



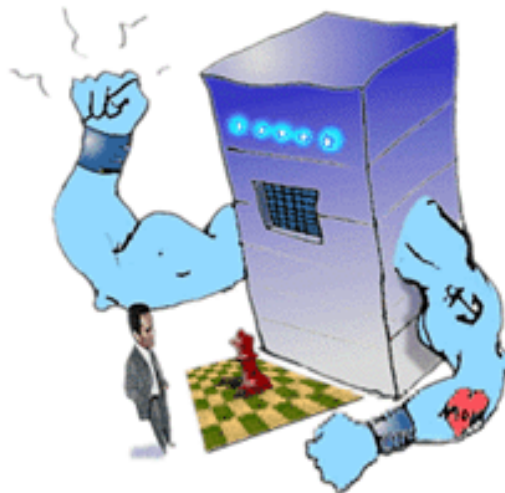
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Next month, World Champion Vladimir Kramnik takes on the latest version of the silicon chessplaying monsters in a match against Deep Fritz beginning October 12 in Bahrain. We thought it would be appropriate to take a look back at the 1997 match that shocked world when Deep Blue defeated then World Champion Garry Kasparov. Actually, many people forget that things started well for the carbon-based life forms...

1997 Rematch: Garry Kasparov versus Deep Blue



Game 1 Annotations by Yasser Seirawan

The Garry Kasparov - IBM Deep Blue rematch started amongst the on May 3rd at 3:00 PM EDT with all the world's major media in attendance. The game itself was played on the 35th floor of the Equitable Insurance Building in a beautiful

set that was designed as if in a professor's study. A lamp blew out in the middle of the game as if in sympathy to the tactics that were produced on the chess board. Garry turned in a model game that was a vintage performance on how a human should play against computer. Garry chose a very cautious opening and extended this same strategy throughout the game. None of his pieces crossed the fourth rank preferring to play, "on my side of the board." Two passed pawns however did cross the divide and they brought home the bacon.

For Garry this victory brought him a 1 - 0 lead in the match and as importantly it was his third straight victory over the team from

IBM. We were not witnessing the playing style of Kasparov rather a well prepared Kasparov that had adapted his game to match the play of Deep Blue. It worked to perfection.

White: Garry Kasparov

Black: Deep Blue

1.Nf3

The first indication that Garry had prepared a different strategy. Normally he would open the game with main line openings after 1.e4 and 1.d4 grabbing the center. Garry has correctly understood that playing waiting maneuvering chess with no clear lines of battle along with blockaded positions is the best way of meeting the computers.

1..d5 2.g3 Bg4 3.b3

Another early moment of great import. Garry had considered this first game as a kind of reconnaissance mission wishing to find out what Deep Blue's priorities were in the relationship between Bishop's and Knight's. Here he offers Deep Blue the



opportunity to trade a Bishop for a Knight while doubling his own pawns. If Deep Blue declines the opportunity he will have discovered that the computer's valuations have placed a high regard for the Bishop over the Knight. This crucial piece of information becomes a critical factor in the game. Most human players would have quickly played 3.Bg2 protecting the Knight and avoiding the doubled pawns. Another important point is that with the text Deep Blue was out of its preprogrammed opening book.

3...Nd7

While not in itself a mistake, this move can be construed as a matter of taste, it was in fact better to play 3...Bxf3 4.exf3 e6 5.Bb2 Ngf6 6.Bg2 Bd6 7.f4 O-O 8.O-O c6 with a balanced game.

4.Bb2 e6 5.Bg2 Ngf6 6.0-0 c6 7.d3 Bd6 8.Nbd2 0-0

At this point both players moved very quickly indicating that Deep Blue had transposed back into its opening library of moves.

9.h3 Bh5 10.e3!?



A rather cagey move. Kasparov wants to disguise his intentions by not defining the center structure. Should he play 10.c4 and play on the Queenside? Or play 10.e4 and play in the center? The text does neither and leaves it up to Deep Blue to decide where to draw the battle lines.

10...h6?!

Given the opportunity to take a bigger bite of the center, Deep Blue should have. Best was 10...e5 controlling more squares and threatening ...e5-e4 winning a piece. Why didn't Deep Blue make this move? He was concerned about the loss of a Bishop for a Knight! After 10...e5 11.g4 Bg6 12.Nh4 White would have weakened his Kingside but would manage to capture Black's light squared Bishop. With the text, Deep Blue makes the retreat ...Bg6-h7 possible.

11.Qe1

White intends to shift his pieces to the Kingside making attacking opportunities there possible. The hidden idea behind the text is to protect the h4-square.

11...Qa5?

An intriguing mistake to try and understand. The computer is programmed to optimize its pieces by controlling as much space - squares on the opponents side of the board - as possible. Certainly on her a5-perch Black's Queen does that. The problem however is the Queen lacks any possibility of creating a coordinated attack with her other pieces. Black's Queen will soon lack cover and get into trouble. Better was 11...Qe7 12.g4 Bg6 13.Nh4 Bh7 14.f4! which was White's point of defending the h4-square. White will try to move more and more of his pieces Kingside. A kind of "student body right" football play if you will. In this case Black should continue 14...Ba3 in order to force the exchange of the attacking b2-Bishop.

After the text, Garry knitted his eyebrows as if to say, "what's this"?

12.a3!

This simple move stops Black's Queenside activity cold. It was important to prevent a possible ...Bd6-a3 and at the same time White keeps the tempo b3-b4 in his pocket. Although the armies are not in a hand to hand conflict, White has made important

positional gains.

12...Bc7?

A bad move that simply cuts off the Black's Queen retreat and wastes a tempo. Deep Blue which analyzes at 200 million moves a second must have found a variation or two where the d6-Bishop lacked support. Best was 12...Qc7 protecting the Bishop and in case of 13.Nh4 Be5! try to force the exchange of Bishops.

13.Nh4!?

An intriguing move as Garry hopes to induce a variation that occurs in the game. A more consequent line was 13.Nh2! (GM Ron Henley) when f2-f4 and g3-g4 will give White a fine Kingside initiative. Ron is right!

13...g5?

A terrible positional concession. Deep Blue thrusts its protecting pawn shield away from the body politic. Black's King will lack protection in the up-coming middlegame. The pawn is no musketeer and can't come back. What prompted this mistake? Again, Deep Blue realized that after White's threatened 14.g4 Bg6 15.Nxg6 fxg6 Black would be forced to part with a Bishop for a Knight and this time, its pawns would be doubled. This cure however was worse than the disease! After 13...Be5 14.Bxe5 (14.d4!?) Nxe5 15.g4 Bg6 16.f4 Ned7 17.Nxg6 fxg6 White has earned an advantage. After the text, a positional player like myself considered Black's position to be strategically lost.

14.Nhf3 e5

At long last Deep Blue grabs the center which has been offered for some time. But as pawns move forward they leave behind unprotected squares in their wake. In this case the f5-square is issuing an open invitation to one of White's Knights. This square is an ideal outpost and will act as a magnet for White's ensuing strategy.

In defense of Deep Blue it must be said that it is far outside of the computer's horizon to realize that White will one day maneuver a Knight to the f5-square.

15.e4!

Step one. Garry makes his first claim on the f5-square. Getting a Knight there will take a lot of shuffling of the pieces to achieve.

15...Rfe8 16.Nh2! Qb6

Undoing his previous Queen sally. This move however costs a tempo. Black may have been better off defining the position at once by 16...dxe4 17.dxe4 Rad8 with the idea of ...Nd7-f8-e6

repositioning Black's pieces.

17.Qc1

White's pieces are a bit confined. He would like to route a Knight through the f1-square as it makes its trek to the f5-square. But the f1-Rook is in the way and the Queen is in the way of the Rook. Thus the text. Another way for Garry to solve his temporary problems is 17.Bf3 making the e2-square accessible for his Queen.

17...a5 18.Re1 Bd6!

At last, Deep Blue wakens up to the problems at hand. His Bishop on c7 was doing nothing and with the text, Black is ready for ...Bd6-c5 putting pressure on the f2-pawn.

19.Ndf1 dxe4

It is always a difficult question as to when this central tension should be resolved. Black didn't want to make this trade in the past as White's Knight could jump to the c4-square. While the time may now be right, Black had to consider 19...Bc5 20.Ne3 Bg6 keeping the pressure on White's e4-pawn.

20.dxe4 Bc5 21.Ne3 Rad8 22.Nhf1



Through a rather long winded series of deft maneuvers, White has now managed to focus upon the f5-square. Its still not a one sided fight as it is the f1-Knight that needs to make it to f5.

22...g4?

Oh my! This ultra-aggressive move came as a real surprise. Deep Blue carries the fight directly to its opponent. The

problem is that in trying to open the game, Deep Blue has weakened its own pawn structure causing a lot of long term damage. It was better to play 22...Bg6 covering the f5-square and waiting for further developments to take place.

23.hxg4 Nxg4 24.f3?

After the game, Garry was quick to pinpoint this one as an error explaining that there was no reason to weaken his own King. After the simple 24.Nxg4 Bxg4 25.Ne3 Be6 26.Kh2 preparing Bg2-h3, White would enjoy a large advantage. Note that when White finally plays Ne3-f5, White's c1-Queen lurking behind the lines, is ready to pounce upon the little fella on h6.

24...Nxe3 25.Nxe3 Be7!

A brilliant and surprising repositioning of the Bishop. At first it appears that the Bishop on c5-is doing terrific work by pinning the Knight. While this is true, the Bishop is actually far more powerful on the g5-square. On g5 the Bishop will also be pinning the Knight but also perform double duty by protecting Black's King and the h6-pawn.

26.Kh1 Bg5 27.Re2 a4 28. b4

Again through careful preparations, White is at last ready to cash in all the positional gains that he has made. Just one more move, 29.Qe1 and White has solved the pins on his Knight and will be ready for Ne3-f5 launching his final attack. Most experts were now predicting a merciless victory for Kasparov.

29...f5!?

An absolutely stunning move that stirred everyone in the press room and auditorium. It seemed that Deep Blue was violating Steinitzian principles laid down for over 100 years. Deep Blue was attacking from a position of weakness and not strength a strategy that is supposed to back fire and cause immediate loss. But the variations are very tricky and complex. White has to work his way through a minefield of tactics, sacrifice material and only then can Kasparov prove that his position is superior. Many lesser mortals would have failed in the face of such a challenge. Kasparov played his next two moves very quickly. He had also calculated the tactics sometime ago and was well prepared to embrace the complications.

29.exf5! e4 30.f4!

White has played the two only plausible moves. They do however cost him the Exchange.

30...Bxe2

A critical moment. I thought that 30...Bxf4 was extremely dangerous for White. After the game, Kasparov showed that he was well prepared to meet this capture. His variation was 31.gxf4 Bxe2 32.Qg1! Kh7 33.Re1 Bh5 34.Qh2 Bf7 35.Ng4! h5 36.Qh4! and Kasparov had stopped calculating considering the position to be winning for him. A beautiful variation that shows that White

indeed did have everything under control.

The IBM team too confirmed that Deep Blue had considered 30...Bxf4 but time and time again had rejected the move as inferior to the text.

31.fxg5 Ne5!

An excellent defensive move as Black blocks the long diagonal of the b2-Bishop. A bad mistake is 31...hxg5?? 32.Nc4 Bxc4 33.Qxg5+ with checkmate to follow. Now, White's task is to take control over the Kingside.

32.g6!

Nailing down a pair of protected passed pawns. Naturally 32.gxh6? Rd6 would allow Black excellent counterplay. Now the imbalance of Bishop and pawn for Rook, convinced Deep Blue that his middle game position wasn't too bad. This is a fair judgment, however, all endgame positions are lost! Middlegames have a habit of evolving to endgames and Garry knew that victory was to be had.

32...Bf3 33.Bc3!

A superb cautionary move. Black's Rooks have to be contained and the text fits the bill nicely. Garry was glowing after the game describing the virtues of his e3-Knight and c3-Bishop as controlling all the business squares on the d-file. Too the e8-Rook is tied to defensive duties for the e5-Knight.

33...Qb5?!

Deep Blue is concerned that White will shift his pieces to the Kingside by Qc1-g1, Ra1-e1 and Qg1-h2 and seeks to penetrate to the e2-square. The problem however is the text allows White to offer an exchange of Queens and the ending he seeks. Black had to try 33...c5 preparing ...Ne5xg6 sacrificing a Knight for White's connected passers.

34.Qf1 Qxf1

This plays right into White's hands and gives him the ending he desires. In hindsight, several GM's felt that Black had to retreat his Queen. In that case move 33 would have been a wasted tempo indeed.

35.Rxf1 h5!

A good and necessary move. Black makes White's task as difficult as possible. If White is allowed g3-g4 and a King march to the f4-square the game is quickly over. Black's problem is that his well placed Rooks are not performing well and his King has no real opportunity of involving itself in the struggle.

Conversely, White's King has no such problems.

36.Kg1!

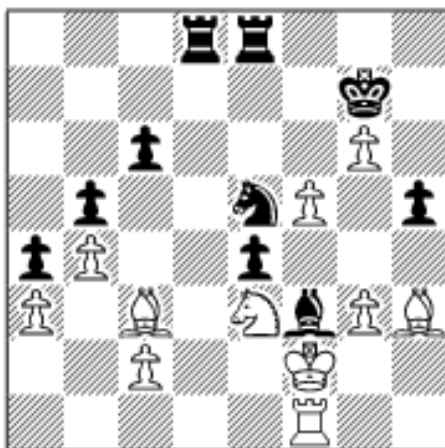
There is no reason for White to cash in chips too early: 36.Bxe5? Rxe5 37.Bxf3 exf3 38.Rxf3 Kg7 when Black's Rooks play a major role in the game.

36...Kf8 37.Bh3!

Black's mastery over the f3-square creates an annoying blockade in the position. With the text, White aims to push through the break g3-g4 opening up the Kingside.

37...b5 38.Kf2 Kg7

Unfortunately, Black is quite helpless to prevent Rf1-g1 and g3-g4 getting in his break. Black's King steps into a temporary pin which White quickly exploits.



39.g4! Kh6 40.Rg1 hxg4

Black cannot allow White to play 41.g5+ Kg7 42.Kg3! when after the further move Kg3-f4 Black would be routed.

41.Bxg4 Bxg4 42.Nxg4+ Nxg4 43.Rxg4

After the series of exchanges, the truth is laid bare. Black has no answer for White's

connected passed pawns and ultimate victory. Worse yet, the threat of Bc3-f6 and Rg4-h4 checkmate exists. Deep Blue deals with that threat first.

43...Rd5 44.f6 Rd1 45.g7 1-0

The final point. With f6-f7 on the agenda, White is a favorite to Queen two pawns. An excellent effort by Kasparov and an interesting mixture of indecision and aggression by Deep Blue lead to a most uncompromising struggle. My audience was left breathless. A great start to the match.

Kasparov addressed the audience after his first victory and was received with a standing ovation. His first words accompanied with a very happy smile were: *"It's already different from Philadelphia."*

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Yasser Annotates:

Kasparov-Kramnik
Linares 1997

In a finale that couldn't have been better scripted, the 1997 Linares audience and chess fans around the world saw the two co-leaders fight it out in Round 11 for first. PCA Champion Garry Kasparov got what he wanted, a fine professional victory and clear first place! The game wasn't vintage Kasparov, there were no tactical fireworks. It was a masterly strategic triumph.

White: GM Garry Kasparov (2795)

Black: GM Vladimir Kramnik (2740)

1.d4

It isn't necessary to explain what a wonderful player Garry is, but, his versatility to play Queen Pawn and King Pawn openings equally well makes him a formidable competitor. I witnessed him defeating Kramnik in the 1996 VSB Tournament with 1.e4, in a main line Richter Rauzer. At breakfast the next day, Kramnik was dissatisfied with his loss explaining that he had a good position from the opening. This time Garry chooses 1.d4 with, no doubt, some well prepared ideas to back his choice.

1...Nf6 2.c4 e6 3.Nc3 Bb4

Vladimir is quite the specialist in the Slav, his choice of a Nimzo is surprising.

4.e3 O-O 5.Bd3 c5 6.Nf3 d5 7.O-O Nc6 8.a3 Bxc3 9.bxc3 dxc4 10.Bxc4 Qc7 11.Ba2 b6



Opening chess theory constantly runs in a circle with each generation of players researching the openings played in the past. In 1980 as part of my preparation for the Interzonals, my team focused upon the Nimzo but concentrated upon 11...Rd8 as the main move. The idea behind 11...Rd8 is to follow

with ...e6-e5 and develop the c8-Bishop thereafter. The text is more subtle. Black can play to control either the a6-f1 or the b7-h1 diagonal. However, by not putting immediate pressure on White's center, White is better able to utilize his center and two Bishops.

12.Re1 e5!? 13.e4 Bg4 14.dxc5!

The temptation to establish a protected passed pawn by 14.d5 is great. It is also wrong. The salient feature of the position is White's two Bishops. To be effective, it is worth recalling that they require open positions. After 14.d5, the a2-Bishop would be ineffective.

14...bxc5 15.h3 Rad8 16.Qe2 Bxf3 17.Qxf3 Rd6



It is difficult to understand what is attractive about this position for Black. White's Bishops have a great deal of latent power while controlling the business squares along the d-file. Neither do Black's Knights have central outposts on which to hop.

18.Bg5

The text is better than the superficial 18.Be3?! Qa5! returning the favor of hitting the c-pawn.

18...h6 19.Bh4 Rfd8 20.Rab1!

White also grabs an open file. There is no obvious way to take advantage of Black's weakened kingside after 20.Bd5? g5 21.Bg3 Nxd5 22.exd5 Rxd5 simply winning a pawn.

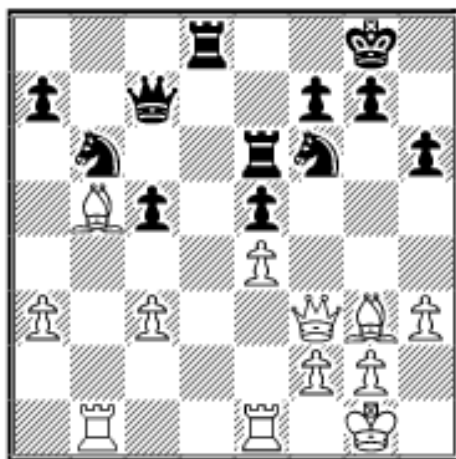
20...Ne7

Black has reached an awkward moment. What should he do? His pieces are well placed but how to trump? As 20...Rd3 21.Re3 Rxe3 22.Qxe3 doesn't help since the f6-Knight is still under pressure. Black reasons that his c6-Knight needs to reposition itself. White's c3-pawn does a good job of controlling the hops.

21.Bc4 Nc8

Playing to block the b-file and to try and control White's light-squared Bishop. It would be more enterprising to go kingside but 21...Ng6 22.Bg3 stops Black from occupying the f4-square. While 21..g5 22.Bg3 Ng6 23.Qf5 hits the g6-Knight and e5-pawn. Black therefore tries the text to restrain White's activity. My own preference is for 21...Ng6 22.Bg3 Rb6 but Black's position is a reactive passive one.

22.Bg3 Nb6 23.Bb5 Re6



24.a4!

White has accomplished much since our previous diagram. He has improved both Bishops and grabbed the b-file, while Black's d-file control has let the second player down. The text is a powerful reminder that Black's b-file blocker is shaky at best. Finally, White has utilized his a-pawn turning it from a likely weakness into an asset. Remember, a long journey always begins with small steps.

24...c4

This provocative move appears obligatory as Black faces a dilemma. He can't allow 25.a5 and 26.Bc4, both of which comes with tempo. Neither is 24...a5 satisfactory. Black cedes the b5-square with nothing to show in return.

25.Qe2 Rd3 26.a5 Nc8 27.Rb4! Rxc3

Not 27...Qxa5 28.Bxc4 Rxc3 29.Rb5 wins an exchange.

28.Rxc4 Rxc4

Now 28...Qxa5 29.Qd2 wins an exchange in a different manner. Again, White accomplishes a small but instructive task. He has traded off another pair of pawns, thereby opening up the position to his two Bishops while simultaneously limiting the activity of his opponent's pieces. Like interest in a bank, White's position is making gains.

29.Qxc4 Qb8

An unpleasant choice as 29...Qxc4 30.Bxc4 Rc6 31.Bf1 (31.Rc1; 31.Bd5!?) Rc5 32.a6 Nd6 33.f3 achieves White's ideal ending. Two powerful Bishops in an open position with pawns on both flanks. Kramnik decides that he is better off keeping the Queens on the board.

30.Qc5! Nd6 31.Bd3 Nd7 32.Qa3!

Impressive play by Kasparov. This Queen retreat covers a lot of key squares while setting up the introduction of his Rook. Black's position continues to slip perceptibly without having made a clear error. Black's Knight's bereft of central outposts, lead a purposeless existence. White will further activate his pieces while leaving it up to Black to find a plan with his own.

32...Nf8 33.Rb1 Qc7 34.Rc1 Qd8 35.a6

Nailing down the a7-pawn. White's idea of rerouting his Bishop to the g1-a7 diagonal is clear. But Black has no way of countering the obvious.

35...Ng6 36.Qc5 Re7 37.f3

And this is it. White's position is solid as a rock while Black's position is increasingly vulnerable.

37...Ne8 38.Bf1 Rc7 39.Qe3 Rd7

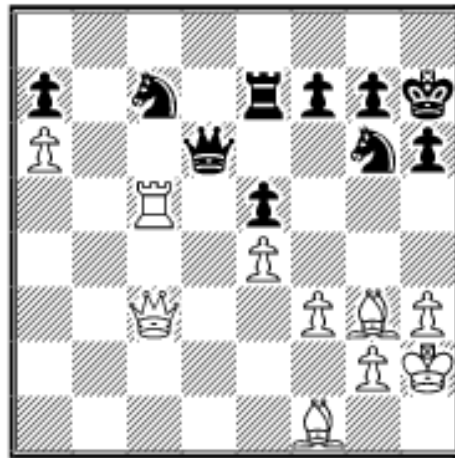
An exchange of Rooks doesn't help. After 39...Rxc1 40.Qxc1

White reloads with Bg3-f2 and Qc1-e3 winning.

40.Kh2

With each move, White's options increase. Now the c1-Rook is left free to wander - Rc1-c5 and Qe3-c3 - without having to worry about back rank counterplay.

40...Re7 41.Rc6 Kh7 42.Qc1 Nc7 43.Qc3 Qd7 44.Rc5 Qd6



45.Bf2

Each move is a link which strengthens White's position while limiting the opponent. Black is getting squeezed. Review the previous diagrams and you'll see how White has achieved the strategic ideal without allowing any tactical resources. Clearly Kasparov isn't just a formidable

tactician. Five matches versus Anatoly Karpov have given Kasparov a fine strategic understanding too. His play in this game has been remarkably smooth and error free.

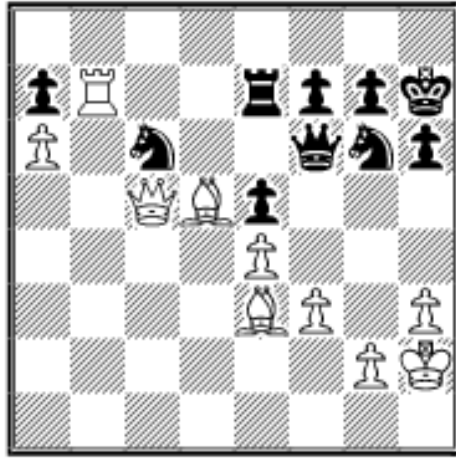
45...Ne6 46.Rd5 Qb8 47.Rb5 Qd6 48.Rb7

The bonuses continue to mount. Now White is able to utilize the b7-square too.

48...Nd4 49.Qb4 Qf6 50.Qc5! Nc6

Black is completely tied up. White takes his time before cashing in by snuffing out any counter chances.

51.Be3! Re6 52.Bc4 Re7 53.Bd5



A complete strategic triumph. Every White piece is superior to its counterpart. Black is forced to part with his a-pawn.

**53...Nd4 54.Rxa7 Rxa7
55.Qxa7 Ne7**

The desperado, 55...Nxf3+
56.gxf3 Qxf3 57.Qxf7! Nf4
58.Qf5+ Kh8 59.Qf8+ Kh7

60.Bg8+ and checkmate in short order.

56.Bc4 h5 57.Qc5 1-0

A fantastic victory by Kasparov and one of the most complete and beautiful crushes that I've seen. Kramnik was simply outclassed this day.

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Yasser Annotates:

Kramnik-Topalov

Monte Carlo 1998

A Delightful Game

Preparing my report on the 1998 Melody Amber tournament for *Inside Chess* magazine, the following game struck me as a wonderful example of the pro's and con's of rapid chess. For years I've heard of how five-minute and rapid chess were "*bad*" for a players development and how rapid chess leads to "*inferior*" quality games as compared to classical time limits. Let the critics say what they will. I've seen some incredibly bad tournament games in my career - some by my very own hand! The extra minutes are no guarantee that a player will find the hidden move, the winning combination or the saving resource. In blitz chess, rapid chess and classical chess, the eye moves quickly. It sees the tactics that lose and quickly blocks them out as "noise" to the music at hand. Once a line is rejected, the eye and the mind have to be pulled back with a conscious effort. Usually such efforts are born out of desperation!

What first attracted me to this game was that the opening is an old favorite who has been a close hard-working friend. When I saw that Black lost, I rushed to the aid of my old friend. Where had he gone wrong?

White: GM Vladimir Kramnik

Black: GM Veselin Topalov

Monte Carlo MON (02) 1998

**1.Nf3 g6 2.d4 d6 3.c4 Bg7 4.Nc3 e5 5.dxe5 dxe5 6.Qxd8+ Kxd8
7.Bd2?!**



A strange square for the Bishop. Usual is a line like 7.Bg5+ f6 8.O-O-O+ Nd7 9.Be3 when White doesn't have much due to ...Bg7-h6 trading away a useless Bishop. The purpose behind the move is that if Black sets up with ...f7-f6 then a potential Nc3-e4 controls useful squares, especially after ...c7-c6 and the Bishop might poke out by Bd2-b4. The drawback of the text is that Black can now develop his c8-Bishop.

7...Be6 8.O-O-O Nd7!? 9.Ng5!

Forced moves can also be strong ones. After 9.e3 h6! Or 9.e4 f6! I prefer Black in both cases. The text sacrifices a pawn but is the best way to take advantage of his superior development.

9...Bxc4 10.e4 Bxf1 11.Rhxf1 Nh6 12.f4 c6 13.fxe5 Ke7 14.Nf3 Ng4 15.Bg5+ Ke8 16.e6

Same comment as before! White can't allow Black to snap off the e5-pawn for free, which would give Black a strategically won game.

16...fxe6 17.Rd6 Nf8!?

Not a bad move but Black's pieces can become congested. (I know it's nice to keep a Knight in the stable at home.) More active was 17...Nc5 keeping the f8-square vacant.

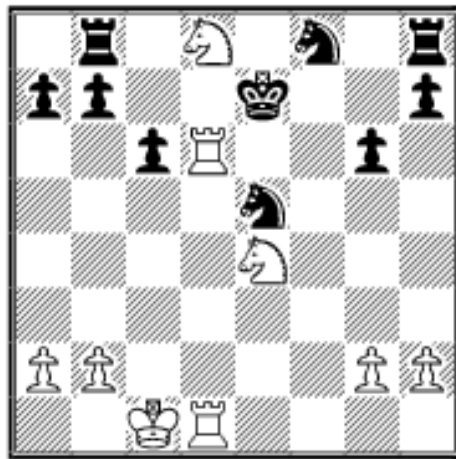
18.Rfd1 Bf6!?

Overestimating the threats to his King, Veselin scurries to trade off his handsome Bishop. Safer was 18...h6 19.Rd8+ Rxd8 20.Rxd8+ Kf7 21.Bd2 Ke7 21.Rb8 b5 22.Rb7+ Nd7 23.Rxa7 allowing White to win back his pawn but the dangers have passed.

19.e5 Bxg5+ 20.Nxg5 Nxe5 21.Nxe6 Ke7 22.Nd8!

White's best try for compensation. If 22.Nc5 b6 23.Na6 Ne6 is comfortable for Black.

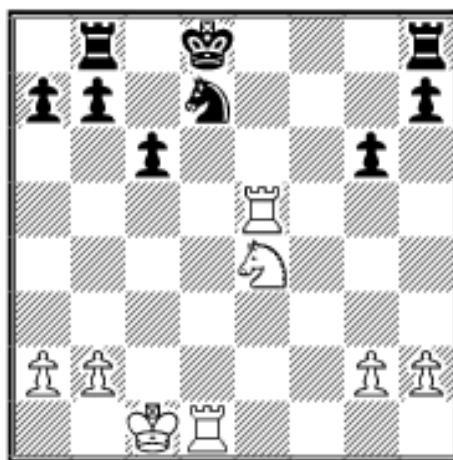
22...Rb8 23.Ne4



23...Nfd7

Falling into a dastardly trap. But who is the hunted and who is the prey? After 23...Ned7 24.Ne6 or 23...Nf7 24.Nxf7 Kxf7 25.Rd8 Rxd8 26.Rxd8, White will have excellent compensation for the pawn.

24.Re6+ Kxd8 25.Rxe5



Black "appears" to be toasted as threats are coming from all directions. The reason that appears is in quotes, is that this is a blindfold games. The players are staring at empty computer screens with that far away look in their eyes. Before reading further, stop and ask yourself what would you

do as Black.

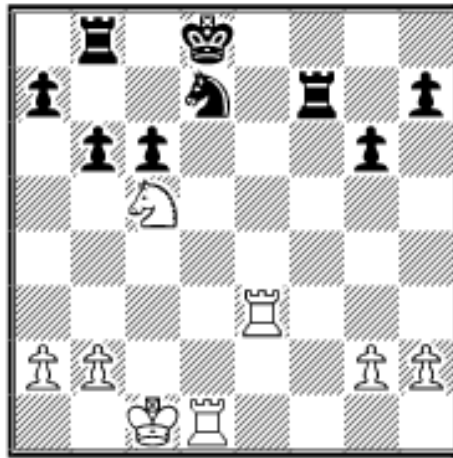
25...Rf8?

If you saw that the intended 25...Re8 loses a piece to 26.Rxd7+ Kxd7 27.Nf6+ picking off a Rook pat yourself on the back. That is indeed the problem! The quick tactical eye caught the trick and stopped the mind from continuing. The fork sinks the variation and a new defense was needed. Topalov thought in exactly this way and was thus prevented from executing his plan of trading pieces. He was forced to cast around for another idea. However, his plan was precisely what Topalov should have played! After 27...Kd6 28.Rxe8 Rxe8 29.Nxe8+ Ke7 30.Nc7 Kd7 31.Na8 Kc8 Black would win.

The question is, while this line isn't deep, would it have been spotted with more time on the clock? Or would our tactical eye have eliminated the line altogether?

Tigran Petrosian once made a remark to the effect that if a player doesn't see the [winning] move early in his think, he won't find it after a long time either.

26.Nc5 Rf7 27.Re3 b6?



The losing moment. Like I said, this line was a favorite of mine in my early days and I didn't mind an adventuresome King. The "natural" continuation was 27...Kc7 28.Ne6+ Kb6 29.Rb3+ Ka5 exiting stage right. The problem with the text is that it causes a breach on the Queenside and allows

the caged Knight to escape unlike the variation mentioned above.

28.Rf3! Rxf3 29.Nxd7 Rf2 30.Nxb8+ Kc7 31.Na6+ Kb7 32.Nb4 c5 33.Nc2 Kc6 34.Rd2 Rf1+ 35.Rd1 Rf2 36.Rg1 g5 37.h3 h5 38.Ne1 c4 39.Nf3 c3 40.bxc3 Rxa2 41.Kb1 Rf2 42.Nxg5 Kd5 43.g4 h4 44.Rd1+ Kc4 45.Ne4 Rh2 46.g5 Kb3 47.Rg1 a5 48.g6 1-0

A delightful game with high caliber moves displayed by both players. Bravo!

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Yasser Annotates:

Svidler-Kasparov

Tilburg 1997

Peter Svidler, gambitting pawns in the opening, was very successful in his first encounter against Garry Kasparov. Svidler, then the current Russian Champion, avoided a theoretical duel against Kasparov's phenomenal opening knowledge and in a Closed Sicilian the then 21-year-old opted for a known idea. "[I] was content to play for a sure draw and some possibilities. I don't play him that often, so I tried to play something funny," he explained. The three-time Russian champion wasn't sure what was going on, but showed in the press center that after 24.Bc2 Black has serious problems. Garry responded with aggressive play where perhaps a more passive defense was called for. Svidler had seen everything and caused a major upset by defeating the strongest player in the world. Garry's only comment before he left was, "I certainly did everybody a favor, didn't I?"

Peter Svidler - Garry Kasparov
Tilburg (7) 1997 Sicilian Alapin B22

1.e4 c5 2.Nf3 d6 3.c3!?

An interesting switch to the Alapin now that Black has lost the ...d7-d5 defensive option.

3...Nf6

Of course, White's move order loses an option also, i.e., e4-e5 isn't available now.

4.Be2 Nbd7 5.d3 b6!?



White isn't satisfied with his d3- and e4-center pawns and aspires to play d3-d4 once the e4-pawn is protected. Garry intends to make it as difficult as possible for White to establish a classical center. In the future, Black may investigate 5...c4!? to prevent the formation of a big center.

6.O-O Bb7 7.Nbd2 g6



Now comes a truly surprising move.

8.d4!?

What? Black's development was designed to stop this move. Garry probably expected a line like 8.Re1 Bg7 9.Bf1, when White has spent a number of tempi to enforce d3-d4. In this line, it's

doubtful that the f1-square is the best one for White's light-squared Bishop. As we'll soon see, Peter's decision is quite justified.

8...cxd4

When my opponent is gambitting pawns in the opening I'm always wary of trading pawns and opening up the position, so the text deserves careful consideration. Black's idea is to prevent a possible d4xc5, which will expose the d6-pawn. A sample line is 8...Bxe4 9.Nxe4 Nxe4 10.Bb5 (threatening Bb5-c6) 10...Nf6 11.Re1 Bg7 12.dxc5 dxc5 (12...bxc5 13. Qxd6) 13.Ne5 with a big advantage to White.

