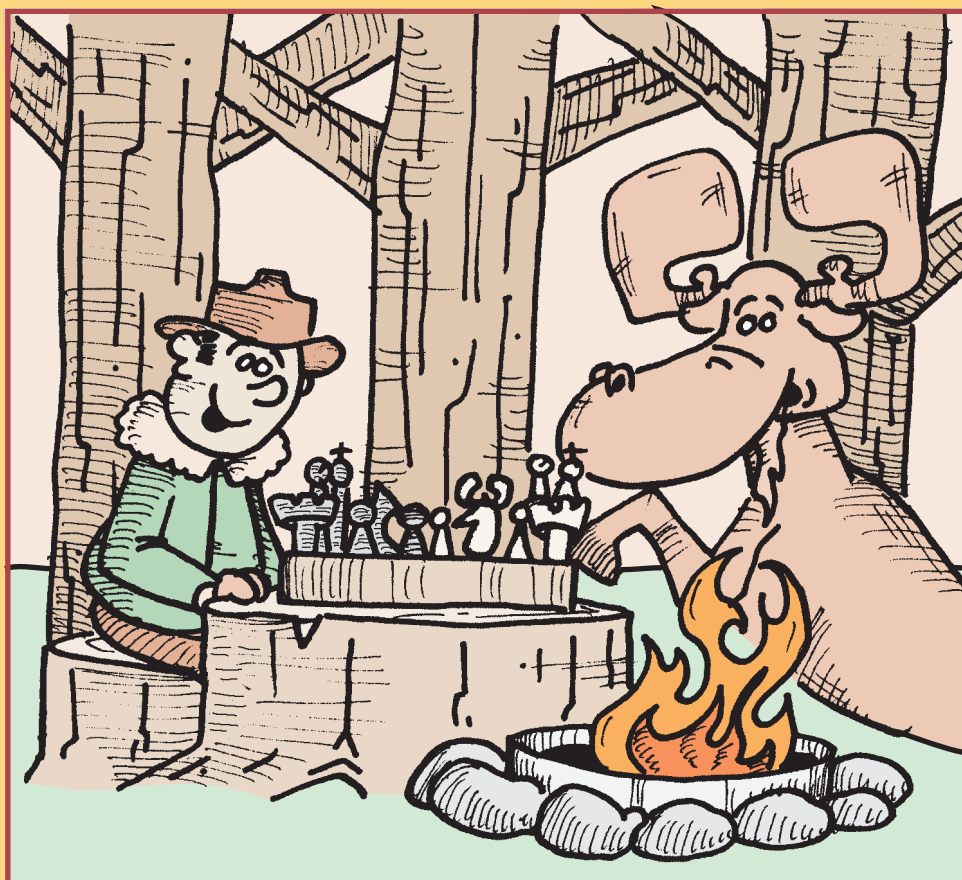


SCHOLARLY MATES

Winning Chess Magazine For Kids

issue 2

July 2026



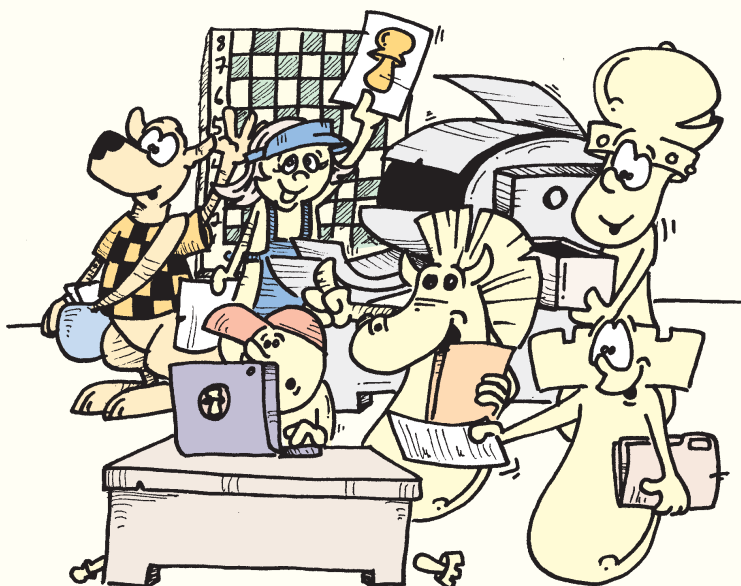
THE SAFETY OF KINGS

QUEEN FORKS

MOOSE VS. RANGER

GREETINGS, FRIENDS AND PALS!

*Welcome
inside the
Scholarly Mates
office.*



The whole staff is here working on the magazine. Rocky Rook on combos, Ozzy Roo on mates, Biff the B on lingo, Lily with her puzzles, and Kibble on whatever it is he does. And me, I'm Knick the Knight, in charge of putting it all together. We hope you like how it turns out!

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:

mooserider.ca

winningchessforkids.com

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scholarlymates@mooserider.ca

SCHOLARLY MATES

issue 2

July 2026

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MOOSERIDER PRODUCTIONS

publisher of

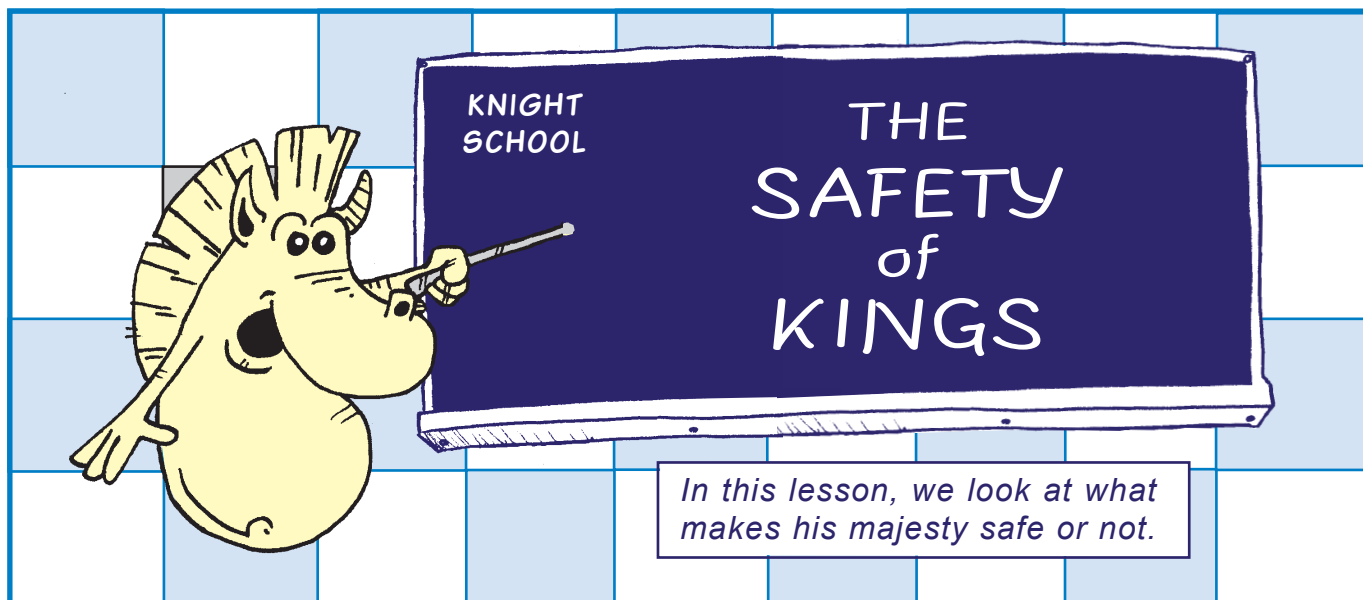
Winning Chess For Kids *book series*

Scholarly Mates *magazine*

and more to come

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The goal in chess is to *capture the opposing king*. That's what we achieve with checkmate.

The rules state that a king must get out of check when he is attacked. He cannot be left unguarded so that the opponent can just take him. The way to "capture" a king is to give check so that there are no moves that save him. *Checkmate* means, "No matter what you do, I'm taking your king on my next turn."

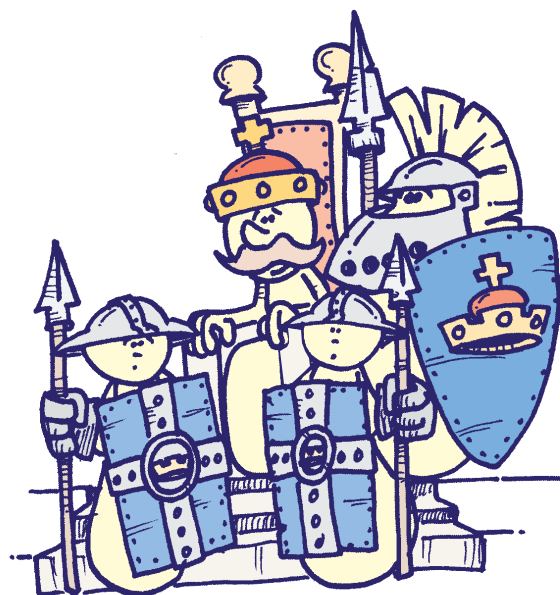
The three basic concepts of chess strategy are the value of material, the safety of the kings, and freedom of the pieces. Of course, *king safety* is the priority. Having more material or better placed pieces doesn't matter if the king is dead.

Like most things in chess, there are two sides to king safety: one white, one black. Protecting your own king is just as important as attacking the opponent's. A good player is always focused on offence and defence!

We can judge the safety of a king in two ways: by how *open* he is and by how many attacking and defending pieces there are in his area.

A king feels safer hiding behind his pawns. Without pawn cover, he is at greater risk because of the open lines. A king also likes to be surrounded by loyal guards. A nearby knight, bishop, or rook gives him more security. The biggest danger for a king is when the attackers around him outnumber the defenders.

