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MARK UNIACKE came round to **ERIC**'s for a Christmas Lunch Celebration of the HIARCS victory in the **2011 World Computer Chess Software Championship**... and brought the World Championship Trophy along with him!!

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

Welcome to another issue of *Selective Search*... no. 158. If your sub. is due for renewal, *please* subscribe again! There will be at least 6 more issues of the magazine!

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I *cannot* take credit card renewals now, but I have organised a *PayPal* account for myself (erichallsworth@gmail.com). You can access it at my *website* and renew your sub. quite easily.

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I USUALLY like to start with a general NEWS Section, but that would mean readers opening this issue of *Selective Search* to more depressing news on the Rybka ban front. That will follow, but instead we'll get going with...

NEW CHESS SOFTWARE PRODUCTS!

THERE ARE some **New Software** engines out which will certainly be of interest to my readers, especially the free ones no doubt! Let's start with the commercial ones...

Very soon, if not already when you get this through your letterbox, there will be new uci versions of **Junior** and **Hiarcs**, and these will both be available from the Hiarcs website...

- www.hiarcs.com

Junior 13 was intended to be the release of the new World Champion engine, but it has been delayed waiting for the final Junior 13 opening book which, I am told, is significantly stronger than the Junior 12 book. The Deep Junior engine is also going through extensive testing to ensure that it offers the best possible strength against other engines although programmer **Amir Ban** is absolutely certain it is already between 30-40 Elo stronger than 12.5 - and it did win the World Championship after all!

Next we come to **Hiarcs WCSC Tilburg** which is of course the new World Software Champion.

Of course my readers will know that programmer **Mark Uniacke** and I are good friends, so I am always likely to be a little biased! I admire Mark and his work greatly because he has stuck to his guns and stayed true to his beliefs about how a chess engine should be programmed and play. This has meant that while he has seen the minimum chess code fast searchers going past him in Computer v Computer Elo ratings, he has refused to be moved into doing a speed rewrite of Hiarcs, which would mean removing much of its specialised chess knowledge, or even being tempted to start again working from one of the easily available speed engine codes and then seeking to add selected 'Hiarcs knowledge' to that. Instead he has

continued to work hard testing the Hiarcs knowledge code and making improvements to it. Mark's priority is to make Hiarcs play as strongly as possible but in an interesting and humanlike style. The fact that a limited knowledge speed merchant can beat Hiarcs in computer v computer must mean that some of the knowledge can be improved on, perhaps (quite probably) some knowledge overlaps, perhaps some is surplus. But at the end of the day, as far as Mark is concerned, Hiarcs must retain its character and style, it must be useful for even the strongest players to be able to use it valuably for opening preparation, the creation of new, interesting over-the-board ideas, position and game analysis. And I am in full support of this outlook.

Okay, that's off my chest. The good news is that the **WCSC** version is a really good improvement not only in Elo terms but also retaining all the style and all that's good in the Hiarcs engine! It's 'the same' Hiarcs but at least 80 Elo stronger in computer v computer games than Hiarcs13/13.1/13.2 - in fact the team that tests Hiarcs believe it's just over 100 Elo, but I don't want to be accused of exaggerating.
     The **Hiarcs WCSC Tilburg** version should be available from the Hiarcs website by the time you are reading this.

Additionally there is the new **Hiarcs 13h Tournament Opening Book**. This is considerably bigger than the previous 13g Book and includes all the work that Mark did preparing for the World Championship, adding top Grandmaster games, and some tweaks after the World Championship to make sure it retains all of its freshness and strength. Mark tells me that this book has comfortably defeated all other opening books that he has played it against, both commercial and private! I really do recommend this Book for anyone interested in Openings.

Finally Mark is working with another Computer Programmer on his own **Hiarcs GUI**! Typically this also is aimed specifically at the chess player of whatever strength. Some of its new features to aid study, preparation, game comparison, IM/GM player

opening preferences and style are quite brilliant as well as being unique and, because purchasers can also include access from within the engine, when it's actually on your PC screen and in use, to an OnLine continually being updated Hiarcs Tournament Book, with all the game statistics behind it, I believe it will be the very best GUI there is for all chess players. Mark brought it round for me to 'have a play with' just before Christmas, and I had a wonderful time with it!

Still with the commercial engines there is an update for the **Houdini 2** engine. You buy this from...

- www.cruxis.com/chess

which is programmer **Robert Houdart**'s own website. Also there is a **Convekta** version on dvd which you can buy from *Countrywide* or *Chess & Bridge*. Both **2.0b** and **2.0c** versions came out at the end of 2011, so if you buy and download now it is 2.0c you'll get. If you purchased the original, Robert gives free updates via the Internet, so you should already have been told.
     My results with 2.0b weren't as good as they had been with the original, but 2.0c has done well.

Okay, over to the freebies!

We got news of a new **Critter 1.4**. at the end of December. It's a uci engine of course and you can get this from the Critter website...

- www.vlasak.biz/critter

There was some trouble with this at first as it wasn't working properly under the *Chess-Base* gui, but a corrected version came out soon after and was doing well, except that now it was losing some Blitz games on time. Finally that was corrected so you can download this one happily, and it seems to be about 25 Elo better than previous version 1.2, and only about 40 Elo behind Houdini. However it does seem to draw quite a lot of games, a characteristic of the defensive nature of the fast-deep search method which looks to avoid mistakes in preference to finding winning moves.

One extra possibility readers might like to try is that I saw some reports and results that indicated that Critter1.4 performs slightly better with Minimum Search Depth (msd) changed from the default 5 to 8, and I also got a small improvement with this on my 64-bit quad.

Shortly after this a new **Stockfish 2.2** was announced, but this was losing some Blitz games on time under the *ChessBase* gui. As I almost always test with a time addition per move - e.g. G/5+3 - I never saw this and thought it was a worthwhile upgrade, but the IPON list withdrew it as the impact of the G/5 type losses made it seem worse than 2.1!

(Strange that both Critter and Stockfish came out with time issues in new versions so close to each other - I leave you to work that one out!).

Anyway we then got a 2.2.1 version, but that went worse in my testing. Then a new 2.2.1 came out which was about 5% faster but no improvement. I should mention that the 'basic' versions for 32-bit and 64-bit older PCs didn't seem to be affected as much as the SSE42 compiles for newer i5 and i7 processors. Next came a 2.2.2, but that wasn't working properly in 64-bit mode, only running on 1 core/thread. At last a new Jim Ablett compile of 2.2.2 for SSE42 was produced, and that seems to be fine! It is approximately 15 Elo above the previous version Stockfish 2.1, and equal to Critter 1.2.

You can get Stockfish from...

- www.stockfish.com

I've played quite a few 60 game matches usiing my ELH openings testset, and here are the main results I had:

- Critter 1.4 v Critter 1.2   33½-26½
- Critter 1.4 v Houdini 2.0c   21½-38½
- Critter 1.4 v Rybka 4.1   33-27
- Critter 1.4 v Stockfish 2.1.1   33½-27½
- Critter 1.4 v Stockfish 2.2   29½-30½
- Stockfish 2.2 v Stockfish 2.1.1   32-28
- Stockfish 2.2 v Houdini 2.0c   23½-36½
- Stockfish 2.2 v Rybka 4.1   31½-28½

- Critter 1.4 sd8 v Stockfish 2.2   32½-27½
- Critter 1.4 sd8 v Stockfish 2.2.2   32½-27½
- Critter 1.4 sd8 v Houdini 2.0c   27-33
- Stockfish 2.2.2 v Houdini 2.0c   27½-32½

There are also new **Ivanhoe 999946** versions but these need you to download another completely new Tablebase set so I haven't bothered! And **Komodo 4** has come out, but still SP and now commercial, and I'm not interested in paying for an SP only engine, so I haven't seen it. Also I've seen a new **Robbolito 0.10** version. The last time this was being worked on (pre Firebird/Fire releases, which are no longer available), it was SP only, but the new version is MP. However first impressions are not so great...

- Robbolito 0.10 v Houdini 2.0c   22½-37½

CHESS: NEWS SECTION

Well, I've not not been looking forward to it, but it has to be done...

THE RYBKA SCANDAL AND BAN CONTINUES TO RAISE HACKLES!

WHEN ANYTHING NEW happens in the Computer Chess world, the thing I usually do is log on to one of the Chess websites or popular forums where you can be sure to get the latest information, and some opinion/s!

The forums I visit are *Computer-Chess Wiki, Hiarcs, OpenChess* and *TalkChess*, or for new engine news *Ridderkerk* and *Jim Ablett*. General Chess and Computer Chess news can be found at *ChessVibes*, and there's *TWIC* and *Chessbase* for other chess news. These were all visited when **cloning concerns** re-appeared early in 2011, and *Selective Search* issues 152-157 have covered developments as fairly as I felt I could without becoming an opinionless robot.

Suprisingly I should have deleted one from the above list as the *Chessbase* website had consistently failed to mention anything about it at all during the accusations, the programmers' complaint to the ICCA, the David Levy and team investigation and subsequent report with their decision banning Rybka and stripping it and programmer Vasik Rajlich of all titles, a procdure which took over 6 months. Nor did they mention the ban, or make any effort to support Rajlich,

their top engine producer, while all of this was going on.

As David Levy commented: *'It was the biggest computer chess story of recent years, but the editorial team of Chessbase didn't cover it'.*

Then, out of the blue and nearly 12 months after all this started, an article finally appeared on their website in January 2012, and in defence of Rybka and Rajlich. They were defending something they now said was *"A Gross Miscarriage of Justice"*, which had been *"widely reported in the global media"*, but which they themselves had never mentioned a word of!

The article was produced in 4 parts over 4 days, and the first part seemed to imply that it was some voluntary research done by a keen amateur, though with chess and computer credentials, and a doctorate and PhD in Maths from a prominent English University. So it was presented initially as if **Dr. Soren Riis** was curious about what had happened and had taken it upon himself to investigate the whole matter. And now, as a result of his efforts, he had concluded that Rybka and Rajlich might be innocent, and had made his work and findings available to *Chessbase.*

But it didn't take long for the alert and knowledgeable Internet computer chess community to caution the innocent and gullible, letting them know that Riis is actually a Moderator on the Rybka forum no less, and has been a supporter for ages! There's nothing wrong with that, of course, I'm a Hiarcs fan - but so much for impartial reporting.

By part 3 of his report he was admitting his allegiance and Rybka involvement, and also that Vasik Rajlich had supplied information and helped him compile the defence.

To present both sides more fully here I should add that one of the original complainant programmers, Ed Schroder, and another programmer from some years ago, Chris Whittington of CS-Tal fame, have joined the Rajlich side, though some of their defence seemed to be more of a complaint against *'the rule'* than any suggestion that Rybka was unique code from the very beginning. I think it is pretty well proven that Rybka was once built on Crafty, and in its new strong form of

Rybka1.0, built on Fruit2.2.1. Certainly **Bob Hyatt** and **Fabien Letouzey**, the respective Crafty and Fruit programmers, are certain and have testified that this is the case, as have many other respected programmers.

'The rule' in question is: *'Each program must be the original work of the entering developers. Programming teams whose code is derived from or including game-playing code written by others must name all other authors, or the source of such code, in their submission details. Programs which are discovered to be close derivatives of others (e.g., by playing nearly all moves the same), may be declared invalid by the Tournament Director after seeking expert advice. For this purpose a listing of all game-related code running on the system must be available on demand to the Tournament Director.'*

Some argue that the rule is out-of-date because it is virtually impossible to start from scratch without using some ideas already in use regarding the playing board, piece movement and the like. But of course what is at issue is whether the playing engine's method, ideas, algorithms and code is the programmers own, and not taken from another. The rule clearly give a fair and reasonable provision for naming others when an engine is entered in an ICCA/ICGA tournament where someone's else's code has been used in it.

If I steal £1,000 from someone's wallet, and invest it (or put the money on a fast horse which wins) and end up with £5,000, how much of the £5,000 is now legitimately mine?! Does it make it now right that I stole the £1,000 because I improved on it? Have I become innocent thanks to my success with someone else's stolen money? The idea that, if a programmer steals code and manages to make a 200/400/600 Elo improvement on it, then he now hasn't stolen it because of his success and value to the computer chess fraternity, and should be declared innocent and given awards, doesn't make logical, legal or right sense to me.

David Levy uses another comparison: *'How would we view an Olympic athlete found guilty of taking performance enhancing drugs if he performed superbly, winning races by huge margins, breaking world records and taking gold medals? Would he be forgiven his drug taking just because his*

performances were so outstanding?'

Dr Riis points out that Rajlich admitted on his own website forum to '*going through the Fruit code forwards and backwards'* and making use of it, but Vasik said that he didn't get much from it... *'my wild guess is that Rybka would be 20 rating points weaker had Fruit not appeared'.* Who believes that?! And why did he declare and make it show on our PC displays a nodes per second count and search depth indicating that it was a (very) slow searcher and reached much lower depths than almost all competitors, when in fact it is a fast searcher and, at that time, reached greater depths than almost any other engine? I'd suggest to hide a guilty truth.

Anyway, **David Levy** on behalf of the ICGA as its President has now written a very fair, and gracious but fact-filled defence of the ICGA conclusions, decision and judgement.

He discusses **'How the Scandal Started'** and states that he believes that the bare facts of the case, as presented by the ICGA, are beyond dispute. He goes on to comment on and correct many of the Riis comments, quoting statements actually made by Rajlich in the past as well as the views of other programmers, with details of comparisons of the Fruit and Rybka code.

In a paragraph headed **'Biased Reporting'** he answers the unfounded Riis criticism that the investigating panel was determined to destroy Rajlich, and decided who was and was not allowed to participate. He reveals that Rajlich refused *'multiple requests'* to join the investigating panel, and that Rybka's newest supporters Ed Schroder and Chris Whittington were initially included on the panel but removed themselves for no stated reasons. This is a lengthy paragraph dealing with and finding fault with many other issues before moving on to a **'Summary'** in which Levy promises a robust technical rebuttal to the Riis article in due course.

Considering the aggressive and dubious nature of the Riis report, the Levy reply is a welcome, factual, carefully thought out and fairly worded and presented response.

I found complete pdf files of the Riis article, also one by Ed Schroder, the Levy response, and a separate technical response by Mark Watkins (not the forthcoming ICGA one, but a knowledgeable one discussing code similarities), and a brief comment by Vasik Rajlich, all on the ChessVibes website...

- www.chessvibes.com

By all means visit it if you want to go through the whole thing for yourselves.

I doubt if we'll have heard the last of it!

FRANK HOLT - A FASCINATING ENDGAME!

Our good friend **Frank Holt** has been having considerable computer troubles recently, as we've reported. His main PC has been locking up mid-game. This was initially diagnosed as a dust problem - a *'look after your PC'* article appeared on the *Chessbase* website recently but, as Peter Grayson said... *"Selective Search got there first!"* But cleaning the PC only proved to be a temporary solution and Frank's PC has been back and forth to the suppliers and the manufacturers a few times in the last couple of months.

However he's been playing games on his i7/266GHz and sent me a very interesting endgame from a G/15 match. It's especially interesting because Stockfish (which doesn't use tablebases) outplayed Critter (which does!). This was even more interesting to me as Peter Grayson and I have been looking at one or two endgames with quality play by Stockfish. If you try Stockfish on the Eigenmann Endgame Test it doesn't do quite as well as 3 or 4 top engines with tablebases, but it still scores highly, as we showed in the last issue:

87 Houdini2 Pro
85 Rybka 4.1 SSE42
79 Naum 4.2
78 Stockfish 2.1.1 (no tablebases!)
78 Critter 1.2
78 Zappa Mexico 2
73 Shredder 12
69 Hiarcs 13 32-bit
65 Junior 12.5
55 Fritz 12 32-bit

But in games its endgame play can seem more dynamic and aware of possibiities. Here's the game that Frank sent me!

