

SELECTIVE SEARCH 147

THE COMPUTER CHESS MAGAZINE!

Est. 1985

Published by Eric Hallsworth

Apr-May 2010

£3.95



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SELECTIVE SEARCH is produced by **ERIC HALLSWORTH**

CORRESPONDENCE and **SUBSCRIPTIONS** to: Eric Hallsworth, 45 Stretham Road, Wilburton, Cambs CB6 3RX. Or E-MAIL: eric@elhchess.demon.co.uk

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

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

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

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PORTABLE COMPUTERS [port]

ADVANCED TRAVEL £36.95 - Saitek's smaller Club plug-in set 160 ECF. Scrolling info display. Great value!

MAESTRO touch screen travel £54.95 - 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 £72.50 - best graphics of all the touch screens, with backlight, incl. stylus, protective carry pouch. Batteries only, est'd 125 ECF

EXPERT £92.50 - 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!

STAR AQUAMARINE £58.95 - lovely Novag chess computer with the Carnelian1 program in a very attractive press-sensory board. Nice 130 ECF program, display for moves, plenty of levels, low price

EXPLORER PRO £69.95** - 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 £145** - 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 £129 - 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 all wood auto-sensory with improved, faster Obsidian program, and bigger 24,000+ opening book. Nice wood felted Staunton pieces, 64 leds, wide range of playing levels + separate info display system to access excellent range of features. With serial port cable for PC connection.

PC PROGRAMS from CHESSBASE on CD

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▪ For info.... £42.95 less 5% = £40.50!

▪ and..... £84.95 less 5% = £80.50!

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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

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SHREDDER 12 dvd £42.95 - 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 12 £84.95 for single/dual/multi PCs.

JUNIOR 10 £35 - the ChessBase version of the 2004 World Champion program by Ban & Bushinsky.

DEEP JUNIOR 10 £65 - for single/dual/multi PCs

POWERBOOKS dvd £44.50 - turn your ChessBase playing engine into an **openings expert!** 20 million opening positions + 1 million games!

ENDGAME TURBO 3 with 9 dvds (!) £44.50 - turn your ChessBase playing engine into an **endgame expert** with this 9 dvd Nalimov tablebase set!

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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 £44.50, MP Deep Rybka3 £85**

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

▪ **SP single Rvbka3 £44.50, MP Deep Rvbka3 £85**

PC DATABASES on CD

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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. 147. If your sub. is due for renewal, **please** subscribe again! There will be 6 more issues of the magazine!

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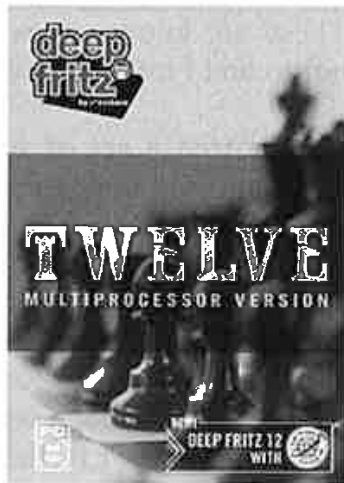
CHESS: NEWS SECTION

DEEP FRITZ 12

The new *ChessBase* GUI. Guiltily I have to admit that I'd still been using the previous 'Fritz11/Hiarcs12' GUI until recently - I've used it for so long it's like an old friend and I know all the important keyboard shortcuts without even having to think about them. Of course the new [Deep] Fritz12 and [Deep] Shredder12 engines both run fine under the earlier GUI as well, so it's your choice!

But now I've started using the new GUI I must say it's rather smart and it's slowly taking over in my play and work time!

The engine in **Deep Fritz 12** is probably not greatly different to the one in SP Fritz 12 which came out recently, but there are improvements and of course the conversion to Deep (MP) mode makes it much faster, plus there's a newer Opening Book as well. It's an exciting playing program, still tactically superb and now boasting lots of chess knowledge, making it



perfect as an opponent and/or as an assistant in analysis and preparation.

You need access to an Internet connection in order to activate DF12. If you haven't got your own Internet connection, use **Activate Offline**, complete the required fields until a HardwareID appears at the top of the box. Make a note of this code and the Web address given for activation and take these and your Manual which has your Serial code on it to a friend's. There log on to the address given, enter the hardware key and security code and you'll be given an Activation key. When you get back home, do the Activation OffLine thing again, fill in your numbers, enter the Activation key, and you should be up and running. Don't e-mail me if you're not sure what this all means, run your DF12 and hit the [F1] key to access the Help file, scroll down to [Program Activation] and the FULL details are there!

HIARCS 13/13.1

- <http://www.hiarcs.com>

is the website to visit for latest news.

RYBKA 4

Still no news as I go to press, just a rumour about maybe May?!

CHESSBASE DEEP SHREDDER 12

I have realised that the need for an Internet connection in order to activate the *ChessBase* version, mentioned above with regard to the new DEEP FRITZ 12, also applies to Shredder 12.

JUNIOR 11

... yes, indeed - there's a new **Junior**!

We mentioned this in our last issue, but then it was only a preview version - now the full Junior 11 SP and MP version is available direct from Mark Uniacke's Hiarcs website.

- <http://www.hiarcs.com>

It uses the newest **Junior 11** version of the world-famous Junior engine which some years ago was already frightening enough to dramatically draw 3-3 with Garry Kasparov. Also it is a UCI engine in both SP and MP versions, so can be used within your own favourite Interface.

As I write these notes Junior11 has only been out for a few days, but the early results at independent sites are showing it as between 80 - 100 Elo stronger than Junior10. Gladly it is still clearly playing in its own famous style, enterprising, exciting, at times risky, and somewhat frightening to play against as always. There will be a game from the CCT12 tournament showing exactly these celebrated attributes elsewhere in this issue!

NAUM 4.2

I told you in the last issue about a Naum4 upgrade to Naum4.1.

That version was e-mailed to me down the Internet automatically as I was an existing purchaser. (Don't ever tell my wife how many of these things I buy!)

Anyway **Naum 4.2** is now available, though this time even existing owners have to pay for it, as Alex Naumov indicates the total Elo improvement is worth charging us for!

The Naum website is:

- <http://naumchess.brinkster.net/>

If you're buying new, you get a download from the Naum website above, Naum4.2 SP is Euro30, MP is E60, or upgrade from Naum4 is E25 for MP and E15 for SP. I've paid my money for the upgrade and am expecting it to arrive in my InTray tomorrow!

CREATE YOUR OWN RATING LISTS FROM PGN FILES

Selective Search reader **Brent Howorth** has written a program which will produce a Rating List from a pgn file, and is making it available "free" for *Selective Search* readers! Here is some basic information about it

- It has been tested with PGN files created with Arena and a variety of Chessbase products.

Both Arena and Chessbase programs generate ECO codes in their PGN files which are essential for the operation of BEloH.

- Although designed primarily to rate chess engines, BEloH can of course be used to rate human games or a combination of both. The limits for BEloH are any PGN file with a maximum of 3,000,000 games consisting of no more than 5,000 players.

Features

- All listings are sortable and will be saved in the selected sorted order.
- Will create a Chessbase Elo file for use under any Fritz GUI.
- Shows the favourite ECO line and percentage played for each engine.
- Unlike some other ratings programs, any engine which has played less than the Minimum Games selected under 'Controls' will be eliminated from all ratings calculations. This produces a more accurate ratings list.

That's just a short list of the features - if you've got lots of game stored in a pgn file, or a cbh, which can be quickly converted to pgn - then this program will rate them for you interactively according to all their results against each other.

If you're on the Internet, e-mail me, Eric, at eric@elhchess.demon.co.uk and I'll e-mail the program and instructions back to you. If you're not on the web then you need to send me a fiver and I'll put it all onto a CD for you which I'll then send off by 1st class mail.

CHESS: RESULTS SECTION

THE IPPOLIT FAMILY OF PROGRAMS!

These are known to be Ippolit, Igorrit, Robbolito and FireBird, and there may be others.

We showed a set of scores in our last issue that indicated that, even in it's [Singleprocessor] SP form, Robbolito was very strong. So its release in MP version was eagerly awaited.

However the MP version - called **FireBird** - has not so far appeared to be much if any stronger than the SP Robbolito!? This despite a buggy beta version which scored quite well, a more reliable 1.0, then 1.1 and now 1.2. In

addition you can download an 800MB file to get the Robbolito TripleBases, which are intended to work much as the Nalimov End-game Tablebases do.

They didn't work properly in FireBird1.1, but are now running fine in 1.2.

The FireBird engine will run on from 1 - 16 processors, and is available in 32-bit and 64-bit versions. They do run quite a bit faster, and search deeper than Robbolito did, and the 32-bit seems more reliable than the slightly dodgy (i.e. it crashes on some PC's, though not on everyone's) 64-bit version... but the results are hardly any better than Robbolito's in the main?! Some people have suggested that when current authors are working with code that possibly (allegedly) wasn't originally their own, it can be pretty difficult working out what it is that needs changing when something starts going wrong. The new wave engines seemed to be pretty reliable in their 'original' 32-bit and SP modes, the problems have mostly come since they went 64-bit and MP I think.

FRANK HOLT

Frank has been busy testing the free UCI engines **Robbolito85e4** and **Stockfish1.6.2** in their 64-bit versions on his new Quad PC!

▪ Robbolito v Hiarcs12	1-1
▪ Robbolito v Rybka3 Dynamic	1½-½
▪ Robbolito v Rybka3	1-1
▪ Robbolito v Rybka3 Human	1-1
▪ Robbolito v Zap Zanzibar	1½-½
▪ Robbolito v Rybka3 960	2-0
▪ Robbolito v Shredder11	2-0
▪ Robbolito v Fritz11	1½-½
▪ Robbolito v Bright0.4a3	2-0
▪ Robbolito v Togall 1.4beta5c	2-0
▪ Robbolito v Rybka2.3.2	1½-½
▪ Robbolito v Rybka2.2n2	1½-½
▪ ROBBOLITO TOTAL	18½/24
▪ Stockfish v Hiarcs12	2-0
▪ Stockfish v Rybka3 Dynamic	2-0
▪ Stockfish v Rybka3	1-1
▪ Stockfish v Rybka3 Human	½-1½
▪ Stockfish v Zap Zanzibar	1½-½
▪ Stockfish v Rybka3 960	1-1
▪ Stockfish v Shredder11	1½-½

▪ Stockfish v Fritz11	1-1
▪ Stockfish v Bright0.4a3	2-0
▪ Stockfish v Togall 1.4beta5c	1½-½
▪ Stockfish v Rybka2.3.2	1½-½
▪ Stockfish v Rybka2.2n2	2-0
▪ STOCKFISH TOTAL	17½/24

THE SSDF AND THE POCKET PC

I'm trying to keep some room in this issue for the first in a series of match articles by **Rob van Son** in which he compares **Pocket Fritz 3** and **4**, and their results against each other and against other Pocket PC engines.

In the meantime the SSDF are now testing 3 Pocket PC versions, the current gradings for them are:

▪ Pocket Fritz3/Hiarcs	2733
▪ Pocket Shredder	2698
▪ Pocket Fritz3/Glaurung	2528

When **Pocket Fritz4/Hiarcs** is tested it should go comfortably top in that group based on Mark Uniacke and other's PF4 v PF3 scores and the Mercosur Cup result.

Incidentally **Deep Shredder12** is showing at 86 Elo above DS11 on the SSDF list, an excellent improvement. Testing on **Deep Fritz12** is in its early stages, the DF11->12 gap at present is 36 Elo, but I expect that to rise as more games are played.

GRAHAM WHITE

Graham has been running a lengthy series of matches between Shredder 12 and Rybka 3, using his own 'Gambit Suite' of Openings. These are a very exciting set of openings from what I've seen of them so far, and include Birds, Dutch, Kings Gambit, various Sicilians such as Morra and Sveshnikov, Benko, the Cochrane in the Petroff, Anti Moscow Gambits and the Benko... so far!

I get the feeling Graham's enjoying them and he's sent me some excellent games which I'm intending to look at so as to include one or two next time.

With Shredder as White the scores are fairly equal, though it did win the Kings Indian series 5½-2½ and the Sveshnikov

5½-3½, but when Rybka is White it is scoring 75 or 80% most of the time.

The total score at present is:

- Shredder 12 v Rybka 3 63½-115½

PETER GRAYSON

Peter is one of the folk who has been having a lot of trouble with the new Firebird-Ivanhoe engines. He finally found some satisfaction with **Ivanhoe70** - "no crashes, no disappearing engines, no fluctuating evaluation, and no matches stopped midstream".

So he played it in a match against **Rybka3** which was very interesting as Ivanhoe shot into an early 14-6 lead, but was unable to improve. In fact Rybka pulled a couple back and the final score was 61-55.

Peter is of the opinion that some of the 'new engine' crash issues are related to hash settings, a problem which has also afflicted Rybka3 on occasion, and which was then the subject of a Stockfish1.6.3 'bugfix'. "There does seem to be some commonality between these different engine problems!"

Anyway **Stockfish1.6.3** ran safely enough against **Rybka3** in his next match, with Rybka just edging this one 53½-46½. "The first thing that stands out is the high percentage of wins - it even exceeded the number of draws. There were a lot of draws in the Ivanhoe match, and this suggests that Stockfish is much more aggressive... it makes for a more interesting engine."

Peter's next e-mail was full of woe... he'd decided to run a Tournament with Firebird, Rybka, Stockfish and Hiarcs, but came down next morning and the whole thing had crashed during a Firebird game. So he immediately substituted in a new **Ivanhoe63** (the numbering goes backwards for some reason!) for Firebird, and had no further problems.

"As you can see Rybka3 has still not really been surpassed, and the result was consistent with my other tests which show that the new wave engines are just on a par with Rybka once the time controls move away from Bullet or Blitz. This tournament was

played at 40/5, still fairly fast, but Rybka is already quite close to Ivanhoe."

		Iv	Ry	St	Hi	300
1	Ivanhoe63	xxx	53½	64	80	197½
2	Rybka3	46½	xxx	60½	80	187
3	Stockfish1.6.3	36	39½	xxx	76½	152
4	Hiarcs12.1	20	20	23½	xxx	63½

"I was so sure Robbolito was going to be much stronger when it transitioned into MP, but if anything the Firebird and Ivanhoe engines seem to be missing something. A pity that Firebird is still not reliable enough to include in my tests".

ERIC HALLSWORTH

I played a tournament myself similar to Peter's but using G/4+2 - and I only have a 32-bit Dual2Core machine - so got results leaning towards Firebird.

		Fb1.1	Fb1.0	Ry	St	Nm	240
1	Firebird1.1	xxx	28	42½	36	41½	148
2	Firebird1.0	32	xxx	34½	36	41	147½
3	Rybka3	17½	25½	xxx	34½	32½	110
4	Stockfish1.6.3	24	24	25½	xxx	30	63½
5	Naum4	18½	19	27½	30	xxx	95

The only problem I've had with the Firebird versions is initially getting them to install, and then sometimes they refuse to boot-up at the first attempt, but almost always do at the second try and haven't crashed (so far) once they are running.

PAUL COHEN

Paul has a lovely sense of humour and a way of writing that always amuses me. He's recently purchased the new Deep Fritz 12 and, like us all, wants his new purchase to do well - we have an inherent need to justify these purchases to ourselves if no-one else!

Hi Eric

Sorry about the delay in sharing my findings regarding the extraordinary proliferation of new program releases.

As usual my results are different from the

main stream scores.

The star of the show is arguably **Fritz12**. It managed positive scores against **Junior11a** (10½-9½), as well as **Hiarcs12** (46-27). The bigger sample reflects the fact that those games were played before **Firebird** appeared. The result reflects the fact that we definitely need a **Hiarcs13** 64-bit incorporating stolen code and all the other ideas which were already on hand! Of course **Fritz** went down to **Firebird** (4½-7½), but was level with **Rybka 3** at 0-0 due to cowardice!

Would you believe that **Rybka3** stayed slightly ahead of **Firebird** (24½-21½) with a mixture of hyperthreading on/off which made little difference. Fascinating!

Very best regards - Paul

PETER BILSON, BERNARD HILL AND THE CITRINE TESTS!

Yes, Peter has written again after reading Bernard's comments last time.

But mostly to tell me that he's run another match and then how much he's enjoying the Kasparov "Revolution in the 70's" book he bought off me. "Both this and his Predecessor book leave me thinking how much Kasparov really does love this great game and with a great passion. He'll be back...!" He also found Kasparov's discussion of his and other GM's views on computers in chess very interesting indeed.

