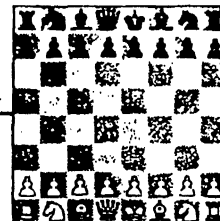


# INTERNATIONAL COMPUTER CHESS ASSOCIATION (I.C.C.A.)



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## ACM-78

### 9th North American Computer Chess Championship

Washington, D. C., December 3-5, 1978

## SCORES

| Program         | Color/Opponent |   |        |         | Cumulative Score |  |  |    | Final Standing |
|-----------------|----------------|---|--------|---------|------------------|--|--|----|----------------|
|                 | Round          | 1 | 2      | 3       | 4                |  |  |    |                |
| 1. CHESS 4.7    | W/7            | 1 | B/4 1  | W/2 2   | B/6 3            |  |  | 2  |                |
| 2. DUCHESS      | B/8            | 1 | W/5 1½ | B/1 1½  | W/3 2            |  |  | =6 |                |
| 3. CHAOS        | W/9            | 1 | B/6 2  | W/4 2   | B/2 2½           |  |  | =3 |                |
| 4. BELLE        | B/10           | 1 | W/1 2  | B/3 3   | B/5 4            |  |  | 1  |                |
| 5. BLITZ 6.5    | W/11           | 1 | B/2 1½ | B/8 2½  | W/4 2½           |  |  | =3 |                |
| 6. OSTRICH IV   | B/12           | 1 | W/3 7  | B/7 2   | W/1 2            |  |  | =6 |                |
| 7. BLACK KNIGHT | B/1            | 0 | W/10 ½ | W/6 ½   | B/12 1½          |  |  | =8 |                |
| 8. AWIT         | W/2            | 0 | B/11 7 | W/5 1   | B/9 7            |  |  | 11 |                |
| 9. SARGON II    | B/3            | 0 | W/12 7 | B/10 1½ | W/8 2½           |  |  | =3 |                |
| 10. MIKE        | W/4            | 0 | B/7 ½  | W/9 1   | B/11 1½          |  |  | =8 |                |
| 11. BS'66'76    | B/5            | 0 | W/8 0  | B/12 1  | W/10 1½          |  |  | =8 |                |
| 12. BRUTE FORCE | W/6            | 0 | B/9 0  | W/11 0  | W/7 0            |  |  | 12 |                |



**ACM 78**

WASHINGTON, D.C.  
SHERATON PARK HOTEL



## NINTH ANNUAL NORTH AMERICAN OPEN

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# COMPUTER CHESS

# CHAMPIONSHIP

## COMPETING PROGRAMS

Chaos

AWIT

Ostrich 4

Chess 4.7

Belle

Sargon II

Black Knight

Duchess

Brute Force

Blitz

BS6676

Mike

Several celebrities from the world of chess and from the computing field are attending the ACM 78 computer chess tournament.

Edward Lasker's career field was mechanical and electrical engineering. He is an International Chess Master and the author of many chess books. His first book, Chess Strategy, was written in German and later translated into English. His most recent book is The Game of Chess. Sunday, December 3, 1978, is the first day of the computer chess tournament and is also Mr. Lasker's 93rd birthday.

Robert Byrne is a professional chess player with the title of International Grandmaster of chess. He is a former U. S. champion and is the only American player in recent years who succeeded in advancing to the Candidates' Matches in the competition for the World Championship. He is the chess editor for the New York Times and has written many chess books, including Anatoly Karpov, the Road to the World Chess Championship and Both Sides of the Chessboard (co-authored with Ivo Nei).

Daniel D. McCracken is the President of the Association for Computing Machinery. He is an independent consultant from Ossining, New York, one of the pioneers in the computing field, and widely known for his many EDP textbooks.

At the conclusion of the fourth round of the computer chess tournament, Mr. McCracken will present trophies to the three prizewinners. All games played will be annotated and published, after each round, by Mike Ciamarra, from Rockville, Md., for distribution to spectators.

The three tournament officials, and the contestants, will be assisted by fourteen chess-playing volunteers from the Washington area. Their major responsibility is to update the large vertical display boards so that the audience can always see the current positions and each new move as they are made. The volunteers are Tom Beckman, Jack Cassedy, Phil Collier, Marge Diesen, Bob Dodge, Frank Elmore, Mike Hord, Dan Kaylor, Julie Kaylor, Vince Moore, Sal Rosario, Art Smith, Walter Stromquist and John Terry.

ACM is appreciative of the assistance provided by these fifteen Washingtonians.

Also, the ACM wishes to thank the Digital Equipment Corporation for loaning fourteen LA36 DECwriter II terminals for use during the 1978 Conference.

#### SCHEDULE

|               |                                         |         |
|---------------|-----------------------------------------|---------|
| FIRST ROUND:  | SUNDAY, DECEMBER 3rd                    | 1:00 PM |
| SECOND ROUND: | SUNDAY, DECEMBER 3rd                    | 7:30 PM |
| THIRD ROUND:  | *MONDAY, DECEMBER 4th                   | 7:30 PM |
|               | plus expert panel discussion at 6:00 PM |         |
| FOURTH ROUND: | TUESDAY, DECEMBER 5th                   | 7:30 PM |

\*MONDAY, DECEMBER 4th, from 6:00 PM to 7:30 PM, the three tournament officials and participants and guests will present a panel discussion, commenting on tournament results thus far and answering audience questions. These officials are: DAVID LEVY, International Master, London, England who defeated the world's strongest chessplaying computer program (CHESS 4.7) August 1978; Professor MONROE NEWBORN, McGill University, Montreal, author of OSTRICH IV; Professor BEN MITTMAN, head of the computer center, Northwestern Univ. in Evanston, Ill., where CHESS 4.7 was written. Levy and Newborn are also authors of books on computer chessplaying programs.

AWIT was written in ALGOL-W by T. A. (Tony) Marsland at the University of Alberta. It will run on an Amdahl 470 V/6 in Edmonton, Alberta. AWIT has participated in every tournament sponsored by ACM or I.F.I.P. A U.S. rating of 1500 is claimed. Nine thousand opening positions are stored. The program performs highly selective heuristic searches. Efficient chess-tree management is achieved by algorithms to detect duplicate sub-trees, looping sub-trees, and redundant sub-trees. A powerful sacrifice analyzer has been added to the program.

BELLE was written in C (an assembly-like language for Digital Equipment Corporation computers) by Ken Thompson, with assistance from Joe Condon, at the Bell Telephone Laboratories. It will run on a DEC PDP 11 in Murray Hill, New Jersey. BELLE tied for fourth at the World Computer Chess Tournament in Toronto, Ontario in 1977 and it has been further strengthened since that time. Its U.S. rating has been appraised at 1475.

