

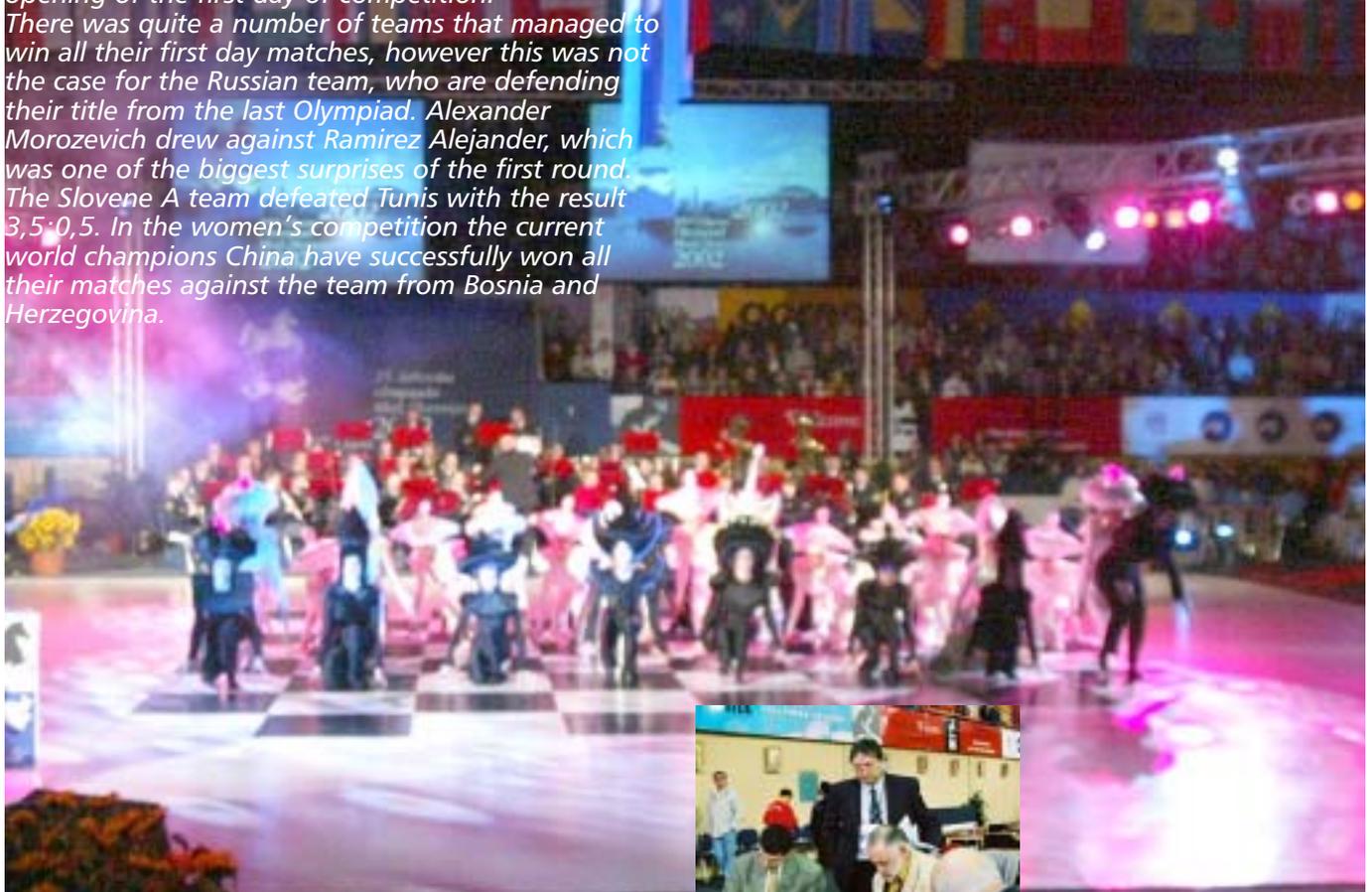


## The game has started

The competitors have finally awaited Saturday, the first competition day of the 35<sup>th</sup> Chess Olympiad. They were all full of energy and all of them expect good results. Competitors from all over the world have arrived at Bled. For some of them the journey took a few days, while the competitors from countries nearby arrived at Bled a few days early, so that they could get used to the scenery and atmosphere. Many, especially those from the warmer countries had to pull out their warm clothes from the suitcases already on the very first day.

Kutin, the President of the European Chess Federation, who with a symbolical opening move started the Chess Olympiad, symbolically marked the official opening of the first day of competition.

There was quite a number of teams that managed to win all their first day matches, however this was not the case for the Russian team, who are defending their title from the last Olympiad. Alexander Morozevich drew against Ramirez Alejandro, which was one of the biggest surprises of the first round. The Slovene A team defeated Tunis with the result 3,5:0,5. In the women's competition the current world champions China have successfully won all their matches against the team from Bosnia and Herzegovina.



