

# The Chicago Chess Player

The Official Bulletin of the Chicago Industrial Chess League

## CHANGES IN THE CICL

### Cook County Dept. of Corrections

Well, I hate to admit it but I made a big typo (I say that because I knew the name of this team and then noticed to my horror after mailing the last issue that I had wrote the wrong name). So a big "sorry" to the Cook County Corrections team which is obviously not located in DuPage county.

To their honor, I would like to point out their results located in the rear of the issue. Though not the best they are still putting forth a good showing for being so new. In fact, the result is not in the listings but they have managed to win their first match, and against a well-respected team at that. I'll leave you in suspense until next month when the result is posted officially.

### Know the Rules

All captains and players should take the time to review the CICL rules update and try to keep an up-to-date copy of the USCF's Official Rules of Chess around. The latest version is the 4th Edition and comes in at a list price \$12.00. Be warned! Many rules have changed and seeing the size of the book

compared to earlier ones will clue you in quick. The alternative though is to be ignorant of the rules! Be assured that ignorance of the letter of the law will not hold water in a dispute with someone who does. Don't risk losing games or matches by being unaware. It happens far too often to think it can never happen to you!

## ELMER SAYS . . .



"Don't forget to get your dues in on time. Payments of \$80 are due to the Treasurer and must be postmarked by November 30, or else a late penalty fee is also due."

## CHESS AROUND THE WORLD

### Who's Really the Best?

(Games for this article can be found in the games section.)

A hard time for Gary Kasparov at the Credit Suisse Masters - Horgen, Switzerland. Without a doubt, this is his worst performance since becoming World Champion ten years ago. One win, one loss, and a lot of uninspired draws. I suspect his opponents were glad to get easy draws against the world champion and did not realize how off his form was. Some calculations that have appeared on the internet suggest that Kasparov may lose his top ELO ranking to Karpov after this event. Perhaps, my predictions for a future Kasparov - Karpov match may yet come true, along with my predicted result.

Ivanchuk and Kramnik showed high class play throughout the event and Ehlvest and Short scored their best results in a

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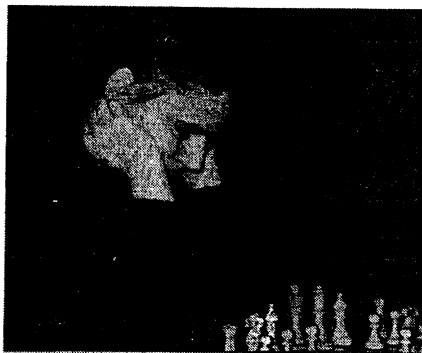
(Cont'd. from pg. 1)

number of years.

Horgen 1995 Cat. XVII (2668)  
(10 round-robin)

- 1 Ivanchuk, V g UKR 2740 7.0  
2 Kramnik, V g RUS 2730 7.0  
3 Ehlvest, J g EST 2630 6.0  
4 Short, N g ENG 2645 6.0  
**5 Kasparov, G g RUS 2795 5.0**  
6 Gulko, B g USA 2620 4.5  
7 Korchnoi, V g SUI 2635 4.5  
8 Yusupov, A g GER 2680 4.5  
9 Lautier, J g FRA 2635 4.0  
10 Vaganian, R g ARM 2645 3.5  
11 Timman, J g NED 2590 3.0

Further news as to who may be truly the best player in the world comes from the just completed **Polgar-Piket match**.



**Judit Polgar  
Future World Champion?**

Aruba (NED ANT), 1995.

Polgar, Judit g HUN 2635 6.0  
Piket, Jeroen g NED 2625 2.0

A resounding victory for Judit Polgar over the reigning Dutch champion rounded off a bad week for the top Dutch players. Polgar's 2818 performance (wow!) will did wonders for her rating. As a result, Judit, now 19, her FIDE rating reaches 2675(!) which makes her

number 7 in the world! And that is the real ratings list, not just the women's, Judit refuses to play in women-only competition and does not compete in the women's candidates cycle. It remains to be seen if she can show such strength when she next plays against the top GM's in a tournament.

Yet while she refuses to compete for the Women's World Championship, her 'weaker' sister Zsuzsa has just informed that her world chess championship match against Xie Jun will take place in Madrid, Jan 30, 1996. GM Psakhis & Judit will both assist Zsuzsa during the match. As a matter of record, Judit's rating is much higher than either of her sisters or Xie Jun

POLGAR, JUDIT (1976- )

Grandmaster at age 15 years, 4 months, and 27 days (Fischer was a grandmaster at age 15 years, 6 months, and 1 day after the Portoroz Inerzonal in 1958). She made her third and final GM norm by winning the Hungarian Championship in 1991. In 1986 at the age of 9 she won the unrated section of the New York Open, winning 7 games and drawing one game. At age 11 she was rated 2350 and earned an International Master title - younger than Fischer or Kasparov. At age 12 she was rated 2555 and was awarded the Woman Gm title. At age 13 she was the World Under 14 Champion for boys and FIDE's highest rated woman.

POLGAR, ZSUZSA (1969- )

Winner of the first Women's Cadet (under age 16) Championship in 1981. She won the Budapest Under-11 Championship at age four and a half. At age 12 she was rated over 2300 in Hungary and 2245 FIDE rating. In 1987 FIDE gave 100 free rating points to every woman except Zsuzsa on the world ranking list. This dropped Zsuzsa from the top spot to second behind the Soviet women's titleholder.

### Linares Super-Tournament Problems

It looks as though both Karpov and Kamsky have withdrawn from Linares. There is also a rumour that Kamsky was offered an appearance fee of \$10,000 if his father was coming with him or \$15,000 without his father. The following faxes come from the top players concerning the current state of the Linares tournament.

10/23/1995

Dear Luis,

I have heard from GM Kamsky that you have changed for the list of players for the Linares 1996 tournament.

This new list includes GM Kasparov, who was not on the previous list. I want to remind you of Kasparov's previous behavior concerning the annual tournament, for example:

- a) He signed a contract to play in the Linares 1995 tournament, and then boycotted the event;
- b) He used his influence as PCA president to arrange a scheduling conflict between the Anand-Kamsky PCA Candidates Final match with the Linares 1995 event, thus depriving the Linares 1995 event of two world-class players who had previously agreed to play in the Linares 1995 tournament;
- c) When it was conclusively demonstrated that Kasparov's "breach of chess etiquette" (retrieving the knight in his game with GM Judit Polgar, Linares 1994) contradicted Kasparov's version of what had transpired, Kasparov refused to apologize for his unsportsmanlike behavior.

The absence of players like Salov, Polgar and Lautier, and the possible of absence of Kamsky - players who are known to disagree with Kasparov on a variety of subjects - suggests to me that you have been unduly influenced by a pro-Kasparov advisor.

Instead of including a large number of Kasparov's seconds and trainers (both past and present) in the list of invitees, I believe it would be preferable to invite players who would compete openly and honestly with Kasparov.

Kasparov has blatantly destroyed the traditional Tilburg tournament, and he attempted to destroy the Linares and Dos Hermanas tournaments of 1994. In addition, Kasparov engaged in "dirty politics" at the 1994 Moscow olympiad and congress which led FIDE's current critical situation.

Until the current situation between FIDE and PCA has been resolved, for me to play in the same tournament as Kasparov would be to approve of his actions of the last eighteen months.

I trust that you will give serious considerations to the doubts and concerns that I have expressed in this communication.

Best wishes,  
**Anatoly Karpov**

10/19/1995

Dear friend Luis Rentero,

I cannot shake the hand of the PCA champion Kasparov and sit with him under one table. I can't forgive him all dirt, intrigues and

blocking of my match with Karpov for the world championship title. And for that reason, I will not play in Linares tournament.

I know that I do not accept him even as the champion of the PCA. He is a thief and a con man. Kasparov and Karpov and Russian Chess Federation are afraid that I will become the World Champion. My legal match for the world championship of FIDE should have been organized in 1995.

In Linares tournament, the majority of players are Kasparov's seconds or his followers who will give him some free points to let him become first. Yusupov and Beliavsky could well be replaced by Salov, Polgar, Lautier, Piket and some others, who would fight honestly with Kasparov.

Thank you very much,  
**Gata Kamsky**

Apparently, Campomanes has found venues for both the FIDE men's and women's World Championship matches (the latter discussed earlier). Manila is the latest in a series of rumoured venues for the men's and looks to be reliable.

### NOW WHAT...? MAKING PLANS THAT WORK

Finally, a column for the aspiring player to get some real advice on how to improve the level of his play! I'm going to use games played in the CICL to illustrate the good and the bad ideas that are used during a typical game, and that is the point to be stressed, these are typical games of typical people. Not necessarily the best or the worst

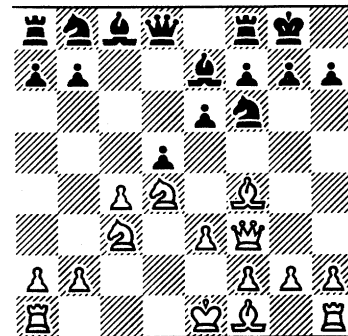
and maybe the games are not particularly pretty to look at, but there is a lot that can be taken from even a 'normal' game, mistakes and all. So since the point here is to instruct and not critique, the names of the players are not given, and at this point I would encourage you to feel free to submit games for this column. If you could benefit from having your game scrutinized but don't want to through out that loss for public consumption then submit it here. Confidentiality is assured, just be sure to state that it is for this particular column.

Now, on to the game!

1. d4                      d5
2. c4                      e6
3. Bf4

Playable but more acceptable is 3.Nc3 or 3.Nf3. Typically, it is better to develop the knights before the bishops. Is this the best square to play the bishop to? Hard to say this early. White should keep open the option of Bg5 following 3... Nf6 by black. Now the pin would cost white an extra move.

3. . .                      Nf6
4. Nf3                      c5
5. Nc3                      Be7
6. e3                      cxd4
7. Nxd4                      O-O
8. Qf3?!



Now this is interesting! So far black has been following all the tried and true rules for conducting the opening, so is this early queen sortie by white justified? Doubtful, it creates no pressure on black's position and neglects castling and other necessities. Exposed as it is the queen may also be subject to continual harassment by the black minor pieces.

8... Nc6

9. Qg3?!

A second queen move! Am I missing something?

9... Nh5!

Apparently not. In one move black is creating a critical position for white. White's queen is under attack, the dark-squared bishop is about to be removed and the white king is still enjoying his view of the center. I suspect he would be more comfortable if O-O had been pursued instead of the queen moves.

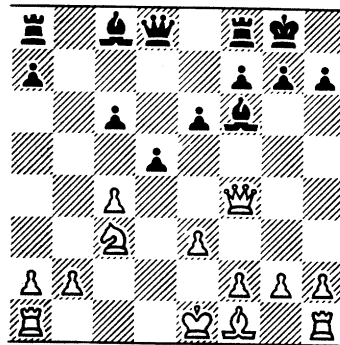
10. Nxc6 bxc6?

Whoops! Better is 10... Nxc3!  
11. Nxd8 Nxc1 when black is up an exchange. Whenever you have more than one possible capture, look at them all! A change in move order can often be profitable.

11. Qf3 Nxf4

12. Qxf4 Bf6

Now let's evaluate. Following a significant exchange, it is a good idea to look over the position as a whole and make a new plan. Let's see... Material is even. So what about the positional considerations?



**White's position:** A centralised queen - maybe not much at the moment but it could turn into a plus eventually. No significant pawn weaknesses (yet). White still needs to get his king out of the center and develop his bishop (but where to?). An idea (admittedly not real pretty) is to trade pawns on d5, try to put both rooks on the a and b files and kamikaze the two pawns on the queenside. It would definitely give black something to think about and activate the bishop in addition. That bishop on f6 could prove to be a thorn in the side though.

**Black's position:** A strong pawn center. Safe king's position. A very strong bishop on f6 that exerts pressure on the f6-c3 diagonal. A b-file that's just dying to have a rook or two placed on it. Between the bishop on f6, the threat of a move like Qa5 (pinning the knight) and putting a Rb8, I think we see a definite plan for white. But...

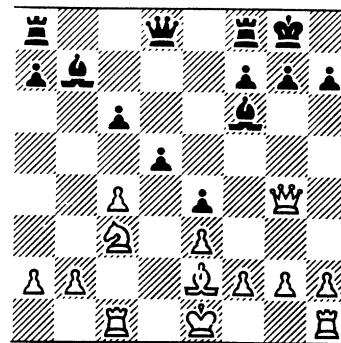
13. Rc1 Bb7

14. Bd3 e5

Hey, wait a minute! Movement in the center. Well, if black can manage to open things up quickly enough he may be able to get at the white king. I have my doubts but let's see what happens next.

15. Qg4 e4

16. Be2



Time to re-evaluate the position. Black has seriously changed his pawn structure. He has more space and has cramped white's minor pieces, BUT he has weakened his d5 pawn. Also, black's light square bishop is not so good, but white still has yet to castle. Now the choice of queenside or kingside action is not so clear. Black will have to see which way white continues.

16... Re8  
17. Rd1? Bc8  
18. Qg3 Be5!?

Very aggressive. On the one hand, white's king is in the center so opening things up should be right. Unfortunately, black has un-developed some of his pieces and the continuation is far from clear after white's next move.

19. f4 exf3  
20. Qxf3 Qh4+

A move with no follow-up. Better is 20... Qa5! When the threat Bxc3 is irresistible. A definite trend is appearing in black's choice of plans.

21. g3 Qh6  
22. O-O Bf6  
23. e4 Rb8

Following the total drying-up of kingside threats, black finally

looks to the queenside. Now he's a day late and a dollar short. Watch the d5 square.

24.cxd5           Rxb2  
25.dxc6           Ba6  
26.c7             Rd2??

A major oversight. The only thing protecting the Ba6 was the threat of Qxh2 mate. No threat, no protection. Hmm... What is going to cover the c8 square now?

27.Rxd2           Qxd2  
28.Bxa6           Qd4+  
29.Kh1            Qc5  
30.c8(Q)          Rxc8  
31.Bxc8           Qxc8

And white won easily with his material advantage.

So what's the solution? First white, his play does not show any specific weaknesses - he handles the tactics as they happen and kind of cruises through the game. Probably his best bet for improving his play is to look for opening books that have a strategical emphasis. GM Edmar Mednis has written a number of books along these lines and I can highly recommend them. The choice of which one would be a matter of style. On the other hand black's game reveals quite a bit about his play. There is a book called **Attacking the Queenside** and I

think it is an obvious choice for dealing with what appears to be a blindspot for black. On the other hand, black could also do more studying of direct attacks on the king to gain an understanding of which situations warrant pursuing that action and which ones don't. Becoming a better player often becomes a choice between these two paths, either increasing your strengths and keeping the game in your style of play or correcting weaknesses and becoming able to deal effectively with all types of positions. Either way the important idea is to keep studying and working while making sure your time is well-spent.

