



Newsletter



December 16, 2002

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THE WINNERS CIRCLE



Club members J.B. Frazier and Larry Hall shines at the 2002 National Chess Congress Tournament at Philadelphia's Adam's Mark Hotel.

Philadelphia's MasterMinds Chess Club was well represented at the 33rd Annual National Congress at Philadelphia's Adam's Mark Hotel. Twelve members participated in the event and four others came out to give moral support and encouragement. J.B. Frazier played very well with four wins in her six-round under 600 section, while Larry Hall finished second with five wins in the unrated section. Other club members played well and hard during this weekend tournament. John B. Howard won three in the under 2000 section. John was rated 1925 going in to the tournament. Levy Nealy brought his 1787 rating into the weekend and played valiantly. Reese Brown III, and his son Reese Jr. both played in the under 1400 section. Club president Ernest Moore played in the under 1200 section along with Melanie Brennan and Bradley Crable. Vice-president Steve Slocum and Ecu Soloman played in the under 1000 section. Veronica Henderson played in the under 800 section.

Richard Henry, Garnell Wilkins, Rodney Johnson, and Anthony Shannon were present to encourage those who played as well as engage in battle themselves in the skittles room. It was a delight to see this kind of camaraderie displayed among the members. It was also great to see some the chess "greats" that were

participating in the tournament. Among those who played in the open section were Alexander Shabalov, Igor Novikov, Leonid Yudasin, Alexander Stripunsky, Zhao Qin Peng, Lev Milman, Maurice Ashley, Stephen Muhammad, Norman Rogers, Michael Rohde, Luis Chiong, and Alexander Goldin. For results of all sections go to Chesstour.com.

MasterMinds CC Shows Strength In Numbers At The National Chess Congress



L-R. Larry Hall, Ecu Soloman, J.B. Frazier, Garnell Wilkins, Steve Slocum (Kneeling), Melanie Brennan, Veronica Henderson, Ernest Moore, and Anthony Shannon. Below are the other tournament attendees from the MMCC. Not shown is Reese Brown IV.



Bradley Crable John Howard Reese Brown III



Levy Nealy Richard Henry Rodney Johnson

HISTORY OF CHESS

The laws of Chess and the movement of the traditional Chess pieces have been the same since the sixth century of the second millennium. The changes that took place have quickened up the rate of play, such as allowing the pawns to move two cells on the first move option (FMO). The origins of Chess are obscure, and it is not until the 7th century that there is a reference to the game in literature. The first mention of Chess is found in a Persian poem according to which the advent of the game took place in India. Chess migrated to Persia (Iran) during the reigns of King Chosroe-I Annshiravan (531-579) as described in a Persian book of this period. This book described Chess terminology and the names and function of the pieces in some detail.

Chess is also mentioned in the poems of Firdousi, a Persian poet of the 10th century in which he describes gifts being introduced by a convoy from the Rajah of India at the court of the Persing King Chosroe-I. Amongst these gifts was a game depicting the battle of two armies. Records show that there were originally four types of piece used in Chess. Shatrang (Indian Sanskrit) means 'four' and anga means 'detachment'. In the Sassanid dynasty (242-651 AD) a book was written in the Middle Persian Pahlavi language called 'Chatrang namakwor' (A Manual of Chess). Shatrang (Chess) represents the universe, according to ancient Indian mysticism. The four sides being the four elements (fire, air, earth and water), and the four 'humors' of man. Although the names of the pieces are different in various countries today, their movements are strikingly similar. In Persia the word 'Shatranj' was used for the name of Chess itself.

In the 8th century the Moors invaded Spain and Chess spread to Europe. The game found its way to the western world after the Moslems conquered lands from India and Persia to the East, and Spain to the West. The first reference to Chess is found in the Catalan Testament of 1010 AD. A Chess set was presented as a gift to Charlemagne from the famous Moslem ruler Haroon-al-Rashid. The Muslims also conquered Sicily, and the game reached Russia probably through the Caspian-Volga trade routes. The names of the Russian pieces clearly indicates the Persian and Arabic origin of the game.

In Russian folk poems Chess is mentioned as a popular game. The Vikings carried the game to north-western Europe via the Baltic. Chess arrived in Germany around the 11th century, with the earliest reference to Chess being made by a monk 'Froumund von Tegermsee'. Chess spread to Italy from Germany and later on to England and Ireland. Chess also reached Scandanavia by the 11th century and Bohemia from Italy. The growing

popularity of Chess is proven by the vast amount of literature that has been printed over the last few centuries.

The oldest of these (Mansubat) were penned by the Arab author Al-Aldi in the 9th century who also mentioned the differences between the Hindu and Persian rules of the game. Blindfold play, qualifying contests, Chess problems (mansubat), the first Chess book and tournaments were known as early as the 7th century. Today, the game of traditional Chess is very similar to the original game that was played in India 1400+ years ago (i.e., the game-tree has not been altered significantly). Chesmayne allows any game-tree to be used for play.

Today there are 149 Chess playing countries belonging to FIDE. In the last few centuries traditional Chess has truly become international in appeal. Chess is exciting, demanding skill, and the result is unpredictable. It is not a physical contest, and there is no element of luck as in card games. In oriental warfare, a battle could be decided by the death or capture of the King, which in Chess is known as Shah-mat (checkmate, ++CM). So two armies line up against each other. One can try head-on assault or patient outflanking manoeuvres. One can try bluff, or offer poisoned pawns, or make sacrifices in order to ambush the enemy and capture the commander-in-chief, the King.

The Persians took up Indian Chess with enthusiasm. The caliphs, rulers of the Moslem world, kept Chess professionals at court through the 9th and 10th centuries. Chess was brought to Europe by the Moors in Spain before AD 1,000. There was great confusion throughout medieval Europe concerning the pieces names. The elephants became archers in Spain, Standard-Bearers in Italy, couriers in Germany, court jesters in France, and BSs in Portugal, England, Ireland and Iceland. The 'rukh' (war chariot) was another enigma. In 1527, an Italian poet, Vida, fancifully identified the Rook as an elephant with a tower on his back, as used by Hannibal seventeen centuries earlier. This caught on, but the elephant was costly to carve, and disappeared leaving only the tower.

Europe's first big contribution to Chess came about AD 1,000 - a chequered board to assist the eye (before this time the board was unchequered). Please see Shogi for further details (Japanese Chess). A century later came the second - speeding the :&O (opening) by giving pawns the option of moving two cells on the first move (FMO). About 1580 an Italian suggested making the Queen the strongest piece instead of the weakest. Promotion of a pawn, hitherto a minor incident, became cataclysmic. The average game was halved in length. At the same time, the piece we call a Bishop, previously very restricted was de-limited. The new game was nicknamed 'Scacchi all rabiosa' (crazy Chess) by the Italians, and by the French,

'Echecs de la dame enragee' (Chess of the maddened Queen).

But it swept Europe like a forest fire, except Russia, where the masses stuck to the old game for over two more centuries. Italy took over from Spain as the leading Chess country in the 17th century. In the 18th century, supremacy passed to France. About 1840, London became the main Chess center. The first international Chess tournament was held in London in 1851. It was won by Adolf Anderssen, a German professor of mathematics. The fantastic advance of Chess in the 20th century is best shown by figures. Before 1923 there were rarely more than four international tournaments in a year. Between 1923 and 1939, the average was six. After WW II this quadrupled. In 1974 it jumped to 60, in 1975 to 75, in 1976 to 100.

By the end of 1990 the number had increased to well over 1,000 registered tournaments. In 1924 FIDE had a dozen member countries. In 1990 it had 127. Every two years, a world teams' tourney is held, known as the Chess Olympiad. The number of entries in 1927 was 16. By 1990 it reached 108 teams. Women's Olympiads started in 1957 with 21 teams, increasing to a record 65 in 1990. Russia (or the former Soviet Union) first competed in an Olympiad in 1952 and has won all but two since then. Only for three years since 1948 has there been a non-Russian (Soviet) champion. Bobby Fischer (USA) won crushingly in 1972 but did not defend in 1975 when the title went to Anatoly Karpov by default. In 1985 Karpov lost the title to 22-year old Garry Kasparov in a marathon struggle lasting 72 games, starting in September 1984.