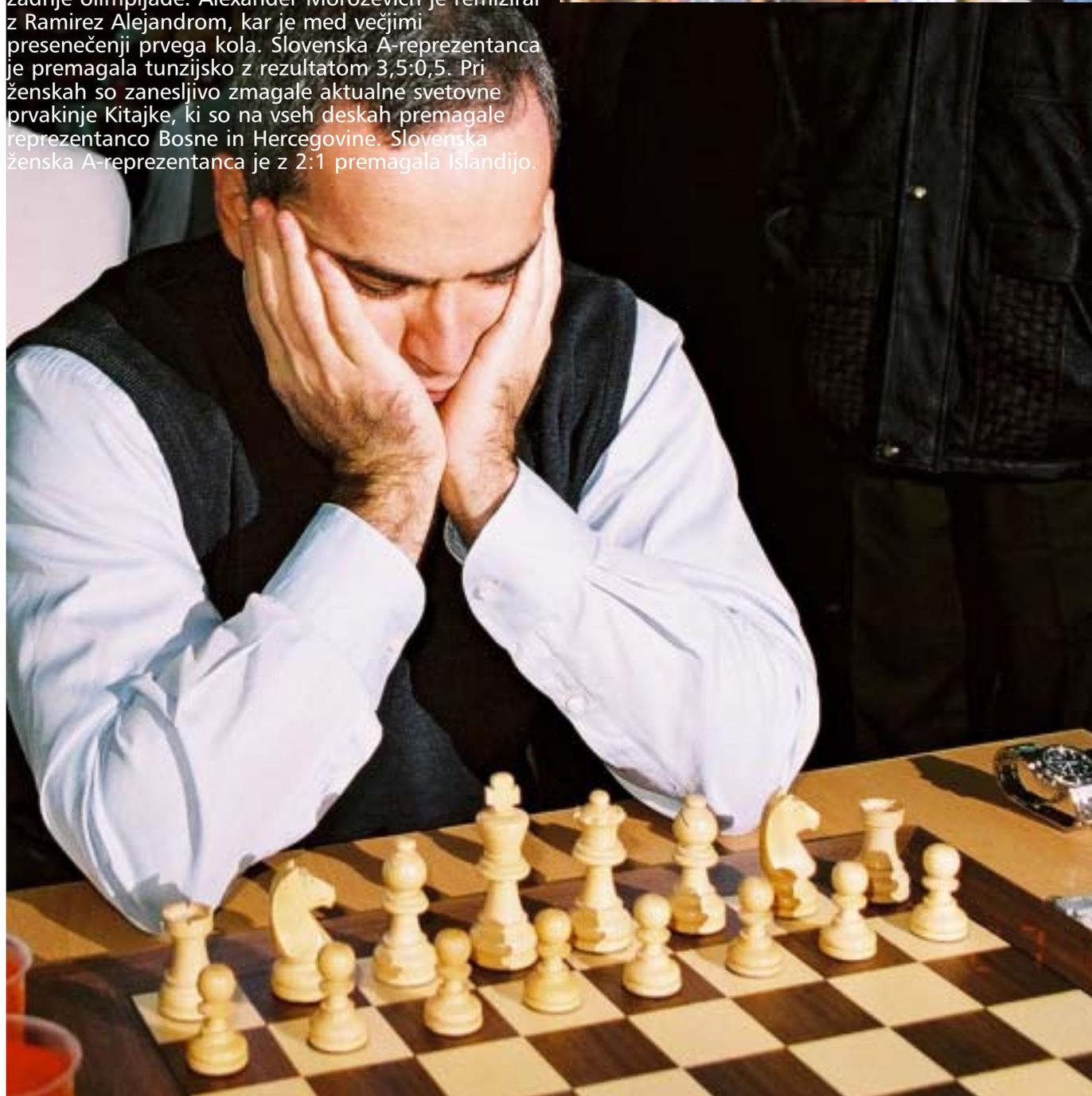


## Igra se je začela

Tekmovalci so soboto, prvi tekmovalni dan 35. šahovske olimpijade, le dočakali. Polni energije in pričakujoč dobre rezultate. Prišli so s celega sveta, nekateri so za pot do Slovenije potrebovali tudi več dni, drugi, iz bližnjih držav, pa so prispeli na Bled že nekaj dni prej, da so se privadili na spremembo.

Mnogi, predvsem tisti iz toplejših krajev, so morali že prvi dan v svoji garderobi poiskati toplejša oblačila. Uradno odprtje prvega tekmovalnega dne je zaznamoval predsednik evropske šahovske organizacije Kutin, ki je s simbolično prvo potezo odprl šahovsko olimpiado.

Kar nekaj reprezentanc je uspelo zmagati v vseh dvobojih, kar pa ni uspelo Rusom, ki branijo naslov z zadnje olimpijade. Alexander Morozevich je remiziral z Ramirez Alejandrom, kar je med večjimi presenečenji prvega kola. Slovenska A-representanca je premagala tunzijsko z rezultatom 3,5:0,5. Pri ženskah so zanesljivo zmagale aktualne svetovne prvakinja Kitajke, ki so na vseh deskah premagale reprezentanco Bosne in Hercegovine. Slovenska ženska A-representanca je z 2:1 premagala Islandijo.





