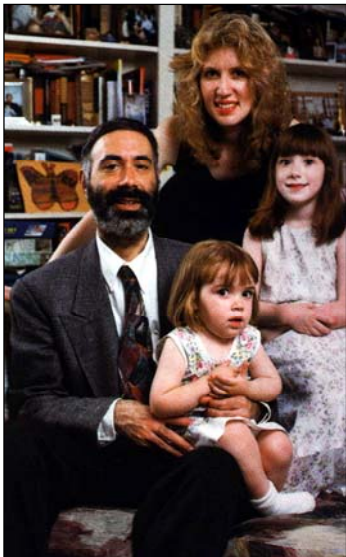


**INTERVIEW WITH THE  
MOLTEN FAMILY,  
MASTERMINDS CHESS CLUB'S  
DEVOTED FAMILY OF CHESS**

I really am excited and appreciate having this opportunity to feature the Moolten family in the MasterMinds Chess Club newsletter. I personally admire David and Sharon's steadfast commitment to their children's growth and development. I wish to take this time to thank them for their cooperation and continued support. David and Sharon Moolten are pictured here with daughters Odette and Shira.



*Steve Slocum: "How did you happen to introduce Odette and Shira to chess at such a young age?"*

*David: "I had heard that chess improved children's scholastic performance, that was one motivation. Also, I wanted Odette and Shira to have every chance to defy the usual cultural biases against girls excelling in areas such as math and spatial thinking, or for that*

*matter chess, where few girls or women have typically done well. As with many things, I figured, the earlier, the better, if they had interest and aptitude."*

*SS: "How receptive were they in the beginning stages?"*

*David: "Both were receptive, though naturally frustrated relatively easily at first with the game's complexity. Teaching them how the pieces move*

*wasn't hard. But of course that's just the very beginning."*

*Sharon: "Odette enjoyed chess because it played into her 3 and 4-year-old fantasy world of kings and queens. She especially loved the idea of a pawn going across the board and becoming a queen."*

*David: "Alice In Wonderland, which I read to Odette at 5, also played into that."*

*SS: "What obstacles did you have to overcome in your children's initial chess development?"*

*Sharon: "For Shira it was difficult to get her to want to play a whole game. She preferred problem solving or endgames."*

*David: "Odette, like many kids, found losing difficult at first. I found spotting her pieces to make the odds more even made playing more fun and less contrived than if I "went easy on her."*

*SS: "It is often said that an advantage of playing chess at a young age helps a child to perform better academically, particularly in reading and math. It is also said chess aids in the cognitive development of children, and facilitates their problem solving and reasoning abilities. Have you found that to be true with Odette and Shira?"*

*David: "I hope so, though we have nothing to compare our experience with, so I can't say how they'd have been in school without the chess, and it's still early yet.*

*Nevertheless, both of them were early avid readers, reading above grade level, and both seem to be pretty facile at math so far. They're also pretty logical in*



*their thinking in other areas, so if only anecdotally, I'd be supportive of the argument that chess helps kids perform well in school."*



**SS:** "When did you discover that your children were ready to play chess at the tournament level?"

**David:** "Shira at 5 still hasn't played in a tournament; she's shy about playing strangers, but I think she's almost

*willing. She's strong enough to play in the U500 or U750 section, I'd suspect. Odette we realized was ready for tournaments towards the end of year six, when she successfully played older kids at the local library chess club."*

**SS:** "Odette, how old are you?"

**Odette:** "I turned 8 on April 3rd."

**SS:** What is your present USCF rating?

**Odette:** "1280."

**SS:** "What do you like most about playing chess?"

**Odette:** "Getting trophies."

**SS:** "We congratulate you on winning a team trophy for the MasterMinds Chess Club and we thank you for allowing us to display it at the Fountain's where we meet weekly. How many other trophies or awards do you have?"

