



# April 2026



# Northwest Chess

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## Advertising & Copy Deadline

Ads and submissions must be received by the fifth of the month for the items to appear in the next issue:

**April 5 for the May issue;**  
**May 5 for June.**

Submit all ads, donations, payments, changes of address and subscriptions to:

### Business Manager

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## Front Cover

Nick Raptis (left) and Matt Zavortink tie for first place in the 2026 Oregon Closed Championship Section.

Photo credit: Wilson Gibbins.

## Back Cover

Karthik Bimod, winner of the Oregon Closed Challengers Section. This photo taken at the 2026 Oregon Junior Closed.

Photo credit: Wilson Gibbins.

## Submissions

Submissions of games (PGN format is preferable for games), stories, photos, art, and other **original** chess-related content are encouraged! Multiple submissions are acceptable; please indicate if material is non-exclusive. All submissions are subject to editing or revision. Send via U.S. Mail to: **Jeffrey Roland, NWC Editor**

**1514 S. Longmont Ave.**  
**Boise, Idaho 83706-3732**  
or via e-mail to:  
[editor@nwchess.com](mailto:editor@nwchess.com)

## Subscriptions / Premium Memberships

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*Washington residents please add sales tax.*

*Idaho residents see*

<https://sites.google.com/view/idaho-chess-association/home>

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<b>Adult</b>	1 year	<b>\$33.00</b>
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<b>Young Adult</b> <i>Age 19-24 at expiration</i>	1 year	<b>\$30.00</b>
	2 years	<b>\$54.00</b>
<b>Junior</b> <i>Age U/19 at expiration</i>	1 year	<b>\$27.00</b>
	2 years	<b>\$50.00</b>
<b>Scholastic</b>	6 months	<b>\$16.00</b>
<b>Senior</b> <i>Age 65 or over</i>	1 year	<b>\$27.00</b>
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	3 years	<b>\$28.00</b>
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*Individual residents of Oregon only.*

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<b>Junior (U/21 at expiration)</b>	1 year	<b>\$10.00</b>
<b>Senior</b>	1 year	<b>\$17.50</b>
<b>Additional Family Members</b>	1 year	<b>\$ 5.00</b>

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<b>U.S. addresses</b>	1 year	<b>\$33.00</b>
	3 years	<b>\$88.00</b>
<b>Canada</b>	1 year	<b>\$44.00</b>
<b>Foreign</b>	1 year	<b>\$66.00</b>

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## News Flash!

# Derek Heath Becomes National Master

Congratulations to Derek Heath, a tenth grader from Camas, Washington, who recently became Washington State's newest National Master! Derek achieved a US Chess rating of 2201 as a result of winning his first three games in the ninth Annual Neil Dale Memorial, hosted by the Portland Chess Club January 3-4, 2026 in Portland, Oregon.

Along the way, Derek scored victories against Elijah Barish (1705), Santiago Tenesaca Argudo (1905), and NM Jason Cigan (2217).

Here is the link to the 2026 Neil Dale Memorial rating report: <https://ratings.uschess.org/event/202601040253?section=0>

# 2026 Western States Regional Chess Championship for Girls & Women



Sat-Sun, April 4-5, 2026

Country Inn & Suites by Radisson  
19333 N Creek Pkwy S, Bothell, WA 98011



## Format

A regional tournament open to all female chess players in three sections:

### Megan Lee Championship

A 5-round, G/60; +30 Swiss over two days (Sat-Sun). Tri-rated in NWSRS, USCF, and FIDE. Rounds: Saturday: 9am, 4:45pm. Sunday: 9am, 1pm, 5pm. Awards ~ 7:30pm.

### Divya Deshmukh U1300

A 1-day, 5-round, G/40; +5 Swiss. NWSRS & USCF dual rated. Rounds: Saturday: 9am, 10:45am, 1pm, 4:45pm, 6:15pm. Awards ~ 7:45pm.

### Carissa Yip U800

A 1-day, 4-round, G/25; +5 Swiss. NWSRS & USCF dual rated. Rounds: Saturday: 9am, 10am, 11am, 1pm. Awards ~ 2pm.

**Prize Fund: \$1,500** (Guaranteed, thanks to generous grants and donations from US Chess, WCF & My Chess World.)

### Megan Lee Championship

1<sup>st</sup> - 3<sup>rd</sup>: \$400, \$300, \$200  
1<sup>st</sup> U1800/U1600/U1400: \$75

### Divya Deshmukh U1300

1<sup>st</sup> - 3<sup>rd</sup>: \$175, \$125, \$75  
Trophies for 1<sup>st</sup> U1100, 1<sup>st</sup> U1000, 1<sup>st</sup> U900

### Carissa Yip U800

Trophies for 1<sup>st</sup> - 10<sup>th</sup> Overall,  
1<sup>st</sup> U600, 1<sup>st</sup> U500, 1<sup>st</sup> Unrated.

### Special Prizes (per section):

Medals awarded for Biggest Upset Win, Best Dressed, and Best Mother/Daughter Team.

**Entry Fee:** \$55 if postmarked or online by 3/28, \$65 after. Free entry for WGMs, WIMs, WFM, and USCF rated 2000+. Maximum of 90 players, please register early.

**Byes:** Two half-point byes available. If interested, request before the end of round 2.

**Rating:** Highest of April USCF or current NWSRS rating will be used to determine section, pairings, and prizes. Higher of US Chess or foreign ratings used at TD discretion.

**Memberships:** US Chess membership required. Membership must be paid at the time of registration.

## WA State Scholastic Championships Qualifier!

**Registration:** [nwchess.com/OnlineRegistration](http://nwchess.com/OnlineRegistration)

Pay by Zelle (ID: wa-chess or WashingtonChessFederation@gmail.com), SettleKing (ID: Washington Chess Federation), or write a check to WCF.

**Registration and payment deadline: Fri. 4/3 @ 5pm.**

**Info/Entries:** Make checks payable to Washington Chess Federation.

**Mail To:** Washington Chess Federation, c/o Orlov Chess Academy - 4174 148<sup>th</sup> Ave NE, Building I, Suite M, Redmond, WA 98052.

**Contact:** Josh Sinanan, WCF President, 206-769-3757, WashingtonChessFederation@gmail.com

## Fun Side Events!

**Workshop for Girls and Women:** Saturday 12-1pm.  
Includes complementary pizza lunch!

**Women's Champion Simul:** Saturday 2:15-3:45pm.  
EF: \$25. Max 25 players, please register early.

**Puzzle Solving Competition:** Saturday 4-4:30pm. EF: \$10.



**US CHESS**  
women

# Judgment in Chess

## A Comparison Between Computers and Humans

“A Senior Project”

Nihanth Tatikonda

Most people view chess engines as brute-force machines that simply calculate every possible move and choose the best option. However, they’re far from that. Oddly, chess engines resemble human reasoning in many ways.

The reason modern chess engines are so powerful is their ability to combine two components of chess: searching (exploring possible moves) and evaluation (judging which positions are best). Human chess players, including even the best of the best, use the same approach, but in a different balance. Since humans can’t search millions of patterns, we rely on pattern recognition, strategy, and heuristics to make practical decisions.

### The Twofold Process

Fundamentally, engines choose moves based on two components.

**Search:** If I play this move, what move can be played next?

**Evaluation:** How good/bad is the resulting position?

The chess engine never knows the best move instantly. Rather, it reasons by considering various options for moves, then using evaluation to rank them in order of most advantageous. After spending a predefined amount of time and computational power, it plays the

best move based on its ranking. Yet, this is also why two chess engines can often disagree. Engines can search similarly but then have different evaluation metrics, resulting in different positional rankings and, in turn, different moves.

### Why Don’t Computers Just Calculate Everything?

Curiously, despite being a fairly simple game, there are many more possible chess games than the number of atoms in the observable universe. From any position, you can easily have 20 to 40 legal moves, with each and every move branching into another set of moves, resulting in an incredibly large number of games. Evidently, searching the entire tree of moves for a given position is impossible. Chess engines instead use techniques that allow them to filter unimportant moves and consider only the important branches.

### Pruning

One of the most important methods that chess engines use is alpha-beta pruning. In essence, it allows chess engines to stop further examining a game branch if it is clear that it cannot be better than another branch that has already been looked at. If the branch is guaranteed to be worse than the current best branch, the engine will immediately stop looking

at it. This idea drastically reduces the number of branches that must be looked at and substantially increases efficiency.

### Move Ordering

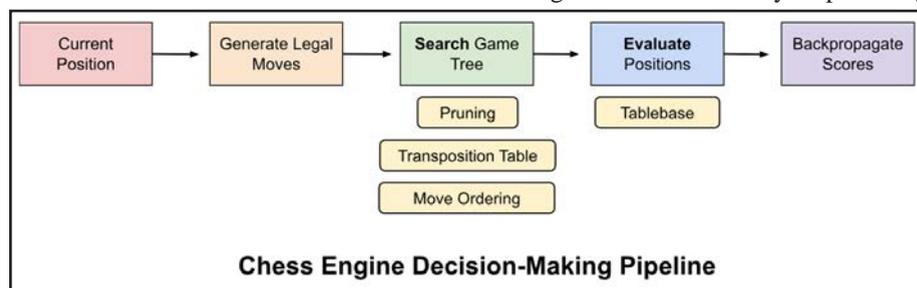
To take maximum advantage of pruning, chess engines try to look at moves that seem stronger first. This allows for pruning to start earlier, as the “current best move” will be at a higher benchmark from the beginning, meaning the engine is able to discard more weaker moves. Optimizing move ordering can make searching much more efficient, especially by choosing the best moves from the start.

### Transposition Tables

The same chess position can be reached with different move orders. For example, moving your pawn up two squares and then moving your rook up 1 square would result in the same position as playing the same moves in opposite order (contingent on your opponent playing the same move in both scenarios). Therefore, chess engines store their analyzed positions in transposition tables. This ensures that they don’t have to repeatedly calculate the same exact position, making their decision-making faster and more consistent.

### Iterative Deepening

Most chess engines search different depths at a time. They’ll start at depth one, then two, then three, and so on, while keeping track of the “current best move” at each depth. This process of iterative deepening allows engines to function properly under time and computational constraints. If engines were to search each branch to maximum depth, they may cover a few branches deeply but not even



Chess Engine Decision-Making Pipeline

look at others under time constraints. Iterative deepening allows engines to look at all the necessary branches under constraints; even if the engine has to stop analysis early, it still has a high-quality best move available to play.

## What Makes Engines So Good at Tactics?

Engines are extremely good at tactics because of their method of analysis. When a position is unstable or chaotic (often meaning there is a tactic in the air), engines analyze it accordingly. For context, a tactic is a short-term sequence of moves, often forcing, where pieces aren't stable, and each decision is critical. If you stop searching prematurely and end your calculation of a game branch too early, you can incorrectly evaluate a move as advantageous even though it would collapse shortly after (beyond your depth of calculation).

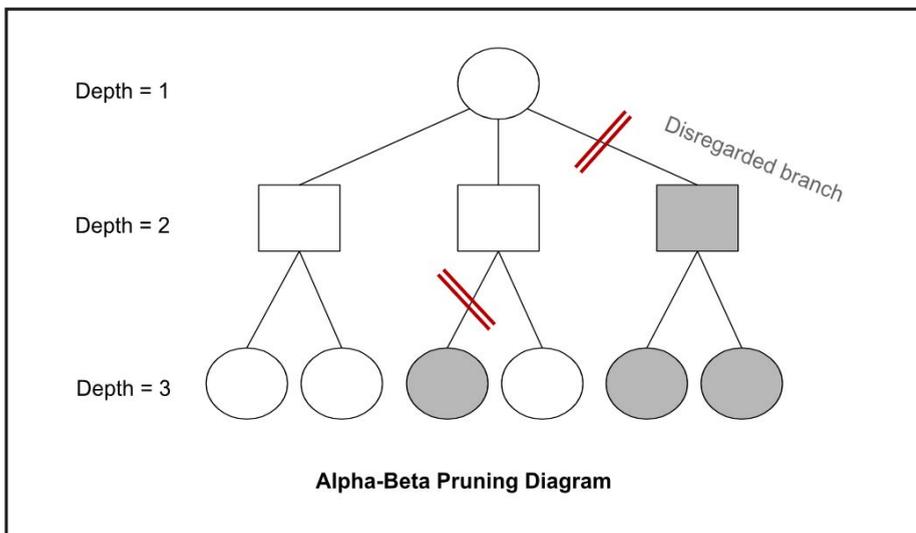
Therefore, engines use the **quiescence search** algorithm. Instead of stopping at a fixed depth, the engine continues to calculate uncertain/chaotic positions (positions where there are a lot of captures, checks, and threats on the board). It searches and evaluates until it reaches a quieter, calmer position, with a more trustworthy evaluation score. One of the largest reasons for blunders made by humans in chess games is that they stop calculating too early. Even grandmasters (a title given to the highest-level of chess players) have their limits, so this issue affects players even at the pinnacle of chess. Engines, on the other hand, are much less likely to make this mistake.

## The Growth of Chess Engines

Beyond search, evaluation is the other crucial half of chess engine logic. Even if an engine can search deeply, it will play poorly if it cannot evaluate positions correctly. Evaluation is how an engine judges how good or bad a position is.