STOCKFISH 1.7.1 - CRITTER 1.2

1.c4 c5 2.♘c3 ♘f6 3.g3 e6 4.♘f3 ♘c6 5.♗g2 d5 6.cxd5 ♘xd5 7.0-0 ♗e7 8.d4 0-0 9.e4 ♘b6 10.d5 exd5 11.exd5 ♘b4 12.♘e1 c4 13.a3 ♘a6 14.a4 ♘c5 15.a5 ♘b3 16.♖a2 ♘xc1 17.♕xc1 ♘d7 18.♕f4 ♘c5 19.♘f3 ♗d6 20.♕xc4 ♗f5 21.♕d4 ♕d7 22.b4 ♘a6 23.♘h4 ♗xb4 24.♘xf5 ♕xf5 25.♘e4 ♕g6 26.d6 ♖fd8 27.♖b2 ♗xd6 28.♘xd6 ♖xd6 29.♕c3 h6 30.♖xb7 ♕f5 31.♖c1 g6 32.♗f1 ♖e6 33.♖d7 h5 34.♗c4 ♘c5 35.♗xe6 ♘xe6 36.♖cd1 h4 37.♕c6 ♖b8 38.♕d5 ♕f6 39.♖xa7 ♖b2 40.♗f1 ♘d4 41.♔g2 h3+ 42.♔xh3 ♖xf2 43.♖xf2 ♕xf2 44.♖xf7 ♕xf7 45.♕xd4
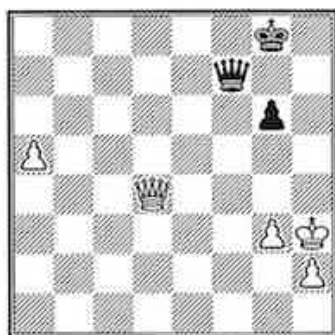
Stockfish has +3.07 here, most tablebase engines have a much lower figure **45...♕f1+ 46.♔h4 ♕b5 47.♕d8+ ♔h7 48.g4 ♕e5 49.♕d2 ♕e7+ 50.♔h3 ♕c5 51.g5** *Now a series of repeating positions make it seem that Critter might have found a way to draw, but Stockfish doesn't think so and its evals remain close to +3.00* **51...♕e5 52.♔g2 ♕e4+ 53.♔f2 ♕f5+ 54.♔g3 ♕e5+ 55.♔f3 ♕f5+ 56.♕f4 ♕d5+ 57.♔g3 ♕d3+ 58.♔h4**
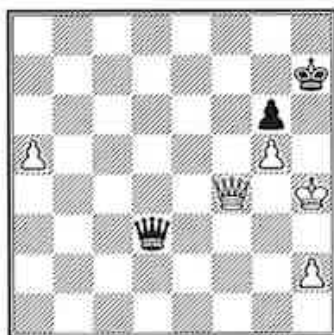
Stockfish has found a safer place for its king where it will be much more difficult to get him in check **58...♔g8 59.h3 ♕e2 60.♕b8+!** *Stockfish gets its queen closer to its potentially dangerous a–pawn promoter!* **60...♔f7 61.♕c7+ ♔g8 62.♕c5 ♔h7?**

62...♕e1+ or ♕d3 were much better, we see why with the next Stockfish move **63.♔g3!** *Enabling the h–pawn to advance* **63...♕e1+ 64.♔f3**
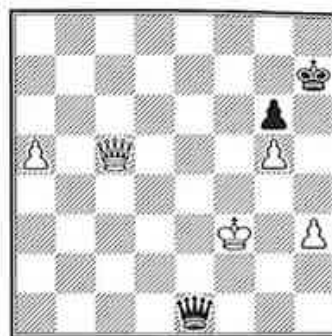
64...♕e6 *A new series of checks with* 64...♕h1+ *leads to* 65.♔f4 ♕h2+ 66.♔e4 ♕xh3, *but now* 67.♔e5! ♕f5+ 68.♔d6 ♕f8+ 69.♔c6 ♕c8+ 70.♔b6 ♕b8+ 71.♔a6 *and the checks have ended so* 71...♔g8 72.♕d5+ ♔f8 73.♔c6! *wins as Black cannot protect the g6–pawn with* ♔g7 *because of* 74.♕b7+! **65.h4!** *h5! is now a potential threat in many situations* **65...♔g8** 65...♕h3+ *doesn't get anywhere because after* 66.♔e2 ♕xh4? *cannot be played because all the initiative passes to White with* 67.♕e7+! **66.♔f4** *The Stockfish evaluation now stands at +4.52* **66...♕d7?** *A fatal mistake, allowing the a–pawn to progress.* 66...♔h7 *was better though* 67.♕a7+ ♔g8 68.♕b6! *will still win.* **67.a6!** *Stockfish jumps to +6.42, Critter with its tablebases only has +2.84, but the game is lost!* **67...♕d2+ 68.♔e4 ♕e2+ 69.♔d4 ♕d2+ 70.♔c4 ♕e2+ 71.♔b4 ♕b2+ 72.♔a5 ♕a2+ 73.♔b6 ♕e6+ 74.♔c7**
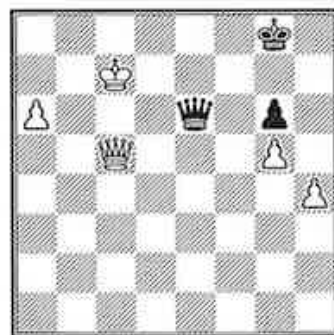
74...♕xa6 *The position is hopeless, Black only had one available check anyway (with–out losing its queen!):* 74...♕f7+ 75.♔d8 ♕a2 76.a7 ♕d2+ 77.♔c8 ♕g2 78.♕c4+ m/18 **75.♕d5+** m/22 **75...♔h8 76.♕d8+ ♔g7 77.♕d7+ ♔g8 78.♕c8+ 1-0**

PETER GRAYSON TESTS OUT SOME OF THE *NEW ENGINES...* AND APPLAUDS A HIARCS GAME!

Hi Eric,

I mentioned in my assessment of Critter 1.4's initial batch of games that it seemed to be a bit of a draw merchant and as a consequence it was likely to drop points to lower rated engines. To confirm this I ran Critter 1.4 against HIARCS 13.2 to compare outcome against projected Elo expectancy. As suspected HIARCS came out of this better than the Elo tables would suggest. There were also some games with low move totals and positive results and, as so often happens, the fastest win was by HIARCS with Black in a beautifully played Nimzo-Indian. I concluded some time ago that engines seem to struggle with the ideas for Black in this opening but in this case it seemed well suited for HIARCS style, exposing what seems to be a space knowledge problem for Critter.

So often I have criticised HIARCS (and I think you have too) for getting into a cramped position but the attached game No.47 shows Critter has that same problem with its pieces being caught on the wrong side of the board, allowing HIARCS to do what it does best and develop an overwhelming King attack. The two games in the attached file are both game 47, first from HIARCS' evaluation perspective and then Critter's. I've added some comments to the first game.

Interestingly, Black's line appears in the HIARCS 13h book with 9...a6!? and just one game for 10..Qe7! After which I certainly do not see White's position as cramped and each side has an opening legacy of one undeveloped bishop. A good line choice by Noomen because 10...Qe7 is the last HIARCS book move athough 11.Na2 is in the Fritz books. Whites 12.Ba2 looks wrong allowing 12...e4 that seems to lock down White's position. I think 12.dxe or maybe 12.d5 was the move for White. Only concern from HIARCS' perspective was the -#185 evaluation at move

41...Qxg4. It shows same deep mate when running in the Arena 3 gui too, so this is engine not GUI interpretation issue.

When I see HIARCS play like this I think maybe it would not take too much to bring it back into contention with the top engines so perhaps there is still hope yet!?

Best regards,
Peter

Critter 1.4 x64 +GaviotaTB - Hiarcs 13.2 MP

5'/40+5'/40+5'/40 Newport, South Wales

1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.e3 0-0 5.♗d3 d5 6.♘f3 c5 7.0-0 dxc4 8.♗xc4 ♘bd7 9.♕e2 a6 10.a4 ♕e7

Last book move − and I do not see any particular spatial problem for White here with balanced development for both sides, each having an undeveloped queenside bishop. **11.♖d1 e5** *0.38/15 10* **12.♗a2** *(dxe5) This seems to be the cause of White's problem inviting Black's reply that gave it a significant spatial advantage. 12.dxe5 seems to keep the position sufficiently open for White. 12.d5!? may be giving Black some− thing to think about with the well trodden idea of a passed central pawn.* **12...e4!** *−0.14/17 11* **13.♘d2 ♖e8** *−0.10/17 0* **14.♗b1** *(Nc4) perhaps this is why Critter allowed the Black pawn to e4. Maybe the bishop to knight weighting is too high and it*

did not anticipate Black exchanging or that it was beneficial for White if Black did so? **14...♗xc3** *Usually expected at some point in the Nimzo–Indian!* 0.00/17 11 **15.bxc3 ♞b6** 0.10/16 13 **16.h3** *(Re1) addressing the threat of ..Bg4 but perhaps the suggested Re1 was better.* **16...♗d7**

Completing HIARCS development and leaving White with a cramped position with so many pieces on the queenside back rank −0.03/16 11 **17.a5** *Perhaps an attempt to put pressure on c5 with the idea of Ba3 and Qc4.* **17...♞bd5** 0.00/18 9 **18.♕c4 ♗b5** 0.00/17 11 **19.♕b3** *From a human perspective, all of White's pieces have moved to the queenside leaving little for the defence the King. Personally I prefer a more prophylactic approach.* **19...c4** 0.01/18 11 **20.♕c2** *(Qa3) 20.♞xc4 keeping the focus where White's pieces are and drawing attention from the King. 20...♗xc4 21.♕xc4 ♖ac8 22.♕f1 ♞xc3 23.♖d2 restores some defence for White. It's interestingly balanced with White's passed d pawn and Black's queenside pawn majority and the b7 pawn could be a weakness for Black. At least there are opportunities for White to expand out.* **20...♕c7** *Simple but nice. Putting pressure on a5, supporting c4 and control of B8 to H2 diagonal.* 0.06/17 7 **21.♗b2** *Highlighting White's spatial problem. The bishop would like to be on a3 but Black just takes the a5 pawn.* **21...♖e6** 0.05/18 4 **22.♖e1 ♞e7** *The knight manoeuvres begin. With White effectively choking, Black can use its spatial advantage to mount a king attack.* 0.03/19 0 22...♖ae8 23.♗a2 ♞e7 *transposes to the game moves.* **23.♗a2 ♖e8** 0.06/18 0 **24.♗a3 ♞f5** −0.28/19 0. *Not 24...♕xa5? 25.♗xe7 ♖6xe7 26.♗xc4 ♕b6 27.♗xb5*

(27.♖eb1 ♖c8 28.♗xb5 axb5 29.♕b3±) 27...♕xb5 28.♖eb1± (28.c4 ♕c6 29.♖eb1) 28...♕c6 29.c4 **25.♕d1 ♞h4**

−0.39/18 0 **26.♗b2** *(Kh1) Critter's evaluation started to go negative here too.* **26...♞d7** −0.41/18 19. 26...♞d5! 27.♕h5 ♞xg2!! 28.♔xg2 ♖g6+ 29.♔h1 ♖h6 30.♕g5 ♕c8-+ **27.♔h1 ♖g6** −0.60/18 4 **28.♖g1 ♞f6** −0.82/17 8 **29.♞f1 ♖d8** −1.23/17 0 **30.♞h2 ♖d5** −1.49/17 0 **31.♕f1** (Ba3) **31...♖h6** −2.41/17 21 **32.♕e2** (g4) **32...♖dh5** −5.49/19 13

33.♕f1 ♞f3 −5.53/19 0 **34.gxf3 ♖xh3** −5.69/19 0 **35.♕xh3 ♖xh3** −6.24/19 0 **36.f4 ♕xa5** −6.49/19 14 **37.♖g5** (Bb3) **37...♕a4** −8.71/20 20 **38.♖g2** (Kg2) **38...♕c2** −12.50/21 35 **39.♖b1** (Ba3) **39...♕e2** −14.84/21 33 **40.♖g3** (f5) **40...♞g4** −19.40/18 22 **41.♖xg4 ♕xg4** −#185/16 8 **42.♖g1 ♕e2** −#14/17 6 **43.f5** (Rg2) **43...♕xf2** −#11/18 7 **44.♖g2 ♕e1+** −#10/20 0 **45.♖g1 ♕h4** −#9/22 0 **46.♖g2 ♖xe3** −#8/24 0 **47.♔g1** (d5) **47...♕e1+** −#7/25 9 **48.♞f1 ♖f3** −#6/30 5 **49.♔h2 ♖xf1** −#5/47 2 **50.♖xg7+ ♔xg7** −#4/62 0 **51.f6+ ♔xf6** −#3/62 0 **52.♗c1 ♕f2+** −#2/62 0 **53.♔h3 ♗d7# 0-1**

A beautiful game by HIARCS, and when I see it play like this I think that maybe it would not take too much to bring it right back into contention with the top engines.

Peter was also testing the newest Stockfish version (2.2.1) as well as the latest Critter (1.4), and a week or so later he sent me all his final scores.

Completed outstanding matches with results as follows ...

Critter 1.4 won its match against Stockfish 2.2.1. Critter had a purple patch of 6 consecutive wins games 9 to 16 and Stockfish never recovered from that. Perhaps another run may give closer outcome. However the completed table shows there is not much to choose between Critter, Stockfish and Deep Rybka with about a 20 Elo range from this set of results. Deep Rybka continued to frustrate with its inability to follow through its mate announcements and that is one of several improvements needed to polish up the engine in my view.

In summary:

Houdini 2.0c x64 GTB

- Very efficient, adventurous engine with about the right balance of prophylactics. Scope for some endgame improvement but as it stands, the leader by some margin.

Critter 1.4

- Gives a tough game but direction seems to be less adventurous resulting in tendency to draw. May cost it

points against weaker engines.

Stockfish 2.2.1

- No EGTB capability undoubtedly cost it points so scope for major improvement there. Evaluation unstable giving some very odd eval scores during some positions in a game. Main issue is where it shows a 0 eval several times during a sequence of large positive or adverse scores and then reverts back to the previous score.

Deep Rybka 4.1 x64 LP

- Now others have caught it and overtaken it, the holes were showing in some of its analysis and move choices plus the inability to complete the projected mating sequence is particularly frustrating. Creaking at the joints!

HIARCS 13.2 MP

- Chosen as the weaker element over Zappa Mexico II because it is still current and under development. Perhaps a little unfair because its stated aim is to play human-like chess. Showed it is still capable of causing an upset in individual games but its endgame needs some work!

Best regards................... *Peter*

Thanks Peter for another outstanding contribution!   *Cheers - Eric*

5'/40+5'/40+5'/40 0

					1	2	3	4	5	
1	Houdini 2.0c Pro x64 GTB	3100	0		**	35.0 - 25.0	36.5 - 23.5	39.5 - 20.5	53.5 - 6.5	164.5 / 240
2	Critter 1.4 x64 GTB	3020	-5	25.0 - 35.0		**	33.5 - 26.5	31.0 - 29.0	41.0 - 19.0	130.5 / 240
3	Stockfish 2.2.1 JA 64bit	3010	-4	23.5 - 36.5	26.5 - 33.5		**	30.5 - 29.5	46.0 - 14.0	126.5 / 240
4	Deep Rybka 4.1 x64 LP	2997	-2	20.5 - 39.5	29.0 - 31.0	29.5 - 30.5		**	42.5 - 17.5	121.5 / 240
5	HIARCS 13.2 MP	2831	-1	6.5 - 53.5	19.0 - 41.0	14.0 - 46.0	17.5 - 42.5		**	57.0 / 240

Average Elo: 2991 <=> Cat: 30
gm = 0.00 m = 0.00
(600 Games)

The WORLD COMPUTER CHESS CHAMPIONSHIPS, Tilburg 2011

I managed to squeeze in only the results of the annual **World Computer Chess Championships**, for 2011 held in **Tilburg,** at the end of our last issue. So in this and our next issue I will be looking at the Event in more detail.

There are TWO main Tournaments, the World Computer Chess Championship [**WCCC**] where the engines play on their own hardware which can be at a remote site which they access from Tilburg via the Internet, and the World Chess Software Championship [**WCSC**] where the engines play on exactly equal hardware as provided by the Tournament event holders, the ICCA.

In both Tournaments the stars were **Junior** and **Hiarcs**, and readers, knowing of my involvement with Hiarcs over many years, will understand that I would have loved to cover the WCSC in this issue, with Hiarcs winning. However at the World Championships they ran the WCCC first, so I am resisting temptation and covering the Event in chronological order!

One of my readers, **John Hamlen**, UK programmer of Woodpusher, kindly sent me details of the engines and hardware. I think that John just likes to enter the Championship every 10 years or so and, for 2011, he entered with his 1997 version running on a 1 Core (SP) PC!

The pre-tournament consensus of opinion was that the Title would be fought out between three main engines - Hiarcs, Junior and Shredder. **Junior** was just about on the fastest hardware of the three and Amir Ban believes he has improved on Junior12.5 by around 30-40 Elo. I don't think Stefan has done a lot of work on the **Shredder** engine as he's been working on where there's a bit of money, the mobile versions. I know that **Hiarcs** has been improved quite a bit since 13.2 (actually 13.1 was a touch stronger in my view) and, though Mark continues to work on its skills rather than its speed - for play against and use by humans - this has resulted in at least an 80 Elo improvement against computers. So I rather fancied Hiarcs might win. Then there were believed to be three good 'outsiders', each able to score a ½ or even a 1 against the top engines 'on their day' but probably not good enough to do so consistently. These were Jonny, Pandix and The Baron. **Jonny** because of its massive hardware advantage, though I'm sure everyone knows by now that whatever less than optimum chess knowledge an

engine has is not helped by speeding it up unless the fast hardware manages to get it deep enough to see the error of its ways! But 800 cores is a bit awesome! **Pandix** has had some good tournament results recently and can't be far behind our proposed top 3 but is on slower hardware. **The Baron** has always hovered a little way below the top but has shown it can be a spoiler from time to time. Probably the other 3 will only take points off each other, or maybe the odd draw against one of the 'middle 3'.

A final note of some amusement, I thought. With Rybka banned, its operator Hans van der Zijden offered his services to the Hiarcs team, which Mark Uniacke very gladly accepted! Harvey Williamson normally operates for Hiarcs at the big events, but works for Radio 4 which has necessitated a move to Manchester (lucky fellow!) and knew he would be unable to be there for the full tournament.

Good - on with the chess!

Junior - Woodpusher
Round 1. ECO B33. Sicilian, Pelikan & Sveshnikov variations

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 e5
Going into these particular Sicilian variations is taking a big risk against Junior, unless you're very sure of what you are doing
5.♘b5 d6 6.♘1c3 ♘f6 7.♗g5 a6 8.♘a3 ♗e6 9.♘c4 ♖c8 10.♗xf6 gxf6 11.♘e3 ♗h6

12.♗d3 ♗xe3 13.fxe3 ♕b6 14.♕c1

Here my opening theory says that 14...h5! is almost universally agreed to be Black's best reply. Instead...

14...0-0?! 15.0-0 ♔g7 16.♕e1!

With this White already threatens to aggressively penetrate against Black's rather vulnerable king

16...♘e7 17.♕f2 ♘g8 18.♘e2 ♕xb2?!

I can't quite class this as suicidal, but I'm sure that 18...♔h8 would have been safer as, even after the likely 19.♘g3, Black perhaps surprisingly has 19...f5 and after 20.exf5 ♗c4, though now maybe 21.f6!?±

19.♖ab1 ♕a3 20.♘g3

20...♔h6?

