



WWW.LACHESSCLUB.COM

(The Most Active Club on the West Coast)

11514 Santa Monica Blvd – 2nd floor
Los Angeles, CA 90025

(4 blocks West of 405 Fwy. Above JAVAN Restaurant)
SW corner of Santa Monica Blvd & Butler

Public parking on the NW corner or in the building underground [\$5]

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(An affiliate of the United States Chess Federation)

Private (1:1) Chess Lessons

By

Life Senior Master Mick Bighamian

&

Other club Masters and Experts

The Los Angeles Chess Club provides instructors offering "Private Chess Lessons" to individuals and groups interested in improving their knowledge of the *Royal Game* at an accelerated pace - at the club or offsite.

Private Chess Lessons

- Is the single best method for individuals interested in improving their knowledge of the *Royal Game* at an accelerated pace.
- Is a comprehensive approach to learn and implement world-class methodologies by achieving desired results for ambitious players who prefer an interactive way to have their inner talents developed.
- Is most effective if accompanied with the student's desire and practices. Parent's support (for Juniors) is also an important factor in achieving this goal.



Senior Life Master Mick Bighamian (L) and 2007&8 World Chess Olympiad Gold Medalist International Grandmaster Smbat Lputian (R)

Mick Bighamian Chess *Résumé*

Mick has been playing and teaching chess, as well as directing tournaments for over quarter of a century.

As a Player, he has been on the list of United States Chess Federation's (USCF) "Top 50 Most Active Players" for over 10 years.

As a Coach, he has trained many individuals, who have, over the years, been able to compete in and win National Tournaments and have been able to receive Chess Scholarships from various universities, and have attained National Master titles.

As a Tournament Director, he has directed over 2000 tournament since mid 80s and achieved the 'Director of the Year' title in 1997 for directing most number of tournaments that year.

As a lecturer, he has been discussing advanced chess topics for 25+ years at his old club - Houston Chess Club - and his second club - LA Chess Club - on **Advanced Chess Classes** (*quality of his lectures is second to none in terms of being highly refined, concise, and refreshing - keeping the student interested in the topic - combining chess literature, anecdotes and humor as well*).

A few achievements over the years...

- 2009 American Open Quick Championship 1st place, 3-way tie
- 2009 Chess Coach (National Champ student - age U8&U10)
- 2008 Chess Coach (National Champ student - age U10)
- 2003 Western Team Amateur Championship (U2000) 1st place
- 2002 Chess Coach (National Champ student - age 9-10)
- 2000 Houston Open 2nd place
- 1999 Houston Open 2nd place
- 1997 USCF Tournament Director of the Year 1st place
- 1996 Houston City Championship 1st place
- 1994 National Team Championship (Team South) 2nd place
- 1993 Houston City Championship 1st place
- 1990 USCF Life Senior Master (Title earned)
- 1991 Southwest Open 1st place- tied
- 1990 Houston City Championship 1st place
- 1988 USCF Senior Master (Title earned)

- 1985 USCF National Master (Title earned)
- 1983 ACUI Championship- Team A&M- Region XII 1st place
- 1983 ACUI Championship- Individual- Region XII 1st place
- 1982 ACUI Championship- Individual- Region XII 2nd place
- 1981 ACUI Championship- Individual- Region XII 3rd place
- 1976 National High School Championship 3rd place
- USCF Life Senior Master Since 1988
- USCF National Master Since 1985
- 'National Tournament Director of the Year' 1997

United States Chess Federation (USCF) Categories	
Title	Rating Range
Senior Master	2400+
Master	2200-2399
Expert	2000-2199
Class A	1800-1999
Class B	1600-1799
Class C	1400-1599
Class D	1200-1399
Class E	1000-1199
Class F	800-999
Class G	600-799
Class H	400-599
Class I	200-399
Class J	Under 200

Packages to choose from:

1. 5-Hr Package– Basic
 2. 5-Hr Package– Intermediate
 3. 5-Hr Package– Advanced
 4. 10-Hr Package– Basic
 5. 10-Hr Package– Intermediate
 6. 10-Hr Package– Advanced
- *If not sure which package to choose, please consult us for free.*
 - *Cancellations with at least 3 hours of advanced notice, do not count.*
 - *Flexibility with schedule*
 - *5-hour package must be completed within 3 months.*
 - *10-hour package must be completed within 6 months.*
 - *100% refunds returned within 72 hours of signing up - 20% deducted afterwards.*

10-Hour Package

(The Premium package)

(This 5-session package fully provides all the necessary tools in order to gain a respectable understanding of the game and to be able to play in tournaments competitively.)

1. OPENING

(2 hours)

- *Gaining and maintaining the initiative (momentum) as White*
- *Equalizing as Black and then gaining the initiative*
- *Coherency of your Openings and defenses*
- *Top 10 Openings for White and Black*
- *Notations/Symbols/ Chess Terms Glossary*
- *Which specific Openings suits you best?*

2. MIDDLE GAME

(2 hours)

- *Reviewing M/G principles (i.e. Mobility, Harmony, Force, Space, etc.)*
- *Discussing 4 stages of the M/G*
- *5 types of Central Pawn Formations*

3. ENDGAME

(2 hours)

- *Reviewing all types of end-games with the underlying principles (e.g. Accuracy, Timing, Efficiency, etc.)*
- *Covering various endgame themes with game examples*

4. TACTICS

(2 hours)

- *Covering 23 Major and Minor tactical and combinational themes in chess*
- *Discussing their recognition and tactical implementations*
- *Reviewing Permanent & Temporary advantages*
- *Reviewing game examples for above tactical themes*

5. POSITION EVALUATION & PLANNING

(2 hours)

ROLE OF GOOD DIET & PSYCHOLOGICAL FACTORS

- *Discussing 5 factors of assessing a position in great depth*
- *Conceiving a plan and executing it - step by step*
- *12 Brain boosting foods & snacks*
- *Psychological factors in chess!*
- *When and how to offer/accept/reject a draw... and why*

5-Hour Package

(The Basic package)

(This 4-session package covers all the basic theory needed in order to play a game properly)

1. **OPENING** (75 minutes)

- *10 Rules of the Opening!*
- *Opening principles and their underlying ideas*
- *Notations/Symbols/Chess Terms Glossary*
- *Which specific Openings suits you best?*

2. **MIDDLE GAME** (75 minutes)

- *How to think in the M/G*
- *Discussing various M/G Motifs and their application*
- *Covering multiple M/G examples*

3. **END GAME** (75 minutes)

- *Discussing basic E/G and their principles*
- *Covering basic Pawn Ending principles*

4. **TACTICS** (75 minutes)

- *Discussing basic tactical themes*
- *Covering various tactical patterns with game examples*

Topic-Specific Sessions

This is ideal for players interested in strengthening specific area(s) of their game in one or more sessions.

Topics discussed may include:

- **Playing practice games**; in order to accentuate your strengths and pinpoint your weaknesses
- **Game Analysis** (analysis of your played games and specifying weak areas)
- **Opening principles** and underlying concepts (best Opening for YOUR style!)
- **Middle game** (various stages [4 types] and/or Pawn formations [5 types])
- **End game** (various end games and related principles)
- **Tactical Patterns** (23 major and minor tactical themes in chess with multiple examples)
- **Positional Themes** (breaking down by the elements)

- **Psychological Factors** (factors affecting your game on and off the board)
- **Draw Offers** (when to offer/accept/reject draws; and WHY?)
- **Position Evaluation** (5 factors of assessing a position systematically and scientifically)
- **Planning** (single and multi-phase) in ANY position; based on a thorough evaluation
- Others (specific Openings, Middle games, End games, Tactical patters, Plans, etc.)