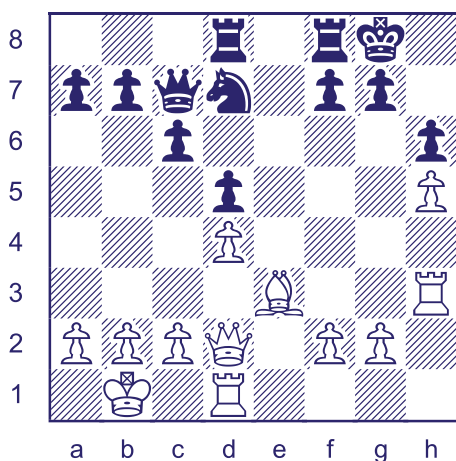
So we protect a king by keeping him sheltered, usually by *castling* behind an unmoved wall of pawns. And we make sure there are enough pieces around him to counter the attacking forces.



On the attacking side, we can make a king less safe in several ways.

- Aim pieces and open lines in his direction.
- Bring more attacking pieces to his part of the board.
- Weaken his pawn shield by using threats to force their advance.
- Eliminate defending pieces and pawns with trades or sacrifices.
- Open the position around him, or force him out into the open.

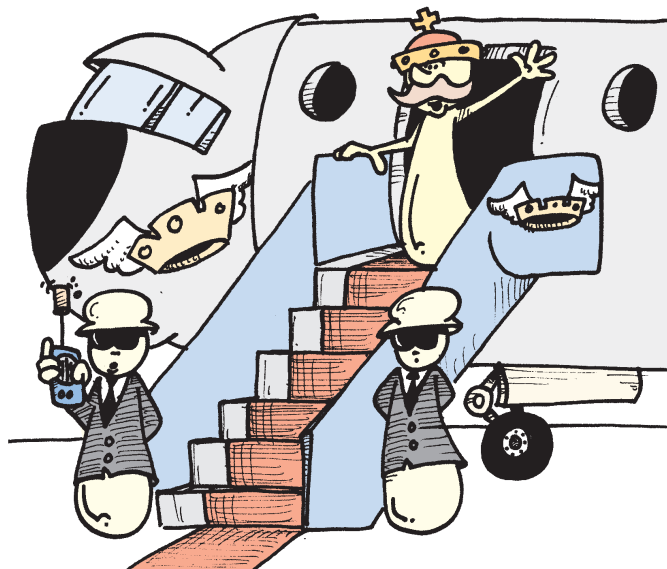
Let's look at the kings in this diagram.



Material is even and both kings have castled. However, it takes more than castling to safeguard a king.

The white king is very secure. There are no weaknesses in his pawn cover and no black pieces are ready to attack.

The black king is not so safe. He stands behind a wall of pawns but the h-pawn is a weakness, especially with the white queen and bishop lined up against it. Sometimes advancing ...h6 is a good idea to keep enemy pieces off of g5 or to give the king an escape square on h7. But here it's a problem. A greater concern is the aggressive position of the white pieces. Besides the queen and bishop, the rook on h3 and the pawn on h5 are also well placed to launch an attack.



White to move.

With other things equal, the best plan with an advantage in king safety is usually a direct attack against the king.

1.Rg3 looks like a good start, aiming at g7 and threatening 2.Bxh6, but Black can defend by 1...Kh7!

1.g4 prepares to open the g-file. For example, 1...Rfe8? 2.g5! is very strong. This shows another drawback to ...h6. It makes trading pawns easier for the opponent. Against 1...Nf6, White would play 2.f3! (*preventing* 2...Ne4). Then 2...Rfe8 3.g5! hxg5 4.Bxg5 is also good. And 1...f6 is met by 2.f4. But things are not so clear after 1...Nb6!

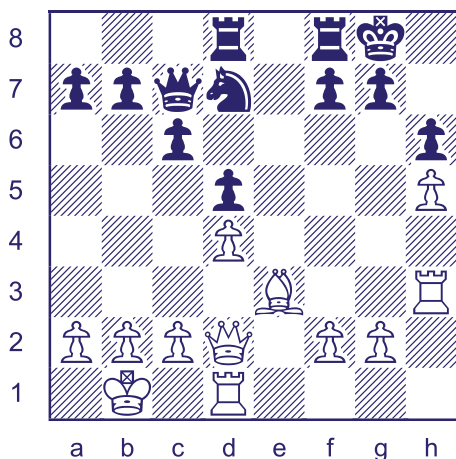
The winning shot is **1.Bxh6!**, sacking the bishop to open up the black king. (*1.Bf4 Qc8 2.Bxh6 works too.*) After **1...gxh6 2.Qxh6**, Black is in big trouble and will have to give up their queen to stop mate. One line is **2...Rfe8 3.f4!?** (*3.Rg3+ Qxg3+ 4.fxg3 also wins.*) **3...f6 4.Rg3+ Kf7 5.Rg7+ Ke6** (*5...Kf8 6.Qh8#*) **6.f5+! Kxf5** (*6...Kd6 7.Qf4+ Ne5 8.Rxc7*) **7.Rf1+ Ke6** (*7...Ke4 8.Rg4+ Qf4 9.Qxf4#*) **8.Qe3+ Kd6 9.Qg3+ Ke6** (*It's mate after 9...Ne5 10.Rxf6+ Re6 11.Qxe5# or 9...Re5 10.Rxf6+ Nxf6 11.Qxe5#.*) **10.Qxc7 1-0**

As often happens with a successful attack, the end result was a big material advantage and not a checkmate.

After 1.Bxh6, Black doesn't have to take the bishop. But besides the loss of a pawn, that stills leave White with a powerful attack.

1...Nf6? is definitely bad because 2.Bxg7! (or 2.Qg5) is crushing. 2...Kxg7 (2...Ne4 3.Qh6) 3.Qg5+ Kh7 4.Qf5+ Kg7 5.h6+ Kg8 6.Qg5+ Kh7 7.Qg7#.

1...Kh7 2.Bf4 Qc8 is the least evil.



Black to move.

If it is Black's turn in the diagram, they have time to set up an adequate defence with **1...Nf6!**, bringing the knight to the king's aid. Then 2.Bxh6? is answered by 2...Ne4! 3.Qe3 gxh6 4.Qxh6 Qd6 (or 4...Rd6 or 4...f5) with advantage to Black. The position is level after **2.f3** (or 2.Bf4 Qc8 3.f3).

Another reasonable move is 1...Qd6, guarding h6. Though White is slightly better following 2.Bf4 because of their more active pieces.

Two natural looking moves to avoid are 1...c5? 2.Bxh6 and 1...Rfe8? 2.Bxh6.

Not every game has an attack against a king. Many games are decided by *positional play* which leads to a winning endgame or to resignation after the loss of significant material.

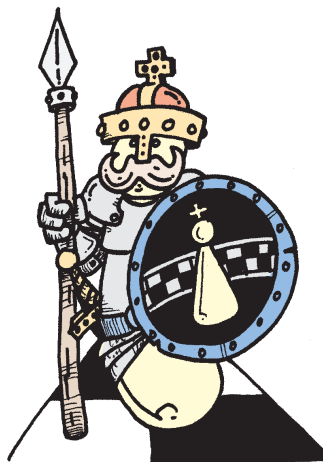
If a king has good defences, a direct attack against him is usually not the best strategy. To justify a full attack, a king should be *unsafe* in some way.

The aim of positional play is to obtain strategic advantages. This can involve material, piece activity, pawn structure, or king safety. One common goal is to create the necessary conditions for an attack by weakening the opposing king.

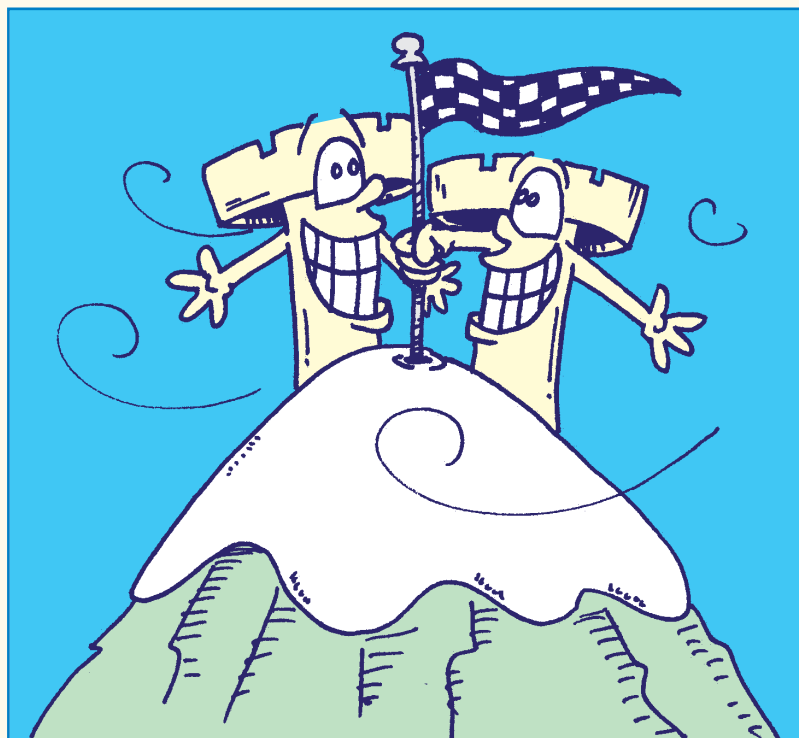
In positions where the enemy king is not totally safe and we also have other advantages, it is possible to combine an attack on the king with objectives elsewhere on the board. Keeping the opponent busy on two fronts can be very effective.

