

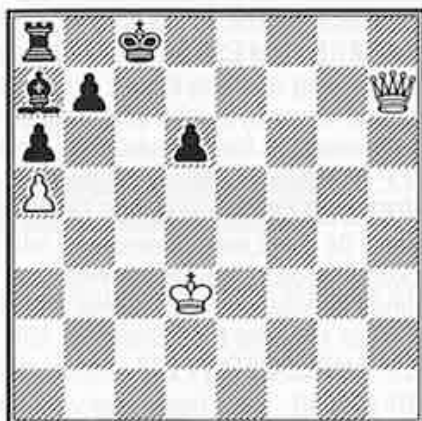
SELECTIVE SEARCH 142

THE COMPUTER CHESS MAGAZINE!

Est. 1985
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Editor: Eric Hallsworth
£3.95

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THE COMPUTERS CAN'T!



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SELECTIVE SEARCH is produced by **ERIC HALLSWORTH**

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All COMPUTER CHESS PRODUCTS are available from COUNTRYWIDE COMPUTERS LTD, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB. Tel: 01353 740323 for INFO or to ORDER.

Free COLOUR CATALOGUE. Readers can ring ERIC at COUNTRYWIDE, Mon-Fri, 10.15am-4.45pm

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.

SPECIAL SUBSCRIBER'S OFFER:

5% OFF all **DEDICATED COMPUTERS** on this page and **5% OFF** all **SOFTWARE** prices shown here.

• *but please mention 'SS' when you order to remind our salesperson to do the discount for you!*

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 £49.95 - 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 [tbl]

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 £64.95** - Cougar '2100' program in standard design board, Staunton style pieces. A very good value-for-money buy and 170 ECF rated

MASTER £139** - 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 £79.95 - lovely Novag unit, with wood pieces - looks really good on the table. Nice 140 ECF program, display for moves, plenty of levels.

OBSIDIAN £125 - 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 [tbl]

CITRINE £229** - 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 £189 - 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

It run chess base great graphics will also analyse within opening books analysis printing main features
 • For info... **£39.95 less 5% = £37.95!**
 • and **£79.95 less 5% = £75.95!**

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 chess base 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 chess base features

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

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

RYBKA 3 for PC 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 Rybka3 £42.95, MP Deep Rybka3 £79.95**

PC DATABASES on CD

CHESSBASE 10 STARTER on dvd £110

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NEWS AND RESULTS

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

Welcome to another new issue of *Selective Search*... no. 142. If your sub. is due for renewal, please subscribe again! There will definitely be 6 more issues of the magazine!

The label on your envelope shows the number of the last issue you will receive of your current subscription, so it's easy to check as well as make sure it's been updated after a renewal payment!

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

I received a nice letter from **Pete Bilson** after the last issue...

"Just looking at the list of computers in the 18th Gebruikers - crumbs, what wouldn't I give to get my hands on a few of those machines! The saddest thing of all is the reality that these beautiful machines have all gone now, unless you're lucky enough to already own one! And yet they call it "progress". Well, not for me it ain't. These truly wonderful and enjoyable machines have gone forever, and Chess is all the poorer for their demise.

"These Dutch lads deserve all praise for bringing out these beautiful machines for their Gebruikers' events, and serve to remind us all of 'The GOLDEN ERA of COMPUTER CHESS'.

Pete then said he was looking forward to the MASTER v RISC match that **Colin Newby** has done, though he admitted he wished it had been played at a slower time control ...

"I've tried my machines at various levels, but I do believe that G/60 is best, because it gives both machines ample thinking time in order to play

good moves.

"Eric, some time ago I told you of a machine I came across - the CXG SPHINX SIERRA. I bought it, but unfortunately it didn't have an Instruction book. On the box it says it is 64 levels, it's not a bad looking machine, an 8" x 8" playing surface with all the relevant buttons down the right-hand side. I wonder if any Selective Search reader could help in tracing an Instruction book for it, my impression is that it could play a decent game".

He closed with some complimentary remarks about the Magazine, which I won't print or they'll make me blush when it drops through my door in due course.

But there's a small challenge for you folks! And if anyone finds an Instruction manual for Pete, please send it to me and I'll let him have it on condition that he plays a mini-Match against something we have a rating for... at G/60 of course!!

Jeroen NOOMEN opening book/s

In the last issue I told you about Jeroen's **ChessBase Opening Book** produced for Rybka for computer tournament play. It is more than that, in fact, as it contains plenty of up-to-date theory in key openings as well as many innovations and new ideas produced by Jeroen and Rybka in tandem.

I even admitted referring to it myself from time to time when I'm working on the Hiarcs book!

Then I mentioned the version for Rybka **Aquarium** purchasers, which includes everything that went into the *ChessBase* version along with fresh ideas focussing on games by GMs 2600 Elo or more, and only played in the last 2 years, so it is very specialised.

I gave an example for readers to check out, but managed to show the rook on a4 as White

instead of Black! I expect most readers worked out what I'd done wrong, especially if you played through the opening moves.

English attack: an amazing rook sacrifice

2007 saw an amazing new idea in one of the most topical English attack lines of the Najdorf:

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 a6 6.♙e3 e5 7.♘b3 ♙e6 8.f3 ♙e7
9.♚d2 0-0 10.0-0-0 ♘bd7 11.g4 b5 12.g5 b4
13.♘e2 ♘e8 14.f4 a5 15.f5 ♙xb3!?

15...a4 16.♘bd4 exd4 17.♘xd4 b3 is also a recommended line

16.cxb3 a4 17.bxa4 ♖xa4

Now my Big Database (2008) only has 18.b3 here, and with a losing record! Jeroen's improvement apparently scores close to 60%... but it depends on what Black replies! The time is coming when the 'Big' Human Databases will need to be augmented, in Noomen's style, with Big COMPUTER Databases from Internet and other games where these ideas get thoroughly tested against 3000 Elo computer opposition!

18.♙b1



And now...

18...♖xa2!

Incidentally 18...♚a8?! 19.♚d5 and now either 19...♘c7 20.♚xa8 ♖fxa8 21.♘c1, or 19...♖xa2 20.♚xa8 ♖xa8 21.♘g3, have been very good for White

Back to the game... to take or not to take, that is the question.... can he try 19.♙xa2 or even 19.♚xb4, or should White decline the rook sacrifice with 19.♘c1.

I finished by assuring you that the Rybka 3 book would reveal all the secrets of this fascinating line. Well, I now have Jeroen's book loaded up, the diagram above has been corrected... and here's a taster of what we learn...

We'll start with the lines where White takes some material, but please note I have still not covered Jeroen's work in full... it's his book and I'm just trying to give you a taster of some of the exciting stuff you'll find in it!

For quite a while I had Rybka3 trundling away on my laptop intending 19.♚xb4 showing w+10 and expecting ♖a8. But then it changed to 19...♖a5! 20.f6 gxf6 21.gxf6 ♘exf6 and now it showed b+12, with Jeroen's book work in agreement and having 22.♙h6 ♙h8 23.♙xf8 ♙xf8



White's best now seems to be 24.♚c4, but what should Black reply?!

If 19.♙xa2 the next few moves are as you'd expect: 19...♚a8+ 20.♙b3 ♙xg5 21.♚d3 ♘ef6. But now White must chose between ♙g2 and ♘g3. 22.♙g2 has more of Jeroen's theory behind it, and it goes 22...♙xe3 23.♚xe3 but now instead of the move obvious 23...♚c6 Jeroen recommends 23...♘g4!?

24.♚f3 ♖c8!



In depth 14 the Rybka eval suddenly goes to

b+30, suggesting 25.h3 as White's best try. What do readers think, has White got anything better such as ♖xd6, or ♜c1 perhaps. If not we must mark 19. ♕xa2 with a ?!

19. ♕c1

The game is more balanced if the sac' is declined. Now...

19... ♜a8 20. ♕b3

Jeroen's Book doesn't mention at 20. ♕c4 ♜a5 21. ♕a2 which is a shame as I'm sure he must have looked at it. The best I can find here for Black is 21... ♕c5 which results in exchanges 22. ♜xb4 ♜xb4 23. ♕xb4 ♕xe4 and that looks fairly equal to me! What have I missed?!

20... ♜b8

What now? Rybka likes ♕c4, but Jeroen has ♜g1 and h4 as his top moves, with ♜g1 well tested and scoring 60%! while there are only a few games behind h4 but it scores 70%!

21. ♜g1

I like 21.h4!? There seem to be 4 possible replies:

a. 21... ♕c7 22. ♜g2 ♜c8 23.f6 ♕f8 24.fxg7 ♕xg7 25. ♜xd6. Now 25... ♕f8 seems best, and then 26. ♜c6



which I think gives White an edge, but Jeroen's line goes quite a bit deeper yet in this tricky position.

- b. 21... ♜b7?! 22. ♜d5 ♜xd5 23. ♜xd5 ♕c7 24. ♜d1±.*
- c. 21... ♕d8 22. ♜h3 ♕b6 23. ♜xb4 ♜a7 24. ♕xb6 ♕xb6=.*
- d. 21... ♕c5 22. ♕c4=.*

Or there is 21. ♕c4 ♕b6 22. ♜xb4 ♕xc4

23. ♜xc4 ♜b7



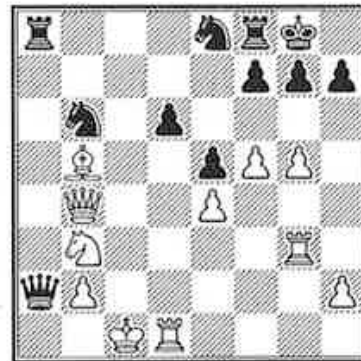
which looks complicated! Best is possibly 24. ♜d3 ♜c8=

Okay, back to the main line after 21. ♜g1 21... ♕d8 22. ♜g3

Or 22. ♕c4 ♕b6 23. ♕xb6 ♕xb6 24. ♜g3= 22... ♕b6 23. ♜xb4 ♜a7 24. ♕xb6 ♕xb6

Now Black threatens ♜a2+ followed by ♜c8+ so White must be careful. Probably 25. ♕b5

is best, then 25... ♜a2+ 26. ♕c1



Here Black should play either the more obvious 26... ♜c8+, or perhaps he can play the tricky 26...d5!?

I haven't gone to the very end, or included all of the variations, as they appear in Jeroen's book! If you want to know for certain what happens next where I've left a position 'delicately poised!' - or be fully prepared in this and many other cutting-edge lines - you'll need to buy the CD for yourself I'm afraid.

But I hope it's been interesting to have a taster of some exciting new opening possibilities which, in this example, were untried in GM play up to a couple of months ago!

CHess: RESULTS SECTION

SEDAT Chess G/12hours TOURNAMENT

I mentioned the Sedat Chess website last time, where there are usually a few things going on. He has been running a big tournament for Opening Books - each book uses Rybka head-to-head. It's not as helpful as it sounds as most of the folk who 'program' books do so on a daily basis - just like others program their engines - adding all the latest ideas from GM and Computer theory. But their books are almost invariably kept very narrow in order to maximise results over a small number of games.

We played our latest Hiarcs book against one of the top 3 books on the Sedat site, and we were barely behind even during the first few games, then had moved to over 50% after 100 games, and improved towards 60% the more games we played! I was quite proud that the Hiarcs book was the leading commercial book in Sedat's tests, just ahead of Rybka!

Of more interest to me was the **G/12hours Tournament!** All the engines played under the Arenal.99 GUI and on a 4CPU Extreme QX9650 3806MHz PC with 1024MB RAM. Intriguingly the opening books were OFF, as were Tablebases, so it was a pure engine test, 1 game against each opponent. It would have been nice if each match could have been 2 games, each engine having both White and Black... but the tourny at one game a day must have taken quite enough time as it is! Notably the programs with 64-bit capability did well.

| Pos | Program | /8 |
|-----|------------------------|----|
| 1 | RYBKA 3 x64 | 7 |
| | DEEP SJENG WC2008 x64 | |
| 2= | NAUM 4 x64 | 4½ |
| | ZAPPA MEXICO 2 x64 | |
| 5 | GLAURUNG 2.2 JA x64 | 4 |
| 6 | HIARCS 12.1 | 3½ |
| 7= | INERT THINKER 5.4A x64 | 3 |
| | TOGALL 1.4 BETA5C | |
| 9 | DEEP SHREDDER 11 x64 | 2 |

That's the best result I've seen for the Deep Sjeng3 upgrade, and the slightly elderly Zappa continues to show how strong it is at long time controls in its 64-bit version. But once again **Rybka rules** winning every game except for 2 draws, against Deep Sjeng and Deep Shredder.

The website address if you fancy paying a visit yourself is:

▪ www.sedatchess.com

Gerhard SONNABEND

Gerhard still runs his website and occasional tournaments at www.chessonpc.com.

He maintains a **Rating List** for the best engines, and games are played on a Quad Q-6600 2400MHz PC at 40/30.

SONNABEND RATING LIST - TOP 19

| POS | ENGINE | % SCORE | ELO |
|-----|--------------------------|---------|------|
| 1 | RYBKA 3 x64 | 79.2 | 2914 |
| 2 | NAUM 4 x64 | 67.3 | 2818 |
| 3 | RYBKA 2.3.2A x64 | 65.3 | 2791 |
| 4 | DEEP FRITZ 11 | 58.7 | 2758 |
| 5 | ZAPPA MEXICO 2 x64 | 52.9 | 2718 |
| 6 | NAUM 3.1 x64 | 53.5 | 2716 |
| 7 | THINKER 5.4D x64 | 50.2 | 2704 |
| 8 | SHREDDER WM EDITION BONN | 48.7 | 2693 |
| 9 | HIARCS 12 | 48.5 | 2691 |
| 10 | DEEP SJENG 3.0 x64 | 47.1 | 2680 |
| 11 | HIARCS 12.1 | 49.2 | 2680 |
| 12 | DEEP SHREDDER 11 x64 | 46.4 | 2677 |
| 13 | FRUIT 2.4 BETA A x64 | 46.6 | 2676 |
| 14 | THINKER 5.4A x64 | 44.9 | 2667 |
| 15 | GLAURUNG 2.2 x64 | 43.7 | 2662 |
| 16 | GLAURUNG 2.1 x64 | 39.7 | 2634 |
| 17 | BRIGHT 0.3D | | 2630 |
| 18 | LOOP M1 | | 2625 |
| 19 | DEEP JUNIOR 10.1 | | 2576 |

ChessWar XIII FINAL STANDINGS

You will find the ChessWar website at: www.open-aurec.com/chesswar and the following is the result of their 13th.

Tournament. I don't know what hardware was used, but the time control was 40/40.

