

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 four major tournaments each year:

Massachusetts Open (State Championship)
Massachusetts Game/60 Championship
Greater Boston Open
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 **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:

Bob Messenger
4 Hamlett Dr. Apt. 12
Nashua, NH 03062
(603) 891-2484 or treasurer@masschess.org

Dues are non-refundable

Review Digest

Mark Donlan

New in Chess, Chess Combination Inc., Box 2423 Noble Station, Bridgeport, CT 06608-0423, (800) 354-4083, www.chessNIC.com

NIC Yearbook 68, Edited by Genna Sosonko & Paul Van der Sterren, 240pp. Hardback \$32.95, Paperback and CD-ROM \$23.95

Alexander Grischuk crushes a tricky Sicilian line is the cover survey. Sosonko's Corner tells the story of how Kortchnoi got robbed by playing the French Defense. Plus there are 34 surveys (20 on 1.e4, 13 on 1.d4 and one on 1.c4), NIC Forum, and Glenn Flear's book reviews. Three Stars.

Tactics in the Chess Opening 1, Sicilian Defense, Friso Nijboer & A.C. Van der Tak, Paperback, ISBN 90-5691-112-0, 239pp. & \$19.95

This is a collection of 250 mostly miniature annotated games. The games are categorized by opening system and show a broad range of results with both black and white wins, as well as draws.

There's certainly a lot of entertainment value to be had, and you can learn a good deal about the opening by playing through the games, but one major flaw is the blank page in the index of players; the letters M-S are mostly missing. So we'll deduct one star for that. One Star.

SOS: Secrets of Opening Surprises, Jeroen Bosch, ISBN 90-5691-098-1, Paperback, 207pp. \$22.95

When I experiment with my repertoire it's almost always with something suggested in IM Jeroen Bosch's column from NIC magazine. Here you'll find a selection of his best SOS columns plus two chapters from Bosch's contributions to the NIC Yearbook, all completely reworked and updated. What's

One Star: Poor
Two Stars: Average
Three Stars: Above Average
Four Stars: Excellent

more is that the lines recommended are actually playable!

The yearbook sections feature the French Wing Gambit 1.e4 e6 2.Nf3 d5 3.e5 c5 4.b4, which sure beats allowing the Winawer; and the Kupreichik variation in the Sicilian 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 Bd7.

While sections from the magazine include: the left hook a3!? (3 articles); surprising bishop moves (4 articles); early queen moves (5 articles); and an SOS pawn thrust (4 articles). Two Stars.

The Reliable Past, Genna Sosonko, ISBN 90-5691-114-7, 205pp. \$22.95

This is the sequel to the excellent Russian Silhouettes, and like that title it is a collection of ten pen portraits about those figures from the golden age of Soviet chess. Sosonko pays tribute to Max Euwe, Tony Miles, and Jan Timman as well.

Also included is his biting obituary of Eduard Gufeld and an essay entitled Beijing 2024. Most of the articles were originally published in *New in Chess* magazine and it features eighteen pages of photos. Four Stars.

Everyman Chess, Gloucester Mansions, 140A Shaftesbury Ave., London WC2H 8HD, www.everymanbooks.com

Chess Software: A User's Guide, Byron Jacobs w/ Jacob Aagaard & John Emms, ISBN 1-85744-284-9, Paperback, 128pp. \$19.95

This book mainly deals with Chessbase and Fritz and provides tips for getting the most out of your software. The contents cover managing databases, learning an opening, learning about yourself and your opponent, relating openings to middlegames and endgames, general training, and special products.

If you're just buying this software for the first time then this book will certainly help you get the most from your investment. ChessBase power-users will likely have discovered much of the authors' suggestions on their own,

but even I found the chapters from Jacob Aagaard somewhat enlightening. Three Stars.

Gambit Play: Sacrificing in the Opening, Angus Dunnington, ISBN 1-85744-334-9, Paperback, 128pp. \$19.95

Dunnington "aims to attract the reader to the idea of playing gambits." He has "put together a collection of gambit orientated lessons" that focus on the key aspects of successful gambit play: time, open lines, the initiative, outposts, disruption, and structure.

