SHREDDER wins World Champs AGAIN!
Programmer Stefan Meyer-Kahlen is photographed with 'his' cup, whilst runner-up Franz Morsch (Fritz) looks on.

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ARTICLES, REVIEWS, GAMES sent in by Readers, Distributors, Programmers etc are welcome.

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NEWS & RESULTS - KEEPING YOU RIGHT UP-TO-DATE IN THE CHESS COMPUTER WORLD

GAMBIT books leaflet
Alert readers will have noticed even on taking this Issue of Selective Search out of its envelope, that it's a bit thinner than usual.
Rest assured, there's still a packed 32 pages here. However when our excellent printers recommended the paper normally used, it was to keep the magazine with envelope weighing just under 60 grams, so that in posting it qualifies for the standard 2nd class stamp in the UK and its equivalent for Europe and the rest of the World.
A few weeks ago Murray Chandler e-mailed to ask what price I would charge for including a GAMBIT books leaflet with each Issue. I was about to quote him what I thought was a reasonable price for both parties, when I realised the weight would go over 60 grams and the complete mailout would cost me 310 x 15p (on average) extra for the postage. Either Murray would have to pay more than the insert is worth to him, or I would have to insert it and lose money!
So it is that this Issue is printed on slightly lighter-weight paper, simply to keep us under the 60 gram weight.
The GAMBIT books leaflet itself should be of great interest to all chess fans - there are some great books in their listings. I already have 'The Most Amazing Chess Moves of All Time' which is excellent, and provides 3 positions for this Issue. Also 'Secrets of Modern Chess Strategy' by Watson, which will be considered a classic in due time. They are well produced and very good value for money by today's standards.

ChessBits news
An occasional visit to the ChessBits web pages is well worthwhile, if only to get the latest ChessBits Rating List:

It continues to be very interesting, but again I must mention that it is based on a particularly wide range of playing time controls! These vary from G/15 to G/90, so include a wider mixture than even Selective Search, where we are now allowing from 40/2 down to G/60. We also accept G/30 where both processors in a PC v PC match are 450MHz or faster (but not engine v engine matches at any speed, played on one PC which means there's no thinking in opponent's time).

Back to the ChessBits list! As well as using a wide range of time controls, they also include different versions of various programs, e.g. different versions of Shredder4 and Rebel Century using alternative settings (which appear to make little difference).
Here are the most interesting ratings - generally they are about 40 Elo above the equivalent Selective Search figures:-

- 2705 Deep Junior 6
- after languishing behind Fritz6a for a couple of months good wins against Junior5, Hijacs, Rebel Century and Genius6.5 finally lift DEEP J6 to top place at last!

- 2676 Fritz 6a
- Fritz has dropped a little, being held to 26-25 by Chess/Rebel Tiger, and 45½-42½ by Shredder4. But if there's a Deep Fritz soon, as is forecast, what will it do?!

- 2674 Programm X
- The ChessBits' site still gives no clues as to what this is, sorry.

- 2657 Rebel Tiger
- 2652 Hijacs 732
- 2650 Fritz 532
- 2642 Junior 6
- Junior6 has finally moved up 20 points and its position here is more in line now with its Selective Search and SDF figures.

- 2641 Shredder 4
- The 1999 World Champ still hovers just below the top 3 or 4 placings on all lists!

- 2632 Fritz 516
- 2631 Junior 5
- 2631 Hijacs 7 (original DOS version)
- 2617 Nimzo 732
- 2606 Genius 3
- 2606 Shredder 3
- 2606 Hijacs 6
- 2592 Nimzo 98
- 2588 Crafty 17.10
- 2587 Nimzo 2000
- 2582 Rebel Century
- 2559 Junior 4.6
2557 Nimzo 99
2557 MChess Pro 8
• Every published list shows MCP8 dropping badly below its predecessor. Along with everyone who likes the MCP playing style, I hope that Marty Hirsch finds time to give us an MCP9!

2551 Genius 6.5
• Has Genius really gone steadily worse during the past 3-4 years? I can hardly believe it. However apart from 50% scores against Crafty 17.10 and Nimzo 2000 its scores are not so good.

2544 Crafty 16.15
2541 Rebel 10.5
2521 Zarkov 5
2518 Fritz 4
2509 W Chess 2000
2408 CS Tal 2.03

REBEL 11 news!
The next REBEL CD will be a combined successor to both REBEL CENTURY and REBEL TIGER!
It is expected that it will be issued under the general title REBEL 11 and will contain REBEL CENTURY 3.0 [DOS] and REBEL TIGER 2.0 [Windows].
At the moment neither the price nor the release date is known, but upgrades at a reduction in price will be available for owners of current Century and Tiger versions.

The TIGER engine: improvements include
• Improved search algorithms. Tiger goes deeper
• Better king safety evaluation
• Several anti-computer strategies identified and Tiger will be able to play against them
• Better hash table management

The CENTURY engine: improvements include
• Further search improvements in the spirit of the Century 1.0 to 1.2 upgrade. Century 3.0 searches even deeper
• Parts of the search engine re-written to obtain greater speed without sacrificing knowledge
• Hash table improvements improve permanent brain usage
• Brand new Jeroen Noomen’s opening book

ARYBADIX 2000
All your problems solved! Alybadix solves very quickly various types of chess problems, up to around 100 plies.

The full version includes:
• Fairy pieces - 222 different pieces available for problem solving.
• Practically all possible Leapers, Riders and Riderhoppers on an 8 x 8 board.
• With help of ‘Edge-Block’ you can construct new boards.
• Improvement on previous versions in movable/frozen pieces and piece queue handling. ‘Uncapturable’ and ‘must promote’ options added.
• Many example problems with solutions.
• Alybadix works in 32-bit mode, DOS and Windows compatible.
• Printing and chess diagram facilities.

Alybadix 2000 AP1: all programs but no fairy chess... £89.
Alybadix 2000 AP2: all programs with fairy chess... £129.
Database of problems... £39.

You are welcome to order any of these unique products from myself and/or Countrywide, but please allow 7 days for delivery as they need to be bought in specially.

New CHESSBASE programs
ChessBase recently launched their new "YOUNG TALENTS" CD. At a low price of just £46.95 it contains no less than 7 NEW programs!
All have the standard Fritz6 interface built in, enabling each of them to be included in engine v engine tournaments as well as used as entertaining opponents and for analysis etc. just as with Fritz6, Hiarcs732, Junior6 and the rest of the gang!

Here is a brief rundown on each of the 7 programs:-

GOLIATH LIGHT by Michael Borgstadt.
The king of tactics and very, very fast! From comments I have heard and early results in Sweden, it would probably get approx. 2560-2580 on the Selective Search list, so this is a strong newcomer!
There's plenty of ways to 'adjust' with Goliath's parameters: contempt, selectivity, learning, combination search and 3 style settings.

SOS by Rudolf Huber.
Thought to be the 2nd strongest in the group, it uses a new idea for accessing hash
tables (called MTD, meaning Memory-enhanced Test Driver). This may be giving it some extra Elo, but at present the method means that, in any line of analysis, only the first move is definitely the no.1... the rest may well not have been sorted properly! Claimed to be particularly good in the endgame. I'd expect SOS to be approx. 2540-2560 in Selective Search terms.

ANMON [5.07] by Christian Barretta.
Uses the same MTD as SOS. Christian has been working regularly on AnMon for 10 years, and it has appeared in many championships and tournaments with creditable results. Mainly a tactical program it likes to bombard its opponent with wave after wave of attacks.

GROMIT [3.1] by Frank Schneider and Kai Skibbe.
Heavy on knowledge and evaluation work, so slower in tactics, but it plays a nice positional game.

IKARUS [0.18] by Munjong & Muntsin Kolb.
Unique in being written in Delphi. Development of Ikarus is comparatively new, but already has the feel of a well-balanced chess style though it is probably programmed more for tactics than positional play.

Another program high on knowledge, so not a Blitz player but shows good strength at slower time controls and on faster PCs. The name 'patzer' is a misnomer - it implies it's weak, and maybe it once was! - but give it a decent time control and it plays some good chess.

PHALANX [22] by Dusan Dobes.
Another knowledge program, and the knowledge is applied heavily in the search as well as in the evaluation. Likes to push its pawns and gain space, and occasionally comes up with amazing and dangerous king attacks, even if sacrificing material is involved. In some games it looks like a worldbeater, whilst in others rather the opposite! but it can be good fun for humans.

As a rating guide:

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<td>Shredder</td>
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<td>Junior6</td>
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3= Nimzo732 4½
5= Fritz6 4
7= SOS 3½
7= Patzer 3½
13= Ikarus 3½
13= Gromit 2½

Schwartmann's K6-450 tourny (SS/88)

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<td>Gromit 3.0</td>
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Herrmann's WinBoard figures Mar/2000

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Quisinsky Aug/2000

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<td>Hiarc732</td>
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<td>2577</td>
<td>SOS 03/2000 (32 games)</td>
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<td>2558</td>
<td>Goliath Light 1.0 (32 games)</td>
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<td>2550</td>
<td>Crafty 17.11</td>
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<td>2526</td>
<td>Little Goliath 2.8</td>
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<td>2480</td>
<td>Ikarus 0.18 (32 games)</td>
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<td>Gromit 3.1</td>
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<td>AnMon 5.07</td>
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<td>2408</td>
<td>SOS 11/1999</td>
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Incidentally Frank Quisinsky's list gives a very high (2603) rating to a new Gandalf version (4.32), but just 40 games played, though I've heard of a Fritz6 win over it by 6½-3½ since. There will be a commercial version of this available very shortly, priced around £34.95. I think there's a standalone DOS version plus Winboard (+ ChessBase engine?) on the CD. Ring me at the office 01353 740323 if you're interested.

----------

Weird position stumps FRITZ !

The following very strange position was posted on the Internet recently. Of course it isn't taken from a real game. Instead the poster put up a series of 63 moves that does
allow the exact position to be reached!

The thing to do next is to test it on Fritz6!
I should tell you that it's White to move, and it's a mate in 1.

Perhaps before you test it on Fritz, if you've got Hiares732, Junior6 or a Crafty version, you should put them on to it first, so that you know you've set it up right and your eyes aren't deceiving you!

![Chessboard Image]

Now give it to Fritz6. The first thing I see on my P3/600 is:
1.dxe4 -156 depth=1/2

After 15mins it still says exactly the same! What it should have said about 14mins and 59secs ago is... 1...Wh1#

NEW! ChessBase 8.0

English version release expected early October 2000, but price details not yet certain. My guess at the time of writing is maybe ChessBase8 will be around £149, and the Upgrade from CBase7->8 around £89, you'll need to quote registration no. from the back of the CB7 CD's plastic case. I believe there will be provision for upgrade from CBase6 for about £100 or so, with original CD to be returned. If you see it advertised in a Chess Magazine for either more or less, before you get your next copy of SelSearch, then our price will be the same!

Here are some of the new features:

- Explorer-style database browser;
- Easy and direct access to the comprehensive ChessBase online database (updated weekly);
- Freely configurable board and list windows;
- New table notation for openings repertoire;
- Virtual sorting of database lists;
- Optimal integration of ChessBase analysis engines:
- New 300% larger players encyclopaedia;
- Print preview;
- Automatic email transmission of positions, games or databases;
- Management of team championships;
- Intelligent search for tactical themes;
- Search in variations;
- Improved search speed;
- Automatic transmission of games to Fritz6.
- System requirements: Pentium 233, 32 MB RAM, Windows 95, 98 or 2000.

APOLOGIES!

Space in this Issue has forced me to leave a couple of articles out.

Firstly, then, I apologise to Graham White who has sent me another of his terrific analytical efforts... something for everyone to look forward to for next time.

Secondly to Bill Reid who has sent me a further article in his ongoing series which looks at different computer weaknesses. His latest, about Computers not being able to Think Backwards (!!!) will also appear next time - the article is just as interesting as the neat title!

UPSTAGED!!

I was quite astonished to find myself upstaged when I visited a dog training website recently. Having shown my own dog Sky 'playing' chess in last month's front page photo, you can imagine my amazement when I came across the picture shown below:

![Sky, SS89 cover Image]
Computer Progress 1985-2000

Year
1985
1986
1987
1988
1989
1990
1991
1992
1993
1994
1995
1996
1997
1998
1999
2000

Top Computer Elo Rating
1800 1900 2000 2100 2200 2300 2400 2500 2600 2700 2800
COMPUTER PROGRESS
'Selective Search' GRAPH, and THOUGHTS

In our last issue the Letters section gave some thought to the current level of our Rating List - its accuracy and rate of progress - following a letter from GARY PRESTON, which made some interesting points.

