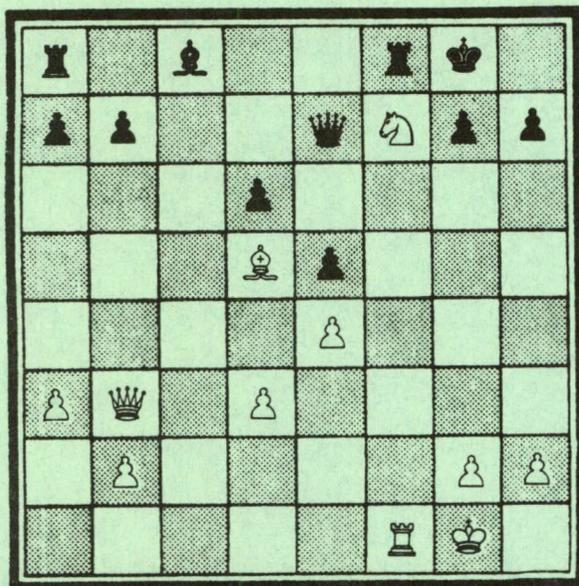


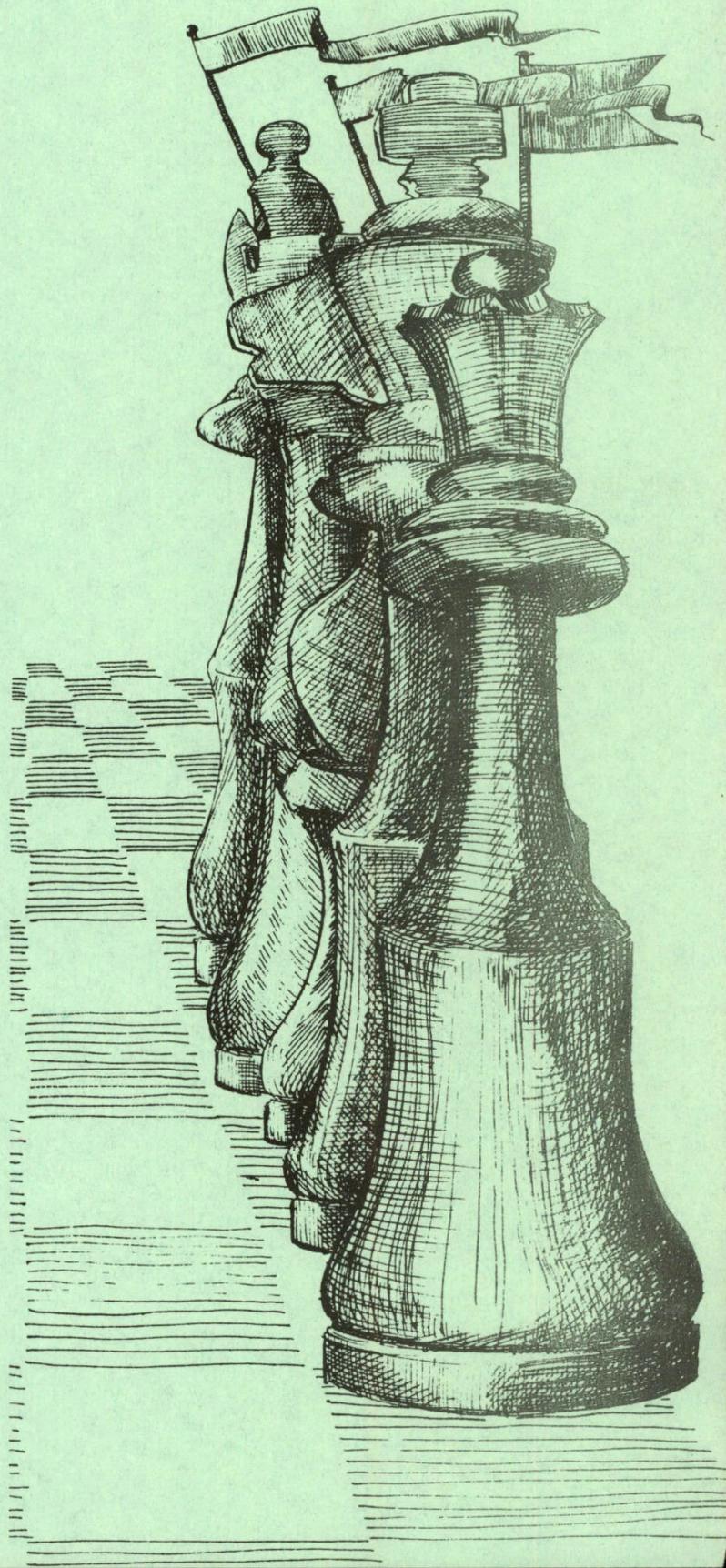
POPULAR CHESS

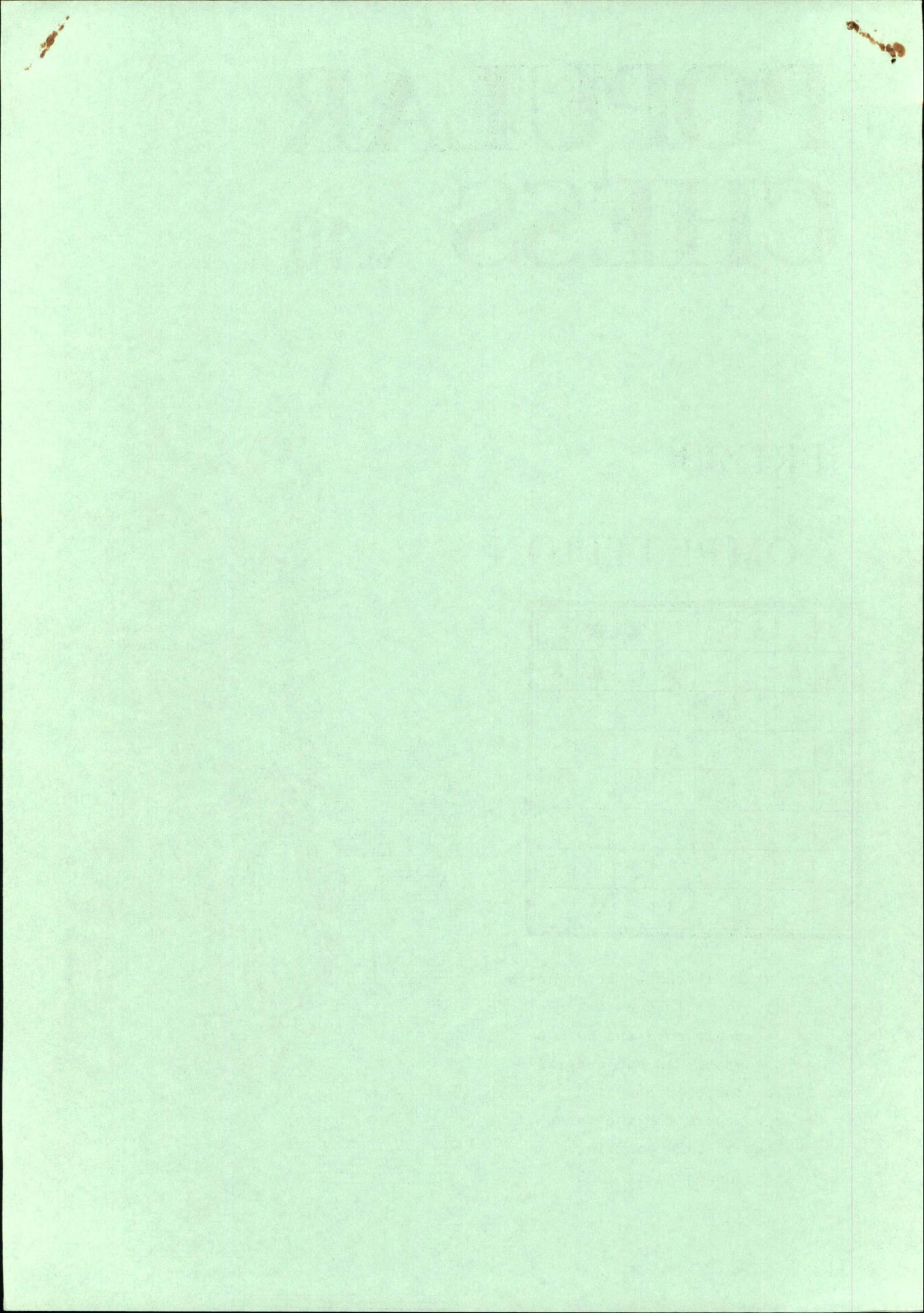
No. 10

PRIZE COMPETITION



From the game Golechha-Panchapagesan (see inside). White is the exchange down, but it is his move and he has a winning sequence. Can you see it? There will be three prizes of £5 Audio Chess Vouchers for the three best solutions to this position. Closing date : August 31st 1985





3 FROM IAN JOSEPHS

I always say the best way to learn is to look at the games you lose - find out why you lost and don't make the same mistakes again (until next time)

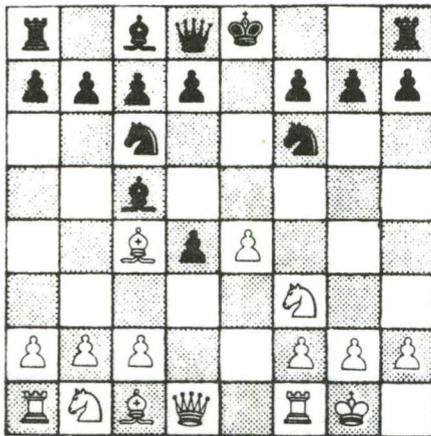
Here are 3 of my recent games where a moral is to be drawn - 2 losses and one win just to show you that I don't always lose. Learn from my mistakes as follows:

white JOSEPH
black DR BULTHAAPT
 (almost an IM)

1 e4 e5
2 Nf3 Nc6
3 d4

(Makes for a fighting game)

3 exd4
4 Bc4 Nf6
5 o-o Bc5



Hurrah, it's the MAX LANGE! An opening I virtually know, so I should have about 13-14 moves off in 5 minutes.