Lucian Paulescu: *Kirsan Ilyumzhinov*

# Official song of the 35th Chess Olympiad

## Himna 35. šahovske olimpiade

### Chess

*A mass of white and black squares  
A host of black and white figures  
In the incorruptible tick-tocking of time  
From first moves to draws and mates*

*Armies rise white and black  
They go to seek the promised victory  
Even if luck turns its back on them  
Calmly they march to the final attack*

*Between latitudes and meridians  
We are all marked in this game  
The mechanism of master clocks  
Thus measures the life of ordinary figures*

*Between latitudes and meridians  
We are all marked in this game  
The mechanism of master clocks  
Thus measures the life of ordinary figures*

### Chess

*Knights, queens and kings and pawns  
Two kingdoms and two tribes  
A cleared space and safe shelter  
Today the hunter and tomorrow the prey*

*Between latitudes and meridians  
We are all marked in this game  
The mechanism of master clocks  
Thus measures the life of ordinary figures*

*Between latitudes and meridians  
We are all marked in this game  
The mechanism of master clocks  
Thus measures the life of ordinary figures*

### Chess

*Music and arrangement: Oto Pestner  
Words: Kajetan Kovič  
Studio Metro Ljubljana  
Translated into English: Martin Cregeen*

### Šah

*Množica belih in črnih kvadratov  
Množica črnih in belih figur  
V nepodkupljivem tiktakanju ur  
Od prvih potez do remijev in matov*

*Vojske se vzdignejo bele in črne  
Grejo obljubljeni zmago iskat  
Tudi če sreča jim hrbet obrne  
Mirno korakajo v zadnji napad*

*Med vzporedniki in meridiani  
Vsi smo v tej igri zaznamovani  
Z njo mehanizem mojstrskih ur  
Meri življenje navadnih figur*

*Med vzporedniki in meridiani  
Vsi smo v tej igri zaznamovani  
Z njo mehanizem mojstrskih ur  
Meri življenje navadnih figur*

### Šah

*Vitezi, dame in kralji in kmetje  
Dvoje kraljestev in dvoje plemen  
Brisani prostor in varno zavetje  
Danes si lovec in jutri si plen.*

*Med vzporedniki in meridiani  
Vsi smo v tej igri zaznamovani  
Z njo mehanizem mojstrskih ur  
Meri življenje navadnih figur*

*Med vzporedniki in meridiani  
Vsi smo v tej igri zaznamovani  
Z njo mehanizem mojstrskih ur  
Meri življenje navadnih figur*

### Šah

*Glasba in aranžma: Oto Pestner  
Besedilo: Kajetan Kovič  
Studio Metro Ljubljana*



## SLOVENIAN MOUNTAINS AND LAKES



*In Slovenia, the red circle with a white center that marks our mountain trails above all signifies safe hiking. Imposing but accessible mountain beauties invite you to experience the Julian Alps, the Karavanke Mountains, the Kamniško-Savinjske Alps, the Pohorje mountain range, and many solitary peaks. According to an ancient Slavic legend, Mount Triglav, Slovenia's highest peak (2864 m), is a three-headed god who keeps a watchful eye over the earth, the sky, and the*

*underworld. Below the mountain spreads Triglav National Park. Covering nearly 85 hectares, it is among the largest natural parks in Europe. The sources of the Sava and Soča rivers are here as well as the Valley of Seven Lakes. Chamois, mountain sheep, wild roosters, grouse, eagles, and marmots live here among unique plant species. Individual examples of older mountain architecture have been preserved, as well as remnants of the heritage of the past such as alpine*

*dairy farming. Lake Bohinj, Slovenia's largest lake, with its unspoiled mountain surroundings is also found in Triglav National Park. At the edge of the park stands world renowned Bled and its lake. In the middle of the lake is an island with a 17th century church. With its thermal springs and other natural attractions, recreational opportunities, congress center, casino, and golf course, Bled has been a true tourist paradise for more than a century. The best rowers in the world also*



*test their strength in competitions here. In the Slovene mountain world there are numerous ski resorts, among which Kranjska gora, the scene of World Cup alpine skiing, is especially popular. Planica is*

*famous for its ski jumps on which competitors surpassed 100 and 200 meters for the first time in history. At Kanin, only an hour's drive from the coast, it is possible to ski almost into summer. Below Mount Kanin is the picturesque Soča River valley where the world's best kayakers and canoeists compete and fly fishermen pursue the elusive Soča trout. Below the peaks of the Kamniško-Savinjske Alps lies Logarska dolina, one of the most beautiful glacial valleys in Europe. Throughout the year, Slovenia's mountain world offers splendour for the spirit and activity for the body. Recreation centers that offer peaks with favourable winds, steep cliffs, lakes that during winter become skating and curling rinks-all these attract hikers, climbers, and hang-gliding and paragliding enthusiasts. Get to know them!*



[info@slovenia-tourism.si](mailto:info@slovenia-tourism.si)  
[www.slovenia-tourism.si](http://www.slovenia-tourism.si)