The conclusion reached was that we would have expected DEEP JUNIOR and DEEP FRITZ, on their quad and 8x processor units, to get higher gradings than they did, based on our 2600ish Elo level for them on the standard P/233 machines which you and I have at home. There seem to be two possible reasons for this:

1. My Rating List, which is calculated on a computer program which I wrote many years ago for this specific job, automatically makes adjustments every time new 'v human' results come in. It also automatically gives new results precedence over old ones. So we have seen the level of the list dropping in the last year. Even so, it doesn't seem to be dropping quite as much as perhaps it 'should'!

2. The actual Elo rate of improvement per speed doubling is now even lower than has previously been proposed. We once classed a speed doubling as worth 80 Elo, but this was on 6502 processors at 3MHz! In the last year or so we have suggested a 60 Elo figure as being more realistic, but now it seems we have already come to the place where 40 Elo is a more accurate (and still reducing) figure! We cannot judge the difference just by comparing Computer v Computer results! In these SPEED RULES and the gain for a speed doubling is provably still 60 Elo! But in Computer v Human, speed does NOT solve certain strategic problems in programs (e.g. statics, blocked centres, major pieces AWOL from the critical action, veiled attacks) which strong humans are aware of and take advantage of. Improved knowledge programming is needed for these issues, but no programmer has got near to solving them so far. Thus, I suggest, putting the programs onto quad and 8x processors makes a comparatively small (1) difference against humans!

Two things have happened since the last Selective Search. Firstly the well respected SSDF in Sweden has reduced the level of their list, its first reappraisal since 1991.

In their report THORALF KARLSSON makes a similar point to mine: 'During the latest years it has become more and more obvious that the best programs on the latest hardware don't get as high Elo ratings as our list could be interpreted to predict.'

Using compilations of the latest results the SSDF concludes that: '... the level of the list is about 100 points too high. So from now on we have lowered the list by 100!'

The second thing which happened was that I got an e-mail from a JIM BENGAM. I don't know him, but he apparently gets to read my magazine from somewhere and asked: 'Have you ever drawn a graph of the rating of the top (commercial) chess computer software for each year since 1985? It would be interesting to see in your magazine. It is frightening to think how strong some of these programs will be 10 years from now given the relentless increases in processing power.'

So the GRAPH opposite shows the rating of the TOP commercial computer for each Issue of Selective Search since the very first one way back in 1985!

Notes:
1. For the period 1985-1993 the top-rated computer was always a DEDICATED machine, usually a Richard Lang 'Mephisto', but Ed Schroder, de Konig and the Spracklens also had 'top spot' on one or two occasions. Since 1993 the top-rated computer has been a PC SOFTWARE PROGRAM running on whatever processor was both commercially available and close to state-of-the-art at that time.

2. It is interesting to see the jagged edges on the Chart! A new computer or program comes out - the list 'jumps' up - then the ratings settle down and drop back a little for a few months as the new 'wonder machine' is found, sometimes by human competition, not to be quite as good as the first indications! Then another new 'ultimate version' pushes the graph forward again! I have still not worked out why new programs always seem to start high and come down and never the other way round!

3. I think the graph SHOWS visually that progress has slowed in the past 3 years! There appear to be two 'slow-down' periods: [i] 1990-1993, as the Dedicated machines reached their limits, and [ii] 1997-2000 as true gain by Speed, I think, perhaps nears its!

In August 21-25 2000, the World Micro Computer-Chess Championship was held in London.

The tournament schedule was for a 9 round Event, with a time control of 60 moves in 2 hours followed by the rest of the game in 30 minutes.

Note that the COMPUTERS were NOT playing on equal hardware... the FINAL TABLE at the end of this article shows what hardware each was using.

Apart from poor internet coverage, for which the ICCA came in for some criticism, David Levy and the Mind Sports Olympiad team worked hard to make all of the many chess and other events, both computer and human, go as smoothly and enjoyably as they could.

Day 1, Monday 21 August

Round 1
The Rebel team had a good start: REBEL'11 beat FRANCESCA quite easily, and TIGER had even less problems with PACQUE EXPERT. The biggest upset in the was the game JUNIOR-SOS, with JUNIOR in trouble after the opening and at one time 3 pawns down in a Q+P ending! The queen ending was difficult for SOS, which was playing without tablebases, and JUNIOR scraped the draw. SHREDDER, the reigning champion, had quite a few problems before it beat DIEP in a 'drawn' opposite coloured bishops ending. The other favourites won without trouble.

SHREDDER - DIEP 1-0 61 moves
INSOMNIAC - FRITZ 0-1 51 moves
JUNIOR - SOS ½½ 90 moves
FRANCESCA - REBEL'11 0-1 50 moves
NIMZO - ZCHESS 1-0 40 moves
PACQUE EXPERT - CHESS TIGER 0-1 47 moves
CRAFTY - XINIX 1-0 11 moves

Junior - SOS. After 57...c7+

You'd give White little or no chance here! 57...d3?! 57...c3 was better. Now a further series of checks enables Junior to win the d6 pawn, though you'd STILL think Black must win! 58.d6 c2 59.d2 c1 60.c3+ b2 61.d1 c2 62.dxd6 cxd6 63.b2 f2+ 64.c3 d4 A second mistake. 64...f1+ was correct. White can now capture on h6 immediately, but cleverly Junior first drives Black's over to c3 first! 65.c3 a6 66.c2 a5 67.b1 c2 68.c2 c1 69.c1 70.c1 71.c1 72.c1 73.c1 74.c1 75.c1 and the game was drawn a few moves later. ½-½

Round 2
There was drama in the 2nd round. The first upset came in the game REBEL'11-CRAFTY. The latter's operator recopiled the opening book before the game, but CRAFTY fell out of book immediately and REBEL'11 had a huge advantage after the opening phase, an opportunity it grasped fully. CHESS TIGER and SHREDDER swapped opening book surprises against each other. SHREDDER's was the second and left TIGER struggling. FRITZ-NIMZO looked like a draw throughout, but at move 75 NIMZO made a horrible blunder and lost! JUNIOR struggled for the second time, now against DIEP. The opening was clearly better for DIEP, but JUNIOR complicated matters and finally reached a drawn position. The operator offered Vincent Diepeveen (DIEP's programmer) the draw, but he turned it down and a few moves later... DIEP lost on time! JUNIOR second piece of luck: it has ½/2, but it could have easily been just ½.

CHESS TIGER - SHREDDER 0-1 37 moves
FRITZ - NIMZO 1-0 80 moves
REBEL'11 - CRAFTY 1-0 38 moves
DIEP - JUNIOR 0-1 60 moves
SOS - INSOMNIAC ¼¼ 109 moves
XINIX - FRANCESCA 0-1 33 moves
ZCHESS - PACQUE EXPERT 1-0 29 moves

Chess Tiger - Shredder
1.e4 c5 2.d3 d6 3.d3 d3 f6 4.d4 exd4 5.c5 d5 6.c4 c7 7.0-0 0-0 8.cxd4
8...e1 is more popular 8...d6f1 8...cxd4
9.exd4 d6 5 is usual 9.c4+ e6
10.b3 b8 11.g5 dxe4 12.f3 dxe4
d6
13.b1 h6 14.h4 d5 15.g5 16.xc5
16.g5 17.g5 e6 18.e4 d5
19.g5 20.g5 e5 21.xc8+ e8
d6
22.g3 x6 23.h4 e5 24.f3
25.g5 b5 26.c3 a5 27.g3 a4 28.c2
The position is completely drawn. Black now just needs to keep White's pawn from reaching the 7th rank and it's all over:
75...Ra2?? 75...e3 draws easily 76.Wc6! e4 77.Wb7 And now Fritz can walk the pawn home! 77...a1+ 78.Wd2 a2+ 79.We3 a3+ 80.Wf4 1-0

**Day 2, Tuesday 22 August**

**Round 3**

This round saw the 4 top contenders playing against each other. In REBEL'11-JUNIOR, after a very dynamic Sicilian defence, both programs thought they were better for a long time! But JUNIOR had the right evaluation, pushed back REBEL'11's pieces and went on to win. FRITZ appeared to have a slightly better position in its game against 1999 Worldchampion SHREDDER, but it was not enough to win. CHESS TIGER only drew against Britain's sole representative, Tom King's FRANCESCA. With every respect to the improving FRANCESCA, it was sad that a WMCC held in London did not include Richard Lang's Genius or Mark Uline's Hiarcs. After its blunder in the 2nd round NIMZO destroyed SOS.

**Nimzo - SOS.** After 20...sh8

This move brought the game to the end of the opening books which I have, and the programs think it's about equal. Yet the game is over in 7 more moves, so maybe Nimzo has a novelty at move 22!
Day 4, Thursday 24 August

Round 6

In FRITZ-CHESS TIGER, FRITZ got caught in one of Jeroen Noomen's prepared variations, and was always struggling until TIGER chose the wrong type of ending, which it didn't know was a draw. The SOS win over REBEL'11" was a major shock, probably putting Schroder's program out of contention. Another surprise: JUNIOR was unable to beat ZCHESS! After its lucky start JUNIOR is now losing valuable half points. SHREDDER was caught in a prepared variation by NIMZO, which won a piece, but didn't manage to take full advantage as, yet again SHREDDER saved another apparently completely lost position.

FRITZ - CHESS TIGER ½½ 46 moves
NIMZO - SHREDDER ½½ 60 moves
JUNIOR - ZCHESS ½½ 43 moves
SOS - REBEL'11' 1-0 60 moves
CRAFTY - INSOMNIAC 0-1 93 moves
FRANCESCA - PACQUE EXPERT 1-0 26 moves
DIEP - XINIX 1-0 61 moves

Nimzo - Shredder. After 57...b7+ c6

58.a7? Surely 58.exg7 axa6 59.xg8 is the way to a win?!
58...b6 59.e7 axa6 60.e6+ ½-½

FIVE programs now shared the lead with 4/6:
SHREDDER, FRITZ, JUNIOR, NIMZO and SOS!

Round 7

Whilst some of the leaders were still to meet, quite a few had games v mid-table opposition - big opportunities but 'must win' ones! FRITZ and SHREDDER both had important victories - FRITZ slaughtered ZCHESS in a little more than 20 moves, whilst SHREDDER finally looked impressive, winning in attacking style against SOS in only 31 moves. The only top pairing saw JUNIOR misplay the opening against NIMZO, which won a pawn but had no idea how to make use of it. JUNIOR closed the position and a draw seemed likely until NIMZO decided to give it a try and sacrificed the exchange - unclear, but the tactics worked! Both programs from the REBEL stable won easily.

SHREDDER - SOS 1-0 31 moves
JUNIOR - NIMZO 0-1 87 moves
ZCHESS - FRITZ 0-1 22 moves
CHESS TIGER - DIEP 1-0 62 moves
INSOMNIAC - FRANCESCA 1-0 70 moves
XINIX - REBEL'11' 0-1 40 moves
PACQUE EXPERT - CRAFTY 0-1 30 moves

Shredder - SOS
1.e4 c5 2.d3 e6 3.d4 cxd4 4.exd4 e5 5.f3 d6 6.g5 e6 6...c6 7.b2 a6 8.0-0 b6 9.b3 e7 10.f3 cxd4 11.xd4 b5 12.g4 b4 13.c4 a4 b8 14.c6 d2 0-0 15.d6 b7 16.exxe8 wxe8 17.b4 w6 18.g5 hXg5 19.hXg5 xg5+ 20.b1 f6 21.f4 b6 22.f7 23.e3 xe3 24.xe3 x7 25.b3 ec8 26.ed2! wxe4 27.g2 w2c4 28.w3

28...f8 29.d5 e7 30.g2 e7 Or 30...w6 31.g6 e7 32.fx7+ 31.xf7 1-0. Shredder at its positive best, winning points.