**Odette:** "I think I have 14. I was Age 7 Champion and Second Grade Champion of Pennsylvania this year."

**SS:** "What do you find most challenging when playing in tournaments?"

**Odette:** "Playing slowly."

**SS:** "What are some of the other "fun" things that you enjoy doing?"

**Odette:** "I love to draw, play with Shira, music and dancing. I want to be an artist when I grow up."

**SS:** "Shira, how old are you and what grade are you in?"

**Shira:** "I am 5 years old and I am in Kindergarten."

**SS:** "You really seem to be having fun when you play chess. Why do you like to play chess?"

**Shira:** "I like to do tactics like pins, skewers and checkmates."

**SS:** "What is your favorite chess piece and why?"

**Shira:** "My favorite chess pieces is the queen, because it moves everywhere on the board. Also it is pretty."

**SS:** "What are some of your other hobbies and activities?"

**Shira:** "Drawing, ballet".

**SS:** "What is your favorite subject in school?"

**Shira:** "I like computers and recess."

**SS:** "What do you want to be when you grow up?"

**Shira:** "I want to be an artist or a ballet teacher."

## **MASTERMINDS CHESS CLUB DONATES CHESS SETS TO SCOTLAND SCHOOL FOR VETERANS' CHILDREN**

**BY STEVE SLOCUM**

On behalf of the MasterMinds Chess Club I am pleased to announce that we have donated five tournament-style chess sets to the Scotland School for Veterans Children in Scotland, PA.

The Scotland School has developed a chess program to supplement their curricula. Research has shown that there are many benefits of children playing chess. Chess improves children's thinking and problem-solving skills as well as their math and reading test scores. Accordingly, communities across the country are racing to create after-school chess programs and start local chess clubs, and some states have written chess into official school curricula.

Angela Lynch-Henderson, Chief Executive Officer for Scotland School for Veterans' Children conveyed the appreciation of Dr. Carmi R. Wells, Superintendent, the students, faculty, and staff. "Thank you for your recent donation of five tournament-style chess sets. As you know, our students have shown great interest

in chess and thus we are working to establish a student chess club. More than seventy students signed up to participate with our Chess Club Advisor, Mr. Earl Miller. We believe this number will only continue to grow.”

“Your gift has made a great impact on our ability to provide an opportunity for our students to learn the game of chess and practice what they have learned. We are looking forward to our students enhancing their problem solving

skills and developing their leadership abilities through participation in the Chess Club.”

Our very own Bradley Crable, who has a daughter enrolled at Scotland, made this arrangement possible. I would like to personally commend Brad for his generosity and foresight and thank him on behalf of the MasterMinds Chess Club. Brad continues to personify outstanding leadership, character, and serves as an excellent example in promoting interest in chess.

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## GET WELL WISHES TO CLUB MEMBER MR. HOWARD PENDELL... YOU ARE IN OUR PRAYERS!!!

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### TD'S CORNER

## WHAT'S UP WITH THE PIECES?

BY  
BRADLEY CRABLE



In an effort to try to keep up with current affairs within the USCF, I cruise their web site occasionally. One of the areas I enjoy reading is the forum, [www.uschess.org/forums](http://www.uschess.org/forums). There you can find discussions ranging from how to get a chess club started to why it

takes so long for tournaments to be rated. Well, after a recent visit I felt compelled to attempt this article.

I guess the bottom line question is, just because the USCF especially or for that matter any chess equipment outlet sells chess sets are they legal for tournament play? What's your answer? They sell Isle of Lewis, Simpson's, Yankees, Coke, etc. chess sets; obviously these can't be used. The question is even if a set is a conventional Staunton pattern is it legal?

The rule (40, page 224) found in the current **U.S. Chess Federation's Official Rules of Chess, 5<sup>th</sup> Edition** states:

#### 40. Chess Pieces

**40A. Material.** Pieces should be made of plastic, wood, or possibly a material similar in appearance.

**40B. Size.** The king's height should be 3 3/8 to 4 1/2 inches (8.65 to 11.54 cm). The cross (or other king's finial) should occupy no more than 20 percent of the total height of the king. The diameter of the king's base should be 40 - 50 percent of the height. The other pieces should be proportional in height and form. All pieces should be well balanced for stability and comfortable moving.

**40C. Form.** The conventional Staunton pattern is the standard. The Staunton design was registered in 1849 and first offered for sale to the general public by John Jaques of London in October of that year. The first 500 sets were hand signed and numbered by Howard Staunton. The design soon became the standard for all serious play. Minor variations in design may be tolerated, especially in sets that are widely used. The king and queen should have clearly different tops, and the bishop's top may have an angled groove.

**40D. Color.** Pieces should be the color of naturally light and dark wood (for example, maple or boxwood and walnut or ebony) or approximations of these colors, such as simple white and black.

**40E. Examples.** Jaques chess sets are still used for World Championship matches, and are quite expensive. The most commonly used tournament set is the USCF Special, an inexpensive plastic set with a 3 ¾ inch king, also sold elsewhere under various names.

Have any of you figured out what the debate is about? The red and white or red and natural plastic Collector Series that have been on sale for the past few years. I've even seen they used in tournaments such as the National Chess Congress and the World Open.