Rates

- 10- Hour package (*Premium*): \$750 at the club/ \$800 offsite
- 5- Hour package (*Basic*): \$400 at the club/ \$450 offsite
- Hourly rate: \$80 at the club/ \$90 offsite

Note:

- You are presented with a binder of covering materials in the 1st session - to keep.
- Packages are suited to the knowledge level of the student (from total beginner to Expert level).
- Sessions are best once a week. However, 2 or 3 sessions a week are also possible.
- There are optional exercises to be done from one session to the next by the student.
- If a student prefers more coverage on a certain part of the game (i.e. Opening, Middle game, Endgame, Tactics, Planning, Position Assessment, etc.), it can also be arranged.
- Another package of “Practical Sessions” is the most ideal complement in order to apply the theoretical knowledge of the first package to practical games of the second one.
- There is a 10% discount for additional packages.

Additional goodies:

- You will receive a free chess set.
- For each package you will receive a free 1-day tournament at the club on any Saturday or Sunday afternoon.
- Package fees are to be prepaid in the 1st session.

Contacts

- *email* Mick@LAChessClub.com
- *cell & messages* (310) 795-5710
- *Free consultation –* *by phone, email or in person*

10 big brain benefits of playing chess

- *It is not a coincidence that chess is known as "The Game of Kings".*
- *No doubt the rulers of empires and kingdoms saw in the game fitting practice for the strategizing and forecasting they themselves were required to do when dealing with other monarchs and challengers.*
- *As we learn more about the brain, some are beginning to push for chess to be reintroduced as a tool in the public's education. With benefits like these, they have a strong case.*

HOW Chess HELPS YOUR BRAIN

People over 75 who play brain-stretching games like chess are less likely to develop dementia.

Playing chess grows dendrites, which conduct brain signals, and the prefrontal cortex, which coordinates planning, judgement and self-control.

Playing chess helps develop creativity by activating the right side of your brain.

Students in a NYC chess program improved reading scores more than a non-chess-playing students.

A study of 4,000 Venezuelan students showed rises in IQ scores after 4 months of instruction.

SOURCES: auschess.org.au | healthylivingnyc.com | championshipchess.net | givewell.org | wisegeek.com | blog.chess.com

1. IT CAN RAISE YOUR IQ

Chess has always had an image problem, being seen as a game for *brainiacs* and people with already high IQs. So there has been a bit of a chicken-and-egg situation: do smart people gravitate towards chess, or does playing chess make them smart? At least one study has shown that moving those knights and rooks around can in fact raise a person's intelligence quotient. A study of 4,000 Venezuelan students produced significant rises in the IQ scores of both boys and girls after 4 months of chess instruction.

2. IT HELPS PREVENT ALZHEIMER'S

Because the brain works like a muscle, it needs exercise like any bicep or quad to be healthy and ward off injury. A recent study featured in The New England Journal of Medicine found that people over 75 who engage in brain-stretching activities like chess are less likely to develop dementia than their non-board-game-playing peers. Just like an un-exercised muscle loses strength, Dr. Robert Freidland, the study's author, found that unused brain tissue leads to a loss of brain power. So that's all the more reason to play chess before you turn 75!

3. IT EXERCISES BOTH SIDES OF THE BRAIN

In a German study, researchers showed chess experts and novices simple geometric shapes and chess positions and measured the subjects' reactions in identifying them. They expected to find the experts' left brains being much more active, but they did not expect the right hemisphere of the brain to do so as well. Their reaction times to the simple shapes were the same, but the experts were using both sides of their brains to more quickly respond to the chess position questions.

4. IT INCREASES YOUR CREATIVITY

Since the right hemisphere of the brain is responsible for creativity, it should come as no surprise that activating the right side of your brain helps develop your creative side. Specifically, chess greatly increases originality. One four-year study had students from grades 7 to 9 play chess, use computers, or do other activities once a week for 32 weeks to see which activity fostered the most growth in creative thinking. The chess group scored higher in all measures of creativity, with originality being their biggest area of gain.

