



Chess Computer News

SPECIAL EDITION

ISSN 0263-7464



How good are the new computers? INTERNATIONAL GRANDMASTER JON SPEELMAN ANNOTATES . . .

" . . . In annotating the six selected games I've tried to give an impartial account of both PAR EXCELLENCE's strengths and its weaknesses, and also to provide notes which will be of interest to a wide range of chessplaying abilities. I hope that I haven't failed too badly in either respect . . ."

JON SPEELMAN

This SPECIAL EDITION OF CHESS COMPUTER NEWS is justified firstly by the breakthrough made by Dan and Kathe Spracklen and the Fidelity International programming team, and secondly and most importantly, by the fact that an International Grandmaster of the stature of Jon Speelman was sufficiently impressed by the standard of play to be willing to write very detailed, highly readable, and very informative annotations to six of the 33 games (three wins, two draws, and a loss) — providing players of all standards,

from beginner to Grandmaster, with an invaluable, independent, and balanced guide to this new standard of computer play.

We have long maintained that the most reliable way to determine the true standard of a computer's play is to have it play a minimum of 30 games against strong players under the strict conditions of an official tournament — and for it to thus earn an appropriate official Chess Federation grading.

(continued)

As a step towards bringing all chess computer claims into line with this standard, three identical off-the-shelf PAR EXCELLENCE computers (exactly as you can buy them) were entered into the very strong eleven-round Major Open section at the August 1986 British Championships in Southampton.

The results surprised and impressed the sceptics, and confirmed that this new PAR EXCELLENCE plays to strong club/county standard. It has also thereby qualified for an appropriate official British Chess Federation grading — which will be published with the new grading list for 1986-87. (Ring us for the latest update on this.)

THE MAJOR OPEN RESULTS

Playing on its 'tournament' level (averaging 2½ minutes a move), with the players playing to a time control of 40 moves in 2½ hours (average 3¾ minutes a move), the PAR EXCELLENCE scored a very impressive 11½ out of 33 (nine wins, five draws, and nineteen losses) against a range of strong players. All 33 games are published in this edition.

The results given below give the 1985-86 BCF grades for the players, although the new 1986-87 grades are expected to be higher in most cases. (Ring for latest update on this.) (To convert BCF to the equivalent ELO grading, first multiply by 8, then add 600):

The PAR EXCELLENCE: DREW with players graded 198, 194, 190, 175, 154; BEAT players graded 189, e187, 184, 162, 160, 155, 154, 141, 121; and LOST (in generally hard-fought games) to players graded 208, 201, 190, 190, 188, 185, 184, 181, 178, 178, 177, 175, e175, e175, 174, 164J, 172, 164, 155. No easy passage!

This performance verifies that the PAR EXCELLENCE is a significant improvement over earlier computers, a clear 'best-buy', and an invaluable and enjoyable chess companion, practice partner, opponent, and analysis aid for over 95% of players in the country, whether used for tournament practice, pleasure, blitz, correspondence, problem-solving, analysis, or for teaching.

The PAR EXCELLENCE has also been given new, separate, lower levels for beginners and upwards, making it the ideal computer also for learners and weaker players, while retaining the strong club/county player standard from the 5 seconds a move level upwards.

PRICES AND PART-EXCHANGE ALLOWANCE

The PAR EXCELLENCE program is available in a 'budget' housing ('PAR EXCELLENCE') for only £19.90 deposit and 10 further HP payments of £19.90, or £199 cash. Or the same program is available in a superb full-size wooden auto-sensory board ('ELITE 2100') with a host of valuable features not available on the budget version, for only £49.90 deposit and 10 further HP payments of £49.90, or £499 cash (APR in all cases 26.2%). We can additionally offer the best possible allowance if you are part-exchanging your older model.

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In addition to reading Jon Speelman's annotations, you can also actually PLAY against the PAR EXCELLENCE or ELITE 2100 in your own home for 28 days, on our SPECIAL HOME TRIAL OFFER. This is certainly the best way for you to judge for yourself how much better it is than any other computer you may have, and how much added enjoyment, interest, variety, speed, and improvement it will bring to your own chess.

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EVERY HOME SHOULD ENJOY A GOOD CHESS COMPUTER . . .



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Six Games Annotated by Grandmaster Jon Speelman

In annotating the six selected games I've tried to give an impartial account of both *Par Excellence's* strengths and its weaknesses, and also to provide notes which will be of interest to a wide range of chessplaying abilities. I hope that I haven't failed too badly in either respect.

Jon Speelman

GAME ONE

**Competence Par Excellence 2 v
R.Dicks (162)**
King's Indian, Four Pawns Attack

1	d4	♘f6
2	c4	g6
3	♘c3	♙g7
4	e4	d6

This, the King's Indian Defence, is quite a rational choice against a computer. Generally the centre will become blocked and a complex middlegame will arise in which, initially at least, strategic considerations will predominate. Thus one of the main lines goes 5 ♘f3 0-0 6 ♙e2 c5 7 0-0 ♘c6 8 d5 ♘c7, when Black's normal plan is to build up a kingside attack by preparing ... f5, while White hopes to attack on the queenside utilising his central space advantage. That sort of position would be much more congenial to man than machine, but . . .

5 f4

Par Excellence is still in its opening book. This very slightly dubious move is much more overtly tactical than most King's Indian lines and hence is a very sensible

choice by the programmer.

Why should 5 f4 be a little dubious? Well, because White is neglecting his development to set up a huge centre which can be sniped at later by Black. However, even if the target is a bit too large, this can only be demonstrated tactically, which is right up the machine's street!

5	...	0-0
6	♘f3	c5
7	dc	

The sharpest move is 7 d5. However, open positions are more to the programme's taste, hence this decision by the compiler of the opening book.

7	...	♙a5
8	♙d3	♙xc5
9	♙e2	♘c6
10	♙e3	♙b4?!

Here 10 ... ♙a5 and 10 ... ♙h5 are more normal, since the queen is somewhat exposed on b4. After this move we are definitely out of the opening book.

11 a3

Immediately putting the question to the black queen. Should she go to b3, and very possibly get trapped, or run to a5? Against a machine

especially, the choice obviously has to be the latter.

11 ... ♖a5

So Black has lost a tempo, but the significance of this isn't clear, since the plan which the machine adopted after

12 0-0 ♜g4

of

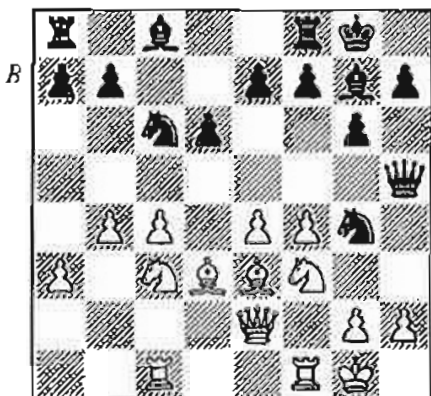
13 b4!?

isn't necessarily good. White gains space on the queenside but weakens the black squares and softens the g7-a1 diagonal.

Instead 13 ♕d2! would be better, maintaining White's black-squared bishop. If then 13 ... ♖b6+ 14 ♖h1 ♖xb2? 15 ♖fb1 traps the queen at once.

13 ... ♖h5

14 ♖c1



14 ... ♜d4!?

Here Black starts to push his luck. After simply 14 ... ♜xc3 15 ♖xe3 ♕g4 he would have a very satisfactory position, but in going for more he creates a tactical mêlée.

15 ♕xd4

Of course, not 15 ♜xd4?? ♖xh2 mate.

15 ... ♕xd4+

16 ♖h1 ♕e3

This is consequent. If now 17 ♖moves - e.g. 17 ♖cd1 - then after 17 ... ♕xf4 Black would win

a pawn and with it the game, since the black squares would be totally under his fiat. But *Par Excellence* reacted correctly with the only move . . .

17 ♜d5! ♕xc1

18 ♜xe7+ ♖h8

Normally 18 ... ♖g7 would be more natural, but here Black is worried about the queen on h5, and so wishes to leave it a bolt-hole on g7.

19 ♖xc1

So White has lost the exchange for a pawn. However, he has kept his position "intact" and so has very reasonable chances, especially considering that Black's position, in contrast, has been "fractured" somewhat by the loss of his e-pawn and the resulting deterioration of both his pawn structure and king position.

19 ... ♕d7

20 c5!?

Whilst this allows Black to exchange off the potentially weak isolated d-pawn, it does open up the c-file and further weaken Black's hold on those black squares.

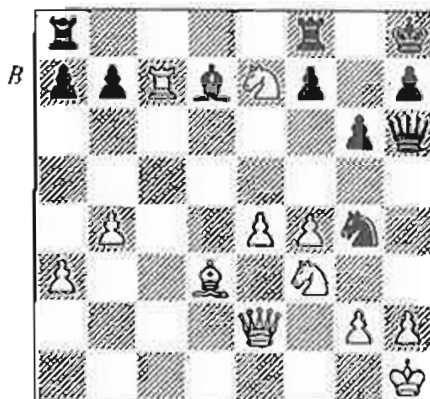
20 ... dc

20 ... ♖h6 at once is more natural.

21 ♖xc5 ♖h6

22 ♖c7

22 ♜d5 ♖g7 is also very complex.



22 ... ♖c6

This is wrong since it allows White later to remove the bishop with tempo, destroying Black's pawn structure and getting one of White's slightly loose pieces (the knight on e7) off prise.

The right move was 22 ... ♖ad8:
 a) If then 23 ♖xb7? ♖b5! 24 ♖xb5 (24 ♖xb5? ♖d1+!) 24 ... ♖xd3 gives Black the advantage. As a human player I can make this *assessment* fairly confidently, since Black's pieces are co-ordinating in this position whilst White's aren't. However, a computer would of course *analyse* such a position if it were within its search capacity, starting say from the position after 22 ... ♖ad8, and therein lies one of the main differences between humans and machines in playing chess.

Here in any case are a couple of variations:

a1) 25 h3? ♖d1+ 26 ♗g1 ♖xf4! 27 ♖xg4 (27 hg ♖h6+ - or even 27 ... ♖c1 - 28 ♖h5 ♖xg1+!) 27 ... ♖f1.

a2) 25 g3? ♖xf3.

a3) 25 ♖g1. This is best. Now 25 ... ♖xf4 26 ♖xd3 ♖c1+ 27 ♖f1 ♖c3+ 28 ♖h1 ♗f2+ 29 ♖g1 ♗xe4+ 30 ♖h1 ♗f2+ 31 ♖g1 ♗g4+ 32 ♖h1 ♖xe7 isn't clear. Perhaps 25 ... ♖e3 26 ♖b2+ ♖g7! is best, when Black is better.

b) 23 h3 ♖e6! attacks f4 and also threatens 24 ... ♖xd3 (but not 23 ... ♖xf4? 24 ♗d5 ♖h6 25 ♖g1 ♖c8 26 ♖b2+ f6 27 hg ♖xc7 28 g5!). Again my judgement says that this is good for Black, though (e.g.) 24 ♖c3 defends against both threats.

c) 23 g3 is probably best, defending f4, but again Black chooses 23 ... ♖e6!, preparing to expel the white rook after, e.g., 24 ♖c2 (to stop 24

... ♖xd3) 24 ... ♖d7.

23 g3! ♖ad8

24 ♗xc6 hc

Black would like to play 24 ... ♖xd3 but after 25 ♗ce5! hc would lose material in view of the later threat of ♗xf7+.

25 ♖c4 ♖h3!?

Passive defence by 25 ... ♖g7 or 25 ... f6 was utterly dire, but this loses by force.

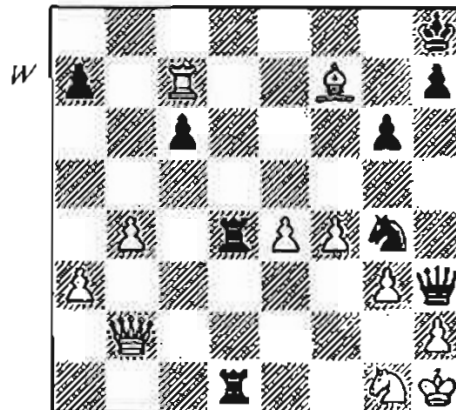
26 ♖xf7! ♖d1+

27 ♗g1 ♖f8

If 27 ... ♖xf7 28 ♖xf7 ♖g8 29 ♖xa7 (not 29 ♖d7? ♗f2+! 30 ♖xf2 ♖xd7) 29 ... ♖f8 (else 30 ♖c4+ or 30 ♖a2+) 30 ♖b2 and wins.