## Comments

### **What is the relation between the game in your opinion?**



**Roberto**  
Spain

*I think the relationship is basically a relationship of train and looking for information. Computer are good for looking the database and you can look for information. Programs are like trainers, great trainers. Not many of us are able to win program. Just a few of them can win the program, can win the program. Computers are great help for human.*



**Pucelj Jože**  
Slovenia

*The computers are becoming better and better. Already 2 or 3 years ago a computer beat Kasparov and now it drew with Kramnik. This technology is developing further and man is undoubtedly losing the battle. However, this only means that, the same as in other fields, man has to find his own tournaments and ways of playing where the computer will not play a part. This does not really play a role in the whole issue. It only changes the preparation for a match, the chess theory and things like that. The computer can tell you which moves are good and which are not. I expect that all great contemporary chess players test their openings with the computer when preparing for their matches and this can only aid the future development of the chess theory.*



**Saeheng Boonsueb**  
Thailand

*In the future the computer will be better than human.*



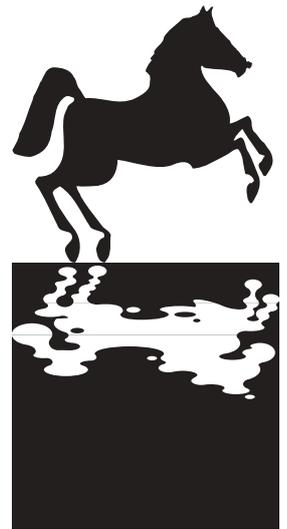
**Zi Jing Wong**  
Malaysia

*At any level the computer should be stronger than human, because human can make mistakes and computer can never make a big mistake. Computer can only win in those positions and when it comes to complementary thing, I am sure the human cannot surpass the computer.*



**Nestor Sosa**  
Panama

*Hello, my name is Nestor Sosa. I'm from Panama. About the use of computers in chess, well, first of all I think they are useful for the training of the players and also for enjoyment and regarding the who is better, the man or the machine put the improvement in the computer. The computer is going to play better than the human. But there are still some aspects like intuition and some other subjective things that human is better than the computer.*



**Roy Phillips**  
Mauritius

*Yes, I think technology is very important for chess today. It is important to have a computer, to have a database so that you can research the games of your opponents and you're well prepared for a match. Sometimes of course this is just one*

*aspect of the game today. But still the most important thing is to play well when you sit on the board.*



**Sara Torbeh**  
Lebanon

*I think computers widens persons ideas and give more to think and they consume time analyzing anything.*

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[www.35ChessOlympiad.com](http://www.35ChessOlympiad.com)



## Izjave

### Kakšno je vaše mnenje o odnosu med igro?



**Roberto**  
Španija

Menim, da je odnos v glavnem odnos treninga in iskanje informacij. Računalniki dobro služijo kot baze podatkov v katerih lahko najdeš ogromno informacij. Programi so kot trenerji, zelo dobri trenerji. Malo nas je, ki lahko

premagamo program. Zelo malo šahistov lahko premaga program. Računalniki so v izredno pomoč človeku.



**Pucelj Jože**  
Slovenija

Računalnik je na splošno čedalje boljši, že pred 2, 3 leti je premagal Kasparova, zdaj je remiziral s Kramnikom. Ta tehnika gre naprej in človek nedvomno izgublja, ampak to verjetno pomeni samo to, kot na ostalih področjih, da si

mora človek najti ene svoje turnirje in svoj način igranja, kjer pravzaprav računalnik ne bo sodeloval. To niti ne vpliva na celo zadevo. Edino kar spremeni, način priprav na partijo, šahovsko teorijo in te stvari. Ker računalnik lahko pove, katere poteze so dobre in katere niso dobre. In verjetno danes vsi močni šahisti, ko študirajo otvoritve, te otvoritve testirajo z računalniki in šahovska teorija na ta način tudi močno napreduje.



**Saeheng Boonsueb**  
Tajska

V prihodnosti bo računalnik boljši od človeka.



**Zi Jing Wong**  
Malezija

Na vseh nivojih bi računalniki morali biti močnejši od človeka, kajti človek lahko stori napako, medtem ko računalnik nikoli ne more storiti velike napake. V takih situacijah lahko računalnik samo zmaga in prepričan sem da človek

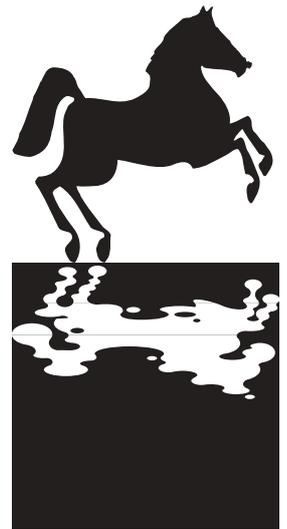
ne more biti boljši od računalnika.



**Nestor Sosa**  
Panama

Dober dan, moje ime je Nestor Sosa. Prihajam iz Paname. O uporabi računalnikov v šahu? No, kot prvo menim, da so uporabni za treniranje igralcev, kot tudi za zabavo. Kar se tiče tega kateri je boljši, bi rekel da je to računalnik.