The other thing that had happened was that his beloved Modular Polgar had suddenly stopped working. From Pete's description of the problem I made a guess that it was the adaptor and sent him a new one - I was right. To celebrate he played a new match between the **Novag Citrine** and his **Mephisto Polgar**. Usually the Polgar wins his matches between this pair, and the Citrine wins when Bernard Hill plays them! This time the Citrine won 3½-1½ in Pete's match, so that was a first!

Really what it goes to show (you will hang on while I get on one of my hobby horses wont you?!) is how small matches can give different and possibly misleading scores in either direction. Of course we all believe our result

is the true one, because we've played it and we know we did it properly.

But just imagine for a moment if Peter Grayson had stopped his **Firebird v Rybka** match at 14-6 for **Firebird** - already a longer match than those in most of the dedicated computer matches any of us run. He'd have been convinced, and so would we, that **Firebird** was way ahead of anything else anywhere. But **Firebird's** 14-6 lead became 61-55 (i.e **Rybka** won the next 96 games by 49-47), quite a difference, so now we're not so sure! And Paul Cohen's result has **Rybka** just ahead, so now we're even less certain!

That's why we encourage even the shortest of matches to be played - especially if you send me the best games! - because then, as we total up all the results from different players, we start crawling towards a final rating list that eventually settles down and make sense, because it is based on a combination of many such results... so do keep 'em coming!

INTERNATIONAL CSVN TOURNAMENT 28-30 MAY

This will be the 10th CSVN Event - which is actually the **30th** Open Dutch Computer Chess Championship... an achievement deserving of many congratulations! It is taking place again in Leiden, The Netherlands. There will also be the **Gebruikers** (users) tournament, hopefully attended by our good friend **Rob van Son** this time!

Two prominent programmers - **Don Dailey** and **GM Larry Kaufman** (ex **Rex**, **Rybka** and now **Komodo**) are attending 'to celebrate', though it is not clear in what capacity as quite a few programmers will be there without any special fanfare, operating their programs for the event.

All software programmers will need to be willing to let the CSVN organisers make sure that there are no recognisable parts of published programs in their programs, unless the creators are in their team! It will be very interesting to see who turns up in view of all the accusations running around insisting that up to 1/3rd of all current top engines are actually clones at least in part of something else!

HIGHENDMAN v the RYBKA CLUSTER!

In our last issue we had the win by **Shahar Tzafrir** (a.k.a Highendman) against the **Rybka Forum** team, with Shahar's deep and excellent notes.

I promised that we would have some of his Internet games against the 48-core Rybka Cluster machine this time, so here goes, again with Shahar's notes and Rybka's evaluations during the game.

HIGHENDMAN - CLUSTER RYBKA

Opening C43. 31.01.2010. [Tzafrir,Shahar]

My first win vs. the Cluster Rybka - and in the Petroff defence too which made it all the more sweet. The annotations show the in-game eval score the Cluster had as well as it's expected move and time to make the move. The game highlights strong vs. weak bishop, and a win via a series of zugzwangs that chess engines are notorious in not getting well. Post mortem I was able to prove White is winning by force from move 22! Key points in the game were the king-side pawn push, an attempt not at a tactical break but rather on forcing a weak bishop for Black, and a pawn-structure that gave me a hint I should be able to convert.

1.e4 e5 2.♘f3 ♘f6 3.d4 ♗xe4 4.♙d3 d5
5.♗xe5 ♗d7 6.♗xd7 ♙xd7 7.0-0 ♙d6 8.c4
c6 9.cxd5 cxd5 10.♗c3 ♗xc3

The Cluster's last book move

11.bxc3 0-0 0.04/20 1:27 12.♚h5



12...f5 0.09/21 2:36

*Probably better for the Cluster was 12...g6
13.♚xd5 ♚c7 14.♙h6 ♗fe8 15.h3 ♙e6
16.♚g5 ♚xc3 17.♗fd1 ♚a3 but white is still*

left with the initiative

13.♚f3 ♗h8 0.06/21 2:35 14.♙d2 ♚a5N
0.09/22 2:38

14...♚c7 15.h4 may have been better for the Cluster, but could lead to similar positions as in the game

15.♗fe1

The cluster was expecting Rf1

15...♗ae8 0.21/20 3:49 16.a4 ♗xe1+
0.20/20 4:03 17.♗xe1 ♙c6 0.24/21 2:57

18.♙c2 ♚b6 0.24/21 2:52

18...♚c7 19.h4 transposes to the game

19.♙c1 ♚c7 0.28/21 3:03



20.h4!

The Cluster was expecting g3.

The plan h4, g4, g5 to gain space and create weak/locked pawn structure for black and convert to a good/bad bishop ending was the win plan I decided on. Computers tend to shy away / under-evaluate pushing king-pawns. Moreover, the Cluster didn't realise how much trouble the pawn structure would cause it when we reach the ending.

What I did here is evaluate the pawn structure, and use that to decide my long term plan to reach an ending I felt I could convert.

20...h6?! 0.32/22 3:37

Weakens the king structure and allows forcing a won ending.

20...b6 helps avoid the losing line black gets into as of move 22. Also possible bh2+, qd7 - anything not h6. 21.g3

21.g4

The Cluster was expecting Bd2. White's plan is not detected as risky for black, yet, by the Cluster.

21...♖f7?? 0.30/21 1:50

As odd as it may seem – after this move, Black is losing by force!

Better was 21...♔d7. White may still be able to force a win after this move – haven't had the time to analyse in detail yet: 22.g5 f4 23.♔d2 ♕f5 24.♔xf5 ♖xf5 25.♗h5 ♕f8 26.♗g6 ♗d7 27.gxh6 gxh6 28.♞e8 ♗g7 29.♗xg7+ ♔xg7 30.♞d8 ♔g6 31.♞d7 a6 32.♞xb7

22.g5 hxg5 0.47/23 2:45

22...♔h7 23.♔f4 ♔xf4 (23...♗c7 24.♔xd6 ♗xd6 25.♞e5 ♔g8 26.♔xf5 hxg5 27.♗g4+-)
24.♗xf4 ♔d7 (24...hxg5 25.hxg5 g6 26.♔g2 ♔g8 27.♞h1 ♞d8 28.♗e5 ♗g7 29.♗e6+ ♔f8 30.a5 ♔e8 31.♞e1 ♗f7 32.♗e5 ♗g7 33.♗xg7+ ♔xg7 34.♞e7+ ♔f8 35.♞xb7+-)
25.♔f1 hxg5 (25...♞c8 26.♗d6 ♞d8 27.♞e7+-, or 25...♗g6 26.♞e7 ♔c8 27.♔b3 ♞e8 28.♞xe8 ♗xe8 29.gxh6 gxh6 30.♔xd5+-)

26.hxg5 ♔g8 (26...♔c6 27.♞e5 g6 28.♞e3 ♔g8 29.♞h3 ♞e8 30.♗h2+-)

27.♗d6 ♞e8 28.♞xe8+ ♔xe8 29.♔b3 ♔h7 30.♗xd5 ♗xd5 31.♔xd5 b6 (31...♔xa4 32.♔xb7 a5 33.♔d5+-)

32.a5 bxa5 33.f4 ♔g6 34.♔a2 a4 35.♔e2 a5 36.c4 ♔h5 37.c5 ♔g4 38.♔e3 a3 39.d5, is dead lost for black

23.hxg5 g6 0.46/24 2:35

23...♔g8 24.♔f4 ♔xf4 (24...♔e7 25.♗g3 ♞e8 26.g6 ♗f6 27.♞e5 ♔d8 28.♞xf5 ♗h4 29.♔g2 ♗xg3+ 30.♔xg3 ♞e6 31.♞h5 ♞f6 32.♔d3 ♔xa4 33.♞xd5 ♔b6 34.♔e5 and black is toast)

25.♗xf4 ♞e8 26.♞xe8+ ♔xe8 27.♗xf5 ♗xf5 28.♔xf5 ♔xa4 29.♔e6+ ♔f8 30.♔xd5 b5 31.♔f1 ♔e7 32.♔e2 ♔d6 33.c4 a5 34.♔d3 bxc4+ 35.♔xc4 ♔e8 36.♔c3 a4 37.♔b4 ♔c7 38.f4 g6 39.♔d3+- ♔d6 40.♔c2 and black is toast again

24.♔f4



Next part of the plan – exchange other pieces, take control of e5, exchange queens to a won endgame. What's remarkable, is that this position loses by force for Black, at this early stage, and no engine can see that at all...

24...♔xf4 0.45/25 1:54

24...♗d7 25.♗g3 ♔xf4 (25...♞d8 26.♔b3 ♔xf4 (or 26...♔g8 27.♔g2 (27.♞e3 a6 28.♔e5 b6 (28...♔xe5 29.♗xe5 ♗d6 30.a5 ♗xe5 31.♞xe5 ♞d6 32.♔g2 ♔f7 33.♔g3 b6 34.axb6 ♔b7 35.♔f4 a5 36.♔e3 ♔f8 37.♔d3 a4 38.♔xa4 ♞xb6 39.c4 ♞a6 40.♔b3 dxc4+ 41.♔xc4+-) 29.c4+-) 27...♔f8 (27...♔xf4 28.♗xf4 a5 29.♗e5 ♗d6) 28.♔e5 ♞e8 29.♞h1 ♔g7 30.♔xg7 ♔xg7 31.♗h4 ♗e6 32.♗h7+ ♔f8 33.♔c2 a5 34.♞h6 ♗f7 35.♗xg6 ♗xg6 36.♞xg6+-) 27.♗xf4 ♞e8 28.♞xe8+ ♗xe8 29.♗e5+ ♗xe5 30.dxe5 again, reached the same position and black loses by force)

26.♗xf4 ♞e8 27.♞xe8+ ♗xe8 28.♗e5+ ♔h7, and this transposes back into the game, where the analysis showed white is winning by force from this position

25.♗xf4 ♞e8?! 0.45/24 1:35

Black is still losing by force after this move. The other option, Rd8, also loses by force: 25...♞d8 26.♞e3 ♔g8 (26...♗g7 27.♞e6 ♔g8 28.♔b3 ♔e8 29.♞d6 ♞xd6 30.♗xd6 ♔c6 31.♔xd5+ ♔xd5 32.♗xd5+ ♔h7 33.♗d6 b6 34.c4 ♗f7 35.c5 bxc5 36.dxc5 ♗c4 37.c6 ♗c1+ 38.♔h2 ♗xg5 39.c7 ♗h4+ 40.♔g1 ♗g4+ 41.♔f1 ♗c4+ 42.♔e1 ♗c1+ 43.♔e2 ♗c2+ 44.♔e3 f4+ 45.♔f3 ♗f5 46.♗d8 and mate to follow soon)

27.♗h2 ♗d7 (27...♗g7 28.♔b3 a6 (28...♗f7 29.♞h3 transposes to one of the other winning lines analysed here) 29.♞e6 transposes to one of the other winning lines

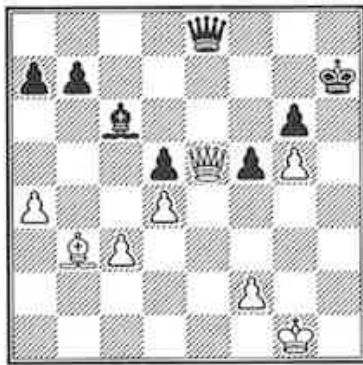
analysed here)

28. ♖h3 ♗g7 29. ♘b3 ♙e8 (29...a6 30.a5 ♙e8 (30... ♙e8 31. ♖h6 ♙e1+ 32. ♔g2 ♙e4 33. ♗b8+ ♔f7 34. ♖h8+-) 31. ♙e3 ♘b5 32. ♙e6 ♘c6 33. ♖f6 ♖f8 34. ♗d6 ♖xf6 35. gxf6+-)

30. ♙e3 ♔f7 31. ♙e7 ♗f8 32. ♖xb7 ♗e8 33. ♗e5 ♗xe5 34. dxe5 ♖c8 35. ♖xa7 ♖xc3 36. ♖a8+ ♔g7 37. ♖b8 ♖c1+ 38. ♔h2 ♖a1 39. ♔g3 ♖a3 40. f3 ♙e6 41. ♔f2 ♔f7 42. ♔e2 ♔e7 43. ♖b6 ♘d7 44. ♘xd5 f4 45. ♔f2 ♘f5 46. ♖b7+ ♔f8 47. ♖b4 ♙e3 48. ♙e4 ♔f7 49. ♖b6 ♘xe4 50. ♖f6+ ♔e7 51. ♖xf4 ♖b3 52. ♖xe4, with a won position for white

26. ♖xe8+ ♗xe8 0.45/26 2:25 27. ♗e5+ ♔h7 0.44/31 3:02

27... ♗xe5? 28. dxe5 a5 29. f4 transposes exactly to the lost end-game reached later 28. ♘b3



28. ♗xe8? ♘xe8 29. ♘b3 ♘c6 30. a5 ♔g7 31. ♔g2 ♔f7 32. ♔f3 ♔e6 throws away the win for white

28...a5! 0.58/31 0

A strong defensive move by the Cluster. Locks a4 pawn while temporarily giving black d5. If white now exchanges queen, it's a draw.

29. ♗f6!

Only move. The Cluster was expecting (Qxe8) that draws. This was my longest think – 17m36 – as a5 took me by surprise.

29. ♗xe8? ♘xe8 30. ♘xd5?? (30. ♔g2 ♔g7 31. ♔g3 ♔f8 32. ♔f4 ♔e7 33. ♔e5 ♘c6=.

Nothing white can do here to break in, though the engines take a long while to realise that, if at all 34. ♘xd5 ♖xa4 35. ♖xb7 ♘b3 36. ♘c6 a4 37. ♖xa4 ♖xa4 38. c4 f4 39. d5=

30... ♖xa4=

29... ♗d7 0.59/26 3:30

29... ♗e1+? 30. ♔g2 ♗e4+? (30... ♗e8. Here starts a long plan of moving the white king to b2, and breaking with c4 or qb8. Black pieces are all locked, with zero mobility. The moves are not totally forced, but pretty much are :-)

31. ♔g3 ♗d7 32. ♗e5 ♗d8 33. ♔f4 ♗d7 34. ♔e3 ♗d8 35. f4 ♗d7 36. ♔d2 b6 37. ♔c1 ♗d8 38. ♔b2 ♗d7 39. ♗b8+-)

31. f3 ♗e2+ 32. ♔g3 ♗e1+ 33. ♔f4 ♗d2+ 34. ♔e5 ♗e3+ 35. ♔d6 ♗f4+ 36. ♔e6 ♗e3+ 37. ♗e5+-

30. ♔h2!!

The Cluster was expecting (c4) – which leads to a drawn end-game. Kh2 was meant to lure the Cluster to exchange queens on e5, to lead to a lost good/bad bishop endgame

30. c4 dxc4 31. ♘xc4 ♘d5 32. ♘xd5 ♗xd5=

30... ♗g7 0.59/28 2:50

The only other alternative for black was b5 that seems to draw – but doesn't!

30...b5? 31. axb5 ♘xb5 32. ♗e5 ♘c6 33. c4 dxc4 (33...a4 34. ♘a2 dxc4 35. ♘xc4 ♘b7 36. d5+-)

34. ♘xc4 ♘b7+-

31. ♗e5!

Here the Cluster expected (Qd8), and all other engines want that as well. No engine understands that after qxe5 – black is toast! It's mate in about 50 after that move!

