

SELECTIVE SEARCH 140

THE COMPUTER CHESS MAGAZINE!

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CHESS COMPUTERS AND PC PROGRAMS... THE BEST BUYS!

The **RATINGS** for these computers and PC programs are on the back pages. This is not a complete product listing - they are what I think are the **BEST BUYS** bearing in mind price, playing strength, features and quality.

Further info/photos are on my website and in **Countrywide's** colour CATALOGUE, available **free** if you ring or write to the address/phone no. shown on the front page. Postage: portable £6, table-top £7.50, software £2.

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PORTABLE COMPUTERS [port]

ADVANCED TRAVEL £34.95 - Saitek's smaller Club plug-in set 160 ECF. Scrolling info display. Great value!

MAESTRO touch screen travel £45 - fine Saitek product, incl. Leatherette case. Backlight switch on side for ease of use. Decent chess. est'd 130 ECF

NEW YORK de luxe touch chess £72.95 - best graphics of all the touch screens, with backlight, incl. stylus, protective carry pouch. Batteries only. est'd 125 BCF

EXPERT £95 - top value! 4½"x4½" plug-in board, strong Morsch program. Multiple levels, good info display & coach system. From Saitek. 175 ECF

TABLE-TOP PRESS SENSORY [ps]

where you see ** the price includes the adaptor!

EXPLORER PRO £64.95** - the 170 ECF Challenger program in very attractive Explorer board, and now with adaptor included. Excellent value, smart design. Mains or Batteries. with info display and 170 ECF program

CHALLENGER £69.95** - Cougar '2100' program in standard design board, Staunton style pieces. A very good value-for-money buy and 170 ECF rated

MASTER £129** - the Mephisto Milano Pro/Senator program and features, in attractive 13"x10" board with Staunton style pieces. Very strong at blitz and tournament or in analysis, with good info display, and incl. plastic carry case.

CARNELIAN 2 £75 - lovely Novag unit, with wood pieces - looks really good on the table. Nice 140 ECF program. display for moves, plenty of levels.

OBSIDIAN £120 - 170 ECF with a nice carry case! Good looking Novag board with decent wood pieces. Plays good chess and has an excellent range of features and levels. info display etc

TABLE-TOP AUTO SENSORY [as]

CITRINE £225** - New 180 ECF wood auto-sensory with improved, faster Obsidian program, and bigger 24,000+ opening book. Nice wood felted pieces + info display system and excellent range of features.

GRANDMASTER £199 - big 2" green/white squares, 4" king! 20" x 20" vinyl tournament size board, with large good quality felted plastic pieces. Auto-sensory surface, the Grandmaster looks great on the table! 150 ECF. Displays at both ends of the board - one with full info the other with clock times and move info.

PC PROGRAMS from CHESSBASE on CD

All run **INDEPENDENTLY** + will also analyse within ChessBase9/10. Great graphics, 3D, big databases + opening books, analysis, printing, maximum features.

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FRITZ 11 dvd £39.95 - by Franz Morsch. 80 Elo stronger than Fritz10, with new search methods and extra chess knowledge - a marvellous program! Superb Interface, 'net connection, great Graphics incl. amazing 3D. Excellent in both analysis, study and play.

Game/diagram printing, good hobby levels, set your own Elo, many helpful features, includes big Games database, many Chess Media video training excerpts, and Beginners Course!

*new **DEEP FRITZ 11 £79.95** for single/dual/multi PCs

HIARCS 12 dvd £36.95 - Mark Uniacke's GREAT new program. Top opening theory, a very dangerous opponent and clever in quieter positions with knowledge improvements + faster searching. Excellent as always

DEEP HIARCS 12 £75 for dual, multi & single PCs!

SHREDDER 11 dvd £39.95 - Stefan Meyer-Kahlen's latest in its great, new ChessBase Interface. Feature-packed & knowledge-based, with new 'deeper search' routines to play fast, high power and stylish chess. 60/80 Elo stronger than Shredder 10!

DEEP SHREDDER 11 £75 - for single/dual/multi PCs.

ZAP! £39.95 - the ChessBase version of the 2005 World Champion program. 2 engines on the CD - Paderborn and Reykjavik in 32-bit, 64-bit and multi-processor versions and all usual ChessBase features

POWERBOOKS dvd £39.95 - turn your ChessBase playing engine into an **openings expert!** 20 million opening positions + 1 million games!!

ENDGAME TURBO dvds, set 3 still £39.95 - turn your ChessBase playing engine into an **endgame expert** with this **9 dvd** Nalimov tablebase set!

new - PC PROGRAM - RYBKA 3 on dvd

RYBKA 3... IM Vasik Rajlich's RYBKA uci engine, the Computer Chess World Champion which tops every Rating List. **Incredibly strong**, a remarkable program.

▪ **CHESSBASE** version in latest interface, with exciting new RYBKA analysis features.

▪ **SP Rybka3 £39.95, MP Deep Rybka3 £79.95**

▪ Convekta's **AQUARIUM** version in new Chess Assistant interface, again with **full** features.

▪ **SP single Rvbka3 £42.95. MP Deep Rvbka3 £79.95**

PC DATABASES on CD

CHESSBASE 10 STARTER on dvd £115

The **best** Games Database system, with the top features. 3.9+ million games, players encyclopaedia, **multimedia** presentations, fast search trees and statistics, + opening books and reports, engine analysis, printing, Internet access for automatic game collection updates and much more! **MEGA version 10 £275**



NEWS AND RESULTS

KEEPING YOU UP-TO-DATE IN THE **COMPUTER CHESS** WORLD!

Welcome to another new issue of **Selective Search**... no. 140. If your sub. is due for renewal, **please** subscribe again! There will definitely be 6 more issues of the magazine!

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If you renew by credit card, please note that I **must** have the **security code** (last 3 numbers on the back) as well as the card number and expiry date - thanks!

CHESS: NEWS SECTION

Rybka plans announced

Vasik Rajlich says that 3 engine releases are planned for 2009:

- **Rybka3+** will have Rybka3 playing strength, with bugfixes and cosmetic improvements, and this for existing customers.
- **Pocket Rybka3** will be published by Convekta/ChessOK, packaged with their Pocket Champion interface, for the Pocket PC uci-protocol
- **Rybka4** - better search, better evaluation, new analysis features. Not before July

Larry KAUFMAN gets GM title

Our congratulations to Rybka co-programmer **Larry Kaufman** who has just become the **World Senior Chess Champion** and so gained the GM Title! A brief report and one of his games is in this issue! ♣

The CHESSMETRICS website

Regular reader **Michael Watson** has kindly pointed my attention in the direction of an interesting website I hadn't known about.

The website, by **Jeff Sonas** is found at:

- www.chessmetrics.com

...and is packed with fascinating Elo and rating info covering many years. Sonas is both a statistician and keen chess player and has developed a rating formula which may well

be more accurate than the Elo system in general use. Sonas describes and explains his methods and formulas in satisfying detail for the mathematically minded!

You'll find the chess-playing strength of individual players throughout history, as well as ratings for the strongest tournaments and matches ever held, and lots more with helpful graphs to keep it interesting!

For example for the period 1995-2005 when Kasparov was the #1 player for 9.8 years, his highest rating was 2884, and the strongest tournament held was Wijk aan Zee (Corus) 2001, a class 20 tournament involving 8 of the world's top 10 players!

The greatest tournaments of all time?! I should really let you find out for yourself. The Elo system would say that 14 or the top 15 tournaments were all played in the last 20 years, headed by Las Palmas 1996 and Linares 1998, then Linares 2000. But the Sonas method spreads it out much more sensibly and Vienna 1882 comes top - 9 of the world's top 10 played! - then Linares 1993 and Nottingham 1936.

Well worth a look if it's the sort of thing you think you might be interested in.

PADERBORN cancelled!

The reports from Holland on the **Dutch Open 2008**, which is covered elsewhere in this issue, drew our attention to the fact that it had the smallest number of entrants ever. Obviously this was very disappointing.

I now understand that the cancellation of **Paderborn 2008**, normally taking place around Christmas and New Year, was not because of the timing of the event. In fact quite a few of the regular attenders look forward to Paderborn as a nice way to spend the New Year, renewing acquaintances and playing chess in a lovely picturesque town etc.

The actual reason was the feeling by many chess programmers that they had absolutely no hope in a competition where there was no upper limit on hardware power... one quote was: *"there is no point in going just to get*

killed by Rybka running on 40 cores".

This matter is discussed further elsewhere in the article on the future of the World Computer Championships, and I certainly hope that something can be agreed upon by everyone that encourages good support for the various tournaments, all of which are very important. I also confess that I would like to see a more even hardware playing field.

We surely don't want to lose the up-and-coming programmers from these events because of a feeling that it's 'hopeless', any more than we'd want to lose any strong programs where the entrant's chances are made negligible simply because they have only moderate hardware by reason of financial constraints.

On the other hand we wouldn't, for example, want Rybka to stop entering because it is banned from using the powerful hardware that is available for it... big tournaments without the World no.1 would lose much of their attractiveness and value. I also find it very interesting to see the standard and quality of chess that a program like Rybka can attain when on massive hardware (Rybka on 40 cores v Hydra would be a dream match!). But in normal competition it would be better to see the programs meeting on more equal terms, so that we have a result which represents the engine quality rather than the hardware power. As things stand at present Rybka would still be expected to win anyway!

- **Deep Fritz 11** is out and it is clear that work has been done on the engine as well as the conversion to multi-processor [MP] mode, as it is performing at some 40 Elo above Fritz11 on equal hardware.
- **Pocket Fritz3** is out, price £39.95. It contains the Hiarcs12.1 engine the playing strength of which is discussed elsewhere in this issue
- Stefan Meyer-Kahlen tells me that **Shredder 12** will be released fairly soon! An interim 11/12 version has been on test at CEGT and shows around +40 Elo on Shredder 11, and the finished 12 should be even better still
- **Naum 4** is now available, you can get it from: www.geocities.com/naum_chess. Early results suggest it is a good improvement over Naum 3/3.1 and is possibly now the #2 engine behind Rybka.

- **Deep Sjeng 3 and upgrade** - owners of Deep Sjeng 3 or new purchasers can now get the improved 2008 World Championship engine. It is available from: www.sjeng.org.deepsjeng3. If you've already purchased Deep Sjeng 3 then you can download the new version for free, though I hope you haven't thrown away the installation code you got when you bought it, as you'll need to enter that again to get it to run.

CHESS: RESULTS SECTION

Frank HOLT - latest RESULTS

Not surprisingly Frank was eager to test his latest purchase, Rybka3, in his distinctive tournament style. In our last issue **Rybka3** came out top in a tournament in which **Rybka2.3.2** was 2nd., **Fritz11** 3rd., **Rybka2.2n** 4th. and **Hiarcs 11.2** last. So having satisfied himself that Rybka is #1 Frank decided to test the various Rybka settings - *"what great value, 4 engines in the one package!"*

Here's his latest result:

FRANK HOLT - RYBKA TEST

POS	ENGINE	/20
1	RYBKA 3 HUMAN	13
2	RYBKA 3 DEFAULT	12½
3	RYBKA 3 960	12
4	RYBKA 3 DYNAMIC	10½
5=	RYBKA 2.3.2A	6
	RYBKA 2.1c	

What next? Frank's latest e-mail quoted his suppliers prices for new Quad Laptops! A 4x2.83MHz is £2500. As Frank says *"It amazes me how technology goes forward all the time - but I think I'll wait for the end of the credit crunch!"*

Peter GRAYSON: Deep Fritz 11 scores

We often report on Peter's various exploits with his engines, and he also gives us useful technical guidance from time to time on such things as hash tables or PC Autoplayer connections and the like. Recently he's been putting the new **Deep Fritz 11** through its paces on his fast Quad hardware.

There was a bit of a hiccup as Fritz occasionally stopped playing! Pete would come home from work and find a match had stopped with Fritz failing to respond on its turn. A few e-mails from him to ChessBase and me, and me to ChessBase as well, produced the inevitable new gui being posted on their website for download, and since then all has been well.

Another thing worth noting, which we always point out to blind players using ChessBase programs with their screen readers, is that when you're in Fritz11 or whichever engine you're using, in [Tools\Options\Design] the "Notation in high quality" should be turned OFF. Sometimes this causes scrolling as well as speech problems, and Peter's crashes stopped after he'd done this even before he downloaded the new gui.

Time controls used are 40/5.

▪ DeepFRITZ11 v DeepHIARCS12 66-42

Peter commented that he'd observed a big improvement in DF11's pawn structure knowledge. He also noted that there's a directory [FritzBases] - you'll find it hidden away in [ProgramFiles\CommonFiles\ChessBase\Engines] - and he wondered if the little file 45.qbb was providing some pawn structure references once a game had started?!

▪ DeepFRITZ11 v DeepRYBKA3/32 47-89

This was Rybka running in 32-bit mode, so not taking advantage of the 64-bit capability. The result is very similar to the Rybka-Hiarcs score, so although Fritz11 beat Hiarcs12 in their own match, their scores against Rybka are not much different! Rybka's score against Fritz improved considerably when the match was played in 64-bit mode, a 65% result became 71%

▪ DeepFRITZ11 v DeepRYBKA3/64 51½-128½

Finally DF11 played against Zappa Mexico2 in its 64-bit mode. Peter expected Zappa to win this with a bit to spare, based on its winning scores against DF10.

▪ DeepFRITZ11 v DeepZAP MEXICO2/64 67-59

That, says Peter, shows just how far

DeepFritz has come since the DeepFritz10 version, and confirms how seriously good Rybka3 is.

Colin NEWBY

Colin has started a match between the **Mephisto Master** (2102 Elo, a Franz Morsch program), and the **Mephisto RISC 1MB** (2228 Elo) which is an Ed Schoeder program running in the Mephisto Exclusive board. The ratings suggest that the RISC should win narrowly, and we should also be able to look forward to some decent chess! Full coverage of the 10 game 15 secs per move match in our next issue!

Also in our next issue will be the **18th GEBRUIKERS** event from Rob van Son. Machines playing include, from **Novag** a Sapphire1 and Super ExpertC, from **Fidelity** a Mach3 and a Prestige Elite2! from **Mephisto** a Polgar and a Mondial 68000XL, and from **Saitek** a Centurion, President and the Brute Force. A **CXG** Dominator makes the 10th machine in a 9 round All-Play-All!

PRICES GOING UP!

I need to warn you that **computer chess prices** will have to go up... indeed they might have gone up between my typing this and the magazine dropping through your letterbox.

Most of our product is imported from China, Hong Kong, the USA, or Germany, and the crash of the British £ pound against both the Euro and the American \$ dollar means we are now paying much more for nearly everything we buy in. This applies to both computers and software.

The mini 2½% VAT reduction is a tiny drop in the ocean compared with the shocking collapse of the pound.

I will try to be as helpful as possible to *Selective Search* readers, and if you have your eye on something there's always a chance I might have it on the shelf from an earlier 2008 import purchase rather than a new one at much worse exchange rates. Over the last few months the prices to us have gone up between 5% and 10% every time we have made a new purchase, and at present there's no sign of things getting any better.

