



# Chess Chatter

Newsletter of the Port Huron Chess Club

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**Editor: Lon Rutkofske    May 2010    Vol.29. Number 5**

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The **Port Huron Chess Club** meets Thursdays, except holidays, from 6:30-10:00 PM, at Palmer Park Recreation Center, 2829 Armour Street, (NE corner of Garfield Street and Gratiot Ave...1 mile North of the Blue Water Bridge) Port Huron, Michigan. Everyone is welcome. All equipment provided. Website: <http://porthuronchessclub.yolasite.com/>

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## **PHCC Club Members help out at the PHASD Chess Tournament**

Senior members of the Port Huron Chess Club had an opportunity to use their knowledge and skills to provide both color and expertise to the Port Huron Area School District's school wide chess tournament held at Port Huron High School on March 20<sup>th</sup>. Aably directed by former 4-time PHCC Junior Champion, **Jeff Willard** and a cohort of computer wizards from Chippewa Middle School, the massive event sported a significant turnout of over 125 of youngsters from the District's K-12 ranks. PHCC members, **Phil Willard, Bill Wingrove, Alan Gregg,** and **Lon Rutkofske** served with other volunteers as arbiters for the various grade levels, with Alan offering a 5 board simul for the length of the tournament, taking on all comers, parents and students alike, without surrendering so much as a draw to the outmatched, albeit enthusiastic participants. Originally the brainchild of former district administrator, **Lon Rutkofske** in 1995, Jeff deftly took over the reins when Lon moved to Plymouth-Canton Schools in 2000 and has transformed the relatively small tournament that began with 30 participants into a spectacular event, which continues to grow and attract a slew of new players each spring. The pictures below tell the tale of success.



Participating club members hoped that their participation might help encourage some of these youngsters to join the club, to strengthen both their play and our ranks as well. As we walked among the young contestants, we noticed there were quite a number that exhibited enough raw talent and enthusiasm that a few years attending PHCC Thursday night meetings might help transform into formidable foes. Nice going Jeff! We hope to see you again next year.



## **Speed Championships Tournament to be held on May 13th**

The 29<sup>th</sup> PHCC Speed (5 Minute Blitz) Championships will be held on Thursday, May 13<sup>th</sup>, beginning at 7:00 PM at Palmer Park Recreation Center. This event will consist of a double round robin (each player playing every other player, once with White and once with Black) with a time control of G/5 minutes. Entry fee will be \$2.00 per adult player and \$1.00 for junior participants. You must be a club member to participate. Ratings will be based on the current PHCC club ratings and results will generate future club speed ratings. A trophy and cash prizes will be based on entries. Please let Lon know if you will be participating via, phone or email. USCF Blitz rules posted below will apply and be posted before and during play. The following was taken from the website: [http://www.nwchess.com/articles/rules/blitz\\_rules.htm](http://www.nwchess.com/articles/rules/blitz_rules.htm).

### **BLITZ CHESS RULES Revised March 1, 2004**

1. Each player must make all of his moves in the five minutes allotted on his clock. Time delay features may not be used for Blitz.
2. All the clocks must either have a special device, usually called a flag, or be a digital clock.
3. Before play begins both players should inspect the position of the pieces and the setting of the clock, since once each side has made a move all claims for correcting either are null and void. The only exception is if one or both players have more than five minutes on their clock, then the tournament director may reduce the time accordingly.
4. Each player must push the clock button with the same hand he uses to move his pieces. Exception: only during castling may a player use both hands. When capturing only one hand may be used. The first infraction will get a warning, the second a one minute penalty and the third will result in the loss of the game.