9.cxd4 Nxe4

In view of e4-e5-e6, Black has no choice but to accept the sacrifice, but which way? After 9...Bxe4 10.Nxe4 Nxe4 11.Bb5 Nf6 12.Re1 Bg7 13. Bg5 (13.Qe2 O-O 14.Qxe7 Ne5 15. Qb7 Qc8 should be satisfactory for Black) 13...O-O 14.Rc1 (14.Qa4!?), White has compensation for the pawn, but is it an advantage?

10.Nxe4 Bxe4 11.Ng5 d5

When *Inside Chess* Editor Michael Franett and I took our first look at this game, we were sure that Kasparov's 8...cxd4 was intended to make the d5-square safe. We didn't understand what was wrong with 11...Bd5 here, intending a line like 12.Bf3 Nf6 13.Qa4+ Qd7 14.Qxd7+ Kxd7 15.Bxd5 Nxd5 16. Nxf7 Rg8 with a reasonable game for Black. Through the wonders of e-mail our query was heard as far away as Reston, Virginia, where GM Lubosh Kavalek chimed in with the following analysis:

"You missed this: 11...Bd5 12.Bf3 Nf6 13.Bxd5 Nxd5 14.Qf3 Nf6 15. Qc6+ Nd7 16.Qd5 e6 17.Re1 Be7 18.Rxe6 (*ala* my game with R. Hubner, Montreal 1979) 18...fxe6 19. Nxe6 Qc8 20.Ng7+ Kf8 21.Ne6+ Ke8 22.Bg5 with vicious wishes."

Yikes! Those Virginians certainly do have some vicious wishes. This line helps explain why Garry opted for the text to keep the e-file closed.

12.Bb5

This appears to be even stronger than 12.f3 Bf5 13.g4 Be6 14.Nxe6 fxe6, which also offers White nice possibilities.

12...Bg7

Garry is anxious to castle and refuses 12...h6 13.Nxe4 dxe4 14.f3! a6 15.Bc6 Rc8 16.d5 with the attack. Even so, Black is going to have a difficult life.

13.f3 Bf5 14.g4!

Taking advantage of the misplaced Bishop. Now 14...Be6 15.Qe2 (15. f4!? h6 16.Nxe6 fxe6 17.Qd3 looks promising) Bxd4+ 16.Kh1!? leaves Black with awkward problems to solve.

14...h6 15.gxf5 hxg5 16.fxg6 a6 17. gxf7+ Kxf7 18.Ba4

Naturally, not 18.Bc6? Qc7 19. Bxd5+ e6, when the hit on the h2-pawn is telling. While 18.Bxd7 Qxd7 19.Bxg5 wins a pawn, 19...Qh3 20. Qd2!? Rag8!? allows Black to gain the attack. Peter was obviously hoping for more than this.

18...Rh5!?



An unusual and vexing position. I suppose one should simply say that White is better by pointing out the structure and relative King positions, but it isn't an easy position to judge. White's Bishops aren't yet terrors and his development is nothing to crow about. On the other hand, the open h-file and good b7-Bishop give Black

some trumps of his own. A puzzling position and I'm going to bail out with an verdict of "unclear."

19.Be3

Black scrambles to safety after 19.f4 g4 20.Qxg4 Bxd4+ 21.Kh1 Nf6: White's King will become a target. This line is a good example of why the position is unclear. White decides to complete his development and expects that eventually the two Bishops and the position of the Kings will give him the advantage.

19...Nf6 20.Qd2

White decides he can't afford the time to relocate his Bishop: 20.Bf2 Rh3 (intending ...Qd8-d6) 21.Kg2 (21.Bg3 Nh5 when Black has the initiative) 21...Qh8 22.Bg3 Nh5 with an attack for Black.

20...Qd6 21.Rf2

Grabbing the g5-pawn should be trouble: 21.Bxg5? Rg8 22.Kh1 Rxh2+ 23.Qxh2 Rh8 24.Bh4 Qxh2+ 25. Kxh2 Rxh4+ 26.Kg2 Rxd4 is one line that is okay for Black. He might have better.

21...Rah8 22.Rg2 Rh3 23.Rf1 R8h4



More confusion. Since the opening, Kasparov was supposed to have been forced into defensive mode. Clearly, that is not the case; his pieces have taken up active posts. Has White done something wrong? All he did was complete his development, so what is happening? My gut feeling tells me White must be better, but he has to be

accurate in prosecuting the attack.

24.Bc2!

Bringing his Bishop back into the game and trying to ward off the attackers. While 24.Bxg5 Bh6 25. Bxh6 Rxh6 26.Qg5 looks nice, 26... b5, going after the h2-pawn, is a fine retort. The g5-pawn isn't running away and Black will be forced to sacrifice an Exchange.

24...Nh5

Forced. 24...e6? 25.Bxg5 Bh6 26. f4!? and the e4-square has been protected. 24...g4 25.fxg4 Qe6 26.Bg5 Rxg4 27.Bf5 is not healthy for Black either.

25.Bf5 Nf4 26.Bxh3

Taking the loot at once. I thought that White should win a piece with 26.Bxf4 Qxf4 27.Qxf4 gxf4 28.Rd2 and, since the h3-Rook is trapped, Black has to get desperate: on 28... Bxd4+ 29.Rxd4 Rxh2 30.Rxd5 (30. Rxf4? Rxf4) 30...Rxb2 White has the advantage, but winning will be difficult.

26...Nxh3+ 27.Kh1 Qf6?

This just blunders away a pawn and the game. Black gets nowhere after 27...Nf4? 28.Rxg5 Ne6 29.Rg4, winning, but 27...Bf6 is still a fight.

28.Rg3

Peter sees a potential threat in ...g5-g4 and reacts to a ghost. With

28. Bxg5 Nxc5 29.Qxc5 Qxc5 30. Rxc5 Rxd4 31.Kg2, his extra Exchange should win easily.

28...Qf5 29.Bxc5 Nxc5 30.Rxc5 Qh3 31.Rg2

Peter decides that it is easier to win in the middlegame than in the endgame. Again 31.Qg2 Qxc2+ 32. Kxc2 Rxd4 33.Rg4 should provide White with a comfortable win.

31...Bf6 32.Qd3 Rxd4 33.Qg6+ Ke6 34.Qe8 Rc4 35.Qd8

Setting up the terrible threat of 36.Re1+ winning on the spot.

35...Qf5 36.Re1+ Be5 37.Qb8! 1-0

A devilish finish. White's threat is 38.Rxe5+ Qxe5 39.Rg6+ Kf5 40. Rg5+ and there's nothing the Garry can do about it. A fine victory for Peter, as he played a complete game.

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Anand-Ivanchuk

Dortmund 1997

Viswanathan Anand-Vassily Ivanchuk French Winawer C19
Dortmund (1) 1997

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 c5 5.a3 Bxc3+ 6.bxc3 Ne7
7.Nf3 h6!?

Vassily has a deserved reputation for creative approaches to a wide range of openings. The text is a highly refined idea in a decades-old position. In this variation, after the center and queenside have been blocked, White often seeks to play on the kingside with Nf3-g5, releasing the f2-pawn. Still, a tempo is a tempo and the text should allow White to activate his c1-Bishop.

8.Bd3?!

Why this move? In the Winawer French it is often questionable where to put the f1-Bishop -- sometimes the e2- or b5-squares are best. I'd choose 8.a4 with the standard plan of Bc1-a3, activating the c1-Bishop. If 8.a4 Qa5 9.Qd2 Nbc6!?, 10.Ba3! gives White a promising position.

8...b6

Attempting to take advantage of White's last move. If 9.Bb5+ Bd7 10.Bd3 Ba4, Black has made ...h7-h6 a useful tempo.

9.0-0 Ba6 10.Nh4!?

As already mentioned, White seeks to advance his f2-pawn, but



the Knight on h4 doesn't make a pleasing impression.

10...Bxd3 11.Qxd3 Nbc6 12.f4 Qd7 13.Bd2?! c4 14.Qh3 g6?!

If this position is bad for Black, then the French Winawer is simply unplayable! Black has secured all the trumps that he possibly can get. He has traded the proper minor pieces, prevented f4-f5 and will soon concentrate on King safety. The one move that Black would like to take back is ...b7-b6. In many games, Black is able to utilize the b6-square by playing ...Ne7-c8-b6-a4 or ...Ra8-c8-c6-a6. In both cases, Black is able to create queenside play. Therefore, his b6-pawn is a bit of a sore thumb.



15.a4 0-0-0 16.Nf3 h5?

A badly mistimed move that saves White some precious tempi. Of course, we all understand that Black is trying to secure the f5-square, but that is not the key problem. In the first place, the move ...h6-h5 can be played when needed and now is definitely not the time. By

giving up the g5-square without a fight, Black must always remain vigilant against Nf3-g5.

It is important for the reader to take a fresh, objective view of the position here and ask: "What is going on? What should White be doing? What should Black be doing?" In general, White's task is much easier. He just has to improve the position of his pieces. His Queen and Bishop especially have to reach much better squares.

Black has bigger worries. White has a big central wedge and superior play on the kingside. Black may lodge a Knight on the f5-square, but it is only temporary and what does the Knight do there anyway? With infinite patience, White will be able to play g2-g4 and begin a kingside push. The very real danger exists that if Black doesn't drum up queenside play, he gets squished.



Herein lies the key: Black absolutely must play on the queenside! The beauty of this is that Black can even win the game by doing so! The correct plan is: ...Kc8-b7, ...a7-a5(!), ...Kb7-a6(!), ...Rd8-b8 and ...b6-b5. In this way, Black creates a passed a-pawn, ensuring that White must keep his pieces on the queenside. Let's take a look at

a likely line of play: 16...Kb7 17.Rfb1 (White can try to provoke ...h6-h5 by 17.Be1, aiming for Be1-h4-f6 to nab the h6-pawn: 17.Be1 Nf5! 18.Bf2 [not 18.g4 Ne3 19.Rf2 h5 with advantage for Black] 18...h5, when the difference is clear. White has invested the moves Bd2-e1 and Be1-f2 in order to provoke ...h6-h5. It can also be argued that White's Bishop on f2 is misplaced and should be on the a3-f8 diagonal.) 17...a5 18.Bc1! Ka6 19.Ba3 Rb8! Black's intentions are clear, he is going to play ...b6-b5 either with or without preparation via ...Ne7-c8-a7. White will have to scurry with g2-g3 and Qh3-f1-c1 to bring everything over to the queenside. In this case, the h-pawn is very useful if still on h6 and Black would have achieved what he needed to do, concentrate the theater of battle on the queenside, the only place on the board where he has a chance.

Ivanchuk's failure to enact this plan causes him to drift into a passive position. He also gives Anand the time he needs to improve his pieces. A careful study of the above will give French Defense players encouragement, because the rest of the game becomes a model for White.

17.Rfb1 Nf5?! 18.g3! Kb7 19.Qf1! Ka8

A very important admission. Instead of opting for active play based on 19...a5 20.Qc1!? Na7 21.Qb2 Qc6, Black slides into a passive shell, content to simply hold things together on the queenside. This approach ensures White's advantage! White is very pleased that the queenside remains closed, since he has always intended to win the game on the kingside.



20.Bc1 Rb8

Is Black waking up to the sound of his own bacon frying and intending to play ...b6-b5 after all?

Unfortunately not. Ivanchuk contemplates keeping a Rook on b7 to hold the queenside and the f7-pawn as well! A fine defensive scheme, but doomed to fail, as we shall

see.

21.Qe1

The first clear sign of trouble. White indicates that he is preparing g3-g4 in order to press matters on the kingside.

21...Rb7 22.Ba3 Qd8 23.Ng5?!

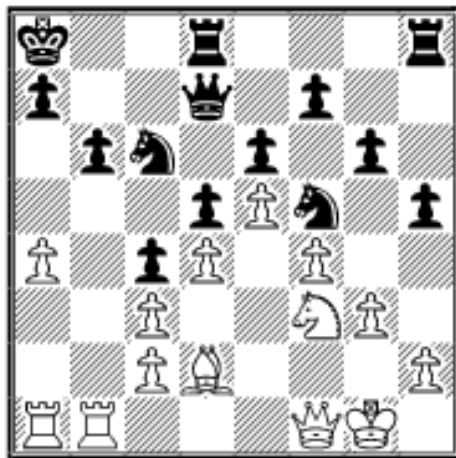
A small waste of time. Vishy gets the idea of holding up the break ...f7-f6 (something he should encourage!) and possibly sending his Knight on an exploratory mission. Much simpler and to the point was 23.Qd2 f6 (what else to do?) 24.exf6 Qxf6 25.Re1, when the theater of battle has moved to the center where White has a built-in advantage.

23...Re8 24.Qd2

White correctly realizes that 24. Nh7?! Rh8 25.Nf6 Nh6! only misplaces his Knight. Black would dearly love to trade Knights, as his structure wouldn't be picked at by White's powerful Knight.

24...f6 25.Nf3

Despite wasting several tempi, White is happy. All the action is in the center. Ivanchuk seems to be surprisingly unaware that he is strategically gone. He puts up valiant resistance, but the outcome is not in doubt.



25...Nh6 26.exf6

White must not allow 26...f5, locking up the center and kingside!

26...Qxf6 27.Re1 Nf7 28.Re2

Simple chess. White plays in the center where his strength lies. It's interesting to note how each of White's pieces

seem to bristle with more energy than their counterparts. The difference lies in the space advantage that White's pieces enjoy.

28...Ne7 29.Rae1 Nf5 30.Qc1 Ng7 31.Kg2 Qd8 32.h3?

There we have it. At last White shows that, to win the game, he has to move forward on the kingside. It should come as no surprise that the break g3-g4 is impossible to prevent when Black's Knights are getting corralled, but this move is mistimed. The move h2-h3 can always be played. The text gives Black clear queenside counterplay. White should play 32. Qb2 Qd7 33.Qb5 Qxb5 34.axb5 with a very nice endgame based on h2-h3 and g3-g4, opening up the kingside.

32...Qd7! 33.Nh4 Nh8 34.Nf3 Nf7 35.a5

The only way to play for the win. Of course, Black should be happy now, as he has been able to create counterplay on the queenside in response to White's central play. Ironically enough, White has provoked the opening of the queenside which puts the outcome of the game in doubt!

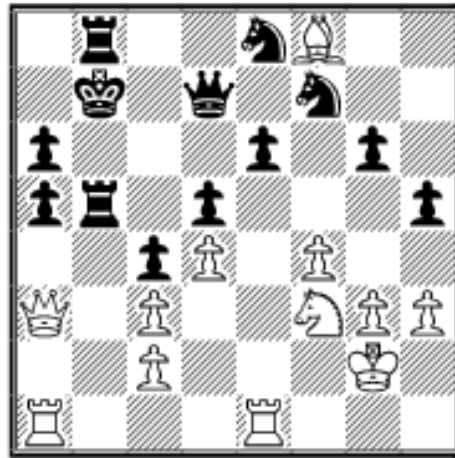
35...bxa5 36.Bc5 a6

I'm afraid that the point of the text is wholly lost on your poor scribe. Black is given a golden opportunity to activate his pieces and he insists on trying to create some kind of queenside fortress. I would have happily played 36...Nf5! with an eye toward hopping into the center, e.g., 37.Qa3 Rb5 38.g4!? N5d6, when Black has fine counterplay.

37.Qa3 Rb5 38.Ra1 Kb7 39.Ree1 Rb8

Again, I must confess to not understanding White's last two moves.

40.Bf8 Ne8



41.Ne5! Nxe5 42.fxe5!

Ah! But these last two moves I *do* understand. White is back on track with his strategic idea of winning the game on the kingside and White's bad Bishop is doing a good job of preventing Black's Knight from coming to the f5-square.

42...g5 43.Re2 Kc6 44.Rf1 Qh7 45. Be7! g4 46.h4 R8b7 47.Bd8!

It is peculiar how helpless Black is. White's threats of invasion down the f-file outweigh any play of Black's on the queenside.

47...Rf7 48.Rxf7 Qxf7 49.Rf2 Qg6 50.Kh2 1-0

A pleasing finale. Ivanchuk now realized that White's invasion down the f-file can't be prevented and gave up. Still, his resignation seems premature to me.

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Yasser Annotates:

Timman-Piket

Wijk aan Zee 2000

One of the great moments in sports and especially in chess is when national rivals - the elder cunning fox versus the young whippersnapper - are contested. For this round I decided to annotate the game between Jan Timman, now considered the grand old lion of Dutch chess versus his strongest rival in the chasing pack. Not just for the drama involved in the game but also for the chess itself. It was an original opening with both players taking different paths. The strong clash of differing ideas had the audience perplexed about the goings on. Timman made a subtle strategic error and suddenly Black's Knights had bolted their fences. A quick mating attack ended the drama shortly.

Kings Indian Defense

White: GM Jan Timman

Black: GM Jeroen Piket

Wijk aan Zee, Corus Tournament (03) 2000

1.d4 Nf6 2.c4 c6 3.Bf4!?

Now that Black has feinted with a Slav Defense, Timman showed a bit of a twist of his own. He now invites: 3...d5 4.e3, when White is spared the twisted pathways of trying hard to regain the c4-pawn. If Black continues 4...Bf5 5.cxd5 6.cxd5, gives White a comfortable advantage.

3...d6

Piket in turn shows his craftiness by bringing the game back to the variations of the KID where the move Bc1-f4 is not considered to be a dangerous line for Black. Who is out-foxing



whom?

4.Nc3 g6 5.Nf3 Bg4!?

A standard equalizing line for Black is: 5...Bg7 6.h3 O-O 7.e3 a6, angling for ...b7-b5 and a Queenside fianchetto. In many KID lines, Piket often parts with his light-squared Bishop and so the text wasn't unexpected.

6.Qd3!?

Not a very common move in a KID. With it, Timman has a concrete idea of castling long and so he decided on a flexible approach to the center and Kingside. Still, 6.e3 Bg7 7.h3 Bxf3 8.Qxf3, strikes me as a more effective method. Timman may have had doubts about how to handle 7...Bf5!?, controlling the e4-square.

6...Bg7 7.0-0-0 Na6



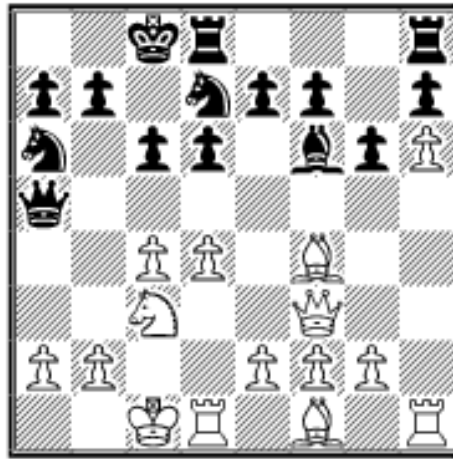
The battle lines are being drawn. Black is expected to castle short with a free-for-all taking place on the wings. Piket declines the opportunity. If he had wanted to, 7...a6 8.h3 Bxf3 9.Qxf3 b5 10.e4, would have stoked the fires in earnest. The text matches White's cagey approach. Perhaps, Black won't castle

short?

8.h3 Bxf3 9.Qxf3 Nd7 10.h4 Qa5 11.h5 0-0-0

Just so, the Kingside had suddenly become a bit to dangerous a place to try and hibernate.

12.h6 Bf6



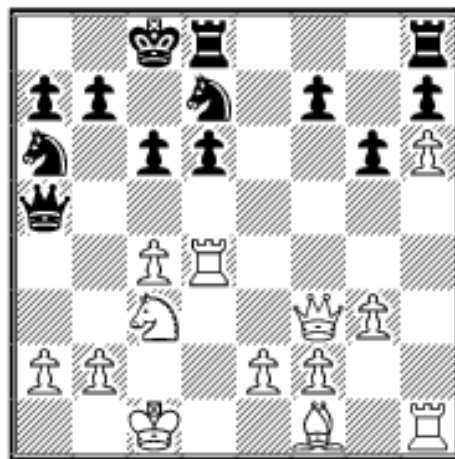
The first critical position arises. Having won the two Bishops and possessing an extra slice of the center, White should concern himself about containing Black's possible counterplay. To this end the prophylactic moves 13.Bg3 or 13.Kb1 both deserve attention. Of these choices, Timman himself

thought 13.Kb1! e5 14.Be3 exd4 15.Bxd4 Bxd4 16.Rxd4 Qe5 17.e3 leads to a position he rated as very favorable.

13.g3?

A strategical slip, which lands White in a difficult position. While its very nice to lazily dream of how effective the f1-Bishop might be on the h3-c8 or long diagonal, White has a problem: the c4-pawn, a target which Piket immediately presses against.

13...e5! 14.Be3 exd4 15.Bxd4 Bxd4 16.Rxd4



16...f5!

A powerful move which clarifies which side has won the strategic battle. Black avoids 16...Ne5 17.Qf6, when White's Queen has landed on a lush square. White is now invited to win a pawn: 17.Rxd6 Ne5 18.Rxd8+ Rxd8 19.Qf4 Nc5! when Black has a powerful initiative.

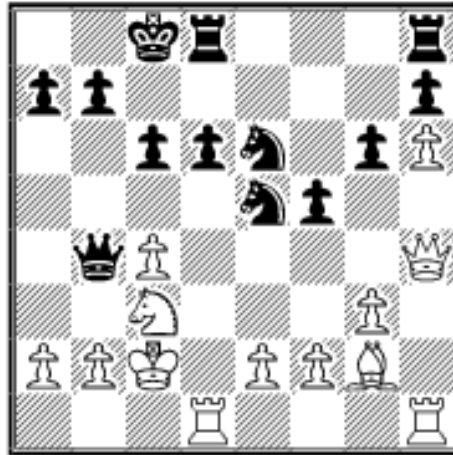
17.Bg2 Ne5 18.Qf4 Nc5

White is in big trouble as all of Black's moves flow very nicely. Now the threat is ...Nc5-e6 forking Queen and Rook. The larger question is how White will defend the c4-pawn.

19.Qh4 Ne6 20.Rdd1 Qb4!

Natural and very strong. Black cozies up to the c4-pawn and its capture will only lead to further threats.

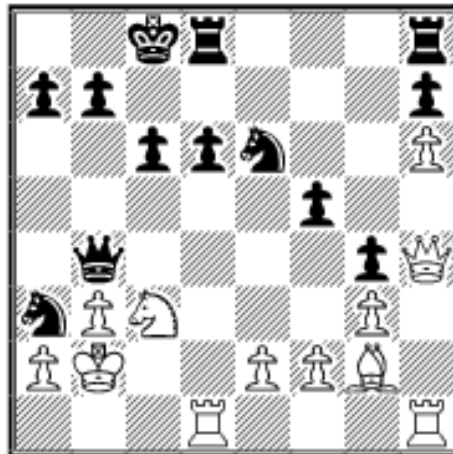
21.Kc2



21...g5!

The start of the final assault. Black first chases the White Queen of the 4th rank as 21...Nxc4 22.b3 Na3+ 23.Kb2, misses its mark as the Queens oppose one another.

22.Qh3 Nxc4 23.b3 g4
24.Qh4 Na3+ 25.Kb2



25...Nd4!

A powerful blow, which quickly wraps up the game. The immediate threat is ...Na3-c4+ winning, as White's King is denied the c2-square.

26.Rd3

Covering the c3-Knight isn't enough to save the game. Neither is the sacrifice 26.Rxd4 Qxd4 27.Rd1 Qe5, with ...Na3-b5 to follow.

26...Nc4+ 27.Ka1 Nxb3+! 28.axb3 Qa3+ 0-1

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Yasser Annotates:

Morozevich-Aleksandrov

FIDE World Cup
Shenyang 20002

It's not always a pleasure annotating a game of Alexander Morozevich. As one of the world's most dynamic players it is hard to even guess at what he may be thinking. Worse still is to make a judgment about his moves. You're just as likely to be wrong and guess that the culprit for his defeat was in fact the moment of a crowning glory that was messed up later... In the following game, he is at his enterprising best as he goes on a sacrificial rampage to begin the game. No one would envy being in Aleksandrov's shoes under such circumstances yet he prevailed with flying colors!

Morozevich (2756) - Aleksandrov (2591)

King's Gambit C37

FIDE World Cup Group A Shenyang CHN (2), August 2, 2000

1.e4 e5 2.f4 exf4 3.Nf3 g5 4.d4!?

A romantic sacrifice typical for games played one hundred years ago. The Kieseritzky Gambit variation: 4.h4 g4 5.Ne5 d6 6.Nxg4 Nf6, is currently the theoretical rage with a surprising number of games between top players. The text virtually compels a piece sacrifice.

4...g4 5.Bxf4!?

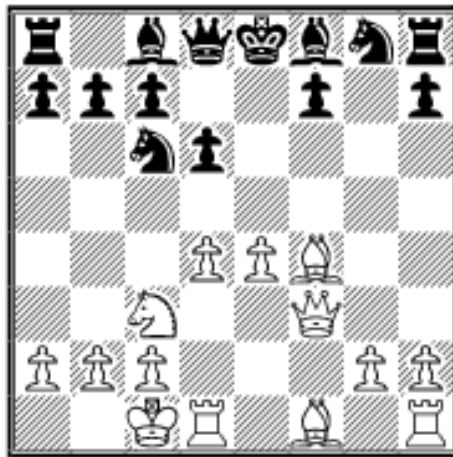
Rats! Five moves out of the opening and my theoretical knowledge is already exhausted. While an enterprising sacrifice:

White has tempi and the center for a piece, the defensive technique of modern players is about one hundred years of testing better than it was when the King's Gambit was in vogue. In any case: 5.Ne5 Qh4+ 6.g3 fxg3, isn't an attractive option for White.

5...gxf3 6.Qxf3 d6 7.Nc3

Nunn's Chess Openings (NCO) considers: 7.Bc4 Bg7 8.O-O as offering compensation. In that case, White immediately focuses against the f7-pawn aiming for a tactical knockout. The text is more positional as White seeks to complete his development followed by a tactical blow. But the tempi lost by this positional shuffle, will allow Black better defensive possibilities too.

7...Nc6 8.0-0-0



I assume this is all part of Morozevich's preparations, after all, Black's moves are easy to guess. Personally, I'd be somewhat dubious of the placement of White's King. After castling short, the Rook is nicely placed on the half-open f-file for ye old hack attack. The "plus" of being castled long is lost on me. Especially when considering the diagonal c1-h6. For instance a move like ...Qd8-h4/f6 sets up ...Qh4/f6xf4 and ...Bf8-h6 trading pieces.

8...h5!?

Of course in such situations, everyone is anxious to develop and trade pieces as rapidly as possible. The text is resisted as "making too many pawn moves in the opening" is frowned upon. In this case the move has several points. Firstly, 9.h3? Bg4! 10.hxg4 hxg4 11.Qxg4 Nf6, doesn't stop Black's ...Bc8-g4 threat. Secondly, the move ...Bf8-h6, forcing future trades is now better supported. Finally, there are occasions where Black might find ...Rh8-h7 to have a defensive benefit. I'm reluctant to award the move an exclamation mark as the ramifications of: 9...Qh4, aren't that clear to me.

9.e5!?

Another in the series of tough calls. White wants to do his utmost to take advantage of his superior development, continuing with his sacrificial play. To this end a line like: 9.Bb5 Bg4 10.Qf2 Bxd1 11.Rxd1 a6 12.Ba4 b5 13.Bb3, is a nice way to go. But it's also a whole Rook! After, 13...Qd7, the proof is in the pudding and besides Nc3-d5, it's not obvious what White is supposed to do for an encore. The text is right in line with the idea of busting the game wide open to enhance the superior development. Black benefits too as the heightened clash allows him to challenge White's pieces and to offer some trades.

9...Bg4 10.Qe4 Bh6!

This one is easy enough to understand and I'm anxious to award someone for making a good move! It is obvious enough as Black seeks to complete his development while vacating the f8-square gives Black's King a side exit. Considerably weaker was: 10...Bxd1? 11.exd6+ Kd7 12.dxc7, when a subsequent Kc1xd1 will leave a material count of three pawns for a Rook, but Black's King would be swimming in dangerous currents.

11.Bxh6

Now: 11.exd6+ Kf8 12.dxc7 Qxc7 13.Bxh6+ Rxh6 14.Rd2 Re8, only helps Black complete his development, giving him a material advantage as well as a winning initiative.

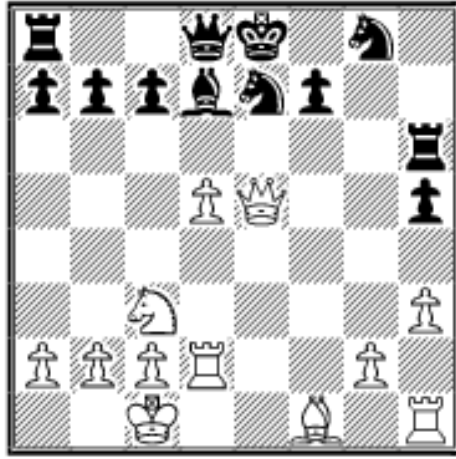
11...Rxh6 12.Rd2

An indication that White's earlier bravery isn't panning out. Besides acting to save the exchange, a line like: 12.Be2 Qg5+ 13.Kb1 0-0-0, would allow Black to happily complete his development. In that case, Black's material advantage should be enough for a win. Such a line is a further indication that long castling by White in the King's Gambit isn't quite so wonderful.

12...dxe5 13.h3

Trying to give the Bishop the boot to a less comfortable square. Clearly: 13.dxe5? Qg5 14.Nd5?? 0-0-0, would be a colossal failure for White. His center is eliminated; Black is fully developed and has seized the initiative.

13...Bd7 14.d5 Nce7 15.Qxe5



Once more it seems to me that Morozevich could easily have foreseen this position in his preparations and must have felt good about his prospects. Indeed it doesn't appear that Black's King is escaping to the Queenside any time soon. While White has open files for his Rooks and the possibility of clipping a second (h5) pawn.

Aleksandrov now rises to the challenges of the position.

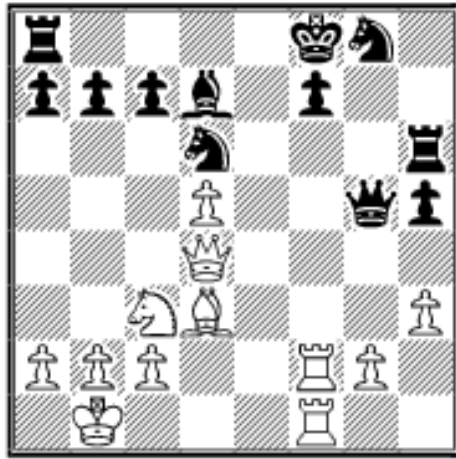
15...Kf8!!

I've always been partial to surprising King moves in the opening and at first sight, this one seems quite confounding. However, in a single stroke Black's position suddenly fits together. In the first place, potential incursions by Qe5-g7 are neatly stopped. The e7-Knight is no longer pinned and ideas like, ...Ne7-g6 and ...Qd8-h4 will allow Black to develop with tempi! Finally, the d7-Bishop, which is really desperate to prove its usefulness, has the possibility of ...Bd7-e8 covering the f7-pawn shield if needed. With this move, Black's game comes alive and now the onus is back on White to prove the soundness of his sacrifice.

16.Bd3 Nc8!?

Aleksandrov must have felt quite confident about his position as: 16...Ng6, developing with tempo is nearly impossible to resist. He may have reasoned that by 17.Bxg6 Rxc6 18.Qxh5 (18.Rf1!?), White wins a second pawn for his piece, improving his compensation. Still, in that case, I'd prefer Black's position. The idea behind the text is quite simple: the d6-square is an ideal blockading square for the Knight, which nicely covers the f7-pawn as well.

17.Rf1 Nd6 18.Rdf2 Qe7 19.Qd4 Qg5+ 20.Kb1



Once more it appears as if White isn't doing so badly. His pieces are nicely coordinating and the threat of Nc3-e4 might blow away the f7-shield causing Black to have a major accident.

20...Be8!

Another fine defensive move. The defensive minded:

20...Qg7 21.Qc5 Rc8 22.Qxa7 (20.Ne4), would gain a second pawn. With the text, Black offers nothing and once more asks White to prove his sacrifice.

21.Ne2

The search for compensation isn't easy. After: 21.Qc5 Qd8 (21...Qe7!? 22.Re2 Qd8) When White runs up against a brick wall. The text plots an invasion on the e6-square that is easily spotted.

21...b6! 22.Nf4 Bd7 23.Qc3!

Trying to make Black's consolidation task as awkward as possible. White will now win back some material but will have to trade Queens.

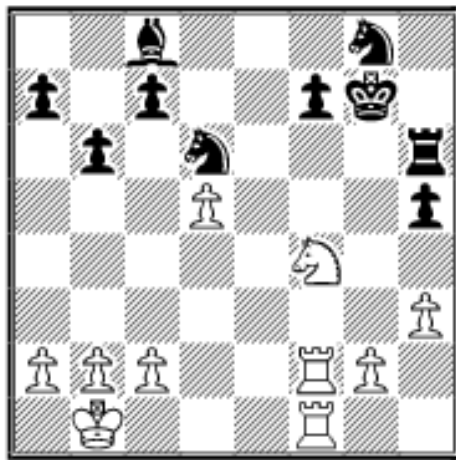
23...Rc8

Of course covering the c7-pawn by 23...Qd8?? 24.Ng6+, puts White right back into the game.

24.Ba6 Qg7!

This is the rub. White must allow the Queen trade as: 24.Qa3? Re8, allows Black to skip away and in time take over the game.

25.Qxg7+ Kxg7 26.Bxc8 Bxc8



Although the material is about even, in fact, Black has a significant advantage in the diagram. The key to the position is the effectiveness of the pieces. A cursory glance reveals that White's Rooks will not be effective on either the f-file or the e-file. With the Rooks neutralized, Black's pieces will be drawn to favorable outposts throughout

the board.

27.Rf3 Nf6 28.b3

Active play by: 28.Rd3? Nfe4, playing for the d2-fork will cost White material. The text is defensive in nature, as White wants to play c2-c4 so that the d5-pawn is protected. It's interesting to observe how quickly White is tied up.

28...Nfe4 29.Kb2 h4!

Not just threatening the d2-fork, the text cements control over the g3-square and keeps White's Kingside fixed on light squares.

30.Re1 a5!

Getting a further grip over the c5-square. Black is having an embarrassment of riches finding squares for his pieces.

31.c4 Rh8!?