## Traditional Evaluation

Traditionally, engines used features that are manually input to evaluate a position. They used to have an evaluation function calculated by material and thousands of heuristics for king safety, pawn structure, piece activity, passed



pawns, and other positional traits. Essentially, evaluation looked something like this:

Evaluation score = material + positional bonuses

In old-school chess engines, evaluation was based on simply calculating a number.

## Modern Evaluation

August of 2020 marked a major turning point in the strength of chess engines due to the introduction of NNUE. Simply put, an NNUE, or an Efficiently Updatable Neural Network, is a compact neural network that can evaluate positions extremely quickly. Rather than raw computation of a score, they are deep learning models: NNUE engines are trained on millions of positions and their evaluations to learn positional traits and how to evaluate them.

A key part of NNUE's efficiency is its ability to update. Once a move is played, NNUE engines can simply update the evaluation efficiency rather than recalculating everything. This is important because evaluation is called constantly during search at every single move; small improvements in efficiency matter at an exponential rate.

Therefore, modern engines are more human-like than traditional engines. As they employ an ML-based approach, they are able to truly learn positional patterns and play more like a human, rather than playing based on a hard-coded evaluation score.

## AlphaZero-Style Neural Searching

AlphaZero was a revolutionary chess engine a few years ago because of its unique approach to chess. Rather than relying on alpha-beta search or manual evaluation, AlphaZero-style engines learn on their own by playing against themselves, using deep reinforcement learning to train neural networks in the process. Then, by learning how to guess good moves and position evaluation, they use search methods like the Monte Carlo Tree Search to find the best move. The way it is different from NNUE engines is that NNUE models still use deep levels of raw calculation and a shallow neural network evaluation system, while AlphaZero-style engines use deeper neural networks and emphasize positional understanding rather than raw accuracy. In simple terms, AlphaZero thinks more like a human; it prioritizes evaluation and chess understanding over extensive search & calculation.

AlphaZero's deep reinforcement learning approach is displayed in Leela Chess Zero, a more modern chess engine. Stockfish, which uses an NNUE, often interprets positions differently from Leela Chess Zero. Yet, both engines are extremely powerful, much beyond human capability. Grandmasters even review their own games using both types of chess engines simultaneously because of their different interpretations of positions. While Stockfish plays more tactically and concretely, Leela prioritizes long-term positional ideas and riskier moves.

This stark difference in chess engines is very fascinating. Despite both engines being extremely good at chess, they still play in different styles, resulting in different outcomes in the game. Not only does this show the extent to which AI systems can diverge, but it also demonstrates the complexity of chess and how the best move in a given position is rarely certain.

## How Do Grandmasters Choose Moves?

Grandmasters also use search and evaluation, but their balance is different. Since humans can't evaluate millions of positions, we rely more heavily on heuristics and evaluation. For example, humans use techniques such as:

**Candidate moves** (selecting only a few moves that seem strong to analyze)

**Pattern recognition** (decision-making based on common ideas & familiar positions)

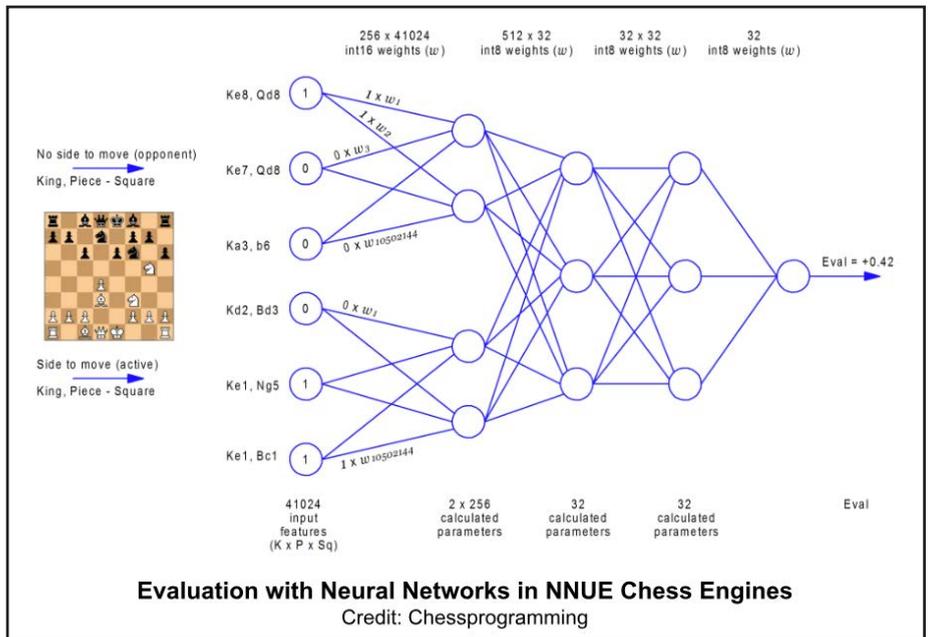
**Plans** (long-term goals such as piece improvement, targeting weaknesses, pawn advancement that guide moves)

**Consideration of the opponent** (choosing moves that make it hard to play and make decisions as the opponent)

Even the strongest players don't spend forever calculating. They only calculate what's necessary. Oftentimes, getting stronger at chess means gaining an intuition for which positions and moves require more calculation, and becoming better at weighing positions against each other. Yet, this is the reason why chess engines often choose moves that don't make sense for humans to play. Engines can recommend moves that seem ineffectual, and their purpose often isn't clear without deeper calculation beyond human ability. On the other hand, humans choose moves that have a clear purpose: "I'm attacking the kingside," "I'm simplifying the position," or "I'm improving this piece." NNUE engines don't choose by purpose; they choose algorithmically based on their search and evaluation.

## Certainty in Chess: Endgame Tablebases

Though chess is full of uncertainties, there is one portion that is certain: the endgame. For positions with 7 pieces or



fewer, tablebases (essentially a type of database for chess) can evaluate positions as winning, losing, or drawing with certainty, given perfect chess play from both sides.

The starting and middle of the game are based entirely on approximation; chess engines use search and evaluation to choose the best outcome based on estimation. Yet, interestingly, engines base their decision-making towards the end of the game (with fewer pieces) on certainty and exactness. The idea of tablebases demonstrates how chess engines are multi-layered intelligent systems, with the ability to use multiple different tools to play chess.

## Conclusion: Chess and AI

Before the advent of strong chess engines, reviewing chess games was difficult, as it often required another chess player along with deep, prolonged consideration of each position. Yet, chess engines have made game analysis much more accessible and easy to do.

Chess engines are truly fascinating due to their ability to make approximate decisions despite the immense depth of chess. Due to their combination of multiple intelligent methods (pruning, iterative deepening, transposition tables), they've grown to be incredibly powerful tools over the past few decades. Beyond chess skills, creating powerful chess engines requires considerable knowledge

about every part of the AI pipeline, from input to output.

That's why chess engines are one of my favorite applications of AI. Both humans and chess engines solve the same problems, in the same probabilistic way, but they do it slightly differently with starkly different strengths. Even within chess engines, different models do it in different ways. All in all, I believe that the comparison between humans and engines provides a clear window into how reasoning in intelligent systems actually works.

## References

Stockfish Team. Introducing NNUE Evaluation. <https://stockfishchess.org/blog/2020/introducing-nnue-evaluation/>

Stockfish Documentation. NNUE Overview. <https://official-stockfish.github.io/docs/nnue-pytorch-wiki/docs/nnue.html>

Chessprogramming Wiki. Main Page (engine search, pruning, evaluation concepts, diagrams). [https://www.chessprogramming.org/Main\\_Page](https://www.chessprogramming.org/Main_Page)

Silver, D., et al. A General Reinforcement Learning Algorithm That Masters Chess, Shogi, and Go Through Self-Play. Science. <https://doi.org/10.1126/science.aar6404>

# Harmon Memorial Chess Tournament



APRIL 11-12, 2026

HOTEL 116 BELLEVUE

625 116<sup>TH</sup> AVE NE, BELLEVUE, WA 98004

*Highest performing WA players (by TPR) in the Open and U1700 sections seeded into the 2027 Washington State Invitational + Rising Stars sections, respectively.*

**Format:** A five-round Swiss in three sections:

## **Gondor Open, Rivendell U1700 & Shire U1200**

In case of a tie for 1<sup>st</sup> place, future follow-up playoff matches will determine the seeds for the Invitational and Rising Stars sections, respectively, of the 2027 WA State Championship.

**Time Control:** Round 1: G/60; +30.

Rounds 2-5: 30/75; SD/30; +30. Late default: 60 minutes.

**Schedule:** Sat @ 9 AM, 12:30 PM, 6 PM. Sun @ 10 AM, 3:30 PM. Games that go long may request a late start for the next round.

**Prize Fund:** \$5,500 based on 100 paid entries.

Gondor Open: 1<sup>st</sup>-4<sup>th</sup>: \$500-\$400-\$300-\$250,  
1<sup>st</sup>-2<sup>nd</sup> U2100: \$175-\$150, 1<sup>st</sup>-2<sup>nd</sup> U1900: \$175-\$150.

Rivendell U1700: 1<sup>st</sup>-4<sup>th</sup>: \$400-\$300-\$200-\$150,  
1<sup>st</sup>-2<sup>nd</sup> U1600: \$125-\$100, 1<sup>st</sup>-2<sup>nd</sup> U1400: \$125-\$100.

Shire U1200: 1<sup>st</sup>-4<sup>th</sup>: \$300-\$250-\$200-\$150,  
1<sup>st</sup>-2<sup>nd</sup> U1000: \$100-\$75, 1<sup>st</sup>-2<sup>nd</sup> U800: \$100-\$75.

Special Prizes (per section):

Biggest Frodo Upset Win: \$20/rd., Best Galadriel Female Player (by TPR): \$50, Best Gandalf Senior Player (by TPR): \$50, Best Gimli Dressed: \$20/day.

**Entry Fee:** \$110 by 4/4, \$140 after. Free entry (pending completion without withdrawals) for GMs, IMs, WGMs, and WIMs. Chess Hobbits rated 2200+ USCF receive a \$50 discount. \$60 play-up fee if rated 1600-1699 or 1100-1199 in both NWSRS and USCF and playing up in Gondor Open or Rivendell U1700, respectively. Maximum of 200 players.

**Byes:** Two half-point byes available. If interested, request before end of round 2.

**Memberships:** Current US Chess and WCF membership/Northwest Chess subscription required. Memberships must be paid at time of registration.

**Rating:** Triple rated in NWSRS, USCF, and FIDE. Higher of April 2026 USCF or current NWSRS rating used to determine section, pairings, and prizes. Higher of USCF or foreign rating used at TD discretion.

**Registration:** Online at [nwchess.com/OnlineRegistration](http://nwchess.com/OnlineRegistration). Pay by SettleKing (Washington Chess Federation), Zelle (wa-chess), or mail a check to WCF. Registration and payment **deadline: Fri. 4/10 @ 5pm**. No registrations accepted or refunds offered after the deadline.

**Info/Entries:** Make checks payable to Washington Chess Federation.

**Mail To:** Washington Chess Federation  
c/o Orlov Chess Academy, 4174 148<sup>th</sup> Ave. NE  
Building I, Ste. M, Redmond, WA 98052

**Contact:** Josh Sinanan, WCF President, 206.769.3757

**Email:** [WashingtonChessFederation@gmail.com](mailto:WashingtonChessFederation@gmail.com)

**Legolas Blitz:** Sunday 8-9:30pm (after rd. 5 of main tournament). **Entry Fee:** \$30. **Format:** A 7-Round Single Swiss in one section, 2 half-point byes available. Dual USCF Blitz + FIDE Blitz rated. **TC:** G/3; +2. **On-site registration:** 7:00-7:45pm. Rds. Sun @ 8pm, 8:15, 8:30, 8:45, 9, 9:15, 9:30. Closing Ceremony ~ 9:45pm or asap. Current US Chess membership required. Higher of April 2026 USCF Blitz or Regular rating used to determine pairings and prizes.

**Prize Fund: \$750** (based on 50 paid entries)

1<sup>st</sup> - 3<sup>rd</sup>: \$170-120-90,

1<sup>st</sup> U2000/U1800/U1600/U1400/U1200/U1000/Unrated: \$40.

Biggest upset win: \$10/rd.

# Idaho Chess Association Board Announcement

(Emailed to members and posted to ICA website on March 16, 2026)

## Passing the Torch:

Dear Members,

The current Board of Directors of the Idaho Chess Association has decided to step down from their positions after the resignation of the President this past week. The upcoming **Scholastic State Championship** will be the final tournament organized and directed by the current board (April 26).

To ensure the continued operation of the Idaho Chess Association, we are asking members who are interested in helping lead and support chess in Idaho to consider serving on the Board of Directors. The association depends on the involvement and dedication of its members, and we welcome volunteers willing to help organize tournaments, support scholastic chess, and continue the work of the organization.