28 ♖b2+

♖8d4



29 ♖xd4+! ♖xd4

30 ♗xh3 ♖d1+

31 ♗g1 ♖d2

32 ♗f3 ♖f2

33 ♗d4 ♗e3

34 h4

Black's threat of 34 ... ♖f1 mate is easily parried.

34 ... ♖f1+

35 ♖h2 ♖f2+

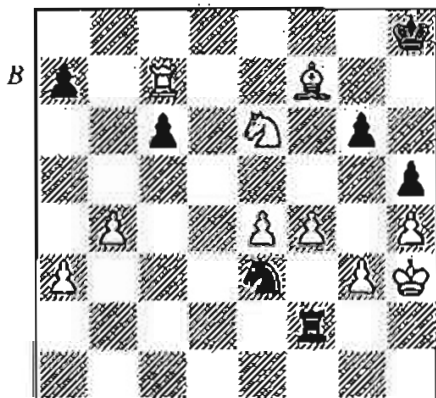
36 ♖h3 h5!

Trying to set up a mating net.

37 ♗e6!?

A very interesting moment. A human player would certainly play 37 ♖xg6 here (especially if he was in time trouble). For then if 37 ...

♘g4 38 ♙xh5 is completely harmless, and if 37 ... ♖f1 38 g4! White easily avoids the checks. However, *Par Excellence* has presumably calculated several moves ahead (since everything is happening either with check, capture or threat of mate) and therefore chooses this equally good (but very “unhuman”) continuation.



37 ... ♘g4

If 37 ... ♘f1 38 ♖c8+ ♗h7 39 ♘g5+ ♗h6 40 ♖h8+ ♗g7 41 ♖g8+ ♗f6 42 ♖xg6+ ♗e7 43 ♖e6+ ♗d7 44 ♙xh5.

Or 37 ... ♖f1 38 ♖c8+ ♗h7 39 ♘g5+ ♗h6 40 ♖h8+ ♗g7 41 ♖g8+ ♗f6 42 ♖xg6+ ♗e7 43 g4.

In both cases White wins easily since the black threats soon peter out.

38 ♖c8+ ♗h7
39 ♘g5+ ♗g7
40 ♖g8+ ♗f6
41 ♖xg6+

And Black resigned, since after 41 ... ♗e7 42 ♖e6+ and 43 ♙xh5 wins easily.

GAME TWO

K.J.Escott (184) v

Competence Par Excellence 2

King's Gambit

1 e4 e5
2 f4

Not a very sensible choice of opening since the King's Gambit tends to lead to extremely tactical positions where a computer will show itself at its very best.

2 ... ♗h4+!?

An extremely interesting decision by the opening book compiler. This very unusual move sidesteps the reams of theory which exist on other King's Gambit lines and would normally leave the opponent practically on his own at this very early stage.

3 g3 ♗e7
4 fe

4 ♘c3 is a sharper alternative here.

4 ... d6
5 b3!?

If 5 cd ♗xe4+ 6 ♗e2 ♗xe2+ 7 ♘xe2 ♙xd6 8 ♙g2 ♘c6 the end-game is very comfortable for Black. 5 ♘f3 and 5 ♘c3 are both sensible alternatives.

With the text move White will clearly remove the programme from its opening book, but at the cost of playing something perhaps slightly inferior.

5 ... ♘c6
6 d4?!

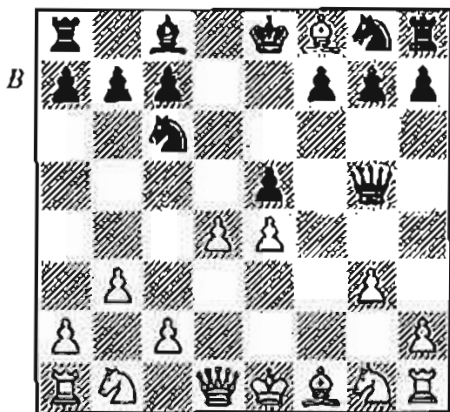
This is extremely ambitious. 6 ♘c3 would have been much more sensible.

6 ... dc
7 ♙a3

If 7 d5 ♗b4+ 8 ♘d2 ♗c3!

7 ... ♗g5
8 ♙xf8 ♘xd4!!

A fine *intermezzo*, or intermediate move. There is a strong psychological tendency for the human player to make automatic recaptures. Presumably this is also built into programmes to some extent, but a sufficient search can sometimes negate the effect.



First I should mention that the simple 8 ... Qxf8 is sufficient to draw, since if 9 d5 ♖e3+! 10 ♖e2 ♖c1+ 11 ♖d1 ♖e3+! and White's best is to accept the repetition with 12 ♖e2 etc.

This means that 8 ... Qxd4 will have to be at least equal for it to be objectively a good move. In fact I believe that this is so – but even if it were not, it is wonderful to see that computers are now capable of such things!

9 ♔c5

9 ♔g7 is a fascinating alternative:

a) 9 ... ♖xg7! 10 c3 ♔e6 (10 ... ♔g4!? 11 ♖d3!) is quite playable for Black. This, in conjunction with the fact that 9 ♔c5 is fine for Black, is sufficient to show that 8 ... Qxd4! is objectively good. In fact I spent some considerable time trying to ascertain whether Black can do even better. For any specialist chessplayers interested, here are a couple of very difficult variations without notes (I advise other readers to ignore them):

b) 9 ... ♖e3+?!/? 10 ♔e2 ♖xe4 11 ♔f2!, and if 11 ... ♖xh1 then 12 ♔f3 ♖xd1 13 ♔xd1 is good for White.

c) 9 ... ♔g4 (idea 10 ♖d2 ♖xg7!, when the white queen would be better on d3) 10 ♖d3 0-0-0?! (10 ...

♖c1+? 11 ♔f2 0-0-0 12 ♔c2!) 11 ♔xh8 is “unclear” but seems good for White.

Postscript. Later, when looking at this game with International Master George Botterill, we realised that there is a third idea: 9 c3. The main point is that after 9 ... ♖e3+ 10 ♔e2 ♔xe2?! 11 ♔xc2 Black cannot take on f8 – 11 ... ♔xf8?? 12 ♖d8 mate; and if 11 ... ♖xe4 12 ♔f1! (but not 12 0-0 ♔h3) is good for White.

However, there are various very complex alternatives, e.g. 10 ... ♖xe4 11 ♔xg7 ♖xh1 12 cxd4 ♖xg1+ 13 ♔f1 ♔h3 14 ♔d2!.. And even if 9 c3 really is good for White then this doesn't greatly affect the merit of 8 ... Qxd4 (see the comment above).

9 ... ♖e3+
10 ♔e2

Not 10 ♔e2?? ♔f3 mate! And if 10 ♖e2? ♖c1+! 11 ♖d1 ♔xc2+ 12 ♔e2 ♔g4+ wins – but not here 10 ... ♔xe2?? 11 ♔xe3 and it is White who wins.

10 ... ♖xe4
11 ♔xd4 ♖xh1
12 ♔f2 ♔f6

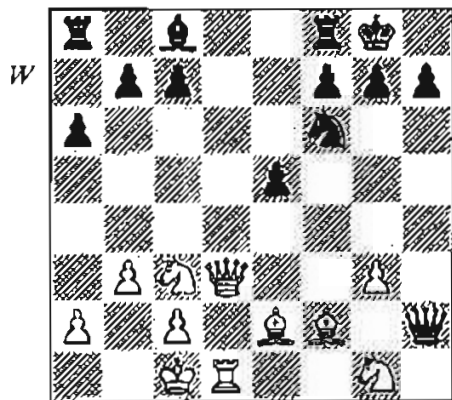
Much of the smoke has cleared. Black has won a rook and two pawns for two minor pieces – quite a good bargain in this position, especially as there is a third pawn to follow . . .

13 ♔c3 ♖xh2
14 ♖d3 a6
15 0-0-0 0-0

And not 15 ... ♖xf2?? 16 ♖d8 mate!

Although he is material down White has vague tactical counter-chances with the black queen off-side and some prospects of a later kingside attack. However, that is just the sort of thing that a computer

is best equipped to deal with, and in what follows White loses further material through thrashing around.



16 ♔c5?! ♖e8
17 ♘f3 ♙xg3

A fourth pawn goes. Objectively White should not have moved the bishop from f2, but defending it there would have been rather passive.

18 ♖g1 ♙h3
19 ♔f1 ♙h6+
20 ♔e3 ♙h5
21 ♘g5

By chasing the black queen White has gained time to mount a king-side demonstration, but with no target in sight this really can't work.

21 ... ♔g4
22 ♔g2

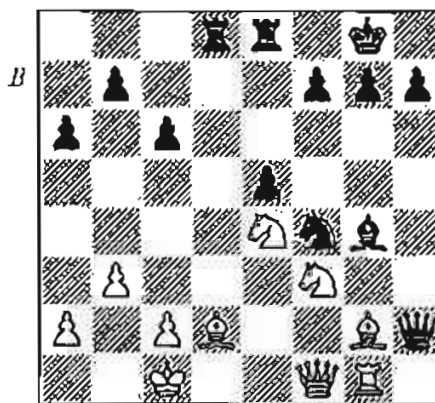
22 ♘ge4 would have been better, to keep the g-file open. After 22 ... ♘xe4 23 ♙xe4 ♔f3 24 ♙c4 White is obviously lost, but his pieces have attained some temporary co-ordination.

22 ... ♖ad8
23 ♙c4 c6
24 ♘ce4 ♘d5!

24 ... ♘xe4 25 ♔xe4 h6 26 ♘xf7! would have given White hope again.

25 ♔d2 ♙h2
26 ♙f1 ♘f4

27 ♘f3



27 ... ♘c2+!

A nice little combination to simplify the position and even win further material. Since the main line is only five half-moves this is well within *Par Excellence's* capacity at this rate of play (40 moves in two hours).

28 ♙xc2 ♔xf3
29 ♙f2?

If either piece recaptures on f3 then 29 ... ♙xg1+ comes. However, he should really have tried 29 ♙c3 ♔xg2 30 ♙f2.

29 ... ♔xe4
White resigned

GAME THREE!

Competence Par Excellence 2 v
Newton (198)

French Defence, Advance Variation

1 d4 c6
2 e4 d5

Reaching a French Defence, though normally this arises via 1 e4 e6 2 d4 d5. Interestingly, the slight transposition seems to have taken *Par Excellence* out of its book. Usually it replied 3 ed to reach the more open positions of the Exchange Variation, but here, "on its own", it chose to gain space with

3 e5
 – the Advance Variation.

3 ... c5
 4 ♖f3 ♘c6

If 4 ... cd 5 ♙d3!? is a gambit much beloved of Nimzowitsch – though out of book it would have been hard for *Par Excellence* to play this purely positional pawn sacrifice. Still, 5 ♙xd4 is a perfectly playable alternative.

5 c3! ♙d7
 6 ♙e2 ♖c8
 7 0-0 f6

Black decides to attack the “head” of White’s pawn chain as well as its base.

8 ♙f4

Par Excellence wants to support the e5 pawn. 8 ef was also good.

8 ... ♙b6
 9 ♙b3



9 ... ♘ge7?

Up to here Black had played the opening well, but this is extremely careless. White is able, at the expense of central control and a temporary displacing of his queen, to win a pawn – and this is just the sort of thing that a computer tends to do. Moreover the tactical mess which arises is precisely what the programme is best at.

Instead 9 ... cd 10 ♙xb6 (10 cd ♘xd4 11 ♘xd4 ♙xd4 12 ♙e3 ♙b4 is extremely pleasant for Black)

10 ... ab 11 cd g5!? is quite good, and the immediate 9 ... g5 might be even stronger.

10 cf gf
 11 dc ♙xc5

If 11 ... ♙xb3? 12 ab ♘g6 13 ♙e3 White retains the extra pawn.

12 ♙xb7 ♘f5

The immediate 12 ... e5 13 ♙e3 ♙a5 would avoid what follows, though the text move is also quite playable.

13 b4!?

Although this weakens White’s queenside pawn formation it does gain time and almost wins material.

13 ... ♙b6
 14 ♙a6! ♙d8!

The only move to avoid losing the exchange.

15 ♙d3 e5
 16 ♖e1

And not 16 ♙g3 e4 17 ♖e1 ♙e7 (possibly preceded by 17 ... ♘xg3 18 hg and then 18 ... ♙e7), when White loses a piece for insufficient compensation.

16 ... ♘d6?!