So, if some objects to the red pieces, what is a TD to rule? The pieces conform to 40A Material. They conform to 40B Size. But, do they conform to 40D Color? I have seen different natural woods, and have not yet seen a piece of wood that is naturally that red. I've seen wood age and turn yellowish in color, but never turn bright candy apple red.

If an opponent is well versed in the rules, anyone with a Staunton set that is not of a natural wood color may have a big surprise coming to them! I believe as the rule on color stands now any TD who faces an objection to red pieces would have to rule against their use. In this case if either player has a more traditional Staunton set (black and white in color) they must be used.

## THE RATING SYSTEM BY LETEEF STREET



The rating system is perhaps the most pervasive element of organized chess. It determines what tournaments and sections we are allowed to play in, how our pairings are determined, what prizes we are eligible for, titles for master level players and the general perception the

world tends to adopt of a given player's ability when he or she registers to compete in a tournament. For higher rated players, it is often a source of pride and occasionally arrogance. I have seen many a player on the high end of the rating scale incorrectly assume their superiority to others based on the rating system. For lower rated players, it is often a source a shame and lack of confidence in over the board play; I have seen many players try to hide their rating and make

excuses for it when it does come out. I have also seen lower rated players agree to draws against higher rated players in games they were clearly winning because "he was higher-rated". For the "sandbagger" a rating is a element to be manipulated for financial gain. (Losing games intentionally to acquire a low rating, so as to be eligible for low sections in big money tournaments, hoping to win large sums of money in a section one does not honestly belong in, is a process known as "sandbagging".)

More important than any of that, the rating system is a tool used by the United States Chess Federation for many purposes, some of which are given in the previous paragraph. The Federation introduces its section on the rating system by remarking that "No rating, however, is a precise evaluation of a player's strength. Instead, ratings are averages of performances and should be viewed as approximations." That having been noted, I added the other information because I do not feel that one can give a thorough treatise on the rating system without at least introducing some of the other phenomena that occur as a result of the culture created at least in part by the rating system.

From Section 8: **The USCF Rating System** in the U.S. Chess Federation's Official Rules of Chess, 5<sup>th</sup> Edition, page 259.

### USCF Rating Classifications

Senior Master	above 2399
Master	2200-2399
Expert	2000-2199
Class A	1800-1999
Class B	1600-1799
Class C	1400-1599
Class D	1200-1399
Class E	1000-1199
Class F	800-999
Class G	600-799
Class H	400-599
Class I	200-399
Class J	Under 200

"There are two separate rating systems. A player's *Quick* rating is calculated if he or she

participates in events with time controls of G/10-G/29. A player's *Regular* rating is computed if he or she enters a tournament with time controls of G/30 or slower. Events with time controls of G/9 or faster are not rated. Games with time controls G/30 – G/60 are used to calculate both *Regular* and *Quick* ratings at the same time.” (pg.260)

**Rating formulas:** But how are ratings calculated? There are two formulas, the **Special formula**, used for players with fewer than 9 tournament games, not including the current tournament and the **Standard formula**, used for players with 9 or more games in previous tournaments. (pg.263/264)

The **Special Formula** can be calculated if you add the ratings of all your opponents, including those from previous tournaments. Add 400 for each win, subtract 400 for each loss, including wins and losses in previous tournaments. Divide by the total number of games. The result is your rating. Losing all your games results in a rating 400 points below that of your lowest-rated opponent.

Example: You play five games in your first rated event, defeating a player rated 1350, losing to players rated 1700 and 1400, drawing with one rated 1600, and losing to one rated 1450. Your initial provisional rating (your rating between 4-25 games, before it becomes established) is calculated like this:

Game 1 (1350 + 400) = **1750**

Game 2 (1700-400) = **1300**

Game3 (1400-400) = **1000**

Game 4 (1600 + 0) = **1600** (no rating adjustment for the drawn game)

Game 5 (1450 – 400) = **1050**

Now you take the individual ratings from each game, add them up (6700) and divide them by the total number of games (5) and it gives you **1340**, your new provisional rating.

The **Standard Formula** has been changed in the 5<sup>th</sup> edition of the rulebook and unfortunately has only gotten more complicated and difficult to understand and calculate. The first step is determining a number called your “k-factor” from a chart, matching up your rating with the number of games in the tournament. Once determining your “k-factor” you then have to look at the appropriate “k-factor” chart to see the rating change based on the result of your game. Each “k-factor” chart has the rating changes for if each side wins or draws for each rating difference. Several sample charts can be found in the rule book on pages 265-268.