5. IT IMPROVES YOUR MEMORY

Chess players know — as an anecdote — that playing chess improves your memory. Being a good player means remembering how your opponent has operated in the past and recalling moves that have helped you win before. But there's hard evidence also. In a two-year study in 1985, young students who were given regular opportunities to play chess improved their grades in all subjects, and their teachers noticed better memory and better organizational skills in the kids. A similar study of Pennsylvania sixth-graders found similar results. Students who had never before played chess, improved their memories and verbal skills after playing.

6. IT INCREASES PROBLEM-SOLVING SKILLS

A chess match is like one big puzzle that needs solving, and solving on the fly, because your opponent is constantly changing the parameters. Nearly 450 fifth-grade students were split into three groups in a 1992 study in New Brunswick. Group A was the control group and went through the traditional math curriculum. Group B supplemented the math with chess instruction after first grade, and Group C began the chess in first grade. On a standardized test, Group C's grades went up to 81.2% from 62% and outpaced Group A by 21.46%.

7. IT IMPROVES READING SKILLS

In an oft-cited 1991 study, Dr. Stuart Margulies studied the reading performance of 53 elementary school students who participated in a chess program and evaluated them compared to non-chess-playing students in the district and around the country. He found definitive results that playing chess caused increased performance in reading. In a district where the average students tested below the national average, kids from the district who played the game tested above it.

8. IT IMPROVES CONCENTRATION

Chess masters might come off like scattered nutty professors, but the truth is their antics during games are usually the result of intense concentration that the game demands and improves in its players. Looking away or thinking about something else for even a moment can result in the loss of a match, as an opponent is not required to tell you how he moved if you didn't pay attention.

Numerous studies of students in the U.S., Russia, China, and elsewhere have proven time and again that young people's ability to focus is sharpened with chess.

9. IT GROWS DENDRITES

Dendrites are the tree-like branches that conduct signals from other neural cells into the neurons they are attached to. Think of them like antennas picking up signals from other brain cells. The more antennas you have and the bigger they are, the more signals you'll pick up. Learning a new skill, like playing chess, causes dendrites to grow. And that growth doesn't stop once you've learned the game; interaction with people in challenging activities also fuels dendrite growth, and chess is a perfect example.

10. IT TEACHES PLANNING AND FORESIGHT

Having teenagers play chess might just save their lives. It goes like this: one of the last parts of the brain to develop is the prefrontal cortex, the area of the brain responsible for planning, judgment, and self-control. So adolescents are scientifically immature until this part develops. Strategy games like chess can promote prefrontal cortex development and help them make better decisions in all areas of life, perhaps keeping them from making a stupid, risky choice of the kind associated with being a teenager.

Famous Amateur chess players

From Wikipedia

This is a list of skilled but non-professional chess players who were famous for some other reason, but whose life or work was significantly impacted by the game of chess.

- Film comedian *Woody Allen* authored a comical epistolary short story entitled "The Gossage-Vardebedian Papers" which takes the form of a chess game via mail along with other exchanges. The two protagonists disagree on the correct position due to alleged lost mail. Both players eventually claim victory. Allen did himself play on occasion, and taught his stepson Moses Farrow how to play.
- Science fiction writer *Isaac Asimov* devotes over a page of his autobiography to his hopeless lack of aptitude at chess.

In the years that followed, I discovered that everyone beat me, regardless of race, color, or religion. I was simply the most appallingly bad chess player who ever lived, and, as time went on, I just stopped playing chess.

My failure at chess was really distressing. It seemed completely at odds with my "smartness," but I now know (or at least have been told) that great chess players achieve their results by years and years of studying chess games, by the memorization of large numbers of complex "combinations." They don't see chess as a succession of moves but as a pattern. I know what that means, for I see an essay or a story as a pattern.

But these talents are different. Kasparov sees a chess game as a pattern but an essay as a mere collection of words. I see an essay as a pattern and a chess game as a mere collection of moves. So he can play chess and I can write essays and not vice versa.

