

Tri-Bridges Tribune

◆ January 2026



Introduction

Located in Exton, Pennsylvania, our club meets every Tuesday for friendly games, socializing, and skill-building. In addition to casual play, we host tournaments that give members the chance to compete, learn, and grow as players. We also offer instructional classes to help members expand their chess knowledge and deepen their understanding of the game.

My name is Azim Julkipli, and I am the editor of these monthly newsletters. Having been a proud member of the Tri Bridges Chess Club for many years, I've made lasting friendships and had the opportunity to volunteer within our wonderful community.

This newsletter is designed to keep our members connected and informed. Each issue will feature updates on local events, tournaments, and club news, along with puzzles, book recommendations, and annotated games. Our goal is to celebrate the achievements of our players and foster a welcoming environment that inspires both beginners and experienced players to continue their chess journey with enthusiasm.

TRI BRIDGES CHESS CLUB

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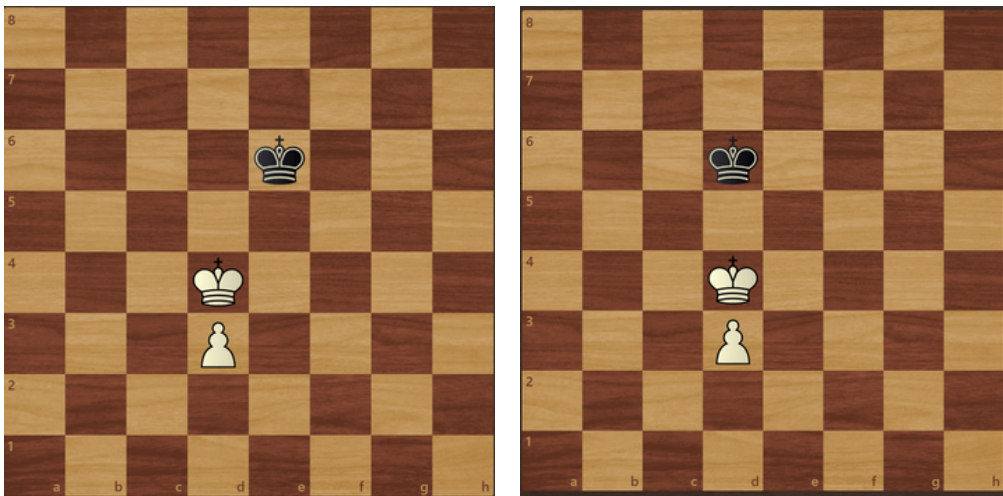
Endgame Doubles

By Azim Julkipli

Many people focus on preparing their openings or grinding tactical puzzles before a tournament, but endgames are an equally essential part of a chess game as well, since having the right knowledge of an endgame can define the difference between a won and a drawn game, and can help narrowly dodge disaster and secure the half point.

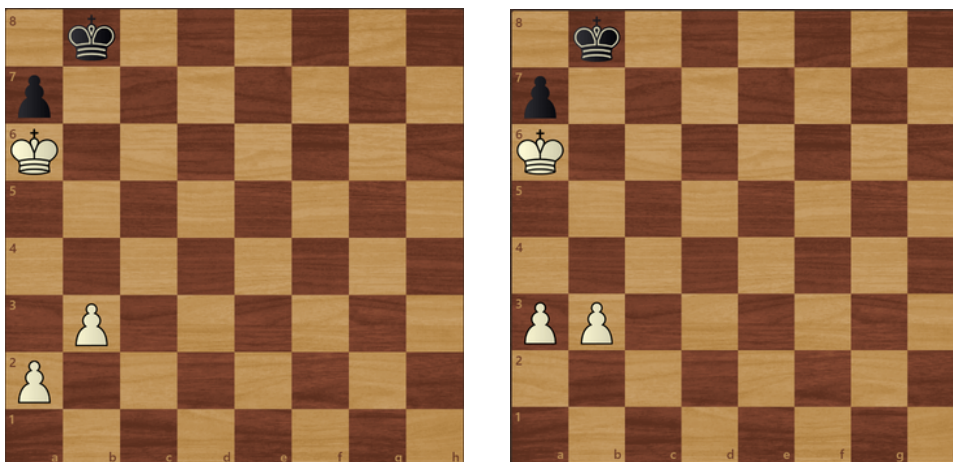
In a seminar led by IM Igor Khmel'nitsky, I was introduced to the idea of Doubles, where two similar positions were shown, with a slight difference between them that often changes the result completely. These doubles can be used to practice endgames by illustrating how even the smallest shift can totally transform the outcome.