The 28th. DUTCH OPEN, 2008

The Dutch Open for 2008 had the smallest number of entries for a very long time, perhaps the smallest number ever! However there were a couple of entrants that hadn't played there before: Gyula Horvath's **Pandix** engine, and Ivo Tops with **Tsunami**.

Dutch 'regulars' missing this time included Shredder, Diep (2= with Hiarcs last year) and IsiChess, also Junior which came 4th last year, and Spike which was 5=.

However last year's winner, **Rybka** (with 8/9) was playing again... and turned up connected to its 40 core cluster! Also **Hiarcs**, **Sjeng**, **Ktulu**, and **The King**, so the field didn't look too bad. Also the fact that there were only 10 engines meant that, with a little reformatting, a 9 round All-Play-All became possible!

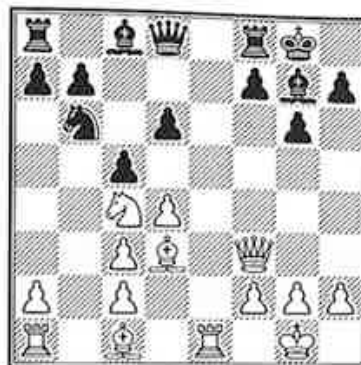
Although we always want these tournaments to be run professionally with proper rules, there's an area where it is nice to find the operators will agree to a bit of 'give and take'. For round 1 **The Baron's** usual operator was unable to get there in time, and his substitute had train delay problems... and they were playing against **Rybka**! As if Rybka, and 40 cores, and the fact that The Baron was Black wasn't enough! Gladly it was agreed to play a reduced G/30 match rather than award the game to Rybka by default.

See move 12 where Rybka "lashes out" with a pawn sac.

RYBKA 318 CLUSTER - THE BARON

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘c4 ♘xe4
5.♘c3 ♘xc3 6.bxc3 g6 7.d4 ♕g7 8.♕d3 0-0
9.0-0 ♘d7

Note that it's the same opening they played in Beijing, but in their World Championship game play went 9... ♘c6?! 10. ♖f3 ♜e8. All the programmers work hard on their engines and books between tournaments and The Baron has come up with an improvement!
10. ♖f3 ♘b6 11. ♜e1 c5



We are out of theory here, and Rybka decides to sac' a pawn

12. ♕f4 d5?!

This leads to a very complex position in which all the programs would prefer White

12... ♘xc4 would have been simpler and, after 13. ♕xc4 cxd4 14.cxd4 ♕xd4 15. ♖ad1 ♖f6, White has some nice open lines in compensation for the pawn, but the game is probably balanced

13. ♘d6 cxd4 14.cxd4 ♕xd4 15. ♖ab1 ♖h4
16. ♘b5 ♕g4 17. ♕g3 ♖h5 18. ♖f4 ♕g7
19. ♖c7 ♘c4 20.h3 ♕f5 21. ♖xb7 ♘d2
22. ♖bd1 ♘e4 23. ♕xe4 ♕xe4 24. ♘d6 ♖ab8
25. ♖c6 ♖b6 26. ♖c5



White's evaluation has risen ever so slowly, but The Baron isn't out of this game yet
26...g5?

Reorganising the bishop with 26... ♕f6 27.a4 (27.f3 isn't as effective here: 27... ♕xf3 28.gxf3 ♖xh3 29. ♖f2 ♖b2 gives Black a counterattack) 27... ♕e7 was probably better. Or maybe 26... ♖b2?!

27.f3 ♕g6

27... ♕xf3 as above now goes 28.gxf3 ♖xh3 29. ♘f2!+-

28. ♘c8 ♖a6

28... ♖e6 29. ♘e7+ ♘h8 30. ♖xd5 ♖xe1+ 31. ♕xe1 f6 32. ♖d7 isn't any better, The

Baron was lost after 26...g5?

29. ♖e7+ ♜h8 30. ♝xd5 f6 31. ♞c7 ♙f7
 32. ♞d8 ♙xa2 33. ♜f5 ♞g6 34. ♞c8 ♙g8
 35. ♜e7! ♞f7 36. ♝xf8 ♙xf8 37. ♜xg8 ♜xg8
 38. ♞xa6 1-0

The **Hiarcs** team, led as usual on their travels by Harvey Williamson, was disappointed to only get a draw with **The King**, after having an advantage throughout the game. But he and Mark Uniacke spotted some incorrect endgame evaluations in which Hiarcs was much too optimistic, so quickly swapped back to the engine which did so well to come 2nd in the World Championship for the rest of the games!

As it happened the top seeds mostly avoided each other in the first 3 rounds, and **Sjeng** joined **Rybka** at the top after wins against Joker, The Baron and also Tsunami. The latter was playing without an opening book and didn't seem to be as strong as the other entrants.

After 3 rounds:

- 3 Rybka, Sjeng
- 2½ Hiarcs, Hermann
- 2 Ktulu

Round 4 saw the always much awaited **Rybka-Hiarcs** match.

HIARCSX - RYBKA 318 CLUSTER

- 1.d4 ♜f6 2. ♜f3 g6 3.c4 ♙g7 4. ♜c3 d5
 5.cxd5 ♜xd5 6.e4 ♜xc3 7.bxc3 c5 8. ♙b5+
 ♜c6 9.0-0 cxd4 10.cxd4 0-0 11. ♙e3 ♙g4
 12. ♙xc6 bxc6 13. ♝c1 ♞a5 14. ♞e2 ♝fd8



Both books came to an end here

15. ♝c5
 15. ♝fd1?! looks logical, but 15... ♙xf3

16.gxf3 ♙xd4 17. ♙xd4 ♝xd4, and if 18. ♝xd4 ♞g5+ ♚ wins the rook back

15... ♞a3

When we lose we always want to try and see where Hiarcs might have gone wrong, and now comes a possible candidate

16.e5?!

The alternative 16. ♞c4!? looks better, then Vasik Rajlich proposed 16... ♙e6 17. ♞c1 ♞xa2 18. ♝xc6 which might even slightly favour White!

16... ♙e6 17. ♝xc6 ♞xa2 18. ♝c2?!

The main culprit I think. Best was 18. ♞xa2 ♙xa2 19. ♝a1 ♙d5 20. ♝c5=

18... ♞a4 19. ♙g5 ♙f8 20. ♙e1?!

This doesn't seem like the right file for the rook. Rybka is getting the upper hand now 20...a5 21. ♙e3 ♙d5 22. ♝e1 ♞e8 23. ♜d2 a4 24.f3 a3



That's looking dangerous, Rybka's play with the pawns is always worth watching

25. ♜e4 ♝dc8 26. ♜c5 a2 27. ♞e1 ♝xc5!

A fine temporary exchange sac' by Rybka that works brilliantly

28. ♝xc5 e6 29. ♝a5

29. ♝5c3 ♙a3 30. ♝a1 ♙b2!

29... ♙a3 30. ♝xa3 ♝xa3 31. ♙d2 ♝b3 32. ♙h6 ♞a8

If 32... ♞b8?! immediately then 33. ♞h4! gives White some chances

33. ♜f2

33. ♜f1!? might have been better, leaving the possibility of ♞h4

33... ♞b8 34. ♞a5 ♝b1



35. ♖c7 ♜xc7 36. ♝xc7 ♞b8 37. ♝c1 g5! 38. h3 ♙c4 39. ♗g3 f6 40. exf6 ♜f7 41. ♙xg5 ♜g6 42. ♙h4 ♞b1

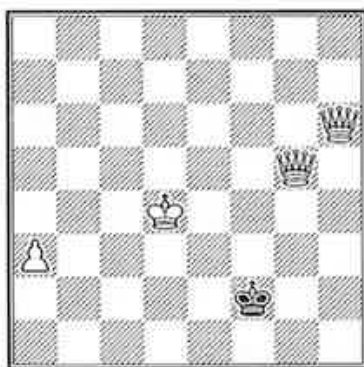
Game over

43. ♝xc4 a1 ♜ 44. ♝c7 ♜xd4 45. ♝g7+ ♜h6 46. f4 ♜e4 47. ♙g5+ ♜h5 48. ♜h2 ♞b2 49. ♙h4 ♜xh4 0-1

This meant that Hiarc was already 1½pts off the lead... in fact there are joint leaders as **Sjeng** had won again - unsurprisingly as it was against Tsunami!

There was a weird game in this round. After 62 moves **Ktulu** had 2xQ, and a Pawn, against Joker's King. It was mate in 2. And for many, many more moves there were mates in 2 or 3 always available, but it was not until move 157 that Ktulu finally mated its opponent!

KTULU V JOKER



Here **Ktulu** has 63. Qe3+ Kf1 (or Kg2) 64. Qhh3 mate! Such simple opportunities were available through the next 90 moves!

Rybka continued on its winning way in round 5, as did **Sjeng** which this time played against Pandix. But when you see it on top with 5/5 it is important to realise it still has all of the others in the top 5 (Rybka, Hiarc,

Herman and Ktulu) to meet!

After 5 rounds:

- 5 Rybka, Sjeng
- 3½ Hiarc, Hermann
- 3 Ktulu
- 2½ The Baron
- 1½ The King

While **Sjeng** has played none of the top 4, **The King** has played all of them! So one can expect it to move up from its current position near the bottom. Pandix and Tsunami have yet to trouble the scorers, but they would meet in round 6, and Pandix would win.

Hiarc v **Sjeng** also took place in round 6, a long but very interesting game!

HIARCSX - DEEP SJENG

1. e4 c5 2. ♘f3 e6 3. d4 cxd4 4. ♘xd4 a6 5. ♙d3 ♘f6 6. 0-0 ♜c7 7. ♜e2 d6 8. c4 g6 9. ♘c3 ♙g7 10. ♝d1 0-0 11. ♘f3 ♘c6 12. h3 ♘d7 13. ♙e3 b6 14. ♝ac1 ♘c5 15. ♙b1 ♙b7 16. b3 16. ♜d2 is better known, then 16... ♝ad8 17. b3 ♜b8 or ♜e7 18. ♙h6 16... ♝ad8 17. ♜e1 17. ♜d2 would have come back into the line given above 17... ♝d7 18. ♜d2 ♜d8 19. ♙h6 f5 20. ♙xg7 ♜xg7 21. exf5 gxf5 22. ♘e2 a5 23. ♜e3 ♜f6 24. ♘f4 ♜h8



25. ♜h2?!

25. ♘h5 ♜g6 26. g4 ♜g8 27. ♘g5 is recommended as White's best line. It doesn't look that great because of the inevitable 27...fxg4 coming next, and White's king protection is dodgy. However 28. h4! and if Black can't find anything better than 28...h6 White forces a draw by perpetual check with 29. ♘f7+ ♜xf7 (if 29... ♝xf7? 30. ♜xh6+ ♝h7

31. ♖xh7+- Or 29... ♜dx7? 30. ♜xh6+ ♜h7
 31. ♖xh7 ♜xh7 32. ♜xf8+ ♜g8 33. ♜xg8+
 ♜xg8 34. ♜xd6+-) 30. ♜xh6+ draw
 25... ♜h6! 26. ♜g1?!

The prophylactic 26.g3 was best, stopping
 f5-f4, and after 26...e5 27. ♖d5

26...e5! 27. ♖d5 f4! 28. ♜c3 ♜g7 29. ♜ce1
 ♖b4 30. ♖xb6

Not 30. ♖xb4? axb4 31. ♜c2 ♜fg8 and Black
 has a won game!

30... ♜fg8



31. ♖a4?!

Not best in my view, I prefer 31.a3. But Sjeng
 wrongly exchanges knights. I think there's a
 fault in the Sjeng exchange code, there are
 other suspect exchanges in this game

31... ♖xa4?

After 31... ♖bd3! 32. ♖xd3 ♖xf3 33. ♖f1
 ♜g3!-+ Black is well on top. It is not often at
 the top level that an engine gets to -1.50 and
 then finds a way back into the game

32.bxa4 ♖c8 33. ♖xe5 dxe5 34. ♜xe5 ♜h4
 35. ♜b2 ♖d7 36. ♖e4 ♜f8 37.a3 ♖a6 38. ♖f3
 ♖c5 39. ♜e2



With knight for, in effect, 2½ pawns, Black
 still has an advantage here. Sjeng should
 offer the queen exchange with ♜f6

39... ♖xa4?

39... ♜f6 40. ♜xf6 ♜xf6 41. ♜e5 ♖b3+
 40. ♜c3! ♜d8 41. ♜ge1 ♜d3 42. ♜xa5 ♜c8

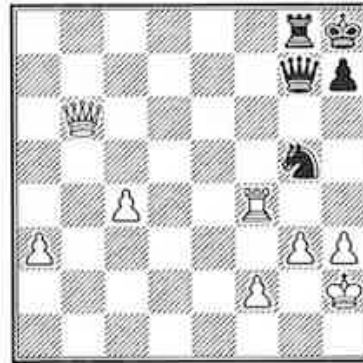
This time Sjeng should have made the
 capture! 42... ♜xc4 43. ♜e7 ♜d4 and chances

are about equal

43. ♜e7!

Three exchange errors and now the Hiarcs
 passed pawns look much more dangerous.
 Over the next 15 or so moves Hiarcs
 improves its position only slightly as Sjeng
 tries to keep the pawns under control, but is
 slowly forced to leave them unattended

43... ♜d4 44. ♜1e5 ♜xe7 45. ♜xe7 ♜f8 46. ♜c7
 ♖c2 47. ♖d5 f3 48. ♜f7 ♜e8 49. ♜c6 ♜g8
 50. ♜xf3 ♖e4 51. ♖xe4 ♜e5+ 52.g3 ♖xe4
 53. ♜f4 ♖c5 54. ♜f7 ♖e4 55. ♜b7 ♖g5 56. ♜f4
 ♖e6 57. ♜c4 ♜g7 58. ♜b6 ♖g5 59. ♜f4



59... ♜e8?!

59... ♜c3!?! (The queen has to stay on this
 diagonal because of ♜f6+) 60. ♖g2 (60.a4?
 ♖f3+) 60... ♜e5... this looks better

60.a4! ♜d7 61. ♜f6+ ♜g7 62. ♜c6 ♜e7
 63. ♜d5 ♜d8 64. ♜b5 ♜g7

Sjeng really doesn't do enough to stop the
 pawns moving or threaten counter activity

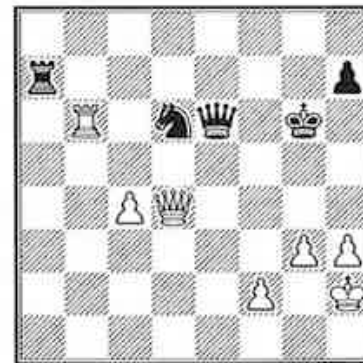
65. ♜b6! ♜e8 66.a5 ♜d7 67. ♜f6+ ♜g7
 68. ♜c6 ♜e7 69. ♜f5 ♜e6?!