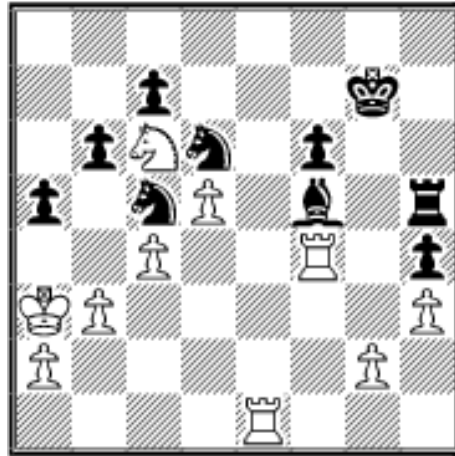
Black only needs to find a way to activate his Rook and the game is completely over. I must confess that: 31...f5, intending ...Kg7-f6 and then putting the Rook on the g-file would have been my choice. The text might be a bit more flexible.

32.Nd3!/? Rh5! 33.Rf4?!?

No one envies White's position and indeed it might be lost. That said, the best way for White to fight is to try in some measure to improve the role of the Rooks. That cannot happen as long as the e4-Knight lords over the position. A better chance was: 33.Nf2 f5 34.Nxe4 Nxe4 35.b4!/? axb4 36.Kb3, hoping to open some ranks

and files for the Rooks.

33...Bf5 34.Ne5 Nc5 35.Ka3 f6 36.Nc6



36...Be4!

The presence of the extra pair of minor pieces is too much as White's Rooks are further limited. The e4-Bishop is far to powerful and the game is nearing hopelessness as Black begins to press against the g2-pawn...

37.Re3 Rg5 38.Rxh4 Rg2

39.Rg4+ Rxg4 40.hxg4 Kg6

The trade of Rooks hasn't brought White any relief. It is remarkable to consider the plight of White's Rook. Now after: 41.Rh3 Kg5 42.Rh8 Kxg4 43.Rg8+ Kf3 44.Rg7 Na6, Black is likely to make a Queen of his f-pawn before White can disturb the Queenside.

41.Nd4 Kg5 42.Rg3 Bg6 43.Rg1 Be8

The winning plan is rather direct: capture the g4-pawn. Morozevich does his best to prevent this from happening, but the task is impossible. White's a3-King is far from the action.

44.Ne6+

Else, ...Be8-d7xg4 is too easy.

44...Nxe6 45.dxe6 Bc6 46.Kb2 Bf3 47.c5!

A desperate fling but a good one as White hopes to open some files for his Rook.

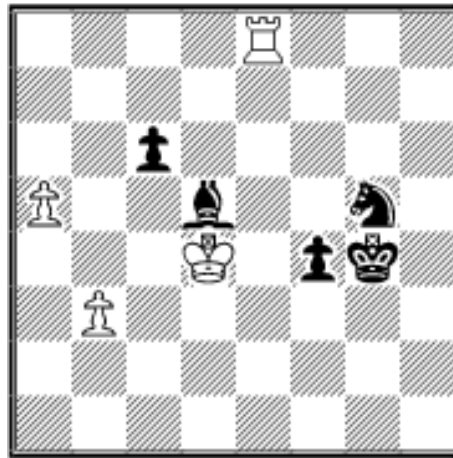
47...bxc5 48.e7 Kg6 49.Rc1 c4 50.e8Q+!

This is White's point. The a5-pawn has been isolated. If it can be won...

50...Nxe8 51.Rxc4 Kg5 52.a4 c6!?

I don't think I would have been so anxious to close the diagonal to the a8-square. Aleksandrov may have been concerned that: 52...Nd6 53.Rxc7 Kxg4 54.Ra7 Nb7 55.b4 axb4 56.Kb3, would allow too many pawns to be traded. Still, this line looks very strong for Black.

53.Kc3 Bd5 54.Rc5 Kxg4 55.Rxa5 f5 56.Ra8 Nd6 57.Rd8 Ne4+ 58.Kd4 Ng5 59.Re8 f4 60.a5



60...Ne6+!

The clincher as White's a-pawn isn't going anywhere.

61.Kd3 Nc5+ 62.Kc3 f3 0-1

An exemplary game of fine defense and excellent technique by Aleksandrov! Bravo! And an excellent explanation as to what

happened to Morozevich in the World Cup!

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Yasser Annotates:

Piket-Van Wely

Amsterdam 1994

King's Indian Classical E90

Jeroen Piket-Loek Van Wely

Amsterdam, Netherlands (ch) 1994

1.d4

An important matchup. Not just for the final tournament standings either. Loek has been making great progress and seems destined to challenge the highest rung of the Dutch chess ladder. This game will go a long way to deciding the lineup for the Dutch Olympic team.

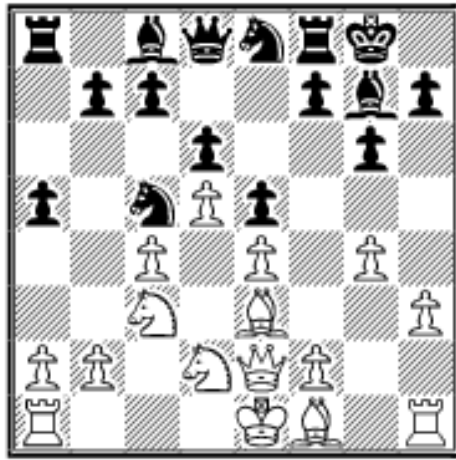
1...Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 0-0 6.h3!?

An old favorite of GM Lubosh Kavalek. In a number of lines, White aims to challenge the break ...f7-f5 by playing g2-g4.

6...e5 7.d5 a5 8.Be3 Na6 9.g4 Nc5 10.Nd2

An interesting alternative is 10.Bd3, continuing with the idea of clamping down on the f5-square. After 10...Nxd3+ 11.Qxd3 Ne8!? 12.0-0-0 f5!? 13.gxf5 gxf5 14.Rdg1 the game is very sharp. This idea needs testing.

10...Ne8 11.Qe2



11...f5 12.gxf5

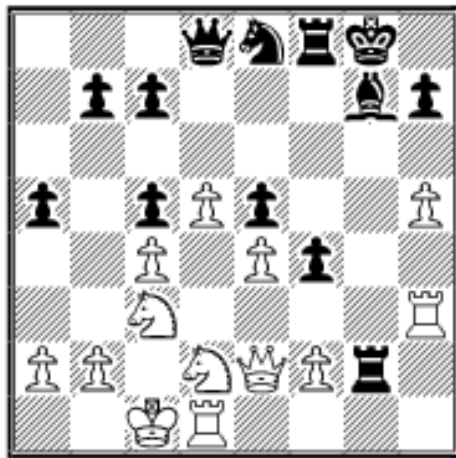
White would prefer to play 12.f3 as in the Mar Del Plata variation, but 12.f3 Bh6! is fine for Black.

**12...gxf5 13. 0-0-0 f4
14.Bxc5 dxc5 15.h4!**

A nice move. Both sides have their trumps. Black has a nice

d6-square, while White hasn't yet occupied the f3-square. The text, understandably enough, prepares to exchange Bishops. Because of the potential hazard of the g7-Bishop, the game hinges on what happens to the kingside. If the h4-pawn becomes a target, then Black is in business. If Black fails to do something over there however, it will be a long day.

15...Ra6 16.Bh3 Bxh3 17.Rxh3 Rg6 18.h5 Rg2



19.Nf3!

With the text it is now clear that White has a fine advantage. The g7-Bishop is hemmed in, and the h5-pawn is healthy. Once White puts together a light-squared attack, it will be over.

**19...Qd7 20.Rhh1 Bf6
21.Qf1 Rg7 22.h6 Rg6**

23.Rh5!

A new problem appears. The e5-pawn is in trouble.

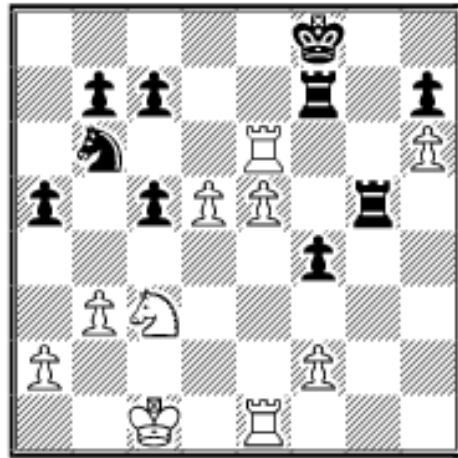
23...Qg4 24.Qh1!

This was Jeroen's point. Indeed, it is natural for White to engineer a Queen exchange by Qf1-h3, but he has correctly realized that his Queen can do more damage than Black's.

24...Qg2 25.Qxg2 Rxg2 26.Nxe5

And now it's game over. White's center pawns will soon make a triumphant march down the board.

**26...Bxe5 27.Rxe5 Nd6 28.Re7 Rf7 29.Re6 Nxc4 30.e5 Rg5
31.Re1 Kf8 32.b3 Nb6**



33. Rxb6!

A pleasing combination. White gains two connected passed pawns and an easy technical victory.

**33...cxb6 34.e6 Rff5 35.d6
Rd5 36.Nxd5 Rxd5 37.d7
Ke7 38.a4!**

The final good move. Black's queenside majority is frozen solid.

38...Rg5 39.Rd1 Rg8 40. Kc2 1-0

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1997 Rematch:

Garry Kasparov versus Deep Blue

Game 6

The Garry Kasparov versus Deep Blue match had all the drama of a great epic. Going into the last game with the match tied the expectation and excitement had reached fever pitch. My audience had just begun to warm their seats when the game was over! In just over one hour the match was over and we were all left gasping for answers. I hope these comments provide some crucial clues to the most gripping chess event that I've ever had the pleasure to be involved with.

White: *Deep Blue* Black: *Garry Kasparov*

1.e4 c6

Garry's opening choice came as a great disappointment to me. He rarely plays the Caro-Kann and the opening does not suit his style of play. I had expected and hoped for his vaunted Sicilian Defense (1...c5) which he plays supremely well.

2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Ng5 Ngf6 6.Bd3 e6 7.N1f3

All of the previous moves are "standard opening theory" played in thousands of games before. Kasparov's next move came as a great surprise.

7...h6(!)



The text has a dodgy reputation based on the results of previous games played with this move. While playable, it is definitely not the main line. The normal move is 7...Bd6 (First!) 8.Qe2 h6 9.Ne4 Nxe4 10.Qxe4 Nf6 as has been seen in countless games.

8.Nxe6

This sacrifice is the only chance for White to gain an advantage. After 8.Ne4 Nxe4 9.Bxe4 Nf6 10.Bd3 c5 is fine for Black since he hasn't yet moved his f8-Bishop the freeing break ...c6-c5 and the subsequent move ...Bf8-c5 doesn't come with the loss of a tempo. Therefore the text. However, the effect of White's move had a devastating effect on Garry's face. He looked as if he had just been hit by a bolt of lightning.

While we were busily speculating if Kasparov had come prepared with a novel idea his reaction was manifestly clear, he had transposed his move order and fallen into a well known book trap!

How on earth was this possible? Garry Kasparov is arguably the finest opening theoretician in the world today. How could he fall into a known opening trap? There are several answers. In the post match press conference, Garry explained that he had lost his confidence. Following the disappointing draw in game five he had told his trainers that, "The match was over." Garry had simply given up and went into the game with a losing mentality. Too, Garry had exhibited signs of increasing nervousness and tension following game two. Playing openings and defenses that were unfamiliar to him he had hoped to out fox the computer. He had done so, but, also achieved positions that didn't suit him.

Following the look of appall on his face following the text Garry clinched his head in his hands looked plainly disgusted and banged down his next move swiftly.

8...Qe7?

This however is a known mistake. When it rains it pours and mistakes usually come in numbers. For Caro-Kann players like myself, we are aware that 8...fxe6 9.Bg6+ Ke7 10.O-O Qc7 11.

Re1 Kd8 preparing ...Bf8-d6 is the only way to go. This variation is not to everyone's taste as Black's King and his lack of development promise a difficult future. However, if Black can solve his current problems he has an extra piece to give him hopes.

In the many games that feature the text, White has won all of those in my database! The problem as we shall see is that Black's Queen is terribly misplaced.

9.O-O fxe6 10.Bg6+

Deep Blue's operator, Joe Hoane was so nervous at this point - Deep Blue's evaluation was in its favor - that he shakily started playing 10.Bc1-g6+ an illegal move. Since this is not Deep Blue's fault the rules concerning the operator's moves are not touch move.

10...Kd8 11.Bf4

The most incisive. The Bishop is on a superb diagonal covering key squares which control the movements of both Black's King and Queen. Other known moves include 11.c4 when Black has also been swept off the board.

11...b5?



Unfortunately for the commentators we were trying to justify Kasparov's opening choice and explained that the novel move 11...b5 was prepared by Garry and that all of his head shaking was his attempt for an Oscar for best drama. Previous games have seen 11...Qb4 trying to make room for his pieces. But these games also have resulted in

Black losses.

The purpose of the text is to secure the d5-square for a Black Knight when it can't be dislodged by c2-c4. A noble aim except that it simply does not work. There is no question that Black faces difficulties but the computer's approach to winning the

game is quite different from a human's. Essentially the computer looks at each position as if it were unique. It doesn't have prejudices about previous ideas but tries to play the best move according to its evaluation and its thinking.

Take another look at the position before the text move. In general, it is good to win a Queen for Rook and Bishop. A computer is correctly programmed to think that winning a Queen for Rook and Bishop is a good thing. White can play Rf1-e1 and Bg6-f5 in order to win the e7-Queen. Also the computer likes to win pawns and could play for Rf1-e1 and Qd1-e2xe6 when in both cases Black is relieved by the trades. If White is given the opportunity to carry out either of these operations it is definitely in Black's interests to let him!

With the text, Kasparov weakens his entire Queenside structure and allows White to develop his a1-Rook. What were his choices? Well, 11...Nd5 12.Bg3 Qf6 13.Bh4 definitely fails. And no one wants to play Black after 11...Nd5 12.Bg3 N7f6 13.Ne5 when White has too many threats. In the past 11...Qb4 hasn't worked so another strategy has to be found. An anti-computer strategy. Kasparov facing a difficult position has to let the computer bail him out!

My suggestion is to do little! Black should draft his Queenside into the game while trying to induce Deep Blue to win material. Of course I can't guarantee such a strategy would work! This then is my suggestion: 11...a5!! (Two exclaims for understanding the opponent is a computer.) 12.Re1 (12.a4!? b6 13.c4 Ba6 14.Rc1 Kc8 is Black's basic idea given the chance he wants to play ...Kc8-b7 and try to hold on.) 12...a4 13.Qe2 b5 14.Qxe6?! Qxe6 15.Rxe6 Nb6 16.Rxc6 Nbd5 intending ...Bc8-d7 when we see Black's idea in full bloom.

If in the above line we see the following: 11...a5 12.Re1 a4 13.Bf5 (as in the game) 13...exf5 14.Rxe7 Bxe7 Black is in great shape. He is about to coordinate his pieces and he has a material advantage.

These lines demonstrate how Deep Blue could easily go wrong. Its highest priorities are to win material. In both cases Deep Blue is doing what it is told (Don't forget, it was told to sacrifice a Knight!) and winning material. If the result is that Deep Blue gets a bad game that is just the way it goes.

The real bad news about the text is that it tells Deep Blue exactly

what to do, open up the queenside. Computers are very conscious about moving pawns forward, controlling space and activating pieces.

12.a4!

Simple for Deep Blue and a powerful move. The computer tells itself that advancing pawns are good. White's a1-Rook is activated without moving and that the shield around Black's King is compromised by the text. All reasons enough to make this move.

12...Bb7 13.Re1 Nd5 14.Bg3 Kc8 15.axb5 cxb5 16.Qd3 Bc6?

Played without any understanding for the position. Garry misses a devastating shot which finishes the game fast. He had to play 16...Qb4 17.Rxe6 Be7 and hope. Garry was busily shaking his head in disgust and looking into the few persons in the audience. He was looking towards his mother as if to say I want to resign. Should I? Not a happy Mother's Day present.

17.Bf5! exf5 18.Rxe7 Bxe7 19.c4 1-0



Doing what computers do best, calculate tactics. As 19...bxc4 20.Qxc4 Kb7 21.Qa6 is Checkmate, Kasparov was forced to realize that his whole plan of controlling the d5-square simply fails. His alternative 19...Nb4 20.Qxf5 Rf8 21.Qe6 bxc4 22.Ne5 is also good for White. Still, Kasparov's resignation was premature to

say the least. I had expected Kasparov to dig in his heels and fight. But he had no fighting spirit and simply gave up.

Following his resignation there was a sudden and complete emptiness in the spirit of the people in the auditorium. All the buildup up in tensions had been sucked out as if in a vacuum. We were all in disbelief and shock. IBM had done it. They had created a computer program that defeated the world's highest rated human. It was a watershed event and an extraordinary moment in time. Kasparov seemed utterly dazed.

Press Conference:

Garry appeared in the press center shortly after the last game had finished so disastrously for him. He took his seat next to IBM team leader C.J. Tan and looked grimly up into the air till it was his time to speak. Monty Newborn tried to introduce Kasparov's team but Garry stopped him: "My team doesn't need to be recognized. Deep Blue's team does."

C.J. Tan thanked Garry, "A brave man to participate in this great experiment." C.J. Tan continued, "The computer played grandmasterly chess. Where do go from here? We will continue to work with Garry but perhaps on a less competitive level." Garry's response: "The competition has just started."

Garry started off with: "I have to apologize for the performance today. The match was lost by the World Champion with very good reason." Garry elaborated on the loss of the match, that game two had been crucial. "It was beyond my understanding the moves Deep Blue played. It plays a move like Be4 but misses Qb6. All the print-outs of game 1 - 6 should be published. I have no idea what was happening behind the curtains. I'm ashamed I lost this match, since the machine had too many weaknesses. I want to understand how Deep Blue won the match. I want to look at the print-outs. The computer still has generic problems and the way to prove that this was not a single event - that the computer has a great mind, is for Deep Blue to enter competitive chess. Make IBM a player not a sponsor."

Garry was asked if he was suggesting that IBM had been cheating on him. He replied: "I'm suggesting, many things happened well beyond my understanding and it should be tested on other machines to see if they show up with the same kind of answers."

Garry about game 6: "The best player in the world cracked down under pressure. After the computer takes on e6 (8.Nxe6), I can resign. I didn't feel like playing. I'm human. What happened in the previous games was beyond my understanding and I was scared."

Garry won't mind to play another match against Deep Blue but one of the conditions he already stated is: "Only when IBM is not the sponsor. There is no room for friendly relations and nice talks. That was one of my mistakes in this match."

IBM might be unhappy with this statement. It put up a wonderful match. The playing conditions looked excellent. The audience had a great time and the 300 journalists were well taken care of. The staff tried to accommodate any request and last but not least IBM did put up a great prize fund of \$1,100,000. Garry's heart might be hurt, but it was a great success for science and because of that men will be better off.

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A Stirring Game

Kasparov

vs.

Hracek

1996 Yerevan Chess Olympiad

At the halfway point of the 1996 Yerevan Chess Olympiad the favorite seed, Russia, was beginning to flex their muscles. Russia's first board, PCA Champion Garry Kasparov finally got a victory over the Czech player Hracek. Undoubtedly inspired, the rest of the Russian team responded with a superb 3½-½ victory over the Czech Republic. This gave the Russian team 21 points and put them one and a half points clear of an inspired Spanish team. While Russia wasn't blistering the field they were doing what they had to do. Against good opposition they scored well and were in excellent position to repeat as Gold medalists.

The Spanish team had also been impressive. With the sudden appearance of a new big gun - Alexey Shirov from Latvia - on board one, Spain emerged as a contender. One wondered about their possibilities had émigré Valery Salov also competed for Spain. As it was, Spain upset England 3-1, a huge victory for the underdog! If Spain could hold its form together through the tough last rounds, they should finish in the top ten with a possibility of qualifying for the World Team Championships in Lucerne.

In a massive tie for the third position China, Georgia, Uzbekistan, Bulgaria, Estonia and Hungary all had 18 points. Many teams, including the USA and Armenia 1, were nipping at the leaders heels with 17½ points. I was particularly impressed with China. For several years the Chinese Women had vaulted to become some of the world's best players. Xie Jun even became the Women's World Champion. Now the Chinese men had made some breakthroughs and were emerging as a threat to the perennial European powerhouses. Of this group, Bulgaria, lead

by Veselin Topalov, was the strongest threat to take a medal. Armenia 1, enjoying the support of the home crowd, was also considered a dangerous threat. The World Team Champions, the USA, were less than impressive. However, a shocking 3½-½ pasting of a powerful Iceland team had boosted the USA out of ignominy. The USA has always been tough down the stretch and a good thing too! The Americans started poorly in these as well as the Moscow 1994 Olympics.

Some of the big name teams that are missing from the above include: England (17½), Germany (16½), France (16½), Latvia (16½) and Bosnia Herzegovina (16½). All of these teams would have to improve their play to make this a memorable Olympiad.

Below one annotated game at the halfway point.

Games Round 7 Men *Russia - Czech Republic* 3½-½

White: Kasparov

Black: Hracek

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 Nc6 6.Bg5 e6 7.Qd2 a6 8.0-0 Nxd4

A bit unusual. More traditional is 8...Be7 or 8...h6, the text seeks an early resolution of the central tension in order to launch a quick Queenside attack.

9.Qxd4 Be7 10.f4 b5



This is Black's motivation. He hopes that the move ...b5-b4 will come at an injurious moment for White. Kasparov now takes the bull by the horns and uncorks an ingenious idea of playing directly in the center.

11.Bxf6!?

Note that White gets nothing in the ending after 11.e5 dxe5 12.Qxd8+ Bxd8 13.fxe5 Nd7 14.Bxd8 Kxd8 as the e5-pawn becomes a liability.

11...gxf6 12.e5

An extraordinary move as White attacks Black's center by a method that is unfamiliar to me. The move is both diabolical and quite logical. In this typical Rauzer position, White often has trouble finding a suitable square for his c3-Knight. This is quite logical as Black's center is flexible. Sometimes ...e6-e5 is played making the d5-square an inviting home. But how difficult it seems for the c3-Knight to jump to that square! The text is quite logical as it forces Black to commit his central pawns. That operation completed, the c3-Knight will then find its directions. The move is diabolical because of what it does to Black's two Bishops. In principal, Black would like to open the position; instead he finds himself playing ...d6-d5 keeping the position closed. But think of the consequences to the c8-Bishop. How will it become active?

12...d5

I know what its like sitting on the opposite side of a Kasparov novelty and it is not a pleasant experience. You immediately have the impression that your Garry has worked out all the possibilities down to the most minute detail. Even a ghost of an attack is enough to convince you that such a line of play leads to forced mate. Stung by the sudden fears of the positions it is very hard to recover your equilibrium.

Black could have tried 12...dxe5 13.Qe4 (As before, 13.Qxd8+ Bxd8 promises White nothing.) Bd7 when the position is pregnant with possibilities. Black is dreaming of ...Ra8-c8 and ...Qd8-c7 with a promising position. But that ghost of an attack is frightening. Isn't Black's King sitting in the center begging for a right cross? What about 14.Nxb5 axb5 15.Bxb5 Ra7 16.Rxd7 Rxd7 17.Rd1 winning brilliantly? Well, yes indeed, that is a fine line, but why capture the Knight? If 14.Nxb5 O-O offers a complex game. White after all has opened the Queenside.

But that ghost is still hanging around. What about 12...dxe5 13.Qe4 Bd7 14.Rxd7 instead? The line appears pretty forced: 14...Kxd7 15.Bxb5+ axb5 16.Rd1+ Bd6 17.Nxb5 Ke7 18.Rxd6 Qb8 19.Qb4 when no one wants to play Black's position. Especially against one of the greatest attacking players of all times!

So that means that 12...dxe5 is tactically refuted. Black is compelled to close the center and fight against White's early initiative. Kasparov once again shows his profound

understanding of the opening.

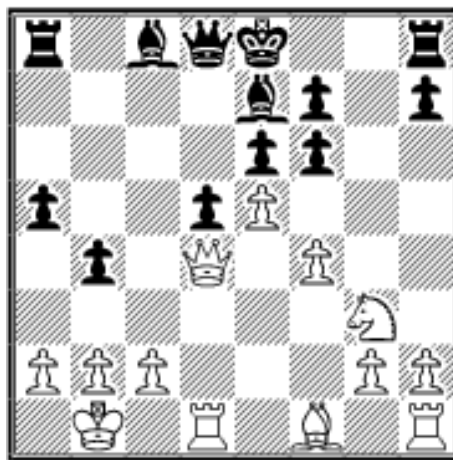
13.Kb1 b4?

White's c3-Knight is poorly placed as its jumping points are all controlled. Thus it makes little sense to force it onto its bicycle. Black has to bite his lip, take a deep breath and try 13...O-O encouraging Kingside aggression. I don't believe in Black's Queenside attack and therefore Black has to take a stand with his King on the Kingside. There are several plans for White to choose from, 14.f5!?, 14.Rd3, 14.Bd3 and 14.h4. Each one has to be analyzed in turn and properly weighed. Since this would cause me a lot of exhaustion, let me just state that Black's main aim is to play ...Kg8-h8 and ...Rf8-g8-g7 keeping things under control. Just two lines: 14.f5 fxe5 15.Qxe5 Bf6 16.Qg3+ Kh8 is a key line. While 14.Rd3 Kh8 15.Rh3 Rg8 16.Bd3 f5 allows Black the chance to cover up. This decision to castle into the attack might not be to everyone's taste, but the alternative 13...f5 14.g4!? fxg4 15.f5 looks promising for White.

14.Ne2!

Garry isn't interested in 14.exf6 Bxf6 15.Qxb4 slurping a pawn but opening up the way to a counterattack by 15...Qc7 and ...Ra8-b8 with the initiative. Instead the Knight seeks greener pastures on either the d4-square or the Kingside.

14...a5 15.Ng3!



Of the many tempting choices: 15.Qd2 preparing Ne2-d4; 15.g4 with the idea f4-f5; Garry finds the best. While Black's Queenside demonstration isn't too impressive, White shouldn't waste tempi. With the text, White is ready to make serious strides on the Kingside. Also he is prepared to handle Black's strategic

plan of trading light squared Bishops: 15...Ba6 16.f5 prying open the Kingside.

15...f5

Not a happy decision. In view of 15...fxe5 16.fxe5 when Bf1-d3 takes over a nice b1-h7 diagonal, Black feels compelled to waste a move keeping the game closed. Black's problem is that he is fast running out of bright ideas. White's relocated Knight makes castling short even more problematic. Nothings happening on the Queenside when the real danger is that only White will have active possibilities. It seems that Black will have to revisit his earlier play. His position is definitely uncomfortable.

16.Nh5!

This cinches things. Black is definitely not castling Kingside as g2-g4 will blow things up on that side of the board.

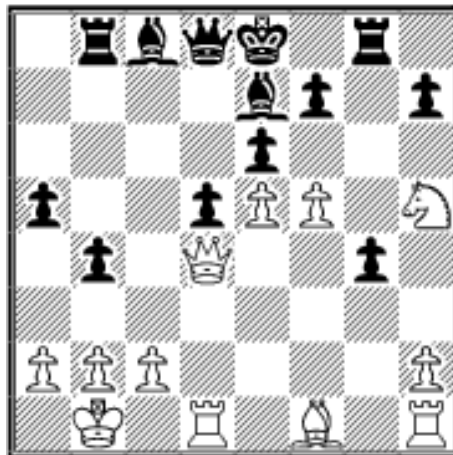
16...Rb8

16...a4 17.g4 fxg4 18.Bb5+!? Bd7 19.Bxd7+ Qxd7 20.f5 is terrible for Black.

17.g4!

Well played; Garry is in fine form today. Black is obliged to accept the opening of the position with his King still planted in the center. If he allows g4xf5 he can file for bankruptcy.

17...fxg4 18.f5 Rg8



Black goes down in a hailstorm of blows after 18...exf5 19.e6 Rg8 20.exf7+ Kxf7 21.Bg2 Bb7 22.Qe5 or 22.Rhf1 when Black's army is totally uncoordinated. Hracek now unhappily aware it was better to have stayed in bed decides he doesn't want to go down in a typical Kasparov victory and so fastens the hatches.

19.Nf6+!

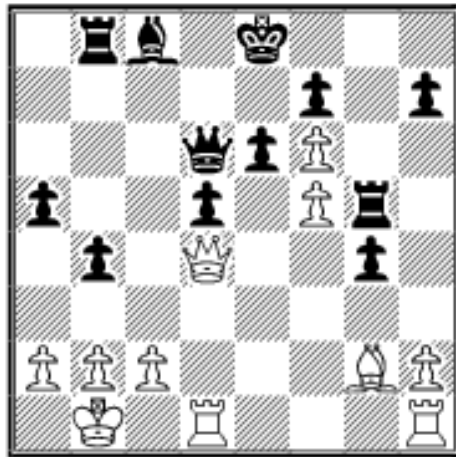
A shocking conclusion. The text had never appeared to be a threat but now it neatly uncovers Black's King. The e7-Bishop was Black's best defender and now it's gone. White intends to

exploit the e-file leaving Black with the same age-old question of what he's going to do with his King.

19...Bxf6 20.exf6 Qd6

Completing a strategic disaster. Clearly Black has spent time preparing ...Qd8-b6 but now that the e5-square is available, booting the White Queen there serves no purpose. Black now tries to cover some dark squares. An unhappy variation is: 20...exf5 21.Qe5+ Be6 22.Rxd5 Qxd5 (22...Qc8 23.Ba6; 22...Qb6 23.Bb5+ Kf8 24.Rd6 or Rhd1 both win) 23.Qxb8+ Qd8 24.Bb5+ with mate in view.

21.Bg2 Rg5?



In a bad position, Hracek errs further. He has to come to grips with the fact that Black's King is going to be stuck in the center. In that case the e6 and d5-pawns must remain intact. Forced was 21...Bb7 22.Rhe1!? Kd7 23.fxe6+ fxe6 and hope for the best.

22.Bxd5!

The winning blow. Now that Black has conveniently left his g5-Rook without protection, everything works for White. For example: 22...exd5 23.Qe3+ or 22...Qxd5 23.Qf4 hits both of Black's Rooks. Now, on top of everything else 23.Bc6+ is on the agenda.

22...Bd7 23.Rhe1! h6

As 23...Rxf5 24.Bxe6 Qxd4 25.Bxf5+ fails, Black covers his Rook and hopes.

24.fxe6 fxe6 25.Qa7

Realizing that 25...Rxd5 26.Rxd5 Qxd5 27.Qxb8+ is hopeless, Hracek gave up. A stirring game by Kasparov. **1-0**

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1997 Rematch:

Garry Kasparov

vs.

Deep Blue

Game 5

White: *Garry Kasparov*

Black: *Deep Blue*

The fifth game was in many ways typical of games three and four. In those games the computer had made some dubious (strange) decisions, gotten into trouble and Garry had failed to gain ultimate victory. Again in game five Garry had an opening advantage which he squandered, a bad decision by Deep Blue and Garry was close to riding his advantage to victory when a well calculated repetition saved the day and a draw resulted. The effect of these last three games is again making me appreciate the many wonders of chess. Are bad moves possible? How many before a game is lost? I dare say very few players could have saved this the fifth game.

After Game four, IBM's CEO Louis Gerstner visited the site and was asked to comment on why the world's media was so taken with the match. Commented the big boss, "What we are witnessing is the world's strongest player versus Garry Kasparov." Ahh, a little locker room bravado is good for the soul.

1.Nf3 d5 2.g3 Bg4 3.Bg2

Garry repeats his opening of game one. Now he plays 3.Bg2 instead of 3.b3 as we saw in that game.

3...Nd7 4.h3 Bxf3

The test was a surprising decision indeed. Throughout the match, Deep Blue has jealously guarded or kept its Bishops. This voluntary trade was quite unexpected. It is conceivable that Deep Blue's trainers had prepared this capture as a response to 3.b3 and so there was some kind of spillage in case of 4.h3 attacking the Bishop. It is by no means a bad move as Black gains control over the center.

5.Bxf3 c6 6.d3 e6?!

In conjunction with trading off White's f3-Knight, this move makes no sense. Black should certainly play 6...e5 taking control of the center and justifying his previous trade.

7.e4 Ne5!? 8.Bg2 dxe4 9.Bxe4?!

This is just plain silly as well. Garry has the long-term advantage of the two Bishops and should quickly steer the game into a superior ending. White is doing great after 9.dxe4 Qxd1+ 10.Kxd1 O-O-O+!? 11.Ke2 Nf6 12.f4 Ng6 13.e5 Nd5 14.Nd2 Nb4!? 15.c3 Nd3 16.Ne4 with a nice space advantage for White. It is clear that in his pre-match preparations Garry was eager to embrace endings. So why did he change his mind?

9...Nf6 10.Bg2

In his first ten moves, Garry has moved his Bishop five times! The result is that White has not mobilized his army and Black has a decent game.

10...Bb4+?!

As chess is a game that has been played for over 1400 years, it is natural to expect that many principles and quotes have stood the test of time. A good one is, "Patzner (weak player) sees check, patzner plays check." This move is a case in point. The check is useless and just allows White to gain a tempo against this piece. Best was 10...Bc5 playing to complete his development.

11.Nd2 h5(?!)

A controversial move. Kasparov praised the move as good, whereas GM Arthur Bisguier opined that it was the only way to follow the previous moves. Black's problem is trying to find

outposts for his Knights. The idea is to play 12...h4 13.g4 Ng6 trying to clamp down on the f4-pawn. A worthy enough idea it just doesn't work! I don't care for the move.

12.Qe2 Qc7 13.c3

The point, White gains a tempo and drives away the b4-Bishop. Now we can see why the check was a poor move.

13...Be7 14.d4 Ng6



15.h4!

Stopping Black's idea of earning the f4-square. Black is faced with the same problem as before what to do with his Knights? They need support points to be effective and there are no visible squares to play for. The g4-square is a good one, but, it is only one and White can chase

the intruder away by Bg2-f3 or in some cases f2-f3. Despite Garry's fumbling his two Bishops give him a long-term advantage.

15...e5

A necessary counter. White is ready for 16.Nf3 when the outposts on e5 and g5 are compelling squares for White's Knight. The text seeks freedom for Black's Knights and fights for control of the e5-square. The only draw back is that as the position is opened White's Bishops have more diagonals to flex themselves.