BLACK KNIGHT was written in FORTRAN by Fred Prouse, Ken Sogge, Gary Maltzen and Lonny Lebahn in Minneapolis, Minnesota. It runs on a Univac 1100. BLACK KNIGHT won third place at the ACM sponsored tournament in 1976. It finished in the middle of the pack at the World Championship in Toronto in 1977. No rating claim has been made. Ninety-six thousand opening positions are stored. The program requires 35K of memory and examines 6,000 to 9,000 positions before selecting each move.

BLITZ 6.5 was written in FORTRAN by Robert Hyatt and Albert Gower at the University of Southern Mississippi. It will run on a Univac 1100 in Washington, D. C. BLITZ 6.5 placed high in the ACM sponsored tournaments of 1976 and 1977 and scored 4-1 against human opponents in the Mississippi Championship. A U.S. rating of 1700 is claimed. Five thousand opening positions are stored. The program uses an iterated exhaustive search technique to examine more than 100,000 nodes per move. A sophisticated end-game evaluation function plays single pawn endings perfectly and yields an effective end-game search depth of more than twenty plies.

BRUTE FORCE was written in FORTRAN by Louis Kessler at the University of Manitoba. It will run on an IBM 370/168 in Winnipeg, Manitoba. BRUTE FORCE competed in the ACM sponsored tournament in 1977, finishing with a 1-3 score. No rating claim has been made. No opening positions are stored. The program uses only 1,200 lines of code and is designed for portability. Its forte is maximizing the chess-tree search. Development of the program began in 1972. Algorithms were independently designed, including such features as a non-recursive alpha-beta routine, a quiescence routine using swap-off values and an evaluation function based on the opponent's mobility.

BS'66'76 was written in FORTRAN by Barand Swets at the International Institute for Hydraulic and Environmental Engineering at Delft, Netherlands. It will run on an IBM 370/168 at Datacrown, Ltd. in Toronto, Ontario. BS'66'76 has participated in several major tournaments in the last two years, including several in Europe. No rating claim has been made.

CHAOS was written in FORTRAN as a team effort by Fred Swartz, Mike Alexander, Tom McBride, Victor Berman, William Toikka and Joe Winograd at Sperry Rand, Blue Bell, New Jersey. Subsequently, it was moved to the University of Michigan in Ann Arbor for further development. It will run on an Amdahl 470/V6 at Amdahl's corporate headquarters in Sunnyvale, California. CHAOS has been consistently successful in past ACM tournaments, commonly finishing in a tie for second place, never scoring less than 3-1. It competed in Jerusalem in 1978. Its U.S. rating has been appraised at 1750-1800. About 7,500 opening positions are stored. Development of the program began in 1971. It uses three megabytes of memory and searches about 30,000 nodes before each move selection.

CHES 4.7 was written in COMPASS (an assembly language for Control Data Corporation computers) by David Slate, Larry Atkin and Keith Gorlen at Northwestern University. It will run on a CYBER 176 at CDC's corporate headquarters in Minneapolis, Minnesota. CHES 4.7 is currently the World Champion of computer chess, having wrested the title from the USSR program KAISSA in Toronto, Ontario in 1977. In the past eight years, in ACM sponsored tournaments, CHES 4.7 has won first place outright six times and, in 1977, it tied for first place with DUCHESS. CHES 4.7 has performed well in human tournaments, winning first place in the Paul Masson B Section tournament in California in 1976 and first place in the Minnesota Open in 1977. It has a U.S. rating of 2030. About 5,000 opening positions are stored. Development of the program began in 1968. It performs an exhaustive search of the chess-tree to a depth of 5-6 plies and then a selective search of much greater depth. It commonly examines 300,000-500,000 positions before selecting a move.

DUCHESS was written in IBM System 360 assembly language by Tom Truscott, Eric Jensen and Bruce Wright at Duke University. It runs on an IBM 370/165 at Research Triangle Park, North Carolina. In 1977, DUCHESS defeated the USSR program KAISSA in Toronto and tied for second place in the World Championship there. Later in 1977, DUCHESS tied with CHES 4.7 for first place in the eighth annual ACM sponsored tournament in Seattle, Washington. In 1978, in Jerusalem, DUCHESS placed first in an international tournament. Its U.S. rating has been appraised at 1850. Development of the program began in 1971. The program design stresses the examination of about 100,000 positions before each move selection, though very little time is spent "thinking about" any individual position.

MIKE was written in Motorola assembly language by Michael Johnson at the British Post Office Telecommunication Headquarters in London. It will run on a Motorola 6800 at the tournament site. Its U.S. rating has been appraised at 1400-1500.

OSTRICH IV was written in Nova assembly language by Monroe Newborn and George Arnold, with assistance from Ilan Vardi, at McGill University. It runs on a Data General Nova in Montreal, Quebec. OSTRICH has competed in the ACM sponsored annual tournaments since 1972, commonly finishing in the middle of the pack but twice achieving a tie for second place. It competed in Jerusalem in 1978. Its U.S. rating has been estimated at 1520. No opening positions are stored. The program requires 20K of memory and examines about 10,000 positions before selecting each move.

SARGON II was written in Z-80 assembly language by Dan and Kathe Spracklen in San Diego, California. It will run on a Jupiter micro-computer at the tournament site. SARGON II won first place in March 1978 in San Jose, California in a tournament for microcomputers. A U.S. rating of 1400-1500 is claimed. Two thousand opening positions are stored. The program uses static exchange evaluation to ensure bounded search times and fixed depth chess-tree searches. Positional analysis is primarily based on factors of development and mobility. Two stages of specialized end-game logic are provided.

NINTH NORTH AMERICAN OPEN COMPUTER CHESS CHAMPIONSHIP sponsored by the ASSOCIATION FOR COMPUTING MACHINERY Washington D.C. 12/3-5/78

ROUND 1 (White - BRUTE FORCE) (Black - OSTRICH IV)

1.P-K4 P-QB3 2.N-KB3 P-Q4 3.N-QB3 PXP 4.NXP P-K3 5.B-B4 P-QN4 6B-K2 B-K2 7.O-O B-R3 8.P-Q4 N-KB3 9.N-K5 O-O 10.B-K3 Q-B2 11.P-KB4 P-KR3 12.Q-Q3 P-QB4 13.B-B3 P-QN5 14.P-QB4 PXP 15.White resigns because it cannot input en passant capture.