## THE RATING SYSTEM EXPLAINED

Rating charts I, II, and III regulate the number of ratings points gained or lost by a rated player with a result against another rated player, depending on the rating difference and the number of games recorded by the player. The number of ratings points gained by one player does not equal the number lost by the other if they are on different charts.

Table I (Rating Differences) is used to produce the initial rating for a player who has results against five or more rated players, where those results are mixed (i.e. not all losses or all wins). The initial rating is calculated as:

$$R = A + D(P),$$

where R is the initial rating, A is the average of the opponent's ratings for all rated games,  
 $P = (\text{No. of wins} + 0.5 \times \text{No. of draws}) / (\text{Total no. of rated games})$ , and D(P) is taken from the table.

### Table I - Rating Differences

(For Initial ratings)

P	D(P)	P	D(P)	P	D(P)	P	D(P)	P	D(P)
1.00	*	.80	240	.60	72	.40	-72	.20	-240
.99	679	.79	230	.59	65	.39	-80	.19	-251
.98	589	.78	220	.58	57	.38	-87	.18	-262
.97	538	.77	211	.57	50	.37	-95	.17	-273
.96	501	.76	202	.56	43	.36	-102	.16	-284
.95	470	.75	193	.55	36	.35	-110	.15	-296
.94	444	.74	184	.54	29	.34	-117	.14	-309
.93	422	.73	175	.53	21	.33	-125	.13	-322
.92	401	.72	166	.52	14	.32	-133	.12	-336
.91	383	.71	158	.51	7	.31	-141	.11	-351
.90	366	.70	149	.40	0	.30	-149	.10	-366
.89	351	.69	141	.49	-7	.29	-158	.09	-383
.88	336	.68	133	.48	-14	.28	-166	.08	-401
.87	322	.67	125	.47	-21	.27	-175	.07	-422
.86	309	.66	117	.46	-29	.26	-184	.06	-444
.85	296	.65	110	.45	-36	.25	-193	.05	-470
.84	284	.64	102	.44	-43	.24	-202	.04	-501
.83	273	.63	95	.43	-50	.23	-211	.03	-538
.82	262	.62	87	.42	-57	.22	-220	.02	-589
.81	251	.61	80	.41	-65	.21	-230	.01	-677
								.00	*

P is the obtained percentage score

D(P) is the rating point difference by which the player exceeds his competition

\* indicates an indeterminate value.

**Rating Chart I**

(5-99 Rated Games)

<u>Rating Difference</u>	<u>High wins</u>	<u>Low wins</u>	<u>Draw</u>
0-15	22	23	1
16-30	21	24	2
31-46	20	25	3
47-62	19	26	4
63-78	18	28	5
79-94	18	28	6
95-111	16	29	7
112-129	15	30	8
130-147	14	31	9
148-165	13	32	10
166-185	12	33	11
186-206	11	34	12
207-229	10	35	13
230-253	9	36	14
254-279	8	37	15
280-309	7	38	16
310-342	6	39	17
343-381	5	40	18
382-429	4	41	19
430-492	3	42	20
493-585	2	43	21
586-779	1	44	22
780+	0	45	23

**Rating Chart II**

(100-299 Rated Games)

<u>Rating Difference</u>	<u>High wins</u>	<u>Low wins</u>	<u>Draw</u>
0-11	15	15	0
12-34	14	16	1
35-58	13	17	2
59-82	12	18	3
83-107	11	19	4
108-133	10	20	5
134-161	9	21	6
162-190	8	22	7
191-223	7	23	8
224-259	6	24	9
260-301	5	25	10
302-351	4	26	11
352-416	3	27	12
417-511	2	28	13
512-708	1	29	14
709+	0	30	15

**Rating Chart III**

(300+ Rated Games)

<u>Rating Difference</u>	<u>High wins</u>	<u>Low wins</u>	<u>Draw</u>
0-17	10	10	0
18-52	9	11	1
53-88	8	12	2
89-126	7	13	3
127-168	6	14	4
169-214	5	15	5
215-269	4	16	6
270-338	3	17	7
339-438	2	18	8
437-636	1	19	9
637+	0	20	10



## TRAPPED IN THE (INTER) NET

### Part One

#### The FICS - ICC Debate

First a little background... (See the attached reprints, courtesy of Charlie Ward for more.) The following is part of a FAQ that can be found at various locations throughout the net.

#### FICS - ICC CONTROVERSY FAQ

Compiled by Michael Allen with thanks to all those who contributed.

#### ICC (Internet Chess Club):

chess.lm.com 5000

#### FICS (Free Internet Chess Server):

ics.onenet.net 5000

1. How did the two servers come into being?

The original ICS was written by Michael Moore. After a short while, he was no longer able to maintain it and turned it over to others. Daniel Sleator ("Daroooha" on ICC) eventually wound up in charge of the code and rewrote it. About two years ago, Sleator announced his intentions to commercialize the server, but after receiving a large amount of negative feedback, he decided against the idea. A few programmers, wanting to guarantee the existence of a free server, took the code of Richard Nash and brought it on-line as FICS (Free Internet Chess Server). Over the next two years, FICS existed on and off but never drew a substantial crowd. When Sleator commercialized ICS as ICC this past March, a number of programmers headed by Chris Petroff ("Sparky" on FICS) began volunteering their time to improve FICS in order to provide an alternative to the pay server.

2. What are the differences between the two servers?

ICC features GM events where members and usually also guests are invited to watch GM's play and analyze games on the server. (do "help event" on ICC) ICC allows players to examine games stored in the histories of registered players (do "help examine" and "help history" on ICC) and provides opening information about games. (do

"help eco" on ICC) In addition, a database of games played on ICC by high ranking players is available on-line to search and examine. (do "help search" on ICC) Also, ICC supports the timestamp program which is supposed to solve the problem of network lag. (do "help timestamp" on ICC) ICC provides a more intense chess atmosphere and has a slightly larger player base.

FICS is a free server which is run by volunteers, so it provides a more friendly and casual atmosphere. Users are also encouraged to participate in the development of the server and many feel that FICS is run more in the "spirit of the net" i.e. free and friendly. FICS uses the Glicko rating system which many feel is superior to ICC's rating system, although it is still unproven. ICC also keeps a Glicko rating for each player; however, it does not use it as the primary system. (do "help rating" and "help glicko" on either server) FICS also supports simul, where one player plays multiple games against other players simultaneously. (do "help simul" on FICS) Recently, an examine mode (do "help examine" on FICS) was implemented and work has begun on storing a history for each player.

3. What are the effects of the commercialization of ICC?

The good news is that due to the competition between ICC and FICS, both of the servers are being feverishly improved in order to compete with each other. The revenue that ICC generates also allows them to add features and provide services such as GM events, while the friendly atmosphere of FICS encourages all to participate in making improvements.

The bad news is that the players are split between both of the servers. While some people play on both servers, membership on both servers is below what it would be if there was only one server.

4. Did Sleator have a legal right to commercialize ICC?

No programmer has yet to come forward to press charges or even claim that Sleator had stolen their code. Michael Moore, the original writer of ICS, confirms that Sleator rewrote the code himself. Also, no one who contributed ideas and effort to improving the server has decided to sue, although many express disapproval of Sleator using their ideas in the commercial server.

5. Was the commercialization of ICC executed inappropriately?

Many have expressed disapproval with Sleator's actions, including Michael Moore who argues that ICS was developed as a free server and that Sleator is wrong in commercializing. Many people feel that the change to a commercial server came without warning and that those who contributed ideas for improvements in the past should be compensated. They also argue that commercializing immediately after a membership push, the introduction of the timestamp feature, and a contest for ascii chess art to be used in the opening and closing screens was deceitful and misleading.

6. I've been reading rec.games.chess or alt.chess.ics. How do I decide who to believe?

If you are new to the Internet chess community, be careful about the discussions found on rec.games.chess and alt.chess.ics. Much of what is posted there is unsupported allegations and propoganda. Do not accept the claims of the author on blind faith if they are not well-supported and do not form your opinion based on reading only a handful of posts. If you are unsure about the truth of an allegation, contact the admins on both of the servers and discuss it with them. They may be able to explain the confusion or provide the other side of the story.

7. With all of this controversy, how do I decide which server I should play on?

Research both sides of the controversy by talking to supporters of each server, reading this FAQ, etc. and decide if you have any moral qualms about supporting one server or the other. Then, try playing on both servers as an unregistered player (guest) and get to know what each server has to offer. (You can play for free on ICC as a guest, but statistics will not be kept.) After you have had some time to evaluate both servers, register on the one that you prefer, or if you like both of them, register on both. (do "help register" on either server)

#### INTERVIEW WITH DANIEL SLEATOR by Tim Krabb

For an article in New In Chess magazine about Internet chess (which will appear mid-May) I had an interview with ICC's boss, Daniel Sleator aka

Darooaha. As I only used little of it in my story, and it might be interesting to rec.games.chess readers, here is more. The interview was held partly in ICC, and partly by email, between the end of March and April 10th.

Perhaps coincidentally, but certainly appropriately, just as I was asking Darooaha my first question, my screen nearly exploded with outcries from an obviously disgruntled ICS-member named Sneaker:

**JOIN THE FREE INTERNET CHESS SERVER!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!**  
Do NOT support ICC!!!! SAVE YOUR 50\$!!!!!!!!!!!!

Commercialization of the ICC IS BULLS\*\*T!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
FICS will soon be BETTER than ICC!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
DAROOHA and POTZY are DEVIIOUS, GREEDY CAPITALIST PIGS!!

And so on - somehow Sneaker had found a way of machinegunning his shout into my computer a thousand times over, so I had a large logfile to clean up later. I shut off the channel Sneaker was using, and after Darooaha had come back under another name so he wouldn't be bothered, we could talk quietly.

- Did you see that coming when you went commercial?

Darooaha: Oh yes. This is the crap I have to put up with. We knew there would be a lot of noise about it. I have gotten a thicker skin from all of this.

- I followed the discussion on rgc. Many people seem to think the commercialization of the ICS goes against the Internet spirit.

Darooaha: I don't think it's fair to blame me for that. We moved the ICC in the direction that things are going. There is a trend toward more and more commercialization of the network. For example, the bridge server went commercial last summer, and has been quite successful. At my own university (Sleator teaches computer science at Carnegie Mellon - TK) an indexing service for WWW, which used to be free, is now commercial. Many firms are selling products and services on the net. We did not choose this direction. The nature of this place will change. Perhaps free and commercial servers can coexist on the net.

- You were inviting new members on rec.games.chess when you already knew you were going commercial.

Wasn't that at least against netiquette? Can you still place posts like that now?

Darooaha: I don't see anything at all wrong with this. All the people who responded to those posts are now enjoying free membership in ICC during their grace periods. And they can still play on ICC free as unregistered players. We're continuing to announce events that are open to all on rec.games.chess.

- It was only after a few days that you offered the student discount. Does that mean you hadn't really considered all the pros and cons of going commercial?

Darooaha: We had considered it, but decided for simplicity's sake not to have that discount. After hearing some of the arguments we decided that it was best to go for the student discount.

- How's the transition going?

Darooaha: It's going quite well. We're getting paying members roughly as expected. Many new people have signed up.

- Did you want to cover expenses or make money?

Darooaha: Our goal is to make a money making enterprise, but we're planning to put a lot back into it... we have to keep our membership. To make this really take off, and really distinguish from the other servers, we are planning a lot of nice events and activities.

- It seems you want to change the nature of ICC, make it a more serious, elitist chess place.

Darooaha: That will be a consequence of going commercial, yes. Roughly speaking there are two very different types of users of the service. People who were used to the free net culture, or not sufficiently interested in chess to pay, and the more serious. Most of the people here to just shout and hug each other will probably be gone. I think the commercialization will move this thing to a different level entirely. There will be events of many kinds that I think will attract players of all levels.

- It has been suggested you should now pay the GM's. Will you?

Darooaha: We already do. As well as the people giving the master lectures.

- And the admins?

Darooaha: So far, we have been able to find plenty of people to volunteer to do admin work.

- Your argument for going commercial that you had to cover \$ 300 expenses per month seemed misleading, as you asked for about 100 times that amount. Also, your argument of having had commercial offers seemed beside the point, as that did not mean you HAD to commercialize.

Darooaha: It was a mistake to mention the \$300/month. It invited the general public to get involved in a discussion of these issues. First of all, that doesn't even begin to cover the expenses of doing this, which includes: phone, mail, paying for GM's, paying the celebrities, paying for lecturers, paying for advertising, legal expenses, credit card charges, accounting fees. Secondly a large fraction of the 11000 accounts were either dormant, or were used by people to hang out and not play. We're hoping for something in the neighborhood of 1500 to 3000 members at the end of a year. (As of April 8th, there were 297 paying members - projecting, as a file on ICC says, to 2852 by March 1st 1996 - TK.) Third, our idea is to make a profit. Not a huge profit, but something that is commensurate with the effort that we've put into this. It makes no sense to go to the trouble to charge people and then ask so little that you can't make enough to make it worthwhile.

About the other offers: After I got the offers, I was either going to accept an offer, or I was going to operate it as a pay server. I was not going to turn down a lucrative offer to sell this, simply for a principle that it should be a free service. I don't believe in that principle. Let me ask your opinion on something. Do you feel that the chess server is a "worthy cause", such as a charity for poor people or a library, or grants to scientific research? Or do you think it is more like a big video game, with kids spending thousands of hours, where people come in to play games and hang out, just basically wasting time?

- I see ICC as a place that offers something for my enjoyment.

Darooaha: That is my view also. A recreational thing. Not a "worthy cause". If I had seen this as a "worthy cause", it would have been much harder for me to justify going commercial... justify it to myself, that is. I just watched what was happening here, how people used this,

and it just seemed that it was like a big video game.

- Did you read Michael Moore's posting? (Moore was the original author of the chess server code - TK.)

Daroocha: I know who he is. No. I didn't read his post.

- Well, he accuses you (so to speak) of hijacking his code.

Daroocha: I didn't read the discussion on `rec.games.chess`.

- You didn't?

Daroocha: I would probably feel compelled to respond and get involved in a draining and fruitless discussion.

- Moore said he wrote the code originally and you improved it.

Daroocha: Ok. Well, first let me tell you about the code I started with. It didn't even say who wrote it. No copyright notices either. Just raw code.