16.Nf3 exd4 17.Nxd4 O-O-O

A prelude to an exciting middlegame. The most difficult battles in chess occur when the players castle on opposite wings. White is ready to castle Kingside when both players will target one another King.

18.Bg5?

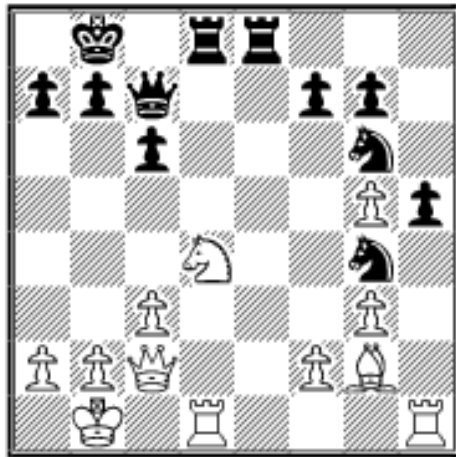
An annoying decision as White prepares to give up his trumps:

the two Bishops. Garry tries to play the position without risking anything and as a result throws away the advantages that the position offers. With 18.Nf5 Bc5 19.O-O White's King is safe and he is ready for Bc1-g5 and Qe2-c4 gaining fine squares for his pieces. The move ...Nf6-g4 can be met by Bg2-h3 with a potential pin on the h3-c8 diagonal. By ducking this position the game quickly becomes balanced.

18...Ng4 19.O-O-O Rhe8 20.Qc2 Kb8 21.Kb1 Bxg5!

Well played as Black extracts the two Bishops from the position. The attack on the h5-pawn is illusory.

22.hxg5



22...N6e5!

This is Black's well timed point as he brings his Knight's into play. Black welcomes 23.Rxh5? c5! 24.Nf3 Rxd1+ 25.Qxd1 Nxf2 regaining the pawn with a fine position.

23.Rhe1?!

Kasparov had been using gobs of time and is drifting around for a plan. The text wastes a tempo as we shall see. Far more useful was 23.Be4 activating the Bishop. A likely continuation is 23...c5 24.Nf3 Rxd1+ 25.Rxd1 when the Bishop is better placed than in the game.

23...c5 24.Nf3 Rxd1+ 25.Rxd1 Nc4!

Now that White has blocked his Bishop, Black's Knight is getting ever more frisky. Now White's position has certain dangers that need to be contained. The threat of 26...Qb6 planning ...Nc5-a3 will allow Black to seize the initiative. Garry's careful play has not been a success.

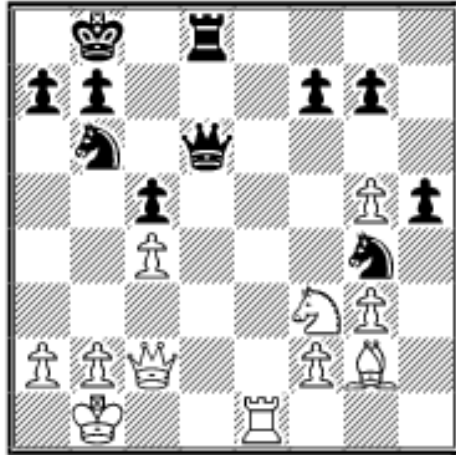
26.Qa4 Rd8 27.Re1

Naturally White avoids 27.Rxd8+ Qxd8 28.Qxc4?? Qd1 Checkmate!

29...Nb6 28.Qc2 Qd6

Activating the Queen. White is facing problems guarding the f2-pawn.

29.c4!



An important strategic motif that we've seen earlier. White does his utmost to control the activity of Black's b6-Knight. A crucial point as we see that a Knight without support squares in the center is out of play. Afterwards Garry felt that the text solves his problems and he was much more concerned about 29...Nc4 bringing the Knight

into the game.

29...Qg6?

An exceedingly bad move that not only doubles Black's Kingside pawns but has the unintended result of weakening his entire structure. The text also gives up control of the e6-square. During the game the commentary team felt that 29...Qd3 30.Qxd3 Rxd3 was fine for Black. After the further moves, 31.Ne5 Rd2 32.Nxg4 fxg4 33.Re8+ Kc7 34.Re7+ Rd7 a draw was the likely result.

30.Qxg6 fxg6 31.b3!

Securing the prison of the b6-Knight. White is now enjoying a considerable advantage.

30...Nxf2 32.Re6 Kc7 33.Rxg6 Rd7 34.Nh4

White's game makes a powerful impression. With Bg2-f3 and Nh4-f5 Black's Kingside structure is gone. At this point I was convinced Garry was going to win!

34...Nc8! 35.Bd5!?

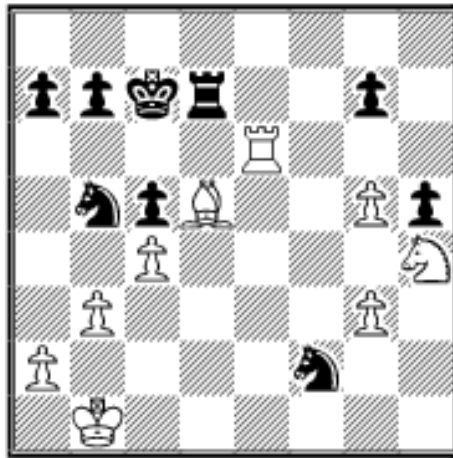
In an annoying way White is somehow unable to land a shot. After 35.Nf5 Ne7 36.Nxe7 Rxe7 37.Bf3 Nd3 38.Bxh5 Ne5

White's Rook is trapped and he isn't able to pick off a Kingside pawn. Also, 35.Bf3 Nd6 36.Bxh5 Nde4 37.Nf5 Rd2 Black has plenty of counterplay against White's King.

35...Nd6 36.Re6

In order to prevent ...Nf2-e4 with counterplay. White still has hopes of using his more active pieces to keep control of the position.

36...Nb5!



Impressive positional play by Deep Blue. The computer recognizes that White's d5-Bishop is much more powerful than his d6-Knight and seeks a trade. Years ago such positional recognition would be unthinkable for a computer.

37.cxb5 Rxd5 38.Rg6

White can't force a win in the Knight ending: 38.Re7+ Rd7 39.Rxd7+ Kxd7 40.Nf5 g6 41.Nh4 Ne4 41.Nxg6 Nxg3 with a draw in view.

38...Rd7

The commentators were all ready speculating about possible repetitions by 38...Rd2 and combining Rook and Knight with ...Nf2-d3 to create drawing possibilities.

39.Nf5 Ne4 40.Nxg7 Rd1+ 41.Kc2 Rd2+ 42.Kc1 Rxa2!

A well calculated decision. Both Kasparov and Deep Blue now calculated the further course of the game to a draw. We also felt that 42...Rg2 43.Nxh5 Nc3 might be good enough for the draw also.

43.Nxh5 Nd2!

Impressive play. Deep Blue ignores the obvious intent of pushing the g5-pawn for a touchdown and instead concentrates on

creating his own threats. Black wants his c-pawn to be a factor in the game.

44.Nf4 Nxb3+ 45.Kb1

This makes the draw a snap as White's King returns to the box where a repetition is easy. Much more intriguing was 45.Kd1 Rd2+ 46.Ke1 c4 47.Re6 c3 48.Re3 c2 49.Rc3+ Kd6 50.Ne2 but I have to admit that 50...Rd1+ 51.Kf2 Nd4 is in Black's favor.

45...Rd2 46.Re6 c4 47.Re3 Kb6 48.g6 Kxb5 49.g7 Kb4 1/2-1/2

A stunning conclusion. After 50.g8=Q Rd1+ 51.Kb2 Rd2+ 52.Kb1 Rd1+ is a perpetual check. Garry was visibly shaken by this result. He stayed on stage at the board following the game for quite some time. He was immediately protesting about something and was quite animated. Following game two, Garry was concerned about "intervention." He had wanted to see the printouts of Deep Blue's thought processes. IBM refused and instead offered to put the printouts into a sealed envelope and to give him the envelopes following the game. Garry wanted this to be done immediately, which it was.

Garry wanted to win this game badly and I think he expected victory. When it wasn't achieved his agitation increased. He will be very tense for game six with so much at stake. As he himself joked, "I hope I won't resign in advance."

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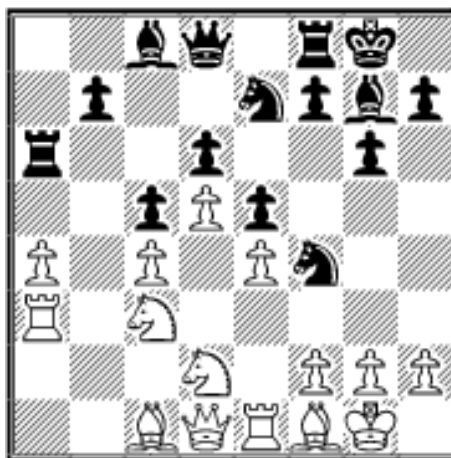
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1.Nf3 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.d4 O-O 6.Be2 e5 7.O-O
Nc6 8.d5 Ne7 9.b4 Nh5 10.Re1 Nf4 11.Bf1 a5 12.bxa5 Rxa5
13.Nd2 c5 14.a4 Ra6 15.Ra3



15...g5!?

An interesting way to solve the problem of the f4-Knight. After 15...f5 16.g3 Nh5 17.exf5, Black has problems with his recapture. With the text, Kasparov has a sacrifice in mind.

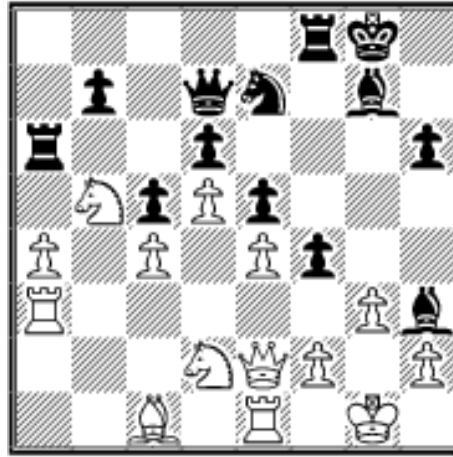
16.g3 Nh3+

Black is compelled to make this sacrifice. The position after 16...Nfg6 17.Qh5 h6 18.Bh3 is nice for White.

17.Bxh3 Bxh3 18.Qh5 Qd7 19.Qxg5

Black is forced to answer the materialist's favorite question, "So, what da ya got?"

19...h6 20.Qe3 f5 21.Qe2! f4 22.Nb5!



A very worrisome blow indeed. White is preparing to introduce his a3-Rook to the kingside. If White gains the initiative there, it's game over as he'll have total domination.

22...Kh7

This move turns out badly. Although after 22...Ng6

23.Kh1, preparing Re1-g1, where is Black's play?

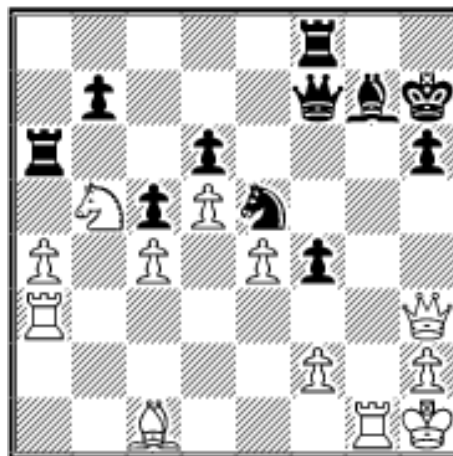
23.gxf4! exf4 24.Kh1 Bg4

Black has nothing to show after 24...Ng6 25.Rg1 (with the winning threat Qe2-h5) 25...Ne5 26.Nf3 when Black's position is a mess.

25.Nf3 Ng6 26.Rg1 Bxf3+

Effectively giving up on his attack. Kasparov wasn't interested in 26...Kh8 27.Qf1 (27.Bb2!?) when White's play on the kingside looks good.

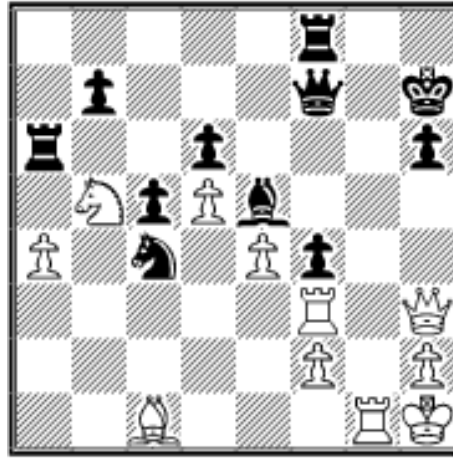
27.Qxf3 Ne5 28.Qh5 Qf7 29.Qh3



29...Nxc4?

A rare tactical oversight by the PCA Champion. White is doing well after 29...Rfa8 30.Qf5+ Qxf5 31.exf5 Rxa4 32.Rxa4 Rxa4 33.Nxd6 but there still might be kicking opportunities here. The text sends Garry for a tumble.

30.Rf3 Be5



31.Nc7!

This is what Kasparov forgot about. The game is instantly over as White's Knight rudely intrudes on the e6-square. Obviously 31...Qxc7 32.Qxh6+ allows a pleasing finish.

31...Rxa4 32.Bxf4 1-0

Garry didn't wait to see 32...Bxf4 33.Ne6 Rg8 34.Rxf4 Rxc1+ 35.Kxg1 Qg6+ 36.Rg4 with a winning game.

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Inside Chess

Yasser Seirawan

1997 Rematch

Garry Kasparov versus Deep Blue

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Game 4 - Annotations by GM Yasser Seirawan

White: Deep Blue

Black: Garry Kasparov

1.e4 c6

The moment that Garry reached for his c-pawn I was certain that we see a Sicilian Defense and one of Kasparov's first line weapons. It was quite a surprise when the pawn stopped on c6 for a Caro-Kann Defense.

2.d4 d6!?

In trying to get Deep Blue out of its opening preparation is Kasparov going too far? OK, the so called Pribyl Defense isn't that bad, but, neither is it that good!

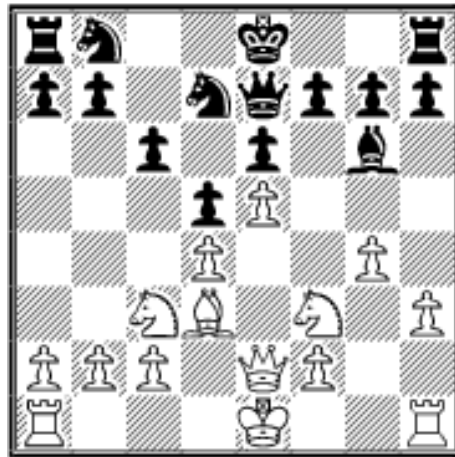
3.Nf3

Not the most challenging choice. Best is 3.f4 which puts the most pressure on Black's center. It is intriguing to speculate what Garry had in mind in that case.

3...Nf6 4.Nc3 Bg4 5.h3 Bh5 6.Bd3 e6 7.Qe2

Deep Blue's operator played this move quickly, a clear sign that the game had transposed back into the computer's opening book library. The strategic motifs will be drawn up shortly.

7...d5 8.Bg5! Be7 9.e5 Nfd7 10.Bxe7 Qxe7 11.g4 Bg6



12.Bxg6?

A clear mistake. The game has transposed into patterns that are very similar to a Steinitz French. In the French Defense (1.e4 e6 2.d4 d5 3.e5) the light squared c8-Bishop plays a passive role in Black's plans. Black usually attacks White's center with ...c7-c5 and expands on the

Queenside. White with his nice e5-pawn leverages this advantage by storming the Kingside with f2-f4-f5.

This backdrop provides us with understanding the position at hand. Black has wasted several moves (...c7-c6, ...d7-d6 and ...d6-d5) in order to activate his c8-Bishop outside of his central pawn structure. This loss of time has meant that White has better mobilized his pieces. An interesting trade-off for both sides. But the text ruins White's overall strategy of pressing a Kingside initiative. After Black recaptures the Bishop, the plan of f2-f4-f5 loses all of its effect. Standard was 12.0-0-0 Bxd3 13.Qxd3 Na6 14.Ne2 0-0-0 15.Nf4 with both sides having their plans.

After the trade of Bishop's on g6, Black has a very comfortable game. As a French Defense player myself I will go further and state that I now prefer Kasparov's position.

12...hxg6

"Recapture towards the center," is one of the oldest and most important principles in chess. However, in this particular position 12...fxg6 opening up the f-file had its points also. After this natural recapture, Black's Kingside is so solid, Deep Blue will be banging his head against a brick wall trying to get anywhere.

13.h4 Na6

Kasparov had two more aggressive modes of development:

a) 13...a6 (Defending the b5-square in order to prevent Nc3-b5.)

14.0-0-0 c5 intending the follow-up ...Nb8-c6 pressuring White's center. And my preference;

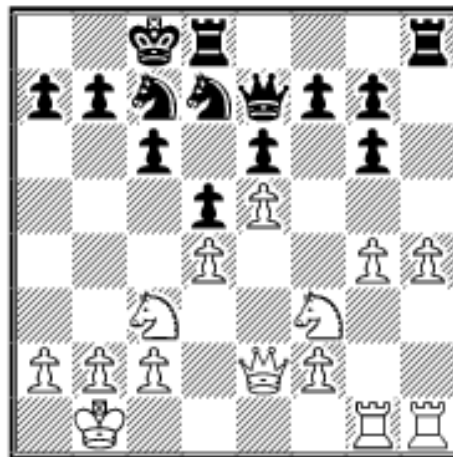
b) 13...Nb6 14.0-0-0 N8d7 preparing to jump to the c4-square by ...Nb6-c4 and ...Qe7-b4 with good attacking prospects.

Kasparov's whole approach to the match has been one of extreme restraint. Rather mystifying and in many ways unsatisfying.

14.0-0-0 0-0-0 15.Rdg1?!

Suggestions don't come easily as I'm not sure what White is supposed to be doing for a plan. One thing is clear, White is going nowhere on the Kingside. In any case, it is not certain that this move will ever prove itself useful. Perhaps 15.h5 gxh5 16.gxh5 should be played in this case the g-file compensates for the weakened h5-pawn.

15...Nc7 16.Kb1



16...f6?

A disgusting move by Garry! If I were his trainer, I'd whack him on his hands for reaching for his f-pawn. Deep Blue is fishing for a plan and doesn't know what to do. Why not let the computer fish around for a plan? Garry should be improving his Queenside possibilities by quietly

building up his position. The move 16...Kb8 vacating the c-file and preparing ...c6-c5 is one idea. Another plan is 16...b6 preparing ...Kb8-b7 and ...c6-c5 in order to recapture with the b6-pawn. Finally, if Garry wants to be cruel and stop any of Deep Blue's active Kingside options he can play 16...Rh6 preparing ...Rd8-h8 and then turn his attentions to the Queenside. My suspicion is that Deep Blue would have been left with making "pass" or "null" moves by Kb1-a1 waiting for an active plan by Black.

What is particularly offensive about the text is that it hits the e5-pawn where White is the strongest as opposed to the "base" d4-pawn. Now, Deep Blue has a clear strategic plan, recover the

previous waiting moves and return to the center and support the e5-square. In general, I'd adorn Kasparov's move with a second question mark, but, since it doesn't lose material, I won't. Does Garry understand how to play against computers? The text tells me he does not.

17.exf6 Qxf6!

A quick recovery from his previous move! Had Garry played 17...gxf6 18.g5 f5 19.Ne5 Nxe5 20.Qxe5 he might have found himself with a large strategic deficit. White is all set for Nc3-e2-f4 with a winning game. The text seeks tactical compensation down the f-file for having ruined his own pawn structure. I now felt certain that the game would be decisive. Either Garry prevails in a tactical battle or loses a strategic game. All a consequence of his previous move.

If we go back to move twelve for a moment, Garry had the opportunity for ...f7xg6 with a similar idea of playing down the f-file. In that case, White wouldn't have the strategic threat of occupying the central e5-square.

18.Rg3 Rde8 19.Re1 Rhf8 20.Nd1?!

Computers love to win material and the text, which prepares Nf3-e5 (now that the f2-pawn is protected), obliges Black to sacrifice a pawn. The point is that such a sacrifice is going to be obliged anyway! Black would be in for a difficult time after 20.Qe3! (stopping ...e6-e5 due to the a7-pawn) and covering the f4-square. It isn't obvious what Garry can do. The most reasonable continuation is 20...Qf4 21.Qxf4 Rxf4 22.Ne2 Rf7 (22..Re4?? 23.Nd2 wins an Exchange) 23.Neg1 (Preparing Ng1-h3 and Nf3-e5) Ref8 24.Re3 when White has a clear positional plan.

20...e5!

Forced moves can also be good ones! The text seeks to blockade the center at the cost of a pawn while activating both Knights. Black gets excellent long-term compensation. Combined with Black's play along the f-file, the game takes on a character of being "unclear" in terms of which side has the advantage.

21.dxe5 Qf4 22.a3?!

Black's Queen is far too powerful and for the next several moves

Deep Blue chooses to ignore her presence. It is necessary to remove Black's Queen by 22.Qe3 with a trade in view. As a result of the computer's ensuing play, Kasparov begins to gain control over the position.

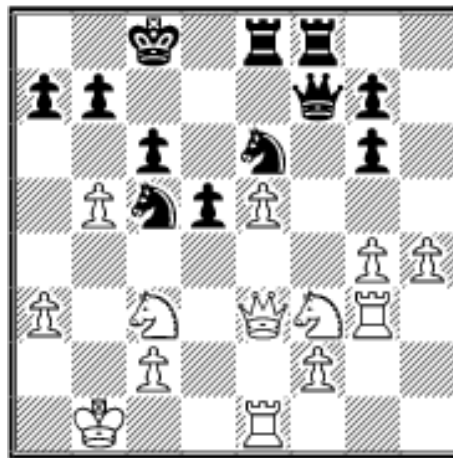
22...Ne6 23.Nc3 Ndc5 24.b4?

As we saw in Game one, the computer is not against weakening the pawns protecting its King. The text however takes on too many long-term disadvantages. Black's pieces should be able to take advantage of this mistake by planting a Knight on the c4-square. Garry looked puzzled and happy by the new opportunities the text offers. For the computer however, the text fits perfectly into its algorithm. Pushing pawns are supposed to be an objective and the computer pushes the b-pawn with tempo.

24...Nd7 25.Qd3 Qf7 26.b5?

Another amazing decision. After denying Black the c5-square it promptly gives it up to launch the ghost of an attack. Things have gone really wrong for Deep Blue and I now thought that Garry had all the ingredients for victory.

26...Ndc5 27.Qe3



27...Qf4

A very surprising move by Garry. He invites an ending instead of pursuing his middlegame attacking possibilities with 27...Qc7 preparing ...Qc7-a5 seeking to get at White's King. While the ending is in his favor, I can't understand why he didn't go for the attack.

28.bxc6 bxc6 29.Rd1

In order to prevent ...d5-d4 driving White's pieces backwards.

29...Kc7 30.Ka1?

A perplexing move. White's exposed King dictates that he must

trade Queens and in the upcoming ending keep his King close to the center in order to play Kb1-c1 keeping an active role. The text utterly ignores the threats that White faces.

30...Qxe3

Again, Kasparov chases victory in the ending. His pre-match strategy must have convinced him that the computer's vulnerability in the ending is his road to match victory. Against any other player, I'm convinced Garry would play 30...Qc4 angling for ...Rf8-f4, ...Re8-b8 and ...Qc4-a6 all with the intent of encircling White's embattled King. I see no way for White to keep the position. For instance 30...Qc4! 31.Nd2 Qa6 32.Ndb1 Rf4 setting up ...d5-d4 and a Rook shift along the f-file or b-file are all terrific attacking possibilities.

31.fxe3 Rf7 32.Rh3?!

Another weak move in the face of Black's building up of threats. With 32.Kb2 Ref8 33.Nd4 Rf2 34.Kc1 intending Rd1-d2 White has better defensive chances than in the game. For instance 34...Rh2 35.Nf3 Rhf2 36.Nd4 only invites a repetition.

32...Ref8 33.Nd4 Rf2 34.Rb1 Rg2

Courtesy of White's weak 32nd move, the text is possible. Besides setting up ...Rg2xg4, Black is ready to sweep down the board with ...Rf8-f2 with decisive threats.

35.Nce2



35...Rxc4?!

Garry was under a little time trouble at this stage and quickly snapped off the g4-pawn regaining material equality. In the post-mortem he correctly questioned this decision and indicated that 35...Rff2 was correct when 36.Nxe6+ Nxe6 37.Nd4 Nxd4 38.exd4 Rxc2 39.Rb4 a5!

would have given himself excellent winning chances.

36.Nxe6 Nxe6 37.Nd4 Nxd4 38.exd4 Rxd4 39.Rg1?!

Another strange move. While White has made a number of dubious and poor decisions, magically White can link all of his bad moves together and come out smelling like a rose with 39.Rhb3! Kd7 40.Rb7+ Ke6 41.Rxg7 preparing to wipe out Black's structure. A draw would be the most likely outcome. The text allows Kasparov further opportunity.

39...Rc4 40.Rxg6 Rxc2 41.Rxg7+ Kb6 42.Rb3+ Kc5 43.Rxa7

This is the position that Deep Blue had calculated. White has gained a pawn advantage but should not be happy. It is not simply a matter of one side having three pawns and the other side two. This is one of the weaknesses of the computer's ending ability. Black's passed pawns are united while White's pawns are all isolated. It is actually Black that has the better winning opportunities.

43...Rf1+

What could be better than introducing a Rook with check? Serious consideration had to be given to 43...Kc4 gaining a tempo. If 44.Rb4+ Kd3 45.e6 c5 46.e7 Rf1+ 47.Rb1 Rxb1+ 48.Kxb1 Re2 49.h5 c4 50.h6 c3 (Black always has a perpetual check.) 51.h7 when it appears that White is just in time to save the game. Kasparov could still try for the win with 51...Rb2+ hoping for 52.Ka1? Rb8 53.Rd7 c2 winning. Deep Blue would have to play 52.Kc1 Rh2 53.Kb1 with a likely draw. Black can't pursue victory with 53...c2+ 54.Kb2 Kd2 55.Rc7 Kd1 56.Kb3! When White escapes his fate. So close and yet so far! These endings are almost study-like problems and I ask readers for their indulgence in case I've missed something in this ending. In closing it is hard to criticize Kasparov's choice as the text continues to give him the edge.

44.Rb1 Rff2 45.Rb4!

Gaining control of the seventh is more impressive than it looks. White now threatens Ra7-a5 checkmate! A stunning threat indeed.

45...Rc1+ 46.Rb1 Rcc2 47.Rb4 Rc1+

The try 47...Ra2+ 48.Kb1 Rxa3 49.Rxa3 Kxb4 50.Rh3! Re2

51.h5 Rxe5 52.h6 Re8 53.h7 Rh8 54.Kc2 with a comfortable draw for White. Play the position out yourself and you'll realize that Black's Rook is so passive that Black can't force his pawns up the board with only the support of the King alone.

48.Rb1 Rxb1+ 49.Kxb1

Endgame databases have made remarkable strides. Once the Rooks were traded, this precise ending was in Deep Blue's endgame database and the computer "knows" that with best play by both sides the position is a draw. Unfortunately at the time the game was being played none of us knew this to be the case and thought that Garry still had chances of victory.

49...Re2 50.Re7 Rh2

GM Ilya Gurevich who was in the auditorium's audience didn't understand why Garry didn't play 50...d4 hoping to push the pawn for a touchdown. Without the benefit of the computer's perfect database analysis, I think the answer is 51.h5 Rh2 52.Rd7! Rxh5 53.e6 Re5 54.e7 Kc4 55.Kc2 Re2+ 56.Kd1 Kc3 57.Rc7 with a draw in sight. We didn't see this line during play and had expected Kasparov to try it.

51.Rh7 Kc4 52.Rc7 c5 53.e6 Rxh4 54.e7 Re4 55.a4 Kb3 56.Kc1 1/2-1/2

At the end of the game, Garry didn't offer a draw. Rather he began to explain to Deep Blue's operator why he couldn't win the position and did he miss something. After further discussion the operator was relieved to understand he could accept a draw. An error-filled game which left me wondering just how much Garry would let Deep Blue get away with before clobbering the computer. Two narrow escapes by Deep Blue in a row has got to leave Garry dissatisfied.

The score remains equal, 2-2. With only two games to go and with \$1,100,000 (\$700,000 for the winner) at stake the tension rises but not for Deep Blue. The heat is on for Garry in Game 5 where he plays with the White pieces.

Garry Kasparov, who appeared in front of the audience after the 5-hour-long battle was over, explained that due to various reasons, he was not in a good mood before the game started. He said that he was worse in the opening, that the game was tough but that he

outplayed the machine completely. "Perhaps I shouldn't take on g4 (35...Rxf4). I believe there is a win but I was tired and couldn't figure it out". When asked about 51...d4 instead of 51...Kc4 Garry said: "Somehow it didn't work, I didn't believe it was winning. It should be checked".

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Inside Chess

Yasser Seirawan



Shirov-Polgar Madrid 1997

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I've always enjoyed the clashes between Alexey Shirov and Judit Polgar. Both players have an ultra-aggressive style and approach each game with a take no prisoners attitude. In earlier games, Judit won them all.

GM Alexey Shirov-GM Judit Polgar Madrid (1), 1997 Sicilian B54

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 d6 6.g4

Black's move order is intended to play a Scheveningen while avoiding the Keres Attack. When Black's Knight isn't on the f6-square, White's last move has always struck me as peculiar.

6...a6 7.Be3 Nge7 8.f4 b5(!?)

With the text, Black doesn't challenge White's play on the Kingside. The most critical line has to be 8...Nxd4 9.Bxd4 (9.Qxd4 e5) e5 10.fxe5 dxe5 11.Bxe5 Qxd1+ (11...Qa5!?) 12.Rxd1 Bxg4 leads to an interesting ending with White having only a small edge.

9.g5! Bb7 10.Bg2 h6 11.gxh6 Ng6 12.Nxc6 Bxc6 13.Qd4! Qh4+



14.Kd2!

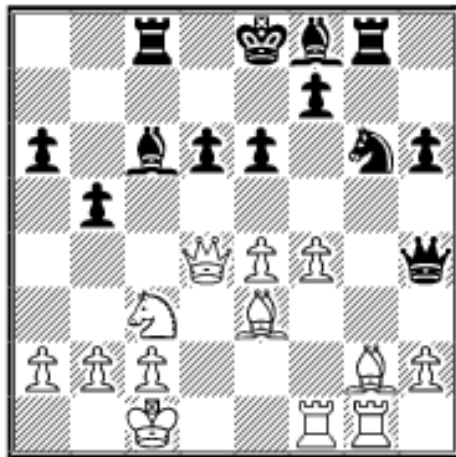
An inventive way to prosecute the attack. It also makes perfect sense. After 14.Bf2 Qxh6 the f4-pawn is far too weak. With all the action going on the Kingside, White's King exits stage left. White's threats now include h6xg7, Qd4-b6 and f4-f5 putting Black's game under

considerable pressure.

14...gxh6

This is definitely what now what Black had in mind with ...h7-h6 hoping to activate the h8-Rook. However, the choices of 14...Qxh6 15.f5 Nf4 16.Raf1 e5 17.Qb6 and 14...Rhx6 15.Raf1 were both worse.

15.Raf1! Rg8 16.Kc1! Rc8 17.Rhg1!



Impressive play by Shirov. He has managed to activate all his pieces on key squares, have a safe King and opened the Kingside to his own advantage. Black is in trouble without, it seems, having made a mistake.

17...Ne7 18.Qd2

A bit of a safety check. While 18.Bf3 Rxd1 19.Rxd1 Nf5 20.exf5 Bxf3 should be trouble for Black things aren't so cut and dry. I like leaving White's Queen on the d4-square and would've preferred 18.Bh1 angling for Qd4-h8 with strong pressure.

18...b4 19.Nd1 Ba4 20.b3 Bb5 21.Rf3 Nc6 22.Rh3 Qd8 23.Kb1!

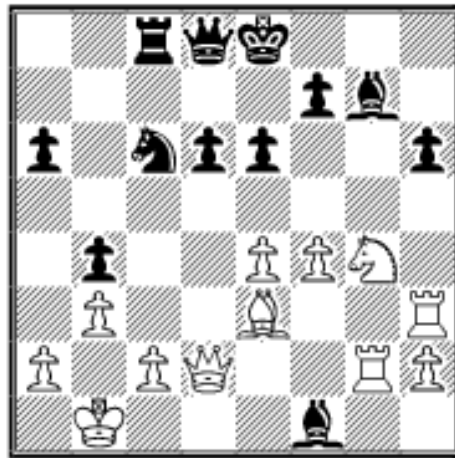
A nice move which highlights Black's problems. How is Black supposed to proceed? Playing for ...d6-d5 is out of the question.

Developing with 23...Bg7? 24.Bf3 only creates a self made pin on the g-file. Besides making White's King that more secure, he now gives himself the opportunity for c2-c4 when the open c-file will no longer have negative consequences.

23...Rg4 24.Nf2 Rxc2 25.Rxc2 Bf1

With a couple of trades, Judit hopes to reduce the pressure. The problem is that the Kingside has been fatally compromised.

26.Ng4 Bg7



27.f5!

A telling blow. The loss of the h6-pawn means that the Kingside is about to burst open.

**27...Bc3 28.Qf2 Bxc2
29.Qxc2 exf5 30.Nxh6**

Simple chess. Now the threat of Nh6xf7 has to be met.

30...Kd7 31.Nxf5 Qg8 32.Qe2 Qg6?

In a lost position, Judit blunders a pawn and the game. She had to try 32...Be5 and hope.

33.Rh6 Qg8 34.Rxd6+ Ke8 35.Qxa6 Ne7 36.Qb5+ 1-0

An impressive game by Shirov. Theoreticians will have to re-think this variation for Black.