ZChess - Fritz
1.e4 e5 2.d3 d6 3.ed4 c6 4.c4 c5 5.d4 edxe4 6.dxe4 d5 7.g5 dxe4 8.f4 edxe4 9.0-0 0-0 10.c3 c3 d4 11.e4 is usual. 10...d4!
15.xg5 x5+ 16.f4 w5 17.xe5 xe5+ 18.wg2 xxe2 19.d2 looks to end up a little less painful! 15...w6 16.e6 xe6 17.d2 xe3 18.wg1 f6b8 19.wg3 d6 20.wc1 d4 21.b1 d8 22.w2 exe3 0-1

Leaders after 7 games:
Day 5, Friday 25 August
Round 8
The way was opened for SHREDDER to win another title as [i] FRITZ couldn't win against SOS, which defended a slightly worse position very well indeed, and [ii] REBEL '11 played its best game of the tournament to beat NIMZO. So two of the joint leaders slipped up whilst SHREDDER won convincingly against INSOMNIAC. After some 'lucky' escapes in the early rounds it has played the last two rounds very well. So the outcome of the WMCC was almost decided. In the meantime DIEP hammered the unhappy CRAFTY.

FRITZ - SOS
REBEL '11 - NIMZO
INSOMNIAC - SHREDDER
XINIX - CHESS TIGER
PACQUE EXPERT - JUNIOR
ZHChess - FRANCESCA
DIEP - CRAFTY

Leaders after 8 games:
6 SHREDDER
5½ FRITZ, CHESS TIGER
5 NIMZO, JUNIOR, REBEL '11'
4½ SOS, ZCHESS

Round 9
SHREDDER played a wildish opening against ZCHESS (1.e4 c6 2.d4 d5 3.f3?! ) and got into trouble, but its indomitable fighting spirit turned the tables again to win another game and the world title with it. To win the title twice in succession shows how strong SHREDDER really is, and Stefan Meyer-Kahlen has created a very strong program! In fact in all major tournaments against computers and GM's it is unbeaten since 1997! FRITZ demolished CRAFTY in a brilliant game to finish in second place. Another opening novelty looked to have put CHESS TIGER well on its way to victory against JUNIOR, but JUNIOR fought back and was even trying for a win before the draw was finally agreed. NIMZO was upset by INSOMNIAC and went down from shared 1st place (after 7 rounds) to shared 7th place - tough for Chrisly Donninger, whose program had the hardest schedule of all.

SHREDDER - ZCHESS 1-0 57 moves
CRAFTY - FRITZ 0-1 42 moves
CHESS TIGER - JUNIOR ½-½ 141 moves
NIMZO - INSOMNIAC 0-1 97 moves
REBEL '11 - PACQUE EXPERT 1-0 52 moves
SOS - XINIX 1-0 48 moves
FRANCESCA - DIEP ½-½ 82 moves

The best games will appear in the next issue of Selective Search, with analysis.

Photo: an obviously delighted Stefan Meyer-Kahlen after being presented with the WMCC Cup for the 2nd. time. Organiser and ICCA chief, David Levy, looks on.
**Most AMAZING Endgames!**

John Emm's book 'The Most Amazing CHESS MOVES of All Time' is packed with 200 genuinely remarkable games, positions and stunning moves carefully analysed!

Collected under specific headings such as Mating Attacks, Material Gain, Daring Defence, Opening Surprises, Long-Term Effect and others, John also includes his Top-Twenty... an amazing set. But I've selected 3 from Endgame Magic for this Issue.

The notes are taken from the book and from the findings of Fritz, Hiarcs and Junior!

You should enjoy this!! If you test a program that proves to be really good at one or more of the positions, please do write with details, so we can give it due credit!

**Mcm183 - Black to play**
From Aronin-Smyslov, 1951

Briefly at depth 16, then goes back to its initial \( \text{f7} \), but settles on \( \text{g4} \) in d18. Well done!

Most other programs choose 46...\text{e2} 47.\text{e2} and as long as they now play 47...\text{g4} (which Fritz and Hiarcs do) followed by 48.\text{h4} c5, the play is similar to the text and still saves the game. However Junior's choice 47...\text{e6}? loses to 48.\text{d3} \text{d6} (48...f5 won it either, and White's winning moves seem easier to find: 49.\text{exf5}+ \text{xf5} 50.\text{e3} c5 51.\text{h4} \text{gxh4} 52.\text{ gxh4} a5 53.\text{f3}+) 49.\text{c4} a5 50.\text{g4!} \text{d7} 51.\text{c5} \text{c7} 52.\text{c3}.

The other initial idea 46...\text{g6} (Junior) doesn't look so good after 47.\text{e2} as, if they're intending 47...f5 then 48.\text{exf5}+ \text{xf5} 49.\text{h4!} (a neat Hiarcs idea) 49...\text{gxh4} 50.\text{gxh4}+=

47.\text{h4}

The natural move! After 47.\text{hxg4} \text{gx6} 48.\text{c3} c5 49.\text{e2} \text{g5} 50.\text{f3} (or 50.\text{d3} \text{xg4} 51.\text{c4} \text{f3} better than \text{exg3} as winning the e-pawn would be much more advantageous 52.\text{d5} \text{d3} draw) 50...a6 51.\text{f2} \text{gxg4} 52.\text{g2} draw

47...\text{c5} 48.\text{e2} \text{h7}!

Although it looks very casual, this is a great little move. In fact Smyslov has a devious trick in mind!

49.\text{d3} \text{h6}

The trap comes if White now plays the automatic looking 50.\text{c4}? Fritz sees that this is bad in 2 secs, but Hiarcs has \text{c4} top until eval +11 at 15secs (Fritz fell to a big minus at 1 sec!) and then it changes to the correct move. Let's show what happens after 50.\text{c4}?:

50...\text{f5}! 51.\text{exf5} (if 51.\text{d3} \text{f4!} 52.\text{gxg4} \text{exf4} 53.c3 \text{g6}

54.\text{e2} \text{h5} 55.\text{e5} \text{g6} wins) 51...\text{e4!} 52.c3 \text{a5}. Now White is in zugzwang and must lose. Therefore we conclude that White cannot move his king as far as \text{c4}, but must leave it waiting on \text{d3/ e3} for the present, so that he can secure the draw

50.\text{c3} \text{a5} 51.\text{cxb4} \text{axb4} 52.\text{c2}

...and the pawn structure cannot be broken by either king, so it's a draw

**Mcm188 - White to play**
From Alekhine-Tartakower, 1922

![Diagram of chess game]

White is the exchange up, but Black's connected passed pawns would worry anyone. White needs to halt their progress somehow, if he is going to win (!), but the most obvious moves don't seem to work:

a. Hiarcs fancies the risky 36.\text{g5} for quite a while, but now 36...\text{e4} 37.\text{f2} \text{d7} is at least equal;

b. 36.\text{h2} is the later Hiarcs choice, after a couple of minutes, aiming for a check on \text{h8}?! After 36...\text{e4} 37.\text{h8+} \text{d7} and then 38.\text{f8} this is possibly also a draw, but I can imagine it getting a bit tense!;

b. 36.\text{c2}?! is a bit better, but whilst 36...\text{e4} 37.\text{d4} \text{e3} 38.\text{d3} \text{e2} 39.\text{d2} \text{g3} 40.\text{e4} \text{g4} 41.\text{g5} \text{g5}+ 42.\text{e1} leaves White with an
advantage, Black certainly has drawing chances;

36.\textcolor{red}{\textbf{c4}}\textcolor{blue}{?} e4 37.\textcolor{green}{\textbf{d4}}\textcolor{red}{\textbf{xf4}}! 38.\textcolor{green}{\textbf{d1}} e3 39.\textcolor{green}{\textbf{d3}} e2 40.\textcolor{red}{\textbf{h1}}\textcolor{blue}{\textbf{d7}} and Black will at least draw (40...\textcolor{green}{\textbf{g3}} is in macm, but is less clear in my view).

So........

36.\textcolor{red}{\textbf{d5}}!

At first sight this seems just to encourage the pawns forward.

36...\textcolor{blue}{\textbf{e4}}

Black chooses to keep the pawns on light squares. But in a moment we see there's another side to Alekhine's 36th move.

36...\textcolor{green}{\textbf{f2}} would be more of a challenge over the board I think. But 37.\textcolor{red}{\textbf{xd1}} e4 38.\textcolor{red}{\textbf{c2}} f4 39.\textcolor{green}{\textbf{f1}} e3 40.\textcolor{green}{\textbf{d3}}\textcolor{blue}{\textbf{e7}} 41.\textcolor{blue}{\textbf{e2}} and the pawns are blocked on dark squares, which leaves White's rook free to roam the board capturing them. Incidentally Fritz gets almost all of these moves within seconds, and continues correctly after 41...\textcolor{green}{\textbf{e6}} with 42.\textcolor{blue}{\textbf{xa1}}\textcolor{red}{\textbf{e5}} (the macm move; Fritz's 42...\textcolor{green}{\textbf{f6}} hanging back with the king against the coming pawns' march might keep the game going longer but with the same end result) 43.\textcolor{green}{\textbf{xa6}}\textcolor{blue}{\textbf{e4}} 44.\textcolor{blue}{\textbf{xb6}} f1\textcolor{red}{\textbf{w}}+ 45.\textcolor{red}{\textbf{xf1}} f3 46.\textcolor{blue}{\textbf{xb6}}--

37.\textcolor{blue}{\textbf{f5}}!

The \textcolor{blue}{\textbf{e5}} is perfectly placed here, preventing a further advance of the black pawns and preparing to push White's own passed pawn. Black's only hope is to harass the rook with his king!

37...\textcolor{green}{\textbf{g3}}

Fritz prefers 37...\textcolor{green}{\textbf{d7}} but macm points out that it also loses to 38.\textcolor{green}{\textbf{c4}} e6 39.\textcolor{green}{\textbf{d4}}

38.\textcolor{green}{\textbf{g5}}\textcolor{red}{\textbf{d7}} 39.\textcolor{green}{\textbf{g6}}\textcolor{red}{\textbf{e6}} 40.\textcolor{green}{\textbf{g7}}!

Black is too late to prevent promotion, and all he gets is the rook! The rest, says macm, was straightforward enough:

40...\textcolor{green}{\textbf{xf5}} 41.\textcolor{green}{\textbf{g8w}}\textcolor{red}{\textbf{f4}} 42.\textcolor{green}{\textbf{e7+}}\textcolor{green}{\textbf{g4}} 43.\textcolor{green}{\textbf{g6+}}\textcolor{red}{\textbf{g5}} 44.\textcolor{green}{\textbf{xe4+}}\textcolor{green}{\textbf{g3}} 45.\textcolor{green}{\textbf{g6}}\textcolor{green}{\textbf{g4}} 46.\textcolor{red}{\textbf{xb6}} 1-0

Macm186 - Black to play
From Kotov-Botvinnik, 1955

...d4+!

Black MUST defend the b3-\textcolor{red}{\textbf{d}}; Fritz & Hiarcs miss this. Fritz's 60...\textcolor{green}{\textbf{g4}}? only draws, as would \textcolor{red}{\textbf{g3}}?:

61.\textcolor{red}{\textbf{xb3}}\textcolor{blue}{\textbf{xh4}} 62.\textcolor{green}{\textbf{g6}} 63.\textcolor{red}{\textbf{g7}}\textcolor{blue}{\textbf{f6}} 64.\textcolor{red}{\textbf{c3}} h4 65.\textcolor{red}{\textbf{d6}}\textcolor{blue}{\textbf{xg7}} 66.\textcolor{red}{\textbf{d4}}

61.\textcolor{green}{\textbf{exd4}}

Black also wins after 61.\textcolor{red}{\textbf{xd4}}\textcolor{green}{\textbf{g3}} 62.\textcolor{green}{\textbf{g6}}\textcolor{red}{\textbf{xh4}} 63.\textcolor{red}{\textbf{d2}} (63.\textcolor{red}{\textbf{g7}} looks threatening but is pointless, as this pawn is never going to promote with Black's bishop always monitoring g8, and White's king cannot must stay near to c3, so is unable to change this!) 63...\textcolor{red}{\textbf{h3}} 64.\textcolor{blue}{\textbf{f6}} h4 65.\textcolor{blue}{\textbf{e2}}\textcolor{red}{\textbf{g2}}!