CHESSWAR XIII. FINAL AFTER 15 ROUNDS

| Pos | ENGINE | /15 |
|-----|--|-----|
| 1 | RYBKA 3 x64 | 12½ |
| 2= | HIARCS 12.1 NAUM 4 x64 | 10½ |
| 4= | THINKER 5.4c x64 ZAPPA MEXICO 2 x64 | 10 |
| 6= | FRITZ 11 KTULU 9 | 9 |
| 8= | TWISTED LOGIC 20090105 x64 BRIGHT 0.4A FRENZEE FEB08 x64 SPIKE 1.3x6 SHREDDER 11 x64 GLAURUNG 2.2 x64 | 8 |
| 11= | LOOP M1-P x64 TOGA II 1.4.1.SE SMARTHINK 1.10 MOSCOW THE KING 3.50 x64 FRUIT 2.35M x64 DEEP SJENG 3.0 x64 | 7½ |
| 18= | E.T.CHESS 13.01.08 CHESS TIGER 2007.1 ALARIC 707 ARISTARCH 4.50 | 7 |
| 24 | JONNY 3.07B | 6½ |
| 25 | JUNIOR 10.1 | 6 |
| 26= | MOVEI 0.08.438 SCORPIO 2.05B | 5½ |
| 28 | CRAFTY 22.8 x64 | 5 |
| 29 | WILDCAT 8 | 3½ |
| 30 | THE BARON 3.4 x64 | 3 |

Thueringer 2009

This tournament will be covered more fully in our next issue, but the result came through just in time for inclusion here!

It was a tournament with a (very big) difference! We are used to the Rybka hardware being much more powerful than everyone else's - typically it is on 40 cores while many others are on 16 at best and, quite often, 8 or 'only' 4 cores! I have reported before on the concern many of the entrants have expressed

about that major disparity, though others (observers as well as some computer programmers) have argued for maximum hardware to be used, to see how far chess can go. A match many would like to see, if only it were possible, would be 40-core Rybka v Deep Blue2 or Hydra! I personally think Rybka would definitely beat Deep Blue2, but I'm not sure how a match Rybka v Hydra would turn out.

Anyway, for Thueringer, Rybka was playing on a lowly dual2core 2.4GHz Laptop! In fact thanks to main organiser **Timo Klaustermeyer** I managed to get a full hardware listing for once! The actual computer hardware had to be present at the tournament, there was no remote access allowed... so a 40-core machine was all but impossible!

Zappa (Mexico2 version) and operated by Timo was on the fastest kit, an 8-core 3.6GHz PC, whilst most were on 4-core (anything from 2.4GHz (Junior, Fruit, Grapefruit, Spike, Glaurung, Sjeng) up to 3.8/4GHz (Cyclone, Hiarcs, Shredder, Thinker). Others on 2-core like Rybka, were Fritz, Naum, Loop, Jonny and Bright.

One Rybka fan (comedian) complained that the event was 'pretty meaningless' as there was such a difference between the various pieces of hardware being used. Apparently though it's okay when the difference is even bigger if it's in Rybka's favour instead, as in the past! In the event Rybka did pretty well...

- 7½/9 Zappa (6 wins, 3 draws)
- 7 Rybka (7 wins, 2 defeats: Zappa, Shredder)
- 6½
- 6 Shredder, Spike
- 5½
- 5 Sjeng
- 4½ Hiarcs, Cyclone, Naum, Fritz, Thinker
- 4 Junior, Bright, Fruit
- 3½ Grapefruit, Loop
- 3 Glaurung
- 2½ Stockfish, Jonny

More details with games, photos next time!

Peter GRAYSON on the RYBKA 2 versions!

Selective Search 141 had been with readers for only 2 or 3 days when I received an e-mail from Peter:

Hi Eric,

I picked up on comments in Chris Goulden's section in *SS141* about the differences between Rybka 2.3.2 and 2.3.2a versions.

Excerpts from Chris's article...

Please find enclosed the final scores from the **ProAm** tournament that I sent you a note of the early scores of a few days back, when Hiarcs12 was in the lead ahead of Rybka2.3.2a.

As you can see Hiarcs managed to hold on by one point, but I cannot believe how many games Rybka 2.3.2a drew in this sort of company. I have to say that my set-up is the same as it was for Rybka 2.3.2, and that was beating all comers, but I chose to use 2.3.2a for this one because all of the other tournament people use 2.3.2a. I am not sure which is the last (or best!) version out of the two of them, thus my 2nd. test!

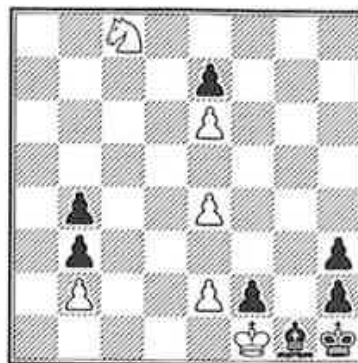
| POS | ENGINE | /14 |
|-----|------------------|-----|
| 1 | HIARCS 12.1 | 10 |
| 2 | RYBKA 2.3.2A | 9 |
| 3 | GLAURUNG 2.2 | 8 |
| 4 | JUNIOR 10.1 | 7½ |
| 5 | SPIKE 1.2 TURIN | 6½ |
| 6 | FRUIT 2.3.1 | 6 |
| 7 | TOGALL 1.4BETA5C | 5½ |
| 8 | SCORPIO 2.03 | 3½ |

RYBKA 2.3.2/2.3.2A TEST

| POS | ENGINE | 12 |
|-----|--------------|----|
| 1 | RYBKA 2.3.2 | 7½ |
| 2= | HIARCS 12.1 | 6½ |
| | RYBKA 2.3.2A | |
| 4 | FRUIT 2.3.1 | 3½ |

When **Rybka 2.3** was released there were a number of issues surrounding mating positions that Rybka evaluated incorrectly plus some other issues in endgames and zugzwang that resulted in a flurry of updates but the situation was not fully resolved until Rybka 2.3.2a was released. In many ways Rybka 2.3.2 seemed the strongest of the releases but of course the issue of missing relatively straight forward mates would have been an embarrassment in a final release engine.

Out of interest, I checked back on my records of this and the following position was a good example of what was going wrong.



What should be an easy #5 with 1.Nd6 for any respectable engine resulted in the Rybka 2.3 to 2.3.2 versions showing Nxe7=??

But **2.3.2a** correctly shows **1.Nd6 #5**.

This was also an issue with the early Rybka 1 releases from the 1.0 beta version through to Rybka 1.1.

To my astonishment, I found Hiarcs Paderborn, Hiarcs 12 and 12.1 have exactly the same error, indicating Nxe7=?? instead of Nd6 #5.

But **Hiarcs 11.2** solved it immediately so after 11.2 there was someone else making another piece of coding change that caused the evaluation to go askew! I wonder if Mark removed too many chunks of code in an attempt to speed up Hiarcs search?

Eric: The probability is that this is a Null

Move issue, at least where Hiarcs is concerned.

The Fritz engines have some difficulty here too with failures from 5.32, 6 and Deep Fritz 8 but not Fritz 8 single engine. Running Deep Fritz 8 on 1 processor did not cure the error so there must have been significant changes from the F8 single engine to MP implementation. Remarkably this has reappeared in **Deep Fritz 11** when it gives Nxe7=?? as the solution. Fritz 9 and Deep Fritz 10 were OK. I do not have Fritz 11 single to compare.

Best regards,
Peter

Eric: I checked Fritz11 SP and that also failed, but Crafty, DeepSjeng3 WC2008, Glaurung2.2, Loop13.5, Naum4, Rybka3, Togall and ZapMexico2 are all okay, they find 1.Nd6 #5 virtually instantly!

I contacted Peter with thanks for the position, and also sent his information on to Chris Goulden. We both encouraged Peter to let us know if he found anything else out!

So, a few days later...

Hi Eric,

My notes referred to the Rybka 2.3 releases overall because the version Rybka 2.3.2 for example lasted less than a week before 2.3.2a was written! The last modified dates on the official releases that I have were as follows:

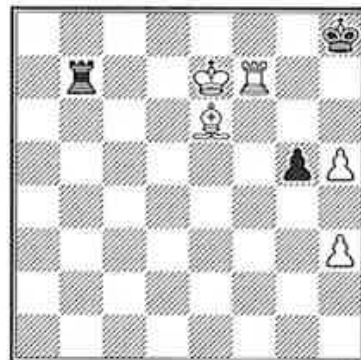
- Rybka 2.3. 18.02.2007
- Rybka 2.3.1 01.03.2007
- Rybka 2.3.2 13.06.2007
- Rybka 2.3.2a 18.06.2007

So you can see Rybka 2.3.2 lasted just 5 days before being replaced by the official final release of Rybka 2.3.2a. How many beta versions were made in between time is unclear but there were strong rumours of a later Rybka 2.3.2a Beta going around the Playchess chatroom in July 2007, although

that never materialised as a public release.

Not all changes through that series of 2.3 engines were for the better in every position, for example they included the code changes that caused the 'Bad Bishop' error in Rybka 2.3.2a and that remains in Rybka 3. These were not present in Rybka 2.3.1 and earlier, as highlighted by the following position from a game I was involved in. The full game is attached in this e-mail, the position here is after Black's 91st putting White in check.

Rybka fails to understand that having the wrong coloured bishop for the queening square of the doubled h pawns requires the rook to stay on the board. From the game it became clear that the code changes affect not just the immediate move but the whole look ahead, so the problems caused through changing code can be very deep rooted in the analysis and evaluation.



In the game Rybka2.3.2 played 92.♔f6?? whereupon ♖xf7+ 93.♔xf7 is a draw, White is left with a wrong coloured square bishop.

- I gave Rybka 2.3.2a longer to analyse and then, even worse, it incorrectly announced a mate in 22 with 92.Kf6, so to prove it was wrong, I had to play the game out, which is why I attached it for you.
- Glaurung 2.2 almost falls into the trap but changed its analysis to 92.Bd7 after 40 seconds.
- Crafty 22.01 MP 32 bit falls into the same trap but not the earlier Crafty 20.14w32 MP engine.
- Shredder 7, Deep Shredder 9 SP, MP, 10MP and 10.1MP UCI engines also play 92.Kf6??
- The Hiarcs engines are OK here.

- The **Junior** engines have always had deficiencies in their endgame play so no surprise that Junior 7 and 8 fell into the same blunder. Deep Junior 9 chose 92.Bd7 but changed to 92.Kf6 after 40s before reverting back to 92.Bd7 after 6m30s at 27 ply. Deep Junior 10 was improved and had no problem with it.

Eric. As Peter says, Rybka3 makes the same mistake. Of the rest I checked Fritz11 and Naum4 which are both okay, and Shredder11 and Sjeng3WC2008 which get it wrong, in addition to those done by Peter. Those that do get it right might seem reasonably clued up on this issue, in that they correctly choose to block the check with 92.Bd7, which will win the game! However if you force the 92.Kf6?? Rxf7+ 93.Kxf7 line on them their evaluations often seem to suggest that they half think White might still win! Only because these evaluations are sufficiently lower than those for 92.Bd7 do they avoid playing the bad move. Only one engine - Zappa! - when given 92.Kf6?? immediately shows Rxf7 0.00!!! I tested the Mexico2 version to see this!

What never ceases to amaze me is the amount of criticism directed at Rybka's so-called 'bugs' (the things it doesn't get right) when it is undoubtedly still significantly ahead of its nearest rival. That must be worrying for other programmers if there really is still so much that can be done to make Rybka even stronger!

I'll check out what else I have and mail you anything of specific interest.

Best regards,
Peter

I replied:

Hi Peter

Thanks for another valuable e-mail - the dates you've supplied for the changes are fascinating. We know with Hiarcs some of the unexpected + and - effects of changes we make, and what tricky decisions need to

be made! Mark and I have been amazed sometimes about changes that "make chess sense" and enable Hiarcs to succeed in a situation it used to fail in... then when we get our test results together we see we've just lost 40 Elo! Or we improve 40 Elo against Rybka and drop 40 Elo against everything else... to much head scratching!

I certainly wont be 'having a go' at Rybka on this, though the 'Bad Bishop' fault (or should it be the bad 'Bishop fault' !?) seems to be a constant source of annoyance to Rybka fans. When you read their forum there's a lot of silly comments there considering it is such a terrific program. I admire Vas's patience in responding to some of the nonsense. If he can find 50 Elo for Rybka4 I'll be amazed, but he apparently doesn't need to as, in truth, after 2 years of watching what Rybka2+3 produce in play, still no-one has managed to implement anything to get all that near to them. Cheers - Eric

We weren't finished!

Hi Eric,

Here are two more positions, the first Zugzwang that almost all engines struggle with and the second is another mating position that again highlights how coding changes have affected engine performance.

At the time, this Zugzwang position was given as a failing of the Rybka engines but I've actually found that only Shredder engines are able to solve it. That is 7, 9 and 10, I do not have Shredder 8 or 11. (Deep Shredder11 does it fine, Eric).

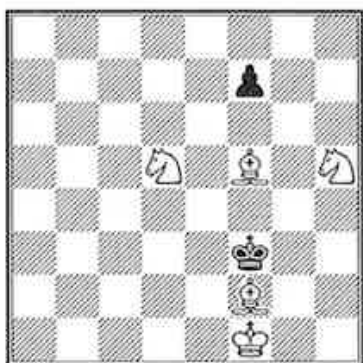


1.Be4! is the move. The bishop cannot be taken by the queen because of Nc3+ winning the queen. Black's queen has to get back to the second rank where it is then stuck because it has to pin the pawn to stop the threat of b3.

Given the previous unreliable Shredder 10 analysis I thought I had better play this out against Rybka 3 to confirm it is a forced win, especially as nothing else can solve it! So does Black actually run out of moves forcing a losing move to be played?

At 40/120 from the position, play with Shredder as White and Rybka as Black went:
 1.Be4 Qh6 2.Bd3 Qd2 3.Be2 g6 4.f3 Qc2 5.Bd1 Qxd1 6.Nc3+ Kb4 7.Nxd1 Kc4 and the rest, as they say, is a matter of technique.

By contrast, the Shredder engines are all over the shop with their mate announcements on this #4.



Rybka engines went askew after the 1.01 release when 1.1 and all subsequent engines that I've tested failed to solve correctly. They all showed 1.Bd4 #5... until **Rybka 2.3.2** which is OK, as are their later engines including Rybka3.

Hiarcs 12, **Toga** and **Glaurung2.2** are fine, as is **Naum 4** Eric tells me.

Pro Deo 1.6 refuses to go beyond 4 ply showing 1.Bc5 f6 at +13.61, and that's all you get.

The **Junior** engines up to 9 are OK but then Deep Junior 10 seems as erratic as **Shredder** so there's another bad code change here.