16 ... ♙e7 at once looks better since then the bishop cannot retreat to g3 (17 ♙g3 e4 etc). Perhaps Black feared 17 b5, but then the intermediate moves 17 ... ♖c7! (not 17 ... ♘a5? 18 ♙xd5) 18 ♙a6 ♘b8! win a piece. Or maybe he wanted to avoid 16 ... ♙e7 17 ♙xf5 ♙xf5 18 ♙h6 – though this is rather good for Black. Finally, he may have disliked, after 16 ... ♙e7, an immediate sacrifice on e5. But neither 16 ... ♙c7 17 ♘xc5 fe 18 ♙xe5 0-0 nor 17 ♙xe5 fe 18 ♘xc5 ♖c7! is very convincing.

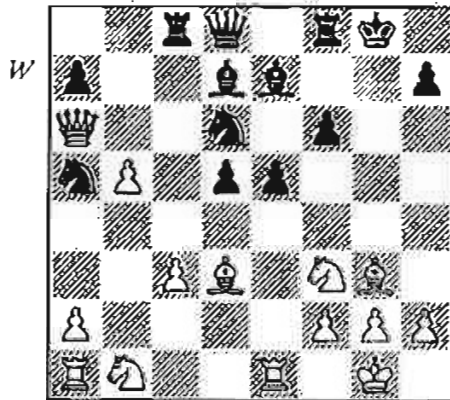
17 ♙a6 ♙c7
 18 ♙g3 0-0

Now 18 ... e4 is harmless in view of (c.g.) 19 ♙f1, and if 19 ... cf? then 20 ♙xd6 utilising the pin.

19 b5!?

Preparing the sacrifice which follows.

19 ... ♖a5



20 ♗xe5!!

This brilliant sacrifice completely transforms the position. Prior to it Black had excellent compensation for a pawn in the shape of a strong pawn centre and well co-ordinated pieces; moreover it was hard to find a sensible way of completing White's queenside development. After 20 ♗xe5 White will obtain at least three pawns for the piece, with good pressure against Black's forces, which become seriously disco-ordinated. In addition, the black king becomes rather exposed.

Whatever the objective evaluation of the position after 20 ♗xe5, it is certainly a very good practical move; and the programmers have now created an evaluation function which can cater to the machine's needs, since the post-sacrifice position is much more congenial to *Par Excellence*, and correspondingly uncomfortable for the opponent, than that prior to the transaction.

20 ... f6

21 ♖xe5 ♗ab7

If 21 ... d4! 22 ♖e1! defends the back rank and threatens 23 ♕xd6.

22 ♖xa7 ♗c5

23 ♖xd5 ♗xd3

24 ♖xd3 ♕xb5

At the cost of another pawn Black has eliminated one of White's best attacking pieces – the white-squared bishop – and so reduced any danger to his king. But the pin on the d-file remains annoying.

25 ♖d4 ♕e8

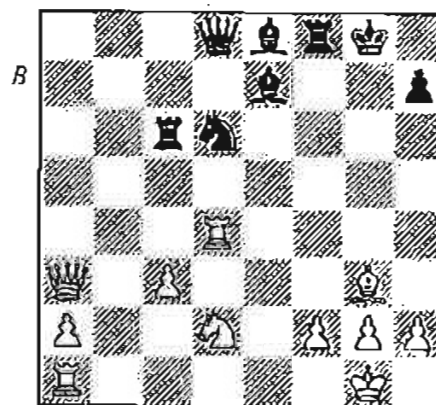
26 ♖a3

Rather a strange move since it is into a "battery", but the queen can leave the a3-e7 diagonal with check, as we shall see.

26 ... ♖c6

The knight was attacked by three pieces and defended by only two.

27 ♗d2



27 ... ♗f5??

A gross blunder, losing a whole piece. Black could have extricated himself with 27 ... ♖b6, and if 28 ♖b1 then 28 ... ♖a6, when he has a perfectly good game – though of course with four(!) pawns for the piece White is not worse.

But blunders don't usually grow out of thin air. The explanation for Black's lapse is that in this very messy position he has felt under pressure for a number of moves.

28 ♖b3+!

Black expected 28 ♖xd8? ♕xa3, when he has simplified successfully, but this check changes things totally.

28 ... ♕f7

29 ♖xd8 ♙xb3
 30 ♖xf8+ ♙xf8
 31 ab ♜xg3
 32 hg ♖xc3

Up to here *Par Excellence* has played splendidly, and it now has a completely won game. However, we have reached an ending. In the early days of computer chess this was the area of the game which they were notoriously weak at. This is partly because an evaluation function for the middlegame does not apply well to the endgame; partly because of the specialist knowledge involved; and partly because of the need for plans rather than tactical ideas in many, though not all, endgame positions.

Nowadays, with special endgame modules, computers are much better at endings than they used to be. Nevertheless, it is still a weak department, and *Par Excellence's* strong opponent finally managed to save himself . . .

33 ♔f1 ♙b4
 34 ♖a4 ♙e7
 35 ♔e2 ♙f7
 36 ♖f4+ ♙e6
 37 ♖c4+ ♙d7
 38 b4?

Here or on the previous two moves ♖c4 would have forced the exchange of Black's rook, leaving a trivially won ending. However, Black now gets renewed hope.

38 ... ♖c2
 39 ♖f4 ♖b2
 40 ♖d4+

Possibly *Par Excellence* had intended 40 ♖f7, when the variation 40 ... ♔e6 41 ♖xh7 ♙xb4 42 ♖h6+ ♔e7 etc wins a piece for Black, unless White takes perpetual check.

40 ... ♔e6
 41 g4 ♙xb4
 42 f4 ♙a5

43 f5+?

White is slightly tied up since if 43 ♔e3? ♙b6. The right way to remedy this would have been 43 ♖d3 to be followed by 44 ♔e3 etc. The move played is a mistake since the black king gets an excellent square on g5 to blockade the white pawns.

43 ... ♔f6
 44 ♖d5 ♙h4
 45 ♔e3 ♙xd2+
 46 ♖xd2 ♖b3+
 47 ♖d3 ♖b4
 48 ♖d4 ♖b2
 49 g3 ♔g5

With White's pawns blockaded his winning chances have become totally problematical. Instead of 49 g3 he might have tried 49 ♔f4, and if 49 ... ♖xg2 then 50 ♖d6+! or 50 g5+!? give him reasonable chances, though the position is still objectively drawn.

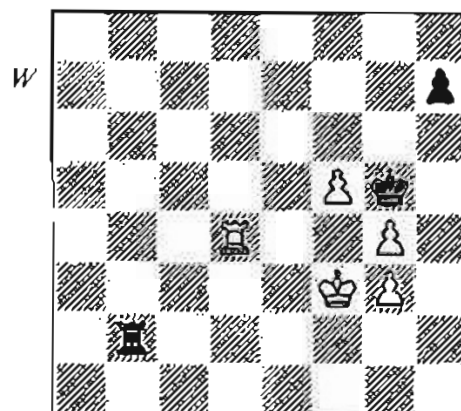
50 ♖f4 ♔f6!
 51 ♖e4 ♔g5
 52 ♔f3 ♖a2

Black must prevent the white king from reaching h3, since then he could safely move the rook from the 4th rank. Hence "passing" is absolutely the right policy.

53 ♖d4

If 53 ♖e7 ♖a3+ displaces the white king. This wouldn't be possible if it had a shelter on h3.

53 ... ♖b2



54 ♖c4

The only winning chance would be to sacrifice back a pawn with either 54 ♖d7 or 54 ♖d8, but Black can defend in either case, e.g. 54 ♖d7 ♖b3+ 55 ♖c4 (55 ♖g2 ♖xg4 56 f6 ♖xg3+! 57 ♖h2 ♖f3) 55 ... ♖xg3 56 ♖xh7 (56 ♖g7+ ♖f6 57 ♖f4! ♖h3! is also drawn) 56 ... ♖xg4+ 57 ♖e5 ♖a4! with a theoretical draw since the black rook can annoy the enemy king from the side.

54	...	♖a2
55	♖e4	♖b2
56	♖d4	♖a2
57	♖c4	♖b2
58	♖a4	♖c2
59	♖b4	Drawn

GAME FOUR

P.Krause (175) v

Competence Par Excellence 2
Irregular Opening or
"Stonewall System"

1 c3!?

An interesting choice. The player wants to get his opponent "out of book" as quickly as possible and is prepared to play slightly inferior moves to achieve this.

1	...	d5
2	d4	♗f6
3	c3	♗c6?!

This has the very laudable aim of forcing through ... e5, but White is able to prevent that. The disadvantage of 3 ... ♗c6 is that it blocks the c-pawn, which ought to go to c5 to develop some pressure on White's centre.

4 f4

Not a very pretty move but White is determined to keep the position closed and so adopts the "Stonewall" approach.

4 ... ♗f5!

Correctly getting the bishop outside the pawn chain.

5	♗f3	e6
6	♗e2	♗d6?!

This isn't a good square, given White's total control of e5. 6 ... ♗e7 was better, and in a couple of moves the *Par Excellence* corrects itself.

7 0-0 0-0

In the very long term White has a potential kingside attack due to his space advantage. However, this will take ages to organise, especially with the black bishop on the excellent square f5. And the queenside would not be comfortable for the black king, so this is a perfectly reasonable move.

8 ♖e1 ♗e7

See the note to 6 ... ♗d6 - but there was no need for this immediately.

9 h3 a5

With the knight on c6 it is hard for Black to get counterplay. Still, advancing the pawn is a good precursor to further queenside play.

10	♗bd2	♖d6
11	♗e5	a4
12	♗f3	h6

Slightly weakening but understandable since there will be some concern soon about the bishop's future if it gets "kicked" by g4.

13 ♖h2 ♗c2!

A very nice idea. Black tries to relieve the congestion on the kingside.

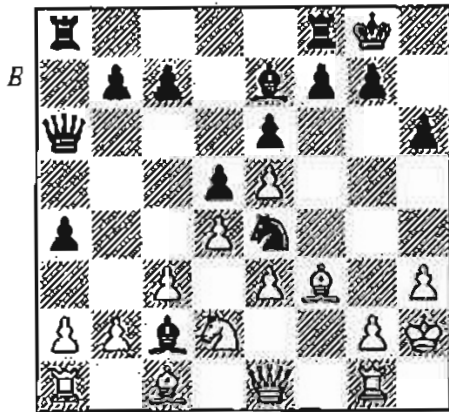
14	♖g1	♗e4
15	♗f1	

Hoping to exploit the loose bishop on c2, but *Par Excellence* played ...

15	...	♗xe5!
16	fe	♖a6
17	♗d2	

Up to here, despite a slightly

shaky opening *Par Excellence* has done very well indeed. White's planned kingside attack is still in its infancy, if born at all, and Black in contrast has slowly been creating play on the queenside.



At this point simply 17 ... ♖xd2 would be very satisfactory for Black. And he can do even better with 17 ... a3!, breaking up White's queenside pawn structure. If then 18 ♙xe4 ab! (a strong intermezzo) 19 ♙xb2 de, or 18 ♖xe4 ab! 19 ♖f6+!? ♙xf6! 20 ♙xb2 ♙e7, and in both cases Black has an excellent game, whilst 18 b3? and 18 b4? both fail to 18 ... ♖xc3.

However, here the machine gets diverted by a desire to obtain the two bishops ...

17 ... ♖g5!?
18 e4

Freeing White's game and bringing the somnolent c1 bishop back to life.

18 ... ♖xf3+
19 gf h5?!

Here 19 ... ♗d3 would still give Black reasonable chances since White is disorganized and his king position potentially very weak. The move played, on the other hand, is very dubious. It weakens Black's kingside pawn structure for no reason.

20 ♗g3! g6

21 ed ed
22 f4 h4?

And this is definitely wrong too. The pawn was still defensible on h5, but here it is in much more serious trouble.

23 ♗g2 ♗b5

Despite my castigation of the h-pawn's advance Black started from a sufficiently good position that he would still be doing fairly well after 23 ... ♗d3 or immediately 23 ... a3 breaking up White's queenside pawns.

24 ♖f3 ♙f5
25 ♙e3 ♙e4?

Losing a tempo and facilitating the breakthrough on move 27.

26 ♖a1 c6?

Cutting the queen off from the kingside. Either 26 .. ♗d3 or 26 ... a3 were still indicated.



27 f5!

A very strong move after which White finally gains the advantage, in the form of a most dangerous kingside attack.

27 ... ♙xf5
28 ♙h6 ♙d3?!
29 ♖f2 ♖fc8?