This looks wrong – and it is! Better by far was 20...♖fd8 and after 21.♘h5+ ♔f8 22.♖xb7 ♖b8. Certainly Junior would be winning here, but after 23.♖xb8 ♖xb8 24.♘xf6 ♘xf6 25.♕xf6 Woodpusher

might still have some slight drawing hopes with 25...♖e8

21.♘f5+!!

21.♕f3! would also be winning but the move played is brilliantly deadly

21...♗xf5 22.♕xf5 ♔g7

The only defensive try, but still hopeless

23.♖f3! ♖fd8 24.♖g3+ ♔f8 25.♕xh7 b5?!

Nor 25...♔e7 when 26.♖xb7+ ♖d7 27.♖xd7+ ♔xd7 28.♖xg8 ♕xa2 29.♕f5+ forces 29...♕e6 30.♕xe6+ fxe6 31.♖xc8 ♔xc8 32.♗xa6+ 1-0

26.♖g7 ♕xa2 27.c4

Now 27...♕xb1+ is forced to avoid mate, but 28.♗xb1 ♘h6 29.♕xh6 ♔e7 30.♗a2 finishes it **1-0**

Rookie - Shredder

Round 1. B43. Sicilian, Kan var.

1.e4 c5 2.♘c3 e6 3.♘f3 a6 4.d4 cxd4 5.♘xd4 ♕c7 6.♕f3 ♗d6 7.♗e3 ♘c6 8.0-0-0 ♗e5

Here any of 9.♘xc6 (best and with a 61% record), Kb1 and 9.g3 are playable, but Rookie goes with...

9.♕e2

...which actually seems to be okay. It takes Shredder a long time to find a way of getting any advantage against this supposedly weaker opponent

9...♘f6 10.g3 d6

11.f4?!

11.♗g2 was probably better, certainly less committal

11...♗xd4 12.♗xd4 e5 13.fxe5 ♘xd4 14.♖xd4 dxe5 15.♖c4 ♕a5 16.♕e3 ♗e6 17.♕c5 ♕xc5 18.♖xc5 ♘d7 19.♖c7 ♖b8 20.♘d5 ♖f8 21.♗g2 ♔d8 22.♖c3 ♗xd5 23.exd5 f5!
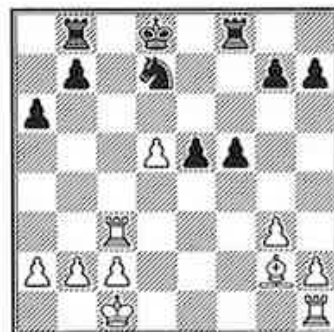
We've seen the typically stubborn play we are used to from Shredder, but this thrust suggests that it might finally have obtained a slight advantage

24.d6 g6 25.♖d1 e4 26.g4 ♖c8 27.♖xc8+ ♔xc8 28.gxf5 gxf5 29.♖d5 ♔d8 30.c4 ♘b6 31.♖d4 ♖e8 32.♔d2 h6 33.b4 ♖g8 34.♗h3 ♖g5 35.c5 ♘d7 36.♖d5 f4! 37.♖f5! ♖xf5 38.♗xf5

My analysis engine is already showing 0.00, and that's how it ends

38...e3+ 39.♔e2 ♘e5 40.a3 h5 41.♗h3 ♘c6 42.♗f1 ♘e5 43.h4 ♔c8 44.a4 ♘c6 45.b5 axb5 46.axb5 ♘d4+ 47.♔d3 ♘xb5 48.♗e2 ♔d7 49.♗xh5 ♘xd6 50.cxd6 ♔xd6 51.♗e4 f3 52.♔xe3 f2 53.♔xf2 ♔d5 ½-½

Other main round 1 results:-

- Jonny - Hiarcs draw
- The Baron - Booot draw

Woodpusher - Jonny

Round 2. A04. A sort of King's Indian Attack

1.♘f3 g5?
What is this?! It seems the Jonny programmer Johannes Zwanzger (an IM) has a low opinion of his opponent and just wants to get it straight out of book and wait for mistakes?! So I guess you can call the move a sort of contempt factor!
2.♘xg5 e5 3.d4 ♗e7
Not surprisingly White is out of Book and now starts to develop some of its pieces on strange squares!
4.♘h3?! exd4 5.♕xd4 ♘f6 6.♘c3 ♘c6 7.♕a4 d5 8.♗e3?
With 8.♗g5 I think White would have retained an advantage − after all it is a pawn up thanks to Black's totally unexpected 1st move. I'd guess Jonny would have replied with 8...♖g8 or ♗d7, but would still be some way off equalising
8...♗d7 9.a3 d4 10.♗xd4 b5! 11.♗xf6
Even after 11.♘xb5 ♘xd4 12.♕xd4 ♗xb5 13.e3 ♗xf1 14.♖xf1 ♕xd4 15.exd4 0-0-0 we'd have still seen Black holding an advantage
11...bxa4 12.♗xh8 f6!

A rather strange position has arisen after only 12 moves!
13.♗g7 ♖b8 14.0-0-0 ♕c8

15.e3?
Perhaps 15.♖d5 was best, and after 15...♘e5 16.e4 ♗c6 17.♖xe5 fxe5 18.♗xe5, but Black is still winning
15...♕b7! 16.♘xa4 ♘e5!
Threatening ♗xa4 so forcing...
17.♖xd7 ♘xd7 18.f3 ♘c5 19.♘xc5 ♕xb2+ 20.♔d2 ♗xc5 21.♗d3 ♖d8 22.♗h6 ♗xa3 23.♔e2 ♗b4 24.g4 ♖xd3 25.♔xd3

25...f5
25...a5! would probably have resulted in an immediate resignation
26.gxf5 ♕c3+ 27.♔e2 ♕c4+ 28.♔f2 ♕h4+ 29.♔g2 ♕xh6
is an easy win **0-1**

Hiarcs - Rookie

Round 2. C90. Closed Ruy Lopez

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♖e1 b5 7.♗b3 d6 8.c3 ♘a5?!
I think 8...0-0 is generally considered better, then White should reply with 9.h3 or 9.d4
9.♗c2 c5 10.d4 ♕c7 11.♘bd2 cxd4 12.cxd4 0-0 13.b3 ♘c6 14.♗b2

Now I'd have expected 14...♗g4 but instead....
14...♘b4?!
Disrupting White's piece development, but leaving the e5/pawn less well protected
15.♗b1 ♘c6 16.a4 ♗d7 17.♕c2 ♕b6 18.axb5 axb5 19.♖xa8 ♖xa8 20.dxe5 ♘b4 21.♕d1 dxe5 22.♗xe5
So White has gone a pawn up but Rookie has good piece mobility
22...♗c5 23.♕e2 ♘h5 24.h3 g6 25.g4 f6 26.♗h2 ♘g7 27.♗g3 ♖e8 28.♖c1 ♖c8 29.♘f1 ♘e6 30.♘e3

Hiarcs has defended itself comfortably against Rookie's tactical threats and has now also negotiated its knights to excellent positions to enable a kingside attack
30...♗c6 31.g5! fxg5
If 31...♘xg5 then 32.♘xg5 fxg5 33.♕g4! and now Black must play 33...♖e8, but after 34.♕xg5 ♗xe3 35.fxe3 ♗d7 36.♖c7!± its defences would be stretched
32.♘g4 ♖f8?!

32...h5 was probably Black's best try, then we'd have 33.♘f6+ ♔g7, but White is still ahead after 34.♗e5!
33.♗e5! h6 34.♗a1!

It is worth a diagram to see the unusual but very strong positions of the Hiarcs bishops
34...h5 35.♘f6+ ♖xf6
Best. If 35...♔f7?! 36.♘e5+ ♔g7 37.♘xc6! and there is no adequate way to meet the threat of the bishops raking across the board and ♘d7
36.♗xf6 ♕c7 37.♖xc5 ♘xc5 38.♗c3 g4
Or 38...♘ba6 39.b4! ♘xe4 40.♗xe4 ♗xe4 41.♕xe4 ♕xc3 42.♕xg6+ ♔f8 43.♘xg5, and Hiarcs would win the a6/knight and the game after a short series of checks
39.♕e3 ♘ba6
If 39...gxf3 40.♕xc5 wins
40.b4 gxf3 41.bxc5 ♔f8 42.♕g5 ♔e8 43.♕xg6+ ♔d8 44.♕g8+ ♗e8 45.♗f6+ ♔d7 46.♕d5+

Rookie's operator could have resigned here

46...♔c8 47.♕e6+ ♔b7 48.♕xe8 ♕xc5 49.♕e7+ ♕xe7 50.♗xe7 ♔c6
and Black, a piece down, resigned now **1-0**

Shredder - The Baron
Round 2. D35. QGD, Exchange variation

1.d4 ♘f6 2.c4 e6 3.♘c3 d5 4.cxd5 exd5 5.♗g5 c6 6.e3 ♗d6 7.♘f3 0-0 8.♗d3 h6 9.♗h4 ♗e6 10.♕b3 b5 11.0-0 ♘bd7 12.♕c2 ♖c8 13.♖ac1
13.e4 is theory here, then games usually go 13...dxe4 14.♘xe4 ♗e7 and now White can play 15.a4 or 15.♘xf6+
13...♖e8 14.a3 a6 15.e4 ♗f4 16.♖ce1 g5 17.♗g3 ♘h5 18.b4 ♘b6 19.e5 ♘c4 20.♖a1 a5

An interesting position. Shredder has locked the centre so, with Black looking suspect on the kingside it is

correctly reacting by trying to create an attack on the queenside
21.♘e2 ♗xg3 22.hxg3 ♖a8 23.♘d2 ♕e7 24.♕c3 axb4?!
I suppose Black had to find out if its queenside efforts would give it anything, but in retrospect we see that White gets some pressure there instead, so perhaps 24...♘g7 was better
25.axb4 ♘g7 26.♘b3! ♗g4 27.♘a5 ♕c7 28.♘c1! ♗f5 29.♘cb3 ♗xd3 30.♕xd3 ♘e6 31.f4

After placing knights on the queenside a surprising move back to kingside operations by Shredder
31...♕b6
31...g4 was the alternative response, but then Shredder would be likely to play 32.♕e2 with f5! to follow
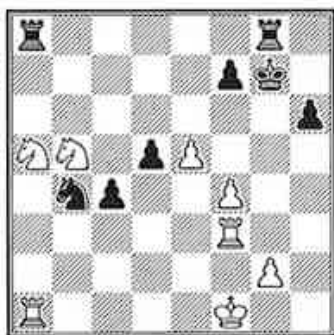**32.♖f2 gxf4 33.gxf4 ♔g7 34.♖f3!**

A strong and typical move that many engines don't find
34...♖g8 35.♔f2 ♘b2
A defensive reaction such as 35...♕d8?! would ·run straight into 36.♖h1!+−
36.♕e2 ♘xd4 37.♕e3 ♘d3+ 38.♔f1 ♘xb4 39.♕xd4 ♕xd4 40.♘xd4 c5 41.♘xb5 c4

Shredder is ♘ for pawn♙ up, but will need to keep an eye on the connected passed c+d pawns!
42.♖g3+ ♔h7 43.♖xg8 ♖xg8 44.♔f2 ♖b8 45.♘d4 ♖a8 46.♔e3 h5 47.g3 ♖g8 48.♔f3 ♖a8 49.♖a4!
After some meandering Shredder finds the way to win!
49...♖b8
If 49...♘d3 50.♖a3 c3 then 50...♖b8 releases the pinned knight enabling 51.♘ac6 51.♖xc3 (51.♘c4 seems to take a risk with Black's c-pawn, but after 51...♖c8 52.♘d6 ♘e1+ 53.♔f2 c2 simply 54.♘xc2 ♘xc2 55.♖a7 and Black's isolated pawns are very weak and would soon fall) 51...♘xe5+ 52.fxe5 ♖xa5 53.♖c7 winning
50.♔e3 ♖b6 51.f5!
Nicely timed
51...♔g7   52.♔d2   ♘d3 53.♘ac6 ♘c5 54.♖a8 ♔h7 55.♘e7
After 55...♘e4+ 56.♔e3 ♘xg3 57.♔f4! c3 58.♘xd5 ♖c6 59.♘xc6 c2 60.♖a1 **1-0**

Other main round 2 results:-

- Hiarcs - Rookie 1-0
- Pandix - Junior draw

Jonny - Pandix
Round 3. D58. QGD, Tartakower Defence

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 ♗e7 5.♗g5 0-0 6.e3 h6 7.♗h4 b6 8.♕c2 ♗b7 9.♗xf6 ♗xf6 10.cxd5 exd5 11.♗e2 c6

A decisive moment as Jonny chooses to castle on what most would consider to be the wrong side!
12.0-0-0?!
12.0-0 is theory, then 12...♖e8 13.♖fe1 ♘d7 14.♖ad1 and an approximately equal game
12...♗c8 13.♗d3 a5!
I don't know if Hungarian programmer Gyula Horvath's rediscovered interest in computer chess is because he has joined the ranks of speed and depth, but this move suggests there is still some decent chess knowledge in Pandix as it is the perfect strategical reaction to Jonny's castling queenside. Well done! A lot of the speed merchants play ♘a6, actually blocking in the a-pawn
14.♔b1   ♘a6!   15.a3   ♖b8 16.♘e2   c5   17.♘e5   ♕d6 18.♗xa6?
A strange choice, leaving

Black with 2 bishops against Jonny's 2 knights. 18.♘c3 was surely better, minimising Black's advantage as much as possible
18...♗xa6   19.♘g4   ♗d8 20.♖he1 c4 21.♕f5

Jonny is attempting to start a kingside counterattack, but even with an 800-core Cluster this is going to be hard to pull off!
21...♗c7 22.♘e5 ♗c8 23.♕f3 ♔h7 24.♘g3 f6 25.♘g4 b5! 26.e4 b4

27.♘f5?!
27.a4 looks to be the best defence, seeking to limit the impact and advance of Black's dangerous pawns. Then play might continue 27...♕c6 28.♘xh6! c3! 29.♖c1 gxh6 30.exd5. Black still has a good advantage with 30...♕d7 but Jonny can try 31.♖e6 and might still scrape a draw
27...♕d7 28.♘gxh6 gxh6 29.♕e3 ♔g8 30.♕xh6 ♕h7!
Forcing the exchange of queens enables Pandix to

make the most of its pair of bishops
31.♕xh7+ ♔xh7 32.axb4 dxe4 33.♘e7 f5 34.d5!
This looks promising for White, but Black ignores it!
34...axb4! 35.♘c6 ♖a8 36.d6 ♖f6! 37.♘xb4 ♖xd6 38.♖xd6 ♗xd6 39.♘d5 ♖b8 40.♘c3 ♗e5 41.♔c1 ♖b3 42.♘d1 ♔g6
The closing moves might have been 43.g3 ♗d7 44.♖e2 ♗a4! 45.♘e3 ♖d3 46.♘c2 ♗g7, and White is helpless.
0-1

Other main round 3 results:-

- The Baron - Hiarcs draw
- Boot - Shredder 0-1

It is time to start showing my readers the **Tournament Table** as it progresses. Please remember that with there being 9 Engines playing, one Engine gets a bye in each round, so they haven't all played the same number of games. So for example in our first look at the Table you can note that Junior and Pandix have each played one game less than the engines above them.

Round 3	1	2	3	4	5	6	7	8	9	
Shredder	½	1	1							2½
Hiarcs	½	1	½							2
Jonny	½	1	0							1½
Junior	1	½	-							1½
Pandix	-	½	1							1½
Rookie	½	0	1							1½
The Baron	½	0	½							1
Booot	½	-	0							½
Woodpusher	0	0	0							0

Hiarcs - Booot
Round 4. D17. Slav Defence

1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.♘c3 dxc4 5.a4 ♗f5 6.♘e5 ♘bd7 7.♘xc4 ♘b6 8.♘e5 e6 9.f3 ♘fd7 10.a5 ♘xe5
This is a popular line for Black in which it sacrifices a pawn for good piece mobility. The alternative and lesser known line, but which I prefer is 10...♘d5 11.e4 ♘xe5 12.dxe5 ♘xc3 13.♕xd8+ ♔xd8 14.bxc3 ♗g6
11.axb6 ♘d7 12.e4 ♗g6 13.♖xa7 ♘xb6 14.♖xb7 ♗e7
The only line I could find in my database was 14...♖a1 15.♗e2 ♗d6 (I slightly prefer 15...♗e7) 16.0-0 which has been played a couple of times and is thought to favour White slightly
15.♗e2 ♖b8 16.♖xb8 ♕xb8 17.0-0 0-0 18.♕b3 h6 19.♗e3 ♘d7

It is hard to believe that Black has enough compensation for the pawn as things stand here
20.♗c4 ♔h7 21.♕xb8 ♖xb8 22.♘a4 e5 23.♖d1 exd4 24.♗xd4 f6 25.♗e3 ♗e8 26.♗e6 ♘f8 27.♗f5+ g6 28.♗h3 ♖b5 29.♖d2 ♖a5 30.♘b6 ♔g7 31.♘c8 ♗c5 32.♔f2 ♗xe3+ 33.♔xe3 f5 34.exf5 gxf5 35.b4 ♖a3+ 36.♔f4 ♖a4 37.♗xf5 ♖xb4+ 38.♔e3 ♖b3+ 39.♔f2 ♗g6

40.♘e7 c5

Booot seems to be pinning all is hopes on this passed pawn
41.♖d6 ♗h7?!
This allows Hiarcs the chance to push the Black king further away from the main action, an opportunity which Hiarcs grabs of course After 41...♗f7 42.♗e4 ♗e6 43.♘f5+ Black must choose between 43...♗xf5 or ♔f6. It's prospects are not good but maybe better than after the game move
42.♗xh7 ♔xh7 43.♘f5 h5
43...♘g6 is no better: 44.♖d7+! ♔h8 45.♘xh6+-
44.♖h6+ ♔g8 45.♖xh5 ♘e6 46.♖h4 ♖b2+ 47.♔g3 ♔f7 48.♖e4

48...♘g5
This doesn't seem to be the best defence. Preferable was 48...♔f6 49.♘e3 ♘d4 50.♔f4 and then 50...♖b7 to place the rook for defence or even to get behind it's own c-pawn. However I'd expect Hiarcs to still win from here
49.♘d6+! ♔f6 50.♖c4 ♘e6

51.♘e4+ ♚e5 52.♘xc5 ♚d5 53.♘a4 ♖xg2+

After 54.♚xg2 ♚xc4 55.♚g3 is the clearest way to finish it, though 55.h4 would also do the job quite quickly **1-0**

Other main round 4 results:-

- Pandix - Rookie 1-0
- Junior - Jonny draw

Round 4	1	2	3	4	5	6	7	8	9	
Hiarcs	½	1	½	1						3
Pandix	-	½	1	1						2½
Shredder	½	1	1	-						2½
Jonny	½	1	0	½						2
Junior	1	½	-	½						2
The Baron	½	0	½	1						2
Rookie	½	0	1	0						1½
Booot	½	-	0	0						½
Woodpusher	0	0	0	0						0

I apologise to my friend John Hamlen for including another Woodpusher loss - sometimes we can actually learn more from games between unequal opponents. John and Mark are also old friends and were pleased to meet up again in Tilburg after many years! John told me *'Mark hasn't changed'*... I wish they could say that about me!

