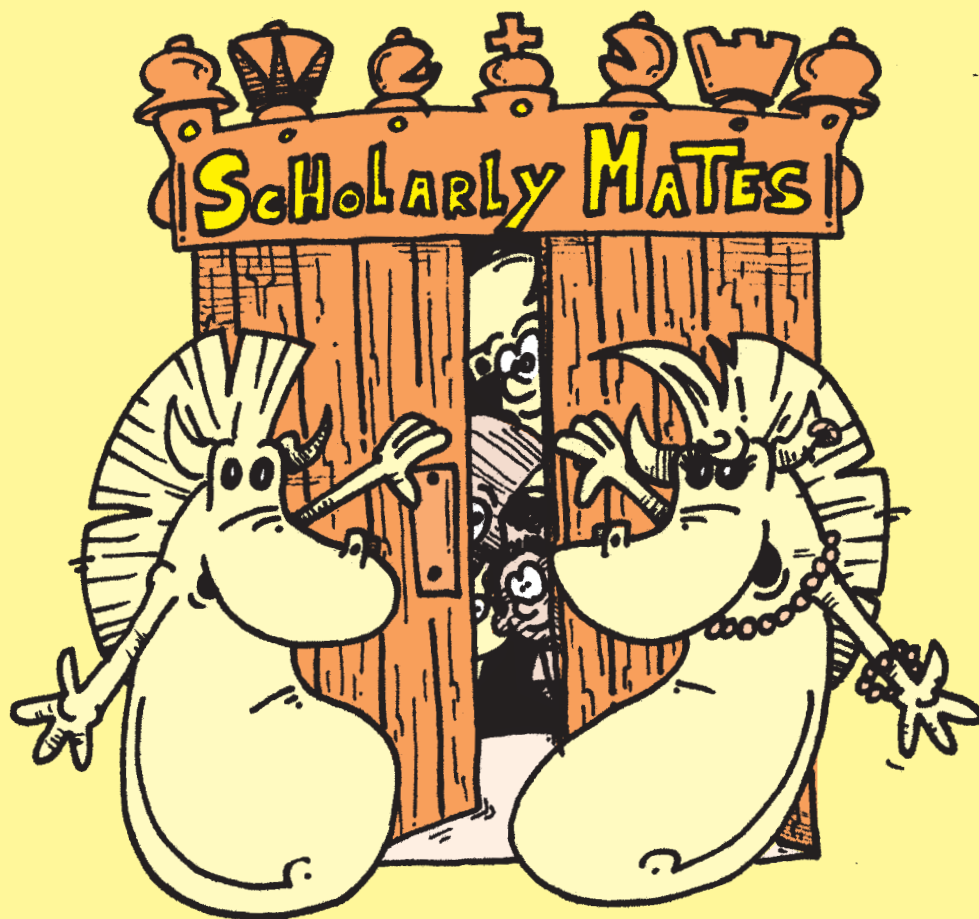


SCHOLARLY MATES

WINNING CHESS MAGAZINE FOR KIDS

issue 1

May 2026



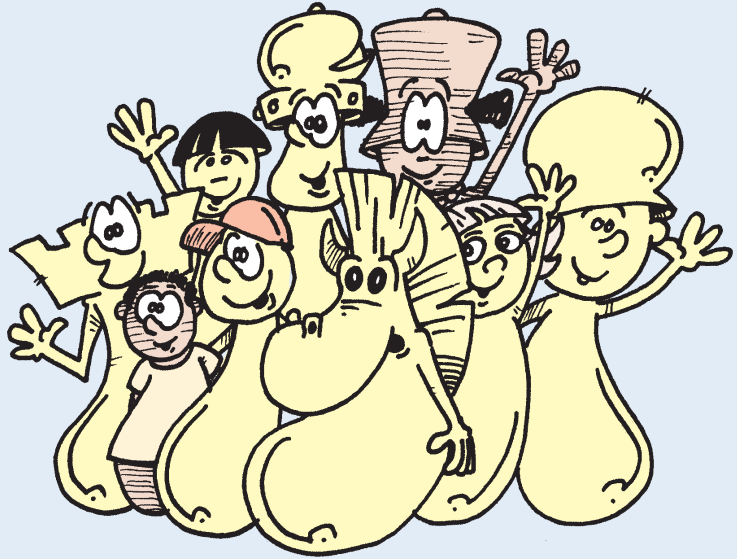
WELCOME TO THE MAGAZINE!

VALUE OF MATERIAL

SPRINGTIME CHESSFEST

*Hello,
Friends!*

*Welcome
to
Scholarly
Mates.*



My name is Knick the Knight. I'm here with all my pals to bring you a bunch of fun chess stuff. There are puzzles, lessons, stories, and cartoons. Lots of great ways to improve your game. We hope you like our magazine!

KNICK

SCHOLARLY MATES

EDITOR

Jeff Coakley

illustrator

Antoine Duff

Scholarly Mates is a chess magazine for kids, published six times per year by **Mooserider Productions** as a pdf document, available for viewing or download at these websites:

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scholarlymates@mooserider.ca

SCHOLARLY MATES

issue 1

May 2026

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publisher of

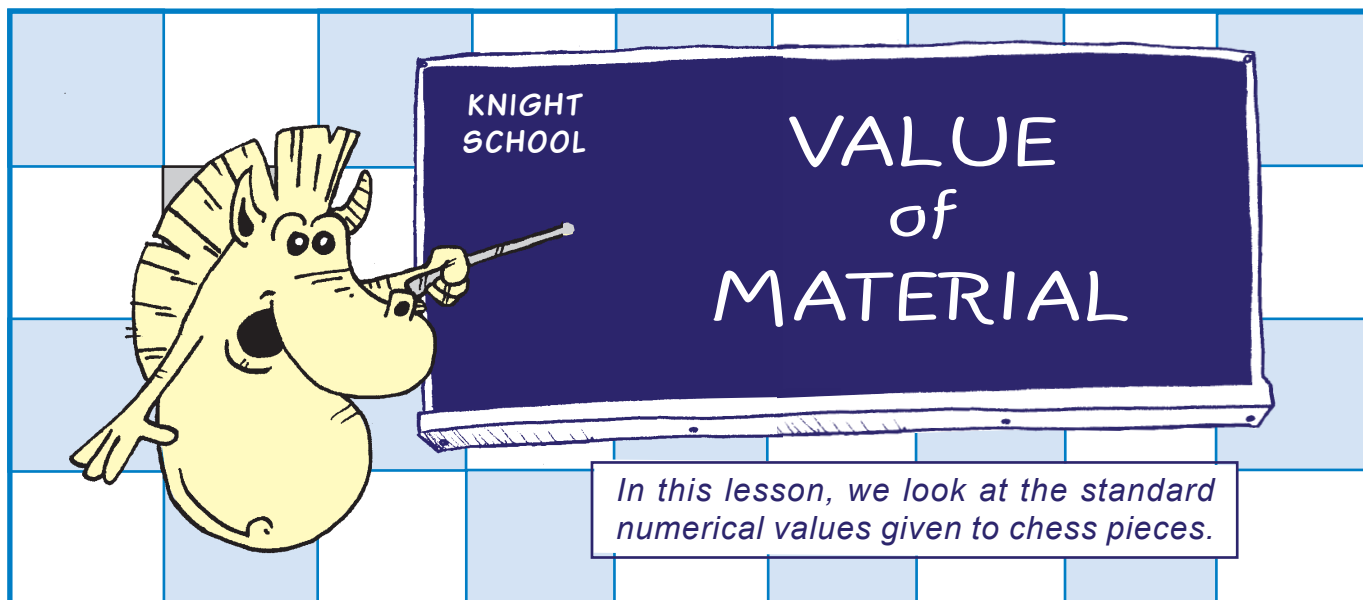
Winning Chess For Kids *book series*

Scholarly Mates *magazine*

and more to come

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The ultimate aim in a game of chess is to checkmate the opponent's king. One strategy we use to achieve that goal is to capture pieces. Taking an opposing piece without losing one of our own gives us an advantage in *material*. Like any battle, whoever has more *force* on the board usually has a stronger position. And the more extra pieces we have, the easier it is to build a powerful attack.

'Material' is just another word for the *pieces*. To see which player has more material, we count the pieces. But not all pieces are equal. Different pieces move in different ways and this makes some more valuable than others.

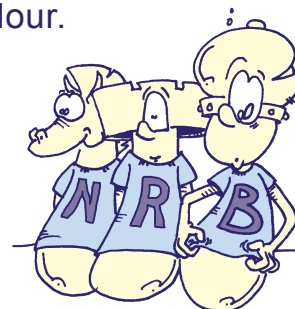
In general, the value of a piece is determined by its *mobility*, by its power of movement.

When we talk about the value of material, we don't include the kings. The king is the most *important* piece, but he cannot be captured like the others. So we don't "count" kings!

The most *valuable* piece is therefore the queen. She combines the moves of a rook and a bishop which makes her the most powerful force on the board.

The least valuable pieces are the pawns. They move slowly, often get blocked, and cannot retreat. Half of all the chess pieces are pawns. Together, their formation has a large affect on the freedom of the bigger pieces. But individually, a pawn is relatively weak.

The other three pieces (rook, bishop, knight) are ranked by two things: their ability to cross the board quickly and whether they can go on squares of either colour.



The rook is the strongest of the three since it can do both.

The bishop is less valuable than a rook because it only moves on squares of one colour. Its playing field consists of just 32 squares.