While he doesn't make specific opening recommendations, he does explain the reasons why some gambits work and others fail, and devotes one chapter to miniatures of 17 moves or less. Two Stars.

Gambit Publications, PO Box 32640, London W14 0JN, England, www.gambitbooks.com

Creative Chess Strategy, Alfonso Romero, ISBN 1-901983-92-7, Paperback, 10x6 3/4, 224pp. \$24.95

Spanish GM Romero explains how creativity can be used to surmount technical problems on the chessboard. He shows that exploiting an advantage is more than just a matter of technique, that it sometimes requires a paradoxical solution to bring the point home.

Romero writes "this book is intended for intermediate and high-ranking players," and that his fundamental aim is to show that positions should always be handled with originality and innovation.

He thoroughly examines typical practical positions and strategic elements such as pawn structure, bishop pair, controlling squares, exploiting weaknesses, positional sacrifices, and more. Four Stars.

Lessons In Chess Strategy, Valeri Beim, ISBN 1-901983-93-5, Paperback, 10x6 3/4, 176 pp. \$19.95

The follow-up to *Chess Recipes from the Grandmaster's Kitchen*, GM Beim discusses "what you must know, and what you must be able to do, in order to play successfully." He writes

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that the most important ability in chess is to think for yourself and that the most successful players are those who can think deeply and independently.

Yet he wrote the book specifically for the amateur player who just wants to improve at the club or attain a higher level of enjoyment from their pastime.

Topics include: geometry of the chessboard; symmetrical pawn-structures; space advantage; central passed pawn in the middlegame; static and dynamic features. Plus there are 124 exercises for the reader to solve, with detailed solutions given. Four Stars.

that the Sicilian defense is the most prominent among them. There are also 28 exercises to solve and a chapter on how to play successful piece sacrifices. Four Stars.

Other Publishers

A History of Chess, H.J.R. Murray, **Powells Books, 828 S. Wabash, Chicago IL 60605, (312) 341-0748, www.powellschicago.com, ISBN 0-19-827403-3, Hardback, 900pp. \$50.00**

First published in 1913 and recently reprinted, this is the bible as to the origins of chess and nothing like it has

The Chess Artist: Genius, Obsession, and the World's Oldest Game, J.C. Hallman, **Thomas Dunne Books, (212) 674-5151, www.stmartins.com, ISBN: 0-312-27293-6, 352pp. \$25.95**

The author presents a travelogue through the subculture of chess. Just as in *A Cook's Tour*, Anthony Bourdain traveled to exotic places and got drunk, so too does Hallman. He visits Kalmykia and gets drunk on Kirsan vodka and chess.

Together with his companion 39-year-old chess master Glenn Umstead, they attend the World Open in Philadelphia, visit Manhattan's Washington

The Must Buy Box

Dvoretsky's Endgame Manual, Mark Dvoretsky, **Russell Enterprises, Inc., PO Box 30, Milford, CT 06460, (866) 301-2233, www.chesscafe.com, ISBN 1-888690-19-4, Paperback, 384pp. \$29.95**

DEM is destined to become a classic endgame reference book. The basic must-know positions and ideas are all highlighted in blue for easy reference and memorization. The largest chapters are those on pawn endgames and rook endgames. There are many exercises for the reader to solve as well as an index of strategic and tactical techniques for quick reference.

School of Chess Excellence 4: Opening Developments, Mark Dvoretsky, **Edition Olms, Trafalgar Square, PO Box 257, N. Pomfret, VT 05053, (800) 423-4525, www.trafalgarsquarebooks.com, ISBN 3-283-00405-6, Paperback, 205pp. \$29.95**

The first half of the book is devoted to opening preparation and in the second half nearly every game is accompanied by detailed opening information. It covers general principles and improvement methods, preparing for a competition or a single game, the technique for finding moves at the board, and the secrets behind specific positions. There are also questions and exercises for the reader to solve.