6 e5 d5

Best again. Black would be in serious trouble if he had to move his knight at f6.

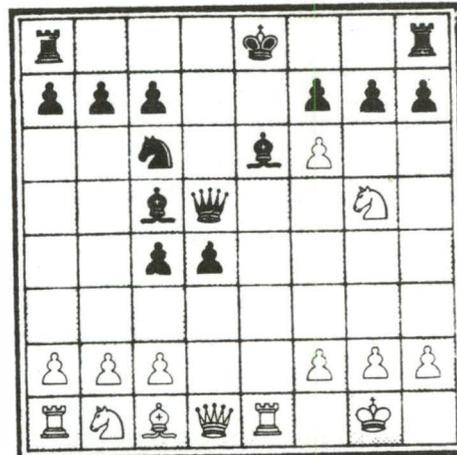
7 exf6 dx c4
8 Relch Be6

A classic contest of white attack against black material is underway.

9 Ng5 Qd5

Again the best response. If 9 ... Qxf6

10 Nxe6 fxe6
11 Qh5+ wins a piece.



10 Nc3

Looks brilliant but in fact it is a 'Book' move. Black's pawn is pinned and cannot capture the knight at c3 because the bishop at e6 is also pinned and cannot capture again the queen.

10 ... Qf5
11 Nce4 0-0-0!

Imperative. Black has now developed even more rapidly than white who has two moves to play still to connect rooks. Thus white must strike quickly lest he fall behind in development central control and material.

12 g4

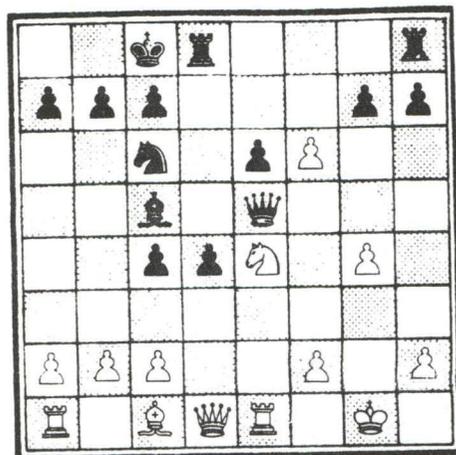
Disky but best!

12 ... Qe5

13 Nxe6

Not 13 Nf3 Qd5 14 Fxg7 because of 14 ... Bxg4 and white is almost lost.

13 ... fxe6



14 Bg5

I prefer this to the more popular Marshall move 14 fxg7 and then Bh6. Why? Because white nearly always 'wins' the exchange even though black has compensation.

14 ... g6

(Best Again)

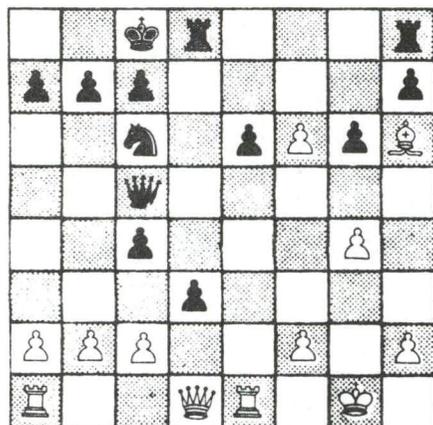
15 Nxc5

Out of the books, but I like bishops.

15 ... Qxc5

16 Bh6 d3

Counter Attack



17 f7

Rh8

Bit dubious!

18 Bxf8

Rxf8

19 cxd3

Rxf7

20 Re3!

Blocks attack!

20 ...

Nd4

21 dxn4

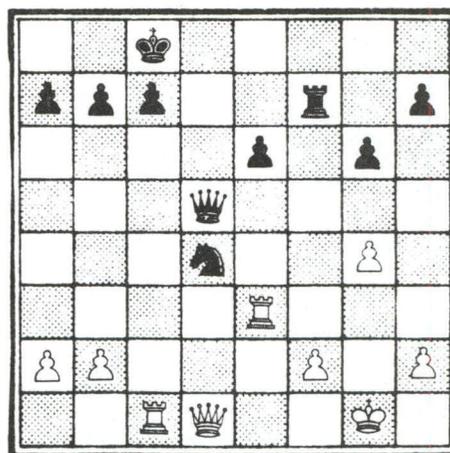
Qxc4

22 Rcl

Maybe Qd3 is better

22 ...

Qd5



Clearly my 'weak square' is f3 under attack from 3 pieces - I should still have an easy win if I defend properly and COVER MY WEAK SQUARES!

Too pleased with myself with a good position against a highly rated opponent, I strutted round the hall for 5 minutes to make sure the spectators could see the annoying upset in progress ... vanity oh vanity ... then a slight mental aberration.

(I'm not sure it's such an easy position for white. Still, after 23 Qa4?! - threat Qe8+-23 .. Rf8 24 Qc4 Qd6 25 Qc5 white should get the queens off or force other concessions from black - Editor)

23 Rh3??

I still can't see one good reason for this move.

23 ... Qe4

STRONG. Menace of Nf3 and Ne2+

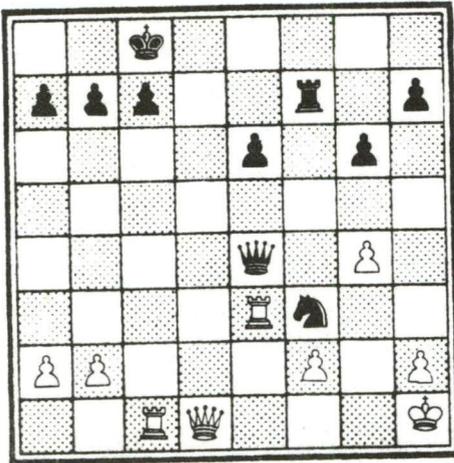
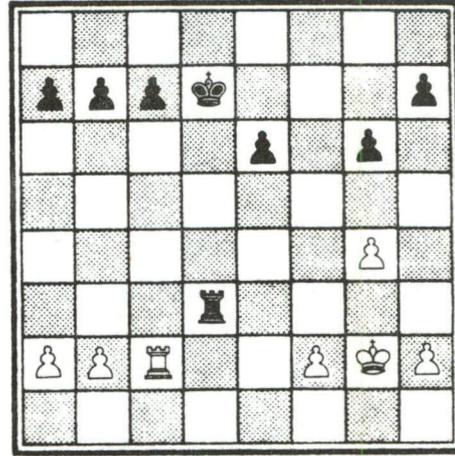
Oh Dear

24 Re3

Back again

24 ... Nf3+

25 Kh1



Luckily the discovered check threatens nothing but...

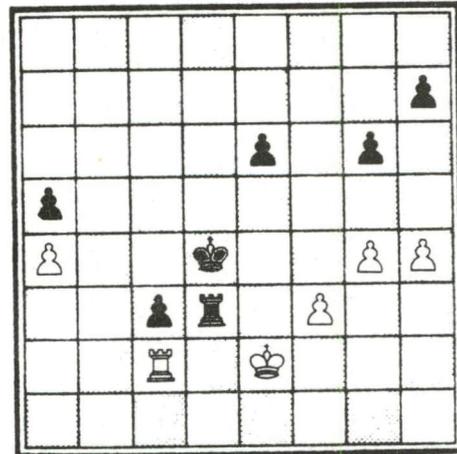
25 ... Qf4!!

Catastrophe!

26	<u>Rxf3</u>	<u>Qxf3</u>
27	<u>Qxf3</u>	<u>Rxf3</u>
28	<u>Kg2</u>	<u>Rd3</u>
29	<u>Rc2</u>	<u>Kd7</u>

Instead of the 'Exchange Up', I'm a pawn down with no compensation at all.

30 f3 c5 31 Kg3 Kd6 32 b3 e5
 33 Re2 b5 (Going for a passed pawn on the c file). 34 h4 (oblivious)
 c4 35 bxc bxc 36 Kc2 c3 37 Kf2 Kd5
 38 Ke2 Kd4 (Just in time) 39 a4 a5



40 ZUGSWANG! Every move is bad.

Rc1 Rd2+

41 Ke1 Kd3

Well I made the time control but only to see 42 Rb1 Rh2 and it's hopeless so white resigns.

Moral: Don't relax when you're winning and don't forget to cover your weak squares.

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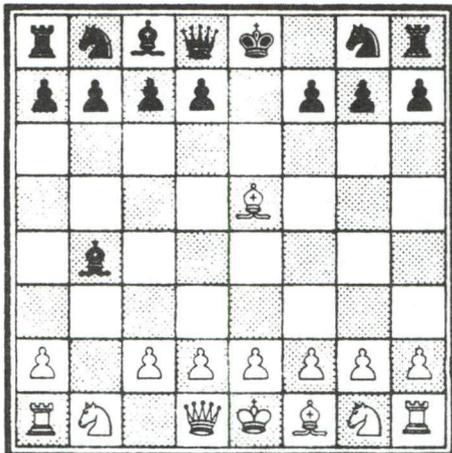
GAME 2

Remember how I snatched defeat from the jaws of victory (a simple mate in 3 missed) in my last article when I play Pecori? Well here I am again out for revenge in a new tournament.