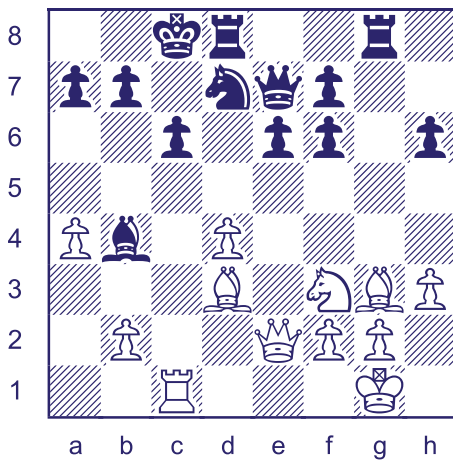
The knight is less valuable than a rook because it takes several moves to get from one side of the board to the other.

Bishops and knights are very different kinds of pieces. Bishops are great in open positions with play on both sides of the board. Knights are excellent in closed games with blocked pawns. Surprisingly, the plusses and minuses for the two pieces are balanced. So we say that they have equal value.

To compare the strength of all the pieces, a numerical value is assigned to each type of piece. The values are based on 500 years of experience by chess masters.

QUEEN	9
ROOK	5
BISHOP	3
KNIGHT	3
PAWN	1

A simple way to count material is to look at the captured pieces and see which ones are extra.



In this position, the missing pieces are:



If we ignore those that are the same for both players, the difference is:

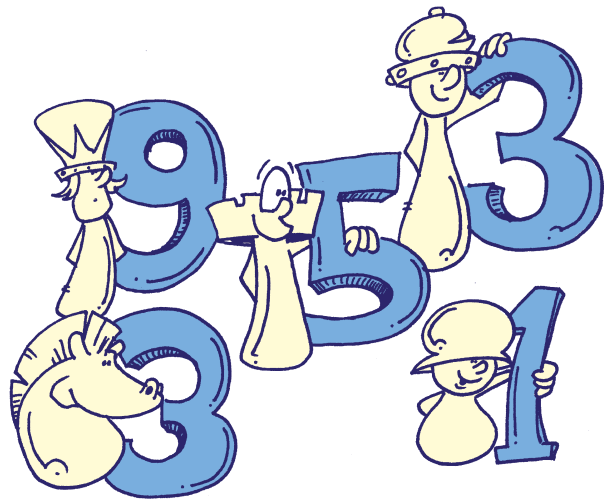


A rook and pawn are worth more than a bishop. ($5 + 1 > 3$) Black is ahead in material by 3 points.

The numbers used to count material are only a general guide. You cannot win a game just by collecting “points”. But the values are helpful for deciding whether a trade is good or not.

Normally, it’s not smart to exchange a rook for a pawn. That’s like trading 5 dollars for 1 dollar. You won’t get rich that way! There are exceptions though.

In this position, White has a good reason to give up a rook for a pawn. 1.Rxc6+! bxc6 2.Ba6# Checkmate.



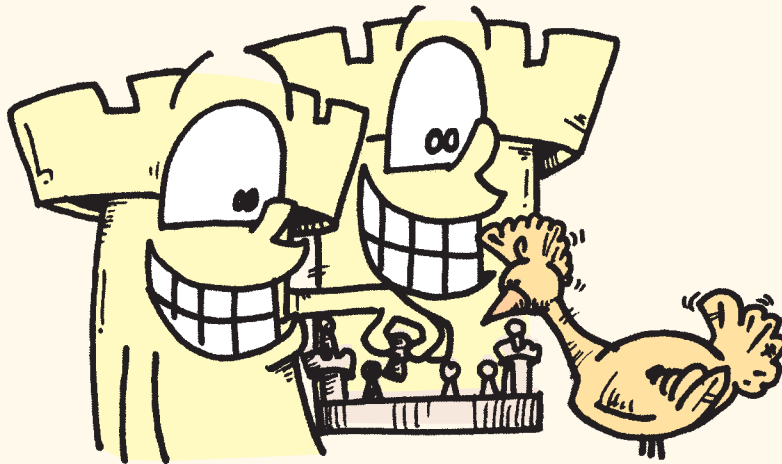
That example proves that *winning material* is not the only goal of chess strategy. *King safety* and the *placement of the pieces* are also key factors.

King safety always takes priority over material, in attack or defence. If you lose your king, it doesn’t matter how much extra material you have.

The placement of the pieces greatly affects their actual strength during a game. It depends on their freedom of movement and the duties they perform. Pieces can be much stronger or much weaker than their assigned numerical value. When everything else is equal, the 9-5-3-3-1 system is accurate. But there are exceptions to the standard values in almost every game.

That’s it for today. We hope that you found this lesson valuable!

MORT and MARLEY



Hey Mort, why did the chicken cross the road?

I don't know, Marley. How come?

Because somebody said there were good chess players on the other side.

I guess they didn't mean us. That chicken has won every game so far!



WORLD TOP TEN



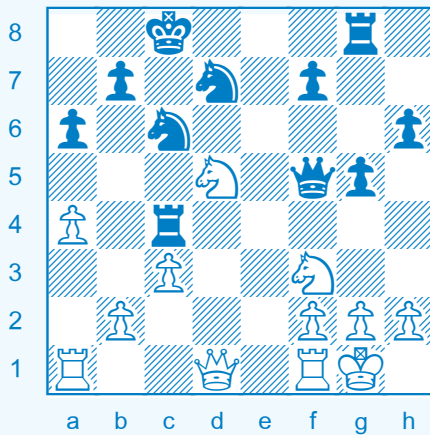
rank	country	rating	age	
1	Magnus Carlsen	Norway	2840	36
2	Hikaru Nakamura	USA	2792	39
3	Fabiano Caruana	USA	2788	34
4	Nodirbek Abdusattorov	Uzbekistan	2780	22
5	Javokhir Sindarov	Uzbekistan	2776	21
6	Anish Giri	Netherlands	2767	32
7	Vincent Keymer	Germany	2759	22
8	Alireza Firouzja	France	2759	23
9	Wesley So	USA	2754	33
10	Yi Wei	China	2753	27

Ratings are updated each month by FIDE, the world chess federation. There are currently 34 players rated over 2700. The top junior (under 20 years) is world champion Gukesh Dommaraju (India), ranked 18th at 2732. The top female is Yifan Hou (China) at 2596.

TACTICS 101

KNIGHT FORKS

1

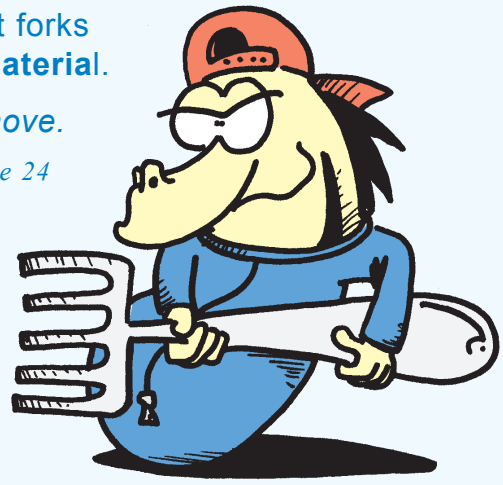


Find a fork.

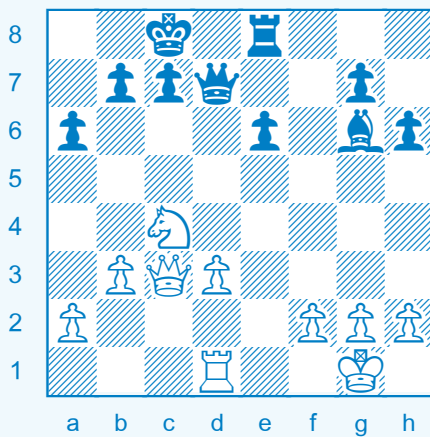
Find knight forks that win material.

White to move.

solutions page 24

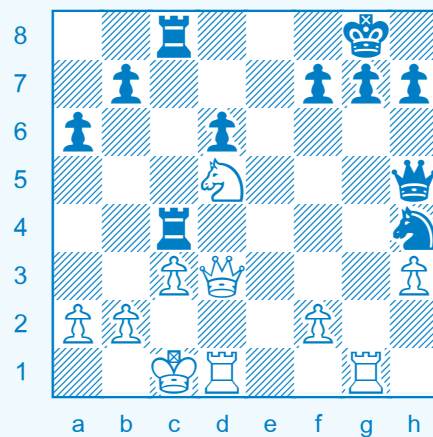


2



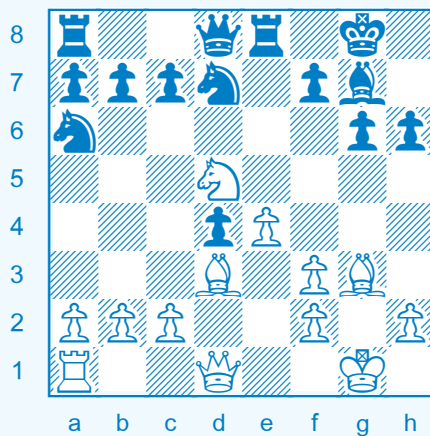
Find 2 forks.

3



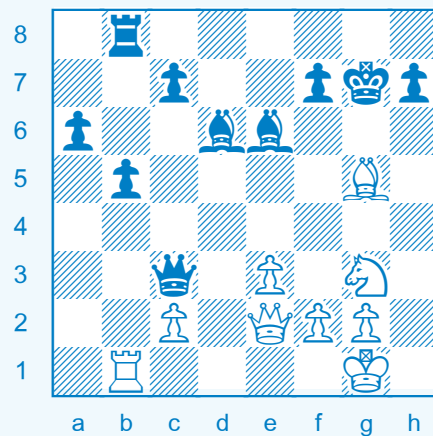
Find 3 forks.

4



Find a knight fork combo.

5



Find a knight fork combo.