61...\textcolor{red}{\textbf{g3}}

As in many endgames like this, every move requires great care and every correct square can be vital. Here 61...\textcolor{red}{\textbf{g4}}? would allow White to escape with a draw after 62.d5!\textcolor{red}{\textbf{xd5}} 63.\textcolor{blue}{\textbf{f2}} 62.\textcolor{red}{\textbf{a3}}\textcolor{blue}{\textbf{xh4}} 63.\textcolor{red}{\textbf{d3}}\textcolor{red}{\textbf{xe5}} 64.\textcolor{red}{\textbf{xe4}} h4 65.\textcolor{red}{\textbf{f3}}\textcolor{red}{\textbf{d5+}}

White resigned here as it's an easy win.

E.g:

66.\textcolor{red}{\textbf{f2}} 67.\textcolor{red}{\textbf{g4}} 67.\textcolor{red}{\textbf{g1}} 68.\textcolor{red}{\textbf{d6+}} 69.\textcolor{red}{\textbf{e3}}\textcolor{red}{\textbf{e2!}} 70.\textcolor{red}{\textbf{h2}} 71.\textcolor{blue}{\textbf{d5}}\textcolor{blue}{\textbf{d7}}

... and White will have to give up his bishop in return for the b-\textcolor{red}{\textbf{d}}.

Botvinnik called this "probably my most inspired ending with opposite coloured bishops."

I must say that FRITZ6 in particular did really well on these on the whole. I've looked at 5 or 6 of the other Magical Endgames and found that, overall, tablebases enabled most programs to do better than I'd expected.

I'll see if I can find a few more before I turn my attention to The Long Term Effect, Silent but Deadly, and the fascinatingly titled chapter Deep and Mysterious.
'NEW LIFE IN CHESS!'  
A Short Story by Eric Hallsworth

As he walked over to the information board, seeking the name of his opponent for the fifth round, Andy realised with surprise just how pleased he was to be playing again.

He'd been a bit put-off at first, 'things' felt quite different, there had seemed to be so many changes since he'd last been in a tournament like this. He knew his game was bound to be more than a little rusty, and had to admit to being a bit self-conscious about his presence there. That was why he'd made the deliberate decision to go to an event a good few miles from his home. He hoped that, if he was going to make a fool of himself, not too many people there would know him!

Changes in, what?.. it was seven or perhaps eight years! That was how long it had been. To be honest he'd been wanting to play again for most of the past year, once he'd started to get over the accident, the terrible accident... but somehow he hadn't quite managed to pluck up either the courage or the energy to do it... until now. And here he was. He wondered how well he could do!

The main book stand had already been set up and was filled with a massive range of books. Andy had been concerned to realise that more than a few were by authors he'd never even heard of, new players who'd come to the forefront while he'd been doing other things. He hoped he wasn't going to find his opening theory especially was too much out of date!

As the time for the first round drew near the hall had started to fill up. Andy wandered over to the drinks area and bought himself an orange juice. He carefully chose a seat so that he could watch all the other players milling round, meeting old friends, talking until the noise of the place grew quite loud.

The competitors seemed younger than ever - perhaps that was because he was older, though he was still only 26 - and there were quite a few girls - he couldn't remember that. Certainly there hadn't been any in the club he played for in 'the old days' (much to his personal disappointment, though the older members made it clear they preferred it that way!). In fact, as far as he could recall, there had been no girls, AND he'd been the only teenager in his club team.

His attention was drawn to a particular group of youngsters, apparently playing chess on one of the stands with occasional whoops of laughter as players changed places. He finished his drink and walked over to find they were congregated at the computer stand.

Things had changed here as well! As it had always been, most of those playing the computers were still the youngsters. But instead of banging away (usually to the great consternation of the sales team behind the stand!) on a range of attractive chess computer boards, now Andy could see that there was also a row of three personal computers, and the kids were whizzing their mouses up and down on colourful mouse pads.

He briefly wondered what the plural of mouse was as he joined the queue, but before he had time to decide the two young lads in front of him suddenly shouted a garbled 'aaarrgh' in unison and promptly disappeared to leave him at the front of the
queue and next in line for a game.

Fortunately he used a PC at the offices where he worked, so he smoothly moved the mouse over a 'New Game' icon and started to play against it himself. 'It' was called Hiarc apparently - which again didn't mean a thing to him - but the game was a total disaster and he didn't know whether to be impressed by the computer program or in a panic about his own play - the tournament proper was due to start in fifteen minutes, was this the best he could do?

"Don't worry mate", a cheery voice encouraged him as an older man from behind moved in to take his place at the PC. "It's one of the top programs that... does it to me all the time!" Andy smiled his thanks, but still dropped off rather glumly.

Still, the episode reminded him a little bit of his old Fidelity Excellence. That had been one of the joys of his teenage chess life. Well, in one sense that was certainly true, but he was keenly aware that it was largely, and in a strange way, also the cause of his leaving the game for these past few years!

He could still remember the game that did it - a casual knight move to g5 had only been to make the computer transfer its bishop to a slightly less active square. That had worked okay, but then the computer attacked his knight with a pawn push to h6.

At this point the computer had already castled, but he hadn't so his rook was still on h1, and he had this wild idea and decided to go for it. Okay, it was a bit rash, especially against his computer which, if nothing else, was an absolute monster to beat once it had won some material.

But his girl friend was due round any minute, and he was really keen on her, so the game had to be decided quickly in one way or another. He pressed the h2 square and then the h4 square and boldly pushed the pawn forward!

He hadn't had very many girl friends, but even with his limited experience he reckoned Ann was rather special. Incredibly pretty she was, in his view, a total knockout.

Her whole background, her parents and family, the type of house she lived in, almost everything was amazingly similar to his own, and they certainly had many things in common. They shared pretty much the same musical tastes, enjoyed the cinema and had a wide-ranging interest in various sports.

They'd only met in the spring, but were soon seeing more and more of each other until they were dating pretty strongly through the summer. He already had quite a good job with a big insurance company and, with extra earnings after a little promotion, had managed to swap his motor bike for a not-too-old car. He'd sprayed and polished it until it looked, well, attractive, which hadn't done their relationship any harm!

Andy forgot about her again as he quickly pressed h4xg5 after the computer had snaffled his knight with h6xg5. The computer was his way of preparing for the new chess season just round the corner and, with an open h-file, a pawn on g5 and that rook on h1, he was suddenly feeling pretty sharp.

He brought his queen over to the kingside and the computer was already trying to clear some room on its back rank for its king to run away. 'I've got it!' he told himself. The door bell rang but he didn't hear it, so his mum answered and let Ann in.

"Hi! Hey... aren't you ready?!!"

"Just one minute," he replied, stupidly almost ignoring her.

"What on earth are you doing?" she asked, initially in a reasonable tone, "you know we don't want to be late." And then as she peered round him to see what he was up to, "Oh no, you don't play that stupid game do you!" and this came with clear irritation as well as the mockery.

At the last moment Andy came to his senses! He switched the poor machine off and turned quickly to her with his best smile and a little kiss on the cheek. "All finished," he said, "sorry about that."

They chatted and laughed much as usual as Andy drove them into town to watch the latest blockbuster sci-fi movie, until he tried to make a light-hearted reference to his fondness for chess. Ann made it pretty clear she thought it was 'boring', 'stupid', and 'for sissies'.

That stung him and they nearly had their first row. He knew of course that she was crazy mostly about outdoor sports - they both were. She played a lot of hockey and tennis, whilst he played football in the winter and tried his best to fit in both cricket and tennis in the summer.
On a couple of nights each week they were involved with training sessions at their particular clubs, but they were meeting up most other evenings and going out somewhere together.

And chess was the other love of his life - ever since he'd been taught the game by one of the teachers at junior school, he'd been fascinated by it and enjoyed playing it. Or at least he had until now! It was mostly in the winter evenings, so the fact was that there had been no reason for the subject to crop up with Ann, and he was pretty shocked by the hostility of her comments.

On a rainy weekend not long after this first incident, he'd tried to persuade her how good chess could be - he'd thought she might go for the competitive aspect - after all she was more than a bit competitive when they played tennis together!

But she thought the idea of sitting 'doing nothing for hours on end' was ridiculous. 'Doing nothing' she called it! Now they'd nearly had their second row! He tried to talk her into letting him show her how the pieces moved, but there was not a spark of interest, so he finally hid his Fidelity Excellence away and dropped the whole subject for good.

Soon after this his local chess club wrote to remind him of the start of the new season, with a list of their league matches - they'd come 2nd in their Division last year, so had been promoted to the top League. Andy had looked forward to that, and the list of teams they would play would have tempted him greatly except that... he was in love!

At least he'd find out about himself. Which he did, though the game lasted for over 50 moves and had some interesting moments which saw his opponent grimacing a couple of times until Andy missed something obvious and lost 2 queenside pawns in quick succession.

He played on for a few more moves but knew it was hopeless and resigned before his I.M opponent could get exasperated with him!

Afterwards his adversary shook his hand warmly - "When I saw the draw and didn't know who you were, I thought I'd been given a nice, easy start! But there was some good stuff in that for a bit. In fact you had me quite worried at one stage until you couldn't decide whether to attack or defend, and let me back in!"

He took that as more than an acceptable compliment, and the loss didn't seem such a bad start after all. In round 2 he redeemed himself with a nice win, though he was slightly sorry that his recovery had to be against the cheerful and very friendly chap who'd tried to encourage him after his rather speedy defeat against the computer.

"I've remembered who you are since we met this morning!" smiled his vanquished opponent, "I thought you must've given the game up. Where've you been?"

Andy didn't recognise the fellow at all: "How d'you know me?" he asked.

"A-haah... well you probably wont remember me, but that's okay. My name's Tony Payne and I first saw you when you were a nippie playing in the Worcester Open. Our Club captain at that time was your school Chess Club coach - the Old Priory School as I recall!"

Andy nodded in acknowledgement.

"Your coach reckoned you were a real prospect, and I stopped to watch the end of one of your games when you beat a mate of mine from the club. You'd be about twelve or thirteen at the time I suppose - I know you gave him quite a shock! I saw you around at different tournaments for a year or two after that, but you suddenly seemed to disappear so I thought you must have moved away or given the game up. Waste of good talent!"

Andy took to Tony straight away, he was cheerful and friendly, and seemed to have a genuine interest in him, though he was blowed if he could place him at all, even
though happy memories of the Worcester Open jumped quickly into his mind.

He could even picture himself there - actually in with a chance, he'd optimistically thought at one stage, of winning it. But his good scores in the early rounds inevitably brought him into contact with top players at the end, and he'd lost his last 2 games so that he finished up somewhere not much above mid-table. "They were fun days!" remembered Andy with a grin you didn't get from him quite so often nowadays.

"So what happened?"

Andy decided he would tell him. They had a few minutes to spare before the draw would be made for the next round, so they moved over to the cafe area and bought themselves a coffee each.

Tony listened sympathetically whilst Andy told him a little bit of how he and Ann had met, why he'd stopped playing chess, and how they'd got married and settled into their own semi-detached in a nice area on the outskirts of Worcester.

He'd found a new and even better job working for the legal department of another insurance company, studied hard to pass key exams, and tried to fit sports pursuits in where he could, in a busy, hectic life.

Ann's career for a sportswear company had also gone well, and the contacts she had made as a result culminated in her being introduced to a new sport - horse-riding. She developed an enormous passion for it and eventually started entering one-day events as well as some show jumping.

It was as expensive a pursuit as one could possibly choose. "We even owned our own horse, and it was a good thing that we both had well-paid jobs to support it!" Andy told Tony somewhat ruefully.

"The week-end it happened, I wasn't even there. She was doing extremely well, in fact there was even talk of her joining an Olympic training squad.

I usually did go with her, but that week-end our own horse had a slight leg injury, so she was riding for somebody else, and I decided to get in some overtime - 'somebody has to pay the bills!' I'd told her, perhaps only half-jokingly.

The first I knew of what had happened was after I got home and was making myself a mid-afternoon snack lunch. There was a knock on the door and it was the Police, to tell me there'd been a serious accident.

Half-way round the course her horse had just lightly clipped a fence, but it was enough to put him off balance and he'd stumbled on landing. The fall had thrown Ann off and she came down head first against a tree, and then the horse had tumbled over and landed on top of her, breaking her neck."

Andy stopped for a moment, not for effect, but because the memory of that dark time in his life still hurt.

"I've missed her a lot," he continued, "but to be honest I never managed to work out what our marriage was about. We got so busy we sometimes hardly saw each other after breakfast!