- But he wrote it?

Daroocha: I don't know first-hand who wrote it.

- He wrote it, it seems nobody contests that.

Daroocha: It has been claimed that Moore and Nash wrote it. That's the first point. The 2nd point is this: it was a total mess. Chock full of bugs and terribly disorganized. So much so that he wanted nothing to do with it. The 3rd thing is that none of it is left in the current server.

- Then how can FICS look so much like ICC?

Daroocha: Hehehe. Well, that's a funny story. When Nash wrote FICS, he could have started with the code that I started with to build this. But that code was so bad, he just trashed it and started from scratch. That's how useless it was. He just copied all our basic features, so people would be familiar with it. You can ask him that.

- He copied ICC?

Daroocha: Of course. Not the code, but the features and the style. Like command abbreviation, style 12, the who display. Probably a lot of other things... I haven't been following them closely.

- So the statement: 'Moore wrote it and Sleator improved it' is not correct?

Daroocha: None of the original code is there. 'Moore wrote it and Sleator improved it' is too weak, if you ask me. The amount of new stuff I added dwarfs the original code, and there is no original code left. It did evolve from his, yes. But by now it's all different.

- Do you feel you owe Moore?

Daroocha: There's two different things here. One is if there's a legal basis for the claim that I owe him something. The other is a moral one. On the legal front, clearly I owe him nothing. And given that (1) the amount of work I put in dwarfs anything he did and (2) I rewrote it all and (3) the code was so ugly, I don't owe anything on a "moral" front beyond an acknowledgement. It's like he built a shack out of cardboard, and abandoned it. I discovered this rotting shack, and spent 2 years gradually turning it into a nice brick house. When I try to sell the house he shows up from nowhere, and says that it's his house and I can't sell it. So I feel that there are not even any moral issues to worry about.

- FICS seems to count on becoming at least as good as ICC, and for free. Are you afraid of them?

Daroocha: I have never had any illusions that the software I wrote cannot be reproduced by competent programmers. Will they do it? I don't know. It's interesting to note the level of detail which they have begun to copy the look and feel of my ICC. I'll accept that as a complement.

- There were posts saying you'd have to remunerate all the people who helped make ICS/ICC into what it is now.

Daroocha: Yes, many people have helped in the development of the ICS. They created interface programs, put in many hours as admins, wrote automatic tournament directors. I and all the other users of the ICC owe a great deal to them. Free memberships in the ICC have been offered to all those who have made such significant contributions.

- \$ 50 a year doesn't seem much for that.

Daroocha: An analogy here would be to a textbook. Almost every textbook has benefitted from the comments by those using preliminary versions of it. Usually the author acknowledges their contribution in the book, and perhaps

gives them a free copy, but does not share the royalties with them. Another fact is that all of these efforts were purely voluntary. I never requested anything from anybody who did not know the commercialization plans. About six months ago, when it became clear that we were going commercial, I immediately moved the server off of the educational site where we were running it, because it was not appropriate to accept that help after it was decided that we were going to launch a commercial venture. All the administrators have known about the commercialization plans for many months.

And now from Micheal Moore...

A more personal recount of my views on ICS. Some of this may offend some readers. It is also long. I apologize for both... this is just my view of this situation and my attempt to drive home once again \*my\* position -- which seems to get mangled into something unrecognizable as these debates progress further and further into outright flame wars. This is \*not\* a FAQ, or unbiased, or necessarily even entirely true -- it's just my point of view.

First, please be wary of distorting the facts. I don't like being attributed to saying things I didn't say -- or inferences that suggest I feel one way when in fact I do not at all.

For example, it has been said that I claimed Daniel Sleator had hijacked my code. I never personally felt this way, I simply feel he violated the spirit in which the project was begun. But certainly he did not "steal" my code.. it was public domain stuff... and I would be a fool to say he stole it... I would also be foolish to claim my code was solid -- I've never claimed that, as \*anyone\* should know who has read my posts to this newsgroup over the past two years.

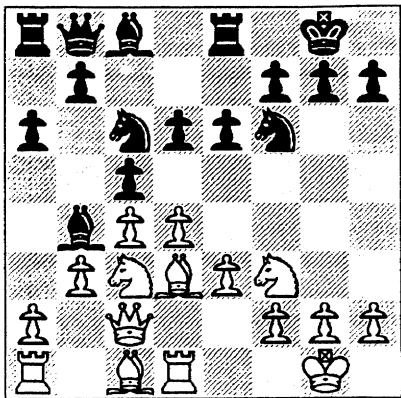
Further, I do not want compensation for ICS ... this seemed to be somewhat inferred in the interview I read --

(Cont'd on pg. 17)

## The Finishing Touch

by Ruben Reyes

This is from F. Inumerable (2245) - H. Wachtel (2225); 1994-95 playoffs after 11...a6 12.Nc3.



Not much going here, it seems.

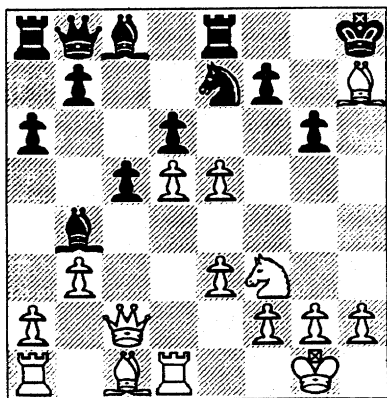
But when Black now played 12...e5 it triggers a series of little skirmishes leading to White's pursuit of Black's King with pieces coming from a wide front.

A fine example of superb finishing touch.

**13.Nd5**

Threat: 14.Nxf6+ and 15.Bxh7+

**13...Nxd5 14.cxd5 Ne7 15. Bxh7+ Kh8 16.dxe5 g6**



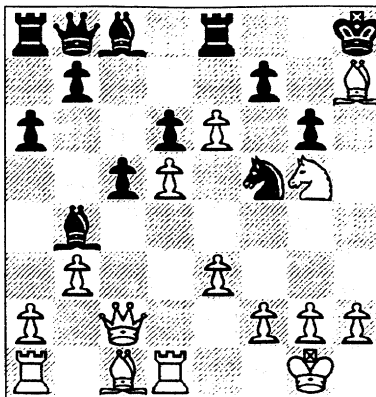
Black seems to have compensation for the pawn lost as White's Bishop appears to have been stranded.

However, this has been accomplished at the expense of leaving Black vulnerable on the long diagonal a1-h8.

**17.Ng5 Nf5**

Closing the door to the long diagonal with 17...dxe5 looks like a good alternative. Only problem with it is that White gets in 18.d6 followed by 19.d7.

**18.e6**



White doesn't waste any time clearing the long diagonal for the Bishop. The threat: 19.Bb2+ Ng7 20.exf7 Rf8 21.Qxg6, winning

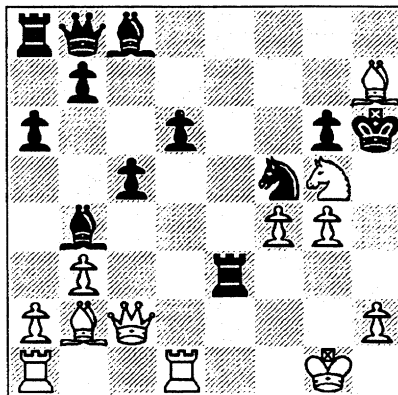
**18....fxe6 19.dxe6 Kg7**

This seems forced in the face of White's threat of 20.Bb2 mate.

**20.Bb2+ Kh6 21.f4 Rxe6 22.g4**

Evicting Black's last active piece which provides protection to the beleaguered monarch at h6.

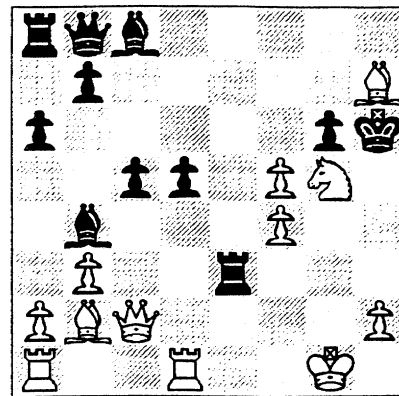
**22...Rxe3**



Opting to obtain some kind of counterplay instead of trying to save the Knight. If 22...Nxe3 then 23.Qf2 threatening 24.Qh4 mate may be too much to handle for Black.

**23.gxf5 d5**

See diagram next column

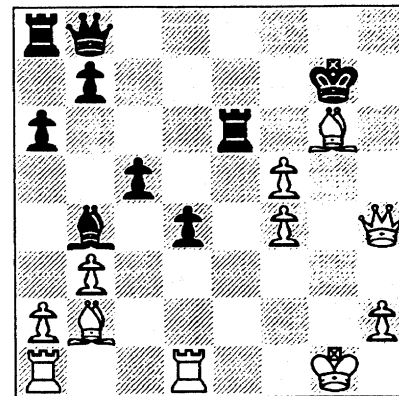


**24.Qf2 d4**

Resourcefully done. By closing the long diagonal, Black has given the King breathing room.

But White has enough pieces with which to catch the Black King.

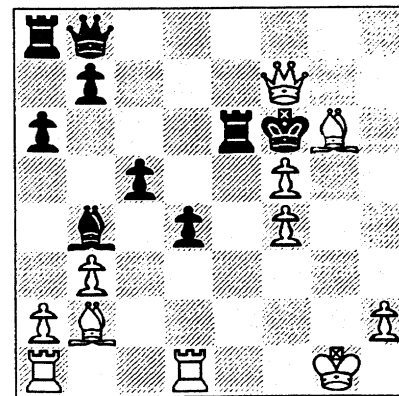
**25. Qh4+ Kg7 26. Bxg6 Be6 27. Nxe6+ Rxe6**



Stops 27...Kg8 29.Qh7 mate.

**28.Qh7+ Kf6 29.Qf7 mate**

**Final Position**



And to think that all these things came about simply because of Black's 12th move with a pawn.

## SELECTED GAMES

I found the first game while running a search through my database at home. To be honest, the thing has almost made me its servant instead of the other way around. As I get ready to break the 300,000 game mark it takes nearly a whole weekend just to update the main file! Anyway, I now find games I never knew existed when running some of the simplest of searches. Imagine my surprise to find the following game! Is black really Jim Warren of the AT&T Chargers?

Fischer, Robert J - Warren, J  
Cicero simul, 1964 [B88]

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4  
4.Nxd4 Nf6 5.Nc3 d6 6.Bc4 e6  
7.Bb3 Be7 8.Be3 0-0 9.0-0 Bd7  
10.f4 Nxd4 11.Bxd4 Bc6  
12.Qe2 b5 13.Nxb5 Bxb5  
14.Qxb5 Nxe4 15.f5 Bf6  
16.Qd3 Bxd4+ 17.Qxd4 d5  
18.c4 dxc4 19.Qxe4 cxb3  
20.fxe6 Qb6+ 21.Kh1 fxe6  
22.axb3 Qxb3 23.h3 Qxb2  
24.Qxe6+ Kh8 25.Qe7 Rxf1+  
26.Rxf1 h6 27.Rf3+ Rxf8  
28.Qxf8+ Kh7 29.Qf5+ Kg8  
30.Qc8+ Kh7 31.Qf5+ g6  
32.Qa5 Qb6 33.Qa2 Qb7  
34.Qa1 Qc7 1/2-1/2

I'm impressed!

## SUBMITTED CICL GAMES

And now some games from our own CICL players. Outstanding work Duane and Asher!

## Submitted for best annotation

E. Suarez - D. Satterlee  
Argonne Kts. - CASE,  
10-25-95  
Nimzo-Indian Defense [E41]

Notes by Duane Satterlee

1.d4

Suarez told me after the game that his strategy is to lay back, play carefully and wait for his opponent to make a mistake.

1... Nf6  
2.c4 e6  
3.Nc3 Bb4  
4.Nf3 c5  
5.Bd2

This is very conservative play. Bg5 would be more aggressive. (This would transpose to a Leningrad variation - Ed.)

5... d6  
6.e3 Nc6  
7.Be2

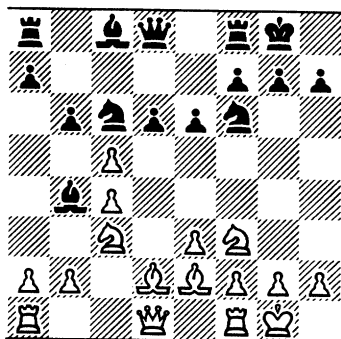
An overly cautious and weak move. Bd3 is stronger.

7... b6

Enabling me to play ...Ba6 and ...Na5, or just ...Bb7.

8.0-0 0-0  
White has one more piece developed, but not aggressively, having neither Bishop aggressively posted. Black has the tough Huebner defense formation going well.

9.dxc5?



I have not seen this capture in any recent master games. It gives Black two choices: 9...dc, with at least equality, or 9...bc with a central pawn majority and a semi-open b-file to operate on. (This type of move was popular in the mid- to late-60's in GM play. Nowadays, it is more common for black to initiate the exchange and reduce white's control of the center. In that case the position often equalizes. But here... -Ed.)

9... bxc5  
10.Qc2 Bb7

Black chooses a future attack on Nf3 instead of pressuring the c4 pawn.

11.Rad1

Probably White sees d6 as a Black weakness.

11... Qe7  
12.Nb5?

A questionable attack. White loses tempo.

12... a6

After thinking over the alternate line, White backs off.

13.Nc3

13.Nxd6 Qxd6 14.Bxb4 Nxb4  
15.Rxd6 Nxc2 16.a3 Black can sit on the position a while, or play ...Nxa3 with equal material or Play ... Nxe3 etc, where White has an attackable Q-side majority, and an isolated e-pawn.

13... Rfd8  
14.a3 Ba5  
15.Na2 Rab8  
16.Bxa5 Nxa5  
17.Nc3 Bxf3!

This move disrupts White's Kingside pawns or wins the pawn on c4. White debated the issue a couple of minutes.

**18.gxf3 Rb3**

Occupying the hole with pressure on b2. This backward pawn becomes the key to Black's theme of placing pressure on White to deter his attacking threats and gain mobility & space for Black, then winning material and positional advantage.

**19.Qd2**

This does nothing to improve the White position. In fact, it facilitates the advance of Black's d-pawn.

**19... Ne8**  
**20.Ne4 Qc7!**  
**21.Kh1 Qb6!**  
**22.Rb1 d5**

If White captures with 23.cd, Black recaptures with ...Rxd5 and some control of the d-file.