There was a chance to get the knight closer
 to the passed pawns with ♖e6, but probably
 White has already done enough to win from
 here whatever Black tries

70. ♜b5 ♖f7?! 71.a6 ♖g7

The fork would be a total waste of time:

71... ♖d6?? 72. ♜b2+ ♖g8 73. ♜g5+ 1-0
 72.a7 ♜a8 73. ♜b2+ ♖g6 74. ♜b5 ♜xa7
 75. ♜b6 ♖d6 76. ♜d4!



There is no way to meet the double threat of c5 and ♖xd6

76...♖d7 77.c5 ♕f7 78.♖f4+ ♖f6 79.♖xf6+ ♕xf6 80.♖xd6+ ♖xd6 81.cxd6

Once Hiarc finally got the upper hand around move 43 it played the game quite beautifully 1-0

Then round 7 had the Rybka-Sjeng game!

SJENG - RYBKA 3/8 CLUSTER

After 49.♖c5 ♖d1+



Game evaluations are very interesting. Here we have an unusual material difference, 3 minor pieces v 2 rooks. Sjeng considers it equal (+0.08), but Rybka has itself ahead +1.22. That' will be how it assesses its very strong a-pawn! Those passed pawns again! 50.♕c2?!

50.♕c3 was better, it would save a tempo having to move back to the 3rd rank

50...♖g1 51.♕d3 ♖xg2 52.♖b6

White really doesn't want exchanges, but the best alternative I could come up with was 52.♕e4?! after which Rybka indicated 52...♖h2! 53.♕e3 ♖xh4 and White's position is even worse!

52...♖xb6 53.♖xb6 a3! 54.♖b3

The obvious alternative to the move played was 54.♖c2 a2 55.♖d4. I was feeling quite pleased with myself for checking out this 'improvement' until Rybka showed the unexpected 55...g5! which I found wins easily.

E.g. 56.♖e1 is apparently best (56.hxg5 h4 57.♖e3 h3 58.♖xg2 h2 0-1) and now 56...♖g1 57.♕e2 gxh4 58.♕f2 ♖g8 59.f4 h3 60.♖f3 ♖g2+ and that's certainly 0-1

54...♖b2 55.♕c3 ♖b1 56.f4 a2 57.♖d4 a1♖+ 58.♖xa1 ♖xa1 59.♕d3 ♖d1+ 60.♕e4 f5+!

61.exf6 ♖xd4+ 62.♕xd4 gxf6 63.♕d3 The tablebases for both sides would be showing that mate has come onto the horizon, probably m/26! 0-1

The 2 defeats for Sjeng meant that the table has changed completely since I last showed it after round 5.

- 7 Rybka
- 5½ Hiarc
- 5 Sjeng
- 4½ Ktulu
- 4 Hermann
- 3 The King, The Baron

Round 8

As 7/7 Rybka still had to play 0/7 Tzunami, the race for top spot was effectively over. Their game proved to be one of the shortest World Championship games ever!

RYBKA 3/8 CLUSTER - TZUNAMI

1.e4 e5 2.♖f3 ♖c6 3.♖b5

My word, an old friend, the Ruy Lopez!

3...♖f6 4.0-0 ♖d4?!

As mentioned, Tzunami doesn't use an opening book, otherwise it would have played ♖xe4 or ♖c5

5.♖xd4 exd4 6.e5 ♖d5 7.♖g4 ♖b4 8.a3 ♖xc2!?

8...♖c6 was best

9.♖a2



The knight is trapped

9...♖e7 10.♖e4 c6 11.♖a4?!

A surprising choice, this doesn't seem as incisive as 11.♖d3 with a big advantage

11...♖e6 12.♖xc2 ♖xa2 13.♖b3 ♖a1 14.d3

Now the queen is trapped!

14...a5 15.♖c4 d5 16.exd6

16...♖e6 17.d7+ ♕xd7 18.♖xd4+ ♕e8

19.♖xe6 fxe6 20.♖c3 and the queen will soon be toast 1-0

Round 9

Though **Sjeng** is no longer in the top 2, it has had a good tournament, and I've only shown 2 of its defeats. So here is its last round win!

SJENG - KTULU

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 a6 6.♙g5 e6 7.f4 ♖b6 8.♗d2 ♗xb2
9.♞b1 ♞a3 10.f5 e5 11.♙xf6 gxf6 12.♘b3
♙e7

The game times indicate that the programs came out of book at move 10, but I still have opening lines here, of which 13.♙e2 is the best, though ♘d5 also looks okay. My database has a game 12...♘d7?! 13.♘d5 ♗xa2 14.♞a1 ♗b2 15.♘c7+ ending 1-0 13.♙c4



13...♗b4?!

It's a bit early for a queen excursion

14.♙e2 ♘d7 15.a3! ♗b6

If 15...♗xa3? 16.♘d5! ♙d8 17.♞a1 would make Black regret the pawn grab

16.♘d5 ♗d8 17.♘a5 ♘c5 18.♙f3 0-0 19.0-0

♘g7!? 20.♘h1 ♞g8 21.♞fd1 ♙f8 22.♞b6

♘h8 23.♞db1 ♞g5 24.♗e1 ♞b8 25.♗e3 ♞a8

26.g3



Despite a semblance of chaos on the board the game doesn't look at all as if it will soon be over

26...♙h6?! 27.♘c4!

Gaining a tempo whilst improving the knight placement as the bishop must go back

27...♙f8 28.♘xf6 ♗xf6 29.♗xc5

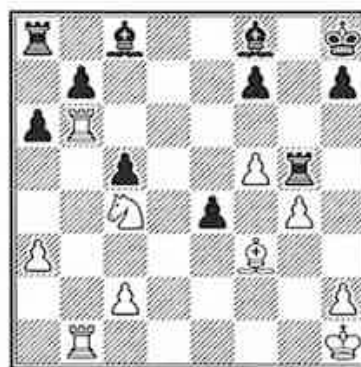
One queen en pris to a pawn!

29...♗xf5

Both queens en pris to pawns! 29...dxc5?!

30.♞xf6 ♘g7 31.♞fb6 with 32.♘xe5 to follow would be very good for White

30.exf5 dxc5 31.g4 e4



32.♘e5 ♞xf5 33.gxf5 exf3 34.♞f6 ♙g7

35.♞g1!

The only move that can win!

35...♙d7 36.♞xg7 f2

36...♘xg7? 37.♞xf7+ ♘g8 38.♞xd7 leaves White with ♘ for ♖

37.♘g2 ♙b5 38.c4

A slightly early resignation perhaps?! Play

might continue 38...♙xc4 39.♘xc4 ♘xg7

40.♞b6 ♞d8 41.f6+ ♘h6 42.♘xf2. Okay,

White should win, but I'd definitely have preferred to play on for a bit longer if, for example, I'd been operating **Hiars** as Black here. It's not quite over, but... 1-0

FINAL DUTCH OPEN 2009 SCORES:

POS	ENGINE	/9
1	RYBKA	9
2	HIARCS	7½
3	SJENG	6½
4	HERMANN	5½
5	KTULU	5
6=	THE BARON	4
	THE KING	
8	PANDIX	2½
9	JOKER	1
10	TZUNAMI	0

40-core **RYBKA** reigns supreme again!

AUGUSTO PEREZ AND NOVAG CITRINE V SAITEK CHESS CHALLENGER

We started Augusto's interesting new match in our last issue, but only managed to get to game 2! This time we are able to go a bit further into the encounter!

There have been conflicting results in the series between the **Novag Citrine** (basically a small improvement on their Obsidian) and various **Saitek** programs by Franz Morsch, in their production order, each being a (small?) improvement on its predecessor, GK2000, Centurion, Cougar, Challenger and Expert.

Frank Holt had a big win **Expert v Citrine**, Augusto here had a big win **Citrine v GK2000**, and Peter Bilson is somewhere in the middle! Augusto and I thought that **Citrine v Challenger** should be a very close match-up, in *SelSearch 139* the Citrine shows at 2041 Elo, and the Challenger is on 2021.

All games were played at G/1hour. In *SelSearch 139* we saw that the first was drawn in 108 moves, and game 2 was won by the Citrine. Since then game 3 was also a draw so, with the score at 2-1 for the Novag Citrine, we go to game 4.

CHALLENGER V CITRINE

Game 4. D1 - Veresov Opening

1.d4 d5 2.♘c3?!

Quite rare!

2...♘f6 3.♙g5 ♘bd7 4.♘f3 g6 5.e3 ♙g7
6.♙d3 h6 7.♙h4 0-0 8.0-0 c5 9.♙xf6 ♘xf6
10.dxc5 ♖a5 11.♘b5 ♖b4 12.a3 ♖xc5
13.b4 ♖b6 14.c4 ♙g4 15.c5 ♖d8 16.h3 ♙xf3
17.♖xf3 ♘d7 18.♙ad1 ♘e5 19.♖g3 a6
20.♘c3 ♘xd3 21.♙xd3 e6 22.e4 d4 23.♙fd1
♖e8 24.♘e2 e5 25.f4 exf4 26.♖f3 ♖b8
27.♘xd4 ♙d8



White has a decent position, but starts to play too cautiously

28.♙3d2?!

28.♘b3! was good

28...♖c7 29.♘h1?! ♙ac8 30.♘h2 ♖e7

31.♘b3 ♙xd2 32.♘xd2?!

Recapturing with the rook was better

32...♙d8! 33.♖e2?

White had to get rid of the pin, so 33.♘c4

was necessary, then 33...♙xd1 34.♖xd1

♖xe4 35.♖d8+ ♖

33...♖d7!

The Challenger is in quite big trouble now

34.♖f3 ♖a4 35.e5 ♖c2 36.e6 fxe6 37.♖e2

♘h7



White's problem now is zugzwang – anything he moves makes things worse!

38.a4

If 38.h4 then simply 38...h5! and if it tries, say 39.♖e1 ♙d5 40.♖e2, then ♙e5 threatens

38...♖xa4 39.♙f1 ♖xb4 40.♘e4 e5 41.♙c1

♙d4 42.♙e1 ♘h8 43.h4 ♙c4 44.h5 gxf5

45.♙d1 ♙d4 46.♙e1 h4 47.♘d6 ♙d2 48.♖f1

h3 49.♔xh3 ♖b3+ 50.♔g4 ♖g3+ 51.♔f5
 ♖g5+ 52.♔e6 ♖f6+ 53.♔d7 ♕f8 54.♔c8
 ♕xd6 55.cxd6 ♖xd6
 56.♖b1 ♖d8+ m/5 0-1

CITRINE V CHALLENGER

Game 5. B01. Scandinavian Defence

1.e4 d5?!

Another rarely seen line

2.exd5 ♔f6?!

The rarer of 2 moves in the infrequently seen Scandinavian. Slightly more popular is 2...Qxd5

3.d4 ♔xd5 4.c4 ♔f6 5.♔f3 c5?!

Unsurprisingly this opening normally favours White, even where the more usual 5...g6 or 5...e6 are played

6.d5 g6 7.♕e2 ♕g7 8.0-0 b6 9.♔c3 0-0

10.♕f4 ♕b7 11.♕d3 ♔a6 12.♖e1 ♔b4

13.♕e2 ♖c8 14.a3 ♔a6 15.♕d3 ♖e8

The Citrine has retained a pretty good position from the opening, with more space and much more active pieces. But to take advantage of this it needs to play actively and so ♖d2, ♕c2 or ♔e5 all look good

16.♖c2

Non-threatening, but the Citrine puts the mistake right next move and, even though any lost tempo is always important, it manages to stay on top

16...♖g4 17.♖d2 ♖ad8 18.♔e5 ♖c8 19.♕c2 ♔c7 20.♕a4 ♖f8



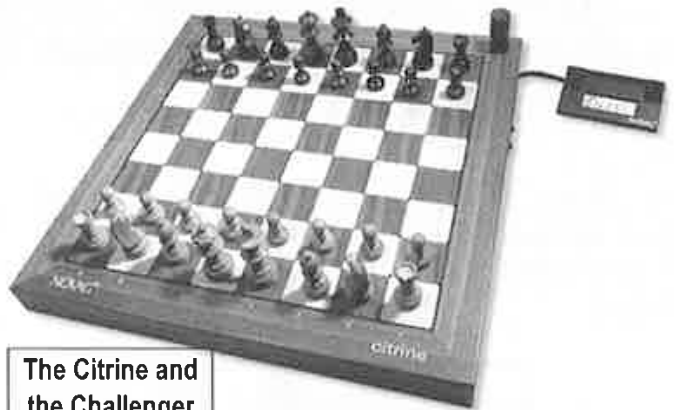
21.♔d3?

21.♖ad1 looks like the best move here, also 21.♕c6 is good. The Citrine choice is strange, the knight was active and threatening where it was, now it's a bit in the way!

21...e6!

An excellent response, freeing the Black position considerably

22.♕xc7



The Citrine and the Challenger



22.d6 ♔ce8 23.d7 ♔xd7 24.f3 loses a pawn but keeps White in the game with some play. The other alternative 22.dxe6?! looks dodgy because of the Black ♖ opposite White's ♖ on the now opened d-file: 22...♔xe6 23.♕g3 ♖d4+

22...♖xc7 23.dxe6 fxe6

White seems to have got past the critical moments after its mistake at move 21, though even after 24.♔b5 (best), or 24.f3, you'd still favour Black from here. But now the Citrine goes completely wrong

24.♖xe6?? ♔g4!



The attack against the White ♔, despite its being 'safely' castled behind the 3 pawns, must surely win from here

25.f4 ♕d4+

The Citrine is fortunate that Black missed 25...♖xd3! 26.♖c1 ♕d4+ winning very

quickly

26.♔f1 ♖f7 27.♞e1 ♜xh2+ 28.♕e2 ♙xg2
29.♞c2 ♙f1+ 30.♞xf1
Or 30.♔d1 ♙xd3 31.♞xh2 ♙xc3 32.bxc3
♞xc4+
30...♞e6+ 31.♜e5 ♙xe5 32.♜e4 ♙xb2 33.f5
♞e5 34.♞ab1 ♜xf1 35.♞xf1 gxf5 36.♞g1+
♔h8 37.♞b1 ♙xa3 38.♞b3 ♙b4 39.♞b2
♞d2+!



That settles it!

40.♞xd2 ♙xd2 41.♔xd2 ♞d4+ 42.♞d3
♞b2+ 43.♔e1 fxe4 44.♙c2 ♞xc2 45.♞d7
♞c1+
46.♔e2 ♞f1+ m/4. 0-1

That was the 3rd win in the match with the Black pieces, and it brings the Challenger back into contention!

▪ Citrine 3, Challenger 2

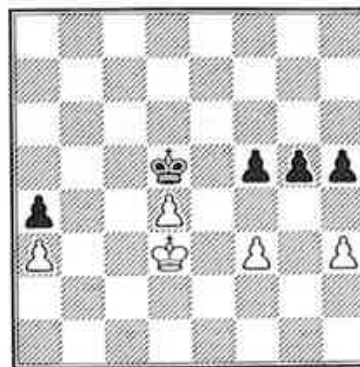
We're going to finish this issue with game 6, which has an astonishing ending, as you'll see if you join it from the diagram near the top of the next column!