5. The tournament director should state at the start of the event the direction the clocks are to face. The player with the Black pieces then decides which side he will play with that opponent.
6. Except for pushing the clock button neither player should touch the clock except for the following
  - a. To straighten it;
  - b. If either player knocks over the clock, his opponent gets one minute added to his clock;
  - c. If your opponent's clock does not begin you may push his side down and repunch your side; however, if this procedure is unsatisfactory, please call for a director;
  - d. Each player must always be allowed to push the clock after their move is made. Neither player should keep his hand on or hover over the clock.
7. Define a win.
  - a. A game is won by the player:
    - 1) Who has mated his opponent's king;
    - 2) Whose opponent resigns;
    - 3) whose opponent's flag falls first, at any time before the game is otherwise ended, provided he points it out and neutralizes the clock while his own flag is still up and that he still has mating material;
    - 4) Who, after an illegal move, takes the opponent's king or stops the clock;
    - 5) An illegal move doesn't negate a player's right to claim on time, provided he does so prior to his opponent's claim of an illegal move. If the claims are simultaneous the player who made an illegal move loses.
  - b. Defining mating material. Either two minor pieces (except K vs K+N+N), a pawn, a rook or a queen will be sufficient mating material. No trick mates are allowed, which means a lone knight or bishop is insufficient unless a forced win can be demonstrated.
8. Defining a draw. A game is a draw:
  - a. If one of the Kings is stalemated, even if a fallen flag is claimed simultaneously.
  - b. By agreement between the players during the game only.
  - c. If the flag of one player falls after the flag of the other player has already fallen and a win has not been claimed, unless either side mates before noticing both flags down. Checkmate nullifies any later time claims.
  - d. To claim a draw by perpetual check, a three-time repetition is necessary with the player counting 1, 2, 3 out loud so as to make it quite clear and easier for the tournament directors to assist. Claimant should stop the clock after the third repetition.
  - e. If both players each have just one identical piece either may claim a draw by stopping the clock unless the opponent can demonstrate a forced win.
  - f. If one player has insufficient mating material when his opponent's flag falls or makes an illegal move.
  - g. In K+B vs K+B and the bishops are of opposite colors, with only one pawn on the board, or 2 pawns vs 1 pawn in a clearly blockaded position, a draw can be claimed by stopping the clocks and summoning a tournament director, provided that no forced win can be proved.
  - h. K+rook pawn vs K can be claimed as a draw once the defender's King is on the rook file in front of the pawn. K+pawn vs K can be claimed as a draw once the defender is on the square directly in front of the pawn, as long as the pawn is not on the 7th rank. i. K+R+rook pawn vs K+R is a draw, if the pawn is blockaded by the King and there is no immediate win evident.
9. If a player accidentally displaces one or more pieces, he shall replace them on his own time. If it is necessary, his opponent may start the opponent's clock without making a move in order to make sure that the culprit uses his own time while replacing the pieces. Finally, it is unsportsmanlike to knock over any pieces then punch the clock. For the first offense the player will get a warning (unless this causes his flag to fall, in which case the opponent will get one extra minute added to his clock). For a second offense a one minute add-on for the opponent will be imposed. For a third offense the offender shall forfeit the game. Thereafter, the tournament director may use other penalties or expel a player from the event for repeated offenses.
10. In case of a dispute either player may stop the clock while the tournament director is being summoned. In any unclear situation the tournament director will consider the testimony of

both players and any reliable witnesses before rendering his decision. If a player wishes to appeal the decision of a tournament director, the player must first appeal to the section chief then, if necessary, the player may appeal to the Chief floor director, whose decision in all cases is final.