CHESS LINGO

with your host
Biff the B



LET'S TALK "COMBINATION"

A *combination* is a series of forcing moves that wins material or leads to checkmate.

Chess moves are *forcing* if they limit the choices of the other player. When we capture a piece, give a check, or threaten to win material, the opponent has fewer replies to choose from. This allows us to *calculate* farther ahead.

Most combinations include a surprise move, which usually means a sacrifice.

A *sacrifice* is a move that gives up material on purpose to get something bigger in return.

Another way to define a combination is a "string of moves that combine the *tactical elements* of a position into a winning mix". The elements are things like forks, pins, and unguarded pieces.

Lots of players call a combination or sacrifice by their cool shorter names: "combo" and "sack"!

NEWS BITS



NEXT WORLD CHALLENGER

The *2026 Candidates Tournament* was held March 28-April 16 in Cyprus with eight elite grandmasters playing for the right to challenge Gukesh Dommaraju for the title of *World Chess Champion*. The winner, with an undefeated score, was 20 year old **Javokhir Sindarov** from Uzbekistan.

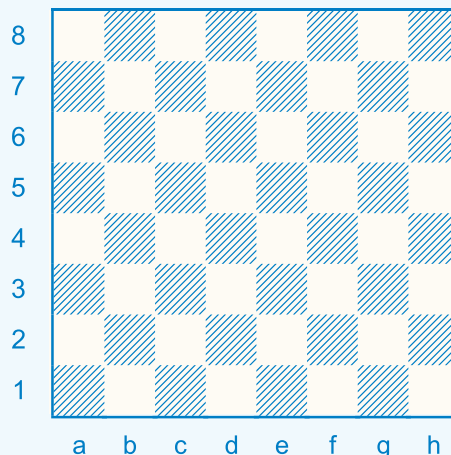
The Gukesh-Sindarov title match will be held in November. The prize fund is expected to be over 2 million dollars!

JUDIT POLGAR vs. the WORLD

The legendary "Queen of Chess", Judit Polgar, played a game on the internet against 77,000 people in February and March. One move was made per day, with her opponents voting to decide on their move. Judit won by checkmate on the 27th turn. Afterwards she said, "This game shows how difficult chess can be. Sometimes one mistake can cost the game. And this is what happened to the world today."

Judit became a grandmaster in 1991 at age 15. She is the only woman to ever be ranked in the world's top 10 players. Since retiring from competition in 2014, she has promoted chess in many ways, including special events just for kids.

LILY'S PUZZLER



Eight Officer Defensive Loop



Place the 8 officers (KQRRBBNN) on the board so that each piece is defended exactly once and each piece defends exactly one other piece. No piece may be guarded twice or guard two others.

The bishops should be placed on opposite-colour squares.

The defensive chain should form a continuous loop in which the first piece guards the second piece; the second guards the third; the third guards the fourth; ...; and the eighth guards the first.

For an extra challenge:

- B.** All pieces must be on ranks 1,2,3.
- C.** All pieces must be on the edge of the board (ranks 1,8; files a,h).

solutions page 24

THE PUZZLING SIDE OF CHESS

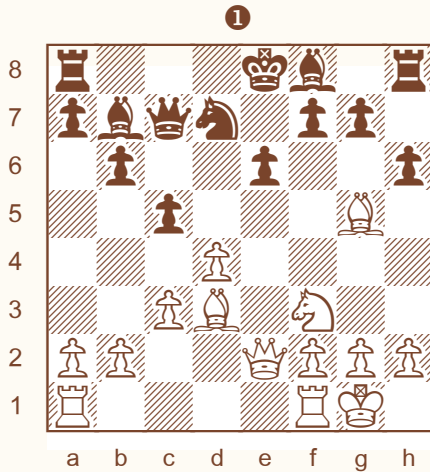


If you enjoy *Lily's Puzzlers* and *Kibble's Korner*, then you'll probably like this monthly column of unusual chess problems. The puzzles vary greatly in difficulty and are intended for players of all ages. Over 250 columns with 1600 puzzles are available in the site archives. Why not check it out?

puzzling.sideofchess.com

CHECKOLOGY

The Science of Checkmate

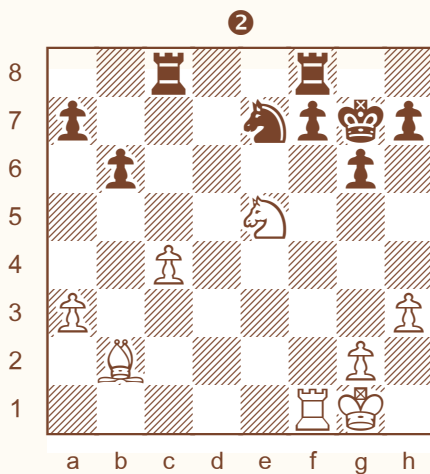


Mate in 2

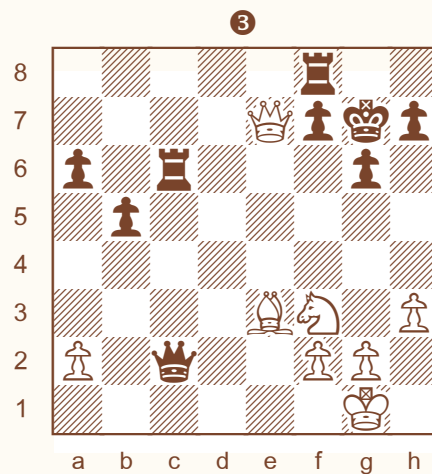
Good day, mates!
I'm Ozzy Roo,
chief researcher
at Checkology
Labs. Are you
ready to test your
tactical skills?



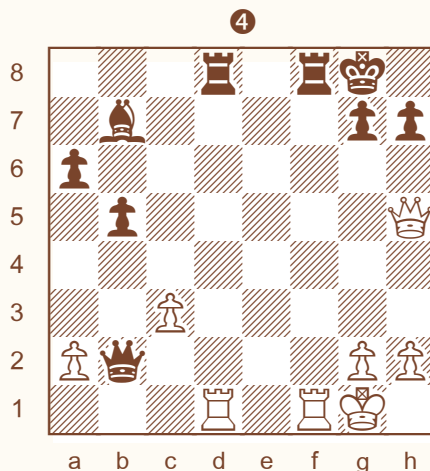
White to move
solutions page 24



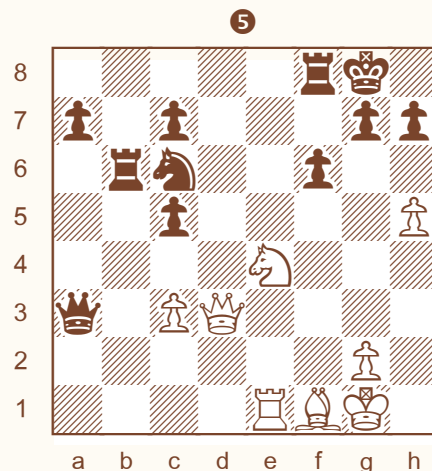
Mate in 2



Mate in 3



Mate in 3



Mate in 5

◆◆◆◆◆◆◆◆◆◆ **Player Profile** ◆◆◆◆◆◆◆◆◆◆

Gukesh Dommaraju

“Chess is a beautiful game. It has many benefits. If you enjoy the game, it’s a very good hobby.”



The current *world chess champion* is Gukesh Dommaraju of Chennai, India. He won the title in a match against Ding Liren (China) in December 2024. At age 18, he became the youngest champion ever.

Gukesh learned to play chess when he was 7 years old and won the *world under-12 championship* in 2018. He is the third youngest person to become a grandmaster, which he achieved at 12 years, 7 months.

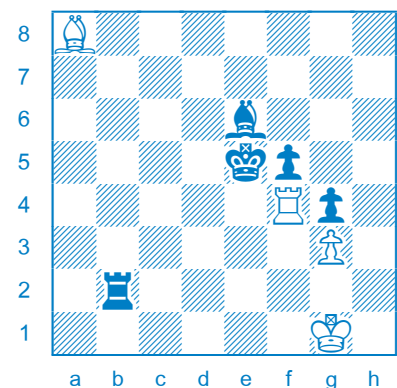
Gukesh (his family name) is known for his ability to calculate accurately and deeply. He considers Bobby Fischer to be the greatest player of all time.

HOW TO BECOME WORLD CHAMPION

With the score in the match tied, this position was reached in the final game of the *2024 World Championship*. White is down a pawn, but could easily draw with *55.Ra4* or *55.Bg2*. Instead, Ding Liren blundered with **55.Rf2?**

This let Gukesh trade pieces into a winning pawn ending. After **55...Rxf2 56.Kxf2 Bd5 57.Bxd5 Kxd5 58.Ke3 Ke5**, White resigned.

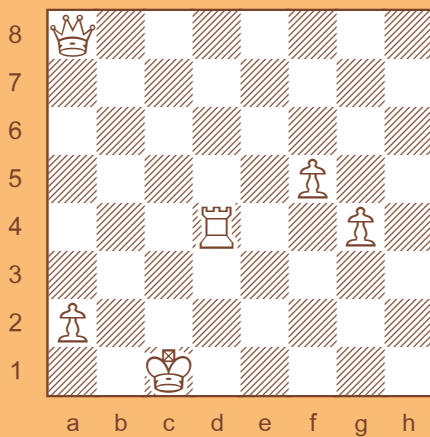
The game might continue *59.Kf2 (59.Ke2 Ke4 or 59.Kd3 f4) 59...Kd4! 60.Ke2 Ke4 61.Kf2 Kd3 62.Kf1 Ke3 63.Kg2 Ke2 64.Kg1 Kf3 65.Kh2 Kf2 66.Kh1 Kxg3*.