Hiarcs - Woodpusher

Round 5. A05. Transposes to a Reti Opening

1.b3!? ♘f6 2.♗b2 g6 3.g3 d5 4.♘f3 ♘c6 5.♗g2 ♗g7 6.0-0 0-0 7.d4 ♗f5 8.♘bd2 ♖e8N
8...b5, ♘e4 or e6 are all known
9.c4 e6 10.h3 dxc4 11.bxc4 ♖b8 12.e3 ♗d3 13.♖e1 b5 14.♖c1 bxc4 15.♗a3 ♘b4 16.♗xb4 ♖xb4 17.♘e5

The Rybka ban meant that its WCCC wins were all annulled. So Mark Uniacke receives the 2008 trophy from David Levy for his win with Hiarcs

Woodpusher is a pawn up but has committed 2 pieces to hang on to it on c4. Here it needs to respond to White's last move, threatening ♘c6 forking ♛ and ♖ of course, so17...♛c8 must be best
17...♘d5? 18.♘c6 ♛d6 19.♘xb4 ♛xb4 20.a3 ♛b5 21.♗f1 ♗xf1 22.♖xf1 ♘b6?!
Probably 22...c3 was the best, maybe only chance here, and after 23.♘e4 there's 23...♛c4, but 24.♛c2 e5 25.♘xc3 exd4 26.exd4 ♗xd4 and White can force exchanges with 27.♘a4 ♛b5 28.♛c4 ♛xc4 29.♖xc4 ♗e5 30.♖e1+−
23.a4 ♛b4 24.a5 ♛xa5 25.♘xc4 ♛d5 26.♘xb6 cxb6 27.♛a4 ♖e7 28.♖c8+ ♗f8 29.♖fc1 ♚g7 30.♖1c7

30...♖xc7
If 30...♛e4 31.♛xa7+−
31.♖xc7 a5 32.♛e8 ♛f5
The only immediate way to hang on to both the e6 and f7 pawns, but unfortunately Hiarcs has a perfect response...
33.e4!
33...♛f3 34.♛xe6 ♗b4 and now 35.e5! ♛f5 (35...b5?! 36.♛b6! and 36...♗e1 doesn't work because simply 37.d5!) 36.♛xf5 gxf5 37.d5 wins **1-0**

Booot - Junior

Round 5. A26. English Opening vs. Kings Indian!?

1.♘f3 ♘f6 2.c4 g6
An interesting start!
3.♘c3 ♗g7 4.g3 0-0 5.♗g2 d6 6.0-0 e5 7.d3 ♘c6 8.♖b1 a5 9.a3 h6 10.b4 axb4 11.axb4 ♗e6

Despite the slightly unusual start to the game we are still in theory. Here 12.b5 is popular and has a better record than Booot's choice **12.♘d2?! ♖b8 13.b5**

13.♘d5 ♘e7 14.♘xf6+ ♗xf6 15.b5 ♗g7 16.♗b2 is the best known theory line with fairly equal chances

13...♘e7 14.♗a3 ♕d7 15.♖a1 ♗h3 16.♕b3 h5 17.♘f3 ♗xg2 18.♔xg2 ♘f5 19.e4 ♘d4 20.♘xd4

If 20.♕d1 c5 21.♘a4 ♕c7 22.♗c1=

20...exd4 21.♘e2 c5 22.♗c1 ♖a8 23.♖a2 ♖fb8 24.♗f4 ♘g4 25.h3 ♘e5 26.♗xe5 ♗xe5 27.f4 ♗g7

28.f5
Some commentators have criticised this as being too optimistic, but I think it's okay. It is the way in which Booot deals with the remarkable Junior counter-attack that will come under scrutiny
28...h4!?
Trust Junior. I wonder which other engines would play this – not [m]any I reckon!
29.gxh4
29.f6 is probably best: 29...♗h8 (29...♗h6?! is wrong as 30.gxh4± and there is no Black attack on f6) 30.gxh4 ♕d8 31.h5 ♗xf6 32.hxg6 fxg6 33.♘f4±
*Also 29.♖f4 looks quite good: 29...hxg3 30.♘xg3=*
Or 29.g4, but this weakens White on the dark squares even more, so 29...♗h6!
29...♕d8 30.fxg6 fxg6 31.♖f4 ♗e5 32.♖g4
Hereabouts other engines

start to see that White has problems! So what should it do?! 32.♖f3!? ♕xh4 33.♘g3 has a stubborn look to it, maybe 33...♕g5 keeps Black on top, but after something like 34.♕b2 progress for Junior might not be easy
32...♕f6 33.h5 ♔h7!
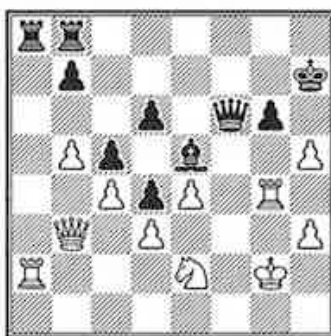
34.♖xa8??
Yielding the a-file is a big mistake. Instead 34.hxg6+ and White appears to have much better chances of holding after 34...♔g7 35.♘f4 ♖xa2+ 36.♕xa2 ♗xf4 37.♕a7 d5 38.♕xc5∓
34...♖xa8 35.♖xg6
35.♘g3?! also fails: 35...♗xg3 36.hxg6+ ♔g7 37.♕b2 (if 37.♖xg3? ♖a1 threatening ♕f1 mate and winning) 37...♗h4 38.♕d2, and now 38...♖f8 settles it
35...♕f7 36.♘g3
The only hope as after 36.♕b2? (which stops ♖a1), but instead 36...♖f8! 37.♘g1 ♕f1+ 38.♔h1 ♖f2 wins
36...♗xg3
*White resigned anyway! Black only needs to be careful to avoid a tactical mistake after 37.♕c2, so 37...♖f8! 38.♕e2 (38.♔xg3? ♕f4+ 39.♔g2 ♕f1+ 40.♔h2 ♖f2+ wins White's queen) 38...♗e5 39.♖g4 ♕f6 40.h6 ♖f7 41.b6 ♕xh6 42.♕e1 ♖g7 wins **0-1***

- Shredder - Pandix draw
- The Baron - Jonny draw

Round 5	1	2	3	4	5	6	7	8	9	
Hiarcs	½	1	½	1	1					**4**
Junior	1	½	-	½	1					**3**
Pandix	-	½	1	1	½					**3**
Shredder	½	1	1	-	½					**3**
Jonny	½	1	0	½	½					**2½**
The Baron	½	0	½	1	½					**2½**
Rookie	½	0	1	0	-					**1½**
Booot	½	-	0	0	0					**½**
Woodpusher	0	0	0	0	0					**0**

Just at the moment then it looks as if **Hiarcs** is running away with the Championship. But it has played an extra game to the 3 engines behind it, so we will get a better idea of where we are at after round 6 in which Hiarcs has its bye!

Junior - The Baron
Round 6. B08. Pirc Defence, Classical system

1.e4 d6 2.d4 ♘f6 3.♘c3 g6 4.♘f3 ♗g7 5.♗e2 0-0 6.0-0 c6 7.a4 a5 8.h3 ♘a6 9.♗f4 ♘b4 10.♕d2 ♕b6 11.♗h6 ♗e6

All theory so far and now White usually goes with 12.♗e3. But Junior prefers to leave the threat of an exchange on g7 which would

weaken Black's king defence – a good strategy in my view **12.♗d1 ♖ad8 13.♖e1 ♖fe8 14.♕e3 ♗c4 15.b3 ♗a6 16.♗xg7 ♔xg7 17.♖c1 ♘d7 18.♗e2 e5 19.♗xa6 ♕xa6 20.♘e2 f6 21.♘g3 c5 22.dxe5 dxe5 23.♖ed1 ♕c6 24.♘h2 h5 25.♘f3 ♘f8 26.c3 ♘a6 27.♘h4 ♘e6**

Everything seems fairly even so far, but you never know when Junior's around!
28.♘hf5+! ♔f7
Not 28...gxf5? 29.♘xh5+ ♔h7 (or 29...♔f7 30.♕h6 fxe4 31.♕xf6+ ♔g8 32.♕g6+ ♔f8 33.♕f5+ ♔g8 34.♘f6+ ♔g7 35.♕xe5 ♔f8 36.♘xe8+–) 30.♘xf6+ ♔g6 31.♘xe8 f4 32.♕f3 ♕xe8 33.♕g4+ wins
29.♖xd8 ♖xd8 30.♕h6 gxf5 31.♘xf5 ♖d7?
31...♕e8 looks to be best here, and if 32.♕h7+ ♔f8 33.♕h6+ ♔f7 seems to be heading for an early draw
32.♖e1! c4
What about 32...♘ac7!? Then it seems that 33.♖e3 ♘f4! would provide a fairly stubborn defence, but after 34.♔h2 ♔e6 35.g3 (35.♕f8 ♖f7 36.♕c8+ ♕d7 37.♕xb7 is another, very different way of going after the win. For example after 37...♖h7 38.b4!?) 35...♘fd5 36.♖f3 I found that White should still be winning after 36...♘xc3 37.♘d4+ ♖xd4 38.♖xf6+ ♔d7

39.♖xc6 bxc6 40.♕g7+, *though the full point isn't quite secure yet*
33.♕xh5+ ♔g8 34.♕g6+

34...♔f8
34...♔g7 looks at first to be the best try, but 35.♖e3 ♘c7 36.♖g3 ♘ce6 37.♕xf6 is 1-0
35.♕xf6+ ♔e8 36.bxc4 ♘ac5 37.h4 ♕xa4?!
The Baron decides to grab a few pawns when 37...♕c7 would surely have put up a better struggle. But 38.♕g6+ ♔f8 and then the by now familiar 39.♖e3 will win
38.h5 ♕xc4 39.h6 ♕xc3 40.♖e3! ♕c4 41.♖f3
After 41...♖d1+ (if 41...♘f4 42.♖g3 ♘xe4 43.♕xe5+ is 1-0) 42.♔h2 ♔d7 43.♘e3 ♕xe4 44.♕f7+ ♔d6, and now either 45.h7 or ♘xd1 finishes it **1-0**

Other main round 6 results:-

- Woodpusher - Shredder 0-1
- Pandix - Booot draw
- Jonny - Rookie 1-0

As we come to the Table at this point in the Championship we see there are still 5 programs in with a chance of winning the Championship! But Jonny has played 1 more game than the others so its chances are not as good, but any of the top 4 can win!

Round 6	1	2	3	4	5	6	7	8	9	
Hiarcs		½	1	½	1	1	-			4
Junior	1		½	-	½	1	1			4
Shredder	½	1	1	-	½	1				4
Jonny	½	1	0	½	½	1				3½
Pandix	-	½	1	1	½	½				3½
The Baron	½	0	½	1	½	0				2½
Rookie	½	0	1	0	-	0				1½
Booot	½	-	0	0	0	½				1
Woodpusher	0	0	0	0	0	0				0

Rookie - Junior

Round 7. B83. Sicilian Scheveningen

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 ♘c6 6.♗e2 d6 7.0-0 ♗e7 8.♘xc6 bxc6 9.♕d3 0-0 10.♖d1

Now 10...♕c7 is the most popular for Black, and I also have some liking for ♖b8. But Junior goes with something new (at least to me)!
10...d5 11.♕g3 ♘d7 12.♖b1 a5 13.h3 f5!?
You've got to love the Junior style – let's play chess!
14.exf5 ♖xf5 15.♗h6?!
15.♗g4, which gets played in a moment, would probably have been better played here instead of ♗h6. Now if 15...♗h4 16.♕d6 ♗xf2+ 17.♔h1 and, assuming 17...♖f6 to protect the e6 pawn, 18.♗g5 and a very interesting position has been reached with close to equal

chances I'd say

15...♕f8! 16.♗g4 ♗d6 17.f4
Best. Nothing else works. If 17.♕h4? gxh6 18.♗xf5 ♕xf5 leaves Black with 2 bishops for a rook, and 19.♕xh6 grabbing a pawn is met by 19...♗a6 when Black has a range of threats: ♖f8, or ♘f6 ♔f7 ♖g8

17...♖f6 18.♗g5 ♖g6 19.h4?!
This is somewhat unkind to its own ♗ on g5, and also weakens White's king safety! Better would have been 19.♖e1 and after 19...♘f6 20.♗e2. Now the hoped-for rescue with 20...h6! can be met by 21.♕d3!∓

19...e5! 20.f5

20...♖f6!?
Another surprise from Junior, and the first of no less than 3 sacrifices of the exchange in this game!

21.♗xf6 ♘xf6 22.♗h3 ♕e7 23.♕e1 e4
23...♗a6! would have been very strong as well

24.♘e2 ♗a6 25.♘d4 e3 26.♘e6 e2

A particularly unusual position, White is ♖ for ♗ ahead but most of the computer engines say Black is winning. A typical Junior game and, when it works, it sets this engine apart

27.♖d4
Only move but...

27...♗e5! 28.♕f2
28.♔h1 ♗xd4 29.♘xd4, thus returning the exchange a little sooner, might have been better, but Black now has the dangerous 29...♕e3!-+

28...♘e4! 29.♖xe4 dxe4 30.♖e1 ♕b4 31.♖xe2
This had to be tried, the third exchange 'sac'. If 31.c3?! ♕xb2 32.f6 gxf6 33.♕f5 ♖a7 34.♕h5 then ♕b8 leaves Black 2 pawns ahead, White's attempted attack is over and after a series of pretty much forced exchanges with 35.♕g4+ ♔h8 36.♕xe4 ♗xc3 37.♖xe2 ♗xe2 38.♕xe2 ♖b7, Black wins easily

31...♗xe2 32.♕xe2 ♕xb2 33.♕xe4 ♗g3! 34.♔f1 ♕b5+ 35.c4
The only try
35...♕b2 36.♕d4 ♖b8 37.h5
If 37.♕xb2 ♖xb2 38.a4 ♖f2+ 39.♔e1 ♖xg2+ 40.♔d1 ♖a2 0-1

37...a4 38.♕xb2 ♖xb2
*The end: 39.a3 ♖f2+ 40.♔e1 ♖xg2+ 41.♔d1 ♖a2 **0-1**.*

Junior is on the charge! Pandix also has been playing very well, but suddenly something goes seriously wrong!

The Baron - Pandix
Round 7. C54. Guioco Piano

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.c3 ♘f6 5.d4 exd4 6.cxd4 ♗b4+ 7.♘bd2 ♗xd2+

Harvey Williamson did get to Tilburg for part of the Champion-ships, and can always be relied on to enjoy himself!

8.♗xd2 d5?!N
This is usually only played after 8...♘xe4 9.0-0 d5
9.exd5 ♘xd5 10.♕b3

10...♘a5??
Wow, a total blind spot. 10...♘ce7 was best. Pandix seemed to think that 11.♗xd5 can't be played because of ♘xc3. But of course...
11.♗xa5
*There was no point in playing on. If 11...♗e6 (11...♘f6?? 12.♗xf7+ ♔f8 13.♗b4+ ♕e7+ 14.♗xe7+) 12.♕xb7 **1-0***

Other main round 7 results:-

• Shredder - Hiarcs draw
This was an interesting game deserving careful analysis which I will try to find space for next time!

Round 7	1	2	3	4	5	6	7	8	9	
Junior		1	½	-	½	1	1	1		5
Hiarcs	½		1	½	1	1	-	½		4½
Shredder	½	1		1	-	½	1	½		4½
Jonny	½	1	0		½	½	1	-		3½
Pandix	-	½	1	1		½	½	0		3½
The Baron	½	0	½	1	½		0	1		3½
Booot	½	-	0	0	0	½		1		2
Rookie	½	0	1	0	-	0	0			1½
Woodpusher	0	0	0	0	0	0	0			0

For our next game a table-base mystery!