The black rook and bishop would have done better to stand their ground since it is vital to defend on the f-file. Now the white attack becomes overwhelming.

30 ♖g5! ♙xg5

The best, though extremely distasteful, move was 30 ... ♖f8!

31 ♖xg5 ♖c6
 32 ♖f4 ♖h7
 33 ♖xh4 ♖g8
 34 ♖f4 ♖h7
 35 ♖xf7+ ♖xh6
 36 ♖xe6

And the rest is simply mopping up ...

36 ... ♖b6
 37 ♖fg2 ♖xb2
 38 ♖xb2 ♖f5
 39 ♖xg6+ ♖xg6
 40 ♖g2 ♖g8

Black resigned

To sum up this game: after a slightly shaky opening *Par Excellence* played very well to gain a clear advantage by the first diagram. However, it failed to exploit its opportunities on the queenside and White's slow attack, when it finally materialised, proved quite overwhelming.

GAME FIVE

Competence Par Excellence 2 v
 A.House (154)
 Budapest Gambit

1 d4 ♖f6
 2 c4 e5!?

The Budapest Gambit. Black sacrifices a pawn to free his game at once. Theoretically White has a choice between returning the pawn in exchange for a slight positional advantage and holding on to it for grim life. Both options are quite viable and, as one would expect, *Par Excellence* chooses the latter, since computers are extremely good at repulsing short-term tactical threats.

3 de ♖g4

4 ♖f4

If 4 ♖f3 ♖c5 5 e3 ♖c6 Black regains the pawn. However, the opening book compiler rightly preferred this line where White can keep his booty.

4 ... ♖c6
 5 ♖f3 ♖b4+
 6 ♖c3

Again 6 ♖bd2 ♖c7 7 a3 ♖gxe5 8 ♖xe5 ♖xe5 9 e3 (not 9 ab?? ♖d3 mate!) 9 ... ♖xd2+ 10 ♖xd2 is maybe a shade better for White, but with equal material.

6 ... ♖c7
 7 ♖d5! ♖xc3+
 8 bc ♖a3?!

Nowadays 8 ... f6! 9 cf ♖xf6 is usually preferred, when Black has reasonable positional compensation for the pawn.

9 ♖c1 h5!?

If 9 ... ♖xa2 10 h3 ♖h6 11 e4 (or simply 11 ♖xh6) White has a huge space advantage. 9 ... f6 is the other option but gives an inferior version of the last note.

After 9 ... h5 *Par Excellence* is definitely out of its book.

10 h3 ♖h6
 11 ♖d2 ♖d8

Although he is a pawn down and White has the two bishops, Black can try to "play round" the white position. First he repositions his knights to prevent any immediate assault. The plan of ♖d4-b5 was enticing for White, and by the prophylactic ... ♖d8-e6 Black deals with this possible incursion in advance.

12 e4 ♖e6
 13 ♖c3 b6
 14 ♖d1!

An excellent move preventing the projected ... ♖b7 and ... 0-0-0 in view of the attack on d7 (14 ... ♖b7? 15 ♖xd7+). If now 14... ♖e7

then 15 ♖d4! is very strong since if 15 ... ♗b7 (15 ... ♖xd4? 16 cd straightens out White's pawns and leads to a totally hopeless position for Black) 16 ♗xh6! gh (or 16 ... ♗xh6 17 ♖f5 winning the exchange as well) 17 ♖f5 etc.

Therefore Black decided to reposition the other knight as well.

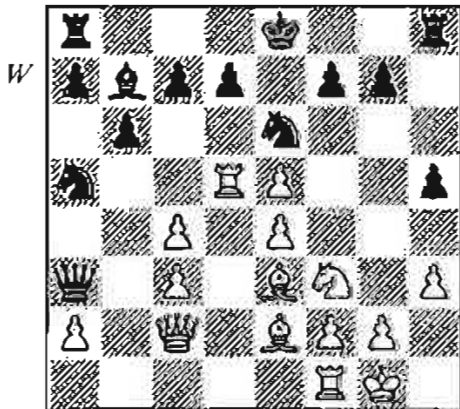
14 ... ♖g8!?
15 ♗c2

White sensibly completes his development, but 15 ♖d4 ♖e7 16 f4 would be even stronger.

15 ... ♖e7
16 0-0 ♖c6
17 ♗c2

Now if 17 ♖d4 Black picks up a pawn by 17 ... ♖xe5. However, after 18 f4 ♖c6 19 ♖b5 and 20 f5 White has a winning attack. Therefore 17 ♖d4 was much stronger than the move chosen, though White is still a lot better.

17 ... ♗b7
18 ♗d5!?! ♖a5



19 ♗b5?!

Of course Black was attacking the rook. However, the move ... ♗xd5, while it would win the exchange, was not necessarily a threat since it would straighten out White's centre pawns and give him massive compensation.

The correct move was 19 ♗b1!. If then 19 ... ♗xd5 20 ed ♖c5 21

♗b4! prevents ... ♗a4 and threatens 22 ♗c1 trapping the queen.

a) Black's best course is perhaps 21 ... ♖ab7 22 ♖d4 a6, though White has a fantastic position for his minuscule material investment. b) Perhaps, however, *Par Excellence* rejected this line in view of 21 ... ♖a6 releasing the queen. If then 22 ♗c1? ♖xb4!. But White has a long forcing continuation well beyond *Par Excellence's* search, I presume, and also that of the average chessplayer! 22 ♗a4 ♗c7 (22 ... ♗f8(!) 23 d6 c5 is conceivable but then 24 ♗e4 ♗b8 25 ♖d2 intending ♖b3 is extremely strong) 23 d6 (23 c5 ♖xc5 24 d6! is also good) and if 23 ... cd then 24 ed ♗d8 (24 ... ♗xd6 25 ♗e4+ forks king and rook) 25 c5! ♖xc5 26 ♗xc5 bc 27 ♗xa5!, when 27 ... ♗xa5? 28 ♗e4+ wins the queen's rook and forces mate in two more moves.

19 ♗b1! would have been strong for other reasons too. If 19 ... ♗e7 20 ♗xa5! wins material, and Black is therefore in big trouble.

However, I repeat, the evaluation of this move depends on a combination of positional judgement and the calculation of very long tactical lines. And there is always a strong temptation to move a piece when it's attacked!

19 ... ♗c7
20 ♖d4 g6
21 ♖f3

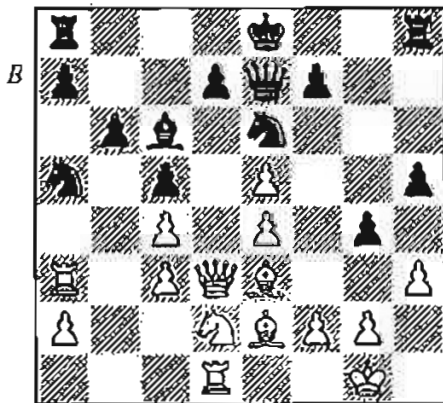
Rather inconsequential. 21 f4 was more natural, but the tactics arising after 21 ... ♖c5! are very messy, e.g. 22 ♖f5 gf 23 ♗xc5 bc 24 ♗xa5 fe! is already unclear.

21 ... ♗a6
22 ♗b4 c5
23 ♗a4 ♗b7
24 ♗d1 ♗c6

25 ♖a3

Black has fought back very well and with the white rook badly misplaced on a3 and the centre safely closed he has reasonable compensation for the pawn. He now decided to take the initiative on the kingside.

25 ... g5
26 ♖d3 g4
27 ♘d2



27 ... ♘b7?

Rather complacently assuming that White can't take the g-pawn since that will open up lines against White's king. However, that is not the case, and the position now explodes into a tactical mess in which *Par Excellence* is very much in its element.

He should have played either 27 ... gh, when 28 gh ♖h4 is okay for Black (though 28 f4!? is very messy), or 27 ... ♖g8, temporarily abandoning the h-file but defending an important pawn.

28 hg! hg
29 ♕xg4 0-0-0!?
30 ♖xa7 ♖b8
31 ♖a6 ♖dg8

Both sides now have dangerous attacks, but three(!) pawns up and with massive central control White is obviously in the driving seat.

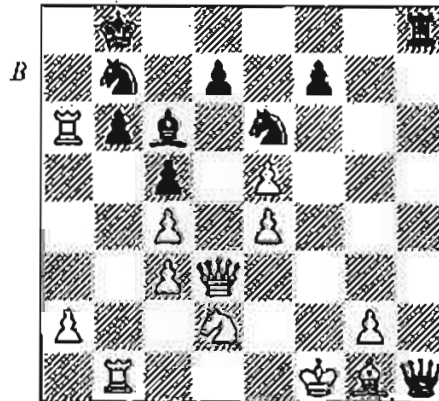
32 f3 ♖h4
33 ♖b1

Defending the rook, which was threatened by 33 ... ♖h1+ and 34 ... ♖xd1, and at the same time strengthening his own attack.

33 ... ♖h1+
34 ♖f2 ♖h4+
35 ♖e2 ♖xg4!

He must try to break up White's position. If instead 35 ... ♖g3 then simply 36 ♖axb6 is good since the white king has plenty of cover on c2.

36 fg ♖xg4+
37 ♖f2 ♖h4+
38 ♖f1 ♖h1+
39 ♕g1



39 ... ♘f4?

After this Black's attack is easily repulsed and he is slaughtered on the queenside. If 39 ... ♖g8 40 ♖h3 forces the queens off, though Black could still struggle on for a bit.

But the best idea was really to force queens off himself with 39 ... ♖xg2+! 40 ♖xg2 ♘f4+ and 41 ... ♘xd3, when White is winning, of course, but Black still has some swindling chances.

40 ♖g3 ♖h6
41 ♖axb6 ♘h5
42 ♖f2! ♖g6
43 ♖xc5 ♘f4
44 ♖xb7+!

Par Excellence finishes off with an easy but pleasing combination to force mate.

44	...	♙xb7
45	♖a7+	♗c8
46	♖xb7+	♗d8
47	♖b8+	♗e7
48	♙c5+	Black Resigns

GAME SIX

Competence Par Excellence 2 v Cowling (194)

Irregular Queen's Pawn Opening

1	d4	d5
2	♘f3	♘f6
3	♙g5	e6
4	e3	♙e7

The end of *Par Excellence's* book.

5 ♘bd2

5 c4 would have transposed to a Queen's Gambit Declined. This perfectly playable alternative leads to a quiet position in which White's minuscule advantage consists in having his bishop on g5 outside the pawn chain, in contrast to the black one on c8.

5	...	0-0
6	♙d3	♘bd7
7	0-0	b6
8	♘e5!?	

This leads to some deterioration of White's pawn structure in return for kingside attacking chances. Whilst not an immensely pretty move, it is logical and far from bad.

8	...	♘xe5
9	de	♘d7
10	♙xe7	♖xe7
11	f4	g6!?

Radically preventing a later f5 but weakening the black squares around his king. 11 ... ♗d8 might be more comfortable since the "Greek Gift" sacrifice 12 ♙xh7+ can't possibly be sound, and Black can defend when necessary with ...

♘f8 without creating the organic weaknesses on f6 and h6.

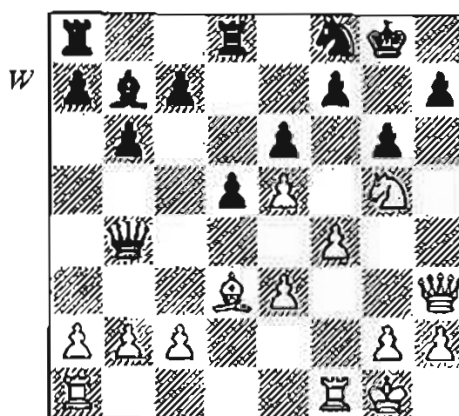
12	♖f3	♙b7
13	♖h3!	

Par Excellence is playing very well here, slowly preparing a kingside attack.

13 ... ♗fd8?!

Although I recommended this on move 11, instead of 11 ... g6, here I disapprove. Given that he's played ... g6, Black ought probably to adopt a quite different plan here of challenging White's central control with ... f6. He could play this immediately: 13 ... f6!, and if 14 cf ♗xf6 Black can prepare ... e5 to free his game.

14	♘f3	♖b4
15	♘g5	♘f8



16 ♗ab1

White very sensibly defends his queenside. However, although there are no immediate threats on the kingside I for one would be almost irresistibly drawn by 16 ♖h6!?. If then 16 ... ♖xb2 17 ♗ab1! to drive the queen off the b2-f6 diagonal if possible, when both 17 ... ♖xa2 18 ♗bd1! (not 18 ♗be1 ♖a5!) and 17 ... ♖c3 18 ♗f3 are extremely dangerous. (The reason one shouldn't play 17 ♗ad1 at once is that then ... f6 will be possible in some positions.)

