

# CSC SERIES ESSENTIAL INFORMATION FOR PLAYERS

## What You, the Player, and Your Parents are Expected to Know About Playing in a Cincinnati Scholastic Chess Series Tournament

### Part I: Procedural Matters

**The two most important essentials for players — if you read nothing else, please read this:**

- Let us know that you are present at the tournament.
- Let us know if you decide to leave before the tournament is over.

**Player check-in:** A list of the players in each section will be posted where people enter the tournament venue. Upon arriving at the tournament, check off your name on the entry list for your section to indicate that you are present. The chief tournament director will collect the entry lists at 8:45 am and will pair those who are checked in for round 1. If you neglect to check in or arrive after 8:45 am, let the chief tournament director know that you are present but do not expect to be paired for round 1.

**Withdrawing:** If you decide that you do not want to play any remaining rounds, you may withdraw from the tournament at any time; however, *you must notify a tournament director that you are withdrawing* before pairings are done for the next round. If you leave the tournament without notifying a tournament director, you will be paired in the next round as if you were still present and playing. This leaves the player against whom you are paired without an opponent, results in a forfeit for you, and can cause other problems for the players and tournament directors. *Leaving early without notice is bad for everyone — please don't do it.*

**Byes:** You may take one optional half-point bye for any round in a tournament; however, if you are not paired in round 1 due to late arrival or check-in, you will be given your half-point bye for round 1. Any additional bye that you take in that tournament will be a zero-point bye.

**Changing Sections:** If you sign up for one section and later decide to move into another section, send an email to [info@chesscincinnati.com](mailto:info@chesscincinnati.com) or call/text Alan at 513-600-9915 prior to the tournament, or see a tournament director as soon as you arrive at a tournament. You may not change sections onsite after round 1 pairings are posted.

**Schedule:** Round 1 begins at 9:00 am. Subsequent rounds in each section will begin as soon as possible after the previous round ends. Typically a round lasts for 45 to 60 minutes. The tournament directors will announce when pairings have been posted for the next round. You are expected to be at your boards within a few minutes after new pairings are announced. If you are tardy in getting to your board, you might find your clock already running.

**When Your Game is Over:** When you finish your game, stop both clocks and raise your hand to call a tournament director. *Do not alter the game position or leave your board until a tournament director verifies with you the result of your game.* After the tournament director verifies the result of your game:

- Set the pieces up in their correct starting position. Do this even after the last round to make sure that all the pieces are there, and then put the pieces into a bag that the tournament director will give you.
- Once you have re-set the board or, after the last round, put the pieces in their bag, leave the playing room promptly and record the result of your game on the pair chart. To record the result, enter a “1” in the space to the left of the winner’s name, and a “0” in the space to the left of the loser’s name. If the game was a draw, enter “½” beside both names. *Both players are responsible for making sure that the game result is recorded correctly.*

On the next page is an example of a pairing sheet with results recorded:

[Tournament Name] — [Section Name] Pairings for Round 1						
Bd	Res	White		Res	Black	
1	0	Michael Monster	925	1	John Champion	1025
2	1/2	Ross Knight	1000	1/2	Benjamin Bishop	900
3	1	Wannabe Queen	875	0	Carlyle Castle	975

- Stay out of the tournament rooms until pairings for the next round are announced. (*Exception:* If you are playing in the *Championship section*, you may watch other games in your section after your own game is concluded provided that you conduct yourself properly in accordance with tournament rules and etiquette).

**Beginning Rating:** Your beginning rating is your rating as of the start of any tournament. It determines what section(s) you are eligible to play in and is one factor that determines whom you are paired against. Your beginning rating will not change over the course of one tournament but will almost always change from one tournament to the next. Because of rating changes, it might be necessary to move you into a higher section; it might also be possible for you to move into a lower section. If you are unrated when the tournament begins, you will earn a rating by playing in any rated section. For more information about ratings, see the *2021-22 CSC Series Handbook*.

