

Chess Moves™

GM Joel Benjamin • GM Larry Christiansen • GM Susan Polgar

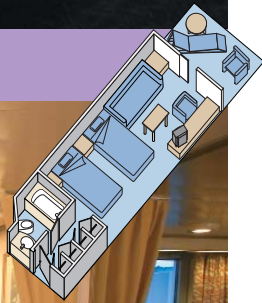
Learn new ideas, skills, and techniques while surrounded by kindred spirits. Relax with family and friends . . . explore new places . . . celebrate a special occasion . . . Chess Moves is a unique opportunity to study with the best — in luxurious surroundings. You'll love the simplicity of the all-inclusive cruise fare that covers your accommodations, food, and entertainment.



CHESS MOVES: A FLOATING CHESS OASIS



Outside w/Balcony cabins on the ms Zuiderdam are big on luxury: private verandahs, whirlpool baths, DVDs, and mini-bars.



DAY	PORT	ARRIVE	DEPART	CONFERENCE SESSION
Sat. Jan. 14	Ft. Laud.	—	4:00pm	7:30pm Bon Voyage Cocktail Party
Sun. Jan. 15	Bahamas	8:00am	4:00pm	4:00pm–7:30 pm
Mon. Jan. 16	At Sea	—	—	8:30am–5:00pm & 6:00pm–7:30pm
Tue. Jan. 17	Tortola	8:00am	11:00pm	—
Wed. Jan. 18	St. Thomas	7:00am	6:00pm	6:00pm–7:30pm
Thu. Jan. 19	At Sea	—	—	8:30am–5:00pm & 6:00pm–7:30pm
Fri. Jan. 20	Nassau	1:00pm	8:00pm	8:30am–Noon & 7:00pm–8:00pm
Sat. Jan. 21	Ft. Laud.	8:00am	—	4:00pm

Our Grandmaster Faculty will deliver two concurrent tracks while our cruise ship is sailing between ports. Attendees may move freely, at any time, from one track to another. Our itinerary has two and one-half (2.5) "sea days" allowing for 20 hours of daytime lectures! In addition to classes, Chess Moves offers over nine (9) hours of early-evening activities. We'll have an informal Blitz competition and everyone will have a chance to either play chess or have a private consultation with a Master or Grandmaster.

The Chess Moves course fee is \$595.

Cabin Type	Cruise Rate
Standard Inside	\$ 799 (GS* available)
Better Inside	\$ 899 (GS*, ♿ available)
Standard Outside	\$ 999 (GS* available)
Better Outside	\$1,099 (GS*, ♿ available)
Outside w/Balcony	\$1,199 (GS* available)
Mini Suites	\$1,299 (♿ available)

Full details:
<http://www.GeekCruises.com/Chess/Booking>

Cruise pricing (quoted per person) is good thru August 1, 2005. Taxes are \$199. Please book early to have the widest choice of cabins. Cancellations are subject to penalties — consider protecting your cruise investment with travel insurance. Only passengers booked through Geek Cruises will be admitted to our conference.

♿ Physically challenged available
*Guaranteed Share (GS) Fares: For Chess Movers coming by themselves who wish to share a cabin with another attendee.

As a first-time cruiser on [your event], I can't say enough about how terrific the entire experience was. For myself, I don't know how it could have been better.

Bob Seigel <bseigel@netins.net>

SEMINARS

OPENINGS

Practical Opening Tips for White (90 minutes)

Speaker: GM Larry Christiansen
Audience: Player Rating 1200–1500

Opening theory in chess is a science unto itself. For professional players, often the opening analyses ends at move 20 — or even move 30 at times. That's a very difficult task for anyone! Even constant study of openings is no guarantee that you will get an advantage out of an opening.

If Black plays accurately, Black and White will equalize. On the other hand, there are numerous solid openings which lead to interesting games without the need to memorize a multitude of variations. In this course, we will cover:

- Opening principles
- The most popular club-level openings
- Tricky, tactical-based openings

Practical Opening Tips for Black (90 minutes)

Speaker: GM Larry Christiansen
Audience: Player Rating 1200–1500

A Black opening is one move behind, giving you less leeway in your approach. While White can almost get away with purely following the basic opening principles, when you play Black you've got to know exactly what you are doing. You'll learn how to choose your opening based on your personality and style:

- Choices against the King Pawn start
- Choices against the Queen Pawn start

Opening Disasters (90 minutes)

Speaker: GM Joel Benjamin
Audience: Player Rating 1400–1600

You don't have to put in long hours studying opening theory, but you must develop a sense of sound, principled opening play. Examples of openings gone horribly wrong will illustrate the deadly sins that cause such calamities. The culprits will include:

- Running around with the queen
- Failure to castle promptly
- Inattention to threats
- Improper or slow development

Hypermodern Opening Strategy in Action (90 minutes)

Speaker: GM Joel Benjamin
Audience: Player Rating 1700–1900]

See the development of a modern opening system through a visit to a grandmaster's opening laboratory. This course will detail the birth of an original opening idea inspired by established variations followed by subsequent practical trials. The logic behind the restrained central approach will be revealed along the way.