16 ... ♖a4!?

17 a3 c5
18 c3 ♟a6!?

After successfully dancing on a volcano for several moves Black now takes the initiative on the queenside. Nevertheless the weaknesses on f6 and h6 still bode ill for him.

19 ♟xa6 ♖xa6
20 ♖h6!?

The natural continuation of the kingside attack, but after Black's excellent riposte the white pieces get rather tangled up. 20 ♖f3! was better, since if (e.g.) 20 ... ♗d3? then 21 ♖bf1 ♗d2 22 ♖h6 and White can happily jettison the b-pawn in return for a crushing attack down the h-file.

In fact the position after 20 ♖f3! would be exceedingly sharp. All the same it does look good for White. I spent some time establishing this. I give the main variations for the interested reader, but unless you're a strong player you're advised to skip them.

a) 20 ... d4 21 ♖h6 de 22 ♟xh7! ♟xh7 23 ♖h3 and White arrives first, though it is still very messy.
b) 20 ... ♟g7 21 ♖h4! d4! (21 ... h6? 22 ♖h3! or 21 ... h5 22 g4!) 22 cd! (22 ♖h3 h5 23 g4 dc 24 gh c2 25 h6+ ♟h8! 26 ♟xf7+ ♟h7! =; 22 e4 dc 23 bc ♖d2!) 22 ... cd 23 e4! d3 24 f5 ef 25 ef d2 (25 ... gf 26 ♖xf5 d2 - or 26 ... ♖d7 27 ♖bf1! etc - 27 ♖xf7+ ♟g8 28 ♖xf8+! ♟xf8 29 ♖f4+ forces mate) 26 f6+ ♟h8/g8 27 ♖h6! d1 ♖+ 28 ♖xd1 ♖xd1+ 29 ♟f2 ♖f1+ (29 ... ♖d2+ 30 ♟g3 ♖xg2+ 31 ♟xg2 ♖e2+ 32 ♟h3!; or 29 ... ♖f1+ 30 ♟g3 ♖xf3+ 31 gf!) 30 ♟g3 ♖e1+ 31 ♟h3!.

20 ... ♗d3!
21 ♖fe1?

Going "the wrong way"; but after 21 ♖be1 ♗d2 White remains

a little tangled up - though he could keep going with 22 e4!.

21 ... ♖d7
22 ♟h3!?

The start of a very nice manoeuvre to improve the knight's position.

22 ... ♖7d8

Presumably if the natural 22 ... ♖ad8 he feared a fork after ♟f2-g4-f6 and was hoping to inveigle the knight back to g5, when he could try something else instead of ... ♖d7.

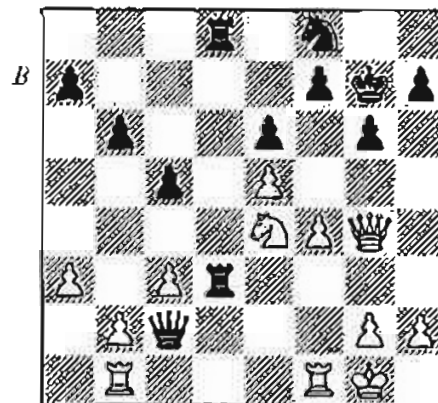
23 ♟f2 ♖c2
24 e4?!

24 ♟g4 was better, keeping the d-file closed for the moment.

24 ... de
25 ♟xe4 ♖d3
26 ♖ec1 ♖c2
27 ♟f6+ ♟h8
28 ♖e1 ♖c2
29 ♖f1

If he could include a rook in the kingside attack then White would quickly deliver mate, but Black's control of the d-file and general activity prevent this.

29 ... ♖d2
30 ♖h3 ♖ad8
31 ♖f3 ♟g7
32 ♟e4 ♖d3
33 ♖g4



33 ... ♖e3

Although he has successfully repulsed the first wave of attack

and controls the only open file Black's position remains vulnerable to tactics since the white knight is an immensely powerful piece.

34 ♖g5 ♜xe4!?

He decides to sacrifice the exchange to get rid of the menace. If 34 ... ♜d3 35 ♖f6+ ♔g8 36 ♘d6 wins the exchange anyway. And 34 ... ♜d7 can be met by at least 35 f5, since if 35 ... ♖xe4 36 f6+ and 37 ♖h6 mates, whilst 35 ♘d6 (threat ♔e8+) is also dangerous.

However, Black could have tried 34 ... ♜e2, when if 35 ♖xd8? ♜xg2+ forces mate in 3. The only move is 35 ♘d6, when 35 ... ♜d7? loses material to 36 ♔e8+ ♔g8 (36 ... ♔h8?? 37 ♖f6+ and 38 ♖g7 mate) 37 ♔f6+, but 35 ... ♘d7! holds the position for the moment.

35 ♖xd8 ♜e2
36 ♖f6+ ♔g8
37 ♖g5 c4!
38 ♖g3 ♘d7
39 ♜hc1 ♔c5
40 ♜xe2 ♖xe2

Although White is the whole exchange up Black has some compensation since his pieces are very active, the white pawn structure is rather straggly, and there is an excellent square for the knight on d3. As long as he keeps the queens on White will have to play extremely accurately to make progress.

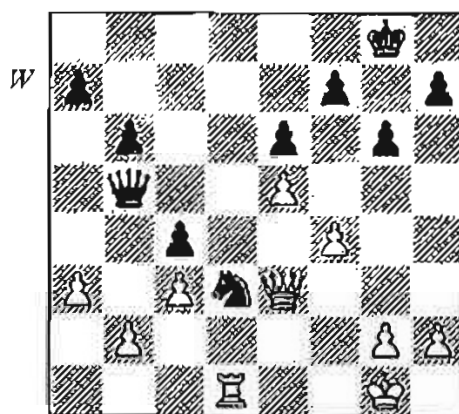
41 ♖f2 ♖c4
42 ♜e1 ♖d5
43 ♖e3

If 43 ♖d4!? ♖xd4 44 cd ♘d3 Black wins a pawn.

43 ... ♘d3
44 ♜d1 ♖b5

It would be nice for White if he could now avoid weakening the queenside pawns with 44 ♜d2, but the variations after 44 ... ♘xb2 45 ♜d8+ ♔g7 46 f5!? cf 47 ♖d4

♘d3! are very unclear.



45 b4 ♖a4
46 ♜a1 ♖c2
47 ♖d4 b5
48 ♜f1 ♖b3?!
49 ♖xa7?

Keeping the material balance. But the crude 49 g4! would activate the rook with a deadly attack down the f-file, especially after 49 ... ♖xa3? 50 f5 ef 51 gf gf 52 ♖d8+ ♔g7 53 ♖g5+ and 54 ♖xf5 etc.

For this reason 48 ... ♖b3 was a mistake. 48 ... ♖b2! would have been better since 49 g4 could then have been met by 49 ... ♖e2 and if 50 f5 ef 51 gf ♘xe5!.

49 ... ♖xc3
50 ♔h1 ♔g7

Now Black is in the game again since he is well centralised and the passed c-pawn is very strong.

51 h4?

51 h3 was better, keeping more cover for the king and, above all, controlling g4.

51 ... ♖d2
52 ♖e7

If (e.g.) 52 ♖d4 then 52 ... c3 is very strong.

52 ... ♔f2+
53 ♔h2

If 53 ♔g1 ♘g4 is strong – here we see the bad side of 51 h4?.

53 ... ♖xf4+

Forcing a draw. He could have

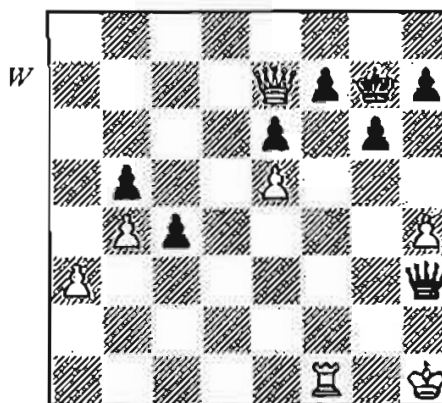
played for a win with 53 ... ♖g4+!
54 ♜h3 h5.

54 ♜g1

If 54 g3 ♖g4+!, but not 54 ... ♗f3?? 55 ♗f6+!, when White wins a piece.

54	...	♖h3+!
55	gh	♗g3+
56	♜h1	♗xh3+
57	♜g1	♗g3+
58	♜h1	♗h3+
59	♜g1	♗g3+
60	♜h1	♗h3+

Drawn



Perpetual check was a just end to a very hard fight.

ALL 33 PAR EXCELLENCE MAJOR OPEN GAMES, IN TOURNAMENT ORDER

ROUND 1

White: H.Williams (141) 1 e4 e5 2 ♖f3 ♖c6 3 ♙c4 ♙c5 4 c3 ♖f6 5 ♗c2 d6 6 d3 0-0 7 0-0 a5 8 ♙c3 ♙xe3 9 fe ♙e6 10 ♖bd2 ♙xc4 11 ♖xc4 ♗d7 12 ♗f2 ♖g4 13 ♗h4 h5 14 h3 bc 15 hg cd 16 ♗ad1 ♗c6 17 ♗xd3 ♗xa2 18 ♜h2 ♗xb2 19 ♗h1 ♗c2 20 ♜g3 h6 21 ♗hd1 ♗c2 22 g5 ♜h7 23 gh ♗h8 24 ♗h1 ♜g8 25 h7+ ♜f8 26 ♗hd1 ♗b3 27 ♖g5 f6 28 ♗f1 ♖b4 29 ♗xf6+ gf 30 ♗h6+ ♜c8 31 ♗g7 ♗f8 32 h8♗+ ♗xh8 33 c4 ♗xc4 34 ♗xh8+ ♜d7 35 ♗xa8 ♗xd3 36 ♗xa5 ♗xe3+ 37 ♖f3 ♗xc4 38 ♗a4+ c6 39 ♗a7+ ♜e6 40 ♗b8 ♜d5 41 ♗g8+ ♜c5 42 ♗d8 ♗f4+ 0-1

Black: J.B.Langstaffe (c175) 1 d4 e6 2 c4 b6 3 ♖c3 ♙b7 4 c4 ♙b4 5 e5 ♖c6 6 ♖f3 d6 7 ♙e3 ♙xc3+ 8 bc de 9 de ♗xd1+ 10 ♗xd1 ♗d8 11 ♗xd8+ ♖xd8 12 c5 ♖e7 13 cb ab 14 h4 ♖d5 15 ♙d2 c5 16 ♙h5+ ♜e7 17 ♙d3 ♖c6 18 h5 h6 19 ♗h4 ♗a8 20 a4 ♙a6 21 c4 ♖db4 22 ♙e4 ♗d8 23 ♙xc6 ♖xc6 24 ♗g4 ♜f8 25 ♜c2 ♗a8 26 ♜d3 ♙b7 27 ♗h4 ♗xa4 28 ♗g4 ♖b4+ 29 ♜e2 ♙a6 30 ♙e3 ♖d5 31 ♖d2 ♖xe3 32 fe b5 33 ♖b3 bc 34 ♜d1 ♗a2 35 ♖xc5 ♙b5 36 ♜c1 ♗e2 37 e4 c3 38 ♗g3 c2 39 ♗f3 ♗xg2 40 ♖xc6+ ♜c7 41 ♖f4 ♗h2 42 ♖d5+ ♜f8 43 e6 ♙a4 44 ♗xf7+ ♜g8 45 ♗c7 ♗h1+ 46 ♜b2 ♗b1+ 47 ♜a3 c1♗+ 48 ♗xc1 ♗xc1 49 ♜xa4 ♗c4+ 50 ♜b5 ♗xc4 51 c7 ♜f7 52 ♜c6 0-1

