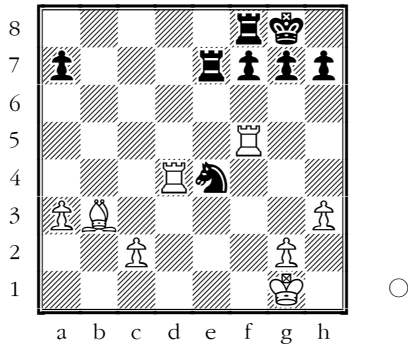


Test Yourself!

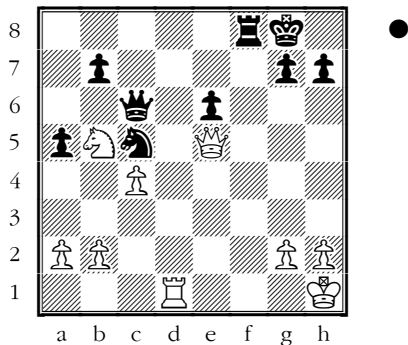
Shomoev – Sagafos

Memorial of M.Chigorin S-Petersburg
(1.23), 23.10.2006



Tishin – Belov

Memorial of M.Chigorin S-Petersburg
(2.16), 24.10.2006



On This Day...

by GM Mikhail Golubev

Participant of five USSR Championships, **IM Vasily Panov** was born on 1 November 1906.

IM Emil Ungureanu, a Romanian team member in three Chess Olympiads (1968, 1970, 1972) was born on 1 November 1936.

Russian **GM Sergey Kishnev** was born on 1 November 1956.



World Chess News

Cap d'Agde, France.

A grandmaster Rapid tournament is going on in **Cap d'Agde, France**. The knock-out stage has begun. The matches consist of 2 rapid games 25+10 and blitz games in the case of an equal score.

Quarter-finals results:

Karjakin – Zhao 2½-1½
Radjabov – Bacrot 2-0
Carlsen – Fressinet 2-0
Volokitin – Harikrishna 4-3 (Volokitin won the Armageddon blitz game)

Semi-finals pairings (they will be today):

Karjakin – Carlsen
Radjabov – Volokitin

[Official website](#)

Pune Rapid Knockout

Another strong rapid tournament is taking place in Pune, India, from 30th October to 5th November 2006. The prize fund is rather high. It amounts to 514000 Rs. (Indian Rupies) which is more than \$11000 (the first prize is 100000 Rs.). The participants include the Indian GMs Surya Shekhar Ganguly, Abhijit Kunte, Deepan Chakravarthy, Pravin Thipsay, Dibyendu Barua and WGMs Tania Sachdev, Swathi Ghate, Eesha Karavade.

[Official website](#)

21th Open International Du Touquet

A Swiss-system open tournament takes place in Touquet, France from 28th October to 3rd November 2006. There are 6 grandmasters among the participants (the total number is 76): Burmakin, Kveynis, S. Savchenko, Epishin, Radulski and Murey.

After **round 5** a group of seven players (Burmakin, Radulski, Epishin, Murey, Kveynis, Giffard, Schuermans and Gharamian) are leading the competition with 4 points.

[Official website](#)

Tal Memorial, Moscow

The Mihail Tal Memorial will take place in Moscow in November. The main event is a Category 20 all-play-all. It will take place on November 6th-16th. There will be ten participants: Svidler, Morozevich, Aronian, Leko, Gelfand, Mamedyarov, Shirov, Grischuk, Ponomariov, Carlsen. (Note that some players will come to Moscow directly from the Spanish team championship final, which takes place on 3rd-4th November.)

There will be also a blitz tournament on 18th-19th November with qualifiers on 16th and 17th November. It is announced at the [Russiachess.ru](#) website that Anand, Polgar, Karpov and Kasimdzhanov will play in the blitz event.

Interview with Daniel Freeman of Chessgames.com

by GM Mikhail Golubev

[Chessgames.com](#) is an online chess database and one of the most impressive and unusual chess web projects around. In an interview for *Chess Today*, some of secrets of their success are revealed by Mr. Daniel Freeman, to whom we are very grateful.