ROUND 1 (White - CHAD9) (Black - SARGON II)

1.P-Q4 P-Q4 2.P-QB4 N-QB3 3.N-QB3 PXP 4.N-B3 B-N5 5.P-Q5 BxN 6.KPXB N-K4 B-KB4 N-Q6+ 8.BxN PxB 9.O-O N-B3 10.Q-N3 P-B3 11.QxP PxB 12.Q-B6+ N-Q2 13.NXP R-B1 14.N-B7+ RxN 15.BxR Q-B1 16.KR-Q1 P-N4 17.RxP P-K3 18.QR/1-Q1 B-N2 19.RxN O-O 20.R-QB BxNP 21.RxQ RxR 22.Q-N7 RxB 23.QxR B-N2 24.R-QB+ B-B1 25.Q-K7 P-KR4 26.RxB+ K-N2 27.RxP+ K-N3 28.QxP mate

ROUND 1 (White - CHESS 4.7) (Black - BLACK KNIGHT)

1.P-K4 P-QB4 2.N-KB3 N-QB3 3.B-N5 P-KN3 (3...Q-N3 is very popular.) 4.O-O B-N2 5.P-B3 P-QR3? 6.BxN QPxB 7.P-Q4 PXP 8.NXP (Keeping a fluid pawn structure with 8.PXP was an alternative.) P-K4 (BLACK KNIGHT is aware of its positional inferiority---dark square weakness---) BLACK KNIGHT considers it best to enter an ending after the Q exchange.) 9.N-B3 (relying on the essential weakness on the dark squares) B-K3 10.N-R3 QxQ 11.RxQ R-N1 (Harmonious development of the minor pieces would be achieved by 11...N-K2. Less effective is 11...N-KB3 12.NxKP NxKP 13.N/QR3/-B4 and White is preferable.) 12.N-KN5 R-Q1 (This is a typical program provocation move which is the losing move. Relatively best is 12...B-Q2 with the idea of P-B3 followed by K-K2, N-R3 and then N-B2 with a tough defense. After the ensuing exchanges CHESS 4.7 exhibits it's world renowned endgame technique. As IM David Levy pointed out in 'Chess Life and Review', November 1978, 'The program can analyze far more deeply in the ending than in the middlegame because there are fewer pieces on the board and also fewer possible moves!') 13.RxR+ KxR 14.NxB+ PxN 15.B-K3 N-B3 16.P-B3 P-QN4 17.R-Q1+ K-B2 18.N-B2 P-QR4 19.P-QB4 (several observers proposed 19.P-QR4 which is equally good.) 20.N-R3 P-B6 (20...R-Q1? loses to RxR KxR 21.B-N6+ wins material.) 21.PxP B-B1 22.N-B4 N-Q2 23.NxRP B-K2 24.N-B4 R-QN1 25.B-R7 R-KB1 (A last hope! keeping the R on the back rank offers, if nothing more, practical chances -- 25...R-N2 is answered by 26.B-B2 or 26.B-K3. Black would find himself in zugzwang -- a term used to define a situation in which any legal move will lose material.) 26.P-QR4 P-B4 27.P-R5 R-KN1 28.P-R6 R-KR1 29.R-N1 B-N4 30.R-N7+ K-B3 31.N-K5+ K-Q3 32.B-N8+! (CHESS 4.7 spots the quickest win.) 33.RxR B-K6+ 34.K-R1 B-Q7 35.P-R7 BxP 36.R-N7 B-R8 37.P-RB/Q/ K-K2 38.Q-QB8 K-B3 39.Q-Q8 K-N2 40.RxN+ K-R3 41.Q-R4 mate

ROUND 1 (White - BLITZ) (Black - BS6676)

1.P-K4 P-K4 2.N-KB3 N-QB3 3.B-N5 P-QR3 4.B-R4 N-B3 5.P-Q3!7 (an interesting idea of the 19th century World Champion, Wilhelm Steinitz. Fischer resurrected this move to defeat Soviet Grandmaster Smyslov at Havana 1966. The strategical idea is clear -- to mount an attack on the King side while remaining passive in the center.) B-N5+ (Bizarro. Best is 5...P-Q3 6.P-B3 P-KN3 7.QN-Q2 B-N2 B-N-B1 O-O 9.N-N3 P-QN4 10.B-B2 P-Q4 with equality.) 6.P-B3 O-O?? (Oh well! -- to err is human.) 7.PxB Q-K2 8.BxN QPxB 9.O-O B-KN5 10.P-QR3 R/B1/-Q1 11.P-KR3 BxN 12.QxB Q-Q3 13.R-Q1 P-QB4 14.PxP QxRP 15.B-N5 (15.N-QB3!7) Q-QB7 (Infiltration!) 16.BxN PxB 17.R-Q2 (Immediately decisive is 17.N-QB3 and if 15...QxNRP 18.QxKBP QxQNP 19.QxKP R-K1 20.Q-N5 etc.) Q-B4 18.QxKBP R-Q3 19.Q-KB5 Q-BB+ 20.Q-K2 R-KB1 21.QxKP R-QB3 22.P-KB3 R-B4 23.Q-Q4 (Not 23.R-Q1 Q-B7.) P-QN4 24.Q-N1 R-K1 25.P-Q4 R-B7 26.QxQ RxQ 27.K-N3 R-K3 28.K-B4 P-KR3 29.P-Q5 R-KB3+ 30.K-K3 R-KN3 31.P-K5 R-KB+ 32.K-B4 P-QB4 33.P-KR4 P-QB5 34.P-Q6 P-B3 35.P-Q7 PXP+ 36.K-B5 K-B2 37.P-QB/Q/ Black resigns.

ROUND 1 (White - MIKE) (Black - BELLE)

1.P-K4 P-K4 2.P-Q4 (The move 2.P-Q4 is very rarely seen in modern master play. White prematurely opens the same thus enabling Black to equalize quite easily.) PXP 3.QxP N-QB3 4.Q-QR4 (Unusual, but played in several postal games by Polish International Master Pytel. Usual is 4.Q-K3.) N-KB3 5.B-QN5 B-QB4 6.KN-K2? (Possibly 6.N-QB3 was best.) N-KN5 Somewhat crude. Completing development with 6...O-O was reasonable.) 7.P-KB3 N-KB7 8.O-O N-N5+!7 (Showing off!) 9.K-R1 NxKRP 10.Q-QB4 (MIKE rejects 10.KxN?? Q-R5 mate!) Q-R5 (BELLE has a decisive advantage.) 11.P-KN3 (Not 11.QxB?? NxKBP mate. The text move is forced.) Q-R6 12.N-KB4 (MIKE realizes that his only chance for tenacious defense is giving up the exchange.) QxR 13.QxQ NxR 14.BxN/B/ N-Q5 15.N-Q5 B-Q3 16.B-B4 (If 16.B-Q3, BELLE simply plays 16...NxKBP.) NxQRP? (The continuation 16...BxB 17.PxB K-Q1 18.N-QR3 NxKBP was good.) 17.BxB PxB 18.B-Q3 NxR 19.N-B7+ K-Q1 20.NxR P-QN4 (with the idea of B-N2) 21.N-B3 B-N2 22.NxQNP BxN 23.NxQP (MIKE has a threat.) K-K2 (No he doesn't!) 24.N-B5+ K-B3 25.P-QN4 (Exploiting his Queen side pawn majority?) R-QB1 26.N-Q6 R-QB8+ 27.K-R2 R-Q8 28.P-K5+! (MIKE gives a check!) KxKP 29.B-K4 RxN 30.BxB R-Q7+ 31.K-R3 RxQRP 32.P-KB4 K-Q5 33.B-KB3 P-Q4 34.P-QN4 R-QN7 35.B-R5 P-KN3 36.B-Q1 N-B7 37.BxN RxB 38.K-R4 P-KR3 39.K-R3 K-K5 40.K-N4 R-KR7 41.P-KB5 PXP mate