1 b4

He must be joking!

1 ... e5
2 Bb2 Bxb4
3 Bxe5



I lose a centre pawn but gain a tempo as his bishop will have to move as I develop my knight...

3 ... Nf6

In a blitz game, I played .. Nc6 and lost at once.

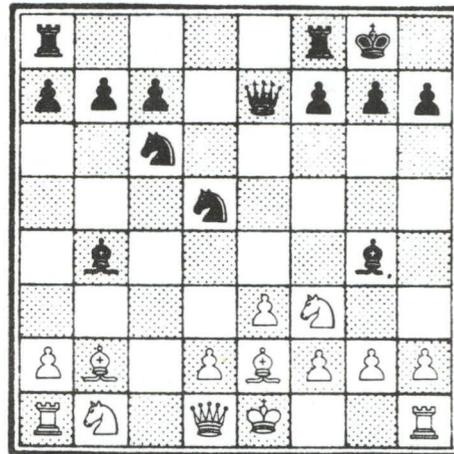
4 e3 d5
5 Nf3 Nc6

(I prefer 5 ... c5 here, and later Nc6. Development's one thing, but having the black pawn on c5 gives white's game more bite, as he has a constant threat of ... d4 eating away at white's central pawn barricade - Editor)

6 Bb2 O0
7 c4(?) Bg4

White should not open up so soon.

8 cxd5 Nxd5
9 Be2 Qe7



ROOKS CONNECTED AFTER 9 MOVES BY BLACK!

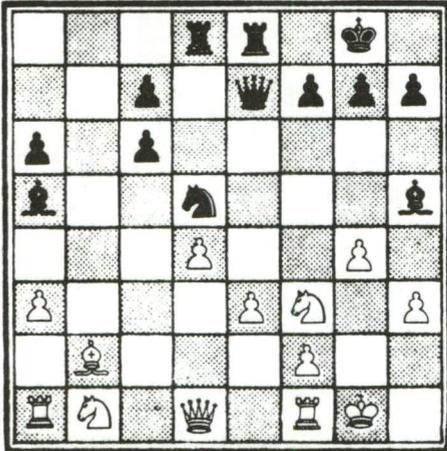
10 O0 Rad8
11 d4 Rfe8

Black just develops his rooks...

12 Bb5 a6
13 Bxc6 bxc6
14 a3 Ba5?

I wanted to keep it active, but it is in a very weak little corner with insecure pawns to boot...

15 h3 Bh5
16 g4?

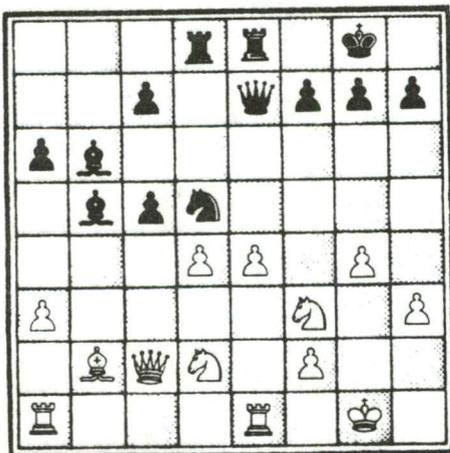


I never like this sort of move- you tend to pay for it later.

16 ... Bg6
17 Qa4! Bb6
18 Nbd2?

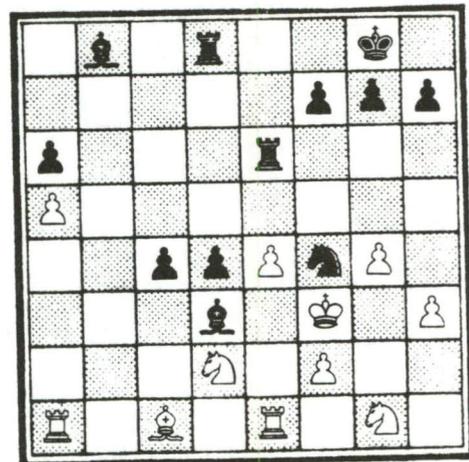
To stop Be4, but ...

18 ... Bd3
19 Re1 Bb5
20 Qc2 c5
21 e4



Lets the knight in at f4 and loses a pawn as well.

21 ... Nf4
22 Kh2 Cxd4
23 a4 Bd3
24 Qb3 Qe6
25 Qxe6 Rxe6
26 a5 Ba7
27 Ng1 c5
28 Kg3 Bb8
29 Kf3 c4
30 Bc1



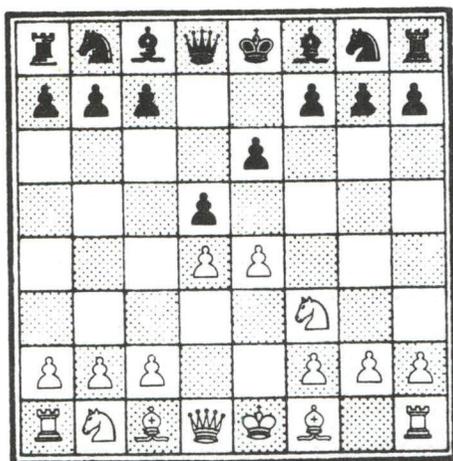
and white resigns because of threat of mate on the f file (Ng6 and Rf6+) not to speak of the c and d4 passed pawns.

Moral: a) Beware of advancing pawns in front of your castled king
b) take material when you can. 18Qxc6 is better than Nbd2. It might look clever to leave if for a move, but then it may be too late
c) COVER your weak squares eg f4 when the move 21 e4 finally lost Pecori the game

Having temporarily recovered myself with a super victory I played an incredible mixture of good and bad in JOSEPHS V LEPINE

1 e4 e6
2 d4 d5

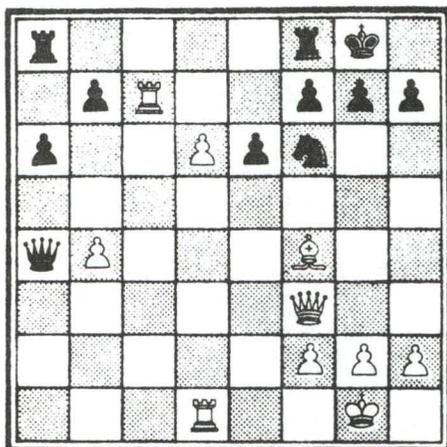
The French Defence - so well known in the first two or three moves to even the most mediocre players that no real thought is necessary here. I played 3 Nf3??



Absent mindedly instead of the usual Nc3 - the wrong knight and a pawn sacrifice with no compensation.

Luckily my opponent did not stop to think either and played as quick as a flash ...

3 .. c5 4 exd5 (No second chances)
Qxd5 5 c4 Qd8 6 Be2 Nf6
7 O-O cxd4 8 Nxd4 Be7 9 Bf4 O-O
10 Nb5 I seem to be ahead in development this justifies an attack 10 ... Na6
11 a3 Bd7 12 N1c3 Bc6 13 Bf3 Qc8
14 Qe2 Ne8 15 b4 Bxf3 16 Qxf3
Nac7 17 c5 Nxb5 18 Nxb5 Qd7
19 a4 a6 20 Rfd1 Qc8 21 Nd6 Bxd6
22 cxd6 The deadly passed pawn!
Nf6 23 Rac1 Qd7 24 Rc7 Qxa4

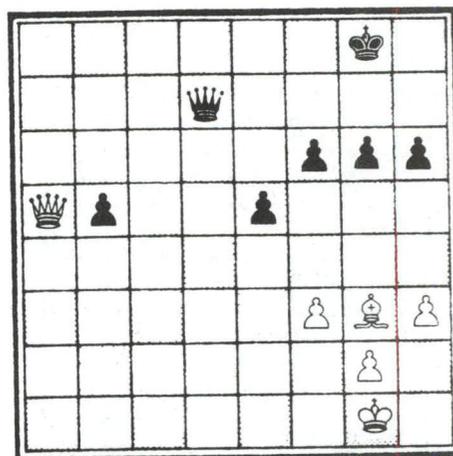


Surely in this position the win is fairly simple? Rook on the seventh, passed pawn on the sixth and more active pieces than my opponent whose rooks have yet to even move.. Just the time in fact for IRP Josephs to go wrong! (Actually blacks position is pretty resilient here despite the cramp-Editor)

25 Rxb7? Better to push the pawn while I can? Or h3 stops the threat of back row mate and frees my rook.

25 ... Rad8 26 Be5 Nd5 27 Qg4 g6 28 Ra1 (28 h4 looks better. This move just loses time after Qc6) 28 .. Qc6 29 Ra7 Ka8 30 Rxa8? Maybe 30 Rc7 or Re7 sacrifices the exchange but menacing mate at g7 is better .. (Looks like it's too rebusulous to me. By now black is okay. He has a fine centralised position and white's passed pawn is as much an embarrassment as a threat- Editor)

30 ... Rxa8 31 Qd4 Rc8 32 h3 f6 33 Bg3 Out of play! e5 34 Qc5 Qb7 35 Qa5 Nxb4 RASH (35 .. Kf7 36 Qxa6 Qxa6 37 Rxa6 Nxb4 38 Ra7+ Ke6 looks equal) 36 Kb1 Rb8 37 d7 Qxd7 38 Rxb4 Rb5 39 Rxb5 axb5 40 f3 h6



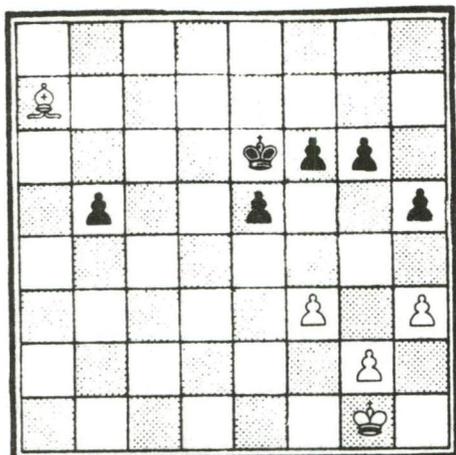
Another comfortable win for Josephs. Read on to find out how to LOSE a won end game.