>> When was the site was launched?

We started in late 2001. We're looking forward to celebrating our 5th anniversary on December 10th of this year.



>> Please, tell us how the concept of chessgames.com emerged, and who were the site founders.

In a way, we started with the name and worked backwards. You see, my very good friend (and strong chess player) Alberto Artidiello, procured the domain name "chessgames.com" back in the mid-1990s, but hadn't done anything with it. I had been developing websites for several years with 20/20 Technologies, so we started talking about what he could do with the domain name. Alberto had seen how java could be used to conveniently let users view chess games. This concept was widened to include discussion forums, game collections, pages for openings and tournaments, etc.

20/20 Technologies had just finished developing a large financial site, and we learned from that project how people love to be able to use a database and post messages at the same time. Searching a database can be a daunting task, but when you can communicate with other people doing exactly the same things you are, it suddenly becomes a community experience.

And so we took the idea of a database integrated with a discussion forum, and applied it to chess. It was like a marriage made in heaven.

>> What is the site's policy regarding inclusion of new games into the database. 408,000 games (which you have as of now) is not that much; from another point of view some rare games by top players can be found there.

At chessgames, the ultimate purpose of the games is to start a discussion

and foster a learning environment, therefore we try to avoid poor quality games from creeping into the database. We prefer one of the players to be at least master strength, but we do make exceptions. We're always happy to have games featuring fabulous tactics, interesting opening novelties, or that are highly illustrative in some way, even if played by amateurs. Our users help contribute to the database every day, and they almost always excellent contributions, so we are starting to acquire many incredible games that are virtually unknown to the chess world.

Some of our members transcribe old chess periodicals, books, and even personal score sheets, for inclusion into the database. It's a lot of work, but with so many people working at it, great things can be accomplished.

We are committed to building our number of games to roughly 750,000 games, which is our estimate of the total number of serious games ever recorded. I estimate we should achieve that goal in 1-2 years, but we see no reason to rush this process. It's more important to keep the database free from erroneous games, duplicates, and poor quality games.

>> Which of the individual games in your database has most comments by visitors, and how many comments does it have?

For the first few years, the answer to that question was always the same: Fischer's famous game against Donald Byrne in 1956, the so-called "[Game of the Century](#)." Today it has 625 comments posted. [Kasparov-Topalov 1999](#), which Kasparov regards as his best game, has always been close behind.

However, in recent years we've added some new features which pushed these games lower on the list. For one, we started broadcasting live games. With members busy discussion the position in real time, we found that it's not difficult to see thousands of posts made in a single day. In [Topalov-Anand, San Luis, 2005](#) we had over

1,400 people watching the game live from our site, and the game last over 7 hours. At the end of the day there were 2,500 messages--five times bigger than the Game of the Century!

Even more astounding was the enormous interest in our latest feature: The [Chessgames Challenge](#). This is a correspondence game between the chessgames users and GM Arno Nickel. At the time of this writing there are 12,600 messages posted, and that's only after 18 moves.

>> Do chess grandmasters contribute to your project, and if yes, in which areas?

We have no grandmasters on staff, but several grandmasters are regular visitors.

Some notable players have donated their materials to help enhance the site: GM Ray Keene has supplied us with many annotated games (many of them never published before), Dr. Eric Schiller provided us with some analysis and a large database of chess opening data, and GM Susan Polgar visits our site to chat with members on an almost daily basis. Canadian champion Lawrence Day is also a frequent contributor.

>> One of the free features at your site is biographies of well-known players. Who is doing this, highly useful, job?

Like Wikipedia, these are submitted by volunteer members that we call "biography editors." The volunteers have done fabulous work here. The biography editors cross-check each others work very diligently, so mistakes are hard to find and quickly corrected.

>> Would it be correct to describe ChessGames.com as something like a "Chess Wikipedia" (but more specific than the real Wikipedia format allows) ?

We love the idea behind Wikipedia, but we don't try to be like them. We are happy to think of ourselves as a

"worldwide chess community"- a place where anybody, from anywhere, can come to discuss anything they want about chess.

>> Can you tell us, even if approximately, how many registered users the site has as of now?

