

About MACA

The Massachusetts Chess Association is an educational non-profit organization whose purpose is to promote chess in Massachusetts and represent the interest of chess players within the state to the governing body of chess in the United States, **The United States Chess Federation (USCF)**.

As part of its role as a state organization, MACA has programs in place to support the existing chess community as well as promote chess among schools and the general public. Highlights of these programs are:



Providing at least five major tournaments each year:

Massachusetts Open (State Championship)
Massachusetts Game/60 Championship
Greater Boston Open
Danvers 30/30 (William J. Comeau Memorial)
Pillsbury Memorial



Running a scholastic program, which consists of a series of tournaments to determine the state's scholastic champions as well as "warm up" tournaments throughout the year. Free boards and sets are provided to schools and clubs through MACA's **Comeau and Living Memorial Chess Fund (LMCF)**.

Quarterly publication of the award winning *Chess Horizons*, a journal of regional, national and international chess news and features.

Promotion and development of chess in correctional institutions through our Prison Chess program.

We hope you will chose to join MACA and enjoy the benefits of membership while knowing that you are helping to promote chess throughout Massachusetts.

ANNUAL MEMBERSHIP RATES

(Includes Subscription to Chess Horizons unless otherwise noted.)

Adult: \$12.00; Life: \$175.00; Life (age 65 or older): \$100.00; Junior (under age 18): \$6.00.

Make checks payable to MACA and mail to:

Gus Gosselin, PO Box 1255, Melrose, MA 02176
(781) 397-0919, GGosse1600@aol.com

Dues are non-refundable

Chess Horizons

October - December 2002
Volume 34, Number 4

EDITOR

Mark C. Donlan
PO Box 1201
Harwich, MA 02645
(508) 432-7647

Entire Staff: ChessHorizons@MassChess.org

GAMES EDITOR

Chris Desmarais
Andrew Bakker

EDITORIAL ASSISTANTS

Stacy Angle
Richard Murphy

PHOTOGRAPHY EDITOR

Tony "I Only Look at the Pictures" Cortizas Jr.
(617) 491-1398

ADVERTISING MANAGER

Vacant

PRINTER

Flagship Press, North Andover, MA

BULK MAILER

Alternative Supports, Inc., Waltham, MA

ISSN 0147-2569. Published by the Massachusetts Chess Association (MACA); www.masschess.org. Entire contents copyright 2002 by MACA and by the individual authors. The opinions expressed are those of the authors, and do not necessarily reflect those of MACA, its board or its members. Single-copy price, \$3.95. MACA membership, including Chess Horizons, \$12 per year adults, \$6 per year junior (under 18); \$175 Life; \$100 Senior Life (65 and older);

Subscription rates for non-Massachusetts residents: \$12 within US (first-class mail, \$9 additional); \$18 outside US (surface mail). Air mail rates: \$18 Canada and Mexico; \$22 Central and South America; \$25 Europe; \$28 Asia, Africa and the Pacific Rim. **Send renewals, address changes, and all money (in US funds, payable to MACA), to Membership Secretary Gus Gosselin, PO Box 1255, Melrose, MA 02176 USA.** Include USCF ID#, e-mail and ZIP+4 if known. No refunds.

IN THIS

Cover Photo by Tony Cortizas.
Bob Messenger

Letters and MACA News/4

Product Reviews/6
Caveat Emptor
M. Donlan

What's in your Library?/9
A Chance to List your Favorite Titles
Richard Rose

The Ultimate Colle/10
Openings Analysis
Gary Lane

The Value of Activity/12
Instructional Game Analysis
Randy Bauer

Fischer Video Archive/15
A Peculiarity of Chess
Daniel Lucas

The Game Within the Game/16
Exceptions to the Rule
Frank Sisto

Ivanov Annotates/18
GM Analysis
Alexander Ivanov

The Immolation Immortal/19
The Power of Imagined Necessity
Mig Greengard

The Cheating Problem/23
At Recent Big Money Events
Stephen Dann

Attacks with Same Side Castling/24
Techniques for Attack Part III
Lev Alburt and Sam Palatnik