Kings are always on the board. But there are many situations where the safety of the kings is not a concern. Sometimes the focus of a game is in different area, far from their "castles". And as pieces get traded, especially the queens, there is less chance of an attack and therefore less danger. In these cases, strategy is about other things, not safety of the kings.

In endgames, when material is greatly reduced, the normally cautious kings find their courage and actually turn into fighting pieces. *The power of kings* becomes a strategic factor! But that's a lesson for another day.



MORT and MARLEY



Hey Mort, we finally made it to the top!

Yea, Marley, this is great. But what do we do now?

Gee, I don't know. I guess we just enjoy the moment.

Too bad we didn't bring a chess set.

Right. Or some snacks!

Well, you know the old saying about being at the top.

Yep. There's only one way to go. Down!



WORLD TOP TEN



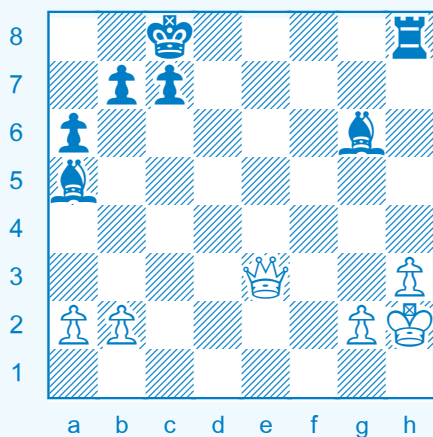
rank		country	rating	age
	1	Magnus Carlsen	2823	36
	2	Hikaru Nakamura	2792	39
	3	Fabiano Caruana	2792	34
↑1	4	Javokhir Sindarov	2777	21
↑2	5	Vincent Keymer	2767	22
↓2	6	Nodirbek Abdusattorov	2766	22
↑2	7	Wesley So	2765	33
↓2	8	Anish Giri	2764	32
↑3	9	Arjun Erigaisi	2759	23
	10	Yi Wei	2753	27

FIDE (world chess federation) updates ratings each month. There are currently 32 players rated over 2700. The top junior (under 20 years) is world champion Gukesh Dommaraju (India), ranked 26th at 2717. The top female is Yifan Hou (China), ranked 166th at 2596.

TACTICS 101

QUEEN FORKS

①



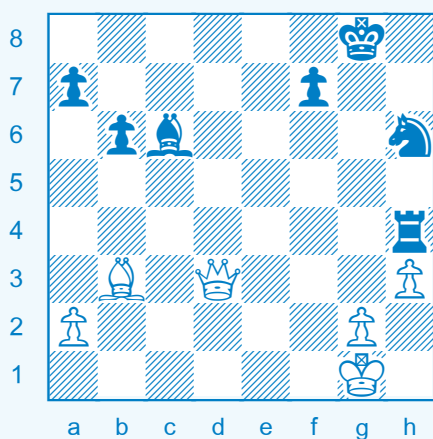
Find queen forks that **win material**.

White to move.

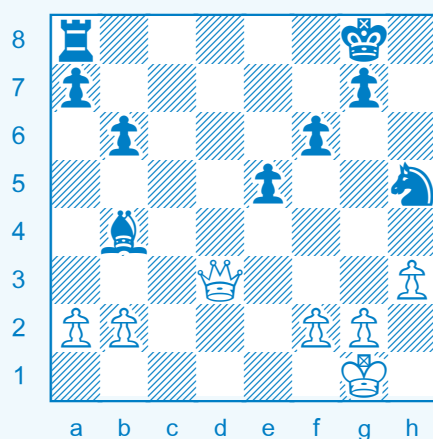
solutions page 26



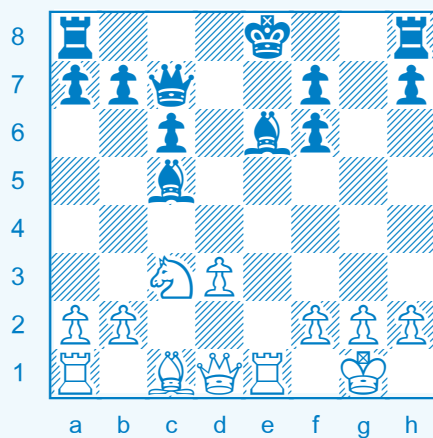
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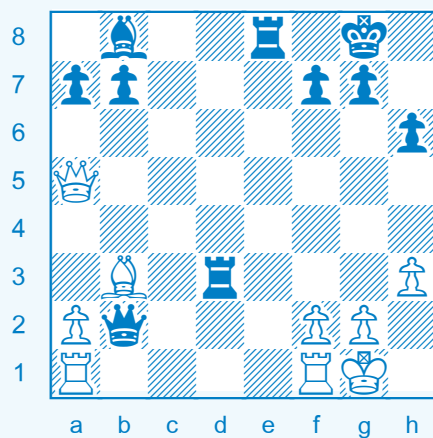
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④



⑤



NEWS BITS

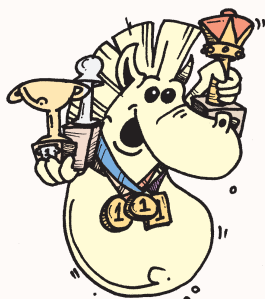


WORLD YOUTH CHAMPIONSHIPS

The 2026 World Youth Championships were held June 14-27 in Montesilvano, Italy with participants from 84 countries. The 11 round event was divided into three age groups: under 18, 16, 14.

There were 437 players in the “open section” and 321 in the separate girls only competition.

The top three winners in each group received a trophy and a medal!



YOUNGEST GRANDMASTER NORM

Eleven year old Roman Shogdzhiev (Russia), the youngest ever *International Master* (10 years, 3 months), is now the youngest person to achieve a “grandmaster norm”. He did it with an excellent result at the *Asian Championship* in Mongolia last month. A *norm* is achieved by scoring a certain number of points at a tournament which includes grandmasters and other high rated players. Three norms and a 2500 rating are required to earn the *Grandmaster* title.

The current record for becoming a GM is 12 years, 4 months, 25 days, set in 2021 by Abhimanyu Mishra (US). Roman has eleven months to break the record.



Roman Shogdzhiev

Under 18 Championship

1. **Anthony Atanasov** Canada 9
2. Emanuel Kot Canada 9
3. Javier Habans Aguerrea Spain 8

Under 16 Championship

1. **Khagan Ahmad** Azerbaijan 9½
2. Henry Edward Tudor Romania 8½
3. Sauat Nurgaliyev Kazakhstan 8½

Under 14 Championship

1. **Antoni Radzimski** Poland 9
2. Damir Bulgak Russia 8½
3. Ethan Guo USA 8

Girls Under 18

1. **Valeria Kleymenova** Russia 10
2. Pratitee Bordoloi India 9
3. Wang Qinxuanyi China 8

Girls Under 16

1. **Veranika Abramkina** Russia 9
2. Jiang Tianyu China 8½
3. Rachael Li USA 8½

Girls Under 14

1. **Zahra Allahverdi** Azerbaijan 9
2. Laurie Qiu USA 8½
3. Tuana Abak Turkey 8½



You can write to Knick and the gang at
scholarlymates@mooserider.ca

CHESS LINGO

with your host
Biff the B



LET'S TALK

"STRATEGY and TACTICS"

When we play chess, there are two ways of thinking: strategy and tactics.

Strategy is the part of the game where we think about the position in general terms and make plans.

Tactics is the part where we look at the details of the position and figure out exact moves.

We can say that strategy is the *goal* of our moves and tactics is the *means* to accomplish the goal.

The basic themes of strategy are the value of material, safety of the kings, and freedom of the pieces.

Strategy also involves development, control of the centre, pawn structure, and general decisions about when to attack or defend, or whether to simplify or complicate the game.

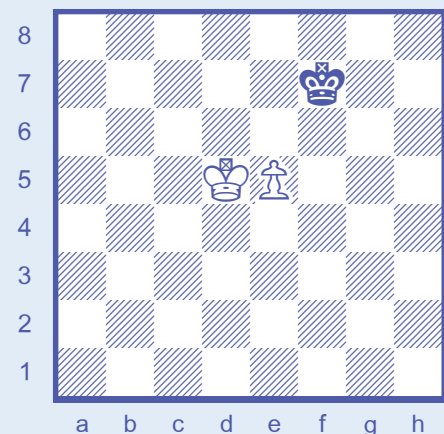
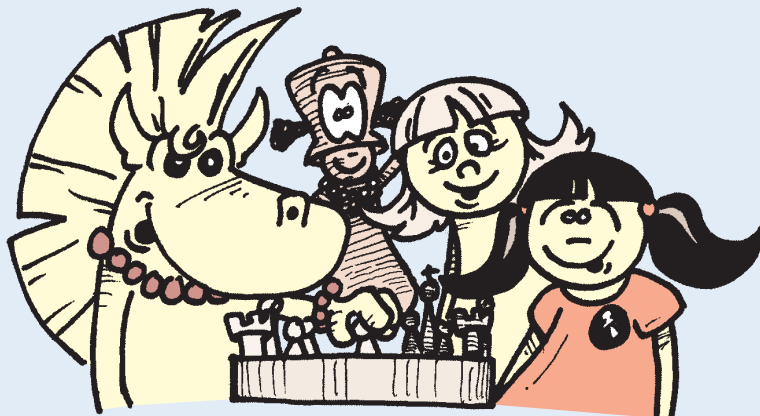
Tactics is about seeing the possible moves for both sides, identifying any threats, looking for combinations, and calculating lines of play.

Strategy and tactics are very closely connected. We use them both every turn. Each depends on the other.

Good strategy, good tactics. That's the way to win at chess!