- In *rated sections* your beginning rating will be your current *official rating* unless you are officially unrated, in which case your *most recent rating*, if you have one, will be used. If you have neither an *official* or *most recent* rating, you will play as an unrated player. For an explanation of *official* and *most recent* ratings, see the *2021-22 CSC Series Handbook*.
- In the *non-rated section* your beginning rating in your first tournament will be your grade times 100 (90 for kindergartners). For subsequent tournaments, your beginning rating will be your final rating calculated by our tournament software at the end of the last Series tournament you played in. *This is not an official ratings*; it is used only to facilitate pairings in our tournaments. You will continue to be officially unrated until you play in a rated section. If you are officially unrated, you may play in the K-6 Non-Rated section even if you earned a rating after the data cut-off date for the current monthly rating supplement (but that would be the last time you could play in this section).

**Equipment:** Pieces, boards, clocks, scoresheets and writing implements are provided by CSC for all Series tournaments. You may use their own scoresheets, including approved electronic scoresheets, or scorebooks if you like.

## Part II: Rules of Tournament Chess

Tournament chess has many rules in addition to the rules of the game itself. The eight tournament rules that players encounter most often are explained below. Everyone playing in a tournament is subject to these rules; therefore we urge you (and your parents) to review these rules thoroughly before taking part in a tournament.

### 1. Sportsmanship

The rules require and we expect that you will behave in a courteous and sportsmanlike manner at all times and **never interfere in any way with anyone else's game**. Following are examples of courteous and sportsmanlike behavior:

- Shake hands with your opponent before and after your game. However, when health concerns and common sense dictate, we encourage you to dispense with handshakes or to replace them with fist bumps or the like.
- While your game is in progress, do not talk with anyone unless it is *necessary* to say something to your opponent or a tournament director about your game.
- When your game is over, do not talk in the playing room. (If yours is the *last* game to finish, it's OK to talk.)
- Avoid behavior that might distract other players, including loud talk and noisy activity near where games are being played, whether you are inside or outside the tournament room.
- Do not kibitz — ever!** To kibitz means basically to butt in. It is unsporting and against the rules to meddle in any way with someone else's game. Meddling includes commenting on the game and doing anything that distracts the players. Never comment to anyone (except to a tournament director at his direction) about a game that is in progress.

Commenting includes not only audible verbal remarks but also gestures or facial expressions that could be construed as comments, whether directed to anyone in particular or not.

## 2. *Clock-Related Rules*

You must use a clock regardless of what section you are playing in. You do not have the option, either individually or jointly with your opponent, to choose not to use a clock when a clock is available to use.

A chess clock is actually two clocks in one: one clock and button for each player. After making a move, push the clock button on your side of the clock to stop your clock and start your opponent's clock. This action is called "pressing the clock." Do this at every move for the entire game.

- Know how to pause the clock; if you don't know, ask another player or the tournament director. When a clock is paused, its operation is suspended so that neither player's clock is running. Most clocks have an obvious pause button or switch.
- Know why to pause the clock. It is permitted to pause the clock when you have any question, claim or issue that needs the attention of the tournament director. You may not pause the clock for any other reason. For example, you may not pause the clock if you go to the restroom or if you consult your opponent's scoresheet to correct your own. In fact, you may not consult your opponent's scoresheet unless it is your move — that is, unless your own clock is running.
- Press your clock button with the same hand that you used to move your piece. This does not mean that you must make all moves of the game with the same hand; only that on each move you must use the same hand to move and to press the clock.
- Until your opponent presses his or her clock button to start your clock, it is not your move, so *do not make your move while your opponent's clock is running*. If it is obvious that your opponent has forgotten to press the clock, it is sporting to call attention to this, but you are not required to do so.
- After pressing the clock button to complete a move, remove your hand entirely from the clock until pressing it again to complete the next move. That is, you may not keep your hand on or in contact with the clock in between moves.