The challenger is found after three years of elimination tournaments, and matches start with Zonal tournaments, continuing with interzonals and culminating with Candidates' matches. Women's World Championships are played under similar procedures. The title of Chess Champion of the World dates strictly from 1886, but it has been conferred retrospectively from 1866 by general consent. Before that, there were players recognized as supreme in their time. The following list will not be disputed by most mature players:

01 Andre Danican Philidor (France) 1747-1795 • 02 Louis Charles Mahe de la Bourdonnais (France) 1821-1840 • 03 Howard Staunton (England) 1843-1851 • 04 Adolf Anderssen (Germany) 1851-1858 • 05 Paul Morphy (U.S.A. Irish/Spanish/French) 1958-1959 • 06 William Steinitz (born Austrian) 1866-1894 • 07 Dr Emanuel Lasker (born German) 1894-1921 • 08 Jose Raul Capablanca (Cuba) 1921-1927 • 09 Dr Alexander Alekhine (born Russian) 1927-1935 • 10 Dr Max Euwe (Holland) 1935-1937 • 11 Dr Alexander Alekhine (died still Champion, FIDE took control) 1937-1946 • 12 Dr Mikhail Botvinnik (Russia) 1948-1957 • 13 Vassily Smyslov (Russia) 1957-1958 • 14 Dr Mikhail Botvinnik 1958-1960 •

15 Mikhail Tal (Russia) 1960-1961 • 16 Dr Mikhail Botvinnik 1961-1963 • 17 Tigran Petrosian (U.S.S.R.) 1963-1969 • 18 Boris Spassky (Russia) 1969-1972 • 19 Bobby Fischer (U.S.A.) 1972-1975 • 20 Anatoly Karpov (Russia) 1975-1985 • 21 Garry Kasparov (Russia) 1985?

Until the present century, traditional Chess (Chesmayne) was regarded as a game for the wealthy and leisured classes in society. It is the national sport in Russia, where it is more popular than football. Indeed, Russian Chess players have dominated world Chess since the 1940s, although their superiority is fast being challenged by Britain, which is now established as a strong Chess playing nation. Compare it with draughts or the Japanese game of Go (nearly all strategy). Chess also has the advantage of its finely differentiated playing pieces. They are not merely rounded lumps of wood or stone but individuals, each with h/er own power and attributes.

It is easy to identify with one's Chess pieces. Losing a game of draughts never results in the same sense of deep personal loss that one has when the KI is ++CM. It is a game that involves the mind completely. Chess combines elements of both art and science, what the Dutch call Denksport. Analyzing a Chess game is primarily an exercise in logic, yet arriving at a beautiful checkmating attack or a profound strategical position can bring a genuine sense of creative satisfaction. There is also the competitive aspect of the game. Chess is not a solitary exercise, like solving a crossword puzzle, but a battle between two individuals, a struggle of mind and will.

Above all, Chess provides a sense of continuity with the past - of belonging to a great Chess-playing family extending through thousands of years and embracing all nations from the time of the Egyptian Kings to the present day (and probably before as well). In the text you will find games played over a century ago (L01) which still arouse admiration in those who play through them today. Perhaps one day, new players who are now taking up Chess (Chesmayne) will find some of their own efforts gracing the literature of this fascinating game.

Traditional Chess is one of the world's most played board games. It has an old and distinguished pedigree, developed for over five centuries. The wisdom of antiquity has bequeathed it to succeeding generations. Of the various occidental board games, Chess is the King. It is the one practiced most widely and has the most-documented and carefully written theory to back it up. Goethe called Chess 'the touchstone of the intellect'. The story of Chess is amongst one of the most extraordinary inventions in our history, which draws extensively on

legend, mythology and symbolism and must rank amongst the greatest stories ever told.

Its theme is the vast and bewildering complexity of the universe of thought - an inspiring symbol of the desire to explore and penetrate the uttermost reaches of the imagination. An eternal book - somehow impinging on infinity itself - a never-ending story - a mirror of the infinite possibilities of the human mind and one of the purest forms of communication with a unique and unusual set of symbols. This symbolic world of weightless thoughts is real, vital, and filled with significance. It seems we are mysteriously connected to the universe. We are mirrored in it, just as the entire evolution of the universe is mirrored in us. However, like frogs, sooner or later we have to step outside our limited sensorial.

In this section the reader is taken through the delightful account of the landmarks and discoveries and pays tribute to the Chess players who made contributions, both large and small, not only as painstaking observers of the game, but also as outstanding workmen of vision whose conclusions were often ahead of their time. We have traveled through the ages to accumulate a battery of sound Chess theories and along this road circuitous detours carried many thinkers far and wide through a wilderness.

At this juncture we must put the whole achievement into perspective and it is well to make some preliminary comments about the state of Chess as it now stands. To settle a group of students a teacher will first tell them a light story when they first come into the classroom, just to put them at ease, focused, and then kind of lead them into.

From Chess-poster.com (Chesmayne)

Club News Briefs

The MasterMinds Chess Club has moved to the 8th floor in Rm. 821, which is a much larger and more comfortable place to play. Also, we are operating under a new time format. From 6pm to 7pm we will be analyzing and studying, and from 7pm until 10pm we will be engaged in actual play. Please come early to get the most out of what we have to offer. All are expected and encouraged to record all games played on club night (Mondays), and don't forget to bring your clocks.

We are now collecting membership dues. Our name has been registered with the State of Pa. and we now have our tax ID number. There are special membership rates for

juniors 17 years of age and under, and for “seasoned” seniors 55 years of age and older for \$10 a year. Regular membership fees for all others are \$20 yearly.

Our next tournament will be on January 11, 2003 here at Temple University’s PASCEP program’s 8th Floor, Rm. 821 (see flyer attached to newsletter).

The Mind of the Master

In this and subsequent issues Philadelphia’s own National Master Elvin Wilson is featured in “The Mind of the Master.” Elvin has agreed to answer any questions that we might have as it relates to the game of chess. Let’s take advantage of this rare opportunity by forwarding your questions to newsletter developer Steve Slocum. Elvin Wilson has a wealth of knowledge and wisdom that he is willing to share with us.

This is a new feature of the newsletter that we are privileged and excited about. National Master Elvin Wilson has agreed to lend his insights and expertise to the inquiring minds that wish to know the game a little better from many different aspects.

Master Profile (Compliments of TheChessDrum)



Philadelphia is the home to one of the world's most accomplished players of African descent. When one looks at the chess résumé of **Elvin Wilson**, it's an endless string of successes stemming from his days as a scholastic standout until his current reign as the Philadelphia champion. Elvin made master at age 18 and played on legendary scholastic teams at Washington High School and was highly-touted as

a chess prodigy. Learning chess at Cooke Junior High (1983-1986), Elvin states that this beginning has definitely paid dividends in all areas of his life. Elvin explains, "After Junior High School I continued my chess career at George Washington High School (1986-1989), one of the best chess programs in the country at the time. After High School, I enlisted into the Air Force (1990-2000) where I have traveled and competed all over the World. I am currently a Computer Information Science (CIS) major at Temple University." Despite an impressive chess résumé,

Elvin isn't done yet. The down-to-earth chess titan hopes to achieve his quest of earning the International Master title. Best wishes Elvin!!

Let the questions begin.
J.B. Frazier asks:

What is was the most difficult to master, the opening, the middle, or the end game?

All of the above! If I had to pick one I would have to say the middle game because of the sheer number of possible positions. It is no accident that most games are decided in the middlegame.

Levy Nealy asks:

1. What's the difference between a "round-robin" and a "swiss?"

A "round-robin" is also known as an all play all tournament and therefore cannot accommodate a large number of participants. While a "swiss system" tournament has a preset number of rounds and you are paired against opponent with the same number of points that you have.

Steve Slocum asks:

1. At what point in the opening or middlegame is the decision made whether to retain the dark or light square bishop?

This question is a little vague. It is better to understand how bishops work with your pawn structure and your plans. A general rule is that if central pawns are fixed on the same color square as you bishop, the bishop is bad. To give a definite answer I would need to see a position on the chessboard.

2. What is the best method of preventing the tendency to lose material due to lack of board vision, blunders, oversight, etc.? I don't do it nearly as much as I used to but when it happens I can just kick myself.

*After your opponent moves ask yourself:
What is the threat?
What does that move change?*

Don't be so hard on yourself, because players at every level have the occasional lapse in concentration.

3. Who are some of your favorite chess players and why?

Lasker, because of his fighting spirit and philosophical views of chess and life.

Fischer, because of his fighting spirit and his genius.

Kasparov, because of his fighting spirit and his work ethic.

Tal, because of his fighting spirit and his fearlessness.