HAPPY ENDINGS

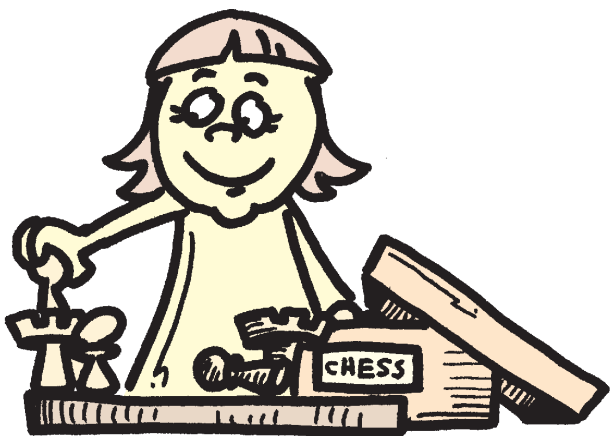
by **Natalie Knight & the Girls**



White to move and win

solution page 24

LILY'S PUZZLER

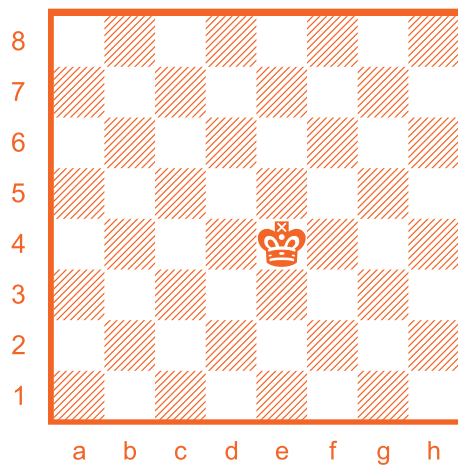


Hello, boys and girls!

The goal in this *maximizer* puzzle is to make a position in which White has the most mates in 1 move.

You do this by adding a white king, queen, rook, bishop, and knight to the board. In parts A & B, the black king is on e5. In parts C & D on e8.

In parts A & C, discovered checks are not allowed. In B & D, each different move by the discovering piece counts separately.



FIVE PIECE MATE MAXIMIZER



Add five white pieces (KQRBN) so White has the most mates in 1.

- A. Discovered checks are not allowed.
- B. Discovered checks are allowed.

For parts C & D, put black king on e8.

- C. Discovered checks are not allowed.
- D. Discovered checks are allowed.

Can you match the world records?
Good luck!

solutions page 26

THE PUZZLING SIDE OF CHESS



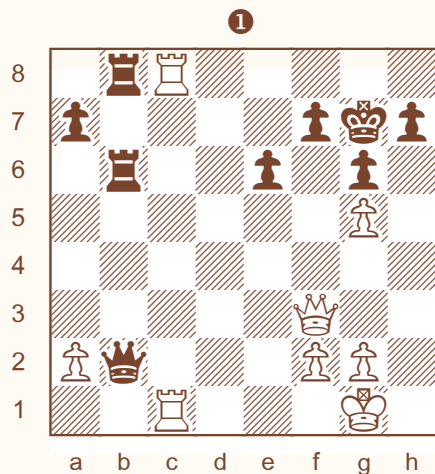
If you enjoy *Lily's Puzzlers* and *Kibble's Korner*, then you'll probably like this monthly column of unusual chess problems. The puzzles vary greatly in difficulty and are intended for players of all ages. Over 250 columns with 1600 puzzles are available in the site archives. Why not check it out?

puzzling.sideofchess.com

CHECKOLOGY

The Science of Checkmate

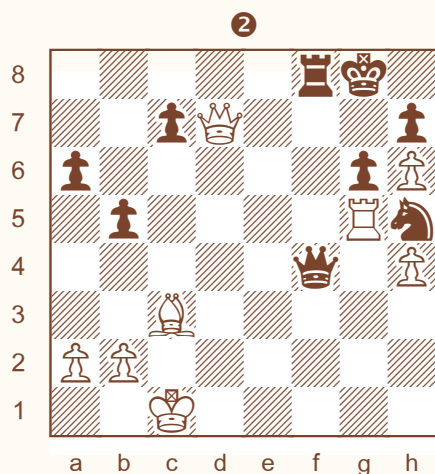
with **OZZY ROO**



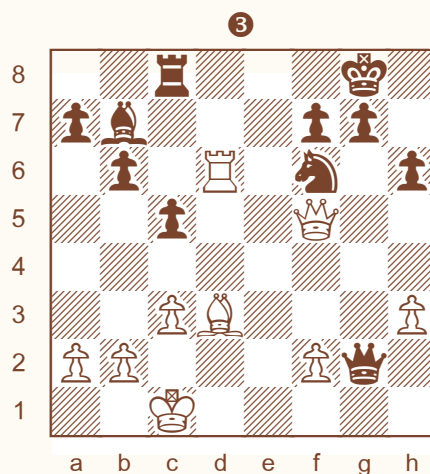
Mate in 2

*Good day, mates!
Time again to test
your tactical skills.
Congratulations if
you score 5 out of 5!*

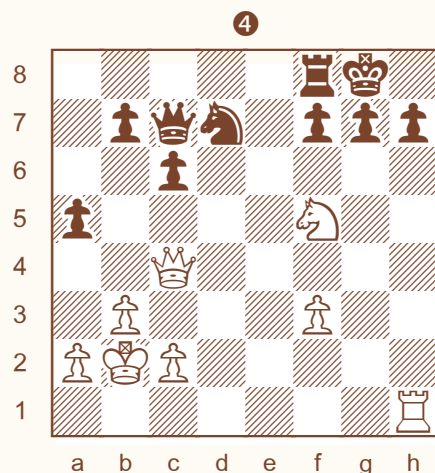
White to Move
solutions page 26



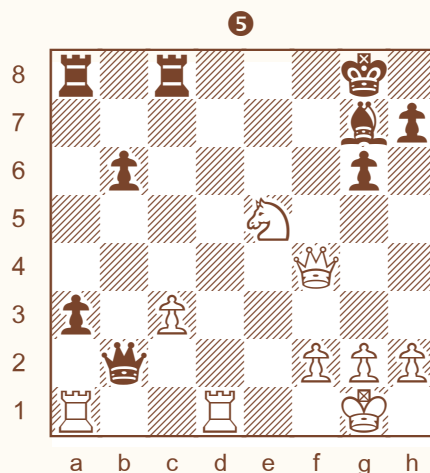
Mate in 2



Mate in 3



Mate in 3



Mate in 6

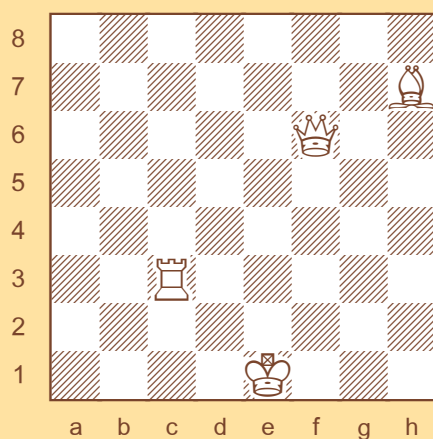
Magnus Carlsen

A photograph of Magnus Carlsen, a world-class chess player, sitting at a chessboard. He is wearing a blue long-sleeved shirt with "MISSISSIPPI STATE" and "CHAMPIONS" visible on the sleeve. He has curly brown hair and is looking intently at the chess pieces in front of him. The background is slightly blurred, showing a large screen with some text.

Always popular with fans and fellow players, Magnus Carlsen is also a great promoter of the game, investing time and energy into numerous projects.

KIBBLE'S KORNER

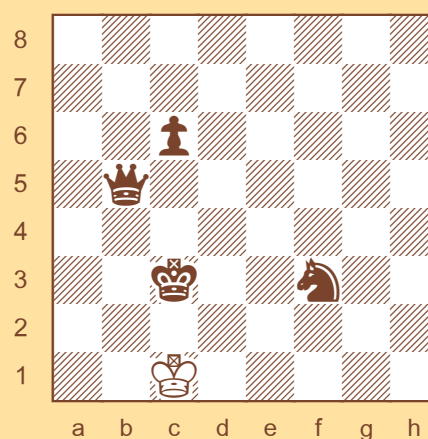
The problems in my corner are named after Sam Loyd (1841-1911), an American chess player who made thousands of great puzzles, including some like these. I hope you enjoy them as much as me!



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.

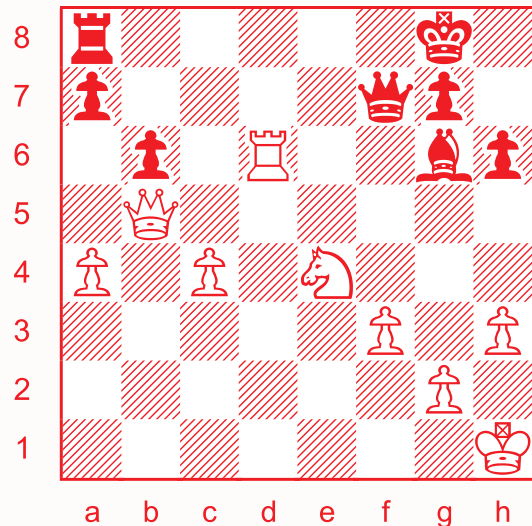
solutions page 26



Playing chicken or monkeying around?

COMBO MOMBO!!

SPOTLIGHT ON QUEEN FORKS



Hello, chess pals! Our theme today is the queen fork. A *fork* is a move that attacks two pieces at the same time. The queen's power to move in eight different directions makes her majesty an excellent forker.

As always on Combo Mombo, the example is actually two problems in one. It can be solved with White or Black to move.