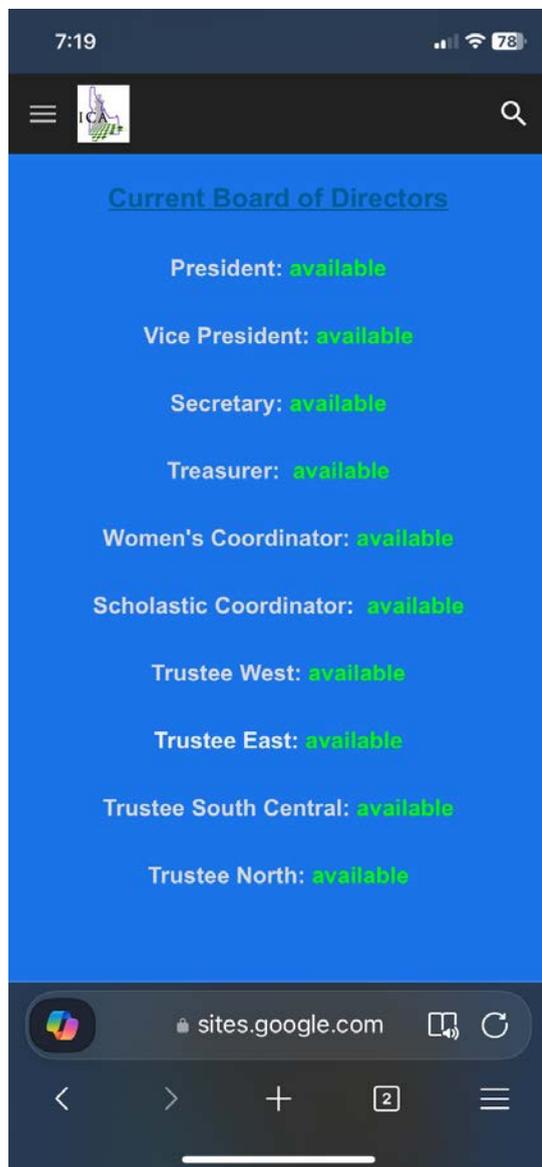
Members interested in serving on the board or learning more about the responsibilities involved are encouraged to contact the Idaho Chess Association.

Thank you for your continued support of chess in Idaho.

Sincerely,

The Board of Directors  
Idaho Chess Association

**Idaho News:** The rumor mill abounds, please avoid heresay—NOBODY WAS REMOVED FROM BOARD OF DIRECTORS POSITIONS—there were resignations and expirations.



# WASHINGTON SPRING FLING

## CHESS TOURNAMENT

SUNDAY, APRIL 12, 2026

CHINOOK MIDDLE SCHOOL

2001 98<sup>TH</sup> AVE NE, BELLEVUE, WA 98004



### FORMAT

A 5-round G/25; +5 Swiss in 4 sections:

**K-3 U700**

**K-3 Open**

**4-12 U800**

**4-12 Open**

Dual NWSRS + USCF rated, with US Chess membership required. Establish or update your national rating! Chess clocks will be used from the beginning in all games. Chess notation required in all sections except for K-3 U700. All equipment is provided courtesy of WCF.

### SCHEDULE

Rounds: 9:15am, 10:45am, lunch, 12:30pm, 1:45pm, 3:00pm. Awards presentation ~ 4:30pm or asap.

### ENTRY FEE

\$55 by April 5<sup>th</sup>, \$65 after. Room for 200 players.

### AWARDS

**Section Prizes:** Amazon e-gift cards awarded in each section: 1<sup>st</sup> - 7<sup>th</sup>: \$70-65-60-55-50-45-40.

**Special Prizes (per section):** Medals for first-time players, best female player (by TPR), best dressed, best sportsmanship, and biggest upset win.

### RATING

Higher of USCF April regular or current NWSRS rating used to determine section and pairings.

### ELIGIBILITY

Open to all students in grades K-12. Out-of-state players welcome!

### THE DETAILS

#### Online Registration:

[NWchess.com/OnlineRegistration](http://NWchess.com/OnlineRegistration)  
Pay by Zelle (wa-chess), SettleKing (Washington Chess Federation), or mail a check to WCF.

**100% pre-registered, no on-site entries or payments. Entry + payment deadline Sat. April 11<sup>th</sup> @ 5:00pm.** Unpaid players by the deadline will be withdrawn from the tournament.

#### WA State Scholastic Qualifier!

This event is a qualifier for the WA State Scholastic Championships on April 25, 2026, in Tacoma. Players scoring 3.0+ points will qualify for the Championship sections of State.

Pizza lunch and other concessions will be available for purchase on site.

### QUESTIONS?

Contact Josh Sinanan, WCF President at 206.769.3757 or [WashingtonChessFederation@gmail.com](mailto:WashingtonChessFederation@gmail.com)

# A Conversation with NM Vignesh Anand

Ken Lee

**V**ignesh achieved a US Chess rating of 2202 and the title of National Master by scoring 4.0/4 points at the Plano Swiss, in May 2025.

I sat down with Vignesh to discuss resilience, tactics vs positional play and his advice for young chess players.

**Ken:** When did you first start playing chess?

I was about four years old and we had a small plastic chess set that I found under the TV stand.

My dad knew a little bit about chess because my grandfather taught him. I was hooked immediately.

My dad taught me the basic moves but, because of my interest in chess, my parents immediately enrolled me in Chess4life classes. I also had a few private lessons with NM Elliot Neff of Chess4Life.

**Ken:** What was it about chess that intrigued you as a kid?

**Vignesh:** I like the strategy and beauty of the game, and it really was the first game that sparked my interest.

I was also making a lot of friends and it gave me something to look forward to including lessons and tournaments.

**Ken:** When did you start participating in chess tournaments?

**Vignesh:** I was placed in the lowest

quad for my first four tournaments.

I think I lost most if not all of my games, and I was very discouraged. To be honest, I wanted to quit right then.

**Ken:** What stopped you from quitting?

**Vignesh:** My mom convinced me to continue playing because I think she had an intuition that chess would be good for me.

At my very next tournament, I did a bit better, and it gave me just enough motivation to keep playing. So, I overcame my first setback at about five years of age.

**Ken:** It's interesting that it's such a vivid memory for you.

**Vignesh:** Yes, I have to say that my journey in chess has been a long one.

I've had to overcome many setbacks and I'm proud of what I've accomplished.

**Ken:** What additional coaches did you start working with?

**Vignesh:** My first private coach was Tim Campbell.

My best friend and I would take lessons from him, and we had a lot of fun playing, practicing and studying together.

I progressed to about 1300 to 1400 ELO and then he told my dad that if I wanted to grow as a player, I should get a new coach.

**Ken:** How did you feel about that?

**Vignesh:** I was actually a bit upset about that because I had such a great rapport with Coach Campbell.

**Ken:** How about your middle school years?

**Vignesh:** I worked with a few different coaches including a GM from India and another GM from St Louis. I think my rating peaked at about 1600 to 1700 at that time.

I also remember competing in the Under 12 youth category in Mexico City.

**Ken:** What about high school?

**Vignesh:** I didn't have a coach during high school. I had moved from a very small private school to a big public high school in Redmond and so I switched my attention to other things.

But I did manage to self-study on my own. And, of course, the COVID pandemic happened during my high school years. Unlike a lot of younger kids who actually started and did a deep dive into chess during the COVID pandemic, I actually took a break during that time.

During my high school years, I got stuck at the 2100 ELO and, to be honest, I would get quite discouraged after a tournament loss.

**Ken:** What was the most effective way for you to study and accelerate your growth as a chess player during those times?

**Vignesh:** I bought ChessBase and used other resources like Chess Tempo to help me train.

I would create my own lesson plans by focusing on opening prep. I worked hard to make sure that I had my openings down solid and then I would spend a lot of time doing tactics. I would also read a

*"I think the biggest piece of advice is playing every chess game like you're starting a new journey. You can't let your past wins or losses effect you. Just play each individual game like a fresh start."*

lot of chess books by GM Jacob Aagaard. I think his series of books are brilliant.

**Ken:** What else kept you motivated during those high school years?

**Vignesh:** Again, my mom would encourage me. I wasn't a little kid anymore but, occasionally, she would gently bring up the subject.

She would say "Vignesh, ever since you were seven, you had a dream to be a titled player. You should keep pursuing your dream. You can do it."

**Ken:** How did it feel to have the support of your family?

**Vignesh:** It was great. They knew that I put most of the pressure on myself, but it was good to give me space.

During my senior year, I decided on a new plan to pursue my goals.

**Ken:** What new plan did you come up with?

**Vignesh:** I made a conscious decision to study chess with more intention while I was also pursuing my University studies.

**Ken:** How did you do that?

**Vignesh:** I decided to attend the University of Texas at Dallas to major in Criminology. I also did a lot of research and found a strong chess program at the University level.

I was very aware of the strong chess program at University of Texas at Dallas and their coach, GM Julio Sadorra. Even with a very busy schedule, I knew I would be able to play and study with top notch players.

**Ken:** Were you playing on the University Team?

**Vignesh:** No, the top players at the University of Texas Dallas were already IMs and GMs. But I took the opportunity to train, study and play with some of the top players. That really helped my game.

**Ken:** How has your chess game evolved over the last few years?

**Vignesh:** I think what's contributed most to my personal growth as a chess player was working on my transitioning from a tactical to more of a positional player.

**Ken:** Can you expand on that idea?

**Vignesh:** Tactical play focuses on sharp moves and calculation. Positional play is much more subtle and requires



*Vignesh Anand*

thinking of long-term consequences.

At the higher levels of chess, I think positional play is absolutely required because it demands deeper levels of understanding about yourself and the game.

**Ken:** What other decisions did you make during your University years?

**Vignesh:** I made the decision to enlist in the Marine Reserves so that I could make a little money and study at the same time.

In November, I will transfer to active duty. This means that I will be deployed to either Japan, Korea or some other part of the world.

**Ken:** When did you feel that you were definitely going to get your NM Title?

**Vignesh:** I was so sure that I was going to get my NM Title at a particular tournament that I told my friends and family. Unfortunately, it didn't happen so I had to gather up my strength, pick myself up, and fight again at another tournament.

**Ken:** When did it finally happen?

**Vignesh:** It was at a small tournament

in Plano, TX that I finally got my NM title in May 2025.

**Ken:** Wow, that's an amazing story of resilience and growth for you as a chess player and as a young man.

It's interesting that you almost quit chess entirely when you were five years old. Then, when you were in high school you took a long break from chess.

**Vignesh:** Chess is a lot like life. It's impossible to predict the ups and downs. You just have to make the best possible decisions based on what's presented to you.

**Ken:** So, after this incredible journey, what advice do you have for young chess players in the community?

**Vignesh:** I think the biggest piece of advice is playing every chess game like you're starting a new journey. You can't let your past wins or losses adversely impact you. Just play each individual game like a fresh start.

When I reflect on my own path, I think the biggest takeaway for me was just being able to consistently improve over time.

**Ken:** Check and mate.

# WA Spring Mini-Teams

## CHESS CHAMPIONSHIP

Sunday, April 12, 2026

Chinook Middle School - 2001 98th Ave NE, Bellevue, WA 98004



### FORMAT

A 5-round, Team (3-player) Swiss-paired tournament in two sections:

#### K-8 Scholastic & Open

K-8 players may play up into Open section if desired. See "Scoring" and "Procedure" below for more information.

### ELIGIBILITY

Open to all. Players are allowed to form their own 3-player teams, or else the TD will compose additional teams from the remaining individuals. Teams will be counted in the group of the oldest (by grade) player.

### SCHEDULE

Arrival: 8:00- 8:45am.

Rounds at 9:00am, 10:30am, 11:45am, lunch, 1:15pm, 2:30pm. Awards ~ 4pm.

### TIME CONTROL

G/25; +5.

### RATING

Dual NWSRS & USCF rated; US Chess membership required. Higher of 2026 April USCF regular or current NWSRS rating used to determine section and pairings. Unrated players will count as follows for avg team rating: K-3: 175, 4-6: 500, 7-12: 950, Adults: 1300.

### ENTRY FEE

\$25 (per player) by 4/5, \$30 after. Room for 120 players.

### AWARDS

Trophies awarded to the top-finishing teams in each section:

#### K-8 Scholastic:

1<sup>st</sup>-3<sup>rd</sup> Place, 1<sup>st</sup> K-3/K-6 team

#### Open:

1<sup>st</sup>-3<sup>rd</sup> Place, 1<sup>st</sup> U1400/U1100 avg

#### Special Prizes (per section):

Medals for first timers, best all-female team, and biggest upset win (by avg team rating).

### PROCEDURE

Pairings will be released prior to the start of each round. Each round, a Team vs Team pairing will be announced, each Team's Board 1, 2, and 3 will play the other respective team's Board 1, 2, 3. Teams are expected to order their players in order of playing strength / rating on the respective boards. Please contact Organizer Siva Sankrithi (sivas108@gmail.com) for any pre-determined teams. Team information will be kept on a spreadsheet [HERE](#).