4. What is the determining factor in transitioning from middlegame to endgame? I mean, to trade pieces or queens in order to win the game.

When it is to your advantage to do so. I could give you some general rules but this question is better answered with a specific position in mine.

Chess Facts

The word "Checkmate" in Chess comes from the Persian phrase "Shah Mat," which means "the King is dead."

The shortest game ending in mate after two moves: 1. g4 e6 or e5, 2. f3 or f4 Qh4 mate.

Anatoly Karpov, the first world champion to win the title without playing a Chess match. He got the title in 1975 when Fischer refused to defend his title. Anatoly became a Candidate Master at the age of 11, a Master at 15, an International Grandmaster at 19, and World Champion at 24.

Kirk and Spock have played Chess three times on STAR TREK. Kirk won every game.

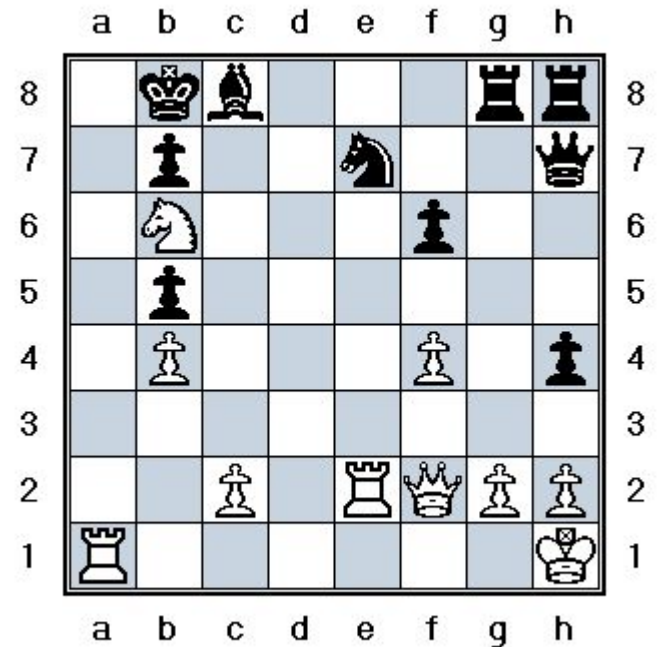
Yasser Seirawan (1960-), was the first American to beat a reigning World Champion. He defeated Anatoly Karpov in 1982.

The Anderssen-Kolisch match in 1861 was the first time a time-limit was used. An hour-glass gave each player 2 hours to make 24 moves.

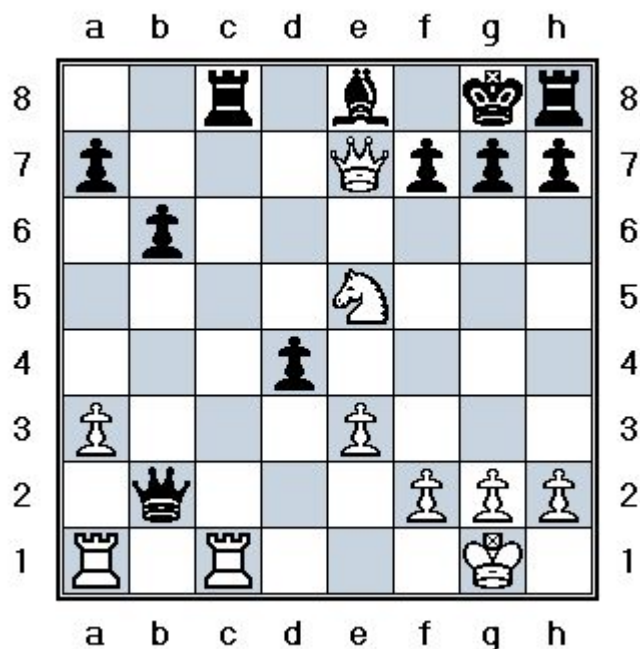
Dr. Emanuel Lasker from Germany retained the World Chess Champion title for more time than any other player ever: 26 years and 337 days.

Puzzles

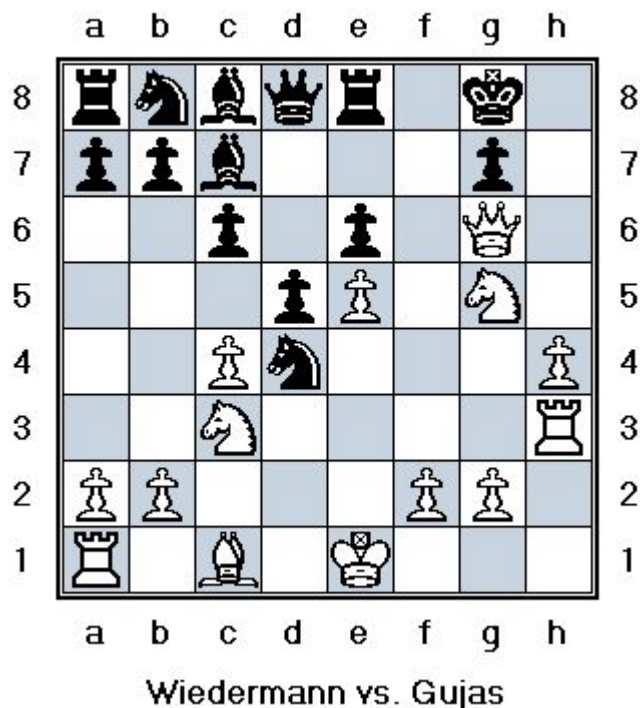
White mates in three moves - Problem 1



White mates in three moves - Problem 2



White mates in three moves - Problem 3



Answers on last page. Solve before you look!

Upcoming Events

Recurring Events

Every 2nd Sat. Allentown 2nd Sat. Quads. 3RR, G/40. St. Luke's Ev. Lutheran Church, 417 N. 7th St., Allentown. Open to all. EF: \$10. \$\$24/quad. Reg: 12-1, Rds: 1:15-2:45-4:15. No adv. ents. Rated events ea. wk. Info: 610-435-7694, <http://geocities.com/allentownchess>. NS,NC.

PA Tournaments

Allentown Sunday Quads. 3RR, G/45. St Luke's Evangelical Lutheran Church, 417 North 7th St, Allentown. EF: \$20. \$\$50 to ea. quad. Reg: 2:30pm, Rds: 3-4:30-6. Info: Bruce Davis 610-821-4320.

Jan. 4. PSCF FMCC Quads

3RR, G/60. Franklin-Mercantile CC, 1420 Walnut St, Suite 460, Phila. EF: \$20 for FMCC members, \$25 for non-FMCC members. \$\$: \$50 to each quad. Reg: 9-9:45, Rd. 1 at 10. T.D.: Ira Lee Riddle, 215-674-9049. PSCF Req'd: \$5.

Jan. 4. W. Chester 1st Sat. Quads

3RR, 40/80, SD/30. United Methodist Church, 129 S. High St. (Rte. 100), West Chester, PA. EF: \$20. \$\$40 to each Quad. Reg: 9am, Rds: 9:30-1-5. Info: Jim White 610-269-7639.

A Heritage Event!

An American Classic!

Jan. 17-20, 18-20 or 19-20. **35th Annual Liberty Bell Open** 50 Grand Prix Points

7SS, 40/2, SD/1 (3-day option, rds 1-2 G/75; 2-day, rds 1-4 G/45). Adam's Mark Hotel, City Line Ave (Rt 1 near I-76 City Av exit), Philadelphia 19131. \$\$20,000 b/320 paid entries, minimum 50% of each prize guaranteed. In 7 sections. Open: \$2000-1000-500-300-200, clear winner bonus \$200, U2400/Unr \$1000-500. If tie for first, top 2 on tiebreak play speed game (white 6 min, black 5 min & gets draw odds) for title & bonus prize. Under 2200: \$1000-500-400-300-200. Under 2000: \$1000-500-400-300-200. Under 1800: \$1000-500-400-300-200. Under 1600/Unr: \$1000-500-400-300-200, top Unr 400-200. No Unr may win over \$400. Under 1400: \$1000-500-400-300-200. Under 1200: \$700-400-300-200-100. EF: 4-day \$99, 3-day \$98, 2-day \$97 mailed by 1/9, all \$96 online at chesstour.com by 1/14, all \$110 phoned by 1/14 (845-496-9658), all \$120 (no checks, credit cards OK) at tmt. GMs \$80 from prize. \$40 less to unrated. \$20 less to rated juniors under 18. Mailed entry \$3 less to PSCF members. Re-entry (except Open Section) \$70. Backup phone entry (no questions, no switches, no dropouts): 406-896-2038. 4-day schedule: Reg Fri to 7 pm, rds 8, 11-6, 11-6, 10-4:30. 3-day schedule: Reg Sat to 10 am, rds.11-2:30- 6,

11-6, 10-4:30. 2-day schedule: Reg ends Sun 9 am, rds 10-12-2-4-6, 10-4:30. Bye: all, limit 2, rds 5-7 must commit before rd 4. HR: \$85-85-85-85, 215-581- 5000, reserve by Jan 2 or rate may increase. Car rental: Avis, 800-331-1600, use AWD #D657633. Ent: Continental Chess, Box 249, Salisbury Mills NY 12577. 845-496-9658.
www.chesstour.com. FIDE.