66,500 as of today. At any time, day or night, there are several hundred people using the site.

>> Are you planning to expand your service to languages other than English?

We would very much like to, but it's such an enormous task we are not going to be able to attempt that for some time. We have many users who do not speak English well, some not at all, and they still seem to manage to use the site very well. It would be ideal if there was a Spanish version, a Russian version, etc.

>> What is the key difference between the free and Premium memberships?

Most of our users sign-up to gain access to three very powerful features: The Opening Explorer, the Endgame Explorer, and the Sacrifice Explorer.

The [Opening Explorer](#) is our star feature. It allows you step through a game and explore opening variations move by move. For each position, you can see which moves have been tried, and the success (wins, losses, draws) of each. One member wrote to us, saying "I have over 100 books on chess openings, and now I feel that I don't need them any more."

However, most of us agree the average club player spends too much time on openings and would be better off concentrating on the other two phases of the game. With that in mind, we developed the Endgame Explorer, which allows you to search for games that contain specific piece configurations (rook and pawn vs rook, queen vs rook mate, etc.) It's a learning-by-example tool; once you

see enough examples of an ending played by grandmasters, you start to see how the position can be won, or drawn.

And then there's my personal favorite, the Sacrifice Explorer which lets you search games based on sacrificed material. It's a very simple concept, but until you actually try it you don't know how much fun it is. For example, you can find all the cases when Tal sacrificed his queen, or look for sacrifices on f7, or you can look for sacrifices in your favorite opening, or sacs at the recent European Club Cup. We use it ourselves to come up with our daily puzzle for the homepage, so we know from personal experience what a labor saving device it can be for people involved in chess publishing.

There are many other small conveniences that premium members enjoy, including ways to personalize your account, one-click downloads, and much more. Anybody who wants more information should to visit our home page and click on the banner which reads "[Be Treated Like a King](#)."

>> What is next for Chessgames.com?

Our biggest goal for 2007 is to conduct more live broadcasts of chess games. This is always one of the most exciting and fun features that we offer: the ability to see a game in real-time while it's being played, and to be able to discuss the game with other members as it unfolds.

Annotated Games

by IM Andrey Deviatkin

Chigorin Memorial

The Chigorin Memorial is a traditional yearly tournament which takes place in late October in St-Petersburg. It is one of the most well-known open tournaments among Russian chessplayers. While younger, I played there rather regularly. And this year, after a 2-year break, I again decided

This issue is prepared by IM Andrey Deviatkin; technical editor Graham Brown

Subscription is 15 euro for 3 months. For further details please refer to <http://www.chesstoday.net>

to make my way to the Northern capital of Russia, for a change of scene – to practice chess a little, not on the monitor, but over the board.

My result (6 points out of 9, places 6–14 and +6 Elo points) may be called rather good. But it could be better – an insulting draw in the last round deprived me of a GM norm and a much bigger prize. Truthfully speaking, the time control which was used in the tournament (1½ hours for the game with an increment of 30 seconds per move) is a guarantee of many dramatic and unpredictable outcomes. Below you can see two examples.

28 players (from 99) were GMs. The best Elo belonged to a GM Pavel Smirnov (2622), but in rounds 6–8 he lost 3 (!) games in a row and got only 5½ points in the end. Boris Savchenko (2551), a very talented young Russian IM, was lead for almost the whole tournament. However, after two quick draws in rounds 7 and 8 he faced GM Dmitry Bocharov (2577), who was in fighting mood, despite having the black pieces. After a hard struggle the Siberian grandmaster succeeded in winning with Black and took sole first place. Complete final standings, photos and other stuff are available at the [Official website](#).