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Inside Chess

Yasser Seirawan

2002 U.S. Championships: An Insider's Perspective

Part 2: Yasser Annotates

(1) *Christiansen,L (2571) - De Firmian,N (2536) [A70] ch-USA Blitz Playoff Seattle USA (5), 13.01.2002*

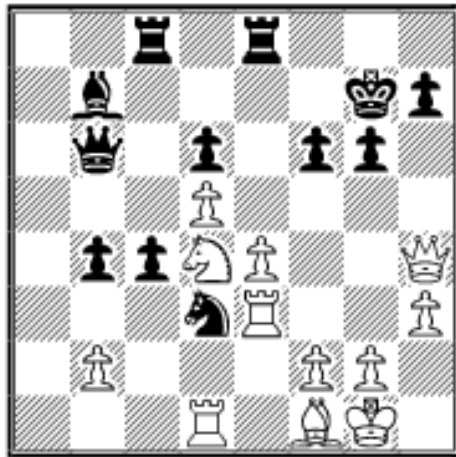
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This was the decisive shootout game that Larry had to win to claim the US Championship. **1.d4 Nf6 2.c4 c5** Nick is one of the few GM's with a fondness for the Benoni Defense. He more often steers for it by first inserting **2...e6 3.Nf3** and then **3...c5**, when White has committed his Knight to the f3-square. **3.d5 e6 4.Nc3 exd5 5.cxd5 d6 6.Nf3** Well that ends the need for tricky move orders. The frightening variation tormenting Benoni players is **6.e4 g6 7.f4 Bg7 8.Bb5+** with massive complications. It is likely that Nick would have ducked this line with either **6...Qe7** or **6...a6**, although these variations have their drawbacks too. **6...g6 7.e4 a6 8.h3** An attempt to avoid the automatic **8.a4 Bg4** when Black doesn't have to worry about lines with **Qd1-b3** and or **Bf1-b5+**. Now Black is allowed his Queenside expansion after which he stands well. **8...b5! 9.Bd3 Bg7 10.0-0 0-0 11.Bf4 Re8 12.a3** In order to lessen Black's Queenside pawn thrusts. Given a chance, White will also aim for **b2-b4** holding up Black's counterplay. **12...Qb6** Neither player seemed especially concerned about the consequences of a possible **...b5-b4**. **13.Qd2 Nbd7 14.Rfe1 Bb7?!** A strange way to mistreat a Bishop. More consequent was **14...c4 15.Bc2 Nc5** simply getting on with operations. In such positions Black can play for a Queenside pawn storm or play **...Ra8-a7-e7** pressing against the e4-pawn. **15.Rad1 Rac8 16.Bh6 Bh8 17.Qf4 Ne5 18.Nxe5 Rxe5 19.Qf3 Ree8 20.Bg5 Nd7 21.Qg3 Ne5 22.Bf1 Bg7?!** The usefulness of this move can be questioned. The immediate **22...Nc4** was more enterprising. **23.Qh4 c4 24.Bf6 a5 25.Re3 b4 26.axb4 axb4 27.Bxg7 Kxg7 28.Ne2 f6?** Worried about White's impending attack, Nick makes a bad weakening move. Black should play

28...Qd8! with a reasonable position. **29.Nd4 Nd3**



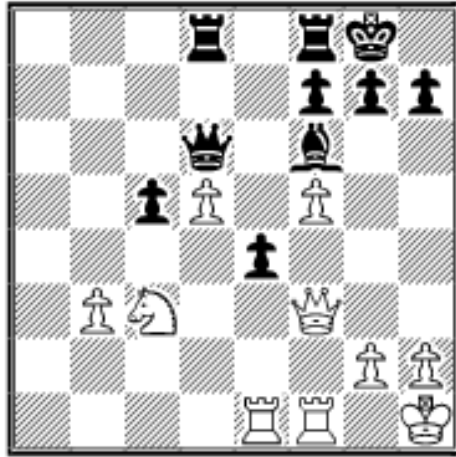
30.Rexd3? A rare miss by Larry for a tactical knockout. With 30.Nf5+, white wins on the spot. **30...cxd3 31.Ne6+ Rxe6 32.dxe6 Re8 33.Bxd3 Rxe6 34.Rc1 Re7 35.b3 Rc7 36.Rxc7+ Qxc7 37.Bc4 Qe7 38.f3 Qe5 39.Qe1 Qc5+ 40.Kh1 d5?** Nick is too eager to equalize and pitches a pawn. Better was 40...Bc6 aiming for ...Be8-f7. If White

plays 41.Qa1 d5 now works well. **41.exd5 Bxd5 42.Bxd5 Qxd5 43.Qe7+ Kh6 44.Qxb4 f5 45.Qf4+ Kg7** Allowing White to comfortably consolidate. While Black is probably lost, his chance for a perpetual check had to be based on 45...g5 46.Qb8 Kg6 hoping for a ...h7-h6 and ...f5-f4 set up. **46.b4 h5 47.h4! Kf7 48.Kh2 Ke6 49.Qb8 Kf7 50.b5 Qc4 51.Kg3 Qb4 52.Qc7+ Kf6 53.Qd8+ Kf7 54.b6 Qe1+ 55.Kh2 f4 56.Qc7+ 1-0**

(2) *Christiansen,L (2571) - Yermolinsky,A (2574) [B88] ch-USA Seattle USA (6), 10.01.2002*

This was a critical sixth round game for the tournament leadership. **1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 Nc6 6.Bc4 e6 7.Bb3 Be7 8.Be3 0-0 9.f4 Bd7 10.0-0 Nxd4 11.Bxd4 Bc6 12.Qd3 b5 13.a3 a5!** Experience has taught that in this variation Black has to be fast with his Queenside counterplay as f4-f5 will come with powerful effect. Black now threatens ...b5-b4 followed by capturing the e4-pawn. **14.Rae1 b4 15.axb4 axb4 16.Nd1 Nd7** Now that White's Knight has been chased away from the d5-square, Black's Knight goes looking its own play. Another approach was 16...Qd7 planning either ...Bc6-b5 or ...Qd7-b7 pressuring the e4-pawn. **17.f5 e5 18.Bf2 Nc5 19.Bxc5 dxc5 20.Bd5** A critical moment for evaluating 16...Nd7. Upon a cursory glance, it looks as if Black will be positionally mashed after 17.Ne3 when the c4 and d5-squares will offer a permanent home. And indeed this would be the case if it weren't for the countershot 17.Ne3 c4! 18.Bxc4 Rad8 and Black is fine. **20...Qb6 21.Qf3 Bxd5 22.exd5 Bf6 23.Kh1 Rad8 24.b3** If White could play both 24.Qe4 and 24.Ne3 positional domination would be complete. Unfortunately, Black has an answer for one move at a time. After 24.Ne3 e4! 25.Qxe4 Bxb2 26.Nc4 Qf6 and Black survives. While 24.Qe4 Qd6 25.Ne3 Bg5! and Black is in time to

avoid the worse. **24...Qd6 25.c4 bxc3 26.Nxc3 e4!**



Only moves can be good moves too. Any other move which allows Re1–d1 and Nc3-e4 would be a positional disaster. **27.Nxe4 Qxd5 28.Nxf6+ gxf6** At this point nearly everyone expected the game to be drawn. Black's doubled pawns aren't weak at all affording pretty good protection in fact. **29.Qg3+ Kh8 30.Qh4 Rd6 31.Rf3**

Rg8 32.Rg3 Rxc3 33.Qxc3 Rd8 With this move, the storm has passed and Black can expect a draw offer, with his next three moves, Larry manages to lose two pawns and goes into a freefall. **34.Qf2 Rb8 35.h3??** It still isn't too late for **35.Re3 Rxb3 36.Rxb3 Qxb3 37.Qxc5 Qb1+ 38.Qg1 Qxf5 39.h3** and a draw. **35...Rxb3 36.Qf4? Rxh3+ 37.Kg1 Rh5!** With the painfully simple point that Black is ready to block any frontal checks on the g-file with ...Rh5-g5 winning. **38.Rf1 Rg5 39.Rf3 Kg7 40.Kh2 Qe5 41.g3 Qxf4 42.Rxf4 h5 0–1**

(3) Ambarcumjan,A (2388) - Shahade,J (2302) [D94] ch-USA Seattle USA (8), 12.01.2002

By the time this eighth round game was played, Jennifer was the toast of the tournament. It seemed to me that the numbers of spectators had significantly increased and were eagerly following her game. As IM Ambarcumjan explained to me after the game. "I just wanted to get a position with a small plus and wait for a passive move. It was unbelievable, Jennifer played the most aggressive move each time. I hardly could catch my breath and when I slipped it was over." **1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Nf3 Bg7 5.e3 0–0 6.Bd2 c5 7.dxc5 Na6 8.cxd5 Nxc5 9.Bc4** Okay, White's d2-Bishop isn't a winner but it has the virtue of having provoked Black to sacrifice a pawn. She will have to prove her compensation. **9...Bf5 10.0–0 Rc8 11.Qe2 Nfe4 12.Nxe4 Bxe4 13.Bb4 Na4!** Unexpected to say the least. White had been happily contemplating a line like **14...Bxd5 15.Rfd1 Bxc4 16.Qxc4 Qc7 17.Rac1** with advantage. **14.Ba3 Nxb2! 15.Bxb2 Bxb2 16.Qxb2 Rxc4 17.Ne5?** Having seen the win of an exchange, White embarks on a faulty mission. Comparatively best was **17.Qxb2 Qxd5** with advantage. While, **17.Nd2 Rc2 18.Qd4 Bxd5** wins a pawn. **17...Rc5 18.Qd4 Qxd5 19.Nd7**

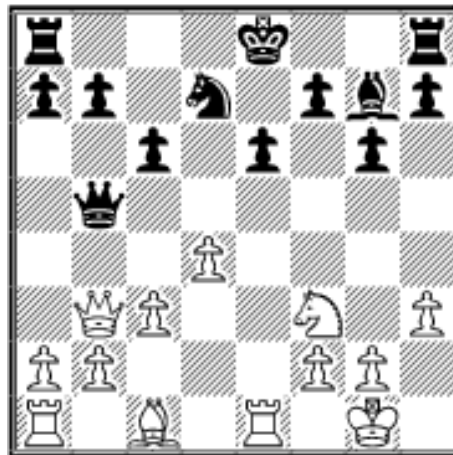


This is far as White had calculated expecting a line such as 19...Bxg2 20.Rfd1 Rfc8 21.Nxc5 and so on. Jennifer had seen a further opportunity. **19...Qxd4 20.exd4 Rg5 21.Rfe1?** Stunned by the changing fortunes, White further errors. Best was 21.f3 Rd8 22.fxe4 Rxd7 when Black has won a pawn with a likely winning

position. **21...Rxxg2+ 22.Kf1 Rxxh2 23.f3 Rd8 0-1**

(4) Christiansen,L (2571) - Foygel,I (2474) [B15] ch-USA Seattle USA (2), 06.01.2002

The following game is vintage Christiansen. A genuine Rook sacrifice for the initiative which immediately puts the pressure on the opponent to weather the storm. **1.e4 g6 2.d4 Bg7 3.Nc3 c6 4.Nf3 d5 5.h3 Nf6 6.Bd3 dxe4 7.Nxe4 Nxe4 8.Bxe4 Bf5 9.Bxf5 Qa5+ 10.c3 Qxf5 11.0-0 Nd7 12.Re1 e6 13.Qb3** An annoying move to meet. Black just wants to castle Kingside and enjoy a peaceful life. Attacking the b7-pawn puts Black's plan on hold. While Black could play 13...O-O-O, this wouldn't allow him the peaceful life he desires. Advancing by 13...b6 14.Qa3 c5 15.Qa4 is also discomforting. Besides, Black thought he had an answer. **13...Qb5**



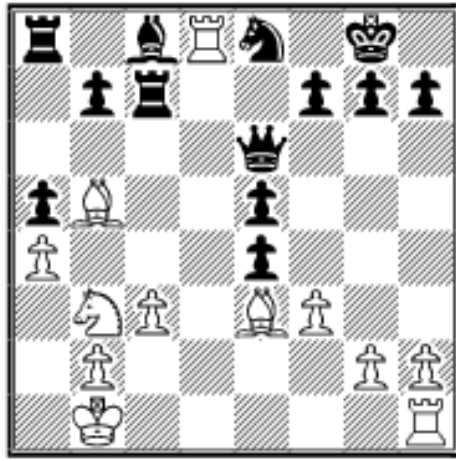
14.Rxe6+ While this sacrifice might be proved incorrect, it has to be admitted that it is really the only way to keep Black under pressure. After 14.Qxb5 (14.Qa3 Bf8 forces White back.) cxb5 15.d5 e5 16.Nd4 a6 17.f4 O-O 18.fxe5 Nxe5 leads nowhere. **14...fxe6 15.Qxe6+ Kd8 16.Bg5+ Kc8 17.Re1** A so called quiet move. In truth

there is nothing quiet about it at all. White completes his development while aiming for nasty threats such as 18.Qf7 and 19.Re8+. In conjunction with Bg5-f4, White will create a checkmating pattern. This is the key moment. **17...Rf8?** I don't

want to be to critical of this move as developing is perfectly natural. Wishing to stop a potential Bg5-f4 also makes sense. The problem is why Black reads an exchange sacrifice he has had a tactical oversight. White would still have to prove the soundness of his sacrifice after 17...Qf5 18.Qe7 Rg8 holding on to the material. **18.Qe7 Kc7? 19.Qxg7 Rxf3 20.Re5!** This is the move Black had missed. Of course the expected 20.gxf3?? Qxg5+ works to perfection for Black. **20...Qxb2 21.gxf3 1-0**

(5) Shabalov,A (2606) - Fishbein,A (2497) [B63] ch-USA
Seattle USA (3), 07.01.2002

The following game featured some of the strangest positions I've seen outside of the world of chess problems. With this amazing win, Shabalov started out with three straight victories and he would make it a fourth as well. **1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 Nc6 6.Bg5 e6 7.Qd2 Be7 8.0-0-0 0-0 9.Nb3 Qb6 10.f3 Rd8 11.Nb5 Rd7** An awkward move but in view of Bg5-e3, Black makes the d8-square available for his Queen. He reasons that if he can hold the center then he will have the opportunity for a Queenside attack. **12.Qe1 a5!?** A difficult move to annotate. As a positional player I'd be loath to cede the b5-square. On the other hand after the natural move 12...a6 13.Nbd4 Nxd4 14.Nxd4 Black's Queenside pawn storm would lack targets to boot about. In that case, White would have a free hand to advance on the Kingside and Black's Queenside attack might be to slow. **13.a4 Nb4 14.Kb1 e5** Clarifying Black's strategic aspirations. He considerably raises the positional ante by giving up control of the d5-square. On the other hand the b5 and b3-Knights have been denied the d4-square. If Black ever manages ...Bc8-e6 and ...Ra8-c8 he would win. **15.c3 Na6 16.Bc4** Playing for piece control over the d5-square. White could also play 16.c4 trying to lock down control over the d5-square. The problem is that Black could play 16...Nc5 17.Be3 Qc6 and after a trade on the c5-square Black has probably equalized. Black could also try the enterprising venture 16.c4 Nb4 aiming for ...d6-d5 and a possible ...Bc8-f5+. **16...Nc7 17.Be3 Qc6 18.Qe2 d5!** Essentially this break is forced else White's control over d5 will lead to positional domination. Especially in view of g2-g4-g5 with a Kingside attack too. **19.Nxc7 Rxc7 20.Bb5 Qe6 21.Qd3 dxe4 22.Qd8+ Bxd8 23.Rxd8+ Ne8**



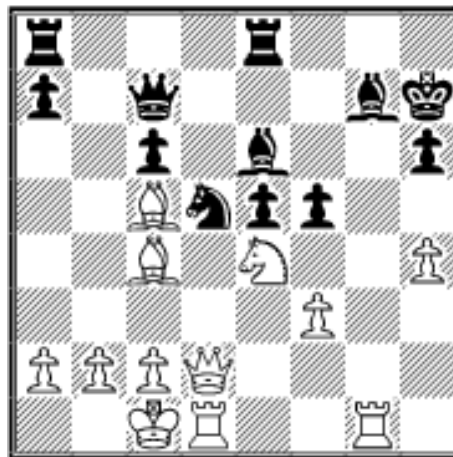
This is the critical position that both players had aspired towards drawing their own judgments. Shabalov saw the win of two pieces for a Rook as favoring him, whereas Fishbein thought he was better. **24.Nc5** Avoiding **24.Rxe8+? Qxe8 25.Bxe8 Be6** which just blunders the game away due to White's hanging pieces. Thus the

inclusion of the Knight's leap. Black need not fear **24.Bxe8 Qe7 25.Rhe1 h6** when White has only collected two minor pieces for his Queen. **24...Qe7 25.Rxe8+ Qxe8 26.Bxe8 exf3 27.Bb5 fxe2 28.Rg1 Bf5+** It is hard to argue with moves that develop with tempo. Playing to keep the g2-pawn doesn't work: **28...Bh3 29.Nd3** and White will continue with **Nd3-f2** and clip the g2-pawn. While Black's Kingside majority looks imposing, it isn't so easy to get the soldiers moving. **29.Kc1 Rac8 30.Nd3 Bd7** White's Bishops are controlling a lot of space and Black decides to get rid of one of them. Once more **30...Be4 31.Ne1!?** and Black fails to retain his g2-pawn. **31.Kc2! Bxb5 32.axb5 a4 33.Rxg2 a3 34.Bb6 Rc4 35.Nxe5 a2 36.Rg1 Re4 37.Nd3 Ra8 38.Ra1 Re2+ 39.Kb3 Rxh2** How to evaluate such a position. Black has four passed pawns! And one is a move away from queening. On the other hand, White's minor pieces are very good and his b5-pawn will be quite formidable. **40.Bd4 h5** The last move of the time control and a reasonable one as Black doesn't want to push his g-pawn reasoning that the g1-square is controlled. Still, this was a critical decision as Black could slow down White's Queenside play with **40...Rh6 41.Nc5 Rb6 42.c4 h5**. Black's b6-rook looks completely silly but it does hold the b7-pawn. Furthermore, Black will aim to put the b6-rook behind the h-pawn and motor for all its worth. **41.Nc5 Rg2 42.Nxb7 Rg6** So, Black has made a number of moves with his Rook anyway but White has accomplished his goals. It is now four passed pawns versus three passed pawns and White's have an escort. **43.Kb4 h4 44.Na5 h3 45.Be5 Rg2 46.b3 h2 47.Bxh2 Rxh2 48.c4 f5 49.b6 Rb8 50.c5 f4 51.b7 Rc2 52.Kb5!** Well played by Shabalov. Black would have excellent drawing chances after **52.c6 Rxc6! 53.Nxc6 Rxb7+**. **52...g5 53.c6 g4 54.Nc4! Re2 55.Nd6 Re7 56.Kb6 g3 57.Nf5!!** A fantastic move that freezes Black's advance. After the obvious **56.c7 Rxb7+ 57.Nxb7 Rxc7 58.Kxc7 f3 59.Nd6** may also win, the text is the clearest. **57...Rh7 58.Rxa2 Rf8 59.Ra8! Rhf7 60.Nh4!** In the same spirit as **57.Nf5**, the Knight once again keeps the passers under control.

60...f3 61.Rxf8+ Rxf8 62.Nxf3 An epic battle that could have gone either way. Shabalov's handling of the minor pieces was impeccable. After the game, Fishbein asked me where he had missed the win. I ducked the question freely confessing that I understood nothing. **1-0**

(6) Mulyar,M (2427) - Kudrin,S (2524) [B76] ch-USA Seattle USA (3), 07.01.2002

This game was a very deserving winner for the best game prizes. Michael Mulyar played a fine technical game against Sergey Kudrin, a great expert in the Dragon Sicilian. **1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be3 Bg7 7.f3 Nc6 8.Qd2 0-0 9.0-0-0 d5** A rather essential move in this variation of the Dragon. If White doesn't try to control the d5-square then Black feels justified in making this break. In the other line 9...Nxd4 10.Bxd4 Be6 11.h4 Qa5, White often has the move Qd2-g5 which can be quite annoying as it frustrates Black's Queenside attack. **10.exd5 Nxd5 11.Nxc6 bxc6 12.Bd4 e5 13.Bc5 Be6 14.Ne4 Re8 15.Bc4 h6 16.g4** A critical position for the Dragon. While White plans to expand on the Kingside, Black's plans on the Queenside aren't so obvious as the split pawns don't promise an effective attack. **16...Qh4 17.Bf2 Qe7 18.Bc5 Qh4 19.Bf2 Qe7 20.h4 f5 21.gxf5 gxf5 22.Bc5 Qc7 23.Rhg1 Kh7**



Grabbing the piece by **23...fxe4 24.Qxh6 exf3** would allow White **25.Bd3** with a winning attack. Also note that in these variations the g1-square is covered so that **Rg1xg7** and **Rd1-g1** is on the agenda. **24.Rxg7+! Qxg7 25.Rg1 Qf7** Black has to give back the exchange and keep the f6-square protected. Else **Bc4xd5** will be a winner.

26.Nd6 Qc7 27.Nxe8 Rxe8 28.h5 White's operations have netted him the two Bishops and exposed Black's King. While Black can meet the potential threat of **Rg1-g6** with **...Nd5-f4**, the greater question is what Black should do for counterplay? While White has a number of moves to improve his position Black's play isn't easy. **28...Rd8 29.Qe1 Nf4 30.Bxe6 Nxe6 31.Be3! Qf7 32.Qc3 f4 33.Bf2 Qd7** Not a happy choice but with the e5 and c6-pawns hanging there was nothing better. **34.b3 Qd5 35.Re1 Nd4 36.Qd3+ Kh8 37.Qg6 Nxf3 38.Qxh6+ Kg8 39.Qg6+ Kh8**

40.Bh4! An excellent shot that forces Black to relinquish control over the g1-square **40...Nxb4 41.Qh6+ Kg8 42.Rg1+ Ng2 43.Qg5+ Kf8 44.Rxg2** In this position of major pieces only, the critical feature is the exposed Black King. **44...Rd7 45.Qf6+ Ke8 46.Qh8+ Ke7 47.Rg7+ Kd6 48.Qb8+ Kc5 49.Rxd7 Qxd7 50.Qxe5+ Kb6 51.Qxf4** An excellent game! Dragon players take note! **1-0**

(7) Seirawan, Y (2644) - Ivanov, I (2470) [A56] ch-USA Seattle USA (7), 11.01.2002

After a slow start, I was in a difficult position in the tournament needing to win out to have a chance of catching the tournament leaders. This game was a good start. **1.d4 Nf6 2.c4 c5 3.d5 e5** Well so much for my game preparation! I could have hardly expected a Czech Benoni and had been working on QGD and Queen Indian positions. **4.Nc3 d6 5.e4 Be7 6.Bd3 0-0 7.h3 Ne8 8.Nf3 g6 9.g4 Ng7 10.Qe2 Kh8 11.Bd2!** GM Lev Polugaevsky blazed a trail in this treatment of the Czech Benoni by putting his c1-Bishop on the h6-square. In fact, this isn't necessary as Black would play ...Nb8-d7-f6-g8 bringing his Knight over to the Kingside with tempo. With the text, White is inviting ...f7-f5 which Black has been preparing. **11...Nd7** Declining the opportunity to continue his plan. After **11...f5 12.gxf5 gxf5 13.O-O-O!? f4 14.Rdg1**, White will take advantage of the open Kingside. **12.0-0-0 Nf6 13.Rdg1 a6 14.Ng5**



This move puts a lot of pressure on Black's position and forces him to make a difficult decision. If White is given a free hand, he will advance his h-pawn. However, the deeper purpose of this move is to make f2-f4 possible. In this case I wasn't worried about ceding the e5-square as Black's pieces aren't well placed to take advantage.

Also with the move f2-f4, I'm spying the long a1-h8 diagonal which is why I put my Bishop on the d2-square. **14...Nxd5** Igor saw this as an opportunity to reduce the pressure by trading a pair of Knights. I was pleased by this decision as I'm now able to win control of the e4-square. Black's choice wasn't easy. A counterattack by **14...b5? 15.h4 bxc4 16.Bxc4** Is painfully slow. White is now ideally positioned to continue his attack. Black's

best is probably 14...Ng8 15.h4 f6 16.Nh3 angling for f2-f4 with a clear advantage. In this final position, if Black plays 16...f5? 17.gxf5 gxf5 18.f4 and the position blows up against him.

15.Nxf7+ Rxf7 16.exd5! A key move after which everything is clear. White's pawns control the g7-Knight and c8-Bishop, while White is playing for Nc3-e4 and to push his h or f-pawn. **16...Bg5** A key strategic theme in the Czech Benoni. When given the chance, Black should trade dark-squared Bishops. **17.Be3!** Another nice move. Bishops can be traded but only on my terms. where the f-file is opened. **17...Bxe3+?** Strange to say but after this move, the game is lost. It was critical for Black to force the move Nc3-e4. Thus: 17...Bd7 18.Ne4 Bxe3+ 19.fxe3 Qe7 when Black is in time to contest the f-file. **18.fxe3 Bd7 19.Rf1!** White is no longer obliged to play solely for the attack based on 19.h4Qe7 20.h5 gxh5 21.gxh5 Rg8 when Black is in time for ...Ng7-e8 and a defensive stand. By taking control of the f-file, White will enjoy a number of positional trumps. **19...Rxf1+ 20.Rxf1 Qe7 21.Qf3 Ne8 22.Qf7!** White is just in time to prevent Kh8-g7 which would keep White out for awhile. **22...Qxf7 23.Rxf7 Rd8 24.Ne4 Kg8 25.Re7!** Black is now paralyzed. He cannot play 25...h6 26.Ng3 f5 27.Nh5 when White infiltrates. If 25...Kf8? 26.Rxh7 Kg8 27.Ng5 Nf6 28.Rh6 costs Black two pawns. **25...b5?** Accelerating defeat. But 25...b6 26.Kd2 a5 27.Kc3 runs Black out of moves. If 27...Bc8 28.Ra7! White threatens Ra8-b8xb6 clipping a vital pawn. **26.cxb5 axb5 27.Rxd7 Rxd7 28.Bxb5** In view of 28...Ra7 29.Bxe8 Rxa2 30.Nxd6 Ra1+ 31.Kc2 Re1 32.Nb7 Kf8 33.Bc6, the d-pawn has a clear road. **1-0**

(8) De Firmian,N (2536) - Yermolinsky,A (2574) [B19] ch-USA Seattle USA (9), 13.01.2002

This key final round game had all the drama of any Championship game that I've watched. **1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Bf5 5.Ng3 Bg6 6.h4 h6 7.Nf3 e6 8.Ne5 Bh7 9.Bd3 Bxd3 10.Qxd3 Nd7 11.Bf4 Ngf6 12.0-0-0 Be7 13.Qf3 0-0 14.c4 Qb6** This variation of the Caro has become all the rage lately. At one point the move 7...Nd7 was automatic, until it was discovered that Black isn't crushed after the tempo gaining 8.Ne5. The chance to save the tempo move ...Nb8-d7 is really quite important. In positions where the players castle on opposite sides, the timeliness of ...c7-c5 is critical. By saving the move ...Nb8-d7 Black gets a faster attack. While this discussion of ...c7-c5 has no bearing on the position at hand, Black players also discovered that having coaxed the Knight to the e5-square, Black can start hacking of pieces and equalize. GM Yermolinsky for

one has done this quite handily. His game against Topalov at the Elista Olympiad is a good example of this equalizing technique. **15.Nxd7 Nxd7 16.Nh5 Kh8!** A necessary precaution. Black shouldn't encourage the sacrifices: 16...Nf6 17.Bxh6 or 17.Nxg7 Kxg7 18.Be5 when Rh1–h3 or g2-g4 will be unpleasant. **17.Kb1** White also takes a precaution against ...Qb6-a6 hitting two pawns. **17...c5 18.Be3 e5!** A fine defensive move. Black is planning ...Qb6-g6+ stopping White's attack cold. **19.Qg4 Qg6+ 20.Qxg6 fxg6 21.dxc5 Nxc5 22.Ng3 Rad8 23.Rxd8 Rxd8 24.Bxc5 Bxc5 25.Ne4 Be7**



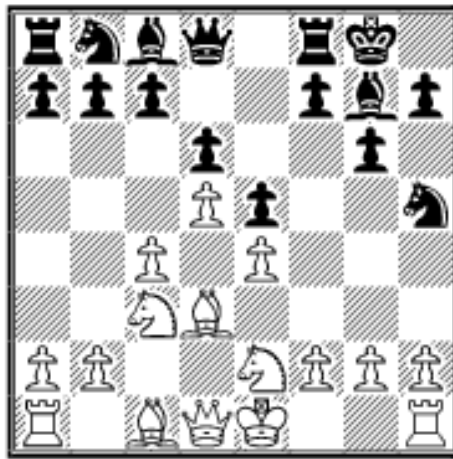
After a rather forced sequence of moves, the players have arrived at an ending that I thought drawn. White has a more comfortable position due to the excellent blockading Knight and doubled g-pawns (move the g6-pawn back to f7 and Black may just be winning). In the same spirit, move the h4-pawn back a square and

White's advantage is huge. **26.f3** A bit of a reflexive move but this move has its drawbacks too. At some point g2-g3 will be required to release the Rook and in that case the f3-pawn is vulnerable. I would've preferred 26.b3 and only play f2-f3 if required. **26...Kg8 27.Kc2 Kf7 28.a3 Ke6 29.b4 b6 30.Kc3 a5 31.g3 axb4+ 32.axb4 Rf8 33.Rf1 Kd7 34.Rd1+ Kc7 35.Rd3 g5 36.hxg5 Bxg5 37.c5 Be7 38.Kc4 bxc5 39.bxc5 Ra8 40.Rb3 Rd8 41.Ra3 Kb7 42.Rb3+ Kc7 43.Rb6 Rd4+ 44.Kb5 Rd3 45.Ra6 Rxf3** White's only chance of making progress was to give up the f3-pawn. Now White has to be vigilant in preventing a Bishop sacrifice that would produce King and Rook versus King, Rook and Knight. **46.Ra7+ Kd8 47.Kc6 Ke8 48.Kd5 Kd8** Avoiding the variation 48...Rd3+ 49.Ke6 Bxc5 50.Nxc5 Rxc3 51.Ra8 checkmate. It is precisely this type of variation that Black is aiming. Thus 49.Kxe5?? Bxc5 50.Nxc5 Rxc3 and Black has a draw. **49.c6 Bf8 50.g4 Kc8 51.Kxe5 Kb8 52.Rd7 Kc8 53.Rb7 Rf1 54.Nc3 Rc1 55.Kd4** Dangers lurk everywhere for both players. If the Kingside pawns were all gone then an exchange sacrifice draws on the spot. The key question is can Black draw by 55...Rg1? A possible line: 55...Rg1 56.Nd5 Rxc3+ 57.Ke5 (57.Kc3 Bc5) Rg5+ 58.Ke4 Rxd5 is drawn. **55...Bc5+?! 56.Kd3 Bd6 57.Rf7 Be5?** Losing. After 57...Bb4 58.Nb5! (Not 58.Nd5 Rxc6 59.Nxb4 Rg6! and Black draws.) Bc5 59.Rxc7 White wins.

I think that Black can hold by sitting with 57...Kb8 **58.Nb5?**
 Returning the favor. With 58.Nd5! Rxc6 59.Ne7+ Kd7 60.Nxc6+
 Kxc6 61.Ke4 White wins. **58...Rc5??** Oh dear. This might be a
 first in Yermo's career of missing a mate in one. After 58...Kd8
 Black draws. **59.Rf8#** A dramatic conclusion! **1-0**

(9) Seirawan, Y (2644) - Fishbein, A (2497) [E70] ch-USA
 Seattle USA (5), 09.01.2002

Well the 2002 US Championships weren't a success. No excuses,
 I had plenty of fine position and played well but failed in crucial
 moments. The following game had the potential to be one of the
 very best games I've every played... **1.d4 Nf6 2.c4 g6 3.Nc3 Bg7**
4.e4 d6 5.Bd3 0-0 6.Nge2 e5 7.d5 Nh5



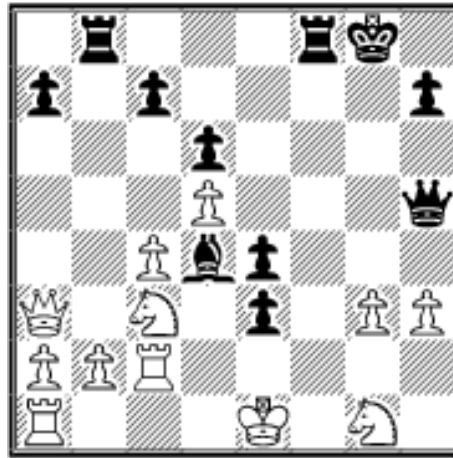
This position comes as a bit
 of an embarrassment for me.
 I've been playing this Bd3
 system against the KID for
 some time. Opponents have
 tried 5...a6, 5...Nc6, 5...Nbd7
 as well as all of these moves
 on move six after castling, yet
 no one has played this precise
 order of moves against me. So
 I was staring at the position
 for the first time. My

automatic reaction was to play 8.O-O f5 9.exf5 gxf5 10.f4 Na6
 11.Be3 and get on with playing normal chess. In this line I
 became attracted to the line 10.Ng3 Nf4 (10...Nxf3 11.fxf3!?)
 11.Bxf4 exf4 11.Nh5 Be5 12.Qf3 Qg5 13.g3 fxf3 14.fxf3 and I
 found myself being drawn into the mysteries of the position. At
 this point, it would help the reader understand my approach to
 chess. Obviously, the game has rules of play as you learn more
 about chess you learn there are positional and strategic rules as
 well. Control the center, don't move the same piece twice and so
 forth. Was it possible to refute Black's set up? After all he has
 moved his Knight twice and in this commitment he has allowed
 me to play Bc1-e3 without being harassed by ...Nf6-g4... With
 these thoughts in mind, I settled in and had an unexpectedly long
 think and delved very deeply into the position. By the way, in the
 post-mortem I asked Alex what inspired him to play this
 variation, he explained that he had looked it up in ECO, saw that
 it was evaluated as equal and liked what he found... **8.h3!!**
 Alright, the double exclamation point for this move may be
 excessive but you will shortly appreciate the thought behind this

move. **8...Qf6** In a practical sense this move is nearly forced. Alex understood that my intention was to meet 8...f5 9.exf5 gxf5 10.g4 fxg4 11.hxg4 Bxg4 12.Qc2 h6 13.Be3, sacrificing a pawn. White is very fast with a Kingside attack. While my computer is happy with Black's extra pawn, most players would find Black's position unattractive. Alex had considered a neutral move like 8...Nd7? 9.g4! Nf4 10.Nxf4 exf4 11.Bxf4 Ne5, considering that he had full compensation for the pawn. I disagreed pointing out that 12.Be2 f5 13.exf5 gxf5 14.g5 (14.Qd2!? fxg4 15.hxg4) Ng6 15.Bd2 f4 16.h4 still leaves it up to Black to prove his compensation. Now Black is ready to take control over the f4-square. **9.g3!** Once more, I'm being excessive in the praise of my own moves but with good reason as you will see. Spending several tempi I have lured Black's Queen to the f6-square thereby blocking his counterplay based on ...f7-f5 but more importantly, I will gain these tempi back by playing Bc1-e3 and Qd1-d2 threatening Be3-g5 and subsequently trapping Black's Queen. It seems that both players are riding a tiger and it is a question as to who will fall off. **9...Na6 10.Be3 Qf3 11.Rh2!** All part of the plan devised with 8.h3. Yet it isn't every day that you see Rh1-h2 as an attacking scheme in a KID! Still the move makes perfect sense. I cover the sensitive f2 and h3 pawns. Also I'm on track to achieve my main aim, winning Black's Queen. The dream is Qd1-d2 and Ne2-g1 and we get to sign scoresheets. **11...f5** A difficult decision for Black as he is forced to sacrifice a piece but there is no turning back. If 11...Nb4 12.Bb1 f5 13.Qb3 f4 14.Ng1 traps Black's Queen. While after 11...Nc5 12.Bc2!? f5 13.Qd2 f4 14.gxf4 exf4 15.Bd4 Nf6 16.e5 (Or 16.Bxc5 dxc5 17.e5) Nfe4 17.Nxe4 Nxe4 18.Bxe4 Qxe4 19.f3 Qxf3 20.e6 was the position I had in mind from my eighth move... **12.exf5 Bxf5 13.Bxf5 gxf5 14.Qb3!** Still, all according to plan! The strike comes in a different direction. With the two threats of Qb3xb7 and Ne2-g1 Black is lost. **14...Nxb3** Continuing to ride the tiger. Once more Black has no choice as 14...Nf6 15.Qxb7 Nc5 16.Bxc5 dxc5 17.O-O-O is hopeless and 14...f4 15.Ng1 traps the Queen. **15.Ng1! Qh5 16.f3** This was the position that I had envisioned from long ago which I had judged as won. Interestingly, it was at this precise moment that Alex was optimistic about his position believing that he had a dangerous attack! **16...f4 17.Qxb7! fxe3 18.Qxa6 e4** Once more a forced move. Black's Bishop cannot lie dormant. White is threatening to put a piece on the e2-square and castle long and it is game over. There is no reason to play 18...Rf2? 19.Rxf2 (Quite a triumph for the Rook!) exf2+ 20.Kxf2 Rf8+ 21.Kg2 Qf5 22.Kh1 Qc2 23.Re1, when White's King is perfectly safe. **19.Rc2!** I really liked this move very much although strictly speaking it wasn't necessary. With the simple 19.Re2 Rf2 20.c5, White would soon castle and win. Still I liked

the finesse of bringing my Queen back with tempo. I'm dreaming of a position with Nc3-e2 and O-O-O when I'm untouchable...