And we didn't really do things together any more, if you know what I mean. I'd go with her to the things she wanted to do, and she'd come to the places I wanted to go, but we hardly ever seemed to be just the two of us doing something together we both wanted to do. Perhaps all marriages are the same - you're staying together while you're drifting apart."

Tony gently patted Andy on the back, in a sympathetic and gentle gesture. "You've had a rough time," he comforted him, "but you mustn't let these things leave you bitter. You've still got the best part of your life in front of you. Have you managed to keep that good job you said you'd got?"

"Yes, I have," Andy replied, "that's been important for me. Everybody keeps telling me all I've got to do now is 'get a life!'"

It had actually cheered him up talking about it all, they were things which he hadn't shared with that many people. He'd found most folk couldn't really understand what he'd been through, and were embarrassed because they didn't know what they should say - after all, how many people had experienced something like this, so how could they know what it really felt like?

In spite of the fact that his marriage had somehow not been quite what he'd expected, Andy had still been madly in love with the Ann he'd first known, and he'd had a truly appalling 6 months or more trying to come to terms with the cruel turn of events.

In the end he had found a listening ear, and help had come from a source he would once have thought of as most unlikely!

He remembered being pretty rude to the
Baptist minister who had first called just a few days after the accident. The last thing he'd needed was Jesus!

But when the man had come a second time they'd chatted at length over a few cups of tea together, and he'd changed his mind! As a result Andy had started going to Church. This was something he'd not done at all since his parents had made him go to Sunday School when he was maybe 6 or 7 years old - and he hadn't had to keep that up for long - his bad behaviour made him less than popular with the teachers!

Now, nearly 15 months after the accident, it was his most important commitment alongside his job and playing football in an amateur league.

The pair had been talking for too long and they suddenly realised that the hall was bathed again in the silence that meant everyone else was playing chess. They marched smartly to the huge notice board near the entrance to the hall, quickly scanned it to get details of their next opponents and board numbers, and then both strode off to their respective places even more swiftly, before they'd lose too much time on their clocks.

"Let's meet afterwards," suggested Tony, "and have a meal together!"

"Yes, we'll do that!" Andy called back in one of those shouted whispers that you think only the person you want to can hear, but in actual truth nearly everyone can!

"Sssshh," they heard from voices all around them, in a multiple shouted whisper that was, of course, even louder!

Tony got a little plug-in set out of his big jacket pocket and pushed it across the table. "Okay, let's have a look at that game!" he challenged Andy.

"Well, I'll show you the interesting bit, at the end," he volunteered as he started to set the position up.

"He'd just taken my knight on e5, so my next move was a standard retake. I was about to go two pawns up and I must say I was pretty sure I had a won game."

"Mmm," Tony murmured, with a clear measure of uncertainty: "Buckley's a right tricky customer and never gives up. Still, you couldn't play bishop takes rook as when he retakes with the knight, your own rook is attacked. So you'd have to move it and then you don't get to win his bishop back anymore! So you have to take the bishop now."

Andy played the first couple of moves on the board:

\[ \text{49.}\text{fxe5 dxe5} \]

"Now I didn't reckon 50.\text{exg5} d3 51.\text{exf6} Bb2 looked at all good for me, so I figured I had to take with the king."

"I'm sure that's right," interrupted Tony. "Suppose he'd played 51...\text{Bb4+!} instead of your \text{Bb2}. You'd go 52.\text{Bh3} and then he'd play \text{Bd4}!"

"Uuuhh," Andy gargled. They looked briefly at 53.\text{g1} d2 54.\text{e1} \text{e4}! and at 53.\text{Bb7?} but couldn't decide if either side had a win. Whatever, taking with the king seemed much better.

"Okay," said Tony: "so let's see what happened next."

So Andy played

\[ \text{50.\text{exg5}} \]

and Black's \text{d3} on the board.

"Obviously I'd expected d3, and now I would win another pawn and reckoned the
full point was as good as mine."

51.\texttt{\textit{\textbf{\textit{\textbf{xg6}}}}}  
"It was the next move that really caught me out! I'd assumed he'd play 51...d2 and I figured I had an easy win after that, by playing 52.\texttt{\textit{\textbf{\textit{\textbf{\text{A}}}}}}}d5! which has got to win because of his back rank weakness. But instead he played!"

51...\texttt{\textit{\textbf{\textit{\textbf{\text{A}}}}}}}xb5!!

He recalled that his opponent had pretty well banged the rook onto b5, but he couldn't simulate that with Tony's portable set, so he just stuck the piece firmly into its hole with a sort of grunt.

"To be honest I thought at first this was just a mistake... or maybe even a weird way of resigning. I had a quick look and decided it didn't make much difference which rook I used, so..."

52.\texttt{\textit{\textbf{\textit{\textbf{\text{A}}}}}}}xb5.

Tony agreed that the choice of rook didn't seem to make any difference. "What next?" he asked.

"Well, I couldn't decide if he'd play 52...\texttt{\textit{\textbf{\textit{\textbf{\text{D}}}}}}}d6+ or 52...d2. I still didn't think it mattered but, as it happens, if he'd gone 52...\texttt{\textit{\textbf{\textit{\textbf{\text{D}}}}}}}d6+?? first I would have won with 53.\texttt{\textit{\textbf{\textit{\textbf{\text{B}}}}}}}g5! Then he plays 53...\texttt{\textit{\textbf{\textit{\textbf{\text{A}}}}}}}d8 and I have 54.\texttt{\textit{\textbf{\textit{\textbf{\text{B}}}}}}}d5".

"And what if he'd tried 53...d2?" said Tony. "No, wont do. I guess you'd mate him quickly after 54.\texttt{\textit{\textbf{\textit{\textbf{\text{B}}}}}}}b8+ etc."

"Er. right," agreed Andy, a bit hesitantly as he hadn't considered that. "Anyway he played..."

52...d2!

"This is good, very good, and I began to get nervous about what he was doing. I had to get a rook on the d-file now, and again it doesn't seem to make a difference which one, so..."

53.\texttt{\textit{\textbf{\textit{\textbf{\text{B}}}}}}}d5.

Black's next was obvious, so Andy just played the move and his reply on the set:

53...d1\texttt{\textit{\textbf{\textit{\textbf{\text{D}}}}}}}  54.\texttt{\textit{\textbf{\textit{\textbf{\text{X}}}}}}}d1.

Tony had already seen exactly what was coming, and he reached over and made the next move himself:

54...\texttt{\textit{\textbf{\textit{\textbf{\text{D}}}}}}}d6+!

"That's it!" agreed Andy, "and I saw I'd been completely tricked. I just played..."

55.\texttt{\textit{\textbf{\textit{\textbf{\text{X}}}}}}}d6 "and it's stalemate."

Tony agreed with a chuckle: "Well, stale-mating him was the quick way to accept it's all over, but if you'd gone with 55.\texttt{\textit{\textbf{\textit{\textbf{\text{B}}}}}}}f5 he plays \texttt{\textit{\textbf{\textbf{\textbf{\text{X}}}}}}}d1 and puts you into a known draw anyway!"

They finished their pizzas, which had nearly gone cold by now, but were still welcome and edible at the end of a long day, and parted company at 10.30 p.m each setting off to their own homes.

The beauty of being in a tournament which was only 25 miles from where they lived was that at least they could sleep in their own beds at night!

Andy was certainly ready for just that, but instead he got an old board and pieces out first and played through a couple of games from the chess magazine he'd bought. Then, when his eyes wouldn't stay open any longer, he finally went to bed.

------------------

On the Sunday morning he'd arrived at the school bright and early again. He started off with another glass of orange, lost a second game to Hiarcs, and then had a brief chat with Tony. They agreed to meet up after the tournament, so they could make arrangements to keep in touch.

And then, in his round 4 game, he played a youngster... yes a YOUNGSTER! A lad probably not even 10 years old he reckoned, who for a while gave Andy the fright of his life with a Scotch Opening. It seemed much more dangerous than his recollection of it!

For a while he felt sure he was going to lose as the CHILD swarmed all over him with White pieces attacking it seemed from every direction. Then almost as quickly as the attack had started it evaporated, and the youngster’s effort seemed to suddenly run totally out of steam. He made a couple of hesitant pawn moves which allowed Andy to trap a rook that had strayed too far up the board, and after that White's game folded quickly.

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So with two rounds to go Andy was sat on a respectable 2½/4, and whilst mathematically he probably couldn't win, he was secretly very pleased with himself.

It was in this mood that he was now
stood in front of the huge green-felted notice board which had just been updated to show the round 5 draw.

Oh no! Still he supposed it HAD to happen eventually, after all there were quite a few of them in the tournament.

What would she be like? He hoped this 'Sandra' wouldn't prove to be another younger, playing bold attacking chess and frightening him to death. In fact the thought of 'playing a LITTLE girl did not appeal to him at all.

He looked round to see if there was a likely female candidate looking at the same part of the draw as him... then maybe he'd know which girl this Sandra was. But there were none nearby.

He backed away from the notice board, willing to wait for a few more moments to get a glimpse of his next opponent, and was rewarded when a cheeky looking, bubbly young girl about 12 or 13 years old dragged her mother up to the board and started scanning it in the area he knew she'd find his name. He groaned inwardly. So this excit- able little thing was Sandra, his next oppo- nent. Her score was actually 3 out of 4, so she was doing better than he was!

For a few moments the thought of possibly losing to her really got to him, and his head dropped. 'What is wrong with me?' he asked himself, as if he thought he might also be able to answer. Then he remembered what they'd kept saying to him at Church, once his new friends there had seen he was beginning to recover from losing Ann: 'Life is for Living!' and with that thought he pulled himself together and set off for another quick, remedia- l coffee. He turned round without looking up properly and bumped right into the girl and her mum as they wheeled away from checking the draw.

"Hi-yaa" she said.

"Err. sorry" he replied, a bit lamely.

The coffee did him good and he started off down the tournament hall to find board 10 and little Sandra.

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Somehow she'd just added about 10 years to her age, and turned from a short-cropped brown-haired freckled youngster into an attractive long-haired blonde who was carefully adjusting her pieces on the board and turning her knights to face left. 'This,' he thought to himself, 'I can cope with!'

But he was disappointed when he said 'Hello' and offered his hand, that 'his' Sandra - the real one - shook it loosely and without lifting her eyes. 'Ah well,' he sighed, and waited for the announcement for play to begin, and her to start his clock before playing his first move ...

1.d4.
She replied immediately with

1... d6
and they each rattled the first moves off quickly:

2.c4 g6 3.d4 c3 d5 4.f3 g7 5.cxd5 exd5 6.e4 exf3 7.bxc3 e5.

They were in an Exchange Grunfeld opening which suited Andy fine, in fact somehow the moves played so far seemed pleasantly familiar to him. Okay, he re- membered the Grunfeld in general, but for some reason these really stuck out. He slowed his play slightly to make himself think about each move, and asked his brain to tell him why it was that he knew this particular line so well..

8.b1 0-0 9.dxe2 dxe6
It was here that his mind started to wander. A couple of times, as he'd made his move and hit the clock, he'd found she was taking a quick glance at him. He tried smiling at her, which he probably shouldn't have done, because now he was thinking about what would happen if their knees acci- dentally touched under the table!

Where on earth did that thought come from? But for a while it wouldn't go away, even though it was his turn to move. Then he became aware that she'd stopped study- ing the board and was looking at him, wondering why he didn't make a move...

He dragged himself back from his little dreamworld at last and looked up to see her gently smiling.

10.d5 xe5 11.xe5 xe5 12.c2 e6
13.f4
This was seriously lucky! He'd got it. They were playing along a game that he'd actually been looking at last night!
He'd read about G.M.'s getting a posi- tion on the board at move 20 or the like 'that they'd aimed for,' and often wondered
how on earth they managed to get their opponent's to play down exactly the right lines when there were literally millions, or should be billions of possibilities after 20 moves.

But now it had happened to him! He'd been reading in bed last night about the growth of chess in China and had played through a couple of games by someone called Peng. And it was exactly one of those that they had on the board now! He wondered if she'd been doing the same! He tried to imagine her curled up in bed in a pair of pyjamas, reading exactly the same magazine as he was. Did she have a little pocket plug-in set as well, for playing through the games. Or, worse still, a cute little laptop PC and that dreaded Hiarcs program!!