### THE DETAILS

#### Online Registration:

[NWchess.com/OnlineRegistration/](http://NWchess.com/OnlineRegistration/)

Pay by Zelle (wa-chess), SettleKing (Washington Chess Federation), or mail a check to WCF. To register your team, please fill out the [Team Registration Form](#). **Any team member requests must be received by Siva (either via the above form or email) by 5:00pm Friday Apr. 10, no exceptions. Players who register in the final 24 hours, along with those who have not registered a team, will be placed on a composed team. 100% pre-registered, no on-site entries or payments. Entry + payment deadline Sat., April 11 @ 5pm.** No registrations accepted or refunds offered after the deadline. Unpaid players by the deadline will be withdrawn from the tournament.

### SCORING

Standings based on Team Points. Each team receives 1 Team Point for winning a match (i.e., scoring 2.0 points or more across all three players), while the team losing the match gets 0 Team Points for that round. If a match is drawn (i.e., each team scores 1.5 points), both teams receive 0.5 Team Points. If needed to break ties in the final standings, total Board Points will be used (i.e., the total of the team members' individual scores).

### QUESTIONS?

Contact: Josh Sinanan, WCF President, 206.769.3757, [WashingtonChessFederation@gmail.com](mailto:WashingtonChessFederation@gmail.com)  
Organizer: Siva Sankrithi, [SivaS108@gmail.com](mailto:SivaS108@gmail.com)

# Chess Smiles

## The Chess Friends

The Man Benji, The Myth Sarang, and The Legend Vivi

<https://www.chessfriendsbooks.com/blog>

Howdy! It's the Chess Friends!

When you open the *Northwest Chess* magazine in April, the month where the first day is celebrated as the day of jokes and pranks, you had better believe that The Chess Friends wrote a fun article!

The tradition of joking around on April 1st originated in the late Middle Ages. Historians don't know exactly how this holiday came to be, but, [according to one theory](#), it had to do with the world switching from the Julian calendar to the Gregorian calendar. In the old calendar, New Year's Day was often celebrated after the spring equinox, around April 1st, but, with the adoption of the new calendar, the start of the new year was moved to January 1st. Back in the day, without phones, the internet, and New Year's bots on chess.com, it took a while for everyone to catch on to the calendar switch, so people who still celebrated New Year's in April got pranked on!

We, The Chess Friends, aren't big fans of practical jokes; we are more of the classy-type fun people who like a good joke that everyone can laugh about. Humor, when used positively, helps us make new friends or push through difficult times, like blundering in a completely winning position. Humor in chess is so important that GM Viswanathan Anand, the 15th World Chess Champion, dedicated a whole chapter to it in his new book, *Lightning Kid*. He says, "Humor helps you enjoy the moment and see things in a new light, so don't forget to laugh." *Gelotology*, a branch of science that studies laughter and its effects on the mind and the body, [confirms](#) that, after all, laughter is the best medicine!

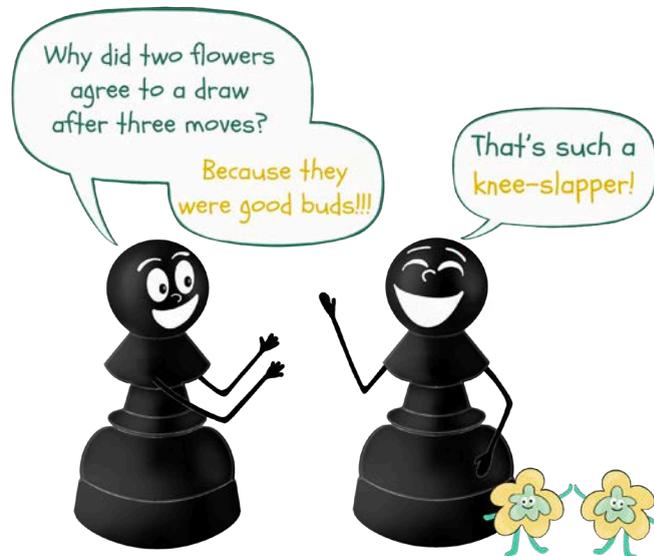
Today, we're going to describe our favorite categories of chess humor: dad jokes, situational jokes, and jokes that only chess players understand, including everyone's beloved chess memes!

As usual, our buddy Peshka is here by our sides to bring more smiles to your face!

**Dad's Jokes!** The term *dad's joke* appeared in the dictionary only six or seven years ago. It is a wholesome type of humor that parents approve, and kids pretend they don't like, but secretly enjoy. You make a dad joke, also known as a pun, by breaking language norms or by playing with double-meaning or similarly sounding words. We are not sure why these jokes are called "dad jokes" rather than "mom jokes;" we think our moms are pretty fun too!

For example, recently, when we asked our moms:

– Should we play chess in April?



They answered:

–May as well!

We call such jokes "knee-slappers" and often share them in our articles and blogs. A key to a good knee-slapper is to deliver it in an absurd Q&A format! Here is our latest collection, spring edition!

What did the tree say when it checkmated its opponent with a second left on the clock?

What a re-leaf!

\*\*\*

What do you tell a baby cow who wants to play a late-night blitz event?

It's pasture bedtime!

\*\*\*

How did the egg feel after a long chess game?

Egg-zausted!

\*\*\*

Did you hear about the cloud that was about to play chess on April 1st?

It was so excited, it wet its plants!

\*\*\*

Did you hear about a cherry tree that got an IM norm after a tournament in April?

It was an unbe-leaf-able performance!

\*\*\*

And, at the same tournament, a pickle got its first GM norm!

It was a big dill!

\*\*\*

What do grapes say when you ask them to play a chess game with you?

Wine not!

\*\*\*

What did the mama flower say to her kids when she saw they played chess online for three hours?

Stop playing chess and clean your bloom!

\*\*\*

OK, we will stop here, even though Peshka says there is no such thing as too many knee-slappers!

**Situational jokes!** These jokes happen spontaneously, when you least expect something funny, like in a conversation when people are discussing serious business. For a joke to make people laugh, you have to say something surprising that is simple and true at the same time. That's the key. The joke is in the truth.

I remember that once in a local tournament, the first round was delayed because it took time for the TDs to assemble the tables and boards in a new location. When they finally set everything up, and grumbling chess players were seated, the TDs made their pre-game announcement, apologizing for the delay and asking:

“Please double-check your boards. Is anyone missing any of their pieces?”

There was a silence, then came a grave voice from the middle of the room:

“I will soon!”

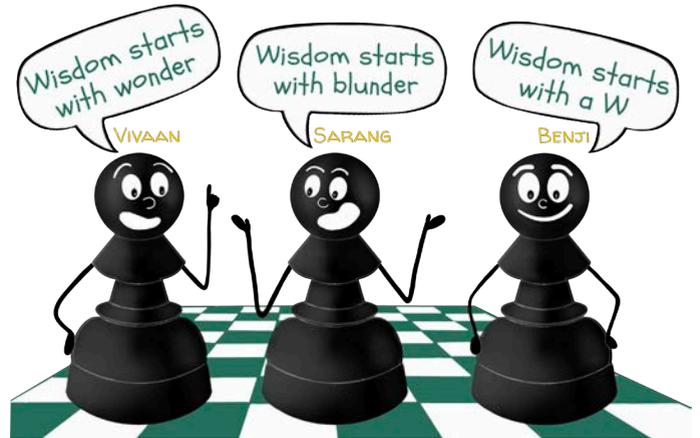
The tournament hall exploded with laughter, the tension disappeared, and everyone had a great time!

Peshka remembers how once The Chess Friends had a serious conversation about what wisdom in chess is:

**Chess jokes!** These jokes are the ones that only chess players would understand, because of their chess knowledge, the emotions around wins and losses, or what it feels like playing late-night blitz! These jokes often don't need a spoken language to be delivered; chess pieces are enough.

For example, in an online tournament in 2021, Magnus Carlsen was paired against Hikaru Nakamura in the last round. After Magnus played 1. e4, the commentators were predicting the game to enter a Ruy Lopez or an Italian or something, but, after Hikaru's 1. ... e5, Magnus played the shocking... (at least to us, the chess folks) 2. Ke2! Hikaru responded with Ke7, and both players couldn't hold their laughter! They just repeated king moves and the game ended in a draw. Then the opening went on to have a name, the Double Bongcloud! Was that funny?

## CHess WISDOM



It probably was, but you have to be a serious chess player to understand the joke!

Another example came from the Reykjavik Open, a serious classical event, where Anna Cramling, a famous chess streamer who invented the Cow Opening (you can read about her opening on [our blog here](#)), sat down for a serious game. She shook hands with her opponent, pressed the clock, and locked in. Her opponent, playing White, made the first move: he glided his pawn to e3 (the beginning of the Cow), kept it there for a second, before sliding it all the way to e4, as if to say “Hello there, nice to meet you! I follow you!” Classy. Anna just smiled.

If you want more humorous chess situation, the books by Dewain Barber [Humor In Chess](#) (2019) and [Humor In Chess II](#) (2021) have hundreds of pages filled with funny but true anecdotes from chess life! In *Humor In Chess II*, The Myth Sarang and The Legend Vivaan's Dad, Siva, submitted a story, titled “The TSA At Work.”

On the internet, chess jokes are often delivered in the form of *memes*, when an existing image, chess or not chess related, is paired up with a caption usually describing “me doing this” or “me feeling that,” like in these images of Peshka, from our book:



I first thought that's how the word "meme" came into existence, but its roots go a lot deeper. The term was coined by British evolutionary biologist Richard Dawkins in the 1970s, who spoke about cultural evolution and needed a name for his introduced concept of the smallest transmittable unit of culture, similar to the "gene." So, he took the Greek word "mimoiúmai" which means "to imitate," and shorten it to rhyme with "gene," and voila, the word *meme* appeared! With internet, the word took off to have life of its own, but it still does basically the same: conveys human shared experience, only in a humorous way. It is so popular that it appeared in the [New York Times crosswords](#) many-many times!

Speaking of crosswords, we made something just for you, our dear readers of the *Northwest Chess* magazine, something that is equally good as a chess knee-slapper! It's chess crossword games that bring joy and challenges! We invite you to take out your pens or pencils and have some fun!

Let's start with a good old word search puzzle. You can play it online at <https://thewordsearch.com/puzzle/9501938> and design your own through The Word Search!

## Chess Ideas Word Search

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

ZUGZWANG  
TREBUCHET  
LUFT  
FIANCHETTO  
PIN  
FORK  
ZWISCHENZUG  
SKEWER  
WINDMILL  
LUCENA  
DEFLECTION  
ENPASSANT  
DISCOVERY  
PHILIDOR

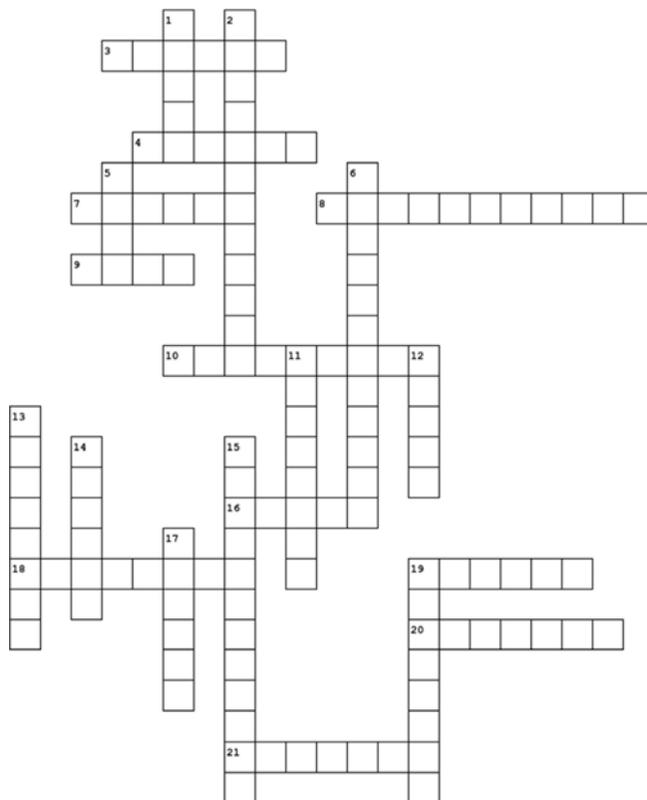
Play this puzzle online at : <https://thewordsearch.com/puzzle/9501938/>

How'd that go for you? Ready to ramp up the challenge? Try our *Northwest Chess* Legends crossword! If you'd like to try it on your phone or computer, you can do so at <https://crosswordlabs.com/view/northwest-chess-legends>, and even make your own at Crossword Labs!

Didn't see your own legendary name in the puzzle? Please don't take it to heart! We'll make more! We just wanted to pick a few legends for our first one spanning WA, OR, and ID and several roles in the chess world!

If you have some name suggestions for future crosswords, let us know at [chessfriendsbooks@gmail.com](mailto:chessfriendsbooks@gmail.com). Before we let you go, let's test your chess openings with another crossword we created! You can also try it out online at <https://crosswordlabs.com/view/chess-opening-crossword>.