19...Ra8 20.Qa3 Bd4



The only way to be annoying. After 20...Rf2 21.Nce2 and 0-0-0, I'd win without problems. **21.Nge2??** Unbelievable. I miss a trick and allow a perpetual check. The point of the move Rh2-c2 was to force Black to spend two moves, ...Ra8-b8 and ...Bg7-d4 so that my Queen could take up a nice defensive post on the a3-square. Now was the time

for 21.Re2 Rf2 22.0-0-0 (With tempo!) Bxc3 23.Qxc3 Rxe2 24.g4 and Black can resign. **21...Bc5 22.Qa4 Rf1+!** Oh dear. Just before I can exit stage left, Black has this shot. Well, it sure beats resigning! **23.Kxf1 Qf3+ 24.Kg1 Qf2+ 25.Kh1 Qf3+ 26.Kh2 Qf2+ 27.Kh1 Qf3+ 28.Kh2** In many ways this game sums up my tournament. Good play and some good ideas mixed with a howler or two. 1/2-1/2

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Inside Chess

Yasser Seirawan



2002 U.S. Championships: An Insider's Perspective

Part 1

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The 2002 US Championships were held in Seattle, Washington January 5th – 13th 2002. GM Larry Christiansen took top honors and is the new US Champion by virtue of his tiebreak win over GM Nick deFirmian. WFM Jennifer Shahade is the new US Women's Champion.

This was the second time that the US Championships were hosted by the Seattle Chess Foundation (SCF) and sanctioned by the USCF. This year's tournament featured a complete restructuring of the US Championships and deserves some explanation; apologies in advance for this lengthy background report as to how the US Championships format evolved.

Erik & Sherilyn Anderson Inspire

Back in March 2000, a friend of mine, Erik Anderson, fresh from a visit to the Wijk aan Zee chess festival was anxious to visit another top-flight tournament and asked me about my chess schedule. I mentioned tournaments in Bali, the Olympiad in Istanbul, London for the Kasparov – Kramnik match, a possible event in Buenos Aires and so forth. Erik was hoping for something a little closer to home and asked about the US Championships. I told him they had been canceled. Erik was shocked and he asked why. I explained the USCF had fallen on hard financial times and they had canceled the event. Erik was flabbergasted (keep in mind at this time the NASDAQ stock exchange was above 5000 and the US was awash in new money) and he said, "Yasser, *we* cannot let this stand!" It was this "we"

that made me uncomfortable; after all the “we” consisted only of Erik and his wife Sherilyn, my wife Yvette and myself. We were a rather small band about to embark upon a rather strange odyssey. For the next several weeks we jointly began an effort to save the US Championships for that year. During the course of our efforts we were confronted by an entirely unexpected realization: *potential sponsors weren't interested in a single one off event*, rather they expressed their interest in supporting a multi-year program where the tournament could be built up year over year into something rather grand. We then changed our approach and began to think about a long-term commitment to the US Championships.

Previous to the crisis of the 2000 US Championships, Erik and I had been discussing a chess initiative for the Seattle area and “we” were already planning to set up a not-for-profit 501 C 3 foundation, which would support chess as an educational tool for schools. Erik felt that a foundation would also provide the proper structure for funding the US Championships. With the feedback of potential sponsors fresh in our minds, Erik tasked me to negotiate with the USCF for a multi-year agreement as he pursued the critical fund-raising. The USCF Executive Board approved an agreement whereby the newly minted Seattle Chess Foundation would organize and sponsor the US Championships for a ten-year period.

The US Championships: A Fresh Approach

While our immediate concern was the 2000 US Championships, our vision was very much focused upon the long-term. In truth, the US Championships had become rather dull affairs. While there had been much experimenting with the format, none had really taken hold and grabbed the public's imagination. In recent years, the tournament had tried: knock-out matches (similar to the current FIDE Knock-Out Championships); the field had been divided into two groups of round robin players with play-off matches for an ultimate champion; and of course, the format preferred by a majority of players, including myself: the testing round robin.

With a ten-year agreement, however, we could take a completely fresh approach to the US Championships and reenergize the tournament. What to do? I solicited the opinions of my colleagues, arbiters, friends and chess enthusiasts, Erik and Sherilyn introduced Yvette and me to Scott and Laurie Oki. The problem of the tournament format arose and Scott, a golfer, suggested an idea featuring qualifiers. The idea was that the SCF

should run a qualifier event where the players would have to make a daily “cut” over four days. The survivors would then make the final. The idea was quite an inspiration and I raced home to write up a format suitable for a chess event, dubbing it the “Oki System.”

For the next several weeks the Oki System was debated through multiple e-mails with my colleagues, arbiters and the USCF Executive Board. There were several problems with the Oki System for a classical time control event. In the first place, the qualifier would have to feature a number of rounds per day, ideal for a Rapid or Blitz event but awkward for a Classical Championship. Enthused that we were on the right track, the USCF EB gave its approval to change the format of the US Championships to allow for one or more qualifying events while keeping their integrity and professionalism.

But first of all we had no time as far as the 2000 US Championships were concerned. Erik scrambled to get the Seattle Chess Foundation established, funded and found sponsors – short and long term. We were very grateful when Scott and Laurie Oki joined the SCF as founding underwriters. Shortly thereafter, Jim Roberts and Pam Becker joined the board bringing their dynamism and energy to our group. Almost monthly a new founding underwriter or couple would join our board of directors and things were simply going swimmingly.

Yvette took on the challenging duties of organizing the 2000 US Championships in their traditional round robin formats, one for the men, one for the women, and she did an outstanding job. In my, very prejudiced, view it was the best US Championship I’ve ever played.

Even while we were all working hard to make the 2000 US Championships possible, Erik was enthused with staging yet another elite event and asked me to make a proposal. My reaction was, “Erik, you’re asking me for a second date and we haven’t even had our first! What if I discover I don’t like you?” Erik was not to be denied, “No. You have to hurry, what other event should we stage?”

Actually, Erik’s interest in another elite event was quite a coincidence. For about an eighteen-month period, a friend, Dato Tan Chin Nam, had been encouraging me to think of a US – China Summit Match. Dato was very enthusiastic about such a meeting and how such an event could start a chess diplomacy

between the two nations, he only needed a US partner to make it happen. I suggested this possibility to Erik and he jumped. “Perfect! Make it happen!” Before I knew it, Dato was in Seattle in August 2000 and the first US – China Summit match was scheduled for March 2001. (Dato’s arrival in Seattle had one awkward drawback: I was supporting a motion expressing no confidence in FIDE that was to be debated by the USCF delegates and I was unable to attend the meeting. The motion narrowly failed, but that is another story.)

As soon as the 2000 US Championships ended, we found ourselves busily preparing for the next one. We now had the luxury of a little time to prepare ourselves and consider a qualifying tournament or tournaments. First of all, we had to think what the “Finals” format would look like. Still tasked by Erik to come up with a US Championship format which would keep the integrity of the Championships, receive the approval of the players, be *commercially successful* and most importantly would *attract mainstream news attention*, I went back to the drawing board for serious deliberations.

The US Championships and Their Purpose

In the first place, we should ask ourselves a number of pointed questions: what is the purpose of the US Championships? Is it to find the very best player in the US? Should it be open to qualifiers? Or restricted to those who have proven themselves best by virtue of their very high ratings? Should female players be encouraged or excluded? Are the Championships to appeal to all or the elite? How can the Championships be commercially successful? What format would pique the interest of commercial firms and the media? What would you do?

If these questions have caused you to jump in with your own opinions, then I’ve asked the right questions because nearly everyone I asked offered a lot of advice!

My own view was quite succinct. As much as I might like playing a definitive ten game match with GM Boris Gulko (we were the two highest rated players at the time) for, say, a \$100,000 purse, well, to be honest, sorry Boris, this wasn’t commercially doable. No, it seemed obvious to me that the tournament needed new blood and needed to be expanded. A larger field would allow for norm opportunities and only one format seemed to suit such a purpose: a Swiss final. With such a change of the final format, it wouldn’t make any sense to create two Swiss events, one for Men, one for Women. The groups

would have to be combined.

Having made such determinations, I was immediately plagued with self-doubts. Was this asking too much of our female players? Would their challenge be too great? Or would they rise to the occasion? While there were extreme opinions on both sides, my own view is that chess is a sport where men and women can and should compete on equal terms. Chess isn't weightlifting or long distance running, chess is chess. The Polgar sisters and many other female players have competed successfully against male players and as we enter a new millennium, women have more opportunities than ever before. Yes! Women will *have* to compete against men. In this decision, I must say that I was strongly supported by the women of the SCF board; Sherilyn Anderson, Laurie Oki, Yvette Seirawan and Pam Becker all gave their encouragement for this change.

US Championship Qualifying Tournament(s)

The next consideration was the qualifying tournaments themselves. Originally we had considered hosting a single "all-American" qualifier but when we realized that we didn't have the financial or human resources, the idea was to piggyback existing tournaments. As America is such a huge country, we had to consider the need for geographically diverse events. Our attention turned to the four US Amateur events. In our discussions about these events with the USCF EB and USCF office, the feedback was mixed. These events while meeting our criteria for having the qualifiers take place simultaneously and scattered around the country, lacked an Open or masters, section. The SCF would have to cover the prizes for the open section of the four Amateur tournaments. While this wasn't a problem, a greater consideration was would an open section spoil the nature of these events, which are, well, for amateur players?

Once more, after much close discussion with USCF staff and the EB the idea of utilizing the Amateur tournaments was scrapped. Instead we decided to have three qualifying events, offering places to thirty-two top finishers and four top finishing women. The 2001 US Open, the 2001 American Open and the 2001 National Chess Congress were chosen as the qualifying events with twelve qualifiers coming from each. As these last two tournaments are held over the Thanksgiving Holiday, the 2001 US Championships were getting pushed off the 2001 calendar. FIDE had established that it would run its Championships in the first two weeks of December and there wasn't much enthusiasm for holding the Championships over the Christmas Holiday, so

the US Championships would be pushed into the New Year and January. An awkward situation to be sure but there seemed to be no choice. In defense of this decision, an early January starting date has the benefit that in a large field of players we could expect a number of players to have full time jobs and or to be full time students. An early January time frame would benefit them.

Doubts and Criticism

Still, I must say that after settling on all these changes and receiving support for them, I was plagued by a lot of self-doubts: Would the proposed prize fund structure of \$200,000 be sufficient to attract our top male and female seeded players? Would they be angry about the loss of the “only” good round robin tournaments? Would the opportunity to qualify for the US Championships be an incentive for players to compete in the qualifying tournaments? And of course the all-important question: were we on the right track to making the US Championships commercially successful events, which would garner sponsorship and attract mainstream interest?



My nervousness increased as I realized that Irina Krush, one of America’s highest rated players, had already committed herself to play in the Hastings Premier tournament. Fortunately, the generous prize fund did have at least one desired effect; it coaxed WGM Elena Donaldson out of her premature retirement. I know Elena quite well and she is one of the most determined players to sit across a chessboard. Even without much recent competition, I knew, that she would be a fierce and competitive player and I felt relieved when she agreed to participate. *Photo: Elena Donaldson*

As the expression goes, “to make an omelet, you have to break some eggs.” To appreciate that all of the above changes were difficult and indeed questionable, please consider the following dissenting view: <http://www.concentric.net/~Yermo/d0107.html>

While GM Yermolinsky’s opinion is doubtlessly extreme, some of his points were likely shared, to varying degrees, by other players and I should like to respond to some of his criticisms. In the first place, let me just say, I am to blame for the changes to the US Championships. Although supported and encouraged, I’ll

take the lion's share of responsibility for the new format.

Creating a Mind Shift

The SCF directors and I were not just tinkering with the creation of a new format for the US Championships. We aimed for creating a revolution in the way that the *players, sponsors and organizers think about chess*.

Unfortunately, many players and organizers don't have sufficient experience with finding sponsors, so they don't understand a sponsors motivations. As a result, chess is severely under-funded in the US, relying almost totally on the entry fees of amateur players to support tournaments. To begin with, you cannot have a high-class event with shabbily dressed players. Full stop. If the players want to earn a respectable or even a good living they have to project a positive image of a well-dressed, well-groomed person. A very modest dress code was inserted into the players contract at my instigation which forbade sweats, t-shirts, denim pants and tennis shoes, and instead *encouraged* polished shoes, jackets and ties for the men. Men were not *required* to wear ties but the spirit of the dress code was clear: please, dress well. In this way, the professionalism of the tournament would be clear to all those who attended and spectated. I would like to note that GM Yermolinsky was well-dressed wearing suit and tie throughout the event. I for one thought he looked quite handsome. When we played our game, he greeted me warmly with, "Hi Yasser! It is always a great pleasure to play with you!"

Another clause that was inserted into the players, contract was a *request* to them to *volunteer* two days of their year, waiving their professional fees, for the benefit of SCF related activities. This clause deserves a bit of explanation. The concept is that the Seattle Community *collectively* sponsors the US Championships with volunteers, hotels, caterers, venues, legal assistance, gifts, PR support and so on. A lot of time, energy and money are spent to make the players feel as warm and as welcome as possible. While players may be used to traveling to a tournament, paying an entry fee, competing, receiving their prize and returning home ASAP, the SCF wants to instill into the minds of the players that the US Championships are *their* tournament. The community that hosts the event *deserves* a show of appreciation from the players in return for its collective efforts. To help the players demonstrate their appreciation for the efforts of the community, the SCF has scholastic programs featuring children's simultaneous exhibitions and lectures. The players are asked to give up two days of their time and to be available to perform in such events over a possible

twelve-month period as their professional schedules allow. The players would have their expenses covered along with a modest per-diem and the players would have the opportunity to brighten the lives of children; visit a hospital; community center; attend a conference; or meet for a dinner party with a potential sponsor as an ambassador for the game.

Again, I would like to emphasize that the above two inclusions in the players, contracts are neither onerous nor unfair; rather they are in the best interests of the tournament, the players and the game. I repeat, in the case supporting a community outreach program by waiving a professional fee was an entirely voluntary decision. I'm very pleased to say that the vast majority of participants agreed and sixteen players took part in a children's simultaneous following the 2002 US Championships. I will also note that in each of the two years that GM Yermolinsky played in Seattle he agreed to waive his professional fees for the community outreach program. And I thank him for his decision.

The bottom line for this voluntary community outreach program is clear: the players have to take responsibility for their sport. They have to be ambassadors for chess and be willing – when the occasion arises – to play their role to support chess.

Sponsors: Real Persons

I very briefly touched upon the subject of sponsors and would like to share my own experience in this area. First of all the general term “sponsors” is altogether wrong and completely misleading. Sponsors are not a faceless corporation making a value decision based upon expected media impressions and rates of return. Rather sponsors are real persons with likes and dislikes making difficult decisions – not surprisingly many decision makers are women! Guess what? *All* of these potential female sponsors are very interested in seeing that female players are being encouraged and are participating in chess programs and tournaments!

Most sponsors are approached on a personal level, often as a friend or through a friend. After meeting with a prospective sponsor and discussing the project, you find that the decision making person has a *personal interest* in chess. Most usually they play or their children play the game. Sometimes our newfound sponsor friend is quite agreeable to supporting the event or an aspect of it which suits his or her own business interest. At other times a bit of coaxing is required. What is important is that a friendship is established.

Throughout this early courtship period it must be emphasized that the event will have a *positive* impact on the community and will reflect well upon their business and themselves. In short, sponsors want to be sponsors because they have a personal interest, a friendship; the event is seen as good for the community and will be well received. These are their primary motivations. Virtually the last thing on a sponsor's list of needs is the requirement to make money. While all sponsors would be very happy if this were the case, they are far more concerned that the event/activity is professional and is well received. If these things are in place, sponsors are happy because they know that in such a case they will be hailed for their support, they will receive name recognition and there will be much gratitude to go around. Sponsors want to be thanked! Finally, sponsors and sponsorship is all about trust and sharing time together with the sponsor. They want to be informed about what is being done, what milestones have been achieved and where help is needed. Cultivating a warm friendly relationship with a sponsor will insure far more than mere sponsorship. In a short time, sponsors will help in a myriad number of ways, advising who would be helpful contacts and so on.

The final key to cultivating a good, long-term relationship with a sponsor is really quite simple: *Do what you say you're going to do*. The importance of this statement cannot be emphasized strongly enough. When detailing the event, have a clear plan and just do it! I'm very pleased to say that Erik and our sponsors have been very pleased with our two US Championships events. Several times he has turned to me and warmly said, "This is great! We've done exactly what we said we would!" In this way the SCF has earned the trust of both sponsors and players.

In the realm of sponsors, *the players* have a vital role to play: All of us at one time or another have met wealthy individuals and company bosses who have expressed an interest in the game. It is vital that the players play a positive role and steer these potential sponsors to an organization that will warmly receive them. The last thing a player should want to see happen is a meeting with a potential sponsor who is anxious to support an event but who has been frustrated that there isn't a proper structure in place willing to support their contribution. The aim of the SCF is to make the players realize that the US Championships belong to them. The players have to take a personal responsibility in making it the best tournament in the US. With the players firmly supporting the Championships sponsors will respond.

Erik Anderson, Fund Raiser Extraordinaire

In the field of sponsors, SCF President Erik Anderson is truly amazing. I've personally witnessed him in dozens of situations raising funds for the Championships as well as the SCF. Erik deserves full credit for raising the money needed for both the SCF and the US Championships. As Erik himself says, "It's all about time on point." Erik puts in extraordinary hours on behalf of the SCF, while having a very demanding professional job, being a husband and father of three and sitting upon multiple charity boards and for-profit organizations. He is a tireless worker and chess players are fortunate indeed to have him on our team. (Erik's only lament is that his goal of getting a 2000 rating is still a distant dream as he sits on a 1200 Internet rating.)

Sponsors for the 2002 US Championships came from far and wide. Our title sponsor was **Raytheon**. Presenting sponsors were **J. P. Morgan** and **ChessMaster**. Through their generous cash contributions we were able to assure a first-class venue and a *doubling* of the prize fund. It seemed that wherever we looked we were able to find support: Frank Camaratta and the **House of Staunton** provided sets; **individual persons** and **couples** sponsored boards, which had their names engraved on brass plaques; **DGT** provided discounted electronic boards, pieces and clocks so that the games could be followed live on the Internet; **Costco** provided monitors for the spectators; the **Seattle Center** gave us a tremendous venue and brilliant support; the **Westin Hotel** gave us steeply discounted room rates; **Seanet** gave us equipment for the Internet and our ISP **InfoQuest** was super tracking our Internet traffic and **Speakeasy.net** gave us wonderful support; **ChessCafe.com** and **TWIC.com** hired first hand reports of the Championships; **DDB Worldwide Communications Group** acted as our PR firm and ensured that this year's US Championships received extraordinary local and national newspaper, magazine and TV coverage – their efforts were thrilling!; **Girvin Strategic Branding and Design** created our handsome SCF logo and other branding images; the prestigious law firm **Preston Gates & Ellis** contributed their legal skills to the players, contracts, the venue lease agreements and reviewed various insurance liability issues – particular gratitude goes to Stephan Coonrad for his assistance; Gold Championship Rings for the Champion and Women's Champion were provided by the jewelers **Bailey Banks & Biddle**; the beautiful Seattle Chess Foundation website was designed by **RedOctober Industries**; posters and copying services were greatly discounted by **Kinko's**; **Eyedesign** made a wonderful program brochure for the Championships; **Paul Albert Jr.**, once

more donated brilliancy prizes doubling his previous cash contributions; the **Benevolent Guild** of Seattle helped with our volunteers efforts; The **Eastside Musical Theater** performed selections from the Musical *Chess* at the closing ceremony; finally, we had the assistance of a large number of **local volunteers** doing the heavy lifting with the set-up of the staging and break down. To all of our sponsors and volunteers I thank each and every one of you!

A Chess Pro-Am? Patrons of the US Championships

Once more inspired by Scott Oki and his golfing experience, Erik created a new program: *Patrons of the US Championships*. The idea of this program is to have individuals pledge themselves to support the US Championships prize fund by donating \$10,000 a year for two years. This commitment would mean that a Patron would join with other Patrons and top players to go for a weekend to a resort location to play a Pro-Am Chess Event. Patrons will be paired with a top player and play team chess with their partners for a weekend of relaxation fun and chess. Patrons and players will get a chance to meet one another and discuss ways to raise chess awareness in the US. Erik's goal is to find twenty patrons for the Championships. It is precisely this type of innovative fund-raising ideas that the Seattle Chess Foundation has committed itself to exploring. Currently, we have six patrons and are looking for more!

Qualifying Fees

One point of potential controversy was the charging of the qualifying fees. For the 2001 qualifying tournaments, the players who wanted to try and qualify for the US Championships were charged a \$50 qualifying fee. This fee was imposed for several reasons: In the first place, the qualifying tournaments are open events for all who are willing to pay an entry fee. A number of the participants are foreign nationals who are not eligible to play in the US Championships. Thus, it would have been unfair to ask the organizers to make a surcharge across the board for all the players who played in their tournament. Instead, the \$50 qualifying fee was entirely voluntary. Secondly, by singling out the group of players who are playing to qualify, the players are able to identify with whom they are competing for a qualification spot – the effect is to produce a kind of a tournament within a tournament. In this way the qualifying tournament organizer at the time of registration is able to ensure that a player is properly eligible to compete in the US Championship and represent the USCF. Finally, *all* of the money collected from the qualifying fees would go to the US Championships budget. Some players

mistakenly thought that the \$50 qualifying fee went to the budget of the qualifying event.

The SCF goal was that for the three qualifying events, two hundred players would pay the voluntary \$50 fee and that \$10,000 would be raised. In fact, about \$7,500 was raised from the qualifying fees and we fell short of our goal for the first year. In terms of the US Championships budget, the qualifying fees, while very helpful, are a small percentage of what is actually spent. In future years our goal is that the qualifying fees will grow and may one day pay for the venue and the catering services for the Championships! Please, keep in mind that the SCF is trying to make the Championships a commercially successful event.

Seattle Chess Foundation

In this background of how the US Championships format has changed and how the Championships have gotten on track towards a firm financial footing, I've neglected to explain how the SCF has also grown. The SCF has at its core the following mission statement, *"To strengthen the minds and character of young people by advancing chess in our schools and culture..."*

This means a series of scholastic initiatives requiring a professional staff supporting a myriad number of programs. In January 2001, Michelle Anderson (no relation to SCF President Erik Anderson) was hired as our Executive Director. Michelle is a dynamo with a marketing background but who had absolutely no chess experience. Needless to say, in one short year Michelle has come up to speed very quickly and with a staff of Jon Bayley and Sarah Vincent has established the SCF as an ongoing concern.

In fact the efforts of the SCF have led to the hiring of chess teachers in the Seattle area and a pilot chess program has developed that will affect thousands of children's lives. Our goal is to create a successful pilot program that can easily be duplicated in any city. Due to the costs involved in any nationwide initiative, the SCF intends to use the Internet as the primary communications tool for its scholastics projects. A key concern is finding a sufficient number of teachers willing to create chess programs in their schools and to further broaden their programs. The SCF is busily working on a program that will teach teachers how to teach chess in their schools.

The SCF has also concerned itself with a project to collect as much primary research as possible on the effects that chess has

on the young. While empirical evidence is extremely strong and mountainous, the SCF is focusing upon collecting all the primary research that has been done. Professor Jim Roberts and his wife Pam Becker are spearheading this project. By locating and collecting as much primary research as possible, the SCF hopes to approach schools and boards of education and solicit their support for creating chess in the classroom elective programs.

Finally, at the 2002 US Championships closing ceremony, Erik Anderson announced the Seattle Chess Foundation no longer exists! Due to its success in attracting founding underwriters from across the nation, the SCF has changed its name. Our new name is, **America's Foundation For Chess (AFFC)**. This name change better reflects the aspirations of the directors to effect a scholastics chess revolution throughout our nation. The possessive s in the name is quite deliberate, as the directors want to make it clear that the foundation belongs to others and most especially the players.

Well, dear reader, I hope that the above background wasn't too tedious, and we can now turn our attention to the 2002 US Championships and the games themselves.

Results

The 2002 Championships were staged in the Northwest rooms of the Seattle Center, one of America's largest fairgrounds famous for the Seattle Space Needle skyline. Fifty-six players took part. There were thirty-six qualifiers; thirty-two males and four females, joining twenty seeded players; eleven top rated players, eight top rated females and the US Junior Champion.

In terms of what we hoped the new format would achieve, it beat our wildest expectations by a country mile. In the first place, the qualifiers were exactly the kind of players we hoped for: a mixture of young and old, professional and amateur. Thirteen year-old Hana Itkis was the darling of the tournament. The media loved her and she spent a lot of time being interviewed by newspaper and television reporters. *Photo: Hana Itkis*



A few words about Hana: her qualifying and subsequent breaking of Bobby Fischer's record as the youngest US qualifier had critics pulling out their knives in righteous angst. I disagree with her critics and instead point out that it was precisely because of her participation that the Championships enjoyed so much media attention. Hana is a hero to me. She took a chance in the qualifier and made a marvelous competitive effort.

Yes, she managed a single draw in the 2002 Championships but she was very serious and fought hard in all her games. Anyone who witnessed her games saw an extremely determined thirteen year old in full concentration. She was an inspiration for many young witnesses of what is possible. As George Koltanowski once said to me when handing me a prize in the 1973 US Open, "Chess is a young man's game and the future belongs to you, Yasser." If George was alive today, he would amend this statement and say, "Chess is a young person's game and the future belongs to you, Hana." It is clear to me that Hana is a great talent and as one of my teachers said, "Learn to love the training and all goals are possible." If Hana continues to apply herself, she will be back in the US Championships stronger, more experienced and more determined than ever.

At the closing ceremony, I was sitting with my mother and some close friends having dinner when Hana with a few of her newfound friends skipped by our table. I called Hana over and introduced her to my mother. "Mother, this is Hana. She competed in the tournament." Mother was delighted and gushed complements over Hana. Shy smiles ensued and I followed up with a statement that Hana had also scored a draw in the tournament. This elicited a stream of admiring words and a motherly deep hug. "My goodness that is MARVELOUS! A DRAW amongst the very best players in the US! Why YOU are a future champion!! Tell me more!" I now made a timely intervention allowing Hana to escape, noting that her friends and people were waiting. Hana took advantage of the opportunity to withdraw but rewarded us with a wide backward smile.

Other qualifiers included veterans IM Tony Saidy and GM Walter Browne. For Tony this was a return to the Championships after a nearly forty year hiatus. Walter is a six-time US Champion and the most successful competitor playing in the

Championships. They were very pleased with the opportunity to play.

So, How Did the Women Do?

Despite my anxieties, the women performed as expected and also beat my fondest hopes for a competitive tournament. Yes, the majority of women finished in the bottom half of the tournament. But Cindy Tsai's upset victory over GM Walter Brown in round one was a shock! (After this wake-up call Walter would rebound and finish with the leaders of the tournament.) And the real story was Jennifer Shahade's fantastic result. Playing against one of the strongest lineups in the tournament, Jennifer finished with a plus one score or 5 points from 9. I played Jennifer in round two and we had a tremendous battle. The game was very tense. I was pressing an advantage, but move after move Jennifer managed to find the only way to hold on, despite being in severe time trouble. At one moment, her clock ran down to six seconds and from a desperate situation she found her way to a perpetual check and a draw. (Whose clever idea was it to have men and women competing together anyway? Smile.)

At the time, neither Jennifer nor I knew what was in store for her final result. Suffice it to say that in the last round, Jennifer was playing for a male grandmaster norm! Despite losing the last round game, Jennifer is highly deserving of being US Women's Champion. While it is premature to suggest what she might achieve in her future career, it is clear that with this result certain intangible understandings about chess clarified for her. Her result was a tremendous boost for her self-confidence and I am optimistic that further outstanding results are in her future. *Photo: Jennifer Shahade*



Defending US Women's Co-Champion, Camilla Baginskaite wasn't about to let her championship ring go away easily. In the last round, playing the Black pieces against GM Gennady Sagalchik, she needed a win to catch Jennifer and to make a WGM norm. Camilla played an excellent game, pressing hard for the win. At one point, I suspect she missed the road to victory and had to be satisfied as a runner-up to the Women's Championship title. Anyone who feels that women can't or shouldn't compete with men should be forced to replay this one. I

think it might help change their minds.

And the Champion is...

The fight for the US Championship title was hard fought and came down to a dramatic tiebreaker between GM Larry Christiansen and GM Nick deFirmian. Their paths to the tiebreakers were quite different. Larry was in the leading group throughout the tournament. A critical game was in the sixth round, when Larry squared up with GM Alexey Yermolinsky. Larry playing white was a move away from having an absolute positional hammerlock on the game, forcing Yermo to play extremely resourcefully to stay in the game. With sterling defense, Yermo equalized and Larry began to chase the chimera of victory that had escaped. Larry overdid things Yermo kept his cool, calmly rebuffed Larry's attack and scored a fine victory. After such a devastating loss, many a lesser player might have collapsed, but Larry showed his mettle, bouncing back with a win as black over GM Alex Fishbein and secured a draw in the last round against GM Joel Benjamin to finish with a plus four result. He then had to await the outcome of the game on board two between GM deFirmian and GM Yermolinsky...

GM Nick deFirmian's path to the winner's circle was far more circumspect. In the first place, Nick was the most traveled player, coming from his home in Copenhagen; he landed in Seattle suffering from both jet lag and a cold. He kept a low profile in the first part of the tournament, slowly inching himself up to the leaders group. He achieved his goal of getting a shot for the title by sporting a plus three score going into the last round. His opponent, GM Alexey Yermolinsky, had plus four. Nick would have to win to tie Larry while Yermo could win all the marbles with a last round victory or gain a tie for first with a draw.

Thus began a dramatic final round. Nick kept an edge throughout the game while Yermo grimly hung on. As the critical moment arrived, Nick missed a win, choosing 58.Nb5? when 58.Nd5!, was the winner. The media center, analysis room and spectators were in a tizzy. Perhaps confused by the unexpected opportunity, Yermo missed the chance for 58...Ke8 and a probable draw. Instead he blundered badly, allowing a rather shocking checkmate! Nick had tied for first!

Tiebreaker

In approving the format for the US Championships, Erik and I had a large number of discussions of maximizing public interest and trying to make a format that would be as exciting as possible.

With a large prize fund at stake, Erik made only one demand and it was an absolute: there had to be a single winner. Recalling the 2000 US Championship where GM Benjamin, GM Shabalov and I had tied for first, finishing as Co-Champions, Erik enthused, “Yasser, we are about creating Champions. No more playing for a tie and splitting the money equally. The tournament will have a clear winner.”

Thus, after a suitable pause, Nick and Larry would sit down to play a tiebreaker. The winner would get \$15,000, the gold Champions ring and the title of US Champion. The runner-up would get second place and \$11,000. While a nice payday for both players, there was a lot on the line including pride and bragging rights.

I'd like to interrupt my report at this point to introduce our arbiters Carol Jarecki and Jonathan Berry. Both are well known arbiters and enjoy the respect of the players. While the possibilities of tiebreakers were known, the final decisions regarding the tiebreakers were unclear. First of all, no one knew how many players might be involved in a tie and the necessary format and in the second place, the tiebreaker would be played after the round and prior to the closing ceremony. The tie-breaking format would be determined by the number of players and the time available to complete them. It is precisely in this situation of high tension and time trouble that the players and arbiters must work well with one another to create an acceptable format from those that Carol had devised before the tournament. I'm pleased to say that the format was quickly agreed, Nick got a moment to recover and the games began.