Rookie - The Baron
Round 8. C91. Closed Ruy Lopez

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♖e1 b5 7.♗b3 0-0 8.d4 d6 9.c3 ♗g4 10.h3 ♗xf3 11.♕xf3 exd4 12.♕d1 dxc3 13.♘xc3 ♘a5 14.♗c2 ♖e8 15.♗f4 g6 16.b3 ♘h5 17.♗d2 ♗g5 18.♘d5 ♗xd2 19.♕xd2 c6 20.♘c3 ♘b7 21.♖ad1 ♕a5 22.♖b1 b4 23.♘a4 ♖ad8 24.♖bc1 ♘g7 25.♘b2 ♘e6 26.♘d3 c5 27.♗d1 ♔g7 28.♗g4 ♘d4 29.♖c4 h5 30.♗xh5 gxh5 31.♕g5+ ♔f8 32.♕xh5 ♖e6 33.♘f4 ♖de8 34.e5 ♕d8 35.♘xe6+ ♖xe6 36.♖e3 d5 37.♕h8+ ♔e7 38.♕h4+ ♔e8 39.♖xd4 cxd4 40.♕xd4 ♕a5 41.♖d3 ♕xa2 42.♕xd5 ♕c2 43.♔h2 ♕c6 44.♕d4 ♖g6 45.g4 a5 46.h4 ♕c8 47.g5 ♘c5 48.♖g3 ♖c6 49.♕f4 ♘e6 50.♕f6 ♘f8 51.♕f4 ♖c3 52.♕e4 ♖xg3 53.fxg3 a4 54.h5 axb3 55.♕xb4 ♕c2+ 56.♔h3 ♘d7 57.g6 fxg6 58.hxg6 ♕f5+ 59.♔g2 ♕e6 60.♔h2 ♘xe5 61.g7 ♘g4+ 62.♔g1 ♘f6 63.♕f8+ ♔d7 64.♕xf6 ♕xf6
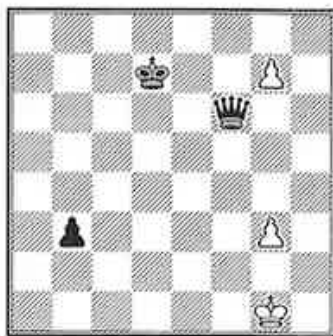
Of course the engines show that Black is winning here, and tablebases are running to support this evaluation. But as soon as White plays...
65.g8♕
... they jump to show 65...♕d4+ mate in 30! This happened in the game itself as well and The Baron had mate in 32 on display I believe
65...♕d4+ 66.♔g2 b2 67.♕g6
Now, very strangely, the mate claim has disappeared! If you take this move back my engine with tablebases shows 67.♕f7+ with m/28 which is confirmed when the move is played; also 67.♕h7+ m/28 and confirmed when played, as well as 67.♕g6 m/28. But, when this is played the mate announcement disappears, which again is exactly what happened in the game! The Baron's operator had been asking if he could claim the win but now the tournament director insisted that they continue the game
67...♕d2+
Here it gets even more weird! When it's White's move there's a tablebase mate announcement, when it's Black's move an evaluation appears, around −200/−500 (big difference!) depending

on the engine you use!
68.♔h3 ♔c7 69.♕e4 ♔d6 70.♕f5 ♕h6+ 71.♔g2 ♕c1 72.♕f6+ ♔c5
Finally a mate shows on Black's move as well, m/42. But the operators agreed to play the game out to see what happened and in the end Black duly won
73.♕e7+ ♔b5 74.♕b7+ ♔a4 75.♕a6+ ♔b3 76.♕b7+ ♔a2 77.♕d5+ ♔a1 78.♕a8+ ♔b1 79.♕d5 ♕c2+ 80.♔h3 ♕e2 81.♕f7 ♔c1 82.♕f4+ ♔d1 83.♕f5 ♔e1 84.♔h4 ♕e3 85.♔h5 ♕b3 86.♕e4+ ♔f2 87.♕d4+ ♔g2 88.♕d2+ ♔h3 89.♕d7+ ♔xg3 90.♕g4+ ♔f2 91.♕h4+ ♔g2 92.♕g4+ ♕g3 93.♕e2+ ♕f2 94.♕g4+ ♔h2 95.♕e4 ♕c5+ 96.♔h4 ♕c3 97.♕f4+ ♔g2 98.♕g4+ ♔f2 99.♕f5+ ♕f3 100.♕c2+ ♕e2 101.♕f5+ ♔g2 102.♕g6+ ♔f1 103.♔h3 ♕e3+ 104.♔h2 ♔e2 105.♕h5+ ♔e1 106.♕g6 ♔d2 107.♕d6+ ♕d3 108.♕b4+ ♔c1 109.♕e1+ ♕d1 110.♕c3+ ♕c2+ 0-1

Mark Uniacke was determined to go all out for a win against Pandix, so set a strong Contempt factor so that it would avoid anything leading to 0.00. As we will see this gets it into trouble! I think Mark will have to look at the way Hiarcs works when the Contempt factor is in place, today's engines on fast hardware are too strong to be allowed into lines showing -0.15 or worse, just to avoid a draw. Against a weak opponent or a human this method might indeed encourage it into complications where it/he might go wrong, but against the strongest engines

you're just giving away an initiative that can prove dangerous in the end! We'll see this happen again in round 9! Many engines nowadays use Contempt to make an adjustment to some or all of the <u>piece</u> values, making their own piece values a little higher than their opponents. This means the on-screen evaluations are less trustworthy for us, but instead of going into slightly worse positions it means the engine will avoid major piece exchanges <u>throughout the game</u> unless the evaluation drop is too big, and this is often a better way to retain complications rather than just doing something when 0.00 makes an appearance.

Pandix - Hiarcs
Round 8. C95. Closed Ruy Lopez

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 b5 6.♗b3 ♗e7 7.♖e1 0-0 8.c3 d6 9.h3 ♘b8 10.d4 ♘bd7 11.♘bd2 ♗b7 12.♗c2 c5 13.♘f1 exd4 14.cxd4 cxd4 15.♘g3 ♖e8 16.♘xd4 g6 17.a4 ♕b6 18.♘f3 ♘c5 19.♗e3 ♕c7 20.axb5 axb5 21.♕e2 b4 22.♖ac1 d5 23.e5 ♘fe4 24.♗xe4 dxe4 25.♘g5 ♕xe5 26.♘xf7 ♔xf7 27.♗xc5 ♗xc5 28.♕c4+ ♕d5 29.♕xc5

29...e3
29...♕xc5 30.♖xc5 ♖e7 31.♖b5 will win the b-pawn
30.f3 ♕xc5 31.♖xc5 ♖e7
Mark Uniacke was pleased here in that excellent book preparation had given Hiarcs a good advantage on the clock. However Black is likely to go a pawn down (b4) and, though the advanced e-pawn looks quite dangerous, it's not as strong as it seems. Finally I'd say that the position is probably a bit too simple for Hiarcs to have realistically good winning chances
32.♖c4 ♖d8 33.♖f4+ ♔g7 34.♖xb4 ♖d3 35.♘e2 ♖d2 36.h4 ♔f7 37.♘c3 ♖c2 38.♔h2 ♖d2 39.♔g3 ♖d3 40.♖b6 ♗c8 41.♘e2 ♖d2 42.b4 ♗e6 43.♘c3 ♗d5 44.♖d6 ♗b3 45.♖c6 ♗d5 46.♖c5 ♗b7 47.♘d1

It is clear here that Pandix, a pawn up, now has a small advantage. The clock means nothing, Hiarcs has a struggle on its hands!
47...e2?!
The alternative was 47...♖d3 48.♖c3 ♖d4 49.♖b3 e2 50.♘c3 ♖d3, which probably holds the draw more clearly, but Hiarcs, with its contempt factor in operation, is still trying to get a win
48.♘c3 ♖b2 49.b5 ♔g8 50.h5 ♔f7 51.h6 ♔e8 52.♔f2 ♖c2 53.♘a4 ♖a2 54.♖c4

g5?!
I think this is a mistake. 54...♖d2 was the best try, and if 55.b6 ♗a6 56.♖c3 ♔d8, though this would still clearly favour Pandix after 57.♘c5 ♗b7 58.♖e3!
55.♘c5
Watching on the Internet I was now getting very nervous. I e-mailed Mark — so was he!
55...♔f7 56.♖g4 ♔f6 57.f4! gxf4 58.♖g7 ♖xg7 59.hxg7 ♗d5 60.♖xe2

The main Hiarcs threat for the past 15 moves has gone, instead it is Pandix that has the dangerous pawns!
60...♖a5 61.♖d2 ♗c4 62.♖b2?!
62.♖c2 was surely best here and, after 62...♗d5 63.b6 ♔xg7 64.b7 ♖b5 65.♖d2 ♗c6 66.♘e6+ ♔f6 67.♘d4 ♖xb7 68.♘xc6, White would doubtless win
62...♖a1 63.♔f3 ♔f5 64.b6 ♖f1+ 65.♖f2 ♖b1
Fighting for its life Hiarcs thankfully keeps coming up with some excellent defensive ideas and moves
66.g4+
Not 66.b7? as 66...h5!=
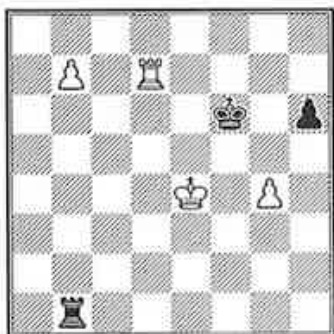**66...♔g5 67.b7 ♗d5+ 68.♘e4+ ♔g6 69.♖d2 ♗xe4+ 70.♔xf4**
*Not 70.♔xe4? ♔xg7 71.♖d7+ ♔f6 72.♔xf4 ♖b4+ and Black should get the draw*

70...♔xg7　71.♖d7+　♔f6
72.♔xe4 h6

You are welcome from here to jump to the next diagram as the manoeuvres over the next 20 moves change nothing while Pandix searches for a way to win

73.♔d5　♔g5　74.♔c5　♖c1+
75.♔b5　♖b1+　76.♔a5　♖a1+
77.♔b4　♖b1+　78.♔c4　♔f6
79.♖h7　♔g5　80.♖c7　♔f6
81.♔d5　♔g5　82.♖d7　♖d1+
83.♔c4　♖c1+　84.♔d4　♖b1
85.♖g7+　♔f6　86.♖h7　♔g5
87.♖d7　♖d1+　88.♔c3　♖b1
89.♖c7　♔g6　90.♔d4　♔g5
91.♔d3　♖b4　92.♔c3　♖b1
93.♖g7+　♔f6　94.♖h7　♔g6
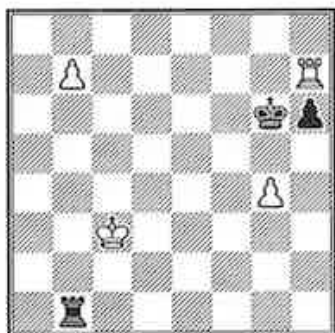
We can see that Pandix is unable to make progress as long as Hiarcs finds best moves. Now White could continue in the manner of the last few moves with 95.♖e7 but 95...♔f6 96.♖c7 ♔e6 97.♔d4 ♔f6 98.♔c5 ♔g5 99.♖g7+ ♔f6 and still there is no progress. So something different was required!

95.♔c2　♖b4　96.♖c7　♖b6

97.♖d7 ♔g5
There is some relief for Hiarcs supporters as we see a −2.00 evaluation slowly dropping to -1.40
98.♔d3　♖b1　99.♖g7+　♔f6
100.♖h7　♔g6　101.♖c7　♖b4
102.♖e7　♔f6　103.♖h7　♔g6
104.♖d7　♔f6　105.♔c3　♖b5
106.♔d4　♔e6　107.♔c4　♖b1
108.♖h7　♔f6　109.♖c7　♔g6
110.♔c5　♔g5　111.♖g7+　♔f6
112.♖h7　♔g6
By here the eval had dropped below -1.00 and we knew we'd survived a big scare!
113.♖d7　♔g5　114.♔c6　♔xg4
115.♔c5　♔g3　116.♔d4　h5
117.♔c3　h4　118.♖d3+　♔g2
119.♖d2+　♔h1　120.♖c2　♖b2
½-½

Other main round 8 results:-

- Rookie - The Baron 0-1
- Junior - Shredder draw

Another interesting game, especially during the endgame, which I will try to analyse and find space for next time!

Round 8	1	2	3	4	5	6	7	8	9	
Junior	1	½	-	½	1	1	1	½		5½
Hiarcs	½	1	½	1	1	-	½	½		5
Shredder	½	1	1	-	½	1	½	½		5
Jonny	½	1	0	½	½	1	-	1		4½
The Baron	½	0	½	1	½	0	1	1		4½
Pandix	-	½	1	1	½	½	0	½		4
Booot	½	-	0	0	0	½	1	0		2
Rookie	½	0	1	0	-	0	0	0		1½
Woodpusher	0	0	0	0	0	0	0	-		0

As we come to the **final round**, Shredder needs to beat Jonny and hope that Hiarcs can at least draw with Junior. The Baron has played all its games, but we can also see that should Jonny beat Shredder and Junior beat Hiarcs, then Mark's engine would drop to 4th.

Shredder - Jonny
Round 9. D30. QGD Declined

1.d4 e6 2.c4 d5 3.♘f3 c6
4.♕c2　♘f6　5.e3　♘bd7
6.♘bd2 ♗d6 7.♗d3 0-0 8.0-0
e5 9.dxe5 ♘xe5 10.♘xe5
♗xe5 11.h3 ♕e7 12.♖d1 ♖d8
13.♘f3 ♗d6 14.cxd5 ♘xd5
15.♗d2　♗d7　16.♕b3　♘e4
17.♖ac1　♘c5　18.♕c3　♖ac8
19.♗b1　♘e4　20.♕a5　♗c6
21.♗e1　b6　22.♕a6　♘c5
23.♕a3　♘e4　24.♕d3　g6
25.♕e2　♕f6　26.a3　♖c7
27.♘d4　♗a4　28.b3　♖xc1
29.♖xc1 ♗xa3

The win of the pawn is only temporary and, despite the apparent complications, both engines constantly evaluated the game, almost throughout, as virtually equal
30.♖c7　♗d6　31.♖xa7　♗d7
32.b4　♗b8　33.♖b7　♗e5
34.♕d1　♕d6　35.♘f3　♘c3
36.♕c2 ♘xb1 37.♘xe5 ♕xe5
38.♕xb1　♗f5　39.♕d1　♖a8
40.♕d2　♖c8　41.f3　♖c2
42.♕d4 ♕xd4 43.exd4 ♖c1
44.♔f2　♖c2+　45.♔g3　♗d3
46.♖xb6　♗f1　47.♗f2　h5
48.h4　g5　49.hxg5　h4+
50.♔h2　♖xf2　51.♔g1　♖xg2+
52.♔xf1　♖d2　53.♖d6　♖xd4
54.b5　♖d2　55.♖h6　♖b2
56.♖xh4 ♖xb5 57.♔e2 ½-½

Hiarcs must beat Junior to be WCCC Champion! But using a highish Contempt again risks a defeat as well!

Hiarcs - Junior

Round 9. D85. Exch. Grunfeld

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.♘f3 ♗g7 5.cxd5 ♘xd5 6.e4 ♘xc3 7.bxc3 c5 8.♖b1 0-0 9.♗e2 ♘c6 10.d5 ♘e5 11.♘xe5 ♗xe5 12.♕d2 e6 13.f4 ♗c7 14.0-0 exd5 15.exd5 ♗a5 16.d6 ♖b8 17.♗a3 ♗f5 18.♖bd1 ♖c8 19.g4 ♗d7 20.f5 ♕h4 21.♗f3
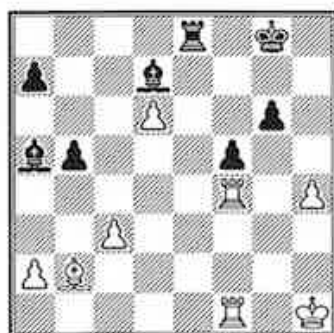
A long opening line ends. White's well supported d6 pawn is a small advantage
21...b6 22.♗b2 ♖ce8 23.♔h1 ♖e5 24.fxg6 hxg6 25.♕f4 ♖f5 26.♕e3 ♖xf3

Junior, typically, decides to sac' the exchange for a pawn, so as to get itself good dynamic compensation
27.♕xf3 ♕xg4 28.♕xg4 ♗xg4 29.♖d5 c4 30.h4 ♖e8 31.♖d4 ♗d7 32.♖xc4 b5 33.♖cf4 f5

I think it tells us a lot about computer engine progress that many of them evaluate this as an equal position! They consider Black's 2 bishops to be a match for White's rook + bishop!
34.c4 ♗c6+ 35.♔g1 ♗d2 36.cxb5 ♗xb5 37.♖4f2 ♗e3 38.♖e1 ♖e4 39.♖xe3

Hiarcs decides to return the exchange in the hope of making its d6 pawn finally count. It has to try for the win to take the Title of course, so Mark Uniacke has given it an increased contempt factor to try and avoid the draw even at some risk
39...♖xe3 40.♖d2 ♗d7 41.♖g2 ♔f7 42.h5

The final desperate effort, but Junior comes up with an answer for everything
42...gxh5 43.♖g7+ ♔e8 44.♗d4?!

Almost a risk too many, now Junior has some chances! A safe draw would have come from 44.♖g8+ ♔f7 45.♖g7+ etc. but that would mean 2nd place for Hiarcs so, for the second game running it risks a negative evaluation in the hope that it's opponent might go wrong
44...♖a3! 45.♖e7+ ♔d8 46.♗f6 ♖a6 47.♖e5+ ♔c8 48.♖c5+ ♖c6 49.♖xc6+ ♗xc6

Although still a pawn down Mark and I watching on the Internet finally begin to relax thanks to the opposite coloured bishops. For a while the engine's determination to seek a win had seemed, for the second time, that it might bring us a loss!
50.♗d4 a6 51.♗e5 ♔d7 52.♔f2 ♔e6 53.♗f4 ♔d5 54.♔e3 ♗e8 55.♗g3 ♗d7 56.♔f4 ♔xd6 57.♔g5+ ♔c5 ½-½

Other main round 9 results:-

- Boot - Rookie 1-0
- Woodpusher - Pandix 0-1

And so the **FINAL TABLE:**

Round 9	1	2	3	4	5	6	7	8	9	
Junior	1	½	-	½	1	1	1	½	½	**6**
Shredder	½	1	1	-	½	1	½	½	½	**5½**
Hiarcs	½	1	½	1	1	-	½	½	½	**5½**
Pandix	-	½	1	1	½	½	0	½	1	**5**
Jonny	½	1	0	½	½	1	-	1	½	**5**
The Baron	½	0	½	1	½	0	1	1	-	**4½**
Booot	½	-	0	0	0	½	1	0	1	**3**
Rookie	½	0	1	0	-	0	0	0	0	**1½**
Woodpusher	0	0	0	0	0	0	0	-	0	**0**

At the presentation **Amir Ban** received the trophy for the WCCC **Junior** win, and **Hans van der Zjiden** the trophy for the WCSC **Hiarcs** win. *Selective Search* congratulates them both!