Ding Liren - Gukesh Dommaraju
White to move

KIBBLE'S KORNER

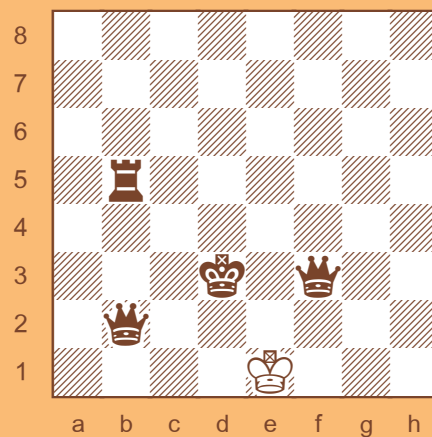
Hey, chess pals! In case you don't recognise me, I'm Kibble the Pawn. I hope you like my "corner". Each column features a fun chess picture and two problems named after Sam Loyd, the *Puzzle King*.



TRIPLE LOYD

Place the black king so that:

- A. Black is in mate.
- B. Black is in stalemate.
- C. White has mate in 1.



INVERTED LOYD

Place a white rook, bishop, and knight on the board so that White has mate in 1.

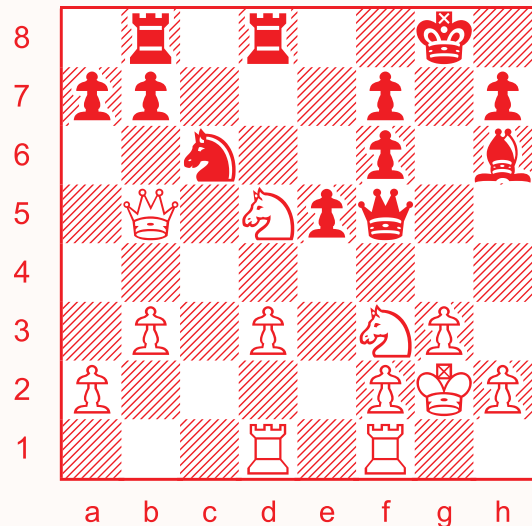
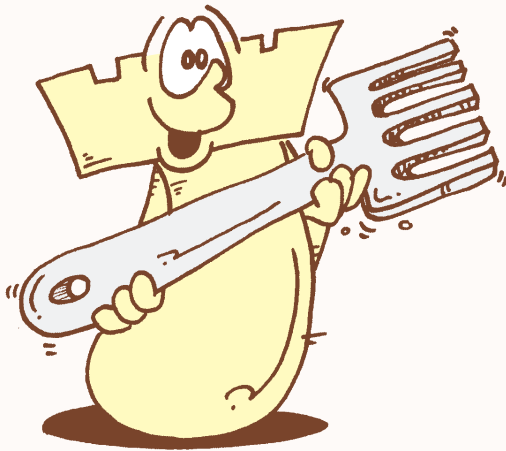
solutions page 24



Fido vs. Bugs

COMBO MOMBO!!

SPOTLIGHT ON KNIGHT FORKS



Hello, friends! My name is Rocky Rook. Welcome to Combo Mombo! If you like chess tactics, this is the place for you. Our theme today is the mighty knight fork.

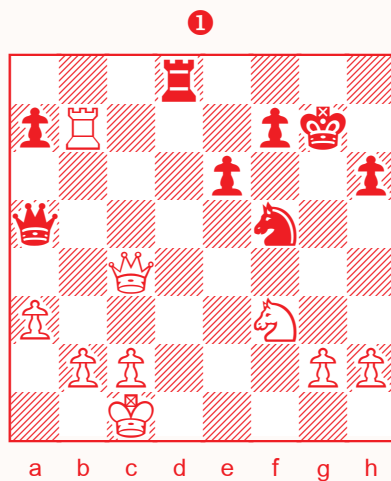
A *fork* is a move that attacks two pieces at the same time. It's the most common way to win material and knights are very good at it.

♔ Black to play wins by the queen sacrifice 1...Qxf3+ 2.Kxf3, decoying

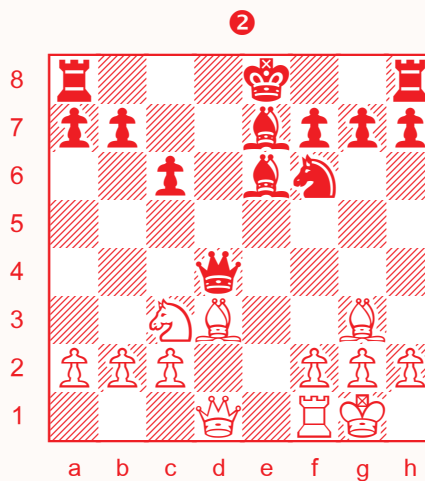
the white king into the fork 2...Nd4+. After 3.Kg2 Nxb5, Black has an extra bishop.

♕ If White goes first, the winning combo is 1.Qxc6! bxc6 2.Ne7+ Kh8 3.Nxf5. And if Black gets tricky with 1...Qxf3+ 2.Kxf3 bxc6, White scores by 3.Ne7+ Kg7 4.Nxc6, forking the black rooks! (4...Rbc8 5.Nxd8)

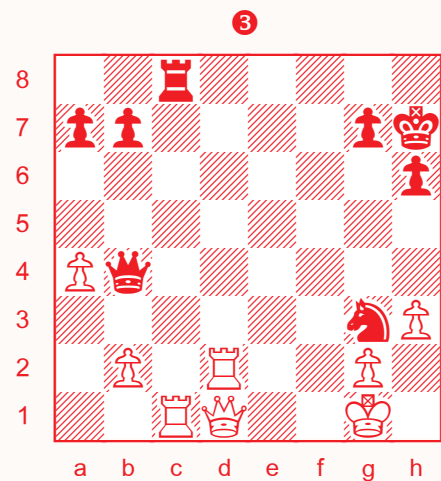
Can you find the combos in the positions below? *solutions page 24*



BLACK TO MOVE
Win Material



WHITE TO MOVE
Win Material



BLACK TO MOVE
Win Material

CHESS O WORD

In this word search, you are looking for basic terms of chess.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! The best way to find the solution is to first **print this page**. Then, when you find a word, circle it. After you find all the words, there will be four letters not circled. Unscramble those 4 letters to answer the riddle.

CHESS
KING
QUEEN
ROOK
BISHOP
KNIGHT
PAWN
BOARD
SET
PIECE
SQUARE

RANK
FILE
DIAGONAL
MOVE
TURN
CAPTURE
PROMOTE
CASTLE
CHECK
MATE
DRAW

WIN
LOSE
FUN



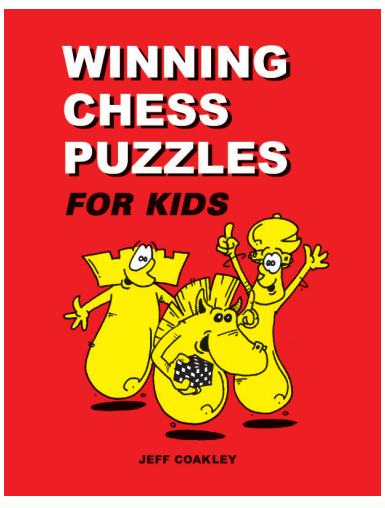
P	I	E	C	E	R	A	U	Q	S
E	L	T	S	A	C	T	U	R	N
M	C	L	N	E	H	E	N	I	W
E	H	K	A	G	E	V	O	M	A
R	E	I	I	N	S	N	U	F	P
U	C	N	R	P	O	H	S	I	B
T	K	G	G	O	L	G	M	L	O
P	W	A	R	D	O	A	A	E	A
A	S	S	E	H	C	K	T	I	R
C	P	R	O	M	O	T	E	S	D

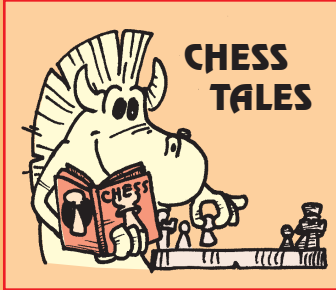
RIDDLE : *What do you have when you are good at chess?*

— — — — solution page 24

WINNING CHESS BOOKS FOR KIDS

MOOSERIDER PRODUCTIONS





SPRINGTIME CHESSFEST



The school year was almost over and all the pawns were looking forward to the summer break. But there were still a few more days of classes and fun activities.

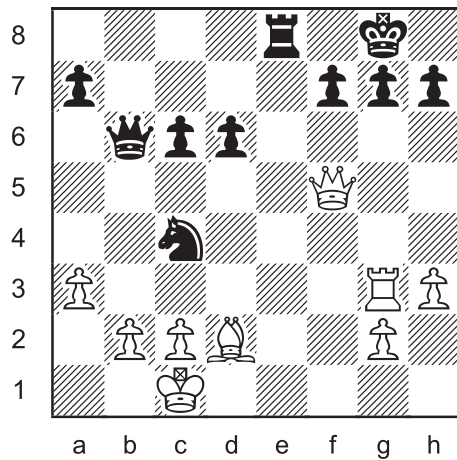
The highlight of the final week was the *Springtime Chessfest*. This big annual event is organised by Chesstown School to celebrate and congratulate the students on completing another grade. The festival includes contests, exhibits, music, and of course, lots of chess. Plus free snacks and drinks!

Everyone from town was invited to take part. Rocky Rook and Biff the B always attend. But for newcomers Knick the Knight and his sister Natalie, this was their first Chessfest. It was a great way for them to meet some of the pawns.