## Chess Opening Crossword



### Across

- Popular defense infamous for its blocked light squared bishop
- Popular White system where White usually makes a "pyramid" of pawns
- Defense vs the Ruy Lopez named after the capital of Germany
- d4 Nf6 opening with a fianchettoed bishop on g7
- Flank opening named after a 19th century Englishman
- Nonsense opening made famous by Magnus and Naka
- White gambit named after Welsh sea captain
- Opening family that includes the O'Kelly and Kalashnikov variations
- Anti-18-Across played at the club level
- Flank opening that begins after 1. c4
- Maybe the best beginner White opening from the country of panettone

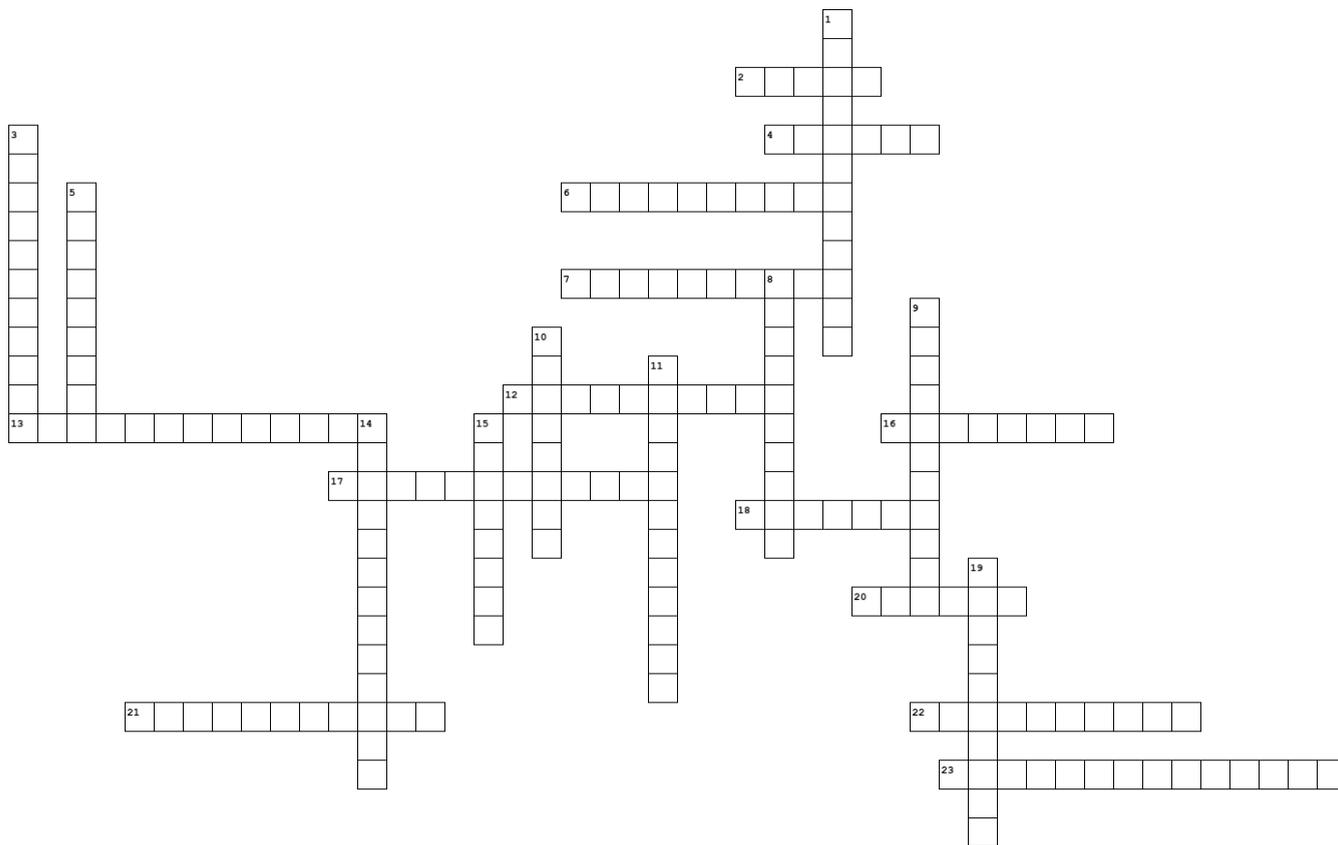
### Down

- Black gambit named after Hungarian-American grandmaster Pal
- Nordic dweller
- Slovak GM rhyming with a famous snowman

- 6. Flexible Animal Defense System
- 11. A popular opening vs 1. e4 that is currently often referred to by kids as the 'meta'
- 12. Black opening vs 1. d4, named after Holland's main language
- 13. Commonly called Modern

- 14. An adult beverage
- 15. Standard 1. d4 opening that has its own Netflix mini series
- 17. Aggressive White opening after 1. e4 from the city that first invented croissants
- 19. Fourth World Champion

## Northwest Chess Legends Crossword



### Across

- 2. PNW Sister Streamers
- 4. NW Chess Cartoon Pawn
- 6. FIDE Arbiter Scholastic State Man
- 7. Blazers Champ
- 12. OR Champion Raptor
- 13. NW Legend who's bested Fischer
- 16. WIM/FM WA Champ
- 17. Current WA State Champ
- 18. FM 12yo
- 20. NW Chess Interviewer
- 21. WCF President
- 22. WFM Airapetian

- 23. IM ID champ Luke

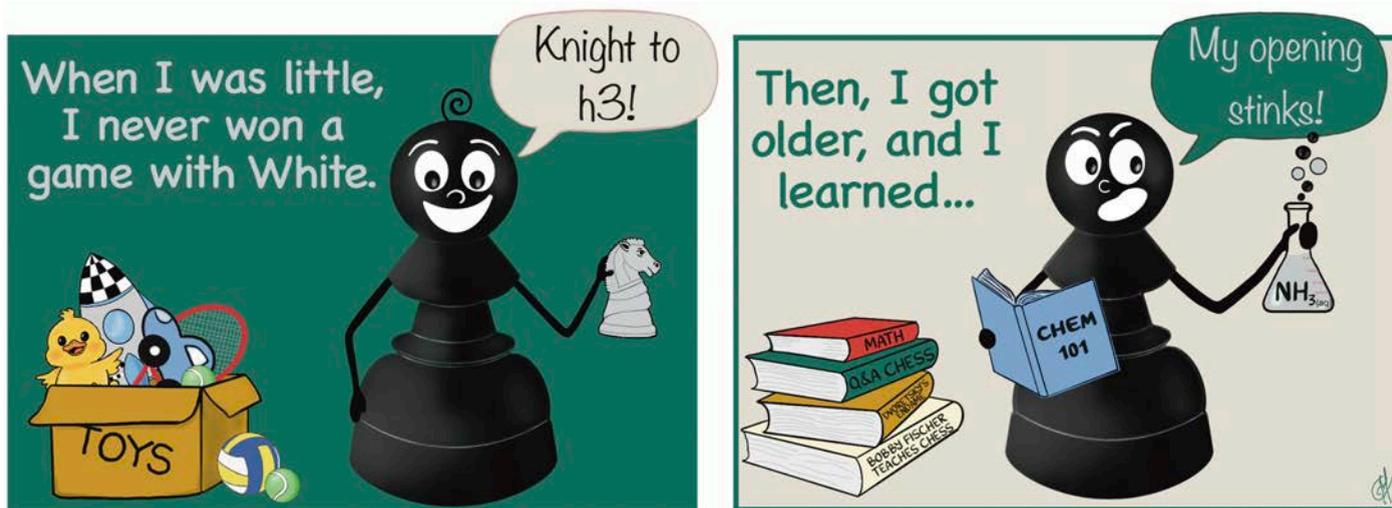
### Down

- 1. NW Chess Kid Authors
- 3. IM Coach legend
- 5. Oregon Champ Matt
- 8. Local GM Coach
- 9. WA kid turned GM in 2024
- 10. OG WA GM Yasser
- 11. 18-time ID State Champ
- 14. Grand Knights Founder Sloan
- 15. WGM/FM OR Champ
- 19. NW Chess editor from ID

Well friends, that's what we have for you this month. We hope you enjoyed our fun and funny article, and we look forward to seeing you at a chess event soon!

Three Cheers, Fellow Future Master Chess Friends!

And Peshka says its goodbye with a bonus comic!



The Man Benji,  
The Myth Sarang,  
The Legend Vivaan

## Washington Senior Championship



APRIL 16 + 18-19, 2026

ORLOV CHESS ACADEMY - SEATTLE

7212 WOODLAWN AVE NE, SEATTLE, WA 98115

**Info/Entries:** Josh Sinanan,  
WCF President, 206-769-3757,  
WashingtonChessFederation@gmail.com

**Registration:** Online at  
[nwchess.com/OnlineRegistration](http://nwchess.com/OnlineRegistration).  
Pay by Zelle (wa-chess),  
SettleKing (Washington Chess  
Federation), or write a check  
made out to: WCF. Registration  
**deadline Wed. 4/15 @ 5pm.**

**Memberships:** Current US  
Chess and WCF membership  
required, other states accepted.  
Membership must be paid at  
time of registration.

**Format:** A 5-Round, G/90; +30 Swiss in two  
sections: Championship & Premier U1800.  
Sections with < 6 players may be combined.

**Eligibility:** Open to Seniors age 50+ (or  
reaching age 50 by August 1, 2026).

**Rating:** USCF rated. Championship section  
also FIDE rated. April 2026 USCF Regular  
rating will be used to determine pairings and  
prizes.

**Entry Fee:** \$55 by 4/9, \$65 after. Players rated  
>1600 may play up if desired. Free entry for  
GMs, IMs, WGMs, or 2300+ USCF.

**Rounds:** Thu: 6:30pm. Sat/Sun: 10am, 3pm.

**Byes:** Two half-point byes available. If  
interested, request before end of round 2.

**Prize Fund:** \$750 (b/o on 25 pd. entries)

Championship: 1<sup>st</sup>/2<sup>nd</sup>: \$150-\$100.

1<sup>st</sup> U2000/U1900: \$80.

Premier U1800: 1<sup>st</sup>/2<sup>nd</sup>: \$100-\$70.

1<sup>st</sup> U1700/U1500/U1300: \$60.

*Highest finishing Washington resident in  
Championship receives the title of  
Washington State Senior Champion, a seed  
into the Invitational Section of the 2027  
Washington State Championship, and a \$750  
travel stipend from the WCF to attend the  
2026 Irwin National Tournament of Senior  
State Champions, held concurrently with the  
U.S. Open in late July. If needed to break a tie  
for 1st place, two G/90 playoff games will be  
played later in the year.*

Co-hosted by Western WA University & WA Chess Federation



# Bellingham Open

Saturday, April 18, 2026



Western WA University – Viking Union Building: Multipurpose Room  
516 High Street, Bellingham, WA 98225

***Highest finishing WA resident in the Whatcom Open seeded into the 2027 WA State Championship – Challengers section.***

**Format:** A 5-round Swiss tournament in two sections: Whatcom Open and Fairhaven U1700.

**Entry fee:** \$35 by 4/11, \$40 after. Free entry for WWU students. Need-based scholarships are available upon request. Maximum of 150 players, please register early to reserve your spot!

**Schedule:** At-site registration & check-in: 9:15-10:15am. Rounds (5): 10:30am, 12pm, 2pm, 3:30pm, 5pm. Closing Ceremony ~ 6:30pm or asap. Players whose games run long may request a late start for the next round.

**Time Control:** G/30; +10 sec. increment per move starting from move 1.

**Rating:** Dual USCF and NWSRS rated. Higher of current NWSRS or April 2026 US Chess Regular rating will be used to determine section, pairings, and prizes.

**Memberships:** US Chess membership required.

**Prize Fund:** \$1,400 (based on 80 paid entries)

Whatcom Open: 1<sup>st</sup> – 3<sup>rd</sup>: \$240-\$180-\$120. 1<sup>st</sup> U1900/U1800/U1700: \$50

Fairhaven U1700: 1<sup>st</sup> – 3<sup>rd</sup>: \$140-\$100-\$80, 1<sup>st</sup> U1500/U1300/U1100/U900: \$50, 1<sup>st</sup> Unrated: \$50

Special Prizes (per section): Best Upset Win: \$25, Best Female Player (by TPR): \$25, Best Dressed: \$20.

**Byes:** Up to 2 half-point byes available if requested before the end of round 2.

**Registration:** Online at [nwchess.com/OnlineRegistration](http://nwchess.com/OnlineRegistration). **Online registration + payment deadline: Friday, April 17 @ 5pm.** Unpaid players will be removed from the roster after the deadline, and players from the waitlist will be offered a spot. At-site registration: 9:15-10:15am. On-site payment available by cash, check made out to "WCF", SettleKing (Washington Chess Federation) or Zelle (Tag: wa-chess, ID: WashingtonChessFederation@gmail.com).

**Questions** – Josh Sinanan, WCF President, 206-769-3757, [washingtonchessfederation@gmail.com](mailto:washingtonchessfederation@gmail.com)

# WASHINGTON STATE SCHOLASTIC CHESS CHAMPIONSHIPS

## Saturday, April 25, 2026

### Greater Tacoma Convention Center

1500 Commerce St, Tacoma, WA 98402



### ELIGIBILITY

Open to all WA students in grades K-12! Players in grades 1-6 qualify for Championship sections by scoring 3/5 or 2.5/4 in a State-qualifying NWSRS rated tournament.