31... ♗xe5+ 0.43/30 1:38

Having established Qxe5 loses by force, although no engine can see this, the only other attempt is to shuffle the black queen to d7. I believe this loses as well, per the following lines:

31... ♗d7 32. c4 dxc4 (32... ♘xa4 33. ♖xa4 ♗xa4 34. ♗c7+ ♔g8 35. ♗d8+ ♔f7 36. ♗f6+ ♔e8 37. ♗xg6+-)

33. ♘xc4 ♗d8 (33... ♖xa4 34. ♗b8 ♗e8 (34... ♗g7 35. ♔g2 ♘c6+ 36. f3 and mate in) 35. ♗g3 ♔g7 (35... ♘d1 36. ♗c7+ ♔h8 37. ♘f7 ♗f8 38. d5 ♗g7 39. ♔g2 f4 40. d6 ♔h7 41. ♘g6+ ♔xg6 42. ♗xg7+ ♔xg7 43. d7+-) 36. ♗d6 ♗f8 37. ♗c7+ ♔h8 38. ♘f7 ♘d1 39. d5 ♗g7 40. ♔g2 f4 41. d6 and mate to follow very soon)

34. ♗e6 ♗b8+ (34... ♗f8 35. ♘b3 ♘f3 36. ♗d7+ ♗g7 37. ♗d6 ♗h8 38. ♔g3 ♘h5 39. f3 ♗e8 40. ♘e6 and again, black is toast)

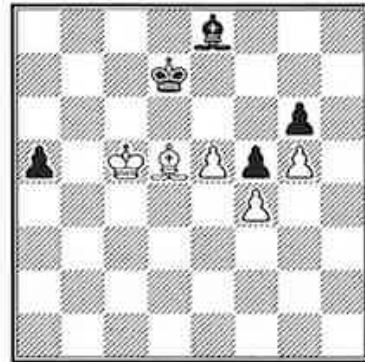
35.♔h3 ♖f8 (35... ♖h8 36.♗d6 ♕g7+
 37.♕g3 ♖f8 38.♖e5+ ♔h7 39.♖f4 ♕g7
 40.♗c7+ ♔h8 41.♙f7 f4+ 42.♔h2 ♙e4
 43.♗xf4 and mate to follow soon)
 36.♙b3 ♙e8 (36... ♙e4 37.♗d7+ ♔h8
 38.♗c7 ♖e8 39.♙f7 ♖f8 40.♙e6 ♙h1 41.d5
 and black is toast, again)
 37.♕g2 ♙c6+ (37... b6 38.f3 and every black
 move loses.)
 38.♕h2 ♖b8+ (38... ♙f3 39.♗d7+ ♔h8
 40.♗c7 ♖g7 41.♗d8+ ♔h7 42.♗d6 ♙h5
 43.♙e6 and mate to follow soon)
 39.♕h3 ♖e8 (39... ♖h8 40.♗d6 ♕g7+
 41.♕g3 ♖f8 42.♖e5+ ♔h7 43.♖f4 ♕g7
 44.♗c7+ ♔h8 45.♙f7 f4+ 46.♔h2 ♕g7
 47.♙e6+ ♔h8 48.d5 ♙xa4 49.♙f7 ♔h7
 50.♙e8+ ♕g8 51.♙xa4 and black is toast)
 40.♖f6 ♖h8 41.♗d6 ♙f3 (41... ♕g7+
 42.♕g3 ♖f8 43.♖e5+ ♔h7 44.♖f4 ♕g7
 45.♗c7+ ♔h8 46.♙f7 ♙e4 47.f3 and mate
 to follow soon)
 42.♕g3 ♙g4 (42... ♙c6 43.♗c7+ ♖g7
 44.♖f4 ♔h8 45.♖b8+ ♔h7 46.♙a2!! ♖h8
 47.♖f4 and mate to follow soon)
 43.♙f7 ♙h5 44.♙e6 ♖g7 45.♕g2 ♙g4 46.d5
 and mate to follow soon
 32.dxe5+-



Game over! No salvation for black from this position. The plan now is to move the king to the centre, exchange d5 with a4, then win a5 and mate!

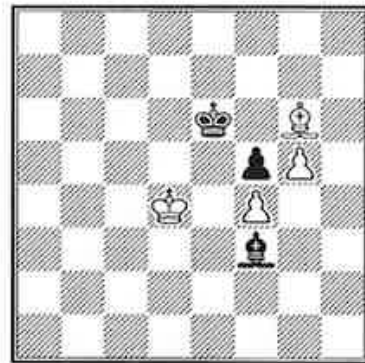
32...♕g7 0.52/35 2:40
 The Cluster score, at depth 35, is +0.52 – not at all seeing it's toast.
 33.♕g3 ♔f8 0.51/33 1:00 34.f4 b6 0.91/34 1:55
 35.♕f2 ♔f7 0.84/34 1:58 36.♕e3 ♔e7 1.01/35 28
 37.♕d4 ♔e6 0.96/35 40 38.♙d1 ♔e7 1.09/34 0 39.♙f3! ♙xa4 1.09/33 0

39... ♔e6? 40.c4+-
 40.♙xd5 ♙e8 1.09/34 1:09 41.c4 ♔d7 1.37/35 0
 42.c5 bxc5+ 1.37/35 2:24 43.♕xc5



It's mate in 40 something from here – there's no way to save the a5 pawn, and later white wins the remaining pawns as well.

43...♕e7 1.50/37 1:52 44.♕b6 (Bc4)
 44...a4 1.49/37 1:18 45.♕a5 (Kc5)
 45...♔f8 1.64/40 2:37 46.♕b4 ♙d7 1.67/39 0
 47.♙f3 ♔e8 1.62/40 1:34 48.♙d1 ♔f8 1.62/36 0
 49.♙xa4 ♙c8 4.24/31 14 50.♕c5 (Bb3) 50...♕e7 4.56/29 8
 51.♙b3 (Bc6) 51...♙a6 4.81/28 53 52.♙g8 ♙e2 5.09/28 0
 53.e6 ♙f3 3.31/31 0 54.♙f7 ♙e4 4.91/30 0
 55.♕d4 (Bxg6) 55...♙f3 5.09/28 55 56.♙xg6 ♕xe6 5.09/27



57.♙h7 ♙h5 5.09/27 28 58.♕c5 ♙g4 5.09/0 17
 59.♙g8+ ♔d7 5.09/27 0 60.♕d5 (Kd4) 60...♕e7 -316.04/25 57
 61.♕e5 ♔f8 -316.00/26 25 62.♙e6 ♕g7 -315.96/35 24
 63.♙xf5 ♙e2 -315.90/59 0 64.♙e4 ♔f8 -315.86/0 0
 65.f5 ♔e8 -315.82/59 0 66.f6 (Bd5) 66...♙c4 -315.78/59 0
 67.g6 ♙f7 -315.74/59 0 68.g7 ♔d7 -315.70/59 0
 69.♙d5 (Bf5+) 69...♕e8 -315.66/59 0 70.♙xf7+ ♕xf7 #7/0 0
 71.♕f5 ♔e8 #6/0 0 72.g8♖+ ♔d7 Rybka 3g55 cluster A resigns #5/0 0 1-0

COULD YOU BEAT CLUSTER RYBKA?!

Okay, there is one more of Shahar's annotated games to go... but now we're going to do something different! Here's the game with some diagrams at useful places. See if you can work out what the stages of the game are and what tactics Shahar uses (there's a sac'!) and plans he creates during the game, and then compare your finding with his full Notes in the next *Selective Search*!

RYBKA 3G55 CLUSTER - HIGHENDMAN

60m + 1s

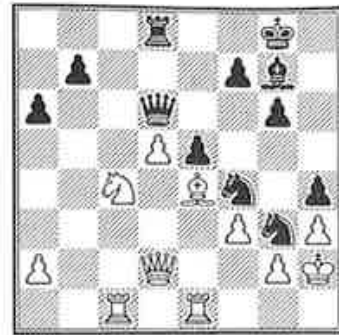
1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 a6 6.♙e3 e5 7.♘b3 ♙e6 8.f3 h5
9.♚d2 ♘bd7 10.♘d5 ♙xd5 11.exd5 g6
12.♙e2 ♙g7



13.h3 h4 14.0-0 0-0 15.♗fe1 ♗c8 16.♗ac1
♘h5 17.♘a5 ♚c7 18.c4 ♘g3 19.c5 dxc5
20.b4



20...♚b6 21.bxc5 ♗xc5 22.♘c4 ♚d8
23.♙xc5 ♘xc5 24.♘e3 ♘e6 25.♙d3 ♘f4
26.♙h2 ♚d6 27.♙e4 ♗d8 28.♘c4



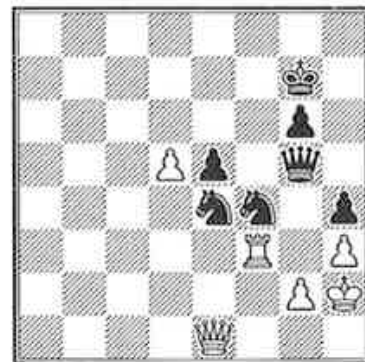
28...♚f6 29.♘a5 ♗d7 30.♗b1 ♚g5 31.♘xb7



31...f5 32.♘c5 fxe4 33.fxe4 ♗d8 34.♘xa6
♙f8 35.♘b4 ♗b8 36.a3 ♙c5 37.♗b3 ♙g7



38.♗f3 ♗xb4 39.axb4 ♙xb4 40.♚f2 ♙xe1
41.♚xe1 ♘xe4



42.♚g1 ♙h6 43.d6 ♘xd6 44.g4 hxg3+
45.♗xg3 ♚d8 46.♗b3 ♘f5 47.♚f2 ♚d1
48.♗a3 ♚d6 49.♚a2 e4 50.♗a6 ♚d3 51.♗a3
♚d4 52.♗a8 ♘h4 53.♗a3 0-1

CHRIS GOULDEN'S UCI+WINBOARD ENGINES PAGES

LAST TIME

Glaurung2.2 won **DIVISION 1** for the umpteenth time. It had looked as if **Thinker5.4** might be taking over the div. 1 mantle, but this time it had too many draws. Bright came 3rd. while Delphi and Boot were relegated.

DIVISION 2 was very close with **Frenzee** just edging **Pharaon** for top spot. Both were promoted but have failed to make their mark in div. 1 in the past - we shall see! Wildcat was nearly relegated, but in the end the newly promoted Sloppy and old favourite Crafty went down!

Hi Eric and all *Selective Search* readers!

Please find enclosed the tables and the .cbv files for the ProAm and Division 3.

There were a few surprises among this lot, here is the report:

I will start with the **ProAm** which was in fact a ProAm with a difference. I normally use the ProAm to see how the Amateurs are doing against the Pros, but there has been a fair amount of work going on with regard to engine updates and even complete rewrites by authors, so I knew it would be interesting.

Rybka was top of the pile and did not lose a game against any of the engines here.

Thinker only lost one individual match, to the newly introduced **Spark0.3**. This will be of interest to some readers because **Spark** is in fact a complete rewrite of **Bright 0.4a** by Allard Siemelink and, as you can see, appears to be 2.5 points better than **Bright** which should make for an interesting 1st. Division in the next issue.

There is a later version of **Stockfish** available than appeared here being 1.6.2 and the editor tells me that it is not far behind **Rybka** either. **Stockfish 1.6.2** will be in Division 1 in the next issue replacing **Glaurung**.

HIARCS did not actually do as badly here as



the table suggests, it just drew too many including a double draw against **Rybka**, but a win against **Glaurung**. You have already seen one of **HIARCS** two losses to **Bright 0.4a** in the last issue as I'd sent the game to your editor early as a game of interest.

I did not expect to see **Glaurung** one from bottom here I have to say, **Glaurung** having recently won my 1st division. The consortium that **Glaurung** is now in has created the **Stockfish** programme which is a big leap in strength, adding to the interest for the next Division 1.

I have left a cloning issue till last as I do not normally enter a clone program, but I was curious about this version of **Toga** which is not from the usual sources. **Toga** traditionally in its 1.41 or 1.4beta5 versions would be near the bottom of the ProAm in this type of company, but I entered 2.0 SE and it demonstrates the problems that the Pros are having since open source programs have become available. This was discussed at length by the editor in issue 146 where **Rybka** appears to no longer be the strongest engine out there.

Pro-Am

Pos	ENGINE	/14
1	RYBKA 2.3.2	10
2	THINKER 5.4c	9
3=	SPARK 0.3 STOCKFISH 1.51 TOGA II 2.0SE	7
6	HIARCS 12.1	6
7	GLAURUNG 2.2	5½
8	BRIGHT 0.4A	4½

In **Division 3** it appears I was not concentrating and had a bad day at the office when doing the qualifiers. I did not test **Critter 0.42** against enough of the stronger engines and it proved to be much too strong for this Division 3 company. In fact as I type it is currently in 3rd place in Division 1 at Ridderkerk! So I will have to do further tests, it may even bypass Division 2 as well and go straight to Division 1.

The Baron 2.23 won promotion back to Division 2. It should be mentioned that this is a much earlier version than The Baron engine which is playing in current major tournaments and appears in Richard Pijl's article elsewhere.

The newly promoted engines following my Division3 reshuffle found it hard going and did not do so well, and Danasah and Arasan were relegated back again to the qualifying section.

Division 3

Pos	ENGINE	/18
1	CRITTER 0.42	15
2	THE BARON 2.23	11
3	HAMSTERS 0.7.1	10½
4=	SOS 5.1 MOVEI 0.08.438	9½
6=	PSEUDO 0.7c ARISTARCH 4.50	8½
8	PETIR 4.9999	7
9	DANASAH 4.24	6½
10	ARASAN 11.5	4

That's all for now Eric, it's back to the testing for me.

Cheers! - Chris

Actually it's not quite all - Chris sent me a tantalising preview of the final list of entries for his Division 1 next time - intended to whet our appetites, which indeed it does!

He's given them estimated ratings, and I'm showing the engines in that order!

- **Thinker 5.4c** 2921
- **Komodo 1.0 beta** 2899
- **Stockfish 1.63** 2881
- **Spark 0.3a** 2881
- **Critter 0.52a** 2793
- **Spike 1.2 Turin** 2768
- **Bison 9.11** 2767
- **Twisted Logic 20100131** 2716
- **Scorpio 2.4** 2707
- **Alaric 707** 2705

Chris expects Scorpio and Alaric to be in trouble. Also maybe Twisted Logic, though it's a new version so maybe it will be okay.

You will also see that the Critter engine "*it may bypass division 2*" has done just that and is also entered in the new division 1... and in yet another new version. Perhaps it's not beyond the realms of possibility that it could break into the top 4 even?!

As for who will win this, probably that's beyond Critter, but it could definitely be any one of the top 4 in the list.

And finally Chris ran a short tournament between some of the 'new wave' engines and the older Rybka2.3.2.

"I was somewhat startled to find that Rybka2.3.2 - top of the shop until Rybka3 was released - could not win a single game. I didn't know the gap was so big until I ran this".

"New Wave" Test

Pos	ENGINE	/12
1	FIREBIRD 1.0 BETA	8½
2=	ROBBOLITO 0085G3 IVANHOE v73	6½
4	RYBKA 2.32	2½

ROB VAN SON TESTS POCKET FRITZ4 (HIARCS13) AGAINST OTHER POCKET ENGINES

As I write I am glad that the roads aren't slippery anymore - two weeks ago I crossed the street during my lunch break, suddenly slipped on the snow and landed flat on my back.

Luckily I wasn't injured and I've managed to finish some matches on my pair of Pocket PDA machines between the new **Pocket Fritz 4 (with Hiarcs13)** against **Pocket Fritz3 (Hiarcs12.1)**, as well as the **Glaurung, Shredder7** (which was Pocket Fritz2 - they are all called Fritz, but none of them are!), and **TogaII** engines.

In all the games Pocket Fritz4 was on my new HP Ipaq 214 which runs at 624MHz, and its time control was set to G/20mins with 4MB for hash tables.

The opponents were always on my HP Ipaq 2210 400MHz, but they were set to G/30 and also had 4MB hash tables.

I will not share all the scores in this first article. Here, with Eric's notes, we will concentrate on the match between **PF4/Hiarcs13 v PF3/Hiarcs12.1**.

PF4 HIARCS 13 - PF3 HIARCS 12.1

E60: King's Indian: Unusual lines and Fianchetto Variation without Nc3

1.d4 ♘f6 2.c4 g6 3.g3 c5 4.♘f3 ♙g7 5.♙g2 ♗a5+ 6.♗d2 ♘c6

This is a popular line – Karpov played 7.d5 here in a drawn game against Kasparov in 1987

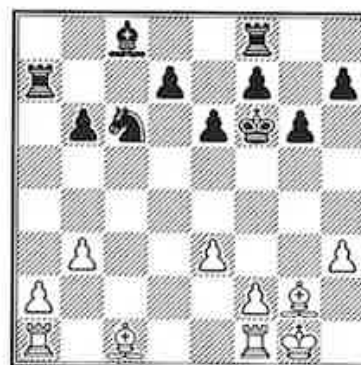
7.♗xa5 ♘xa5 8.♘a3 cxd4?!N

Black won a recent GM level game with 8...♘e4 9.e3 0-0 10.0-0 d6

9.♘xd4 ♘c6 10.♘ac2 ♘g4 11.♘b5 0-0 12.c5 b6 13.h3 ♘h6?!