Hoyle Majestic Chess, **PC Software, Vivendi Universal Games, www.majesticchess.com, \$19.99**

According to my eight-year-old son: "Majestic Chess is awesome." It features a powerful playing engine that can be adjusted to any strength or style of play, stunning graphics, and free 24-hour online play. In Chess Adventure mode, users travel through eight enchanted lands in a story-driven quest. You recruit a chess army, uncover magical artifacts, solve puzzles, and battle enemies. System Requirements: Windows 98/2000/XP; CPU 500 MHz Pentium III; RAM 128 MB; Video 16 MB supporting Direct3D and DirectX 8.1; 56.6 kbps modem for multi-player.

Essential Chess Sacrifices, **David LeMoir, ISBN 1-904600-03-4, Paperback, 10x6³/₄, 224 pp. \$24.95**

As the title suggests the author investigates in detail the most standard sacrificial ideas. Moreover he also discusses the possible follow-ups to the sacrifices, the defensive options against them, and the types of positions in which sacrifices are likely to succeed or fail.

He's classified the material into fifteen chapters, with about seventeen examples per chapter, and the same first move featuring in each sacrifice. The examples derive from a broad range of openings, but it comes as no surprise

been published since. It presents a complete record of the varieties of chess which have existed throughout the world and investigates the origin of these games and traces the development of modern chess.

"The first part of the book describes the history of the Asiatic varieties of chess, the Arabic and Persian literature on chess, and the theory and practice of the game of Shatranj. The second part is concerned with chess in Europe in the Middle Ages, its role in literature and in the moralities... leading up to the beginning of modern chess and the history of the modern game through to the nineteenth century." Four Stars.

Square Park, crash a Princeton Math Department game party, and give exhibitions in prisons and art galleries.

Hallman investigates the fanatical fascination that chess has on its followers. He recounts the history of the game, the history of Kalmykia, and the philosophy of chess according to Kirsan; that chess can be considered a religion. This is a chess book that non-chess players can enjoy reading and will give chess player's food for thought as to what fuels their obsession. Three Stars.

In chess, at least, the brave
inherit the earth.
Edmar Mednis (commenting on Tal)

Los Voraces 2019: A Chess Novel, Andy Soltis, McFarland & Company, Inc., Publishers, Box 611, Jefferson, NC 28640, (800) 253-2187, www.mcfarlandpub.com, ISBN 0-7864-1637-8, paperback, 267pp. \$30.00

This edition is a revision of a serialized electronic version featured at ChessCafe.com from September 2001 to August 2002, with illustrations added by Linda Campbell Franklin. In fact it's still available at their archives page, but I much prefer the printed edition.

It is a murder mystery story about the "The Greatest Tournament in Chess History," the \$20 million Sheldrake Memorial Tournament, i.e. Los Voraces 2019.

The fourteen greatest chess players in the world gather to compete and when players start turning up dead, the tournament arbiter becomes tournament sleuth.

It is full of game scores and diagrams. All but one of the games are all said to be real and some were played by the author, but it's hard enough trying to find time to play through the games played in real tournaments, never mind fictional ones. Three Stars.

GM Secrets: Endings, Andrew Soltis, Thinkers' Press, Inc. PO Box 8, Davenport, IA, 52805-0008, www.chessco.com, (800) 397-7117, ISBN 0-938650-66-1, Paperback, 214pp. \$25.00

In its second printing, this is an endgame guide that uses a Socratic dialogue between the characters GM Noah

Tal and "typical '90s junior" Pat Sayre (wink, wink, nudge, nudge).

In the bibliography to *Dvoretsky's Endgame Manual*, Mark Dvoretsky writes that "the book is original and fresh, with a good collection of examples," but that he has his doubts about the underlying pedagogical concept.

Like its companion *GM Secrets: Openings*, there are many caricatures, pull quotes, and highlighted text boxes to spice up the presentation of material; plus the ends of the pages are shaded for easy thumbing reference. It's your typical sized book, but it is designed lengthwise (it opens the long way) and while it opens flat it makes the layout rather awkward. Three Stars.