11. The tournament director shall not pick up the clock; except in the case of a dispute.
12. Spectators and players in another game are not to speak or otherwise interfere in a game. If a spectator interferes in any way, such as by calling attention to the flag fall or an illegal move, the tournament director may cancel the game and rule that a new game be played in its stead, and he may also expel the offending party from the playing room. The tournament director should also be silent about illegal moves, flag falls, etc. (unless there is an agreement with the players, before the game, to call them) as this is entirely the responsibility of the players.
13. When a clearly drawn position is reached either player may stop the clocks and appeal to the tournament director for a draw.
  - a. If the tournament director rules a draw, as in Rule #8, the game is over.
  - b. If the appeal is rejected, then a one minute penalty is imposed on the player who stopped the clock.
14. Illegal moves, unnoticed by both players, cannot be corrected afterwards, nor can they become the basis for making a claim.
15. A legal move is completed when a player starts his opponent's clock. Touch move rules will apply.
16. Moving the King next to another King is illegal and neither player can play King takes King!
17. If a player promotes a pawn and leaves the pawn on the board, the opponent only has the option of stopping the clocks while a replacement piece is found.
18. Only a tournament director may determine if a clock is defective and change clocks.
19. If the King and Queen are set up incorrectly when the game begins, then you may castle short on the queenside and castle long on the kingside. Once each side has made a move, incorrect setups must stay - unless a tournament director gives permission to restart the game.
20. Excessive banging of pieces or clock will not be tolerated and the offending player may be penalized with loss of time.
21. Each player is responsible for coming to the game with a clock. If neither player has a clock, then both players will receive a forfeit loss for both games. All players are required to know how to operate their clock and how to make any changes to the clock that may be necessary during a game.
22. Insufficient losing chances claims cannot be made in Blitz games.
23. The Official Rules of Chess, 5th edition, shall be used to resolve any situation not covered by these rules.

## **Bughouse Tournament to be featured on July 8<sup>th</sup>**

Bughouse chess, originally known as: "Putback Chess" is a:

...crazy game [in which] no men are ever taken off the board. When a man is "captured" the player making the capture replaces the enemy man on a vacant square. However, captured Pawns must not be placed on the opponent's first rank, and a captured Bishop must be placed on a square of the same color as the Bishop's original square. The starting position and the moves of the men are the same as in regular chess. The player's King must be out of check on completion of the player's move. Pawns are promoted to Queens only. A move with capture is completed only when the captured man has been placed on another square. Obviously, the only way to win is by checkmate. [Harkness, Kenneth, *Official Chess Handbook*, 1971, pp.179-80.]

Since 1971 "Putback chess" has morphed significantly as new rules and regulations have been adapted and adopted. Extremely popular among many younger players who view it with excitement, novelty, and imagination, the current version has emerged to be called Bughouse Chess (The significance of the new name will become more meaningful once you have played a game or two.) and is one of the few variations of

chess that permit partner play. Most commonly played under a G/5 time limit, Bughouse chess features two boards and clocks placed side by side, with two man teams paired against each other. The following information were taken from the website: <http://About.Com:chess>

Bughouse is quite possibly the most popular chess variant in the world. You'll see it being played -- especially by children -- in skittles rooms and side events at any major tournament. The rules of bughouse are quite simple, but the strategies and tactics are perhaps even more complex than in standard chess.

Bughouse is a game played by two teams, usually consisting of two players each. On each team, one player will play White, while the other plays Black on a board next to them, across from their opponents. Each individual game requires its own clock. Bughouse is traditionally played with blitz time controls, with each player having five minutes or less to make their moves.

The game begins when the clocks are started and each team's "White" player makes their first move. After this, the games continue as normal chess games, with the following major exceptions:

1. When a player captures a piece, he must pass it to his partner. For example: if a team's White player captures his opponent's rook (a black piece), he must pass it to his partner, who is playing Black. If a pawn promotes and is then captured, it reverts back to being a pawn when it is passed.
2. On each player's turn, he may choose to either make a regular chess move on the board, **or** place one of the pieces his partner has passed to him on the board. There are no restrictions on where pieces may be placed, with the exception that pawns cannot be placed on the first or eighth ranks.
3. The game ends when **any** player is checkmated or runs out of time on either board. That player's team loses the game. Keep in mind that a player is not checkmated if he has the potential to block a check by placing a piece there, even if he doesn't have a piece "in hand" yet; the possibility of his partner passing something to him is enough to keep the game going.

These rules make bughouse a fast and furious game filled with exciting combinations and amazing mates. A player who has several pieces in hand can quickly turn a game around, or checkmate a seemingly "safe" king. While you'll never get to place a piece on the board in the middle of a real chess game, the patterns and tactics that arise in bughouse can help develop your chess vision and creativity.