### FORMAT

A 5-round Swiss tournament in 19 sections:

- Kindergarten (no qualification required)
- 1<sup>st</sup> Grade → 6<sup>th</sup> Grade Championship and Premier
- Middle School Rapid Chess Championship U1500 & U1100
- Middle School Open Chess Championship (2 Day)
- High School Rapid Chess Championship Open & U1100
- Adult U1500
- See [chessreg.com/wsscc](https://chessreg.com/wsscc) for full breakdown of all sections.

### ENTRY FEE \$45

Increases to:

**\$60** on **February 14<sup>th</sup>**

**\$75** on **March 14<sup>th</sup>**

**\$90** on **April 14<sup>th</sup>**

### SCHEDULE

**7:00am** – Doors open to public at the Tacoma Convention Center

**8:30am** – 1<sup>st</sup> round pairings available

**9:00am** – Round 1 start time

**11:00am** – Round 2 start time

Lunch between 2<sup>nd</sup> & 3<sup>rd</sup> rounds

**12:45pm** – Round 3 start time

**2:30pm** – Round 4 start time

**4:15pm** – Round 5 start time

Awards Ceremony – ASAP following conclusion of Round 5

*\*Round Times are Tentative*

### AWARDS

All players participating will receive an award! Players who score 3.0+ will receive a trophy. Players who score less than 3.0 will receive a commemorative medal. Players will be able to collect trophies and medals following the completion of round 5.

For team award info, see state website:

[wsecc.squarespace.com](https://wsecc.squarespace.com)

### RATING

NWSRS rated. Championship sections also USCF rated, with US Chess membership required. Current NWSRS rating will be used to determine sections and pairings.

### DETAILS

100% pre-registered, no on-site entries or payments. **Registration cutoff is on Thursday April 23<sup>rd</sup> @ 11:00pm.** After the cutoff, you may register on the waitlist.

Championship sections require qualification at a state qualifier tournament during the school year. Premier sections are open to all students under the ratings threshold, regardless of qualification, including players who qualified for the Championship section but are below the ratings cutoff. Financial assistance for USCF membership is available upon request.

Qualified players

list: [ratingsnw.com/qualifiers.html](https://ratingsnw.com/qualifiers.html)

**Online Registration:**

[chessreg.com/wsscc](https://chessreg.com/wsscc)

**WSECC Website:**

[wsecc.squarespace.com](https://wsecc.squarespace.com)

### QUESTIONS?

For registration questions, email Ben Radin, [ben@chessreg.com](mailto:ben@chessreg.com). For all other questions, email State Organizer Jacob Mayer, [jacob.mayerchess@gmail.com](mailto:jacob.mayerchess@gmail.com)



# Eastside Open



May 9-10, 2026

Hotel 116 Bellevue

625 116<sup>th</sup> Ave NE

Bellevue, WA 98004

**Format:** A 5-round Swiss in three sections: **Bellevue Open**, **Kirkland U1700**, and **Redmond U1200**.

**Entry fee:** \$110 by 5/2, \$140 after. \$60 play-up fee if rated 1500-1699 or 1000-1199 in both NWSRS and USCF and playing up in Bellevue Open or Kirkland U1700, respectively. Players rated 2200+ USCF receive a \$50 discount. Maximum of 140 players, please register early to reserve your spot!

**Schedule:** Arrival: 9-9:45am. Rounds: Sat @ 10am, 2:30pm, 7pm. Sun @ 10am, 3pm. Closing Ceremony + Blitz Tournament: ~ 7pm or asap. Games that go long may request a late start for the next round.

**Time Control:** G/75; +30. Late default: 60 minutes.

**Rating:** Triple rated in NWSRS, USCF, and FIDE. Higher of May 2026 USCF or current NWSRS rating used to determine section, pairings, and prizes. Higher of USCF or foreign rating used at TD discretion.

**Memberships:** Current US Chess and WCF membership/Northwest Chess subscription required. Memberships must be paid at time of registration.

**Prize Fund:** \$5,500 based on 100 paid entries.

Bellevue Open: 1st-4th: \$500-\$400-\$300-\$250. 1st-2nd U2100: \$175-\$150, 1st-2nd U1900: \$175-\$150.

Kirkland U1700: 1st-4th: \$400-\$300-\$200-\$150, 1st-2nd U1600: \$125-\$100, 1st-2nd U1400: \$125-\$100.

Redmond U1200: 1st-4th: \$300-\$250-\$200-\$150, 1st-2nd U1000: \$100-\$75, 1st-2nd U800: \$100-\$75.

Special Prizes (per section): Clyde Hill Biggest Upset Win: \$20/rd., Medina Best Female Player (by TPR): \$50, Hunts Point Best Senior Player (by TPR): \$50, Yarrow Point Best Dressed: \$20/day.

**Byes:** Up to 2 half-point byes available if requested before the end of round 2.

**Registration:** Online at [nwchess.com/OnlineRegistration](http://nwchess.com/OnlineRegistration). Pay by SettleKing (Washington Chess Federation), Zelle (wa-chess), or mail a check to WCF. Registration and payment **deadline: Fri. 5/8 @ 5pm**. No registrations accepted or refunds offered after the deadline.

**Eastside Open Blitz Tournament:** Sunday 7-9:30pm (after rd. 5 of main tournament). **Entry Fee:** \$30.

**Format:** A 9-Round Single Swiss in one section, 2 half-point byes available. Dual USCF Blitz + FIDE Blitz rated.

**TC:** G/3; +2. **On-site registration:** 6:00-6:45pm. Rds. Sun @ 7pm, 7:15, 7:30, 7:45, 8, 8:15, 8:30, 8:45, 9pm.

Closing Ceremony ~ 9:15pm or asap. Current US Chess membership required. Higher of May 2026 USCF Blitz or Regular rating used to determine pairings and prizes.

**Prize Fund: \$750** (based on 50 paid entries)

1st - 3rd: \$170-140-100, 1st U2000/U1700/U1400/U1100/Unrated: \$50. Biggest upset win: \$10/rd.

**Questions** – Josh Sinanan, WCF President, 206-769-3757, [washingtonchessfederation@gmail.com](mailto:washingtonchessfederation@gmail.com)

# Mother's Day Scholastic

## CHESS TOURNAMENT

MOTHER'S DAY SUNDAY, MAY 10, 2026

HOTEL 116 BELLEVUE

625 116<sup>TH</sup> AVE NE, BELLEVUE, WA 98004



### Format

A 5-round, G/25; +5  
Swiss tournament in four  
sections:

K-3 U800

K-3 Open

4-12 U900

4-12 Open

### Schedule

Rd. 1 – 10am

Rd. 2 – 11:15am

Rd. 3 – 12:30pm

Rd. 4 – 1:45pm

Rd. 5 – 3pm

Awards ~ 4:30pm

### Eligibility

Open to all students in  
grades K-12 as of the  
2025-26 school year.  
Out-of-state players  
welcome!

### Entry Fee

\$55 by 5/3, \$65 after.  
Room for 60 players.

### Awards

Section Prizes: Amazon e-gift  
cards awarded in each  
section:

1<sup>st</sup> – 4<sup>th</sup>: \$75-65-55-45.

Special Prizes (per section):  
Medals for first-time players,  
best female player, best  
dressed, and biggest upset win.

### Rating

Dual NWSRS and USCF rated,  
with **US Chess membership  
required in all sections.**  
Establish or update your  
national rating! Higher of  
current NWSRS or May 2026  
USCF rating will be used to  
determine section and  
pairings.

### Clocks + Notation

Chess clocks set to G/25; +5 will be  
used from the beginning in all games.  
Chess notation required in all sections  
except for K-3 U800. All equipment is  
provided courtesy of WCF.

### Registration

Register online at  
[NWchess.com/OnlineRegistration/](http://NWchess.com/OnlineRegistration/)  
Pay by SettleKing (Washington Chess  
Federation), Zelle (wa-chess), or write a  
check made out to: WCF.  
**100% pre-registered, no on-site entries  
or payments. Entry + payment  
deadline Sat May 9 @ 5:00pm.** No  
registrations accepted or refunds  
offered after the deadline.

### Questions?

Contact Josh Sinanan, WCF President,  
[WashingtonChessFederation@gmail.com](mailto:WashingtonChessFederation@gmail.com),  
206-769-3757

# 2025 Washington Class Puzzles Solutions

(Solutions to the puzzles found in the March 2026 issue, page 35.)

Q1) 1.Bb5#

Q2) 1.Rxc6+! bxc6 2.Ba6#

Q3) 1.Rh8+! Kxh8 2.Rh6+ Kg8 3.Rh8#

Q4) 1...f5 2.Qxb7 Rfb8

Q5) 1.Qg4+! Kh7 2.Ne4

Q6) 1...Ra1+ 2.Kg2 Rg1+!

Q7) 1.f5! Nxf5 (1...Nc8 2.Kd5) 2.h7 Nd6+ 3.Kd5 Nf7 4.Kc6!

Q8) 1.Bf4! Nh5 (1...cxb2 2.Rb1!) 2.Nc7+

Q9) 1.c5! Rf7 2.Ba3 bxc5 3.bxc5

Q10) 1...Bh6! 2.Bxh6 (2.Bxc5 dxc5) 2...Qh4+

Q11) 1.Re8+ Kh7 2.Re7 Rf6 (2...b3 3.Rxf7) 3.Rf3 (3.Re5 slightly inferior, but probably okay to draw)

Q12) 1.Be7! Bxe7 2.d6+ (2.Rexe7 also okay, but significantly inferior; anything else is equal or worse)

Q13) 1.e4! (1.Nf2 or 1.Rae1 also follow the idea and are slightly inferior; must be followed by 2.e4)

1...Rhe8 2.Rae1 (2.Nf2 is again slightly inferior)

Q14) 1...h4! 2.Nh5+!? Nxh5 3.Qg5+ Kh7 4.Qxh5 Raf8!

Q15) 1.Na5! Nxa5 2.Rfc1 (2.Rac1) Nc6 3.Bf4!

Q16) 1...Nf7! (not 1...Bd4? 2.Qe8!) 2.Qf6 Ne5! 3.Qxe5 Rxc6+ 4.Kd7 Rc5!



## SEATTLE UNIVERSITY CHESS CLUB **CHESS CLASSIC**

**SATURDAY, MAY 16, 2026**

**SEATTLE UNIVERSITY- 901 12<sup>TH</sup> AVENUE, SEATTLE, WA 98122**

**Format:** An Open Swiss chess tournament in three sections:

- **Championship:** A 4-round, G/50; +10 USCF rated Swiss open to players rated 1600+ USCF. Rounds: 9am, 11:30am, 2:30pm, 5pm. Entry Fee: \$55. \$35 play-up fee if rated 1400-1599 USCF. Free entry for GMs, IMs, WGMs, and WIMs.
- **Premier U1600:** A 4-round, G/50; +10 USCF rated Swiss open to players rated U1600 USCF. Rounds: 9am, 11:30am, 2:30pm, 5pm. Entry Fee: \$55.
- **Casual (18+):** A 5-round, G/25; +5 unrated Swiss open to players from unrated to 1000 USCF. Rounds: 9am, 10:30am, 12:30pm, 2pm, 3:30pm. Entry Fee: \$25. Free entry for Seattle University students.
- **Registration:** [nwchess.com/OnlineRegistration](http://nwchess.com/OnlineRegistration)

# Detective

# Cookie's

## CH<sup>E</sup>SS CLASSIC



Seattle  
Parks & Recreation



SUNDAY, MAY 17, 2026

RAINIER BEACH COMMUNITY CENTER

8825 RAINIER AVE S, SEATTLE, WA 98118

### Format

A 5-Round G/25; +5  
Swiss in five sections:

**K-1 U700**

**2-3 U800**

**K-3 Open**

**4-12 U1000**

**4-12 Open**

### Schedule

Arrival: 8-8:45am

Rd. 1 - 9am

Rd. 2 - 10:30am

Rd. 3 - 11:45am

Lunch

Rd. 4 - 1:15pm

Rd. 5 - 2:30pm

Awards ~ 4pm

### Eligibility

Open to all students in grades K-12 as of the 2025-26 school year. Out-of-state players welcome!

### Entry Fee

\$45. Free for Detective Cookie's Chess Club students. Scholarships available upon request. Max of 200 players; please register early.

### Awards

Trophies awarded to the top-finishing players in each section. Team trophies awarded to the top 5 finishing teams (top 4 scores from same school comprise team score) across all sections. Medals for first-timers, best female player, best dressed, and biggest upset win in each section.

### Rating

NWSRS rated. Open sections also USCF rated. Higher of current NWSRS or May USCF rating will be used to determine section and pairings.

### Registration

Register online at [nwchess.com/onlineregistration](http://nwchess.com/onlineregistration)

Pay by Pay by Zelle (wa-chess), SettleKing (Washington Chess Federation), or mail a check to WCF.

100% preregistered, no on-site entries or payments. **Registration + payment deadline Sat. May 16 @ 5pm.** No registrations accepted or refunds offered after the deadline.

### Clocks

Chess clocks will be used from the start in the Open sections. Clocks not required for the K-1 U700, 2-3 U800, and 4-12 U1000 sections, until a judge places one into unfinished games set for G/10;+5 sec increment after 35 minutes of play.