ROUND 1 (White - AWIT) (Black - DUCHESS)

1.P-QN3 (Danish Grandmaster Bent Larsen has employed this move quite often in his distinguished career. International Master David Levy had condemned the line in his 1970 book on 'The Match of the Century USSR vs. Rest of the World'. Obviously influenced by Spassky crushing Larsen on Board One in less than 20 moves. Improvements have been found -- see Keene's 'Nimzowitsch - Larsen Openings' published by Batsford. P-Q4 (the classical approach, trying to establish a strong pawn center) 2.B-N2 P-QB4 (Lasker and Rubinstein considered 2...B-KB4 to be correct.) 3.P-K3 (If immediately 3.N-KB3, then 3...P-KB3 followed by P-K4.) N-KB3 4.N-KB3

N-QB3 5.B-N5 Q-N3 (If 5...P-K3 6.0-0 B-Q3 7.BxQN PxR 8.P-QB4.) 6.N-R3 (6.BxN+!7 with the idea of N-K5) B-B4 7.N-R4 (7.0-0!7) R-N5 8.P-KB3? B-Q2 9.P-KN3? (White's position would have delighted Canadian Grandmaster Duncrah Suttles.) P-QR3 10.BxQN QxR 11.0-0 P-QN4 12.P-QD4 QPxQBP 13.PxQBP P-KN4? 14.N-N2 B-N2 15.BxN BxR 16.R-QN1 P-QN5 17.N-B2 Q-R5 18.P-QR3? PxP! 19.R-N7 P-R7 20.P-Q4 QxRP 21.Q-Q2 B-B4 22.N-R1 PxQP 23.P-K4 B-K3 24.R-QB1 Q-R5 25.P-KB4 PxP 26.NxKBP B-N4 27.P-KR4 BxN 28.QxR R-Q1 29.Q-KN5 Q-R6 30.R-QB6 (30.R-QB1/B7 Q-K6+ 31.QxQ PxQ 32.RxP+ K-B1 etc.) P-B3 31.Q-R5+ B-B2 32.Q-N4 R-KN1 33.Q-B4 QxNP+ 34.QxQ RxQ+ 35.K-B2 R-K6 36.R/QB6? B7 RxKP 37.R-B 37.R-B1 RxP 38.R-R7 R-R6 39.R-K1 P-K4 40.RxRP K-K2 41.K-N2 R-K6 42.RxR PxR 43.K-B3 P-K7 44.N-B2 B-B5 45.R-R4 R-Q7 46.N-K1 R-Q8 47.R-R7+ K-K3 48.White resigns

ROUND 2 (White - BELLE) (Black - CHESS 4.7)

1.P-K4 N-QB3 2.P-Q4 P-Q4 3.N-QB3 P-K3 ('In the odds giving style' as Nimzowitsch refers to this move in his classic work 'My System'. The line was adopted on several occasions by such illustrious chess names as Lasker, Petrosian, Korchnoi, Just to name a few. However after a timely P-K5 by White the dark side of this system is revealed. The other main line is 3...PxP 4.P-Q5 N-K.) 4.N-B3 B-N5 5.P-K5 N/N1-K2 6.B-Q2 N-B4 7.N-K2 B-K2

(Correctly preserving the Black squared Bishop) 8.P-B3 Q-0 9.N-B4 P-KB3 (Black's counterplay in the French usually consists of attacking the White pawn center. Here Chess 4.7 begins perceiving that the KB file is an asset.) 10.B-Q3 (Interesting complications arise after the committal 10.P-KN4!7 e.g. 10...PxP 11.NB3xKP N-R5 12.B-Q3 and White has attacking chances.) 10...PxP PxP P-KN4!7 (Chess 4.7 must be commended on its imaginative yet risky ideas.) 12.P-KN4 (Virtually forced, as the White KP is threatened after Black plays P-N5) 12...N-N2 13.N-N2 P-QN3 (Giving scope to his Bishop on the a8-h1 diagonal) 14.Q-K2 B-N2 15.R-KN1 (Perhaps a stronger continuation exists in 15.P-KR4 and the exchange sacrifice does not work, e.g. 15...RxN? 16.BxRP+ K-R1 17.PxP Q-KB1 18.B-K4+ K-N1 19.BxR etc.) 15...P-QR4 16.P-QR4 K-R1 17.P-KR3? K-N1

(Both players are playing a la Petrosian) 18.R-R1 P-KR3 19.P-KR4 (Worthy of consideration was 19.N-Q4) 19...P-Q5! (Tremendous counterplay is coming out of the floorboards. A most complex, yet very fascinating position.) 20.PxNP N-N5!! (Soviet GM David Bronstein noted for his very brilliant and imaginative moves would have been very delighted with Chess 4.7 text move.) 21.PxRP NxR+?? (Stronger was 21...PxBP! Now White wins material by force.) 22.QxN PxP 23.Q-N6! PxR+ 24.NxQP R-B2 25.PxN RxNP 26.QxKP+ R-B2 27.Q-R6 R-N2 28.Q-R8 K-B2 29.P-K6+! KxP 30.QxR BxN 31.R-R6+ K-Q2 32.0-0-0! B-Q4 33.N-K4 K-B1 34.R-R8 BxN 35.R/R8/xQ+ BxQ 36.Q-K7 K-N2 37.QxR+ K-R2 38.R-N8 R-N1 39.P-N5 B-K2 40.RxR BxNP+ 41.P-B4 BxP+ 42.QxB KxR 43.K-Q2 K-N2 44.K-Q3 K-B1 45.P-QN4 PxP 46.QxP K-Q2 47.Q-N5+ K-Q1 48+K-K4 Black resigns

ROUND 2 (White - DUCHESS) (Black - BLITZ)