13...♘f6 looks to be better

14.cxb6 axb6 15.♘c7 ♖a7 16.♘d5 ♘f5 17.g4 ♘fd4 18.♘xd4 ♙xd4 19.0-0 e6 20.e3 ♙c5 21.♘f6+ ♔g7 22.g5! ♙e7 23.b3 ♙xf6 24.gxf6+ ♔xf6



Although Black is a pawn ahead its ♔ needs securing, so White with its strong bishop has worthwhile compensation

25.a4 ♘a5 26.♗b1 ♙b7 27.e4 ♗b8 28.♙f4 e5 29.♙e3 ♔e6 30.f4!

Positive play by PF4. Now Black should probably give the pawn back with 30...d6 31.fxe5 dxe5 32.♙xb6 ♖a6, but instead it tries to find a way to hang on

30...♙a6?! 31.♗fd1 ♘c6 32.♗d2 ♔e7 33.b4 ♙c4 34.a5



34...♗aa8

34...♗a6 wouldn't save the pawn after

35.♖c1! bxa5 36.♗xc4 axb4. It leaves White with the two bishops against knight and 3 pawns, which would be interesting!

35.♗xb6 exf4?!

PF3 might have done better to sacrifice the exchange with 35...♗xb6 36.axb6 exf4, in order to weaken White's queenside pawns. Now 37.♖c1 ♖e5 38.♗dc2 f3! 39.♗f1 ♗xf1 40.♗xf1 is certainly good for White, but Black can start an attack on the doubled pawns with 40...♗b8

36.♗c7!

Here PF4 has faced Black with a difficult decision. The most obvious idea would be to try and save the rook with ♗b7. However PF3 becomes almost human and decides its exposed king is the main source of all its troubles and goes for safety first!

36...♗e8?!

If 36...♗b7!? 37.♗d6+ ♗e8 38.♖c1 ♗a6 39.e5 ♗ba7, and now White can return the exchange with 40.♗xc6! dxc6 41.♗xc6+ ♗d8 42.e6 fxe6 43.♗xf4+ ♗e7 44.♗g5+ ♗f8 45.♗xa8 ♗xa8 46.♗d7! which should win

Another idea might be 36...f6 37.♗d6+ ♗e6 the computers insist this is better than ♗e8 here 38.♖c1 ♗a6 39.e5! ♖xe5 40.♗cd1 ♗f5 41.♗xa8 ♗xa8 42.♗xe5 fxe5 43.♗xd7+-

37.♗xb8 ♗xb8 38.♗bb2



Now it is PF4 that goes all humanlike, as it leaves the b4/♗ en pris and sets a trap!

38...♖e5!

Not 38...♗xb4?? 39.♗xb4 ♖xb4 40.♗d4 ♖c6 41.♗xc4 ♖xa5 42.♗c8+ ♗e7 43.♗f2 winning easily 1-0

39.b5! f3

39...♗xb5?? 40.♗xb5 ♗xb5 41.♗d5 which is the same theme as above, again White wins too much material

40.♗h1 f2+?

Seems to just give the pawn away?!

40...♗e7 was best, but it looks ominous for Black after 41.a6 ♗a8 42.♗dc2+-

41.♗xf2 ♗e7 42.a6 ♗a8

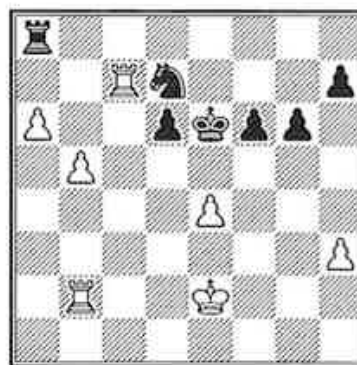
If 42...♗xb5 the same theme we've just seen twice occurs again with 43.♗xb5 ♗xb5 44.♗d5 ♗xa6 45.♗xe5+ 1-0

43.♗f3 f6

If 43...♖xf3 44.♗xf3 ♗e6 45.♗f4 f6 46.♗d4 ♗f1 47.♗a4! and the queenside pawns soon win the game

44.♗e2 ♗xe2 45.♗xe2 d6 46.♗dc2 ♗e6

47.♗c7 ♖d7



48.♗xd7! ♗xd7 49.b6 ♗c8 50.b7+ ♗b8 51.bxa8♖+ 1-0

In the end this match proved how much better the latest PF4 engine is, as it won the match by 4½-1½, allowing the older PF3/Hiarcs12 engine only 3 draws.

Whilst we don't want to spoil your anticipation for the next article, it is also not fair to leave you wondering about everything that happened. So I will tell you that Glauring and the old Shredder had a very hard time against PF4, but that Toga v PF4 was a very good match indeed!



CCT 12 TOURNAMENT ON THE INTERNET

BY RICHARD PIJL, AUTHOR OF THE BARON

Eric says... It is a pleasure for me to be able to introduce another new contributor to our Magazine!

In our last issue we introduced **Shahar Tzafir**, a.k.a Highendman, scourge of Rybka and the Rybka forum. He writes again in this issue elsewhere.

This time we have a programmer - **Richard Pijl**, who lives in Belgium but is actually Dutch. He is the programmer of an excellent and enterprising chess engine called **The Baron**. Readers will have seen its results in *Sel/Search*, and occasionally its games as well in tournaments like the CCT series and the World Championships. I greatly admire amateur programmers who regularly play their engines in such major events - when some of the top commercial engines see the hardware being used by other entrants, they prefer to keep out of the way rather than risk a bad result, so when an amateur manages to remain mid-table competitive with improvements to his program from year to year, then I applaud him!

Richard wrote interestingly about his experiences at CCT 12 on the HIARCS website. *"The Baron is playing on a machine that is somewhat related to Hiarcs... it is sitting in Harvey Williamson's house, so I should write something for your website: "The Trials and Tribulations of a genuine Amateur Program", and I asked if I could reproduce it here for Selective Search".* Richard even offered to update it with some later analysis for me, so I will leave the final Results Table to the end so as not to take any of the interest away from it.

The Computer Chess Tournament (CCT) is an annual computer chess tournament, played on a Internet Chess Server using a G/50+3 time control. Only the authors of the computer chess programs are allowed to register their program for this tournament and it became one of the main gatherings of chess programmers.

In previous years the tournament was hosted by the Internet Chess Club (ICC) which has provided a stable and professional environment for this tournament. However, as it is a

commercial chess server this had some drawbacks and the tournament was moved this year to the Free Internet Chess Server (FICS) or freechess.org.

THE PREPARATION

When preparing for a tournament I usually succeed in freeing myself from strenuous tasks at work and at home. This time it didn't work out that well. Some health problems in my family in January and part of February (not necessary to tell you more about that other than that everything is/will be ok), many projects at work including a week in Switzerland, was a far from ideal preparation.

It meant the Baron playing here is the last beta version that I sent out to testers in the beginning of January. Additionally, because of the nice machine and the necessity to play online at an ICS, it meant I could not use the Shredder GUI to load the book in, but that I needed to figure out a way to connect to FICS, have the engine on Harvey's machine and the tournament book on my own machine.

I knew how to do it, I just needed to adapt the software for it. I had some train rides that I used to draw up the outline of the needed changes, but the real thing had to be programmed on the Thursday evening before the tournament as I did not have sufficient time (and energy) to do that earlier. I managed to get the thing running pretty soon, played a few games at FICS, and even a preparation tournament as well. This tournament was organised on request of a few computer account owners by the CCT TD: Peter Skinner. After the tournament (won by Hiarcs btw) two more games were played between the Baron and Hiarcs, both on their tournament machines but with a place-holder book. All games were played without problems so I felt confident that further testing on Friday evening was not necessary. The only problem that I saw, was that the Baron tried to intimidate its opponents by reporting

search depth 64 on each move, while in reality this was somewhere between 12 and 15 plies during these blitz games.

THE GAMES

Round 1

Got up at 6am to have some time to have some coffee, eat breakfast and prepare the machines, which got me ready and waiting at 6.20am. Got another coffee, saw the others arrive one by one and the pairing was made available.

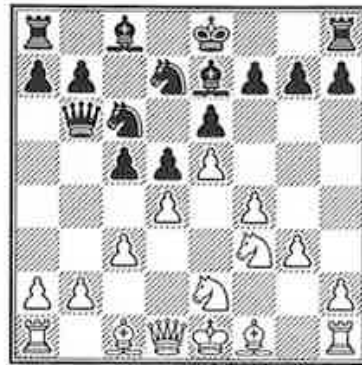
First round the Baron was paired with black against Hannibal, which is normally interesting as neither are top nor patzer engines. Games started, chatting at skype and setting up a voicecall through skype with Vincent Diepeveen (author of Diep) so that it was possible to discuss games without having to type too much. Suddenly I saw that the game stopped. On a closer look it appeared as if the Baron resigned. That is strange in itself as the Baron has no resign feature, and I am positive that I turned the Polyglot resign feature off. Apparently, when polyglot receives an illegal move, it resigns the game. Useful for tournaments run in the basement, but not so nice in this case. Anyway, it meant there had to be a problem in my 2 day old software. And it was. I forgot to handle the 'special' case of castling (although I did think of promotions!). As the book used for testing on Thursday was a very small book, the games went out of book before castling were an option so this was not noticed earlier. Fixed it, ran two more fast games on FICS to test it and fortunately it worked. Unfortunately it cost me a point.

There was one more problem with the book code that went unnoticed at this point. More on that later in this report.

HANNIBAL - THEBARON

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. e5 Nfd7 5. f4 c5 6. Nce2 Nc6 7. c3 Qb6 8. Nf3 Be7 9. g3

TheBaron resigns. 1-0



Round 2

After a quick loss in round 1 I expected more or less an easy opponent. That did not happen. Amyan is a respected engine for which recently the development was resumed. Although the Baron had a significant hardware advantage and played white, it is not a sure or easy win.

In the French Advance, the Baron came out of book at -0.7 which did not really assure me, although a voice in my head (coming in via skype) assured me that white was much better and that engines just did not understand it well enough. Despite the good intentions, it did not feel very comforting either. Fortunately I saw a steadily increasing score soon afterwards and the game was won.

THEBARON - AMYAN

1.d4 e6 2.e4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.a3 f6

Not frequently played. More common are 6..c4, 6..Nh6 or 6..Bd7

7.Bd3 fxe5 8.dxe5 c4 9.Bc2 Nh6

First move out of book for Amyan

10.O-O Nf7 11.b3 cxb3 12.Bxb3 Bc5

Known is 12..Be7

13.Bf4



First move out of the book for the Baron. The Baron showed a score of -0.68 which clearly indicates that it is not happy about the position, which doesn't surprise me. It seems like white has quite a lot of weaknesses. But apparently this position is not at all bad for white

13...O-O 14.Nbd2 Nd6 15.exd6!

This seems to sacrifice a pawn but the continuation of this game shows that that is not true. The alternative 15.Bg3 Nb5 does not look very appealing

15...Rxf4 16.c4!



The logical consequences of 15.exd6

16..d4?

Now the main black attacking diagonal is voluntarily blocked, white can go after the black weaknesses. An alternative was 16..Nd4 to neutralize the white bishop, e.g. 17.cxd5 (17.Nxd5? Bxd5, and white is in trouble) Nxb3 18.Nxb3 Bxd6 19.Re1 with (I think) still a small advantage for black, but further analysis is required on this line to give a definitive answer on it.

17.Ng5 g6

Unblocking the diagonal with 17..d3 fails on 18.Qh5 h6 19.Nge4 Bd4 20.Qe8 Kh7 21.Rab1 and white is calling the shots

18.Nde4 h6 19.g3 Rf8 20.Nf3 Na5

Alternatives like 20..e5 are not much better, e.g. 21.Nh4 Bf5 22.Bc2 d3 23.Bxd3 Nd4 24.Rb1 with a clear advantage to white. Dead wrong is 21..g5? 22.Qh5+! gxh4 23.Qg6+ Kh8 24.Qxh6+ Kg8 25.Bc2 Bf5 26.Rab1

21.Ne5 Bxd6 22.Nxg6 Nxb3

22.. Rf5 is not enough either. 23.Bc2 e5 24.g4 Rf7 25.Qd2 23. Rb1 Qc6 24. Nxd6 Qxd6 25. Nxf8 Nc5.

By this time black is lost. Down the exchange and no compensation for it.

26.Ng6 Bd7 27.Re1 Kh7 28.Ne5 b6 29.Qh5 Be8 30.Qg4 d3



31.Rbd1 Rd8 32.Nxd3 h5 33.Nxc5 hxg4 34.Rxd6 Rxd6 35.Ne4 Rc6 36.Nf6+ Kg7 37.Nxe8+ Kf7 38.Re4 Kxe8 39.Kf1 Rc5 40.Rxe6+ Kd8 41.Re4 Rg5 42.Kg2 Kd7 43.f3 gxf3+ 44.Kxf3 Ra5 45.Re3 Rf5+ 46.Kg4 Rc5 47.Re4 Ra5 48.h4 Rxa3 49.h5 Ra2 50.h6 Rh2 51.Kg5 Rh3 52.g4 a6 53.Kg6 b5 54.cxb5 axb5 55.h7 b4 56.Rxb4 Rh4 57.Kg7

Amyan resigns 1-0

Round 3

After round 2 I was anticipating a strong opponent as the Baron was the engine with the least amount of Buchholz points. Surprisingly the Baron was paired with a new engine 'Daydreamer' instead.

It started out as a 4 knights game which looks familiar to any youth player who is taught to first occupy the centre, then develop the knights, followed by the bishops. The disadvantage of this setup was in this case that it resulted in a position where it was not clear

how to continue. Slowly but surely the Baron got the better position and finally the white position collapsed. This new kid on the block may not belong to the top guns yet, but it surely is no pushover.

DAYDREAMER - THEBARON

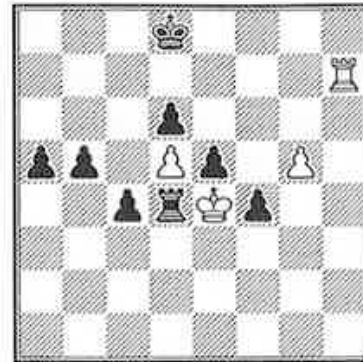
1.e4 e5 2.Nc3 Nc6 3.Nf3 Nf6 4.Bb5 Bb4
 5.O-O O-O 6.d3 d6 7.Bg5 Bxc3 8.bxc3 h6
 9.Bh4 Qe7 10.Rb1 Nd8 11.Bc4 b6 12.d4
 Bb7 13.Bxf6?! Qxf6 14.Re1 Ne6 15.Bxe6
 Qxe6 16.d5 Qd7 17.Qd3 f5 18.Nd2 fxe4
 19.Nxe4 Qa4 20.c4 Ba6 21.Nd2 Bc8 22.a3
 Rf4 23.Rb4 Qd7 24.g3? Rf7 25.Ne4 Qf5
 26.Rb3 Bd7 27.f3 Raf8 28.Re3 Qh5 29.Qe2
 g6 30.h4 g5 31.hxg5 hxg5 32.g4 Qh6
 33.Qh2 Qg6 34.Qe2 Rh7



35.Qg2 c5 36.Rb1 Rff7 37.Rb2 Rh6 38.Re1
 Rfh7 39.c3 Qg7 40.Rf2 Ba4 41.Ng3 Qf8
 42.Qf1 Be8 43.Rg2 Bg6 44.Qe2 Qf4 45.Qe3
 Rh3 46.Kf2 Rf7 47.Qxf4 Rxf4



48.Rgg1 Rh2+ 49.Ke3 Rxc4 50.Rc1 Kg7
 51.Ne2 Kf7 52.Rgf1 Ra4 53.Ra1 c4 54.Rg1
 Bd3 55.Ng3 Rc2 56.Rac1 Rxc1 57.Rxc1
 Rxa3 58.Ne4 Bxe4 59.Kxe4 Kg6 60.Ke3
 Ra2 61.Rh1 Rc2 62.Rh8 Rxc3+ 63.Ke4
 Rd3 64.Rg8+ Kf6 65.Rf8+ Ke7 66.Ra8 b5
 67.Rh8 a5 68.Rh7+ Kd8 69.f4 gxf4 70.g5
 Rd4+



71.Kf5? f3 72.Ke6 f2 73.Rh1 Rf4 74.Rf1 e4
 75.Kxd6 e3 76.Ra1 c3 77.Rh1 f1=Q
 78.Rxf1 Rxf1 79.g6 c2 80.g7 Rg1 81.g8=N
 Rxc8 82.Kc5 c1=Q+ 83.Kxb5 Rg2 84.Ka6
 Rb2 85.Ka7 Qc7+ 86.Ka6 Qb6#

DayDreamerX checkmated 0-1

Round 4

The fourth round is the round where a lot of things happened, but most of it did not happen on the chessboards. Nevertheless that is where the report will start. With 2 out of 3 the Baron was placed in the top half of the standings, meaning that a stronger opponent could be expected, and it turned out to be Crafty. Crafty started a second life some time ago where, after a long period of stagnation in playing strength, it was improved again ... and a lot.