The **Fritz** engines are OK up to 7 but Fritz8 SP gives 1.Bd4 #5 whilst DF8 solves

correctly. F9 gives 1.Ng3#15, DF10.1 solves correctly but the problem returns with DF11 now giving 1.Bc5#5 f6. Unfortunately it seems Fritz is designed to stop the search when it finds a mate, so if it finds a 'slow' mate you have to make do with it!

... on a lighter and non-derogatory note, I wonder if Ed Schroder has been advising them? :-)

I nearly forgot to include the solution for those readers who only have an engine that gets it wrong!

1.Ba7 f6 2.Nb6 Ke3 3.Nc4+ Kf3 4.Nd2#

One important point here is that, in order to try and reproduce what would happen in a game, I did all testing with **PV=1**, so there's no multiple move analysis as I'm sure you've noticed that that may change an engine's analysis!

That's the end of my positions and engine output for this time!

Over the years that I've been a chess computer enthusiast, I've come to believe that there needs to be a considered approach to the nature of the engines provided on each update.

I find the various "human", "dynamic", "hyper-modern" hybrids are of little use generally, and are really difficult to evaluate because of so many other variables in engine analysis.

What I would like to see are just two engines:

1. **Game playing engine** where indeed there may be elements of code or knowledge missing but the time penalty for its inclusion does not justify its inclusion, and

2. **An analysis engine** that may be slower, perhaps significantly, but gives the user some assurance of the quality of analysis in the long term.

Best regards,
Peter

The RISE OF THE CHESS ROBOTS

A Tournament organised
by **ROB VAN SON!**

THE RISE OF THE CHESS ROBOTS: A NEW TOURNAMENT

In November last year, I bought the new 2Robot off a company called 'Perfect Technology Limited.' Actually, the company behind this name is the well-known chess computer manufacturer Novag. The daughter of Novag founder Peter Auge, Jeannine has been the managing director of Perfect Technology for some years now.

The '2'Robot relates back to his predecessor, the Novag Robot Adversary which came on the market in November 1982. Both robots are equipped with a grasping arm to move the pieces themselves. Because the Robot Adversary is nowadays a very rare collectors-item, the announcement of the 2Robot came as a big surprise for the chess robot lovers. But, of course, they received the message with open arms!

Well, I am not a real collector but, over the years, my chess computer collection has grown almost automatically with one or two computers a year. I don't have the Robot Adversary, so it certainly was my chance to come into possession of the 2Robot! Maybe, after another 25 years, it will become a collectors-item too...!

I ordered a unit from the German wholesaler Schach Niggemann in the city of Heiden and, some days later, it arrived at my place by parcel post.

I was amazed to have a real chess robot with grasping arm... and it worked! While I was playing my test games between Pocket Fritz 3 (with the strong Hiarcs 12.1 program) and the Resurrections I & II, which *Selective Search* readers already know about, I also played some games against the 2Robot. With great pleasure, I watched how the Robot arm picked up the pieces and put them all right in



Rob and Ruud Martin record their game for
Selective Search

place on the chosen squares of the chess board.

So, I very quickly came up with the idea to play a chess Robot Tournament with some friends who have chess robots in their possession.

Collector Hein Veldhuis bought two 2Robots (!) at Niggemann's and is already the owner of another rare chess robot, the Milton.

This Robot was manufactured in 1983 by a company named Milton Bradley. Furthermore, Hein has the Phantom Force Robot, manufactured in 2007 by Excalibur Electronics (Miami, USA). The most remarkable thing about the Milton and the Phantom Force is their ability to move chess pieces by means of so called special magnetic tapes and motors located underneath the chess board. This is just how people thought that the famous 18th Century Turk was moving its pieces!

So now we already have three different chess robots, one with an arm, and two without arms, but they all can move the pieces without the help of an operator. I already mentioned the Novag Robot Adversary and I'm very happy to tell the *Selective Search* readers that Ruud Martin, founder of the

Resurrection and Revelation computers, has got one of those! His Novag Robot Adversary stays at Hein's place because of Ruud's lack of space in his own house. Hein, who always wanted to have an Adversary, was very willing to give Ruud's chess robot a prominent place in his showcase.

That makes four, so the Robot Tournament is ready to start...! But first, let me tell you some more about the two robots with the famous arms.

Are there differences between the 'first' Novag Robot Adversary and the 2Robot? Well, let's take a look.

The **Novag Robot Adversary** was first sold in September 1982 and was manufactured by the Novag firm from Hong Kong under the direction of the founder Peter Auge. The 2Robot came in November 2008 on the market and is manufactured by Perfect Technology under the direction of his daughter Jeannine.

In the early eighties the sale of chess-computers knew golden times and for the chess-lovers with more money to spend Peter Auge wanted to introduce a number of top chess-computers. The showpiece of these computers became the Novag Robot Adversary. In late 1982 it was for sale in the Netherlands for 3250 guilders (1475 Euros). The 2Robot is much cheaper (I paid 139,95 Euros) and made for the mass market. So there's really a different purpose in view between the manufacturers in 1982 and 2008. The Novag Robot Adversary is almost

entirely made out of metal. The 2Robot is made of plastic.

The control-panel of the Robot Adversary is in front of the computer, nicely concealed by a small metal plate that can be tilted forward when someone wants to play chess with the Robot. Unobtrusively on the right upper side of the computer there are 12 small red led-lamps, which indicate check and mate, but they also have a very different extra function. On the control-panel I found a button called "emotions." With this button on, the Robot can show you real emotions! During the games we played, it happened quite often that his emotions really troubled him. When the Adversary sees and smells that he is going to win material, he certainly will let you know his feelings! With a loud siren and tooting, he excitedly communicates that he is in a better position. The led-lamps we thought were used only to indicate check and mate, started to blink wildly. His robot-arm swings an extra couple of times over the board and almost tips the hostile king over. The 2Robot doesn't have the emotions and is also not able to let his arm swing over the chess board without doing a move, nor does he show the public some wild blinking leds!

The program of the Novag Robot Adversary had been derived from the Mychess program of David Kittinger and played on a Zilog-80 processor with a clock speed of 6 MHz and an internal memory of 32 Kbyte. The playing strength of the robot was estimated at 1500 Elo. Maybe the 2Robot has got also a derived Mychess program inside, but we don't know



for sure. What we do know is that the 2Robot plays weaker than his predecessor and his Elo is about 1400. It has a H8 – 8 MHz processor with 768 bytes RAM and 4Kbyte ROM.

The Robot Adversary has 8 playing- and 2 analysis-levels, the 2Robot 128 levels. It is also possible to calibrate the 2Robot's arm should he become unable to centre the pieces on the board anymore. This function is not available in the Adversary. The 2Robot does have a display to read the moves and other information, the Adversary doesn't! Furthermore, the 2Robot is much easier to carry than his old big brother because it's made of plastic.

Well, I think I could go on for hours to mention all the differences, but I won't do that! Although the 2Robot doesn't have as many nice features as his predecessor, it's still a miracle that it came on the market in the year 2008, 26 years after the Adversary.

Because of his cheap price, everybody could buy one now and enjoy playing chess with a robot that moves the pieces with a swinging arm all by itself! Young people learning the game must find it very exciting, even I can watch for hours to see the robot playing chess and to listen to the buzzing sound of the arm.

We had only time to play three rounds.

Milton: Elo 1350 - 20 seconds per move - Hein Veldhuis (owner).

2Robot: Elo 1400 - 20 seconds per move (fixed time) - Rob van Son (operator, the owner of this unit is Hein Veldhuis).

Novag Robot Adversary: Elo 1500 - level 2 (5-10 seconds per move) - Ruud Martin (owner).

Excalibur Phantom Force: Elo 1650 - 10 seconds per move (fixed time) - Luuk Hofman (operator, owner is Hein Veldhuis).

May I invite you to walk through some

games, as always perfectly analysed by Eric!

Rob van Son, March 2009

Before we take a look at the games I need to remind readers of the Elo ratings that Rob has shown for the machines! This tells us that these are hobby strength chess computers, designed more for fun and for the family, for parents introducing their kids to the game in the most interesting way possible, or for owners showing off their chess robot to visitors. Of course these machines will beat most of your visitors, and they will be impressed!

We've had our share of fun at the office playing against them, and pleasingly they don't take as long making their moves as they used to, so the games maintain a decent flow to them. They're a lot of fun, and I'm not sure which of the two that we sell actually causes the greater interest... it's obvious how it works but no less interesting to watch the 2Robot making its moves with its arm reaching out, grabbing a piece and putting it on its new square, carefully removing captured pieces to the side of the board, and there's clearly an added pleasure to have the computer moving its own pieces against you in this way.

But the Phantom, whilst perhaps not as visually exciting, inevitably brings the question "*how on earth does it do it*", as the gentle whirring sound from underneath results in pieces almost magically moving around the board.

Inevitably with these 1300-1600 Elo rated machines playing at fairly fast time controls, the result is some 'unexpected' moves! But the games are fun and you have to play them to the end as you can never be sure what might happen... as you'll see.

2ROBOT PERFECT TECHNOLOGY - ROBOT ADVERSARY NOVAG

D35: Queen's Gambit Declined: Exchange Variation

1.♘f3 d5 2.c4 e6 3.cxd5?! 3.d4 is usually played here 3...exd5 4.♘c3 ♘c6 5.d4 ♘f6 6.♙f4 ♙b4 7.♖c1 0-0 Despite White's

unusual 3rd move I still have a 2001 game on my database for this position, where play went 8.e3 ♖g4 9.♗e2, with White winning after 61 moves 8.a3?! ♗xc3+ 9.bxc3 ♗f5 10.♖b3 b6 11.♖b5 ♖d7 12.e3 ♗ad8 13.♗e2 ♗e4 14.0-0 14.♘e5 would also have been quite good here, and the major piece exchanges would have changed the nature of the game totally after 14...♘xe5 15.dxe5 ♖xb5 16.♗xb5± 14...h6?! Pushing the pawn on the other side of the board with 14...a6 might have been better, to force White's queen into retreat 15.♘d2! ♗fe8



White has 2 or 3 particularly good moves available here 16.♗fe1!? Other possibilities were 16.c4! a6 17.♖b2 dxc4 18.♘xc4 threatening to win one of the queenside pawns; 16.♘xe4!? dxe4 17.c4 also gives White a useful space advantage with control

of the centre 16...♗h8 The Robot Adversary appears to be getting nervous! 17.g4?! This doesn't throw the whole advantage away, but much better was 17.c4! ♗e7 18.c5. Actually this is getting pretty complicated, I think Black must play 18...♘a5 so that after 19.♖xd7 ♗exd7 20.cxb6 cxb6 it has chances of surviving the doubling of White's rooks with 21.♗c3 and soon ♗ec1! 17...g5 18.♗xg5?? Well this just wasn't necessary, the bishop can simply go to g3! 18...hxg5 Of course Black is now winning, but even so the 2Robot can at least try to minimise the damage by protecting the g4/pawn with 19.f3 and, after 19...♗h7 20.♘f1. Instead... 19.f4? A great shame, White's last 2 moves have spoiled what had actually become a very interesting game 19...♘xg4 20.♘xe4 dxe4? 20...♗xe4 was best: 21.♗d3 ♗xe3 22.♗xe3 ♘xe3. In fact 20...gxf4 was also good. But Black actually gets away with this half-mistake 21.d5?? I only called dxe4 a half-mistake as even if White had played 21.♖xg5 here, after 21...♗g8 22.♖h4+ ♘h6+ 23.♗f2 Black would still be up a knight for a pawn 21...♘ce5?? Oh dear, suddenly these two don't want to win! 21...♘xe3! just wins. With d5 to fall otherwise White must play 22.♖xc6 ♖xc6 23.dxc6 and now 23...gxf4 is an easy 0-1 22.fxe5! ♖xb5 23.♗xb5 ♗xe5 24.c4 f5



25.h3!



White is back in this topsy-turvy game with drawing chances 25...d6 26.f2 f4! Just in time Black reasserts that it has the advantage 27.g1! A good response by 2Robot 27...f5 28.exf4 fxf4+? Surely 28...gxf4 is better, leaving Black with a pair of connected passed pawns instead of one isolated passed pawn 29.e2 h4 30.fcf1 Obviously we need to check out 30...fxg5. It should lead to 30...fxh3 and now 31.f1 which is about equal. That's despite Black's extra (isolated) pawn and because of White's rooks threat against the Adversary king which is marooned out of the game on the h-file 30...d6 31.fxf5 fxh3



32.g6? Oh no! Just as White has got back into the game along comes another mistake. Pins always have to be weighed up carefully as they can be very advantageous... or not helpful at all! The cute 32.e8 should have been enough to draw as, if 32...xe8 33.f8+ h7 34.fxe8 fxa3 35.fxe4= 32...xd5! 33.fxd6 dxc3+! The intermediate move for which the final evaluation must have been beyond White's depth of search 34.d2 cxd6 35.d7 g3?! This keeps the advantage for Black but isn't the most

convincing continuation. 35...d3+! was the move, then 36.c2 de2! 37.f5 d4+ 38.c1 xf5 39.fxf5 g7 and Black's extra pawns should win the day (barring more blunders!) 36.e6?! 36.f1! was better, but 36...g7 37.c6 f6 38.e4 xe4+ 39.fxe4 fxa3 leaves Black with f+3b v f+1b 36...a4?! 36...d3+ was best, and after 37.c2 de2 38.g4 d4+ 39.c1 e3 Black should win 37.f8+! h7 38.f5+ g7 39.f8! dc5 40.e4 fxa3 41.d5 f6 42.f8 d5 e5 43.f8+ cf5?! 43...d4 was better as 44.g8 f2+ 45.c1 d3+ 46.b1 fd2 47.g1 a5! is winning 44.f8+! e5 45.f8+ A shame. White is rightly looking for 3-fold repetition, but in doing so gives the Adversary the chance to correct its mistake at move 43. But if 45.f8!? then Black should start the pawn run with 45...a5 and probably wins anyway 45...d4! 46.e2 f2+ 47.f3 f2 48.g3 f2 49.f3 a5! 50.f8 d3 51.f8



51...de5+! 52.f4 dxc4 53.fxc4 fxc4 54.fxd6 b5! That should settle it! 55.f6+ fb3 56.fxc2 Well, all my readers will know this is wrong, but the rook wasn't going to be able to save the game anyway: 56.f6 a4 57.f3+ b2 Now after king moves it's 58...a3 and m/14, and if 58.f6 b4 is m/14 56...fxc2 Tablebases announce mate instantly: 56...fxc2 57.g3 a4 58.f4 b4 59.g3 a3 60.f4 d3 61.e5 a2 62.f4 b3 63.f5 b2 64.f4 b1 65.g5 a1 66.f5 g7 67.e6 fb6+ 68.d5 fg4# 0-1

The next game is very up and down. White loses its queen early and Black subsequently

misses quite a few good winning chances. But, every time White is in a position to equalise, it goes wrong again! I've taken most of my notes and ? symbols out - see if you can find 8 places yourself where they would have been!