Not all of the pawns are in the picture, but you can see Ping Lee, Moe, Lily, Kibble, Larry, Jay, and Frizoon. The others are probably still at the snack booth. And if you're wondering about the duck on the roof, that's Quacky, the school mascot.

There were plenty of prizes to be won. The award for the best checkmate went to Lily Pawn for her victory against Natalie. It was a warm and sunny day, so they played outdoors in the shade of a bright umbrella. Can you find her winning moves?

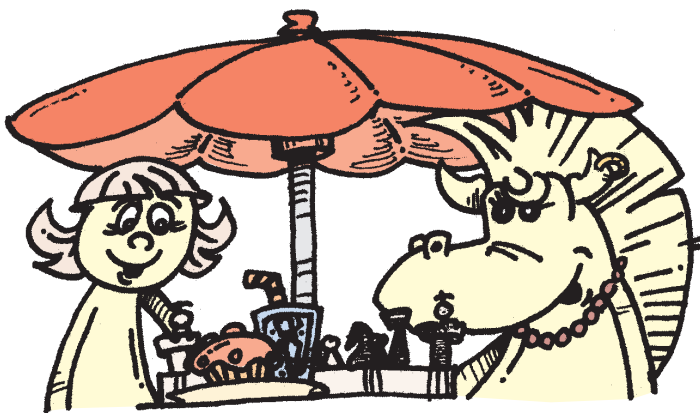
Lily Pawn - Natalie Knight



White to Mate in 4

Natalie has just played ...Qb6 which looks like trouble for White. Do you see the threats?

Lily did. And it is her turn.



1. Rxg7+

Wow! Lily gives up her rook to force the black king into the open.

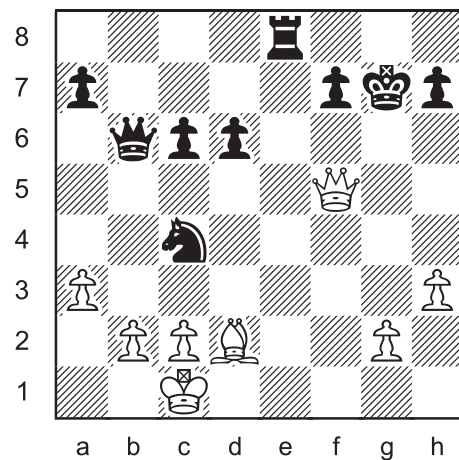
She saw right away that she would lose with 1.Bc3? Qg1+ or 1.Bh6? Re1#.

1. ... Kxg7

Other moves allow an instant checkmate. 1...Kh8 2.Qxh7# or 1...Kf8 2.Qxf7#.

Natalie was surprised by Lily's sacrifice. She thought her king would be safe after 2.Qg4+ Kh8 or 2.Bc3+ Ne5.

But Lily has calculated accurately. She had to see the next move before starting her combination.



2. Bh6+

Shazam! Now the bishop is sacked to bring the black king out further. It's the only winning move.

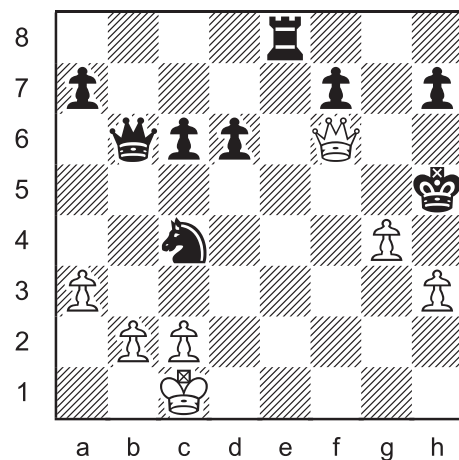
2.Qg5+? Kf8 3.Qh6+ Ke7 would let the king escape to the queenside.

2. ... Kxh6

Retreating to the 8th rank is not any better. 2...Kh8 3.Qf6+ Kg8 4.Qg7# or 2...Kg8 3.Qg5+ Kh8 4.Qg7#.

3. Qf6+ Kh5

4. g4#

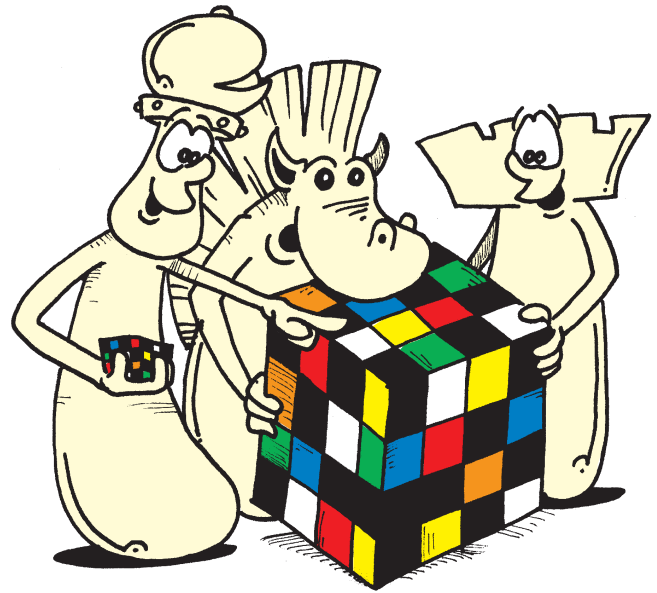


Natalie smiled and said, "Great game, Lily. You should win a prize for that mate." And she did.

Chess was not the only thing to play at the ChessFest. Biff, Knick, and Rocky were having a blast trying to solve the giant Rubik's Cube. But it seems that three heads are not better than one!

After many wrong twists and turns, Knick and Rocky decided to give up and let Biff work on the puzzle by himself. They found a chessboard and sat down for a friendly game.

Several spectators gathered round to watch the match. They expected an exciting battle between these two strong players. They weren't disappointed.

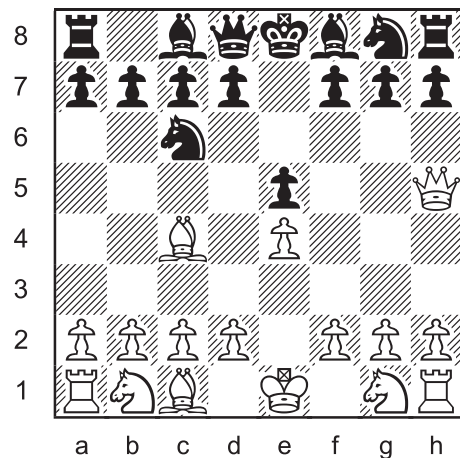


Knick twitched his ears and grinned, as if to say, "C'mon, Rocky, no way I'm falling for that trap again."

2. . . . Nc6

Black develops a knight and guards the e-pawn. Not 2...g6? 3.Qxe5+ Qe7 4.Qxh8.

3. Bc4



Long ago, when Knick played Rocky for the first time, he attacked the queen here with 3...Nf6?, losing at once to 4.Qxf7#. The infamous "Scholar's Mate".

3. . . . g6

This is the best defence, driving the white queen away. Later Black can play ...Bg7. Okay alternatives are 3...Qf6 or 3...Qe7.

Rocky Rook - Knick the Knight

The opening starts in classic fashion with each side advancing their king pawn two squares.

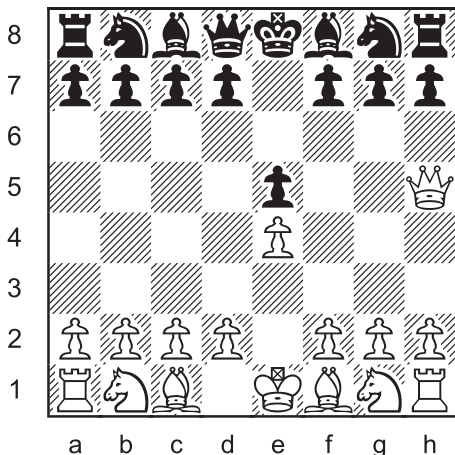
1. e4 e5

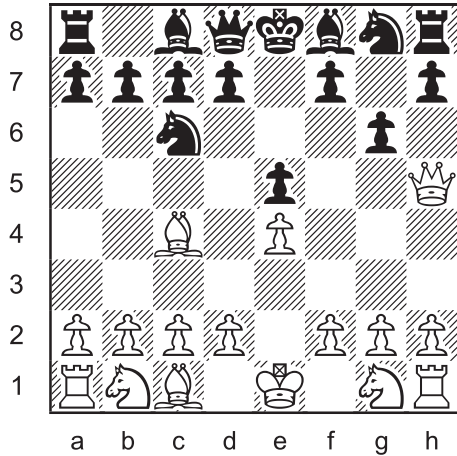
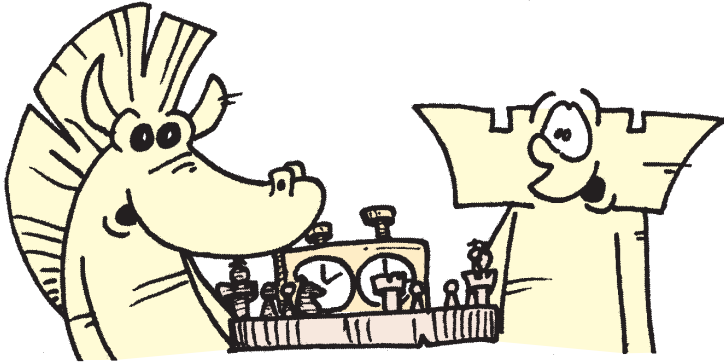
2. Qh5

But what is this? Rocky is going for the four move checkmate!

Bringing the queen out early is often a bad idea because time is wasted when she gets chased around by the opponent's pieces.

However, lots of games have been won with this move, aiming at the weak spot f7. The immediate threat is Qxe5+.