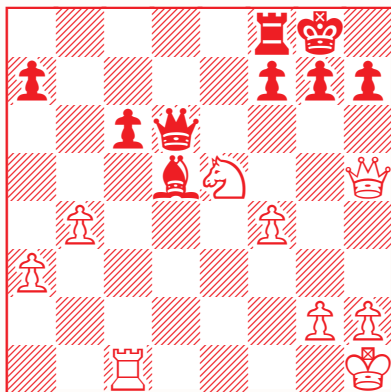
♙ Black to play wins by 1...Bxe4.

After 2.fxe4 Qf1+ 3.Kh2, the black queen forks the white king and rook with 3... Qf4+ 4.Kh1 Qxd6. Against the tricky 2.Rd7, Black has 2...a6!, driving the white queen from her defence of the rook. 3.Rxf7 axb5.

♚ If White goes first, the winning combo is 1.Rxg6! Qxg6 2.Qd5+ Kh7 3.Qxa8.

Can you find the combinations in the positions below? *solutions page 26*

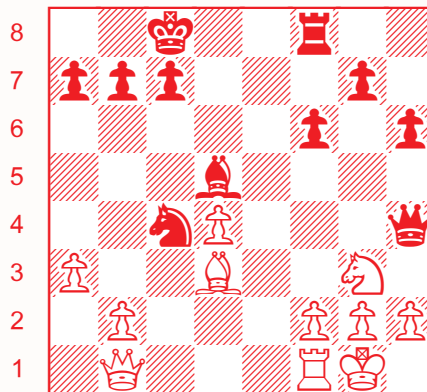
1



a b c d e f g h

BLACK TO MOVE
Win Material

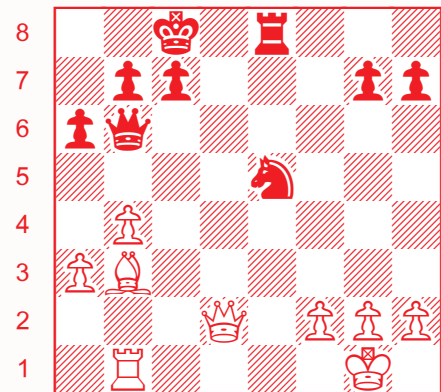
2



a b c d e f g h

WHITE TO MOVE
Win Material

3



a b c d e f g h

BLACK TO MOVE
Win Material

CHESS O WORD

In this word search, you are looking for things that moves can do.

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 with a pen or pencil. After you find all the words, there will be two letters not circled. Unscramble those 2 letters to answer the riddle.

CHECK
MATE
CAPTURE
THREATEN
RETREAT
CASTLE
PROMOTE
TAKE
SACK
ATTACK
DEFEND

GUARD
PROTECT
SAVE
FORK
PIN
XRAY
TRAP
DEFLECT
DECOY
BLOCK
FAKE

WAIT
TRY
ERR



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

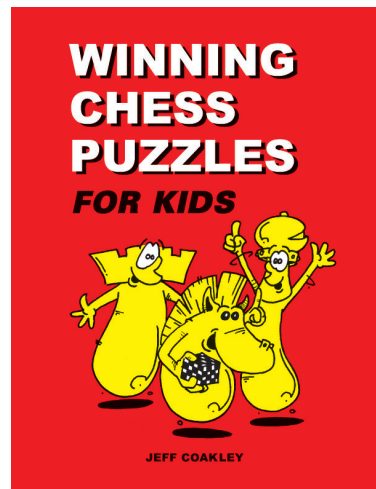
RIDDLE : *What is the best way to move
when you lose at chess?*

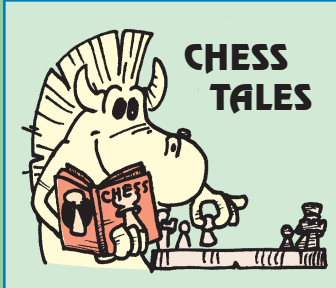
— —

solution page 26

WINNING CHESS BOOKS FOR KIDS

MOOSERIDER PRODUCTIONS





The Mooserider Chronicles

FIRST RIDE

There was a bitter chill in the air as the moose approached the highway. Freezing rain and melting snow were dripping from his antlers. Otherwise, it was a very pleasant day.



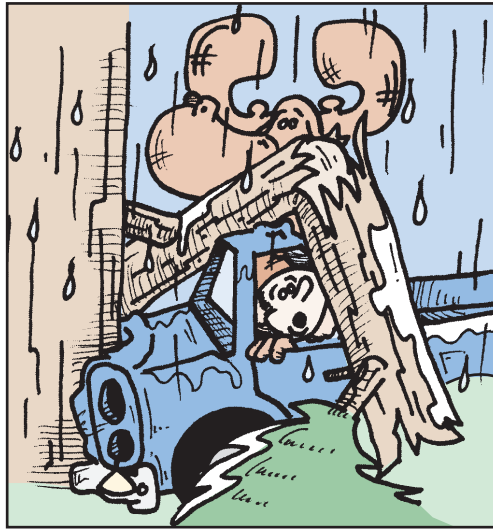
Around the bend, a pickup truck was making its way along the slippery road. When the driver turned the corner and spotted the moose, it was too late to stop. So he swerved to avoid a collision and skidded off the road. Good for the moose. But the truck smashed into a tree and the driver was trapped inside beneath a big broken limb.

This was not a good situation. Miles from the nearest town, with no way to call for help, it certainly looked like he was in serious trouble. Luckily, the moose was a kind-hearted fellow and hurried over to give assistance.

With a few clever moves, the moose pulled the fallen tree limb away and forced the truck door open. You can imagine the surprise on the human's face. When he got out, he said, "Thanks, moose. You saved my life!"

The moose answered back. "You're welcome, cowboy. And thank you for not hitting me with your truck."

In case you're wondering how a person and an animal know what the other one is saying, there is a simple explanation. Both characters speak the universal cartoon language! Wouldn't it be nice if the whole world understood each other so easily?

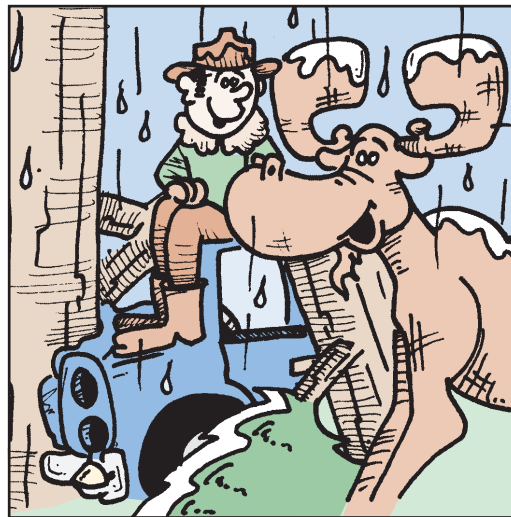


Except for a couple bruises and a slight limp, the driver was not injured. He happily continued the conversation. "By the way, I'm not a cowboy. I'm a forest ranger."

The moose wiped the rain from his snout. "Okay, but in my neck of the woods, we moose call all humans *cowboys*."

"Well, Mr. Moose, please call me Wink. That's my name, Wink Wembley."

"Glad to meet you, Wink. I'm Pierre."



The ranger still had a problem to solve. The truck was wrecked and he didn't know how he was going to get back to his station. To make things worse, he was standing in the pouring rain, soaking wet. Otherwise, it was a very pleasant day.

Once again, the gallant moose came to the rescue. Pierre said, "Hey, Wink, if you want, I can give you a lift. I'm going that direction anyhow."

It was an offer that no stranded motorist could refuse. "Sure thing, Pierre. Thanks. But I've never been on a moose before."

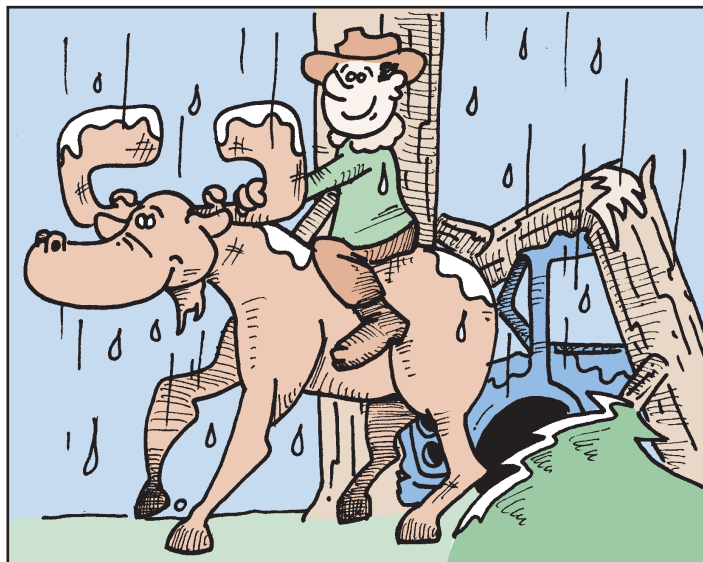
"Don't worry, cowboy. Just sit on my back and hold the antlers. I'll do the rest."

The historic moment had arrived. For the moose and the ranger, their first ride.

The two of them followed an old trail across the countryside and through the forest. Along the way, they talked about all sorts of things and discovered that they had many common interests. Can you guess what game they both like?

After the storm ended, they came to a clearing and took a break. It was a spot where Pierre and the other moose often stopped on their daily travels. To warm their bones by the fire pit and, of course, to play chess.

The secret life of mooses. Wink realised now that he never really knew them at all.



Pierre Moose - Wink Wembley

A tree stump made the perfect table for their chess game. Pierre let his guest pick colours. Wink chose the black pieces.