CHALLENGER V CITRINE

Game 6. E13 - Queens Indian/Nimzo-Indian hybrid

1.d4 ♜f6 2.c4 e6 3.♜f3 b6 4.♜c3 ♙b4
5.♞b3 ♙xc3+ 6.♞xc3 ♙b7 7.♙g5 h6 8.♙h4
0-0 9.e3 d6 10.0-0-0 a6 11.♙e2 ♜bd7
12.♞he1 ♞c8 13.h3 b5 14.♙d3 bxc4
15.♞xc4 ♙d5 16.♞a4 ♞b7 17.♞e2 ♙xf3
18.gxf3 ♞xf3 19.♙g3 ♜b6 20.♞c2 ♞fc8
21.e4 c5 22.♞e3 ♞h5 23.d5 exd5 24.♙xd6
♜xe4 25.♙xe4 dxe4 26.♞xe4 ♞a7 27.♞d3
c4 28.♞c3 ♞d7 29.♞g1 g5 30.♞d4 ♞g6
31.♞d1 c3 32.♞xc3 ♞xc3+ 33.bxc3 ♜c8
34.♞g4 ♞xd6 35.♞xc8+ ♔g7 36.♞xd6 ♞xd6
37.♞c4 f5 38.♞d4+ ♞xd4 39.cxd4 ♔f6
40.♔d2 ♔e6 41.♔d3 ♔d5 42.♔e3 a5

43.♔d3 a4 44.a3 h5 45.f3



Well, Black actually has a deservedly won game here. I should think most of my readers will know which Black pawn you're supposed to move next...

45...h4??

Yep... it should have been 45...g4! Then it should end 46.hxg4 fxg4 47.fxg4 hxg4 48.♔e3 g3 49.♔f3 ♔xd4 and 0-1

46.♔e3 ♔c4 47.f4

All is not lost for the Citrine, in fairness. With the right choice of move here (push the pawn or exchange?!) there's still actually a chance for Black to win it!

47...g4?

Black needed to play 47...gxf4+! Then it goes 48.♔xf4 ♔xd4 49.♔xf5 ♔c3 50.♔e4 ♔b2 51.♔d3 ♔xa3 52.♔c3 ♔a2. It's mate in 20 with best play from here, and of course for me doing the analysis that's with the big advantage of tablebases! 53.♔c2 a3 54.♔c1 ♔b3 55.♔b1 ♔c3 56.♔a1 ♔d3, and while White captures the a-pawn the Black ♔ runs over to the kingside and queens the h-pawn!

48.hxg4

The Challenger knows how to draw better than the Citrine knows how to win... defending is often easier in these situations. It's a draw now but understandably Augusto played on for quite a while to make sure there were no more misadventures

48...fxg4 49.f5 h3 50.♔f2 ♔d5 51.♔g3 ♔d6 52.♔h2 ♔e7 53.d5 ♔e8 54.♔g3 ♔e7 55.♔h2 ♔e8 56.♔g3 ♔e7 57.♔h2 ½-½

So the score as we leave the match with 4 games to play (next time!) is close, and just managing to go as we expected, thanks to a bit of dubious Citrine endgame play!

▪ Citrine 3½, Challenger 2½

POCKET FRITZ 3 (A.K.A. HIARCS) V RESURRECTION RYBKA!

We have seen some interesting scores and results for Palm Hiarcs and Pocket Fritz3 in recent issues, and also noted the results and ratings achieved by Ruud Martin's Resurrection and Revelation units. In turn these need to be compared with the ratings we have for the previously top dedicated machines such as Johan de Koning's Tasc R30 and Richard Lang's Mephisto London 68030. When we've finished the ratings should make sense!

In truth they don't at the moment!

GENIUS, TASC, RESURRECTION & REVELATION

Selective Search has the Tasc R30 at 2350, and the Genius 68030 at 2300, but we don't have figures for the Resurrection and Revelation units.

However the SSDF do and have the RevelationRybka2.2 at 2653. They also have Resurrection Rybka2.2 at 2488. Their ratings for dedicated computers don't show as high as ours - though their PC figures are higher, Deep Rybka3 on a Q6600 is on 3238! But the Tasc R30 at 2272, which is about 80 Elo below what I have it on.

If they've got it right - and they have a very good reputation for accuracy - then a Resurrection Rybka2.2 (200MHz) is 200 Elo above the Tasc R30, and the Revelation Rybka2.2 (500MHz) is 380 Elo higher. The Elo gain 500MHz cp. 200MHz should improve only around 80 Elo, so we may find that Rev Rybka2.2 drops a little with more games.

Here's a suggested list at the *Selective Search* level:

▪ Revelation Rybka2.2	2660
▪ Resurrection Rybka2.2	2560
▪ Tasc R30-1995	2350
▪ Mephisto Genius 68030	2300

PALM AND POCKETPC ENGINES

We haven't had a proper look at the ratings for these since *SelSearch 128*!

1. Clive Munro and I have little Palm Zire21 units which run at 126MHz and we got a long series of results against all sorts of opposition putting

a Palm Hiarcs9.6/126 unit on 2500 Elo.

2. On a T3 ARM/400MHz unit Palm Hiarcs has rated at 2605 against dedicated computers, and beaten no less than 4 GMs in matches: 3-1 v Gustaffson (2616 Elo), 3-1 v Volkov (2682), 5-1 v Bobras (2660), and 3½-½ v Popovic (2555). These results put Palm Hiarcs on 2800 Elo rather than 2600, but I don't believe it!
3. Pocket Fritz2 has played lots of games at various time controls on equal hardware against Palm Hiarcs9.6. The total score is 61-35 for Hiarcs, and this indicates a 108 Elo gap, so if we can agree Palm Hiarcs/400 at 2605 then Pocket Fritz2 is 2500!
4. Pocket Fritz3 (which actually contains the Hiarcs12.1 engine) got 8/10 when it won the Mercosur Cup recently, for a rating of 2691. This suggests that Pocket Fritz3 is a good improvement over its predecessor, PF2, but only maybe 80 Elo stronger than Palm Hiarcs... against humans!
5. Pocket Fritz3 has beaten Palm Hiarcs in the Swedish (SSDF) test by 18-2 (!), which indicates a 320 Elo gap. This would put Pocket Fritz3 on 2925 Elo, which cannot be right. All I can say is that it's somewhere between 2691 as at Mercosur v humans, and 2925 as per the SSDF test against another playing engine.

One thing the above insoluble equations confirm is that Computer v Computer results exaggerate the Elo difference between the opponents. We've always thought this.

In Computer v Computer on different hardware we know it is true, the extra depth achieved by an Engine on the faster hardware will always inflate the gap between it and the same Engine on slower hardware. But the same Engine on faster hardware against a Human will not usually 'improve' by as much at all!

The same happens when new versions come out, ProgramX-NewVersion will nearly always get an inflated result against ProgramX-PreviousVersion. You can think you've gained 80 Elo, but when you play it against ProgramY or other engines, you find it's only +40 Elo... and when you play it against Humans you're glad if it's even +20 Elo!

The above lists of results prove this, I suggest beyond argument.

ROB PLAYS POCKET FRITZ3 v RESURRECTION/200's

Normally before a match like this I like to forecast (guess!) what the result might be! Rob has a Resurrection unit with a 200MHz processor, and 3 different engines from Ruud Martin to run in it...

- Resurrection Rybka2.2/200MHz
- Resurrection Toga1.2/200MHz
- Resurrection Fruit'05/200MHz

Rob's Pocket PC is an IpaqHP/2210 which has a 400MHz processor, so he decided to play 4 games on his new Pocket Fritz3 against each of his Resurrection programs... thus 12 games in all.

So what sort of results did the pair of us expect? The Resurrection units are somewhere in the 2500-2560 range, Rybka being the 2560... but it didn't win Rob's Phoenix tournament, Toga did, so there may not be that much between them at the 200MHz level! And Pocket Fritz3/400 is somewhere between 2690 and 2925 - a statement lacking my usual pinpoint accuracy! Obviously we must forget the 2925, but maybe 2750 would be realistic? So that suggests a win for Pocket Fritz by somewhere between 8-4 or 9-3?!

Ahaa, the time control - I nearly forgot! It was set at G/15 for the Pocket Fritz3 and G/30 for the Resurrection engines... to try and even it up! That's worth about 50 or 60 Elo, so that would seem to make 8-4 the more likely score.

In this issue we're going to have a look at a couple of the Pocket Fritz3 v Resurrection Rybka2.2 games.

RYBKA 2.2, RESURRECTION - POCKET FRITZ 3

Game 1. B22: Sicilian: 2 c3

1.e4 c5 2.c3 ♟f6 3.e5 ♟d5 4.♟f3 ♟c6 5.d4 cxd4 6.cxd4 d6 7.♟c4 e6 8.exd6 ♟xd6 9.0-0 10.♟c3

Database figures are often of interest. Here the Opening Book for DF11 reckons that 10... ♟e7 has been played 76 times, but they give it a ? as it only has a 40% record. The

Rob with his Resurrection board



other moves are ♟b4 played once and lost, and ♟xc3 supposedly played once and lost but their preferred choice. My Big Database 2008 disagrees totally having a total of 10 previously played moves! ♟xc3 is the main line 48%, ♟f6 also is on 50% but only 3 games. It agrees the Bb4 statistic but only found ONE game for ♟e7 and that was a draw. Make of that what you will!

10... ♟ce7 Gladly my database found 6 games for this. I think it cramps Black a little but it actually has a 4-1=1 record!

11. ♟e4 ♟c7

Now 12.a3 has been played but went 0-1, Rybka3 recommends Qd3, but the Rybka2Res move seems fine as well to me

12. ♟d2N ♟d7 13. ♟b3 ♟c6 14.g3?!

I can't say that I like this very much

14... ♟f5 15. ♟ac1?!

15. ♟b5 was best

15... ♟e7

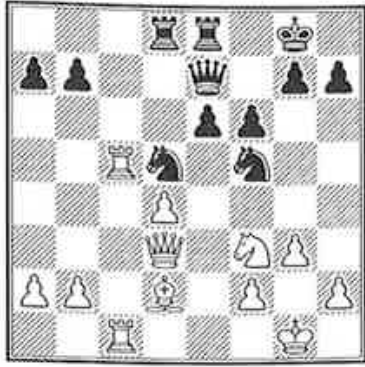
15... ♟b6!± releasing a second attack on the d4-pawn and also threatening ♟xe4 would have given White something to think about!

16. ♟b5! ♟xb5 17. ♟xb5 ♟b6

This time the isolated d4-pawn is attacked by Black

18. ♟c4 ♟ad8 19. ♟c2 ♟d7 20. ♟fc1 ♟fe8

21. ♟c5 ♟e7 22. ♟d3 ♟xc5 23. ♟xc5 f6



Black has a slightly cramped but nevertheless solid position which isn't easy to attack
24.g4?! d6 25.g5 f5!

Now the g5-pawn looks rather vulnerable, and Black's knight on f5 looks quite imposing

26.a3 f7!

PocketFritz begins to threaten on the king-side

27.f4?!?

27.f1 looks better so that if 27... h5

28.g2

27... h5 28.h1 d6

Leaving the strong square so as to advance f6-f5

29.f3 f5



30.e1?

Best here was 30.f5c2 so as to be able to answer 30... e4 with 31.f1. Even here Black is getting on top and dominates in the centre

30... e4!

Now White is in trouble! He can't allow the xf2+ fork, but if 31.f1 xc5 32.dxc5 f6! 33.e2 xd2 34.f3+ leaves PF3 a full piece ahead. So there isn't really much choice other than to sacrifice the exchange

31.f3

31.f1 xc5 32.dxc5 f6! 33.e2 xd2

34.f3+ leaves PF3 a full piece up
31... fxe4 32.f3 e4 f8 33.f2?!?

Rybka, certainly R2 rather than R3, may not be fully suited to the slower hardware as it can sometimes be found out in tactical melees. Otherwise surely it would have tried 33.f3+?!? h8 34.g1 xf2 35.h3 Here Black would play 35... f1 to stop 36.fxd5 (... f3+ wins the rook, the knight/g1 is pinned) and White probably has to exchange queens with 36.f4 which would leave Black with a probably won game but still some chance for White to make life hard

33... f4+! 34.f1

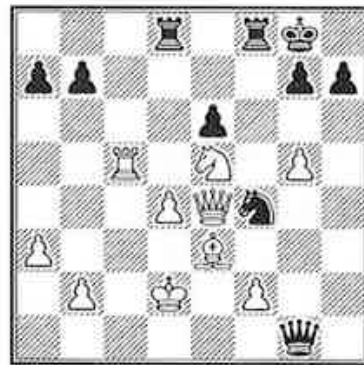
Not 34.f4?? f4+ 35.h1 xf4 36.f3

34... f4 35.f5 h3+ 36.f1 fh2

37.f3 f3+

Here 37... g2+ 38.f2 xe3 39.f3 h4 is more clinical

38.f2



38... fg5?!?

After playing so well PF3 is just letting the advantage slip a little. Here 38... b6 was better, and after 39.f2 fg5

39.b4?

And now another slightly surprising Rybka miss, it has just the one chance to play

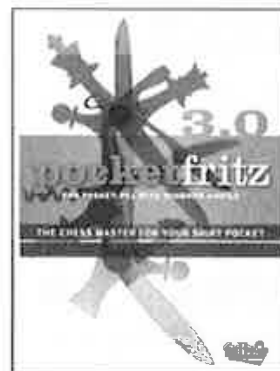
39.f7?!? and after 39... f5 not xa7 b8 which can leave White's queen exposed, but

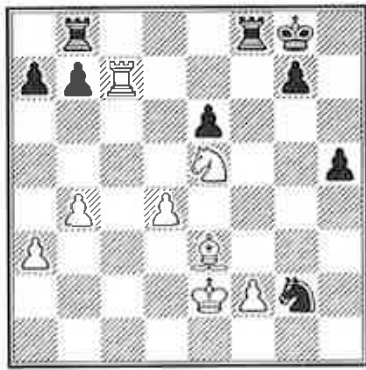
40.f6 and still fighting

39... g2! 40.f3

41.f7 b8

42.f2 h5!





Nice timing

43. ♖g5 ♜f5 44. ♗d7

A neat little trap

44... ♞e8

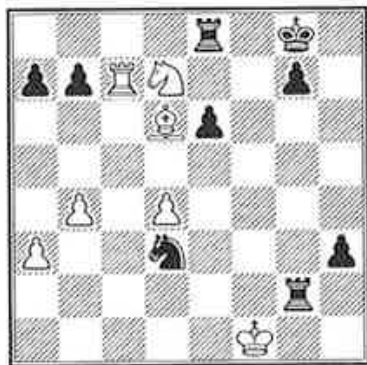
Not 44... ♞xg5? (exchange when you're ahead) because 45. ♗xb8 h4 46. ♗d7 h3 47. ♞c1! might just save the day!