Both Carol and Jonathan were superb arbiters. With \$200,000 in prizes at stake, their pairing decisions would play a crucial role. Once more, there were neither protests about the pairings nor about any decisions during play. The tournament ran as smoothly as possible and it is a fine reflection on Carol and Jonathan as well as the players that it all went so well. Kudos, Carol and Jonathan, for a job well done!

The tiebreaks were a nervy affair. The players played first one pair of games, which were both drawn. There were not only a large group of spectators avidly following every move from the monitors but also there were five-film crews from local stations shooting the moves for their nightly news broadcasts! (While we were hopeful that perhaps one TV news group might shoot the games, we never expected the amount of coverage that the event

received! The tiebreaker finals proved to be a great success and Erik was beaming.) There soon followed the second pair of tie breaking games. Larry scored first but Nick came back in a must win situation. Faced with a time shortage, the format now called for a single Shootout game. In a shootout, the white player gets an extra minute on the clock, six minutes to black's five minutes. The black player, however, gets the advantage of draw odds. The outcome of the championship now hung on a single game. In drawing lots, Larry got the White pieces. He would have to win. The game was a Benoni, where GM Walter Browne was the first to point out a winning shot Nd4-f5+ for Larry, when Larry missed this one, the game came down to a Queen ending with Larry having seconds more on his clock to complement his winning position. Nick resigned and Larry was the new US Champion.

Norms

One of the benefits of the new format for the US Championships was the opportunity for the players to make title norms. I have many wonderful memories of the Louis Statham Lone Pine tournaments, where a rather small group of mixed players competed in a Swiss, which allowed norm opportunities for young players. These were marvelous tournaments and I was quietly hopeful that the new format would achieve a similar spirit and see norms made. Once more, hope was exceeded by reality. The following players achieved norms:

- Boris Kreiman, GM NORM, Tournament Performance Rating: 2679
- Jennifer Shahade, IM NORM, Tournament Performance Rating: 2541
- Dimitri Schneider, IM NORM, Tournament Performance Rating: 2474
- Igor Foygel, IM NORM, Tournament Performance Rating: 2465

Hearty congratulations to all these players!



I would also like to say a few words about the result of Boris Kreiman. Boris had a dream tournament, going through a tough schedule undefeated. Going into the last round he had plus three and had scored a grandmaster norm regardless of the result of his final game! He had White in the last round against yours truly and if he won, he would tie with Larry and Nick. After a dozen moves, I was surprised to receive a draw offer.

While not averse to playing on, I had sacrificed a pawn; my feeling is that to be a Champion, you have to earn it. I could have chosen to play on, a win and I would gain a better prize, but a loss and Boris could be champion. I wasn't about to force Boris to be a reluctant champion and a short draw was agreed. In hindsight, Boris may regret his decision; after all it isn't every day that you get such a marvelous opportunity to become champion of the US! *Photo: Boris Kreiman*

Looking Ahead

Well, if you have managed to read through this whole article you will have learned how the format for the Championships evolved through a truly collaborative process. We are evaluating how the changes made were received and for the next Championships AFFC directors have approved a proposal from the USCF, expanding the qualifying events to six tournaments with six qualifiers from each:

- 2002 U.S. Masters
- 2002 National Open*
- 2002 Foxwoods Open
- 2002 Chicago Open*
- 2002 World Open*
- 2002 U.S. Open*

* One qualifying place in each of these tournaments will be reserved for a female player participating in the top (or only) section of the tournament.

The thirty-six qualifiers from these tournaments will be joined by twenty seeded players, which will include eight women to make up the next US Championships. We believe that the format for the Championships will continue to evolve as we continue to evaluate possible improvements. We aren't sure that fifty-six is

the right number of players; perhaps sixty-four is better? Should more seeds be added or is the number too great already? What to do in case of a last minute drop out and an unexpected odd number of players? Should we establish a wild-card entrant or two as a possible replacement? For now we are happy with the track we have chosen and will continue to improve the event and the prize fund and to fulfill our pledge to the USCF to make the US Championships the best chess event in the US and one of which we can all be justly proud.

How Can You Help?

In closing, if you think that America's Foundation for Chess is on the right track and you would like to support the Championships as well as its scholastics initiative, you can help. We would be most grateful for any cash donation that you would like to make. (Checks should be made payable to America's Foundation for Chess and sent to: 720 North 35th, Suite 201, Seattle, WA 98103) Your contribution is tax deductible and you can be certain that your donation will be well spent. If you are unable to make a donation, you can help by supporting our sponsors through your patronage. Also, we are in constant need of volunteers, especially as we roll out our scholastics programs. Finally, compliments are an excellent currency. Please, write letters to Michelle Anderson, the USCF and our sponsors and thank them for the Championships. Nice words are always welcome and make everyone feel good.

Next Month: Selected Annotated Games in Part 2...

Photographss courtesy the Seattle Chess Foundation



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Inside Chess

Yasser Seirawan

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Vladimir Kramnik had been scheduled to begin a match in Bahrain in October against Deep Fritz, but world events caused the match to be postponed. It is now set for January. We now revisit the last match played by a world champion against the then-reigning computer king. After a fine victory in Game 1, Deep Blue struck back in Game 2 to even the score. Now Game 3...

1997 Rematch: Garry Kasparov versus Deep Blue Game 3

Game three was one of those strangely flawed game where the computer plays, well, like a computer. Deep Blue couldn't find a proper strategic plan and played some passive waiting moves trying to avoid damaging its position. Kasparov pursued his advantage in earnest but somehow it evaporated. After the scorching victories by the winners in games one and two, the third game did not reach the same heights.

White: Garry Kasparov Black: Deep Blue

1.d3



An amazing start by Kasparov! With the text he is willing to forfeit the advantage of the White pieces in order to avoid Deep Blue's opening library. Kasparov's preparation however pays dividends as he does emerge with a clear opening advantage.

1...e5 2.Nf3 Nc6 3.c4 Nf6 4.a3

The opening has now transposed into the familiar themes of the English Opening (1.c4).

4...d6

Deep Blue declines the invitation to open the game with 4...d5 5.cxd5 Nxd5 6.g3 when the game has transposed into a reversed Dragon Sicilian Defense, a defense that Kasparov used as Black to good effect in his 1995 PCA Championship match against Anand.

5.Nc3 Be7?

A mistake that shows that Kasparov's mixture of opening moves has bamboozled the computer. In conjunction with the move ...d7-d6 and ...Ng8-f6 the Bishop is passively placed on the e7-square. The most sensible alternative was 5...g6 preparing to fianchetto the dark-squared Bishop.

6.g3 0-0 7.Bg2 Be6 8.0-0 Qd7?!



A fine move with the strategic intention of playing ...Be6-h3, trading White's well placed g2-Bishop. The problem is that it is played one move too early. Black should prepare the text with 8...h6 in order to prevent Kasparov's next move.

9.Ng5!

In the English Opening, the major strategic motif for White is to control the d5-square in order to make this square a useful outpost in the middlegame. In combination with the c4-pawn, c3-Knight and g2-Bishop, everything points to the d5-square. In his desire to control the d5-square, the f3-Knight does not play a useful role and is often routed towards this square by Nf3-e1-c2-e3-d5; or the f3-Knight trades itself for the f6-Knight by Nf3-d2-e4 in order to gain control over d5. With this move, White moves his f3-Knight with tempo linking together his overall strategic plan. Much to my surprise, Kasparov agonized for 37 minutes over this obvious decision. His main alternative was 9.Re1 Bh3 10.Bh1 in order to preserve his g2-Bishop. In this case Black has benefited by avoiding ...h7-h6.

9...Bf5 10.e4!

Again we see how Kasparov does his utmost to control the d5-square. What makes this move even more compelling is that it too comes with tempo. The only drawback is that it does give up control over the d4-square.

9...Bg4 11.f3 Bh5 12.Nh3?

A poorly timed retreat that allows Black right back into the game. I attribute this mistake to Kasparov's unfamiliarity with the English Opening. Normally, he doesn't play either side of this opening having prepared it only for this match. Catching the computer out of its opening library is great, doing it to yourself isn't so clever. With 12.Be3! preventing ...Nc6-d4 White would gain a fine advantage. How so? White is preparing for a Kingside pawn storm especially because Black's h5-Bishop presents a tempting target. Black's e5-pawn however tempers these ambitions. White would like to play 12.g4 Bg6 13.h4 h6 14.h5 and to follow this type of advance with f3-f4-f5. The moment that

f3-f4 gets played, Black will respond ...e5xf4 neutralizing White's initiative. Now the point of 12.Be3 becomes a bit more clear. If 12...Nd4(?) 13.Bxd4 exd4 14.Ne2 c5 (14...Nd5? 15.Nxh7 Ne3 16.Nxf8 Rxf8 17.Qd2 and White wins a pawn) now take a look at the resulting structure. Notice that White's f3 and g3-pawns are free and ready to storm up the board. Black's one area of counterplay is based on the queenside and the move ...b7-b5. With the precautionary move 15.a4 (15.Nf4 is also strong) b6 16.Nh3 a6 17.Nf2 White is ready to storm the Kingside.

All the above is an important nuance that allows Deep Blue to recover from his previous faults.

12...Nd4! 13.Nf2 h6

A precautionary move, as now Deep Blue's horizon saw that the moves h2-h4 and g3-g4 offers White a tactical opportunity.

14.Be3 c5!

A crucial response. The text makes all the difference in the position. Now, 15.Bxd4 cxd4! 16.Ne2 b5! and White no longer benefits from the trade on the d4-square.

15.b4 b6 16.Rb1 Kh8?



In my predictions of this match, published in *Inside Chess* magazine, I had explained that Kasparov could be sure his strategy is successful when the computer makes a "pass" move or in computer parlance a "null" move by playing ...Kg8-h8 for no visible reason. Deep Blue has hit a wall and doesn't know how to

continue. The text is designed to avoid making a move that may damage the computer's position and simply waits for White to create so that it can then respond.

17.Rb2?

This move too makes little sense. Perhaps Kasparov was hoping

that Deep Blue would now play 17...Kg8 when White's Rook may be better on the b2-square than the b1-square. If so, then once again, Garry fails to press the advantages of his position. White should be revving up his play on the Kingside. He needs to play f3-f4 to seize the initiative and he would also like to dislodge the f6-Knight so that the leap Nc3-d5 can be played. The move that puts both of these ideas into operation is 17.h3!, preparing Nf2-g4 when I much prefer White's position.

17...a6!

At last, Deep Blue realizes that it can't continue to sit and do nothing. The text has the clear aim of ...b6-b5 in mind, with play on the queenside. Needless to say this advance should have been played earlier.

18.bxc5?!

While the text may not be a mistake, it certainly doesn't inspire me. Opening up the queenside gives Black a clear strategic plan. While the plan of ...b6-b5 is certainly counterplay, this cure appears worse than the disease. Again, my choice is for 18.h3 b5 19.Ng4 with advantage to White. Kasparov had an entirely different strategic idea in mind.

18...bxc5 19.Bh3 Qc7

Black can't play 19...Nxf3+ 20.Kh1 Qc7 21.g4 which will cost Black a piece.

20.Bg4 Bg6 21.f4 exf4 22.gxf4

At long last White has gotten in his strategic dream of f3-f4. However, the pawn trade on f4 has neutralized the effect of the pawn storm and Black is quick to get in his own queenside counterplay. While I felt that White had let his advantage slip, I still prefer his position.

22...Qa5 23.Bd2 Qxa3 24.Ra2?!



An easy move to second-guess. Most analysts had thought that Kasparov had sacrificed his a-pawn to seize the seventh with 24.Rb7 Bd8 in order to combine with White's Kingside initiative. Continuing this variation for a moment, 25.f5 Bh7 26.Qa1 Qxa1 27.Rxa1, leads to an unclear ending with plenty of compensation for White.

24...Qb3 25.f5 Qxd1 26.Bxd1 Bh7

An unpleasant decision that most humans would be loath to make. But after 26...Bh5 27.Bxh5 Nxb5 28.Nd5 Bg5 29.Bxg5 hxg5 30.Rfa1 White will win back the sacrificed pawn. The computer wants to keep his gains! While a disagreeable decision, I approve!

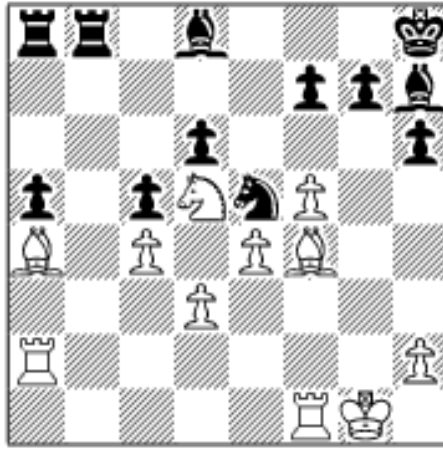
27.Nh3 Rfb8 28.Nf4 Bd8?!

Unnecessarily passive. Preference should have been given to 28...Nc6! a paradoxical retreat which makes a lot of sense. The Knight is terrific on the d4-square but it attacks a number of empty squares. With 28...Nc6 Black can reposition his Knight to the e5-square where it will be attacking White's structural base, his d3-pawn. If 28...Nc6! 29.Nfd5 Nxd5 30.Nxd5 Bg5; Black is activating his pieces and preparing ...f7-f6 in order to activate the h7-Bishop.

29.Nfd5 Nc6

Interestingly, the computer makes this retreat when it is no longer voluntary. White's threat of Bd2-f4 must be blocked.

30.Bf4 Ne5 31.Ba4 Nxd5 32.Nxd5 a5?



A bad move that makes Black's position even more passive. With 32...f6! 33.Rfa1 Bg8 34.Bb5 Bxd5! 35.exd5 a5!?! With a thoroughly blocked position. The difference is that although White has forced the move ...a6-a5 it has cost him time. By volunteering this move, Deep Blue does Garry a nice favor.

33.Bb5!

Now the Bishop takes up a valuable outpost preventing any counterplay down the b-file.

33...Ra7 34.Kg2 g5!?

This sparked another controversy. Deep Blue seems to be completely unconcerned about his h7-Bishop and seeks space. Now Kasparov gets a powerful grip over the position, but, can't drive his advantage home.

35.Bxe5+ dxe5 36.f6! Bg6 37.h4! gxh4 38.Kh3 Kg8 39.Kxh4 Kh7 40.Kg4 Bc7!



Well played. Deep Blue realizes that his h-pawn is vulnerable to the shift Rf1-h1 and Ra2-h2. The text prepares ...Bc7-d6-f8 protecting this vulnerable pawn. Garry now regains his pawn but cannot make further progress.

41.Nxc7 Rxc7 42.Rxa5 Rd8 43.Rf3 Kh8 44.Kh4 Kg8 45.Ra3 Kh8 46.Ra6 Kh7

47.Ra3 Kh8 48.Ra6 1/2-1/2

Draw was proposed by Garry Kasparov with his 48th move and quickly accepted by the Deep Blue team. The score remains equal after 3 games: 1½ - 1½.

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Inside Chess

Yasser Seirawan

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Vladimir Kramnik had been scheduled to begin a match in Bahrain in October against Deep Fritz, but world events caused the match to be postponed. It is now set for next month. We now revisit the last match played by a world champion against the then-reigning computer king. After a fine victory in Game 1, Kasparov had Black in Game 2. An extraordinary game, with a most peculiar finish indeed...

1997 Rematch: Garry Kasparov versus Deep Blue Game 2

As specified in the rules, Kasparov has the right of choice of the chess clock to be used during the match. Kasparov had the Swiss jeweler Audemars Piquet design a special clock that is sitting on the playing table. This Swiss clock, contrary to other digital timers, is not working on batteries but is connected with cables to a special computer.

The Equitable has three main rooms for this event. In the basement is the auditorium where the commentators entertain the audience. The podium has huge screens displaying the actual position, Garry Kasparov and a computer screen which displays the analysis made by the commentators. The actual playing venue is located on the 35th floor. It is not open to the public but three persons from Kasparov's team and five members of the Deep Blue team have seats to watch the game. The stage has been beautifully transformed into a study kind of set up with bookshelves, plants, nice wooden table. The press room is the

third room dedicated to this match and is located on the 49th floor of the Equitable Building. Around 300 journalists are registered to visit the match. The press room has the same three screens as the auditorium displays although images are not shown on huge screens but large television sets.

White: *Deep Blue*

Black: *Garry Kasparov*

1.e4 e5

Much debate has been made by the commentating team on how Kasparov had adapted his style to meet the raw computing power of Deep Blue. Already, his first move a classical King pawn defense is a case in point. Garry has long loved the Sicilian Defense (1...c5) which leads to extraordinary complexities. Positions the computer might also favor. Kasparov had also surprised us by using a Classical King pawn defense a year ago in the first Kasparov - IBM encounter - that was game five - a game that Kasparov won.

2.Nf3 Nc6 3.Bb5

The Ruy Lopez - the most explored opening in chess. In the above-mentioned game five, Deep Blue played 3.d4, initiating the Scotch Defense.

3...a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 h6?!

There is a wealth of possible choices here: 9...Na5 (Smyslov's Defense), 9...Nd7 (Chigorin Defense), 9...Bb7 (Zaitsev Defense) and 9...Nb8 (Breyer Defense) constitute the most common. The text, also attributed to Smyslov, is an off-beat variation considered inferior to the above lines. Garry had prepared this unusual line in the hopes of catching Deep Blue out of its opening library. He was unsuccessful. Deep Blue's operator played the next ten moves or so quickly. With Kasparov matching the pace.

10.d4 Re8 11.Nbd2 Bf8 12.Nf1 Bd7

Kasparov avoids the well-known trap 12...exd4? 13.cxd4 Nxe4?? 14.Bd5 and White wins a piece.

13.Ng3 Na5 14.Bc2 c5 15.b3!

All standard theory. The purpose of Deep Blue's last move is to keep the a5-Knight out of the game. Kasparov immediately brings his Knight back into the game.

15...Nc6 16.d5 Ne7 17.Be3 Ng6 18.Qd2

Despite his choice of openings, I was in admiration for what Kasparov had managed to achieve. It is generally accepted that when playing against a computer the human player should seek closed, blockaded positions. Garry has done precisely that. The center pawns are interlocked which means that the game will be decided by

maneuvering on the flanks. However such positions contain some known risks. White's central d5-pawn provides White with a nice central pawn wedge that gives White a clear advantage in space. Behind the broad shoulders of his central pawns, White will have an easier time switching his pieces to either flank. Former World Champion Jose Raul Capablanca described these positions for Black as, "carrying the seeds of defeat." Through no further mistakes of his own, Black may lose the game. For the moment, Kasparov has achieved the blockaded, if cramped position, that he was aiming for.

18...Nh7?!

This move can and should've waited. Black should be more concerned about operations on the Queenside. Because he has so many pieces defending his King, it is unlikely that Black faces any dangers there. The preventive move 18...a5! was better. This will be clear in the moves ahead. In that case 19.a4 could be met by 19...b4 keeping the Queenside closed.

19.a4! Nh4 20.Nxh4 Qxh4

Black has managed a favorable trade of pieces following the principle that the best way to ease a cramped position is to exchange pieces making it easier to move around. A further benefit of this trade is the possibility of creating a Kingside attack

by ...Nh7-g5 and a possible sacrifice against the h3-pawn.

21.Qe2!

A well-chosen, multi-purpose move. In case Black gets to active on the Kingside, White now has a defense with Qe2-h5 snuffing out the attack. White eyes the b5-pawn by making the move Bc2-d3, putting pressure on the Queenside.

21...Qd8 22.b4 Qc7



23.Rec1!

This move was the most revealing of the game. It is a move of extraordinarily refined sophistication. The move carries no immediate threat but is very annoying to have to face. Black is forced to worry about the possibility of c3-c4 when the c-file might be forced open leaving

Black's Queen on an exposed square. Garry now went into a long think and with a heavy heart decided to close down the Queenside further.

23...c4 24.Ra3!

Another excellent move by Deep Blue. Although it is an accepted stratagem to try and grab an open file by doubling Rooks, it is impressive how Deep Blue has used so many of the well worn positional motifs of this particular opening. An opening that Deep Blue's programmers could not have reasonably expected. Garry is forced to go into a defensive shell to protect the a-file.

24...Rec8 25.Rca1 Qd8 26.f4!

Again, simply superb. White can't win the game by continuing to drive an attack on the Queenside. For instance: 26.axb5 axb5 27.Ra7 Rxa7 28.Rxa7 Ra8 and Black successfully trades off the invaders. Therefore, White has to open up a second front and hits the center. Again, a well-known stratagem but well played just the same.

**27...Nf6**

During this phase of the game, Garry was seen shaking his head and pulling some gloomy faces. Clearly his choices aren't pleasant ones 26...f6 shoring up the center and hoping for a trade on e5 leaves Black's h7-Knight and f8-Bishop with nothing to do. Also

unsatisfactory was 26...exf4 (26...Qh4 27.Qf2 helps White as the a8-Rook lacks protection.) 27.Bxf4 Nf6 28.Be3 when White will use the newly acquired d4-square as an outpost. The idea behind the text is to bring the Knight back into the game and to use the d6-square as a blockade against White's d5-pawn.

27.fxe5 dxe5

After this swap of pawns, a new advantage for White has emerged: a powerful protected passed d5-pawn. This means that in any resulting ending, White will have the superior position.

28.Qf1?!

Funnily enough this inferior move looks very much like a human misstep! The text is crafty in that it doesn't reveal White's true intentions. A human player might have two ideas in mind: playing for the tactical sequence: 29.axb5 axb5 30.Rxa8 Rxa8 31.Rxa8 Qxa8 32.Bxh6 gxh6 33.Qxf6 snaring a pawn. The second, positional concept is to load up behind the a-file by Ra1-a2 and Qf1-a1 seizing control of the a-file. The text then is rather seductive. However, the superior 28.Qf2! would have made it impossible for Black to re-route his Knight to the d6-square: 28.Qf2 Ne8? 29.Bb6! and Black's Queen is dislodged from the protection of the a8-Rook. Due to the many positional trumps already established, the text doesn't hurt White's advantage.

28...Ne8 29.Qf2 Nd6 30.Bb6 Qe8 31.R3a2!?

An awkward move to explain. Somewhere in Deep Blue's billions of possibilities it may have calculated that on the a3-square the Rook was vulnerable to the f8-Bishop after a possible ...a6-a5 or more concretely, Deep Blue wants to play 31.axb5 and doesn't want to continue the sequence 31...Nxb5 32.Rxa6 Rxa6

33.Rxa6 Nxc3 with an unclear position.

31...Be7?!

An inferior move by Kasparov. He is anxious to produce some threats of his own and his f8-Bishop has played the role of spectator for a long time. It was much better to take the time to shore up the e5-pawn. Best was 31...f6 awaiting further developments.

32.Bc5 Bf8?!



Following the game, the IBM Deep Blue team celebrated what was described as the very human-like play of the program. As that was true, Kasparov could equally be criticized for his own computer-like play. Indeed, this game almost appears as a complete role reversal. What I mean to say is that when a computer doesn't know what

to do in a given position, programs will often "pass" by making a waiting move and then "take the move back" by returning to the same position seen two moves before. Thus effectively losing two tempos. This is precisely what Kasparov has done. Perhaps he had studied the computers games too closely and some bad habits rubbed off?

I think the answer for the last two moves however are more concrete. Kasparov has altered his own fluid natural style to combat the computer. Unfortunately for him, Kasparov is in unfamiliar territory. Under pressure he errors. Once again 32...f6 is the suggested move.

33.Nf5!

A powerful and somewhat paradoxical move. Leaping into the fray is quite natural, so why the paradox? In comparing the various minor pieces, a crucial issue for White is what he intends to do with his c2-Bishop? At the moment, it is simply blocked behind the e4-pawn and is not performing an active role. Therefore the idea of 33.Bd1 intending Bd1-g4 trading this Bishop off seems quite suggestive. "Allowing" Black to trade off

his own passive d7-Bishop seems somewhat unnatural. But computers love space and what Deep Blue's program had realized is that after the text and a subsequent exchange, the influence of the c2-Bishop will be increased and the Bishop would become quite active. Furthermore, as we saw in game one of this match, the computer loves Bishops and this move forces Garry to part with one of his.

33...Bxf5

Nearly forced, as the position after 33...Nxf5 34.exf5 is quite unpleasant.

34.exf5 f6?

Bad luck for Kasparov. A move that would have been a goodie several turns ago fails to address the needs of the position now. Although it is important to prevent White from playing f5-f6 it was equally important to prevent an invasion on the Queenside dark squares by Qf2-b6. The only move to prevent both was 34...Qd8, also protecting the d6-Knight.

35.Bxd6 Bxd6 36.axb5!

Deep Blue plays the precise sequence of captures. GM Lubosh Kavalek offered the interesting sacrificial line: 36.Qb6 Rd8 37.axb5 Rab8 38.Qxa6 e4 with counterplay on the dark squares as compensation for the two lost pawns.

36...axb5 37.Be4!?

A controversial move. The text prevents any active ideas based on ...e5-e4 - as in the previous note - at the cost of failing to strike while the iron is hot. I considered 37.Qb6! Rxa2 38.Rxa2 Bc7 39.Qe6+ Qxe6 40.dxe6 as leading to a winning ending by force. Still, it must be argued that after the text, Black's endgame is simply miserable.

37...Rxa2 38.Qxa2 Qd7 39.Qa7 Rc7?

When it rains it pours. This was simply not Kasparov's day. Clearly Black has a very difficult struggle to save the game, but, one thing is for sure, he can't save the game with Queens on the board as it is White's Queen that is far more powerful. In fact the text is based on an oversight. Garry had to put his hopes on an

endgame based on Bishops of opposite colors. While the endgame may be lost, Kasparov had to pin his hopes on 39...Qxa7 40.Rxa7 Rc7 41.Ra6 Rd7 42.Rb6 Kf7 43.Rxb5 Ke7 when Black has jettisoned a pawn in hopes of keeping a blockade.

40.Qb6 Rb7 41.Ra8+ Kf7(?)

In the post match conference, Deep Blue considered this to be Kasparov's fatal error. After 41...Kh7 Deep Blue thought that Black could still fight. I'd disagree, as Black's King would be far out of the game.

42.Qa6 Qc7 43.Qc6! Qb6+ 44.Kf1! Rb8

This was the position that Garry had been aiming for hoping for, the line: 45.Qd7+ Kg8 46.Ra7 Bf8 when Garry could aspire for ...Qb6-e3 with counterplay. He had simply missed Deep Blue's next move.

45.Ra6!

Now the auditorium's audience was a buzz. For some time the commentators, IM Maurice Ashley and IM Michael Valvo were quickly coming to the conclusion that 45...Qxc6 46.dxc6 Bc7 47.Ra7 Rc8 48.Bd5+ and Bd5-e6 was lost for Kasparov. The desperate attempt 45...Qe3 46.Qxd6 Qxe4 (46...Qf4+ 47.Bf3; 46...Qc1+ 47.Ke2 Qb2+ 48.Kd1 stops the perpetual) 47.Ra7+ Kg8 48.Qxb8+ picks up Black's Rook with check. What was Garry's Defense? He had none and extended his hand in resignation. The applause rocked the auditorium! Folks we have a match! A superb game by Deep Blue and its team, my hearty congratulations for a brilliant effort!

1-0

Postscript by Yasser

In a match that is so compelling as to attract the attention of the world's media, fuel has been added to the fire when controversy of an unprecedented nature has erupted. *Inside Chess* readers sent inquiries why Garry Kasparov resigned the second game. At first I was in a complete state of denial. I thought Garry appropriately resigned, well, because he was lost.

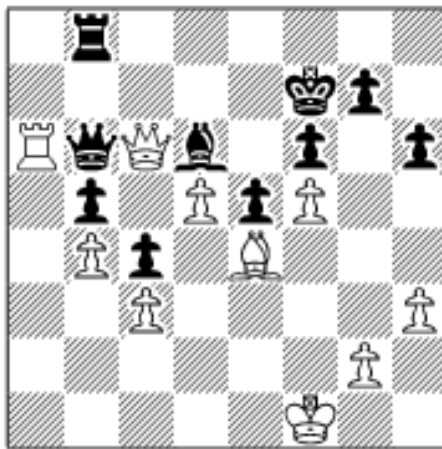
At the moment of his resignation on Sunday, May 4th, none of the assembled 20 or so grandmasters questioned his decision. I had written my report correctly - or so I thought. This same mass hypnosis pervaded all the GM's filing their stories. The redoubtable GM Robert Byrne writing for the *New York Times* also explained the appropriateness of Kasparov's resignation.

When the first e-mail messages started filling my mailbox, I tried to patiently explain the winning method for Deep Blue. The quizzing inquiries piqued my interest time and time again. Suddenly doubts started to creep into my mind, but, I did my darndest to ignore these doubts. I mean it was unthinkable! How could Garry Kasparov, the world's highest rated chess player resign a drawn position?? It was ridiculous! Absurd! Of course Deep Blue had played a sensational game. A deserved victory was the correct and gratifying result. But my darned pesky readers kept up the pressure.

By the time I had squeezed several hours of analysis into my chess set I was shaken. Gosh darn it! I couldn't find the win for Deep Blue! I tossed and turned the variations but to no avail. The final position does indeed appear to be drawn! Absolutely stunning but true. Boy oh boy! How to explain this one?

Well, let's start with the obvious - Kasparov had been under pressure throughout the game. Disgusted with his own play, mesmerized by the "precision" of Deep Blue's moves, Garry had realized himself to have a lost position for some time. He simply resigned in a position which seemed most appropriate. Unlike the computer, he was carrying the emotional baggage from the previous moves. Given that Garry was seeing the final position for the first time, he would have found the draw within seconds. The fact that he was disgusted with his previous play proved to be a costly load to carry.

Let's take a look at the variations:



In the final position Garry has the miracle shot 45...Qe3 abandoning the protection of the d6-Bishop. White has two tries: a) 46.Qxd6 and b) 46.Qd7+. I had refused to believe in chessic miracles due to 46.Qxd6 when I thought the win was straight forward: 46...Re8! 47.Bf3 and now with a little nifty King and Bishop two-step, White's

King waltzes to safety. Due to the threat of Bf3-h5+, Black has to keep up a series of checks:

a) 46.Qxd6 Re8! 47.Bf3 Qc1+ 48.Kf2 Qd2+ 49.Be2 Qf4+ 50.Ke1 Qc1+ 51.Bd1. Now comes my mistake in my original analysis. Convinced that Black had to keep up the continuous stream of checks I had concluded that 51...Qe3+(??) was necessary and this indeed does lead to a win for White after 52.Kf1 Qf4+ 53.Kg1 Qe3+ 54.Kh1! and White wins.

However, Black need not play 51...Qe3+ but instead has the continuation 51...Qxc3+! 52.Kf1 Qc1! when there is no way for White to avoid the perpetual check.

So are things that simple? Not quite. After 46...Re8! White can try to avoid perpetuals with the inspired move 47.h4, the idea being that in some lines White can run his King to the g3-square and not face the cold blooded ...Qf4 checkmate as a response. Black should not be bluffed and by responding 47...h5! the same type of perpetual checks exist and the game again is drawn. In this line, it is important that Black avoids capturing the e4-Bishop as can be seen: 47.h4 Qxe4?? 48.Ra7+ Kg8 49.Qd7 Qf4+ 50.Kg1 Qe3+ 51.Kh2 Qf4+ 52.Kh3 Qe3+ 53.g3 and White secures his victory.

So, in fact after 46.Qxd6 Re8! the game is drawn. Murray Campbell of IBM's Deep Blue team confirmed the above and stated that the final position was a draw. Besides, these variations there is the second try for White:

b) 46.Qd7+ (Instead of capturing the d6-Bishop) 46...Kg8! (After 46...Be7?? 47.d6 Qxe4 48.Qe6+ Kf8 49.dxe7+ leads to checkmate by force.) 47.Qxd6 Rf8 and once again we have variations that are very similar to the "a)" lines listed above

leading to perpetual checks.

Shocking and true!

How did Kasparov react to this news? Well, according to one of his helpers, Frederic Friedel, he accepted the news surprisingly well. No cursing or hysterics simple acceptance that ... bad things happen. I don't know if Frederic does publicity work for Garry, but let's be clear, my reaction would have been a groan of agony heard down the whole of Broadway! And that's putting things mildly...

But just as we were trying to tie up the strings of the unprecedented incident of a world champion resigning a drawn position, a second even sharper controversy emerged!!

Following game three, Garry Kasparov and the Deep Blue Team addressed the auditorium audience. I had slipped up to the press center to be interviewed by CNN and watched Garry's comments by direct video feed to the press center. It was by no means the usual exchange of respectful pleasantries.

Apparently over the course of the free day, Garry had spent a great deal of time deeply analyzing the play of Deep Blue in game two. He had come to some mind-bending conclusions. Let us follow Garry's thought patterns as he himself described them:

1) A fabulous game by the computer, extraordinary positional and strategic moves that showed an astonishing amount of sophistication. The first indication of something truly sensational, the move Re1-c1. (And indeed this was a special move.)

2) An extraordinary decision by Deep Blue to play Bc2-e4 when Qf2-b6 forces the win of material AND keeps all the positional advantages. Garry, working with several PC-programs had analyzed Qf2-b6 to an astonishing depth of 25 ply and could find no way to save the game. How could a computer refuse the win of material which leads by force to a winning position in favor of a positional move. Garry opined that only, "...Anand, Kramnik, Ivanchuk and but a few others" would have taken the same course as Deep Blue and eschewed the win of material. (Again, I too was befuddled by this decision. How could the computer decline the win of material?)

3) How could Deep Blue "blunder" a winning position into an "elementary" draw by perpetual check which was only 8 or 10 ply deep?

Garry was very animated and it is correct to describe him as simply working himself up into an agitated or rather angry state.

Maurice Ashley then asked a logical question which was the only way of interpreting Garry's comments. He asked Garry whether he felt there to be "intervention." An interesting euphemism for "cheating." Garry didn't cross this line and simply repeated his questions. C. J. Tan explained that he was "honored" that Deep Blue had played moves superior to that chosen by other programs and that he himself could not understand why Deep Blue chose a particular move over others. C. J. Tan tried to make light of Garry's questions and simply stated that Deep Blue was a very sophisticated program.