The most important thing to understand about the **Standard Formula** is that significant changes to your rating will only occur if you have a result that would be seen as unexpected based on your rating and the rating of your opponent. For example if you are a player rated 1000 and you lose to 3 players rated 1600 or above and draw one of them, you would gain more points for the one draw than you would lose for the three losses combined. The formula expects you to lose so it only drops you a point or two for each loss, but you could gain over twenty points for the draw. The same works in reverse, if you are a higher rated player you only gain minimal points for beating lower rated players, but can lose many points for even one draw against a significantly lower rated player. This is why many higher rated players often avoid playing in tournaments in which they will be paired down (against lower players) frequently, so as not to risk the rating points.

If you play an unrated player, first their rating must be calculated using the **Special formula**, then that rating is used to figure out the rating change with regard to your rating.

“**Rating floor:** A player with an established rating has a rating floor. (An unrated player and provisionally rated player do not have rating floors) In most cases, floors are calculated by subtracting 200 points from the individual's highest rating achieved and setting the last two digits to zero. If a player's highest rating achieved is less than 1600, the individual's floor is 100. No floors above 2400 or below 100 are permitted.” (pg.261)

Example: Leteef's highest rated achieved is 1730. His floor is 1500.

\*\*\* A person's floor can be affected by winning large cash prizes at tournaments, see pg. 261 of the rule book for details.

One reason for the existence of rating floors has to do with the "sandbagging" element mentioned in the introduction. Without floors one could win big money, lose for a while and get his or her rating low again and then win big money again, repeating this process indefinitely. This is certainly the reason that higher floors are given to players following winning large cash prizes at tournaments. The rulebook does not mention the purpose of floors, but prevention of "sandbagging" clearly is one of them and perhaps the sole purpose for floors based on prize winnings.

If you are interested in looking up your rating, this can be done on the United States Chess Federation webpage at [www.uschess.org](http://www.uschess.org). Click on the Ratings tab at the top of the screen. Then select Individual Players Ratings from the left side of the screen. For those interested in determining your rating following a tournament, this can be also be done on the webpage of the U.S.C.F. Click on the Ratings tab and select "Rating calculator" from the left side of the screen. The Rating calculator will have you submit your rating, the ratings and your opponents and the number of points you scored and will calculate your new rating and your performance rating (rating using the **Special formula**) Keep in mind that this calculation may not be the exact rating change you will see when the game is officially rated because your rating or the rating of any of your opponents may change before the tournament is rated.

## OUTREACH

BY ROBERT SIGMOND

MasterMinds club members are volunteering to provide chess instruction and fun to students at the Russell Byers Charter School at 19<sup>th</sup> and Arch Streets in Philadelphia. Over 50 students from the second through the fourth grades meet for instruction each Monday at the end of the school day.

The program began last school year, when 12 students progressed far enough to participate in the citywide school tournament. Each won at least one game, and one student came in second in her age range.

This year the students have learned to record their games, and have formed a chess ladder. They expect to improve their results at this year's tournament.

MasterMinds club members who have participated include Rebe Krigelman, Vernon Smith, Bob Sigmond, and Richard Henry. The program is coordinated by Albert Brown, Assistant Principal at the school.

## OUT OF BOOK

In this segment and those to follow MasterMinds Chess Club members comment on books that has impacted their overall chess knowledge and growth. Rodney Johnson and Steve Slocum share what they have gleaned from some books that you may or may not be familiar with.

### A BOOK REVIEW OF "LOGICAL CHESS MOVE BY MOVE" BY IRVING CHERNEV BY RODNEY JOHNSON



I'm fairly new to the game. I've only been playing consistently for about a year and a half. So, I still have a lot to learn. And, I still make quite a few mistakes. Well about a year ago I became frustrated and tired of losing. Eventually we all arrive at this point. You get tired of losing to higher ranked players. You feel like you can't see anything on the chessboard. You're a blind man in a seeing man's world. We'll that's how I felt. It was time to raise my game to a higher level. It was time to study!

So, I started looking for study material. Now, there are thousands of books out there on the subject of chess. But every book I came across was filled with notation, and that was not what I wanted. I needed to

understand the thinking of a chess master. I wanted to understand how to implement positional strategy. That's what I wanted out of a chess book. Instead I was confronted with thousands of books containing an endless stream of E4 D5, C4 C5. I was looking for an author to talk to me. Instead, all I found was a bunch of accountants' ledgers.