45. ♖e3 h4 46. f4 h3 47. ♖g1

[I'm sure 47. ♞c1 was technically better, but Black still wins easily enough: 47... ♗xf4+ 48. ♖xf4 ♞xf4 0-1

47... ♗xf4+ 48. ♖e1 ♞g5 49. ♖h2 ♗d3+

50. ♖f1 ♞g2 51. ♖d6



51...e5!

An interesting and clever surprise, White has 3 ways to capture the pawn but they all bring more trouble!

52. ♖xe5

If 52. dxe5 ♞g6 winning the now trapped bishop! or 52. ♗xe5 ♗f4 protecting the rook to allow h3-h2, and if 53. ♗f3 ♞e3!

52... ♞g4

To tell the truth 52... ♞d2! was even better, but PF3's play has been excellent and it wins easily from the move played anyway

53. ♞c2 ♞xd4 54. ♖g3 ♞g4 55. ♖g1 ♞e3 m/10

56. ♖h2 ♞exg3 57. ♞c8+ ♖h7 58. ♗f6+ gxf6

59. ♞c7+ ♖g6 0-1

Black mates in another 4 moves



POCKET FRITZ 3 - RYBKA 2.2, RESURRECTION

C68: Ruy Lopez: Exchange Variation, sidelines

1. e4 e5 2. ♗f3 ♗c6 3. ♖b5 a6 4. ♖xc6 dxc6 5. 0-0 ♜d6 6. ♗a3 ♖e6 7. ♞e2 f6 8. ♞d1 ♖g4 9. d4 exd4 10. c3 ♞e6 11. ♗xd4 ♖xe2 12. ♗xe6

Game 2 is still in theory, though there aren't many games in my database to check it out.

Black's best seems to be 12... ♞c8

12... ♖xd1 13. ♗xc7+ ♖f7 14. ♗xa8 ♖xa3 15. bxa3 ♗e7 16. ♗b6 ♞d8 17. ♖e3



17... ♗g6N

17... ♖c2 is the only move that has been tried here, and that game went 18. f3 f5! 19. ♞c1 ♞d1+ 20. ♞xd1 ♖xd1 with an advantage to White with his plus pawn. Rybka3 suggests 17... ♖g4±

18. f3 ♞d3 19. ♖f2

Already we've reached a key moment in this game. Black needs to work out how it's going to extricate its bishop

19... ♖c2?

19... ♗e5 looks best and now 20. ♖f4 (not 20. ♖e1 ♖xf3 21. gxf3 ♞xe3+ 22. ♖d2 ♞xf3-+) 20... ♗g6 21. ♖c7 ♗h4±

20. ♞c1!

I guess ResRybka missed this, thinking its

reply was okay...

20...♖xc3

But now...

21.♙d2! ♜c5 22.♘a4! ♙xa4

Black accepts the inevitable and loses the exchange rather than a full piece, as if 22...♜c4 23.♘b2 ♜c5 24.♙b4 and White finally wins the bishop

23.♖xc5 b6 24.♜c4 ♙b5 25.♞b4?!

Here 25.♞d4! could be even stronger

25...♘e5



Now 26.♞d4 looks the straightforward best move... so I'd love to know if PF3 had seen the outcome of its next move. If so that's pretty remarkable...

26.a4!? ♘d3+ 27.♙e2 ♘xb4+ 28.axb5

Giving Black a horrible choice to make: 28...axb5 and lose the knight, or a5 to save the knight but allow a strong passed pawn 28...a5

If 28...axb5 29.♙xb4 must win

29.♙xb4 axb4 30.bxc6 ♙e6 31.♙d3 b3?

31...♙d6 is better but wont change the outcome: 32.♙c4 ♙xc6 33.♙xb4 b5 34.h4 1-0

32.axb3 ♙d6 33.f4 ♙xc6 34.♙c4 g5 35.fxg5 fxg5 36.g4 b5+ 37.♙d4 ♙d6 38.b4!

Excellent endgame play by PF3

38...h6 39.e5+ ♙c6 40.♙e4! ♙d7

Rob played on for a few more moves, but as I tell folk at the office, I could beat Kasparov from here!

41.♙d5 ♙e7 42.e6 ♙d8 43.♙d6 ♙e8 44.e7

There have been mate announcements on screen for a move or two, it might end 44.e7 h5 45.gxh5 ♙f7 46.h6. This is quicker by 1 move than ♙d7! 46...♙g6 47.e8♞+ etc 1-0

Ruud Martin on one of his Revelation boards



RYBKA 2.2, RESURRECTION - POCKET FRITZ 3

Game 3. Grunfeld Defence

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.♙f4 ♙g7 5.e3 c6 6.♘f3 0-0 7.♙d3 dxc4 8.♙xc4 ♘bd7 9.0-0 ♘b6 10.♙d3 ♘fd5 11.♙g3N

11.♙e5 ♘xc3 12.bxc3 ♙e6 has been played before

11...♙g4 12.h3 ♙e6 13.♘g5 ♘xc3 14.bxc3 ♙c4 15.♘e4 ♞c8 16.♘c5 ♞d8 17.♞b1



Is the a2/pawn poisoned or not?!

17...♙xa2?!

We'll find out! 17...♙xd3 was the alternative, then 18.♞xd3 ♙f8±

18.♞b4?!

Missing the best chance – to test the pawn grab White should have tried 18.♞b2! ♙e6 19.e4 and a strong centre while Black has its ♙/e6 in the way of its own pawn advance

18...e5! 19.♞e2 ♙e6 20.dxe5 ♞d5 21.♘xe6 ♞xe6 22.f4 ♞ad8 23.♞d4 c5

If White was hopefully anticipating 23...♞xd4?! 24.exd4 with a very powerful centre, he was disappointed

24.♞xd5 ♘xd5 25.♞c1 ♞d7 26.♙b5 ♞e7

27. ♖c4 a6 28. e4 ♜b6 29. ♙a2 g5



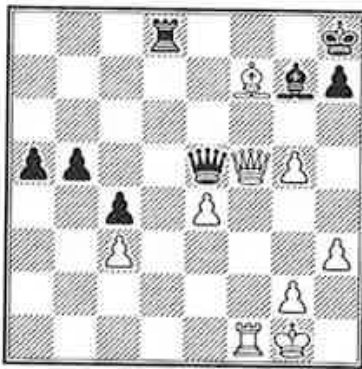
30. ♖f2

30. e6 fxe6 31. f5 might have given some winning chances in the endgame, e.g. 31...c4 32. ♙f2 ♖c7 33. ♜b1 ♜a4 34. ♖xc4 ♖xc4 35. ♙xc4±

30... ♜d7 31. ♙d5

A draw seems almost certain now

31...b5 32. fxe5 ♜xe5 33. ♖f5 c4 34. ♜f1 a5 35. ♙xe5 ♖xe5 36. ♙xf7+ ♜h8



But now Rybka goes astray

37. g6?

37. ♖xe5 ♙xe5 is an almost certain draw

37...a4! 38. ♖g4 h6 39. ♖h4 ♜d3?

A PF3 mistake lets Rybka off with a draw! 39... ♖g5! maintains some winning chances for Black: 40. ♖f2 ♙xc3 41. ♜h1 ♙d4 42. ♖e2 ♙e5. Here White is faced with threats such as ♜d2, or ♖g3 threatening ♖h2 mate. I doubt it can respond to these and still keep an eye on the 3 passed queen-side pawns!

40. ♙d5 ♖c7 41. ♜f7 ♖b6+ 42. ♜f1 ♖xg6 43. ♖d8+ ♜h7 44. ♜b7 h5 45. ♜xb5 ♜d1+ 46. ♜e2 ♜xd5 47. ♖xd5 ♖xg2+ 48. ♜d1 ♖f3+ 49. ♜d2 ♖f2+ 50. ♜c1 ♖e1+ 51. ♜c2 ♖xc3+ 52. ♜b1 ♖e1+ 53. ♜c2 ♖e2+ 54. ♜c1 ♖e3+ 55. ♜b1 ♖g1+ 56. ♜c2 ♖g2+ 57. ♜b1 ♖f1+ 58. ♜c2 ♖e2+ 59. ♜b1 ♖e1+ 60. ♜c2 ♖e2+ 1/2-1/2



Above and below, Mephisto boards converted to run the Ruud Martin engines... Rybka above and Fruit below



So Pocket Fritz3 leads 2½-½ going into the final game – Res. Rybka really needs a win to make the score line respectable.

POCKET FRITZ 3 - RYBKA 2.2, RESURRECTION

Game 4. D02

1. d4 d5 2. ♜f3 ♜f6 3. ♙f4 c5 4. e3 ♜c6 5. ♜c3 ♖a5 6. ♖d2

Here 6...a6 is best known (though it doesn't have a good record), while 6...cxd opens the centre up a little. But Rybka decides to block the position, which might be okay against another computer?!

6...c4 7. e4 e6 8. e5 ♜d7 9. ♙e2 b5 10. 0-0 b4 11. ♜d1 ♜b8 12. ♙g5 h6 13. ♙h4 ♙a6 14. c3 bxc3 15. ♜xc3?!

15. bxc3 is about equal] Rybka responds well to the PF3 mistake

15...g5 16. ♙g3 ♖b6! 17. ♖e3 g4?!

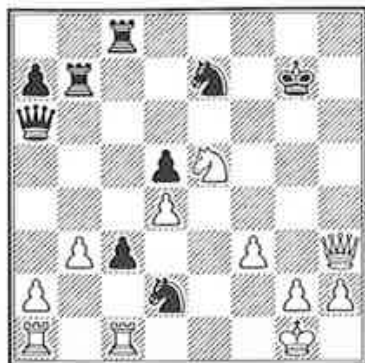
17... ♙e7+ was good here, the move played gives White a chance to sacrifice and activate its position

18. ♜xd5! exd5 19. e6 fxe6 20. ♖xe6+ ♜e7 21. ♖xg4



Okay, Black has a knight for 2 pawns, but if White can get an attack going the advantage could swing its way

21...♖b7 22.b3 ♘f6 23.♙h3 c3! 24.♙xa6 ♗xa6 25.♙f4 ♙g7 26.♘e5 0-0 27.♙xh6 ♘e4 28.♙xg7 ♔xg7 29.f3 ♘d2 30.♖fc1 ♖c8



This is quite tense stuff! I wonder which side Rob was rooting for at this point, the Grandmaster he can stick in his pocket or the rather expensive dedicated Resurrection unit?!

31.♖e1 c2 32.♖ac1!?

32.♙g4+! was particularly strong, and after 32... ♔h7 33.♖ac1 White should win 32...♖bc7?!

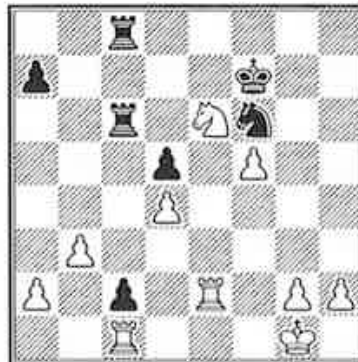
Allowing White to play the move it should have done last turn. If Black had played 32... ♗h6 33.♙xh6+ ♔xh6, then White's advantage, even after 34. ♘f7+ ♔h7 35. ♘d6 ♖g8 36. ♔f2 ♖d7 37. ♖xc2+- would definitely have not been as great as it is in the game

33.♙g4+ ♘g6 34.f4 ♘e4 35.f5 ♗b6 36.♙xg6+ ♙xg6 37.♘xg6

Apart from a minor inaccuracy at move 32 PocketFritz has conducted the attack perfectly. Now watch as it cleverly reorganises its pieces so as to get at the potentially dangerous pawn on c2

37...♔f7 38.♘f4 ♘f6 39.♖e6! ♖d8 40.♖e2

♖dc8 41.♘e6 ♖c6



Black has tried desperately to hang on to the only saving chance... the c2/♖. But now White's brilliant manoeuvring enables it to end all hope!

42.♘c5! a5 43.♖exc2 ♘e4 44.g4! ♖6c7 45.h4 ♖c6 46.♔g2 ♖6c7 47.♔f3 ♘d6 48.h5 ♔g8 49.♔f4 ♘e4 50.g5 ♘d6 51.f6 ♘b5 52.♖d2 ♖c6 53.♔e5 ♖d8 54.♖f1 ♖e8+ 55.♔xd5 ♖d6+ 56.♔c4 ♘a3+ 57.♔d3 ♖ed8 Rob allowed the game to run through to a mate, but it's already all over of course 58.♔e3 ♖f8 59.d5 a4 60.♘e6 axb3 61.axb3 ♖b6 62.g6 ♖xb3+ 63.♔e2 ♖b7 64.♘xf8 ♔xf8 65.h6 ♘b1 66.h7 ♘c3+ 67.♔d3 ♔e8 68.h8♙+ ♔d7 69.f7 ♘xd5 70.♙e8+ ♔d6 71.♖f6+ ♔c5 72.♙c6+ ♔b4 73.♙c4+ ♔a5 74.♖a2# 1-0

Well that's a very impressive start for Pocket Fritz3... a 3½-½ humbling of Resurrection Rybka2.2.

Going back, then, to our rating discussion at the start of this article, if ResRybka is 2560 Elo then this is a 2860 performance by Pocket Fritz3 on a 400MHz machine. Personally I think it's a further confirmation that, in computer v computer, the difference gets exaggerated. I feel comfortable enough with Resurrection Rybka2.2 at 2560, but not with Pocket Fritz3 as high as 2860. That's not to say that it isn't very strong, there's little doubt that it is!

We'll come back to the proposed Resurrection, Revelation and PocketFritz ratings when we've seen how the dedicated Resurrection Fruit and Resurrection Toga programs get on in their matches. I'll also ask Rob if anyone has played a long Resurrection v Tasc match, that would be interesting!

RYBKA'S LARRY KAUFMAN GETS THE GM TITLE!

I was very pleased to learn in November that **Larry Kaufman** had won the GM Title as a result of winning the **World Senior Chess Championship**... well done Larry!

I have 'known' Larry for about as long as I've been publishing *Selective Search* - i.e. since around 1985. In those days he was publishing from the USA the excellent, authoritative and revealing bi-yearly magazine **Chess Computer Reports**, which was always a good read, and it was from that and correspondence with Larry, as well as folk at the *SSDF* in Sweden, and also British IM Mike Basman through his publication '*Popular Chess*', that I first got interested and became active in computer chess.

Larry has been a strong IM for many years, in fact he won the title in 1980, and has been involved over the years as a chess teacher as well as in writing various chess programs and authoring some excellent articles on chess, especially on the issue of changing piece values during the course of a game and material imbalances.

Surprisingly perhaps, however, his first love is **Shogi** at which he is the strongest player in the West!

But of course over the past couple of years Larry has become best known to my readers through his involvement working with **Vasik Rajlich** on the no.1 ranked **Rybka** chess program. There his particular responsibility is for the evaluation function.