That's not enough, however. I never thought of comparing myself to grand masters of chess. What bothered me was my inability to beat anyone! The conclusion that I finally came to (right or wrong) was that I was unwilling to study the chessboard and weigh the consequences of each possible move I might make. Even people who couldn't see complex patterns might at least penetrate two or three moves ahead, but not I. I moved entirely on impulse, if not at random, and could not make myself do anything else. That meant I would almost certainly lose.

And again - why? To me, it seems obvious. I was spoiled by my ability to understand instantly, my ability to recall

instantly. I expected to see things at once and I refused to accept a situation in which that was not possible.-- *I, Asimov: A Memoir*

In spite of this, Asimov incorporated chess into his famous story *Nightfall* and his novel *Pebble in the Sky*.

- It is unknown if Swedish film director *Ingmar Bergman* played chess himself. However, the scenes from his film *The Seventh Seal* in which the knight from the Crusades plays a game of chess with the figure of Death is arguably the most famous usage of chess in the entire history of cinema. After Bergman's death, the chess pieces used in the film (Bergman had kept them) were auctioned off at rather high prices. Among several historical anachronisms in the film, there is a chess history inaccuracy. In the time-period of the film, the Queen was not a particularly powerful piece, yet a turning point in the story is when Death captures the Knight's Queen. When Bergman died, more than one obituary stated that Bergman had lost his chess-game with Death.
- Mathematician and fantasy author *Lewis Carroll* wove chess extensively into his second "Alice" book *Through the Looking Glass*. Most of the characters are chess pieces participating in a game on a giant chess board in which each square is about one square mile in size. Similar chess games played with human pieces on enormous fields often occurred in the Middle Ages and Renaissance. The two Queens always run very fast and the Knight character is always falling off on one side of his horse, characteristics which imitate the moves of their respective pieces in a real chess game. Carroll also composed occasional chess problems.
- Silent screen comedian *Charlie Chaplin* devotes two pages of his autobiography to playing chess, with particular focus on the time he was one of 20 Hollywood stars to play simultaneous chess against Sammy Reshevsky (then nine years old) at the Los Angeles Athletic Club in June 1921.
- Actor *Humphrey Bogart* was an excellent chess player, almost of master strength. Before he made any money from acting, he would hustle players for dimes and quarters, playing in New York parks and at Coney Island. The chess scenes in *Casablanca* had not been in the original script, but were put in at his insistence. A chess position from one of his correspondence games appears in the movie, although the image is a little blurred. He achieved a draw in a simultaneous exhibition given in 1955 at Beverly Hills by the famous chess Grandmaster Samuel Reshevsky and also played against George Koltanowski in San Francisco in 1952 (Koltanowski played blindfolded but still won in 41 moves). Bogart was a United States Chess Federation tournament director and active in the California State Chess Association, and a frequent visitor to the Hollywood chess club. The cover of the June–July 1945 issue of *Chess Review* showed Bogart playing with Charles Boyer, as Lauren Bacall (who also played) looks on. In June 1945, in an interview in the magazine *Silver Screen*, when asked what things in life mattered most to him, he replied that chess was one of his main interests. He added that he played chess almost daily, especially between film shootings. He loved the game all his life.
- *Marcel Duchamp* for a while abandoned painting for chess. Prior to that time, his 1911 *Portrait of Chess Players* (*portrait de joueurs d'echecs*) contained Cubist overlapping frames and multiple perspectives of his two brothers playing chess. He dropped painting in 1923, concentrating on chess and his strength became near master class. Duchamp can be seen, very briefly, playing chess with Man Ray in the short film *Entr'acte* (1924) by Rene Clair. He designed the 1925 Poster for the Third French Chess Championship, and later became a chess journalist, writing weekly newspaper columns. While his contemporaries were achieving spectacular success with art, Duchamp observed, "I am still a victim of chess. It has all the beauty of art - and much more. It cannot be commercialized. Chess is much purer than art in its social position." Later he said "while not all artists are chess layers, all chess players are artists." Duchamp composed an enigmatic endgame chess problem in 1943, included in the announcement for Julian Lev's gallery exhibition "Through

the Big End of the Opera Glass". It was printed on translucent paper with the faint inscription: "White to play and win". Grandmasters and endgame specialists have since grappled with the problem with most concluding that there is no solution. In 1968, Duchamp and John Cage appeared together at a concert entitled "Reunion", playing a game of chess and composing Aleatoric music by triggering a series of photoelectric cells underneath the chess board.