**MILTON, MILTON BRADLEY -
PHANTOM FORCE, EXCALIBUR**

B22: Sicilian: 2 c3

1.e4 c5 2.c3 d5 3.♞f3?! ♟f6 4.e5 ♙g4 5.exf6
♙xf3 6.fxg7 ♙xg7 7.♟xf3



Black has ♞ for 2 minor pieces! They think it's all over... but not yet! 7...♟c6 8.♙d3 0-0 9.0-0 e5 10.♙f5 e4 11.♟e1 c4 12.♟c2 ♖h8 13.♟e3 ♟e5 14.♟a3 ♟d3! 15.♞b1 ♙f6 16.b3 ♟xc1 17.♞fxc1 ♙e7 18.♟ac2 b5 19.♟d4 ♙a3 20.♞e1 cxb3 21.♞xb3



21...♞e7? 21...♙c5! was the right move here. Now Black is in real danger of losing the upper hand 22.♟xb5 ♞fb8? 23.♟xd5! ♞c5 24.♟bc7 ♞xb3 25.axb3 ♞b8 26.b4



Hein Veldhuis with the Milton

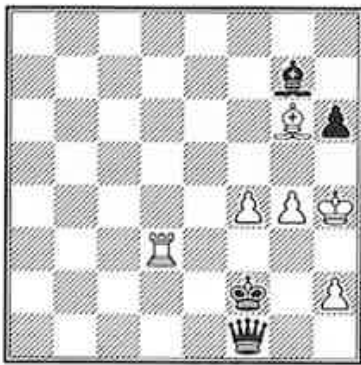


I reckon chances are about equal again, but the material is so unbalanced that anything can happen! 26...♞d6 27.♙xe4 ♖g7 28.♙d3 ♞c8!



29.♞e7? Only 29.♙f1! is good enough, and probably 29...♞xc7 30.♟xc7 ♞xc7 31.♞a1=

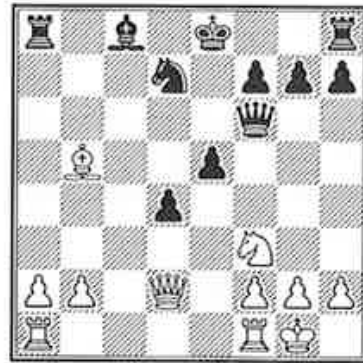
would follow 29...♖xc7! Nice one! 30.♖xc7 ♗xd5 31.♙c4 ♗xd2 32.♖xf7+ ♔g6 33.♖c7? h6 34.♙f7+ ♔g5 35.g3 ♗c1+ 36.♔g2 ♙xb4 36...♙b2 was best, then 37.c4 ♗d2. Amazingly again White has a chance to get back in the game 37.f4+?? But misses it completely! Check this line out: 37.♖c6! ♔f5 38.♙e6+ ♔e5 39.f4+ ♔e4 40.♖c4+ ♔e3 41.cxb4 ♗b2+ 42.♔h3 and it's looking very much like a draw 37...♔f6 38.♔h3 ♙xc3 39.♖xa7 ♙d4 40.♖d7 ♗e3 41.♔h4 ♔f5 42.♖d5+ ♔e4 43.♖d6 ♗f2 44.♔h3 ♗f1+ 45.♔h4 ♙g7 46.♙g6+ ♔f3 47.♖d3+ ♔f2 48.g4



48...♔g2?? The Phantom tries to throw the win away. 48...♔g1! was correct: 49.♔h5 (49.h3 ♗xf4) 49...♔xh2 49.♔h5?? Misses the saving move! Believe it or not 49.♙e4+ seems to draw! 49...♔xh2 (49...♔g1 50.♖g3+ ♔xh2 51.♖g2+ ♗xg2 52.♙xg2 ♔xg2 transposes) 50.♖d2+ ♔g1 51.♖g2+ ♗xg2 52.♙xg2 ♔xg2 53.g5 is a draw! 49...♔xh2 50.♖d2+ ♔g3 51.♖d3+ ♔xf4 52.♙f5 ♗h1+ 53.♔g6 ♙e5 54.♖d7 h5 55.♖h7? By going to h7 the rook takes away a vital escape square from its king. This soon results in mate announcements appearing from the fast tactical PC engines. 55.♖a7 was better 55...h4 56.♖h5 h3 56...♗d5 57.♖h8 ♙xh8 58.♔h6 ♗g8 59.♙g6 ♙g7+ 60.♔h5 ♗h8+ 61.♙h7 ♗xh7# 57.♖h7 h2 58.♔f7 ♗d5+ m/9 59.♔e7 ♗b7+ 59...♗d6+ 60.♔f7 ♙f6 61.♙e4 ♗e7+ 62.♔g6 ♗xe4+ 63.♔xf6 ♗xh7 64.♔e6 h1 ♗ 65.♔d6 ♗7b7 66.g5 ♗hd5# 60.♔e6 ♗c6+ 61.♔e7 ♙d6+ 62.♔e6 ♙b4+ 63.♔f7 ♗d5+ 64.♙e6 ♗b7+ 65.♔g8 h1 ♗ 66.♖xh1 ♗xh1 67.♔g7 ♔g5 68.♙f5 ♗d5 69.♙c8 ♗e5+ 70.♔f7 ♗c7+ 71.♔g8 ♗xc8+ 72.♔f7 ♗d7+ 73.♔g8 ♔g6 74.g5 ♗c8# Got there at last! 0-1

PHANTOM FORCE, EXCALIBUR - 2ROBOT, NOVAG

D49: Semi-Slav: Meran System: Main line with 9 e4 c5 10 e5 cxd4 11 Nxb5 1.d4 d5 2.c4 c6 3.♘c3 ♘f6 4.e3 e6 5.♘f3 ♘bd7 6.♙d3 dxc4 7.♙xc4 b5 8.♙d3 a6 9.e4 c5 10.e5 cxd4 11.♘xb5 ♙b4+ 12.♙d2 ♙xd2+ 13.♗xd2 axb5 14.exf6 ♗xf6 15.♙xb5 e5 16.0-0



The pin on the ♘/d7 means that ♘xe5 is threatened as, if ♗xe5 ♖e1 pins the queen. Black needs to react to this 16...♗e6? The Robots, out of book for some moves, had played very well to here – in fact my BigDatabase has 2 games which went 16...0-0 17.♖fe1 and now instead of ♖e8?! or ♘c5?! as played in those games, 17...♗d6 leaves Black in a reasonable position 17.♗g5?? Missing the chance completely. 17.♘xe5! wins, the best reply is 17...0-0 and now with 18.♘c6 White merges 2 pawns up as the d4/♘ must also fall 17...0-0 The game is level after that! 18.♙xd7 ♙xd7 19.♗xe5 ♗xe5 20.♘xe5 ♙e6 21.a4 f6 22.♘d3 ♔f7 23.a5 ♙f5 24.♖a3 g5 25.a6!



25...♖fe8 25...♙xd3 doesn't win a pawn as

26. ♖xd3 ♜xa6 27. ♖xd4 ♜a2 28. ♖b4 leaves White with the same advantage as ♖b1 will put a rook behind the new passed pawn
26. ♖fa1? A mistake which could have lost the game. 26. ♘c5 was probably best
26... ♜e2?! Here 26... ♘d3!? was worth playing as if 27. ♖xd3 ♜xa6 we see that 28. ♖xd3 is not possible because of ♜xa1+ and mate next, nor is 28. ♜xa6 because of ♜e1 mate!
27. a7 ♖d2 28. ♘c5 ♜xb2 29. ♖a4 Possibly better was 29. ♖b3!? ♜xb3
30. ♘xb3± 29... ♜c2 30. ♖a5 h5? Gives White a last chance. 30... d3 looks to be a draw with best play: 31. ♖d1 ♜e2 32. f3 ♜e7 33. ♘xd3 ♘xd3 34. ♖xd3 ♜axa7 35. ♖xa7 ♜xa7
31. ♘b3! ♘e4 32. ♘xd4 ♖d2 33. ♖5a4 h4 34. f3 ♘d5



35. ♖1a3? Whites spoils its hopes. With 35. ♘f5! ♘e6 36. ♘h6+ ♔g6 37. ♘g4 ♘xg4 38. fxg4 the PhantomForce would still have had some winning chances
35... ♜e8 The mate threats guarantee the repetition draw
36. ♔f1 ♖d1+ 37. ♔f2 ♖d2+ 38. ♔f1 ♖d1+ 39. ♔f2 ♖d2+ 40. ♔f1 ½-½

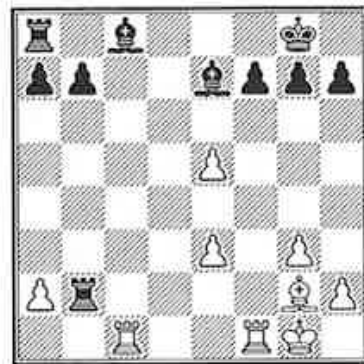
2ROBOT, PERFECT TECHNOLOGY - MILTON, MILTON BRADLEY

A30: Symmetrical English: Double Fianchetto and Hedgehog

1. c4 c5 2. g3 d5 3. cxd5 ♜xd5 4. ♘f3 ♘f6 5. ♘c3 ♜d7 6. ♘g2 ♘c6 7. 0-0 e5 8. d3 ♘e7 9. ♘g5 0-0 10. ♘xf6 ♘xf6 11. e3 ♖d8 12. ♘e4 ♘e7 13. ♘e1 13. ♖c1!? would have given White some counter-initiative
13... c4 14. ♖c1 cxd3



All is not yet lost! **15. f4??** It might be now! 15. ♖c3 is the best try to recover the position, then I'd expect 15... d2 16. ♘d3 15... d2!
16. ♘xd2 ♜xd2 17. ♜xd2 ♖xd2 18. ♘f3 ♜xb2 19. ♘xe5 ♘xe5 20. fxe5



A whole bishop down White has almost no chance of saving the game, though to its credit the 2Robot does the best it can
20... ♘g5 21. ♖c3 ♘e6 22. ♖d1 ♘xa2 23. h4 ♖d8 24. ♖xd8+ ♘xd8 25. ♖d3 ♘c7 26. ♖d7 ♖c2 27. ♘xb7 ♖c1+ 28. ♔h2 ♘e6 29. ♖e7?! Retreating with 29. ♖d3 was better
29... ♖c2+ 30. ♘g2 ♔f8! Finally the Milton Bradley manages to assert itself and forces exchanges after which the win becomes easy
31. ♖xc7 ♖xc7 Black is a full rook ahead 0-1

**PHANTOM FORCE, EXCALIBUR -
ROBOT ADVERSARY, NOVAG**

A40: Unusual replies to 1 d4
1.d4 ♖c6 **2.d5** ♗e5 **3.e4** e6 **4.f4** ♗g6 **5.♗e3**
exd5N I have a game in my database that
 went 5... ♗f6?! **6.dxe6** fxe6 **7.♗d2** but the
 move played by the Robot Adversary is
 probably better on this occasion! **6.♗xd5**
 Right choice. **6.exd5?! is not as good:** 6...f6
7.♗c3 ♗b4! 7...**♗8e7** **7.♗c4** ♗c6



White has a strong centre and just needs to
 develop logically with ♗c3 and 0-0- to ensure
 itself a good game. Instead it decides to lash
 out... **8.f5?! ♗ge5!** **9.♗b5?** **9.♗d5** was
 White's best option, protecting e4 and main-
 taining the threat of an attack against f7.
 Then if 9... ♗g4 **10.♗f4** ♗f6 **11.♗d3**, and
 White would have just about got away with
 the wild 8.f5. Now however... **9...♗h4+!**
10.g3? Even if White played the better
10.♗d2 ♗xe4 **11.♗c3** ♗b4, Black still has a
 big advantage **10...♗xe4** **11.♗g2?** The final
 chance to survive to move 20 (!) was with
11.♗e2 but **11...♗xh1** **12.♗c3** ♗g8 should
 be a win for the Novag. There's a slight risk
 for Black here though, as shown in the
 diagram below... it would need to make sure
 to extricate its queen as soon as possible
 after 13.0-0-0!



Luuk Hofman with the Phantom.
 The 2Robot and Adversary are in the foreground

11...♗xg2 **12.♗xa7** ♗xa7 **13.♗c3** ♗xh1
14.0-0-0 ♗xh2 **15.♗ge2** ♗f2 **16.♗d5** ♗a5
17.♗xc7+ ♗d8 **18.♗b3** After the Robot
 Adversary plays **18...♗xc7** Black will be a ♗,
 2x♗ and a ♗ ahead. It was time to resign!
0-1

Here are the final scores:

- Milton, Milton Bradley / Hein Veldhuis.**
2 points, 1st= but winner of the tournament
 on tie-break!
- Novag Robot Adversary / Ruud Martin.**
2 points and 1=, but 2nd on tie-break.
- Phantom Force, Excalibur / Luuk Hofman.**
1½ points and 3rd on the list.
- 2Robot, Perfect Technology / Rob van Son.**
½ point and 4th on the list



BILL REID'S (VERY) TOUGH POSITION (FOR COMPUTERS!)

Bill gets his own section this issue, as the position he set for our computers proved far too much, at least for them. I think it is perhaps the first time that I have cottoned on to the Solution when ALL of them were all at sea!

Here was the teaser Bill set for us last time...

Toughie 14: Bill Reid

In 1953 our code breaker C.H.O'D Alexander, and Harry Golombek, took part in the tournament held in Cheltenham Town Hall to mark the centenary of the first ever international chess tournament in the world which was organised by Howard Staunton and took place in London in 1851. I'm not sure how the centenary celebration got to be two years late. The competition, amongst players like Gligoric and Stahlberg, was tough. Si it was good to be playing Harry in the current round and have the chance to agree a quick draw! Of course, that wasn't the message they put across in the analysis room...

But now they could relax a bit and see how one of the younger GCHQ men was getting on in his subsidiary tournament. This was the last round and his game would decide who the winner was. He was half a point ahead of his opponent and only needed a draw to come first. But if his opponent won, then he was going to have to be content with second place. This is what they saw, their man had the Black pieces and it was his turn to move.



Well, what an interesting position! After a minute or two gazing at the board they exchanged signals of crossed fingers. But would their man find the move that gets the draw? There are thirteen for Black to choose from and twelve of them lose!