During all of the previous rounds there were a couple of engines that did not comply with the rule to kibitz the search information to the opponent and all others that were watching the game. Not all engines complied to this rule. Some because settings changed between games and it was turned on as soon as the operator was notified of this (Shredder). Or they used an interface (Arena) that was not capable of kibitzing from the search information (Ktulu). And there was one participant (Diep) who refused to kibitz the search information due to possible misuse of this information by the opposing engine (as apparently happened in the past). Instead he whispered this information to all except the opponent. As the demands made by the TD in the tournament channel were ignored (or not noticed), the TD set the result of the game to a loss. (Play actually continued and ended in

a 'proper' loss in the end after all, but that was, at that point, no longer relevant). This caused a fierce rage of the participant resulting in a number of personal attacks. Unfortunately after this the TD had no option but to remove Diep from the event. What happened to Ktulu (that did not kibitz or whisper at all during this round) is subject for the next round report.

The above is an abridged and censored version of what actually happened. It is clear that this distracted the attention from the games that were played. As far as the Baron was concerned, it appears as if it did not understand what it was doing and got slowly crushed. It won a piece, but lost a box of pawns and with it the game.

THEBARON - CRAFTY

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.e3 Bb7 5.Bd3
d5 6.cxd5 exd5 7.Nc3 Bd6 8.Nb5 O-O
9.Nxd6?

*First move out of the book, and a bad one.
Better is 9.Bd2*

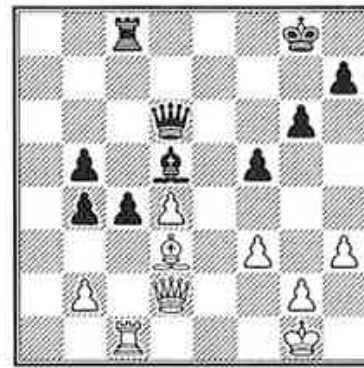
9..Qxd6 10.Qa4?

*And another misguided move. Basically
any other (developing) move like 10.0-0 or
10.Bd2 would have been better. Crafty is
gaining space rapidly, while the white queen
remains locked out of the game*

10..c5 11.O-O c4 12.Be2 Qe6?! 13.Ng5?
Qf5 14.Nh3 Nc6 15.Bd1

*You know you're in trouble when this type
of move is played. Whether it is necessary or
not is not relevant*

15.. a5 16.Bd2 Qd7 17.f3 Ba6 18.Re1 b5
19.Qc2 Nb4 20.Bxb4 axb4 21.Qd2 Qe7
22.Bc2 Bb7 23.Nf2 Ra7 24.e4 Rfa8 25.exd5
Qd6 26.Ne4 Nxe4 27.Bxe4 g6 28.Rad1
Rxa2 29.Qc1 Re8 30.Bb1 Rxe1+ 31.Rxe1
Ra8 32.Qd2 Bxd5 33.h3 Rc8 34.Rc1 f5
35.Bd3!



35..Bxf3!

*The Baron is already a pawn down and
this finishes the game in style. Sacrificing a
bishop for a won ending.*

36.gxf3 Qg3+ 37.Qg2 Qf4 38.Qc2 b3
39.Qd1 Qxd4+ 40.Kh1 Qxb2 41.Bf1 Qe5
42.Rb1 Re8 43.f4 Qxf4 44.Bg2 Kh8
45.Qd7 Qe5 46.Bf3 Re7 47.Qd1 Kg7
48.Kg2 b2 49.Qc2 c3 50.Rd1 b4 51.h4 Qf4
52.Qb3 Qxh4 53.Qc2 f4 54.Qd3 Qg3+
55.Kh1 Re3 56.Qd7+

TheBaron resigns 0-1

Round 5

In round 5 the attention was directed at Ktulu. When one engine's game is forfeited for whispering instead of kibitzing, then an engine that is not sending search information at all should get the same penalty. Although attempts were made to switch to the new Winboard version that could kibitz based on regular search information, those attempts initially failed, resulting in a forfeit. But, as with Diep the previous round play continued. Suddenly Ktulu disconnected, reconnected and was able to use winboard+polyglot correctly, kibitzed and the forfeit was undone.

The Baron meanwhile had the difficult task of playing Thinker. Thinker exited the book quite soon (5 moves) and Baron followed 2 moves later. The Baron got a space advantage, but when it tried to convert it to more permanent advantage, Thinker managed to force a repetition draw.

With 2.5 out of 5 (or 2.5 out of 4 when the game that was not actually played is not counted) the result is a bit below expected,

but there are 4 more rounds to improve on that.

THEBARON - THINKER

1. d4 Nf6 2.c4 e6 3.Nf3 b6 4.e3 Ba6 5.Nc3 Bb7 6.a3 Be7 7.Bd3 c5 8.O-O a6 9.e4 cxd4 10.Nxd4 d6 11.f4 O-O 12.Qe2 Nbd7 13.b4 Rc8 14.Bd2



The Baron has a nice space advantage, but Thinker has no real weaknesses in its position

14..g6?!

And now it created one ...

15.Ra1

The immediate advance of the f-pawn does not yield anything: 15.f5 exf5 16.exf5 Ne5

15..Re8 16.Nb3 Bf8 17.e5?

Looks nice, but it forces the draw. Better is probably 17.Be3.

17..dxe5 18.fxe5 Nh5 19.g4



19..Nxe5! 20.Qxe5 Qxd3 21.gxh5 Rxc4 22.Qg3 Rd8 23.hxg6 hxg6 24.Rf4 Rxf4 25.Bxf4 Qf5 26.Qg5 Qh3 27.Qg3 Qf5 28.Qg5 Qh3 29.Qg3 Qf5

So ½-½

Round 6

I started to write the report on this round while it was early in the morning, Baron was losing and I had nothing better to do anyway. Only a short night sleep (just 5 hours) because I watched an episode of Midsomer Murders when it was already past bedtime. Watching the speedskating 1500m would have overdone it so I went to bed when it started and missed the gold-medal race of Mark Tuitert.

The Baron started playing the French Defence and even stayed a bit longer in book than the opponent. Unfortunately the Baron did not play the continuation well enough to lock the position and Ikarus gradually got the better position. Well played by Ikarus.

IKARUS - THEBARON

1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.Bd3 c5 6.c3 Nc6 7.Ne2 cxd4 8.cxd4 f6 9.exf6 Nxf6 10.O-O Qb6 11.Nf3 Bd6 12.Nc3 O-O 13.Be3 Bd7 14.a3 Kh8 15.Rc1 Rac8 16.Na4 Qd8 17.Nc5 Rc7 18.Re1 Bc8 19.Bb5 Qe7 20.b4



20...b6 21.Na6 Bxa6 22.Bxa6 Ng4 23.Bg5 Qf7 24.h3 Nf6 25.Bd3 h6 26.Be3 Rfc8 27.Bd2 Nd7 28.Qe2 Kg8 29.Ba6 Re8 30.Bb5 Ndb8 31.Qd3 Qf6 32.Qe3 a6 33.Bd3 b5 34.Ne5



34...Bxe5 35.dxe5 Qh4 36.f4 Nd7 37.Rc2 Qd8 38.Rec1 Qc8 39.Qg3 Nf8 40.f5!



40...exf5 41.e6 Rxe6 42.Bxf5 Qb7 43.Bxe6+ Nxe6 44.Be3 Ned8 45.Bxh6 Rd7 46.Qg6 Nd4 47.Rf2 N8e6 48.Qe8+ Kh7 49.Be3 Re7 50.Qh5+ Kg8 51.Rcf1 Qb6 52.Rd2 Qc7 53.Bxd4 Nxd4 54.Rxd4 Qe5 55.Qh4 Re8 56.Kh1 Rc8

The Baron resigns 1-0

Round 7

Last round I noticed that the Baron chose the French Defense, and before the 7th round started I decided to check in the book whether I should change it back to the normal Petrov. At that point I realised that it was the Petrov it should have been playing in the first place, so that there was a problem with the Baron's book code in the new adapter. The book-code itself seemed to be in order though, and testing possibilities were alas limited. So the next round was started without a fix in place.

Although the Baron had white, I was not sure about the book code at all. Perhaps the error would strike in other parts of the book too ...

In a Queens Indian, Telepath went for a side-line with 5..a6, sacrificed a pawn and got enough compensation for it to make progress difficult. Both sides deployed pins on the queen as a main tactical weapon to make positional progress. When Baron managed to put all of his pieces in save places it was a sound pawn up and extended its position further. Later the queens got exchanged, Baron got a pair of bishops for a rook and those bishops made the difference in the ending. This was a nice game to watch, from my point of view at least.

THE BARON - TELEPATH

1.d4 Nf6 2.c4 e6 3.Nf3 b6

The third Queen's Indian. Lost the first, Drawn the second. Now the third?

4.e3 Bb7 5.Nc3 a6 6.Bd3 d5 7.cxd5 exd5 8.O-O Nbd7 9.Re1 Ne4 10.Qb3 Be7!?



Sacrifices a pawn for a nice initiative. Baron accepts the invitation

11.Nxd5 Ndc5 12.Nxc7+ Qxc7 13.dxc5 Nxc5 14.Qc3 Bf6 15.Nd4 Qd6

It is clear that Telepath has compensation for the pawn. White has trouble developing its pieces to a square where they are not pinned

16.b3! O-O 17.Ba3 Rfd8 18.Rad1 Qe5



19.Bf1! Rac8 20.Qb4 Qc7 21.Bb2 a5
22.Qc4 Bd5 23.Qe2

Out of trouble. Now the Baron can think about how to attack

23..Ne4 24.Qg4 Qe5 25.f3 h5 26.Qh3 Ng5



27.Qf5!

Invites into a big exchange of pieces. Avoiding this is not really better. After 27..Qe7 28.e4 the best chances remain with white.

27..Bxf3 28.Qxe5 Bxe5 29.gxf3 Bxd4
30.Bxd4 Nxf3+ 31.Kh1 Nxe1 32.Rxe1 Rc2
33.a4 Rd6 34.Rd1Rc8 35.Ba6 Rc7 36.Rf1
Re7 37.Kg2 Rc7 38.Bb5 Kh7 39.Bc4 Rg6+
40.Kh3 Kg8



41.Rf5 Rd7 42.Rxh5 Rdd6 43.Rf5 Rd7
44.Rh5 Rdd6 45.Rb5 Kf8 46.Bd3 Rge6

47.Kg2 Rc6 48.Bc4 Red6 49.Kf3 Rg6 50.h4
Rh6 51.h5 Rcd6 52.Ke4 Rhf6 53.Bxf6
Rxf6 54.Rf5 Rxf5 55.Kxf5 Ke8 56.e4 Kf8
57.h6 gxh6 58.Kf6 Ke8 59.Bxf7+ Kd7
60.e5 b5 61.e6+ Kd6 62.e7 bxa4 63.e8=Q
Kc5 64.Qe3+ Kc6 65.Qc3+ Kd7 66.Be8+
Kd8 67.Qc6 axb3 68.Qd7#

Telepath checkmated! 1-0

Round 8

Still the error was not found and with another opponent waiting in round 8 this did not make me happy. Deuterium did also chose 1.e4, meaning another French defence due to the still unsolved bug.

The opposite side castling position that arose was underestimated by the Baron. It thought it could afford to play 15..f5 but Deuterium quickly made sure that with 16.g4 it expected to win. Baron did not find the right defending moves and soon it was lost. The game ended quickly after that so I could go back into tracing the problems.

Finally I found it, corrected the error and tested it before round 9 started. At last I would feel all right.... however, it did mean that with 3.5 out of 8, the last game had to be won to save the Baron's tournament a little.

DEUTERIUM - THEBARON

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 5.e5
Nfd7 6.Bxe7 Qxe7 7.f4 O-O 8.Nf3 c5
9.Qd2 Nc6 10.dxc5 Nxc5 11.O-O-O a6
12.Qe3 b5 13.Nd4 Nxd4 14.Rxd4 Bb7
15.Kb1



15...f5? 16.g4! fxg4 17.Rg1 Qh4 18.h3
gxh3?

18...g3 was better

19.f5! Qh5 20.Qg3 Rf7 21.Rg4 Qh6 22.Rh4



22...Qd2 23.Bxh3 Ne4 24.Nxe4 dxe4
25.Rg4 Qh6 26.f6 Bd5 27.Rh1 Raf8 28.Bg2
Rxf6 29.exf6 Qxf6 30.b3 a5 31.Rf1 Qe7
32.Rxf8+ Qxf8 33.Bxe4 h5 34.Rf4 Bxe4
35.Rxf8+ Kxf8 36.Qg5 Bd5 37.Qxh5 a4
38.bxa4 bxa4 39.c4 Be4+ 40.Kb2 Bf5 41.c5
g6

The Baron resigns 1-0

Round 9

The last round, and the first round with a bug-free book adapter. So now everything should be problem free. Unfortunately I agreed with my wife that I would pick up a rabbit hutch at about a 45 minute drive. One she bought at the Dutch variant of E-bay. This meant I could start the game of Baron against Danasah in round 9, but not follow the game. As there were no problems with the connection or software (except for the already mentioned bugs) in the previous rounds, and I did stay until the Baron was out of book, I decided to leave it unattended.

Murphy struck.

After move 40 there seemed to have been connection problems in a part of my chain of systems and it did not recover from it. Although I heard that Pedro, the Danasah programmer, was trying to get a draw arranged (which I appreciate) the TD really had no choice than to declare the game a loss for the Baron. Pity, as it probably had the better position at that time (although not a won position yet).

THE BARON - DANASAH

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.e3 Bb7 5.Nc3
d5 6.cxd5 exd5 7.Bb5+ c6 8.Bd3 Be7
9.O-O O-O 10.b3 Nbd7 11.Bb2 Bd6
12.Ne2 Ne4 13.Ng3 Nxc3 14.hxc3 Re8
15.Re1 Bb4 16.Re2 Qf6 17.Nh4 g6 18.Nf3
Qg7 19.Rc1 Rad8 20.a3 Be7 21.b4 Bf6
22.Qb3 b5 23.a4 a6 24.a5 Re6 25.Bc3 Qh6
26.g4 Rde8 27.Bd2 Qf8 28.g5 Bd8 29.Rce1
Bc7 30.e4!



30...c5?

Black should have made the exchanges on e4 with 30...dxe4 31.Rxe4 Rxe4 32.Bxe4 and now 32...Re6 and the Baron has only a small advantage

31.dxc5 dxe4 32.Nd4 exd3 33.Nxe6 fxe6
34.Rxe6 Rxe6 35.Qxe6+ Qf7 36.Qxf7+
Kxf7 37.Re3 Ne5 38.f4 Nc4 39.Rxd3 Bc8
40.Bc1 Bf5



The Baron forfeits on time, but would have had every chance of winning after 41.Rd1. 0-1

THE BLITZ TOURNAMENT

Before I left to fetch the Rabbit hutch, I also registered the Baron for the CCT blitz tournament. Unfortunately, when I returned it

became clear that the tournament changed so that it missed round 1.

In blitz tournaments I do not use the tournament book, but a shallow PGN type of book, which means it plays mainly the mainlines without much book support. That shows in the results. The Baron is not strong at blitz either, so that is probably another reason for the poor result of it in this tournament.

For the Blitz games the first evaluation when the Baron comes out of book is shown, and then occasional evaluations where the engine believes the game situation changes in some way.

Although the Baron missed round 1, it could still late-join into round 2. In the game against Now the Baron may have reached a favourable position but I'm not sure whether it was a won position. The Baron did not manage to convert it so a draw is was.