**23.Rfd1**

White can't take the d5 pawn because of ...Rxd5 chasing the Queen, then ...RxR & ... Nxc4 or Rxb2. This situation begins to use up much of White's clock. Meanwhile, Black gains space.

**23... h6**  
**24.Ng3 d4**

If 25.exd Rxd4 Black wins b2 after ...RxR.

**25.Qc2**

Again, exd doesn't look advisable, either.

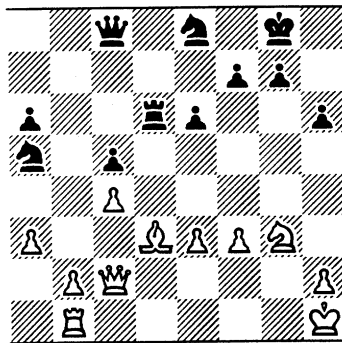
**25... Rd6**

But now ...dxe is possible, & then RxR NxR and Black has two knights trained on c4.

**26.Rd3**

White seeks to relieve pressure with an exchange. It didn't help much.

**26... Rxd3**  
**27.Bxd3 dxe3**  
**28.fxe3 Qd8**



Now Black begins a series of manouvers to work for positional advantage & win a Pawn or Two. Also there are potential attacks on the King. First, a threat on the Bishop:

**29.Rd1 Qf6**

Threat #2: A pawn capture @f3 w. check.

**30.Qe2 Rb6**

Now a threat on b2.

**31.Rd2 Nd6**

Planning Nb3, attacking the Rook, then possibly, ...Na1. Also a sack on c4, followed by Qxf3+! ie., ... Nxc4, BxN NxB, QxB Qxf3+, Kg1 Qxe3+, Rf2 Rxb2, etc.

**32.Ne4!**

A seemingly good forcing simplification. But see how

Black has the upper hand, more secure King, mobility, space advantage, and threats, while after the N trade, White's Bishop & Rook attack empty squares & the Q has limited scope.

**32... Nxe4**  
**33.Bxe4 Nb3**  
**34.Rd7 Rb8?**

An immediate ...g6 was simpler and more efficient. There is some time pressure on Black, and high time pressure on White.

**35.Qd1 g6**  
**36.Qg1 Kg7**  
**37.Qg2?**

Maintaining attacking pressure on g6 leaves two White pawns loose.

**37... Na5**

Yet another attack on b2, and also c4 for good measure!

**38.Rc7**

Since White can't defend both b2 and c4, he tries counter-attack.

**38... Rxb2**  
**39.Bc2**

White has run out of good moves that can be found in a few seconds.

**39... Nxc4**  
**40.Rxc5 Nxe3**  
**41.Qe2 Nxc2**

It's really over but for the cleanup.

**42.Rxc2 Rb1+**

Now Black has both a won pawn ending, and a dangerous attack.

43.Kg2 Qg5+  
44.Kh3

If 44.Kf2, then Qg1#!

44... Rg1

White's pieces just aren't in the right spot, due to earlier threats & positional errors. Black threatens Qh5#.

45.f4

White makes time control of 45/90.

45... Qf5+  
46.Kh4 Qxf4+  
47.Kh3 Qf5+  
0-1

White resigns in the face of 48.Kh4 f5+ 49.Kh5 Qg6#, or 49...Qh3#.

I wish to compliment Ed on his careful play that made this an interesting and instructive game. It illustrates as well as a master game, that you can't be too passive.

### SUBMITTED FOR BEST ENDGAME

Bronfeld - Mackie  
Exemplars - Motorola, 11-2-95  
Pirc Defence

Annotations by Asher Bronfeld

1.Nc3 g6  
2.e4

(If you're bold enough to play 1.Nc3 then you should follow-up with 2.h4!? in this position. It's a hyper-accelerated attack against the Pirc and it is devastating! -Ed.)

2... Bg7  
3.d4 d6

4.f4 Nf6  
5.Nf3 O-O

By transposition we have reached a classic 3-pawn attack in the Pirc Defence (Also called the Austrian Attack -Ed.)

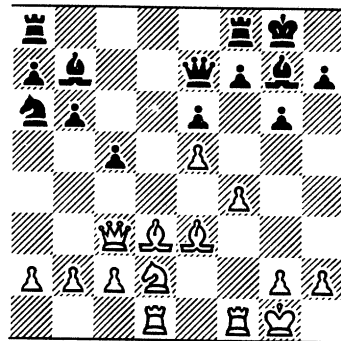
6.Bd3 e6

Standard for black is either c5 or even Bg5.

7.O-O c5  
8.dxc5 dxc5  
9.Be3 b6

Perhaps better for black is Qa5 - his queen placement will be a problem for him the rest of the game.

10.e5 Nd5  
11.Qd2 Nxc3  
12.Qxc3 Bb7  
13.Rad1 Qe7  
14.Nd2 Na6



This is the beginning of the key positional struggle in the game. The white knight is aiming for d6 and the black knight for d5!!!

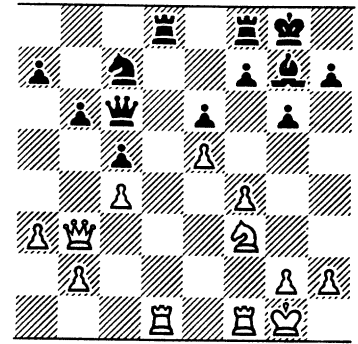
15.Be4 Nb4  
16.Bxb7 Qxb7  
17.Qb3 Qc6

This was necessary. If 17... Nd5 then 18.Bc5 exposing the pin on the queen.

18.c4

Denying that crucial black knight outpost.

18... Rad8  
19.Nf3 Na6  
20.a3 Nc7



21.Qc2

This serves two functions: frees up the b pawn to support c4 and trains the queen on the e4 square where it will support the white knight on its tour to d6!!!

21... a6  
22.Nd2 Rd7  
23.Ne4 Rfd8

Black is planning a trap for white which is slightly faulty.

24.Nd6

Finally.

24... Bf8!?

This is not as good as it looks. (I disagree, it's the follow-up that's bad. -Ed.)

25.Ne4 Rxd1?

(My question mark. 25. Bg7! when white will have to prove his advantage. -Ed.)

26.Nf6+! Kh8  
27.Rxd1 Rxd1  
28.Qxd1





10. g4 Nd7 11. Rg1 Ndc5 12. h4 c6 13. h5 cxd5 14. h6 Bh8 15. cxd5 Bd7 16. a4 b5 17. axb5 Nc7 18. b6 Nb5 19. Nxb5 Bxb5 20. Nd2 Rb8 21. Be3 Rxb6 22. Bxc5 dxc5 23. Rxa5 Bxe2 24. Kxe2 Rxb2 25. Qa1 Qb8 26. Rb1 Rxb1 27. Qxb1 Qd8 28. Rxc5 Qh4 29. Qg1 Qxh6 30. g5 Qh5+ 31. f3 h6 32. d6 Rd8 33. Nc4 hxg5 34. Rc7 Bf6 35. d7 Qh3 36. Nb6 Kg7 37. Rc8 Qe6 38. Qc5 g4 39. Rc6 Qa2+ 40. Qc2 gxf3+ 41. Kxf3 Qa1 42. Qc1 Qd4 43. Qe3 Qd1+ 44. Qe2 Qh1+ 45. Qg2 Qa1 46. Qf2 Bg5 47. Rc8 Qh1+ 48. Ke2 Qxe4+ 49. Kf1 Qd3+ 50. Kg2 Be3 0-1

Polgar, J - Piket  
Match (2)  
Aruba 1995

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O 9. d3 Na5 10. Bc2 c5 11. Nbd2 Nc6 12. Nf1 Re8 13. Ng3 h6 14. h3 Be6 15. d4 cxd4 16. cxd4 exd4 17. Ne2 Nb4 18. Bb1 d3 19. Ned4 Bf8 20. a3 Nc2 21. Nxc2 dxc2 22. Bxc2 Bc8 23. Nd4 Bb7 24. f3 g6 25. a4 b4 26. Qd2 Qc7 27. Qxb4 d5 28. Qc3 Qxc3 29. bxc3 dxe4 30. Rb1 Bd5 31. Kf2 Rac8 32. Bd2 Kg7 33. Bb3 Ra8 34. Re2 Bd6 35. Ba2 Nh5 36. Rb6 Bg3+ 37. Kg1 Nf4 38. Re3 Nd3 39. Kf1 Nc5 40. Re2 a5 41. Rb5 Nxa4 1/2-1/2

Piket - Polgar, J  
Match (3)  
Aruba 1995

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. O-O Nc6 8. d5 Ne7 9. b4 Nh5 10. Re1 f5 11. Ng5 Nf6 12. f3 Kh8 13. Be3 Neg8 14. c5 Bh6 15. exf5 gxf5 16. f4 Ng4 17. Bxg4 f4 18. Nce4 Bf5 19. fxe5 dxe5 20. Ne6 Bxe3+ 21.

Rxe3 Bxe6 22. dxe6 Qd4 23. Qe1 Rad8 24. Ng5 Rd5 25. e7 Rc8 26. Ne6 Qb2 27. Re2 1-0

Polgar, J - Piket  
Match (4)  
Aruba 1995

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Nxd4 Nf6 5. Nxc6 bxc6 6. e5 Qe7 7. Qe2 Nd5 8. c4 Nb6 9. Nc3 Qe6 10. Qe4 Bb4 11. Bd2 a5 12. f4 d5 13. exd6 cxd6 14. O-O-O Qxe4 15. Nxe4 d5 16. cxd5 cxd5 17. Bxb4 axb4 18. Nd6+ Ke7 19. Nxc8+ Rhxc8+ 20. Kb1 Ra5 21. Rd4 b3 22. a3 Ra4 23. Rd3 Re4 24. Rxb3 Re1+ 25. Ka2 Nc4 26. g3 Nd2 27. Rb7+ Kd6 28. Rd7+ Kxd7 29. Bb5+ Kd6 30. Rxe1 Nf3 31. Rd1 Nxe2 32. Be2 Rc2 33. Bd3 Rg2 34. a4 Rxe3 35. a5 Re3 36. b4 Ng4 37. Bf1 Re4 38. Rb1 Ne3 39. Bd3 Rxf4 40. Kb3 Nc4 41. Bxc4 dxc4+ 42. Ka4 Kc6 43. b5+ Kc5 44. b6 c3+ 45. Ka3 Rf3 46. Kb3 Kc6 47. Kc2 1-0

Polgar, J - Piket  
Match (6)  
Aruba 1995

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Nxd4 Nf6 5. Nxc6 bxc6 6. e5 Qe7 7. Qe2 Nd5 8. c4 Ba6 9. Nd2 Nb4 10. Nf3 c5 11. a3 Nc6 12. Bd2 d5 13. exd6 Qxe2+ 14. Bxe2 Bxd6 15. b4 Bb7 16. Rb1 O-O-O 17. O-O Rhe8 18. Rfe1 f6 19. Bc3 Kb8 20. Kf1 cxb4 21. axb4 Be5 22. Nxe5 Nxe5 23. Rbd1 Ng6 24. Bd2 a6 25. f3 Nh4 26. Kf2 Bc6 27. Bc3 Rxd1 28. Bxd1 Rxe1 29. Bxe1 Bd7 30. g4 f5 31. Bc3 g5 32. Bf6 Ng6 33. Ke3 f4 34. f4 g4 c5 35. bxc5 a5 36. Kd4 Nf4 37. Ke5 Kc7 38. Bxg5 Nd3+ 39. Kd4 Nf2 40. Bf4+ Kc8 41. Bc2 Bxg4 42. Bxh7 a4 43. Kc3 Be6 44. Kb4 a3 45. Kxa3 Bxc4 46. c6 Bd3 47. Bxd3 Nxd3 48. Bd6

Nf2 49. h4 Ne4 50. Be5 Nd2 51. Kb4 1-0

Piket - Polgar, J  
Match (7)  
Aruba 1995

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nbd7 7. Nh3 c5 8. d5 Ne5 9. Nf2 e6 10. Be2 exd5 11. cxd5 a6 12. a4 Qb6 13. a5 Qc7 14. O-O b5 15. axb6 Qxb6 16. Qd2 Ne8 17. f4 Nd7 18. g4 Rb8 19. Ra2 Nc7 20. g5 Nb5 21. Nxb5 axb5 22. h4 Re8 23. h5 b4 24. hxg6 hxg6 25. b3 Bc3 26. Qc2 Nf8 27. Kg2 Rb7 28. Rh1 Rbe7 29. Qd3 Nh7 30. Bf3 f5 31. Rh6 Nf8 32. e5 dxe5 33. Qc4 e4 34. Bxc5 exf3+ 35. Kg3 Qd8 36. Ra8 Re4 37. Nxe4 Rxe4 38. Qa6 Be1+ 39. Kh3 f2 40. Rxe6+ 0-1

TRAPPED IN THE (INTER)NET  
(Cont'd from page 11)

perhaps it was referring to others instead of me ... but I personally don't want a dime of the money being generated by ICC right now...

However, I firmly believe Daniel Sleator is the last person who should be running the chess server, purely on personal morals. I see him as a power-hungry individual who has corrupted what should have been one of the most exciting developments in chess in a long while. He has used his personal quest for money / glory / attention / whatever to take ICS from a free server to a pay service for the chess elite.

Now of course I am oversimplifying this, but all contact I have had with him has resulted in a negative impression. His locking of the ICS code after he got it was a clear sign of his intentions. The man never reads rec.games.chess to respond to accusations in public, but he seems to have no qualms about the periodic ICC up-coming-events postings. And he would \*never\* have volunteered the time he did had he not already had a loyal base of chess players using my server every day.

There is a very large difference between what I did and what Daniel Sleator did. He took an existing service, with a large

following, and evolved it into something he could claim as strictly his own -- in order to keep the competition from developing. It is true he was the only one running the original ICS for a while - but no one really suspected he would end up monopolizing it. All the other potential server admins didn't want to split up the player base by starting another server.

Once Daniel Sleator rewrote the code and could claim it as his own, the nail was already in the coffin lid for the old ICS. The code he began with was no longer comparable to the code he now had. It would require a substantial amount of effort to bring the code he began with up to the level of the code as he had developed it, and no one was going to do that when the server was free, run competently, and seemed to be doing well.

Mr. Sleator, I believe, was fully aware of this effect when he began the project. He knew he could lock down the player base, and that would allow him to go commercial, if he played his cards right.

And when you have hundreds of people using your software, it is a good deal easier and a LOT more rewarding to write code to improve it. When you have hundreds of people requesting a feature, you have a lot of incentive to do it... whereas when starting from the ground up, you have to believe in the final result -- you have to put in a \*lot\* of initial effort with no immediate feedback or reward.