Looking for Trouble, Dan Heisman, Russell Enterprises, Inc., PO Box 30, Milford, CT 06460, (866) 301-2233, www.chesscafe.com, ISBN 1-888690-18-7, Paperback, 144pp. \$17.95

Subtitled *Recognizing and Meeting Threats in Chess* this book is geared towards spotting threats generated by your opponent's previous move and to make sure that your move does not create opportunities for your opponent. It is divided into opening, middlegame, and endgame sections.

While most tactics books offer positions where there is a forced win, checkmate or draw, this one provides over 200 problems that first identifies a threat and then shows how to prevent it. The puzzles range from easy to complex. Two Stars.

The King's Gambit for the Creative Aggressor, Thomas Johansson, Kania Schachverlag, www.chessville.com, ISBN 3-931192-09-1, Hardback, 173pp. \$18.95

I certainly recognized myself when I read in the introduction "that many players have a strange double-edged attitude towards the King's Gambit. They won't play it themselves ... and they won't play 1...e5 against someone they know plays it."

Well I'm glad I began playing it, because it leads to some marvelously attacking chess. Material often takes a backseat to activity, and creativity and the will to attack are paramount, especially in Internet blitz!

Unfortunately my opponents often play moves that are not considered in the author's specialized repertoire, but isn't that always the way with any opening book. The book is written in two language format, first English and then German. Each of the eleven chapters begins with Black's worst defenses and moves on to the best. The KG accepted, declined, and counter-gambits are all given due consideration. Three Stars.

Software & Video

Mate Studies, www.chessassistant.com, \$21.95

An interactive training course CD which includes over 5000 mate studies, classified by the number of moves to achieve mate, the number of pieces on the board, and by author. The software is designed to provide hints to help a student find the solution and comes with the playing program Crafty to learn with or play against. There are multiple user profiles with independent ratings and other individual information, plus it's accessible in six languages. The package includes a CD and a printed instruction manual. Two Stars.

The Knockout Nimzo, Tony Kosten, Bad Bishop Ltd, www.badbishop.com, ISBN 0-9542934-5-2, VHS, 100 minutes, \$29.95

In this video GM Kosten presents a repertoire for Black against the main lines of the Nimzo-Indian Defense: 1 d4 Nf6 2 c4 e6 3 Nc3 Bb4. Black trades

Recent Titles from Everyman Chess

Play the Najdorf: Scheveningen Style, John Emms, \$19.95
The Marshall Attack: and Anti-Marshall Lines, Bogdan Lalic, \$19.95

The Four Knights, Jan Pinski, \$19.95

The Veresov, Nigel Davies, \$19.95

English ...e5, Alex Raetsky & Maxim Chetverik, \$19.95

Winning Chess Endings, Yasser Seirawan, \$19.95

Winning Chess Openings, Yasser Seirawan, \$19.95

Winning Chess Brilliances, Yasser Seirawan, \$19.95

Concise Chess, John Emms, \$12.95

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the bishop pair, but in return gains quick development and often burdens White with long-term pawn weaknesses.

The video serves as a good primer for the opening and is best used by those taking it up for the first time. Over the course of 14 games Kosten researches White's fourth move alternatives: 4.f3, 4.Bg5, 4.Nf3, 4.Qc2, and 4.e3. It also includes a leaflet of complete games. Two Stars.

The Collected Works of Wilhelm Steinitz, Edited by Sid Pickard, Pickard & Son, Publishers, PO Box 2320, Wylie, TX 75098, (972) 429-9052, www.ChessCentral.com \$74.95

This CD includes five e-books in ChessBase format, along with the ChessBase Reader to access them. Altogether there are nearly 900 games annotated by Steinitz, plus his two books, and extended excerpts from his writings.

The Games of Wilhelm Steinitz is the main biographical collection and has 1,072 games played by the first world champion. It contains 22 text documents, with 288 games annotated by Steinitz. His own account of four World Championships, the London-Vienna match, and the cable match with Chigorin, all cross referenced with keys, hyperlinks and photos.