Bughouse strategy is quite complex, but there are a few key points to remember:

- Material values are much closer between the various pieces in bughouse than in chess. Queens are still the most valuable pieces, but since every piece can be dropped just about anywhere on the board at any time, everything is dangerous! One popular "point" system for bughouse rates a pawn as 1 point, knights, bishops and rooks as 2, and a queen as 4.
- Keeping a secure king is critical, as holes and unprotected squares around the king can quickly become occupied by enemy pieces. Once an opponent is placing pieces with check (especially knights), it can become impossible to use your own pieces in hand, leaving you virtually helpless to stop the onslaught.
- Communication is key! Teammates are allowed and encouraged to talk strategy during the game. This can help players understand whether or not they should make trades, or if they should be willing to sacrifice material to get a certain critical piece for their partner.
- Sometimes the best move in bughouse is no move at all. With an advantage on the clocks, a team may want to stall on one board in order to force their opponents to make a move on the other. The potential of the stall forces fast action during the game, as both sides struggle to maintain an advantage on the board and on the clock.

Come on down to the club on July 8<sup>th</sup> and give bughouse a try. It will certainly liven up your evening.

## **Possible Team Tournament for Month of July**

The PHCC is planning for its first ever Pairs tournament to be played each Thursday through the month of July. This 4 or 5 round event will feature two-person teams with 2 games per night. Teams will be made of a pair of players or partners who have agreed to play as a team. There must be a minimum of at least 300 club rating points between partners playing as a team. Each round will consist of two games as partners must play against both of their opponents. Round scores will be determined by the sum of both games played that evening. Maximum score for the evening's play will be 2 points per round. This will be a round robin event so all teams will play against every other team. In the event of there being more than 6 teams, a Swiss system will need to be used. The standard rules of tournament play will apply. Select your partner, develop a team name and get those names to Lon by June 24<sup>th</sup>. Prizes will be based on entries. Trophies will be awarded to the top scoring team.

## **PHCC Rating List**

The following list represents a realignment and update after the Club Championships. It identifies only current members of the Port Huron Chess Club. Current USCF ratings were used for members that had them, to construct the initial list. Members that had no USCF ratings were given a provisional rating based on their performances against regular club members who had USCF ratings. From this point forward, club rated events will use these ratings for pairing purposes.

### **PHCC Rating List as of 4/16/10**

<u>Name</u>	<u>Rating</u>
Gregg, Alan	1988
Rutkofske, Lon	1873
Morabito, Matt	1760
Petty, Michael	1740
Broyles, Tom	1736
Fiedler, Robert	1725
Wingrove, Bill	1701
Berthen, Dale	1537
Scholfield, Chris	1503
Willard, Phil	1456
Chan, Jaime	1452
Boucher, Dave	1337
Jachcinski, Michael	1016
Tuttle, Aaron	498

### **USCF Ratings as of 4/16/10**

<u>Name</u>	<u>Rating</u>
Gregg, Alan	1986
Rutkofske, Lon	1912
Fiedler, Robert	1769
Broyles, Tom	1737
Morabito, Matt	1725
Petty, Michael	1703

Wingrove, Bill	1694
Willard, Phil	1551
Chan, Jaime	1447
Trombley, Cody	1278
Boucher, Dave	1277
Mireau, Nathan	1050
Jachcinski, Michael	987

## Members' Games

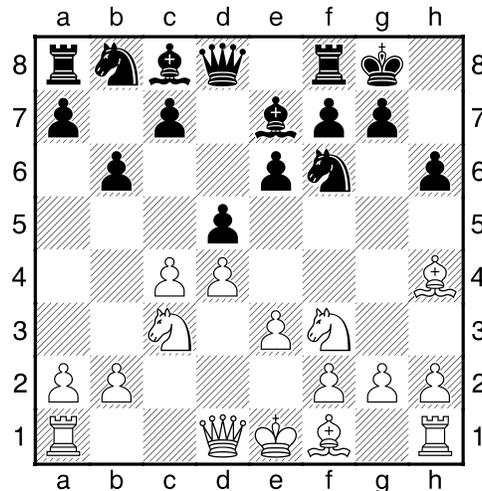
*Please send me what you consider your best games, annotated or not, so that I might be able to showcase them. The following games represent contests that have been available at the time of this printing. Email them to me or give them to me personally, if you wish. Majority of analysis done by Fritz 11, unless otherwise indicated.*