Yes, my initial code was buggy... and yes it wasn't all that well written -- but I was the one who had to do it because people like Daniel Sleator would never do it unless they could see, right in front of their nose, the benefits -- the dormant potential. Of course, when he has a running chess server and a lot of people using it, it is easy for him to motivate his work on the server... because he can see the profit potential right in front of his nose.

So I feel Daniel Sleator violated the spirit of ICS -- he took something developed out of goodwill and built upon it to construct a profit-making enterprise. Regardless of how buggy the code was, there were plenty of users putting up with the bugs because they felt the overall benefit of playing chess with others on the internet was worth some annoyance -- and the bugs were going away one by one as the code was refined.

And yes it is true, the old ICS code is better begun from scratch -- the code is not well-written and there are some rather bad paradigms used. But that doesn't change what the code did... ICS was in some sense a movement -- and without the initial work it is doubtful that a chess server would be found even to this day. Certainly, the potential for one had existed for years before I coded the first server... and no one had acted on it. And this initial work which was done... was \*expressly\* done out of goodwill. Profit wasn't a word ever associated with the early ICS, and it was always reliant on the good will of system administrators and software programmers to carry it onward. And once the movement got started one found there was lots of help -- everyone could see this was a good idea ... and ICS never lacked for a home. New interfaces were written out of generosity and the desire to contribute to the chess community. And not a one of them ever did it so that Professor Sleator could commercialize it.

Why didn't I copyright the code? Well, in part because I was ignorant... a young student with almost no experience in distributing software -- and it was also oversight -- I just didn't get around to writing the damn thing and I didn't think it would ever develop into what it has. Richard Nash should have taken me aside and explained the potential for danger -- but I guess he thought I knew more than I did. I didn't expect that someone would come along and lock down the server -- localizing development and cutting off the public from the improvements. But that is exactly how it happened.

And understand the conditions of the initial chess server: I coded that as a student, working 30 hours a week and taking a full load of classes. The solid three weeks I devoted to the chess server strained my classes and work to the limit -- and eventually I was forced to give up the code... not because I did not want it -- I loved it -- but because I could not continue to support it and continue on with my life -- it required too much work and I was far too loaded down as it was. So I gave it up to the various individuals present at that time who had facilities which could run the chess server. After all, I had gotten the ball rolling and I felt I had proved that a chess server was a good and valuable service. It would continue onward.

Sleator did a lot for the code -- but anyone else would have done basically the same... it might have taken a bit longer, but that is how things are more

or less done on the internet... people improve on things because they know a lot of people will benefit from the work and they will be appreciated for their efforts. The difference is that Sleator did it to further his own ends ... and not out of any good-will toward the users. He ensured no one could run a chess server that he didn't want to without going through a lot of effort (ask anyone at FICS how much effort is required to write a reliable chess server -- it isn't that the software techniques are so advanced -- it is simply that there is a lot of coding involved and a lot of places where things can go wrong if you aren't careful).

So those of you who feel you owe Sleator -- perhaps you might re-consider. He did provide you a chess server which you have enjoyed now for over two years... and you certainly benefited from his efforts. But you don't \*owe\* him for it because he didn't do it for you. Just as he says he does not owe the client writers because he didn't ask them to do it -- they volunteered, so too do you not owe him either. He did it for himself.

And you don't owe me either. I received my reward a long time ago when you all began using my chess server and helping me make it better. The steadfast forbearance of the bugs in the code -- the constant encouragement I received, the constant influx of ideas and code -- all were more than adequate compensation for my efforts. That is the kind of reward people should seek from the internet chess server -- not money and not recognition -- just the knowledge that you are making people's lives a little more exiting -- a little more fun. If that isn't reward enough for you, then you should do something else. Otherwise, you debase something that, in my opinion, is of noble purpose and design. There is nothing noble about money.

Please support the free internet chess server (FICS). It is true to the original spirit of ICS -- the spirit of generosity that made all of this possible to begin with.

Sincerely,  
Michael Moore, May 1995

Why would anyone play on ICC, even without the (blatant) ethical entanglements? Upon asking the question on usenet, I got answers along the following lines: (my comments are underneath them..)

\* The server has a more professional and sportsmanlike atmosphere than the FICS.

Odd. "Professional"? Does that mean "serious" (actually, that's another adjective I've seen used). I think the FICS is certainly sportsmanlike; I haven't encountered a poor sport yet. Serious...that's a matter of opinion and preference.

\* The server offers GM analysis.

Great. I can have a GM analyze my game. Of course, I can do it myself and my computer can do it too, not to mention rec.games.chess.analysis. I don't think I'll get more out of a GM's opinion than out of that of a 2000+, and there are a lot of those floating around usenet..

\* The server offers GM games.

Ok..I can watch GMs play. I assume "serious players" (see first point) subscribe to Chess Life; do they read it? The FICS just announced some GM features etc. Not to the extent of the ICC, but they have started a "Play the Master" event..

\* The server offers tournaments.

I suspect that FICS offers this. Can anyone verify this?

\* The server offers timestamp.

Do "help timeseal" on FICS.

\* The server offers match relays.

I can read Chess Life, and I think FICS may be working on this too.

\* You're a vindictive idiot.

This wasn't addressed to me, but I should mention that the people who hammer the issue to death on usenet aren't valid barometers of the attitude of FICS players.

So what's the real inside scoop? Well, in my opinion, the ICC is not all it's cracked up to be. If you're a real die-hard and you need someone to play speed chess with in the middle of the night then this is the place to be. BUT playing speed chess over the internet gets boring real quick so I most definitely can not give it my recommendation. Occasionally the ICC does offer

something to make it attractive. For instance live coverage of the Kasparov - Anand match with GM and IM analysis and commentary. For this alone I was willing to invest in a six month subscription. For me the ICC is a chance to hear the super GM's comment and to get the games as they happen. Since the championship though I have had nothing to do with this service and so from that viewpoint my subscription is wasted, but I got what I wanted at the time.

The next internet column will get to a subject that I think makes the internet a truly marvelous invention, and that is where and how to get information. I maintain a huge database that keeps on growing and growing and the internet is a regular shopping mall of chess-related items. Best of all the price is right - FREE! More next month.

### THE FINAL WORD

As you've probably noticed my desperate plea for games has been answered by a few kind souls and I thank them whole-heartedly. On the other hand, do not think that I am now swamped with games. Oh contraire! All submissions recieved are before you in this issue, so the well remains dry. Also, if you were keen of eye, you will have noticed that my request to some of the top players in the league has not been answered. In fact I actually tried putting pressure on a couple by going through their team captains. Believe it or not I was actually told by one fella that he no longer had a copy of his game scoresheet. Give me a break! I still have the scoresheets from when I was in high school and I'm supposed to believe master level players in our league throw their scoresheets away as soon as play ends? Pretty hard to swallow I must say, but fine. . . Maybe their play is not as good as I had supposed. Let the brave when all the awards for outstanding play. They deserve it. And this leads us to the next topic - Best Game Awards.

The categories for this year's best game awards are:

**Best Upset** (the underdog wins)

**Best Endgame** (demonstrated technical expertise)

**Best Salvage** (hanging on from an apparently lost position)

**Best Attack** (going after the king, typically with a sacrifice)

**Best Annotation** (your notes to a CIGL game)

**Best Overall Game** (solid play from beginning to end)

**Editor's Choice Award** (which may or may not be one of the above games)

There must be at least three candidate games in a category for that award to be presented. Games can be submitted either specifically for an award or for general submission to the bulletin, by either player or a third party. The Editor's Choice Award is not a submittable category, any game sent for submission to the bulletin is automatically in consideration. It is my contention to present this award for the most impressive game of the season, regardless of category, technical correctness, or any other definable category. Impressive to be based on the Editor's perception at award's time.

As to my suggestion about requiring copies of scoresheets being sent with the match results, I have yet to hear any negative feedback. I have had a couple positive responses and one concern about carbons or such. In the course of researching a rules technicality to help resolve a disputed result in a match I ran across the following in **USCF's Official Rules of Chess, 4th Edition**:

**"15L. Ownership of scoresheets.** The scoresheets of all games played in a tournament are the property of the sponsoring organization(s). If the organizer requires that a copy of each game score be submitted by the players, duplicate sheets must be provided, and players who fail to submit score sheets may be penalized."

So that's what the rule book has to say. In addition to the benefit the entire league will receive by way of a better bulletin, there is also the benefit derived when a dispute occurs. As an experienced TD, I am sometimes consulted concerning interpreting the rules to solve the disputes that arise in the CICL. Let me tell you, there is nothing harder to rule on than a situation that you are not physically present, at least with a scoresheet (in some cases) you have some kind of idea as to what was happening. I request your input as I beginning to campaign for this issue. At the latest I expect to have something ready as a proposal for the next league business meeting.

What do you think of the new fonts I'm using to make diagrams with? Don't be shy - I hate them. But the Object Editor that makes the diagrams is fantastic and speeds up the process tremendously. I am planning on purchasing new fonts on my own that this OE can use and the result should be on par with the best books and magazines. So bear with this issue, help is on the way.

Until next month. . .

Tim Williams,  
Bulletin Editor

## NEAR WEST DIVISION 10-29-1995

TEAM NAME	W L D	GAME POINTS	MATCH POINTS	PCT
CASE	2 0 1	11.5	2.5	0.833
AT&T CHARGERS	2 1 1	11.0	2.5	0.625
MIDCON CORP	1 1 0	8.0	1.0	0.500
ARGONNE KNIGHTS	1 1 0	7.5	1.0	0.500
PAWNS	0 3 0	4.0	0.0	0.000

## FAR WEST DIVISION 10-29-1995

TEAM NAME	W L D	GAME POINTS	MATCH POINTS	PCT
ARGONNE ROOKS	2 0 0	8.5	2.0	1.000
AT&T DRAGONS	1 0 1	9.0	1.5	0.750
AT&T ROYALS	1 0 1	6.0	1.5	0.750
AT&T TYROS	1 2 0	9.5	1.0	0.333
FERMILAB	0 0 2	6.0	1.0	0.500
WHEATON COLLEGE	0 3 0	2.0	0.0	0.000

## NORTH DIVISION 10-29-1995

TEAM NAME	W L D	GAME POINTS	MATCH POINTS	PCT
MOTOROLA	2 0 0	8.5	2.0	1.000
NORTHROP CORP.	1 0 1	6.5	1.5	0.750
SEARS	1 0 0	5.0	1.0	1.000
EXEMPLARS	0 1 1	4.0	0.5	0.250
UOP PROCESS DIV.	0 2 0	4.5	0.0	0.000
KEMPER INSURANCE	0 1 0	1.5	0.0	0.000

## EAST DIVISION 10-29-1995

TEAM NAME	W L D	GAME POINTS	MATCH POINTS	PCT
BANK AMERICA IL	0 0 0	0.0	0.0	0.000
CTA	0 0 0	0.0	0.0	0.000
CHI POST OFFICE	0 0 0	0.0	0.0	0.000
CHI MERC. EXCH.	0 0 0	0.0	0.0	0.000
CHI RES. & TRDG.	0 0 0	0.0	0.0	0.000
AMOCO CORP.	0 0 0	0.0	0.0	0.000
ALUMNI CENTRAL	0 0 0	0.0	0.0	0.000

## CICL REPORTED MATCH RESULTS

22-SEP-95 CASE 3 COOK CO. CORR. 0

## ROUND 1

BD	RATINGS SCORE			RATINGS SCORE		
1 WILLIAMS,T	1971	0	1	ROJO,V	0 0	0
2 WHITE,H	1640	0	1	JACKSON,S	0 0	0
3 KANAS,W	1330	0	1	JOHNSON,W	0 0	0
4 HALLMAN,W	1188	0	0	SATTERLEE,D	1659 0	1 (JCASE)
5 REID,C	1433	0	1	KLINEFELTER,H	1545 0	0 (JCASE)
6 JACKLIN,E	1267	0	0	CARTER,D	1059 0	1 (JCASE)
7 KLINEFELTER,H	1545	0	0	REID,C	1433 0	1 (JCASE)

03-OCT-95 CASE 4.5 PAWNS 1.5

## ROUND 3

BD	RATINGS SCORE			RATINGS SCORE		
1 WILLIAMS,T	1971	18	1	ELLICE,W	1899-18	0
2 KALE,S	1836	8	1	O'DELL,DW	1573 -8	0
3 SATTERLEE,D	1659-26		0	MIKULECKY,B	1326 39	1
4 WHITE,H	1640	3	1	DZURICKO,G	1151 -3	0
5 JACKLIN,E	1267	-5	.5	NOTERMAN,T	1198 5	.5
6 MOTYCKA,R	1147	0	1F	MACBEAN,J	0 0	0F
7 KLINEFELTER,H	1545	0	1	REID,C	1433 0	0 (JCASE)
8 DIAZ,L	0 0		0	OLSON,C	0 0	1 (JCASE)
9 KANAS,W	1330	0	1	NOBLE,S	0 0	0 (JCASE)
10 OLSON,C	0 0		0	MOTYCKA,R	1147 0	1 (JCASE)

09-OCT-95 COOK CO. CORR. 2 CASE 3

## ROUND 2

BD	RATINGS SCORE			RATINGS SCORE		
1 HALL,A	0 0		0	WILLIAMS,T	1989 0	1
2 ROJO,V	0 0		0	WHITE,H	1643 0	1
3 JONES,MIGUEL	0 0		0	KLINEFELTER,H	1545 0	1
4 JACKSON,S	0 0		1	OLSON,C	0 0	0
5 BLUE,J	0 0		1	NOBLE,S	0 0	0
(JCASE) 6 REID,C	1433	0	1	SATTERLEE,D	1633 0	0
(JCASE) 7 JACKLIN,E	1262-30		0	MOTYCKA,R	1147 30	1

## 09-OCT-95 AT&amp;T CHARGERS

3.5 MIDCON CORP

2.5

## ROUND 3

BD	RATINGS SCORE			RATINGS SCORE		
1 WARREN,J	2111	9	1	CONNOR,P	2077-20	0
2 STAMM,V	1722	-5	0	EGERTON,J	1996	8
3 RADAVICIUS,E	1701-24		0	LORENZ,B	1445	37
4 DOBR,K	1523	-6	.5	ROSENBERG,B	1291	14
5 THOMAS,J	1465	7	1	LOGAN,H	1273-11	0
6 BRADY,R	1291	14	1	FLEET,R	1154-14	0
7 THOMAS,J	1472	0	1	FERGUSON,K	0	0