Of course, the programs should have no difficulty finding that thirteenth move that was a tournament winner, and much to the pleasure of Alexander and Golombek the young GCHQ contestant at the Staunton Memorial Tournament did indeed find the move that drew the game and gave him first place in his section.

But did you, dear readers and, more to the point, did your PC engines come up to Bill's expectations?

Not here they didn't anyway! Let me show you what they came up with before we enjoy Bill's excellent analysis.

- Deep Fritz 11: 1...♙f2 2.♜h8+ ♚c7 3.♜xa8 ♙e1 5.30/28
- Naum 4mp2: 1...♙b8 2.♚c4 ♙c7 3.♜g8+ 4.90/26
- Hiarc 12.218 MP: 1...♙f2 2.♜g8+ ♚c7 3.♜xa8 3.97/20 ;
- Zappa Mexico II: 1...♙b8 2.♜g8+ ♚c7 3.♜f7+ ♚c6 4.♜e8+ 3.96/21
- Rybka 3 32-bit: 1...♙b8 2.♚c4 ♙c7 3.♜g8+ 5.00/24

Not a draw in sight anywhere there! As it happens, from thinking about the PCs' helplessness I subsequently managed to spot the drawing method quite quickly myself, and if I did I'm sure some of you must have as well!

But no more from me for a moment... here's Bill's analysis:

Bishop moves on the long diagonal are clearly not a good idea. After 1...♙b6 2. ab wins and after the other five moves 2.♜g8+ wins. For example, 1...♙c5 2.♜g8+

♙c7 3. ♖xa8 ♗b4 4. ♜f8 ♗xa5 5. ♞e7+ ♙c6
6. ♞e8+ ♙c7. Now 7. ♜f7+ ♙b8 8. ♙c4 ♗b6
9. ♜d7 ♗c5 10. ♜d8+ ♙a7 11. ♙b3. 1-0

There's only one **rook move** and that looks like a loss after 1... ♗b8 2. ♙c4 ♗b6 3. ♖xa7 ♗xa5 4. ♙d5 ♗b1 5. ♙xd6 ♗d1+ 6. ♙c6 ♗c1+ and 7. ♙b6 ♗b1+ 8. ♙xa6 ♗e1 9. ♜d4. 1-0

So what about **pawn moves**? After 1...d5 2. ♞g8+ ♙c7 3. ♖xa8 the attempt to trap the Queen with 3... ♗b8 is defeated by 4. ♙d4 ♙c8 5. ♙xd5 ♙c7 6. ♙c5, while 1...b6 leads to 2. ♞g8+ ♙b7 3. ♜d5+, and White has a forced mate after 3... ♙b8. 1-0

1...b5 meets a similar fate: 2. ♞g8+ ♙b7 3. ♜d5+ ♙b8 4. ♖xd6+ ♙b7 followed by 5. ♜d5+ ♙b8 6. ♞g8+ ♙b7 7. ♞g2+ ♙b8 8. ♙e4, etc... 1-0

More promising is that **other bishop move** – 1... ♗b8. Lots of lines of play! But the chances of Black losing still look pretty good. E.g.

1... ♗b8 2. ♞g8+ ♙c7 3. ♜f7+ ♙c6 4. ♞e8+ ♙c7 5. ♞e7+ ♙c8 6. ♙d4 ♗c7 7. ♜f8+ ♗d8 8. ♙d5 ♗a7 9. ♜f5+ ♙b8 10. ♜d7 ♗xa5 11. ♜d6+ ♙c8 12. ♞c5+ ♙b8 13. ♖xa5 ♗b6 14. ♖xb6+ ♗b7 15. ♖xa6.

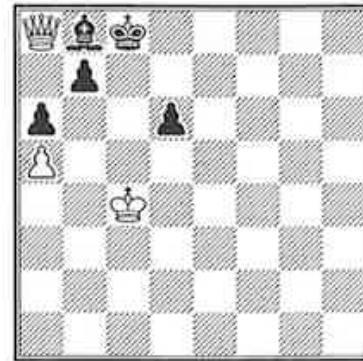
And that leaves us with **two King moves**. 1... ♙d8 is clearly not good after 2. ♖xb7 ♗b8 3. ♖xa7.

But what about **1... ♙b8**? The plus point about this move is that it contains a threat! If White can't find a way of stopping it, Black will play 2... ♗c5 and be perfectly safe! The obvious counter is to take a back rank Queen check – 2. ♞g8+, which looks good because after 2... ♙c7 3. ♖xa8 White is a rook ahead. But then Black plays 3... ♗b8 and the Queen is trapped. Black just shuffles the King between c8 and c7 and White has no way of making progress. Game drawn!

Or White could try some more checks – 2. ♞g8+ ♙c6 3. ♜f3+ ♙c7. But, once again, there is no way of avoiding the draw.

Well! Our GCHQ man had no problem seeing that move and getting the half point that won the tournament. But I'm still wondering how the programs fared?

Eric: I'd got this far myself, but the interesting thing I have to share is the PC evaluations after 'the draw' is reached following 1... ♙b8 2. ♞h8+ ♙c7 3. ♖xa8 ♗b8 4. ♙c4 ♙c8



"Draw!" I'd put in my notes. Here's what the engines think after I gave them around a minute each!

- Rybka 3 32-bit: 5. ♙c3 ♙c7 6. ♙d4 ♙c8 5.01/29
- Deep Fritz 11: 5. ♙d4 ♙c7 6. ♙d5 ♙c8 7. ♙c4 ♙c7 8. ♙c3 ♙c8 9. ♙b3 ♙c7 10. ♙a3 ♙c8 11. ♙b4 ♙c7 12. ♙a4 ♙c8 13. ♙b4 5.61/34
- Deep Shredder 11 UCI: 5. ♙d5 ♙c7 6. ♙e6 ♙c8 7. ♙f6 ♙c7 8. ♙f5 ♙c8 9. ♙f4 ♙c7 10. ♙g4 5.85/30
- Hiarcs 12.239 MP: 5. ♙d5 ♙c7 6. ♙d4 ♙c8 7. ♙c4 ♙c7 8. ♙d3 ♙c8 9. ♙e4 ♙c7 10. ♙f5 ♙c8 11. ♙f4 ♙c7 12. ♙e3 ♙c8 13. ♙d2 ♙c7 14. ♙e2 ♙c8 15. ♙e3 ♙c7 16. ♙e4 ♙c8 17. ♙d4 ♙c7 5.48/40
- Naum 4mp2: 5. ♙d4 ♙c7 6. ♙e4 ♙c8 7. ♙d5 ♙c7 8. ♙e6 ♙c8 9. ♙f6 ♙c7 10. ♙g5 ♙c8 11. ♙g4 ♙c7 12. ♙g3 ♙c8 13. ♙g2 ♙c7 14. ♙g1 ♙c8 15. ♙h1 ♙c7 16. ♙g2 ♙c8 17. ♙g3 ♙c7 18. ♙g4 ♙c8 19. ♙g5 ♙c7 20. ♙f6 ♙c8 21. ♙e6 ♙c7 22. ♙d5 ♙c8 23. ♙e4 ♙c7 24. ♙d4 ♙c8 25. ♙c4 ♙c7 26. ♙b4 ♙c8 27. ♙b3 ♙c7 28. ♙c3 ♙c8 29. ♙b2 ♙c7 5.15/50
- Zappa Mexico II: 5. ♙d4 ♙c7 6. ♙d5 ♙c8 7. ♙c4 ♙c7 8. ♙d4 ♙c8 9. ♙e4 ♙c7 10. ♙d3 ♙c8 11. ♙c3 ♙c7 12. ♙c2 ♙c8 13. ♙d2 ♙c7 14. ♙c3 ♙c8 15. ♙b4 ♙c7 16. ♙a4 ♙c8 17. ♙b3 ♙c7 18. ♙c3 3.99/25

There's two things I'd like to point out here.

The first is they obviously see from the principle variation that they show that the Black king is going to do nothing but shuffle between c7 and c8 for the next 3 or 4 weeks, and there's nothing that White can do about it, yet they still don't know that this means it's a draw.

The second is, I think, more interesting. Look at the evaluations! They all still think that the White queen is worth 9 points! Well, Zappa thinks she's worth about 7½, but even so!

Bill wrote wonderfully about this sort of thing in his excellent 2003 booklet *"Thought Processes in Chess"*, where tactics, statics and pragmatics were investigated. The computers always think that a trapped queen, rook or bishop is bound to escape sometime, somehow, so is still worth the best part of its 9, 5 or 3 material evaluation points.

In the above position the queen is simply stuck trapped. She cannot move as she cannot extricate herself without being lost, nor be freed by any other White piece.... ever. Pieces that have lost their mobility and are therefore effectively out of the game - sometimes short term, but often long term - are no longer worth anything like as much as their normal 'starting position' value.

In other positions Bill has shown us pieces that have become 'offensively useless', because they are needed to defend against a winning threat, or because they are pinned. While they are in a static condition other, often weaker, enemy pieces are able to multiply an attack elsewhere on the board and it is they which determine the outcome!

But few if any programs are able to recognise this. Therefore they not only miscalculate the position when they get into the mess, but they miscalculate it beforehand and that is why they get in the mess!

Do you remember the **Kasparov v Deep Blue 1** match, in 1996?! Here is game 6. Kasparov was 3-2 ahead at the time and this was the final game, he only needed to draw.

white: Kasparov, Garry
black: Comp Deep Blue

1.♠f3 d5 2.d4 c6 3.c4 e6 4.♘bd2 ♘f6 5.e3
c5 6.b3 ♘c6 7.♙b2 cxd4 8.exd4 ♙e7 9.♞c1
0-0 10.♙d3 ♙d7 11.0-0 ♘h5 12.♞e1 ♘f4
13.♙b1 ♙d6 14.g3 ♘g6 15.♘e5 ♞c8
16.♘xd7 ♞xd7 17.♘f3 ♙b4 18.♞e3 ♞fd8
19.h4 ♘ge7 20.a3 ♙a5 21.b4 ♙c7 22.c5 ♞e8
23.♞d3 g6 24.♞e2 ♘f5 25.♙c3 h5 26.b5
♘ce7 27.♙d2 ♔g7 28.a4



In Ray Keene's book on this match he vividly describes Kasparov's attack in this game as a: *"giant crawling mass of White pawns, rather resembling a colossal army of soldier ants on the move, with Black's pieces falling back in confusion."*

28...♙a8

Deep Blue will regret this, better was 28...a6!? which is what most of today's programs would have played.

29.a5 a6 30.b6

Now, to where should the bishop move?!

30...♙b8?

Now the bishop has NO safe escape, and the rook has NO SQUARE AT ALL! 30...♙d8 was the only hope – but ALL programs play ...♙b8? and don't think things are too bad with evals. <-1.00!!

31.♙c2 ♘c6 32.♙a4 ♞e7 33.♙c3 ♘e5

34.dxe5 ♞xa4 35.♘d4 ♘xd4 36.♞xd4 ♞d7

37.♙d2 ♞e8 38.♙g5 ♞c8 39.♙f6+ ♔h7 40.c6

bxc6 41.♞c5 ♔h6 42.♞b2 ♞b7 43.♞b4 ♙a7

44.bxa7 ♞xa7 45.♞b6 ♔h7 46.♞d6 ♞f8

47.♞xc6 ♞ab8 48.♞c7 ♞a8 49.♞xb8 ♞xb8

50.♞xb8 ♞xb8 51.♞c7 d4 52.♞xf7+ ♔g8

53.♞e7 d3 54.♙g5 ♞b5 55.♞xe6 ♞xa5

56.♞xg6+ ♔h7 57.♞e6 ♔g8 58.♔g2 ♞d5 1-0

COLIN NEWBY'S HIGH-RATED COMPUTERS DEDICATED MATCH

Mephisto MASTER v Mephisto RISC 1MB

I've been promising coverage of this exciting match for the last 2 issues and, at last, here it is!

Although Ed Schroeder's **Mephisto RISC** program, in its lovely Exclusive board, is a few years old, its 2223 Elo rating retains for it a high place on our Rating List. I remember our excitement many years ago when we entered 2 of them in the British Major Open in Plymouth.

The previous year we had entered pretty much the same program in the Academy board with its 5MHz 6502 processor, and had seen it struggle a bit with its tactics and especially some weaker endgame play. I think from memory it graded at 171 BCF (now ECF) = 1970 Elo.

But the slightly newer program version with the faster RISC processor really made a difference, and one of the units would have got a top 3 prize if they'd allowed the computers to win one!

The **Mephisto MASTER** is a current machine of course, and contains a Franz (Fritz) Morsch program. It is also on a RISC-style processor.

We have it at 2098 in *Selective Search* so Colin and I expected that the RISC ought to win, but felt it wouldn't be by much.

As for **Colin**, he's been reading the magazine for a l-o-n-g time! We met in Wales, again many years ago, when I ran a computer tournament in our place in Aberdovey. In fact it was a cheerful chess holiday for us all, with computer v computer games in the mornings through to mid-afternoon, then autumn walks on the beach before tea, and human v computer games (or watch the tv) in the evenings. Colin brought his wife Beryl along, and I remember that Paul Cohen (then of Eureka and representing Novag and Mephisto - and also still a magazine subscriber) was there. He had provided us with the brand new

'sure to win' World Champion Mephisto Amsterdam, as well as a Novag Expert and a Forte. We had a Conchess there (our dog Kimbo ate one of its pawns half way through the week!), plus Ed Schroeder's Mephisto Rebel (a predecessor to the Academy and Risc), a Fidelity Avant Garde, and also the Psion program on a slowish PC. Colin himself brought his Fidelity Par Excellence along... and it beat the Amsterdam and won the tournament!

It's a sign of our advancing years when we start reminiscing and can't stop, so that's enough of that!

The RISC v MASTER games here were played at 15secs per move. I know that objectively it would be nice to use 60/30, G/60 or even G/30, to improve the quality of the chess a little, but faster time controls do lead to uncertainty and excitement. And for most folk spare time itself is a precious commodity, so I am always glad when anyone goes to the trouble of playing a 10 game match like this.

Game 1 was a lengthy win for the Master.

Here is game 2...

RISC 1MB - MASTER

C23: Bishop's Opening: 2...Bc5

1.e4 e5 2.♘c4 ♘c6 3.d3 ♘a5?!

3... ♘f6 is the theory line

4.♘b3

I confess I'd never seen 3... ♘a5 before, but I did find a couple of games in my database! Someone called Lommen won with 4. ♘xf7+ ♘xf7 5. ♖h5+ ♘d6 7.f4 (and 7.b4 has won from here as well). In a 2005 game 4. ♘d2 only drew

4... ♘xb3 5.axb3 ♘c5 6.♘f3 d6 7.♘c3

After a strange start the computers are now playing some proper chess!