ISSUE

Chess in the Breakdown Lane/28
The Road to the Master Title
Tim Hanke

The Study of Master Games/32
A Good Way to Improve your Game
Jeremy Silman

2002 CJA Awards/33
Horizons Nets Nine Honors

She Got Game/35
Russian Coach Shows How its Done
Michael Marsh

Stolerman Annotates/38
Game Analysis from the Denker
Jack Stolerman

Analyze This/40
Game Analysis
Chris Desmarais

2002 Readers' Poll Awards/41
Reader and Columnist Prizes!

The Beauty of the Endgame/43
World Champion Analysis
Susan Polgar and Paul Truong

Endgame Training/45
Surviving Until the Endgame
Mark Donlan

Bakkers' Dozen/46
Part I of Thirteen Annotated Games
Andrew Bakker

Club and Tournament News/48
MetroWest Summer Scholastic Matures

Details of Future Events/57

New England Club Directory/63

MACA

Massachusetts Chess Association
www.masschess.org

OFFICERS

PRESIDENT
Harvey Reed
1 Concord Street
Natick, MA 01760
(508) 653-4608

VICE PRESIDENT
Steven Frymer
64 Asbury St.
Lexington, MA 02421-6521
(781) 862-3799
AFrymer@aol.com

TREASURER
Bob Messenger
4 Hamlett Dr. Apt. 12
Nashua, NH 03062
(603) 891-2484

CLERK
Mark Kaprielian
MKaprielian@rcn.com

MACA MEMBERSHIP
SECRETARY
Gus Gosselin
PO Box 1255
Melrose, MA 02176
(781) 397-0919
GGosse1600@aol.com

COORDINATORS

TOURNAMENT: Steve Frymer
CLUB: Robert King
COMEAU FUND & LIVING
MEMORIAL: Gus Gosselin
DATA PROCESSOR: Mark
Kaprielian
PRISON: Steven Frymer
PROMOTION/EDUCATION:
Stephen Dann, Acting
PUBLICATION: Robert King
VOLUNTEER: Harvey Reed
SCHOLASTIC: Anthony Gavelis

The Game Within the Game

Exceptions to the Rule

Frank Sisto

"In the opening, three tempi are worth a pawn."

Who came up with this tripe? I would hope that if Kasparov spotted me three tempi for a pawn, I could pound his head into submission.

Three moves are an eternity in almost any position. The further the game goes, usually the more the tempi are felt. If you don't believe it, pick any random position, throw away your strongest pawn, then give yourself three free moves to further your attack then make your move in turn. Do this for a few positions then count how many times you'd rather play from the pawn-up side. Not many.

One tempo can decide a game early, or at least make it difficult for the tempo-behind side to equalize. Since it's near impossible to quantify or qualify tempi compensation for the pawn, there probably shouldn't be an axiom on this topic.

From my experience, *if you can get the three tempi for the pawn, take it.* If you can secure some positional advantage such as a strong knight or a rook on the seventh rank, then it's a no-brainer. Even if you squander the three moves, you're certainly not dead and more often than not you will press your opponent into a mistake.

Below are two examples from opposite ends of the debate. The first is a Vaganian Gambit where initially White gets a big center and space advantage, which eventually translates into a measly one tempo advantage that is good enough for the win.

The second game is the inverse

example; White gets three tempi for the pawn but his position is barely justifiable. Eventually the difficulty of Black's defense has him choosing an inferior defensive plan thereby leading to an endgame advantage for White.

White gets his pawn back during the course of the game without ever relinquishing the initiative. Both games are good examples as to the difficulties of equating pawns with tempi.

White: Sisto (2103)

Black: Feldstein (2000)

Monadnock Marathon

Round 5, 10/30/94 40/1, SD/30

Vaganian Gambit

1.d4 Nf6 2.Bg5 c5 3.d5 Qb6 4.Nc3 Qxb2 5.Bd2 Qb6

Already White has shed a pawn for apparently nothing. But quickly the white side develops and the pawn amounts to a critical tempo.

6.e4 d6 7.f4 Bg4?!