## 25-OCT-95 CASE

4

ARGONNE KNIGHTS

2

## ROUND 4

BD	RATINGS SCORE			RATINGS SCORE		
1 WILLIAMS,T	1989	12	.5	BENEDEK,R	2186	-8
2 KALE,S	1844-22		0	HILL,R	1849	22
3 SATTERLEE,D	1633	15	1	SUAREZ,E	1639-23	0
4 CURDAN,T	1730	14	1	BAURAC,D	1586	-9
5 KLINEFELTER,H	1545	0	.5	RONIN,D	0	0
6 REID,C	1433	0	1F	BURBA,K	1371	0
7 NOBLE,S	0	0	0	GALLAGHER,H	1300	0
8 KANAS,W	1330	9	1	MOTYCKA,R	1177-13	0 (JCASE)
9 JACKLIN,E	1232	0	0	OLSON,C	0	0

## 25-OCT-95 PAWNS

2

AT&amp;T CHARGERS

4

## ROUND 4

BD	RATINGS SCORE			RATINGS SCORE		
1 ELLICE,W	1881	-9	0	WARREN,J	2120	4
2 O'DELL,DW	1565	8	.5	RADAVICIUS,E	1677	-5
3 MIKULECKY,B	1365	10	.5	DOBR,K	1517	-4
4 HARD,R	0	0	0	THOMAS,J	1472	0
5 COLBERT,W	0	0	0	BRADY,R	1305	0
6 MACBEAN,J	0	0	1F		0	0

**05-OCT-95 AT&T DRAGONS 6 WHEATON COLLEGE 0**

**ROUND 1**

BD	RATINGS SCORE			RATINGS SCORE		
1 TEGEL,F	2167	8	1	UNDERWOOD,W	1980 -8	0
2 LUDWIG,T	2095	6	1	JOSEPHSON,D	1845 -9	0
3 DURKEE,D	1777	4	1	BOSTICK,T	1431 -5	0
4 EUSTACE,D	1577	0	1	ROBERTS,J	0 0	0
5 WARD,C	1542	0	1	HARRUFF,E	0 0	0
6 HICKS,C	1501	0	1	BROLLIER,B	0 0	0

**12-OCT-95 FERMILAB 3 AT&T ROYALS 3**

**ROUND 1**

BD	RATINGS SCORE			RATINGS SCORE		
1 KOZLOVSKY,M	2167-34	0	0	GUIO,J	1977 34	1
2 MOTTA,H	2039	-4	.5	PEHAS,A	1977 4	.5
3 SPIEGEL,L	1999	-3	.5	DOBROVOLNY,C	1926 5	.5
4 CARVALHO,W	1950	16	1	OGASAWARA,L	1852-11	0
5 GAINES,I	1776	16	1	ROSLEY,D	1808-25	0
6 CISKO,G	1621-13	0	0	BLACKMON,E	1783 13	1

**18-OCT-95 ARGONNE ROOKS 5 WHEATON COLLEGE 1**

**ROUND 2**

BD	RATINGS SCORE			RATINGS SCORE		
1 LEVINE,D	2400	0	1	BOSTICK,T	1426 0	0
2 SHEYNIN,S	2075	1	1	MAYNARD,J	1330 -1	0
3 GREEN,D	1774	0	1	LAKE,T	0 0	0
4 JASUNAS,J	1428	0	0	ENKE,E	0 0	1
5 SCHWAB,W	1481	0	1	BROLLIER,B	0 0	0
6 SEMONES,E	0 0		1	HELLER,T	0 0	0

**19-OCT-95 AT&T TYROS 2 AT&T ROYALS 3**

**ROUND 2**

BD	RATINGS SCORE			RATINGS SCORE		
1 STOLTZ,B	1976-20	0	0	STINSON,M	2008 20	1
2 BROZOVICH,J	1723	8	.5	DOBROVOLNY,C	1931-13	.5
3 SMITH,BR	1511	17	.5	OGASAWARA,L	1841-11	.5
4 THOMAS,G	1438	18	.5	ROSLEY,D	1783-18	.5
5 KARPIERZ,J	1179	17	.5	ANDERSON,CJ	1495-17	.5
6	0 0		0F		0 0	0F



**25-OCT-95 WHEATON COLLEGE 1 AT&T TYROS 5**

## ROUND 3

BD	RATINGS SCORE		RATINGS SCORE	
1 JOSEPHSON,D	1836-11	0	TAMEZ,I	2042 11 1
2 BOSTICK,T	1426 -4	0	BLAZIE,J	1830 4 1
3 MAYNARD,J	1329 -4	0	BROZOVICH,J	1731 3 1
4 ENKE,E	0 0	0	SMITH,BR	1528 0 1
5 HELLER,T	0 0	0	KARPIERZ,J	1196 0 1
6 BROLLIER,B	0 0	1	SCHWARTZ,M	1091 0 0

**26-OCT-95 AT&T DRAGONS 3 FERMILAB 3**

## ROUND 2

BD	RATINGS SCORE		RATINGS SCORE	
1 TEGEL,F	2175 13	1	KOZLOVSKY,M	2133-20 0
2 LUDWIG,T	2101 12	1	MOTTA,H	2035-18 0
3 DURKEE,D	1781 -7	0	SPIEGEL,L	1996 7 1
4 EUSTACE,D	1577 41	1	CARVALHO,W	1966-41 0
5 WARD,C	1542 -6	0	GAINES,I	1792 6 1
6 PHELPS,C	1244 -4	0	HARRIS,R	1644 4 1

**10-OCT-95 NORTHROP CORP. 3 EXEMPLARS 3**

## ROUND 2

BD	RATINGS SCORE		RATINGS SCORE	
1 JAKSTAS,K	2216-16	0	WONG,P	2196 16 1
2 GOLUMBOVSKI,P	2153-12	.5	SOLLANO,E	1956 12 .5
3 DIAZ,P	2058 18	1	SULLIVAN,J	1992-12 0
4 CAIRONE,B	1768 10	.5	FRISKE,T	1927-10 .5
5 VIGANTS,A	1559 -7	0	BRONFELD,A	1851 7 1
6 ALFONSO,E	0 0	1	WEITZ,R	1704 0 0
7 BABINEC,J	1416-11	0	BURIAN,D	1617 7 1
8 ELEK,G	1066 -2	0	SUERTH,F	1609 1 1
9 COSTELLO,W	0 0	0	BROTSOS,J	1533 0 1

18-OCT-95 UOP PROCESS DIV. 2 MOTOROLA 4

## ROUND 2

BD	RATINGS SCORE			RATINGS SCORE		
1 STEVANOVIC,M	2251-25	0	MORRIS,R	1987 37	1	
2 BUERGER,E	2098 3	.5	MELNIKOV,I	2159 -4	.5	
3 BOLDINGH,E	2054-22	0	WALLACH,C	2058 22	1	
4 SAJBEL,P	1780-12	0	MACKIE,A	1959 12	1	
5 MICKLICH,F	1640 11	.5	SAMELSON,C	1990-11	.5	
6 SAHLI,E	1698 37	1	CIESLEK,D	1975-37	0	
7 LIKHTEREV,M	1500-10	0	AUGSBURGER,L	1723 10	1	
8 VAN ZILE,C	1357 35	1	LESTER,M	1583-35	0	
(MTRLA) 9 MELNIKOV,N	0 0	0	GONCHAROFF,N	1787 0	1	

## CICL TOP TEN PLAYERS LISTS

As of 10-29-1995

RANK/NAME	TEAM	RATING	PREV. RANK
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## NEAR WEST DIVISION TOP TEN

1.BENEDEK,R	KNIGHT	2178D	1
2.WARREN,J	CHRGR	2124T	2
3.CONNOR,P	MDCON	2057	3
4.EGERTON,J	MDCON	2004	4
5.WILLIAMS,T	CASE	2001	6
6.KEISLER,J	KNIGHT	1992	5
7.ELLICE,W	PAWNS	1872	7
8.HILL,R	KNIGHT	1871	8
9.WHITED,W	MDCON	1829	10
10.KALE,S	CASE	1822	9

## FAR WEST DIVISION TOP TEN

1.LEVINE,D	ROOKS	2400	1
2.BEZZUBOV,V	FERMI	2338*	2
3.TEGEL,F	DRGNS	2188D	3
4.LUDWIG,T	DRGNS	2113C	6
5.KOZLOVSKY,M	FERMI	2113	4
6.BUCHNER,R	ROYLS	2106	5
7.BERRY,G	ROOKS	2083D	7
8.SHEYNIN,S	ROOKS	2076	8
9.TAMEZ,I	TYROS	2053	9
10.STINSON,M	ROYLS	2028	--

## NORTH DIVISION TOP TEN

1. REYES, R	SEARS	2350D	1
2. HASAN, Y	MTRLA	2230	3
3. STEVANOVIC, M	UOP	2226C	2
4. WONG, P	EXMPL	2212C	5
5. JAKSTAS, K	NORTH	2200C	4
6. MELNIKOV, I	MTRLA	2155	6
7. SIWEK, M	KEMPR	2146C	8
8. GOLUMBOVSKI	NORTH	2141	7
9. BUERGER, E	UOP	2101D	9
10. WALLACH, C	MTRLA	2080	10

## EAST DIVISION TOP TEN

1. INUMERABLE, F	PSTOF	2306	1
2. JASAITIS, A	CRT	2150C	2
3. HODINA, J	AMCRP	2137	3
4. CZERNIECKI, A	ALUMN	2121C	4
5. FRIESEMA, W	CRT	2097	5
6. COX, M	ALUMN	2028C	6
7. MAREMA, D	PSTOF	2006	7
8. SMILEY, R	AMCRP	2005	8
9. MARCOWKA, R	PSTOF	2004C	9
10. LEONG, D	ALUMN	2001	10

## CICL OVERALL TOP TEN

1. LEVINE, D	ROOKS	2400	1
2. REYES, R	SEARS	2350D	2
3. BEZZUBOV, V	FERMI	2338*	3
4. INUMERABLE, F	PSTOF	2306	4
5. HASAN, Y	MTRLA	2230	6
6. STEVANOVIC, M	UOP	2226C	5
7. WONG, P	EXMPL	2212C	8
8. JAKSTAS, K	NORTH	2200C	7
9. TEGEL, F	DRGNS	2188D	10
10. BENEDEK, R	KNGHT	2178D	9

## MOST IMPROVED PLAYERS

+pts

1. MIKULECKY, B	PAWNS	49	--
2. MORRIS, R	MTRLA	46	--
3. LORENZ, B	MDCON	44	--
4. EUSTACE, D	DRGNS	41	--
5. SAHLI, E	UOP	37	--
6. VAN ZILE, C	UOP	35	--
7. GUIO, J	ROYLS	34	--
8. VIGANTS, A	NORTH	24	1
9. HUGHES, N	KEMPR	24	4
10. KANAS, W	CASE	23	9

## RATING CODES:

? - UNRATED

# - 5 TO 9 RATED GAMES

\* - 10 TO 24 RATED GAMES

C - CENTURY CLUB MEMBER

D - DOUBLE CENTURION

T - TRIPLE CENTURION

Q - QUAD CENTURION

## OFFICIAL RATINGS AS OF 10-29-1995

Name	Team	W	L	D	Ratings
ABRAHAM,T	CTA	0	0	0	1574
ALFONSO,E	NORTH	2	0	0	0000?
ALLEN,H	PSTOF	0	0	0	1849
ANDERSON,CJ	ROYLS	1	0	1	1478
ANGELOS,S	COLUM	0	0	0	0000?
AQUENDE,A	KEMPR	0	0	0	0000?
ATKINSON,J	AMCRP	0	0	0	1758C
AUGSBURGER,L	MTRLA	1	1	0	1733
BABINEC,J	NORTH	0	1	0	1405#
BAKER,B	FLPRO	0	0	0	1042
BAKER,LR	MERC	0	0	0	1093*
BARGERSTOCK,D	CRT	0	0	0	1744
BARTUSIAK,P	MTRLA	0	0	0	0000?
BAURAC,D	KNGHT	0	1	1	1577C
BECK,P	MERC	0	0	0	0000?
BENEDEK,R	KNGHT	1	0	1	2178D
BERMAN,R	KEMPR	0	0	0	0000?
BERNARD,D	CRT	0	0	0	1296
BERRY,G	ROOKS	1	0	0	2083D
BEZZUBOV,V	FERMI	0	0	0	2338*
BHOJWANI,C	TYROS	0	0	0	1933
BLACKMON,E	ROYLS	1	0	0	1796
BLAZIE,J	TYROS	1	0	0	1834C
BLOOM,B	EXMPL	0	0	0	2034
BLUE,J	CCDOC	1	0	0	0000?
BOLDINGH,E	UOP	1	1	0	2032
BOSTICK,T	WHEAT	0	3	0	1422*
BRADY,R	CHRGR	2	2	0	1305
BRITT-WEBB,E	AMCRP	0	0	0	1265#
BROCKETT,M	SEARS	0	0	0	1801
BROLLIER,B	WHEAT	1	2	0	0000?
BRONFELD,A	EXMPL	1	0	0	1858
BROTSOS,J	EXMPL	1	0	0	1533D
BROZOVICH,J	TYROS	1	1	1	1734C
BUCHNER,R	ROYLS	0	0	0	2106
BUERGER,E	UOP	0	0	2	2101D
BURBA,K	KNGHT	0	0	0	1371C
BURDICK,S	COLUM	0	0	0	1569
BURIAN,D	EXMPL	1	1	0	1624C
BYRNES,R	CTA	0	0	0	0000?
CADE,M	UNILV	0	0	0	0000?
CAIRONE,B	NORTH	0	1	1	1778
CARDI,P	HULL	0	0	0	1240#
CARNAL,D	CRT	0	0	0	1207#
CARTER,L	PSTOF	0	0	0	1554
CARTER,O	CTA	0	0	0	0000?
CARVALHO,W	FERMI	1	1	0	1925
CATENA,J	MTRLA	0	0	0	0000?
CHAN,H	SEARS	0	0	0	1574
CHOUDRY,A	KEMPR	0	0	0	0000?
CHIESLEK,D	MTRLA	1	1	0	1938
CISKO,G	FERMI	0	1	0	1608
COLBERT,W	PAWNS	0	1	0	0000?
COLEMAN,O	CTA	0	0	0	0000?
CONNOR,P	MDCON	0	1	1	2057
COOPER,W	PSTOF	0	0	0	1678
COPELAND,P	WHEAT	0	0	0	1229?
COSTELLO,W	NORTH	0	1	0	0000?
COTE,J	MERC	0	0	0	1306
COX,M	ALUMN	0	0	0	2028C
CREWSE,L	EXMPL	0	0	0	2058
CROWE,R	ROYLS	0	0	0	1405*
CUMMUTA,P	KEMPR	0	0	0	1398
CURRAN,T	CASE	1	0	0	1744
CZERNIECKI,A	ALUMN	0	0	0	2121C
CZOSKE,M	ROYLS	0	0	0	0000?
DAVIDSON,M	ALUMN	0	0	0	1617
DECMAN,S	ROOKS	0	0	0	1638D
DELEON,J	CRT	0	0	0	1485#
DENG,J	CRT	0	0	0	1549
DIAZ,L	CASE	0	1	0	0000?
DIAZ,P	NORTH	1	1	0	2076
DOBR,K	CHRGR	0	2	2	1513T
DOBROVOLNY,C	ROYLS	0	0	2	1918
DORFF,M	SEARS	0	1	0	1511
DOTY,B	HULL	0	0	0	0000?
DUFRESNE,T	CASE	0	0	0	997*
DURKEE,D	DRGNS	1	1	0	1774C
DYCKOWSKI,R	CONBK	0	0	0	1565
DZEKHTSER,A	SEARS	0	0	0	1761*
DZURICKO,G	PAWNS	0	2	0	1148*
EGERTON,B	MDCON	1	0	0	0000?
EGERTON,J	MDCON	1	0	0	2004
ELEK,G	NORTH	1	1	0	1064
ELLICE,W	PAWNS	0	2	1	1872
ENKE,E	WHEAT	1	1	0	0000?
EUSTACE,D	DRGNS	2	0	0	1618
FABIJONAS,R	ALUMN	0	0	0	1841D
FAHRENHOLTZ,S	MTRLA	0	0	0	1785*
FELDMAN,A	FLPRO	0	0	0	1420C
FERGUSON,K	MDCON	0	1	0	0000?
FLEET,R	MDCON	0	1	0	1140#
FLOREY,J	SEARS	0	0	0	0000?
FRAATS,D	BKAMI	0	0	0	1857
FRANEK,M	ALUMN	0	0	0	1776C
FRANK,M	MERC	0	0	0	1726
FRIESEMA,W	CRT	0	0	0	2097
FRISKE,T	EXMPL	0	0	1	1917
GAINES,I	FERMI	2	0	0	1798C
GALKO,D	KEMPR	0	0	0	0000?
GALLAGHER,H	KNGHT	1	0	0	1300
GANSER,A	BKAMI	0	0	0	1266*
GEBELE,R	UOP	0	0	0	0000?
GIMPLE,R	WHEAT	0	0	0	0000?
GOLLA,R	SEARS	0	0	0	1982D
GOLUMBOVSKI,P	NORTH	0	0	2	2141
GONCHAROFF,N	MTRLA	1	1	0	1787Q
GORZ,E	RADIO	0	0	0	1289*