White: G.Pritchard (c160) 1 e4 e5 2 ♖f3 ♖c6 3 ♙h5 a6 4 ♙e2 ♖f6 5 d3 ♙b4+ 6 ♙d2 ♙xd2+ 7 ♖bxd2 0-0 8 c3 ♜h8 9 ♗c2 d5 10 g3 ♙g4 11 h3 ♙e6 12 0-0-0 ♗e7 13 b3 ♗c5 14 ♗h2 ♗a3+ 15 ♗b2 ♗d6 16 ♖g5 ♗g8 17 ♖xc6 ♗xe6 18 ♙f3 d4 19 c4 ♖b4 20 ♖f1 c5 21 g4 ♖d7 22 ♖g3 ♗f6 23 ♙e2 b5 24 ♜b1 bc 25 dc ♗f4 26 ♗d2 ♖f6 27 ♗xf4 ef 28 ♖h5 ♖xe4 29 a3 ♖c3+ 30 ♜a1 ♖c2+ 31 ♜b2 ♖xd1+ 32 ♙xd1 ♖e1 33 ♖xf4 ♗ab8 34 ♗h1 ♗ge8 35 ♖d5 ♖d3+ 36 ♜c2 ♖xf2 37 ♗f1 ♖xd1 38 ♜xd1 ♗xb3 39 ♗xf7 ♗xa3 40 h4 ♗a4 41 h5 ♗d8 42 h6 ♗xc4 43 ♖c7 gh 44 ♖xa6 d3 45 ♗f2 ♗a4 46 ♖xc5 ♗a1+ 47 ♜d2 0-1

ROUND 2

White: S.V.Woodhouse (154) 1 e4 e5 2 ♖f3 ♖c6 3 ♙b5 a6 4 ♙xc6 dc 5 d4 de 6 ♗xd4 ♗xd4 7 ♖xd4 ♙d7 8 ♖c3 0-0-0 9 ♙g5 ♙c7 10 ♙xe7 ♖xe7 11 0-0-0 ♗he8 12 ♗d2 c5 13 ♖de2 ♙e6 14 ♗hd1 ♖c6 15 ♗xd8+ ♖xd8 16 ♖f4 ♙d7 17 f3 f6 18 ♖cd5 f5 19 ♖c3 c4 20 ♗e1 g5 21 ♖fd5 h6 22 ♖f6 ♗e5 23 ♖xd7 ♜xd7 24 ♗c2 ♖e6 25 ef ♗xf5 26 ♗d2+ ♜c6 27 ♖e2 ♗d5 28 ♗xd5 ♜xd5 29 ♜d2 c5 30 c3 ♜c5 31 ♜e3 b6 32 g3 ♜f5 33 h3 ♖c7 34 g4+ ♜c6 35 ♜e4 ♖b5 36 f4 ♖d6+ 37 ♜e3 gf+ 38 ♜xf4 ♖f7 39 ♜e3 ♖d6 40 ♖g1 ♜f6 41 ♖f3 ♖f7 42 ♜f4 ♖d8 43 h4 ♖c6+ 44 ♜e4 b5 45 a3 ♖c7 46 g5+ hg 47 hg+ ♜g6 48 ♜e5 ♖a8 49 ♜d6 ♖h6 50 ♜xc5 ♖a4+ 51 ♜b4 ♖xb2 52 ♖c5+ ♜xg5 53 ♖c6 ♜f4 54 ♖h8 ♖d3+ 55 ♜a5 ♜e3 56 ♖xa6 ♜d2 57 ♜xb5 ♜xc3 58 ♖c7 ♖f4 59 ♜c5 ♜b3 60 ♖b5 ♖d3+ 61 ♜d4 ♖e1 62 ♜c5 ♖f3 63 a4 ♖e5 64 a5 ♖d3+ 65 ♜d4 ♖b4 66 ♜c5 ♖a6+ 67 ♜b6 ♖h4 68 ♜c5 ♖d3+ 69 ♜d4 ♖b4 ½-½

Black: Madden (190) 1 e4 e6 2 d4 d5 3 cd ed 4 c4 d6 f5 d6 c3 d6 c6 6 cd dxd5 7 d6 b5 d6 b4 8 d6 e2 0-0 9 0-0 d6 g4 10 f3 d6 f5 11 d6 d2 d6 de7 12 a3 d6 a5 13 d6 g5 f6 14 d6 e3 d6 b6 15 d6 c4+ d6 h8 16 d6 d2 d6 d7 17 b4 d6 ad8 18 d6 ad1 d6 e6 19 d6 xc6 d6 xe6 20 d6 c4 d6 f5 21 d6 c3 d6 xe3 22 d6 xe3 f5 23 b5 d6 b8 24 a4 fe 25 fe d6 xf1+ 26 d6 xf1 d6 d7 27 d6 a1 a5 28 ba ba 29 a5 d6 a7 30 d6 a4 d6 f6 31 e5 d6 g4 32 d6 c4 d6 xc5 33 d6 b7 d6 c6 34 d6 f2 d6 f8+ 35 d6 e1 d6 xd4 36 d6 xd4 d6 xd4 37 d6 xc7 d6 e8 38 d6 c2 d6 e3 39 d6 d1 d6 c3 40 d6 xc3 d6 xe2+ 41 d6 c1 d6 f8 42 d6 c2 d6 c1+ 0-1

(See Jon Spielman's annotations, Game 3)

ROUND 3

White: Holmes (208) 1 d4 d5 2 c4 d6 c3 d6 c3 dc 4 d6 f3 d6 f6 5 d6 g5 h6 6 d6 h4 g5 7 d6 g3 d6 e6 8 h3 d6 d5 9 c4 d6 xc3 10 bc d6 g7 11 d6 d2 f5 12 cf d6 f7 13 d6 d1 d6 d5 14 d6 c2 0-0-0 15 d6 e2 e6 16 fe d6 xe6 17 0-0 d6 b8 18 d6 fe1 d6 hc8 19 d6 a4 d6 d5 20 d6 b1 d6 f6 21 d6 c5 d6 xe5 22 de d6 xc5 23 d6 f3 d6 xf3 24 gf d6 xg3 25 fg d6 e6 26 d6 xe6 d6 xc6 27 d6 b4 h6 28 d6 c7 d6 d6 29 d6 f8+ d6 c8 30 d6 e1 d6 b7 31 d6 g8 h5 32 a4 ha 33 d6 xc4 d6 d7 34 d6 e7 d6 b8 35 f4 gf 36 gf a3 37 d6 b3+ d6 c8 38 d6 xa3 a6 39 d6 h7 d6 xh3 40 d6 c5 d6 d7 41 d6 xb6 d6 g4 42 d6 c6 d6 d1+ 43 d6 f2 d6 d2+ 44 d6 g3 d6 b8 45 d6 h8+ d6 c8 46 d6 xa6 d6 d3+ 47 d6 f2 d6 d2+ 48 d6 e3 d6 d8 49 d6 xd8 c6 50 d6 xc8 mate

Black: M.J.Buckmaster (190) 1 d4 d6 f6 2 c4 e5 3 d5 d6 4 d6 c3 g6 5 e4 d6 g7 6 d6 f3 0-0 7 d6 d3 c6 8 0-0 e5 9 d6 b3 h6 10 d6 d2 d6 h5 11 d6 c2 d6 d7 12 a4 f5 13 ef gf 14 d6 c2 d6 e7 15 h3 c4 16 d6 h2 f4 17 d6 fe1 f3 18 gf d6 h4 19 d6 xe4 d6 e5 20 f4 d6 xh3 21 fe d6 xf2 22 ed d6 e5 23 d6 f4 d6 xf4 24 d6 xb7 d6 g4+ 25 d6 xg4 d6 xg4+ 26 d6 f2 d6 f8+ 27 d6 e3 d6 g7 28 d6 xa7 d6 xb2 29 d6 g1 d6 h4 30 d6 ad1 d6 c8 31 d6 g3 d6 g5+ 32 d6 d3 d6 e5 33 d6 c2 d6 c3+ 34 d6 b1 d6 b3 35 d6 c2 d6 b4 36 d6 h7+ d6 xh7 37 d6 c2 d6 c3+ 38 d6 b1 d6 b3 39 d6 b7 d6 xb7 40 d6 c2 d6 b4 41 d6 d3 d6 xc4+ 0-1

White: Baker (184) 1 e4 e5 2 f4 d6 c5 3 d6 h5 d6 c6 4 fe g6 5 d6 f3 d6 g5 6 d6 h3 d6 c7 7 c3 d6 h4+ 8 g3 d6 xc5 9 d6 g2 d6 h6 10 d6 f4 d6 c6 11 d4 d6 c7 12 d6 a3 g5 13 d6 d5 d6 d8 14 d6 b5 d6 f8 15 d6 bxc7 d6 b8 16 d6 h5 a6 17 d6 a3 d6 g7 18 d6 f2 d6 f6 19 d6 xf6 d6 xf6 20 d6 c3 d6 e7 21 d6 c4 b5 22 d6 d5 b4 23 d6 c4 bc 24 bc d6 e8 25 0-0 f6 26 d6 ab1 d6 xb1 27 d6 xb1 d6 g6 28 d6 b6 d6 a7 29 d6 xc8 d6 xc8 30 d6 b8 d6 f8 31 d6 xc8+ d6 d8 32 d6 f5 d6 xf5 33 ef d6 e7 34 d6 c1 d6 e8 35 d6 a3 d6 h8 36 d6 d6 h5 37 h3 g4 38 h4 a5 39 a4 d6 h7 40 d6 c7 d6 f8 41 d6 xd8 d6 g7 42 d6 e7 d6 h8 43 d6 xf6+ d6 xf6 44 d6 xh8 1-0

ROUND 4

Black: Kemp (189) 1 e4 d6 c6 2 d4 d5 3 d6 c3 e5 4 d6 b5 d6 b4 5 dc d4 6 a3 d6 a5 7 h4 d6 b6 8 d6 a4 d6 d7 9 d6 e2 d6 gc7 10 d6 xb6 ab 11 d6 b2 d6 xc5 12 d6 xd7+ d6 xd7 13 d6 xd4 d6 xd4 14 d6 xd4 d6 f7c6 15 d6 c3 f6 16 0-0 b5 17 d6 f4 d6 f7 18 d6 fd1 d6 hd8 19 d6 xd8 d6 xd8 20 d6 d5 c6 21 d6 b6 d6 a6 22 d6 xe5 fe 23 d6 d7 d6 e7 24 d6 xe5 d6 e6 25 f4 c5 26 d6 d3 1-0

Black: R. Willmoth (174) 1 e4 d6 2 d4 g6 3 d6 c3 d6 g7 4 d6 b5+ c6 5 d6 e2 d6 b6 6 d6 f3 d6 g4 7 d6 c4 e6 8 d5 cd 9 ed e5 10 0-0 d6 f6 11 a4 a6 12 d6 b3 d6 bd7 13 d6 e3 d6 c7 14 h3 d6 xf3 15 d6 xf3 0-0 16 a5 d6 ae8 17 d6 e2 h6 18 d6 c4 d6 h5 19 d6 fe1 f5 20 h4 f4 21 d6 d2 f3 22 gf d6 f4 23 d6 f1 d6 d8 24 d6 d3 d6 xh4 25 d6 xf4 d6 xf4 26 d6 xg6 d6 e8 27 d6 c4 d6 f6 28 d6 a3 d6 h8 29 d6 g2 d6 g8 30 d6 e2 d6 f8 31 d6 g3 d6 h5 32 d6 h2 d6 xg3 33 d6 xh4 d6 xc4+ 34 d6 g4 d6 fxg4+ 35 fg d6 xg4+ 36 d6 h2 d6 c5 37 d6 f3 d6 e7 38 d6 h3 d6 g5 39 d6 g1 d6 xg1 40 d6 xg1 d6 g7 41 b4 d6 c4 42 c4 d6 f6 43 d6 g2 d6 f5 44 d6 f3+ d6 f4 45 d6 a3 d6 f6 46 f3 h5 47 d6 d3 e4 48 fe+ d6 xe4 49 d6 d1 h4 50 d6 h3 d6 g3 51 d6 f1 d6 e5 52 d6 d1 d6 c4 53 d6 g2 h3+ 54 d6 f3 h2 55 d6 g2 d6 f2 56 d6 e1+ d6 d4 57 d6 xg3 h1 d6 f8 58 d6 xh1 d6 xh1 59 d6 g2 d6 xc4 60 d6 xh1 d6 xd5 0-1

(See Jon Spielman's annotations, Game 2)

ROUND 5

White: J.W.Dale (121) 1 d4 d5 2 c4 c6 3 d6 c3 d6 f6 4 d6 g5 dc 5 a4 d6 a5 6 d6 xf6 gf 7 e4 d6 b4 8 d6 d2 d6 d7 9 a5 c5 10 d6 d5 d6 xd2 11 d6 xd2 d6 a6 12 dc d6 c8 13 d6 c3 d6 xc5 14 f4 f5 15 d6 c3 d6 b4 16 d6 d2 d6 g7 17 e5 a6 18 d6 e2 d6 c6 19 d6 f3 d6 xa5 20 d6 d4 d6 h6 21 g3 d6 xc5 22 d6 f3 d6 e5 23 d6 he1 d6 g7 0-1