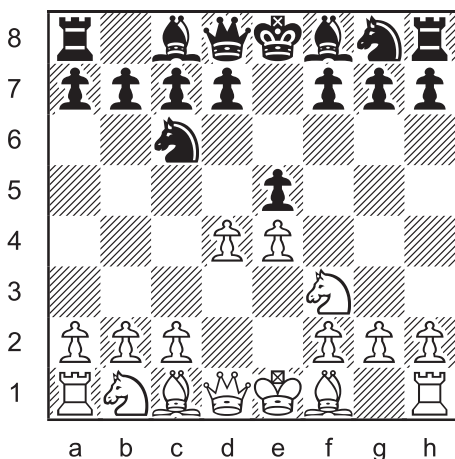
1. **e4** **e5**
2. **Nf3** **Nc6**

The most classical of openings. Both sides begin the fight for central control.

3. **d4**

The *Scotch Game*, a moose favourite. Not as popular as the *Spanish* 3.Bb5 or *Italian* 3.Bc4, but just as good.

White plays to immediately eliminate the black central pawn



3. . . . **exd4**

The move 3...d6 would block the bishop on f8 and give White a freer game after 4.Bc4 or more space after 4.d5. White could also prevent Black from castling by 4.dxe5 Nxe5 5.Nxe5 dxe5 6.Qxd8+ Kxd8, but with the queens exchanged, there is no danger for the black king.

4. **Nxd4** **Nf6**

The ranger develops a knight and attacks the white e-pawn.

The main alternative is 4...Bc5 5.Be3 Qf6! (Not 5...d6?! 6.Nxc6 bxc6 7.Bxc5 dxc5 8.Qxd8+ Kxd8 or 5...Nf6? 6.Nxc6 bxc6 7.Bxc5.) 6.c3 Nge7 with a level position.

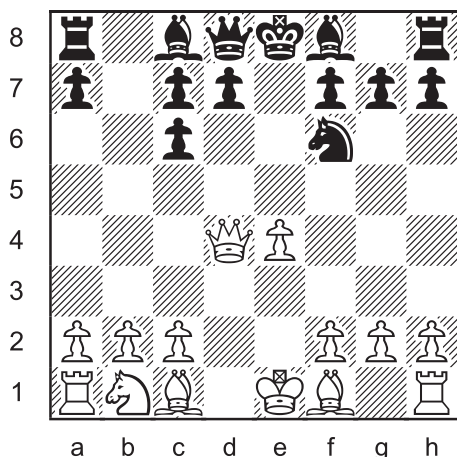
5. **Nxc6**

Pierre didn't play 5.Nc3 because of the pin 5...Bb4. Black is doing fine following 6.Nxc6 bxc6 7.Bd3 d5.

5. . . . **bxc6**

After 5...dxc6?! 6.Qxd8+ Kxd8 7.Nc3 White has an advantage in pawn structure with the better centre and a *healthy* 4 to 3 majority on the kingside. Black's on the queenside is *crippled* with doubled pawns.

6. Qd4!?



A clever move. The queen guards the e-pawn and stops the black bishop from going to c5 or b4. Bringing the queen out early is not a good idea if she can be chased around by developing moves. But here there is no good way to attack her.

The book line is 6.e5 Qe7 7.Qe2 Nd5 8.c4 Ba6 with equal play.

6. ... c5?!

Wink chases the queen anyhow. It's not a great move because it limits the bishop on f8 and doesn't help his development.

6...d5 is better. Then the game might go 7.Nc3 Be7 8.Bf4 0-0 9.0-0-0 c5 10.Qa4 with a complicated position.

7. Qa4

Pinning the black d-pawn.

7. ... Bb7

Attacking the white e-pawn.

8. Nc3 Qe7?!

The ranger is focused on trying to win the e-pawn. But the queen on e7 blocks the bishop on f8 which means the black king cannot castle anytime soon.

Best was 8...Bd6, planning 9...0-0.

9. Bg5

The moose likes a good pin. Here he defends his pawn by pinning the black knight. The simple 9.f3 is excellent too.

9. ... h6

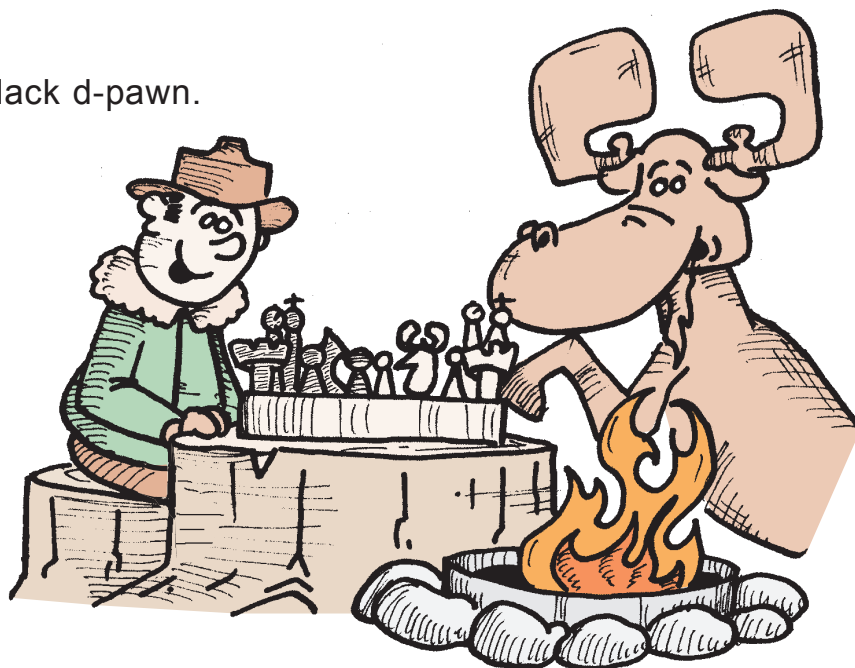
Like most chess players, Wink doesn't like being pinned, so he plans to get out of it right away. The tempting 9...Bxe4?, hoping for 10.Nxe4? Qxe4+ loses big time to 10.Bxf6! (or 10.0-0-0).

10. Bxf6

Pierre is happy to trade, but 10.Bd2 Nxe4 11.0-0-0! is also very good.

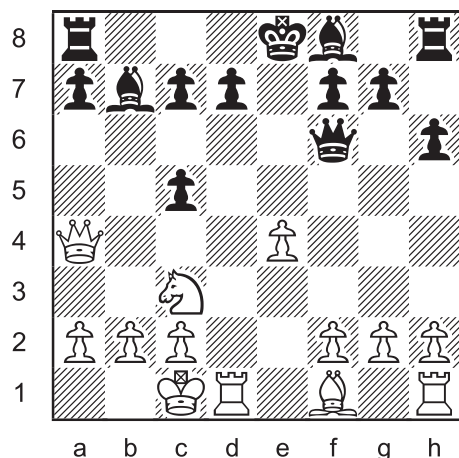
10. ... Qxf6

10...gxf6? would leave Black with an extremely ugly pawn formation.



11. 0-0-0

The white king castles off the dangerous e-file, bringing a rook to the open d-file. Looks good, but 11.Bb5 was more forceful.



11. ... Bc6

The obvious move, attacking the queen and protecting the pawn on d7. Did you notice that the threat was 12.Qxd7#!?

But Wink misses his chance. 11...Bd6! actually gives him the superior position. (12.f3 0-0 13.Qxd7? Bf4+ 14.Kb1 Be5!). Though it's still a fight after 12.Nd5 Bxd5 (not 12...Qxf2? 13.Nxc7+!) 13.Rxd5.

12. Bb5

The moose activates his bishop and *connects his rooks*. That is generally a sign of successful development, which it is here.

12. ... Bxb5

Black must trade to avoid very weak *tripled pawns* on the c-file. For example, 12...Be7? 13.Bxc6 Qxc6 14.Qxc6 dxc6.

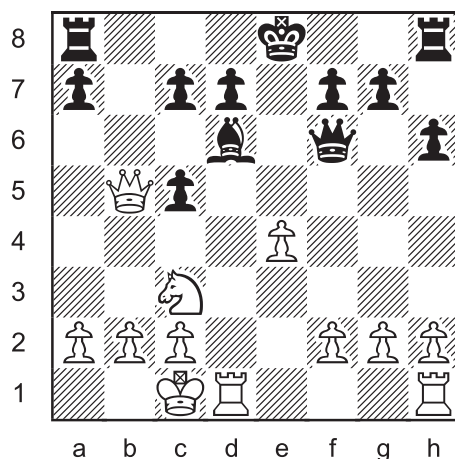
13. Qxb5

13.Nxb5 is also good, threatening a knight fork on c7. (13...Qb6 14.Na3!)

13. ... Bd6

The bishop guards against mate on d7 by blocking the d-file. And the black king is finally able to castle now.

But it's White's turn and the ranger isn't castled yet!

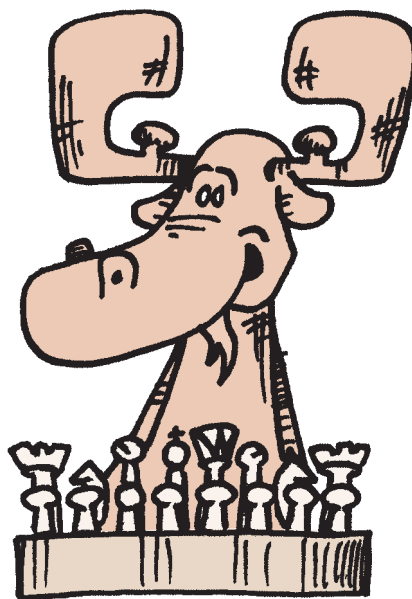


14. g3

Pierre calculated the line 14.e5!? Bxe5 15.Qxd7+ Kf8 16.Qd5 but decided that this move was even stronger. It prevents a check on f4 and prepares 15.f4 with a powerful attacking pawn formation on the kingside.

