

THE BEST-ANNOTATION AWARD 1993

The Board of the ICCA

The Board of the ICCA is pleased to have received two entries for the first Best-Annotation Award, announced in the *ICCA Journal*, Vol. 15, No. 4, pp. 235-236 and reproduced in the *ICCA Journal*, Vol. 17, No. 1, pp. 39-40. These entries were THE CHESSMASTER 4000 TURBO (by The Software Toolworks, Inc., Burgess Hill, West Sussex, UK) and M-CHESS PRO 3.5 (by M. Hirsch, San Rafael, CA, USA). The game set to be annotated was the 10th game of the PCA match between Kasparov and Short. The process of adjudication has been conducted as follows. Entrants have submitted their programs on diskettes to David Levy. It was the latter who determined the game to be annotated. Needless to say, entrants were unaware which game this was when they submitted their programs. Subsequently, the program moves were entered manually by the Deputy Editor of this Journal. Under his supervision, the programs entered were run against the moves so recorded. With the independence of the game selected and the programs entered thus guaranteed, the output for an evaluation by the jury was produced. While M-CHESS PRO 3.5 produced a printout of the principal continuations and scores after each move, it was only THE CHESSMASTER 4000 TURBO which provided genuine annotations as chess-players understand the term.

Accordingly, the jury, nominated by the Board and consisting of David Levy, Jonathan Schaeffer and Jaap van den Herik, declares THE CHESSMASTER 4000 TURBO to be the first winner of the Best-Annotation Award. Below, we reproduce the annotations provided by THE CHESSMASTER 4000 TURBO, running on a 66 MHz 486 DX2, at 120 seconds per move.

Owing to difficulties in the definition of our sponsorship in the Journal, the material award of the winning program must be limited to US\$ 100.-, sponsored anonymously. The ICCA is currently contemplating a project in which the winning program would provide an automatic annotation of a match yet to be played. Such a match must be of interest to the computer-chess community at large and might well be a match between the reigning human champion and his computer counterpart. If credibly produced, the ICCA undertakes to promote the commercial publication of the annotation, all benefits to accrue to the program's author.

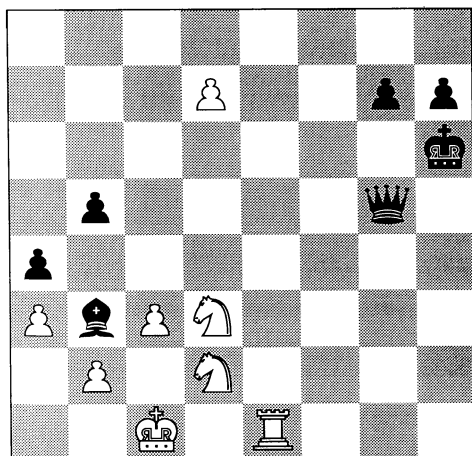
The winner's output follows in the *ICCA Journal's* typesetting.

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|----|------|------|---|
| 1. | e4 | ... | The King's Pawn opening move is both popular and logical. It controls the center, opens lines for both the Queen and the Bishop, and usually leads to an open game in which tactics, rather than maneuvering, predominates. |
| | ... | c5 | The Sicilian Defense has an ancient lineage. It creates an unbalanced position in which both sides have full rein for play, and allows Black to call the shots at least to some extent. |
| 2. | Nf3 | ... | White's normal response prepares d4 and avoids such committing moves as f4 or d3 or Nc3, which have their own rationale. |
| | ... | d6 | The Dragon Variation establishes a "dragon-like" pawn chain including g6, fianchettoing the King's Bishop. The d6 pawn is necessary to prevent e5. |
| 3. | d4 | ... | Sicilian Defense / Dragon Variation |
| | ... | cxd4 | Sicilian Defense / Dragon Variation |
| 4. | Nxd4 | ... | Sicilian Defense / Dragon Variation |
| | ... | Nf6 | The Knight attack on the e4 pawn forces White to commit to its protection. |
| 5. | Nc3 | ... | Sicilian Defense / Dragon Variation |
| | ... | a6 | Missing Annotation |
| 6. | Bc4 | ... | Missing Annotation |
| | ... | e6 | Sicilian Defense / Najdorf Variation / 6 Bc4 |
| 7. | Bb3 | ... | Sicilian Defense / Najdorf Variation / 6 Bc4 |
| | ... | N8d7 | Out of Opening Book. |