- Mathematician *Leonard Euler* constructed an 8x8 square with each square containing one of the numbers from 1 to 64. This square was simultaneously a "magic square" (all the rows and columns adding up to the same sum) and a solution to the knight's move problem according to which all 64 of the squares of the chess board must be hit in a series of knight's moves. The square may be viewed [here](#).
- American Founding Father and scientific experimenter *Benjamin Franklin* was an avid chess player. He was playing chess by around 1733, making him the first chess player known by name in the American colonies. His essay on the "Morals of Chess" in *Columbian* magazine, in December 1786 is the second known writing on chess in America. This essay in praise of chess and prescribing a code of behavior for it has been widely reprinted and translated. He and a friend also used chess as a means of learning the Italian language, which both were studying; the winner of each game between them had the right to assign a task, such as parts of the Italian grammar to be learned by heart, to be performed by the loser before their next meeting. Franklin was posthumously inducted into the U.S. Chess Hall of Fame in 1999.
- Actor and novelist *Stephen Fry* both plays the game and includes a philosophical conversation about chess in his novel *Revenge*.
- *Pope John Paul II* was a chess enthusiast. While acting as a vicar for University students in Kraków, Poland, the young priest, then known as Karol Wojtyła, frequently played chess with other students. However, chess problems alleged to have been composed by him have generally proved to have been hoaxes.
- Film director *Stanley Kubrick* was an avid chess player. As a young man in New York, he hustled chess games in the streets for money. Chess plays a role in the plot of two of his films *Lolita* and *2001: A Space Odyssey*. In *Lolita*, Professor Humbert plays chess with Lolita's mother, Charlotte Haze, and announces he will "take her queen" while he has designs on her daughter who is kissing him goodnight as he speaks. This scene is not in the source novel. In *2001: A Space Odyssey*, the super-computer HAL 9000 defeats astronaut Frank Poole at chess, though making a mistake in chess notation when announcing his moves, just prior to beginning to malfunction.
- Author *Vladimir Nabokov* wove chess themes into many of his novels. Chess plays a major role in his first novel *The Defense* about a young chess prodigy who has a mental breakdown. Nabokov published 18 chess problems in his anthology *Poems and Problems*, and composed three poems in sonnet form about chess in the Russian émigré journal *Rul'* in Berlin in November 1924. His autobiography *Invitation of a Memory* compares the composition of chess problems to the composition of poetry. In his foreword to *The Defense*, he calls the creation of surprise twists in a novel "chess effects". A 1979 study in *Yale French Studies* explores links between Nabokov's chess problems and his novels, as does Janet Gezari's 1971 Ph.D. thesis 'Game Fiction: The World of Play and the Novels of Vladimir Nabokov', later issued as a book entitled *Vladimir Nabokov: chess problems and the novel*.
- *Napoleon* is perhaps the most well-known victim of the chess hoax involving an apparently mechanical chess-playing machine called The Turk that was actually animated by a player hiding

inside. In 1809, Napoleon arrived at Schönbrunn Palace to play the Turk. In a surprise move, Napoleon took the first turn instead of allowing the Turk to make the first move, as was usual; but the device's inventor, Mälzel, allowed the game to continue. Shortly thereafter, Napoleon attempted an illegal move. Upon noticing the move, the Turk returned the piece to its original spot and continued the game. Napoleon attempted the illegal move a second time, and the Turk responded by removing the piece from the board entirely and taking its turn. Napoleon then attempted the move a third time, the Turk responding with a sweep of its arm, knocking all the pieces off the board. Napoleon was reportedly amused, and then played a real game with the machine, completing nineteen moves before tipping over his king in surrender.