Now - THEBARON

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Be3 e5 7.Nb3 Nc6 {-0.09/64 9} 8.Be2 Be7 9.O-O O-O {+0.00/1. Back in book!} 10.f3 Qc7 {-0.16/64 13. Back out} 11.Qd2 b6 12.Rfd1 Rd8 13.Rac1 a5 14.Na4 Rb8 {-0.16/64 13} 15.Bb5 d5 {+0.20/64 9} 16.exd5 Nxd5 17.c4 Nxe3 18.Qxe3 Rxd1+ 19.Rxd1 Be6 20.Bxc6 Qxc6 21.Qxe5 Rf8 {+0.52/64 11} 22.Nc3 Qxc4 23.Nd5 Bd8 24.Qd4 Qxd4+ 25.Rxd4 Bg5 26.f4 Rd8 27.fxg5 Rxd5 28.a4 Kf8 {+0.56/64 6} 29.Rxd5 Bxd5 {+1.40/64 9} 30.Nd4 g6 31.Kf2 Ke7 32.g3 Kd6 33.h4 Kc5 {+2.36/64 10} 34.Ke3 Kc4 35.g4 Bb7 36.h5 Bc8 37.Nb5 Kb3 {+2.52/64 6} 38.Nd6 Bxg4 {+0.94/64 13} 39.h6 Kxb2 {+0.62/64 7} 40.Nc4+ Kc3 {+1.68/64 8} 41.Nxb6 Be6 {+1.23/64 7} 42.Ke4 Kb4 {+1.08/64 26} 43.Kd4 Bb3 {+0.19/64 21} 44.Ke3 Be6 45.Kd4 Bb3 46.Ke3 Kc5 47.Nd7+ Kd6 48.Nf6 Ke7 {+0.01/64 6} 49.Nxh7 Bxa4 {+0.00/64 4} 50.Nf6 Kf8 51.Kd4 Bb5 52.Kc3 Bf1 53.Nd5 Bh3 54.Kb2 Bd7 55.Nf6 Ba4 56.Ng4 Kg8 57.Kc3 Bb5 58.Ne5 a4 59.Kb4 Be8 60.Ka3 Kh8 61.Nc4 Bc6 62.Nd6 Kg8 63.Kb4 Bd7 64.Ne4 Bc6 65.Nf6+ Kh8 66.h7 Bb5 67.Kc3 Be2 68.Kb4 Bd1 69.Ka3 Bc2

70.Kb4 Bb3 71.Ka3 Bc2 72.Kb4 Bd1 73.Ka3 Bc2

Game drawn by repetition. 1/2-1/2

The third round was a nice game against DayDreamer. Daydreamer sacrificed a pawn, got a nice position but lost pressure on the position and the Baron took over. Unfortunately, it could not convert the endgame to a win so another draw was made.

THEBARON - DAYDREAMER

1.Nf3 Nf6 2.d4 d5 3.Bf4 c5 4.c3 Nc6 5.e3 {-0.06/64 9} e6 6.Bd3 {+0.00/1. Back in book} c4 7.Bc2 Nh5 8.Bg5 Qb6 9.b3 h6 10.Bh4 g5 11.Ng1 {+0.08/64 19. Back out} gxh4 12.Qxh5 Rg8 13.Kf1 {+0.27/64 10} e5 14.Qxh4 Rg4 15.Qf6 Bg7 16.Qf3 {-0.60/64 10} exd4 17.h3 Rg5 18.exd4 Nxd4 19.exd4 Qxd4 20.h4 {-1.32/64 10} Rg4 21.Nc3 Qxc3 22.Re1+ Kf8 23.Qxd5 Bf6 24.f3 {-0.52/64 7} Qd4 25.Qb5 {+0.08/64 15} Rg8 26.Ne2 {+0.28/64 10} Qd2 27.Qxc4 Be6 28.Qf4 Qxc2 29.Qxf6 Qxa2 30.Qxh6+ Rg7 31.h5 Qxb3 32.Qh8+ Rg8 33.Qe5 {+0.72/64 16} Qd5 34.Nd4 Qxe5 35.Rxe5 Bc4+ 36.Kf2 {+1.05/64 10} Rd8 37.Rd1 Rc8 38.Rc1 {+1.68/64 7} Kg7 39.Rg5+ Kh8 40.Rxg8+ Kxg8 41.Nb5 Rc5 42.Nxa7 Kg7 43.g4 {+2.19/64 7} b6 44.Kg3 f6 45.f4 Be2 46.Re1 {+2.41/64 25} Rc3+ 47.Kh4 Rc2 48.Nc8 Bxg4 49.Kxg4 Rxc8 50.Re7+ {+0.76/64 12} Kh6 51.Re6 Rg8+ 52.Kh4 {+1.26/64 5} Rb8 53.Rxf6+ {+3.00/64 1.6} Kh7 54.Kg5 {+2.49/64 1.6} b5 55.Rh6+ Kg8 56.Rg6+ {+2.17/64 0.9} Kf7 57.Rf6+ {+1.76/64 3} Kg8 58.Rg6+ Kf7 59.Ra6 b4 60.Ra7+ Kg8 61.Ra2 {+0.00/64} Kf7 62.Ra7+ Kg8 63.Ra2 {+1.47/64 0.5} Kf7 64.Rb2 b3 65.h6 {+0.00/64 7} Rg8+ 66.Kf5 Rb8 67.Kg5 Rg8+ 68.Kf5 Rb8 69.h7 Kg7 70.h8=Q+ Kxh8 71.Rb1 b2 72.Kf6 Rb7 73.f5 Kg8 74.Ke6 Kh7 75.Kf6 Rb8 76.Rh1+ Kg8 77.Rb1 Kf8 78.Ke6 Rb5 79.Kf6 Kg8 80.Ke6 Rb8 81.Kd6 Kf7 82.Kd5 Kg7 83.Ke6 Kf8 84.Kd6 Kg7 85.Ke7 Rb6 86.f6+ Kh7 87.f7 Rb7+ 88.Ke8 Rb8+ 89.Ke7 Rb7+ 90.Ke8 Rb8+ 91.Ke7 Rb7+

Game drawn by repetition. 1/2-1/2

The fourth round game was played against

Dirty. The Baron plays against Dirty a lot in the tournaments by Fonzy (checkout <http://www.geenvis.net> for info on how to watch these games live), and usually scores well against it. This time it was Dirty's turn and it came close to winning the game. The Baron made an Houdini manoeuvre and saved the draw.

THEBARON - DIRTYCHESS

1.c4 Nf6 2.g3 e5 3.Nc3 Bb4 4.Nf3 Nc6 5.Nd5 e4 6.Nh4 O-O 7.Bg2 Bc5 8.O-O {+0.14/64 7} Re8 9.d3 {+0.00/1. Back in book - again!} exd3 10.Qxd3 Ne5 11.Qc2 c6 12.Be3 cxd5 13.Bxc5 {-0.11/64 8. Back out} d6 14.Bd4 dxc4 15.f4 Nc6 16.Bxc6 {-0.72/64 11} bxc6 17.Qxc4 c5 18.Bxf6 Qxf6 19.Rad1 Qxb2 20.Rxd6 Bg4 21.Qxc5 Qxa2 22.e3 {-1.40/64 34} Qe2 23.Rf2 Qe1+ 24.Rf1 Qxe3+ 25.Qxe3 Rxe3 26.Ra1 f6 27.Rda6 Re7 28.R6a5 Kf7 29.Ng2 g6 30.Kf2 {-0.99/64 7} Be6 31.Ne3 Rd8 32.Rxa7 {-0.38/64 17} Rd2+ 33.Kg1 Re2 34.Rxe7+ Kxe7 35.Ng2 Kd6 36.Rd1+ Kc5 37.Re1 Rxe1+ 38.Nxe1 Kd4 39.Kf2 Ke4 40.Ke2 h5 41.Nc2 Bg4+ 42.Kf2 g5 43.fxc5 {+0.00/64 7} fxc5 44.h4 gxh4 45.gxh4 Be6 46.Ne3 Bf7 47.Nf1 Bc4 48.Nd2+ Kd4 49.Nxc4 Kxc4 50.Ke3 Kc5 51.Ke4 Kc6 52.Ke5 Kc5 53.Ke6 Kd4 54.Kd7 Kd5 55.Kc8 Ke5 56.Kc7 Kd4 57.Kb8 Ke5 58.Kc7 Kd4 59.Kb8 Ke5 60.Kc7

Game drawn by repetition. 1/2-1/2

In the fifth round a stronger opponent selected by the pairing software. Black against Hannibal. Now, with the small book another French was selected, which was clearly better understood by Hannibal. A loss without a chance of a better result.

HANNIBAL - THEBARON

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5 Nfd7 5.f4 c5 6.Nf3 Nc6 7.Be3 a6 8.Qd2 cxd4 9.Nxd4 Bc5 10.Be2 Bxd4 {-0.04/64 10} 11.Bxd4 f6 12.exf6 Nxf6 13.O-O-O O-O 14.Bc5 Re8 15.Bf3 Rb8 16.Rhe1 b6 {-0.41/64 23} 17.Bf2 Ne7 18.Kb1 Rf8 19.Ne2 Nc6 {-0.97/64 9} 20.Nd4 Nxd4 21.Bxd4 b5 22.g4 Rb7 23.Qe3 Kh8 24.Bc5 Rg8 {-1.31/64 8} 25.g5 Nd7 {-1.88/64 14} 26.Bd4 Nf8 27.h4 Rf7 28.h5 Qc7 29.g6 Rf5

{-3.07/64 11} 30.Bg4 Rf6 31.Bxf6 gxf6 32.f5 exf5 33.Bf3 Be6 34.Qa3 Qd7 {-4.03/64 16} 35.Qc5 hxg6 36.Bxd5 Bxd5 37.Rxd5 Ne6 {-5.16/64 8} 38.Qe3 Qf7 39.Qxe6 Qxe6 40.Rxe6 gxh5 41.a4 Rg1+ 42.Ka2 Kg7 43.Rxf5 bxa4 44.Rexf6 Rg2 45.Rf7+ Kg6 {-8.22/64 7} 46.R5f6+ Kg5 47.Rg7+ Kxf6 48.Rxg2 a5 49.Re2 Kf5 50.c4 a3 {-15.37/64 6} 51.Kxa3 Kg4 52.c5 Kf3 53.Re8 h4 {-99.86/64 5} 54.c6 Kf4 55.c7 Kg3 56.Rg8+ Kf4 57.c8=Q Ke5 58.Rg5+ Ke4 59.Qg4+ Ke3 60.Re5+ Kd2 61.Re2+ Kd1 62.Rf2+ Ke1 63.Qg1#

TheBaron is checkmated. 1-0

The next round the hope was for a win, as that would save once more the bad overall result in this tournament. The opponent was Telepath, which normally is a good sparring partner good for a decent amount of wins. Unfortunately, this time the Baron forgot to develop its pieces and Telepath extended its advantage move by move until it had a won position.

TELEPATH - THEBARON

1.d4 d5 2.c4 e6 3.Nf3 dxc4 4.e3 c5 5.Bxc4 a6 6.Bd3 Nc6 {-0.17/64 7} 7.O-O f5 8.Nbd2 cxd4 9.Nc4 b5 {+0.24/64 8} 10.Nce5 Nxe5 11.Nxe5 dxe3 12.Bxe3 Bb7 13.Qe2 Qd5 14.Nf3 Be7 {-0.25/64 10} 15.Rfd1 Kf8 16.a4 bxa4 {-0.48/64 38} 17.Rxa4 Nf6 18.Rd4 Qc6 {-0.70/64 26} 19.Rc1 Qe8 {-1.13/64 19} 20.Ng5 Bd5 21.Bf4 Bd8 22.Re1 Bb6 23.Rxd5 exd5 {-1.84/64 20} 24.Qd2 Qa4 25.Bxf5 g6 26.Bc2 Qc4 27.Be5 Bd8 28.Bd4 Kg8 {-2.60/64 7} 29.Ne6 Be7 {-5.72/64 11} 30.Qh6 Bf8 31.Qg5 Bg7 {-8.27/64 7} 32.Bxf6 Qb4 {-12.01/64 8} 33.Rc1 Rc8 34.Nxg7 Kf7 35.Nh5 gxh5 36.Bxh8 Rxc2 37.Qg7+ Ke8 38.Qg8+ Ke7 39.Qxh7+ Kd6 40.Qxc2 Qc4 {-99.84/64 14} 41.Qg6+ Ke7 42.Rxc4 dxc4 43.Be5 h4 44.Qd6+ Kf7 45.Qf6+ Ke8 46.Qe6+ Kf8 47.Bf6 a5 48.Qe7+ Kg8 49.Qg7#

TheBaron is checkmated. 1-0

In the final round the Baron played Almond, a newcomer that did not score much points but did contribute a lot to the lively discussions at channel 64. It wasn't a big obstacle

for the Baron.

THEBARON - ALMOND

1.d4 Nf6 2.Nf3 d5 3.g3 c5 4.Bg2 e6
 5.O-O Nc6 6.b3 cxd4 7.Nxd4 Bc5 8.Bb2
 O-O 9.Nxc6 {-0.16/64 18} bxc6 10.c4 Bb7
 11.e3 Qe7 12.Nc3 Rfd8 13.Na4 dxc4
 14.Qc2 {+0.24/64 10} Ba3 15.Bxa3
 {+0.52/64 10} Qxa3 16.Qxc4 Nd7 17.Rfd1
 Qe7 18.Qc3 {+0.86/64 12} Rac8 19.Qa5
 {+1.29/64 11} a6 20.Rd2 Rf8 21.Rad1
 {+1.92/64 11} Nb8 22.Nc5 Qc7 23.Qc3
 {+3.92/64 9} Ba8 24.Rd7 {+5.31/64 8}
 Nxd7 25.Rxd7 Qxd7 26.Nxd7 Rfd8 27.Nb6
 Rc7 28.Qe5 Ra7 29.Kf1 Rd1+ 30.Ke2 Rd8
 31.Qa5 Bb7 32.Nc4 {+9.48/64 6} Rd7
 33.Ne5 {+13.23/64 9} Ba8 34.Nxd7 Rxd7
 35.Qb6 h6 36.Qb8+ Kh7 37.Qxa8 Re7
 38.Bxc6 Rc7 39.Qxa6 g6 40.a4 Kg8 41.Qb6
 Rc8 42.b4 Rxc6 43.Qxc6 {+98.99/64 14} h5
 44.b5 h4 45.b6 Kh7 46.b7 Kg7 47.b8=Q g5
 48.Qce8 Kg6 49.Qe5 hxg3 50.Qg8+ Kh6
 51.Qeh8#

AlmondX checkmated. 1-0

All things considered, the tournament was not a successful one for the Baron. Some things were just bad luck (main tournament, round 9), others were due to a lack of testing (with the real book) in the preparation phase (mainly round 1, but also round 6 and 8). Not that it would have ensured a better result, but at least there would have been a proper game against these opponents.

The last thing that I want to say as part of this report is a big thank you to Harvey for lending me his 8-core machine.

The next time that the Baron plays a tournament will be March 20-21 2010 at the Chess Programmer's Tournament in Wortel, Belgium.

Very many thanks indeed to Richard for all the hard work that went into this fascinating article, looking into the ups and downs of the truly strong amateur programmer with not quite enough time to do everything he wants in his chess life!

Before we look at the final scores, here are a

few of the other 'best games' for readers to enjoy. As **Sjeng** (running on an 80-core Cluster) won, we'll start with one of its games.