14. ... Qxf2

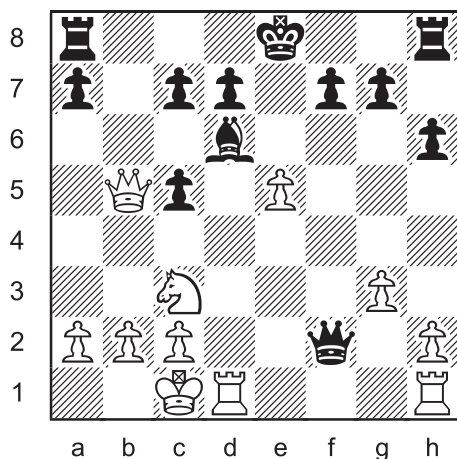
Wink thought about 14...0-0 and saw that 15.Qxd7 Be5! was fine for Black. However, he worried about 15.f4 which threatens the pawn fork 16.e5. So, to avoid the advance of connected white pawns, he eliminates the f-pawn. Unfortunately for him, this leads to other problems.



15. e5!

The winning shot, deflecting the black bishop from the d-file.

After 15.Rhe1 0-0 or 15.Rhf1 Qe3+! 16.Kb1 0-0, Black is hanging on. They might even start an attack of their own along the b-file (17.Qxd7 Rab8!).



15. ... Bxe5

A tricky line is 15...Qe3+ 16.Kb1 c6 (16...Bxe5 17.Qxd7+ Kf8 18.Rhe1 Qg5 19.Rd5! Re8 20.Qxe8+ Kxe8 21.Rxe5+) 17.Qb3 Rb8? (17...Be7 18.Rhe1 Qg5 19.Ne4 Qe7 20.Nd6+ Kf8 21.Rxe5!) 18.Nb5! Qxb3 (or 18...Rxb5 19.Qxe3) 19.Nxd6+ Ke7 20.axb3.

16. Qxd7+ Kf8

Wink grinned across the board at his big furry opponent. "Gee, Pierre, I sure wish I would have castled like I usually do. This looks like trouble."

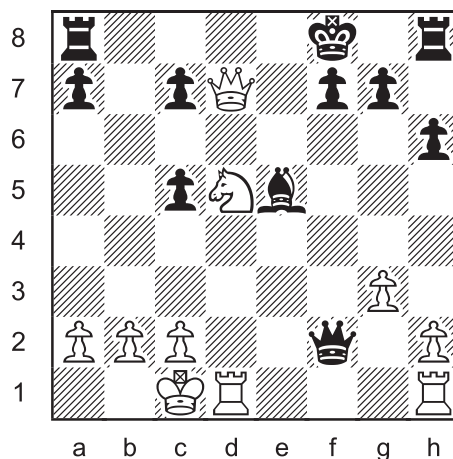
The moose nodded his antlers. It was clear to them both that the black king is far from safe. And White's active pieces are ready for the final assault.

17. Nd5!

The knight charges into enemy territory. Besides looking forward at e7 and f6, he prevents a black queen check on e3.

Another possible line is 17.Rhf1 Qe3+ 18.Kb1 Bf6 19.Rfe1 Qg5 20.Nd5 Rd8? 21.Nxf6! Rxd7? 22.Re8#.

The threat is 18.Rhf1 (18...Qxh2 19.Qxf7#).



17. ... f6

This advance deals with the immediate problem, but leaves the king more exposed.

17...Bf6 is not any better. 18.Rhf1 Qxh2 19.Rxf6! gxf6 20.Qe7+. From here, there are many variations, but all lead to mate. One of them goes 20...Kg8 21.Nxf6+ Kg7 22.Rf1! Rad8 23.Ne8+ Rhxe8 24.Rxf7 Kg6 25.Qf6+ Kh5 26.Qf5#.

18. Rhf1

The last white piece joins the battle.



18. ... Qxh2

The ranger is up two pawns now. That will be nice if he survives to the endgame.

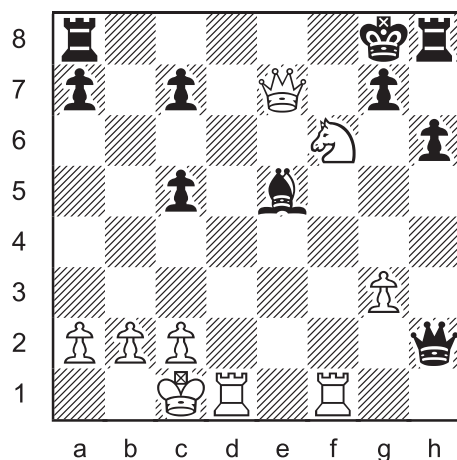
19. Qe7+ Kg8

Suddenly, Wink saw a glimmer of hope. Maybe he can hide his king on h7.

Pierre has a different idea.

20. Nxf6+

Kabam! This moose is breaking through. The attacking forces are all in place. It's time to knock down the castle walls.



20. ... Bxf6

The other capture, 20...gxf6, clears the 7th rank. White invades with 21.Rd7 for a fast and easy mate.

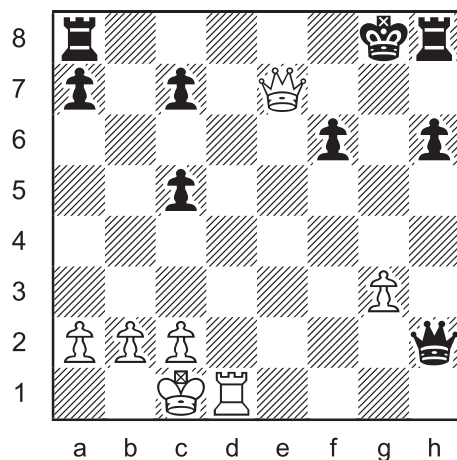
21. Rxf6!

A second wild sacrifice, blasting the king wide open. Pierre had to see this before giving up his knight on the previous turn.

21.Qe6+ also does the trick. Two lines are 21...Kh7 22.Qe4+ Kg8 23.Qxa8+ and 21...Kf8 22.Rd7 Qh5 23.Rxf6+.

21. ... gxf6

If Wink tries 21...Kh7, the moose wins with 22.Qe4+! Kg8 (22...g6 23.Qxg6#) 23.Qxa8+ Kh7 24.Qe4+ Kg8 25.Rd8#.



22. Qe6+!

This is a great example of how an open king is at the mercy of a queen and rook. The defending pieces which outnumber them can only watch from the distance.

But be careful. White needs to keep checking. 22.Rd7? lets Black draw by *perpetual check* starting 22...Qg1+.

22. ... Kf8

The end is quick and merciful against other moves. 22...Kh7 23.Qf7# or 22...Kg7 23.Rd7+ Kf8 (23...Kg6 24.Qg4#) 24.Qf7#.

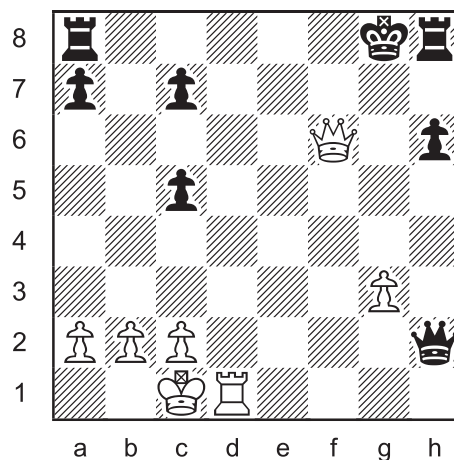
23. Qxf6+

The black f-pawn falls with check and another file is opened.

23. ... Kg8

There's no escape. 23...Ke8 24.Re1+ Kd7 25.Qe6+ Kd8 26.Rd1+ Qd2+ 27.Rxd2#.

White to mate in 4



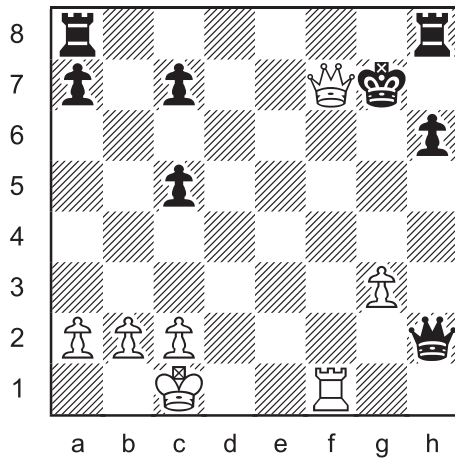
24. Qe6+ Kf8

The other options are 24...Kh7 25.Qf7# and 24...Kg7 25.Rd7+ Kf8 26.Qf7#.

25. Rf1+ Kg7

25...Qf2 26.Rxf2+ delays mate one turn.

26. Qf7#



When the game was over, the players shook hands. Hand and hoof, that is.

The ranger smiled. "Well done, Pierre! Those sacrifices were really impressive."

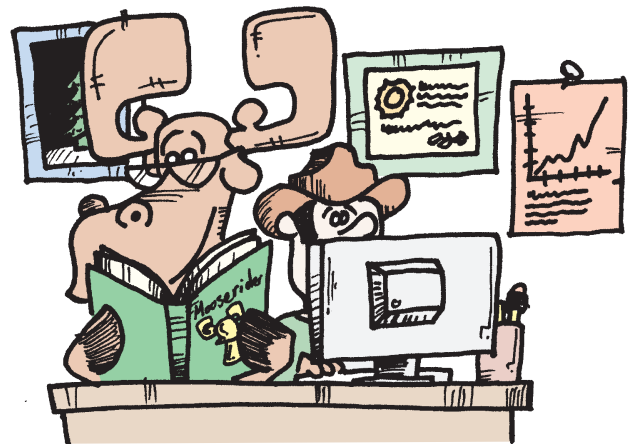
"Thanks, Wink. You made some good moves too. Maybe someday we can play again. But we should hit the trail now."