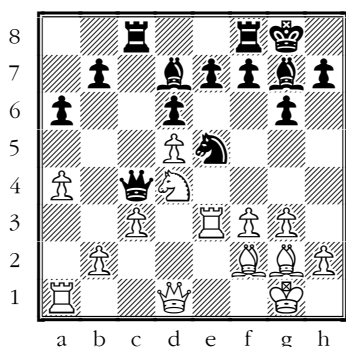
White: A. Deviatkin (2537)

Black: S. Mihajlovskij (2446)

Memorial of M.Chigorin S–Petersburg (4.13), 25.10.2006

Sicilian, Najdorf – [B90]

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♞xd4
 ♞f6 5.♞c3 a6 6.a4 g6 7.g3 ♟g7
 8.♟g2 0-0 9.0-0 ♟g4 10.f3 ♟d7
 11.♟e3 ♞c6 12.♞d5 ♟c8 13.c3
 ♞xd5 14.exd5 ♞e5 15.♟f2 ♟c7
 16.♟e1 ♟c4 17.♟e3 (D)



17...♟ce8!

A very strong and unpleasant move, much better than 17...♟fe8. Now Black's position is like a spring uncurling.

18.h3

With an obvious intention of f3–f4, but possibly not the best.

18...♟c8! 19.♟h2 ♞c4 20.♟e2 e5!

21.dxe6 fxe6

I didn't like the change of events. So my decision, regarding approaching time-trouble, was to create counter-attacking chances.

22.f4!? e5 23.♞f3!?

In the case of 23.fxe5 dxe5 24.♞f3 ♟c6 Black's play is much more clear than White's.

23...exf4 24.♟d5+ ♟h8

24...♟e6 25.♟xe6! ♟xe6 (or 25...♟xe6? 26.♞g5) 26.♞g5.

25.♟xe8 ♟xe8

It is very difficult to choose between the text move and 25...♟xe8!? being very short on time. Probably Black refused it because it allowed the knight's jump to g5.

26.♟d4

It doesn't make sense to give a lot of computer variations here, which the players couldn't calculate in the "30–sec zone". The main thing is that both kings now are in danger.

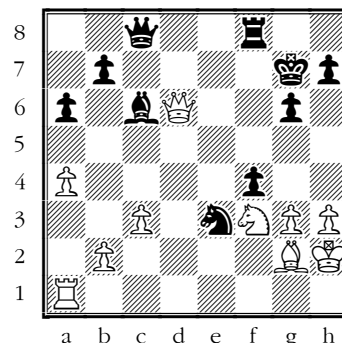
26...♞e3!?

Black is going to do away with the only real defender of the white king – the g2–bishop.

27.♟xd6

Threatening mate in 1!

27...♟c6 28.♟xg7+ ♟xg7 (D)



29.♞g5! fxg3+ 30.♟g1 ♞xg2

A cold answer 30...♟e8! might be more unpleasant for me: 31.♟xc6 ♟xc6 32.♟xc6 (32.♟xg3 ♞f5 is even worse because of the white King's catastrophic weakness) 32...bxc6

This issue is prepared by IM Andrey Deviatkin; technical editor Graham Brown

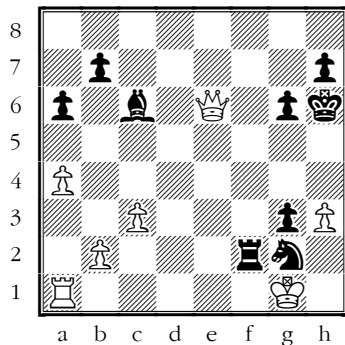
Subscription is 15 euro for 3 months. For further details please refer to <http://www.chesstoday.net>

33.♖e1 , but White has a little hope to save this ending, using the pinning and the pawn majority on the queen side.

31.♖e7+ ♖h6 32.♗e6!

Both 33.Qg7+ Kh5 34.Qxh7# and 33.Qg5# are threatened. The only defence is to give away the queen, and it can seem for a moment that White is winning, but...

32...♖xe6! 33.♖xe6 ♖f2! (D)



Now Black has a draw guaranteed, and this can't be said about White.

34.♖g4

34.♖f1 would lose instantly after 34...♗f4!

34...♗f4 35.♖h4+

35.♖xg3? ♖g2+–+; 35.♖e1!?

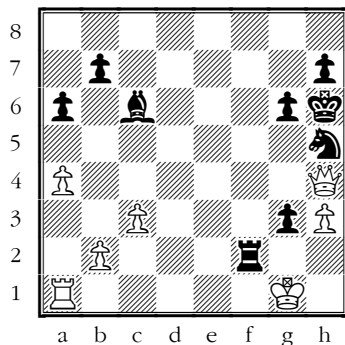
35...♖g7

35...♗h5 could be played at once.