*Rules relating to the expiration of time:*

- If your opponent's time expires, you may claim a win (or draw) on time *if you have any time remaining on your own clock*. To make such a claim, pause the clock as soon as you notice that your opponent's time has expired — this will prove that you still have time remaining — and then raise your hand to get a tournament director's attention. When a player's time expires, it is said that his "flag fell"; the expiration of a player's time is called "flagfall", which is when the player's clock reads 0:00.
- When making a claim as described above, you will be declared the winner only if you have mating material, which means that with the pieces you have remaining on the board it is possible to checkmate your opponent. If you do not have mating material, the game will be scored as a draw. You do not have mating material if you have only a king, a king and a bishop, a king and a knight, or a king and two knights, and you cannot force a checkmate.
- Only you and your opponent may call attention to the fact that either player's flag has fallen in your own game. For any person to indicate flagfall in a game in which that person is not one of the players is both a violation of USCF rules and unsportsmanlike interference in the game. Anyone who does this is subject to expulsion from the tournament and forfeiture of all games played, at the sole discretion of the chief tournament director.
- If time expires for both you and your opponent before either of you calls flagfall, then the game is a draw, regardless of the position on the board, unless the last move played was checkmate.
- The flag is considered fallen only when either player points this out. A checkmate or stalemate played on the board before flagfall is *called* determines the result of the game (as a win or draw respectively), even if the flag of the player who played the checkmate or stalemate had fallen before the move was made.

### 3. *Touch-Move*

The touch-move rule is in effect for all tournament games. You do not have the option, either individually or jointly with your opponent, to choose not to abide by the touch-move rule. In simple terms, this rule states:

- If you intentionally touch one of your own pieces, you must move that piece if you legally can.
- If you intentionally touch one of your opponent's pieces, you must capture that piece if you legally can.
- If you legally move one of your pieces to a square and release it (that is, let go of it so that physical contact between your hand and the piece is broken), it must remain on that square whether or not that is the square to which you intended to move it.
- If you move a piece that you cannot legally move, you must put that piece back on the square where it was before you moved it and make a legal move.

The touch-move rule does not apply to any piece touched accidentally or to any piece not on the board. The touch-move rule also does not apply to adjusting a piece as long as a player adjusts the piece in the proper manner (that is, by saying "adjust" audibly before touching the piece).

### 4. *Player Claims*

In certain situations, such as when your opponent's time expires or you think that your opponent has violated a rule, you can make a claim to the tournament director for the imposition of a penalty or the determination of the game's result. Examples are:

- Claiming a win on time when your opponent's time has expired
- Claiming that your opponent made a move in violation of the touch-move rule
- Claiming that your opponent made an illegal move, such as failing to get out of check or castling illegally
- Claiming a draw on the basis of repetition of position or the 50-move rule (see **7. Rules for Draws**)
- Claiming any activity that is against the rules, such as leaving a hand on the clock in between moves, engaging in any distracting or unsportsmanlike behavior, or using an electronic scoresheet in an unpermitted manner

The correct way to make a claim is to pause the clock, raise your hand to get the tournament director's attention, and explain the situation to the tournament director when he arrives at your board. The tournament director will then decide whether to uphold or deny the claim. **If you are uncertain whether you have grounds for a claim, or simply have a question, bring the matter to the tournament director's attention immediately when the situation arises in the game!** We tournament directors too often hear about a rule violation or similar situation only after the game is over — when it is too late to investigate or correct it.

Claims can be made only by one of the two players engaged in a particular game. No other person, except a tournament director in certain circumstances, may make any claim on behalf of a player or any comment that such a claim is possible. Any person who brings attention to the possibility of a claim in any game in which he or she is not a player is subject to penalties at the discretion of the tournament director, which may include forfeiture of games and ejection from the tournament.

The usual penalty when a player violates a rule is to increase the opponent's remaining time by two minutes; however, the tournament director in many cases has the authority to impose a different (harsher or lesser) penalty, or no penalty, at his discretion.