Of course, travelling by moose is not as fast as a pickup truck. So it took them a couple hours to reach the edge of the forest near the Ranger Station.

That's where the two new friends said their farewells and parted ways, as the sun slowly set, somewhere beyond the distant clouds.

But that's not the end of the story. In fact, it's just the beginning. Pierre and Wink have a long future together. They become *partners in good deeds*, helping those in need and promoting traffic safety! For humans and moose. They also play a lot of chess. These chronicles document their adventures.

Years from now, when the moose and the ranger think back at how they met on that rainy highway, they both agree. All things considered, it was a very pleasant day.



HAPPY ENDINGS page 10

Sometimes an extra pawn is enough to win in the endgame, sometimes not.

1.Kd6! Advancing the king ahead of the pawn is the only way to win. **1...Ke8** (or **1...Kf8 2.Kd7**)

2.Ke6! Going *opposite* the black king. **2...Kd8 3.Kf7** (or **2...Kf8 3.Kd7**). Now the white king controls the e-file. The pawn's march to glory on e8 cannot be stopped. **1-0**

On the second move, if White instead plays **2.e6?**, the game is drawn after **2...Kd8**. Two lines from there are:

3.e7+ Ke8 4.Ke6 stalemate $\frac{1}{2}-\frac{1}{2}$

3.Kd5 Ke7 Blocking the pawn. **4.Ke5 Ke8!** Retreating on the same file as the pawn. (Not **2...Kd8? 3.Kd6 Ke8 4.e7 Kf7 5.Kd7 1-0.**)

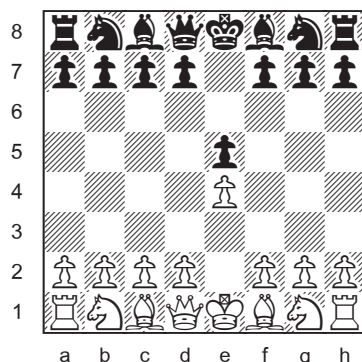
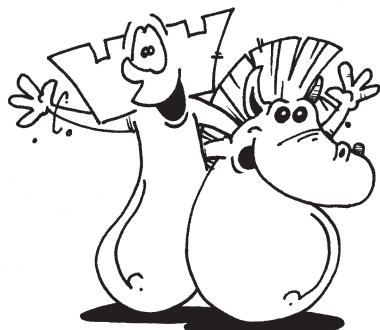
5.Kf6 Kf8 Going opposite the white king. White cannot make progress if Black plays accurately. $\frac{1}{2}-\frac{1}{2}$

White's first move **1.e6+?** leads to the same drawn position after **1...Ke7 2.Ke5 Ke8!** $\frac{1}{2}-\frac{1}{2}$.

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
----	-----	-----

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

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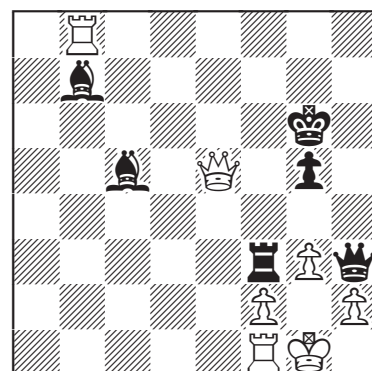
A better defence was 3...g6.

4.	Qxf7 #	
----	--------	--

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 6

SOLUTIONS

Tactics 101 page 7

- ① 1.Qe5 forks Ba5 & Rh8
1.Qg5 forks Ba5 & Bg6
1.Qe6+ forks Kc8 & Bg6
- ② 1.Qd8+ forks Kg8 & Rh4
1.Qg3+ forks Kg8 & Rh4
1.Qg6+ forks Kg8 & Bc6
- ③ 1.Qb3+ forks Kg8 & Bb4
1.Qc4+ forks Kg8 & Bb4
1.Qd5+ forks Kg8 & Ra8
1.Qe4 forks Ra8 & Bb4
1.Qf3 forks Ra8 & Nh5
- ④ 1.Rxe6+ fxe6 2.Qh5+ Qf7 3.Qxc5
White wins 2 bishops for a rook.
- ⑤ 1.Bxf7+ Kxf7 (1...Kf8 2.Bxe8) 3.Qf5+ Kg8 4.Qxd3
(1.Qb5? Qe5! 2.Qxd3?? Qh2#)



Lily's Puzzler page 11

AB black king e4, CD black king e8

- A. Ke2 Qd7 Ra4 Bh2 Nf3 16 mates (12Q 2R 2N)
- B. Ke2 Qd6 Rf5 Bh7 Nb3 24 mates (9Q 13R 2N)
- C. Kc7 Qd5 Rf1 Ba3 Nh7 14 mates (11Q 2R 1N)
- D. Kc8 Qd6 Rf7 Bg6 Nd5 22 mates (7Q 13R 2N)

Similar solutions with the same number of mates are possible in all 4 parts.

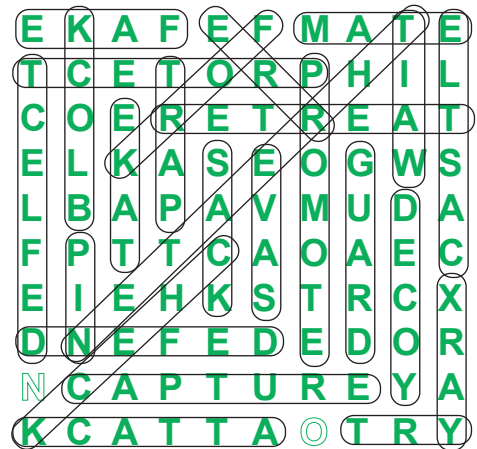
Checkology page 12

- ① 1.Qxf7+ Kxf7 2.R1c7#
- ② 1.Rxg6+ hxg6 (2...Ng7 3.Qxg7#) 2.h7#
- ③ 1.Qxc8+ Bxc8 2.Rd8+ Ne8 3.Rxe8#
1...Ne8 2.Qxe8#
- ④ 1.Ne7+ Kh8 2.Rxh7+ Kxh7 3.Qh4#
Sci-fi mate (side file).
- ⑤ 1.Rd8+ (deflects black rook from defence of c4)
1...Rxd8 2.Qc4+ Kf8 (2...Kf8 3.Qf7#)
3.Nf7+ Kg8 4.Nh6+ Kh8 (4...Kf8 5.Qf7#)
5.Qg8+! Rxg8 6.Nf7# *Smothered mate*.

Combo Mombo!! page 15

- ① 1...Bxg2+ 2.Kxg2 Qd2+ 3.Kg3 Qxc1
2.Kg1 Qd4+ 3.Kxg2 Qd2+ 4.Kg3 Qxc1
- ② 1.Bxc4 Bxc4 2.Qf5+ Kb8 (2...Be6 3.Qxe6+)
3.Qc5 Rd8 (3...Bxf1 4.Qxf8#) 4.Qxc4
- ③ 1...Nf3+ 2.gxf3 (2.Kh1 Nxd2) 2...Qg6+ 3.Kf1 Qxb1+
4.Qd1 (4.Kg2 Qxb3 or 4.Bd1 Rd8!) 5.Qxd1+ Bxd1

CHES-O-WORD page 14



move on

Happy Endings page 10

solution on page 24

Kibble's Korner page 14

- ① A. Ke3#
B. Kd5=
C. Ka1 (1.Ra3#)
- ② Add Qd5 Nb4
1.Na2#

picture: aitubo.ai

Darth Pawn's Revenge page 25

- 1...Qg2+ 2.Kxg2 Rxf2+
3.Kg1 Rg2+ 4.Kh1 Rg1#
Three double checks in a row.
3.Kh3 Bg2+ 4.Kg4 Bf3+
5.Kh3 g4+ 6.Kh4 Rxh2#
"May the forks be with you!"



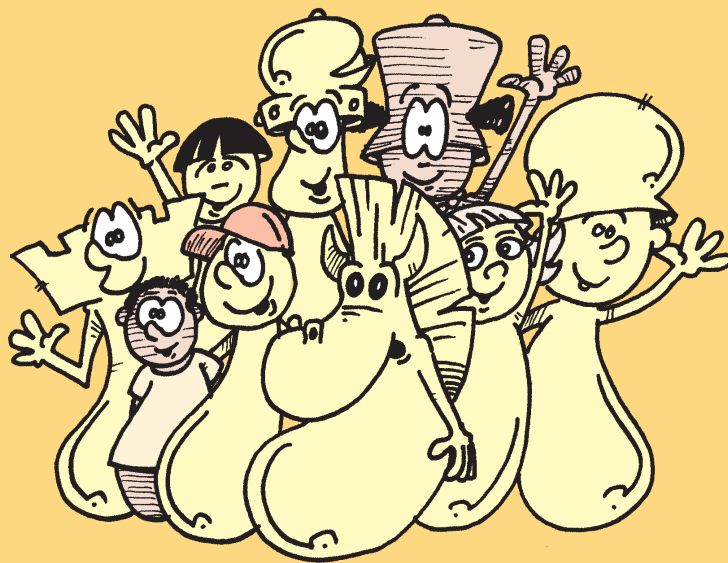
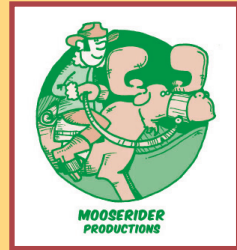
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See you next time!