Računalnik bo igral bolje od človeka. Toda še vedno so nekatere plati v katerih je človek boljši, kot na primer intuicija in ostale subjektivne stvari.



**Roy Phillips**  
Mavricij

Da, mislim, da je tehnologija zelo pomembna za šah kot ga poznamo danes. Pomembno je imeti računalnik in bazo podatkov, zato da lahko preučiš igre svojih nasprotnikov, ter da se dobro pripraviš na tekmo. Včasih je to

zgolj ena plat igre. Še vedno pa je najpomembnejše, da dobro odigraš partijo, ko sedeš za šahovnico.



**Sara Torbeh**  
Libanon

Menim da računalniki razširjajo obzorja ljudem in jim dajo misliti, medtem ko lahko oni zabijajo čas z analizo česarkoli.

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# Chess is facing the greatest threat so far – even chess champions of the world can not come up with an answer to computer programmes

## My small, impersonal friend

*Over two hundred years ago numerous capitals across the world hosted Baron Wolfgang Kempelen. With him he carried an enormous box – a box that could play a brilliant game of chess. The magic continued for seventy years, during which the magic box changed hands on a number of occasions. It was only after this period that it was discovered that the double floor hid an excellent chess master who (for an appropriate fee) checkmated simpletons around the world.*

*From this we can see that the idea that a machine can beat a human in a game of chess is over two centuries old. However, in order for the desire of the cunning baron to see the light of day, a certain period of time had to elapse. In the middle of the previous century, together with the fast developments of computer science, suddenly the old idea also sprung to life. Computers were becoming increasingly powerful and they were capable of solving increasingly complex mathematical operations, etc. However, all of their magic had to be controlled by man. How to teach the computer to think for itself? The question arose whether a more appropriate training course exists for the creators of 'artificial intelligence' then chess?*

*Already straight from the word go these projects included the most prominent chess players of the time. Mihail Botvinnik and Max Euwe, both world champions in their own right, dedicated a large part of their life to this newly emerging scientific field. It is interesting that they died with completely opposite beliefs – Euwe was convinced that the computers will never make it, while Botvinnik (it is true that he died fifteen years later) already knew the truth. The reality was harsh – today the best computer programmes are at least on par to the best chess players in the world (if not even better).*

*During the last twenty years the development of computer programmes was fast and furious. Let us take a moment to glance at some basic developments:*

- 1958 first computer capable of playing independent chess games; it calculated with the speed of 200 moves per second
- 1967 a computer appeared for the first time at a 'human' tournament
- 1980 the computer reached the level of master
- 1987 the first use of parallel processors at a game of chess

- 1988 victory over the first grandmaster; the victim was Bent Larsen (Deep Thought)
- 1989 Deep Thought used six processors simultaneously and computed 2 million (!) moves per second; it lost the duel against Gari Kasparov 0:2
- 1990 The Germans developed their programme - Fritz
- 1993 Fritz was the 'champion' at the renown Munich fast move tournament in front of Kasparov and Anand
- 1995 Deep Thought obtained its successor Deep Blue, which was capable of computing 3 million moves per second
- 1996 Deep Blue lost its first duel against Kasparov (2:4)
- 1997 Deep Blue, a 1.4 tonnes heavy computer defeated the world champion Gari Kasparov in a match worth millions of US\$
- 2001 Fritz reached its seventh generation – Fritz 7 calculated 3 million moves per second
- 2002 in a duel with the world champion Vladimir Kramnik in Bahrain, Fritz 7 managed a tie (4:4). As opposed to Deep Blue, Fritz can be powered also from a laptop.

*Who is therefore the best chess player in the world? Is it a computer or a human being? These are issues that have been on the minds of the chess public already for some time. Computer science is ruthless – the final goal is to teach the computer the art of intuitive thought. They do not really care what will happen to the game of chess while achieving this. And they certainly do not care whether artificial intelligence will destroy the interest for the ancient game. Who will still want to play chess if even the best grandmaster can be beaten by an absolute beginner, with a little assistance of a cold friend?*

*Of course not everything is quite as gloomy as it appears at first glance. We can not even imagine modern chess without computers. They are excellent aids at recording data (chess books are slowly but certainly disappearing), and even more useful while performing an analysis of difficult situations. And while there is such a good understanding it is not quite clear why would man want to challenge a computer. Surely we are not masochists? Or are we?*

# Šah se spopada z največjo grožnjo doslej – proti računalniškim programom so nemočni tudi svetovni prvaki!

## Moj mali, brezosebni prijatelj

Pred dobrimi dvesto leti je v mnogih svetovnih prestolnicah gostoval baron Wolfgang Kempelen. S seboj je tovoril velikansko škatlo, ki je imenitno šahirala! Čarovnija je trajala sedemdeset let, avtomat je zamenjal že kar nekaj lastnikov, preden so odkrili, da se v dvojnem dnu vselej skriva odlični šahovski mojster, ki za primeren honorar v imenu avtomata matira naivneže po širnem svetu.