The Modern Chess Instructor has 20 text documents, including seven chapters devoted to teaching chess. Then Steinitz examines eight major openings with 167 surveys and 79 illustrative games. Also included is the Steinitz-Chigorin 1889 championship match.

The 6th American Chess Congress offers all 430 games annotated by Steinitz, plus five text documents, including the Committee Report and tournament crosstable.

A "Magazines" collection has excerpts from the *Field* and the *International Chess Magazine*. It contains about 85 games and 13 text documents, which includes the analysis lines from the Steinitz-Chigorin cable match and the article "Morphy and the Play of his Time."

The Steinitz Gambit covers the opening 1.e4 e5 2.Nc3 Nc6 3.f4 exf4 4.d4 Qh4+ 5.Ke2. It has 300 games (150

with notes, 28 by Steinitz), two text documents, six surveys and a comprehensive openings key. As a bonus there is a PDF file of crosstables, two screensavers, an electronic jigsaw puzzle and many photos. Three Stars.

ChessBase Magazine #96, www.ChessBase.com, \$19.95

CB 96 has 1700 games and over 500 with commentary. In addition there are over 6300 correspondence chess games, and sections on tactics, strategy, endgames, as well as comprehensive theoretical articles.

The multimedia report covers the Dortmund tournament and features interviews with Viorel Bologan, Vishy Anand, Peter Leko, and others. You can also watch the players analyzing after the games. Four Stars.

Bashing the Sicilian with Bb5, Murray Chandler, www.badbishop.com, Vol. 1 ISBN 0-9542934-3-6, Vol. 2 ISBN 0-9542934-4-4, DVD, \$29.95

This series is even better on DVD and might even be better still in the new media format offered by the latest ChessBase upgrades. In fact I'm upgrading my star recommendation based on the success I've enjoyed from playing this system.

The move Bb5 against the Sicilian is currently resurgent for white, even at the highest levels, plus it avoids a good deal of theory. Chandler's recommen-

dation is a bit of a hybrid between the Bb5 system and the Qxd4 system, with the benefit of sidestepping certain black options in the latter.

Volume 1 runs 90 minutes and considers lines after 2...Nc6. There are 16 illustrative games that distinctly explain white's plans and strategies. The lesson is then reinforced by easy-to-understand summaries.

Volume 2 runs two hours and discusses lines after 2...d6. There are 15 illustrative games, including ones from Adams and Kramnik. Three Stars.

Classics Revisited

How to Play the Middlegame, John Littlewood, Batsford Chess Books, 64 Brewery Road, London N7 9NT, www.batsford.com, ISBN 0-7134-8617-1, Paperback, 208pp. \$22.95

A popular classic that was revised and updated in Y2K, it offers general advice on strategy, tactics, combinations, the pieces, planning and problem themes.

Each chapter concludes with specific tips or hints and there a numerous exercises for the reader to solve. The author writes that his "object is to stimulate, not indoctrinate, the reader." He offers "food for thought" with over 300 examples from chess praxis focusing on tactics within the framework of strategic planning. Three Stars.

What's in your Library?

Bob Messenger

It's a tough decision, but I'd say that my favorite three chess books are *My System* by Aron Nimzowitsch, *Pawn Power in Chess* by Hans Kmoch, and *The Art of Attack in Chess* by Vladimir Vukovic. The first two were especially helpful to me when I was in high school, about C strength, while I studied Vukovic when I was advancing to Class A.

Two other books that I learned a lot from when I was starting out were *Winning Chess* by Fred Reinfeld and Irving Chernev and *Logical Chess, Move by Move* by Chernev. *Winning Chess* is good for elementary tactics, but players rated above 1200 or so would need more challenging problems to solve.

My library is filled with books that I've skimmed through but never really studied, or started to study but didn't finish. I hope some day I can find the time to play through all the games in *Chess Praxis* by Nimzowitsch, *My Sixty Memorable Games* by Fischer, *One Hundred Selected Games* by Botvinnik, and many others.