36.♖e7+ ♖g8 37.♖d8+ ♖f7

38.♖c7+ ♖f6 39.♖d6+ ♖g7

40.♖e7+ ♖h6 41.♖h4+ ♗h5! (D)



42.♖e1!

The only defence to Rh2–Rh1.

42...♖g2+ 43.♖f1 ♖f2+ 44.♖g1

♖h2 45.♖e4

45.♖f1? ♗f3!

45...♖xb2

It's useful to take a pawn.

46.♖e1

During the game I thought that 46.♖e7 would lose after 46...♖b1+ (46...♗xe4 47.♖xe4 has to be a draw) 47.♖e1 ♖xe1+ 48.♖xe1 ♗f4! 49.♖e3 g5 , but here 50.♖f1! saves.

46...♖g2+ 47.♖f1 ♖f2+ 48.♖g1

This issue is prepared by IM Andrey Deviatkin; technical editor Graham Brown

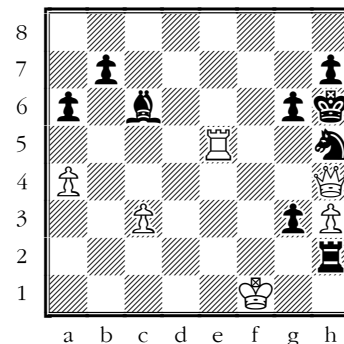
Subscription is 15 euro for 3 months. For further details please refer to <http://www.chesstoday.net>

CT-305(2185) Page 6 of 7

♖h2 49.♖e4 ♖a2 50.♖e1 ♖g2+ 51.♖f1 ♖h2?

Black has been refusing this maneuver for a long time. Probably the opponent saw White's answer, but at that moment... forgot about it.

52.♖e5! (D)



52...♖f2+

52...♖h1+ 53.♖e2 g2 loses to 54.♖xh5+! gxh5 55.♖f6#; 52...g2+ 53.♖f2 also gives Black nothing.

53.♖e1 ♖g7??

Total confusion. The position was perhaps a draw still, thanks to an extremely strong Black passer, after the two natural moves: 53...♖f5 54.♖xf5 gxf5 55.♖e7 g2 56.♖f2 ♖g6 with good chances to build a fortress. Or 53...♖f3! 54.♖g5+ (54.♖g5!?) 54...♖g7 55.♖e7+ ♖f7 56.♖e5+ ♖f8!

54.♖xh5 1-0

Black loses all material, so he resigned. You see that in this game I was a little lucky. But fortune "took a revenge" in the last round ...

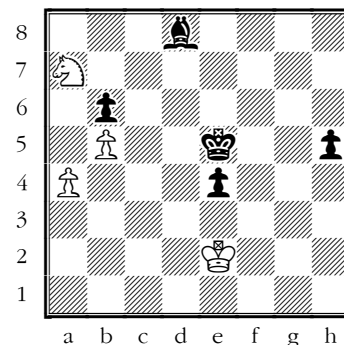
White: R. Mamedov (2564)

Black: A. Deviatkin (2537)

Memorial of M.Chigorin (9.5),
29.10.2006

Caro-Kann, Classical, 7...Nd7 – [B19]

57.♗a7 (D)



Black outplayed his opponent and got a totally winning endgame, but then

got into a time-trouble and began to play hesitatingly. Before this moment I already missed some rather clear possibilities to win, but, of course, White's position remains hopeless.

57...h4!?

This move can't be called a bad one, because it doesn't miss a victory. But I didn't see the White's resource on the 59th move.

58.♖c6+ ♜d5 59.a5!

59.♗xd8 h3 60.♕f2 e3+ loses elementarily.