Black: Butt (175) 1 e4 c6 2 d4 d5 3 e5 c5 4 c3 d6 c6 5 d6 f3 d6 b6 6 d6 e2 d6 gc7 7 dc d6 c7 8 d6 d4 d6 xe5 9 d6 b5 d6 xc5 10 d6 d4 d6 xd4 11 cd d6 c6 12 d6 c7+ d6 d7 13 d6 xa8 d6 xd4 14 d6 d3 c5 15 d6 c3 c4 16 d6 b5+ d6 c6 17 d6 a4 b5 18 d6 xh5 d6 xh5 19 d6 xb5 d6 b7 20 0-0 d4 21 d6 c1 f5 22 g4 d6 h4 23 d6 d1 d3 24 gf d6 f8 25 a3 d6 c5 26 d6 xd3 ed 27 d6 xd3+ d6 c8 28 b4 d6 d4 29 d6 a2 d6 xa8 30 b5 d6 c5 31 d6 c2+ d6 b7 32 d6 g3 d6 b6 33 d6 f1 d6 f3 34 d6 e3 d6 xc3 35 fe d6 xf5 36 d6 xg7 d6 xh2+ 37 d6 e1 d6 f3+ 38 d6 e2 h5 39 d6 c8 d6 d5 40 a4 h4 41 d6 b8+ d6 c5 42 d6 xa7 h3 43 d6 g7 h2 44 d6 h8 d6 c4+ 45 d6 d1 d6 b3+ 46 d6 c1 d6 b4 47 d6 g3 d6 c5+ 48 d6 h2 d6 c2+ 49 d6 a1 d6 d2 50 d6 g4+ d6 a3 51 d6 xh2 d6 c1 mate

White: C. Moors (e187) 1 d3 d5 2 g3 c5 3 d2 c6 4 0-0 d6 5 c4 e6 6 b3 d6 7 d2 0-0 8 e3 dc 9 bc e5 10 d3 ♖b6 11 ♗e2 d5 12 d1 d4 13 d3 d4 14 d1 d8 15 a3 d6 16 d5 ♗a5 17 d3 ♗a4 18 h3 d6 19 g4 d7 20 ♗b2 b6 21 f4 f6 22 g5 fg 23 fc d8 24 e6 d8 25 d7 d5 26 d6+ d7 27 dxe8+ d8 28 ♗f6 d6 29 ♗f7+ d8 30 d6 d7 31 d3 d8 32 d7 d5 33 e7 d8 34 ♗d5 d5 35 d7 d8 36 ♗xg8+ d8 37 c8 ♗+ ♗xe8 38 d5+ d8 39 d1 ♗g6 40 d2 ♗xg5+ 41 d2 d3 0-1

ROUND 6

Black: Flunkert (e155) 1 d4 d6 2 c4 e5 3 de d4 4 d3 d4+ 5 d2 dxd2 6 dxd2 d6 7 a3 dxd2+ 8 ♗xd2 ♗e7 9 ♗c3 b6 10 b4 d7 11 b5 d5 12 e3 0-0-0 13 d3 d8 14 d1 d5 15 gf ♗xe5 16 ♗xe5 dxe5 17 f4 d5 18 d2 d5 19 d5+ d8 20 ed dxd5 21 d1 d4 22 a4 g6 23 dxd5 dxd5 24 d3 d6 25 f3 d8 26 e4 d4 27 d1 d2 28 d3 d8 29 e5 d6 30 d2 d4 31 d2 d3+ 32 d2 d3+ 33 dxd3 dxd3 34 d2 d3 35 d2 d7 36 d2+ d6 37 d2 d7 38 d4 d3 39 d2 d3 40 d4+ d6 41 h3 d3 42 h4 h5 43 d2 e5 44 bc dxe6 45 d3 a6 46 d4 b5 47 d4 d4+ 48 dxe4 bc 49 a5 e3 50 d3 d5 51 dxc3 d5 52 d3 d5 53 d4 d4 xa5 54 f5 d6 55 f6 d6 56 e6 fe 57 f7 1-0

White: G.L. House (181) 1 e4 e5 2 d3 d6 3 d5 d5 4 0-0 d6 5 e3 d7 6 d4 d6 7 d1 d8 7 8 a4 a6 9 d4 0-0 10 h3 ed 11 cd ♗b8 12 d3 ♗a7 13 d3 d6 14 d5 d5 15 d1 d3 16 d3 d3 d3 17 gh ♗b6 18 ♗d4 ♗xd4 19 dxd4 b6 20 b4 c5 21 de dxc6 22 dxc6 dxc6 23 d5 d8 24 d1 d4 25 d3 a5 26 ba d6 27 d6 d6 28 d8+ d8 29 d8+ d8 30 d5 g5 31 d7 d7 32 d8 d8 xa5 33 d7 d7 34 d2 h5 35 d3 d7 36 f4 gf+ 37 d4 1-0

(See Jon Speelman's annotations, Game 6)

ROUND 7

White: S. Burke (178) 1 d4 d5 2 d3 d6 3 e3 e5 4 c3 d7 5 d3 e6 6 d6 7 d2 c4 7 d2 d6 8 0-0 d6 9 d5 0-0 10 f4 ♗c7 11 d3 d8 12 d3 d7 13 d7 d8 14 d1 d5 15 d2+ d8 16 ♗h4 d5 17 ♗h5 f5 18 fc d6 19 d3 g5 20 ♗xg5+ ♗g7 21 ♗h5 d7 22 d3 d7 23 d7+ d7 24 d2 1-0

White: J.P. Manley (190) 1 d4 d5 2 d3 d6 3 d5 d6 4 e3 e6 5 d3 d4 6 d2 d3+ 7 bc h6 8 d6 d6 9 0-0-0 10 c4 a6 11 c3 dc 12 a4 ♗d5 13 d5 b5 14 ♗c2 d7 15 d3 d4 16 g3 d8 17 d2 f5 18 f3 d6 19 d2 e5 20 e4 ♗d6 21 d1 cd 22 ed d7 23 dxd7 ♗xd7 24 ♗c3 d8 25 d1 d7 26 a5 ♗f7 27 d2 d8 28 d2 ♗f6 29 d2 f4 30 g4 d8 31 d1 d6 32 d1 ♗d8 33 d2 d6 34 d4 d7 35 d1 d8 36 d2 d8 37 d1 ♗c7 38 d2 d7 39 d1 ♗d6 40 d2 d6 41 d2 d6 42 d1 d7 43 d2 g6 44 d1 d8 45 d2 d8 46 d1 ♗e7 47 d2 ♗f6 48 d1 ♗f7 49 d2 ♗c7 50 d1 ♗d6 51 d2 d8 52 d1 d7 53 d2 d8 54 d1 d7 55 d2 ♗f8 56 d1 ♗g7 57 d1 d7 58 d1 d5 59 d1 d7 60 d1 d7 61 d2 d7 62 d1 d8 63 d2 1/2-1/2

(See Jon Speelman's annotations, Game 5)

ROUND 8

Black: J. Wilman (155) 1 e4 e5 2 d3 d6 3 d4 ed 4 dxd4 d5 5 d3 ♗f6 6 c3 d7 7 d2 h6 8 dxc5 bc 9 d2 d8 10 d3 d6 11 d3 0-0 12 f3 a5 13 d5 dxd5 14 ed d8+ 15 d2 d5 16 d2 a4 17 d2 d4+ 18 d1 d3 19 ♗xa4 d7 20 d2 d3 21 d5 d8 22 ♗xb5 ♗h4+ 23 d1 d1+ 24 d1 g6 25 dxc1 ♗xe1 26 ♗h8+ d7 27 ♗c8 d4 28 ♗h3 d3+ 29 d2 d4+ 30 d1 ♗e2 31 a4 ♗g2 mate

Black: D.J. Coleman (201) 1 d4 d6 2 e4 g6 3 d3 d7 4 c4 d6 5 f4 0-0 6 d3 e5 7 de ♗a5 8 d3 ♗xc5 9 ♗e2 d6 10 d3 ♗a5 11 0-0 d4 12 d1 ♗h5 13 d2 d4 14 ♗d1 d3 15 ♗f3 ♗h2+ 16 d1 ♗h5 17 d1 ♗a5 18 d4 d6 19 f5 e6 20 ♗g3 cf 21 d6 d6 22 ♗xd6 dxc3 23 dxc3 fe 24 dxc4 d8 25 ♗d5 ♗xd5 26 cd dxe4+ 27 d2 d4 28 d1 d5 29 d3 b3 30 d3 0-1

(See Jon Speelman's annotations, Game 1)

ROUND 9

White: L.J. Smart (178) 1 e4 e5 2 d3 d6 3 d5 a6 4 d4 d6 5 0-0 b5 6 d3 d7 7 d1 d5 8 c3 d6 9 d4 d6 10 d5 h6 11 d4 0-0 12 a4 ed 13 ab ab 14 dxa8 dxa8 15 cd d8 16 ♗d3 d5 17 d6 gf 18 d4 d3 19 d5 d4 20 dxe4 dxe4 21 ♗e4 ♗f8 22 d3 c6 23 d5 d5 24 ♗g4+ d8 25 ♗h4 b4 26 ♗xb4 ♗e8 27 d3 d8 28 ♗f4 ed 29 ♗xd6 d7 30 ♗xd5 d6 31 g3 ♗h8 32 ♗d7 ♗xb2 33 ♗e8+ d8 34 ♗xf7 ♗xc3 35 ♗xc6 ♗e5 36 ♗xe5 fe 37 d4 d7 38 d1 e4 39 d2 d7 40 d3 d6 41 d4 d8 42 d3 d7 43 d2 d4 44 d2 d6 45 d3 d6 46 d4 d5 47 h3 d6 48 d4 d7 49 d3 d6 50 d3 d5 51 d2 d6 52 d2 d4

53 ㉚g4 h5 54 ㉚c3 ㉚f6 55 ㉚e2 ㉚c5 56 ㉚g2 ㉚f5 57 ㉚e3+ ㉚f6 58 h4 ㉚d6 59 ㉚f1 ㉚e6 60 ㉚g2
 ㉚b4 61 g4 hg 62 ㉚g3 ㉚f7 63 h5 ㉚g7 64 ㉚f4 ㉚h6 65 ㉚xg4 ㉚c5 66 ㉚f5+ ㉚h7 67 ㉚g3 ㉚a7
 68 ㉚c3 ㉚h6 69 ㉚h4 ㉚xe3 70 fe ㉚g7 71 ㉚g5 ㉚h7 72 ㉚f5 ㉚g7 73 ㉚xe4 1-0

White: G.Dormand (164) 1 e4 e5 2 ㉚c3 ㉚c6 3 ㉚f3 ㉚f6 4 ㉚e2 ㉚b4 5 d3 d5 6 ㉚d2 d4 7 ㉚b1
 ㉚xd2+ 8 ㉚bxd2 0-0 9 0-0 ㉚d6 10 ㉚e1 ㉚d6 11 g3 a5 12 f4 ef 13 gf ㉚b4 14 f5 ㉚d7 15 ㉚c1 ㉚d6
 16 ㉚c4 ㉚c5 17 a4 ㉚xe4 18 ed d3+ 19 ㉚e3 ㉚xe3+ 20 ㉚xc3 de 21 ㉚f4 ㉚fe8 22 ㉚f2 ㉚d4 23 ㉚d5
 ㉚ac8 24 f6 g5 25 ㉚f3 ㉚xf3 26 ㉚xf3 g4 27 ㉚g1 ㉚xe4 28 ㉚e7+ ㉚h8 29 ㉚xc8 gf 30 ㉚e7 ㉚g4
 31 ㉚xg4 ㉚xg4 32 ㉚d5 c6 33 ㉚e3 ㉚e6 34 c3 ㉚b3 35 ㉚f5 b6 36 ㉚d4 ㉚d5 37 c4 ㉚e4 38 c5 bc
 39 ㉚b3 h6 40 ㉚xa5 ㉚h7 41 ㉚b7 c4 42 ㉚c5 ㉚f5 43 a5 ㉚c8 44 a6 ㉚xa6 45 ㉚xa6 ㉚g6 46 ㉚b8
 c5 47 ㉚d7 ㉚f5 48 ㉚xc5 ㉚e5 49 ㉚h7 ㉚xf6 50 ㉚d6 c3 51 bc ㉚e6 52 ㉚e4 f5 53 ㉚d2 ㉚d5 54 ㉚xf3
 ㉚c4 55 ㉚xc2 ㉚xc3 56 ㉚e3 ㉚c4 1-0