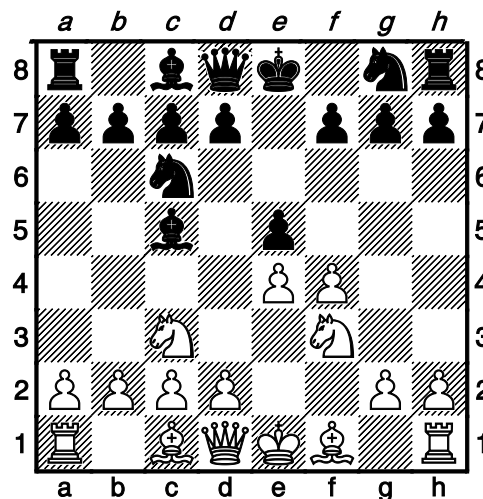
Many of the books I looked at for study reminded me of little more than World War II codebooks. I couldn't relate. And the sad thing was, I wanted to relate. I needed a Rosetta stone. I needed a primer that could translate those coded phrases and tell me the values and thinking behind those lines of notation. That's when I was introduced to "Logical Chess Move by Move" by Irving Chernev (THANKS DOC!).

This book by Irving Chernev is a pure gem that is essential for the beginning player. The overview of positional ideas, and the author's insightful and humorous commentary make this a must read. But let me elaborate.

Every player of the game needs an understanding of positional theory. As amateur players, we've all tried to execute complex openings and tactics on the chessboard without understanding why these moves are made. In this book, Chernev will show you why to make those moves. All the listed games highlight important positional principle every player needs, the need to develop pieces, control of the center, proper method of a king side attack. His commentary technique illuminates the powerful of logical positional thinking. It takes you step by step through the games showing you the difference between good and bad chess thinking.

Chernev offers the reader all of these insights while doing something I've found other chess authors unable to do. He entertains you! His quick-witted commentary turns a game into a spectacle. Like a Howard Cosel or John Madden, Chernev sits on the sidelines observing the masterful use of positional ideas on one side of the board, and the bumbling mistakes on the other. Woe to the player who ignores the basic principles in this book. Woe to the player who loses a game that Chernev comments on! You will enjoy this book. I know I did. And more importantly, you will learn from it.

To wet your appetite more, read this excerpt. (1. e4 e5 2. f4 Bc5 3.Nc3 Nc6 4. Nf3....)



4 ..... exf4

This is a poor move on at least four counts:

- 1) In Moving a pawn instead of a piece, Black loses sight of the Chief objective in all opening strategy: Move the pieces! Get them off the back rank and on the job!
- 2) He surrenders his hold on the center and the privileges it confers.
- 3) He wastes time capturing a pawn which he cannot retain
- 4) He permits White to seize the center next move, which forces a retreat by his bishop and a consequent loss of time.

Tarrasch considered a move such as the one just made by black a worse offence than an outright blunder, such as leaving a piece en prise.

Instead of this, Black might better have played 4...d6, which holds everything and lets the c8-bishop see daylight.

5 d4!

Of Course! No player should take more than half a second to see the Power of this pawn push! The pawn seizes control of a good bit of the center (occupying d4 and attacking two other important squares), dislodges the bishop from its strong position, and

uncovers an attack by his own c1-bishop on the f4-pawn.

This book is a must read for the new chess enthusiast. Its easy accessibility and highlighting of positional concepts makes it crash course in Strategic Thinking on the chessboard. Two Thumbs up for Chernev and *“Logical Chess Move by Move!”*

## WINNING CHESS BOOK SERIES REVIEW BY STEVE SLOCUM



I learned how to move chess pieces at an early age during summer camp, but had no desire to play the game at that time. My favorite board games then were Stratego, Scrabble, and Checkers. There was no one close to home that played chess or knew how to for that matter.

I was reintroduced to the game of chess about six years ago by a friend and co-worker who has a pretty strong game. I found myself inquiring about the game, knowing that it was the ultimate “thinking person’s game.” My friend would challenge me to a game but I would often refuse citing my novice ability. He would refer to chess as a battle and that in order to improve or get better he would often say, “You have to get bloody.”

In my early aspirations of becoming a competitive chess player I can say that I have learned some valuable lessons from those more skilled than myself. I learned about the scholar’s mate, fool’s mate, smothered mate, and back rank mate from first-hand experience. Needless to say, I was on the receiving end of these game-ending tactics. Not many of my games ventured past move 22 and it was likely that the game was decided within the first eight moves. Becoming a demoralized “Putzer” I knew that I needed something to stop the bleeding...*Quick!* Enter surgeon Seirawan.