SJENGX - DEUTERIUMCCT

1.e4 c5 2.♘f3 d6 3.b3 ♘f6 4.e5 dxe5
 5.♘xe5 e6 6.♙b2 ♙d6 7.f4 ♘bd7 8.♘a3 0-0
 9.♙d3 ♘d5 10.♙f3 ♘b4 11.♙e4 ♙e7?! [This allows Sjeng to win a pawn, and Black has very little in the way of compensation. Better was 11... ♘f6 12.♙xb7 ♙xb7 13.♙xb7 ♘fd5=] 12.♘ec4! f5 13.♘xd6 ♙xd6
 14.♙xb7 ♙xb7 15.♙xb7 ♙d5?! [15... ♙ad8 was better, the move played emphasises White's pawn advantage] 16.♙xd5 exd5



17.d3 ♙ab8 18.♙d2 ♙b6 19.c3 ♘a6 20.g3
 ♘c7 21.♘c2 ♙d8 22.♙he1 ♘f7 23.♙e2 ♘g8
 24.♙ae1 ♙a6 25.a4 ♘f8 26.b4 c4?! [Deuterium, which ended 9= with a + score... so it's a good program - was probably lost even before this. But a better defence would have been 26... ♙b8 27.♙e7 ♘fe6] 27.♘d4 ♘g6
 28.♘xf5 ♙xa4 29.dxc4 dxc4+ 30.♙c2 a5
 31.♙e4 axb4 32.♙xc4 ♘d5 33.♙b3



33...bxc3? [Black can hardly avoid some exchanges, but a better way to navigate them was with 33... ♙a5 34.cxb4 ♘xb4 35.♘e7+ ♘xe7 36.♙xe7 ♘d3 37.♙xg7+ ♘f8+-] 34.♙xa4 ♙b8+ 35.♙a2 cxb2 36.♙a3 ♘f7

37. ♖d6+ ♜f6 38. ♜b1 h6 39. ♞d3 ♜c7?!
 [Defending the ♖d5 with 39... ♜ge7 was
 better] 40. ♜e4+! ♜f5 41. ♞c3 ♜a6 42. ♜d6+
 ♜g4 43. f5 ♜f8 44. ♞e4+



[It's all over] 44... ♜h3 45. ♞h4+ ♜g2
 46. ♞c2+ ♜f1 47. ♞f4+ ♜e1 48. ♞ff2 ♜b4
 49. ♞ce2+ ♜d1 50. ♞g2 ♞a8 51. ♞xb2 ♜d3
 52. ♞g1+ ♜e1 53. ♜c4 ♞a1+ 54. ♜xa1 ♜d7
 55. ♜e3+ ♜c1 56. ♞xe1# 1-0

It's very nice to see the arrival of a new version of **Junior**, though here we see that it's aggressive, and therefore sometimes risky playing style, didn't do it any good against **Crafty**.

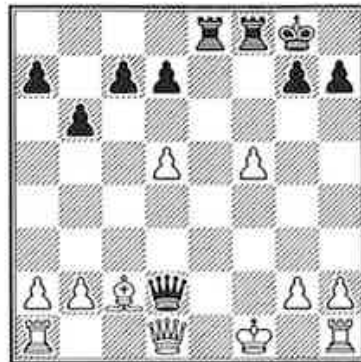
CRAFTY - DEEPJUNIOR

1.e4 e6 2.d4 b6 3.c4 ♖b7 4. ♖d3 f5 5.exf5
 ♖b4+ 6. ♜f1 ♜f6 7. ♜f3 ♖xf3 8. ♞xf3 ♜c6
 9. ♖e3 e5 10.d5 e4 11. ♖xe4 ♜e5 12. ♞f4 0-0
 13. ♖c2 ♞e7 14. ♜c3 ♞ae8 15. ♜e4 ♜h5
 16. ♞g5

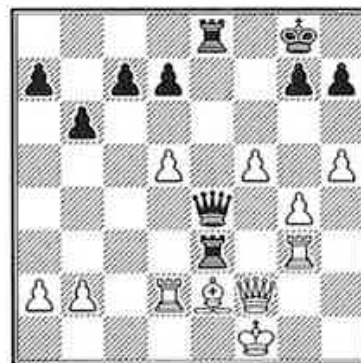


16... ♜xc4 [Junior always wants to be different, forever striving to keep as much life as possible in a position. But sometimes the simple moves are the best ones and here exchanging queens with 16... ♞xg5 17. ♖xg5 ♞xf5 18. ♜d6 ♞xf2+ 19. ♜xf2 ♖xd6 leaves

the game unbalanced, and both sides would have chances] 17. ♞xh5 ♜xe3+ 18.fxe3 ♞e5 19. ♜g1 ♖d2 20. ♜xd2 ♞xe3+ 21. ♜f1 ♞xd2 22. ♞d1



[We can see that Junior – excitement guaranteed – still has an attack, but is it enough for the ♖ it's given up?] 22... ♞f4+ 23. ♞f3 ♞c4+ 24. ♖d3 ♞d4 25. ♞d1 ♞e3 26. ♞f2 ♞g4 27. ♞d2 ♞d4 28.h4! ♞e5 29.h5 ♞e8 30. ♖e2 ♞f8 31.g4! ♞e4 32. ♞g1 ♞e8 33. ♞g3!



[It's been a tensely exciting game for the spectators, and nerve-racking for the operators I'm sure, but it's over now] 33... ♞xg3 34. ♞xg3 ♞h1+ 35. ♜f2 ♞e4 36.d6 c6 37. ♞f3 ♞e5 38. ♜g2 ♜h8 39. ♖d1 1-0

Before **Diep**'s owner and operator got it disqualified, here was its round 3 game against **Hiarc**s.

DIEP - HIARCS

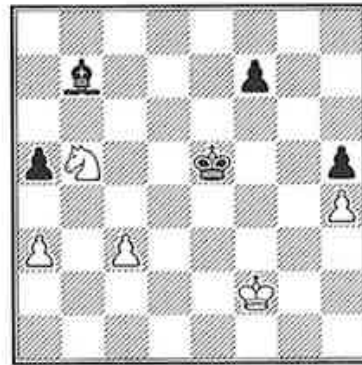
1.e4 c5 2. ♜f3 d6 3.d4 cxd4 4. ♜xd4 ♜f6
 5. ♜c3 a6 6. ♖g5 e6 7.f4 ♞b6 8. ♞d2 ♞xb2
 9. ♞b1 ♞a3 10.e5 h6 11. ♖h4 dxe5 12.fxe5
 g5 13.exf6 gxh4 14. ♖e2 ♞a5 15.0-0 ♜d7
 16. ♜h1 ♞g5 17. ♞f4 e5 18. ♜d5 exd4



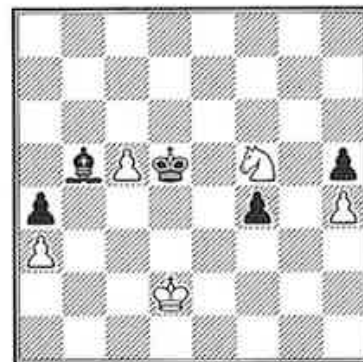
[There's a lot of theory behind these very sharp Poisoned Pawn games, but I think only 19. ♖xd4 has been played here before] 19. ♕f3?! [The Powerbook line is 19. ♖xd4 ♗d8 20. ♖d1 h3=. Another idea might be 19. ♗c7+ ♗d8 20. ♗xa8, but after d3 21. ♕xd3 ♕d6 22. ♖bf1! ♕xf4 23. ♖xf4 ♖e8, Black perhaps has a slight edge] 19... ♕d6! 20. ♖xd4 ♗e5?! [How about 20... ♗c5!? 21. ♖xh4 ♗e6 22. ♖e4 ♗f8. The queen's en pris, but White can play 23. ♖be1! and now 23... ♕d7 (23... ♗xd4?? 24. ♖e8#) 24. ♖xe6 ♕xe6 25. ♖b6 ♕a3=] 21. ♗b6 0-0 22. ♗xa8 ♕c5 23. ♖xc5 ♖xf4 24. ♖d6 ♖f5 25. ♖d1 ♖e6 26. ♖e7 ♖e8 27. ♖d8 ♖xd8 28. ♖xd8+ ♗h7 29. ♕e4+ ♗g6 30. ♖d4 ♕d7 31. ♗b6 ♕c6 32. ♗d5 h3!



[It was looking a lot like a draw until Diep's response to this] 33. gxh3?! [33. c4 hxg2+ 34. ♗xg2 leaves Black with a slight edge, but hardly enough to win] 33... ♖xh3 34. ♗g1 ♖g4+ 35. ♗f1 b5 36. h4 h5 37. c3 ♕b7 38. a3 a5 39. ♕xg6+ ♖xg6 40. ♗f4 ♖g4 41. ♗e2 ♗g6 42. ♗f2 ♖xd4+ 43. ♗xd4 ♗xf6 44. ♗xb5 ♗e5



[We reach the endgame, and White might still escape with a draw with best play] 45. c4 ♕c6 46. ♗e3?! [46. ♗c3 ♗d4 (46... f5 47. ♗e2=) 47. ♗e2+ ♗xc4 48. ♗g3 ♗b3 49. ♗xh5 ♕e4=] 46... f5! 47. ♗a7 f4+ [Black can win this!] 48. ♗e2 ♕e4 49. ♗b5 ♕f5 50. ♗d2 ♕d7 51. ♗e2 ♕g4+ 52. ♗d3 ♕f3 53. ♗d2 ♗e4 54. c5 ♗e5 55. ♗a7 ♕e4 56. ♗b5 ♕c6 57. ♗d6 a4 58. ♗f7+ ♗e6 59. ♗d6?! [59. ♗g5+ looks better, then 59... ♗f5 60. ♗e1 ♗g4, and now I thought that 61. ♗e6 would save White, but changed my mind when my PC engine suggested 61... ♗g3!? 62. ♗g7 ♗xh4 63. ♗f5+ ♗g4-+] 59... ♗d5 60. ♗f5 ♕e8! 61. ♗d6 ♕d7 62. ♗d3 ♕c6 63. ♗f5 ♕b5+ 64. ♗d2



[Here's a finish to the game for our endgame experts to check out! I think the engines make a double blunder?!] 64... ♗xc5?? [64... ♕e8 65. ♗d6 ♕d7 66. ♗d3 ♕h3 67. ♗e8 ♕f5+ 68. ♗d2 ♗xc5 69. ♗f6 ♕g6 and wins 0-1] 65. ♗e1?? [65. ♗g7! ♗c4 66. ♗xh5 f3 67. ♗e3 and draws] 65... ♕e8! 66. ♗f2 [66... ♕g6 67. ♗e7 ♕e4 68. ♗c8 f3 69. ♗e7 ♗c4 70. ♗g8 ♗b3 0-1] 0-1

That was a longer game, but with an interesting ending! Let's see how 80-core Sjeng did against Shredder, always a tough

opponent.

SJENGX - SHREDDER

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6
 5.♘c3 a6 6.f3 e6 7.♙e3 b5 8.♚d2 ♘bd7
 9.a3 ♙b7 10.0-0 ♘e5 11.g4 ♘fd7 12.♞g1
 [12.g5 ♘b6 13.f4 ♘ec4 14.♚f2 ♞c8 is
 usual] 12...♘b6 13.f4 ♘ec4 14.♚e1 ♚c7
 15.f5 e5 16.♘b3 ♘a4 17.♘xa4 bxa4
 18.♘d2 ♘xe3 19.♚xe3 h6 20.♚h3 ♞c8
 21.♙d3 d5 22.f6 gxf6 23.♚f3 dxe4 24.♘xe4
 ♙xe4 25.♚xe4 ♚c6 26.♞de1 ♙c5 27.♞gf1
 ♘e7 28.c3 a5 29.♘c2 ♞hg8 30.♚f4 ♚e6
 31.♚xa4 ♞xg4 32.♚xa5 ♙b6 33.♚b5 ♞c5
 34.♚a6 ♞g2+ 35.♞e2 ♞xe2+ 36.♙xe2 f5
 37.♚a4



[With the pawns spread on opposite sides of the board it's very hard to say who is winning here. Shredder with 36...f5 and it's next has decided to push first] 37...e4 [Maybe 37...f4 was better?!] 38.♚b4 ♘f8?! [Another small mistake? These can add up! 38...♘f6 39.a4 ♞c8= 39.a4! ♘g7 40.♞g1+ ♘f6 41.♞d1 ♚c6 [The queen is soon harassed here, but I can't really see anything better. If 41...♞c6 42.♚f8! ♘g6 43.h4!] 42.♙b5 ♚c7 43.♚d4+ ♞e5 44.♚d2 e3 45.♚e2 ♞e4 46.♞d7 ♚f4 47.b4 ♙c7?! [47...♞e7 48.♞xe7 ♘xe7 makes the presence of opposite coloured bishops a little more influential on the outcome, so after 49.♙d3 ♚g4! 50.a5 ♙a7 perhaps Black would have a slightly better chance of saving the game] 48.a5! ♞e7 49.♞xe7 ♘xe7 50.♘b3



[The exchange took place anyway, but this way White's king seems to have gained a tempo!] 50...♚e5 51.♙c4 f4 52.a6 ♚f5? [If 52...♙b6 53.♚g2! is strong, but Shredder's chances would have been better than they are with the game move] 53.a7! [Assures Sjeng of the win] 53...♚b1+ 54.♘a4? [Just gives Black a brief glimmer of hope. 54.♚b2 would have wrapped it up] 54...♚c4 55.♚d3 ♚a8 56.♚d4 ♙b8 57.♚c5+ ♙d6 58.♚b6 ♙e5 59.♚a5 ♙b8 60.axb8 ♞xb8 61.♚f5 ♚c7? [Although the game was now lost anyway, I thought this a strange move – allowing White to exchange queens obviously ends the game] 62.♚xf7+ ♘d8 [63.♚xc7+ ♘xc7 64.♙e2 wins easily] 1-0

We now come to a humdinger of a game - a humdinger is something really positive, powerful, and best avoided if you're the one on the wrong end of it. Viva Le Junior, this is an absolutely marvellous game!

KTULU - DEEPJUNIOR

1.d4 d5 2.♘f3 ♘f6 3.c4 e6 4.g3 dxc4 5.♙g2 c5 6.0-0 ♘bd7 7.♘a3 ♘b6 8.♘xc4 ♘xc4 9.♚a4+ ♙d7 10.♚xc4 b5 11.♚c3 [According to my records the queen always goes to c2, b3 or d3, but not c3!?] 11...♘d5 12.♚d2 c4 13.e4 ♙b4 14.♚e2 ♘b6 15.♘e5 0-0 16.♞d1 ♙e8 17.d5 exd5 18.exd5 ♙d6 19.♘c6 ♚f6 20.♙e3 ♙d7 21.♚d2 ♞fe8 22.♙d4 ♚f5 23.♚a5



23...h5!? [The sacrificial start of a daring kingside raid] 24.♖xb5 h4 25.♖a6 h3!? [It seems as if the pawn is trying to save the game on its own – well, no, actually it's trying to win it! Obviously the g2 square and the h1–a8 diagonal are likely to assume great importance if White isn't careful] 26.♙h1 ♖h5! 27.♗xa7?! [White seems to get into irreversible trouble a few moves after this, so we should look for alternatives. i. 27.♙xb6 axb6 28.♖xc4 ♖e2 29.♖c3=. Or ii. 27.♖d2 ♙f4! 28.gxf4 (if 28.♖dd1? ♙g4! and Black is already winning) 28...♖g4+ 29.♗f1 ♙xc6 30.dxc6 ♖ad8=] 27...♙g4 28.♖e1 ♙f3! 29.♙xb6 ♙xh1 30.♖xc4 ♙xd5 31.♖d3 ♙b4 32.♖e3 [Seems to be best, but I believe Junior's attack cannot be stopped now. 32.♖xe8+ ♖xe8 33.♖c1 ♖e2!-+] 32...♖xe3 33.♖xe3

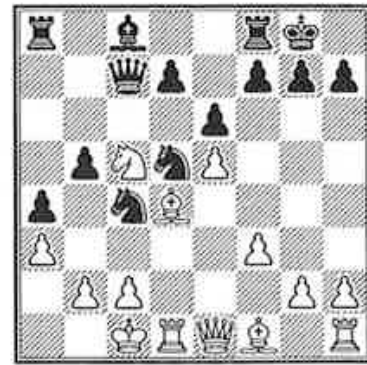


33...♙d2! [A truly brilliant idea] 34.♖d3 [Anything else is a disaster, including of course 34.♖xd2?? ♖f3! forcing 35.♖xd5 ♖xd5 to avoid a quick mate] 34...♖e8! 35.a4 ♙e4 36.♖b3 [If 36.g4 ♖xg4+ then 37.♖g3 is possible, but 37...♖d7 38.f3 ♖e6! and after 39.fxe4 ♖g6 wins] 36...♖f5 37.♖b5 ♖e5 38.♖xe5 ♖xe5 39.♗c6 ♙xc6 40.♙d4 ♖e2 41.b3 ♙g2 42.a5 ♙e1 43.g4 ♖f1# 0-1

Here is another game I absolutely insist that you play through!