Dobri dve stoletji je torej stara ideja, da bi avtomat lahko premagal človeka v šahu. Na uresničitev želja premetnega barona pa je bilo kljub vsemu potrebno počakati še nekaj časa. Sredi prejšnjega stoletja je hkrati s skokovitim napredkom računalništva oživela tudi stara ideja. Računalniki so postajali vse zmogljivejši, reševali so vse bolj zapletene matematične operacije ... Toda vse njihove umetnije jim je moral zapovedati človek! Kako naučiti računalnik, da bi samostojno mislil? Ali sploh obstaja primernejši poligon za snovalce "umetnih možganov", kot je to prav šah?

V prve projekte so takoj vključili tudi najvidnejše šahiste. Svetovna prvaka Mihail Botvinnik in Max Euwe sta bila tista, ki sta dobršen del življenja posvetila tej mladi znanstveni vedi. Zanimivo je, da sta umrla s povsem nasprotnim prepričanjem – Euwe je trdil, da računalnikom ne bo nikoli uspelo, Botvinnik, ki je resda umrl petnajst let pozneje, pa je že spoznal resnico. Ta je namreč kruta – najboljši računalniški programi so že danes vsaj enakovredni najboljšim šahistom sveta. Če ne celo boljši!

Razvoj je v zadnjih dvajsetih letih potekal z bliskovito naglino. Poglejmo si nekaj prelomnih trenutkov:

- 1958: prvi računalnik, ki zna samostojno šahirati; računal je s hitrostjo 200 potez v sekundi;
- 1967: računalnik prvič nastopi na "človeškem" turnirju;
- 1980: računalnik doseže moč mojstra;
- 1987: prva uporaba paralelnih procesorjev pri igranju šaha;
- 1988: zmaga nad prvim velemojstrom, žrtev je bil Bent Larsen (deep thought);
- 1989: deep thought uporablja šest procesorjev hkrati in izračuna 2 milijona(!) potez v sekundi, dvoboj z Garijem Kasparovom pa izgubi z 0:2;
- 1990: Nemci razvijejo svoj program Fritz;

- 1993: Fritz zmaga na znamenitem muenchenskem hitropoteznem turnirju pred Kasparovom in Anandom;
- 1995: deep thought dobi naslednika deep blue, ki izračuna 3 milijone potez na sekundo;
- 1996: deep blue izgubi prvi dvoboj s Kasparovom (2:4);
- 1997: deep blue, 1,4 tone težak računalnik, premaga svetovnega prvaka Garija Kasparova v dvoboju, vrednem več milijonov dolarjev;
- 2001: Fritz dočaka sedmo generacijo – Fritz 7 izračuna 3 milijone potez v sekundi;
- 2002: Fritz 7 v dvoboju s svetovnim prvakom Vladimirjem Kramnikom v Bahreinu doseže neodločen rezultat 4:4. Fritza lahko za razliko od deep blueja požene tudi iz prenosnega računalnika.

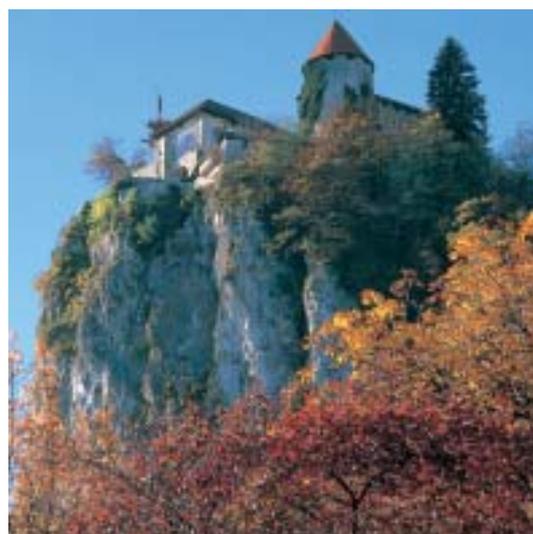
Kdo je torej najboljši šahist na svetu? Je to računalnik ali človek? To so vprašanja, ki šahovsko javnost preganjajo že lep čas. Računalniška znanost je namreč neusmiljena – končni cilj je želja, da bi naučili računalnik intuitivno misliti. Pri tem je ne zanima, kaj bo to pomenilo za šah in ali bo umetna inteligenca zatrla zanimanje za to starodavno igro. Kdo pa bo še hotel igrati šah, če bo lahko tudi najmenitnejšega velemojstra premagal popoln začetnik z majhno pomočjo hladnega prijatelja?

Seveda pa vse le ni tako črno, kot se zdi na prvi pogled. Sodobnega šaha si brez računalnikov sploh ni več mogoče predstavljati. So imenitni pomočniki pri shranjevanju podatkov (šahovske knjige počasi, a zanesljivo umirajo), še bolj koristni pa so pri analizi težkih položajev. In dokler sta človek in računalnik v tako dobrih odnosih, ni povsem jasno, zakaj bi prvi drugega sploh izzival. Saj vendar nismo mazohisti. Ali pač?