For example, let's say that I have recently learned about opposition, where the kings are basically staring at each other. I know that opposition is important, but I want to see where this might play out. So, while playing around with a position, I create these two positions:



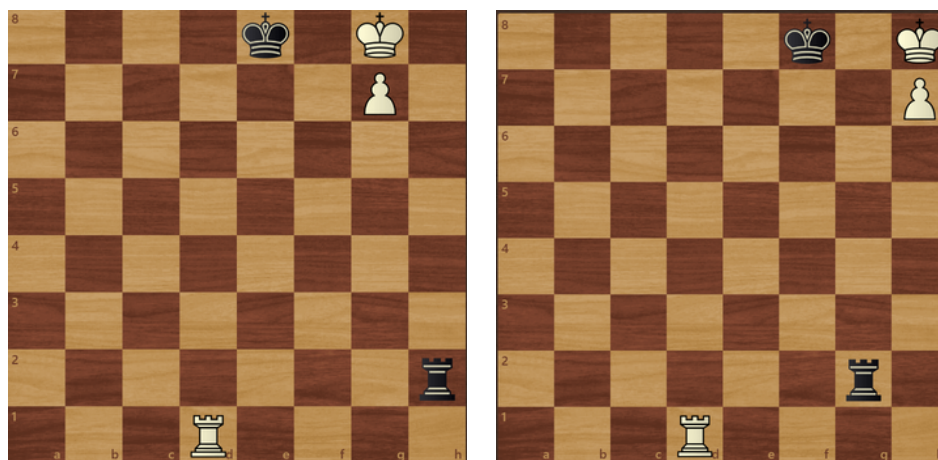
In both of these positions, it is white to move. One position has opposition; the other does not. In the first one, I can play **1. Kc5 Kd7 2. Kd5 Kc7 3. Ke6 Kd8 4. Kd6 Ke8 5. d4 Kd8 6. d5 Ke8 Kc7 Ke7**, where I have cleared the path for my pawn. However, when I try to do this in position 2, the opponent king keeps blocking me: **1. Kc4 Kc6 2. Kd4 Kd6 3. Ke4 Ke6**, and I make no progress. If I try pushing my pawn, then my king is no longer in front of the pawn, which allows black to play Kd6, effectively blocking the pawn: **4. d4 Kd6 5. d5 Kd7 6. Ke5 Ke7 7. d6+ Kd8 8. Ke6 Ke8 9. d7+ Kd8 10. Kd6 stalemate.**

This is a rather simple example, so here's a pair that is a little more advanced:



Tempo basically represents a move in chess. In some cases, it would be great to skip your turn, but that is not legal in chess. Instead, people try to control tempi, as shown in the two puzzles above. In Position 3, White realizes that they must get their pawns to a5 and b6 in order to create a passed b-pawn, so they proceed with the following sequence: 1. b4 Ka8 2. a4 Kb8 3. b5 Ka8 4. a5 Kb8 5. b6 Ka8!, and if White takes the pawn, it's stalemate. If White tries to advance their pawn with b7+ instead, then Black responds with Kb8, and White is forced to give up his pawn. In position 4, White, with the prior experience of position 3, decides to get the extra move(tempo) by playing 1. a3! Ka8 2. b4 Kb8 3. a4 Ka8 4. b5 Kb8 5. a5 Ka8 6. b6 Kb8 7. b7 Kc7 8. Kxa7, and White promotes on the next move.