USCF Booster Tournament!

Jan. 19. Liberty Bell USCF Booster Novice
4SS, G/30. Adams Mark Hotel, City Line Ave, Philadelphia. Open to Under 1200/Unr. EF: \$20, under 18 \$10. 4 points wins 3 years USCF memb., 3.5 wins 2 years, 3 wins 1 year. Reg. ends 10:30 am, rds 11-1-2:30-4. Bye: 1. Ent: at site.

Jan. 20. Liberty Bell Action

5SS, G/30. Adams Mark Hotel, City Line Ave, Philadelphia. EF: \$20. \$500 b/40 paid entries, else in proportion. \$150-70-40, 1800-2099/Unr \$80, 1500-1799 \$80, Under 1500 \$80. Reg. ends 10:30 am, rds 11-1-2:30-4-5:30. Bye: 1. Ent: at site.

Feb. 1. W. Chester 1st Sat. Quads

3RR, 40/80, SD/30. United Methodist Church, 129 S. High St. (Rte. 100), West Chester, PA. EF: \$20. \$40 to each Quad. Reg: 9am, Rds: 9:30-1-5. Info: Jim White 610-269-7639.

Feb. 1. PA Team and HS Team Championship

Community College of Philadelphia, Wynett Bldg, Coffeehouse Room, on 17th St., 2 buildings south of 17th & Spring Garden Sts., Phila. 19130. In 3 sections. Reg: 8-9:30. Teams of 4, no alternates. Open: Average U2200. 4SS, G/1. Rds. 10-12:45-3-5:15 or earlier. EF: \$50/team by 1/26, \$60 at site. \$\$800/b20: \$300-200-100, U2000 \$50, U1800 \$50, U1600 \$50, Coll/Sch \$50. HS Team Championship: Must attend same school. G/1. Rds: 10-12:45-3-5:15 or earlier. EF: \$25/team by 1/26, \$35 at site. \$\$ Trophies to 1-5th, Top 2 U1200, Top 2 U1000, Top 2 JHS/MS. Schol./Res.: (Don't have to be same school) 5SS, G/30. U1400 average. EF: \$20/team by 1/26, \$30 at site. Rds: 10-12-1:15-2:30-3:45 or earlier. \$\$ Plaques to members of top 4 teams. Ent: Ira Lee Riddle, 400 Newtown Rd., Warminster PA 18974. (215) 674-9049 or iralee@aol.com

A Heritage Event!

An American Classic!

Mar. 8-9. 2003 PA State Scholastic Championships
122 Trophies!! (90 Individual, 32 Team). Kehr College

Union, Bloomsburg Univ., Bloomsburg PA 17815 (off I-80). 8 sections (Sat & Sun 3/8 & 9 unless indicated): EF: K-3 Open: (Sat 3/8 only) \$28. K-6 U800: (Sat 3/8 only) \$26. K-9 U1000: (Sun 3/9 only) \$26.25. K-6 Open: \$27.50. K-8 Open: \$28.50. K-12 U1000: \$25.50. K-12 U1300: \$26.50. K-12 Open: \$29.50. All: 5SS. EFs if rec'd by 2/15, \$10 more rec'd 2/16-3/1, \$20 more after 3/1. PSCF memb. incl. \$\$ for Castle Camp (scholarships) & (if possible) 1st team, player in K-6, K-8 & K-12 Opens for Nationals, Denker. Reg Fri 3/7 7-9 pm at site, late entries Sat 3/8 9:30-10:15 am at site get 1st Rd 1/2 pt. bye. Send name, USCF ID & exp, section, grade, school/club, birthday, gender, address, phone, email + EF. Each change at site \$5. Rds (Sat 3/8 1-day sections): G/40 T/D5; 10-11:45-2-3:45-5:30; (Sun 3/9 K-9 U1000): G/40, T/D5; 9-10:30-12:30-2-3:30; (2-day sections): G/90, T/D5; 10-2-5:30, 9-1. HR: Mention "PA States" before 2/1 for best rate; Days Inn (Exit 224 off I-80) 570-275-5510 50-50-50-50-50; Econolodge (Exit 232 off I-80) 570-387-0490 54-54-54-54. Ent: PSCF, c/o Tom Martinak, 320 N. Neville St. Apt 22, Pittsburgh PA 15213-1656. Checks payable to PSCF. Info: Dan: danheisman@comcast.net 610-649-0750; Rich: Rich_barbara@hotmail.com 412-767-9228; www.pscfchess.org/pascholasticchamp/

NJ Tournaments

Dec. 15. South Jersey Swiss/Quads

Clarion Hotel Cherry Hill, New Jersey, Route 70 West (near exit 34 of Route 295). 856-428-2300. 2 events. SJ Quads: 3RR, 40/80, SD/45. EF: \$20. \$40 to quad winner. Rds: 10-2-5. SJ Swiss: 5SS, G/30. EF: \$25. \$\$b/30: \$100-50; Exp./A; B; C; D/E/Unr. each \$50, more or less per entries. Rds: 10:30-11:45-1-2:15-3:30. Both: Reg. ends 10am. Info: Leo Dubler 856-396-0961, LBDIII@aol.com.

Dec. 28. Hamilton Chess Quads

3RR, 40/80, 15/30. Ray Dwier Rec Bldg., Mercer County Rd., Rt. 609, Groveville, NJ. EF: \$10. \$\$G 25. NJSCF mem. req'd. \$10, \$8 Srs, \$6 Jrs, OSA, opt. to join NJSCF. Reg. 9:30-10am. Rds. 10-1-4. 609-758-2326 or 585-9655. NS,NC,W.

Jan. 5. Westfield Action Quads

3RR, G/40. Westfield Y, 220 Clark St., Westfield. \$50 to 1st in each quad. Reg: 3-3:15pm, Rds: 3:30-5-6:30. EF: \$20, \$15 membs. Ent/Info: Todd Lunna 732-946-7379, www.westfieldchessclub.com.

Jan. 6-Feb. 3. Hackettstown Winter Swiss

5SS, 40/90. Hackettstown Community Ctr., 293 Main St.,

Hackettstown, NJ 07840. EF: \$10, Jr. \$7. Trophy & chess book (selected by winners from USCF catalog, remaining top 40% trophy or chess book). Reg: 7-7:30pm, Rds: 7:30 ea. Mon. Info: 908-852-5925.

'In blitz, the knight is stronger than the bishop.'
Vlastimil Hort



On the Web

We encourage our members to take advantage of the worldwide web that features great chess articles, games, instruction, and much, much, more. Some web sites we recommend are:

www.MasterMindsChess.com (Soon to come!!)

www.uschess.org

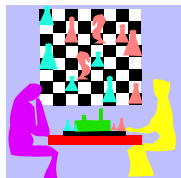
www.chesscafe.com

www.thechessdrum.net

www.kasparovchess.com

<http://members.home.net/danheisman/chess.htm>

www.chesstour.com



Over The Board

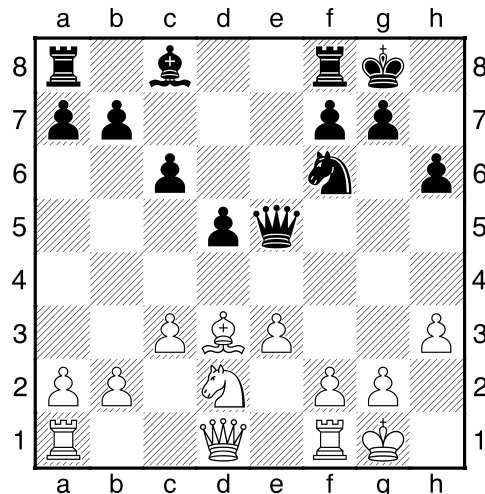
Here are a few games by members of the MasterMinds Chess Club who played in the recent National Chess Congress in Philadelphia at the Adam's Mark Hotel.