1.P-K4 P-K4 2.N-KB3 N-QB3 3.B-N5 P-QR3 4.B-R4 N-B3 5.0-0 B-K2 6.Q-K2 P-QN4 7.B-N3 0-0 8.P-QB3 P-Q4 9.P-Q3 PxP 10.PxP B-N2 11.R-Q1 Q-K1 12.P-QR4 N-QR4 13.B-B2 B-Q3 14.P-QN4 N-B5 15.N-R3 NxN 16.RxN Q-B3 17.N-N5 P-R3 18.N-B3 NxP 19.PxP QxNP 20.P-B4 Q-B3 21.P-B5 NxQBP 22.R-QB3 P-K5 23.N-Q2 Q-N4 24.QxQ PxQ 25.PxN B-K4 26.R-QN3 P-QB3 27.NxP R-R7 28.B-N1 R/7/-R1 29.P-B4 B-N1 30.N-Q6 R-Q1 31.R/3/-Q3 B-R3 32.B-R2 P-N5 33.R-Q4 B-R2 34.NxKBP RxR 35.RxR BxP 36.N-K5+ K-R1 37.B-N2 BxR 38.BxR B-N2 39.B-K6 K-R2 40.B-QB5 R-R5 41.N-Q3 K-N3 42.BxP B-R3 43.P-B5 K-R2 44.N-B5 RxR 45.NxB R-N7 46.N-B5 R-Q7 47.N-Q7 R-Q7 N-K5 P-B4 49.49.N-Q7 R-QB+ 50.K-B2 R-Q7+ 51.K-B3 R-QB7 52.N-BB+ K-R1 53.N-N6+ K-R2 54.N-K5 R-B6+ 55.K-N4 R-B7 56.K-N3 R-K7 57.N-Q7 R-K6+ 58.K-B4 R-K7 59.N-BB+ K-R1 60.N-N6+ K-R2 61.B-Q5 R-R7+ 62.K-K5 R-K7+ 63.B-K4 P-B5 64.N-B4 R-K8 65.K-Q4 K-R1 66.B-Q5 R-KR8 67.P-R3 R-KR8 68.P-N3 P-B6 69.KxP R-KN8 70.P-N4 R-QR8 71.K-Q4 K-R2 72.K-K3 R-R5 73.K-B3 R-R6+ 74.K-N2 R-QB6 75.B-K6 R-R6 76.N-N6 R-QB6 77.N-BB+ K-R1 78.B-B7 R-B7+ 79.K-N3 R-B2 80.N-N6+ K-R2 81.B-Q5 R-B6+ 82.K-R4 R-B1 83.K-R5 R-QN1 84.N-B4 R-N4 85.B-B7 R-N2 86.B-R2 R-N7 87.B-K6 R-N8 88.K-R4 R-QR8 89.N-N6 R-R1 90.B-N3 R-QN1 91.B-B7 R-QB1 92.B-Q5 R-B4 93.B-R2 R-B1 94.N-B4 R-QR1 Draw agreed

ROUND 2 (White - BLACK KNIGHT) (Black - MIKE)

1.P-K4 P-K4 2.N-KB3 P-Q4 (Black is totally unjustified in trying to assume the initiative on move two!) PxP QxP (3...P-K5 is another line) 4.N-B3 Q-R4 5.B-N5+ (Not exact. If Black had played on move four 4...Q-K3, this Bishop check would be in order! e.g. 4...P-K3 5.B-N5+! B-Q2 6.0-0 P-QR3 7.R-K1! P-KB3 8.B-B1 with a plus. I would have skipped the text move and played 5.B-B4! N-QB3 6.0-0 B-KB4 7.P-Q3 B-N3 8.B-Q2 and White is better, as in Ciomarra - Gifford, Correspondence 1978. The remainder of the game is a comedy of errors.) B-Q2 6.NxP BxR 7.Q-B3 P-KB3 8.QxNP B-R3 9.Q-B3 QxN/K4/ 10.K-Q1 B-K7 11.NxB P-B3 12.P-Q4 Q-B2 13.B-B4 B-Q3 14.Q-QN3 BxB 15.NxB QxN 16.Q-N7 QxQP 17.K-B1 QxRP 18.QxNP P-KR3 19.R-Q1 Q-B5 20.K-N1 QxP 21.K-K1 K-Q1 22.P-KN4 Q-Q7 23.R-R1 Q-Q4 24.R-KB1 Q-B5 25.R-Q1 K-B1 26.P-R4 R-R2 27.QxR QxNP 28.R-K1 N-Q2 29.R-K8 K-N2 30.R-K4 Q-QB 31.K-R2 Q-Q3 32.R-KN1 R-Q1 33.RxN Q-Q4 34.P-N3 RxR 35.K-N1 R-N8 36.K-N2 Q-Q7 37.R-K7 R-QB 38.Q-B5 K-N3 39.R-K4 P-QR4 40.Q-B4 N-K4 41.QxQ RxQ 42.R-R4 N-B2 43.R-KB4 R-Q3 44.R-B1 N-K4 45.P-B4 P-QB4 46.K-B2 K-B3 47.R-KR1 P-B4 48.R-KB1 R-B3 49.K-B3 P-R4 50.R-KR1 R-R3 51.R-KB1 R-B3 52.R-KR1 R-R3 53.R-KB1 R-B3 54.R-KR1 Draw

ROUND 2 (White - SARGON II) (Black - BRUTE FORCE)

1.P-K4 P-K4 2.N-KB3 N-QB3 3.N-B3 N-B3 4.P-Q4 NxQP 5.NxN PxN 6.QxP B-K2 B-KB4 0-0 B.N-N5? P-QB4?? 9.Q-R4 P-QR3 10.N-Q6 N-N5?? 11.B-K2 P-KR4 12.BxN PxR 13.0-0-0 Q-B2 14.Q-B4 P-KN4? 15.B-K5 Q-B3 16.Q-K2 BxN 17.RxB Q-R5 18.QxP R-B1 19.QxP+ K-B1 20.R-R6 QxP+ 21.KxQ P-B3 22.KxP+ K-N1 23.Q-N7 mate

ROUND 2 (White - BS6676) (Black - AWIT)

1.P-Q4 N-KB3 2.B-KB4 P-Q3 3.N-QB3 N-QB3 4.N-KB3 P-KN3 5.P-K4 B-N2 6.B-QN5 N-KR4 7.B-K3 B-Q2 8.P-QR4 0-0 9.P-QR5 P-K3 10.Q-K2 P-QR3 11.B-Q3 P-QN3 12.BxRP PxP 13.B-QN5 N-QN5 14.B-QB4 P-QB3 15.B-B1 Q-B2 16.P-KN4 N-B3 17.P-N5 N-R4 18.R-B1 R/B1/-N1 19.B-N3 P-QB4

BxR+ 31.PxB N-B7+ 32.BxN R-K5 mate

ROUND 2 (White - OSTRICH IV) (Black - CHAOS)

1.P-K4 P-QB4 2.N-KB3 N-QB3 3.B-N5 N-KB3 4.P-K5 N-Q4 5.O-O N-B2 6.N-QB3 NxB 7.NxN P-KR3 8.P-QB3 P-Q4 9.PxPep PxF 10.Q-K2+ B-K3 11.P-Q4 B-K2 12.B-K3 O-O 13.R-Q1 PxF 14.PxF N-N5 15.P-QR3 N-Q4 16.N-B3 Q-N3 17.K-R1 Q-N6 18.NxN QxN 19.P-R3 R/B1/-K1 20.P-QN4 R/R1/-B1 21.R/Q1/-QB1 Q-K5 22.RxR KxR 23.N-Q2 Q-B3 24.P-QN5 Q-B7 25.R/R1/-N1 P-Q4 26.R-N3 BxP/QR3/ 27.P-N6 P-QR4 28.K-N1 B-QN5 29.Q-Q3 QxQ 30.RxQ R-B3 31.N-N3 B-KB4 32.R-Q2 BxR 33.BxB P-R5 34.N-QB5 P-R6 35.P-KN4 B-B7 36.B-B1 P-R7 37.B-N2 RxF 38.B-QR1 R-N8 39.Resigns