GREEN,D	ROOKS	2	0	0	1774C
GRIESMEYER,W	PSTOF	0	0	0	1317
GRYPARIS,J	MTRLA	0	0	0	1499
GUIO,J	ROYLS	1	0	0	2011
HAHNE,D	ROYLS	0	0	0	1586
HALL,A	CCDOC	0	1	0	0000?
HAMMOND,M	BKAMI	0	0	0	1426
HANSEN,B	MDCON	1	0	0	1313#
HARD,R	PAWNS	0	2	0	0000?
HARDIN,L	KEMPR	0	0	0	0000?
HARRIS,FF	CTA	0	0	0	1401#
HARRIS,R	FERMI	1	0	0	1648
HARRUFF,E	WHEAT	0	1	0	0000?
HASAN,Y	MTRLA	0	0	1	2230
HELLER,T	WHEAT	0	2	0	0000?
HERNANDEZ,DD	COLUM	0	0	0	1497
HESS,B	FLPRO	0	0	0	1492
HICKS,C	DRGNS	1	0	0	1501
HILL,R	KNGHT	1	0	0	1871
HILLIARD,J	BKAMI	0	0	0	0000?
HILTON,J	MERC	0	0	0	1087*
HODINA,J	AMCRP	0	0	0	2137
HOWARD,W	PSTOF	0	0	0	1575
HUGHES,N	KEMPR	1	0	0	1876C
INUMERABLE,F	PSTOF	0	0	0	2306
ITZENHEUSER,W	CASE	0	0	0	0000?
JACKLIN,E	CASE	0	3	1	1232
JACKSON,S	CCDOC	1	1	0	0000?
JAKSTAS,K	NORTH	1	1	0	2200C
JARRETT,T	CTA	0	0	0	1660*
JASAITIS,A	CRT	0	0	0	2150C
JASUNAS,J	ROOKS	0	1	0	1428
JOHNSON,W	CCDOC	0	1	0	0000?
JONES,M	CTA	0	0	0	1387*
JONES,MIGUEL	CCDOC	0	1	0	0000?
JOSEPHSON,D	WHEAT	0	2	0	1825#
JOSHI,A	UNILV	0	0	0	0000?
KALE,S	CASE	1	2	0	1822
KANAS,W	CASE	4	0	0	1339C
KARPIERZ,J	TYROS	2	0	1	1196*
KATAOKA,N	UOP	0	0	0	0000?
KATZ,J	CASE	0	0	0	0000?
KAUFMAN,M	KEMPR	0	0	0	0000?
KEEFE,E	FLPRO	0	0	0	1181#
KEISLER,J	KNGHT	0	0	0	1992
KERCSMAR,J	WHEAT	0	0	0	0000?
KINSELLA,G	KNGHT	0	0	0	1481C
KLINEFELTER,H	CASE	2	0	1	1545C
KOGAN,G	BKAMI	0	0	0	1855
KOSTECKA,K	COLUM	0	0	0	1596
KOZLOVSKY,M	FERMI	0	2	0	2113
KRUEGER,J	DRGNS	0	0	0	1353*
KRULL,E	AMCRP	0	0	0	1476
LAKE,T	WHEAT	0	1	0	0000?
LAMBIRIS,J	KEMPR	0	0	0	1441
LASKY,JIM	RADIO	0	0	0	1693#
LASKY,N	RADIO	0	0	0	1352C
LATIMER,E	SEARS	0	0	0	2037D
LAWRENCE,P	MTRLA	0	0	0	0000?
LEONG,D	ALUMN	0	0	0	2001
LEONG,G	KEMPR	0	0	0	2012C
LENER,R	SEARS	0	0	0	0000?
LESTER,M	MTRLA	1	1	0	1548
LEVINE,D	ROOKS	2	0	0	2400
LIKHTEREV,M	UOP	0	1	0	1490*
LITVINAS,A	ALUMN	0	0	0	1696C
LOGAN,H	MDCON	0	1	0	1262#
LORENZ,B	MDCON	2	0	0	1482*
LOSOFF,A	CRT	0	0	0	1918

LUDWIG,T	DRGNS	2	0	0	2113C
LUEDERS,J	CRT	0	0	0	0000?
LULKIN,V	UNILV	0	0	0	1826#
LUSTRO,G	ROYLS	0	0	0	0000?
MACBEAN,J	PAWNS	0	1	0	0000?
MACKIE,A	MTRLA	1	0	0	1971
MARCOWKA,R	PSTOF	0	0	0	2004C
MAREMA,D	PSTOF	0	0	0	2006
MARTIN,K	COLUM	0	0	0	1493
MATTHEWS,J	CTA	0	0	0	1782
MAYNARD,J	WHEAT	0	2	0	1325
MCALISTER,K	COLUM	0	0	0	1977
MCFARLIN,B	KEMPR	0	0	0	1209#
MCKAY,P	UNILV	0	0	0	1395#
MELNIKOV,I	MTRLA	1	0	1	2155
MELNIKOV,N	MTRLA	0	2	0	0000?
MICKLICH,F	UOP	0	1	1	1651C
MIKULECKY,B	PAWNS	1	0	1	1375C
MILLER,J	NORTH	0	0	0	0000?
MILLER,TT	SEARS	1	0	0	1781
MORRIS,R	MTRLA	2	0	0	2024
MORRISON,J	ROOKS	0	0	0	1765
MORTADA,C	MTRLA	0	0	0	0000?
MOTTA,H	FERMI	0	1	1	2017
MOTYCKA,R	CASE	2	2	0	1164
MUDAN,M	HULL	0	0	0	1123*
NARSOLIS,F	UOP	0	0	0	0000?
NAUGHTON,T	HULL	0	0	0	1308*
NELL,D	UNILV	0	0	0	1073#
NISHIMURA,K	FLPRO	0	0	0	1329*
NOBLE,S	CASE	1	3	0	1286#
NOTERMAN,T	PAWNS	0	1	1	1203
NOWAK,W	CTA	0	0	0	1365#
O'BRIEN,D	UOP	0	0	0	1377*
O'DELL,DW	PAWNS	0	1	1	1573C
OGASAWARA,L	ROYLS	0	1	1	1830C
OLSEN,A	KEMPR	0	1	0	1472
OLSON,C	CASE	2	3	0	0000?
OSTERLUND,R	EXMPL	0	0	0	1943
PARA,A	FERMI	0	0	0	1487
PARAOAN,E	BKAMI	0	0	0	1726C
PATTON,D	CHRGR	1	0	0	0000?
PAWLUS,D	MTRLA	0	0	0	0000?
PAYTON,P	KEMPR	0	1	0	0000?
PEHAS,A	ROYLS	0	0	1	1981
PENNINGTON,J	WHEAT	0	0	0	0000?
PERAREN,E	PSTOF	0	0	0	1733
PHELPS,C	DRGNS	0	1	0	1240#
PIAO,T	DRGNS	0	0	0	1711
PILLAI,J	MTRLA	0	0	0	0000?
POMA,D	AMCRP	0	0	0	1257
POZNIAK,J	KEMPR	0	0	0	1479#
PRATT,C	MTRLA	0	0	0	0000?
PRATTS,M	COLUM	0	0	0	1792
QUARTETTI,C	NORTH	0	0	0	0000?
QUERUBIN,R	FLPRO	0	0	0	2067#
RADAVICIUS,E	CHRGR	1	1	1	1672D
REID,C	CASE	0	1	0	1433
REYES,R	SEARS	1	0	0	2350D
RINGER,D	SEARS	0	0	0	0000?
RIPPE,D	TYROS	0	0	0	0000?
ROBERTS,J	WHEAT	0	1	0	1328#
ROJO,V	CCDOC	0	2	0	0000?
ROMENESKO,G	UNILV	0	0	0	0000?
RONIN,D	KNGHT	1	0	1	0000?
ROSENBERG,B	MDCON	1	0	1	1305#
ROSLEY,D	ROYLS	0	1	1	1765
RUBIN,A	CRT	0	0	0	0000?
RUDDY,J	MERC	0	0	0	1234

RYU,R	UOP	0	0	0	1451
RZESZUTKO,R	ALUMN	0	0	0	1820
SAHLI,E	UOP	1	0	0	1735
SAJBEL,P	UOP	1	1	0	1768
SALAMANCA,R	ROYLS	0	0	0	1610
SAMELSON,C	MTRLA	0	0	1	1979C
SAMOYLOV,A	MTRLA	0	0	0	0000?
SANTIAGO,T	COLUM	0	0	0	1962*
SATTERLEE,D	CASE	2	1	0	1648C
SAUNDERS,N	MDCON	0	0	0	0000?
SAWDO,E	CASE	0	0	0	1412
SCHWAB,W	ROOKS	1	0	0	1481
SCHWARTZ,M	TYROS	0	1	0	1091
SEMONES,E	ROOKS	1	1	0	0000?
SHAFF,R	TYROS	0	1	0	1529C
SHEU,G	CHRGR	0	0	0	1333*
SHEYNIN,S	ROOKS	1	0	1	2076
SIEGEL,R	BKAMI	0	0	0	1483C
SIWEK,M	KEMPR	0	0	1	2146C
SKRZYPCZAK,T	MDCON	0	0	0	0000?
SLAGLE,S	MERC	0	0	0	1617
SMILEY,R	AMCRP	0	0	0	2005
SMITH,BR	TYROS	1	0	1	1528
SOLLANO,E	EXMPL	0	0	1	1968
SOMBONG,M	BKAMI	0	0	0	1634
SPIEGEL,L	FERMI	1	0	1	2003C
STAMM,V	CHRGR	0	1	0	1717D
STAPLES,M	CTA	0	0	0	0000?
STEVANOVIC,M	UOP	0	2	0	2226C
STEVENS,J	COLUM	0	0	0	1340
STEVENS,N	MDCON	0	0	0	0000?
STEVENSON,R	UNILV	0	0	0	1363
STINSON,M	ROYLS	1	0	0	2028
STOLTZ,B	TYROS	0	1	1	1956
SUAREZ,E	KNIGHT	1	1	0	1616
SUERTH,F	EXMPL	2	0	0	1610C
SULLIVAN,C	MERC	0	0	0	1467
SULLIVAN,J	EXMPL	0	2	0	1980D
SZONTAGH,T	CRT	0	0	0	0000?
TAMEZ,I	TYROS	1	1	0	2053
TEGEL,F	DRGNS	2	0	0	2188D
TERPSTRA,D	WHEAT	0	0	0	0000?
THOMAS,G	TYROS	0	0	1	1456
THOMAS,J	CHRGR	3	1	1	1472C
THOMPSON,R	FLPRO	0	0	0	1061
TSEITLIN,E	MTRLA	0	0	0	0000?
TURNER,K	PSTOF	0	0	0	1559
TYREE,D	RADIO	0	0	0	1475*
UNDERWOOD,W	WHEAT	0	1	0	1972C
VALDEZ,C	MTRLA	1	0	0	0000?
VAN MEER,J	KEMPR	0	0	0	2007
VAN METRE,R	SEARS	0	0	0	0000?
VAN OUIRIVE,R	CTA	0	0	0	1092#
VAN ZILE,C	UOP	1	1	0	1392*
VANDECOTTE,M	UOP	0	1	0	0000?
VENEGAS,B	HULL	0	0	0	0000?
VIGANTS,A	NORTH	1	1	0	1552
VITAVER,L	SEARS	0	0	0	0000?
WACHTEL,H	COLUM	0	0	0	2230
WALLACH,C	MTRLA	1	1	0	2080
WALLIN,R	WHEAT	0	0	0	1746
WARD,C	DRGNS	1	1	0	1536D
WARE,K	MERC	0	0	0	0000?
WARREN,J	CHRGR	3	1	0	2124T
WEBER,J	WHEAT	0	0	0	0000?
WEISS,G	HULL	0	0	0	0000?
WEISSKOPF,J	HULL	0	0	0	1381*
WEITZ,R	EXMPL	0	1	0	1704C
WELTER,P	SEARS	0	0	0	1642#

WENTLING,C	AMCRP	0	0	0	1661C
WHITE,H	CASE	4	0	0	1643
WHITE,T	BKAMI	0	0	0	1319#
WHITED,W	MDCON	0	0	0	1829
WILLIAMS,A	CTA	0	0	0	0000?
WILLIAMS,T	CASE	3	1	1	2001
WILSON,A	CTA	0	0	0	1576
WONG,KK	NORTH	0	0	0	0000?
WONG,P	EXMPL	1	0	0	2212C
YOUNG,R	HULL	0	0	0	1406
ZOELLNER,J	BKAMI	0	0	0	1406C

# Pawns Call

Members of the Internet Chess

IN THE VIRTUAL CHESS HALLS of the Internet, the gambit gladiators emerge at night, brandishing their slick graphical interfaces and flexing their high ratings in "shouts" to other members. It's a nightly ritual: the search for a high-stakes match that can bump the rating of a player past the 2,200 mark and into the esteemed company of the masters.