These final positions show a more complicated ending, moving past the king and pawn endgames:



Position 5 displays a classic position for rook endgames, known as the Lucena position. The idea is to get the king in front of the pawn, and then to use the rook as a shield from checks. White here plays 1. Re1+ (getting the Black king away from our king and allowing for the White king to get in front of the pawn) 1...Kd7 2. Re4 Kd6 3. Kf7 Rf2+ 4. Kg6 Rg2+ 5. Kf6 Rf2+ 6. Kg5 Rg2+ 7. Rg4, stopping all checks and preparing the inevitable g8=Q+ promotion. However, in position 6, White has an h-pawn, and the only way for white to get his king out is through the g-file, which is covered by the black rook already. This leads to a drawing position.

Creating these doubles and going through them yourself can help you get a grasp on some endgame concepts and how the slight change affects the result. You can start making these doubles by taking an example from a book or from a chess class and playing around with a few features to create these doubles. Then, you can play them out by yourself, with a friend, or if you want the most accurate play from your opponent, the chess engine.

Instead, I decided to try to keep my pawns and attempt to take the c6 pawn without losing my pawn on b4

42... h5 43. f4

This seems like I am giving away my pawn on f4, but if he takes with his pawn, I recapture with my pawn, and he recaptures with his knight, he is no longer attacking b5. This would give me the chance to take on c6 and try to promote the b-pawn. Even if that failed, I could use the pawn as a distraction by sacrificing my rook for his knight and attempting to take his h pawn and run with my own h pawn.

If he played g4, I would have played b5. Of course, c5 would allow me to push my b-pawn. cxb5 Rxb5 would trap Black's knight because my rook controls the 5th rank (specifically c5 and e5, supported also by my pawn) and the b-file (specifically b2 and b4). I could then chase the knight with my king and eventually win it. Even if the knight somehow slipped out of my grasp, I could take the h5 pawn, and I felt confident that I could win that.

43... gxf4 44. gxf4 Nxf4 45. Rxc6 Ne2+ 46. Kf2 Nf4 47. b5 Nd3+ 48. Kf1

A few days prior, I got curious about how many moves it would take for a knight to reach a certain square, and I found this:

4	1	2	1	4
1	2	3	2	1
2	3	0	3	2
1	2	3	2	1
4	1	2	1	4

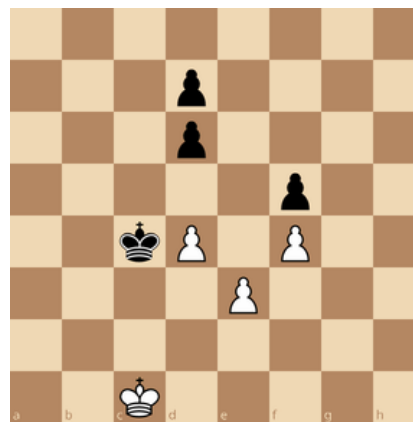
As you can see, if the knight starts on the square marked 0, it takes 4 moves to reach the corners of the square. Remembering this, I moved my king to f1, knowing that it would take 3 moves for him to check me. This information isn't very necessary unless you have knights on the board, so I wouldn't keep it at the top of my mind in endgames. I just wanted to show why I decided to play Kf1, a seemingly backwards move.

48... Ne5 49. Rc7+ Kf6 50. b6 Resignation from Black

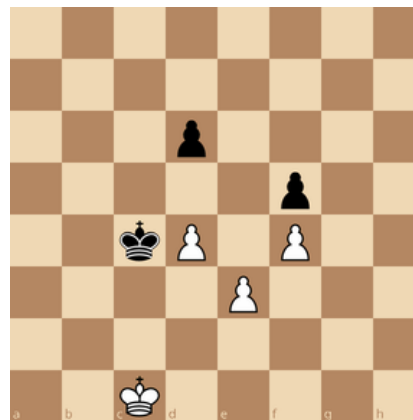
In summary, the endgame principles that I demonstrated in my game are:

- Trading certain pieces can help simplify the game when you are better or ahead in material
- You should get your rooks to the seventh rank
- It is often easier to create and promote a passed pawn on the side of the board with less pawns, so try to create one there.