My co-worker showed me a chess book that immediately changed the way that I looked at chess. He handed me a copy of Yasser Seirawan’s, “Winning Chess Tactics.” I was very pleased to find that the book on tactics was just one of a series of Mr.

Seirawan’s Winning Chess books. The other books in the series are, Winning Chess Play, Winning Chess Openings, Winning Chess Endings, Winning Chess Strategies, and Winning Chess Brilliances.

Perusing through the book on tactics prompted me to immediately go out and buy the other books in the series. I purchased all but the book on “Brilliances and “Winning Chess Play,” which was not readily available at my local bookstore. The book on tactics was like looking at an X-ray that revealed my state of chess health, (a malignant situation). In this book I viewed tactics like, “The Pin,” “Skewer,” “Deflection,” “Battery on an Open File or Diagonal,” “The Decoy,” “Double Attack,” “The Power of Pawns,” and others. Games by the great tacticians like, Adolf Anderssen, Paul Morphy, Rudolf Spielmann, Frank Marshall, Alexander Alekhine, Mikhail Tal, and recently retired legend Gary Kasparov are also included in this particular volume. Very helpful and thought provoking tests are scattered throughout the book of basics tactics and advanced combinations. What I found to be refreshing to my chess career was the fact that I could now “see” and ward off the tactics of my opponents.

Especially enlightening was the concepts from the book on “Openings,” that provided me with a very user-friendly knowledge of basic opening concepts, classical king pawn openings, classical queen pawn openings, and modern king pawn defenses among many others. This particular book was extremely helpful in getting me to the middle game where my chances were now equal or better than my opponent. The bleeding had finally stopped and I was delighted to know that I was now enjoying chess, primarily because I could now play a good competitive game. The fact that I was now winning some games was the shot in the arm I was longing for to remedy my prior critical condition. I was now listed in stable condition and well on my way to experiencing a greater degree of chess health.

Now I needed a plan to pull all of my newly acquired knowledge into a usable repertoire. The book on “Strategies,” provided me with an understanding of where the pieces go, how to use pawns, faulty strategies, stopping enemy counter play, the creation of targets, attacking the enemy king (most enjoyable), making the most of a material advantage, territorial



domination, superior minor pieces, and again looking at the games of the great masters of strategy. I was now armed with enough antibiotics to ward off most attacks to my chess well being. I was now actually asking folks to play a game instead of thinking of reasons not to play.

My co-worker alerted me not to neglect the endgame. I wasn't too interested in the subject especially since I rarely found myself in an endgame situation. But once I delved into Seirawan's Endings book I saw the extreme importance of studying the endgame. In this book concepts like King and Pawn Endings, Queen and Pawn Endings, Rook Endings, Knight Endings, Bishop vs. Knight, Rook vs. Minor Pieces, and the tried and true Kings in Direct Opposition, Kings in Distant Opposition, and Queening the Pawn. There are quizzes scattered throughout the book to test your understanding of the concepts explained.

This book series by Yasser Seirawan is written in a very entertaining and easy-to-understand style. It is an extremely instructive guidebook that can be referred to time and time again. I highly recommend this book series to those who are looking for an overall foundational knowledge of chess concepts, as well as stronger players who enjoy studying tactics, endgames, and to those who appreciate brilliant games of grandmasters. It did wonders for me and I am confident that it will be rewarding to you as well.

*Yasser Seirawan is the highest-rated American chess professional on the Federation Internationale des Echecs (FIDE) rating ladder and the first American to vie for the World Championship title since Bobby Fischer. He is a three-time U.S. Champion, the 1989 Western Hemisphere Champion, and an eight-time member of the U.S. Chess Olympiad team. Currently one of the world's top-ranked chess players, he is one of only a handful of players to have defeated world champions Garry Kasparov and Anatoly Karpov in tournament play.*

## MASTERMINDS CC APRIL E-NEWS BRIEF BY BRADLEY CRABLE

The MasterMinds CC would like to congratulate the winners from our last tournament, which took place on April 10th. Isaac Cohen of Huntingdon Valley Chess Junior Society (HVCJS) received the First Place Trophy (battling to 5-0) in the scholastic action, while Blake Rosenn of HVCJS and Raven Wake from Blair Christian Academy took second and third place respectively.

The Quad winners were Peter Lang (\$40 winner with a score of 2.5) edging out Leteef Street in our top quad, and Matthew Slesinski (\$50 perfect score winner) grabbed first in our second quad out pacing David Lakata. Matthew and his brother Daniel are regular fixtures representing the Montgomery Youth CC. Congratulations again to the winners and all who participated in this event.