The light-squared bishop is important to Black's defense, but it is natural and understandable why Black trades it. If he plans to put his knight on d7, it would mean that Black would have a cramped position and we all know what the rules are in cramped positions, right?

Everyone in unison: "Trade pieces when you have a cramped position".

Thank you; you regurgitate well. Black has little choice but to accept

the cramped position for the pawn as now bigger problems are on the horizon when Black tries to break in the center.

8.Nf3 Nbd7 9.h3 Bxf3 10.Qxf3 a6 11.Bc4 Qc7 12.a4 g6 13.g4 Nb6

White still hasn't gained any tempi, but his piece placement and mobility due to the shed pawn give him a much easier game. Black has to be concerned where he plans to put his king.

14.Be2 Bg7 15.Rb1 e6?



Black has no business trying to challenge in the center yet. He has no support along the a2-g8 diagonal and the king has nowhere to hide. Black's best may be to give the pawn back with 16...O-O and hope for a power outage.

16.g5 Nfd7 17.a5 Nc8 18.de6 fe6 19.Bc4 Ke7?! 20.Qg4

20.f5 is also good.

20...Nf8 21.f5 Bxc3 22.Bxc3 e5 23.O-O Kd8 24.fg6 Nxb6 25.h4

There are a bunch of viable plans here. The one white chooses is probably the most boring, but it also the most effective.

25...Re8 26.h5 Nf4 27.Bd2 Qd7 28.Qxd7+ Kxd7 29.Rxb7+ Kc6 30.Rxb7 Ra7 31.Rxa7 Nxa7 32.Bxf4 exf4 33.Rxf4 Re5 34.Rg4 Nc8 35.h6 Ne7 36.g6 Rh5 37.h7 Nxb6 38.Rxb6 Rxb7 39.e5 1-0

Did White ever get three tempi for the pawn? No. White's opening was based on ease of development

NM Frank Sisto is available for lessons. See his ad on Page 11 of this issue.

and space; two things hard to quantify in terms of pawns. Eventually White gained a tempi and that was enough for the win, and as a bonus we learned the “trade pieces in cramped positions” axiom can be a drag if you trade the wrong pieces.

White: Sisto (2173)

Black: Henderson (2031)

Wilshire Quads 2/2/97

Round 1, 45/SD

Boden Kieseritzky Gambit

1.e4 e5 2.Bc4 Nf6 3.Nf3 Nxe4
4.Nc3 Nxc3 5.dxc3 f6 6.O-O d6
7.Nh4 g6 8.f4 Qe7 9.f5 Qg7 10.Qf3



The only other 10th move I’ve ever seen quoted here is 10.b4, giving Black a slight edge. I’d rather put a drill bit in my forehead than do that to my pawns, hence the text which exerts long diagonal and f-file pressure, though it is not clear to what end. 10...g5 is not a threat; 11.Qh5+ Kd8 12.Nf3.

So in this position we see White get three tempi for the pawn, but it is barely enough as Black has defended well. White must keep his aggression going and look for dividends further into the game.

10...Be7 11.Be6?! Kd8?

10...Nc6 is more accurate, trying to get some of the tempi back and get the king castled queenside.

The f-pawn does not need protection due to the unfortunate position of the White knight. 11.Be6 attempts to pressure the long diagonal by attacking the defender of b7, but at the cost of trading a good bishop for a harmless one. But 11...Kd8? justifies White’s ac-

tions.

When talking to my opponent after the game, he expressed how he did not want to block ...c6, ...d5, and figured posting the knight would hamper this natural advance.

Though this is sound reasoning it is a second-best plan. Black does not need to rush this because he will always have this break therefore development should take higher precedence. Now White gets his pawn back and more importantly keep the initiative in the process.

12.Bxc8 Kxc8 13.fg6 hg6 14.Qg4+ Kd8 15.Qxg6 Qxg6 16.Nxg6 Rh7



This is a critical juncture, as both sides will have a free hand to deploy their forces over the next few moves, since no immediate conflicts will take place. The crux of the position lies in whose passed pawn will be more menacing and whether the knight can keep the bishop contained.



Thomas Mann at the NH Open, T1st in U1800.