He heard her cough and looked up. His clock was ticking! When did she make her move? He was down to under ten minutes, so he realised he must have been daydreaming about her, for, well, quite a while. He wondered if she could guess what he'd been thinking about! Of course not, but he knew that he was blushing brightly anyway.

"Are you all right?" she asked carefully.

That didn't really help, but he croaked out a quick "Yes" and concentrated on the new board position.

13...\textit{c7} 14.0-0 exd5 15.exd5 \textit{a5} 16.\textit{b3} b6

They'd both played their last few moves quickly, but now his mind was wandering off again! It was that pretty face, the long, flowing blonde hair, the occasional, gentle smile that was doing it.

He was horrified to find himself thinking about her again, but he couldn't stop himself. It wasn't really like him and he was wasting time when he needed every second to work on the position. But if their knees did touch under the table, was she wearing jeans or a skirt? He even felt an insane temptation to accidentally knock one of the captured pieces off the table so he could take a quick look.

'Goodness, you can't do that,' he warned himself sharply, 'you'll get yourself thrown out!'

He knew she was smiling at him again. Chess never used to be like this. 'Does this happen to all the men, when they're playing against one of the Polgar sisters or something?' He wondered what the girls thought about them, if anything at all.

Finally he managed to drag himself back to the game. It was just dawning on him that Peng had been Black in the game he was playing through last night... and had won! If so then Andy needed to play something different for White somewhere, and soon!

Aaaah! he remembered that White had now played 17.\textit{a2} in Peng's game, allowing 17...\textit{a5} 18.\textit{c4} \textit{f4} 19.\textit{a6} \textit{x1} 20.\textit{c1} \textit{a8}.

So he decided this was a good time to find his 'improvement'. If he got his queen out of the pin, but put her where she'd still protect the d-pawn until he could support it with the c-pawn, he'd be okay. He didn't notice that he was in danger of letting himself in for a different pin!

17.\textit{d1} \textit{d7}

Now, with the queen on d1, his pawn was unpinned, so Andy pushed it almost automatically to support the d5-pawn.

18.c4?! \textit{a4}!

Andy was completely rocked. He never saw this at all, yet it was staring him in the face. 'Well, it's done now and there's no way back,' he thought to himself. 'The exchange is lost, but I'll just have to get on with it, start trying to concentrate properly and see if I can find some initiative to compensate a bit!'

19.\textit{b2} \textit{xb3} 20.axb3 \textit{a6}

This was a surprise. 'It's a bit innocuous,' he concluded. 'Let's push the d-pawn. It probably looks more dangerous than it really is, but maybe she'll panic or overreact.'

21.d6!? \textit{a7}
The $\textbf{f}a7$ also seemed like a hesitant response to Andy and he was beginning to see a glimmer of hope. 'She's worried about my passed pawn.' Now her bishop on $a5$ is none too healthy, and the rook she's just put on $a7$ has been confined to defending against a single pawn push... surely my rook is much better and my bishops are beginning to look in definitely good shape.'

He wanted to play $22.f5$, but couldn't make up his mind. It would deny his bishop the chance to drive away the rook with $\textbf{g}g4$ if she played $\textbf{d}d7$. On the other hand he reckoned that if she took the pawn, $\textbf{xf}5$ had to give him a dangerous attack.

He had another look at $22...\textbf{d}d7$. 'But I could go with $23.\textbf{w}c1$ threatening $\textbf{w}h6$ and $\textbf{g}7$ mate,' he reasoned. 'It's a bit obvious but it doesn't seem that easy to meet without weakening her king protection a bit. Let's go for it!' So he played it.

$22.f5$?

Sandra clearly hadn't expected this at all. For a moment her fingers hovered over his pawn as if she was just going to take it off with her $f$-pawn with hardly any thought at all, but then she hesitated and withdrew her hand.

After a couple of minutes she finally reached out again, picked up her $g$-pawn and moved it straight to $g5$! Then she hit the clock a bit harder than usual!

$22...g5$

'\textit{That looks like a big bonus,}' was Andy's immediate reaction. He had expected her to play $22...\textbf{d}d7$ now that the rook could move there without being disturbed by his bishop.

He knew immediately what his next move must be, and played it quickly, not so much because he was getting short of time, but because he sensed his opponent was beginning to feel under a bit of pressure and was also starting to run low on time herself.

$23.f6$

Andy was filled with a heightened optimism, he was sure that the game was beginning to actually turn his way. As he reached across the board to push the dangerous $f$-pawn towards her, his foot moved forward under the table at the same time, to give him balance, and he accidentally trod on her toe!

'\textit{Sorry,}' he apologised. '\textit{So you should be!}' she replied. He had a feeling she was talking as much about the game as her foot! She examined the new dangers to her position posed by Andy's latest move for as long as she dared, and then played:

$23...h6$??

Andy knew immediately that this had to be a mistake. He hadn't really decided himself what would have been her best move, but he'd half expected $\textbf{h}h8$ to avoid the potential risk of him making a bishop manoeuvre, taking it from $e2$ to $d3$ and then to $h7$ with check.

Now she'd left him with that opportunity, and he grabbed it with hardly a moment's thought.

$24.\textbf{d}d3$!

Andy was almost uncontrollably pleased with himself for this move. It gave him so many possibilities and he was beginning to think that he'd somehow accidentally fallen into an impressively wonderful, winning attack.

Sandra again thought for two or three minutes, and her time was almost all gone when she surprised him once more with her choice of move...
24...\textcolor{red}{\text{xd6}}
'She's fallen right for it! Surely she must have seen it?!!' thought Andy, instantly playing his reply...

25.\textcolor{red}{\text{h7+!!}}
He'd won her queen! The game was as good as over, but they both rattled out a few more moves as if neither of them could quite believe what had just happened.

26.\textcolor{red}{\text{xd6}} 26.\textcolor{red}{\text{Baa8}} 27.\textcolor{red}{\text{d3+}}
\textcolor{red}{\text{h8}} 28.\textcolor{red}{\text{h3}}
... and then she resigned. She looked up and pulled a funny face before smiling and shaking hands with him — much more warmly this time he felt, and it seemed for a moment longer than necessary... or was that just another daydream?!

"My uncle told me to watch you, that you were a bit good," she said. "He says you've had a rough time for the last year or so, I hope things start to improve for you."

"Thanks." Andy mumbled, somewhat taken aback. "Who's your uncle?"

"Tony, Tony Payne, the chap you were with last night... that's my Uncle Tony".

It was a strange, small, but suddenly warm little world. "Why did you take the pawn?" he asked her, thinking back to the simple trap she'd fallen into, and wanting to keep her talking for as long as he could.

"I couldn't see anything else," she said, "it was a very clever attack! If I'd played a nothing move, like h5 then you'd probably mate me with \textcolor{red}{\text{h5}}.

I thought of trying 24...\textcolor{red}{\text{we8}} which threatens \textcolor{red}{\text{e3+}} and stops you from playing an immediate \textcolor{red}{\text{h5}} as you'd lose your bishop. But then I saw that you just play the queen to f3 instead. Then you're threatening \textcolor{red}{\text{f5}}, so I still lose. It was brilliant!" she said admiringly, "Until the last few moves I thought I was winning, I've never quite seen anything like it before."

She'd seen more in his attack than he had, but he couldn't help feeling very pleased with himself. "It couldn't have happened to a nicer person," he said, as they parted, "and I hope you win your last game!"

"You win too," she laughed.

But as it happened neither of them did. He lost on time in an endgame he was probably going to lose anyway.

He looked round for her after his game, but couldn't see her so guessed her game had finished before his. He walked over to check the board for other final scores, and saw that she had drawn her game, so they'd ended the tournament level, each with 3\frac{1}{2} points. His new mate Tony had scored 4, his game against Andy being his only defeat.

By now most of the players had already left the tournament hall. Those who were still mingling there would be following soon: the tournament organisers were noisily clearing boards and pieces into large storage boxes and stacking up the chairs into a long row along the back wall. The café was closed and empty. The folks on the stands were packing up their bags with unsold product, ready for another day.

He looked everywhere for her, but couldn't spot her. As they'd arranged Tony was waiting for him on the steps leading out of the school's main entrance. "I gather you've met our Sandra," he said chirpily.

"That's right," said Andy and, after a moment's thought to make sure he didn't sound foolish, "... she's rather nice."

He and Tony swapped addresses and phone numbers: "Let's make sure we keep in touch!" Tony pressed him.

"Don't worry, I'll give you a ring during the week."

"Are you going straight home now?" Tony enquired.

"No, I think I'll take a late night stroll and get a bit of fresh air first. D'you fancy coming?"

"No thanks, not on my old legs", he replied with a laugh.

"Can I come with you?" he heard another voice call from behind him. It was light, breezy and feminine - definitely not Tony! As he started to turn he already knew who it was, and he held out his right hand for her to grab.

"Of course you can!" he replied, perhaps a bit too eagerly... but he was smiling broadly as she took his hand. And a strange thought entered his head as he wondered if he might at last be able to blow the cobwebs off his old Fidelity Excellence!

"Life is for living!" he said out loud, and they all laughed.
DEEP JUNIOR 6 AT DORTMUND

DORTMUND 2000 will have been one of the biggest Tournaments of the year... indeed only Kasparov and Shirov of the current World's top Grandmasters were missing. Even so, the average Elo was 2702!

The entrant which gets the event into SelSearch was, of course, Deep Junior, running on an 8x500MHz Seimens multi-processor system.

With the time control set at 40/2, programmers Amir Ban and Shay Bushinsky were hoping for a 50% result!

Some folk thought that Deep Junior might even win it, but most commentators were still looking through the Fritz result and games in the Dutch Open and at Frankfurt. Fritz, on the same powerful hardware, had not done quite as well as expected, so most felt that the programmers' goal was probably realistic.

Bareev, E (2702)-DeepJunior

D45: Semi Slav: 5 e3. Round 1

Bareev sacs (or loses!) an early pawn. DJ hangs on to the material and eventually breaks through Bareev's blockade and has an apparently winning position. But Bareev hangs on by hair's breadth with a remarkable defensive effort!

1.e4 e6 2.d4 c5 3.d4 c6 4.e3 c5 5.b3 a6 7.d6 0-0 8.d3 c7 9.0-0

9...e8 is the most popular move here

10.d2 e4 11.c2 a6 12.cxd5 cxd5

Possibly equalising was 41.c3h 42.c4 d6 43.c3d
41...g4 42.e2 h6 43.d6
43...d6 is an interesting idea 43...d7 44.d2 (44.d3x5?? the pawn of course cannot be captured because of 44...c3c5 45.c5xg7 c7 c7 44...dxc5 45.c5x5=
46.d644.c2 f5 45.c1h 46.c7.d6 47.f4 exf3 48.cxf3 c7 49.c4 cxf4 50.f3 x6 f6 51.c3 c6 52.c6 53.c6 54.c6 55.c6 56.c6 57.c6 58.c6 59.c6 60.c6

Black's advantage looks sufficient to win, but this key pawn is separated from vital support and is not as dangerous as it seems.

10.e3 Exe2+ 11.dxe2+ 12.xe2 d4

32.c7 Exe7 Not 32...c7?? 33.g4 Exe7 34.g6 Exe6 35.b8+ Exe8

33.c5 c7 34.d5 c8 35.g5 a5 c5 36.g4 d6 37.d2 c6 38.a4 c8 39.c5 c7 40.c2 c6 41.c22??

Playing through this I thought that 67...dxc5 might get the win:
with this move (Junior had expected cxd), but Matthias Wullenweber operating DJ noticed that its evaluation had gone up for the move it now planned, and rejected the offer. DJ apparently showed +160, a much higher evaluation than others produce!

20. dxc5

Amazingly, and much to the surprise of the audience, Huebner resigned after a few minutes thought. He explained afterwards that he believed he'd simply lost a pawn as, after 20...bxc5 21. Qxe4 (he'd missed this when playing d7, a blind spot not seeing that dxe4?? was not possible because of Qxd7!) the c5/B cannot be directly defended.

Even if so, resignation seemed premature! Let's have a look! 20. dxc5 bxc5 21. Qxe4! Qxb8! (or 21... Qxh5 22. Qxc5 Qxh5 23. Qxe5 Oxb3 24. Oxf8 Qxa1 25. Oxe7 Oxe7 26. Qxa1=) 22. Qg5. White is threatening 23. Oe6+ Oxf6 24. Qxh7+ Qf8 25. exf6, so what are Black's choices?...