Garry was deeply disturbed by what he felt to be evasive answers to his legitimate questions. And asked whether or not the IBM team understood his questions and to stop making jokes...

After some further comments from IBM's Team to the effect that they were proud of Deep Blue, Garry, very angrily stomped off the stage. I felt the vacuum left on the stage while standing in the Press Center 49 floors away!

While I trust a good rest will help cool Garry's fiery temperament, we have one unhappy camper. For the rest of ourselves, we could only feel a sense of consolation for Garry. Absolutely no one can possibly imagine anything but the finest sportsmanship by IBM - how could it be possible for them to "cheat" anyway? Did GM Joel Benjamin outplay Garry Kasparov in game two? I certainly don't think so, but, until Garry receives some satisfying answers to his questions, he has expressed his doubts.

Oh boy! Can anything else happen in this match? We've seen incredible upheavals in the short space of three games. It's hard to believe that the match is only half over! The excitement and energy are palpable.

With a tied match it seems that nearly anything is possible. I still believe that Garry will win the match but he has to regather himself for the challenge that lies ahead.

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Inside Chess

Yasser Seirawan



Wijk aan Zee Corus Round 1 January 15, 2000

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There was quite a crowd of spectators as the Crown Group and the Parliament tournament got under way at De Moriaan playing venue in Wijk aan Zee. Chess journalists crowded into the too small press center and jockeyed for position on the tables before them. In a quaint throwback to a different age we noted plenty of fax machines and two outside telephone lines. It seems the staffers don't realize that this is the day and age of the Internet with a capital "I." We want our Internet access and more phone lines were being demanded. I had commandeered an entire line for myself for my "Chess.net" broadcast and I had earned a lot of frosty looks from my colleagues. Suddenly I realized I would much rather have been at the board playing rather than reporting. But also in this day and age a 2647 rating will not get you invited into Category 18 events. My focus was the Victor Korchnoi versus Garry Kasparov encounter and the players didn't disappoint my audience.

Gruenfeld Indian Defense

White: GM Victor Korchnoi Black: GM Garry Kasparov
Wijk aan Zee, Corus Tournament (01) 2000

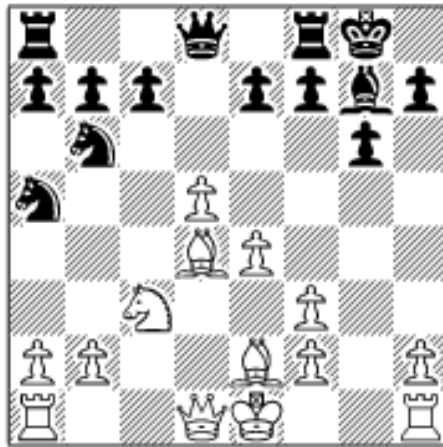
1.d4 Nf6 2.c4 g6 3.Nc3 d5

For a good portion of his career, the Gruenfeld Defense has been a major part of Korchnoi's repertoire as Black. Recently, he has played some offbeat lines that don't really challenge the Gruenfeld in the main topical variations. Undoubtedly this hadn't gone unnoticed by Kasparov.

4.cxd5 Nxd5 5.Bd2

An innocuous line for Black to face. In this position, Korchnoi has experimented with worse, trying 5.Na4?!, even winning a game or two along the way.

5...Bg7 6.e4 Nb6 7.Be3 0-0 8.Be2 Nc6 9.Nf3 Bg4 10.d5 Bxf3 11.gxf3 Na5 12.Bd4



Korchnoi has aimed for this position believing that his threats of b2-b4 combined with his big pawn center will give him the advantage. Black's next move chills his ambitions.

12...Qd6!

Very nicely played as Kasparov punches back.

Besides preventing the threat of b2-b4, Black also makes his own play in the center by controlling the dark-squares.

13.Bxg7 Kxg7 14.f4?

Bluntly speaking a mistake from which White doesn't recover. Victor wasn't about to play 14.Qd4+ e5! Which stops White's plan cold. Instead, he thinks he is chasing an initiative. In hindsight, 14.Qc1 was probably best but not what White wanted.

14...Qf6!!

A very fine move which earns Black the advantage. Kasparov dodges 14...Qxf4? 15.Qd4+ Kg8 16.Qb4 or 16.Qc5, going after the a5-Knight. Now White is cursed with having to guard the f4-pawn, the b2-pawn and the c4-square. Black has the advantage.

15.Qd2 c6! 16.dxc6 Rfd8! 17.Qe3 Nac4 18.Qc5?!

This only lands Korchnoi in worse trouble. Still, it has to be admitted that 18.Bxc4 Nxc4 19.Qe2 Qxc6 was no fun for White.

18...Rac8



After this, Black wins back his pawn with the better development and structure. Objectively speaking White is now lost. It's a miracle that Victor defends this position as well as he now does.

**19.c7 Rd7 20.Bxc4 Rxc7
21.Qg5 Rxc4 22.Qxf6+ Kxf6
23.Rc1 Rcd4 24.b3 Rd3
25.Ke2**

An ugly move to make as White invites the Black Rooks to penetrate - with check even - but allowing ...Rd3-f3 would have meant the certain loss of a pawn.

25...Rd2+ 26.Kf3 R7d3+ 27.Kg2 e6

A simple pause in the action as Black prepares to reposition his b6-Knight but first he wants to cover the d5-square.

28.Rhe1

Naturally, White had to avoid 28.Rhd1?? Rxc3, winning a piece. For similar reasons, White must also avoid a future Re1-e2, which would also lose a piece.

29...Ke7?!

Not the most inspired reaction. Black should have continued with his plan by 29...Nd7, when he has ideas of ...g6-g5 in order to win control over the e5-square or even ...Kf6- e7 making way for ...Nd7-f6-h5 in order to clip the f4-pawn. In short, White faces a very unpleasant grovel. After the text, Korchnoi was down to a few minutes but finds a way to rally the troops.

29.f5!

Certainly underestimated by Kasparov as White is permitted to trade off one of his weak pawns.

29...Nd7 30.fxe6 fxe6 31.Kf1! Ne5 32.Re2!

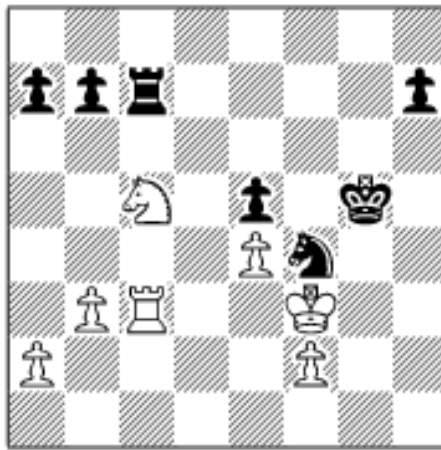
It must have been a tremendous relief to get rid of one of the

powerful Black Rooks. White is still in trouble but now he has a chance to grovel to a draw.

32...g5 33.Na4 Rd1+ 34.Re1 Rxe1+ 35.Kxe1 Rd7 36.Ke2 Nd3 37.Rc3 Nf4+ 38.Kf3 Kf6?!

At this point, both players were in a bit of time trouble. I think it was a mistake for Kasparov to allow White to trade off his h2-pawn. After 38...e5, followed by a quick ...h7-h5, Black has all the plusses he needs to win.

39.Nc5 Rc7 40.h4 e5 41.hxg5+ Kxg5



With the time control reached, both players had a chance to survey the damage. Instead, as is his habit, Korchnoi rushed one more move just to be sure he had reached the time control. This bad habit seems to be a decade or two old following an unpleasant loss on time.

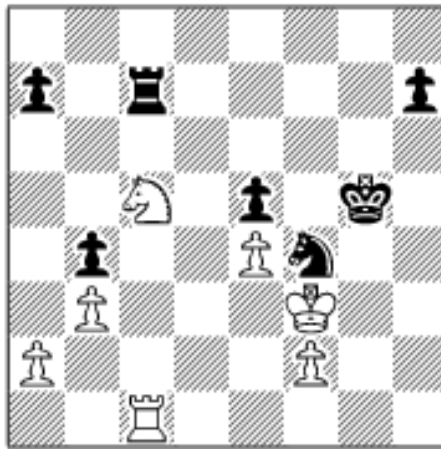
42.Rc4?

A blunder, which considerably eases Black's task. Necessary was 42.Rc1 in order to play Rc1-g1+ breaking the pin if allowed. The consensus was the 42.Rc1 Kf6 43.Nd3 Rxc1 44.Nxc1, might lead to a winning Knight ending for Black. While that may be true, the text doesn't help at all.

42...b5?

Remarkably this mistake was played after a long think. White hardly has a threat in the position and the only question is should Black force a Knight ending by 42...b6 43.Na6 Rxc4 44.bxc4 Ne6 which is a likely win, or just play: 42...h5!, leaving White in the same quandary as he was at move forty-two? I would've opted for the latter.

43.Rc1 b4



Kasparov reveals his clever idea. He wants to force a knight ending on more favorable terms. If 44.Nd3 Rxc1 (44...Rc3!?) 45.Nxc1, and this time the c1-Knight is truly boxed in, unlike our previous knight ending. However, the idea is just a bit too clever...

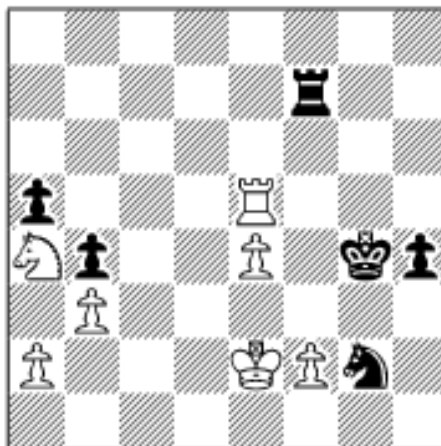
44.Rc4! a5 45.Na4!

Offering the knight ending right back, but this time, after 45...Rxc4 46.bxc4, White is relieved to have his own passer. Kasparov defers the Knight ending.

45...Rf7

A stunning development, White now has an active Rook on an open file! Real counterplay. Most of us in the press center had given Victor's position up as hopeless. Now he seems to have a real chance to save the game.

46.Ke3 Ng2+ 47.Ke2 Nf4+ 48.Ke3 h5 49.Rc5 Ng2+ 50.Ke2 h4 51.Rxe5+ Kg4



Stunned by his good fortune, Korchnoi now commits a grievous error. Nigel Short and I were analyzing the ramifications of 52.f3+ Kg3 (52...Rxf3 53.Rg5+ Kxg5 54.Kxf3) 53.Rg5+ Kh2, without coming to any conclusions when Korchnoi went splat.

52.Re8??

Losing on the spot.

52...Nf4+ 53.Ke3 h3 54.f3+ Kh4 0-1

There is no stopping the h-pawn: 55.Rh8+ Nh5 56.Kf2 Rg7 and

the pawn scores a touchdown.



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Inside Chess

Yasser Seirawan

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Japfa Classic Bali 2000

The Category 16 Japfa Classic International Chess Tournament 2000 was the highest category round robin ever held in Indonesia and by extension Asia. The event was played at the spectacular Grand Bali Beach Hotel in Bali, Indonesia one of the most beautiful islands in the world. The tournament took place from April 22nd to May 2nd 2000 and was sponsored by the Japfa food company. The tournament featured one of the most interesting last round match-ups that I've ever witnessed in a round robin as the leaders were all paired together.

The four leaders: Gilberto Milos – Judith Polgar and Alexander Khalifman – Anatoly Karpov, as luck would have it, faced off in the last round. Judit Polgar scored a fine win with Black to take clear first and the \$20,000 reward that came with her victory. For Judith, this, along with defeating Anatoly Karpov in a Rapid Chess match, must be the finest result of her illustrious career. For a while it appeared as if FIDE Champion Alexander Khalifman would take the measure of long time FIDE Champion Anatoly Karpov. However, showing his grit and determination, Karpov hung on in a long ending to earn a share of second and third. Due to his hard luck final round loss, Gilberto Milos stumbled to fourth and I finished at fifth place with an undefeated result. The total prize money was \$56,500 USD, which was a generous prize fund to be divided amongst the ten players.

Final Standings

1. **Polgar**, Judit g HUN 2658 **6½**
2. **Khalifman**, Alexander g RUS 2656 **6**
3. **Karpov**, Anatoly g RUS 2696 **6**
4. **Milos**, Gilberto g BRA 2620 **5½**
5. **Seirawan**, Yasser g USA 2647 **5**
6. **Timman**, Jan H g NED 2655 **4**
7. **Adianto**, Utut g INA 2584 **4**
8. **Ehlvest**, Jaan g EST 2622 **3**
9. **Gunawan**, Ruben g INA 2507 **2½**
10. **Zaw Win Lay** m MYA 2633 **2½**

Below I'd like to focus on the crucial games and review the tournament winner's results.

First a few stories: As beautiful as Bali is, it is not the easiest place in the world to get to. In my case I flew from Seattle to Taipei on an eleven-hour flight. Three movies and an endless series of meals and beverages later, I was as exhausted and bloated as I can recall. While the plane was descending we were politely informed that if we were caught trying to smuggle drugs into the country we would be killed. This information certainly snapped me to complete attention. Later I would transfer and transit to Singapore and then to Bali. Somehow I had calculated about 30 hours of travel including the unexpected delay in Seattle. Of course I'm not sure my judgment could be trusted by the time I arrived at the Grand Bali Beach Hotel. The return was much easier.

The opening ceremony was quite nice and I enjoyed watching the Balinese dancers perform their exquisite movements. Certainly a highlight of the opening ceremony was the address made to the players by the Vice-President of Indonesia, Megawati Soekarnoputri. It is extremely flattering to play in events that are opened and attended by the top leaders of the host country. Megawati spoke of her long time interest in chess and was aware of the names Anatoly Karpov and Judith Polgar. She explained that she was happy to now take the opportunity to meet the players in Bali.

Speaking of Karpov, of course I had to take advantage of the opportunity to speak with Tolya about his lawsuit against FIDE. While quite forthcoming, Tolya also wanted much of our discussions off the record. In a nutshell a Swiss Sports Court and the judges are considering the case and like having it! Mostly these sports courts have to deal with matters of doping and welcomed an interesting case of law. Karpov is claiming breach of contract and is asking for redress and compensation. Interestingly, Susan Polgar has taken the same route and even hired the same attorney! While Karpov is quite confident that he will be vindicated he doesn't know what to expect in the area of

compensation. In the case of Susan Polgar the contractual violations are even more egregious and FIDE will certainly take a financial bath, in Karpov's view. These discussions were incredibly enlightening and I'm really unsure why Karpov hasn't aggressively taken his views public. He was quite upbeat that the courts decision would be completed before years end.

Karpov was enjoying a swing through Asia as he had a series of victories in China and had been deeply impressed by the support that the Chinese have shown for Western Chess. He also noted that at years end he would be returning to Asia and to Vietnam(!) for that countries first major chess event.

The new FIDE Champion, Alexander Khalifman, confirmed that FIDE had indeed paid him the prize money from Las Vegas and we all had a toast. We carefully reviewed the list of prizewinners and we couldn't confirm that each and everyone was as fortunate. While in Bali, a group of us often spoke about the ideal way of running an annual World Chess Championship and Sasha was a key contributor. One concept was to "improve" the Knockout format by allowing for folks to be defeated twice before getting tossed from the competition. Of course those who had been defeated once could only aspire to win the third place prize. The concept included having three distinct Knockout events, a Grand Prix, which would lead to a fourth, and final event, the Masters. In concept, this would be an eight-player event, which would have six players coming from the three qualifying tournaments and two invited players. Sasha offered his poor person as a previous defending champion and Garry Kasparov – if he was interested – as the final player in the Masters. If Garry declined, it would be a simple matter to invite the seventh qualifying player. I liked his concepts very much and will explore the feasibility of such a plan with a few potential sponsors.

Another topic of discussion was the participation of Zaw Win Lay of Myanmar. He came into the event sporting the extraordinary FIDE rating of 2633. Chess players around the world couldn't help but note that many players from Myanmar have seen their ratings soar and charges of manipulation were discussed at length. Considering that a country like Holland has a number of 2600+ players, we determined that within a single rating period two Dutch players – with national cooperation – could achieve ratings higher than Kasparov's with ease. For a military regime like Myanmar, it may have great propaganda values to have some of the highest rated chess players in the world. When Zaw Win Lay started with a score of one draw from his first six games, discussions stopped. His recovery at the end of the tournament caused the discussions to flare up anew. In the end the collective wisdom settled for 2550, which isn't bad at all.

We'll we've delayed long enough. Let us get to the games and we begin with our winner, Judith Polgar. I've known Judith since she was a little tyke with no knowledge of English, as they say, "you've come along way baby." Judith started well, playing a leading role throughout the tournament. She didn't appear to be in trouble in any of her games and won the tournament by counter-punching with the Black pieces. Winning with Black is a major plus in the top leagues but Judith's three wins with Black and her one win as White were outstanding and all were well deserved. While Timman may have self-destructed, that wasn't her fault, just her good fortune. Let's look at the game from the ninth round that brought her ultimate victory:

Sicilian Najdorf, Fischer Variation B87

GM Gilberto Milos (2620)

GM Judit Polgar (2658)

Japfa Classic Bali INA (9), 02.05.2000

**1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bc4 e6
7.Bb3 b5 8.0-0 Be7 9.Qf3 Qb6 10.Be3 Qb7 11.Qg3 Nbd7 12.f3
Nc5!?**



A remarkable idea, which I believe, should be properly credited to the recently deceased GM Lev Polugaevsky. Black's idea is that after the capture of the g7-pawn, Black will use the time that White needs to extricate his Queen to complete his development and to utilize the half open g-file for an attack. Thus:
13.Qxg7 Rg8 14.Qh6 Rg6

15.Qh3 Bd7, when Black tries to combine a doubling on the g-file with a center break based on ...d6- d5 and ...e6-e5 ideas. While I'm a bit skeptical of Black's compensation, I certainly accept that it exists.

The decision to capture or not capture the pawn didn't sit to well with Gilberto. His approach to the game was to play the opening to, "keep the advantage" and if the opportunity appeared to play for the win. Thus he didn't give the capture too much thought at all. Besides, he was quite familiar with White's piece arrangement and confident that his game choice leads to a White pull.

13.Rfd1!? Bd7!?

I bring attention to the last two moves, as they were fraught with

tension with the audience in a state of acute distress. How could Black be gambling away a key pawn on the Kingside in a last round game for first place?

14.Kh1 b4 15.Nce2 0-0 16.Bh6 Ne8 17.c4?



Remarkably enough a blunder, which costs, White a pawn. Gilberto was so anxious to make the piece set up with Rooks doubled on the d-file and a c2-pawn on the c4-square that he played the text without realizing its consequences. After 17.Rd2 (Covering the b2-pawn.) a5!? 18.c4, White is moving towards the position that he wanted.

17...bxc3 18.Nxc3 Bf6!

Now the difference is clear, the b3-Bishop can't move without pitching the b2-pawn. The frightful realization of what he had done hit Gilberto squarely between the eyes and he now determined to buckle down and to save the position. He is helped by the fact that Black's position is quite cramped and that it's quite difficult for Judith to make progress.

19.Bg5 Bxd4 20.Rxd4 Nxb3 21.axb3 f6

Judith has to pause to prevent Bg5-e7, which would win the entrapped Rook.

22.Bd2!

Seizing the defensive. White intends to put his Bishop on the c3-square. Route his Knight to the e3-square and double Rooks on the d-file, when his position is nearly impregnable.

22...Qxb3 23.Nd1 a5!

Judith finds the only way to make progress. As long as the a-pawn remains on the a6-square, the fortress mentioned above will hold. The text envisions that the a6-pawn is better protected on the a4-square and the by ...a4-a3, White's Queenside is somewhat vulnerable.

24.Qe1!

Not falling for 24.Bxa5?, which will cost material due to the vulnerable f1-square: 24...Rxa5! 25.Rxa5 Qb6 26.Raa4 Bxa4 27.Rxa4 Qb5, is the winning stinger.

24...Qb6!

Judith certainly had good reason to avoid: 24...a4 25.Bb4 (25.Rb4!? Qc2 26.Bc3) when the plan of: 26.Ra3 Qc2 27.Rc3, could chase the Queen into White's clutches.

25.Rd3 a4 26.Bb4!?

Since pitching the pawn, Gilberto has repaired his position mightily and was beginning to feel things weren't all that bad. Even going so far as considering Rd3-a3, intending Nd1-c3 clipping the a-pawn. Eventually he decided to baton down the hatches by playing Nd1-e3, Ra1-d1, Qe1-d2 and Bb4-a3, when, "I can't possibly lose!" From

Judith's perspective, this was quite true. Since winning the pawn, it has been very hard for her to increase the scope of her pieces and she now makes it a priority.

26...Rf7! 27.Qd2?!

The text creates an unintended tactical danger by limiting the number of squares to which the d3-Rook might move. I've no clue how Black might crack the position after 27.Ne3 Bb5 28.Rd2, when White is ready double Rooks on the d-file and play Bb4-a3 keeping the Queenside clogged up.

27...Bb5 28.Rd4 e5!

Of course this was the move that Gilberto had hoped to induce. He now realized that his Rook is fortunate to have the a5-escape square.

29.Rd5 Rb7! 30.Bc3

Capturing the d6-pawn by: 30.Bxd6? Bc6 31.Bc5 Qa5, would cost White material. The text places the Bishop on the wrong diagonal but 31.Ba3? Bc4 would cost the exchange as the Rook is trapped.

30...Bc6?!

I'm not to sure what Judith had in mind by the text. My inclination would be to play: 30...Bc4 31.Ra5 Rxa5 32.Bxa5 Qb5 33.Ne3 Be6 34.Bc3, when its hard to see how exactly Black is supposed to expect his extra pawn to carry the day.

31.Rd3 Qa6?!

A little drifting here by Judith as she's wrestling with the opportunity of repeating the position while trying to find the best way of playing for a win.

32.Ne3 Bb5 33.Rd5 Qb6?



Black's aimless play had by this time calmed Gilberto down and he was no longer fearful of the loss. Black's extra pawn, the d6-pawn is firmly blockaded and the question for him became should he try to just "keep" the position or should he force the draw? Unfortunately for him he made a fateful decision.

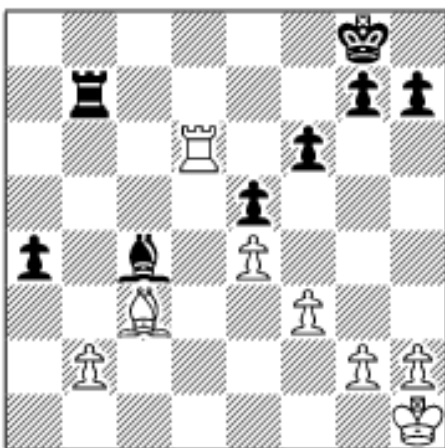
34.Nf5?!

The start of a mistaken tactical operation. How would Black make progress after 34.h3!, making luft?

34...Ra6 35.Rd1??

In a word, the "howler." Gilberto was blithely unaware of the back rank issues and his mild time trouble encouraged his decision.

35...Bc4! 36.Nxd6 Nxd6 37.Rxd6 Qxd6 38.Qxd6 Rxd6 39.Rxd6



39...a3!

That one hurts, as the breakthrough is immediately decisive.

40.b4 Rc7 41.Kg1 Bb5 42.Bd2 a2 43.Rd8+ Kf7 44.Ra8 Rc2 0-1

The "FIDE Champions" Anatoly Karpov and Alexander Khalifman split the spoils at second and third.

Karpov continues to be as dangerous as ever as he has flashes of his former brilliance. A vintage Karpov performance was his victory over Jaan Ehvest, a game that Ehvest is still kicking himself for.

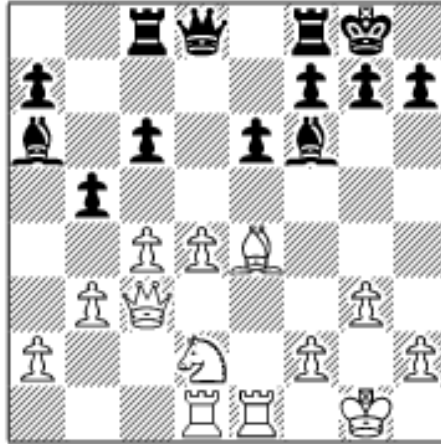
Queen's Indian Defense E15

GM Anatoly Karpov (2696)

GM Jaan Ehlovest (2622)

Japfa Classic Bali INA (7), 29.04.2000

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.g3 Ba6 5.b3 Bb4+ 6.Bd2 Be7 7.Bg2 c6 8.Bc3 d5 9.Ne5 Nfd7 10.Nxd7 Nxd7 11.Nd2 0-0 12.0-0 Nf6 13.e4 b5 14.Re1 dxe4 15.Qc2 Rc8 16.Rad1 Nd5 17.Bxe4 Nxc3 18.Qxc3 Bf6



So far all theory and the players haven't missed a beat. Karpov now unleashes his novelty.

19.c5!?

An intriguing attempt to play against the offside a6-Bishop but can this really be good? Black wins a fine central pawn and will have the two Bishops. Afterwards, Jaan was quite dismissive of

White's plan.

19...Bxd4 20.Qc2 f5

Weakening the e6-pawn but winning an important tempo. White would be for choice after: 20...e5? 21.Bxh7+ Kh8 22.Bf5!?! Rc7 23.Nf3 or even 23.b4, when Black still has to solve the question of his a6-Bishop without the benefit of an extra pawn.

21.Bg2 Qf6 22.b4!

The players are still well within Karpov's preparation, the text isn't only good its mandatory. If Black is allowed ...b5-b4 and an anchor c3-square he just wins! On the other hand the message of what to do with the a6-Bishop gets rubbed a bit more.

22...Rcd8!

An excellent answer! Black is willing to jettison the c6-pawn to take over the initiative: 23.Bxc6 e5 24.Bg2 e4, when Black has solved his problems and has created some for White.

23.Nf3

Karpov spent a huge amount of time on this one as this could lead to a second pawn sacrifice, the b4-pawn might go, which might lead to the loss of a third pawn. Somehow Karpov may have missed Black's twenty-second move in his preparations as the only real debate was between the text and 23.Nb3, which in certain lines protects the c5-pawn and allows for Nb3-a5 picking off the c6-pawn.

23...Bc3 24.Re3 Rxd1+ 25.Qxd1 Bc8! 26.Qb3 Ba1!



It turns out that the diagonal is just long enough. That is how this diagonal gets its name by the way, the long diagonal... Yuck, yuck, yuck. Anyway, the previous sequence of moves were all quite forcing and I think it fair to say that since Karpov's novelty the crucial position has been reached. While it can certainly be argued that White has fine compensation

I don't think it is enough.

27.Ne1 Kh8 28.Nc2 f4!?

A sharp reaction in order to break open the Kingside. Afterwards, Ehlvest was convinced that this was a correct decision. I voiced support for: 28...Be5 29.Bxc6!? Bc7, intending ...e6-e5 and ...f5-f4 offering a promising imitative without weakening the King. As Jaan explained he already felt his position was better and he was justified in stepping up an attack.

29.gxf4 g5 30.Bxc6 gxf4 31.Rd3 Qg6+ 32.Kf1



It is easy to see what attracted Ehlvest to this position. All he needs to do is retreat his a1-Bishop and with the open g-file and possibilities of pushing his e-pawn, Black will be in his full glory.

32...Bg7?

A very strange retreat, which I don't understand at all. It seems far more favorable to keep the g-file open:

32...Bf6!, planning to push the e-pawn must favor Black.

33.Rd6!

An annoying pin to the e-pawn played just in time to prevent Black from getting active.

33...Qh5! 34.Qf3!

Fine play by both players. Karpov jettisons the h2-pawn in order

to gain time and harmonize his pieces by controlling the light-squares.

34...Qxh2 35.Ne1 a6?

A typical time trouble mistake as Black makes a wasted effort to save his b5-pawn. The position required resolute play. To this end 35...Be5 36.Rd1 Bc7 playing for ...e6-e5 and opening the diagonal for the c8-Bishop and seeking to occupy the g-file with the Rook was necessary.

36.Ke2 Qh6?!

In time pressure, Ehlvest is losing the thread as he makes a number of moves with his Queen only to end up nowhere.

37.Qe4 Qf6 38.Nf3 Qe7?! 39.Qd3 e5 40.Be4! Bf6



What an impressive transformation has taken place! White's pieces are coordinating beautifully owning nearly the entire board. Karpov is now in his full glory as he seeks to rope in the point.

41.Qd5!

Domination complete.

41...Qg7 42.Qc6 Qf7 43.Ke1

Bg4 44.a3 Bxf3 45.Bxf3 e4!

I'm not sure if a computer would recognize the hopelessness of the position and voluntarily jettison the e5-pawn. In reality this is Black's only chance to get counter play. Desperate or not, this is the only chance.

46.Bxe4 Qc4 47.Qd5 Bc3+ 48.Kd1 Qf1+ 49.Kc2 Bg7 50.f3! Qe2+ 51.Qd2 Qc4+ 52.Kd1 Qb3+ 53.Ke2 Qc4+ 54.Qd3 Qa2+ 55.Kf1 Qa1+ 56.Qb1 Qc3 57.Rd3 Qf6 58.Ke2 Qh6 59.Rd7 Re8 60.Qd3 Qf6 61.Qd5 Qb2+ 62.Kf1 Qc1+ 63.Qd1 Qc4+ 64.Kf2 Qa2+ 65.Qd2 Qe6 66.c6!

After an extensive period of maneuvering whereby White has avoided perpetual check threats he's earned the opportunity to advance his passer. Now there is another round of maneuvering when White again wins the tempo.

66...Qh6 67.Qd3 Qh2+ 68.Kf1 Qh1+ 69.Ke2 Qh2+ 70.Kd1 Qg1+ 71.Kc2 Qa1 72.Rd8! Qb2+ 73.Kd1 Qa1+ 74.Ke2 Qb2+ 75.Kf1 Qa1+ 76.Kg2 Qa2+ 77.Kh1 Qa1+ 78.Kh2 Qa2+ 79.Qd2!

Forcing a winning ending.

79...Qxd2+ 80.Rxd2 Be5 81.Rd7 Rc8 82.Rxh7+ Kg8 83.Ra7 1-0

While Karpov's opening approach to the above game may have been a bit dodgy, certainly the game showed signs of vintage Karpov play. I'm certain that Karpov felt that he could easily have been the tournament winner had he done more in his game with Judith Polgar... On the other hand he was fortunate not to lose to Jan Timman...

Our third winner, Alexander Khalifman played a fine tournament with a late tournament surge. Also undefeated, when he won Sasha was overpowering. His victory over Indonesia's best player, Utut Adianto, was a tour de force.

GM Alexander Khalifman (2656)

GM Utut Adianto (2584)

Japfa Classic Bali INA (7), 29.04.2000

1.e4 c6 2.d4 d5 3.e5 Bf5 4.Nc3 e6 5.g4 Bg6 6.Nge2 c5 7.Be3 Nc6 8.dxc5 Nxe5 9.Nd4 Nf6(?)

While this move has been played before, I'm quite skeptical that this move is best. Safer choices include: 9...Nc6, 9...Ne7 and 9...a6(?) which have also been played before in this very sharp line of play.

10.f4 Ned7?

Backing down from the challenge White has made. Black had to play: 10...Nexg4 11.Bb5+ Ke7 12.Bg1 Qc7, as was played in 1982 Mar Del Plata, between Braga and Timman a game in which I was an active kibitzer in the post-mortem!

White now has a bevy of attacking choices. Khalifman pulls all his attacking levers putting them to good effect. By the way conducting such a promising attack position isn't so easy. Sometimes its better to have one clear attacking option!

11.f5!

Blowing up Black's center as Black's King now becomes the object of attack.

11...exf5 12.c6!

Adianto had been hopeful about the variation: 12.gxf5? Bh5 13.Be2 Qe7!, when he saw chances to escape.

12...bxc6 13.Nxc6 Qc7 14.Bb5!

As always when attacking the name of the game is development.

Everyone should get invited to the party. The presence of the Bishop is immediately felt, as the pin on the a4- e8 diagonal will prove decisive.

14...a6



15.Qe2!

In good positions, it's easy to find good moves. Once more development is the key. The open e-file beckons a major piece and Black is now set up for a painful discovered check.

15...Qd6 16.Ba4!

Avoiding any irrational exuberance. There was a strong temptation to show a brilliant tactical flare following: 17.0-0-0 axb5, but no one saw the follow up. Therefore the prudent retreat is best as White keeps all his trumps and prepares to castle long with a decisive attack.

16...f4

Adianto didn't want to return the pawn – his sole solace for suffering – but he needed to deal with the threats of White's free flowing attack. For instance: 16...Ne4 17.Nxe4 fxe4 18.0-0-0, planning c2-c4 would break up Black's position.

17.Bxf4+ Qe6 18.g5!

The decisive blow as the d5-pawn will soon fall.

18...Qxe2+ 19.Kxe2 Nh5 20.Be3 Bf5

Black has too many problems to cover. Black was also facing Nc6-e5, pressing the d7- Knight.

21.Nxd5 Bd6 22.Kf2

Stepping off the e-file and preparing to bring both Rooks to the central files.

22...Bh3

Black couldn't play: 22...0-0 23.Nce7+, which would cost the f5-Bishop. Neither was 22...Be6 23.Rad1, advisable, as Black's central pieces would be vulnerable.

23.Rad1 f6 24.Nb6 Nxb6 25.Bxb6 0-0

Agreeing to the loss of a piece. There was no real alternative as

25...Bf4 26.Nd8+ Kf8 27.Bc5+ Kg8 28.Bb3+ mates next move.

26.Rxd6 fxd5+ 27.Ke3 Rae8+ 28.Kd2

With an extra piece in his pocket, Khalifman's victory is not in doubt.

**28...Nf6 29.Rd8 h5 30.Rxe8 Nxe8 31.Bc5 Rf4 32.Ne7+ Kf7
33.Bb3+ Be6 34.Bxe6+ Kxe6 35.Re1+ Kd7 36.Ng6 Rf5
37.Re7+ Kc6 38.Rxe8 1-0**

In closing, I'd like to thank our International Arbiter Djamil Djamal for his fine direction and flexibility in governing the event and to Kristianus Liem for his excellent work on the bulletins and web site. Finally to the Indonesia chess fans and sponsors, hearty thanks, you were all terrific.



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