The cruise exceeded our expectations as far as accommodations of the ship and an array of classes . . . Theme cruises are great for those of us who don't play Bingo or slots or fold napkins because it offers opportunity to exchange experiences with like-minded people.

Leigh Hamilton
<leigh@cmug.com>

TACTICS / STRATEGY

Winning Won Games (90 minutes)

Speaker: GM Larry Christiansen
Audience: Player Rating 1200–1700

Gaining a winning position is just half the battle. Actually overcoming your opponent's stubborn resistance and forcing resignation is an essential skill for the complete chess player. This class is designed to improve this vital skill or "technique" by:

- Understanding how to evaluate positions so that you know when, and when not, to take risks to close out the "won" games
- Comparing your options: finishing the "won" games in style versus taking the sure bet

The Art of Attack (90 minutes)

Speaker: GM Larry Christiansen
Audience: Player Rating 1300–1900

This course is geared toward intermediate players who wish to hone their chess attacking skills and increase their understanding of tactics.

In this class, we will go over two different approaches to attacking chess:

- More-structured attacks (examples from Botvinnik and Kasparov)
- Personal intuition (examples from Shirov, Topalov, and Tal)

Bishop v. Knight (90 minutes)

Speaker: GM Joel Benjamin
Audience: Player Rating 1500–1800

When is one better than the other? This course will examine positions that favor each minor piece and good moments to swap one for the other. Grandmaster Benjamin will share insight on piece values gained from his experiences working on the Deep Blue project.

Gaining the Initiative – When Time Is of the Essence (90 minutes)

Speaker: GM Susan Polgar
Audience: Player Rating 1500–1800

In some positions timing is everything. An opportunity knocks only once, and will not occur again. See how with some energetic moves you can suddenly gain the initiative and an advantage. We'll study games by two masters of timing and momentum, Kasparov and Tal.

Creating and Solving Problems (90 minutes)

Speaker: GM Larry Christiansen
Audience: Player Rating 1500–1900

Chess players have often been divided between "problem solvers" and "problem creators." This class is designed to help students develop planning skills and increase their ability to detect and solve problems on the chess board by:

- Working to improve your crucial tactical skills through solving problems — keep in mind that chess is 99% tactics
- Analyzing numerous examples of tactical chess problems from one to five moves
- Discussing pattern-recognition techniques
- Creating fun puzzles

The Art of the Exchange Sacrifice (90 minutes)

Speaker: GM Joel Benjamin
Audience: Player Rating 1600–1800

Effective use of the Exchange Sacrifice is a skill that often divides masters from lower-rated players. Combinations that lead to checkmate or material gain may be easily understood, but purely positional sacrifices do not have to be mysterious. This course will use classic examples to explain these and other key elements of such sacrifices:

- Transformation of pawn structure
- Central control
- Piece activity
- Pawn compensation

Strategy: Center Control and Space (90 minutes)

Speaker: GM Susan Polgar
Audience: Player Rating 1300–1800

The center is the most important part of the chess board. Control most of the center and you gain space advantage. We'll learn how to increase space advantage and eventually transform it to other type of advantages. In our focus:

- An outpost in the center — the Knight
- Activity and passivity

Practical Hints for Tournament Players (90 minutes)

Speaker: GM Susan Polgar
Audience: Player Rating 1600–1800

Knowledge is a powerful factor in chess. Psychology is also a vital part of the game. Some players are afraid of being attacked. Other players may be "greedy", grabbing Pawns even in risky situations. The speaker will share experiences when she won games through deft psychological decisions. In this special session you can ask the Grandmaster questions and gain insights into how GMs think during a game. Among the psychological factors in a match, we'll look for advantages through:

- Managing the clock
- Custom-tailored unpleasant moves for your opponent

ENDGAMES

Don't Forget to Use Your King in the Endgame (90 minutes)

Speaker: GM Susan Polgar
Audience: Player Rating 1200–1600

Unlike the opening and middle game, in the endgame the King is a vital part of the game. We'll cover:

- Examples of when and how to get the King involved
- Exceptions when despite having only a few pieces left on the board the King can still get in trouble
- King Marches
- Checkmate traps in the endgame

Rook Endgame Essentials (90 minutes)

Speaker: GM Larry Christiansen
Audience: Player Rating 1300–1700

In practical play, about 50% of all endgames are Rook endgames so we'll devote time to learning important and common Rook endgames. In this course you will learn:

- To win a "won" Rook endgame
- To save a difficult-looking Rook endgame to a draw
- Why it is usually best to keep behind the passed Pawn — vs. in front or on the side
- To work with the Philidor position
- To work with the Lucena position, and how to build bridges
- How to approach positions with one extra passed Pawn on one side and a couple of Pawns each on the other side
- How to handle the exceptions — for instance, even when two extra Pawns will not win

Exploiting Endgame Advantages (3 hours)

Speaker: GM Joel Benjamin
Audience: Player Rating 1600–1800

Prosecuting endgame advantages often requires an adjustment of style to appreciate the special demands of proper endgame play. This two-part course will provide the skills for assessing, planning, and playing both technical (Part I) and tactical (Part II) endings. Practical examples will investigate these and other issues:

- Effective transitions via liquidation
- When material matters
- Zugzwang, temporizing, triangulation
- Piece activity

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