4. Qf3

Rocky retreats the queen, renewing the mate threat Qxf7#.

4. ... Nf6

Black develops a knight and blocks the attack along the f-file.

4...Qf6 or 4...Qe7 would also stop the threat. The thing to remember whenever the opponent is going for the four move checkmate is, "Keep your eye on f7!"

5. Ne2

White must be very careful now or they will get the inferior position after 5...Nd4.

For example, Black stands very well after 5.Nc3 Nd4! 6.Qd1 (or 6.Qd3) 6...c6.

If White continues the assault on f7 with 5.Qb3?, Black gains a big advantage by 5...Nd4! Here are three lines:

- 6.Qc3 Nxe4 7.Qd3 d5
- 6.Qd3 d5! 7.exd5 Bf5 8.Qg3 Nxc2+
- 6.Bxf7+? Ke7 7.Qc4 b5! 8.Qd3 Kxf7

Another move some people try is 5.g4?, hoping for 5...Bc5 6.g5 Nh5 7.Qxf7#. But again, Black answers with 5...Nd4.

5. ... Bg7

Knick *fianchettoes* the bishop, filling the hole on g7 and preparing to castle.

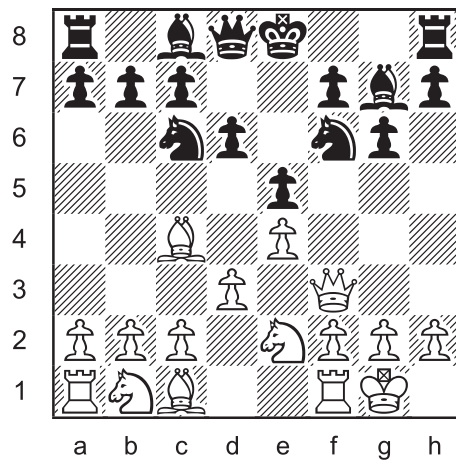
The game would be equal after 5...Nd4 6.Nxd4 exd4 7.e5 d5.

6. d3 d6

Both sides protect their e-pawn and open a diagonal for their queen bishop.

7. 0-0

Castling is good, but it was better to play 7.h3 first to prevent Black's next move. Then the position is balanced after 7...0-0.



7. ... Bg4

Black develops the bishop with tempo, forcing the white queen to move for the third time.

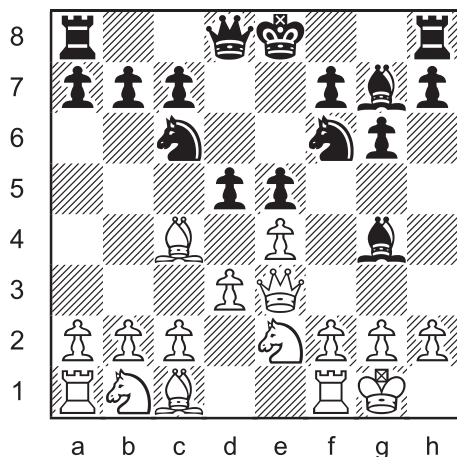
8. Qe3

Keeping the knight on e2 guarded.



Knick was feeling very positive about his position. Castling here is good, but with a lead in development, he decides to open the centre. That's excellent strategy.

8. . . . d5!



9. exd5

Rocky trades pawns rather than moving his bishop. Black has a very good position after 9.Bb5 Qd6 or 9.Bb3 0-0.

9. . . . Nxd5

Once again, the white queen is attacked.

10. Bxd5

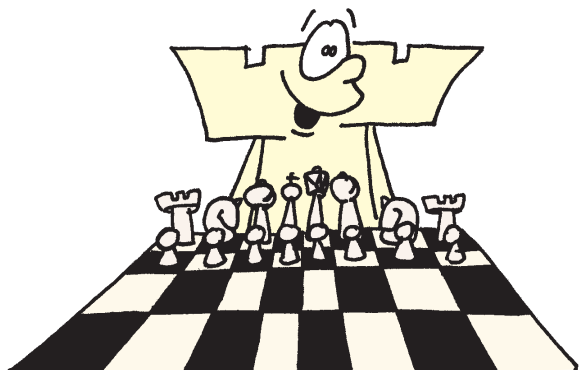
Knick was planning to answer 10.Qe4 with 10...Be6.

10. . . . Qxd5

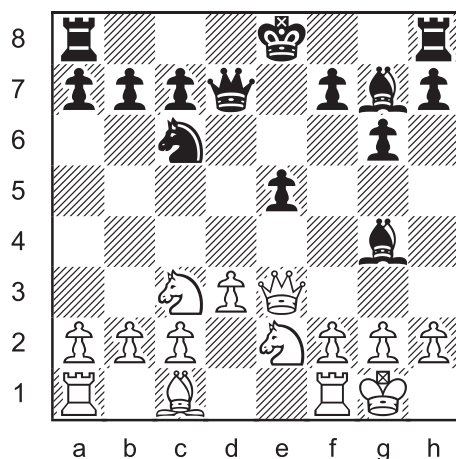
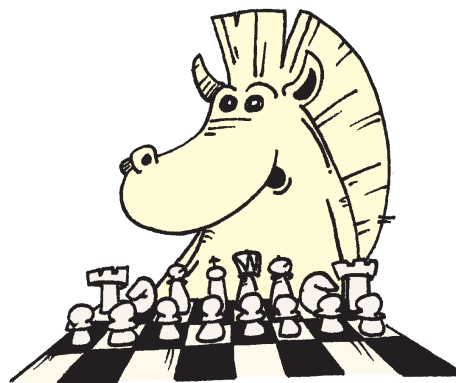
11. Nbc3

Now it's White's turn to gain a tempo by attacking the black queen.

11. . . . Qd7



The game is far from over, but Black has the advantage with the stronger centre and better placed pieces.



12. Ng3

The white knight seeks a more active post and heads for the central square e4.

One difficulty for Rocky is how to activate his passive bishop.

12. . . . 0-0-0

Black could castle on either side. Knick chooses the queenside because it is more aggressive. In general, with kings castled on opposite wings, it is easier to launch a direct attack on the opposing king.

13. Nge4 f5

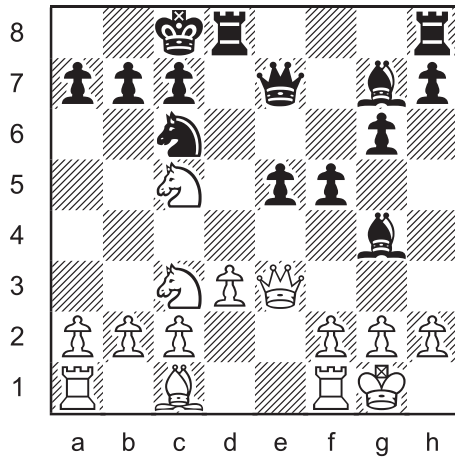
Knick advances another pawn into the centre, driving the white knight away.

14. Nc5

The knight threatens the black queen and looks strong on c5. But ...

... the other white pieces are not ready for an attack on the black king.

14. ... Qe7



However, on the kingside, the black army is all set to charge forward.

The threat at the moment is to win the knight on c4. For example, 15.Bd2? f4 16.Qe4 Qxc5.

15. f3

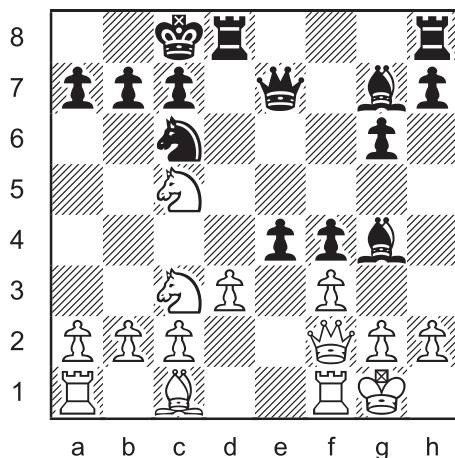
Rocky attacks the bishop on g4 and clears the f2 square for a queen retreat.

15. ... f4!

There is nothing wrong with 15...Bh5, but Knick has something trickier in mind.

16. Qf2 e4!

This is his idea. He leaves the bishop hanging on g4 and gives up a free pawn on e4. Has he gone crazy?



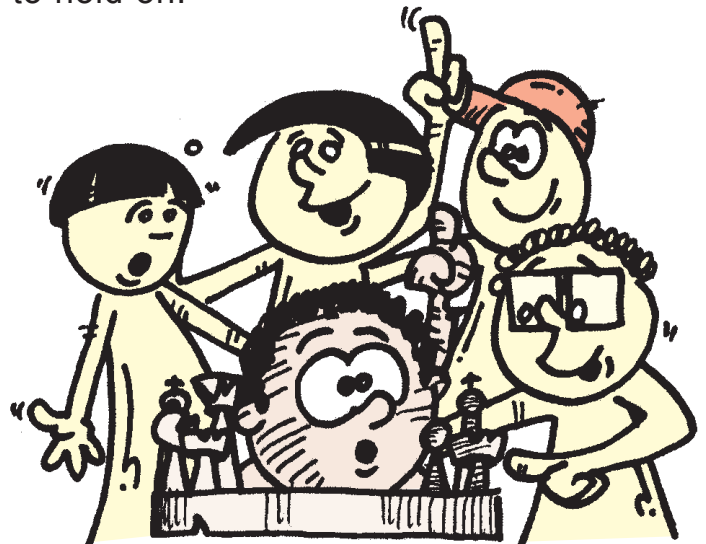
Nope, not at all. He's gone genius!

Did you notice that the bishop on g7 now has an open diagonal and that the white king and queen stand together on a dark diagonal?