Less ambitious players crowd around a particular game to observe two experts squaring off, or huddle in one of the many talk channels to gossip or chat about such weighty matters as the weaknesses of the Sicilian Defense. To the uninitiated, this could be mistaken for unabashed geekdom. But to the thousands of enthusiasts on the Internet, online chess has revolutionized the game.

Where else can a novice in Los Angeles get advice from an expert in Denmark? How else could a die-hard in New York swap opening strategies with a grandmaster from Russia? For many Netters, Internet chess is nothing less than a way of life.

Which goes a long way toward explaining how, on March 1, 1995, the online chess world was thrown into chaos. That was when the Internet Chess Server (ICS)—the premier chess site on the Net—suddenly announced it would become the Internet Chess Club (ICC) and begin charging members \$49 a year.

In the resulting uproar, players lost their tempers and were exiled from the server, opposition groups were formed, lawsuits were threatened, ICC administrators were harassed, and plans to erect alternative servers were formed. A new type of chess match was started among Internet players—one that has yet to end. Its commercial ramifications may portend the future of the Internet itself.

Daniel Sleator, a professor of computer science at Carnegie-Mellon

University, first involved himself with the Internet Chess Server in the fall of 1992. "When I first found it," he says, "it was being run by a couple of undergraduate students at CMU." Sleator's first contribution to the server's code was to have it restore a certain amount of time to a player's game clock to compensate for transmission time.

That change led to many others. "After I had familiarized myself with the code, I saw a vast number of other problems with it," Sleator says. "Things ranging from false checkmates to games where you could have two kings running around the board until time ran out."

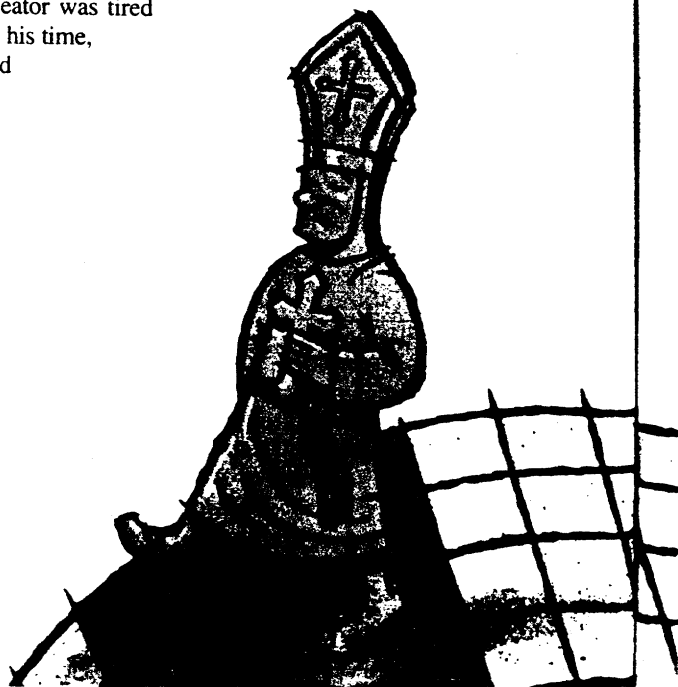
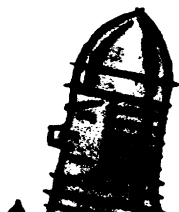
He took control of the ICS and, over the next two-and-a-half years, gradually worked to rewrite the system. He also recruited volunteer administrators to help run the server, and implemented suggestions from members to improve different aspects of the game.

During that time the total number of accounts on the server exploded, from about 2,000 in 1993 to 10,000 in January 1995. As membership grew, ICS moved to different sites until it came to rest at its current location, [chess.lm.com](http://chess.lm.com) 5000, a commercial site in Pittsburgh capable of maintaining the higher load. The cost was \$300 a month, which came directly from Sleator's pocket.

In the fall of 1994, Sleator copyrighted the Internet Chess Server under his own name. Around that time, he started receiving offers from outside parties to buy the server. These bidders all planned to charge extraordinary fees for membership, including registration charges and hourly rates. The members, Sleator knew, would not be pleased.

But Sleator was tired of devoting his time, effort, and

ILLUSTRATION BY ROBERT KOPECKY





# King a Rook

server rebel against fees. By Brad Stone

money to the ICS for no compensation. He started talking to other ICS administrators about the possibility of making the service commercial themselves. Two of them agreed to form a partnership with Sleator and his wife Lilya. First they consulted with a lawyer about the legality of commercializing a server that was, technically, created by someone else. Then they got down to business. Expenses and profits were to be divided on a sliding scale, with Sleator standing to take the most risk and reap the most revenue.

**T**he partnership is the model of a virtual business—comprised of four people based in three different cities, who communicate mostly through e-mail and over the phone. As partners do in any successful business, the four determined their costs and plotted potential revenues.

"We made various estimates of how many members would stay, how many new people would join, and decided that even in the most pessimistic projections it would be worth doing," says one of the partners, Eric Peterson, a research geophysicist from Dallas.

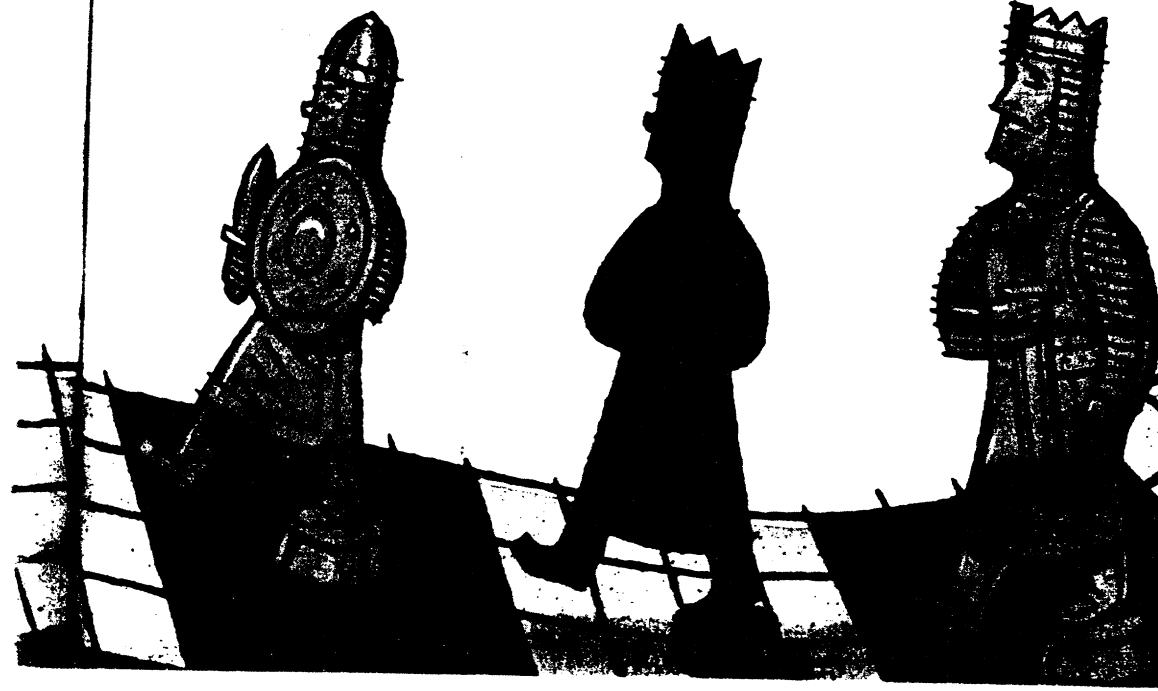
The partners decided to charge \$49 a year for registered members. Unregistered players could continue to log in to the server, but would not be able to keep a rating or have full access to ICS capabilities. There would be a grace period for all members, equal to the time they had been members of the ICS, for up to six months.

The 45 members whom Sleator identified as having made a significant contribution to the ICS were

given free accounts. They included users like Andy McFarland, a computer programmer from Kentucky who developed a widely used graphical interface. In addition, grandmasters and all administrators were given free membership.

The partners also planned additional services, such as scheduled grandmaster speeches and games, tournaments and lessons, discounts on chess merchandise, a program to reduce time lag, and introductory disks to be sent directly to new members.

On March 1, players telnetting to the ICS received this message: "Important announcement for all members: Today, ICS has become the Internet Chess Club (ICC). Please type 'help announce' for all the details."



“Many people come to play a bit of chess and talk,” he said. “They will **not pay** for that. Only the elite will willingly pay.”

Michael Gradman, a computer science and math major at the New Mexico Institute of Mining and Technology, joined the ICS in August 1994. In the following six months, he managed to play more than 600 games of online chess—about three games per day.

**W**hen the March 1 announcement appeared on his screen, Gradman, like many other ICSers, was surprised. “We were given little warning. It was a total shock to us all,” he said furiously. So he and his cohorts took to channel 2—an ICS chat room that was cordoned off for discussion of the changes. An air of tumult reigned. Administrators attempting to field questions were overwhelmed.

“The world of chess has been dealt a severe blow,” complained one user.

“What is the Internet becoming?” asked another member. “Now we have to pay extra for a game of chess? When will this stop?”

A few players went overboard and began harassing the administrators. Partner Eric Peterson estimates that eight members were banned for becoming “verbally abusive in a personal manner toward us.” Because the users could simply reenter the club under different handles, the administrators decided to “filter” their sites for several days—in effect, preventing anyone from accessing the chess service from those Internet locales.

The debate over the commercialization of the chess server also spilled into Usenet newsgroups. **Rec.games.chess**, a usually soporific bulletin board where Netters discuss the latest news from the chess world, began receiving an average of 100 messages a day.

In this forum, opposition to the ICS’s commercialization was most clearly elucidated. Many members simply thought the fees were too high, especially for college students who comprised a large part of the user base. One player compared the fee to that of the United States Chess Federation (USCF), which charges members \$40 a year. “For that membership we get a magazine and the right to play nationally rated tournament chess,” he argued. “Can the benefits of the ICC honestly be considered greater than the USCF?”

Some people said they were offended by the so-called “cash-grab” by Sleator and his partners, who admitted online that their site cost only \$300 a month. One poster wondered why they didn’t just ask for donations. “Many users would have been happy to help Sleator cover his expenses, but now feel completely offended by an attempt to reap an unreasonably large profit.”

Other users complained that many players had contributed their expertise and guidance to the ICS but that one small group was now capitalizing on it. “The ICS was developed by people who volunteered their time and effort. It was intended that this forever be the status of ICS,” a player argued.

On the ICC, the administrators listened to the uproar. One week after the initial announcement was made, a discount of 50 percent was offered to all students. But that didn’t mollify members like Michael Gradman. He was helping to start an e-mail list for disgruntled users who had decided they would fight the ICC by launching a chess server of their own.

Henrik Gram, a computer science student at the University of Aarhus in Denmark, had helped code the ICS. For his efforts,

he was among those who received a complimentary ICC account.

But Gram was opposed to the commercialization of chess on the Net. He felt the community, which he described as the “good and friendly spirit,” would be destroyed by user fees. “Many people come to play a bit of chess and talk,” he said. “They will not pay for that. Only the elite will willingly pay.”

So Gram and a group of like-minded programmers revived an old rival chess server and found a home for it with Chris Petroff, a fellow ex-ICSer and network analyst for Oklahoma’s State Regents for Higher Education. Petroff arranged to have the new server installed on his department’s network (**chess.onenet.net 5000**), and Gram started recruiting other experts who were unhappy with the commercial ICC.

It took only a few days to put the team together, and Gram expressed optimism at their prospects. He estimated it would take a month for the new server’s code to catch up with the ICC’s. “Sleator isn’t the only one who can program a chess server,” he said.

Gram, Petroff, and their team also had help from some of the former administrators of the ICS. Aviv Freidman, a chess teacher in Teaneck, N.J., was among them. Freidman first joined the ICS in September 1993, serving as what he described as an “online manager” who settled disputes, brought in masters, and made sure members played honestly.

When Sleator began planning to take the ICS commercial, he made an offer to Freidman—one that ended up creating a rift instead of a new partner. “Not only was the offer low,” said Freidman, “but I think he was showing a lot of greed. I wasn’t planning to become rich. I really loved the place.”

**A**fter failing to negotiate a higher stake for himself, Freidman declined to join the partnership. The resulting exchange of e-mail grew increasingly unfriendly and culminated in a message from Sleator asking Freidman to promise not to sue or to damage the server in any way. Freidman responded by saying he had no intention of harming the server, but he reserved his right to press legal action—something he has not yet decided to attempt. In March, Freidman was relieved of his position as an administrator on the ICC. He then assumed the same unpaid position for the new server, dubbed the FICS (Free Internet Chess Server).

Henrik Gram, meanwhile, has high hopes for the FICS. He wants to divide it into U.S. and European servers, thus reducing the lag for overseas players who have to connect to U.S. sites.

And because the FICS—unlike the ICC—publishes its code on the Net, anyone can copy it and start their own free service. Gram hopes to make it possible for members of all the free servers to play one another. And he plans to establish a central ratings database so members can maintain the same rating wherever they play.

That, he says, should make the FICS just as attractive as the ICC—and \$49 a year less expensive. In August, when the six-month grace period ends for long-time members of the ICS, the FICS administrators expect to take 75 percent of them away from Sleator’s site.

The ICC partners say they aren’t worried by the efforts of the FICS programmers. They express the belief that the servers

