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### Cray Blitz's mate-in-10 position

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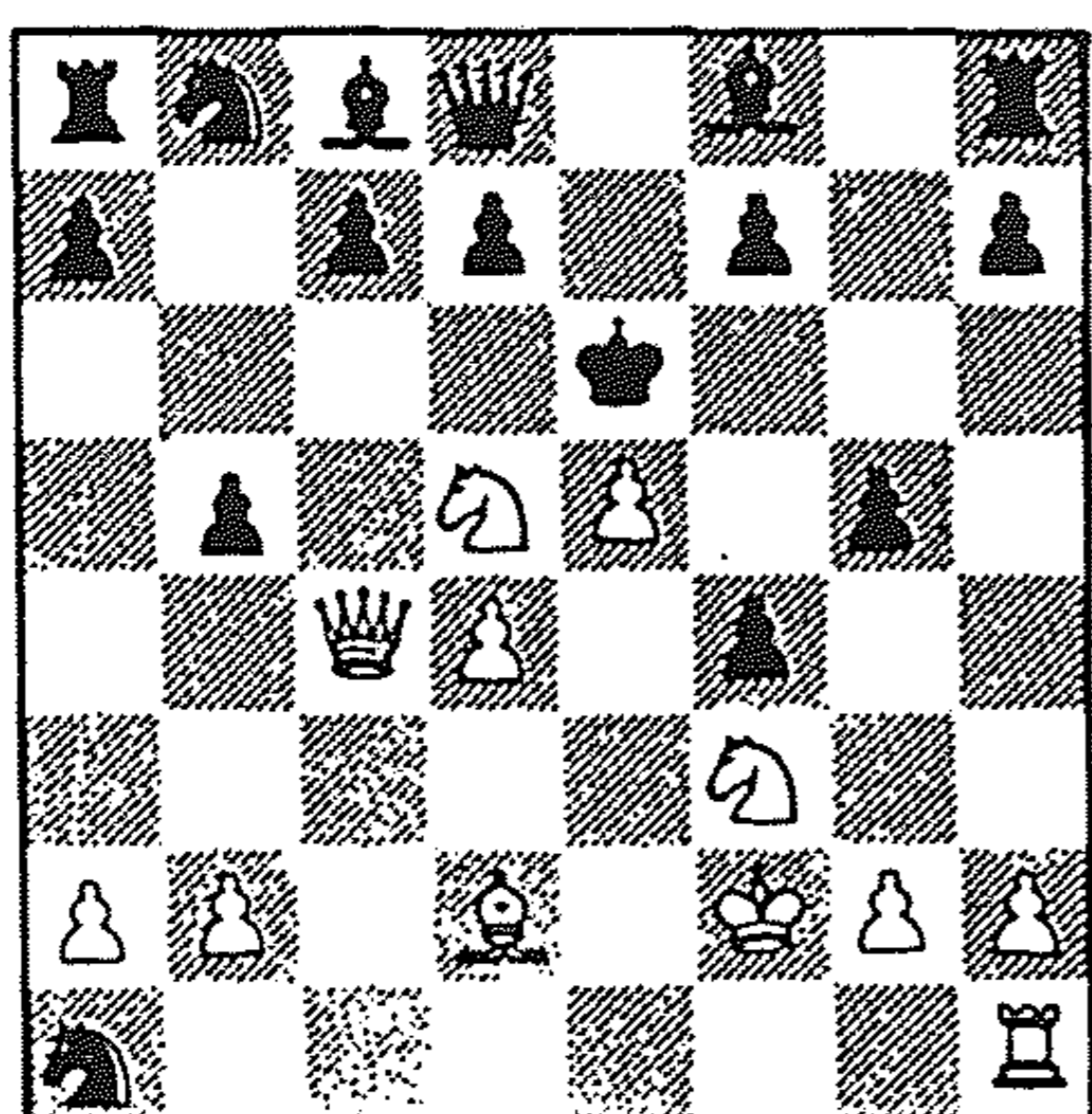
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## CRAY BLITZ'S MATE-IN-10 POSITION

In Don Beal's article 'Mating Sequences in the Quiescence Search', a mate-in-10 position, as diagrammed below, was included. The Dutch programmer of



Chess 0.5 X, W.H. Elsenaar, decided to propound the position to his own program. Since, at that moment, his program was assembled with tables going to a maximum of 16 ply and he did not find it worthwhile to edit, assemble and link it for a maximum of 20 ply, he typed in the first 4 half-moves of the published variation assuming that these were correct moves. Chess 0.5 X then discovered that the published variation: 1. N<sub>x</sub>g5+ Q<sub>x</sub>g5 2. N<sub>x</sub>f4+ K<sub>e</sub>7 3. N<sub>d</sub>5+ K<sub>e</sub>6 4. N<sub>x</sub>c7+ K<sub>e</sub>7 5. N<sub>d</sub>5+ K<sub>e</sub>8 6. Q<sub>x</sub>c8+ Q<sub>d</sub>8 7. N<sub>c</sub>7+ K<sub>e</sub>7 8. B<sub>b</sub>4+ d6 9. B<sub>x</sub>d6+ Q<sub>x</sub>d6 10. Q<sub>e</sub>8 mate, from the third move was not correct. Instead of 3. ... K<sub>e</sub>6 the program considered 3. ... K<sub>e</sub>8 the better move. This move (3. ... K<sub>e</sub>8) even made it impossible for White to mate Black in ten

moves. Moreover, after 3. ... K<sub>e</sub>6 Chess 0.5 X found a still shorter way to mate, namely 3. ... K<sub>e</sub>6 4. N<sub>x</sub>c7+ K<sub>e</sub>7 5. B<sub>x</sub>g5+ f6 6. B<sub>x</sub>f6 mate.

Having received this information from Elsenaar, the Editor got in touch with the author of the article, Don Beal. Grateful for Elsenaar's observations, Beal offered his 'humble apologies'; the mistake was not due to shortcomings of BCP, but it was simply a typing error, which he had not spotted before sending it to the Editor. As anyone knows who has ever written an article, typing errors are your worst enemies. However, often they do not affect the contents of the article or they create such absurd results that they are immediately recognized as typing errors or, as in this case, more unfortunately they change the contents to something which is possible but not correct.

The moves in the mate-in-10 line which had been inadvertently transposed (namely 2. N<sub>x</sub>f4+ and 4. N<sub>x</sub>c7+) should read:

1. N<sub>x</sub>g5+ Q<sub>x</sub>g5 2. N<sub>x</sub>c7+ K<sub>e</sub>7 3. N<sub>d</sub>5+ K<sub>e</sub>6 4. N<sub>x</sub>f4+ K<sub>e</sub>7 5. N<sub>d</sub>5+ K<sub>e</sub>8 6. Q<sub>x</sub>c8+ Q<sub>d</sub>8 7. N<sub>e</sub>7+ ke7 8. B<sub>b</sub>4+ d6 9. B<sub>x</sub>d6+ Q<sub>x</sub>d6 10. Q<sub>e</sub>8 mate.

Later Wim Elsenaar changed his tables to enable his computer to reach an 20-ply depth. He then came to the conclusion that the whole problem was caused by a typing error, thus confirming what Beal intended to state.

The Editorial Board thanking Elenaar for his keen observation, regrets having published an imperfect version of Beal's article and apologizes for any inconvenience caused to readers.

The Editor