A. 22... Qxg5 23. Oxe5 g6 24. Qe4 — back to 'ifs' square again! — with a useful advantage but not necessarily winning as yet; B. Or maybe 22...g6 and if White takes 'his' pawn now with 23. Qxc5 (23. Bh3 might be better) then Black grabs it back with 23... Qxe5 = 1-0

Mickey has queens off the board by move 6. He admitted later that he has played this line against Junior at home many times, and that he usually wins!

7...c5 8. Qe2 Qd7 9. Qe3 Qf6 10. f3 0-0-0 11. Qd2 h6 N 11... Qe7 12. 0-0-0 Qc6 has been seen at GM level

12. 0-0-0 g6 13. h4 b6 14. Qf4 Qg7 15. Qf1 Qh8

The Junior team's chess advisor, GM Boris Alterman, was delighted with its positional play: 'It's doing everything right!'


28...f5 29. e5

A clever move by Adams. If 29. Qxg6 immediately 29...fxe4 30. Qf4 (30. Qxe4? Qf5!) 30...exf3 31. Qxf3 Qf3 and Black has an advantage

29. Qxe5 30. Qxe5 Qxe5 31. Qxg6

So Adams ends up with the better pawn structure by far, but 2xQ v 2xQ. Amir Ban tells us that the computer's evaluation was never anything other than close to equal

31... Qe2+ 32. Qd2 Qe8 33. Qf4 Qg7 34. Qe2 Qxe2+
35.\( \text{Qxe2 axb3+} \) 36.axb3 \( \text{Qxe8} \) 37.\( \text{Qd3} \) 38.\( \text{h3} \) 39.\( \text{g3} \) 40.\( \text{h6} \) 41.\( \text{e3} \) 42.\( \text{d3} \) 43.\( \text{f6} \) 44.\( \text{xe3} \) 45.\( \text{d6} \) 46.\( \text{d3} \) 47.\( \text{f6} \)

With a score of +1-0=2, DJ’s next opponent was the recently crowned FIDE World Champion!

Junior 6-Khalifman, A (2667)

B08: Pirc Defence: Classical System. Round 4

1.e4 g6 2.d4 \( \text{g7} \) 3.\( \text{c3} \) c6 4.\( \text{f3} \) d5 5.\( \text{e3} \) \( \text{d6} \) 6.\( \text{d2} \) \( \text{h5} \) 7.\( \text{d3} \) \( \text{g4} \) 8.e5 \( \text{b4} \) 9.\( \text{e4} \) \( \text{exe4} \) 10.\( \text{exe4} \) d5 11.\( \text{d3} \) \( \text{xf3} \) 12.gxf3 \( \text{wb6} \)

12...a5 was in the computer’s book

13.\( \text{h4} \) \( \text{d7} \) N

England’s Tony Kosten won a game with 13...e6 14.\( \text{h5} \) \( \text{d7} \) in 1998

14.\( \text{h5} \) c5 15.\( \text{dxc5} \) \( \text{xc5} \) 16.\( \text{xe2} \)

16...0-0

Two of Khalifman’s moves are criticised by the PC programs in this game. This is the first, with \( \text{Hinars prefer} \) \( \text{Ed8} \) and Fritz e6. Both think that 0-0 is about eval 100 worse, but equally they are not especially keen on each other’s choice! A question of personal preference and specific programming on the particular features which each is told to aim for or avoid!

17.\( \text{Wxh6} \) 18.\( \text{xg6} \) 19.\( \text{Wd4} \) g5?

This time Fritz and Hiarcs agree with 19...\( \text{xd4} \) 20.\( \text{h4} \) \( \text{e5} \) 21.\( \text{h7} \) \( \text{fxh7} \) 22.\( \text{f6} \) \( \text{g8} \) 23.\( \text{g7} \) 24.0-0-0+ Fritz has this W+75, Hiarcs W+120

20.\( \text{xe5} \) 21.\( \text{axb6} \) \( \text{xb6} \) 22.\( \text{xe7} \)

Now White is, at least temporarily, 3 pawns ahead with queens off the board... you \textit{would} expect it to win. In fact nothing ever really happens

22...\( \text{fe8} \) 23.\( \text{d6} \) \( \text{d4} \) 24.\( \text{d3} \) \( \text{xe5} \) 25.0-0-0 \( \text{xd6} \)

One gone!

26.\( \text{h7} \) \( \text{f8} \) 27.\( \text{xd4} \) \( \text{e5} \) 28.\( \text{e4} \) \( \text{e7} \) 29.\( \text{e1} \) \( \text{d6} \) 30.\( \text{d1} \) \( \text{c7} \) 31.\( \text{d3} \) \( \text{d8} \) 32.\( \text{f1} \) \( \text{d4} \) 33.\( \text{e4} \) \( \text{e5} \) 34.\( \text{h1} \) \( \text{e7} \) 35.\( \text{g5} \) \( \text{d6} \) 36.\( \text{g2} \) \( \text{ed7} \) 37.\( \text{f5} \) \( \text{e7} \) 38.\( \text{f1} \) \( \text{e5} \) 39.\( \text{e4} \) \( \text{e7} \) 40.\( \text{h2} \) \( \text{ed7} \) 41.\( \text{f4} \) \( \text{d4} \) 42.\( \text{f3} \) \( \text{d6} \) 43.\( \text{h4} \) \( \text{e5} \) 44.\( \text{h1} \) \( \text{d2} \) 45.\( \text{b1} \) \( \text{g2} \) 46.\( \text{f5} \) \( \text{d4} \) 47.\( \text{d1} \) \( \text{c5} \)

48.\( \text{d3} \) \( \text{g3} \) 49.\( \text{d1} \) \( \text{e7} \) 50.\( \text{e4} \) \( \text{d7} \) 51.\( \text{a1} \) \( \text{d4} \) 52.\( \text{d3} \) \( \text{e7} \) 53.\( \text{e4} \) \( \text{f6} \) 54.\( \text{b1} \) \( \text{g7} \) 55.\( \text{h4} \) \( \text{c5} \) 56.\( \text{e4} \) \( \text{g1} \) 57.\( \text{c1} \) \( \text{g7} \) 58.\( \text{c2} \) \( \text{xe1}+ \) 59.\( \text{c1} \) \( \text{xf5} \)

Two gone!

60.\( \text{d2} \) \( \text{d5}+ \) 61.\( \text{d3} \) \( \text{d4} \) 62.\( \text{c1} \) \( \text{c5} \) 63.\( \text{e6} \) \( \text{d6} \) 64.\( \text{e2} \) \( \text{d7} \) 65.\( \text{g2} \)

With some disappointment Junior’s operators accepted here that their program was getting nowhere, and offered the draw \( \frac{1}{2}-\frac{1}{2} \)

The Internet pages of \textit{kasparov chess} site were showing games live and producing a brief daily report. With Deep Junior due to play Kramnik next, these were their comments:

"The most popular game each round is easy to forecast. Anand? Nope. Kramnik? Eh-eh. The large majority of the thousands of spectators come to see one man! Make that one machine!! Junior6, running on a massive Seimens Primergy Server, is playing seemingly without effort against the world’s best.

In round 4 it built up a dominating position against FIDE champ Khalifman, but the resourceful Russian found some great defensive moves and Junior was unable to find a winning plan.

The biggest weakness of the machines is still the inability to form long-term plans in advantageous positions. But Junior’s programmers aren’t complaining. They have 3 draws and a win in a star-studded field!"

Kramnik, V (2770)-Junior 6

D00: 1 \text{d4} \text{d5}: Unusual lines. Round 5
1.d4 d5 2.c3!?
Kramnik says he tried various set-ups in preparation against Fritz. 'It always plays 2...d6, and after 3.d3 it goes e6 and I play 4.f4 and the computer does extremely badly!'

2...d6 3.d3 e6 4.f4
You'd not catch Kramnik playing a Stonewall pawn structure against anything but a computer! But it ensures that long range strategies should rule and computers may be baffled!

4...c5 5.c3 a6 6.f3 d6 7.0-0 0-0 Fritz book

5.d3 c5 6.c3 0-0 7.d2N
7.0-0 is usual, but see the note to Black's 15th

7...g4 8.e2 c4?!
Black helps to block the position with this and his next!

9.e2 f5? 10.g1 c6 11.h3
With the centre fixed Kramnik is already beginning to mobilise pieces towards a direct assault on Black's king!

13...g6
A firm '?' from Kramnik!

14.h2 h8 15.h4

A diagram here, before Black's next is worthwhile -

we can see that the e4/d4 is Black's strongest piece, on a good outpost. Kramnik wants to exchange on e4 because it can help free the centre and allow Junior to mobilise

15...d2?
'This is a very bad move', says Kramnik, 'but back-stage, after e4, I told Piket I thought the computer would play it at some point, even though it is positionally awful!' Probably best was 15...fxg4 16.dxe4 fxg3 17...d5 and now maybe 17...e5 18...xf3 exf4

16...d2 fxg4 17.d5!
Inviting the classic mistake 17...h6? and now he'd sacrifice the knight with 18.h5 g5 (18...hxg5?? 19.hxg6+ m7) 19.fxg5 20.hxg6 which is excellent for White

17...e8
Neither this nor 17...g7 really stop 18.h5 e8 19...xg4 c5 20.g2±

18.h5! gxh5 19...xg4
Already the pressure on the g+h files is enormous

19...f6
19...hxg4?? 20...xh7#

20...h4! g6 21.0-0-0 a5?!
Not the most deadly of counter attacks I've ever seen. Better was 21...e5!? but after 22...h1! things are still very grim for Black

22...h1 b5 23.d1 e7 24...xh5

The h-file line-up means this has to be worth a diagram

24...f8 25.e4
Black is obviously lost, but you've still got to take care... PC's don't suffer psychologically from a 130 evaluation (that was apparently DJ's rather hopeful figure at this stage) and crack, they cheerfully keep going, so every move must be accurate

25...d8 26.f5
Specifically to activate the d2/d4

26...b4 27.g6
According to on-site reports DJ only showed
27...\text{Exh}4 28.\text{Exh}4 \text{bxc}3 29.\text{bxc}3 \text{Qf}6 30.\text{Exh}7+!  
After this pawn—destroying $\text{Q}$—sac nothing can save Black.

30.\text{Exh}7 31.\text{Exh}7+ $\text{Qg}8$ 32.\text{Qf}7+ $\text{Qxf}7$ 33.\text{Exf}7 1-0  
After 33...$\text{Exg}5$ 34.\text{Qc}7+—etc.

A masterful performance by Kramnik, showing again that there are some positions which even the top programs do not understand at all!

\textbf{Junior 6 - Akopian, V (2660)}

B00: Queen's Fianchetto Defense, Nimzoitsch Defense—fence. Round 6

1.e4 b6 2.d4 $\text{Qb}7$ 3.$\text{Qf}3$ \text{Qf}6 4.$\text{Qe}2$ e6 5.$\text{Qf}3$ d5 6.e5 $\text{Qfd}7$ 7.$\text{Qg}5$ $\text{Qe}7$ 8.$\text{Qg}4$ h5 9.$\text{Qg}3$ $\text{Qf}8$ 10.0-0  
10.h4 $\text{c5}$ 11.$\text{Qf}3$ g6 has been played at tournament level

10...$\text{Qa}6$ 11.$\text{Qxa}6$ $\text{Qxa}6$ 12.c3 $\text{c5}$ 13.$\text{Qd}1$ e4  
Akopian follows those before by locking the centre— in this game however DJ's opponent fails to provoke any opportunities for himself.

14.$\text{Qe}1$ $\text{Qc}8$ 15.h4 $\text{Qh}7$ 16.$\text{Qf}3$ $\text{Qg}8$ 17.$\text{Qg}5$ $\text{Qxg}5$ 18.$\text{Qxg}5$ $\text{Qh}8$ 19.$\text{Qd}2$ $\text{Qc}6$ 20.b3 $\text{Qa}5$  
Trying to keep the queenside closed after White's ideas with 20.b3... so DJ tries on the other side!