17. Bxf4

Rocky was impressed. He saw right away that his queen would be pinned and lost after 17.N3xe4 Bd4 or 17.fxg4 Bd4.

The capture on f4 is White's best chance to hold on.



While thinking about his next move, Knick was distracted by the loud cheering and commotion at a nearby table.

The competition to see who could set up the chess pieces the fastest had just finished. Moe Pawn was declared the champion, defeating Ping Lee in the last round. Ping thought that he had won, but got disqualified because he put the king and queen on the wrong colour squares.

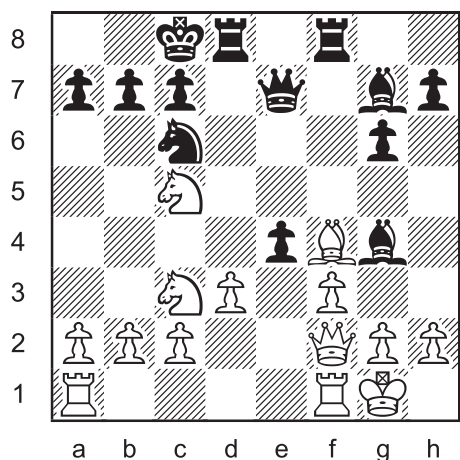
Sometimes one little mistake can cost you the game.

17. ... Rhf8

Knick took his time, kept his focus, and found the strongest move. The rook on the f-file attacks the bishop on f4 and lines up against the white queen.

Also good was 17...Bd4 18.Be3 exf3.

Rocky had that sinking feeling in his belly. The one that players get when they realise they're losing a game. But it's too soon to resign. He had to keep fighting.



18. Be3

Taking the bishop with *18.fxg4* fails to *16...Bd4 19.Be3 Rxf2*.

18. ... exf3

Knick takes on f3 to open more lines of attack for the black pieces.

19. g3?

There aren't any good choices for Rocky. *19.gxf3 Rxf6* is obviously bad.

By advancing the g-pawn, he wants to avoid a capture on g2 and keep the lines closed around his king, but the move also frees the h3 square for the black bishop.

19. ... Nd4

The knight makes it way towards the white king. The new threat is *...Qxc5*.

20. Nb3

After *20.N5e4*, Knick planned to continue *20...Ne2+ 21.Kh1 Bh3*. Then *22.Rfe1* is crushed by *22...Bg2+ 23.Qxg2 fxg2+*.

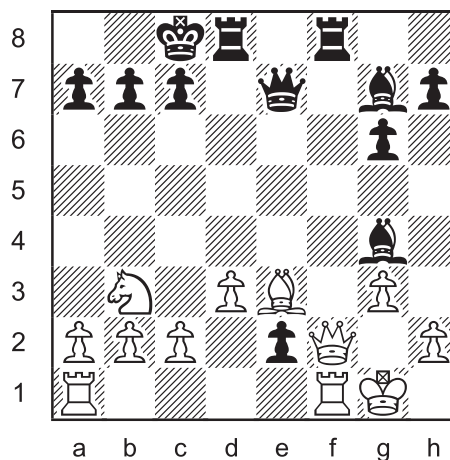
20. ... Ne2+

21. Nxe2

Just like before, *21.Kh1 Bh3* is a sad tale of misery and woe.

Unfortunately for Rocky, exchanging the knights is even worse.

21. ... fxe2



Well, folks, the end of the story is near. White's position has totally collapsed.

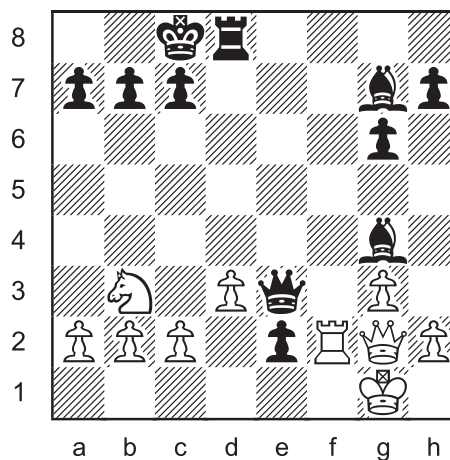
22. Qg2 Rxf1+

Black can win in many different ways.

23. Rxf1 Qxe3+

24. Rf2

White gets mated in 4 moves with *24.Qf2 Rf8! 25.Kg2 (25.Qxe3 exf1=Q#) 25...exf1=Q+ 26.Qxf1 Rxf1 27.Kxf1 Bh3#* or in 6 moves starting *24.Kh1 exf1=Q+ 25.Qxf1 Bf3+*.



Black to Mate in 3

Rocky could have resigned, but he let Knick enjoy the victory with a checkmate!

24. . . . e1=Q+

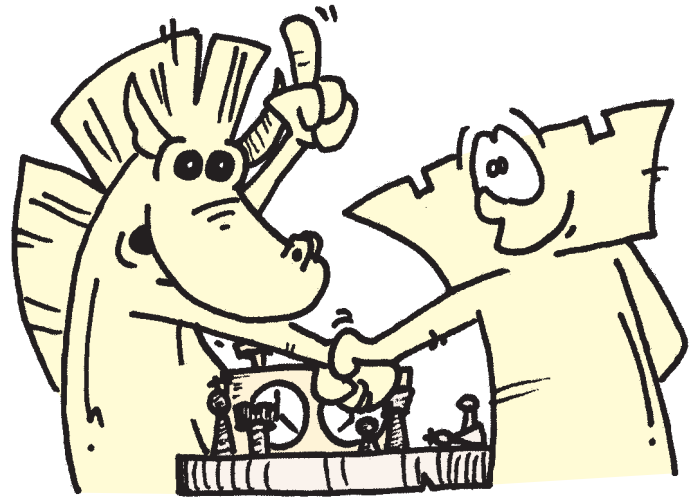
Nothing like a new queen to make your day.

25. Qf1 Q3xf2+

26. Kh1 Qexf1#

It's also mate by 26...Qxf1# or 26...Bf3#.

With a smile and a grin, Rocky offered his hand to his opponent. It was the first time he ever lost to Knick the Knight. As always, the rook was a good sport. "Well played, sir. That was a very scholarly mate!"

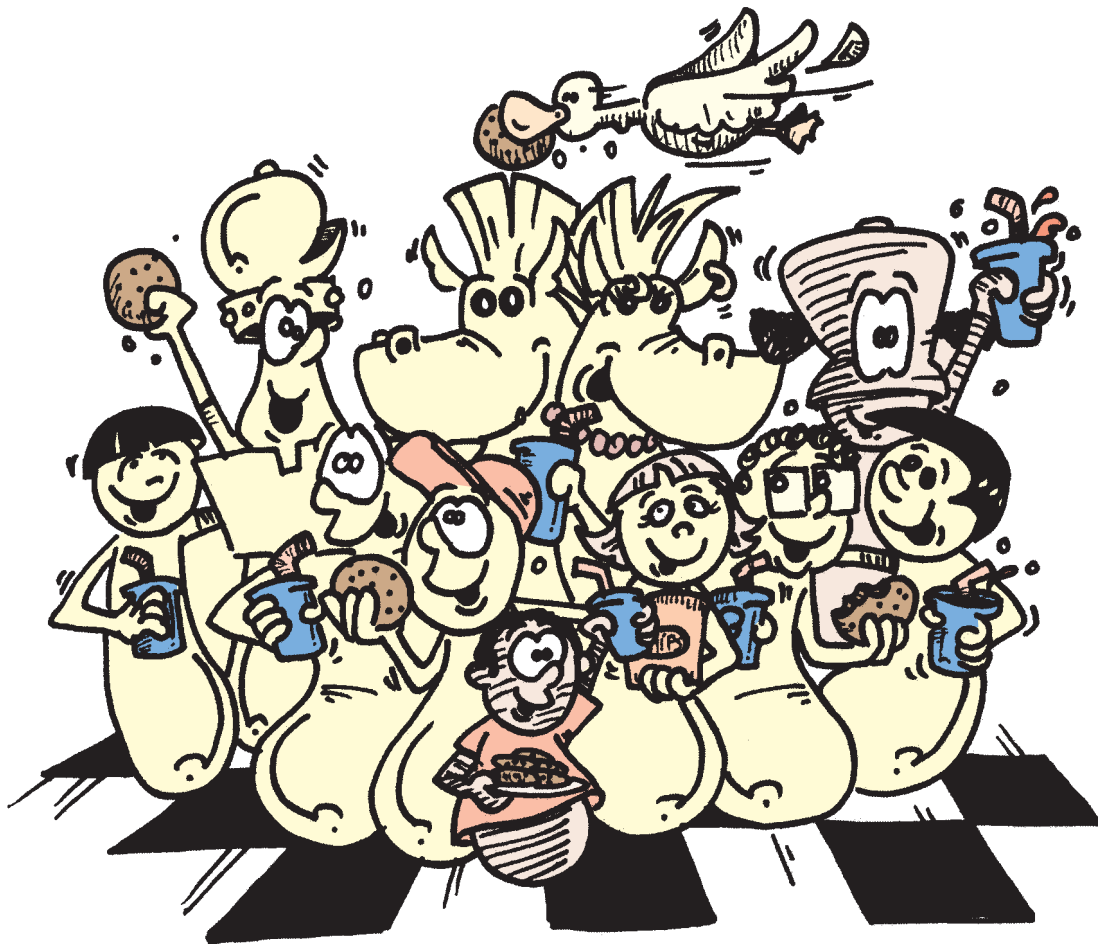


After the game, Rocky and Knick joined their friends at the snack booth. The school moms were serving fruit punch and chocolate chip cookies, always a favourite treat for the pawns, and for Quacky too.