### 5. *Announcing Check*

You are not required to say "check" when you put your opponent in check, although many players do. Every player is always responsible for recognizing check when it happens.

If your opponent fails to recognize check and makes a move that does not get him or her out of check, you have the right to claim an illegal move. You may choose to make a claim or not. If you choose to make a claim, you should call a tournament director as explained under *Player Claims* above. If you choose not to make a claim, you should, without making a move, immediately restart your opponent's clock and point out the check. Whether or not you make a claim, your opponent must "take back" the move and make another legal move — and remember that the touch-move rule applies.

When both you and your opponent fail to recognize a check, any later moves played stand until one player or the other recognizes the check, in which case you should pause the clock and raise a hand to call a tournament director.

## 6. Taking Notation

"Taking notation" means recording the moves of a game, move by move, as it is played. You must record not only your own moves but also your opponent's moves. The form (or paper) on which moves are recorded is called a *scoresheet*. If you do not know how to take notation, read the instructions provided in Part III of this document.

If you play in the Championship, U1000 or U700 section, you *are required* to take notation — unless a time pressure situation exists. "Time pressure" means that *either* you or your opponent has less than five minutes remaining, in which case you *both* are excused from the requirement to record your game. If you play in the K-6 Non-Rated or U400 section, you *are not required* to take notation, but we encourage you to do so if you know how to, because it is good practice for when you will be required to record your games.

In any section, if you do not take notation, or stop taking notation, you forfeit the right to make any claim that is dependent on having a "reasonably complete" scoresheet (even if your opponent has a scoresheet). A scoresheet that is missing up to three move pairs qualifies as reasonably complete for purposes of the claim if the moves necessary to establish the claim are all present. Examples of such a claim include a draw by repetition of position (unless a forced perpetual check can be demonstrated), a draw based on the 50-move rule, and a claim of an illegal move when several moves have been played after the alleged illegal move. If you play in a section where notation is required and do not take notation, your time will be reduced by five minutes or one-half of your remaining time, whichever is less — unless you are in time pressure, as explained above. If you repeatedly refuse to take notation when a tournament director tells you to, you can be subject to harsher penalties, including forfeit of the game, at the tournament director's discretion.

During the course of a game your opponent might want to consult your scoresheet, or you might want to consult your opponent's scoresheet, to correct moves or fill in missing moves. Doing so is allowed by the rules, and it is unsportsmanlike to refuse to allow your opponent to look at your scoresheet for this purpose, or for your opponent to refuse you the same courtesy. However, you may use your opponent's scoresheet to make corrections to your own scoresheet only when your clock is running. If any problem arises in connection with scoresheets, pause the clock (in this case it is permitted) and request the assistance of the tournament director.

## 7. Rules for Draws

There are several ways for a game to end in a draw:

- *Stalemate*: You are stalemated when (1) it is your move, (2) you are not in check, and (3) you have no legal move. This does not mean that you have no legal move for your *king*; it means that you have no legal move for *any piece* that you still have on the board.
- *Mutual Agreement*: You and your opponent can agree to end the game as a draw. To do this, one of you offers a draw and the other accepts; but there are some rules about how to offer and accept a draw.
  - The correct time to offer a draw is after you move and before you press the clock.