21.$\text{Qe}3$

\textbf{Anand, V (2762) - Junior 6}

D05: Colle System with...e6. Round 7

1.d4 d5 2.$\text{Qfd}3$ $\text{Qf}6$ 3.$\text{e}3$  
In imitation of Kramnik 2 rounds earlier

3...e6 4.$\text{Qd}3$ c5 5.c3 $\text{Qc}6$ 6.$\text{Qbd}2$ $\text{Qe}7$ 7.a3 $\text{Qc}7$N

Avoiding c4, which would block the position and please Anand. 7...0-0 was the other possibility for DJ

8.$\text{Qe}2$ 0-0 9.0-0 $\text{Qd}8$  
Many commentators were surprised that Junior didn't try to break open the position with 9...e3 here. It certainly looks correct.

10.$\text{Qe}1$ a6 11.$\text{h}3$  
Anand's play is very passive and unlikely to provoke an error from DJ

11...b5 12.$\text{dxc}5$ $\text{Qxc}5$ 13.$\text{e}4$  
$\text{Qh}5$ 14.$\text{Qb}3$ $\text{Qg}3$ 15.$\text{Qc}2$ $\text{dxe}4$ 16.$\text{Qxe}5$ $\text{exd}3$ 17.$\text{Qxd}3$ $\text{Qf}5$ 18.$\text{Qf}4$ 1\frac{1}{2}-1\frac{1}{2}  
Disappointingly run—off—the—mill stuff. Clearly Anand was happy to draw and create some spare time for relaxing on this day

\textbf{Junior 6 - Piket, J (2649)}

B15: Caro—Kann: 3 Nc3: 3...g6 and 3...$\text{dxe}4$ 4 Nxe4 Nf6 5 Nxf6+ exf6. Round 8

1.e4 g6 2.d4 $\text{Qg}7$ 3.$\text{Qc}3$ c6 4.$\text{Qf}3$ d5 5.$\text{h}3$ a6 6.$\text{Qf}4$ $\text{Qf}6$N  
Luring Junior (probably out of book) into a blocked centre... surprise! surprise!

7.e5 $\text{Qfd}7$ 8.$\text{Qd}2$ e6 9.$\text{Qg}5$ $\text{Qb}6$ 10.0-0-0?!  
Is this sensible with White's queen on b6? I prefer 10.$\text{Qa}4$

10...h6 11.$\text{Qc}3$ $\text{Qc}7$ 12.h4 b5 13.$\text{Qf}4$ $\text{Qb}6$ 14.a3 $\text{Qad}7$ 15.$\text{Qb}1$ a5 16.$\text{Qa}2$ $\text{Qa}7$ 17.$\text{Qg}4$ $\text{Qf}8$ 18.$\text{c}3$  
Black's main thrust is already on the queenside, but both sides are playing very cautiously. For now Junior has stopped immediate further intrusion, e.g. by...b4

18...$\text{Qa}6$ 19.$\text{Qe}1$ $\text{Qc}4$
20. \( \text{d2} \) \( \text{e7} \)

30. \( \text{c1} \) \( \text{xa3} \)! 31. \( \text{d1}?! \)

\( \text{It may appear that taking} \) the \( \text{a} \) \( \text{is needed, and might} \)

\( \text{even hold the game; but} \) actually it doesn't work ei-

\( \text{ther:} \) 31. \( \text{bxa3} \) \( \text{xa3}! \) \( X33 \)

32. \( \text{b2} \) \( \text{c2+} \) 33. \( \text{xc2} \)

\( \text{bxc2;} \)

31. \( \text{d3}? \) \( \text{is the Hiarcs} \)

\( \text{suggestion, but that's no} \)

\( \text{good at all either because of} \)

31... \( \text{e7}?! \) \( \text{which threatens} \)

\( \text{a5—a4—a3 etc!} \)

31... \( \text{b6} \) 32. \( \text{bxa3} \) b2+

33. \( \text{a2} \) \( \text{bxc1}+! \) 34. \( \text{xc1} \)

\( \text{xb1+} \)

\( \text{The finish would be} \)

35. \( \text{xb1} \) \( \text{xb1} \) 36. \( \text{xb1} \)

\( \text{xd2} \) 37. \( \text{b7+} \) \( \text{e8}+ \)

0-1

Leko, P (2743) - Junior 6

C48: Four Knights: 4 Bb5, replies other than 4...Bb4.

Round 9

During the event Leko was quoted in the press as being very critical of 'silly' com-

puter play. He'd proved his point against Fritz in Dort-

mund. So far he hadn't lost any game here in Frankfurt.

Deep Junior needed to win to get Ban and Bushinsky's goal of a 50% score.

1.e4 e5 2.d3f3 d6 3.d3 c6 4.e4 f6 5.e4 e5

6.d3 c6

'Silly' move no.1? Per-

haps... or maybe opening

preparation as 6...d6 is in

the Fritz book, so was

surely included here for

Junior. Other moves are

6...d5 7.e5 \( \text{xd5} \) \( \text{xd5} \); or

6...\( \text{g}5 \) c6; or 6... \( \text{e7} \)

7.0-0

7.\( \text{xd4} \) \( \text{xd4} \) 8.f3 h5

Perhaps the first computer

type 'silly' move... but it's the

sort of thing Deep Blue did

drag against Kasparov, to dis-

ourage him from 0-0

9.h3 d5 10.exd5 \( \text{xe3}+ \)

11.bxc3 cxd5 12.b3 \( \text{e7} \)

13.0-0 0-0 14.\( \text{g}3 \) a5 15.a4

\( \text{e6} \) 16.\( \text{e6} \) \( \text{e8} \) 17.\( \text{e2} \) f6

18.f4 \( \text{xf4} \) 19.\( \text{xf4} \) \( \text{d6} \)

20.\( \text{eae1} \) \( \text{f7} \) 21.\( \text{d4} \) \( \text{c6} \)

22.\( \text{e7} \) \( \text{e8} \)

So far everything has been fairly quiet, but Leko (no doubt encouraged by his success against Fritz) now decides on sacrificing the exchange for an attack. Junior, having 'lurched be-

tween ingenious and clue-

less' (Malcolm Pein)

proceeds to defend superbly

22.\( \text{xf7} \) \( \text{xf7} \) 24.\( \text{xd5} \)

Leko has some initiative and, his main benefit, the passed pawn on d3 sup-

ported by pawns on the c-

file

24.\( \text{d7} \) 25.\( \text{b1} \) \( \text{ad8} \) 26.c4

\( \text{xa4} \) 27.\( \text{xb7} \)

The d3/passed pawn has become part of a set of connected passed pawns. The PC programs believe now that White is winning!

27.\( \text{d7} \) 28.\( \text{xd7} \) \( \text{xd7} \)

29.\( \text{xa5} \) \( \text{e2} \)

It's major decision time for

Leko! If he allows Junior to play \( \text{xc2} \), then his other \( \text{c}/\text{b} \) will also be endangered by the rook... one of the troubles associated with doubled pawns is that they are often difficult to keep moving and protected at the same time – and when you
lose one, the other often comes under threat

30.\textit{b6}?! 
In fact if 30.\textit{c3}?! then 30...\textit{a4} still wins the pawn. But 31.d4! \textit{xc2} 32.\textit{e1} keeps an initiative

30...\textit{e8}! 31.\textit{c7} \textit{xc2} 32.c5 \textit{h8} 33.\textit{g3} \textit{d8} 34.\textit{f2} \textit{c1}+ 35.\textit{h2} \textit{wb8+} 36.g3 \textit{h6} 37.\textit{g2} \textit{e2}

46.\textit{e4}?! 
What a very bold decision! Leko sees Black's knight is out of position on h6, so makes another sac aiming to get one of his c+d pawns home. 46.\textit{f3}?! would be heading for a draw

46...\textit{xf2}+ 47.\textit{xf2} \textit{fe4} 48.c7 \textit{a8} 48...\textit{xh3}?? would be fatal of course: 49.\textit{xe4+} g6 50.\textit{e7+} \textit{h8} 51.\textit{e8+} and the c/d queens

49.d5 \textit{a7}+
The first in a period of moves where Black keeps putting Leko in check. There is no real sign of anything yet other than a draw, but Leko MUST beware of the tactics at every move to keep it that way, as even a small slip against DJ6 is certain to be very costly in a position like this

50.\textit{g2} \textit{a2}+ 51.\textit{f2} \textit{c4} 52.d6

The pawns look deadly, but a draw is still the most likely result barring accidents

52.\textit{c6} 53.\textit{f8}??
On the optimistic side, but Leko's pride drives him on in search of a win. I'd prefer 53.\textit{f1}

53...\textit{e3}+
Now Black also has a dangerous pawn!

54.\textit{f3} \textit{c2}+ 55.\textit{f1} \textit{c4}+ 56.\textit{g2} \textit{c6} 57.\textit{c6}??
Trying for something which isn't there Leko seriously worsens the situation. His best chance was 57.\textit{f1}. Can Black still win?: 57...\textit{f5} 58.\textit{h5}+ \textit{g8} 59.\textit{g4} \textit{f7} 60.\textit{f4} and he still has chances but mabe White might just draw

57...\textit{a2}+! 58.\textit{h1} \textit{f5}!
Threatening \textit{g3}+ and \textit{f2} mate

59.\textit{c4} \textit{a1}+ 60.\textit{h2}
60.\textit{g2} lasts longer, but is not much help against a computer in this type of position: 60...\textit{b2}+ 61.\textit{f3} \textit{f2}+ 62.\textit{g4} g6 63.\textit{g5} \textit{g3}+ 64.\textit{g4} \textit{g4}+ 65.\textit{g4} \textit{e2} 66.\textit{c8} \textit{e1} White!
Black now threatens \textit{g3} mate, so White has no choice but to play 67.\textit{d7}+ \textit{h6} 68.\textit{xf5} \textit{g1}+ 69.\textit{g4} \textit{xf5} 70.\textit{xf5} \textit{f1}+ winning

60...\textit{b2}+ 0-1
60...\textit{b2}+ 61.\textit{h1} g6 and White can avoid mate only by 62.\textit{e7}+ \textit{xe7} 63.\textit{dxe7} \textit{b1}+ 64.\textit{h2} \textit{c2}+ 65.\textit{g3} \textit{xc7}+ 66.\textit{f3} \textit{xe7} finishes it.

A great finish for Deep JUNIOR, which thus scored 4½/9 and got its 50% target, and a tournament performance rating of 2702 Elo!
RATING LISTS and NOTES

A brief guide to the purpose of each of the HEADINGS should prove helpful for everybody.

BCF. These are British Chess Federation ratings. They can be calculated from Elo figures by (Elo - 600) / 8, or from USCF figures by (USCF - 720) / 8.

Elo. This is the Rating figure which is in popular use Worldwide. The BCF and Elo figures shown in SELECTIVE SEARCH are calculated by combining each Computer’s results v computers with its results v humans. I believe this makes the SS Rating List the most accurate available for Computers and Programs anywhere in the world.

+/- The maximum likely future rating movement, up or down, for that particular machine. The figure is determined by the number of games played and calculated on standard deviation principles.

Games. The total number of Games on which the computer’s or program’s rating is based.

Human/ Games. The Rating obtained and total no. of Games in Tournament play v rated humans.

A guide to PC Grading:

386-PC represents a program running on an 80386 at approx. 33MHz with 4MB RAM.

486-PC represents a program running on an 80486 at between 50-66MHz with 4-8MB RAM.

Pent-PC represents a program on a Pentium at approx. 100-133MHz, with 8-16MB RAM.

PPro-PC represents a program on a Pentium Pro/233, or a Pentium MMX/233, 32-64MB RAM.

Users will get slightly more (or less!) if the speed of their PC is significantly different. A doubling or halving in MHz speed = approx. 40 Elo; a doubling or halving in MB RAM = approx. 5 Elo.

Approx. guide if PentiumPro2/233 = 0

| Pent3-K7/660 | 60 | Pentium-3-K6-Cel/450 | 40 |
| Pent-K6-Pro2/300 | 20 | Pent-Pro2/MMX/233 | 0 |
| Pent/150 | -40 | Pent/100 | -60 |
| 486DX4/100 | -120 | PentDX2/66 | -140 |
| 486DX-SX/33 | -200 | 386DX/33 | -260 |

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ARTICLES, RESULTS, GAMES and SUBSCRIPTIONS should be sent direct to Eric, please!