Kim, Sang (1635) – Nealy, Levy (1787) [D02]

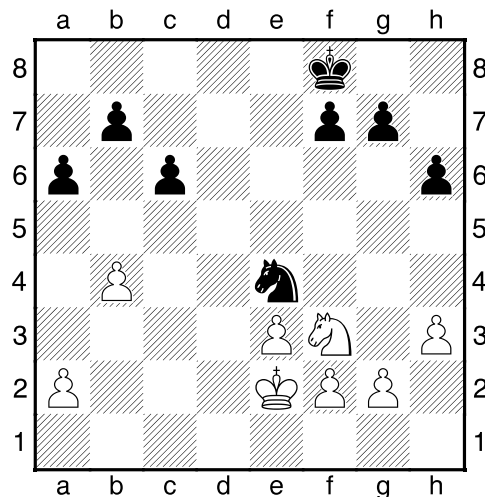
National Chess Congress, 01.12.2002

[Fritz 6 (55s)]

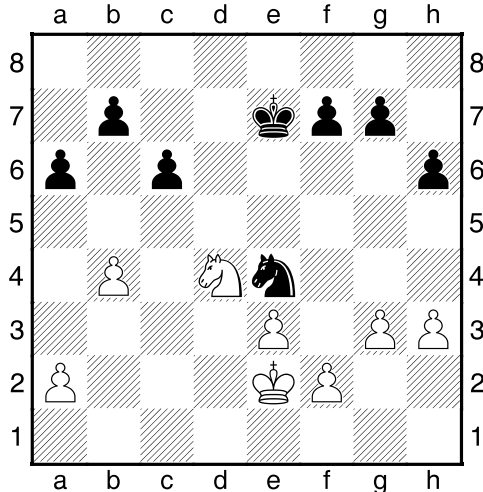
D02: 1.d4 d5 2.Nf3 sidelines, including 2...Nf6 3.g3 and 2...Nf6 3.Bf4 Mr. Levy Nealy stated that this was his best played game in the tournament. Even Fritz offered only a few variations. Enjoy! **1.d4 d5 2.Bf4 e6 3.Nf3 Nf6 4.h3** Prevents intrusion on g4 **4...h6** Consolidates g5 **5.e3 Bd6 6.Bxd6 Qxd6 7.c3 0-0 8.Bd3 Nc6 9.0-0 e5 10.dxe5 Nxe5 11.Nxe5 Qxe5 12.Nd2 c6** Diagram



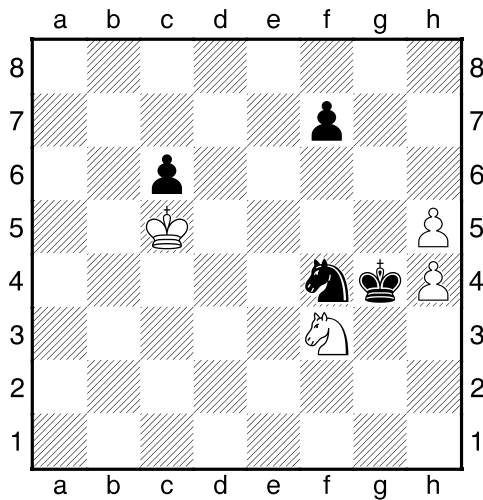
Controls b5 **13.Nf3 Qc7 14.Qc2 Re8 15.Rac1 Qe7 16.c4 dxc4 17.Bxc4 Be6 18.Nd4 Bxc4 19.Qxc4 Qe4 20.Rfd1 Red8 21.Qb3 Rd7 22.Nf3 Rad8 23.Rxd7 Rxd7 24.Qa3 a6 25.Qb3 Qd5 26.Qxd5 Rxd5 27.Kf1 Ne4 28.Ke2 Kf8 29.Rc2 Rc5 30.Rxc5 Nxc5 31.b4 Ne4** Diagram



32.g3 [32.a3 Ke7=] 32...Ke7 33.Nd4 Diagram



33...g6 [33...Nc3+ 34.Kd3 Nxa2 35.Kc4=] 34.f3 [34.a3 f5=] 34...Nd6 [34...Nxg3+ 35.Kf2 Nf5=] 35.Kd3 Kf6 36.f4 g5 37.g4 gxf4 38.exf4 Kg6 39.Nf3 Nb5 40.a4 Nc7 41.f5+ Kf6 42.Kd4 Nd5 43.b5 axb5 44.axb5 Nf4 45.bxc6 bxc6 46.h4 h5 47.gxh5 Kxf5 48.Kc5 Kg4 Diagram



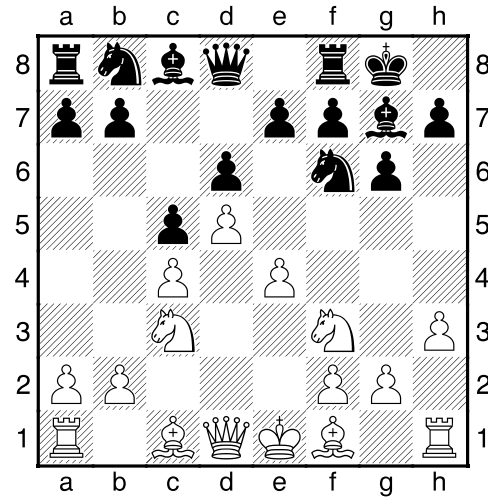
1/2-1/2

(2) Howard, John (1925) – Pratt, G. (1696)
[E91]

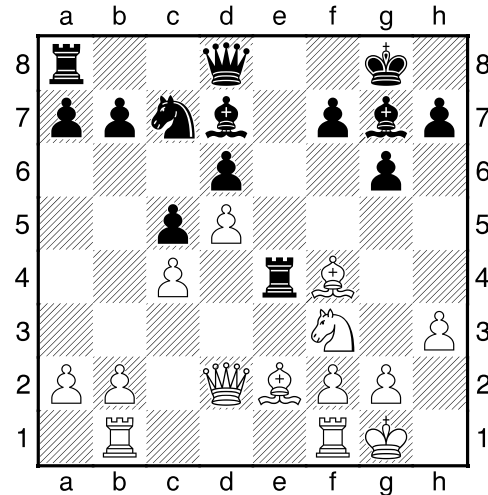
National Chess Congress (6), 01.12.2002

[Fritz 6 (55s)]

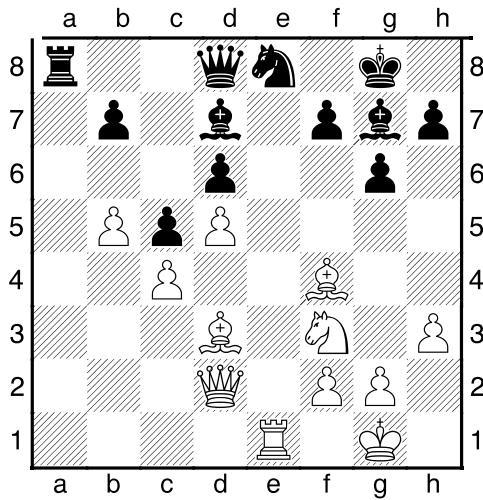
1.d4 Nf6 2.Nf3 g6 3.c4 Bg7 4.Nc3 0-0 5.e4 d6 Controls e5 6.h3 Prevents intrusion on g4 6...c5 7.d5 Diagram



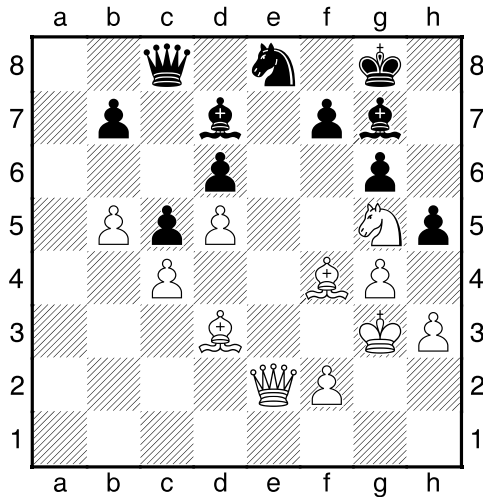
This push gains space 7...Na6 8.Be2 Nc7 9.0-0 e6 10.Be3 Re8 11.Qd2 exd5 12.exd5 Ne4 13.Nxe4 Rxe4 14.Rab1 Bd7 15.Bf4 Diagram