Ivanov Annotates

Alexander Ivanov

White: Paschall, W (2459)

Black: Ivanov, A (2586)

[B07] BU Open 1hr/game + 5sec (4), 08.11.2003

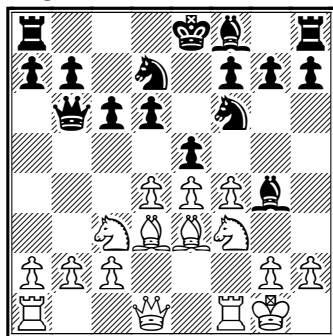
1.e4 d6 2.d4 Nf6 3.Nc3 c6?!

This was the last round game and both opponents needed a win to win the tournament. That's why Black chooses a dubious opening variation, one of the few I haven't tried yet against Bill Paschall in our many encounters.

4.f4 Qa5 5.Bd3 e5 6.Nf3 Bg4 7.Be3 Nbd7

7...exf4 8.Bxf4 Qb6 is recommended by IM Martin. (Ed.)

8.0-0 Qb6?!



I didn't remember much theory here and noticed 10. Na4 only after White

played 9.Qe1. Better is 8...Be7 9.h3 (9.Qe1!? Bxf3 10.Rxf3± Ng4?! 11.Bd2 Qb6 12.Ne2± Smirin-Beim, 1992 - 54/113) 9...Bxf3 10.Qxf3 0-0 11.Ne2 c5 12.dxe5 dxe5 13.Nc3!±

9.Qe1

The strongest move in the position. (Paschall, commenting on Chess.fm)

9...exf4 10.Na4 Qd8N

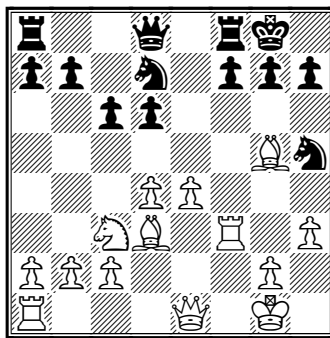
10...Qc7 11.Bxf4 Nh5 12.e5.

11.Bxf4 Nh5 12.Be3 Be7 13.Nc3

13.h3 Bxf3 14.Rxf3 0-0 15.Rf5 Nhf6 16.Qg3↑

13...0-0 14.h3 Bxf3 15.Rxf3 Bg5

16.Bxg5



Fritz recommends the direct 16.g4!? Bxe3+ 17.Qxe3 Nhf6 18.g5 Ne8 19.Raf1 Nc7 20.Bc4 d5 21.exd5 Nb6 22.Bd3 Nbx5 23.Nxd5 Nxd5 24.Qe5 Qe8 25.Qg3 with initiative.

16...Qxg5 17.Rf5 Qh6 18.Qf2

18.Qh4 Qe3+ (18...g6?! 19.Rf3) 19.Qf2 Qxf2+ 20.Kxf2 g6.

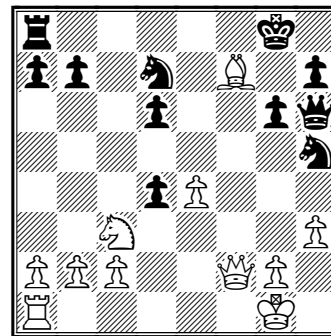
18...g6 19.Rf3 c5 20.Bc4

20.Nd5 cxd4 21.Qxd4 Threatening Ne7 mate. 21...Ne5 22.Rf2 (22.Nf6+ Nxf6 23.Rxf6 with a clear advantage. (Paschall)) 22...Qg5∞; 20.Nb5 cxd4 21.Qxd4 Ne5 22.Rf2 Qg5 23.Nxd6 Rad8∞

20...cxd4 21.Rxf7 Rxf7

Back correctly avoids 21...Kh8 22.Qxd4+ Ne5 23.Rxb7±

22.Bxf7+?!