- It is unknown to what degree *Edgar Allan Poe* actually played chess. However, chess figures prominently in both an essay and two stories by him. He wrote an important essay speculating on the secret of the hoax chess-playing automaton The Turk entitled Maelzel's Chess Player. Poe also published a short story in which the Turk figures entitled "Von Kempelen and His Discovery". The Turk was eventually purchased by Poe's personal physician, John Kearsley Mitchell. Unrelated to the Turk, Poe's short story "The Murders in the Rue Morgue" contains a discussion of the psychology of chess, arguing that much greater powers of shrewdness are required to play checkers than chess, whereas the latter only requires intense concentration. In the following paragraph, Poe asserts that proficiency in the game of whist is an indicator of high general capacity for achievement, but not proficiency in chess.

I will, therefore, take occasion to assert that the higher powers of the reflective intellect are more decidedly and more usefully tasked by the unostentatious game of draughts [checkers] than by all the elaborate frivolity of chess. In this latter, where the pieces have different and bizarre motions, with various and variable values, what is only complex is mistaken (a not unusual error) for what is profound. The attention is here called powerfully into play. If it flag for an instant, an oversight is committed, resulting in injury or defeat. The possible moves being not only manifold but involute, the chances of such oversights are multiplied; and in nine cases out of ten it is the more concentrative rather than the more acute player who conquers. In draughts, on the contrary, where the moves are unique and have but little variation, the probabilities of inadvertence are diminished, and the mere attention being left comparatively what advantages are obtained by either party are obtained by superior acumen.

--Poe *The Murders in the Rue Morgue*- Paragraph 1

Whist has long been noted for its influence upon what is termed the calculating power; and men of the highest order of intellect have been known to take an apparently unaccountable delight in it, while eschewing chess as frivolous. Beyond doubt there is nothing of a similar nature so greatly tasking the faculty of analysis. The best chess-player in Christendom may be little more than the best player of chess; but proficiency in whist implies capacity for success in all these more important undertakings where mind struggles with mind.

--Poe *The Murders in the Rue Morgue*- Paragraph 2

- Russian composer *Serge Prokofiev* relates in his autobiography that he learned to play chess at age seven and it remained a lifelong passion. He became friends with various grandmasters and frequented the chess club in St. Petersburg, often spending hours on simultaneous games. According to his personal diary, he once beat the future chess champion of Cuba, Jose Raoul Capablanca.
- *George C. Scott* was addicted to chess according to actress Shirley MacLaine. He played frequently on movie sets, and one of the few people who beat him was director Stanley Kubrick who directed Scott in the film Doctor Strangelove.
- Radio shock jock *Howard Stern* plays chess every day according to a profile in the *New York Times* by their chess columnist.
- Russian novelist *Leo Tolstoy* learned to play chess at a young age and late in life played chess frequently with his biographer Aylmer Maude writing "He had no book-knowledge of it, but had

played much and was alert and ingenious.". Another frequent chess companion of Tolstoy's was Prince Leonid Urusov.

- Computer scientist *Alan Turing*, long considered to be a major founder of the field of artificial intelligence, considered chess playing to be the ideal starting point for researching the field of machine intelligence. He was himself a mediocre player.
- Iconic Western actor *John Wayne* played chess frequently on movie sets according to both biographers Ronald L. Davis and Herb Fagan. His onscreen characters play chess in the films *McClintock* and *3 Godfathers*. According to biographer Michael Munn, when Wayne was asked a question about the homosexuality of Rock Hudson, Wayne replied "Who the hell cares if he's a queer? The man plays great chess" before further expositing that Hudson's personal life was something he didn't feel he needed to know about.
- British science-fiction novelist *H.G. Wells* devoted an essay in his collection *Certain Personal Matters* entitled *Concerning Chess* to trying to account for humanity's passion for chess. Chess figures prominently in his short story *The Moth*, and somewhat incidentally in *The War of the Worlds*. According to biographer Vincent Brome, Wells was "bad, very bad" at chess.[[]