In March of 2000 Bill Wingrove developed the format for “The Other Side of the Board” Tournament that sought to take the members out of their individual comfort zones, by requiring them to play openings that weren’t regular parts of their opening repertoires. Most of the openings he selected were mainstream selections from MCO-13 (*Modern Chess Openings* – 13<sup>th</sup> edition) with a plethora of analysis, but seldom saw the light of day in club skittles or tournament play. Each player played two games, one from each side of the opening set up, and time controls were G/45. This was a 4 round tournament with two games being played each meeting night. I never did get the results of this tournament, since I left for Plymouth-Canton in June of that year, and my new job required me to be away from all chess for quite some time. I came across these games while rifling through my chess club files (and believe me I have a ton of them) and thought that they might provide some interesting reading.

### March 2000 – Other Side of the Board Tournament

#### Starting Position 3 – D58 Queen’s Gambit- Tartakower Variation

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 0-0 6.Nf3 h6 7.Bh4 b6



#### Wilkinson,Stu (1879) – Roome,Eric (1663)

8.cxd5 exd5 9.Bd3 Bb7 10.0-0 Nbd7 11.Rc1 c5 12.Ne2 c4 13.Bb1 Bd6 14.Bg3 Qe7 15.Bxd6 Qxd6 16.Ng3 Ne4 17.Nd2 Ndf6 18.Bxe4 Nxe4 19.Ngxe4 dxe4 20.Nxc4 Qg6 21.Ne5 Qe6 22.Qb3 Bd5 23.Qb4

Rfc8 24.a3 Kh7 25.h3 f6 26.Ng4 h5 27.Nh2 g5 28.Rfe1 g4 29.hxg4 hxg4 30.g3 Kg6 31.Rc3 Rxc3 32.bxc3 Rc8 33.Rc1 f5 34.Nf1 Kg5 35.Nd2 Rh8 36.c4 Ba8 37.d5 Qf7 38.Qd6 Rh6 39.Qf4+ Kg6 40.Nxe4 fxe4 41.Qxg4+ Kh7 42.Qxe4+ Kg8 43.Qg4+ Rg6 44.Qc8+ Qf8 45.Qxf8+ Kxf8 46.Kg2 Ke7 47.e4 Kd6 48.f4 Bb7 49.e5+ Kc5 50.e6 Rxe6 51.Kf2 Re4 52.Rd1 Kd6 53.Rc1 Ba6 54.Kf3 Re7 55.a4 Rc7 56.Kg4 Bxc4 57.Kg5 Kxd5 58.f5 Rg7+ 59.Kf4 Be2 60.Rg1 Rg4+ 61.Ke3 Ba6 62.Kf3 Rxa4 63.g4 Ke5 64.Re1+ Kf6 65.Re6+ Kf7 66.g5 Bb7+ 67.Kg3 Be4 68.Rf6+ Kg8 69.Rg6+ Kf8 70.Rf6+ Ke8 71.Re6+ Kd7 72.Rf6 Bd5 73.g6 Ke7 White Resigns

### **Roome, Eric (1663) – Wilkinson, Stu (1879)**

8.Bd3 dxc4 9.Bxc4 Bb7 10.0-0 Nc6 11.Nb5 Na5 12.Be2 a6 13.Nc3 Nd5 14.Bxe7 Nxe7 15.b4 Nac6 16.a3 Nd5 17.Nxd5 Qxd5 18.Qc2 Rfd8 19.Rac1 Rac8 20.Bc4 Qh5 21.Rfe1 Ne7 22.Be2 c5 23.bxc5 bxc5 24.dxc5 Rd5 25.Nd4 Qg5 26.f4 Qxg2+ 27.Kxg2 Rdxc5+ 28.Kf2 Black Resigns