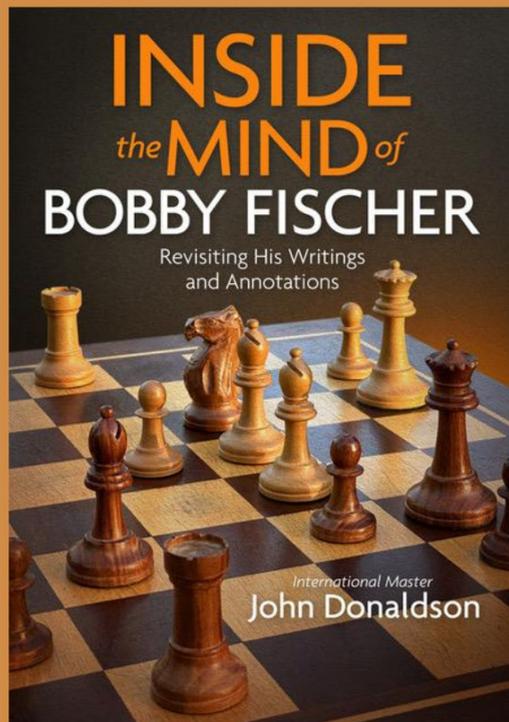
### Questions?

**Contact:** Josh Sinanan, WCF President  
206-769-3757,  
[WashingtonChessFederation@gmail.com](mailto:WashingtonChessFederation@gmail.com)

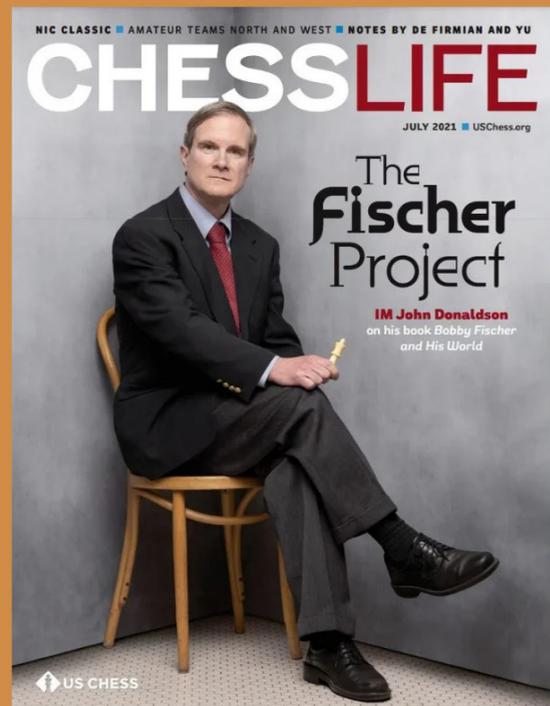
# IM JOHN DONALDSON SIMUL + WORKSHOP

Join us for an immersive workshop by International Master John Donaldson about the life of legendary Bobby Fischer

- Learn how Bobby Fischer progressed rapidly
- Learn tips on how to prepare for tournaments
- Discover methods to keep yourself motivated



GRAND KNIGHTS  
CHESS ACADEMY



## 05.22.2026

Starting from 7:00 PM  
Grand Knights Chess Academy  
13620 20<sup>th</sup> St, Suite K, Bellevue,  
WA 98005

Snacks and refreshments  
included

**FOR MORE INFORMATION**

[www.grandknightschess.com](http://www.grandknightschess.com)  
(425) 445-8588





# WASHINGTON OPEN

Sat-Mon, May 23-25 2026

Redmond Marriott

7401 164<sup>th</sup> Ave NE, Redmond, WA 98052

**\$15,000 Prize Fund**  
(based on 200 paid entries)

## Main Event:

**Format:** A 6-round Swiss across 4 sections: Elite (1800+), Premier (U1800), Rising (U1500), and Dynamos (U1200).

### Time Controls:

- **3-day:** 30/90, SD/30; +30. Late default: 60 minutes.
- **2-day:** G/55; +15 (rds. 1-3), rds. 4-6 same as for 3-day.

### Schedule:

- **3-day option:** Sat @ 10 AM, 6 PM; Sun @ 10 AM, 6 PM; Mon @ 10 AM, 4 PM.
- **2-day option:** Sun @ 9 AM, 11:45 AM, 2:45 PM, then join the 3-day schedule @ 6 PM (from round 4 onward).
- WCF Annual Meeting & Elections: Mon @ 3 PM.

**Note:** We encourage you to play in the Main Event *and* take part in some side events too (see next page). The schedule permits doing this with minimum or no half-point byes!

**Entry Fee:** \$150 by Sun, 04/26; \$165 by Sun, 05/10; and \$180 after 05/10 or on-site. Less \$50 for Seniors (age 50+). Playing up one section is allowed (for \$80 extra) if the player's *USCF Regular OTB rating* is within 100 points of the section's lower limit (i.e., min 1700 for Elite, min 1400 for Premier, min 1100 for Rising). Free entry for GMs, IMs, WGMs, WIMs, and USCF 2400+. Re-entry for ½ of original entry fee. Canadians may pay CAD\$ at par.

**Rating:** Dual rated (USCF & NWSRS), plus Elite, Premier, and Rising sections are FIDE rated too (except G/55 games). Higher of May 2026 USCF and current NWSRS ratings used to determine sections, pairings, and prizes. Higher of USCF and CFC ratings used for Canadian players. Other foreign ratings used for players with no USCF rating, or at TD discretion. Elite, Premier, and Rising sections are paired by USCF rating; Dynamos section is paired by NWSRS rating.

### Registration, Information & Payments:

- **Before event:** Online (by Thu, 05/21 @ 5 PM) at [NWchess.com/OnlineRegistration/](http://NWchess.com/OnlineRegistration/) – pay by SettleKing (Washington Chess Federation) or Zelle (ID: [WashingtonChessFederation@gmail.com](mailto:WashingtonChessFederation@gmail.com), Tag: wa-chess), or write a check (payable to WCF; mail to: Josh Sinanan, 4174 148th Ave NE, Building I, Suite M, Redmond, WA 98052). Info: [WashingtonChessFederation@gmail.com](mailto:WashingtonChessFederation@gmail.com), 206-769-3757
- **On-site** (cash possible too): Sat, 05/23 @ 8-9 AM for 3-day schedule, or 4:30-5 PM if entering with 1 half-point bye. Sun, 05/24 @ 8-8:30 AM for 2-day schedule, or 9-9:30 AM if entering 3-day schedule with 2 half-point byes. Late registrations may receive a half-point bye for round 1. Max 2 half-point byes available; request before the end of round 2.

### Hotel Info:

Redmond Marriott, \$133-\$143/night + tax. One King / Queen / Double or two Queens, single or double occupancy. Call (425) 498-4000 to request the WA Chess Federation block, or use the [online reservation](#). Group code: CFOCFOR. Cut-off date for discounts: Fri, Apr 24, 2026.

### Prizes:

- **Elite (1800+):** \$1100, \$900, \$750, \$600, \$450, \$350, \$250; U2100: \$225, \$200; U1900: \$225, \$200
- **Premier (U1800):** \$600, \$450, \$350, \$300, \$250, \$225; U1600: \$200, \$175
- **Rising (U1500):** \$450, \$350, \$300, \$250, \$225, \$200; U1300: \$175, \$150
- **Dynamos (U1200):** \$350, \$300, \$250, \$225, \$200, \$175; U1000: \$175, \$150; Unrated: \$175, \$150

**Championship Seeds:** Highest finishing Washington resident in the Elite and Premier section is seeded into the 2027 Washington State Championship, in the Championship and Challengers section, respectively. Ties for such a seed will be resolved by post-event playoff games.

**Mixed Doubles Prizes:** Best mixed gender (incl. male-female) 2-player team's combined score: 1<sup>st</sup> \$220, 2<sup>nd</sup> \$170, 3<sup>rd</sup> \$110. Average team rating must be under 2000; may play in different sections. Register (no extra fee) before round 3. May win a Mixed Doubles prize in addition to other prizes.

### Special Prizes (per section):

- **Best Female Player\*:** \$75. Requires min 3 eligible players.
- **Best Senior Player\* (age 50+):** \$75. Requires min 3 eligible players.
- **Highest (USCF) Rating Gain\*:** 1<sup>st</sup> \$60, 2<sup>nd</sup> \$30. Requires an established (non-provisional) rating. May not be combined with Biggest Upset Win.
- **Biggest Upset Win (per round):** \$30. Max one per player.
- **Fair-Play, Kindness, Spreading Joy:** \$30. Please nominate.
- **Best Dressed (per day):** \$25. Max one per player.
- **Best Annotated Game:** 1<sup>st</sup> \$75, 2<sup>nd</sup> \$50, 3<sup>rd</sup> \$25. Submit one annotated game that you consider to be interesting and/or well-played. A panel of judges will select winners.

**Note:** \* = May not be combined with equal or higher prizes.

### Memberships / Procedures / Miscellaneous:

Current US Chess and WCF / OCF / ICA memberships required; other states accepted. Memberships may be paid at the time of registration. Please bring a digital clock, if available. Wheelchair accessible play area. Pairings posted near the play area and online ~20 mins before each round. If withdrawing or skipping a round, please inform the organizers at least 30 mins before the start of the round.

# WASHINGTON OPEN, May 23-25 (cont.)

## Fun Side Events!

(many run between rounds of the Main Event)

### Washington Open Faustino Oro Scholastic

**Sat, 05/23 @ 9 AM – 4 PM (during round 1)**

**Eligibility:** Open to students in grades K-12. Out-of-state players welcome!  
**Format:** Classical and Rapid sections:

- **Classical sections:** A 4-round G/40; +5 Swiss in two sections: **K-3 Open** and **4-12 Open**. For intermediate to advanced players. Dual NWSRS and USCF rated. US Chess membership req'd. Clocks and notation req'd. Rounds: 9:15 AM, 10:45 AM, lunch, 12:45 PM, 2:15 PM. Awards: ~4 PM.
- **Rapid sections:** A 5-round G/25; +5 Swiss in two sections: **K-3 U800** and **4-12 U900**. For novice to low intermediate players. Dual NWSRS and USCF rated. US Chess membership req'd. Clocks req'd. Notation req'd in 4-12 U900, but optional in K-3 U800. Rounds: 9:15 AM, 10:30 AM, lunch, 12 PM, 1:15 PM, 2:30 PM. Awards: ~4 PM.

**Entry fee:** \$55 if registered by Sat, 05/16; \$65 after. Room for 132 players.  
**Awards (per section):**

- Overall prizes (in Amazon e-gift cards): 1<sup>st</sup>-5<sup>th</sup>: \$70 / \$65 / \$60 / \$55 / \$50.
  - Special prizes: Medals for first-timers and for biggest upset win.
  - Top performer (by TPR) in K-3 Open and 4-12 Open wins free entry into the 2-day option of 2026 Washington Open (Main Event) (see prev. page).
- Rating:** Higher of May 2026 USCF or current NWSRS ratings used for sections & pairings.

**Registration:** 100% pre-registered ([NWchess.com/OnlineRegistration/](http://NWchess.com/OnlineRegistration/)) – pay by SettleKing, Zelle, or check (see above page for details) due by **Fri, 05/22 @ 5 PM**; no on-site entries or payments. Unpaid players will be withdrawn.

### Washington Open Gary Dorfner Memorial Adult Novice Swiss

**Sat, 05/23 @ 11 AM – 4 PM (during round 1)**

A 4-Round Swiss in one section. 1 half-point bye available. For U1200 or unrated adults (18+). No memberships req'd. Unrated. TC: G/30; +5. EF: \$25. Registration: 10:30-10:50 AM. Rounds: 11 AM, 12:15, 1:30, and 2:45 PM. Prize fund: \$400/b20. 1<sup>st</sup>-3<sup>rd</sup>: \$150 / \$100 / \$60, 1<sup>st</sup> U1000 / U700 / Unr \$30.

### Washington Open Fischer Chess960 Rapid

**Sat, 05/23 @ 2:10 PM – 4:50 PM (between rounds 1 & 2)**

A 4-Round Swiss in one section, 1 half-point bye available. Unrated. TC: G/12; +3. EF: \$20. No memberships req'd. Registration: 1:30-2 PM. Rounds: 2:10 PM, 2:50, 3:30, and 4:10 PM. Higher of May 2026 USCF and current NWSRS ratings used for pairings & prizes. Rules: A randomized new opening position explored in each round. Players have 2 minutes before clocks start to examine that opening position. Prize fund: \$300/b20. 1<sup>st</sup> \$80, 2<sup>nd</sup> \$60, 3<sup>rd</sup> \$40, 1<sup>st</sup> U2000 / U1700 / U1400 / Unrated \$30.

### Washington Open Jiner Chess Workshop for Girls & Women

**Sat, 05/23 @ 4:30 PM-5 PM and 6 PM-7:30 PM (before & during round 2)**

A workshop led by WFM Chouchan Airapetian ([chornyaa@msn.com](mailto:chornyaa@msn.com), 206-799-6087), experienced chess coach, organizer, and promoter, former US Women's Championship contender, WCF Girls' and Women's Chess Director. Registration: 4-4:30 PM. EF: Free! Schedule:

4:30-5 PM: "How to develop & cultivate girls' and women's chess" + Q&A.