41 Qa6 Kf7 42 Bf2 h5
43 Qa7 Qxa7

Maybe I should have kept the queens on, though it is usually better to swap off when 'up'.

(I don't like the exchange because it accentuates the power of the black king which can immediately centralise, while white's king is far more passive. Winning this game is by no means easy and white is not helped by his over-optimistic assessment of his chances. Probably 43 Qb4 would be safer, hoping to mount an attack with queen and bishop later or at least improve the white king position - Editor)

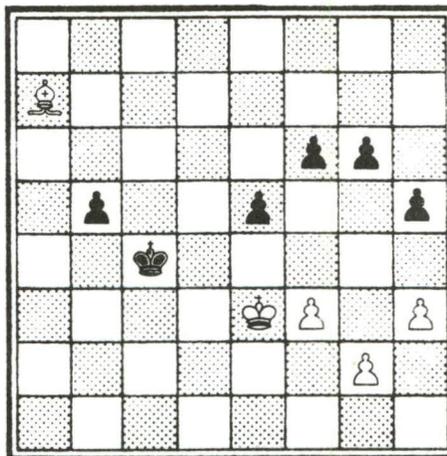
43 ... Qxa7
44 Bxa7 Ke6



Here's where I should have stopped to formulate a PLAN - usually the king is best off with the LARGEST group of pawns... so like a nit I place my king to stop the b pawn when the bishop would have done it in one move or two.

(White's problem is not only to stop the advance of black's king and pawns, but also to prevent wholesale pawn exchanges which will lead to a draw, as white will be left with a lone bishop. He needs to reach a stable position where black cannot advance and in fact finds himself in zugzwang as he runs out of moves while white can also lose tempi with his bishop - Editor).

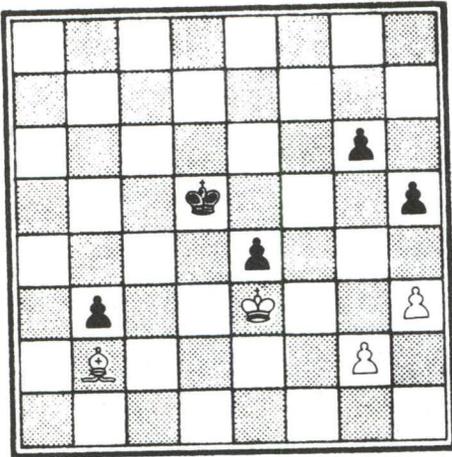
45 Kf2 Kd5
46 Ke3 Kc4



Here is my last chance to attack on the king side with g4 or f4 or anything but....

(I don't agree that white should move up his king side pawns. This will lead to exchanges and a draw at best. He needs to get his bishop back into action and paralyse black's pawns before they decide the day. Maybe 47 Bb6 b4 48 Bd8 b3 49 Kd2 f5 50 Bf6 e4 51 fxe4 fxe4 52 Ke3 Kd5 53 Bb2 and white is on target for a win because black will run out of moves and have to let go of his e pawn.

variation



White could then invade on the king side and capture the enemy pawns, being prepared to sacrifice his bishop for the pawn at b3 if necessary and win the king and pawn ending. No doubt black can put up a better defence than this, but the diagram shows the sort of position white is aiming for - Editor)

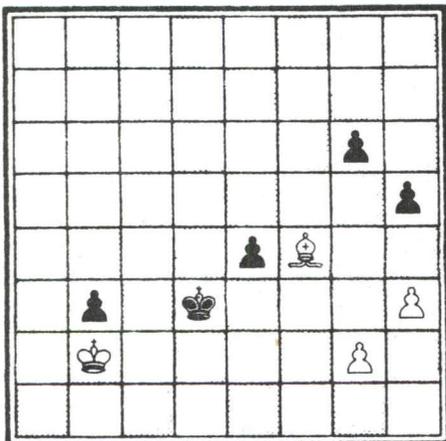
47 Kd2 b4
48 Kc2 b3+
49 Kb2 f5

Now things look sticky: 4 pawns v 3 pawns and my king is stuck miles away and my bishop is useless.

50 Bb8 e4

Advances the UNAPPROSED pawn to gain a passed pawn. Here I rejected a draw! STUPID?

51 fxe4 fxe4
52 Bf4 Kd3



Unfortunately in this position, the black king has ready access to the d3 square and can attack the white king side pawns - Editor.

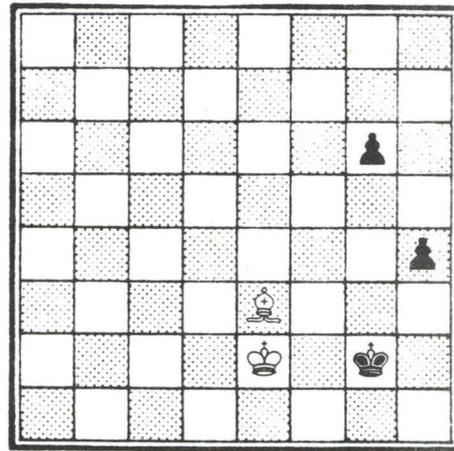
53 Kxb3 e3
54 Bg3 Ke2

Using his king. Not 54 ... e2?

55 Be1 and white is winning.

55 Bh4 Kf1
56 Kc2 Kxg2
57 Kd1 Kxh3

58 Bg5 h4
59 Bxe3 Kg3
60 Ke2 Kg2



Maybe 61 Bf4 would draw, but I doubt it. The g pawn would then queen after the bishop sacrifice on h2 ... 61 Bg5 h3 and now unstoppable so white resigns.

Moral: 1. Don't play an opening too quickly even if you know it by heart. You can pick up the wrong piece.

2. Keep all possible pieces in play especially in support of an advanced passed pawn.

3. PLAN OUT YOUR END GAME - KEEP YOUR KING IN PLAY - ie, usually with the larger group of pawns (In this ending white should have tried to keep his king doing two jobs - eyeing the advancing b pawn but still keeping watch on the centre. All he did was to simply rush his king in front of the b pawn, which let the enemy king invade via the central squares - Editor.)

4. Don't reject the offer of a draw too lightly just because you are a piece up - ANALYSE FIRST!

LITTLE HORREURS

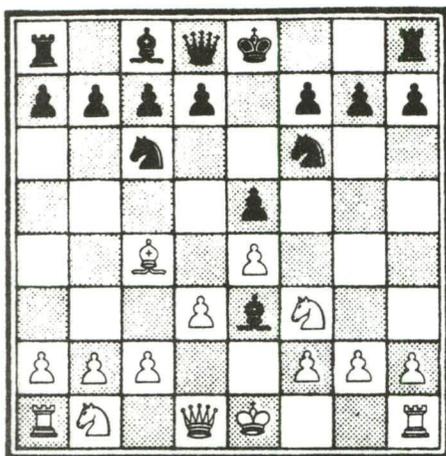
Downside in Purley is one of the schools in which I teach chess and here is a game from the school champions, Dipak Golechha and Arjun Panchapagesan.

White Dipak Golechha
Black Arjun Panchapagesan

1 e4 e5
2 Nf3 Nf6
3 Bc4(?) Nc6(?)

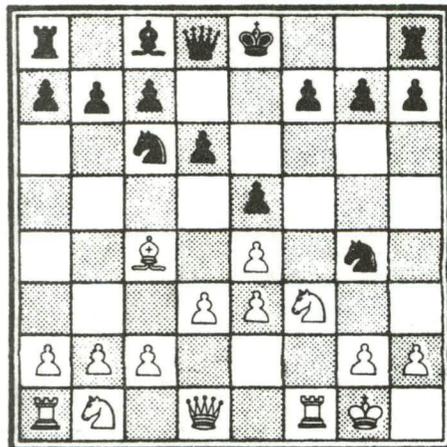
Better would have been 3 ... Nxe4 by black, answering 4 Nxe5 by ... d5, gaining a tempo on the loose bishop.

4 d3 Bc5
5 Be3 Bxe3?



A fairly serious positional mistake since the reply 6 fxe3 will open the important f file for white as well as increasing his control of central squares.