As usual, the *Springtime ChessFest* was a big success. It was a fun way to close out another year of classes. Everybody had a great time.

Kibble made them all laugh when he shouted, "Let's have a Chessfest every season. Summer, winter, spring and fall!" That was actually a pretty good idea.

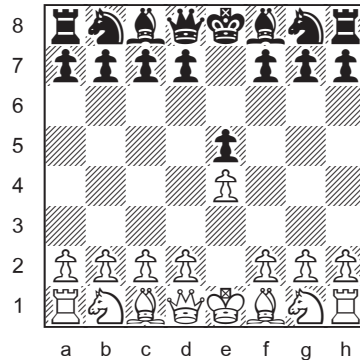
And Biff the B? Well, he's still trying to figure out the Rubik's Cube.



HOW TO READ A CHESS GAME

It's easy. The board has 8 files and 8 ranks. Files are the rows of squares that go up and down. Each one is named by a small letter. Ranks are rows that go sideways. Each one is named by a number.

Every square also has a name. The first part is its file and the second part is its rank. In this diagram, a white pawn moved to e4 and a black pawn to e5.



When moves are written down, the first capital letter shows the piece which moves. **Q** is queen. **B** is bishop. **R** is rook. **N** is used for knight because the king is **K**. If there is no capital letter, that means a pawn moves.

Next is the square that the piece moves to. **Bc4** says that a bishop moves to the square c4. When a piece is captured, an **x** is put before the square. **Qxf7** means a queen takes on f7.

If a pawn captures, the letter of the file it starts on is given first, then an **x** followed by the square it takes on. **exd5** says a pawn on the e-file captures on the square d5.

If two pieces of the same kind can go to the same spot, another letter is put after the piece to show which file it came from. **Rae1** tells us that a rook on the a-file moves to e1. If the pieces that can move to the same spot are on the same file, then their rank number is added. **N6e4** means the knight on the 6th rank moves to e4.

When writing a series of moves, each turn is numbered. White's move is given on the left and Black's move on the right, as shown in our sample game.

Here are some special symbols:

+	check
#	checkmate
e. p.	en passant
O - O	castles kingside
O - O - O	castles queenside
1 - 0	White wins
0 - 1	Black wins
½ - ½	draw
!	great move
?	mistake
!?	cool or clever move
?!	weird or weak move

Writing chess moves this way is called *algebraic notation*. In the game below, Knick the Knight was new to chess and fell into an old trap known as *Scholar's Mate*!

	Rocky	Knick
1.	e4	e5
2.	Qh5	

Rocky Rook has his eye on f7.

2.	...	Nc6
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When a black move is given by itself, there are 3 dots before it.

3.	Bc4	Nf6?
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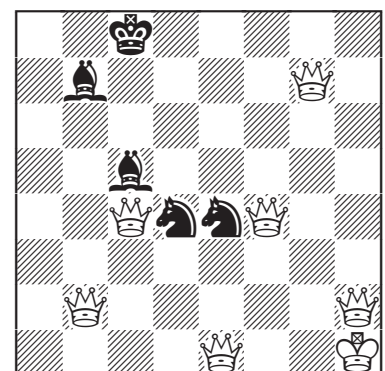
A better defence was 3...g6.

4.	Qxf7 #
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Oh no! Knick got checkmated in just four moves. That was no fun!

DARTH PAWN'S REVENGE

Embrace the Dark Side



Black to Mate in 2

SOLUTIONS

Tactics 101 page 7

- ① 1.Ne3 forks Rc4 & Qf5
- ② 1.Nb6+, 1.Ne5
- ③ 1.Nb6, 1.Ne7+, 1.Nf6+
- ④ 1.Bxa6 bxa6 2.Nxc7 forks 2 rooks
- ⑤ 1.Bf6+ Qxf6 2.Nh5+ Kg6 3.Nxf6
1...Kxf6 2.Ne4+ Kg7 3.Nxc3
1...Kg8 2.Bxc3

Lily's Puzzler page 9

There are many solutions.

Ke7 Nd6 Qb5 Bb2 Rc3 Bf3 Rf3 Ng6
ranks 1-3:

Kf3 Be3 Rg1 Nb1 Qa3 Bb3 Rc2 Nh2

edge squares:

Kf1 Be1 Ra5 Na6 Rb8 Nf8 Qh7 Bh3

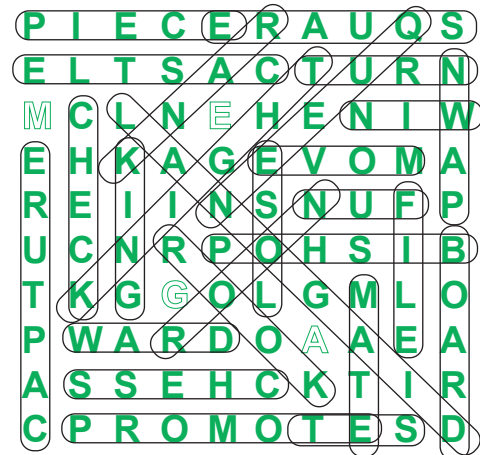
Checkology page 11

- ① 1.Qxe6+ fxe6 2.Bg6#
1...Be7 2.Qxe7#
- ② 1.Nxf7+ Kg8 2.Nh6#
- ③ 1.Bh6+ Kxh6 2.Qxf8+ Kh5 3.g4#
1...Kg8 2.Qxf8#
- ④ 1.Qf7+! Rxf7 2.Rxd8+ Rf8 3.Rxf8#
1...Kh8 2.Qxf8+ Rxf8 3.Rxf8#
- ⑤ 1.Nxf6+ Rxf6 2.Re8+
2...Rf8 3.Qd5+ Kh8 4.Rxf8#
2...Kf7 3.Qd7+ Ne7 4.Qxe7#
1...Kh8 2.Qxh7#
1...Kf7 2.Qc4+ Kxf6 3.Qf4#
1...gxf6 2.Qg3+ Kh8 (2...Kf7 3.Bc4#) 3.h6
3...Rf7 4.Re8+ Rf8 5.Rxf8#
3...Rg8 4.Re8
4...Qb3 5.Qg7#
4...Rxe8 5.Qg7#

Combo Mombo!! page 13

- ① 1...Rd1+ 2.Kxd1 Ne3+ 3.Kc1 Nxc4
(1...Nd6? 2.Qd4+ Kg8 3.Rxa7)
- ② 1.Nb5 cxb5 2.Bxb5+ Bd7 (2...Qd7 3.Bxd7+) 3.Qxd4
1...Qxb2 (or 1...Qd8) 2.Nc7+ Kf8 3.Nxa8
1...0-0 2.Nxd4
- ③ 1...Qxd2 2.Qxd2 Rxc1 3.Qxc1 Ne2+ 4.Kf2 Nxc1
3.Kf2 Ne4+ 4.Ke2 Nxd2
3.Kh2 Nf1+ 4.Kg1 Nxd2+

CHESS-O-WORD page 14



game

Kibble's Korner page 12

- ① A. Ka3#
B. Ka1=
C. Ke5 (1.Qh8#)
- ② Add Rc2 Bb1 Ne2
1.Rc3#

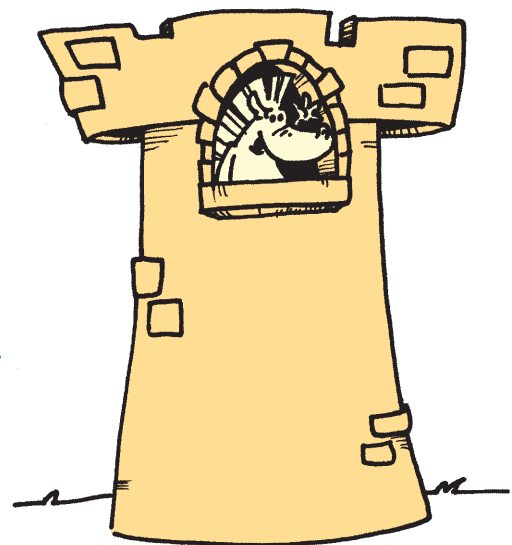
picture: Alpha Coders wallpaper

Darth Pawn's Revenge page 23

1...Ng3+ 2.Kg1 Nde2#

Double double checks.

"May the forks be with you!"

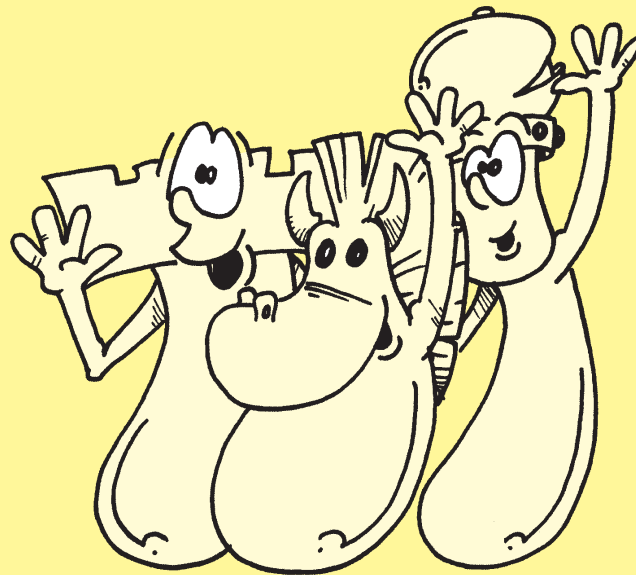
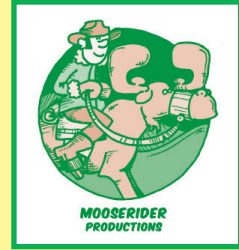


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See you later, checkmater!