Earlier in the year Larry had already won the US Senior Open Championship, and I suggested to him that perhaps these successes were a first class example to everyone of what working with Rybka can do for the progress of one's game! - and I asked if he had a favourite game from the World Championship tournament which he would like to share with us.

He sent us the penultimate game against GM Miso Cebalo, who was ½ a point ahead of Larry at the time. This game essentially won



the title for him. Also included are some notes, abridged from those he has done for '*Chess Life*' where the game and full story will appear. In italics there are some added notes from me just to clarify a couple of tactical moments during the game.

Miso Cebalo (2493) - Larry Kaufman

World Senior Champs, 2008

D10. Slav Defence, Gambit line

1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.♘c3 dxc4 5.a4 ♙f5 6.♗e5 ♗bd7 7.♗xc4 ♗b6 8.♗e5 a5 9.♙g5 g6 10.e3 ♙g7 11.♙d3 ♙e6 12.♙e2

12.0-0 is well met by 12...♗fd5. Cebalo has previously played 12.♗f3 when 12...♗bd5 aiming to go to b4 equalises

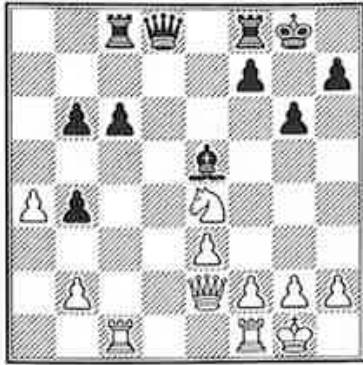
12...♗bd5 13.♙xf6?!

I would not even consider such an unprovoked loss of the bishop pair

13...♙xf6

Rybka would take with the pawn, so that a later ♙g4 can be met by ...f5. I doubt that many GMs would do this, as it looks ridiculous, but Rybka is usually right

14.♗d3 0-0 15.0-0 b6 16.♞c1 ♞c8 17.♙g4 ♙xg4 18.♞xg4 ♗b4 19.♗xb4 axb4 20.♗e4 ♙g7 21.♞e2 e5 22.dxe5 ♙xe5



So I've lost my bishop pairing, but my remaining bishop still looks better than the knight, while White has slightly better major pieces. The game is even

23.f4

This is slightly suspect as it leaves a weak e-pawn behind

23...♙g7 24.♞fd1 ♚e7?

This is a serious error on my part, now I won't be able to expel the knight from d6 by ♞cd8 because of ♞xc6.

Correct was 24...♚c7 with a slim edge

25.♘d6! ♞c7 26.♘c4?

I have no idea why he retreated instead of playing the natural 26.e4 followed soon by e5 with a plus. Now I am slightly better again!

26...♞b8



Rybka prefers 26...b5 directly

27.b3?

This slightly obvious or natural looking move loses. The reason is that, in some lines, it allows Black a decisive rook invasion to the c3 square

27...b5! 28.♘a5??

The knight now gets trapped.

But after the better 28.axb5 cxb5 29.♘d2

♞c3! White will surely lose a pawn or more, and with no counterplay as a capture on c3 would be disastrous

28...♙c3! 29.♚f3 ♚c5 30.axb5 cxb5 31.f5 ♞b6

Note for SelSearch: if 31...gxf5?? 32.♞d5! and the advantage has gone

32.f6 ♚xa5 33.♚f4



He threatens 34.♞xc3 and then, with the bishop gone, 35.♚h6!

33...♚a7 34.♞d5

Note for SelSearch: with Black's queen now on a7 34.♞xc3?? no longer works as, after 34...♞xc3 35.♚h6, Black can capture on e3 with check: 35...♚xe3+ forcing 36.♚xe3 ♞xe3 with an easy win

34...♞c6 35.♞cd1 ♙xf6 36.♞d7 ♞b7 37.♚e4 ♞xd7 38.♚e8+ ♙g7 39.♞xd7 ♞c1+

Okay, I missed mate in 7 with 39...♚a1+ 40.♙f2 ♞c2+ 41.♞d2 ♞xd2+ 42.♙g3 ♚e1+ 43.♙f4 ♚f2+ 44.♙g4 ♚xg2+ 45.♙f4 ♞f2#

40.♙f2 ♚a2+
Fortunately the capture next move on b3 also guards f7, so White resigned 0-1

Entering the final round there were chances that tie-breaks could affect the destination of the Champions title, but when Uhlmann lost Larry knew he only needed to draw, as even last round wins for Suba and Cebalo (which both got) wouldn't be enough to grab first place from him!

So our congratulations to **Larry Kaufman**, a World Champion and Grandmaster all at one go!!

The Times They Are A Changin'

The FUTURE of the WORLD COMPUTER CHESS CHAMPIONSHIPS

Important discussions are taking place concerning the details for the next WCCC Event (May 2009), and the future of the World Computer Chess Championship. David Levy got the ball rolling...

Times They Are A Changing

David Levy

During the first three decades in the history of computer chess tournaments there developed a debate over the question: what hardware should the contestants be allowed to use? For a while there were even suggestions, prompted by Tony Marsland, of handicapping programs according to the power of their hardware. I was never in favour of the idea of handicapping because I have always felt that it would be impossible to achieve a fair way of managing the process. Furthermore, in 1981, at the ACM Computer Chess Championship in Los Angeles, a program called Philidor, developed by my team in London and running on a lowly Z80 processor in an Osborne 1 computer, finished in equal 5th/6th place (with Duchess), well ahead of Tony Marsland's program AWIT, which ran on an all powerful Amdahl mainframe and which we defeated in our individual encounter. After that particular tournament the idea of handicapping lost whatever lustre it might have had.

When microcomputers emerged as suitable vehicles for chess programs, it became clear the very best microcomputer chess programs were absolutely no match for the strongest programs running on mainframes, with the result that separate microcomputer chess tournaments became popular, with the first World Microcomputer Chess Championship taking place in 1980. The top programs running on micros also often competed alongside their mainframe colleagues in "open" tournaments, and with good reason – they were usually able to give a reasonable account of themselves. Thus the world of computer chess witnessed two strands of regular competitions – those for microcomputers alone and those for everyone. There



David Levy making his opening speech at the recent World Championships in Beijing

have also been tournaments organized for "uniform platforms" taking the hardware element out of the competition altogether. For several years Don Beal hosted and organized such tournaments at Queen Mary College in London, but they did not meet with the same level of enthusiasm from the chess programming community.

It was not long after the defeat of Garry Kasparov by IBM's Deep Blue that the strongest PC programs were winning just about all of the open computer chess tournaments. And so in 2002 the ICGA changed the rules for the World Computer Chess Championships, enveloping all programs in one tournament. From then on PC programs usually took the top honours in our tournaments. Some programmers have been content to enter our championships on single processor machines, others have strived to use dual or quad machines or even more cores. And we are now seeing PC programs that run on systems with tens of cores – the more the merrier.

The ICGA feels that the time has come to take stock of this trend of hunting for astronomic numbers of cores, and to bring matters back to Earth. We see no point in organizing an event that can be won by a simple weight of processing power, when just about all the competing programs are able to use computers with only a handful of processors. By allowing 20 cores, or 40, or 80, at the present time, we would be saying to the vast majority

of chess programmers that, if they want their program to be able to give of its best, they must first acquire the use of an expensive computer system with a very large number of processors. That is not what we believe the World Computer Chess Championship should be about. One should not be able to buy the title in this way.

The ICGA has therefore decided to change the rules of the World Computer Chess Championship, starting with our 2009 event. For 2009 no entry will be permitted to run on a system with more than 8 cores. We have chosen the number 8 because such systems are readily available in the retail computer market. We will review this number every year in accordance with whatever we feel is appropriate, given the retail market at the time. But for 2009 the message is – **no more than 8 cores will be allowed for any program competing in the World Computer Chess Championship.**

*There was here some discussion on keeping the **Computer Olympiad** an 'open event', before the following concluding remarks...*

The ICGA is not making the same 8core rule applicable to the Computer Olympiads, for those games in which the strongest programs have not yet reached the level of world champion human players. The reason for the different rules for different games is that our competitive goal in ICGA events is to encourage and assist the development of programs capable of defeating human world champions. This target has already been achieved in Chess, hence our competitive goal for Chess is now principally to discover which program is the best. The corresponding target has not yet been achieved in Go and several of the other games contested at the Computer Olympiad, hence the ICGA's competitive goal for those games is partly to encourage the fastest possible progress towards that target.

We believe that the above decision is in keeping with the wishes of the majority of games programmers who compete at the World Computer Chess Championships.

* * * * *

Unsurprisingly the announcement got an immediate and weighty reaction, especially from the programming teams, professional and amateur, rich and poor alike. Please note that in chess 'professional' doesn't mean rich! David Levy was quick to respond...

8 Cores

David Levy

The ICGA's recent announcement about the hardware limits for the World Computer Chess Championships has generated considerable debate, which is always a healthy way to work towards improvements. The ICGA has received input on this issue from a number of chess programmers and other interested parties. There is an ongoing discussion on the CCC and other forums such as the Rybka forum. We are grateful for all of this input.

Here I would like to summarize the various inputs and to put the matter in perspective for the 2009 World Championship. The ICGA has already signed a contract with our hosts and sponsors for the event, which will take place in Europe from May 11th to 18th. As soon as certain formalities have been completed we shall announce the venue and the schedule. In addition to the WCCC the event will once again include the Computer Olympiad and the Conference on Computer Games.

I should perhaps explain why it was that the decision regarding 8 cores came when it did. Shortly after the 27th Open Dutch Computer Chess Championship in Leiden, we became aware that the low number of participants (10, as compared to 15 the previous year) was in no small part due to the feeling by many chess programmers that they had absolutely no hope in a competition where there was no upper limit on hardware power. We were also advised that this was the primary reason for the lack of entries that led to the cancellation of the Paderborn Computer Chess Tournament planned for the end of this year.

This news came to us just as we had completed the negotiations with our hosts and sponsors for our 2009 event, which will be in

mid-May. Clearly something needed to be done urgently in order to maximize the number of participants in the 2009 WCCC in as fair and sensible a manner as possible. That was the reason for the decision and for making the announcement when we did. We have a practical requirement to make our event as popular as possible with the participants and as large as possible for our hosts and sponsors.

Next I would like to comment very briefly on the arguments that have been raised in the current debate. Most of them are not new arguments, and there is at least some merit in just about all of them. In essence each side of the debate has one strong argument. Those who are against imposing any restriction on hardware argue that we should be attempting to maximize the playing strength of the best participating systems. Those in the opposing camp argue that we should be attempting to discover whose chess software is the strongest. There are many finer points to both sides of these arguments, but they largely boil down to the same questions. The two sides of the argument were put to the ICGA succinctly in an email from one of the past World Champion programmers:

“ the pro is that more programmers might be attracted. Paderborn was cancelled this year. One of the reasons was that there were only 5 or 6 programs that wanted to play. The organizers asked for reasons and many told that there is no point getting killed by Rybka running on 40 cores.

“ the disadvantage of this is that it will hinder innovation on multi core machines and on clusters.”

In considering these arguments the ICGA needs to take into account the opinions of three groups:

- [a] Chess programmers, and particularly those who participate in World Computer Chess Championship tournaments.
- [b] Computer chess fans who might or might not be chess programmers, but who are anyway sufficiently enthusiastic and knowledgeable to make valuable contributions to the debate via Internet forums and the like.
- [c] The mass of computer chess enthusiasts

want to know “Who is the World Champion?” and not whether program X with 40 cores is stronger than program Y with 8 cores.

Here I do not intend to discuss in any detail the arguments themselves, as the debate is still in full swing and is likely to continue for some time to come. In fact the ICGA wishes to encourage the debate to continue until some sort of consensus has been reached and can be put into practice. With this in mind the debate will soon be opened up further, under the aegis of Rémi Coulom who is the ICGA Programmers’ Representative. Details of this forum will be publicized as soon as they are known.) There will also be a face-to-face debate amongst the programmers and ICGA officials at the 2009 WCCC.

When all of this debate has been given sufficient time to mature, we plan to take a formal survey, including a vote, amongst the programmers who have participated in computer chess tournaments such as the WCCC, Paderborn and Leiden (i.e. “world” events rather than Internet events) during the past few years.

For now the key and urgent questions are these:

- [1] What have we learned from the debate thus far that could be put into practice for the 2009 WCCC?
- [2] Whose opinions should be given the most weight?
- [3] What changes or refinements if any should the ICGA make to the announcement on the limitation to a maximum of 8 cores for 2009?

Lessons from the debate

Some of those who have analyzed the technical details of the 8-core proposal have pointed out that the original proposal as presented needs a certain amount of



The Shannon WCCC Trophy

clarification, and this will be forthcoming during the coming weeks, after the ICGA takes further recommendations from prospective participants. For example, the rule could be that not more than 8 cores may be used, so if someone has an 8-core machine that hyper-threads to 16 cores it would be necessary for the operator to disable hyperthreading.

Whose opinions should be given the most weight?

We believe that in this debate the views of chess programmers are more important than those of the other groups mentioned above, and in particular those programmers who have participated in the WCCC in recent years.

Taking into account the postings on the Internet and the emails received by the ICGA, we have analyzed the opinions as follows for the authors of those programs that have competed during the past five World Computer Chess Championships. Exactly half are in favour of the idea and half are against. One person in this group would not express a preference. Many of those who have competed during the past five years have not yet provided any comment.

What changes or refinements if any should the ICGA make to the original announcement?

Given the shortage of time before the start of the 2009 event (less than five months) the ICGA will not make any fundamental change to the concept of restricting participants to the use of 8 cores. Some refinements of the rules will be necessary in order to ensure that all participants keep within the spirit of the restriction as well as within the letter. Whatever major changes might be made to this new concept, will be made only after a full and open debate on the issue as described above. This means that the decision for 2010 and hopefully the subsequent years will be made some time after the conclusion of the 2009 World Championship.

In Conclusion (for now!)

For 2009 this has to be the final word on the matter. To leave the question open any longer would be to the detriment of organizing a successful event. For 2010 and beyond we

have the luxury of sufficient time to continue the debate and to develop, with all interested parties, an event structure that meets with the approval of the greatest number of chess programmers. I very much hope that we will have the support of the computer chess community for approaching this issue in the manner we have done. I also hope that as many chess programmers as possible will join the debate, either in person at the 2009 WCCC and/or via the ICGA forum on the Internet.

David Levy,
December 22nd 2008

* * * * *

Since this the above-mentioned **Remi Coulom** has been airing the topic on the web and trying to summarise the discussion points raised. The main questions arising are:-

- Some are FOR and some are AGAINST the hardware limit. The voting on Remi's site has more against than for, but not many have made their opinions known as yet, it's early days.
- How can the limit be enforced in practice? Programming teams don't want to take even 8-core machines with them to the tournament, but who can monitor what hardware is being used if remote play is allowed?! Can participants be trusted?!
- What changes could the WCCC make in the future to encourage more participants?