Igor's Doubles Puzzle Level 2



Puzzle 2a



Puzzle 2b

In the above positions, it is white to play. The slight change of the removal of the black pawn on d7 could change the result of the game. Can you figure out what the result is for each position and how does the pawn on d7 affect the result? Answers on Page 10

*Puzzles from the Chess Life For Kids Magazine

Annotated game (Chris)

Annotated By Chris Romerili

In the following game, Chris Romeril (as white) played against Viraaj (as black) with a time control of 60/d5 and demonstrated a quick win in an incorrectly played line of the King's Indian Defense (KID).

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. Be3 Re8?!

Re8 is a slight inaccuracy because I can close the file now with d5, it would have been better to take first and then put the rook on e8 like this:

7... exd4 8. Nxd4 Re8 9. f3 and this is all theory, Rook e8 is also an inaccuracy because usually you want to keep the rook on the f file to launch the f pawn and create a same side king attack

Me personally, as a KID player myself, I prefer these lines in the orthodox where white castles kingside first before I make any rook moves: 7... Nbd7 8. O-O

8. d5 h6?!

h6 doesn't lose the game on the spot. but now it creates a target I can go after because I am not castled yet

9. h3

to stop Ng4, if Ng4 happened earlier I had Bg5

9... c6 10. Qd2

makes sense going after the pawn

10... Kh7

protects the pawn but also brings the king closer to my attack

11. g4 g5

g5 makes sense, stopping g5 myself, but now I can play a plethora of good moves

12. O-O-O cxd5 13. cxd5 Nbd7 14. Rdg1 Nc5?

This move is not great because I get to trade my bad bishop for a good knight

15. Bxc5 dxc5 16. h4!

(Diagram on the right)

and now the attack breaks through, it looks like I am sacrificing a pawn, but I am not in reality because of tactics and I open the file

16... Nxg4 17. Nxg5+!

revealing an attack on the knight and blowing up the kingside

17...hxg5 18. hxg5+ Kg8 19. Bxg4 Qd6

makes sense trying to rotate the queen over to protect

20. Qe3

trying to get to h3 asap

20... Re7

20... Bxg4 21. Rxc8 Qg6 might hold a bit longer for black

21. Qh3 Qg6?

this just loses the bishop

22. Bxc8 Rxc8

and now I find the forced mate

23. Qxc8+ Bf8 24. Rh8+!! Kxh8 25. Qxf8+ Qg8 26. Rh1#

I believe this game showcases why it is not good to push your pawns in front of your king, yes, in the KID you ARE generally supposed to do that but only in a SAME SIDE kingside attack and Viraaj never gave me the chance to castle before he started creating weaknesses. The further he pushed his pawns throughout this game, the easier it was for me to attack them. Overall, Viraaj played a good game, he would have had a better time if he brushed up on some opening lines for the KID because it is such a potent opening even a few small inaccuracies can lead to a rough game.

1-0



16.h4!

November Chess Congress

By Azim Julkipli

The November National Chess Congress was an event in which many of our club members took part in, also attracting 729 players over 11 sections for a fun tournament.

Here are some experiences from that tournament from three of the participants:

I had a very nice experience at the National Chess Congress. While the competition was tough, it just pushed me even more to play my best. There were no easy games and even when I was winning, I knew that one small mistake could cost me the whole game. I remember being first board in the second round against someone whose rating was 100 points higher than mine, which definitely made me nervous. After a terrible loss from blundering a skewer, I knew that I had to win the rest of my games to have any hope of winning a prize. By round 6, I managed to get a score of $\frac{4}{5}$ after winning a complex endgame in round 5. I was still shaking from that long game in round 5, but being around my friends helped calm my nerves down. Once round 6 started, my opponent played an opening I didn't know and after an hour, I got checkmated. I hoped that I would still win something as I checked the standings, but unfortunately, I didn't. I was still proud of myself for my solid score of $\frac{4}{6}$ and getting 10th place, but there were also a lot of lessons that I can learn from for next time.