7... ♘g4 8.h3 ♘h5 9.♘e3 ♘xe3 10.fxe3 ♘f6

11.b4 c6 12.g4 ♖g6 13.♗e2 h6 14.♗h4 ♖h7
15.♗f5



White is building up quite a nice attack

15...♗xf5

The exchange was the best choice as if 15...0-0 16.♗eg3! d5 17.♗f3 increases the pressure on Black even more

16.gxf5 d5

The best way to fight back

17.♖g1 ♖g8 18.exd5 ♗xd5 19.e4 ♗h4+

19...♗xb4!? was also possible, then 20.♗d2 ♗b6

20.♗d2 ♗xb4 21.♗f1 g6?!

A bit risky, the opening of files on the king-side seems more dangerous for Black than for White! 21...♗d8 22.♖g2 ♗d6 23.♗g1 a6 would be one way to reorganise and secure the position

22.fxg6 fxg6

Best. If 22...♖xg6?! 23.♗f5! puts Black in trouble: 23...♗e7 24.♖xg6 fxg6 25.♗xg6+ ♗d7 26.♗xh6 and White's extra pawn is the passed h-pawn!

23.♖g4 ♗e7 24.♗g1 g5

24...0-0-0 was also worth thinking about

25.♖xa7 ♖xa7 26.♗xa7 ♖f8 27.♖g2 b5

28.♗b8+ ♗d7 29.♗b6



29...♗f6?!

29...♗d8 defending, was probably better:

30.♗a7+ ♗c7 31.♗c5±

30.♗b7+

30.h4! was the best idea, but not all that easy to find. Black has two choices, to exchange or let White exchange: 30...♗d6 (in fact if 30...gxh4?! 31.c3!) 31.hxg5 hxg5, and now the not so easy to find 32.♖h2! g4 33.♗c3 ♗a2+ 34.♗b3 ♗f7+ 35.c4 bxc4+ 36.♗xa2 cxd3+ 37.b3. Here the point of 32.♖h2

appears as, if 37...dxe2 38.♖h6+ wins

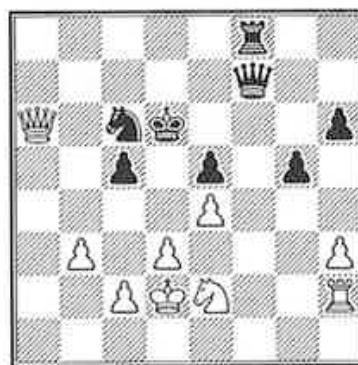
30...♗d6 31.♗a7 ♗f3 32.♖h2 ♗f7 33.♗a5

Exchanging queens 33.♗xf7 ♖xf7 and then

34.h4 ♗e6 35.hxg5 hxg5 36.c3 ♗a6 37.♖h5

also maintains a small advantage for White

33...c5 34.♗xb5 ♗c6 35.♗a6 ♖b8 36.b3 ♖f8



So far so good for the Risc, it's a pawn up and has some winning chances. However it must be careful about the firepower which the Master has placed along the f-file, and should probably consider the safety manoeuvre ♗d2-c1-b2 followed by ♗c3

37.h4?! g4! 38.h5 ♗f1!

Suddenly it is not so easy to find good moves for White!

39.♗c4?

39.♗b6 seems to be the best chance, trying for a draw by getting Black to repeat moves:

39...♖b8 40.♗a6 and now 40...g3 doesn't

achieve anything if White responds with 41.♖h4! and it's heading for the draw

39...g3! 40.♗d5+

Here 40.♖h4 doesn't work because of

40...♖f2! Probably 40.♗xg3 was best, then

40...♗f4+ 41.♗c3 ♗xg3 42.♗d5+ ♗c7

43.♖h1, but even then 43...♗e3 should lead to a winning attack.

40...♗c7 41.♗xg3 ♗f4+ 42.♗c3 ♗xg3

43.♖h1 ♗e3!



In fact the game has transposed to the note at move 40

44.♔b2

Best

44...♖f2! 45.♔b1

45.♖c1 appears to be the best move, but the exchanges 45...♗d4+ 46.♗xd4 ♘xd4 47.♔b1 ♖h2 leave Black with a fairly straightforward ending to win

45...♖xc2!

An excellent find

46.b4

If 46.♔xc2 ♘b4+! wins the queen!

46...cxb4 47.♖d1 ♖c3 48.♗f7+ ♔b6 49.♗f1

49.♗a2 was the only defence to delay the inevitable end: 49...♗f3 50.♗d2 but even here my laptop announces 50...♖b3+ m/11

49...♖b3+

Mate in 7

50.♔a2 ♗d4 51.♔xb3 ♗c3+ 52.♔a2 b3+

53.♔a3 b2+ 54.♔a2 ♘b4+ 55.♔b1 ♗c2#

0-1

So that's a useful and early 2-0 lead for the Master, and then games 3 and 4 were both drawn, so we arrive at game 5 with the score at 3-1.

MASTER - RISC 1MB

1.c4 c6 2.♘f3 d5 3.d4 e6 4.♘c3 dxc4 5.a4 ♘b4 6.e3 b5 7.♘d2

Now 7...a5 is considered to be almost an only move, trying to take advantage of the queenside structure... and it scores close to 50% for lack. But the Risc tries...

7...♘b7?! 8.axb5 ♘xc3 9.♘xc3 cxb5 10.b3 a5 11.bxc4 b4 12.♘b2 ♘f6 13.♘d3 ♘bd7 14.0-0 0-0 15.♖e1

To their credit the machines are still

following theory! Next for Black is usually 15...♘e4, but the move the Risc plays actually looks to have a pretty good record 15...♘e4!? 16.♘xe4 ♘xe4 17.♗c2 f5



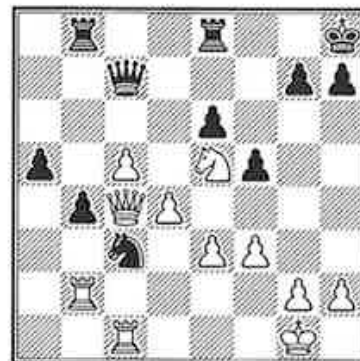
I still have 5 games in my database with 17...f5, and 4 of them were won by Black!

18.c5 ♗c7 19.♗b3N (!) ♖fe8 20.♖ec1 ♘df6 21.♘e5 ♘d5 22.f3 ♘ec3 23.♘xc3 ♘xc3 24.♖c2 ♖ab8 25.♗b2 ♖ed8

There was a chance here to play 25...a4!? which looks quite interesting

26.♘d3 ♔h8 27.♗b3 ♖e8 28.♖b2 ♖b7

29.♗c4 ♖b5 30.♖c1 ♖bb8 31.♘e5!



A nice outpost, I think White now has the edge here, but it will probably depend on how the computers handle their respective pawn majorities and promises to be exciting! 31...g6 32.♗a6

This allows Black to make an important pawn push. Either of ♖b3 or ♖a1 were slightly better

32...a4 33.♗d6?

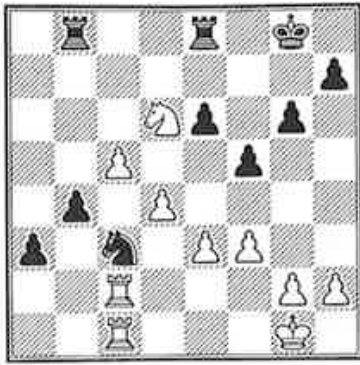
A bad mistake which lets Black reduce the potential of the Master's best pawns. 33.♖a1 was still best, as per our previous note, and if 33...a3 34.♖b3 ♘d5 35.♗c4

33...♗xd6 34.♘f7+

Also if 34.cxd6 then 34...a3! much as in the

game in a moment

34...♙g8 35.♘xd6 a3 36.♖bc2



36...♖e7?

Missing the simplest win, which was 36...b3!

37.♖xc3 b2 when best is 38.♘c4 b1♙
39.♖xb1 ♖xb1+ 40.♙f2 a2 41.♖a3 a1♙
42.♖xa1 ♖xa1 0-1

37.h3?

Rather disappointing but sometimes they just don't know what to do when passed pawns abound, and so they tend to do nothing.

White might have had a chance with 37.♘c4!

when best is 37...♖a7! and now 38.♖d2
37...e5 38.♙f2 exd4 39.exd4 ♖a7 40.♙g3?

White would have to play very well to save this, but even so the Master needed to try

40.♘c4 b3 41.♖xc3 b2 42.♘xb2 axb2
43.♖b1. Unfortunately if Black has also found the best moves through to here, then it's likely now to find 43...♖a1! 44.♖xb2 ♖xb2+ which should win, but who knows... if the Master managed to energise its c+d/♘ pair there could yet have been a surprise!
40...♘d5 41.c6 b3! 42.♘b5?

Achieves nothing, but even 42.♖b1 bxc2
43.♖xb8+ ♙g7 44.♖b7+ ♖xb7 45.♘e8+ ♙f8
46.cxb7 c1♙ 47.b8♙ ♙f4+ 48.♙xf4 ♘xf4
49.♘c7 g5 and White cannot stop the a/♘ from queening

42...♖xb5 43.c7 ♘xc7 44.♖xc7 ♖xc7
45.♖xc7 b2 0-1

A good win, and then the RISC won game 6 as well, so they're level at 3-3!

| | | | | | | | | | | | |
|-----------------|---|---|---|---|---|---|---|---|---|----|----------|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | /6 |
| RISC 1MB | 0 | 0 | ½ | ½ | 1 | 1 | | | | | 3 |
| MASTER | 1 | 1 | ½ | ½ | 0 | 0 | | | | | 3 |



The Master above, and an Exclusive board right



Game 7.

MASTER - RISC 1MB

1.e4 e5 2.♘c3 ♘f6 3.♙c4 ♙b4 4.♘f3 d6
5.d3

Now it is usually 5...♘c6 or simply 0-0, but there's nothing wrong with what the Risc plays either

5...♙g4 6.0-0 ♘c6 7.♘d5 ♘xd5 8.♙xd5 0-0
9.c3 ♙c5 10.b4 ♙b6 11.a4 a6 12.♙xc6 bxc6
13.h3 ♙h5 14.♙b2 ♖b8 15.♖b1 f6 16.♖e1 d5
17.a5 ♙a7 18.g4?!

Weakening its own king security?!

18...♙f7 19.♙a3 ♙d6 20.♘h4 dxe4 21.dxe4 ♖fd8



To take on d6... or not?!

22.♙f3?

Well 22.♙xd6 was best, and after 22...♖xd6 (after 22...cxd6?! 23.♘f5 is a bit of a nuisance) 23.♖ed1=

22...♙e6

It was better to invade with ♙d3 or ♙d2, but

White's previous move leaves the RISC ahead despite this

23. ♖f5 ♜d2! 24. ♜e2!

The best defence this time

24... ♜d7 25. ♜c1?

White would be better playing 25. ♜e1 ♜bd8 26. ♙c1

25... ♜bd8 26. ♙b2 ♜b3 27. ♙a1 ♜d1+

Rybka indicates that 27... ♙c4! 28. ♜ec2 ♜d3! would have been very strong here!

28. ♜e1 ♜1d2



29. ♜e2?!

Rybka suggested 29. ♗e3 was actually okay for White – indeed it is better than the move chosen – but 29... ♙c4! is a perfect response as, if 30. ♗xc4 ♙xf2+ 31. ♔h1 ♜xc4 32. ♜f1 ♜8d3 0-1. The fact that even a top PC engine can misevaluate the outcome of a move in this position indicates that it will be hard for the dedicated machines to find the right moves... as we now see!

29... ♜2d3?

White's wrong move gets a major reprieve! Black could have played 29... ♜a3! and now White really is struggling. Perhaps best is 30. ♜b1 ♜a2 (otherwise White will play 31. ♜xd2 ♜xd2 32. ♗e3!) 31. ♜be1 ♜xe2 32. ♜xe2 ♜d2! and that's 0-1

30. ♜g2?

Oh dear, they're not doing very well! Here best was the oft-mentioned 30. ♗e3 and now 30... ♙g6 31. ♔g2 might hold for White

30... ♜d1+!

Yes... this should win

31. ♜e1

The only way to avoid heavy losses, in particular the unprotected bishop on a1 is at great risk

31... ♜1d2? 32. ♗e3! h6 33. ♜f3 ♜a2 34. ♜g3

♜8d3 35. ♜f3 ♙e6 36. h4 ♜a4

Actually 36... ♙xg4! was possible as 37. ♜xg4 ♜xf2! and the ♗/e3 is attacked twice and can't be saved. But now...

37. g5!



Can White yet draw this!

37... ♙xe3 38. ♜xe3 ♜fg5

38... ♜a2 was stronger here, then 39. gxf6 gxf6 40. ♜cd1 ♜xd1 41. ♜xd1 ♜xd1+ 42. ♜xd1 ♔f7, but too deep for the dedicated machines. Material is equal, but White is stymied and cannot move any pawns nor the bishop or king, so can only shuffle his queen along the first rank and must lose his pawns one by one!

39. hxc5 hxc5 40. ♜h5?!

Too adventurous, White must play for the draw. 40.c4! looks best, Black would take on b4 40... ♜xb4 and then 41. ♜b1 ♜xc4 42. ♙xe5 and the game might yet be saved

40... ♙f7!

40... c5! was equally good

41. ♜xg5??

That does it for White. 41. ♜g4 was best (if 41. ♜f3 g4 42. ♜g3 ♜a2 0-1), and after 41... ♜a2 42. ♜cd1 ♜xd1 43. ♜xd1+

41... ♜d6

Mate is now inevitable

42. ♜xe5

The longest line seems to be 42. ♜f1 ♜g6! and also shows most clearly why 41. ♜xg5 was wrong, so makes it worth playing through: 43. ♜xg6 ♙xg6 44. ♜f2 ♜xf2 45. ♔xf2 ♜a2+ 46. ♔g3 ♙xe4 47. ♜g1 ♜e2 48. ♔h3 ♜f3+ 49. ♔h4 ♙f5 50. ♜g3 ♜h1+ 51. ♔g5 ♙c8 52. ♜h3 ♜xh3 53. e4 ♜h6#

42... ♜a2

Showing m/8

43. ♜f4 ♜g6+ 44. ♔h1 ♜d5

44...♖d5 45.♙b2 ♜h5+ 46.♞h2 ♞xb2
47.♞c2 ♞xc2 48.♞e2 ♞b1+ 49.♞e1 ♞xe1#
0-1

Well, that's a turnaround, from 3-1 down the RISC takes the lead 4-3.