RAY COUZENS WRITES ABOUT STRANGE HAPPENINGS IN MP MODE!

On 29 December 2011, **Ray Couzens** wrote:

Hi Eric,

Firstly, I hope you had a good Christmas, I certainly have and, as usual, far too much to eat and drink - oh well it's only once a year! I am writing to say again just how much I enjoy the *Selective Search* Magazine and the wonderful positions that Bill Reid sends you. It is indeed unfortunate for us that he is retiring.

On the subject of these positions that challenge our chess engines if not ourselves, I read with interest the results of various engines running on various hardware, and in particular the times to solve or at least come up with the correct moves, if indeed the engines can solve the positions! Sometimes an engine will find the answer within say 5 minutes whereas another engine given the same position will not, or will solve it in say 3 minutes and another will solve it in just a few seconds. Is the engine that solves the position in a few seconds better than the slower ones? Often we see that given another position the roles are reversed thus making any conclusions about the best solver using this criteria unreliable. We therefore have to count the number of times the correct move is found for different positions within a reasonable time to measure the performance. Hence the WM-Test.

What I initially found strange was that a particular engine running on one PC does not find the solution within a certain time but on another PC it does. Now we might say that on a multi-core system with a faster CPU and more memory it should find the answer, at least quicker than when running on a slower PC. However, I have wondered if processing power is the complete answer to this. All current PC's are pretty fast, and yes some more so than others, but is raw power the only reason for a quick solution? I know up

until now, when I see one of these *"Time for Adjudication"* positions, I quickly put it into HIARCS or Rybka or now Houdini 2, to see if and how long it takes to solve and either being disappointed or pleased with the result.

What I had not been doing was re-trying the position several times with the same engine and settings! My first thought would be that the time to solution would be roughly the same on each run, but on testing this I have discovered some interesting results. I don't know if it is standard practise to conduct several attempts at a puzzle and note the best times, or if people like myself just accept the first attempt?

For the test I used my home built PC with an I7 950 processor which is over-clocked to 3.7Ghz, and it has 6GB memory, so it's a reasonably fast machine. I then found a mate in 12 puzzle on YouTube:

[FEN"2K1k1br/3p1n1r/P1p2pN1/3p1N2/2P4P/8/P2P1p2/8 w k - 0 1"]

web site:
http://www.youtube.com/watch?v=lvMfSBtBg9Y

and used this in the Aquarium interface. I first tried Houdini 2.0c Standard (no point having the Pro version as you need multiple processors as opposed to a single multi-core processor to take advantage of the NUMA configuration). I decided to run two tests, 20 attempts with 4 CPU cores and 20 with 6 CPU cores. The reason being is that my processor has Hyperthreading which are virtual cores or threads running within a real core. According to Robert Houdart, the author of Houdini, it is better to limit Chess engines to the real cores for better overall parallel processing performance. I left the hash setting at 2048MB for all tests which may not have been optimum but kept things constant for the test. All other settings were left at defaults. After each run I closed the engine down and let Aquarium re-start it, this way

any hash results would be lost between tests.

The results below show that Houdini 2.0C Standard would always solve the position and find the mate in 12 moves but sometimes with quite varying times. I first thought that this could be Windows doing it's housekeeping or other things like the virus checker slowing things down, but then I noticed that for each run both the times and the depth of search would differ. This told me that Houdini was not always finding the optimum path irrespective of the time. There was as much as 95 seconds difference between one solution and another. Sometimes Houdini would solve the mate in just a few seconds looking 17 moves ahead, and another time it would take well over a minute looking 22 moves ahead. I wondered if this was some peculiarity with Houdini so tried out Stockfish 2.1.1 with the same settings.

The results were not good for Stockfish as it only managed to find a mate in 17, and another attempt showed a mate in 20. Obviously it was cutting off the best moves in its search. Rybka 4.1 was none too hot either, but better than Stockfish. It managed to find a mate in 15 after 4 minutes at a depth of 19, and on another run found a mate in 20 after 4 minutes and 45 seconds. Finally it found the mate in 12 on the third run in 5 minutes 36 seconds at a depth of 19.

I tried HIARCS 13.2 MP but after 15 minutes it had not found the mate so aborted this test. However, I think all these results show that I need to re-run the test positions 10 or more times and perhaps note the shortest and longest times. Just because one engine comes up with the move on one run does not guarantee it will on another, or if it does, that it will do it in the same time or in the same way. On consideration of this I suspect that when analysing positions it's quite possible that two or more moves within the search tree could have the same evaluation, so how does the program pick one of these, probably/possibly at random? This random feature could explain the different solving times and depths of search I discovered in my tests.

What if the position does not lead to mate within a reasonable limit and the engines just have to find the best move? We often witness that the position evaluation for one of these test positions only indicates a slight advantage when the correct move is chosen. This means the engines really don't fully understood the position.

What if the engines fail to get the correct move, perhaps re-running the test again they might happen to wonder down the correct path and then "see" the correct move? The random effect just happens to nudge them in the correct direction, at a particular depth. If this is correct it would explain why a chess match between two engines really does need to be over 100's of games to be able to determine a probability that one could be better than another.

Here are the results of Houdini 2.0C running on 4 cores:

Test No	Time to correct move	Depth
1	1 min 16 sec	22
2	38 sec	20
3	1 min 2 sec	21
4	39 sec	21
5	43 sec	21
6	1 min 20 sec	22
7	1 min 3 sec	21
8	1 min 28 sec	22
9	18 sec	20
10	55 sec	21
11	15 sec	18
12	14 sec	19
13	8 sec	18
14	1 min 40 sec	22
15	5 sec	17
16	1 min 21 sec	22
17	1 min 7sec	22
18	13 sec	19
19	1 min 27 sec	22
20	28 sec	20

The best result here is just 5 seconds! This is

very impressive, and comparing to the chap on the You Tube web link given above - with his over-clocked PC running Houdini 2.0C Pro with 12 cores - he is boasting 14 seconds which immediately shows an anomaly. This of course is an excellent result, but highlights that despite apparently faster hardware, this has not made the difference. I think the random element is having more of a say here. Perhaps somebody can try this out with other engines and a different interface to see if they experience the same behaviour?

The 6 core results are very similar giving a quickest time of 8 seconds and longest time of 1 min 17 seconds. Probably not enough of a difference to determine if 4 real cores are better than 4 Cores plus 2 hyper-threads. I suspect a much larger test run would be required.

I hope I've not bored you to death with all that!

Best regards and Happy New Year!
Ray Couzens.

Not boring at all, in fact very interesting - I replied straight away!

Hi Ray

Many thanks for your interesting e-mail about confusing results!

When Houdini2 came out my later results with the 2.0b "upgrade" showed a marked deterioration, so I e-mailed Robert Houdart to tell him.

Mark Uniacke has always insisted that to get "exact same" results in testing. You have to use SP, as in MP results will vary depending on how the cores share the work and memory issues between them: 2 cores will usually cause differences, 4 cores will cause even more etc. Even though the MP causes variations and SP is more stable, the results of an MP v SP match will still result in a win for the MP version on 2 or more cores. Of course we don't want to do our position or match testing in SP when we have MP capability!

So it was no great surprise to me when I got Robert Houdart's reply....

Hello Eric,

Houdini 2.0c produces exactly the same analysis as Houdini 2.0b (you can easily verify this when you run with 1 thread), so I really don't expect any difference in playing strength. My best guess is that you're just seeing random variations.

Best regards,
Robert Houdart, Houdini Chess Engine

Even so, it is quite frustrating, as you've found out.

I may well publish your e-mail if that's okay, maybe other programmers or PC experts will respond and throw some light on this and perhaps suggest a way to get MP to work more consistently

Glad you still enjoy the magazine!

Cheers... and Happy New Year to you also - Eric

Here is my take on the situation!

When PC's were single processor only (e.g. our old Pentium friends), tests under such as the *ChessBase* gui generally produced consistent results. There's always a bit of 'noise' from the gui, but you could replay a match (using the same openings database of course) and get very similar results. So you could test new versions of your engine whilst in course of preparation, or test new engines when they came out, and establish levels of improvement (or otherwise) quite easily and reliably.

But when dual, and then quad, and now 8/12/16 core PCs came onto the market, consistency became quite an issue. Not only did the engine have some noise from the gui to contend with, but also the way Windows divided the work between the processors could also vary, even while an engine is searching from move to move! *[Now I'm blaming Windows here, I don't believe the programmers*

have much choice, and they can't really tell Windows how to apportion the work]. So you can run a Testsuite (e.g. the popular WM-Test), or an engine-engine Match using MP engines, and get quite varying results from match to match! This makes testing for programmers (and their helpers!) very frustrating, so most programmers have written their own Test Programs, running in a simplified mode to reduce gui noise and other issues as much as possible. Of course this is boring if you want to watch a game in progress, because you can't, but it means that the PC churns out regular and reliable results, and you know if your latest tweak is good, bad or indifferent, and how much better a new (UCI) engine that's just come out really is!

You can test this yourself if you have a dual/quad/octal/or more PC! Firstly you need an openings database - you usually get a Noomens test database when you buy a *ChessBase* engine, I can e-mail one of my own if anyone hasn't got one from somewhere already. Secondly it is best to use 2 engines of fairly similar strength and, of course, they must be MP/Deep. So for example a recent Critter (1.2 or 1.4) and a recent Stockfish (2.1 or 2.2). Or if you have some *ChessBase* engines then Deep Hiarcs13, Deep Junior12.5 and Deep Shredder12 are all close enough.

Test 1: Choose your engines - let's assume you're using *ChessBase* which at present is still the most popular - and put both engines into SP mode, i.e. tell them through Parameters to only use 1 core/thread. Incidentally you could switch Permanent Brain 'on' for this particular test. Make sure they aren't accessing their own opening books, but instead point them to your chosen Test Database (Noomens, ELH or whatever). Also make sure Learning is switched off. I'll leave you to decide on a Time Control, but I'd suggest something like G/2+2 which will give each engine a little time to 'think' and make sure that no games are won or lost on time, but also makes sure your match doesn't take too long. Then run the match! When you have the result you can re-run the match, using exactly the same parameters, and you will get a second result which will certainly be very close to your first one!

Test 2. Because you have learned from this Article that you get variations in MP mode, you might wonder if MP mode is worth having! And of course if we have an MP PC then we all definitely want to run our engines, for analysis or matches, in MP mode! So the next test is so you can confirm for yourself that MP mode does work, even if results from it will vary a bit. So go into your gui again. Keep the same pair of engines but pick one of them and change it to 2-cores/ threads, or 4 or more if you've got a quad or better. Remember to use your same Opening Test Database again, make sure Learning is still off for both engines, but switch Permanent Brain off now so that your MP engine can use all its cores. Run this match. You will find for certain that the engine you've turned to MP mode will improve its score. But if you re-run this test, although your MP engine will always do better than before, you might well find that there's quite a bit of variation in the result... because the core sharing will vary for the engine running in MP mode.

Test 3: Go back into your gui and now make sure both engines are turned to MP mode - i.e. 2/4/8 cores/threads depending on your system. Make sure you're still using the same original Openings Test Database, Permanent Brain is still off, also that Learning is off, and run the Match. Probably the result will be fairly similar to the result you had in SP v SP mode, but if you run this MP v MP match again, even using all the same set-up criteria, you will almost certainly get more variety in the results.

I must admit that, so far, I have always used a *ChessBase* gui for my MP v MP tests, but one of these days I will run a series of tests using either the *Aquarium*, or *Shredder* or *Arena* gui. I'd like to know if there's as much variation using them as there is with *ChessBase*. Maybe other readers (or a programmer!) has already done this - as Ray has with Aquarium, with the same problem - and can tell us if their experience has been any better. Maybe there's a programmer out there who would tell us more about how decisions concerning the dividing of work between the cores/threads is done and whether it's all down to Windows or if there's anything the programmers themselves can do to improve what's happening!!

MEPHISTO MILANO v SAITEK ADVANCED TRAVEL

Long time subscriber **Augusto Perez** *(see right)* was very pleased recently to pick up a **Mephisto Milano** on *eBay* for a reasonable price - it's an excellent computer of course, with a good 2-line graphic display and a nice Ed Schroder program which used an early form of selective searching and plays quite positionally and cleverly at times. Augusto tells me that it's in fine condition!

So he decided to play a 10 game G/60 match with it against his **Saitek Advanced Travel**, which is a more tactical program and should provide an interesting style contrast. He has started to send me the moves so that we can cover it in *Selective Search*.

Before we begin let me mention the SelSearch 157 ratings for these two:

- Advanced Travel 1912 Elo
- Milano 1950 Elo

So there's not a great deal between them, it should be close with maybe the Milano edging it 5½-4½. Let's get started and find out with games 1 and 2!

Milano - Advanced Travel

Game 1. D23: Queen's Gambit Accepted: 3 Nf3 Nf6 sidelines
1.d4 d5 2.♘f3 ♘f6 3.c4 dxc4 4.♕a4+ c6 5.♕xc4 ♗f5 6.♘c3 e6 7.♗g5 ♗e7 8.♗xf6
8.e3 has a better record
8...♗xf6 9.♕b4N
An interesting alternative to the Book move as, with this, White traps the enemy king in the centre. 9.e4 is the usual choice and although Black can reply ♗g6 he usually plays 9...♗g4 10.0-0-0 ♘d7 11.♗e2 ♕a5=
9...♕d7?!
9...♕c7 would have been better, for reasons which become clear over the next few moves
10.e4 ♗g4
The bishop would have been safer with 10...♗g6 as now 11.♘e5 can be met with 11...♕c7
11.♘e5! ♗xe5 12.dxe5

12...b6
12...♕e7!? would get the queen off the d–file and ask White what it wants to do with its own queen
13.f3 ♗h5 14.♖d1!
If only the queen had gone to c7! Black's next move will virtually decide the game!!
14...♕b7?
14...♕e7 was correct. Now White would presumably play 15.♕d6, though ♕c4 is also good, and now 15...♕xd6 16.exd6, but if Black managed to find 16...f6 White would have only a small advantage in an interesting position
15.♕d6
15.♘b5! would have been even better, pretty much forcing 15...♕e7 16.♘d6+ ♔f8 17.♕c3 h6 18.h4! c5 19.g4 ♗g6 20.h5 ♗h7 21.b4! and Black clearly has major problems!
15...♕d7 16.♗c4

16...♕c8??

16...♕xd6, taking the chance to exchange queens, was the only real chance, then 17.♖xd6 ♘d7 which catches up on development a little and also stops ♖xc6 because of the fork ♘xe5.

The only other possibility was perhaps 16...♗g6 though 17.♔f2, bringing its other rook into the game with so many of Black's pieces undeveloped, would have given White a big advantage

17.♘b5!

Threatening both mate and the win of the Black queen if the Advanced Travel isn't careful

17...♘d7

Alternatives are no better: 17...cxb5 18.♗xb5+ is mate in 9, so that's worse: 18...♘d7 19.♗xd7+ ♕xd7 20.♕xd7+ etc. 17...♕d7 18.♕a3! and where can the Black queen go? If 18...♕e7 19.♘d6+ ♔f8 20.♘f5 threatening ♖d8 mate and winning

18.♘c7+ ♔d8 19.♘xa8 b5 20.♗b3 c5 21.a4!

21...c4 22.♗a2

22.axb5 was also possible because 22...cxb3 23.b6! axb6 24.♘xb6 is an easy win

22...c3 23.bxc3 bxa4 24.0-0 ♖e8 25.♖d4 ♖e7 26.♖b1!

Deadly. Black is mated if its queen leaves the protection of d7, so the king must move to break the pin which grips the knight

26...♔e8 27.♘c7+ ♔f8 28.♖xa4 ♗xf3 29.gxf3 a6 30.f4

My PC says that 30.♖xa6 was m/11!

30...g5

Creating an escape square for the king thanks to White missing the mate chance. However my PC says its still mate if the Milano can find the winning move this time

31.♖xa6!

Well done!

31...♘b6 32.♖a7 ♘d7 33.fxg5

33.♘xe6+ is m/8 and wins one move quicker

33...♕d8 34.♖a8 ♕xa8 35.♘xa8 h5 36.♖b7 ♔g7 37.♕xe7

37...h4 38.♕xd7 ♔g6 39.♕xf7+ ♔xg5 40.♕f6+ ♔g4 41.♖g7+ ♔h5 42.♖g5# 1-0

That was a tough start for the Saitek portable, all down to a poor queen placement in the opening. It also gets into trouble in game 2, but this time things are not quite so straightforward!
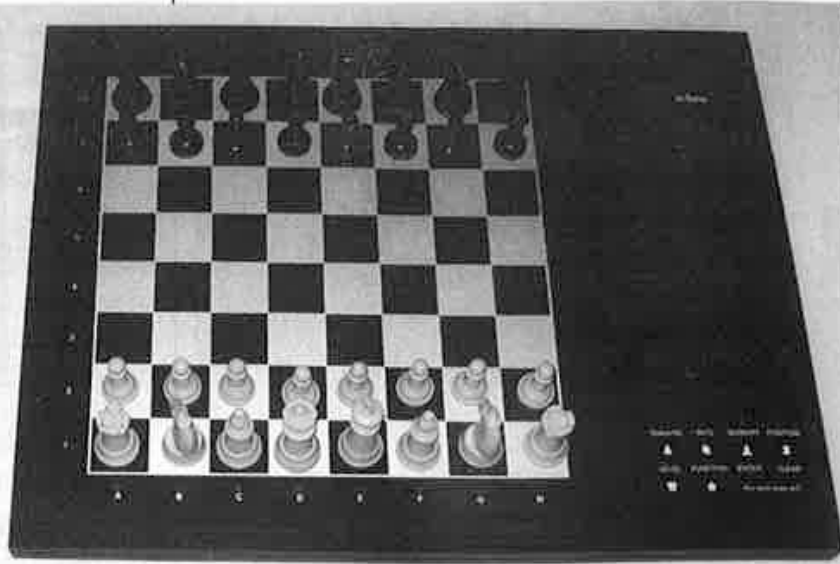
Advanced Travel - Milano

Game 2. B18: Classical Caro-Kann: 4...Bf5 sidelines

1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♗f5 5.♘g3 ♗g6 6.♗c4 e6 7.♘1e2 ♘f6 8.♘f4 ♗d6 9.♘xg6

This isn't played as often as either 9.c3 or 9.♗b3, but actually has a better record and scores 66.7% on my database!