We would like to invite everyone to our next G/30 5SS, Fourth Sunday Action Tournament on April 24th. Top prize is \$100 with \$50 class prizes based on 20 combatants with a \$25 entry fee. So come out every Fourth Sunday and have some fun. Also, as a reminder our May Second Sunday tournament, Quads and Scholastic Swiss, will be on the 1<sup>st</sup> instead of May 8th due to Mother's Day. So, all you Chess Nuts can serve breakfast to your Mother's in bed!

One last note the MasterMinds would like to take this time to thank Bob Lakata and the Huntingdon Valley Chess Junior Society for their consistent support of our tournaments. Bob, the kids, and their parents have been to most of our monthly tournaments since they began in 2003. We thank you and appreciate your support!

If anyone would like more information on the MasterMinds CC and our monthly tournaments check out our website at [www.mastermindschess.com](http://www.mastermindschess.com) or email us at [info@mastermindschess.com](mailto:info@mastermindschess.com).

## MEMBER PROFILE

### Veronica Henderson

**Saved, Single, and Satisfied!**



Veronica Henderson is one of the original founding members of the MasterMinds Chess Club. A graduate of the Philadelphia School System, Veronica attended Cooke Jr. High, and Dobbins Vocational High School 1960. She received her Associate Applied Science (AAS) degree from Community College Philadelphia 1983. In addition, Veronica took psychology courses at Temple University here in Philadelphia.

A Retiree from Insurance Data Processing after 15 years of service in Computer Operations, Veronica is currently teaching Piano and Keyboard part-time.

Hobbies include music, chess, reading, and singing. She is an active member of the Jones Memorial Baptist Church's Music Ministry. Veronica is also taking flute lessons at Maplewood Music Studio under the renowned Flutist Mr. Bill Davis. Her goals are to play the flute for church music ministry, and to attain a 1500 chess rating. Veronica also lives by the motto:

*"PLANT THE SEED, GOD WILL GIVE THE HARVEST."*

## COLLE'S CAMP ON THE GAMEKNOT

MasterMinds CC member Dr. Russell Floyd has organized a chess team on The Gameknot, an internet chess website that offers free online chess games, bi-monthly tournaments, chess league, teams, chess clubs and more. The chess interface on this site is presented artistically. You have the ability to download PGN files of your played games for further analysis. It's a great way to keep chess a part of your busy lifestyle. You can play games at your own pace by assigning your playing preference (one move a day, every two

days, etc.), or you can challenge someone to a game and play it in one sitting.

Dr. Floyd has named his team "Colle's Camp," a name he pinned because of his fondness of the Colle System. The Colle System was introduced in the 1920s by the well-known attacking master Edgard Colle (1897-1932).

Colle's Camp has 23 members including MasterMinds Chess Club members Melanie Brennan, Veronica Henderson, Bradley Crable, Leteef Street, and Steve Slocum. Log on to [www.gameknot.com](http://www.gameknot.com) and experience yet another way to enjoy chess online.

## CLUB NIGHTS WEDNESDAYS & FRIDAYS

**The Fountains at Logan Square East**  
**Two Franklin Town Blvd**  
**(off 17<sup>th</sup> & Vine Sts)**  
**4th Floor**  
**Wednesdays & Fridays**  
**7:00 P.M. to 10:00 P.M.**

Come out and join in the fun and competition every Wednesday and Friday from 7-10PM. Enjoy a casual game of chess with players of various skill levels.

Friday nights are a popular night for school aged children and a good a time as any to improve upon the game of chess. We are planning to continue basic instruction via the "demo board" and welcome you take part the fun and enjoyment. After the instructional period, its chess as usual. Regular games can be played and resumed at this time. The Masterminds also run monthly scholastic tournaments on the Second Sunday of the month at the Blair Christian Academy, located at 220 W Upsal Street in Philadelphia.

<b>Full Membership</b>	<b>\$20/yr.</b>
<b>Senior Membership (55 &amp; older)</b>	<b>\$10/yr.</b>
<b>Jr. Membership (17 &amp; under)</b>	<b>\$10/yr.</b>

## TOURNAMENT INFORMATION

### 2<sup>ND</sup> SUNDAY TOURNAMENT

BLAIR CHRISTIAN ACADEMY  
220 W. UPSAL STREET,  
PHILADELPHIA, PA  
(Between Germantown Ave. & Greene  
St.)