- If you offer a draw after pressing the clock — that is, when it is your opponent’s move — your opponent may choose to accept or reject your offer, or simply to ignore it because you didn’t offer it in accordance with the rules.
- If you offer a draw before making your move, your opponent has the right to have you move before deciding whether to accept or reject it. The draw offer stands until your opponent decides: if you offer a draw before moving and your opponent insists that you move, you cannot then withdraw the draw offer even if you find a totally crushing move that you hadn’t seen when you offered a draw.
- If you offer a draw correctly, your opponent must accept or reject it before moving. If your opponent moves without verbally accepting or rejecting it, the act of moving constitutes a rejection.
- Once rejected, a draw offer is null. In this case either you or your opponent must make a new draw offer (on a different move) for the game to end as a draw by mutual agreement.
- Frequently offering draws that your opponent rejects qualifies as annoying and unsportsmanlike behavior, and a violation of the rules.
- *Insufficient Mating Material*: The game is drawn if both players have insufficient mating material. In this case both you and your opponent have only a king, a king and a bishop, a king and a knight, or a king and two knights, and neither of you can force a checkmate.
- *Repetition of Position*: If the identical position occurs for the third time in a game, either you or your opponent may claim a draw. Two positions are identical only if all the *same pieces* occupy precisely the *same squares* and possess the *same rights* with the *same player* to move. “Rights” refers to the ability to castle or to capture *en passant*. The occurrences of the same position do not need to be consecutive or even close together.
  - The correct time to claim a draw by repetition of position is when it is your move and you have not yet moved. Pause the clock and get the tournament director.\*
    - If the third occurrence of the position will come about as a result of your next move, write your move down on your scoresheet but do not make it on the board. Writing the move on your scoresheet signals your intention to play that move.
    - If the third occurrence of the position already exists as a result of the last move played by your opponent, you do not need to make any move. In this case do not write anything down on your scoresheet.
    - If the tournament director confirms the claim, the game ends immediately as a draw; otherwise the game continues. The tournament director can and probably will impose a penalty for an improper claim.
    - \*If you and your opponent are in agreement that a third occurrence of the position exists or will exist when the next move is played, there is no need to involve the tournament director to rule on a claim. (In effect, this is the same as drawing by mutual agreement.)
  - When claiming a draw, you must be able to prove the repetition of position by:
    - demonstrating a perpetual check, which is a situation where you can force the repetition of the same moves to keep your opponent in check; or
    - demonstrating the occurrences from your scoresheet. If your scoresheet is incomplete or inaccurate so that the repetition of position cannot be demonstrated, your draw claim will not be upheld. You are not permitted to use your opponent’s scoresheet to help prove your claim.

- A claim for a draw by repetition of position must be made on the move when the third (or later) occurrence of the position actually happens. If, after any occurrence of the position, a move is made that alters the position, a repetition of position claim cannot be made unless and until the precisely identical position occurs yet again.
- *50-Move Rule:* If both players make 50 consecutive moves without moving any pawn and without making any capture, then either player may claim that the game is a draw unless the last move played resulted in checkmate. This series of 50 moves can begin at any point during the game, but if any capture or pawn move occurs, the 50-move count must begin all over again. To claim a draw on the basis of the 50-move rule, you must either have a reasonably complete scoresheet or agree with your opponent on a third party (such as a tournament director) to count moves while you and your opponent continue the game.

## ***8. Forfeits***

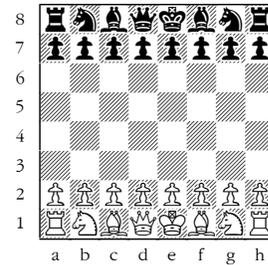
If you have been paired against an opponent and do not arrive at your board before your time expires, you forfeit the game and will be withdrawn from the tournament. If you abandon a game in progress, you likewise forfeit. You abandon a game if you (1) begin the game by making one or more moves, (2) leave the board and do not return for the duration of the round, and (3) did not resign or accept a draw offer before leaving the board. If you are withdrawn from the tournament because of a forfeit, you may ask the chief tournament director to readmit you. It is entirely up to the chief tournament director whether or not to readmit you.

Forfeits often happen when a player decides to leave a tournament before it is over and fails to notify the tournament director that he or she is leaving. This causes problems for everyone. Please review the paragraph about withdrawing on page 1.

### Part III: Chess Notation

Chess notation is a system for recording the moves of a game. The official system now in use, *algebraic notation*, is described here. We strongly encourage players new to notation to become familiar with notation by recording a few games as they play before playing in their first tournament. However, such players should not be unduly concerned: while notation is required, *perfect* notation is not. Everyone makes mistakes and even very experienced players can forget to write down some moves. If you forget to write down one or more moves, just skip a line on your scoresheet and carry on from where you are in the game. The more you notate, the easier it gets! Moreover, recording your games so that you can replay and analyze them is one of the best ways to improve as a player.