9...hxg6 10.c3

10.♗g5 is better and the most popular reply, rather than 10...♕c7 or ♘bd7, is 10...♕a5+ 11.♗d2 ♕c7 12.♕f3 when 12...♘bd7 results

Augusto's 2 computers

in an even game
10...♘d5N
10...♕c7 11.♕f3 ♘bd7 was theory here, much as in the line shown at move 10. Alternatively 10...♘bd7 could be tried, whereas the move actually played, by vacating the f-file, isn't as sound]
11.♕f3! ♘d7 12.0-0 b5 13.♗b3 a5!?

I like this, a very competitive response to White's kingside threats
14.♖e1 ♘7b6 15.♗d2?!
I think the AdvTravel would have been better doing something about Black's advancing pawns with 15.a4 bxa4 16.♗c2
15...a4!
Probably equalising
16.♗c2 ♕h4
This looks threatening but is easily met, and has slightly separated Black's forces.
16...♘c4! was the best way to make the most of its previous moves, and after 17.♗c1 ♕f6 the Milano would have had a slight initiative
17.h3 ♘c4! 18.♘e4! ♗e7 19.♗c1 e5

20.b3
20.♘d2 would have given White a slight edge with the Black queen somewhat misplaced. Then 20...♘xd2 21.♗xd2 exd4 22.cxd4 is certainly okay
20...axb3 21.♗xb3
Obviously better than 21.axb3? ♖xa1 22.bxc4 bxc4 23.dxe5 0-0 when having ♖ for ♗ will leave Black on top after some needed piece reorganisation!
21...f5 22.♗xc4 bxc4
When you're using a Chessbase engine to analyse you get a note here: 'White has a new passed pawn: a2'. Okay, let's keep an eye on it and see what our dedicated friends think of it!
23.♘g3

23...exd4
23...e4 also looks interesting and after 24.♕e2 ♖a4= perhaps
24.cxd4?!
This is wrong, though Black doesn't take full advantage. There was an interesting alternative in 24.♖e6 though perhaps it's a bit hard for the AdvTravel to find. Black's only move to stay equal then would be 24...f4 after which 25.♘e2 ♕h5 26.♕e4 seems best
24...♕xd4?!
With 24...0-0! the earlier attack on the king-side would get some rewards. White protects the d-pawn with 25.♖d1 and Black plays 25...♗b4 and if 26.a3 ♖fe8!∓
25.♗g5 ♖a7??
Black gets lucky here because this also is wrong! 25...0-0! just manages to keep the Milano at least equal after 26.♗xe7 ♘xe7 27.♘e2 ♕d6. Here Black is a pawn ahead but its pawns are looking so scruffy that the real advantage is minimal
26.a4??
What a missed opportunity! There was a pawn to be won with 26.♘xf5 gxf5 27.♕xf5± and it is hard to know how the Franz Morsch tactical program which Saitek have put in the AdvTravel could miss this
26...♕d3 27.♗xe7
When I put the extra diagram in at move 23 it was so that readers could follow the game for a few moves to here, and then a bit more, even if they don't play through all of it. At this point 27.♗e3 was best and after 27...♖d7 (not 27...♘xe3?! 28.♕xc6+ ♔f8 29.♖xe3 ♕d6 30.♕xc4±) 28.♖ed1 things would have remained fairly even. Now Black will maintain an advantage for something like the next 20 moves

27...♖xe7 28.♖xe7+ ♘xe7
28...♔xe7!? looks even better as it releases the king's rook for action at last
29.♕e2 ♕xe2 30.♘xe2 ♔d7 31.a5
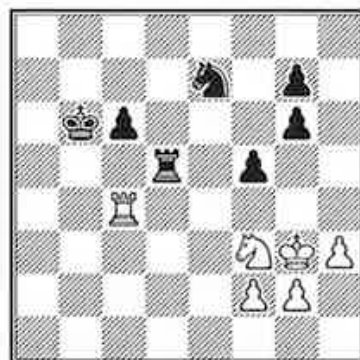*The passed pawn is on the move!*
31...♖a8 32.a6 ♔c7 33.♖a4 ♔b6 34.♖xc4 ♖xa6
Now White doesn't have a passed pawn, but Black does!
35.♘d4 ♖a1+ 36.♔h2 ♖e1 37.♔g3 ♖e5 38.♘f3 ♖d5

39.♖h4?!
Vacating the c4 square gives Black a chance which unfortunately it doesn't take. 39.♔f4 was better
39...♖d8?!
If 39...c5! the rook must return 40.♖c4 and, as White has lost a tempo, 40...♘c6 41.♖c1 ♔b5! would definitely improve the Milano's chances
40.♖h7 ♖g8 41.♔h4?!
I'd have put the rook back with 41.♖h4, ready after 41...c5 to play 42.♖c4 After the new commitment on the h-file (which also stops the rook from coming back) you can see that there must be good chances for Black to make the queenside pressure really count
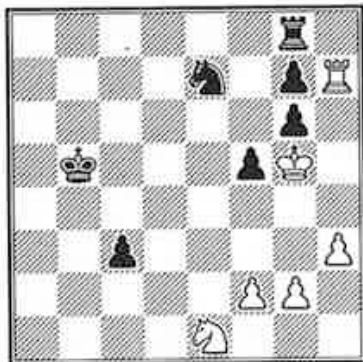**41...c5! 42.♘e5 ♔b5!**
There is now no doubt, the Milano is definitely winning this
43.♔g5
Consistent but dodgy!
43...c4 44.♘f3 c3 45.♘e1

White's knight is just about saving the day, at least for now

45...♚c4?!

But Black's knight could have gone a long way towards winning the game here with 45...♘d5! which is a marvellous move because it makes the White king's journey back into the game a very long one as it can't travel via f4! So if 46.♘c2 then ♚c4 47.g4 ♚d3 is almost certainly 0–1 already, so best would be 46.♚xg6. Even so 46...♖e8 47.♘c2 ♚c4 48.♚xf5 ♚d3 49.♖xg7 ♚xc2 50.♖d7 ♖f8+ 51.♚g5 ♘b4. Now that Black's king can hide on the b-file to release the c-pawn it will surely end 0–1
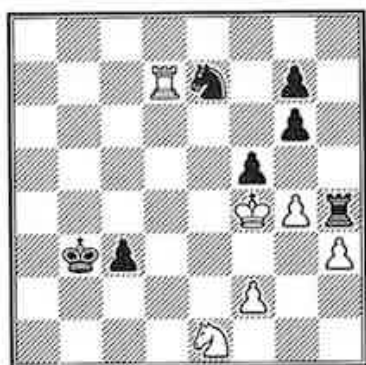
46.♖h4+

The rook is back

46...♚b3 47.♖d4 ♖h8?

Pointless. 47...♖e8 was okay but best of all was 47...c2! 48.♘xc2 ♚xc2 which would still leave Black in charge despite the big miss of the win with 45...♘d5!

48.♖d7!

The rook got back in the game at move 46 and suddenly is close to equalising

48...♖h5+ 49.♚f4 ♖h4+ 50.g4

50...fxg4

Perhaps 50...♘c6 was better, and if the likely

51.♖xg7 ♘d4∓

51.hxg4

The dedicated machines, with their lower depth of search, are often tempted to grab the best material available. So the AdvTravel does well to avoid 51.♖xe7?? because 51...gxh3+ 52.♚g3 h2 53.♚xh4 h1♕+ would give Black the win all over again
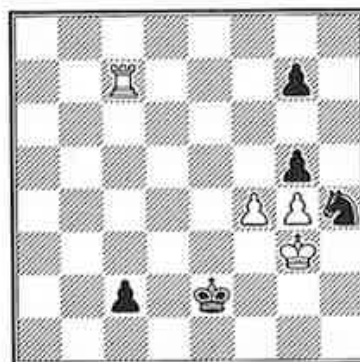
51...♘f5

The game is now equal, hard to believe from the big advantage which the Milano had only a few moves ago. What next?!?!...

52.♖b7+ ♚a2 53.♘f3 c2 54.♖c7 ♚b2 55.♘xh4 ♘xh4

White has won the exchange but the game should still be drawn because of Black's big compensation, the pawn on c2!

56.♚g3 g5 57.♖b7+ ♚c1 58.f4 ♚d1 59.♖d7+ ♚e2 60.♖c7

And now comes the mistake to end all mistakes – at least in this game anyway!

60...gxf4+??

Just keeping alongside the c2-pawn is all that's needed to draw. So simply 60...♚d2 would save the game 61.fxg5 ♘g6 62.♖d7+ ♚e3 63.♖c7 ♚d2 and the ½ could be agreed

61.♚xh4

Well of course, what on earth was Black thinking about?

61...♚d2 62.g5

PC engines with tablebases are showing long mates for Black now

62...c1♕

62...f3 makes no difference: 63.♚g3! and White still has m/22]

63.♖xc1 ♚xc1 64.♚g4 ♚d2 65.♚xf4

Beginners are shown how to win these, and Tablebases assure me that it is m/17 with best play. **1-0,** *and the match is level at 1–1!*

THE *EIGENMANN* ENDGAME TEST SUITE

I introduced the first group of these in our last Issue, and now it is time to give you the solutions. Many thanks to all who sent in results, especially **Peter Grayson** and **Frank Holt** who each tested a very wide range of engines. I have shown the engines which succeeded on each of the positions in each case.

Eigenmann 13

Salvo 1998. White to play + win

Houdini 1.5a, Houdini 2.0, Critter 1.2, HIARCS 13.2, Stockfish 2.1.1, IvanHoe 9.47b, Shredder 10.1

1.♕a1+ *[1.gxf5? ♕xf7 2.♕a1+ ♕g7=; 1.♕f6+? ♘g7 2.♔g3 ♕b8+ 3.♔g2 ♕a8+=]* **1...♘g7 2.♕f6 ♕a3+ 3.♔h4 ♕f8 4.♔g5 hxg4 5.♔h4** *[5.♔xg4?? ♕b4+ is a draw!]* **5...g3** *[5...♕xf7 6.♕xf7 h5 7.♕d5 ♔h7 8.♔g5 g3 9.♕a8+−]* **6.♔h3 ♕c8+ 7.♔xg3+−**

Eigenmann 15

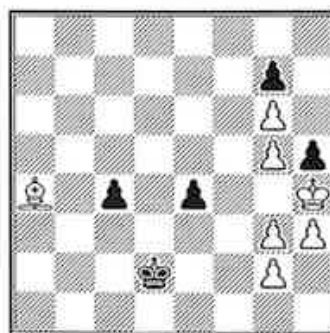*Kasparian 1997. White to play + win*

Houdini 1.5a, Houdini 2.0, Critter 1.2, Zappa Mexico II, Fire 2.2 xTreme, IvanHoe 9.47b, Firebird 1.1

1.♗c5+ *[1.♕xb7+? ♕xb7 2.axb7 gxf1♕+ 3.♔xf1 g2+ 4.♔xg2 ♔xb7=; 1.♕xb2? ♗xb2 2.axb7 gxf1♕+ 3.♔xf1 g2+ 4.♔xg2 ♔xb7=]* **1...♘xc5** *[1...♔b8 2.♕f4+ ♕e5 3.♕xe5+ ♗xe5 4.a7+ ♔a8 5.♗xg2 gxh2+ (5...♗d4+ 6.♗xd4 gxh2+ 7.♔f1 h1♕+ 8.♗g1 ♕xg2+ 9.♔xg2 ♘d8 10.h4+−) 6.♔h1+−]* **2.♕xc5+ ♕b6** *[2...♔b8 3.a7++−]* **3.♕xb6+ ♔xb6 4.♗c4 ♗e5 5.hxg3 ♗xg3 6.♔xg2+−**

Eigenmann 21

Galitzky 1902. White to play and draw

Houdini 1.5a, Houdini 2.0, Rybka 4.1, Critter 1.2, HIARCS 13.2, Zappa Mexico II, Stockfish 2.1.1, Fire 2.2 xTreme, IvanHoe 9.47b, Shredder 10.1, Firebird 1.1, Komodo 3

1.♗d1 e3 *[1...♔xd1 2.♔xh5 e3 3.g4 e2 4.h4 e1♕ 5.g3=]* **2.♗xh5 e2 3.♗xe2 c3** *[3...♔xe2 4.♔h5 ♔f2 (4...c3 5.g4 c2 6.h4 c1♕ 7.g3=) 5.g4 ♔xg2 6.h4=]* **4.♗h5 c2 5.g4 c1♕ 6.g3=**

Eigenmann 26

Queckenstadt 1920. White to play + win

Houdini 1.5a, Houdini 2.0, Critter 1.2, HIARCS 13.2, Fire 2.2 xTreme, IvanHoe 9.47b, Firebird 1.1

1.g4 *[1.♗e2? e4 2.dxe4 (2.d4 ♗c6=) 2...♗c6=; 1.d4? ♗c6=]* **1...♗c6** *[1...♗a4+ 2.♔d2 ♗c6 3.♗g2 ♔b5 (3...♗xg2 4.e4+−) 4.a7 ♔a6 5.♗xc6 ♔xa7 6.♗d7 f5 7.g5+−; 1...f5 2.♗g2 e4 3.dxe4 ♗c6 4.exf5 ♗xg2 5.fxe6+−]* **2.♗g2! ♗xg2** *[2...♔a5 3.a7+−]* **3.e4 f5** *[3...c4 4.a7 cxd3+ 5.♔xd3+−]* **4.gxf5 exf5** *[4...c4 5.fxe6 cxd3+ 6.♔d2+−]* **5.a7 fxe4 6.d4 e3**

[6...exd4 7.a8♕ d3+
8.♔c1+−] **7.dxe5+−**

Eigenmann 33
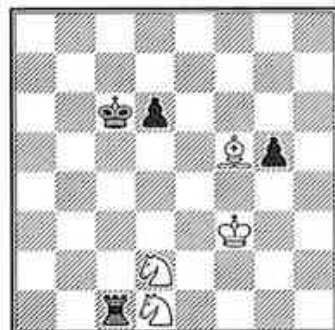
*Kubbel 1925. White to play +
win*

Houdini 1.5a, Houdini 2.0,
Critter 1.2, Shredder 10.1,
Komodo 3

1.♗e4 ♕h6 *[1...♕xe4
2.♘c3++−; 1...g6 2.♗d3
♕b7 3.♗c4+−]* **2.♗d3 ♕d2
3.♗e2 g6** *[3...a6 4.f3+−]*
4.f3 ♕c2 *[4...a6 5.f4 ♕c2
(5...♕xe2 6.♘c3+ ♔b4
7.♘xe2+−) 6.♗d1 ♕xd1
7.♘c3+ ♔b4 8.♘xd1+−]*
**5.♗d1 ♕xd1 6.♘c3+ ♔b4
7.♘xd1+−**

Eigenmann 37

*Pogosiants 1977. White to play
+ win*

Houdini 1.5a, Houdini 2.0,
Rybka 4.1, Critter 1.2, Zappa
Mexico II, Stockfish 2.1.1,
Fire 2.2 xTreme, IvanHoe
9.47b, Shredder 10.1.
[NB. Houdini, Critter &

*Stockfish only succeeded on
Peter's faster hardware. On
slower hardware they chose
1.Ne3. Stockfish had +4.24
for this, we should look at
that further I think for next
time!]*

1.♘b3 *[1.♘e3 d5=]*
1...♖xd1 2.♔e2 ♖g1 *[2...♔d5
3.♔xd1 ♔e5 4.♗c8 ♔f4
5.♔e2 g4 6.♔f2+−]* **3.♔f2
♖d1 4.♗c2 ♖d5 5.♗e4 ♔d7
6.♗xd5** *wins*

Eigenmann 43

*Zappa-Jonny, CompGame 2006.
White to play + draw*

Rybka 4.1, HIARCS 13.2,
Zappa Mexico II, Stockfish
2.1.1, IvanHoe 9.47b, Shred-
der 10.1, Komodo 3
*[The Houdini's fail one at
last].*

132.♘f2 *[132.♘g3? ♗g6
133.h5 ♗e8 134.h6 ♗g6
135.♘h5 ♗xe4+ 136.♔d2
♔xb3-+]* **132...♗f3 133.h5
♗xh5 134.♘d3 ♗f3 135.c5
bxc5 136.♘xc5=**

Eigenmann 44

*Kallstrom 1969. White to play +
win*
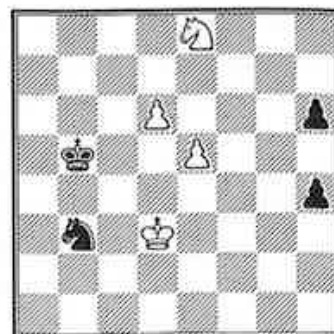
Houdini 1.5a, Houdini 2.0,
Rybka 4.1, Critter 1.2,
HIARCS 13.2, Zappa Mexico
II, Stockfish 2.1.1, Fire 2.2
xTreme, IvanHoe 9.47b,
Shredder 10.1, Firebird 1.1
*[Too easy! Everything we
tested but Komodo got it!]*

1.d7 *[1.♔e3? ♘c5=]*
1...♘c5+ *[This seems to spoil
the win, but...]* **2.♔e2 ♘xd7**
[2...♘b7 3.♘d6++−] **3.e6
♔c6** *[3...h3 4.♔f1+−]* **4.e7
h3 5.♔f1 h5** *[5...h2
6.♔g2+−]* **6.♔g1+−**

I hope you enjoyed these, and
also seeing the solutions.
More in future!

