included with each game, and Kasparov includes the amount of time spent on some of the critical moves and the total time of each player in the game. Kasparov also included crosstables from many of his major tournaments, as well as from the world junior championship, in which he won, and the chess Olympiad, in which he won a gold medal. By 1981, Kasparov was rated 6th in the world and 3rd in the USSR. He also tied for 1st in the 49th USSR championship in late 1981.
A gambit is an opening in which one player, usually White, offers to give up material, usually a pawn, in the expectation of gaining a positional advantage and space. A gambit is played to get control of the center, take a lead in development, weaken the enemy’s position, or to open up lines which can be used for an attack.

The word is derived from the Italian gambitare, meaning “leg,” which applied it to the gambetto, a wrestling term for a wedge at d4 and tries to attack. It was first used in its chess sense by Ruy Lopez in 1561 in his book Libro del juego del olímpico. Lopez turned down, it is known as a declined gambit or decline. If taking the gambit looks too panic. If you have not seen it before, you know how to defend properly, he will most likely get mated or lose quickly. The opening is named after Alonzo Wheeler Jerome (1834-1902).

The King’s Gambit (1.e4 e5 2.f4) is the most popular of all gambits and is one of the oldest documented openings. It was first mentioned by Ruy Lopez in his book Book of the Liberal Invention and Art of Playing, originally published in 1561. It has been a popular gambit for over 300 years and has been played by many of the strongest players in the world. White offers a pawn to divert Black’s central e-pawn so as to build up a strong position. If Black sacrifices a piece or two to expose Black’s king. There are a lot of traps in this opening, and if you don’t know how to defend properly, he will most likely get mated or lose quickly. The opening is named after Alonzo Wheeler Jerome (1834-1902).

The Spanish Gambit (1.e4 e5 2.Nf3 Nf6 3.d4) is an opening in which White sacrifices one or two pawns (3…dxc4) to force an early tactical decision by obtaining opening lines and quick development. In a counter-gambit, if White offers a gambit, Black also resorts to a sacrifice to achieve the same objective as his opponent. If, however, a sacrifice is turned down, it is known as a declined gambit.

Here is a list of some of the most important openings

The Albin Counter-gambit. (1.d4 d5 2.c4 e5) was the first to be seen, where the gambit is played in the opening. It is named after Howard Staunton, who popularized the gambit for over 300 years and has been played by many of the strongest players in the world. White offers a pawn to divert Black’s central e-pawn so as to build up a strong position. If Black sacrifices a piece or two to expose Black’s king. There are a lot of traps in this opening, and if you don’t know how to defend properly, he will most likely get mated or lose quickly. The opening is named after Alonzo Wheeler Jerome (1834-1902).
L I S T  O F  C H E S S  G A M B I T S

Alkeine’s Defence
Alekhnine Gambit
B02 – 1.e4 Nf6 2.Nf3 Nf6 3.d4 c5 4.Bb4

Benko Gambit
Benko Gambit (C00) – A01 – 1.e4 Nf6 2.Nf3 e6

Bird’s Opening
From Gambit – A02 – 1.d4 Nf6 2.c4 e5 3.dxe5

Blackmar-Diemer
Blackmar-Diemer Gambit
B02 – 1.e4 Nf6 2.Nf3 e5 3.Bb5

Blumenfeld Gambit
Blumenfeld Gambit
C01 – 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6

Budapest Gambit
Budapest Gambit
C57 – 1.d4 Nf6 2.c4 e5 3.dxe5

Caro-Kann Defense
Alekhine Attack – C01 – 1.e4 Cc6 2.Nf3 e5 3.Nxe5

Catalan Opening
Catalan Queen Gambit
D00 – 1.e4 Nf6 2.Nf3 Bb4

Danish Gambit
Danish Gambit
C51 – 1.e4 e5 2.Nf3 Nc6 3.Bb5

Dutch Defense
Krakow Gambit
A08 – 1.0-0

Evans Gambit
Evans Gambit
C51 – 1.e4 e5 2.Nf3 Nc6

Four Knights Game
Hagreda Gambit
C47 – 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6

French Defence
Milner-Barry Gambit
C02 – 1.e4 e5 2.Nf3 Nc6 3.Bb5

Garo–Kann Defense
Alekhine Attack
C01 – 1.e4 Cc6 2.Nf3 e5 3.Bb5

Gligoric Gambit
Gligoric Gambit
C55 – 1.e4 e5 2.Nf3 Nc6 3.Bc4

Hippopotamus Gambit
Hippopotamus Gambit
D08 – 1.e4 e5 2.Nf3 Nc6

Indian Gambit
Italian Gambit
C05 – 1.e4 e5 2.Nf3 Nc6

Kane Gambit
Kane Gambit
C01 – 1.e4 c5 2.Nf3 Nc6

King’s Indian
Indian Defence
C82 – 1.e4 c5 2.Nf3 d5

King’s Pawn Opening
English Opening
B02 – 1.e4 e5 2.Nf3 Nc6

Korchnoi’s Defence
Korchnoi’s Gambit
D02 – 1.e4 e5 2.Nf3 Nc6

Knight’s Move Opening
König’s Indian
C82 – 1.e4 c5 2.Nf3 Nc6

Lasker Gambit
Lasker Gambit
C00 – 1.e4 e5 2.Nf3 Nc6

Marshall Gambit
Marshall Gambit
B01 – 1.e4 e5 2.Nf3 Nc6

Scandinavian Defense
Kotov’s Defence
B01 – 1.e4 d5 2.exd5 Qxd5 3.Nf3

Semi-Slav Defense
Semi-Slav Defense
C85 – 1.e4 d5 2.exd5 Qxd5

Vienna Game
Adams Gambit
C57 – 1.e4 e5 2.Nf3 Nc6

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Winawer, Alekhine Gambit
Winawer, Alekhine Gambit
B02 – 1.e4 e5 2.Nf3 Nc6

Winawer, Winawer Gambit
Winawer, Winawer Gambit
B02 – 1.e4 d5 2.exd5 Qxd5

War Opening
War Opening
D00 – 1.e4 e5 2.Nf3 Nc6

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Annotated Game
by Bill Wall

January/February 2012


Here is an annotated game played by Kasparov against one of the top 100 players in the world.

1.d4 Nf6 2.d4 g6
3.Nc3 Bg7 4.e3 0–0
5.Nf3 d6 6.Bg5

5.dxe5 Nxe5

1...e4

Position after White's 4th move.

1.d4 Nf6 2.c4 g6
3.Nc3 Bg7 4.e3 0–0
5.Nf3 d6 6.Bg5

5.dxe5 Nxe5

1...e4

Position after White's 4th move.

ANSWERS TO PROOF GAMES! (Page 21)

1. Position after Black's 4th move.
2. Position after Black's 4th move.
5. Position after White's 4th move.
8. Position after White's 5th move.

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