But then it loses game 8, to make it 4-4... and then wins game 9!

| | | | | | | | | | | | |
|-----------------|---|---|---|---|---|---|---|---|---|----|----------|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | /9 |
| RISC 1MB | 0 | 0 | ½ | ½ | 1 | 1 | 1 | 0 | 1 | | 5 |
| MASTER | 1 | 1 | ½ | ½ | 0 | 0 | 0 | 1 | 0 | | 4 |

So here's the final game!

MASTER - RISC 1MB

1.d4 ♘f6 2.♘f3 d5 3.c4 c6 4.♘c3 dxc4 5.a4 ♙g4 6.e4?!

Considered dubious, 6.♘e5 is usual 6...e6

The correct reply

7.♙xc4 ♙b4 8.♞b3 a5

Now my opening books show 9.0-0 and the uneven but equal position offers chances to both sides

9.e5N ♘e4?



The knight has nowhere to go back to from here and isn't easily protected, White just needs to attack it. 9...♘d5 would have put it on the correct square and White wont play 10.0-0 ♙xf3 11.gxf3 0-0 which leaves Black with an advantage, but 10.♙e2 and the game is still equal

10.0-0 ♙xf3!?

Messing up White's king safety... and can it save the knight as well? Surely not

11.gxf3 ♘g5 12.♘a2

12.♘e2! was even better, then 12...0-0 13.f4

♘e4 14.♞e3 and the knight is already lost 12...♞a7?!

I think 12...h6!? 13.f4 ♞xd4 14.fxg5 ♞g4+ 15.♙h1 hxg5± would give Black a slim but fighting chance

13.♘xb4 axb4 14.f4! ♞xd4 15.♙e2!

Good decision. The immediate 15.fxg5?! is not as good because of 15...♞g4+ 16.♙h1 b5 giving Black something of a counterattack. Indeed now White would have to find 17.f4! bxc4 18.♞xb4 to stay ahead

15...♞e4 16.♞e1 h6 17.fxg5

Well there goes the knight at last

17...♞xe5 18.♙d2



18...♞d6?!

The queen had to get off the e-file, and the alternative was 18...♞f5. Then 19.gxh6 gxh6 20.♞g3 ♘d7 21.♙xb4 and now maybe 21...♞g5 though Black's chances are not good even if they have turned out slightly better than in the game

19.♙xb4! ♞f4 20.g6! ♞g5+ 21.♙h1 ♞xg6

The alternative was allowing a queen exchange, not a good idea when you're behind in material... 21...♞d5+ 22.♞xd5 cxd5 23.♙h5! fxg6 24.♞xe6+ ♙ moves 25.♞xg6 and 1-0

22.♙c5!

The attack is excellent and relentless, and Black cannot survive whatever it plays

22...b6 23.♞xb6 ♞d7 24.♞xb8+ ♞d8 25.♞c7 and the Risc now played ♞e4+ but resigned 1-0

| | | | | | | | | | | | |
|-----------------|---|---|---|---|---|---|---|---|---|----|----------|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | /10 |
| RISC 1MB | 0 | 0 | ½ | ½ | 1 | 1 | 1 | 0 | 1 | 0 | 5 |
| MASTER | 1 | 1 | ½ | ½ | 0 | 0 | 0 | 1 | 0 | 1 | 5 |

CHRIS GOULDEN'S UCI+WINBOARD ENGINES PAGE

LAST TIME

Hiarcs12.1 won the Pro-Am, ahead of Rybka2.3.2a and Glaurung2.2 and 5 others. There ensued a discussion about Rybka2.3.2 and 2.3.2a.

In Division 3 Sloppy, Crafty and Jonny all came 1= with $11\frac{1}{2}/18$. In the promotion play-off Sloppy scored $5/8$ and Crafty $4\frac{1}{2}$ to move up to div.2, while Jonny got just $2\frac{1}{2}$. Colossus and Hamsters were 4=.

There was then a 'Rybka2.3.2' test, in which Rybka2.3.2 scored $7\frac{1}{2}/12$, Hiarcs12.1 and Rybka2.3.2a got $6\frac{1}{2}$, Fruit scored $3\frac{1}{2}$



Chris Goulden

Chris had e-mailed me early in April to tell me that Spike had *'got off to a blinder'* in his new division 1 tournament - *'a bit of a shock and as it's already played Glaurung twice, I cannot see where Glaurung, is going to recover the point from!'* Whichever version of Glaurung has been current has topped division 1 every time for the past 2 years!

The leaders then were Spike $8\frac{1}{2}/11$, Glaurung $7\frac{1}{2}$, Thinker was on $6\frac{1}{2}$, Bright and Alfil had $5\frac{1}{2}$, and there were 7 rounds to go.

Tue, 14 Apr 2009

From: Chris Goulden

To: Eric Hallsworth

Subject: 38th Winboard Latest Results

Hi Eric

Please find enclosed the Article for **Divisions 1 and 2**, the CBV files, plus the results spreadsheets.

I have usually taken engines out of my divisions as soon as they have become commercial, and you may all recall that I was also considering removing Glaurung altogether for being too strong, as it had won every 1st Division group since *Selective*

Search 130, when Spike 1.2 Turin won it.

Well I didn't remove Glaurung and as it happens we have a new champion anyway! This is even more surprising as this was a recent new version of Glaurung being 2.2 replacing 2.1.

I have also remarked in previous issues that a lot of work on the Thinker program has been done, and as you can see it looks like the hard work has paid off with Thinker 5.4a being half a point clear of the field. Glaurung traditionally only loses the occasional game here and there, but this time lost 3 games and drew too many. Against the lesser engines it doesn't look as incisive as Glaurung 2.1. to me. I can feel a small test tournament coming on!

There was also a new version of Scorpio here, being 2.03, and in fact 2.1 has been made available since, but too late for this round of games. Newly promoted Twisted Logic from *SS140* also got an amazing 4th place, Pharaon was relegated along with Alaric who surprisingly finished below the newly promoted Alfil 8.11.

DIVISION 1

| Pos | ENGINE | /18 |
|-----|---|-----|
| 1 | THINKER 5.4A | 13 |
| 2= | GLAURUNG 2.2 SPIKE 1.2 TURIN | 12½ |
| 4 | TWISTED LOGIC 20080620 | 10 |
| 5 | BRIGHT 0.3A | 8½ |
| 6= | SCORPIO 2.03 DELFI 5.4 ALFIL 8.11 | 7½ |
| 9 | ALARIC 707 | 6½ |
| 10 | DEEP PHARAON 3.5.1 | 4½ |

In Division 2 a quite strong version of Boot was promoted along with a new version of Bugchess version 1.6.3 replacing 1.6.2, and sadly Aristarch 4.50, a former winner of Division 1 during the Ruffian era, was relegated to Division 3 along with Sloppy 0.20.

Aristarch was about 2680 Elo in those days when it won the title and is currently estimated at 2690 at WBEC Ridderkerk.

The strength of some of these engines by amateur programmers has to be admired when a grade of 2690 does not keep an engine in Division 2, but I think Aristarch is stronger at longer time controls.

DIVISION 2

| Pos | ENGINE | /18 |
|-----|-----------------------------------|-----|
| 1 | BOOOT 4.14.0 | 12 |
| 2= | BUGCHESS2 v1.6.3 CRAFTY 22.10 | 10½ |
| 4 | E.T.CHESS 130108 | 10 |
| 5= | SLOWBLITZ WV 2.1 FRENZEE FEB08 | 9½ |
| 7 | THE BARON 2.23 | 8½ |
| 8 | MOVEI 0.08.438 | 7 |
| 9 | SLOPPY 0.20 | 6½ |
| 10 | ARISTARCH 4.50 | 6 |

That's all for now Eric.

Cheers until next time!

Chris

Chris and I exchanged one or two more e-mails, we'd noticed that a new version of Bright (0.4a) had come out, and rumours were that it was "very strong", and we also wanted to test the Glaurung 2.1 v 2.2 issue.

I ran a long 3-engine G/5+2 tournament.

| Pos | ENGINE | /200 |
|-----|--------------|------|
| 1 | HIARCS12.118 | 137½ |
| 2 | GLAURUNG 2.2 | 87½ |
| 3 | BRIGHT 0.4A | 75 |

and then Chris and I discussed what engines we might each put with Glaurung2.1 and 2.2 in a tournament to see if we could check the 'upgrade'. I finished mine first...

| Pos | ENGINE | /300 |
|-----|--------------|------|
| 1 | DEEP SJENG 3 | 168 |
| 2 | GLAURUNG 2.2 | 149½ |
| 3 | ZAP MEXICO 2 | 149 |
| 4 | GLAURUNG 2.1 | 133½ |

Well, this result indicates strongly that Glaurung2.2 is a useful upgrade, and it also shows Glaurung to be a strong program, as Chris has been telling us for some time!

You will know that the Sjeng3 version I used is not the latest version as an upgrade for that, called the WCCC 2008 version, has since come out, free to owners of the original. I have tested that in other matches and it is a smallish but definite improvement.

I should also say something about the Zap Mexico2 result - I have made it known here before that Zap needs maximum speed and long time controls - so 64-bit, a 4 or 8-core processor and a G/1hr tourny are all much better than my 32-bit, 2-core and G/5+2 for Zappa engines, which are then very good.

THE INTERNET CHESS CLUB'S CCT 11, 2009

The annual CCT Event is run by **Peter Skinner** on the **Internet Chess Club**. They have their own web site...

▪ <http://www.cctchess.com>

... where you can find previous years' results and games if you want to get a feel for the history of the tournament.

The main event is a **9 round Swiss** using a time control of G/50+3, and there is also a Blitz tournament.

As games are played over the Internet, each engine's hardware is at a 'home base', so Rybka for example was able to use its famous 40-core Cluster!

Diep, Sjeng, Crafty and ZCT were on 8-core hardware, and most of the others were on 4-core including Glaurung, Thinker, Ktulu, Fruit, Scorpio, Bright, Ikarus, Twisted Logic, Arasan, Telepath, Tornado, Prophet, Tinker and Timea. The rest as far as I know were on Dual 2-Core PC's.

Obviously quite a few of the 'big names' were missing - Naum, Hiarc, Fritz, Shredder, Zappa and Junior to mention only a few.

The games are played over a single week-end, and there are strict Rules which include the need for engines to disclose when they run out of Book, and then their evaluations. This is mainly for the benefit of visitors to the website who are watching the games.

In the event of an Internet line disconnection, the affected party must reconnect within 5 minutes. Only two such disconnections are allowed and the game is forfeited if a third occurs. If the Interface or the Engine crashes it forfeits the game, no restart or new game is allowed.

Only original authors, or team members nominated by them, can enter and operate.

I have mentioned those rules in some detail as otherwise the result of a 1st. round game would cause some serious head scratching:

▪ Rybka v Telepath

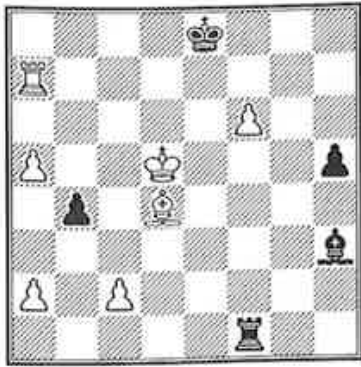
0-1!

RYBKA - TELEPATH

1.e4 e6 2.d4 d5 3.♘d2 c5 4.exd5 ♖xd5
5.♗f3 cxd4 6.♙c4 ♗d6 7.0-0 ♜c7?!
7...♗f6 8.♗b3 ♗c6 9.♗bxd4 ♗xd4
10.♗xd4 = is usual 8.♗xd4 a6 9.♗e2 ♙d6
10.h3 ♗f6 11.♗f5 ♙h2+ 12.♗h1 0-0
12...♙f4 would get the bishop out, then
13.♗xg7+ ♗f8 14.♗h5 ♗xh5 15.♗xh5
♙xd2 16.♙xd2 ♗xc4 17.♙h6+ leaves White
comfortable 13.♗xg7! ♗xg7 14.g3 b5
15.♙d3 ♙xg3 16.fxg3



Of course 16... ♗xg3 is ??? because of
17.♙g1! 16...♙b7+ 17.♗h2 ♗bd7 18.♗b3
♙g8 19.♙g5 ♗h8 20.♗e3 ♗c6?! If
20... ♙xg5 21. ♗xg5 ♙g8 looks to give Black
a decent attack, but I think White is okay and
winning after 22. ♗h4! ♗h5 23. ♙g1 21. ♙f2!
♗e4 22. ♙xe4 ♗xe4 23. ♗c3+ e5 24. ♗c5 b4
25. ♗e3 ♗xe3 26. ♙xe3 ♗xc5 27. ♙xc5 a5
28. ♙d6 ♙ge8 29. ♙xf7 ♙e4 30. ♙e1 ♙g6?!
30... ♙ad8 31. ♙xe4 ♙xd6 would have been
better 31. ♙c7 e4 32. ♙c5 ♙ad8 33. ♙b6 ♙d5
34. ♙e3 ♗g8 35. g4 ♙f7?! 35... ♙ed8 looks
better, keeps everything as secure as possible
and making it hard for Rybka to force the
win 36. ♙f1! ♙e6 37. ♙f6 ♙d1 38. ♗g3! ♙d5
39. ♙a7 ♙d7 40. ♗f4 ♙e6 41. b3! Aiming to
fix and then attack Black's a/♗ with the
black-squared ♙ 41... ♙d7 42. ♙b6 a4
43. bxa4 ♙d1 44. ♗e3! ♙e6 45. g5! ♙xf6
Possibly trying to exchange closer to an
opposite coloured bishop ending?! 46. gxf6
♗f7 47. ♙d4 ♗e6 48. ♙a6+ ♗f7 49. ♗xe4 h5
50. a5 ♙f1 51. ♗d5 ♙xh3 52. ♙a7+ ♗e8



Now 53. ♖e7+ ♔f8 54. ♖g7 ♖f5+ 55. ♕e5 ♕f1 56. ♔e6 would win comfortably for 1-0, but unfortunately the 40-core Cluster crashed and so Rybka had to resign for 0-1!!

Not a good start in a 9 round Tourney?! Ktulu was slightly surprisingly held to a draw by a program called Clarabit, but Ktulu doesn't appear in public that often and, at this stage, we didn't know if it had progressed since last seen! The tournament organiser however had it ranked 5th!? You'd probably like to know the top rankings in fact. They were:

- 1.Rybka 2.Glaurung 3.Thinker 4.Diep 5.Ktulu,
- 6.Fruit 7.Scorpio 8.Diep 9.The Baron 10.Bright
- 11.Ikarus 12.Crafty 13.TwistedLogic 14.Arasan

In round 2 Rybka beat Diep, but took 90 moves to do it and, by the end of the round there were only 2 programs on 100% with 2/2: **The Baron** and **Arasan!** On the other hand 6 engines had failed to score at all, but there were no 'big' names amongst them.