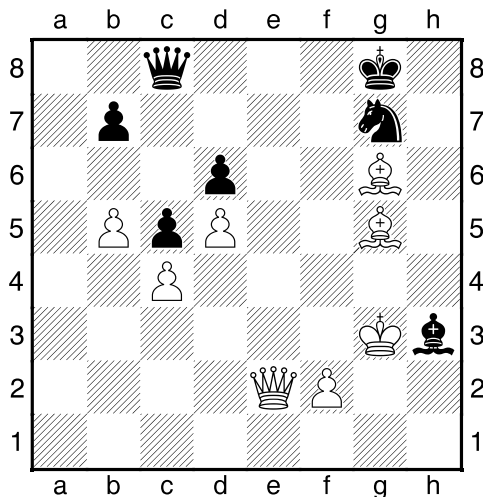
15...Ne8 [15...Bf5 16.Rbd1 Re8 17.Rfe1=] 16.Bd3 Re7 17.Rfe1 Rb8 18.b4 Rxe1+ 19.Rxe1 Rc8 20.b5 a6 21.a4 axb5 22.axb5 Ra8 Diagram



23.g4 [23.Qe3 Bc3 24.Re2 Bf6±] **23...Ra1 24.Rxa1 Bxa1**
25.Kg2 Bg7 26.Kg3 Qc8 27.Qe2 h5 28.Ng5 Diagram

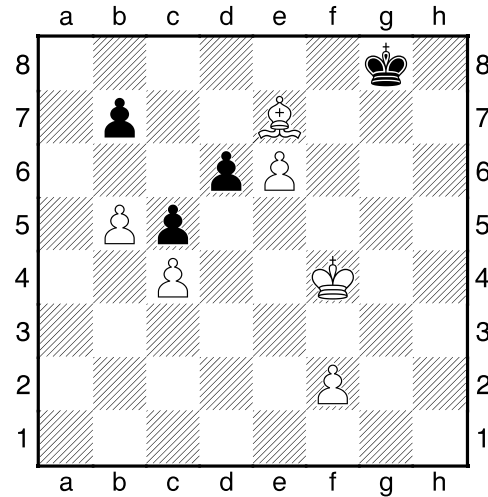


28...Bf6? [⊔28...h4+!? and Black is still in the game
29.Kg2 Bf8±] 29.gxh5+- Bxg5 30.Bxg5 Bxh3 31.hxg6
fxg6 32.Bxg6 Ng7 Diagram



33.Qe4 [33.Bh6 seems even better 33...Nf5+ 34.Bxf5
 Bxf5+- 35.Qe7 Qd7] **33...Bf5 34.Bxf5 Qxf5 35.Qxf5**

Nxf5+ 36.Kf4 Nd4 [36...Ng7+-] **37.Be7 Ne6+** [37...Nb3 is
 one last hope 38.Ke4 Kf7 39.Bxd6 Kf6+-] **38.dxe6**
 Diagram



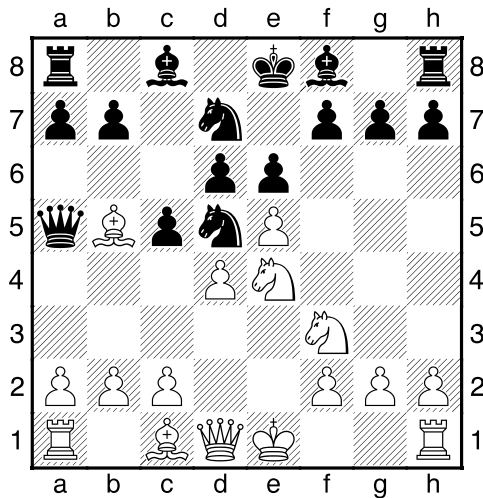
[38.dxe6 Kg7 39.Kf5+- Kg8 40.Kg6 b6 41.Bxd6 Kh8
 42.e7 Kg8 43.e8Q#] **1-0**

Jagannath,A (773) – Slocum, Steve (966) [B50]

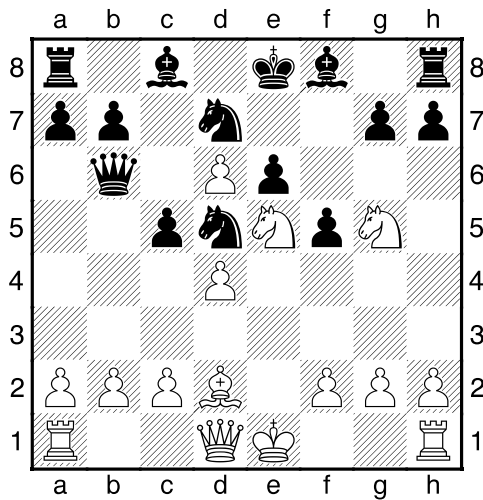
National Chess Congress (5), 01.12.2002

[Fritz 6 (55s)]

B50: Sicilian: 2...d6, Miscellaneous This turned out to be my worst defeat. I say worst because no one likes to give a won game away (which is exactly what I did here). It was a classic case of seeing a threat but not looking at it intensely or thoroughly. I was looking to end the game, which was another mistake. Instead I should have been more concerned with getting more pieces into the game. I was looking to attack my opponent with a Knight and Queen. My young opponent was playing fast and a little "out of book." He was aware of the trouble he was in. When I gave him the chance to put me in check he jumped at the opportunity, which to his credit decided the game. This game would have given me five wins and a trophy, but winning is winning when you have a won game. In this case carelessness was the key. Believe me, I'm a better player as a result of this game. **1.e4 c5 2.Nc3 d6 3.Nf3 Nf6 4.Bb5+ Nbd7 5.d4 e6** Secures d5 **6.e5** White wins space [6.dxc5 dxc5 7.Bg5 a6 8.Bxd7+ Qxd7±] **6...Nd5** [⊔6...cxd4 7.Qxd4 dxe5 8.Nxe5 a6 9.Bxd7+ Nxd7=] **7.Ne4??** allows the opponent back into the game [⊔7.Nxd5 exd5 8.0-0 dxe5 9.dxc5±] **7...Qa5+?** Diagram

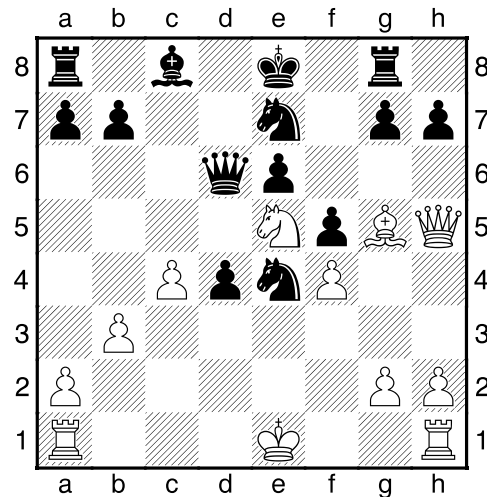


My opponent was left wide open for this tactic. I was glad to have the free Bishop. **8.Bd2??** causes further problems for ? [Δ8.Nfd2 Qxb5 9.c4≠] **8...Qxb5+** **9.exd6 f5** [Δ9...cxd4!? might be the shorter path 10.b3+] **10.Neg5 Qb6** [10...Bxd6 11.Nxe6 Kf7 12.Nfg5+ Kg6 13.g4+] **11.Ne5?** Diagram



