

Wilshire Chess Society Newsletter

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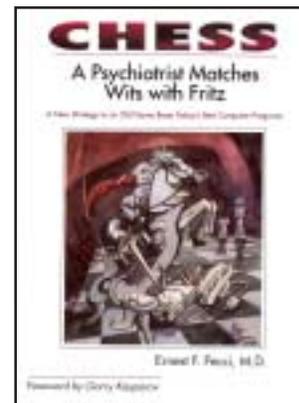


Vol. 8-11: November 2002

Book Review: A Psychiatrist Matches Wits with Fritz

I'll admit it. When it came to playing against chess computers I avoided them. Why? Fear. My thinking was that it's hard enough to win against humans, what chance would I have against an opponent that NEVER makes mistakes?? So, for years I have used Fritz and Chessmaster for analysis, blunder checking, or to solve mates, but rarely to play against. However, with the recent Larry Christiansen vs. Chessmaster 9000 (which CM9000 won!), and Kramnik vs. Deep Fritz (which ended in a draw), as well as the upcoming Kasparov vs. Junior match next month, I decided to learn a little bit about anti-computer strategy.

Thus, when I was at Borders in Westwood and ran across a copy of A Psychiatrist Matches Wits with Fritz by Ernest F. Pecci, M.D. (Pavior Publishing, 2001, \$24.95, hb), I snapped it up. Since the forward is by Garry Kasparov, I turned to it and began reading. It was



interesting to discover that initially Kasparov almost didn't finish reading the manuscript for the book because the author isn't even a titled player. However, his curiosity got the best of him, as he wanted to know how a non-chess pro could consistently beat Fritz 6. So, he read the rest of the manuscript, and he says he's glad he did.

The 412 page book is divided up into two sections. The first third consists of the author explaining his strategy for beating computers. The bulk of the book, the last two-thirds, consists of almost nothing but diagrams after each pair of moves (thus a chessboard is not needed to go through the games). There are few terse comments and/or Fritz evaluations under almost every diagram. So, what is Pecci's secret for defeating these Silicon Monsters? Well, it's basically a stone wall set up as white (in most of the games the author was White), with the moves **1. d4 2. e3 3. f4** or **1. c4 2. d3 3. e4** against almost anything Black (the computer) plays.

The idea is to block up the middle of the chess board so Black's pieces are not able to quickly maneuver from one flank to another. White's king is usual left in the middle or he castles queenside. Finally, white throws his f, g, and h pawns forward to crack up Black's kingside pawn shell. Eventually a piece is sac'd to open more lines to the Black monarch. And because most of Black's pieces are on the queenside attacking White's king, they don't have time to rush to their king's defense. In each game, Pecci strives to reach what he calls the "*Barrage*" position. A term he invented to convey his opening's main idea: forget defense or positional play, you are looking to amass a huge attack against the enemy king. In Chapter 6, (titled: *Establishing an Attack Trajectory to the Castled King*), Pecci gives a list of 11 principles he uses for defeating computers. Here are the first three:

1. My overall strategy is to use my own pieces effectively while immobilizing the opponent's pieces. This is done by drawing the (Black) Queen to attack on one side, while her (Con't on Back)

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- Congrats! to the winners of our October 27 •
- Tournament: Quad 1: **Julian Landaw**; •
- Quad 2: **Jack O'Donnell**; Quad 3: **Dessi** •
- **Quito** •
-

See you November 24! Michael Jeffreys

Next W.C.S. G/45 Tournament November 24, 2002 - Sunday

Westside Pavilion, Community Room "C"
10850 W. Pico Blvd., West Los Angeles
(3rd Flr., West of Barnes & Noble, next to
the SPCA pet adoption center)
Registration 10:30 am
Games from 11:00 am - 4:30 pm, 3-rounds
Round robin quads (groups of 4) by rating
Time control: G/45 mins. Entry fee: \$20.00
Prizes: \$50.00 per quad (35.00 1st, 15.00 2nd)
WCS Membership required (\$15.00/year) as
well as U.S.C.F. Membership (\$40.00/year).

✓ out the WCS website at: www.geocities.com/mjshark1 (Interviews with IM's Silman & Peters now posted.)

Game of The Month

The following game (from the appendix in Pecci's book) is considered by many chess experts to be the prototype model for how to defeat a chess computer. As such, it deserves careful study.

Kramnik, V (2770) – Deep Junior

Dortmund 2000

1.d4 d5 2.e3 Nf6 3.Bd3 e6 4.f4 Be7 5.Nf3 c5 6.c3 0-0 7.Nbd2 Ng4 8.Qe2 c4 9.Bc2 f5 10.Rg1 Nc6 11.h3 Nf6 12.g4 Ne4 13.Qg2 g6 14.Qh2 Kh8 15.h4 Nxd2 16.Bxd2 fxg4 17.Ng5 Qe8 18.h5 gxh5 (see diagram)

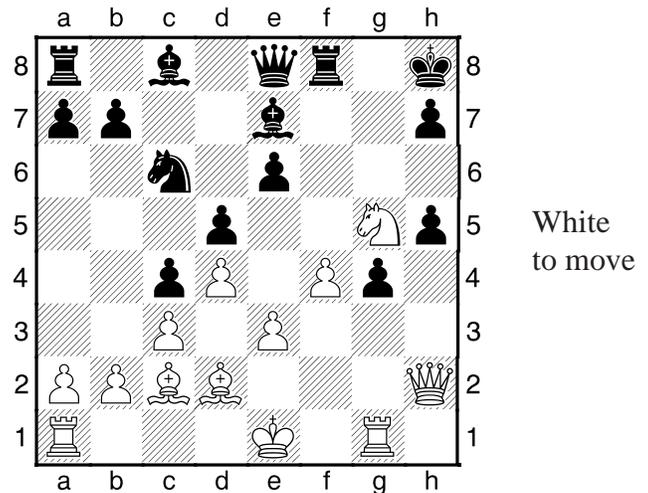
19.Rxg4 Rf6 20.Rh4 Rh6 21.0-0-0 a5 22.Rh1 b5 23.Bd1 Ra7 24.Bxh5 Qf8 25.e4 Bd8 26.f5 b4 27.Bg6 Rxh4 28.Qxh4 bxc3 29.bxc3 Bf6 30.Qxh7+ Rxh7 31.Rxh7+ Kg8 32.Bf7+ Qxf7 33.Rxf7 1-0

(Con't from Front) king is being suddenly assaluted on the opposite side of the board, with no opportunity for her highness to join in the defense.

2. The board is divided by allowing the opponent's pawns to occupy the center, while blocking their further advance with your own pawns. Black divides the moves of his pieces into both attack and defense, while White's moves are focused primarily upon attack.

3. The exchange of pieces is kept to a minimum because my own pieces will become more important than my opponent's pieces. Every move is important, so I allow Black to use extra moves to come into my territory to exchange a piece. If my opponent takes three moves to put a knight in position for an exchange, he has utilized three moves to my one or two. Move advantage is very important in undertaking a serious offensive before my own king is in danger. Only rarely will I place a piece in a position where it can be forced to retreat. There is very little jockeying for position as in conventional chess strategies.

Space limitations force me to conclude my review, but if you are interested in learning how to play against computers, this book is definitely worth checking out. I give it an **8** (one criticism though: some photos would have been nice).



Michael Jeffreys latest Book:

150 Deadly Opening Traps
(Win your Games Faster With These Deadly Traps!)

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- Includes *The 7 Critical Questions to Ask Yourself Before Grabbing Material*

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✓ out the WCS website at: www.geocities.com/mjshark1 (Interviews with IM's Silman & Peters now posted.)