Being a Swiss the leaders duly met in round 3, and this game was won by **Arasan** which, ranked 14th., moved onto 3/3!

With so many little known engines it sometimes takes a few rounds for things to become clear, but most of the top engines were finding their rightful places already:

- 3 **Arasan**
- 2½ Glaurung Think Sjeng Crafty
- 2 TheBaron Bright Telepath Fruit Rybka
Scorpio Symbolic
- 1½ included Ikarus Diep Ktulu

Glaurung showed why it was rated 2nd. in round 4 by beating Arasan, and the 4th v 3rd clash between Sjeng and Thinker went

Sjeng's way. Crafty beat Scorpio, Rybka beat Bright, and Fruit beat Telepath.

Glaurung, Sjeng and Crafty were now 1= with 3½/4; Arasan, Fruit, The Baron and Rybka had 3.

In round 5 **Glaurung** went outright first with a win over Crafty, whilst Rybka was creeping ever nearer to the top with a win over Sjeng (in 159 moves!). Here is Fruit v Arasan...

FRUIT-CCT11 - ARASANX

1.e4 c6 2.d4 d5 3.e5 ♕f5 4.♖c3 e6 5.g4 ♕g6
6.♗ge2 c5 7.h4 h5 8.♗f4 ♕h7 8...cxd4
9.♗xg6 fxg6 10.♞xd4 ♗c6 has a better
reputation, but ♕h7 is okay and well enough
known 9.g5?! 9.♗xh5!? 9...cxd4 10.♗b5
♗c6?! 10...♕e4 11.f3 ♕f5 12.♗xd4 ♗e7 is
very popular here, and gives Black the edge!
11.♞xh5 g6 12.♞d1 ♞b6 13.h5!



13...gxh5 If 13...♕g7 14.♗d6+ ♔e7
15.♗xf7 ♔xf7 16.hxg6+ ♕xg6 17.♞xh8
♕xh8 18.♗xg6 ♔xg6 19.♕d3+ ♔g7
20.♞h5 ♗xe5 21.♕f4 is pretty much a forced
line and White has a probably winning attack
for the piece sac! 14.♞xh5 ♗b4 14...♗xe5?
15.g6 ♕xg6 (15...fxg6? 16.♞xe5) 16.♞xh8 is
close to 1-0 15.g6 fxg6 16.♞g4 ♔d7
17.♗xd4 ♞xd4 18.♕b5+ ♗c6 19.♕xc6+
bxc6 20.♞xe6+ ♔d8 21.♞xc6 ♕b4+ 22.c3
♞e4+ 23.♕e3 ♞c8



Black resigns. With 23...♖c8 Black was hoping for 24.♜xd5+ ♜xd5 25.♞xd5 and White's advantage is probably just enough to win, but the game certainly isn't over. However when 24.♞e6+ ♔e7 25.♜xc8 ♜xh1+ 26.♔e2 ♜e4 27.♞g5 was seen Arasan rightly gave up. 1-0

So **Glaurung** had 4½/5, Fruit and Rybka were on 4, Crafty, Sjeng, The Baron and Ikarus had 3½. Diep was the only well rated program to be struggling, with 1½... but it was about to go on a fine 3 game winning streak just as Glaurung was to go on a 3 game losing one as it played top opposition!

In round 6 it was Fruit that beat Glaurung, while Crafty got a draw with Rybka - well done. Sjeng beat The Baron, and Ikarus beat Ktulu, while the early leader but falling Arasan drew with Thinker.

- 5 **Fruit**
- 4½ Glaurung Sjeng Rybka Ikarus
- 4 Crafty Bright TwistedLogic

It was Rybka's turn to beat Glaurung in round 7, and this put it equal 1st as Fruit and Ikarus were fighting out a draw! Bright (having a good tournament so far) beat Sjeng, and 13th rated Twisted Logic beat Crafty.

- 5½ **Fruit Rybka**
- 5 Bright TwistedLogic Ikarus
- 4½ Glaurung Sjeng Thinker Arasan TheBaron

In round 8 Ikarus beat TwistedLogic, Bright beat The Baron, Thinker beat Glaurung to give it its 3rd straight loss, and Arasan recovered from some poor results to beat Sjeng!

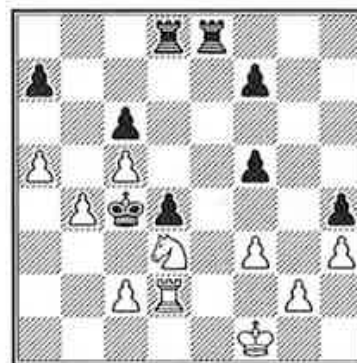
Of course the main game was Fruit v Rybka...

FRUIT-CCT11 - RYBKA

1.e4 c6 2.d4 d5 3.e5 c5 4.dxc5 ♞c6 5.♞f3 ♟g4 6.♟b5 ♜a5+ 7.♞c3 e6 8.♟d2 ♜c7 9.♟xc6+N 9.b4 a5 10.a3 ♟xf3 11.gxf3 ♜xe5+ 12.♜e2 is usual 9...bxc6 10.♞a4 ♟xf3 11.♜xf3 ♜xe5+ 12.♟e3 ♟e7 13.0-0 ♟f6 14.♞ad1 ♞e7 15.♟d4 ♜f5 16.♜xf5 ♞xf5 17.♟xf6 gxf6 18.h3 e5



Black's centre looks daunting 19.♞d3 ♞d4 20.♞xd4?! 20.c3 ♞e6 21.♞e3 was expected 20...exd4 21.♞d1 0-0-0 22.f3 ♞dg8 23.♞xd4 ♟g5 24.♟f1 ♞hg8 25.♞d2 h5 26.♞c3 h4 Typical Rybka, Fruit now tries it too! 27.a4 ♟c7 28.♞a2 ♞b8 29.b3 d4 30.b4 ♞d5 31.a5?! Wrong pawn. 31.b5 a5 32.c4 was better 31...♟b7! 32.♞c1 ♟a6 33.♞d3 ♞e8 34.♞f4 ♞dd8 35.♞h5 f5 36.♞f4 ♟b5 37.♞d3 ♟c4



38.♞f2? I don't see the point of this but perhaps Fruit had no good moves?! 38...♟c3 A great king walk 39.♟g1 ♞e3 40.♟h2 ♞xd3! 41.cxd3 ♟xd3 42.♞a2 ♟e3 43.g4 d3! 44.♞a3 ♟f2 45.♞a1 d2 46.♞d1 ♟e2 and Black wins after some superb play 0-1

Of course that left **Rybka** in the outright lead, and it made no mistake in round 9 with a win against Ikarus before then going on to also win the Blitz Tourny with 7/7. The main Event leading positions at the end were:

- 7½/9 **Rybka**
- 6½ Fruit Bright
- 6 Arasan Crafty Ikarus
- 5½ Glaurung Thinker Sjeng TwistedLogic
- 5 The Baron Telepath
- 4½ Scorpio Ktulu Diep ZCT Deuterium

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 | 3051 |
| 2 | NAUM 4 | 2986 |
| 3 | RYBKA 2.3.2A | 2964 |
| 4 | RYBKA 2.2N | 2943 |
| 5 | DEEP FRITZ 11 | 2940 |
| 6 | RYBKA 1.2F | 2928 |
| 7 | FRITZ 11 | 2916 |
| 8 | SHREDDER WM (BONN) EDITION | 2913 |
| 9 | NAUM 3/3.1 | 2892 |
| 10 | SHREDDER 11 | 2887 |
| 11 | THINKER 5.4Di | 2881 |
| 12= | FRUIT 2.4 BETA A | 2876 |
| 12= | CYCLONE | 2876 |
| 14 | DEEP SJENG WC2008 | 2873 |
| 15 | TOGA II 1.4 BETA 5C | 2862 |
| 16 | HIARCS 12 | 2860 |
| 17 | GRAPEFRUIT 1.0 | 2858 |
| 18 | CYCLONE 2.0 | 2857 |
| 19 | DEEP SJENG 3.0 | 2847 |
| 20 | HIARCS PADERBORN 2007 | 2838 |
| 21 | HIARCS 11.1/11.2 | 2835 |
| 22= | BRIGHT 0.4A | 2832 |
| 22= | ZAPPA MEXICO 2 | 2832 |
| 24 | FRITZ 10 | 2821 |
| 25 | NAUM 2.2 | 2819 |
| 26 | ZAPPA MEXICO I | 2817 |
| 27 | LOOP M1-P | 2814 |
| 28 | LOOP 10.32F | 2810 |
| 29 | SHREDDER 10/10.1 | 2806 |
| 30 | FRUIT 2.3.1 | 2796 |
| 31 | ZAP! ZANZIBAR | 2788 |
| 32 | GLAURUNG 2.1 | 2785 |
| 33 | FRITZ 9 | 2779 |
| 34 | SPIKE 1.2 TURIN | 2772 |
| 35 | HIARCS 10 | 2765 |
| 36 | JUNIOR 10/10.1 | 2763 |
| 37 | SMARTHINK 1.10 MOSCOW | 2757 |
| 38 | KTULU 8.0 | 2755 |
| 39 | SHREDDER 9/9.1 | 2750 |
| 40 | TWISTED LOGIC 20090105 | 2736 |
| 41 | CHESSTIGER 2007.1 | 2728 |

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 | 3093 |
| 2 | NAUM 4 | 3031 |
| 3 | RYBKA 2.3.2A | 3023 |
| 4 | RYBKA 2.2N | 2989 |
| 5 | RYBKA 1.2F | 2975 |
| 6 | NAUM 3/3.1 | 2965 |
| 7 | FRITZ 11 | 2958 |
| 8 | GRAPEFRUIT 1.0 | 2945 |
| 9 | THINKER 5.4A INERT | 2944 |
| 10 | SHREDDER 11 | 2938 |
| 11 | CYCLONE 3.4 | 2926 |
| 12 | DEEP SJENG WC2008 | 2925 |
| 13 | HIARCS 12/12.1 | 2919 |
| 14 | CYCLONE 2.2 | 2917 |
| 15 | DEEP SJENG 3.0 | 2912 |
| 16 | ZAPPA MEXICO 2 | 2910 |
| 17 | TOGA II 1.4 BETA 5c | 2907 |
| 18 | HIARCS PADERBORN 2007 | 2900 |
| 19 | NAUM 2.2 | 2895 |
| 20 | HIARCS 11.1/11.2 | 2893 |
| 21 | ZAPPA MEXICO | 2889 |
| 22= | FRITZ 10 | 2884 |
| 22= | FRUIT 2.3.1 | 2884 |
| 24 | LOOP 13.6 | 2882 |
| 25 | ZAP! ZANZIBAR | 2881 |
| 26= | SHREDDER 10/10.1 | 2873 |
| 26= | STOCKFISH 1.2 | 2873 |
| 28 | BRIGHT 0.4A | 2871 |
| 29 | THINKER 5.2E PASSIVE | 2869 |
| 30 | GLAURUNG 2.1 | 2868 |
| 31= | TOGA II 1.3.4 | 2866 |
| 31= | GLAURUNG 2.2 | 2866 |
| 33 | LOOP 12.32 | 2856 |
| 34 | SPIKE 1.2 TURIN | 2850 |
| 35 | FRITZ 9 | 2842 |
| 36 | HIARCS 10 | 2836 |
| 37 | JUNIOR 10/10.1 | 2827 |
| 38 | SHREDDER 9/9.1 | 2823 |
| 39 | KTULU 8 | 2806 |
| 40 | TWISTED LOGIC 20080620 | 2804 |
| 41 | CHESSTIGER 2007.1 | 2803 |

DEDICATED **CHES** COMPUTER RATINGS

| | | | | | |
|---------------------------------|------|-------------------------------|------|---------------------------------|------|
| Tasc R30-1995 | 2341 | Novag EmlidClassic+Zircon2 | 1954 | SciSys Turbostar 432 | 1758 |
| Mephisto London 68030 | 2303 | Mephisto Milano | 1952 | Mephisto MM2 | 1757 |
| Tasc R30-1993 | 2302 | Mephisto Montreal+Roma68000 | 1952 | Fidelity Excellence/3+Des2000 | 1754 |
| Mephisto Genius2 68030 | 2294 | Mephisto Amsterdam | 1946 | Novag Jade1+Zircon1 | 1746 |
| Mephisto London Pro 68020 | 2268 | Mephisto Academy/5 | 1944 | 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 | 2232 | Fidelity 68000 Mach2C | 1916 | Fidelity Prestige+Elite A | 1688 |
| Meph RISC1 | 2222 | 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 | 2125 | 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 | 2100 | Kasparov AdvTrainer+Capella | 1848 | Kasparov Touch+Cosmic | 1540 |
| Novag Sapphire1+Diamond1 | 2084 | 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 |
| Mephisto Dallas 68020 | 2036 | Fidelity Chesster | 1831 | Mephisto 3 | 1479 |
| Novag Citrine | 2030 | Novag Forte B | 1830 | Kasparov Turbo 24K | 1476 |
| Mephisto Roma 68020 | 2029 | Fidelity Avant Garde | 1828 | SciSys Superstar original | 1475 |
| Kasparov Brute Force | 2023 | Mephisto Rebell | 1825 | GGM+Morphy module | 1472 |
| Mephisto MM6+ExplorerPro | 2021 | Novag Forte A | 1820 | Kasparov Turbo 16K+Express | 1472 |
| Kasparov Challenger+Cougar | 2021 | Fidelity 68000 Club A | 1816 | Mephisto 2 | 1470 |
| Kasparov Cosmos+Expert | 2021 | Kasp Stratos+Corona+B/6mod | 1812 | SciSys C/C Mark6 | 1428 |
| Mephisto Almeria 68000 | 2018 | Kasparov Maestro A/6 module | 1810 | Conchess A0 | 1426 |
| Novag Scorpio+Diablo | 2005 | Kasparov TurboKing1 | 1805 | SciSys C/C Mark5 | 1419 |
| Kasp President+GK+TC2100 | 1990 | Conchess/6 | 1802 | CKing Philidor+Counter Gambit | 1380 |
| Fid Mach3+Des2265+68000v2 | 1984 | Mephisto Supermondial1 | 1801 | Morphy Encore+Prodigy | 1358 |
| Mephisto MM4/10 | 1980 | Excalibur Grandmaster | 1795 | Sargon Auto Response Board | 1320 |
| Mephisto Nigel Short | 1979 | 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 | 1963 | Kasparov Simultano | 1790 | ChessKing Master | 1200 |
| Mephisto Polgar/5 | 1963 | 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+Jade21954 | | Fidelity Elegance | 1765 | Boris2.5 | 1060 |