22.Qxf7+!? Kh8 23.Nd5! (23.Qxd7 Qe3+ and Black gets counterplay. (Paschall)) 23...Ne5 (23...Qg7 24.Qxg7+ Nxg7 25.Rd1 Ne5 26.Bb3 Ne6 27.Nb6! Re8 28.Nc4 Nxc4 29.Bxc4±) 24.Qxb7 Rf8 25.Qb3 Nf4 26.Nxf4 Qxf4 (26...Rxf4 27.Qb8+) 27.Rf1 Qh6 28.Rxf8+ Qxf8 29.Bd5



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ΔQf4? (29...Qf6 30.Qb8+ Kg7 31.Qxa7+ Kh6 32.Bg8 Kg5 33.c3 dxc3 34.Qe3+ Kh4 35.Qxc3+-; 29...Qc8 30.Qb4± Qxc2 31.Qxd4) 30.Qb8+ Kg7 31.Qxa7+ Kh6 32.Qxd4 Qc1+ 33.Kf2 Qxc2+ 34.Kg3+-

22...Kh8

22...Kg7!? 23.Nb5!/? (23.Qxd4+ Kxf7 24.Rf1+ Nhf6 25.Qxd6 Nf4 24.Nxd4! Rf8 25.Qxf4 Qxf4 26.Ne6+ Kxf7 27.Nxf4± Fritz.

23.Qxd4+ Ne5 24.Bb3?!

White's first inaccuracy 24.Ne2!? Qg7 25.Bd5 Nf4 26.Qd1 Nxc2+ (26...g5 27.Nd4) 27.Qxc2 Rf8 28.Rf1 b6± Fritz, although Black has some compensation for the Pawn; 24.Be6!? Nf4 25.Bg4 Qg5 26.Rf1 h5 27.g3 Ne2+ 28.Nxe2 hxg4 29.h4±.

24...Nf4 25.Kh2 Rf8?!

I saw that Black could force a draw here, but with not much time left, the time control was 1 hour per game; I took a risky decision to play for a win, which paid off.

25...Nxb3 26.gxh3 Qf4+ 27.Kg2 Qf3+ 28.Kh2! Rf8 (28...Qf4+=) 29.Rg1 Qf6 30.Qe3 Nf3+ 31.Kh1 Nxb3 32.Qxg1 Qf3+ 33.Qg2 Qe3 34.Bc4□ Rf2 35.Qg4 Rxc2 36.Bf1 Qf2 37.Bg2 Rxb2±.

26.Qxd6?

Probably overlooking Black's 30th move. Better was 26.Rf1, for example, 26...g5 27.Nd5 (27.Qxa7!/? g4 28.Qd4) 27...Nxd5 28.Rxf8+ Qxf8 29.Qxd5 g4 30.h4 Qf4+ 31.Kg1 Kg7 32.Qg8+ Kh6 33.Qe6+ Kg7 and White can either force a perpetual with 34.Qg8+ or play for a win after 34.Qe7+ Kh6 35.Qxd6+ Kh5± 36.Qd4 g3 37.c3 Kxh4.

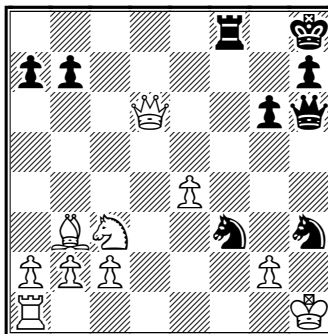
26...Nf3+!

26...Ng4+ leads only to a draw after 27.Kh1□ Nxb3 28.Qd4+! Rf6 (28...Nf6 29.gxh3 Qxh3+ 30.Kg1) 29.Qd8+ Rf8=.