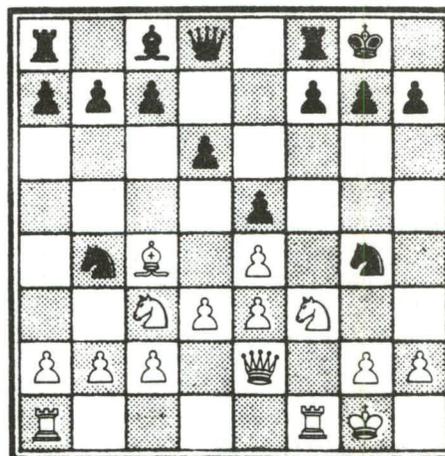
6 fxe3 d6
7 O-O Ng4



Black attacks the e pawn but this feint could have been drastically punished here by 8 Bxf7+ Kxf7 9 Nxe5 double check Ke8 10 Nxg4 when white is two pawns ahead.

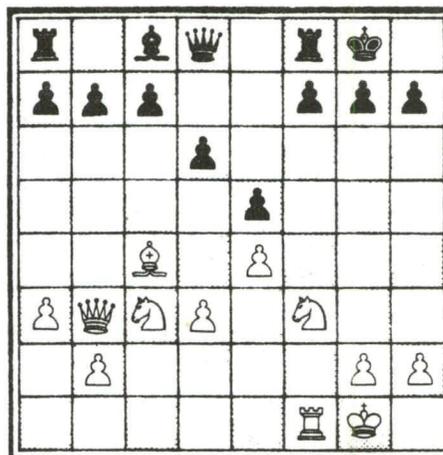
8 Qe2? O-O

9 Nc3 Nb4



Black seems to be advancing aimlessly with his knights but he has an interesting tactical plan in mind.

10 a3 (Rac1 was more careful)
10 ... Nxc2!?
11 Qxc2 Nxe3
12 Qb3 Nxf1
13 Rxf1



From the melee, black has emerged with a rook and two pawns against two knights. Other things being equal, this usually confers a slight advantage on the side with the rook and two pawns. However, other things are not equal in this position as white has far more pieces in action and the rook on the f file (opened so unwisely by black at move 5), the white queen and bishop all bear ominously down on black's f7 square.

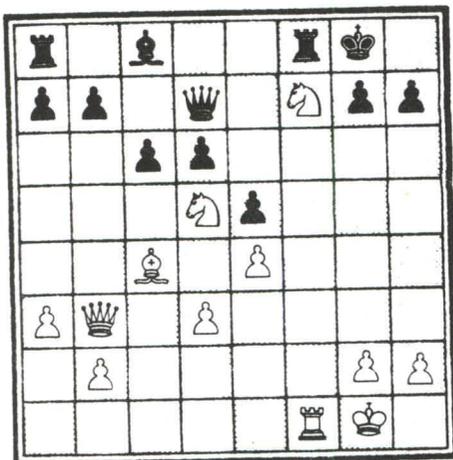
13 ... Qe7

This looks like a mistake in view of white's obvious reply. In fact it is the next move which is erroneous.

14 Nd5 Qd7?

Black understandably wishes to keep defending f7, but in doing so allows a white knight in at g5. Best was the simple retreat 14 ... Qd8, when white's best may be to repeat moves by 15 Nc3 Qe7 16 Nd5 etc.

15 Ng5! c6
16 Nxf7!!



A stupendous sacrifice on top of the piece that white already has under attack. Black cannot reply 16 ... Rxf7 here because of 17 Rxf7 Qxf7 18 Ne7+ and black loses his queen.

But what if 16 ... cxd5 17 bxd5 Qe7? (this last move is to get the black queen out of the way of any discovered checks by the knight). You will see that this position is the subject of our front page competition, where you have to find a decisive continuation for white.

Meanwhile back to the game, which took a different course.

16 ... b5

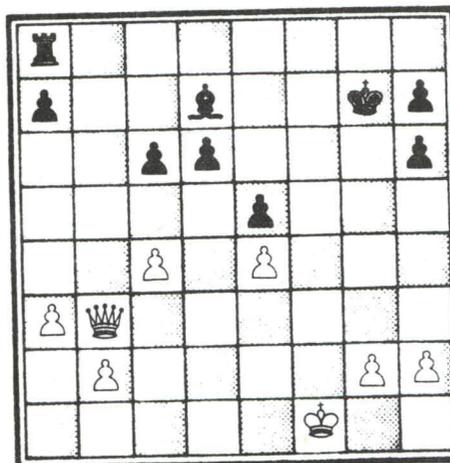
After this move there are exactly three white pieces under fire but white still finds a winning combination.

17 Nh6+! gxh6

Of course, if 17 ... Kh8 then 18 Rxf8 is mate.

18 Nf6 double check!

18 ... Kg7
19 Nxd7 Rxf1+
20 Kxf1 bxc4
21 dxc4 Bxd7

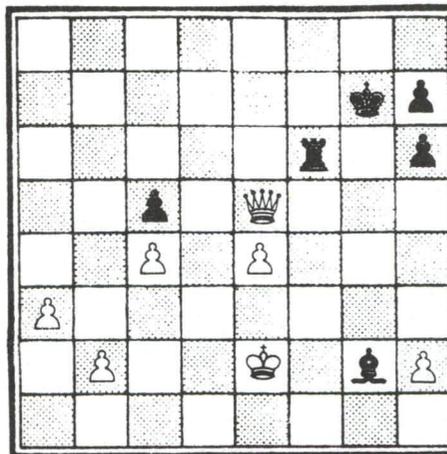


The last tactical sequence has resulted in a material balance definitely in white's favour - queen versus rook and bishop. White attempts to add to his spoils but is not immediately successful.

22 Qb7 Rf8+!
23 Ke2 Rf7

Threatening ... Bg4+ winning white's queen.

24 Ke3 c5
25 Qxa7 Bh3!
26 Qb6 Bxg2
27 Qxd6 Rf3+
28 Ke2 Rf6
29 Qxe5



Here the game was adjudicated as a win for white as his queen side pawns will easily decide the outcome.

White is 11 years old, black 9.

From S. L. Green

Just for interest 2 of my games from BCF MAJOR Open 1984.

White S. L. Green

Black B. T. Signalt

1. e4	e6	2. d3	d5	3. Nd2	c5
4. Ngf3	Nc6	5. g3	Nf6	6. Bg2	d4
7. O-O	e5	8. Nc4	Bd6	9. N:d6+	Q:d6
10. Nh4	Ne7	11. f4	Bg4	12. Nf3	Ng6
13. h3	B:f3	14. Q:f3	O-O-O	15. f5	Ne7
16. g4	h6	17. h4	Rdf8	18. Bd2	g6
19. c3	Nc6	20. c4	b6	21. a3	Kb7
22. Rab1	a5	23. b3	g5	24. h:g5	h:g5
25. Rb2	Rh4	26. B:g5	R:g4	27. B:f6	Rf4
28. B:e5	resigns				

1:0

White C. B. Baker

Black S. L. Green

1. e4	c5	2. Nf3	d6	3. Be2	Nf6
4. c3	Nc6	5. d4	c:d4	6. c:d4	Qa5+
7. Nc3	N:e4	8. d5	N:c3	9. b:c3	Ne5
10. N:e5	Q:c3+	11. Bd2	Q:e5	12. O-O	Q:d5
13. Rb1	a6	14. Bf3	Q:a2	15. Qc1	d5
16. Rb2	Qa3	17. B:d5	e6	18. Bc6+	b:c6
19. Q:c6+	Kd8	20. Bg5+	f6	21. Rd1	Bd6
22. R:d6+	Ke7	23. Qc7+	Bd7	24. R:d7+	Ke8
25. Bc1	Rf8	26. R:g7	Qa4	27. Qe7	

1:0

From the Surrey Congress(Major) , April 1985.

A win by R.J. Maltky

1 e4	c5	15 Bf3	Qf6	29 Qc6+	Kh8
2 Nf3	Nc6	16 Rb4	Rc8	30 Be3	Re8
3 Be2	d6	17 h4	h6	31 Qb3	Qf6
4 c3	Nf6	18 Qe2	Bg7??	32 Rg1	Red8
5 d4	cxd4	19 Rf4	Bf5	33 Rg6	Qa1+
6 cxd4	Nxe4	20 g4	O-O	34 Kg2	Rc3
7 d5	Qa5+	21 gxf5	gxf5	35 Qe6	R3d3
8 Nc3	Nxc3	22 Qd3	Qg6+	36 Rxf5	Qc3
9 bxc3	Ne5	23 Kh1	e5	37 Bxh6	Bxh6
10 Nxe5	Qxc3+	24 dxc6 e.p.	fxe	38 Rxxh6+	Kg7
11 Bd2	Qxe5	25 h5	Qf6	39 Qg6++	
12 O-O	Bd7	26 Rxe6	Qa1+		
13 Rb1	b6	27 Re1	Qb2		
14 Re1	g6	28 Qxd6	Rfd8		

YOU THE MASTER

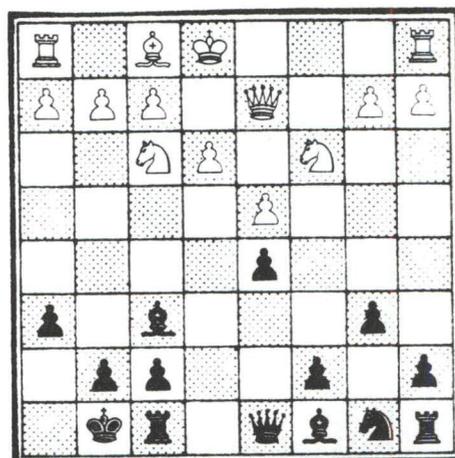
In the game that follows you are sitting beside Soviet International Grandmaster Efim Geller. Your opponent is the USSR Champion Lev Psahkis. You have the black pieces. Obviously it's going to be a difficult game but you've done a little bit of homework about your opponent and deduced the following things:

1. He does not feel comfortable when attacked.
2. He likes to prepare and carry through strategic plans with the white pieces and you will be trying to disrupt his train of thought.
3. He is young and ambitious - this might lead to a temporary loss of objectivity at some stage during the game which you will be hoping to exploit.
4. He is relatively inexperienced in international competition although this has been of little significance in his career to date.
5. He is, of course, an exceptionally strong player but this is a game you have to win.

