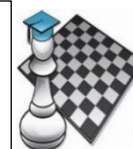


Announcement: How did the boat ask for a draw in its chess game? I don't think I can win, canoe? Knock knock. Whose there? Howard. Howard who? Howard you guys like to read the next greatest edition of the world's funniest chess newsletter, RNF 😊 😊



SYDNEY ACADEMY OF CHESS

# ROOK NO FURTHER # 46

## THE WHAT

So, kids, do you want to test your chess skills in a NEW, FUN and EXCITING WAY?

And Parents, do you want to know more about upcoming junior tournaments?

Rook no further! Find me on [sydneyacademyofchess.com.au/newsletters](http://sydneyacademyofchess.com.au/newsletters) + on our [Facebook Page](#)

**COACH JOKES:** Q: Why don't dolphins ever make a mistake playing chess?  
A: Everything they do is on porpoise 😊

## TACTICAL TIPS + TRICKS: *Most Important "Checkmate Patterns" #1* King + Queen vs King - See Magic Mini

Hi guys. This term we will start looking at checkmating patterns. The first is King + Queen vs King. Whenever your opponent just has their King, we need to **trap** it and **attack** it on ranks (lines going across the board) and files (lines up and down the board) to give checkmate. We can use our Queen to **trap** their King. Let's say your opponent's King is on e5, your King is on e1 and your Queen on c1. A good first move is to play Queen c4, trapping their King from the 4th rank. Now King f5 is answered by Queen d4 trapping black's king from the d file and so on. The goal is to push our opponent's King to any **edge** of the board (the 1st or 8th rank or a or h file). Once their King is on an edge, next we bring our King up to protect our Queen's **attack** to checkmate. 😊

## PESKY PUZZLES:

In each position find the best move/moves.

White to move = W Black to move = B

Question:

Here, find the weakness on the backrank white can take advantage of. If only we weren't blocked. 😊



W



W



## MAGIC MINIS

Each newsletter, a fun mini game.



An example starting position for the K+Q Checkmate Pattern



## UPCOMING EVENTS

<https://sydneyacademyofchess.com.au/tournaments/upcoming>

<b>PARRAMATTA SATURDAY FUN TOURNAMENT 15TH MAY</b>	<b>12:50pm- 4:00pm</b>
Online Code: QT4WPIDHLG	
<b>HORNSBY SUNDAY FUN TOURNAMENT 16TH MAY</b>	<b>12:50pm- 3:50pm</b>
Online Code: 5JUTLMH8RK	
<b>PYMBLE SATURDAY FUN TOURNAMENT 22ND MAY</b>	<b>12:40pm- 3:50pm</b>
Online Code: T4JUAWGAJD	
<b>EPPING SATURDAY FUN TOURNAMENT 29TH MAY</b>	<b>1:40pm- 4:50pm</b>
Online Code: WVHTFBC4Y1	
<b>INNER WEST SUNDAY FUN TOURNAMENT 6TH JUNE</b>	<b>9:20am- 1:00pm</b>
Online Code: V024UCOGAA	

To enrol in any of the above please pay online with your credit card or debit card at [www.sydneyacademyofchess.com.au/payment](http://www.sydneyacademyofchess.com.au/payment) enter the relevant code, and fill in the electronic form, with your child's details.

- |            |                               |                   |
|------------|-------------------------------|-------------------|
| 1. Qc4 Kf5 | 6. Qd6 Kg7                    | 11. Kf4 Kf8       |
| 2. Qd4 Kg5 | 7. Qe6 Kf8                    | 12. Kf5 Kg8       |
| 3. Qe4 Kf6 | 8. Qd7! (King on an edge) Kg8 |                   |
| 4. Qd5 Kg6 | 9. Kf2! Kf8                   | 13. Kg6 Kf8       |
| 5. Qe5 Kf7 | 10. Ke3 Kg8                   | 14. Qf7 checkmate |



SuperCoach signing off