I think this will run for a bit! If you want to follow the discussions yourself then you can obtain the links via the News and Latest Engine pages on the Ridderkerk site

- <http://wbec-ridderkerk.nl>

I haven't got involved myself - Mark and Harvey are on top of representing the Hiarcs views in all of this - but if I were to get a few letters or e-mails, with good arguments one way or the other that haven't perhaps been presented in the discussion, then I could pass them on.

More next time!

TOUGH POSITIONS FOR READERS AND THEIR COMPUTERS!

Issue 138 had 2 new positions for readers and their computers/PC engines to look at - they should have kept you busy for a while! The solutions would have been in our last issue but I ran out of space, so here they are now.

The first arose because the latest engines on fast hardware are beginning to question 'solutions' we have accepted for many years. Occasionally they find a better winning solution, and sometimes they find a defence that throws the test position itself into doubt. We already know that the top engines are in some cases rewriting opening theory, and all the top GMs are using them regularly both to test and to find new innovations that they can introduce in over-the-board play.

This is exactly what **Peter Grayson** concluded after he'd run Rybka3 through the **100 position WM-Test**. On my dual core it scored an astonishing 74 (12 more than anything else has ever achieved) and on Peter's quad it got 84!! Then he checked through the positions it failed on, to make sure all the "winning move solutions" are correct, and found one that isn't!

TOUGHIE 8: WM-TEST #46 - BOTVINNIK-ZUIDEMA



White to play and win. The 'solution' move, as played by Botvinnik, has stood with a couple of '!!' for many years, and I shared with you what Botvinnik's move was.....

22. ♖g5!

But as Rybka didn't choose this, are we sure it wins!? Is it the best move!? We think there is an improvement and it looks more dramatic!

First Botvinnik-Zuidema went...

**22... ♗d5 23. ♜xe6! fxe6 24. ♝xd5 exd5
25. ♙xc8 ♜xc8 26. ♙xb8 ♙xb2 27. ♝b1! ♙xa3**



and Botvinnik went on to win. **1-0**

But this is what Peter found....



After **22. ♜g5?!** instead of **22... ♗d5** Rybka shows **22... ♙f5!**

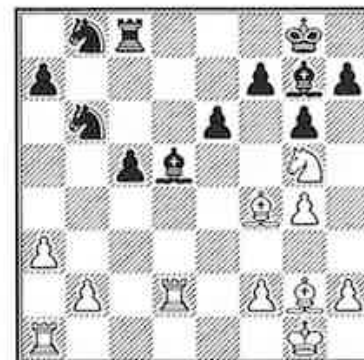
Now it seems the win is not so easy at all!

23. g4

23. ♙xf5 gxf5 is equal or maybe very slightly favours White)

But 23. ♜xe6? ♙xh3 is good for Black!

23... ♙c2 24. ♝d2 ♙b3 25. ♙g2 ♗d5



In the position now reached there is only a small advantage to White, and a draw the more likely outcome. Thus 22.♔g5?! is not considered objectively best or even winning.

Finally here is the Rybka solution, decided upon after only a few seconds:



22.Rxe6!

Rybka shows a +1.49 evaluation for this, compared with only around +0.40 after best play for both sides in the original 'solution'.

22... fxe6 23.♔xe6+

Now there are two ways for the king to go:

[a] 23...♔f8 24.♔d6+ ♔e8 25.♔g5 ♖d8 26.♔f7+ ♔d7 27.♔xe4 ♗xb2 28.♖a2 ♔d4 29.♔xc5+-

[b] 23...♔h8 24.♔xc8 ♗xf3 25.♖e1 ♔8d7 26.♖e8+ ♔f8 27.♔xd7 ♔xd7 28.♖d8 ♔g4 29.f3+-

Either way White has a good (and should be winning) advantage.

What about other programs? At the outset the others are generally happy with 22.Ng5 as best, whether they expect Bf5 or Bd5 as the response. But once they are shown 22.Rxe6 most soon decide that it is indeed quite a lot better!

So if you use the WM-Test, then you need to substitute in the 22.Rxe6! solution so that your engine gets marked correctly. If you don't most engines will wrongly score a point for Ng5, and Rybka3 wont score at all for choosing the better Rxe6!

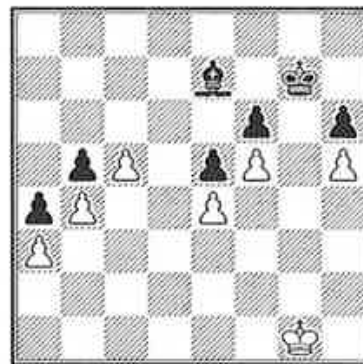
Peter went the extra mile, and played Rybka (White) v ZapMexico2, with Zappa given the improved defence 22...Bf5 and getting 2 draws at different time controls. And ZM2 as White with 22.Rxe6 got 2 wins! Finally with

the innovation 22.Rxe6, Rybka v Hiarc went 1-0, and Hiarc v Rybka went 1-0, so I think it's case proved!

Having begun to fear that the PC engines really might call too many of our longhand conclusions into question, it's always nice to receive something from dear **Bill Reid** that puts it all into perspective for us! This is what he found for *SelSearch 138*...

TOUGHIE 9: BILL REID

"It was one of those division three adjudication positions. White to play."

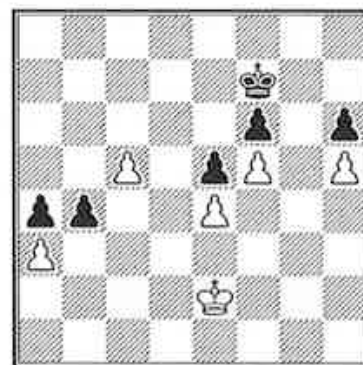


So what was the thinking on this one? And do the programs agree?!

Bill now writes: "Let's look at that position from SS138 that our codebreaker had sorted out in a few minutes..."

Well, first of all, White must play **1.c6**.

After, say, 1.Kf2 Black plays 1...Bxc5 2.bxc Kf7 3.Ke2 b4! and it's all over, 0-1. I'm sure the programs see that, but would those division 3 players have spotted it?!



However after 1.c6

1...Bd6 2.Kf2 Kf7 3.Ke3 Ke7 4.Kd3, Black can get nowhere with king shuffling. And 4...Bxb4 achieves nothing because now the White king can cover the advance of the a-pawn and the Black king has no way of advancing into White territory.



So 1/2-1/2. But did the programs agree?

The programs (Rybka, Hiarcs, Fritz, Zap, Shredder, Naum) unanimously chose 1.c6. Deep Sjeng3 was the only failure here, preferring 1.Kf2? and so it alone of the top engines tested would have lost the game. But the evaluations going with 1.c6 varied from around -4.00 to, at best, -2.50 (Zap).

And playing through the next few moves for both sides, firstly I can say that they would have played the same moves as Bill (some would go with 3.Ke2 instead of 3.Ke3, but that makes no difference), and I'd guess that they'd all get the draw eventually as well.

But their evaluations hardly improved while they did all this - they all continued to believe that Black would eventually find a magical breakthrough and win, even though their forward analysis showed nothing but king shuffling. And when an engine gets the evaluation totally wrong, you never know - one of them might just manage to find a way to lose the game as well.

Back to Bill for his latest Tester, this time a little different!

TOUGHIE 10: BILL REID

As well as tournaments and league games, another kind of chess our codebreaker used

to take part in was Simultaneous displays. These required different skills and tactics.

Here is an example:



White to play

As usual he had the advantage of the White pieces, but things have not gone well. He has already lost one game out of the twelve being played - which is fine, it's good for a young player to get a confidence boost by beating the British Champion. But he doesn't want to lose two!

So the way to try for a draw is to play a quick move - Rfe1 - whip around the other three boards still playing (no trouble there!) and hope that when confronted again in about half a minute his opponent will play the obvious move. Which he does - Qh3. And now it's a draw!

1.♖fe1 ♔h3



But do the programs agree? Isn't Black still winning this?? How does our hero get his draw... if it's possible that is!

FOR INTEREST 11: ANAND-KRAMNIK, GAME 7

I'm sure Bill enjoyed the end to one of the recent World Championship **Anand v Kramnik** games. It's about understanding blockades and entry points!

We join it at move 32 and I've left in the notes which came from **Malcolm Pein** during the coverage on the web while the game was being played. If you play through the moves with any of the top PC engines, they think White should win with some ease



33.♖c2

There are interesting lines after 33.♔d3 c2? 34.♖xc2 ♖xc2 35.♕xc2, Black's knight has no moves. White would like to set up a zugzwang with King on d4, pawn on e4 and bishop on e3. I thought this could not be organised without allowing Nc5 but I wonder if that matters. 35...♕h6 36.♔d3 ♕g6 37.♔d4 ♕h6 38.♙a3 ♕g6 39.e4 ♕h6 40.♙c1. Threat h4 40...♕g6 41.♙e3 ♖c5 (41... ♖f8 42.♔d3 ♖d7 43.♕c3+-) 42.♕c4 ♖xa4 43.♕b3 wins.

However after 33. Kd3 Black plays Nc5+ as in the game and draws. Health warning !

Please ignore your computers, they are counting beans, not blockades which some of them don't really get.

33...♕f7 34.♔d3 ♖c5+ 35.♙xc5
35.♕xc3 ♖xa4+ 36.♕b3 ♖xc2 37.♕xc2
♕e8 38.♕b3 ♖c5+= Speelman
35...♖xc5 36.♖xc3 ♖xc3+

Anand didn't seem to recapture the rook with his king on the video footage before the draw was agreed ½-½

TOUGHIE 12: PORTISCH-JOHANNESSEN

Here's another one, this time from Chris

Taylor's 'Difficult Test Suite', that needs some thinking and work!?



White to play

The standard solution is 1.♙xh6 ♙xh4 2.gxf3 gxf3 3.♕e2, but even here Rybka for example is only showing w+0.22, not exactly a 1-0. 1.♙xh6 is best, but not a sure win.

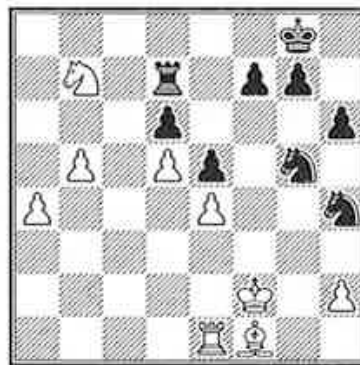
Nevertheless some of the engines got it:

- Deep Naum4 no after 10m.
- Deep Rybka3 1m25.
- Deep Hiarcs12.211 5m06.
- Deep Fritz 11 1m51

But when I checked through the principal variations I spotted that Hiarcs had come up with 1...♙g4 and an advantage to Black! What did Rybka think of that? It suggested 2.♖g3 f5 3.♖xg4 ♖f7 and here says w-0.58. That's not 1-0 at all, more likely ½-½/0-1!

TOUGHIE 13: CHRIS TAYLOR SELECTION

I'm not doing this one for you, it joins Toughie 10 in being one for you to have a go at!



White to play and win

CHRIS GOULDEN'S UCI+WINBOARD ENGINES PAGE

Last time in division 1 *Glaurung 2.1* had won again, with *Spike 2nd.*, while *Wildcat* and *SlowBlitz* were relegated.

In division 2 *The Baron 2.23* and *Delfi* both scored 11½/18 to earn promotions. At the other end Chris was disappointed to see *Sloppy* relegated on its introduction after some promising qualifying results, and *Jonny 2.83* went down with it. It doesn't seem that long ago that *Jonny* was causing upsets in major tournaments, but it seems now to be standing still while everything around it improves quite rapidly!

E.T.Chess and *Alfil8.11*, a new engine which appeared to have come from nowhere, were due to be promoted from division3.

Sun. 18 Jan 2009

Hi Eric

Happy New Year!

Here are the latest results for my Divisions 1 and 2, plus the CBV files from the games. As we agreed recently I will save Division 3 and the Division for Commercial Veteran Engines to the next issue, as that way I will get more time to test the new engines!

Now for my report:

A lot has happened in recent months, and even since *Sel Search 139*, so there have been big changes to the divisions for this issue.

I have also run some tests that have not been sent to the editor, but the result of these is that there have been a few newish engines recently come through that are better than 50% of my Division 2 engines. So what I have enclosed is the new look divisions following a reshuffle.

In Division 1 **Glaurung** won yet again, and to make things more difficult for it's rivals *Glaurung 2.2* has become available and will



appear in a future issue. **Thinker 5.2M** was disappointing in comparison to the 5.1i version which came 3rd in the last tournament. **Bright 0.3a** was 4th again. At the bottom *The Baron* went straight back down again, and *Frenzee* which had previously had a narrow escape in the last tournament, goes down with it.

DIVISION 1

POS	ENGINE	/18
1	GLAURUNG 2.1	14
2=	SPIKE 1.2 TURIN SCORPIO 2.0	11½
4	BRIGHT 0.3A	10
5	THINKER 5.2M	9
6=	ALARIC 707 DELFI 5.4	8½
8	DEEP PHARAON 3.5.1	7
9	FRENZEE FEB08	5½
10	THE BARON 2.23	4½

In Division 2, two comparatively new engines to some of the readers, **Alfil 8.11** and **Twisted Logic 20080620** were 1st and 2nd respectively. They are new to these divisions but have been at the WBEC Ridderkerk tournament for some time, and I reported last time on Alfil's success in my division 3. These latest versions are quite strong. **SlowBlitz WV 2.1** which was relegated from

Division 1 in the last tournament was half a point short of dramatically returning straight back to Division 1! You will also notice that Wildcat 8 has now fallen through 2 divisions in successive tournaments and is relegated again. This might be our last excuse to include the wonderful Wildcat photo!



You can also see that two former 1st Division engines Aristarch and Movei were well down the field, this gives an idea of the strength of the new engines that are coming through.

DIVISION 2

Pos	ENGINE	/18
1	ALFIL 8.11	11½
2	TWISTED LOGIC 20080620	11
3	SLOWBLITZ WV2.1	10½
4=	BOOOT 4.14.0	9½
	BUGCHESS2 v1.6.2	
	E.T.CHESS 130108	
7	ARISTARCH	9
8	MOVEI 0.08.438	8
9	PETIR 4.9999	6
10	WILDCAT 8 BETA 5	5½

End of report.

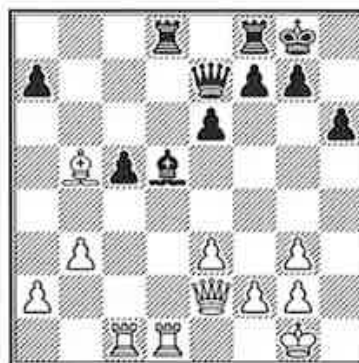
That all for now - cheers - Chris

Eric: I thought it was time we had a look at a couple of games from Chris's **division 1 tournament**, so that readers can get a feel for how these engines are progressing. Here are two played by the regularly top-placed Glaurung, and readers will see that it is no mean program!