Set up the pieces on your board as if you are about to begin game. Play through the first ten moves of Psahkis-Geller and then cover the page of this magazine. Try to guess Black's moves. In this way you can measure your ability against that of a Grandmaster.

A chess pawn ♙ by the side of the column means you have to guess the next move.

- | | | |
|-----|------|------|
| 1. | d4 | d5 |
| 2. | c4 | e6 |
| 3. | Nc3 | Be7 |
| 4. | Nf3 | Nf6 |
| 5. | Bg5 | h6 |
| 6. | Bh4 | 00 |
| 7. | e3 | b6 |
| 8. | Bxf6 | Bxf6 |
| 9. | Cxd5 | exd5 |
| 10. | Qd2 | |



This is a rare move which you were not expecting. White is trying with all his might to prevent the freeing pawn advance c7-c5. You have however played against this move once before in your career and that game went 10 ... Be6 11 Rd1 Qe7 12 g3 Nd7 13 Bg2 Rfd8 14 00 Rac8 15 Rcl c5 when black had an excellent position. You wonder whether Psahkis has an improvement prepared and before repeating this example decide to search for alternatives.



10 ... Be6

4 Points

(This is clearly the best move. When white played Bxf6 followed by cxd5 he provided you with an opportunity to develop the queens bishop to this most flexible square and it is best to take it. 1 point for 10 .. Bb7 which is more passive although playable and 1 point for 10 ... c5 which, when you look at the board again you will see immediately why it is bad, 11 dxc5)

11 Rd1

(white continues with his idea and also to repeat your previous game).

11 ... Qe7

3 points

One of the main objectives that we have is to get our pieces onto their most flexible squares. Our plan in this position is to aim for active play as quickly as possible and to achieve that, we must play c7-c5 11 ... Qe7 puts the queen on a good square supporting this advance and prepares at some stage a transfer of a rook to d8 for defensive purposes.

There were alternatives, although by and large they lead to positions in which black has great difficulty carrying out his strategic idea so only 1 point for each of the following.

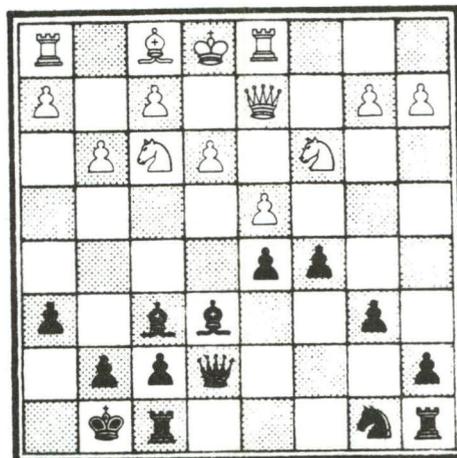
11 ... Nd7 or 11 ... c6

You are beginning to see now what Psakkis has in mind and it is, in fact an extraordinary idea. You have spent some time pondering over your last two moves - it would be naive to imagine that Psakkis would grant you an easy a life as your previous opponent. At what stage does he intend to deviate?

Looking ahead 12 g3 Nd7 13 Bg2 Rfd8 and now 14 Ng1 ? instead of the routine 14 ... 00. Only speculation of course but white is preparing 15 Nge2 and 16 Nf4 to make c5 impossible for many moves to come. It seems to you that this is unattractive from Black's point of view and you must search now for an active plan, perhaps connected with a pawn sacrifice with which you can disrupt this idea and upset the Russian champion's train of thought.

12 g3 (As expected. The time has come for you to make a critical decision. Do you continue to repeat with 12 .. Nd7 or is there something better).

12 ... c5 7 points



A brilliant idea and if you planned it in connection with Black's next, award yourself an extra 2 bonus points.

The truth of the matter is that white's pieces whilst apparently preventing Black from playing this move have in fact lined themselves up to be attacked.

Black has made no mistake with his development to date, but he must act immediately and in fact the routine 12 ... Nd7 of the previous game would indeed lead to white's advantage after
 13 Bg2 Rfd8 14 Ng1 Kac8
 15 Nge2 c6 15 Nf4 Nf8 17 00.

If the position becomes static, white's knights will come into their own against the bishops and therefore black strikes now.

3 points for Rd8 and 2 points for Nd7 which both more or less conform to Black's plan but are nowhere near as incisive as the text.

13 dxc5 ?

(White should have preferred 13 Bg2 Nc6 14 00 after which Black has a good game but at least his king would have been safe. You can see that he was surprised by his last move and suspect that he is not altogether sure of himself. You must continue aggressively.)

13 ... Rd8 !

No points for either 13 ... bxc5 which loses a pawn to 14 Nxd5 or 13 ... Qxc5 which saves the pawn but leaves Black with a horrible weakness on d5 after the simple 14 Bg2 and 15 00.

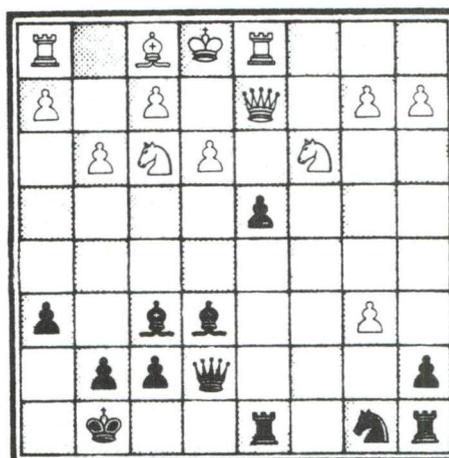
2 points for 13 ... Bxc5 which unites Black's pieces after 14 dxc3 bxc5 15 Bg2 Nd7 16 Qa3 Rfe8 17 00 but leaves him slightly worse in view of white's pressure against the pawns on the d files.

All of these moves relinquished the initiative. You should have realised by now that Black has to play actively to survive and that 13 ... Rd8 preparing 14 ... d4 was the best way to go about it. (4 points).

14 cx b6 ?

After more than an hour's thought the USSR Champion chooses an over-optimistic continuation. The strongest move was 14 Bg2 bxc5 15 00 Nc6 but black is fine here. Look at his wonderful development. You now have the chance to unleash all of your pieces.

14 ... d4!!
 5 points



Award yourself up to 6 bonus points according to how much you saw of these variations and if you attempted to analyse this position deeply without coming to any conclusions you get 2 bonus points.

19 Qe3

15 ... Nc6!
3 points

Deduct 2 points for 15 ... bxc3?? which is a horrible blunder.
16 Qxd8+ Qxd8 17 Rxd8+ Bxd8
18 d7! Nc6 completes development and prepares dxc3.

16 Nxd4
Nxd4
2 points

Not as obvious as it looks and award yourself 2 more points if you saw 17 Bxa8 Rxa8! (17 Nf3 and wins the Queen but is insufficient after 18 Bxf3 Rxd2 19 Rxd2) 18 exd4 and a further 3 points for analysing 18 ... Bd5+ 19 Qe2 Bxh1 20 Qxe7 Bxe7 21 bxa7 when white has three pawns for a piece but the worst of things.

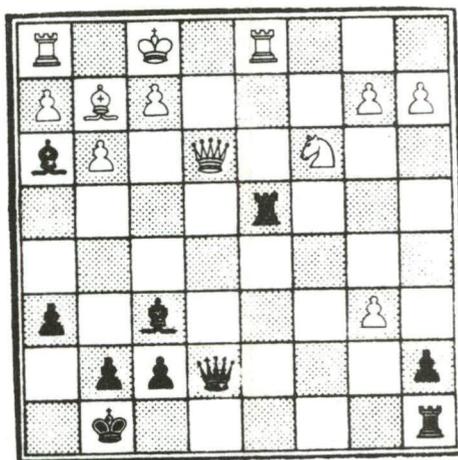
These are difficult variations and you might be a little bemused or feel out of your depth or simply not be scoring any points at all, but you should not be concerned by this. It is only by studying such lines and by continuing to try to find the best moves that you can work your way into the mind of a grandmaster and experience the true depth of chess at this level.

17 exd4
Bh3+
2 points

Setting up possible pinning combinations on the long diagonal.

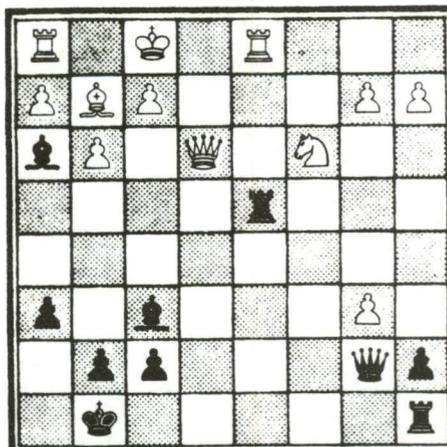
18 Kf1
Rxd4

White is in desperate trouble now. 2 points for this move.