- Samika Nettem

The 2025 National Chess Congress was challenging yet enjoyable. Competition was strong but still manageable, since I did a decent job competing, drawing against several higher-rated players. Going into the tournament, I did a significant amount of reviewing opening and endgame strategy, playing several practice games, analyzing my game blunders, etc. Hanging out with friends and playing card games between rounds were very fun. It was a great event; I ended up with $\frac{3.5}{6}$ and came 30th out of 109.

-Pallavi Rajeev

My experience at the National Chess Congress was quite enjoyable. The competition was at a high level, but nevertheless, I did better than I expected. The first round, my opponent didn't show up. This gave me time to be more prepared, and I spent the time getting myself ready by calming myself down some more. I also watched some of my friends' games to see how they were doing. Eventually, the 2nd round started, and I was able to get a win out of it, and I won my 3rd round as well. I spent the time in between rounds usually talking with my friends or playing card games. I also sometimes admired the view from one of the top floors. I did lose the fourth round, but that didn't impact me much, since I was happy with my score so far. I won my 5th round after a long game, and I knew whatever happened in the end, I would be happy. I lost the sixth game after playing inaccurately in the opening, but I went home with an acceptable score and a great experience.

-Azim Julkipli

The Ruy Lopez

By Charan Perumalla

The Ruy López (1.e4 e5 2.Nf3 Nc6 3.Bb5) is one of the most classical and universal openings in chess, named after the Spanish Priest of the 16th century – Ruy López de Segura. Its primary goal is to apply long-term pressure in the center, particularly with the move d4. Rather than seeking immediate tactics, White focuses on strong development, central control, and harmonious piece placement, often preparing moves like c3 and the famous Knight maneuver to g3. Black typically responds with solid setups such as the Morphy Defense (... a6), which leads to complex and strategically rich middlegame positions.

I first learned about this opening by looking at Magnus Carlsen's games, later learning legends like Bobby Fischer, Anatoly Karpov, and José Raúl Capablanca, to modern champions like Viswanathan Anand, and Vladimir Kramnik also played it. I enjoy playing the Ruy López because it offers both strategy and attacking potential. The opening allows for smooth development and a long-term plan while usually creating chances to launch attacks later. As there is a lot of flexibility in the Spanish, it allows me to focus on long-term plans and gradual positional improvement, while still keeping opportunities for attacks open as the game develops.

Here's a game that demonstrates the Ruy Lopez in action (Boleslavsky, Isaak vs Gusev, Nikolay Nikolaevich, 1994):

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.c3 Bd7 6.d4

White gets the key d4, as is the goal in this opening

6... Qf6 7.Be3 h6 8.Nbd2 g5 9.d5 Nb8 10.Bxd7+ Nxd7 11.Qb3 b6 12.Qc4 Qd8 13.Nf1 Ne7 14. Ng3

Here, white successfully executes their Ng3 maneuver

14... Nf6 15. h4 g4 16. Nd2 Qd7 17. h5 Bg7 18. O-O-O

The final position is shown below.



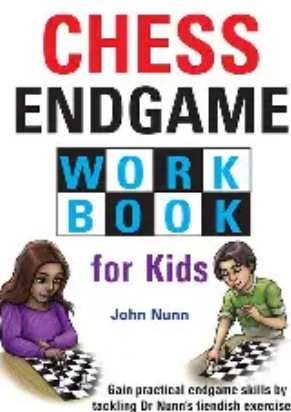


Aayan Bhowmik has been selected for the Player spotlight this month! Here is his experience about him breaking the 1000 barrier

I have been playing chess since January of 2024. When I first started, you could say I was negative ELO. However, after 5 months of playing, I decided to play in a PTA tournament. In the unrated section, I got 2nd. I was really happy with that, and it motivated me to play more tournaments. From 300-500, my graph was really slow. From there, I was speeding up to 700 by March this year. I was flickering within 700s, and it took a while until I broke 800, which was in August, in the TANA event. From there, I dipped hard, losing 100 rating points in 2 weeks. However, a great series of events Josh hosted helped me cross 900. Holly Heisman, I lost a few rating points, but at the Exton Autumn Open, I tied for first place, got \$170, and broke 900. From there, it was just a few tournaments until I first broke 1000. Now, I flicker between the upper 900s and low 1000s.