ROUND 3 (White - CHESS 4.7) (Black - DUCHESS)

1.P-K4 P-K4 2.N-KB3 N-KB3 3.P-Q4 PxF 4.P-K5 N-K5 5.QxP P-Q4 6.PxPep NxF 7.B-Q3 N-B3 8.Q-KB4 P-KN3 9.O-O B-N2 10.B-Q2 Q-B3 11.OxQ BxQ 12.N-B3 B-K3 13.N-KN5 B-B5+ 14.N/N5/-K4 NxN 15.NxN BxNP 16.BxB BxR 17.RxB R-Q1 18.R-K1 O-O 19.B-KR6 P-QN3 20.N-B6+ K-R1 21.BxR RxB 22.B-N3 N-Q5 23.N-Q7 R-Q1 24.N-K5! R-KB1 25.NxP+ K-N2 26.N-N5 K-R3 27.N-K6 R-K1 28.K-B1 NxN 29.RxN R-Q1 30.R-K7 P-B3 31.RxQRP R-QB+ 32.K-K2 R-Q1 33.R-QB7 P-B4 34.P-KB4 R-Q5 35.K-B3 P-KN4 36.P-KN3 PxF 37.PxF K-N3 38.R-B6+ K-B4 39.B-K6+ K-B3 40.RxNP K-K2, 41.B-B5 R-R4 42.BxRP R-R6+ 43.K-N4 RxF 44.P-B5 K-Q2 45.P-B6 R-R5+ 46.K-N5 R-R8 47.P-B7 R-R1 48.K-B6 P-B5 49.B-B5+ K-B2 50.R-B6+!! K-N2 51.K-K7 R-R1 52.RxF RxF 53.P-BB/Q/ R-K2+ 54.K-B7 R-K4 55.Q-BB+ K-N3 56.Q-B7+ K-R3 57.R-R4+ K-N5 58.B-Q7 mate

ROUND 3 (White - AWIT) (Black - BLITZ)

1.P-QN3 N-KB3 2.B-N2 N-B3 3.P-K3 P-K3 4.N-KB3 B-B4 5.B-N5 O-O 6.P-QR3 P-QR3 7.B-Q3 P-Q4 8.O-O P-R3 9.P-QN4 B-N3 10.P-QB4 B-R2 11.Q-B2 B-Q2 12.N-B3 P-QR4 13.P-N5 N-K2 14.R/B/-N1 P-B4 15.N-QR4 PxF 16.QxP P-QN3 17.BxN PxB 18.Q-N4+ K-R1 19.Q-R3 K-N2 20.B-K4 R-B1 21.Q-R4 R-KN1 22.Q-N3+ N-N3 23.N-B3 Q-K2 24.P-QR4 R/B/-Q1 25.P-Q4 B-N1 26.Q-R3 P-B5! 27.Q-R5 K-R2 28.28.P-KN3 P-B4 29.B-B2 R-QB1 30.N-Q2 Q-N4 31.B-Q1 QxQ 32.BxQ R-B2 33.R-QB1 R/1/-QB2 34.R/R/-N1 K-N2 35.P-B3 K-R2 36.P-K4 PxF 37.N/3/xP P-B6 38.N-B6+ K-N2 39.N/2/-K4 N-B1 40.NxB RxN 41.RxF RxR 42.NxR RxF 43.R-QB1 N-Q2 44.R-Q1 RxR 45.NxR N-B4 46.N-B3 B-K4 47.N-K2 NxF 48.N-B1 N-B6 49.P-B4 B-Q5+ 50.K-N2 P-R5 51.K-B3 P-R6 52.K-N2 P-R7 53.N-N3 NxF 54.B-K2 N-Q3 55.P-R4 N-K5 56.B-B3 N-Q7! 57.NxN P-RB/Q/ 58.K-R3 Q-B6 59.K-N4 QxN 60.K-R3 P-N4 61.B-B6 P-B4 62.BxF B-N8 (Black announced mate in three,) 63.B-B4 Q-R7 mate

ROUND 3 (White - BRUTE FORCE) (Black - B96676)

1.P-K4 P-Q4 2.PxF P-K4 3.N-QB3 P-KB4 4.N-B3 P-K5 5.N-K5 B-N5 6.B-B4 N-K2 7.Q-R5+ P-KN3 8.Q-Q1 N-Q2 9.NxN BxN 10.O-O P-B3 11.PxF BxP 12.B-K6 Q-Q3 13.B-B4 Q-Q5 14.B-K6 Q-K4 15.B-B4 O-O-O 16.R-K1 P-KR4 17.R-K3 P-QN4 18.B-B7 P-R5 19.Q-K2 R-R2 20.B-N3 B-B4 21.R-R3 R/1/-R1 22.P-Q4 BxF 23.K-B1 K-N1 24.B-N5 P-N5 25.P-B4 PxFep 26.White resigns because it cannot input an en passant capture.

ROUND 3 (White - BLACK KNIGHT) (Black - OSTRICH IV)

1.P-K4 P-QB3 2.P-Q4 P-Q4 3.PxF QxP 4.N-B3 Q-R4 5.N-B3 P-K3 6.P-QR3 B-Q3 7.B-Q2 Q-Q1 8.N-K4 B-K2 9.B-Q3 P-KB4 10.N-B3 N-KB3 11.O-O O-O 12.R-K1 P-B4 13.B-K3 PxF 14.BxP/K4/ N-QB3 15.B-N5 Q-QB2 16.B-B4 R-K1 17.RxF BxR 18.BxB K-R1 19.N-KN5 NxB 20.QxN B-QB4 21.Q-KR4 Q-QN3 22.N-R4 Q-QB2 23.Q-QB4 BxP/KB7/ 24.K-B1 QxQ 25.BxQ KR-QB1 26.B-N3 B-R5 27.N-KB3 P-QN4 28.N-B3 P-N5 29.PxF R/B1/-QN1 30.NxB RxF 31.R-R4 RxR 32.BxR R-QN1 33.B-N3 N-K5 34.NxN PxN 35.N-B5? R-KB1 36.B-K6 P-KN3 37.P-KN4 PxN 38.K-K1? PxF? 39.BxP P-K6 40.K-Q1 R-KB8 41.K-K2 R-KB7 42.K-Q3 R-Q7 43.K-B3 RxF/KR2/ 44.B-B5 R-KB7 45.B-K4 R-KB5 46.B-Q3 R-KB7 47.P-QN4 R-KR7 48.P-N5 K-N2 49.B-K4 R-Q7 50.B-B3 P-KR3 51.B-N4 K-N3 52.B-B3 R-KB7 53.B-N7 R-Q7 54.B-K4+ K-B3 55.B-B3 R-B7 56.B-B6 R-Q7 57.B-B3 R-KB7 58.B-K4 R-KB5 59.B-Q5 P-K7 60.K-Q2 R-Q5+ 61.KxF RxB 62.P-QB4 R-Q5 63.P-B5 R-QN5 64.K-Q3 P-KR4 65.P-QB6 K-K3 66.K-B3 R-QN8 67.K-Q4 K-Q3 68.P-B7 KxF 69.K-B5 P-KR5 70.K-B4 P-KR6 71.K-B5 P-KR7 72.K-B4 P-RB/Q/ 73.K-Q3 K-Q3 74.K-K3 RxF 75.K-Q4 R-QN6 76.K-B4 Q-Q4 mate