Now white loses by force. If you considered the Queen sacrifice 19 Qxd4 Rxd4 20 Rxd4 give yourself a point for imagination because I think that Psaltkis was so shattered by now that he overlooked it. This continuation too leads to Black's advantage after 20 Qf6! threatening 21 ... Qf3!! and another remarkable variation eg 21 Rd3 Qf5 22 Re3 axb6! 23 Bxh3 Qxh3+ 24 Ue2 b5! 25 a3 b4 26 Qa4+ 27 f3 Qxb4! After almost every move in the game, it becomes clear that there is amazing energy stored up in the black position. Your job now is to find the final coup. Remember my point about the vulnerable h1-a8 diagonal.

19 Qb7 !! 4 points



(No points for 19 ... Bxg2+
 20 Kxg2 which by contrast
 solves white's difficulties
 for him, eg, 20 ... Qb7+
 21 Qf3).

20 f3

(Equally hopeless was 20 Rg1
 Rxd1+ 21 Nxd1 Rd8 22 Nc3 Bxg2
 23 Rxg2 Bxc3 24 bxc3 Qa6+
 ♀ 25 Ke1 Qxa2 when white is dead
 lost.)

rxdl+ 2 points

With the white pieces still on
 disastrous squares black prepares
 to bring up the reserves.

♂ 21 Nxd1

Qa6+

1 point for 21 .. Rd8 which has
 the right idea but after 22 Bxh3
 white may be escaping. Now
 22 Kgl is forced and black has the
 opportunity to drive the white
 Knight to a worse square. 3 points
 for 21 ... Qa6

♂ 22 Kgl

Rd8

2 points Preventing 23 Bxh3 after
 which 23 ... Bd4+ wins the queen.

♂ 23 Nf2

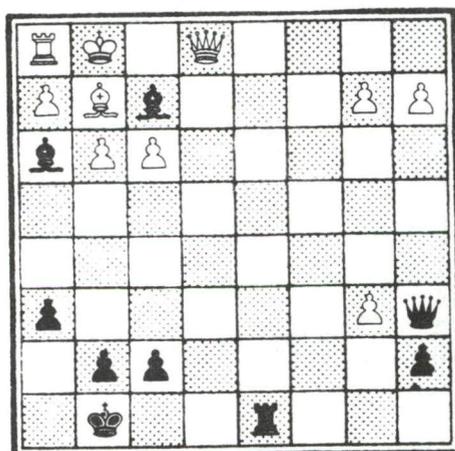
Bd4

No mercy for the white queen. 3
 points for this move and a further
 six! if you saw through to the end
 of the game.

♂ 24 Qe1

Bxf2+

One point



White Resigns

(After 25 Qxf2 Rd1+ is curtains
 and 25 Kxf2 Qxb6+ 26 Kf1 falls
 to the beautiful Bc8!! when white
 cannot avoid disaster).

That was an exceptionally fine
 attacking game by any standards.
 You have seen how the Grandmaster
 thinks and what he sees during
 the game. If most of you covered
 in horror and thought 'This is too
 difficult for me', remember that
 you have just witnessed the defeat
 of the Russian Champion and he is
 not an easy man to beat.

Now add up your points.

40-58 points

You have just played a brilliant
 game and have shown great tactical
 and analytical flair Grandmaster
 Standard.

35-40

You have quite obviously understood
 the game - International Master
 Standard.

25-25

Very good. Perhaps there were
 points in the analysis which you
 found the going tough but I don't
 blame you.

20-25

County Standard. It is clear that
 you will never become a Master.

15-20

Club Player - you are more used to
 reading magazines and plastic
 pushing than to the hard grind of
 Master chess. Some of the Audio
 Chess Cassettes would do you good.

5-15

Home or occasional player. A drink
 by the fire in your slippers is
 preferred to the hard labour of
 intense analytical work. You like
 playing the Grd and in general
 you are a boring *****.

 RATING CHESS COMPUTERS by Eric Hallsworth.

To introduce the Article, let us first list a fairly large group of leading Chess Computers for which we have available various helpful ELO Rating figures. These include some 'official' figures from the United States Chess Federation (USCF) and valuable ones from USA Retailers in connection with their Computer Chess Digest Magazine.

Of no less importance in the list are those under the heading GB which represent the results of the labours of various British Retailers such as Doska, Competence and Countrywide Computers. The heading CCC is for Contemporary Chess Computers. They are Distributors for the Conchess Machines, but they have also produced a very helpful and comprehensive list as shown.

[Other information in the Article has come from the above plus the Results of the last 3 years World and European Microcomputer Championships and other Results given in Personal Computer World and Popchess (!)].

Here then is our initial TABLE OF RATINGS:-

<u>CHESS COMPUTER</u>	<u>USCF</u>	<u>USA</u>	<u>GB</u>	<u>CCC</u>	<u>AN AVERAGE</u>
<u>Conchess Range.</u>					
Conchess A	1720				1700
Conchess A0			1720	1760	1740
Conchess 2				1890	1900
Conchess 4				1950	1980
Conchess 6				1990	2020
<u>Fidelity Range.</u>					
Prodigy		1607	1704		1655
Sensory 9 (1.5mhz)	1771	1737	1760	1760	1750
Sensory 9 (2mhz)		1788			1788
Sensory 12		1835		1885	1860
Elite (original)		1801		1800	1800
Elite A		1839	1900	1840	1860
Elite B		1891	1950	1900	1920
Elite C		2025		1960	2015
Prestige A		1904		1870	1895
Elegance (3.6mhz)		2010		1930	1980
<u>Mephisto Range.</u>					
Mephisto 2		1751	1740	1740	1745
Mephisto 3 Excalibur		1732		1790	1760
Mephisto S/A				1920	1930
<u>Novag Range.</u>					
Constellation 2	1827	1816	1810	1820	1815
Constellation 3.6	1909	1860	1880	1885	1880
Super Constellation (4mhz)	2018	2015	2000	1940	2000
<u>Scicys Range.</u>					
C/C Mark 5		1671	1720		1695
C/C Mark 6			1784	1770	1780
Superstar (on trial)		1770		1790	
Superstar (finished) - see later in the Article.					
Turbostar			2000+	1920	1970
<u>Others.</u>					
GGM + Morphy			1680		1680
GGM + Steinitz	1743			1710	1715
Philidor/IS-1		1683			1683
Chess 2001 (4mhz)			1760	1760	1760
Morphy Encore		1650	1640		1645

The first Column which requires explanation is the one headed 'AN AVERAGE' because it will be quickly obvious that these figures are not an exact Average of those preceding them! They have been arrived at, however, after carefully considering 2 particular difficulties within the other Ratings.

- 1- It will be seen that the Ratings given by USCF, whilst having a more official ring to them than the others, are in every case higher than the figures given by any other source. Whilst this could indicate that all Chess Computers when fully tested will prove to be a little better than most people think, in order to bring their results into line with the others I have reduced them by an average of 25 points before calculating the final Averages.
- 2- Contemporary Chess Computers are concerned in the other direction! There has indeed been a sharp improvement in the playing strengths of the best Machines during the past 12 months, but CCC are worried that we may now be over-rating them all. Consequently their figures for Machines, particularly those they rate 1900 and above, are all somewhat lower than everyone else's figures (up to 80 ELO points at worst- or best!).

In view of this it is interesting to examine the Testing Games Result which largely determined the Novag Super Constellation's USCF Rating. The Players chosen to oppose the Super Constellation were deliberately involved because of their knowledge of and experience of Chess Computers, and their Average Rating was 1982 which promised Novag's Machine a tough test. The Result over 40 Games was:-

US Players	rated 1982	18
Super Constellation	new	22

This performance is the equivalent of an ELO Rating of 2020, so we can see that the USCF would feel fully entitled when, on 16th. November 1984, they awarded the Super Constellation an Official figure of 2018.

It did cross my mind that CCC might have reduced the figures of the opposition to influence prospective purchasers as they compared them with their own Conchess Machines. But a brief check of even a few of the Conchess Machine's results so far available make it clear that this is not so and CCC have down-rated the Conchess Machines similarly. Indeed some of the latest scores I have of the Conchess Range involving their World Championship Programme include the following:-

Conchess 2	v	Constellation 3.6	(ELO 1880).	6½-3½	suggests ELO 1993!
Conchess 2	v	Sensory 12	(ELO 1860).	8½-6½	1910
Conchess 4	v	Super Const	(ELO 2000).	9½-6½	suggests ELO 2070
Conchess 4	v	Sensory 12	(ELO 1860).	8-2	2085

It therefore seemed right to increase the CCC Ratings of all Machines, including the Conchess 2/4/6 range, before final Averaging.

Putting the Figures to Work.

As soon as we proceed and start applying these Ratings to the great variety of Tournament, Match and Trial Results available we begin to see the accuracy of some figures consistently confirmed; one or two are found to be less reliable. However, despite all the initial uncertainties, it is from a Table such as this that we must make a start!

Let us now take a look at some Tournament Results from 1982 and 1983 to see what a finished Table using ELO formulas is going to look like.

Tournament Table created from many Results during 1982.