### **Wingrove, Bill (1742) – Davey, Ben (1300)**

8.cxd5 Nxd5 9.Bxe7 Qxe7 10.e4 Nb4 11.a3 N4c6 12.Be2 e5 13.d5 Nd4 14.Nxd4 exd4 15.Qxd4 c5 16.Qd2 Rd8 17.0-0 Qd6 18.f4 Nc6 19.e5 Qg6 20.Bd3 Qg4 21.dxc6 Bf5 22.Bxf5 Qxf5 23.Qe2 Re8 24.Ne4 Rac8 25.Nd6 Qe6 26.Nxe8 Qxe8 27.Rad1 Qxc6 28.Rd6 Qe8 29.Rfd1 f6 30.e6 g5 31.e7 Kg7 32.Rd8 Black Resigns

### **Davey, Ben (1300) – Wingrove, Bill (1742)**

8.Ne5 Bb7 9.Bd3 dxc4 10.Bxc4 Bxg2 11.Rg1 Bb7 12.Qe2 Nbd7 13.0-0-0 a6 14.Qd3 b5 15.Ng6 bxc4 16.Qc2 Re8 17.e4 fxg6 18.e5 Nd5 19.Qxg6 Bf8 20.Bxd8 Raxd8 21.Nxd5 Bxd5 22.f4 Re7 23.f5 exf5 24.Qxf5 Rf7 25.Qg4 Bf3 26.Qe6 Bxd1 27.Rxd1 Nb6 28.Rf1 Rdd7 29.Qh3 Rxf1+ 30.Qxf1 Rxd4 31.Qf2 Re4 32.Qf5 Re1+ 33.Kd2 Bb4+ 34.Kc2 Re2+ 35.Kc1 Rxh2 36.e6 Rg2 37.Qf7+ Kh7 38.e7 Bxe7 39.Qxe7 Rg5 40.Qxc7 Na4 41.Qxc4 Rc5 White Resigns

For each round, a different opening position was selected. Each position offered roughly equal chances and it is interesting to see how play progressed. It was especially instructive to see that in every contest, a different variation was selected...hopefully illustrating how the participants adjusted their play from the previous game. Since I have kept the 7 initial positions Bill selected, it might be interesting to try this again. Email me with your thoughts.

## **Calendar of Coming Events:**

Registration for all events begins at 6:30 PM or via email, first round begins at 7:00 PM.

May 13th G/5 Blitz PHCC Speed Champs – Double Round Robin – EF: A: \$2.00, Under19:\$1.00

June 10<sup>th</sup> G/30 PHCC Mini-Swiss – EF: A: \$2.00, Under19:\$1.00

July 1st – 29<sup>th</sup> G/45 Pairs Championship – EF: \$5.00 per 2 man team \*(See page 3)

August 5th G/5 Bughouse Tournament– EF: A: \$2.00, Under19:\$1.00\* (See page 2)

### **Dues News**

The Port Huron Chess Club will begin to collect dues for the coming year. While dues are not required for anyone interested in playing at the club, they are required for those competing in tournament play. Annual Dues are \$2.00 for adults and \$1.00 for those under 19. Dues funds are used to offset miscellaneous expenses not funded by the Recreation Department.



# Basic Chess

## In Writing

*Learning chess notation is your passport to the exciting world of chess literature*

**T**HE U.S. CHESS FEDERATION recognizes two forms of chess notation — algebraic and descriptive. Each is easy to learn and use.