1. Squares are identified using the files and ranks as coordinates.
  - a. The files are the rows of squares that that run from one player to the other (or, in a diagram, “up and down” the board); they are labeled “a” through “h.” The ranks are the rows of squares that run across the board from left to right; they are numbered 1 through 8. Each square is identified by its file and rank: a6, d4, etc., with the file letter always preceding the rank number. *Important: Files are always identified by small (lower case) letters. Thus “b” designates only the b file.*
  - b. The white pieces are set up on the side of the board where the files run from a on the left to h on the right, and the ranks run from 1 (closest) to 8 (farthest away).
  - c. From the point of view of the person playing black (i.e., looking down from the top of the diagram), the black pieces are set up on the side of the board where the files run from h on the left to a on the right, and the ranks run from 8 (closest) to 1 (farthest away).



2. Pieces are identified by letters: K = king, Q = queen, R = rook, B = bishop, N = knight. (Be careful not to use “K” for a knight.) No letter is used for pawns. *Important: Pieces are always identified by capital (upper case) letters. Thus “B” designates only a bishop.*
3. Moves that do not involve capturing a piece are recorded as follows:
  - a. For pieces other than pawns, moves are recorded by identifying the piece being moved and its destination square. For example, Nf3 means that a knight moved to square f3.
  - b. For pawns, only the destination square is recorded. For example, e4 means that a pawn moved to square e4.
4. Moves that involve capturing a piece are recorded with an “x” inserted before the destination square. The “x” signifies a capture.
  - a. For pieces other than pawns, captures are recorded by identifying the piece being moved followed by an “x” and its destination square. For example, Nxf3 means that a knight moved to square f3, capturing a piece that was located there.
  - b. For pawns, captures are recorded by identifying the file that the pawn moved from followed by an “x” and its destination square. For example, exf6 means that a pawn moved from the e file to square f6, capturing a piece that was located there.
5. If two pieces of the same type can move to the same square, either the rank or the file that the piece moved from is indicated in order to make it clear which piece was moved. For example, when a rook is on a1 and another rook is on f1, and they can both move to e1, the move is recorded as Rae1 if the a1 rook was moved, and as Rfe1 if the f1 rook was moved. Similarly if a knight is on f3 and another knight is on f5, either knight can capture a piece on d4, so the capture is recorded as either N3xd4 or N5xd4.

6. Special moves are noted as follows:

- a. Check is indicated by “+” written at the end of the move, double check by “++”, and checkmate by a “#”; for example, Qa4+, Nh3++, Rd8#.
- b. Castling is written as 0-0 when it is done on the kingside (the kingside of the board is files e through h) and as 0-0-0 when it is done on the queenside (the queenside is files a through d). A convenient way to remember these codes is that the number of zeroes corresponds to the number of squares that the rook moves when castling: two squares on the kingside and three on the queenside.
- c. *En passant* capture is recorded just as any other pawn capture is; for example, when a pawn on the e file moves to f6 and in the process captures a pawn that was on f5, the move is written “exf6.” The move record indicates the capturing pawn’s destination square, not the square occupied by the pawn that got captured.
- d. Pawn promotion is written as any normal pawn move followed by “=” and the letter for the piece that replaces the pawn. For example, b8=Q indicates that a pawn was moved from b7 to b8 and promoted to a queen, while exf8=N indicates that a pawn on the e file captured a piece on f8 and was promoted to a knight. When the promotion results in check, double check, or checkmate, then +, ++, or # is added at the end of the move as applicable.

7. A complete move record comprises a move by white, always written in the left column, and a move by black, always written in the right column. Conventionally these move pairs are numbered, but the numbers are for convenience of reference and are not required for the game record. (On printed scoresheets, the move numbers are pre-printed, so players do not need to write them.) This example illustrates:

	White (left)	Black (right)
1.	e4	e5
2.	Nf3	Nc6
3.	Bb5	a3
	and so on.	