*Georg Mohr*

## FOR THE PLAYERS and JOURNALISTS

### EXCURSIONS



Slovenia is a small country, tucked away into a mountainous corner between Austria, Italy, Hungary, Croatia and the Adriatic sea. Slovenia's natural features and historical sites offer a variety of possibilities for a holiday. You can explore the underground of caves, walk in the clean mountain air of the Triglav National Park, climb the peaks of the Julian Alps, admire medieval treasures of old cities and towns and enjoy their museums, concerts, international festivals, fairs, and events, or challenge your skills on spectacular golf courses. If you are looking for peaceful destination where you can enjoy everything – mountains, lakes, seashores, ski resorts, health spas, historic cities and villages, castles and churches – than you've come to the right place: "On the sunny side of the Alps". During 35<sup>th</sup> Chess Olympiad Globtour tourist company will take you to various tourist destinations in Slovenia or to Slovenia's neighbor.

#### **BOHINJ LAKE – half day**

The tour that will take you to the charming lake Bohinj, situated deep within the range of the highest mountains in Slovenia. Under the protection of the Triglav National Park the lake has kept its natural look, its peace, its crystal clear waters reflecting, like a mirror the peaks that surround it. We wish to show you the 180 ft drop waterfall Savica, the source of the Sava River, or offer you as an optional extra a cable car ride to Mt. Vogel, over 5000 ft above sea level. Mt. Vogel is a ski resort that even in summer, with lake visible down in the valley and the peaks that surround it, gives you the exhilarating feeling of being at the top of the world.

**Note:** To reach the waterfall we follow a path through a forest – therefore comfortable shoes are needed.

**Price:** 21 EUR

#### **LJUBLJANA – half day**

People say that to get to know a country, you have to feel the beat of its capital. And when you know that this beat will take you through the streets of the town that has kept the details of different periods and styles as it developed your enjoyment is

full. Ljubljana carries symbols and monuments of time from old Roman wall, through the medieval town with its distinctive mark of J. Pleènik, a Slovene architect whose mastery gained him president Masaryk's trust in reconstruction of Prague. And do not forget Ljubljana Market – place where along Pleènik's arcade life explodes in all its beauty of colours, smells and sounds.

In addition, all this architectural beauty is intertwined within modern cafes, shops.

**Price:** 21 EUR

#### **LIPICA AND POSTOJNA CAVES – full day**

Imagine combining the beauty of the Karst region with the performance of the famous Spanish Riding School. And all in one easy day. Sounds impossible. Well, here it is possible. Spend the morning hours exploring the UNESCO Natural Heritage protected Postojna Caves. The 17 miles long system of underground halls and passages, beautifully decorated by stalactites and stalagmites. And then move on to spend the afternoon in Lipica, home to the famous horses, the Lipizansers. Learn more about the horses, their branding, and the about their history. Learn why they are so special. At the final stage of the tour sit back and enjoy a performance of classical riding school, after which you will know why the Lipizansers are known as the best dressage horses.

**Note:** Warm clothes needed as the temperature in the caves stays at 8 Cel.

**Price:** 61 EUR

#### **ADRIATIC SEA – full day**

Watch the vast changes in scenery as you drive to the Slovenian coast. Take a boat ride around the salt plains and oyster beds, explore the town Piran, influenced by Venetian architecture, with its narrow streets and open squares, maybe walk around the town or relax in the harbour cafes and seafood restaurants. Visit Portoroč a lively coastal resort, taking time out for a swim in the hotels Bernardin which offer a relax in their sea water swimming pools.

**Price:** 48 EUR

## VENICE – full day

This is an opportunity to visit the most romantic city in the world. After traveling across the spectacular Italian Alps, you will have plenty of time to experience the waterways, narrow streets and take in the atmosphere of the city, built on wooden foundations. The city of monuments, palaces and bridges – the memories will stay with you forever.

**Note:** Passport is required for this excursion. A visit to St. Mark's Basilica is not permitted in sleeveless tops or shorts.

**Price:** 56 EUR

Booking at the Globtour office.