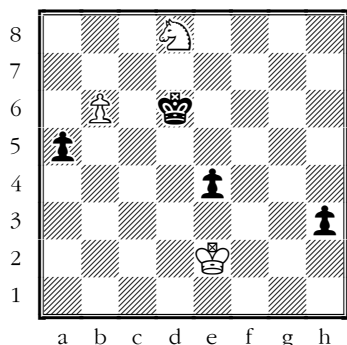
59...bxa5

59...h3! won: 60.a6 h2 61.a7 h1♖ 62.a8♗ ♕f3+ , and the bishop decides the game: 63.♕e1 ♗h4+ 64.♗d2 ♗d3+ 65.♕c1 ♗g5+ 66.♖b2 ♗xb5+ 67.♗b4+ ♕c5 68.♗c8+!? ♖xb4 69.♗c3+ ♕a4+ - check! Otherwise 70.Qa3 would be checkmate...

60.♗xd8 h3

60...♕c5! 61.♗b7+ ♖xb5 62.♗d6+ ♖b4 63.♗xe4 h3 64.♗f2 h2 65.♗d2 (65.♕f3 a4 66.♕g2 ♖c4!-) 65...♖b3 66.♕c1 ♕c3-+.

61.b6 ♜d6 (D)



62.♗b7+! ♕c6??

The hurry to take this pawn costs half a point... There was a last chance to win: 62...♗d7! 63.♗c5+ ♕c6 64.b7 ♖c7 65.♗xe4 (65.♕f2 e3+ 66.♕g3 e2 67.♗d3 a4 68.♖xh3 a3-+) 65...h2 66.♗f2 ♖xb7 67.♗d3 ♖c6 68.♖c4 ♗d6 69.♖b5 ♕e6! 70.♖xa5 ♕f5 71.♖b4 ♕f4 72.♖c3 ♕f3 73.♗h1 ♕g2.

63.♗xa5+ ♖xb6 64.♗c4+ ♕c5

64...♕c6 65.♕f2=.

65.♗d2!

The knight had time to do everything!

65...♜d4

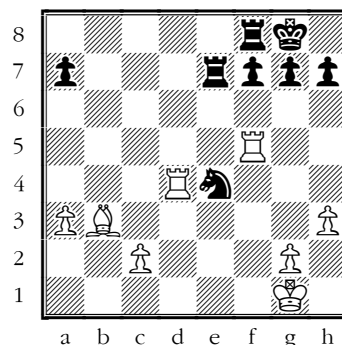
65...h2 66.♗xe4+ and Nf2=.

66.♗xe4 ♖xe4 67.♕f2 1/2-1/2

Solution to our quiz:

Shomoev – Sagafos

Memorial of M.Chigorin S–Petersburg
(1.23), 23.10.2006

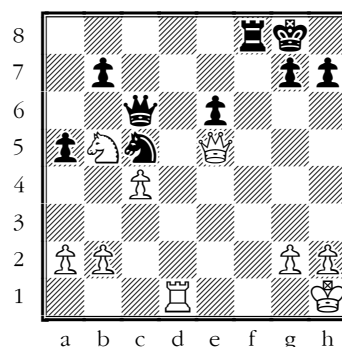


26.♜xf7! 1-0

(26...Rxf7 27.Rxe4 g6 28.Re7+-)

Tishin – Belov

Memorial of M.Chigorin S–Petersburg
(2.16), 24.10.2006



24...♗d3! 0-1

Contact information. Have some comments about Chess Today? [E-mail us](mailto:ababurin@iol.ie) – we appreciate your feedback! **Chess Today** is published by Alexander Baburin, 3 Eagle Hill, Blackrock, Co. Dublin, Ireland. Tel: (353-1) 278-2276. Fax: (353-1) 283-6839. E-mail: ababurin@iol.ie Website: <http://www.chesstoday.net> Editors: GMs Baburin, Scherbakov and Golubev; IMs Barsky, Notkin and Deviatkin. Technical editors: Graham Brown and Ralph Marconi.

Chess Today is copyright 2000–2006 by Alexander Baburin and protected intellectual property under the International Copyright convention. Subscribers are allowed to non-commercially distribute copies of Chess Today at their chess club, chess tournaments and via e-mail (on an occasional basis). Any other use and distribution (reproduction, via print, electronic format, or in any form whatsoever), as well as posting on the Web, is strictly prohibited without express written permission.