8. Additional points about taking notation:

- a. While a game is being played, the players record only the moves played (by white and black), and optionally any or all of the following: the move numbers if these are not preprinted on the scoresheet, notations of time elapsed or remaining, and draw offers (designated by “=” written after the move when the offer is made). No other comments or notations of any kind are permitted on the scoresheet.
- b. When *either player* has five minutes or less of time remaining, *both players* are excused from the requirement to record further moves.
- c. To distinguish moves played by black from moves played by white when the moves are not presented in columns (as in a scoresheet), it is conventional to use an *ellipsis* (“...”) to designate moves played by black. Therefore, when an ellipsis precedes a move, it signifies that that the move was played by black and not by white. For example: “Bb4” can mean only that white moved a bishop to b4, while “... Bb4” can mean only that black moved a bishop to b4.

### Illustrative Game

The illustrative game below illustrates algebraic notation and includes some comments, expressed with either symbols or words, as an example of analysis that would have been added for the published game record after the game was played. (This game was contrived only for the purposes of illustrating all the elements of algebraic notation and is decidedly *not* an example of a well played game.)

	<u>White</u>	<u>Black</u>		<u>White</u>	<u>Black</u>
1.	e4	e5	31.	Rd1	a5
2.	Nf3	b6	32.	bxa5	Rxa5
3.	Bc4	Bb7	33.	Kg2	Rd5
4.	0-0	Nc6	34.	Nb2	Rxd1
5.	d4	exd4	35.	Nxd1	c5
6.	e5	f5	36.	Nc3	Kc7
7.	exf6	Nxf6	37.	Kf3	Kc6
8.	Bg5	h6	38.	Ke4	b5
9.	Bxf6	Qxf6	39.	Nb1	b4
10.	Nbd2	Be7	40.	Kd3	Kb5
11.	Nb3	0-0-0	41.	f4	c4+
12.	Nfxd4	Rhf8	42.	Kc2	b3+
13.	Kh1	Qh4	43.	Kb2	Kb4
14.	g3 ?	Nxd4+ !	44.	Nc3	Kc5

Black's move results in *discovered* check (by the bishop). There is no notation to distinguish a *discovered* check from any other check.

15.	Kg1	Qh5 ??	45.	h4	d5
16.	Qxh5 !?	Nf3+	46.	g4	d4
17.	Kg2	Ne1++ !!	47.	h5	dx3+
18.	Kg1		48.	Kc1	b2+
			49.	Kc2	Kb4
			50.	Kd1	b1=Q+
			51.	Ke2	Qe4+
			52.	Kf2	Qxf4+
			53.	Ke1	c2
			54.	Ke2	c1=Q

Even though both of his rooks have the black knight *en prise*, white is unable to capture it because doing so would not rescue his king from the simultaneous check by the bishop. He has no choice but to move his king.

18.	...	Bb4
19.	c3	Nf3+
20.	Qxf3 ??	Bxf3
21.	cx4	Rde8
22.	Nd4	Re4
23.	Nxf3 ?!	Rxc4
24.	Ne5	Re4
25.	Ng6	Rfe8
26.	Rad1	Re2
27.	Nf4	Rxb2
28.	Nd3	Rxa2
29.	Rfe1	Rxe1
30.	Rxe1	Ra3

Since black already has a queen on the board, what does he use for this second queen? It is common now for tournament sets to include two queens of each color. Alternatively, players use a queen borrowed from another set, or (in the US) a rook turned upside down or even two pawns placed on the same square.

55. g5

And now, for the *coup de grâce* — black can checkmate with any one of four moves, and each of these moves can be written in either of two ways.

55.	...	Qcd2# or Q1d2#
	...	Qfe3# or Q4e3#
	...	Qcf1# or Q1f1#
	...	Qff1# or Q4f1#