SHREDDER - IKARUSX

1.e4 c5 2.♗f3 e6 3.d4 cxd4 4.♗xd4 ♗c6 5.♗c3 ♖c7 6.♙e3 a6 7.♖d2 ♗f6 8.0-0-0 ♙b4 9.f3 ♗e5 10.♗b3 b5 11.♖e1 ♗c4 12.♙d4 0-0 13.e5 ♙xc3 14.♙xc3 ♗d5 15.♙d4 a5 16.♗c5 a4 17.a3

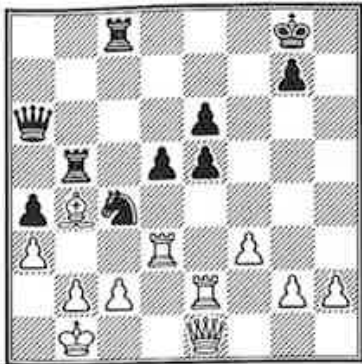


[We are in the theory of this Sicilian Taimanov variation to here, and now f6 is shown as the Book move] 17...♙b7!? or ?! [17..f6 18.exf6 ♗xf6 19.♖g3 e5 20.♙xc4+ bxc4 21.♖xe5 is known, and now you'd expect Black to play 21...d6 leaving chances for both sides. By not playing f6 Black has sacc'd a pawn but will have some counter-play] 18.♙d3 ♗f4 19.♙xh7+ ♗xh7 20.♖h4+ ♗g8 21.♖xf4 f6! 22.♖g3 fxe5 23.♗xb7



23...b4 [Best. 23...♖xb7?! 24.♙xe5±] 24.♗d6?! [I'd have expected 24.axb4 ♖xb7 25.♙xe5, and after the necessary 25...♖f7 26.♖e1 leaves White with a slight advantage though it's a difficult position to assess] 24...♖xd6?! [24...exd4 25.♖xd4 ♗xb2 26.axb4 (26.♗xb2?? ♖c3+ 27.♗c1 ♖xd4 0-1) 26...♖c3 27.♗b5 ♗d3+ 28.♖xd3 ♖a1+ 29.♗d2 ♖xh1 30.♖xd7 ♖f7 would, I think, have been a draw] 25.♙c3! ♖c6 26.♙xb4 ♖fb8 27.♖e1 d5 28.♖d3 ♖b5

29. ♖f1 ♘ab8 30. ♖f2 ♘c8 [Ikarus doesn't seem sure as to which file it should attack down] 31. ♕b1! ♗a6 32. ♖e2



32... ♘b7?! [32... d4 33. ♖d1 ♗c6 34. ♖c1 ± is still quite close. After the move chosen Shredder bravely decides it's time to make it's own move for the win] 33. h4!? ♖f7 34. h5 ♘b7?! [34... ♗c6 was better, but Shredder has the initiative now anyway] 35. ♗g3! ♖f8 36. h6 ♖f6 [The best try] 37. hxg7 ♖h6! 38. ♗g5?! [The highly dramatic 38. ♖e4! was even better, and then 38... ♖xg7 39. ♖g4] 38... ♖h1+ 39. ♕a2 ♖xg7



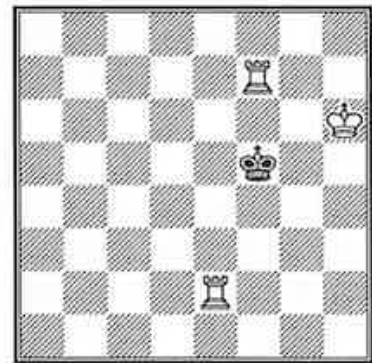
[It begins to look as if Black might save this, but Shredder hasn't quite finished yet] 40. ♗d8+ ♔h7 41. g4! ♖g8 42. ♗e7+ ♖g7 43. ♗f6 ♖g6 44. ♗f8 ♖hh6 45. ♖g2 ♖g8 46. ♗c5 ♖c8 47. ♗e7+ ♔g8 [It has just begun to look as if the attack has stalled, but Shredder comes up with an excellent idea that is not so easy to see for mortal flesh] 48. ♖d1! ♖a8? [♖h7 or ♖b8 were better than this dead move] 49. ♗g5+ ♔h7 50. ♗c1 [50. ♗e7+ ♔g8 51. g5 would also win: 51... ♖g6 forced, 52. ♖h1! 1-0] 50... ♗a7 [50... ♖h8 was the best try, but after 51. ♖h1 ♖xh1 52. ♗xh1+ ♔g7 53. ♖h2 ♖xh2 54. ♗xh2 ♔g8. Note here that the Black queen is tied to covering the knight's retreat squares for if b3 is played] 55. ♗h6 and Black would soon be resigning] 51. g5! ♗g7 52. gxh6 ♗xg2 53. ♖g1 ♗h2 54. ♗g5 ♗xg1 55. ♗xg1 [55... ♔xh6 56. b3 wins easily] 1-0

Well, some marvellous chess all round, nothing drab about any of the games we've selected which are all very competitive.



Again my thanks to Richard Pijl (pictured) for his excellent contribution to the magazine!

I have to report on what Harvey Williamson understandably calls "a sad and unsportsmanlike end to the main tournament". In its game against Komodo, Junior disconnected for just over 5 minutes, the limit allowed. However the Komodo operator agreed to play on and the Tournament director was aware that this was the case. Some time later it became clear that Junior would win, but the Komodo program author then arrived, three-quarters of an hour after the incident, and demanded that the game be awarded to Komodo. How can he over-rule the operator who has his proxy? Sir Alex Ferguson has to pop to the loo, his assistant manager takes over and makes a substitution. Some while later the opponent's score. Sir Alex isn't happy, and demands that the game goes back to before the substitution. He brings Wayne Rooney back on, he scores and United win. Ridiculous of course! However the Tournament director for CCT12 succumbs to pressure and agrees to the complaint, and so the result is recorded as Komodo 1-0 Junior. Sir Alex and the Komodo author are certainly entitled to sack their assistants afterwards, for stupidity or whatever, but an appointed operator's decision during a game has to be binding surely?!



After 89 moves, Junior is White

CCT 12 Main Tournament G/50+3

Pos	ENGINE	/9
1	SJENGX	7½
2	HIARCS	6½
3=	SHREDDER KOMODO SCORPIO	6
6=	SPARK THINKER IKARUS	5½
9=	CRAFTY HANNIBAL NOWX DEUTERIUMCCT	5
13=	JUNIOR DANASAH BERTACCT DAYDREAMERX	4½
17=	AMYAN TELEPATH TINKERFICS	4
20=	THE BARON DIRTYCHESS KTULU GAVIOTA JABBAChess	3½
25	BUTCHERX	3
26=	CHESSPLUSPLUS DIEP	2½
28	ALMONDX	1

CCT 12 Blitz Tournament

Pos	ENGINE	/7
1	SJENGX	6
2	SHREDDER	5½
3	THINKER	5
4=	HIARCS KOMODO HANNIBAL	4½
7=	SPARK JUNIOR TELEPATH NOWX	4
11=	IKARUS CRAFTY SCORPIO DEUTERIUMCCT BERTACCT DAYDREAMERX AMYAN	3½
18=	DANASAH TINKERFICS THE BARON BUTCHERX	3
22=	DIRTYCHESS CHESSPLUSPLUS	2½
24	JABBAChess	2
25	ALMONDX	1

Photographs for Internet events don't really exist of course, but I wanted to include a couple of photos of Richard Pijl, the Baron's programmer. The one on the previous page is from Richard's own website, and the one here was sent to me by Harvey (Hiarcs) Williamson, and has Johan de Koning and Harvey with Richard,, and it's entitled: "Should be enough for a pleasant evening!"



THE CCRL AND CEGT RATING LISTS!

The very interesting **CCRL & CEGT Website Groups** have **COMPLETE RATING LISTS** for a wide range of PC hardware, and include old, new, interim and free versions, though they don't always test the SAME engines! I extract from the lists the ratings for available engines when they're running on a Single Processor 32-bit.

CEGT 40/20 32-bit 1 cpu Rating List

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

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

Pos	ENGINE	RATING
1	RYBKA 3	3052
2	NAUM 4/4.1	2983
3	RYBKA 2.3.2A	2961
4	DEEP FRITZ 12	2952
5	DEEP FRITZ 11	2932
6	RYBKA 1.2F	2928
7	FRITZ 12	2925
8	FRITZ 11	2913
9	SHREDDER WM (BONN) EDITION	2905
10	NAUM 3/3.1	2890
11	SHREDDER 11	2886
12	THINKER 5.4D INERT	2885
13	CYCLONE 3.4	2874
14	DEEP SJENG WC2008	2864
15	HIARCS 12/12.1	2861
16	CYCLONE 2.0	2860
17	GRAPEFRUIT 1.0	2858
18	TOGA II 1.4 BETA5C	2856
19	DEEP SJENG 3.0	2843
20	ZAPPA MEXICO 2	2836
21	HIARCS PADERBORN 2007	2835
22	HIARCS 11.1/11.2	2835
23	ONNO 1.1.1	2830
24	BRIGHT 0.5c	2826
25	DOCH 09.980	2820
26	NAUM 2.2	2819
27	FRITZ 10	2819
28	ZAPPA MEXICO I	2816
29	LOOP 10.32F	2810
30	SHREDDER 10/10.1	2805
31	FRUIT 2.3.1	2795
32	GLAURUNG 2.2	2791
33	ZAP! ZANZIBAR	2787
34	KTULU 9	2787
35	FRITZ 9	2779
36	SPIKE 1.2 TURIN	2771
37	HIARCS 10	2765
38	JUNIOR 10/10.1	2764
39	TWISTED LOGIC 200990922	2763
40	SMARTHINK 1.10 Moscow	2758
41	JONNY 3.08	2753
42	KTULU 8.0	2752

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	3097
2	NAUM 4/4.1	3045
3	STOCKFISH 1.6.3	3036
4	SHREDDER 12 OA=ON	3032
5	RYBKA 2.3.2A	3019
6	RYBKA 1.2F	2978
7	FRITZ 12	2978
8	KOMODO 1.0	2970
9	STOCKFISH 1.5.1	2966
10	NAUM 3/3.1	2966
11	THINKER 5.4D INERT	2961
12	FRITZ 11	2960
13	DOCH 1.3.4	2950
14	SHREDDER 11	2937
15	GRAPEFRUIT 1.0	2935
16	CYCLONE xTREME FURY	2933
17	DEEP SJENG WC2008	2925
18	PROTECTOR 1.3.2	2921
19	HIARCS 12/12.1	2921
20	DEEP SJENG 3.0	2914
21	ZAPPA MEXICO 2	2912
22	TOGA II 1.4 BETA 5C	2909
23	ONNO 1.0/1.1	2906
24	SPARK 0.3	2903
25	HIARCS PADERBORN 2007	2900
26	NAUM 2.2	2896
27	HIARCS 11.1/11.2	2893
28	ZAPPA MEXICO	2890
29	FRUIT 2.3.1	2888
30	BRIGHT 0.5c	2888
31	FRITZ 10	2885
32	ZAP! ZANZIBAR	2882
33	LOOP 13.5/13.6	2882
34	CRITTER 0.52B	2878
35	SHREDDER 10/10.1	2874
36	GLAURUNG 2.1/2.2	2869
37	TWISTED LOGIC 20100131x	2866
38	KTULU 9	2856
39	SPIKE 1.2 TURIN	2848
40	JUNIOR 10/10.1	2845
41	FRITZ 9	2842
42	SMARTHINK 1.20	2839

DEDICATED CHESS COMPUTER RATINGS

Tasc R30-1995	2334	Novag EmlDClassic+Zircon2	1952	SciSys Turbostar 432	1758
Mephisto London 68030	2302	Mephisto Milano	1952	Mephisto MM2	1757
Tasc R30-1993	2300	Mephisto Montreal+Roma68000	1952	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2 68030	2293	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1744
Mephisto London Pro 68020	2267	Mephisto Academy/5	1944	Kasparov A/4 module	1740
Mephisto Lyon 68030	2266	Mephisto Mega4/5	1931	Conchess/4	1734
Mephisto Portorose 68030	2260	Fidelity 68000 Mach2B	1930	Kasparov Renaissance basic	1729
Mephisto RISC2	2251	Novag SuperForte+Expert B/6	1924	Kasparov Prisma+Blitz	1729
Mephisto Vancouver 68030	2245	Kasparov Barracuda+Centurion	1922	Novag Super Constellation	1728
Meph Lyon+Vanc 68020/20	2239	Kasparov GK2000+Executive	1922	Mephisto Blitz module	1716
Mephisto Berlin Pro 68020	2236	Kasparov Maestro D/10 module	1920	Novag Super Nova	1701
Kasparov RISC 2500-512	2232	Fidelity 68000 Mach2C	1916	Fidelity Prestige+Elite A	1688
Meph RISC1	2222	Kasparov Explorer+TAdvTrainer	1910	Novag Supremo+SuperVIP	1684
Mephisto Atlanta+Magellan	2216	Kasparov AdvTravel+Bravo	1910	Fidelity Sensory 12	1681
Mephisto Montreux	2210	Mephisto MM4	1903	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	2178	Kasparov Maestro C/8 module	1891	Conchess/2	1658
Novag Star Diamond/Sapphire	2176	Meph Supermondial2+College	1887	Novag Quattro	1650
Fidelity Elite 68040v10	2168	Mephisto Monte Carlo4	1887	Novag Constellation/3.6	1646
Mephisto Vancouver 68020/12	2157	Novag Super Forte+Expert A/6	1883	Fidelity Elite B	1637
Mephisto Lyon 68020/12	2151	Fidelity Travelmaster+Tiger	1882	Novag Primo+VIP	1631
Mephisto Portorose 68020	2137	Fidelity 68000 Mach2A	1882	Mephisto Mondial2	1610
Mephisto London 68000	2130	Novag Ruby+Emerald	1879	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2124	Kasparov Travel Champion	1867	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	CXG Sphinx Galaxy	1865	Novag Constellation/2	1591
Mephisto Vancouver 68000	2109	Conchess Plymate Victoria/5.5	1865	CXG Super Enterprise	1589
Mephisto Lyon 68000	2108	Mephisto Monte Carlo	1860	CXG Advanced Star Chess	1589
Mephisto Berlin 68000	2107	Kasparov TurboKing2	1855	Novag AgatePlus+OpalPlus	1575
Mephisto Almeria 68020	2103	Novag Expert/6	1854	Kasparov Maestro+Cosmic	1550
Meph Master+Senator+MilPro	2102	Kasparov AdvTrainer+Capella	1848	Excalibur New York touch	1530
Novag Sapphire1+Diamond1	2082	Conchess Plymate Roma/6	1844	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2080	Fidelity Par Excellence/8	1843	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2078	Fidelity 68000 Club B	1843	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2070	Novag Expert/5	1840	Chess 2001	1500
Fidelity Elite 2x68000v5	2051	Fidelity Par Excellence	1832	Novag Mentor16+Amigo	1494
Mephisto Mega4/Turbo18	2042	Fidelity Elite+Designer 2100	1832	GGM+Steinitz module	1490
Mephisto Polgar/10	2038	Fidelity Chesster	1832	Excalibur Touch Screen	1485
Mephisto Dailas 68020	2036	Novag Super Forte+Expert A/5	1830	Mephisto 3	1479
Mephisto Roma 68020	2029	Novag Forte B	1829	Kasparov Turbo 24K	1476
Kasparov Brute Force	2023	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Mephisto MM6+ExplorerPro	2022	Mephisto Rebell	1825	GGM+Morphy module	1472
Kasparov GK2100+Cougar	2022	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1470
Kasparov Cosmos+Expert	2022	Novag Forte A	1819	Mephisto 2	1470
Mephisto Almeria 68000	2018	Fidelity 68000 Club A	1816	SciSys C/C Mark6	1428
Novag Citrine	2014	Excalibur Grandmaster	1814	Conchess A0	1426
Novag Scorpio+Diablo	2002	Kasparov Maestro A/6 module	1810	SciSys C/C Mark5	1419
Kasp Challenger+President	1994	Kasparov TurboKing1	1804	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1984	Conchess/6	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1979	Mephisto Supermondial1	1801	Sargon Auto Response Board	1320
Meph Dallas 68000	1976	Conchess Plymate/5.5	1794	Novag Solo	1270
Mephisto Nigel Short	1974	SciSys Turbo Kasparov/4	1791	CXG Enterprise+Star Chess	1260
Mephisto MM5	1963	Novag Expert/4	1790	Fidelity Chess Challenger Voice	1260
Mephisto Polgar/5	1963	Kasparov Simultano	1790	ChessKing Master	1200
Novag Obsidian	1963	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Mephisto Mondial 68000XL	1961	Conchess Plymate/4	1778	Boris Diplomat	1150
Nov SuperForte+Expert C/6	1955	Fidelity Elite C	1777	Novag Savant	1100
Novag Star Ruby+Amber+Jade2	1953	Fidelity Elegance	1765	Boris2.5	1060