8. f4 Nc5
9. Qf3 b5
10. f5 Bd7
11. fxe6 ... Attacks Black's bishop at d7 and isolates Black's pawn at d6.
... fxe6 Removes the threat on Black's bishop at d7. Black wins a pawn for a pawn. Material is even.
12. Bg5 ... Pins Black's knight at f6 and enables the long castle.
... Be7 Disengages the pin on Black's knight at f6 and makes way for a castle to the kingside.
13. O-O-O ... Slightly better is O-O.
... O-O
14. e5 ... Threatens Black's knight at f6.
... N6e4 Moves it out of immediate jeopardy and forks White's queen and White's bishop at g5.
15. Bxe7 ... Forks Black's rook at f8 and Black's queen.
... Qxe7 Removes the threat on Black's rook at f8.
16. Nxe4 Rxf3 Threatens White's knight at e4.
17. exd6 ... Pins Black's pawn at e6, forks Black's queen and Black's knight, creates a passed pawn on d6, and isolates Black's pawn at e6.
... Nxb3+ Frees the pin on Black's pawn at e6, checks White's king, and blocks White's pawn at b2.
18. Nxb3 ... Removes the threat on White's king.
... Qf8 Moves it out of take.
19. gxf3 Qxf3 Attacks White's knight at e4 and creates a passed pawn on e6. Black wins a queen, two bishops, and a pawn for a rook, a bishop, two knights, and a pawn.
20. N4c5 ... Moves it out of take and threatens Black's bishop.
... Bc6 Moves it out of take.
21. Rhe1 e5
22. d7 ... Adds a promote threat at d7.
... Rd8 Blocks White's pawn at d7 and removes the promote threat at d7.
23. Rd6 a5
24. a3 a4 Moves it out of immediate jeopardy and attacks White's knight at b3.
25. Nd2 ... Moves it out of take and attacks Black's queen.
... Qg2 Moves it out of take and threatens White's pawn at h2.
26. c3 Bd5
27. Nd3 Bb3 Blocks White's pawn at b2.
28. Nxe5 Qxh2 Leads to 29 Nc6 h5 30 Rd4 Qg3 31 Re8+ Kh7 32 Nxb3 Qg5+ 33 Kd1 Qg1+ 34 Re1, which wins a pawn for a bishop. Better is Qf2, leading to 29 Nd3 Qf8 30 Rd4 Bf7 31 Re5 Bc4 32 Nxc4 bxc4, which wins a knight for a bishop.
29. Nc6 ... Attacks Black's rook.
... Qxd6 Forks White's pawn at d7 and White's knight at c6. Black wins a rook and a pawn for a pawn.
30. Re8+ ... Checks Black's king.
... Kf7 Moves it out of check.
31. Nxd8+ ... Checks Black's king. White wins a rook.
... Kg6 Moves it out of check.
32. Ne6 ... Leads to 32 ... Qh2 33 Rf8 Qh4 34 Nf4+ Kh6 35 Ng2 Qg4 36 Nxb3 Qxd7. Better is Nf7, leading to 32 ... Qg3 33 Ne5+ Kh5 34 N5f3 Qg6 35 Nxb3 axb3 36 Re5+ Kh6 37 Re6 Qxe6 38 d8=Q, which gains a queen and loses a rook and a knight in comparison.
... Qh2
33. Nf4+ ... Checks Black's king.
... Kh6 Moves it out of check.
34. Nd3 ... Moves it out of take.
... Qg1+ Checks White's king.
35. Re1 ... Removes the threat on White's king and threatens Black's queen.
... Qg5 Leads to 36 Rh1+ Kg6 37 Ne5+ Qxe5 38 d8=Q Qe3 39 Qd7 h6 40 Qxb5 Kf6.

- Better is Qb6, leading to 36 Nxb3 Qd8 37 Ne5 Qh4 38 Nf7+ Kg6 39 Rf1 Qh3, which gains a queen and a pawn and loses a bishop, a knight, and a pawn in comparison.
36. Ne5 ... Leads to 36 ... g6 37 d8=Q Qxd8 38 Nxb3 Qg5+ 39 Nd2 Qf5 40 Kd1 Kg7 41 N2f3. Better is Rh1+, leading to 36 ... Kg6 37 Ne5+ Qxe5 38 d8=Q Qe3 39 Qd7 h6 40 Qxb5 Kf6, which gains a queen and a pawn and loses a bishop and a knight in comparison.
- ... g6
37. Rf1 ... Takes control of the open file.
- ... Be6
38. Nf7+ ... Slightly better is Rf8.
- ... Bxf7 Removes the threat on Black's king and Black's queen.
39. Rxf7 ... White wins a bishop for a knight.
- ... Qd5 Attacks White's rook.
40. Re7 ... Moves it out of take and seizes the open file.
- ... Qd6 Threatens White's rook.
41. Rf7 ... Moves it out of take and seizes the open file.
- ... Qd3
42. Ne4 Qe3+ Checks White's king.
43. Nd2 ... Moves it out of harm's way and removes the threat on White's king.
- ... Qd3

We note that THE CHESSMASTER 4000 TURBO recommends 36. Rh1+ which was the move suggested by Short after the game (see the Diagram below).



Short - Kasparov (10th game)
Position after 35. ... Qg5.

The jury comments: "We feel that, although the annotations by the winning entry are somewhat primitive, they represent an important first step in the art of computerized annotation. With the strength of commercially available chess programs continuing to rise steadily, it is clear that one of the most important uses of such programs in the future will be the annotation of the users' games and instruction to help the users improve their playing ability. It cannot be many years before the winner of the ICCA Best-Annotation Award is able to tell the users to place more emphasis on the pawn structure around their King or to avoid castling on the flank where their opponent already has the makings of an attack against that King."