GLAURUNG 2.1 - BRIGHT 0.3A

D58: Queen's Gambit Declined: Tartakower Defence

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♙g5 ♙e7 5.e3 0-0 6.♘c3 h6 7.♙h4 b6 8.♙d3 dxc4 9.♙xc4 ♙b7 10.0-0 ♘bd7 11.♚e2 ♘e4 12.♘xe4 ♙xe4 13.♙g3 ♙d6 14.♚fd1 ♚e7 15.♚ac1 ♙xg3 16.hxg3 c5 17.♙b5 ♚ad8 18.♘d2 ♙a8 19.♘b3 ♙d5 20.dxc5 ♘xc5 21.♘xc5 bxc5 22.b3



They were still in theory here. In Pons-Azarov, 2007, Black now played 22...♙a8 and the game was later drawn
 22...♙e4N 23.f3 ♙b7 24.♚c2 ♚g5 25.♙f2
 Black's problem now is the c-pawn – how is it to be protected? If that can be solved the game is pretty even

25...♚xd1?!
 This was a shame, as Black's ♚/d8 offered a threat because White's ♚/c1 was on double duty, protecting both ♚c2 and ♚d1.

The best way to demonstrate this is with 25...h5 which is an okay move, then if 26.♚xc5? ♚xc5 27.♚xc5 ♚xd1. So White can't capture on c5 and would play 26.♙e2 leaving it with only a nominal advantage

25...♚d5 was the other idea for Black as, after 26.♚xd5 exd5 27.♚xc5 is still not possible because of 27...♚c8

26.♚xd1 ♚d8 27.♚xd8+ ♚xd8 28.♚xc5
 White has won a pawn

28...♚d2+ 29.♙g1 ♚xa2 30.♙c4 ♚d2 31.♚xa7 ♙d5



32. ♖c5?!

More accurate was 32. ♕xd5 ♖xd5 33. b4 which would have given White every chance of winning, but as it happens the inferior move chosen ends up being even better as Bright falters again

32...f5?

Doing more damage to its pawn structure. 32... ♖c2 was correct, though this would not be an easy endgame for Black to hold

33. ♕xd5 ♖d1+

33... ♖xd5 34. ♖xd5 exd5 35. ♔f2 and White must win the endgame.

Or 33...exd5 which runs into 34. ♖c8+ ♔h7 35. ♖xf5+ picking another pawn off 34. ♔h2 ♖xd5 35. ♖xd5 exd5 36. ♔h3?!

Actually 36. ♔g1 was correct, but White has enough to win anyway

36... ♔f7 37. b4 ♔e7 38. f4 g5 39. g4

To get the king back into the game. 39. b5 also wins: 39... ♔d7 40. fxg5 hxg5 41. g4 fxg4+ 42. ♔xg4 ♔d6 43. ♔xg5, and Black cannot stop both the b and the g pawn

39... gxf4 40. gxf5 fxe3 41. ♔g3 e2

Black resigns. After 42. ♔f2 one of the passed pawns must queen. If for example 42... ♔f6 43. b5. 1-0

GLAURUNG 2.1 - DELFI 5.4

D37: Queen's Gambit Declined: 5 Bf4

1. d4 d5 2. c4 e6 3. ♘c3 ♘f6 4. ♘f3 ♕e7 5. ♕f4 0-0 6. e3 c5 7. dxc5 ♕xc5 8. ♖c2 ♘c6 9. a3 ♖a5 10. 0-0-0 ♕e7 11. ♔b1 ♖d8

12. ♘d2 is usually played next, and probably 12. ♘b5 is also possible, but there is nothing wrong with Glaurung's choice either 12. cxd5N ♘xd5 13. ♘xd5 ♖xd5

13...exd5!? 14. ♕d3 h6= looks more normal 14. ♖xd5 ♖xd5 15. ♕d3 ♖h5 16. g4 ♖xg4 17. ♕xh7+ ♔f8 18. ♕e4 f6 19. ♖g1 ♖h5 20. ♕c7 ♕d7 21. ♖d3 ♕e8 22. ♖b3 ♘d8

23. ♘d4 ♕f7



White has the more active pieces and therefore a useful initiative... and the pawn on b7 looks tempting. Glaurung could make the wrong capture here!

24. ♕xd8

Not 24. ♕xb7? e5! revealing an attack on the queen from ♕f7. 25. ♖b5 ♘xb7 26. ♖xb7 ♖e8 27. ♘b5 ♖e2 and, although Black is for the moment a pawn down, the queen and the 2 bishops raking across the board towards White's king look very dangerous

24... ♖xd8 25. ♘xe6+ ♕xe6 26. ♖xe6 ♖f7 27. ♖h3 ♖b3?!

Better was 27... ♖d2 though 28. ♖c1 ♕d8 29. ♖c8 still favours White, a safe pawn ahead

28. ♕c2!

Glaurung now produces a fine attack 28... ♖f7 29. e4 ♖c4 30. ♖g3!



30... ♕d6 31. ♖c3 ♖f7 32. ♕b3 ♖g6 33. ♖e6! A marvellous finish

33... ♕f4 34. ♔a2 ♖e8 35. ♖g8+ ♔e7 36. ♖d5 a5

There was nothing to save Black

37. ♖h3 f5 38. ♖xb7+

Black resigns. After 38... ♔f6 there would follow 39. exf5 ♖xf5 40. ♖f7+ with mate announcements 1-0

THE CCRL AND CEGT RATING LISTS!

The **CCRL** and **CEGT** Website Groups each have **COMPLETE RATING LISTS** which includes old, new, interim and free versions - you name it! - and on a wide range of PC hardware. Their sites are very interesting. I extract from the lists the main Single Processor 32-bit ratings, so they can be compared with my "SelSearch" Rating List.

CEGT 40/20 32-bit 1 cpu Rating List

Here is the **CEGT** web address for those who want to visit the site for themselves:

- <http://www.husvankempen.de/nunn>

Pos	ENGINE	RATING
1	RYBKA 3	3052
2	NAUM 4	2981
3	RYBKA 2.3.2A	2968
4	DEEP FRITZ 11	2940
5	RYBKA 2.2N	2934
6	RYBKA 1.2F	2928
7	FRITZ 11	2918
8	RYBKA 2.1c	2904
9	NAUM 3/3.1	2895
10	SHREDDER 11	2889
11	FRUIT 2.4 BETA A	2878
12	HIARCS 12	2863
13	TOGA II 1.4 BETA5C	2860
14	CYCLONE 2.0	2859
15	DEEP SJENG 3.0	2847
16	HIARCS PADERBORN 2007	2840
17	ZAPPA MEXICO II	2839
18	BRIGHT 0.4A	2838
19	HIARCS 11.1/11.2	2836
20	FRITZ 10	2821
21	NAUM 2.2	2820
22	ZAPPA MEXICO I	2818
23	LOOP M1-P	2815
24	LOOP 10.32F	2810
25	SHREDDER 10/10.1	2807
26	FRUIT 2.3.1	2797
27	ZAP I ZANZIBAR	2789
28	GLAURUNG 2.1	2788
29	FRITZ 9	2779
30	SPIKE 1.2 TURIN	2771
31	DEEP SJENG 2.7	2765
32	HIARCS 10	2764
33	JUNIOR 10/10.1	2763
34	SMARTHINK 1.10 MOSCOW	2760
35	KTULU 8.0	2755
36	SHREDDER 9/9.1	2750
37	BOOT 4.15.0	2732
38	TWISTED LOGIC 20080620	2729
39	CHESS TIGER 2007.1	2727
40	THINKER 5.0B	2725

CCRL 40/40 32-bit 1 cpu Rating List

Here is the **CCRL** web address for those who want to visit the site for themselves:

- <http://www.computerchess.org.uk/ccrl>

Pos	ENGINE	RATING
1	RYBKA 3	3091
2	NAUM 4	3026
3	RYBKA 2.3.2A	3023
4	RYBKA 2.2N	2988
5	RYBKA 1.2F	2975
6	RYBKA 2.1c	2968
7	NAUM 3.1	2966
8	FRITZ 11	2959
9	NAUM 3	2955
10	BOOT 4.15.0	2952
11	THINKER 5.4A INERT	2939
12	SHREDDER 11	2938
13	GRAPEFRUIT 1.0B	2924
14	DEEP SJENG WC2008	2921
15=	CYCLONE 2.2	2918
15=	STOCKFISH 1.2	2918
17	HIARCS 12	2915
18=	DEEP SJENG 3.0	2913
18=	ZAPPA MEXICO 2	2913
20	TOGA II 1.4 BETA 5C	2907
21	HIARCS PADERBORN 2007	2902
22	NAUM 2.2	2894
23	HIARCS 11.1/11.2	2892
24	ZAPPA MEXICO	2889
25	FRUIT 2.3.1	2885
26	FRITZ 10	2884
27	LOOP 13.6	2882
28	ZAP I ZANZIBAR	2881
29	BRIGHT 0.4A	2874
30	SHREDDER 10/10.1	2872
31	THINKER 5.2E PASSIVE	2869
32	GLAURUNG 2.1	2867
33	TOGA II 1.3.4	2866
34	LOOP 12.32F	2856
35	SPIKE 1.2 TURIN	2849
36=	JUNIOR 10/10.1	2842
36=	FRITZ 9	2842
36=	GLAURUNG 2.0.1	2842
39	HIARCS 10	2836
40	SHREDDER 9/9.1	2823

DEDICATED CHESS COMPUTER RATINGS

Tasc R30-1995	2343	Novag EmlClassic+Zircon2	1954	SciSys Turbostar 432	1758
Mephisto London 68030	2303	Mephisto Milano	1954	Mephisto MM2	1757
Tasc R30-1993	2302	Mephisto Montreal+Roma68000	1952	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2 68030	2295	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1746
Mephisto London Pro 68020	2270	Mephisto Academy/5	1945	Kasparov A/4 module	1740
Mephisto Lyon 68030	2266	Fidelity 68000 Mach2B	1930	Conchess/4	1733
Mephisto Portorose 68030	2261	Novag SuperForte+Expert B/6	1926	Kasparov Renaissance basic	1729
Mephisto RISC2	2250	Mephisto Mega4/5	1924	Kasparov Prisma+Blitz	1729
Mephisto Vancouver 68030	2245	Kasparov Barracuda+Centurion	1922	Novag Super Constellation	1729
Meph. Lyon+Vanc 68020/20	2240	Kasparov GK2000+Executive	1922	Mephisto Blitz module	1716
Mephisto Berlin Pro 68020	2240	Kasparov Maestro D/10 module	1920	Novag Super Nova	1702
Kasparov RISC 2500-512	2233	Fidelity 68000 Mach2C	1916	Fidelity Prestige+Elite A	1688
Meph RISC1	2223	Kasparov Explorer+TAdvTrainer	1905	Novag Supremo+SuperVIP	1685
Mephisto Atlanta+Magellan	2219	Kasparov AdvTravel+Bravo	1905	Fidelity Sensory 12	1681
Mephisto Montreux	2210	Mephisto MM4	1904	SciSys Superstar 36K	1667
Kasparov SPARC/20	2208	Kasparov Talk Chess Academy	1900	Mephisto Exclusive S/12	1665
Kasparov RISC 2500-128	2192	Mephisto Modena	1899	Meph Chess School+Europa	1664
Mephisto London 68020/12	2188	Kasparov Maestro C/8 module	1891	Conchess/2	1656
Novag Star Diamond/Sapphire	2179	Novag Super Forte+Expert A/6	1885	Novag Quattro	1651
Fidelity Elite 68040v10	2168	Fidelity Travelmaster+Tiger	1882	Novag Constellation/3.6	1648
Mephisto Vancouver 68020/12	2158	Fidelity 68000 Mach2A	1882	Fidelity Elite B	1637
Mephisto Lyon 68020/12	2152	Meph Supermondial2+College	1882	Novag Primo+VIP	1636
Mephisto Portorose 68020	2138	Mephisto Monte Carlo4	1881	Mephisto Mondial2	1610
Mephisto London 68000	2130	Novag Ruby+Emerald	1876	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2124	Mephisto Monte Carlo	1870	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	Kasparov Travel Champion	1867	Novag Constellation/2	1592
Mephisto Vancouver 68000	2110	CXG Sphinx Galaxy	1865	CXG Super Enterprise	1591
Mephisto Berlin 68000	2109	Conchess Plymate Victoria/5.5	1865	CXG Advanced Star Chess	1591
Mephisto Lyon 68000	2109	Kasparov TurboKing2	1857	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2105	Novag Expert/6	1856	Kasparov Maestro touch screen	1560
Meph Master+Senator+MilPro	2098	Kasparov AdvTrainer+Capella	1848	Kasparov Touch+Cosmic	1540
Novag Sapphire1+Diamond1	2082	Conchess Plymate Roma/6	1844	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2080	Fidelity Par Excellence/8	1843	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2078	Fidelity 68000 Club B	1843	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2070	Novag Expert/5	1841	Chess 2001	1500
Fidelity Elite 2x68000v5	2051	Novag Super Forte+Expert A/5	1832	Novag Mentor16+Amigo	1496
Mephisto Mega4/Turbo18	2042	Fidelity Par Excellence	1831	GGM+Steinitz module	1490
Mephisto Polgar/10	2038	Fidelity Elite+Designer 2100	1831	Excalibur Touch Screen	1485
Novag Citrine	2036	Fidelity Chesster	1831	Mephisto 3	1479
Mephisto Dallas 68020	2036	Novag Forte B	1830	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2030	Fidelity Avant Garde	1828	SciSys Superstar original	1475
Kasparov Brute Force	2020	Mephisto Rebell	1825	GGM+Morphy module	1472
Mephisto Almeria 68000	2018	Novag Forte A	1820	Kasparov Turbo 16K+Express	1472
Mephisto MM6+ExplorerPro	2018	Fidelity 68000 Club A	1816	Mephisto 2	1470
Kasparov Challenger+Cougar	2018	Kasp Stratos+Corona+B/6mod	1812	SciSys C/C Mark6	1428
Kasparov Cosmos+Expert	2018	Kasparov Maestro A/6 module	1810	Conchess A0	1426
Novag Scorpio+Diablo	2006	Kasparov TurboKing1	1805	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1988	Conchess/6	1802	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1983	Mephisto Supermondial1	1801	Morphy Encore+Prodigy	1358
Mephisto Nigel Short	1982	Excalibur Grandmaster	1795	Sargon Auto Response Board	1320
Mephisto MM4/10	1980	Conchess Plymate/5.5	1794	Novag Solo	1280
Meph Dallas 68000	1976	SciSys Turbo Kasparov/4	1792	CXG Enterprise+Star Chess	1260
Novag Obsidian	1968	Novag Expert/4	1791	Fidelity Chess Challenger Voice	1260
Mephisto MM5	1965	Kasparov Simultano	1790	ChessKing Master	1200
Mephisto Polgar/5	1965	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Mephisto Mondial 68000XL	1963	Conchess Plymate/4	1778	Boris Diplomat	1150
Nov SuperForte+Expert C/6	1961	Fidelity Elite C	1777	Novag Savant	1100
Novag Star Ruby+Amber+Jade2	1954	Fidelity Elegance	1765	Boris2.5	1060