Photographer: Cortizas

17.Be3 Ke8 18.g3 Kf7 19.Nh4 Nd7
20.Nf5 Ra8 21.h4 Ke6 22.c4 a6
23.Kg2 Bf8

White has clearly established himself the aggressor and Black decides to react to White’s play.

24.Rf2 c6 25.c3 d5 26.cd5 cd5
27.b4!

Containing the bishop takes precedence over the backward c-pawn. Black is now in time trouble and has a difficult position to find anything constructive to do.

27...e4 28.Raf1 Bd6 29.Bd4 Be5
30.g4 Rg8 31.Kh3 Ra8 32.h5 a5
33.b5 a4 34.Kh4 Ra5 35.g5 fg5+
36.Kxg5 Bf6+??

Maybe 36...Ra8 37.Bxe5 Kxe5
38.Nd4 Rg8+ 39.Kh4 just to stave off White’s charging king for a moment.

37.Bxf6 Nxf6 38.Nd4+ 1-0

White could barely justify the pawn sacrifice in this game and with correct play by Black may not have been able to justify it at all.

However, White does have an easier game to play throughout and when Black makes one defensive slip, he surrenders the pawn with initiative back to White and remains with the legacy of the bad bishop.

The game helps to illustrate my earlier conviction of grabbing the tempi for the pawn when you can get it. Even if it is not objectively best, the pawn-plus side often has a more difficult game to play.

Stolerman Annotates

Jack Stolerman

White: Stolerman, J (2166)

Black: Lardent, R (1799)

[C00] Denker (1), 28.07.2002

1.e4 e6 2.Qe2 c5 3.Nf3 Nc6 4.g3 Nge7 5.Bg2 d5 6.d3 d4 7.0-0 Ng6 8.h4 Bd6 9.h5 Nf8 10.h6?

10.e5 Be7 11.h6.

10...Qf6! 11.Bg5

11.hxg7 Qxg7 12.Na3 Bb8 13.Bd2 e5 14.Nh4 Ne7 15.Qf3 Rg8 16.Nf5 Nxf5 17.exf5 Nd7 18.Rae1².

11...Qg6 12.Qd2 f6 13.hxg7 Qxg7 14.Bh6 Qf7 15.Na3 Ng6 16.Bh3?!

16.c3 e5³.

16...Rg8 17.Nc4 Bc7 18.a4 e5 19.Bxc8 Rxc8 20.Kh1 Nf4 21.gxf4 Qh5+ 22.Nh2 Qxh6 23.f5 Qxd2 24.Nxd2 Na5?

24...Nb4 25.Rac1 h5 26.b3 Kd7 μ .

25.Rg1 Kf7 26.b3 Bd6 27.Ng4 Bf8 28.Nf3 Nc6 29.Rae1 Nb4?? 30.Ngxe5+ fxe5 31.Nxe5+ Kf6 32.Nd7+ Kf7 33.Ne5+ Kf6 34.Rxg8 Kxe5 35.f4+!?



35.Re2 \pm .

35...Kxf4 36.e5 Nxc2 37.Re2 Ne3 38.e6 Kf3 39.Rh2 Nxf5 40.Rxh7 Nd6 41.Rhh8 Ke3 42.Rxf8 Rc7 43.Rd8 Nf5 44.Rd5 Ng3+ 45.Kh2 Kf2 46.Rf8+ 1-0

White: Iinuma, P (1982)

Black: Stolerman, J (2166)

[B86] Denker (2), 29.07.2002

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4

Nf6 5.Nc3 a6 6.Bc4 e6 7.Bb3 Qc7 8.f4?! b5 9.a3 Bb7 10.0-0 Nxe4 11.Nxe4 Bxe4 12.f5 e5! 13.Re1 d5 14.Nf3 Nd7 15.Kh1 Nc5 16.Ba2 Rd8 17.Ng5 Bxf5 18.b4 Ne4 19.Qf3 Bg6?

19...h6 20.Qxf5 hxg5 21.Rxe4 dxe4 22.Bxg5 Rd7 23.Qxe4 Be7 24.Bxe7 Kxe7 25.Rf1 f6+

20.Bxd5 Rxd5 21.Nxe4 Bxe4?