27.Kh1

After the "crazy" 27.Kg3 Black has to find 27...Nh5+ (27...Ne2+ 28.Kf2 Nxc3 (28...Nfd4+ 29.Ke1 Nxb3 30.axb3 Nxc3 31.Qd4+ Kg8 32.bxc3 Qh4+ 33.Ke2□ Qg3 34.Rg1±) 29.bxc3 Ng5+ 30.Kg1 Nxb3+ 31.gxh3 Qe3+=) 28.Kf2 (28.Kg4 Qg5#) 28...Nd4+ 29.Kg1 Qe3+ 30.Kh1 Qf2! 31.Qe5+ Rf6±; 27.gxf3 Qxh3+ 28.Kg1 Qg2#.

27...Nxb3



28.gxf3

28.gxh3 Qxh3+ 29.Qh2 Qxh2#.

28...Nf4+

28...Nf2+ 29.Kg2 Qh3+ 30.Kxf2 Rxf3+ 31.Ke1 Qh1+ 32.Kd2 Qh6+!±; 28...Ng5+ 29.Qh2+-.

29.Kg1 Qg5+ 30.Kf2 Rd8!

This wins the Queen for which White has enough material but due to his strong Nf4 Black is better.

30...Qg2+ 31.Ke3+-; 30...Nh3+ 31.Ke1 Qh4+! 32.Ke2 Nf4+ 33.Ke3 Ng2+ 34.Ke2=.

31.Qxd8+ Qxd8 32.Rd1 Qg5

32...Qh4+ 33.Ke3 Qg5 34.Kd4!/?

33.Rd7 Qc5+ 34.Kg3

34.Kf1 Qc3+-

34...g5

Threatening ...Qg1 mate.

35.Rd8+?!

Perhaps more stubborn was the passive 35.Rd1 h5±

35...Kg7 36.Rg8+ Kh6 37.Kg4 Ng6

I saw 37...Nh5! but in time trouble (one minute, plus 5 seconds) missed 38.Nd5 Qd6!+- considering only (38...Qf2 39.Kf5 Qxf3+ 40.Ke5 g4+- according to Fritz, but which didn't look clear to me.)

38.Nd5 Nh4

38...Qf2+-; 38...Nh4 threatening 39.— Qg1+ 40.Kh3 Qg2#.

39.Rxg5 Qg1+ 40.Kxh4 Qxg5+±

41.Kh3 Qe5 42.c3 Qh5+ 43.Kg3

Qg5+ 44.Kh3 Qd2 45.e5 Qe2 46.f4

Kh5 47.Nf6+ Kg6 48.Be6

48.Bd5 Kf5+-

48...Qe3+ 49.Kg4 h5+ 50.Nxh5 Qe2+

0-1

Akiba Rubinstein defeated Emanuel Lasker, Jose Capablanca and Alexander Alekhine in the first game that he played against those players in tournament play.

National Chess Survey

Businesswire.com has reported that Fluent Entertainment, developers of Hoyle Majestic Chess, conducted a national chess survey over a two-day period in October.

The survey of 1054 qualified respondents (525 male and 529 female) was conducted by Greenfield Online.

Here are some of the statistical results:

*Only 11 percent of chess players and non players associate the game with a "geeky pastime."

*81 percent associate chess with strategic thinking, while 43% associated it with intelligence.

*Almost 60 percent of chess players believe that chess makes them better negotiators, while more than half of non chess-players believe they would be better negotiators if they played the game.

*Many older Americans believe chess improves their life, while younger Americans think it helps in school.

*26 percent of people play the game "to win."

* 80% of men and women cite fun as the number one reason they play chess.

* 68% of people believe that if chess were easier to learn even more people would play.

* According to the US Chess Federation, between 35 and 40 million people play chess in the US.

* 48% of men associated chess with intelligence while only 38% of women saw the association.

* 32% of men play chess to win while only 18% of women play for this reason.

* Bobby Fisher is seen by 61% of those surveyed to be the biggest hero in chess, followed by sixteen-time World Champion Anatoly Karpov.

* 20% of those 24 and younger that play chess believed it improved their life.

* 30% of those 25-34 and younger that play chess believed it improved their life.

* 35% of those 35-54 and younger that play chess believed it improved their life.

* 38% of those 55 and older that play chess believed it improved their life.