6-7:30 PM: Complimentary pizza & refreshments, and ladies' bughouse.

### Washington Open Evening with IM John Donaldson

**Sat, 05/23 @ 5 PM – 5:45+ PM (between rounds 1 & 2)**

Led by IM John Donaldson, former coach of the US Olympic Team, former WA State Champion, chess author and historian. EF: Free! Schedule:

5-5:30 PM: Presentation based on a new book about Bobby Fischer.

5:30-5:45 PM: Q&A.

5:45+ PM: Book signing.

### Washington Open 4<sup>th</sup> Annual Carol Kleist Memorial Adult Swiss

**Sun-Mon, 05/24-25 @ 11 AM and 4:30 PM (during rounds 3-6)**

Sponsored by *Seattle Chess Club (SCC)*, with generous support from *Henry Yan*. Format: A 4-round Swiss in two sections: Botvinnik (1500+) and

Korchnoi (U1500); may be merged if small. 1 half-point bye available. USCF rated only. TC: G/120; +30. EF: \$50 online (by Sat, 05/23 @ 5 PM) or \$60 on-site; less \$10 for SCC members. EF waived for unrated players who purchase memberships. Registration: Sun, 05/24 @ 10-10:30 AM (unless starting with a half-point bye). US Chess and WCF/OCF/ICA memberships req'd. May 2026 USCF rating used for sections, pairings, & prizes. Guaranteed prize fund: \$1,000.

Botvinnik: 1<sup>st</sup> \$240, 2<sup>nd</sup> \$150, 3<sup>rd</sup> \$120, 1<sup>st</sup> U1650 \$80.

Korchnoi: 1<sup>st</sup> \$120, 2<sup>nd</sup> \$100, 3<sup>rd</sup> \$80, 1<sup>st</sup> U1300 \$60, 1<sup>st</sup> Unrated \$50.

### Washington Open Talk by IM John Donaldson

**Sun, 05/24 @ 1 PM – 1:50 PM (between rounds 3 & 4)**

Led by IM John Donaldson, former coach of the US Olympic Team, former WA State Champion, chess author and historian. EF: Free! Topic: "The History of the Washington State Chess Championship."

### Washington Open Carlsen Rapid

**Sun, 05/24 @ 2 PM – 5:40 PM (between rounds 3 & 4)**

A 5-Round Swiss in two sections: Kasparov (1600+) and Anand (U1600); may be merged if small. 2 half-point byes available. USCF Quick rated; Kasparov section is FIDE Rapid rated too. TC: G/15; +5. EF: \$35 online (by Sat, 05/23 @ 5 PM) or \$40 on-site. Players rated 1500+ may play up into Kasparov (\$10 fee). Current US Chess and WCF/OCF/ICA membership req'd. Registration: 1-1:45 PM. Rounds: 2 PM, 2:45, 3:30, 4:15, and 5 PM. Highest of May 2026 USCF Quick and current NWSRS rating used for sections, pairings, & prizes. Prize fund: \$1,000/b30.

Kasparov (1600+): 1<sup>st</sup>-3<sup>rd</sup> \$150 / \$110 / \$80; 1<sup>st</sup> U2100 / U1900 / U1700 \$60; Anand: 1<sup>st</sup>-3<sup>rd</sup> \$100 / \$80 / \$60; 1<sup>st</sup> U1400 / U1200 / U1000 / Unrated \$40; Biggest Upset Win: \$25 and Best Sportsmanship: \$20 (in each section).

### Washington Open Awonder Liang Bughouse

**Sun, 05/24 @ 3 PM – 4:15 PM (between rounds 3 & 4)**

A 7-round Single Swiss in one section. 2 half-point byes available. Max avg team rating: 1800. Unrated. TC: G/3; +0. EF: \$20/player. No memberships. Register: 2:15-2:45 PM. Rounds: 3 PM, 3:10, 3:20, 3:30, 3:40, 3:50, 4 PM. Higher of May 2026 USCF Blitz and current NWSRS ratings (if unrated, up to 1300, based on age) used for pairings & prizes. Team prizes: \$400 (based on 20 teams): 1<sup>st</sup>-3<sup>rd</sup>: \$100 / \$70 / \$50; 1<sup>st</sup>-3<sup>rd</sup> K-6: \$50 / \$40 / \$30; Biggest Upset Win: \$30; Best Sportsmanship: \$20.

### Washington Open Casablanca Chess Rapid

**Mon, 05/25 @ 2 PM – 3:45 PM (between rounds 5 & 6)**

A 4-round Swiss in one section. 1 half-point bye available, if requested by end of round 2. Unrated. TC: G/8; +3. EF: \$20. No memberships req'd. Registration: online (by Sun, 05/24) or on-site (Mon @ 1-1:45 PM). Rounds: 2 PM, 2:25, 2:50, and 3:15 PM. Higher of May 2026 USCF and current NWSRS ratings used for pairings & prizes.

Rules: Each round starts in a new *middlegame* position from a historical game. Players have 2 mins before clocks start to examine initial positions. Prize fund: \$400/b20. 1<sup>st</sup> \$100, 2<sup>nd</sup> \$80, 3<sup>rd</sup> \$60, 1<sup>st</sup> U2100 \$50, 1<sup>st</sup> U1800 \$40, 1<sup>st</sup> U1500 \$30, Biggest Upset Win: \$20.

### Washington Open Ignacio Perez Memorial Blitz

**Mon, 05/25 @ 8 PM – 10:30 PM (after round 6)**

A 10-round Swiss in two sections: Nakamura (1600+) and Tal (U1600); may be merged if small. 3 half-point byes available. USCF Blitz rated; Nakamura section is FIDE Blitz rated too. TC: G/3; +2. EF: \$30 online (by Sun, 05/24 @ 5 PM) or \$35 on-site. Players rated 1500+ may play up into Nakamura (\$10 fee). Current US Chess membership and WCF/OCF/ICA membership req'd. Registration: 7:30-7:50 PM. Rounds: 8 PM, 8:15, 8:30, 8:45, 9, 9:15, 9:30, 9:45, 10, and 10:15 PM. Higher of May 2026 USCF Blitz and current NWSRS ratings used for sections, pairings, & prizes. Prize fund: \$850/b30.

Nakamura: 1<sup>st</sup> \$120, 2<sup>nd</sup> \$100, 3<sup>rd</sup> \$80, 1<sup>st</sup> U2100 / U1900 / U1700 \$60; Tal: 1<sup>st</sup> \$90, 2<sup>nd</sup> \$75, 3<sup>rd</sup> \$60, 1<sup>st</sup> U1400 / U1200 / U1000 \$40, 1<sup>st</sup> Unr. \$30.

# TOURNAMENTS



venue & mail

7212 Woodlawn Avenue NE  
Seattle, WA 98115

info & events calendar

[www.seattlechess.club](http://www.seattlechess.club)

club & tournament inquiries

[contact@seattlechess.club](mailto:contact@seattlechess.club)

## Entry fees

We accept Venmo, Paypal, cash and check for tournament entry fees. No credit cards.

Prepayment preferred!

Paypal: <https://paypal.me/seattlechess>

Venmo: <https://venmo.com/u/SeattleChessClub>

## April 18 (Sat.)

3-round round-robin. 4-player sections by close rating. **Time control:** Game/85 + 10-sec. increment. **Entry fee:** \$15 (+ \$20 day membership for non-SCC). Prepayment required. **Prizes:** winner of each 4-player quad wins free entry to next Quads played within 3 months. **Check-in:** 9:15-9:45am. **Rounds:** 10am, 2 & 6pm. **Byes:** 0 – must play all 3 rounds! **Venue:** TBA. US Chess rated, US Chess membership req'd. **Sign up:** <https://nwchess.com/OnlineRegistration/>.

## April Quads

## May 3 (Sun.)

4-round Swiss. **Time Control:** Game/50 + 10 sec. increment. **Entry fee:** \$25 (+ \$20 day membership for non-SCC). **Prize fund:** sum of \$14/entry. **Prizes:** 1<sup>st</sup> (35% of prize fund), 2<sup>nd</sup> (27%), bottom half (by rating) 1<sup>st</sup> (22%), 2<sup>nd</sup> (16%). **Check-in:** 9:15-9:45am. **Rounds:** 10am, 12:20, 2:40, 5pm. **Byes:** 1 half-pt., commit at registration. US Chess rated, US Chess membership req'd. **Venue:** SCC. **Sign up:** <https://nwchess.com/OnlineRegistration/>.

## May Tornado

## April 3, 10, 17, 24 (Fri.)

See below. Close-rating pairings.

## April Showers

## Coming up:

- **May Quads** – May 17; tentative, 2B confirmed
- **Emerald City Open** – weekend in June; tentative, 2B confirmed

Wednesdays are for casual play. Come anytime 7-11pm. It's free!

## ~ SCC Friday Nights ~

One U.S. Chess-rated round per night, 4 rounds per month, at 7:30pm. **Time control:** 40 moves in 90 minutes w/10 second increment, followed by sudden death 60 minutes w/10 second increment. Free for SCC members, \$5/night others. Play in any or all rounds! Email [contact@seattlechess.club](mailto:contact@seattlechess.club) to sign up. **Venue:** Seattle Chess Club, 28 players max.

*April Showers*

*April 3, 10, 17, 24*

*May Flowers*

*May 1, 8, 15, 29 (no game on 5/22)*

*It's Summertime*

*June 5, 12, 19, 26*

*Hot as Hades*

*July 3, 10, 17, 24*

*Fifth Friday G/15 (multiple rounds) July 31*

# Washington Father's Day Open



June 20-21, 2026

Hotel 116 Bellevue

625 116<sup>th</sup> Ave NE, Bellevue, WA 98004

**Format:** A 5-round Swiss in three sections: **Yoda Open, Boba Fett U1700, and Chewbacca U1200.**

**Entry fee:** \$110 by 6/13, \$140 after. \$60 play-up fee if rated 1500-1699 or 1000-1199 in both NWSRS and USCF and playing up in Yoda Open or Boba Fett U1700, respectively. Chess Jedis rated 2200+ USCF receive a \$50 discount. Open to all junior + adult players. Maximum of 200 players, please register early to reserve your spot!

**Schedule:** Arrival: 8-8:45am. Rounds: Saturday @ 9am, 2pm, 7pm. Sunday @ 10am, 3pm.

Father's Day Blitz: ~ 7pm or asap.

**Time Control:** G/90; +30. Late default: 60 minutes.

**Rating:** Triple rated in NWSRS, USCF, and FIDE. Higher of June 2026 USCF or current NWSRS rating used to determine section, pairings, and prizes. Higher of USCF or foreign rating used at TD discretion.

**Memberships:** US Chess and WCF/OCF/ICA memberships required; must be paid at the time of registration.

**Prize Fund:** \$5,500 based on 100 paid entries.

Yoda Open: 1st-4th: \$500-\$400-\$300-\$250. 1st-2nd U2100: \$175-\$150, 1st-2nd U1900: \$175-\$150.

Boba Fett U1700: 1st-4th: \$400-\$300-\$200-\$150, 1st-2nd U1600: \$125-\$100, 1st-2nd U1400: \$125-\$100.

Chewbacca U1200: 1st-4th: \$300-\$250-\$200-\$150, 1st-2nd U1000: \$100-\$75, 1st-2nd U800: \$100-\$75.

Special Prizes (per section):

Skywalker Biggest Upset Win: \$20/rd., Leia Best Female Player (by TPR): \$50, Han Solo Best Dressed: \$20/day, Obi-Wan Best Dad Player (by TPR): \$50, Darth Vader Best Parent/Child Team (by avg. TPR): \$50.

**Byes:** Up to 2 half-point byes available if requested before the end of round 2.

**Registration:** Online at [nwchess.com/OnlineRegistration](http://nwchess.com/OnlineRegistration). Pay by SettleKing (Washington Chess Federation), Zelle (Tag: wa-chess, ID: washingtonchessfederation@gmail.com), or mail a check to WCF. Registration and payment **deadline: Fri. 6/19 @ 5pm**. No registrations accepted or refunds offered after the deadline.

**Father's Day Blitz:** Sunday 7-9:30pm (after rd. 5 of main tournament). **Entry Fee:** \$30. **Format:** A 9-Round Single Swiss in one section, 2 half-point byes available. Dual USCF Blitz + FIDE Blitz rated. **TC:** G/3; +2. **On-site registration:** 6:00-6:45pm. Rds. Sun @ 7pm, 7:15, 7:30, 7:45, 8, 8:15, 8:30, 8:45, 9pm. Closing Ceremony ~ 9:15pm or asap. Current US Chess membership required. Higher of June 2026 USCF Blitz or Regular rating used to determine pairings and prizes.

**Prize Fund: \$750** (based on 50 paid entries)

1st - 3rd: \$170-140-100, 1st U2000/U1700/U1400/U1100/Unrated: \$50. Biggest upset win: \$10/rd.

**Questions** - Josh Sinanan, WCF President, 206-769-3757, [washingtonchessfederation@gmail.com](mailto:washingtonchessfederation@gmail.com)