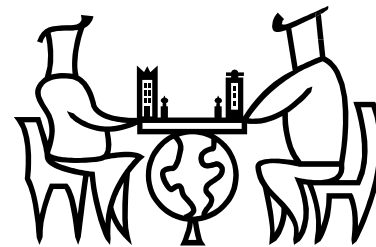
[11.Nxe6 Qxd6 12.0-0 Kf7≠ (12...Qxe6?! 13.Re1 Qe7 14.Rxe7+ Bxe7 15.Qe2=)] **11...N7f6** [Δ11...Qxb2 secures the win 12.Nef7 Rg8+] **12.Ngf7 Rg8 13.b3?** [13.c4 Qxb2 14.cxd5 Qxd4 15.0-0≠] **13...Bxd6** [13...cxd4 keeps an even firmer grip 14.0-0+] **14.Nxd6+??** [Δ14.Nc4 the rescuing straw 14...Kxf7 15.Nxb6 Nxb6 16.Ba5≠] **14...Qxd6+** **15.c4** [15.Nc4 Qc7 16.dxc5 Qxc5+] **15...Ne7** [15...cxd4 makes it even easier for Black 16.f4 Ne7 17.Qe2+] **16.Bg5** [16.Bc3 Ne4 17.Bb2 cxd4 18.Bxd4 Qb4+ 19.Kf1 Ng6+] **16...cxd4 17.f4 Ne4** Here I was trying to save this knight while at the same time mount my attack with the queen going to b4. I was looking at White's check with Qh5+ but was simply going to defend it and get on with my plans. But I haphazardly did not look at the proper way to defend his temporary check. And this is where my nightmare began (if only I

looked at g6 or Ng6). **See it and weep with me.** [17...Ng6 and Black can already relax 18.Nxg6 hxg6 19.0-0+] **18.Qh5+** Diagram



[18.0-0 cannot change destiny 18...g6 19.Bxe7 Kxe7+] **18...Kf8** [Δ18...g6 secures victory 19.Qh4 Qb4+ 20.Kf1 Nxg5 21.Qxg5 Qd2+] **19.Qf7# 1-0**

(We encourage you to have your games published).



Up the Ladder

The concept of Ladder Tournaments

While all ladder tournaments are similar in format, few are exactly identical. The primary goal of the ladder is regular and easy-to-get competition of a somewhat serious nature. In most ladder systems, players don't have to come to every meeting because the ladder is



always there. You can tell you're improving when you see yourself move up the ladder. The basic rule is that lower players challenge higher ones in attempting to move up the ladder. The rules are designed so that each challenge creates a reasonable contest. One possible use of the ladder is to determine the team for interclub matches (both local and to other cities), but keep in mind all players are welcomed to participate in inter-club play as there are differing playing levels.

Rules. A player moves up the ladder by defeating players whom he or she challenges. **Challenges.** A player may challenge a player who is only one or two rungs higher on the ladder. If neither of these two players is available nor willing to play, then the next higher player may be challenged (and so forth). All challenges must be made in sequence up the ladder. Player 14 can't challenge player 11 unless he or she has challenged players 13 and 12, and has either been refused or that person was unavailable. **Movement.** If the challenger loses or draws, there is no movement. If the challenger wins, the challenger assumes the rung of the person he or she defeated, while the loser and those immediately between the two players are moved down one rung.

Example:	Rung	Player
	11	Manny
	12	Moe
	13	Jack
	14	Julie

Julie challenged Jack and Moe, but neither would play, so Julie challenged Manny. Julie defeated Manny, and the ladder changed as follows:

Rung	Player
11	Julie
12	Manny
13	Moe
14	Jack

Current Ladder Standings

Rank	Name	USCF
1	John Howard	1925
2	Levy Nealy	1787
3	Rodney Johnson	Unr.
4	Melanie Brennan	992
5	Ernest Moore	1005
6	Richard Henry	1352
7	Larry Hall	Unr.
8	Reese Brown III	1298
9	J. B. Frazier	560
10	Garnel Wilkins	Unr.
11	David Dashiell	1011
12	Steve Slocum	966
13	Jean Borgella	Unr.
14	Robert Geiger	1192
15	Veronica Henderson	799
16	Mike Shakir	Unr.
17	David Friedman	694
18	Brock Brown	500
19	Bradley Crable	802
20	Reese Brown IV	1200
21	Anthony Shannon	Unr.
22	Jay Henderson	Unr.

Updated 12/2/02

If your USCF ranking is not listed above please notify Steve Slocum or Melanie Brennan to have it recorded. Thank you.

'It is one of the insights of modern players, and especially of the best ones, that one has to play the position itself, not some abstract idea of the position.'

John Watson, 'Secrets of Modern Chess Strategy', 1998

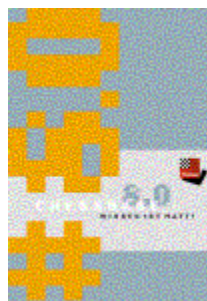
Chess Products To Strengthen Your Game



The Fritz 8 is identical to the one that fascinated the world in the man vs Machine duel against the human world champion. Millions of chess fans watched the games live on the Internet – the match ended in a 4:4 tie. “Deep Fritz is stronger than Deep Blue,” said world champion Vladimir Kramnik, who

had carefully studied the program. But don't be afraid, Fritz is not just a chess playing monster. It is a friendly chess partner for beginners and amateurs. It will teach you to play chess from scratch, and can automatically adjust its playing strength to suit your needs. It will warn you when you go wrong in a game, giving you hints on how to play better. In any position it will explain all possible continuations to you in plain language, and it will display all pieces that are attacked, defended or “hanging”. Afterwards it will analyze your games and point out mistakes and blunders. It has many handicap and friendly levels. In the sparring level the program will actually set up tactics for you to discover, teaching you to keep a lookout for opportunities throughout the game. Fritz has a photo-realistic 3D chessboard and will chatter humorously during the game. It has a giant openings book with a very wide repertoire and full statistics on every move. It has a built-in database with half a million top-quality games and is the companion and analytical partner of top players all over the world. Even Garry Kasparov admits: “I use Fritz regularly for my analysis.” Fritz is also the only chess program that has been in space. In April 1999 it was transported to the space station Mir to entertain the cosmonauts who were spending many months in orbit. Fritz is also your key to a completely different world of chess. The program has a no-hassle connection to the Internet chess server Playchess.com where you can play with chess enthusiasts all over the world. You will find hundreds of opponents, day and night, you can start a blitz game, play a tournament or simply watch and chat. You can also find the latest chess news, live coverage of international tournaments and online training sessions. This is what chess is all about. Available from 6 December 2002. **Your Price: \$46.50**

Model Number: CP-25



ChessBase 8.0 entry-level package. Now in Stock!!! New blinding 32-bit speed. This is the state-of-the-art ChessBase entry-level package, includes BigBase2002 (2.2 million unannotated games). Automatic opening report, Player Encyclopedia, Statistical

Trees, multimedia features. If you want to get better at chess, this package will save you literally years in the process. Requires Windows 95 or higher and CD-ROM.

Your Price: \$139.00

Model Number: CBT-01 (Chessbaseusa.com)

The ABCs of the

Endgame. Realizing the necessity of making yourself familiar with endgames, you will soon be con-fronted with a



problem: where to start and where to finish? There is an abundance of material and in reference books like the Cheron or Averbakh, the real basic endings are hard to find among the many exceptional positions. But who tells you what is a must-know and what is only special knowledge for professionals? The answer is: the "ABC of Endgames". With a total number of 176 treated endgames, the material on the CD is definitely man-ageable. Besides, 29 examples are pointed out studying which is considered as indispen-sable. Whether "Lucena-positions", "impotent couple" or practical hints for the surpris-ingly frequent endgame "rook + bishop vs. rock" - all these standard examples are in-cluding in the small survey. And for those wishing to deepen their knowledge even more, there are database texts introducing the respective type of endgame with the pos-sibility to immediately call up the relevant examples.

Your Price: \$24.00

Model Number: CSA-025

Welcome All! To Club Night



Garnell Wilkins prepares to analyze in his inspiring and innovative manner while the group looks on expectantly'

We are very grateful and pleased to have you in our company. We are a chess club that has attempted to meet the needs of the community at large. **We meet each Monday at Temple University's Anderson Hall, 8th floor located at 12th & Berks Sts from 6pm until 10pm.** We study and analyze for about one hour beginning at 6pm. We also have "ladder" tournaments within the club. We have an application for new members. Please come and sign in.

In a structured format we provide a place to play, study, and analyze the game of chess. Learn to record games through algebraic & descriptive notation. Come and learn opening principles, middlegame strategies & tactics, as well as the endgame phase of play.

We also encourage tournament participation and membership with the United States Chess Federation. We also network with local area clubs and plan to travel to other cities to network, play, and learn. It is also our focus to give back to the national community as well by providing the opportunity to enhance one's intellectual, social, and moral character. We offer you the opportunity to serve.

We also gather at other venues for fun and enjoyment while playing chess. You are invited to McDonald's at Broad & Diamond Sts on Sunday, from 3pm until, Wissahickon & Schoolhouse Lane Café/ Deli at 12:30pm on Sundays also, and we gather at Borders Bookcenter on Germantown Avenue in Chestnut Hill on Fridays from 6pm until closing. Another place to play and compete is at the renown Clark Park at 42nd & Baltimore Ave.