TIME for ADJUDICATION

Now to **Bill Reid**'s last posi-
tion in *SelS 157.*
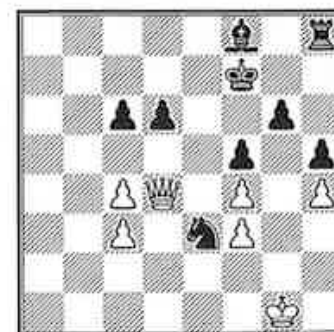
It is White to play and draw,

and we noted last time that, long ago in 2007 and *SelSearch* issue 128, all but one of the engines played **1.Qxh8**... which loses to **1...c5! 2.Kf2 Nd1+!** This move has to be found to win, it allows the knight to move around the board as we shall see. In 2007 few engines found even this, which is why they chose the losing Qxh8? in the first place of course. **3.Ke2 Nb2 4.Kd2 Na4 5.Kc2 Nb6 6.Kb3 Nd7 7.Ka4 Nf6 8.Kb5 Ne8 9.Qh7+ Bg7 10.Kc6 Nf6 0-1.**

Anyway in issue 129 in 2007 Bill concurred that 1.c5, the move excellently suggested by Fritz9 - though Fritz 10 and its versions since chose the losing 1.Qxh8? like the other 2007 engines - would certainly draw though probably not win, and that 1.Qxe3 would draw. But in our last issue 157 he wondered if the engines had improved!?

Over to **Peter Grayson**:

Hi Eric,

Bill Reid's position in SS157 was interesting in that, although a similar theme to the previous position, there was a subtle change from just trapping the queen to being able to win it. The key move after 1.Qxf8 c5 2.Kf2 was 2...Nd1+ allowing the knight to manoeuvre around the board to capture White's queen. So the engines needed to find and report this move.

I intended to test more engines but ran out of time. Anyway HIARCS 13.2,

Houdini 2.0c Pro and Deep Rybka 4.1 all <u>eventually</u> declined Qxh8.

Deep Rybka reminded me here why I stopped using it as an analysis tool because its usefulness can be non-existent sometimes! As in this position, it changes move but gives no reason! That's no good to me. It's analysis has shown 1.Qxh8 c5 2.Kd2 Nxc4 for quite some time, and we assume that it changes to 1.c5 because it has found something wrong with its previous line, but it doesn't update the faulty line before the change, so we don't ever find out about the vital 2...Nd1+ from Rybka's shown analysis, and are left none the wiser. HIARCS 13.2 and others show precisely what they found <u>before</u> they change to the improvement.

To conclude this position here is some analysis on the 2 drawing lines:

1.c5 Bg7 2.Qxe3 Rd8 3.cxd6 Rxd6 4.Qa7+ Kg8 5.Qb8+ Bf8 6.Kg2, and although White has a slightly better position, it is hard to see how progress can be made and the game should be a draw.

The same applies to the other line suggested in our original article and by many

2012 engines:

1.Qxe3 Be7 2.Qb6 c5 3.Kg2 Ra8! 4.Qb2 Rg8 and there is nothing White can do.

Peter continued in his e-mail:

Following the Bill Reid position in SS156 and my comment published in SS157, the attached game between Rybka 2.3.2a and Zappa Mexico II occurred when I recently ran them through the Noomens 2012 test opening lines.

RYBKA 2.3.2 - ZAPPA MEXICO 2

38.♔h2 4.24/23 8

Despite being two pawns ahead, where under normal situations exchanging Queens may benefit the side with the pawn(s) advantage, the interesting aspect was the overestimation of White's position by Rybka 2.3.2a. That is not uncommon but also, do any of the more recent engines have added knowledge to play this any better? Two moves, one in succession of the other tells an interesting story.

Black, Zappa, played the clever 38..Qg6, offering the queen exchange. Rybka 2.3.2a obliges and the game

runs through to move 171 before a draw is achieved, but with over evaluations, significant by Rybka and to a lesser degree by Zappa. I suspect most would see that after the Queen exchange, barring mistakes, Black seems able to hold the draw.

38...♛g6 39.♕xg6+?
Other engines chose:
39.Qxg6+:
HIARCS 13.2 +3.46
39.Qf8:
Houdini 2.0c Pro x64 +4.62
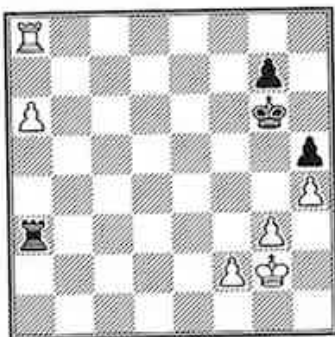*Stockfish 2.1.1 JA x64 +6.02*
Deep Rybka 4.1 x64 +3.43
Critter 1.2 x64 GTB +3.09
39...♚xg6 40.♖a8
Houdini has dropped its eval. to +2.00 already! Others are much as they were
**40...♖d5 41.a5 ♖d2 42.♚g2 ♖d3 43.a6 ♖a3**

To most human eyes some basic rules for Black are already obvious. The rook must stay on the "a" file and the King must not move away from the pawn protection of the seventh rank that would allow White to check with the rook allowing a8=Q in the process. White's King cannot get into a position to support the a7 pawn because Black keeps checking with the rook until White's King is suffi-ciently distant from the a7 pawn. Having established

that, barring mistakes, a draw seems the only outcome.
44.a7 ♚h7 45.f4 g6 46.♚f2 ♖a2+ 47.♚e3 ♖a1 48.♚d3 ♖a3+ 49.♚d4 ♖a4+ 50.♚c5 ♖a2 51.♚b6 4.80/26 ♖b2+ 52.♚a6 ♖a2+ 53.♚b7 ♖b2+ 54.♚c6 ♖c2+ 55.♚b5 ♖b2+ 56.♚a4 ♖a2+ 57.♚b3 ♖a1 58.♚c3 ♚g7 59.♚b4 ♖b1+ 60.♚c5 4.80/13 ♖c1+
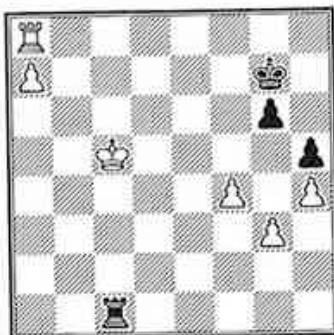
and finally, as I didn't want to try my readers patince for another 112 moves, I'm jumping to the position when it was agreed ½-½ after move 172!
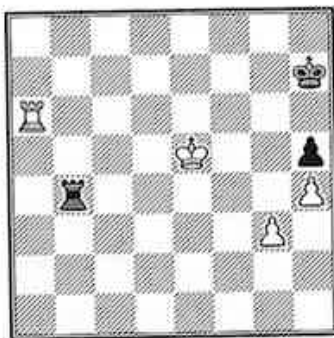
So, Peter asks some pertinent questions...

1. Are current engines better able to improve on the understanding of the exchange? Given the relatively fast time control, I gave engines up to the first update of analysis that occurred after 2 minutes, and of those tested all except HIARCS 13.2 avoided the exchange and seemed to find something better. The Stock-fish' evaluation may have been a little over optimistic at this point.

2. After the queens are exchanged at move 39, do current engines still see a major advantage for White at move 40? Here Houdini was best, returning what seemed to be a pure material advantage of 2 pawns. Stockfish was the most optimistic again but none of the evaluations showed much improvement on Rybka's over optimistic value.

Sometimes the evaluations may not tell the whole story and the fact that most shied away from the queen exchange by playing a different queen move at 39. may be sufficient for us to say, yes, they have improved.

Best regards and wishes for Christmas and the New Year.

God be with you........... *Peter*

THE CCRL AND CEGT RATING LISTS!

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

CEGT 40/20 32/64-bit 1 cpu Rating List

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

Helps compare SOME engines *at both 32 & 64-bit*

Pos	Engine	Rating
1	Houdini 1.5a x64	3200
2	Houdini 2.0 x64	3189
3	Komodo 4.0 x64	3165
4	Critter 1.4 x64	3164
5	Stockfish 2.2.2	3162
6	Critter 1.2 x64	3159
7	Houdini 1.5a x32	3158
8	Critter 1.4 x32	3148
9	Rybka 4.1 x64	3147
10	Komodo 3 x64	3140
11	Rybka 4 x64	3128
12	Stockfish 2.1.1 x64	3119
13	Stockfish 2.01 x64	3116
14	Komodo 2.03 x64	3112
15	Stockfish 1.9.1 x64	3095
16	Rybka 3 x64	3095
17	Rybka 4 x32	3091
18	Naum 4.2 x64	3023
19	Chiron 1.1 x64	3009
20	Naum 4.2 x32	3002
21	Rybka 2.3.2a x64	2994
22	Fritz 13 x32	2986
23	Shredder 12 x64	2981
24	Naum 4/4.1 x32	2979
25	Sjeng ct 2010 x64	2974
26	Gull 1.2 x64	2970
27	Spike 1.4 x32	2968
28	Hiarcs13.2 x32	2963
29	Deep Fritz 12 x32	2955
30	Rybka 1.2f x64	2950
31	Protector 1.4.0 x64	2950
32	Spark 1.0 x64	2949
33	Junior 12.5 x64	2944
34	Spark 0.5 x64	2939
35	Doch 1.3.4 x64	2930
36	Deep Fritz 11 x32	2928
37	Hannibal 1.1 x64	2924
38	Hiarcs 13/13.1 x32	2921
39	Junior 12.5 x64	2919
40	Fritz 12 x32	2919
41	Fritz 11 x32	2914
42	Thinker 5.4Di x64	2906
43	Zappa Mexico 2 x64	2903

CCRL 40/40 32-bit 1 cpu Rating List

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

An EQUAL, *all 32-bit*, comparison of the engines

Pos	Engine	Rating
1	Houdini 2.0c	3214
2	Houdini 1.5a	3203
3	Critter 1.2	3162
4	Rybka 4.1	3139
5	Stockfish 2.1.1	3134
6	Critter 1.01	3126
7	Komodo 3	3123
8	Stockfish 2.01	3118
9	Rybka 4	3117
10	Komodo 2.0.3	3109
11	Stockfish 1.9.1	3102
12	Rybka 3	3095
13	Critter 0.90	3090
14	Naum 4.2	3061
15	Sjeng 2010 ct	3048
16	Naum 4/4.1	3047
17	Fritz 13	3067
18	Shredder 12 oa=off	3032
19	Spike 1.4 leiden	3023
20	Komodo 1.3	3021
21	Chiron 1.1a	3032
22	Rybka 2.3.2a	3014
23	Hiarcs 13.2	3011
24	Junior 12.5	3012
25	Komodo 1.2	2999
26	Fritz 12	2989
27	Hiarcs 13/13.1	2980
28	Protector 1.4.0	2977
29	Rybka 1.2	2975
30	Hannibal 1.1	2980
31	Spark 1.0	2971
32	Gull 1.2	2969
33	Naum 3/3.1	2961
34	Junior 12	2960
35	Thinker 5.4d inert	2960
36	Fritz 11	2957
37	Doch 1.3.4	2948
38	Booot 5.1.0	2947
39	Shredder 11	2934
40	Junior 11.1a	2934
41	Toga II 1.4.1 se	2928
42	Cyclone Extreme	2928
43	Komodo 4	3128

DEDICATED *CHESS COMPUTER* RATINGS

Name	Rating	Name	Rating	Name	Rating
Tasc R30-1995	2331	Mephisto Milano	1953	SciSys Turbostar 432	1762
Mephisto London 68030	2301	Novag Star Ruby+Amber+Jade2	1952	Mephisto MM2	1757
Tasc R30-1993	2298	Mephsto Montreal+Roma68000	1951	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2 68030	2292	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1744
Mephisto London Pro 68020	2268	Mephisto Academy/5	1945	Kasparov A/4 module	1740
Mephisto Lyon 68030	2265	Mephisto Mega4/5	1931	Conchess/4	1734
Mephisto Portorose 68030	2258	Fidelity 68000 Mach2B	1931	Kasparov Renaissance basic	1729
Mephisto RISC2	2248	Kasparov Barracuda+Centurion	1930	Kasparov Prisma+Blitz	1729
Mephisto Vancouver 68030	2245	Novag SuperForte+Expert B/6	1923	Novag Super Constellation	1728
Meph Lyon+Vanc 68020/20	2237	Kasparov Maestro D/10 module	1921	Mephisto Blitz module	1716
Mephisto Berlin Pro 68020	2235	Fidelity 68000 Mach2C	1917	Novag Super Nova	1701
Kasparov RISC 2500-512	2231	Kasparov GK2000+Executive	1911	Fidelity Prestige+Elite A	1688
Meph RISC1	2220	Kasparov Explorer+TAdvTrainer	1911	Novag Supremo+SuperVIP	1684
Mephisto Montreux	2210	Kasparov AdvTravel+Bravo	1911	Fidelity Sensory 12	1681
Kasparov SPARC/20	2208	Mephisto MM4	1904	SciSys Superstar 36K	1667
Mephisto Atlanta+Magellan	2207	Kasparov Talk Chess Academy	1900	Mephisto Exclusive S/12	1665
Kasparov RISC 2500-128	2191	Mephisto Modena	1899	Meph Chess School+Europa	1664
Mephisto London 68020/12	2179	Kasparov Maestro C/8 module	1891	Conchess/2	1658
Novag Star Diamond/Sapphire	2175	Meph Supermondial2+College	1888	Novag Quattro	1650
Fidelity Elite 68040v10	2164	Mephisto Monte Carlo4	1888	Novag Constellation/3.6	1646
Mephisto Vancouver 68020/12	2156	Novag Super Forte+Expert A/6	1883	Fidelity Elite B	1637
Mephisto Lyon 68020/12	2150	Fidelity Travelmaster+Tiger	1882	Novag Primo+VIP	1631
Mephisto Portorose 68020	2136	Fidelity 68000 Mach2A	1882	Mephisto Mondial2	1610
Mephisto London 68000	2130	Novag Ruby+Emerald	1879	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2120	Kasparov Travel Champion	1867	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	CXG Sphinx Galaxy	1866	Novag Constellation/2	1591
Mephisto Vancouver 68000	2108	Conchess Plymate Victoria/5.5	1865	CXG Super Enterprise	1589
Mephisto Lyon 68000	2107	Mephisto Monte Carlo	1860	CXG Advanced Star Chess	1589
Mephisto Berlin 68000	2106	Kasparov TurboKing2	1855	Novag AgatePlus+OpalPlus	1575
Meph Master+Senator+MilPro	2103	Novag Expert/6	1854	Kasparov Maestro+Cosmic	1550
Mephisto Almeria 68020	2102	Kasparov AdvTrainer+Capella	1848	Excalibur New York touch	1530
Novag Sapphire1+Diamond1	2082	Conchess Plymate Roma/6	1844	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2080	Fidelity Par Excellence/8	1843	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2077	Fidelity 68000 Club B	1843	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2071	Novag Expert/5	1840	Chess 2001	1500
Fidelity Elite 2x68000v5	2052	Novag Super Forte+Expert A/5	1830	Novag Mentor16+Amigo	1494
Mephisto Mega4/Turbo18	2042	Fidelity Par Excellence	1829	GGM+Steinitz module	1490
Mephisto Polgar/10	2034	Fidelity Elite+Designer 2100	1829	Excalibur Touch Screen	1485
Mephisto Dallas 68020	2033	Fidelity Chesster	1829	Mephisto 3	1479
Mephisto Roma 68020	2028	Novag Forte B	1829	Kasparov Turbo 24K	1476
Mephisto MM6+ExplorerPro	2026	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov GK2100+Cougar	2022	Mephisto Rebell	1827	GGM+Morphy module	1472
Kasparov Cosmos+Expert	2022	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1470
Kasparov Brute Force	2022	Novag Forte A	1819	Mephisto 2	1470
Mephisto Almeria 68000	2018	Fidelity 68000 Club A	1816	SciSys C/C Mark6	1428
Novag Citrine	2017	Excalibur Grandmaster	1814	Conchess A0	1426
Novag Scorpio+Diablo	2002	Kasparov Maestro A/6 module	1810	SciSys C/C Mark5	1419
Kasp Challenger+President	1994	Kasparov TurboKing1	1804	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1980	Conchess/6	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1979	Mephisto Supermondial1	1801	Sargon Auto Response Board	1320
Meph Dallas 68000	1974	Conchess Plymate/5.5	1794	Novag Solo	1270
Mephisto Nigel Short	1970	SciSys Turbo Kasparov/4	1791	CXG Enterprise+Star Chess	1260
Mephisto MM5	1964	Novag Expert/4	1790	Fidelity Chess Challenger Voice	1260
Mephisto Polgar/5	1963	Kasparov Simultano	1790	ChessKing Master	1200
Novag Obsidian	1960	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Mephisto Mondial 68000XL	1959	Conchess Plymate/4	1778	Boris Diplomat	1150
Nov SuperForte+Expert C/6	1957	Fidelity Elite C	1777	Novag Savant	1100
Novag EmldClassic+Zircon2	1955	Fidelity Elegance	1765	Boris2.5	1060