21...Rd7 22.Bb2 f6 23.Rad1 Rxd1 24.Qxd1 Be7 25.Qd5 Bxe4 26.Qxe4 0-0 μ .

22.Qxe4 Qd7?!

22...Qc4 23.Qxc4 bxc4 24.Bb2 Bd6 25.Rad1 Rxd1 26.Rxd1 Ke7 μ . 23.Bb2 f6 24.c4 bxc4 25.Qxc4 Rd6 26.Rac1

26.Bxe5 fxe5 27.Rxe5+ Kd8 28.Rae1 Rf6 29.Rd5 Rd6 might have been better.

26...Be7 27.h3 Qe6 28.Qxe6 Rxe6 29.Rc8+ Bd8 30.Rd1 Ke7 31.Ra8?

31.b5! Re8 32.a4 axb5 33.Ba3+ Kf7 34.Rdx8 Rxd8 35.Rxd8 gets White a piece.

31...Re8 32.Ra7+ Kf8 33.a4 Be7 34.b5 axb5 35.axb5 Rb8 36.Rdd7 Bc5! 37.Rac7?

37.Ba3 Bxa3 38.Rxa3 Re7 39.Rxe7 Kxe7 40.Ra7+ Ke6 41.Rxg7 h5 42.Rh7 Rxb5 43.Rxh5 Rb2³.

37...Re7! 38.b6 Rxd7 39.Rxd7 Rxb6 40.Bc3 Rb1+ 41.Kh2 Bg1+ 42.Kg3 Rb3 43.Kg4 Rxc3 44.Kf5



Jack Stolerman

Photographer: Cortizas

Rc8 45.g4 Re8 46.Ke4 Re7 47.Rd8+ Kf7 48.Rh8 Re8 49.Rxh7 Kg8 0-1

White: Stolerman, J (2166)

Black: Friedel, J (2297)

[A21] Denker (3), 30.07.2002

1.c4 e5 2.Nc3 Bb4 3.g3 Bxc3 4.dxc3 Nc6 5.Bg2 Nge7 6.Nf3 0-0 7.0-0 d6 8.b3 h6 9.Ne1 Ng6 10.Ba3?!

10.c5 dxc5 11.Ba3 looks better.

10...Nce7 11.e4 b6 12.Nc2 Bb7 13.Ne3 f5 14.Nd5 f4 15.Bh3?

White should not trade light-squared bishops; better is Qh5.

15...Nxd5 16.cxd5 Bc8 17.Bxc8?



17.Bg2 Qg5 18.h4 Qf6 19.Qf3=. 17...Qxc8 18.Qh5 Kh7 19.f3 Qa6 20.Bb2 fxg3 21.hxg3 Rf7 22.c4 Raf8 23.a4?

23.Rf2 b5 24.cxb5 Qb6 25.Kg2 Qxb5=.

23...Qa5 24.Rf2

24.Rad1 Qc5+ 25.Kg2 Qe3.
24...Qb4 25.Ra3 Rxf3 26.Qxf3
 26.Rxf3 Qe1+ 27.Kg2 Qe2+
 28.Kh3 Rxf3-+.
26...Rxf3 27.Rxf3 Qe1+ 28.Kg2
Qxe4 29.Ra1 Qc2+ 30.Rf2 Qxb3
31.Kh2 h5 32.Ra3 Qxc4 33.Rc3
Qd4 34.Rcc2 Qe3 35.Bc1 Qe1
36.Bg5 e4 37.Rce2 Qd1 0-1

White: Clawitter, C (1937)
Black: Stolerman, J (2166)
 [B84] Denker (4), 31.07.2002

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4
Nf6 5.Nc3 a6 6.Be2 e6 7.0-0 Qc7
8.a4 b6 9.f4 Bb7 10.Bf3 Nbd7
11.Be3 Be7 12.Kh1 0-0 13.Nb3?!
Rac8 14.g4 d5 15.exd5 Nxd5
16.Nxd5 Bxd5 17.Bxd5 exd5
18.c3 Bc5?!
 18...Rfd8 19.Nd4 Nf6 20.Nf5
 Bc5=.
19.Nxc5 Nxc5 20.Qxd5 Rcd8
21.Qg2 Rfe8 22.Rf3?! Nxa4
23.Bd4?!