Both systems identify pieces by using their initials (naturally, in languages other than English, the pieces have different names and therefore different abbreviations):

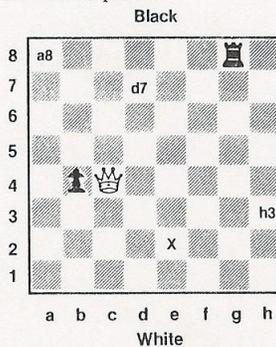
- P = pawn (in descriptive only)
- R = Rook
- B = Bishop
- Q = Queen
- K = King
- N = Knight

Both systems also share other features. Castling is written in both systems as O-O for the Kingside castling and 0-0-0 for the Queenside.

In both systems, moves are recorded by first writing down the piece which is moving and then writing down the square it lands on. And captures are recorded by using an "x."

### Algebraic

Algebraic notation is named from its use of algebraic coordinates to name each square.



The horizontal rows of squares (known as ranks) are numbered 1 through 8 from White's side of the board. The vertical rows of squares (known as files) are lettered "a" through "h" from White's left to right. Each square is named by cross-referencing the number and the letter. Thus, the black square in White's lower lefthand corner is "a1." The black square in Black's lower left-

hand corner is "h8."

To record a move in algebraic, all you need to know is the initial of the piece and the square it lands on.

The White Queen is at "c4." If we wanted to moved to the square with the X in it, we would write down Qe2. If we wanted to capture the Black Rook, we would write down "Qxg8."

In algebraic, pawn moves are noted simply by writing down the square where the pawn moves. If you see "1. e4," you know the game has started with the pawn in front of the King moving forward two squares, from e2 to e4. In our example above, if we wanted to move the Black pawn one square forward, we would simply write down "b3."

Pawn captures in algebraic are recorded by writing down the file of the capturing pawn and the square on which the captured pawn stood:

1. e4 d5 2. exd5 Qxd5

On the second move, the White pawn on the "e" file captured the Black pawn on the "d" file. Black took back with his Queen.

To indicate that a move places the other side in check, we use a plus sign: "+."

### Descriptive

Descriptive notation identifies each square with a similar cross-referencing system. Each file is named for the piece that stood on it at the start of the game. The ranks are numbered from both White's and Black's side of the board. Thus, each square has two different names. For example, the black square in White's lower lefthand corner (called "a1" in algebraic) is in descriptive called both "White's QR1" ("Queen Rook One") and also "QR8" from the Black point of view. Captures are recorded by naming the two pieces involved.

In our example above, moving the White Queen to the square with the X in it would be written as "Q-K2." If it were a Black Queen, the very same move would be written as "Q-K7."

The capture of the Black Rook by the White Queen would be written in

descriptive as "QxR." And moving the Black pawn one square forward would be "P-N6."

In descriptive, a check is written down as "ch."

### An Example

Compare this sample game in descriptive and algebraic notation:

Descriptive	Algebraic
1. P-K4 P-K4	1. e4 e5
2. N-KB3 N-QB3	2. Nf3 Nc6
3. B-N5 P-QR3	3. Bb5 a6
4. BxN QPxB	4. Bxc6 dxc6

In descriptive, we must indicate which B3 we mean, because each Knight can reach a B3 square.

Again, note that descriptive requires us to use extra letters to make sure the notation is absolutely clear.

Since two different pawns could capture the White Bishop, we must record which pawn makes the capture — it was the pawn on the Queen's file.

Note also that descriptive indicates the piece captured while algebraic records the square the captured piece stood on.

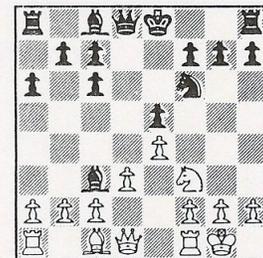
5. P-Q3 B-N5ch 5. d3 Bb4 +

Notice the difference in the way check is written.

6. N-B3 N-B3 6. Nc3 Nf6

7. 0-0 BxN 7. 0-0 Bxc3

If you have followed the game correctly, the position should look like this.



This lesson is all you need to get started. A little practice will make you expert in either system — or both! ■

*Teachers are encouraged to reproduce this page for distribution.*