ROUND 3 (White - MIKE) (Black - SARGON II)

1.P-K4 P-K4 2.P-Q4 N-QB3? 3.P-Q5 N-N5 4.P-QB3 N-QR3 5.P-KB4 N-B4 6.PxF Q-R5+ 7.K-Q2 NxF+ 8.K-B2 N-B7 9.Q-K1 B-B4 10.N-B3 Q-R4 11.R-N1 N-K2 12.B-K3 Q-N3 13.K-B1 BxB 14.QxR N-N5 15.Q-Q2 P-Q3 16.B-Q3 Q-R4 17.B-N5+ B-Q2 18.BxB+ KxB 19.PxF PxF 20.P-KR3 N-KB3 21.Q-N5 QxQ 22.NxQ KR-KB1 23.P-QB4 QR-B1 24.N-Q2 N/K7/xP 25.K-N1 N-K6 26.N/N5/-K4 NxN 27.NxN RxF 28.N-B3 P-B4 29.P-QR4 P-Q4 30.P-KN3 R-B3 31.R-K1 P-Q5 32.N-N5 P-QR3 33.NxQF P-B5 34.PxF RxN 35.RxN R/B3/xP 36.P-R5 R-QB+ 37.K-R2 R-R5+ 38.R-R3 R/R5xR+? 39.PxF R-Q7+ 40.K-N3 R-Q6+ 41.K-B4 RxKRP 42.R-Q1+K-B3 43.P-QR4 R-R4 44.K-N4 R-R5+ 45.K-N3 R-R6+ 46.K-B4 R-R4 47.K-N4 R-R5+ R-R5+ 48.K-N3 R-R6+ 49.K-B4 R-R4 50.K-N4 R-R5+ Draw

ROUND 3 (White - CHAOS) (Black - BELLE)

1.P-Q4 P-Q4 2.P-QB4 PxF 3.N-KB3 N-KB3 4.P-K3 P-K3 5.BxP P-QR4 6.Q-K2 P-QR3 7.O-O P-QN4 8.B-N3 N-B3 9.N-B3 B-K2 10.R-Q1 P-B5 11.B-B2 N-QN5 12.P-K4 NxB 13.QxN B-N2 14.B-B4 P-QN5 15.P-K5 N-KR4 16.N-K2 NxB 17.NxN P-N4 18.N-R5 BxN 19.PxB Q-Q4 20.Q-K4 P-B6 21.QxQ PxF 22.R/Q/-N1 P-B7 23.R-K1 R-QB1 24.R/R1/-B1 R-B5 25.R-K2 RxF 26.N-B6+ BxN 27B.PxB+ K-Q2 28.R/2/xP R-KB1 29.R-R7+ K-K3 30.R/1/-B6+ K-B4 31.R/6/xP R-Q6 32.R-N7 RxF 33.RxF K-K4 34.R-N4 R-KN1 35.R-N3 P-N5 36.K-N2 RxF/B3/ 37.R-B7 P-Q5 38.K-B1 R-KR3 39.R-K7+ K-B3 40.R-K4 RxF 41.RxQF P-R4 42.R-KB4+ K-N3 43.R-QB3 R-RB+ 44.K-N2 R-QN8 45.R-N4 R-QR8 46.R-N6+ K-N2 47.P-R3 K-R2 48.R/3/-QN3 R-R5 49.R/3/-N5 P-R5 50.R-N7 R-Q5 51.R-B7 K-N3 52.R/N5/-N7 R/Q5/-Q8 53.R-B8 R-NB+ 54.K-R2 R-KRB+ 55.K-N2 R/QN1/-N1 mate

Anyone desiring a ROUND 4 bulletin should leave name and address with an official or volunteer. It will be mailed free of charge.

NINTH NORTH AMERICAN OPEN COMPUTER CHESS CHAMPIONSHIP (ACM) Washington D.C. 12/3-5/78

ROUND 4 (White - BLITZ) (Black - BELLE)

1.e-K4 P-K4 2.N-KB3 N-QB3 3.N-B3 N-B3 4.B-N5 N-Q5! (The Rubinstein Variation, which actually was responsible for sending the Four Ks. into limbo. Now White has a choice to play for complications or to simplify.) 5.B-B4 (Harmless, the critical line centers on 5.B-R4 B-B4 6.NxP O-O 7.N-Q3 B-N3 with an exciting game. Also Blitze could have forced a draw with 5.NxN PxN 6.P-K5 PxN 7.FxN QxP 8.QFxP Q-K5+ 9.Q-K2 QxQ+ 10.BxQ =) B-B4 6.NxP Q-K2 7.BxP?? (A well known mistake, now White loses by force. Also mistaken is 7.NxBP? P-Q4! and Black has a blistering attack. Relatively best is 7.N-B3 P-Q4 8.NxP QxP+ 9.N-K3) K-B1 8.N-N6+ PxN 9.B-B4 NxKP 10.O-O? RxB!! (A tremendous shot, which the audience enthusiastically applauded. BELLE wins the tournament in grand fashion. Now if 11.NxN Q-R5 (threats mate in one) 12.N-N3 QxN1 13.FxQ N-B6mate.) 11.KxR Q-R5+ 12.K-N1 N-KN6 13. Q-R5 PxQ 14.PxN N-B6 mate! Congratulations.