Better was 23.Rxa4 Rxe3
 24.Rxe3 Rd1+ 25.Qg1 Rxc1+
 26.Kxc1 Qd7 27.Rxa6 Qxc4+
 28.Kh1 Qd1+ 29.Kg2 Qg4+=.
23...Nc5 24.Bxc5 bxc5 25.Rff1
Qd6 26.f5 h6 27.Rf2 Qf6 28.Qg3
Qc6+ 29.Qg2 Qf6 30.Qg3 Re4
31.h3 Rde8 32.Rd1 Qc6 33.Qg2
Re1+ 34.Rxe1??
 34.Rf1 Qxc2+ 35.Kxc2 R8e2+
 36.Kf3 Re3+ 37.Kf4 Rxf1+
 38.Rxf1 Rxh3³.
34...Rxe1+ 35.Kh2 Qd6+ 36.Qg3
Rh1+ 0-1

Procrastination is often the better
 part of valor in the opening.
 Andrew Soltis, *GM Secrets: Openings*

White: Stolerman, J (2166)
Black: Chambers, R (1920)
 [B23] Denker (5), 01.08.2002
1.e4 c5 2.Nc3 Nc6 3.f4 g6 4.Nf3
Bg7 5.Bb5 Qb6?! 6.Bc4 d6 7.h3
 Castling is more exact: 7.0-0
 Bg4? 8.Bxf7+.
7...e6 8.d3 Nge7 9.0-0 Bd7 10.Kh1
Nd4 11.Nxd4 cxd4 12.Nb1 0-0
13.Bb3 Qc7 14.Qe1 e5?

14...Rac8.
15.Na3 Be6 16.fxe5 Bxe5? 17.Bh6
Rfd8 18.Bxe6 fxe6 19.Rf3 Nc6
20.Qh4 Bh8?
 20...Bg7 21.Nb5 Qd7 22.Bxcg7
 Qxcg7 23.Qf6 Qxf6 24.Rxf6.
21.Nb5 Qd7 22.Raf1 Ne5 23.Rf4
Re8 24.Qf2 Bg7 25.Bxcg7 Kxcg7
26.Nxd4 h6 27.Nf3 Nc6 28.Ng5
Ne5 29.Nf7 Nc6 30.Nxh6 Kxh6
31.Rh4+ 1-0

MACA LMCF Living Memorial Chess Fund

The *Living Memorial Chess Fund* has provided hundreds of chess sets and boards to schools, libraries, junior chess clubs, human service organizations, and community groups!

For the last several years the fund has run numerous inner city chess tournaments such as the Boston Youth Chessfest. This low cost tournament has attracted hundreds of children over the years.

Low cost or free inner-city tournaments have also been held in Rhode Island. Numerous Schools and libraries have received free equipment for chess programs.

Please donate to the LMCF.
All donations are tax deductible.

Donations can be given in the name of persons living or deceased. If the person is alive be sure to include his/her address; and we'll be happy to send a card acknowledging your thoughtfulness. If you do not want to honor someone you still can make a donation. To give a permanent memorial to one that is deceased or a continuous honor to one who is living, please consider a donation to the LMCF. A minimum donation of \$35 is required to add a name to the list. If making a monetary donation make checks payable to:

MACA-LMCF and mail to MACA Treasurer.

Bob Messenger, 4 Hamlett Dr, Apt. 12, Nashua, NH 03062

Auction items will be accepted and all trophies can be recycled.

No Olympic Gold for Chess Players

The International Olympic Committee is eliminating a number of sports from the summer games and has rejected applications of 14 sports seeking a spot in the Olympics, including ballroom dancing, surfing, bowling, bridge, billiards, squash, water skiing, racquetball, and chess.

This crushes the biggest aspiration of FIDE, which even introduced drug testing in anticipation of Olympic participation. The Commission also proposed adding language to the official program that will completely rule out mind-sports for admission to the Olympic Program.