	<u>ELO</u>	<u>Exp</u>	<u>Score/50</u>	<u>Perf</u>	<u>REVISION</u>
1 Fidelity Prestige	1895	35.5	36	1902	1900
2 Fidelity Elite orig.	1800	27.9	30	1827	1821
3 Mephisto 2	1745	23.5	25	1764	1760
4 Sensory 9 (1.5mhz)	1750	23.9	23½	1745	1746
5 Conchess A	1700	19.9	19	1689	1691
6 C/C Mark 5	1695	19.5	16½	1658	1665
TOURN.AVERAGE	1764				

* Exp is the Score each Computer was EXPECTED to get, based on its Rating compared with the Tournament Average. The ELO REVISION is calculated from this - the Machine Rating improves if it achieves a better Score than expected, and vice versa. The ELO REVISION would now be carried into that Machine's next appearance so that its Results will be continually up-dated and on-going. However these Tables are only a small selection from the many available and without giving all the intervening Tables for the Machines included in this Article the method is not accurate. In any case, for the purposes of consistency and comparison within the Article, the AVERAGE Figures from the first Table will be used throughout.

* Perf is the Machine's Rating Performance in the Tournament. Though not used in the REVISION Calculation it is useful and interesting to build up a collection of these showing Maximum and Minimum achievements.

Popchess Tournament (by the Popular Chess Editor) 1983.

	<u>ELO</u>	<u>Exp</u>	<u>Score/8</u>	<u>Perf</u>	<u>REVISION</u>
1 Sensory 9 (2mhz)	1788	4.6	5½	1861	1797
2 C/C Mark 6	1780	4.4	4½	1784	1781
3 Conchess AD	1740	3.9	4	1747	1741
4 GGM + Morphy	1680	3.1	3½	1710	1684
5 Mephisto 2	1745	4	2½	1631	1730
TOURN.AVERAGE	1747				

New Ratings.

This work was covered in an interesting Article "Calibrating Computers" by J. Gissing in Issue 9, but I indicated within the opening Table of Ratings that I would have further discussions concerning the Scicys Superstar. You will see that two figures are given in that Table, one of 1770, and the other 1790. However the Superstar on which some Ratings are based is the one entered in the 1983 World Micro Championship and it was not the final Machine which we may now purchase! The one in the Championship was Version #12 under test and the final Machine for Retail was advertised as being quite a bit better. Let's see if it is from 2 Results which quickly became available.

Superstar (new) v Constellation 2 (ELO 1815). 5½-4½ suggests ELO 1853
 Superstar (new) v Super Const (ELO 2000). 6-10 suggests ELO 1906

Taking an Average it would suggest that the Superstar now available can be rated at around 1875.

Reliability!

The revised Rating for the Superstar above encourages us to consider the reliability of the various figures we obtain. For example the Constellation 2 and Super Constellation Ratings are based on many results, including those from 'official' channels; the Superstar Rating of 1875 is based on just 26 Games! In a Tournament we could find ourselves with Machines of widely varying 'experience', some whose Ratings have been proved, others still very approximate based, perhaps, on just a handful of Games in a Match Test or small Tournament. We need to introduce one further Factor into our Calculations called Reliability factor (R/F). It is a complicated Algorithm beyond the mathematical handling abilities of my brain but, fortunately, simplicity itself to my Home Computer. The R/F is related directly to the number of Games which any Machine has played, until it reaches 64 Games at which point its R/F will remain 64. So the Constellation 2 and Super Constellation can be given R/Fs of 64 whilst the Superstar will go into its next Tournament with a Rating of 1875 and R/F of 26. This is a formula which I will have to ask you to accept, but

I can assure you that it works just nicely when used with the ELO System to produce fully accurate figures yet containing vital weighting information to emphasise the impact of the most reliable figures but without by any means excluding the others.

Pitfalls!

One of the greatest difficulties arises from the problem of often being uncertain as to exactly which Machine Model has been playing in a Tournament. We have already seen this with the Superstar (though it must be said that the fact that it was Version #12 was made known at the time - perhaps we hear so many unfulfilled promises of 'better deals' from certain areas that we no longer take any notice?). Prototypes and entries called Fidelity X, Conchess X and Y, Novag Experimental-X etc, could have all sorts inside them. We understand that the Elegance was inside the Fidelity X when that was on test (and the close comparison of the Ratings it obtained confirm this), but no-one could have known at the time without having connections.

Another problem is being aware of what Speed each of the Machines was competing at. For example, a Machine rated 1900 running at 4mhz should rate at about 2000 when running at 8mhz and 2050 at 12mhz. Sometimes the Machine entered in a big Tournament is running on equipment at (much) higher speed than the Machine that you and I will be able to buy in the shops, even though the name is the same! We need to know about this in our Rating Calculations or they will go sadly awry.

To give a perfect example of the problem, just how does one deal with the performance of the Fidelity Elegance in the 1984 World Championship? This Machine, normally running at 3.6mhz, was speeded up to run at 6.1mhz for the Championship so that it could play at 1 Level higher (about 50 or 60 ELO points). A great idea, and the Game Scores show indeed that the Elegance did play some splendid Chess finally scoring $4\frac{1}{2}/7$. Unfortunately it had managed to lose 2 games on TIME! In one it had been so far ahead in material for so long that its opponent should have been shown the 'yellow card' for not resigning. In the other, against Princhess (Conchess 6!), it again lost on Time 3 moves short of the Time Control with an advantage that gave it clear winning chances and certainly a draw. Of course, we cannot say that the Elegance would have obtained such good results and positions running at its normal Speed and Level, though it is noted that it did play at the lower Level in at least one Game to avoid further Time losses and played quite adequately. But how does one Rate this World Championship - and not just the Elegance but also the (outplayed) Machines which scored points on non-Chess abilities?

More Results and Ratings.

Well, we shall not reproduce the 2 versions which I have created from the World Championship details (coward), but instead we are giving the Scores and Ratings for Two European Tournaments from late 1984 which readers may not have seen and which, together with some Match Results from America also included, involve some of the top Chess Computers of 1984.

1984 Tournament in Holland.

In this Tournament each Machine played twice against each Opponent and at various different Levels so that the Final Table shows each Machine's all-round ability instead of concentrating only on the Machine at its Tournament Level settings.

	<u>ELO</u>	<u>R/F</u>	<u>Exp</u>	<u>Score/70</u>	<u>Perf</u>	<u>REVISION</u>
1 Conchess 4	1980	64	39.9	44	2018	2018
2 Super Constellation	2000	64	41.9	42	2001	2001
3 Elegance*	1980	48	39.8	40½	1987	1987
4 Turbostar	1970	32	38.7	37½	1959	1959
5 Conchess 2	1900	64	31.4	31	1898	1898
6 Constellation 3.6	1880	64	29.1	30	1888	1888
7 Mephisto S/A	1930	32	34.5	28½	1874	1874
8 Sargon/4.0	<u>new</u>	-	-	26½	1855	same
TOURN.AVERAGE	<u>1935</u>					

*Elegance was shown in Tournament Bulletins as Private Line, but we understand it was the Elegance running at 4mhz - the extra 10 ELO points this may have gained for it are ignored for the purpose of the above Table.

The figures under REVISION are the same as those under Performance simply because of the strong effect of playing 70 Games in the Tournament.

1984 Tournament in Sweden.

	<u>ELO</u>	<u>R/F</u>	<u>Exp</u>	<u>Score/20</u>	<u>Perf</u>	<u>REVISION</u>
1 Conchess 4	1980	64	11.4	13½	2046	2001
2 Super Constellation	2000	64	12	13½	2046	2015
3 Conchess X	new	-	-	10	1936	same
4 Elegance	1980	48	11.4	9	1904	1956
5 Constellation 3.6	1880	64	8.2	8	1874	1878
6 Sensory 12	<u>1860</u>	32	7.6	6	1811	1837
TOURN.AVERAGE	<u>1936</u>					

Some Match Results.

Conchess 6	2020	32	5.3	5	2006	2015
Super Constellation	<u>2000</u>	64	4.8	5	2009	2002
TOURN.AVERAGE	<u>2008</u>					
Elite C	2015	48	5.2	5½	2029	2019
Super Constellation	<u>2000</u>	64	4.8	4½	1989	1997
TOURN.AVERAGE	<u>2009</u>					
Elegance	1980	48	4.8	4½	1964	1977
Super Constellation	<u>2000</u>	64	5.3	5½	2010	2002
TOURN.AVERAGE	<u>1989</u>					
Constellation 3.6	1880	64	5.5	6	1901	1885
Sensory 12	<u>1860</u>	32	4.9	4	1824	1846
TOURN.AVERAGE	<u>1863</u>					

Notice, especially clear in the Match Results, how the Machines with the higher Reliability Factors have more influence on the final Ratings and are themselves less affected by the changes.

Some Final Thoughts and Conclusions.

It would be good to have some more Results for one or two of the Machines, the Turbostar and Mephisto S/A particularly, and if any Readers can help it would be greatly appreciated - (address at end of Article). Best of all would be a Tournament (hint to Editor!) involving the above with, say, Elite C and Elegance, Turbostar and Superstar, Conchess 4 or 6, Super Constellation and Constellation 3.6. Of course managing to buy (or borrow) all of these Machines is a bit of a problem! Until then I shall take my friendly relationship with certain Chess Computer firms in my hands and finish off by giving my current Rating List of Top Machines based on the Information which I have so far!

The TOP CHESS COMPUTERS according to Figures by Eric Hallsworth, May 1985.

Conchess 6	2020
Fidelity Elite C	2019
Conchess 4	2001
Novag Super Constellation	1999
Fidelity Elegance	1957
Scicys Turbostar	1941
Fidelity Elite B	1927
Fidelity Prestige A	1909
Fidelity Elite A	1904
Conchess 2	1893
Novag Constellation 3.6	1889
Mephisto S/A	1887
Scicys Superstar	1872

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