#### QUADS 3RR 40/80 SD/30

EF \$20, MMCC Members \$15; **Cash  
on Site Only**

\$40 Winner, \$50 Perfect Score  
Reg: 9:00am, Rds: 10-1-5

#### SCHOLASTIC SECTION

EF \$10 Reg. ends 9:30am, Rds: 10-  
12:30-2:30-4:30

Open section 4SS G/60; 1st, 2nd, 3rd,  
top under 1200, top unrated

Reg. ends 9:30am, Rds: 10-11-12:30-  
1:30-2:30

Under 1100 section 5SS G/30; 1st, 2nd,  
3rd, top under 800, top unrated

Under 750k-6 section 5SS G/30; prizes  
1st, 2nd, 3rd, top under 600, top under  
400, top unrated

1st, 2nd Club/Team

1st, 2nd School

Ribbons for all who don't qualify for  
trophies

Scholastic dates are: 5-1-05, 10-9-05,  
11-13-05, 12-11-05

### SECOND SUNDAY SUMMER QUADS

#### QUADS 3RR 40/80 SD/30

EF \$20, MMCC Members \$15;

#### Cash on Site Only

\$40 Winner, \$50 Perfect Score

Reg: 9:00am, Rds: 10-1-5

Dates 6-12-05, 7-10-05, 8-14-05, 9-11-05

### 4<sup>TH</sup> SUNDAYS SWISS OPEN

G/30, 5/SS, reg ends 10:30, rounds  
begin 11, 12, 1:30, 2:30, 3:30

EF \$25 b/20

\$100.00 - 1st Overall

\$50.00 - 2nd Overall

\$50.00 - Under 2000

\$50.00 - Under 1800

\$50.00 - Under 1600

\$50.00 - Under 1400

\$50.00 - Under 1200

Dates 1-23-05, 2-27-05, 4-24-05, 5-22-  
05, 6-26-05, 7-24-05, 8-28-05, 9-25-05,  
10-23-05

Note: USCF (United States Chess  
Federation) membership is required.  
Membership card, a recent Chess Life  
magazine with name and I.D. number  
displayed, or proof of current  
membership must be presented.  
Non-USCF members must join during  
registration.

1 yr. memberships Adults \$49. Juniors  
\$19. Seniors \$36

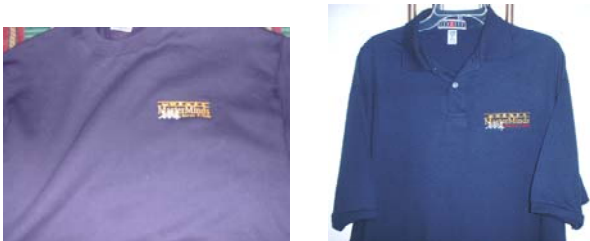
Please bring your own equipment, no  
sets or clocks will be provided.

**Send pre-registration check or money  
order made payable to  
MasterMinds Chess Club  
post marked no later than the 15th of  
the month to:**

**MasterMinds Chess Club  
36 E Hortter St. Phila. PA 19119  
Please include Name, USCF Id, Exp  
Date, rating.**

**MASTERMINDS CHESS CLUB  
T-SHIRTS, SWEATSHIRTS,  
POLO SHIRTS, AND JACKETS  
ARE AVAILABLE**

Fleece lined Jackets with removable hood \$75  
Sweatshirts w/ logo embroidered \$25  
Polo shirts w/ logo embroidered \$20



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*Special thanks to Dr. Karen Jenkins of Blair Christian Academy and Ms. Jenny Goinden of the Fountains for their undying support and vision in promoting chess to the young and seasoned alike.*

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**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 make the game of chess available to play, compete, and enjoy. We promote chess within the local community and provide a learning environment where the game can be played, taught, studied, and enjoyed in a structured format. Ultimately, we see chess as a tool for self-development, development of our community and as a bridge to other communities throughout the Delaware Valley as well through dedicated outreach.

We, the members of the MasterMinds Chess Club are dedicated to promote 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 goal to promote a healthy network of local area clubs and with clubs in other cities.

We provide a means to prepare for and participate in tournament competition and encourage membership in the United States Chess Federation. We also encourage the membership of school age children to grow academically and to supplement their educational pursuits by applying the principles of chess, which is proven to aid in their educational development. 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.



**Club Officers**

Steve Slocum, President, Newsletter  
Leteef Street, Vice-President, Tournament Director  
Melanie Brennan, Secretary  
Rodney Johnson, Treasurer  
Bradley Crable, Chief Tournament Director &  
Web Developer