ROUND 4 (White - RITCHIE 4) (Black - CHESS 4.7)

1.P-K4 P-K4 2.N-KB3 N-KB3 3.NxP P-Q3 4.N-KB3 NxP 5.Q-K2 (Advocated by Lasker and Keres, after the exchange of Queen's, White obtains a slight edge in development.) Q-K2 6.P-Q3 N-KB3 7.B-N5 Q-K2 (7...B-K3!? 8.N-B3 QxQ+ 9.KxQ? F-KR3 10. B-K3 P-QN3 11.N-QN5? N-Q4 12.P-B4 P-R3 13.NxQP+ BxN 14.PxN B-N2 15.N-Q4 BxQ 16.K-K1 B-K4 17 P-B4 B-KB3 18.K-Q2 P-B4 19.N-B2 BxQNP 20.R-QN1 B-KB3 21.P-QR3 O-O 22.K-Q1 B-R7 23.RxP KR-B1 24.RxP NxN 25.P-Q4 B-N6 26.K-K1 N-R5 27.N-N4 NxN 28.PxN RXP 29.R-N1 R-BB+ 30.K-Q2 R-Q1+ 31.K-K2 B-Q5 32.R-R1 K-K1+ 33.K-B3 B-QB+ 34.K-N3 R-K6+ 35.K-B2 R-Q6+ 36.K-K1 B-N5 mate Congratulations to second prize winner CHESS 4.7

ROUND 4 (White - DUCHESS) (Black - CHAOS)

1.P-K4 P-QB4 2.P-Q4 PxP 3.P-QB3 N-KB3 4.P-K5 N-Q5 5.QxP P-K3 6.B-QB4 P-K3 7.N-KB3 N-QB3 8.B-QN5 B-Q2 9.BxN BxB 10.O-O P-KB3 11.PxBP PxP 12.H-K1 N-QB2 13.Q-Q3 Q-Q2 14.N-Q4 R-QN1 15.NxB PxN 16.Q-Q4 N-Q4 17.P-B4 N-B2? 18.QxNP Q-R1 19.P-QN3 P-K4 20.N-R3 B-K2 21.B-R6 N-N1 22.Q-K3 R-KN3 23.QR-Q1 Q-N5 24.P-N3 P-B4 25.Q-Q2 P-KB4 26.B-K3 P-B5 27.BxQNP Q-R6 28.N-Q5 NxN 29.QxN Q-B1 30.B-R7 R-R1 31.B-R6 PxP 32.BxP RxBP 33.R-KB1 Q-R6 34.Q-B6+ Q-Q2 35.Q-K4 Q-B1 36.R-K5 Q-R6 37.B-B2 R-R3 38.Q-N2 Q-Q2 39.K-R1 R-B3 40.R-N5 Q-B1 41.P-KN4 R-B2 42.H-N6 B-R5 43.RxP R/2x8 44.RxR RxB 45.Q-K4 B-K2 46.R-Q3 R-BB+ 47.K-N2 Q-QR8 48.K-N3 R-KNB 49.R-N3 RxR 50.FxR Q-N1 51.QxRP QxP 52.Q-RB+ K-Q1 53.QxP QxBP 54.Q-KR5 B-B3 55.Q-N6 Q-BB+ 56.K-R2 Q-B6 57.Q-B7 !+! Draw

ROUND 4 (White - BRUTE FORCE) (Black - BLACK KNIGHT)

1.P-K4 P-QB4 2.N-KB3 N-QB3 3.P-Q4 PxP 4.NxP N-B3 5.N-B3 P-Q3 6.B-QB4 B-Q2 7.NxN BxN 8.Q-Q4 P-R4 9.Q-K3 Q-N3 10.QxQ PxQ 11.N-Q5 BxN 12.BxB NxN 13.PxP R-R4 14.B-K3 RxF 15.P-QB4 R-R4 16.BxP R-R3 17.B-K3 R-R5 18.P-QN3 R-R1 19.O-O B-K2 20.KR-Q1 O-O 21.R-Q5 R-R6 22.R-N5 R-N1 23.K-B1 P-R3 24.K-K2 R/1-R1 25.RxNP B-R5 26.R-Q1 RxF+ 27.K-B3 R-K1 28.RxQP P-K5 29.K-N4 BxP 30.B-B4 B-K8 31.K-R3 P-N4 32.B-K3 R-K7 33. B-Q4 P-R4 34.P-KN4 PxP+ 35.KxP BxB 36.KxP B-B7 37.RxB R-N7+ 38.K-B4? RxF 39.R/7-Q7 P-K6 40.K-B5 P-K7 41.R-N4+ K-R2 42.RxP+ K-R1 43.R-K4 RxR 44.R-BB+ K-N2 45.R-B6 R-R4+ 46.KxR P-K8/Q 47K-Q4 Q-Q7+ 48.K-K4 KxR 49.P-N4 R-KB4 50.P-N5 R-B5 mate.

ROUND 4 (White - Sargon) (Black - AWIT)

1. P-K4 P-QB4 2. P-Q4 PxP 3.QxP N-QB3 4. Q-K3 N-B3 5. N-KB3 P-K3 6. N-B3 B-N5 7. B-N5 P-QR3 8. B-N QPxN 9. B-Q2 N-N5 10. Q-B4 N-B3 11. O-O O-O 12. QR-Q1 P-QN4 13. B-K3 Q-R4 14. B-Q4 BxN 15. BxB QxP 16. BxN PxN 17. QxP Q-B3 18. Q-N5 ck K-R1 19. Q-B6 ck K-N1 20. Q-N5 ck K-R1 21. K-Q8 RxR 22. Q-B6 ck K-N1 23. Q-N5 ck K-B1 24. QxR ck K-N2 25. Q-N5 ck K-B1 26. Q-Q8 ck K-N2 27. Q-Q4 ck QxQ 28. NxQ B-N2 29. R-K1 K-N3 30. R-K3 R-Q1 31. R-Q3 P-QB4 32. NxRP RxR 33. N-B4 ck K-N4 34. NxR BxP 35. NxP BxRP 36. NxP B-N6 37. N-B5 B-Q4 38. P-KN3 B-B6 39. N-N3 P-N5 40. N-Q4 B-K5 41. P-B3 B-N2 42. K-B2 P-R3 43. K-K3 B-Q4 44. N-B2 P-N6 45. N-Q4 K-N3 46. K-Q3 K-R2 47. P-B4 K-N1 48. K-B3 K-N2 49. NxP BxN 50. KxB K-B3 51. K-B4 K-K2 52. P-QN4 K-Q2 53. K-Q5 P-R4 54. P-N5 K-B2 55. K-B5 K-N2 56. P-N6 K-N1 57. K-B6 K-B1 58. P-N7 ck K-N1 59. K-N6 P-R5 60. PxP P-B3 61. P-R5 P-B4 62. K-B6 K-R2 63. K-B7 K-R3 64. P-N8/Q+ K-R4 65. Q-N3 K-R3 66. Q-R4 mate

\*SARGON announces mate in 2.

ROUND 4 (White - BS6676) (Black)

1.P-Q4 P-Q4 2.P-QB4 PxP 3.N-KB3 N-KB3 4.P-K3 B-K3! 5.N-R3 P-B4 6.NxP N-B3 7.Q-R4 PxP 8.QN-K5 B-Q2 9.NxB NxN 10.NxP NxN 11.QxN P-K4 12.Q-QR4 Q-K3 13.B-Q2 QxP 14.R-Q1 O-O-O 15.B-R5 with a draw.