Jean Borgella and Levy Nealy in battle on club night.



Club president Ernest Moore seems to have a plan against J.B. Frazier.



J.B. Frazier has moved well up the club's ladder in recent weeks.

'In chess, as it is played by masters, chance is practically eliminated.'
Emanuel Lasker, 'Brettspiele der Völker', 1930

Mission Statement

The MasterMinds Chess Club is designed to provide a meaningful and viable service to the community. In particular it is our intent to promote chess within the inner-city community and to provide a learning environment where the game can be played, taught, studied, and enjoyed. Ultimately, we see chess as a tool for self-development, development of our community and as a bridge to other communities as well.

We, the members of the MasterMinds Chess Club are dedicated to promoting good moral conduct, mutual respect, and stand committed to the development of the total human being through heart felt support and genuine concern. It is also our intent to travel to other cities in an effort to promote a healthy network of area clubs as well as with clubs across the nation.

We intend on preparing for and participating in tournament competition and encourage membership in the United States Chess Federation. We encourage the membership of school age chess players to grow academically, maintain their discipline and focus on educational pursuits with the understanding that academic excellence has priority over actual chess endeavors. Furthermore, by playing the royal game of chess and pursuing its many disciplines, we hope to instill in some and nurture in others an appreciation for the game while at the same time benefit from its growth.

Ethical Code



1. To maintain good moral conduct conducive to the club's standards.
2. To promote mutual respect and concern for others.

3. To refrain from the use of profane language, but to encourage wholesome communication that uplift, support, edify, and instruct others.
4. To always demonstrate good sportsmanship.
5. Never to demean and belittle others but only offer constructive criticism.
6. Always play the game of chess according to the rules, which govern the game.
7. Support those who are participating or preparing for tournament competition.
8. Be an active member by presenting your ideas and participating on committees to accomplish goals and objectives.
9. Continue to develop your passion for the game through continuous practice, play and study.
10. To realize and remember that every member is of vital importance to the collective whole.

By-laws

ARTICLE I

Name

The name of this organization shall be the "MasterMinds Chess Club".

ARTICLE II

Purpose

The purpose of the club shall be:

1. To enable its members to play the game of chess,
2. To conduct tournaments, matches and other forms of chess competition,
3. To provide instruction and a social environment for its members and
4. To promote the popularity of the game of chess.

ARTICLE III

Membership

1. Membership is open to any person upon submission, review and approval (by the Board of Directors) of a membership application. Three general types of membership are available.
2. Paid members upon payment of the appropriate dues can be either a junior (age 17 and under), regular (age 18 and over), or senior (age 55 and over). Only paid regular members in good standing are deemed voting members and are eligible to vote in club matters.
3. Associate members are also divided into either junior, senior, or regular members. Associate members pay no dues and are not entitled to vote in club matters.
4. In the event that a member is found guilty of misconduct or poor sportsmanship in compliance with the MasterMinds Code of Ethics, the Board of Directors shall rule on any penalty to be assessed. Penalties may range from a simple warning to total expulsion from the club and revocation of all club privileges.

ARTICLE IV

Organization

1. The officers of the club shall be a President, Vice-President, Secretary, Treasurer and Tournament Director. They are to be elected to serve a term to last one calendar year by majority of the voting members each October.
2. The officers of the club, or other agreed upon individuals shall comprise the Board of Directors.
3. Vacancies shall be filled by special election via majority vote of the voting members. A successful candidate shall serve the balance of the unexpired term.
4. The club shall be affiliated with the United States Chess Federation (USCF) in accordance with the conditions specified by said organizations.

ARTICLE V

Election of Officers

1. Elections are to take place annually.
2. Only voting members may vote, seek and/or hold office.
3. An elections committee and a specified time and place for voting shall be designated at least one week prior to the election.
4. Votes may be cast in person at the election or via hand-delivered or faxed ballot if a voter cannot be present.

ARTICLE VI

Duties of the Officers and Directors

1. The President shall:
 - a. Preside at all meetings,
 - b. Appoint a Publicity Director, Librarian, Team Captain, Historian, Equipment Manager and other administrative positions (including interim officers of the club) deemed necessary by the Board of Directors and
 - c. Appoint all committees.
2. The Vice-President shall:
 - a. Assist the President and
 - b. Preside in the absence of the President.
3. The Secretary shall:
 - a. Keep the minutes and attendance records of all meetings,
 - b. Carry on the correspondence of the club and
 - c. Keep a current list of all active members' personal data relative to chess.
4. The Treasurer shall:
 - a. Collect all authorized dues,
 - b. Deposit all funds received with a bank designated by the Board of Directors,
 - c. Make disbursements as authorized by the Board of Directors and
 - d. Furnish a balance sheet and an income statement to the Board of Directors on a quarterly basis.
5. The Tournament Director shall:
 - a. Arrange, direct and control all tournaments sponsored by the club,
 - b. Report the results of all rated tournaments to the USCF for rating purposes and
 - c. Follow all USCF rules and procedures.
6. The members of the Board of Directors shall:

- a. Formulate a program of activities for the club,
- b. Supervise the work of all official committees,
- c. Attend at least 50% of the board meetings and be required to inform the board of their impending absences and
- d. Replace any board member who does not fulfill his/her obligations.

ARTICLE VII

Dues & Benefits

1. Current annual club membership dues become payable on January 1st of each year. Persons joining after June 30th shall pay half the annual dues. Each October the Board of Directors shall set the membership dues for the upcoming year.
2. The Board of Directors shall be empowered to effect any changes in the membership dues' amounts and structure.
3. Dues paid shall be non-refundable.
4. Benefits to paid members shall include the following:
 - a. Discounts on USCF membership and equipment purchases,
 - b. Discounts on entry fees to club-sponsored tournaments,
 - c. Right to compete in closed club championship cycle events upon completion of all eligibility requirements,
 - d. Use of club equipment at meetings and club-sponsored events,
 - e. Use of the club library's books and videos and
 - f. Invitation to special club events and presentations.

ARTICLE VIII

Meetings

1. Activity meetings shall be held on a weekly basis for the purpose of conducting chess competition, study or other leisure chess activity. A regularly scheduled time and place shall be designated by the Board of Directors.

2. Business meetings shall be held for the purpose of discharging all pertinent club business. These may be either general (open to all members) or board (restricted to board members) meetings. All business meetings shall be conducted under the Robert's Rules of Order unless suspended by majority vote.
3. The Board of Directors may meet at any time and at any place upon request of the President or Vice-President so long as the request is reasonable.
4. A quorum of three which must include either the President or Vice-President shall be necessary for the Board of Directors to act upon any concern.
5. A minimum of three affirmative votes will be required for a motion to carry at board meetings.
6. Ideas proposed by members should be directed to any one of the Board of Directors for consideration.

ARTICLE IX

Amendments

1. These by-laws may be changed or amended by a majority of the voting members.
2. Proposed items shall be reviewed June and December by the Board of Directors prior to being put to a vote.

Member Profile



Steve Slocum began playing chess about 2 ½ years ago. He has played in four tournaments since then and aspires to become a very strong chess player and accomplished writer. He is Vice-President of the MMCC and publishes the club's newsletter. Other hobbies & interests include writing, reading, and the counseling ministry at Sharon Baptist Church. Steve is employed by the Philadelphia Prison System as a Lieutenant and has served for twenty years. His chess motto is, "If it ain't bloody, it ain't battle,"

which is taken from the concept of a friend who always advises new players, "You have to get bloody." What he meant from that is that in order to improve you have to play.

Our Members



Officers:

Mr. Ernest Moore, President
Steve Slocum, Vice President/ Newsletter
Melanie Brennan, Secretary
Bradley Crable, Treasure

Members:

Reese Brown III
Reese Brown IV
Brock Brown
David Dashiell
Dr. Russell Floyd
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Answers to puzzles:

Problem 1

Answer: 1. Qc5 Nc6 2. Qd6+ Qc7 3. Ra8 mate

Problem 2

Answer: 1.Qxf7+ Bxf7 2. Rxc8+ Be8 3.Rxe8 mate

Problem 3

Answer: 1.Qh7+ Kf8 2.Qh8+ Ke7 3.Qxg7 mate

Problems taken from www.Chessproblems.net