(See Jon Speelman's annotations, Game 4)

ROUND 10

Black: S.G.Walker (172) 1 e4 e6 2 d4 d5 3 ed ed 4 ㉚d3 ㉚c6 5 ㉚c3 ㉚d6 6 ㉚f3 h6 7 ㉚c5 ㉚c6
 8 ㉚xc6 bc 9 0-0 ㉚f6 10 ㉚e3 ㉚ge7 11 ㉚c2 0-0 12 f4 ㉚f5 13 a3 ㉚fe8 14 g4 ㉚g6 15 h3 ㉚xd3
 16 ㉚xd3 ㉚xd3 17 cd ㉚f5 18 ㉚f2 ㉚e3 19 ㉚fe1 ㉚xf4 20 ㉚c2 ㉚g5 21 ㉚e1 ㉚xg4 22 hg ㉚xc2
 23 ㉚xc6 ㉚xb2 24 ㉚xc7 ㉚e8 25 ㉚c6 ㉚ee2 26 ㉚c8+ ㉚h7 27 ㉚c7 ㉚xf2 28 ㉚e1 ㉚g2+ 29 ㉚h1
 ㉚xg4 30 ㉚xf7 ㉚f4 0-1

Black: M.Jackson (177) 1 d4 b5 2 e4 a6 3 ㉚f3 ㉚b7 4 ㉚d3 e6 5 0-0 c5 6 dc ㉚xc5 7 a4 b4 8 ㉚bd2
 ㉚f6 9 e5 ㉚d5 10 ㉚e4 ㉚e7 11 c4 bc 12 bc ㉚c7 13 ㉚b1 ㉚c6 14 ㉚d6+ ㉚xd6 15 cd ㉚c8 16 ㉚c2
 h6 17 ㉚d2 a5 18 ㉚b2 ㉚b8 19 c4 ㉚f6 20 ㉚a3 0-0 21 ㉚c3 ㉚e8 22 ㉚b2 ㉚a6 23 ㉚b1 ㉚xh2
 24 ㉚xh2 f5 25 ㉚c5 g5 26 ㉚b6 ㉚f6 27 ㉚d2 ㉚a8 28 ㉚xf5 cf 29 ㉚xf5 ㉚e8 30 ㉚xf6 ㉚xc4 31 ㉚b1
 ㉚e6 32 ㉚f3 ㉚g6 33 ㉚e4 ㉚d5 34 ㉚e1 ㉚xe4 35 ㉚b3+ ㉚f7 36 ㉚xf7+ ㉚xf7 37 ㉚xg5 hg 38 ㉚xc4
 ㉚c8 39 ㉚xc8 ㉚xc8 40 g3 ㉚f7 41 h4 gh 42 gh ㉚g6 43 f4 ㉚h5 44 ㉚f2 ㉚xh4 45 ㉚f3 ㉚h5 46 ㉚e3
 ㉚g6 47 ㉚e4 ㉚f6 48 ㉚d3 ㉚f5 0-1

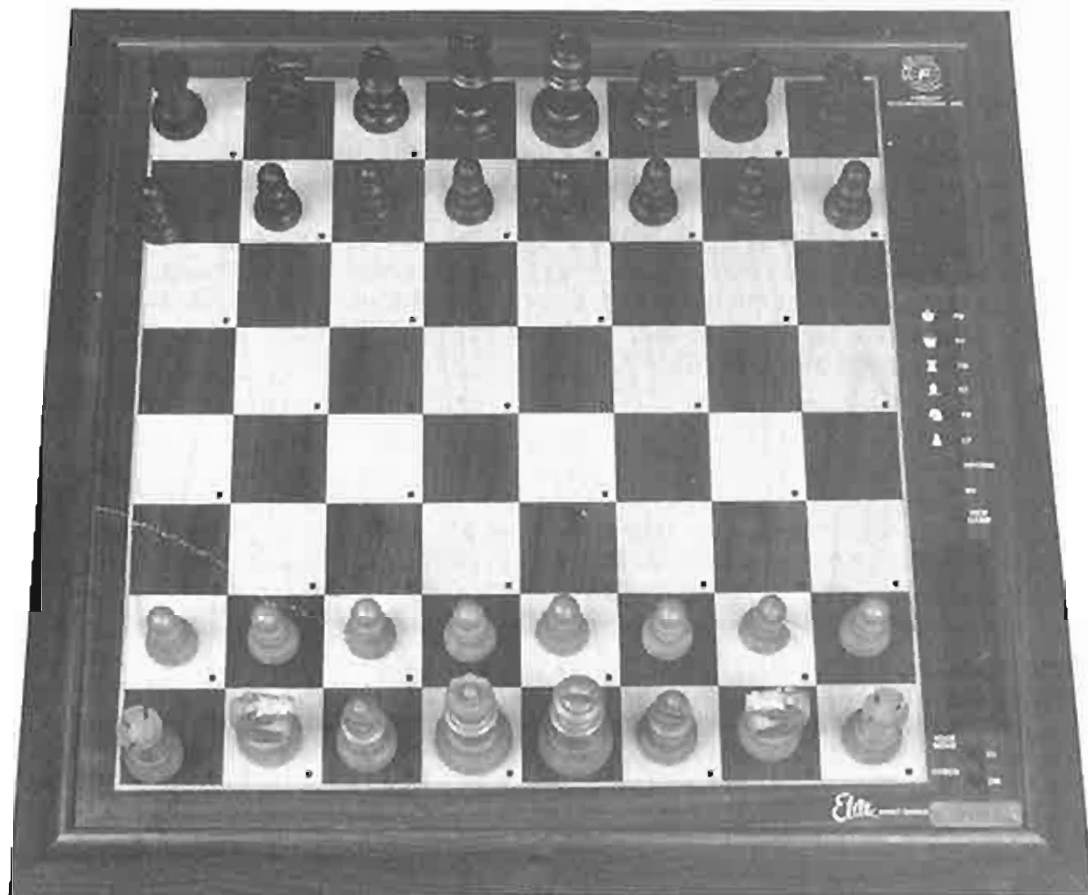
B: H. Oei (188) 1 e4 c6 2 d4 d5 3 cd cd 4 ㉚d3 ㉚f6 5 ㉚f3 ㉚g4 6 ㉚c3 ㉚c6 7 ㉚e2 ㉚c8 8 0-0 e6 9 ㉚g5
 ㉚e7 10 ㉚d3 0-0 11 ㉚e3 ㉚f5 12 ㉚b5 ㉚c7 13 ㉚a4 a6 14 a3 ㉚a5 15 ㉚d2 ㉚c4 16 ㉚xc4 dc 17 ㉚h4
 ㉚g4 18 ㉚f3 ㉚a8 19 ㉚c2 b5 20 ㉚a5 ㉚xa5 21 ㉚xa5 ㉚xc2 22 ㉚g3 ㉚f6 23 ㉚fc1 ㉚g6 24 ㉚c5
 ㉚fe8 25 ㉚xg6 hg 26 ㉚e1 ㉚d8 27 ㉚c3 ㉚b6 28 ㉚e4 ㉚d5 29 ㉚ab1 ㉚c6 30 ㉚d2 a5 31 ㉚a1 ㉚ac8
 32 ㉚f3 f6 33 ㉚d2 g5 34 ㉚e4 ㉚c7 35 ㉚ae1 ㉚f7 36 h4 gh 37 ㉚xh4 h4 38 ab ab 39 ㉚a1 c3 40 bc
 bc 41 ㉚c1 ㉚b8 42 ㉚e1 ㉚cb6 43 ㉚a2 ㉚b2 44 ㉚a1 ㉚b1 45 ㉚c2 ㉚xa1 46 ㉚xa1 ㉚b1 47 ㉚b3
 ㉚xb3 0-1

ROUND 11

B: P. Durgun (164I) 1 e4 c5 2 ㉚c3 ㉚c6 3 f4 g6 4 ㉚f3 ㉚g7 5 ㉚c4 e6 6 e5 d5 7 cd ㉚xd6 8 g3 ㉚f6
 9 d3 0-0 10 ㉚b5 ㉚b8 11 ㉚e3 a6 12 ㉚xc5 ab 13 ㉚xf8 bc 14 ㉚xg7 ㉚xg7 15 dc e5 16 ㉚d2 ef
 17 ㉚xf4 ㉚xf4 18 gf ㉚g4 19 ㉚c5 ㉚xe5 20 fe ㉚e8 21 ㉚f2 ㉚xc5 22 ㉚he1 ㉚c5 23 b3 b5 24 cb
 ㉚xc2+ 25 ㉚g1 ㉚f3 26 h3 ㉚g2+ 27 ㉚f1 ㉚h2 28 ㉚g1 ㉚xh3 29 ㉚f1 ㉚e4 30 ㉚xf3 ㉚xf3 31 b6
 ㉚f6 32 ㉚e1 ㉚c3 33 ㉚c3 ㉚xa2 34 b7 ㉚b6 35 ㉚e7 ㉚xb3 0-1

White: I.Myall (185) 1 e4 e5 2 ㉚c4 ㉚c5 3 ㉚c3 ㉚f6 4 d3 0-0 5 ㉚g5 c6 6 ㉚f3 h5 7 ㉚b3 h4 8 ㉚d1
 ㉚c7 9 ㉚e3 d6 10 h4 h6 11 ㉚f5 hg 12 hg ㉚xf5 13 ㉚xf5 ㉚d7 14 gf ㉚xf5 15 fe ㉚c8 16 e㉚+
 ㉚xf8 17 ㉚f3 ㉚e7 18 0-0-0 ㉚d7 19 ㉚h3 ㉚f8 20 ㉚h1 ㉚g6 21 ㉚b1 ㉚f8 22 ㉚h4 ㉚xh4 23 ㉚xh4
 g5 24 ㉚h8+ ㉚g7 25 ㉚h7+ ㉚g8 26 ㉚h6 ㉚g7 27 g3 ㉚d7 28 ㉚h7+ ㉚f6 29 ㉚h6+ ㉚e7
 30 ㉚xf7 ㉚xf7 31 ㉚xf7+ ㉚xf7 32 ㉚h7+ ㉚c8 33 ㉚xd7 ㉚xd7 34 ㉚c1 ㉚e6 35 ㉚d2 ㉚f6 36 ㉚c3
 d5 37 ㉚f3 d4 38 ㉚g4 ㉚g6 39 f4 ef 40 gf gf 41 ㉚xf4 ㉚f6 42 e5+ ㉚c6 43 ㉚e4 c5 1-0

White: C.C.Sherwood (175) 1 e4 c5 2 ㉚c3 d6 3 g3 ㉚e6 4 ㉚g2 c6 5 d3 ㉚f6 6 ㉚f3 ㉚c7 7 0-0 0-0
 8 ㉚b1 ㉚bd7 9 b4 d5 10 ㉚g5 d4 11 ㉚xe6 fe 12 ㉚e4 ㉚e4 13 ㉚xc4 ㉚c7 14 a4 a5 15 b5 ㉚b4
 16 ㉚b2 cb 17 cb ㉚ac8 18 ㉚g5 ㉚c3 19 ㉚a2 ㉚c5 20 ㉚g2 b6 21 h4 ㉚d7 22 ㉚h2 h6 23 ㉚c1 ㉚d6
 24 ㉚a3 ㉚f7 25 ㉚g1 ㉚f8 26 ㉚h3 ㉚f6 27 c4 ㉚e7 28 ㉚h5 ㉚d7 29 ㉚xe5 ㉚xd3 30 ㉚d6 ㉚xd6
 31 ㉚xd6 ㉚b4 32 ㉚xb4 ab 33 e5 ㉚f5 34 ㉚xf5 ef 35 ㉚d1 b3 36 ㉚e2 ㉚f7 37 c6+ ㉚c7 38 ㉚fl b2
 39 ㉚b1 ㉚a8 40 ㉚xh2 ㉚xb2 41 ㉚xb2 ㉚xa4 42 ㉚e2 ㉚xe6 43 ㉚c2 ㉚d5 44 ㉚c6 ㉚b4 45 ㉚xb6
 ㉚b2+ 46 ㉚d3 ㉚xf2 47 ㉚g6 ㉚h2 48 b6 ㉚c5 49 ㉚xg7 ㉚b3+ 50 ㉚d2 ㉚xb6 51 ㉚f7 ㉚f3 52 ㉚e2
 ㉚xg3 53 ㉚xf5 d3 54 ㉚d2 ㉚g4 55 ㉚xd3 1/2-1/2



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