I would say that what helped me cross 1000 is the number of tournaments I play. Not just at Tri-bridges, but much bigger tournaments, mostly hosted by CCA.

What I like about Tri-bridges is that tournaments are hosted really frequently and it's a really good place to make friends and gather others for team events.



Chess Endgame Workbook for Kids, by John Nunn, is an interesting book with a variety of endgame problems from easy to hard.

The book starts out with a brief overview of chess notation and the book itself. At the start of each chapter, it gives a few examples about the topic currently being looked at for the chapter. Then, there are some easy problems which capture the basic idea of the endgame topic, followed by increasingly challenging problems. At the end of the chapter, there is an answer key to refer to check your answers. At the end of the book, there are tests to check how much you learned throughout the whole book.

My favorite part of this book was how it covered a wide variety of endgame situations, from king and queen, to situations as diverse as a rook and a minor piece.

The only problem with this book is that only some of the problems have a thorough explanation. As a whole, it is a great book that I would strongly suggest for players that are around 500 to 800 elo.
-Shourya Singh

UPCOMING EVENTS!

One of the best ways to improve at chess isn't just by studying countless books—it's by playing real games! Our upcoming club events offer great opportunities to put your skills into practice, challenge new opponents, and learn from every match. Remember, practice may not make you perfect, but it definitely makes you better! Here's what's coming up at the Tri Bridges Chess Club.

[ECE #115 – Friday Night Tournament](#) on January 23, 2026 @ 7:00 pm - 10:00 pm

Sections: Open, U800, U500, U200

Time Control: G/25 d5

[ECE #116 – \\$250 Sunday Game Hour](#) on Saturday, January 24, 2026 @ 8:00 am - 5:00 pm

Sections: Open, U1400, U700

Time Control: Open & U1400 are G60/d5; U700 is G25/d5

[Wild Wednesday Blitz Event](#) on Wednesday, January 28 @ 7:00 pm - 9:00 pm

Section: TBD based on players

Time Control: 3/d2

[2026 PA State Game/75 Championship – East](#) on Wednesday, January 31, 2026 @ 9:30 am - 9:00 pm

Time Control: G30 d10

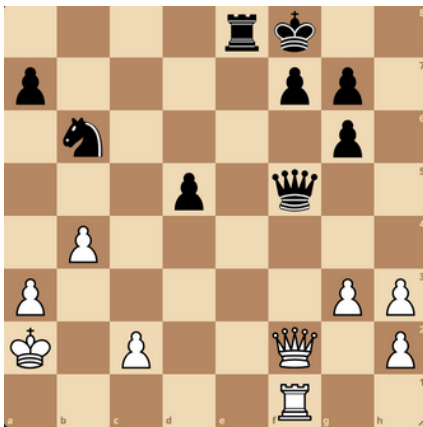
[Winter Open](#) on February 1, 2026 @ 10:00 am - 6:00 pm

Location: Chester Hotel & Conference Center 815 N Pottstown Pike, Building A, Exton, PA, United States

Section: Open, U1000

Time Control: G75 d5

Can you solve these puzzles? -



Level 1 puzzle - White to play and win

Solutions at the last page



Level 3 puzzle - White to play and win

Solutions for page 6:
 2a: White Wins - 1. e4 fx e4 2. f5 Kd5 3. Kd2 Kx d4 4. f6
 2b: Draw - 1. e4 fx e4 2. f5 Kd5 3. Kd2 Kc6 4. f6 Kd7 5. f7 Ke7
 The removal of the d7 pawn allows Black to take an alternate route to stop the pawn

*From Shivam Wagh and his father