## Excursions programme

**Saturday, 26. 10. 2002, 1.30 p.m.**

**BOHINJ, 21 EUR**

**Sunday, 27. 10. 2002, 9.00 a.m.**

**LIPICA – POSTOJNA, 61 EUR**

**Monday, 28. 10. 2002, 8.00 a.m.**

**ADRIATIC SEA, 48 EUR**

**Tuesday, 29. 10. 2002, 7.00 a.m.**

**VENICE, 56 EUR**

**Wednesday, 30. 10. 2002, 8.30 a.m.**

**LJUBLJANA, 21 EUR**

**Thursday, 31. 10. 2002, 1.30 p.m.**

**BOHINJ, 21 EUR**



## Program Plus - 1. fast tournament Bled, 27.10.2002

M	Name	Cat	ELO	LRat	Club	1	2	3	4	5	6	7	P	W-We
1	Mencinger,Vojko	FM	2358	2375	ŠD Gorenjka Lesce	+37	=21	+24	+8	+7	+2	=3	6	0.54
2	Jankovič,Alojzije		2317	2317		+27	+19	+29	+6	+20	-1	+4	6	1.10
3	Kuljaševič,Davorin		2381	1650		+40	+5	-6	+29	+11	+10	=1	5.5	4.31
4	Mestek,Igor	I		2111	ŠD Kočevje	+10	+9	-7	+15	+12	+5	-2	5	2.97
5	Gomboc,Miha	MK	2141	2132	ŠD Radenska Pomgrad	+42	-3	+26	+9	+6	-4	+8	5	0.80
6	Gavela,Dragan	FM	2290	2290		+32	+30	+3	-2	-5	+22	+15	5	-0.39
7	Dragasevic,Srdja	FM	2311	2311		+45	+28	+4	=20	-1	-8	+16	4.5	-0.54
8	Zorko,Jure	I	2155	2209	LŠK Metalka Trgovina	=16	+18	+21	-1	+28	+7	-5	4.5	0.30
9	Buchnec,Petr		2287	2287		+22	-4	+14	-5	+21	+23	=10	4.5	-0.75
10	Lazic,Dragan		2313	2313		-4	+32	+33	+24	+17	-3	=9	4.5	-1.17
11	Kozamernik,Janez	MK	2185	2064	ŠD Gorenjka Lesce	+33	+14	-20	+22	-3	+17	=12	4.5	0.79
12	Jerič,Simon	IM	2298	2232	ŠD 3D Vrhnika	-38	+42	+30	+45	-4	+14	=11	4.5	-0.89
13	Byambaa,Zulzaga		2304	2304		+35	-29	=28	-21	+36	+25	+20	4.5	-1.31
14	Musič,Gojko	I		2060	LŠK Metalka Trgovina	+15	-11	-9	+33	+19	-12	+28	4	0.99
15	Vrana,Frantisek		2308	2308		-14	+34	+31	-4	+26	+20	-6	4	-1.46
16	Ivetič,Sašo	II		1800	ŠD Kočevje	=8	+44	=23	-28	+45	+18	-7	4	2.88
17	Blaha,Petr		2189	2189		+34	-20	+38	+23	-10	-11	+31	4	-0.83
18	Vujovic,Predrag		2200	2200		=23	-8	+40	=25	+31	-16	>45	4	-1.92
19	Adyatomor,Chojiljav		2060	2060		+36	-2	-22	+34	-14	+38	+24	4	-0.20
20	Kovač,Boris	FM	2291	2282	ŠD Radenska Pomgrad	+26	+17	+11	=7	-2	-15	-13	3.5	-0.70
21	Lundin,Jan		2143	2143		+43	=1	-8	+13	-9	=28	=23	3.5	-0.21
22	Bajo,Igor	MK		1944	ŠD Kočevje	-9	+37	+19	-11	+29	-6	=32	3.5	0.56
23	Volf,Žiga	II		1939	ŠD Kočevje	=18	+25	=16	-17	+30	-9	=21	3.5	1.26
24	Uršič,Mateja	WMK2074		1941	ŠD AET Tolmin	+31	+38	-1	-10	=25	+35	-19	3.5	0.98
25	Filip,Matej	I		1941	ŠD Vele Domžale	=44	-23	+27	=18	=24	-13	+35	3.5	1.54
26	Vesel,Mark	I		1980	ŠD Kočevje	-20	+39	-5	+41	-15	+29	=27	3.5	0.14
27	Podkoritnik,Stanko	MK		2115	ŠD Kočevje	-2	-33	-25	+42	+41	+39	=26	3.5	-1.82
28	Ravnik,Franc	MK	2012	1944	ŠD Jesenice	+41	-7	=13	+16	-8	=21	-14	3	0.62
29	Bomuslav,Blaha		2000	1780		>46	+13	-2	-3	-22	-26	+39	3	0.20
30	Nikolič,Stanko	MK	2038	1933	LŠK-upokojenci Kom. Stane	+39	-6	-12	+32	-23	-45	+36	3	0.13
31	Kokalj,Janez	II		1770	ŠD Jesenice	-24	+35	-15	+38	-18	+37	-17	3	1.25
32	Dulmin,Mitja	I		1953	ŠD Kočevje	-6	-10	+43	-30	=37	+40	=22	3	-0.71
33	Kočevar,Tugomir	IV		1871	ŠK Bohinj Bohinjska Bistr	-11	+27	-10	-14	-38	+43	+41	3	0.48
34	Piskar,Rihard	II		1894		-17	-15	+42	-19	-40	+41	+38	3	-0.08
35	Kovač,Alojz	I		1988	ŠD Kočevje	-13	-31	+37	=36	+39	-24	-25	2.5	-2.12
36	Piršič,Marko	III		1757	ŠD Kočevje	-19	=40	=44	=35	-13	+42	-30	2.5	0.75
37	Banovic,Branislav		2000	1500		-1	-22	-35	+43	=32	-31	+42	2.5	1.59
38	Ačimovič,Dejan	I		1982	ŠD Kočevje	+12	-24	-17	-31	+33	-19	-34	2	-1.36
39	Jazbinšek,Vera	WI		1730	ŠD Šentjur	-30	-26	>46	+40	-35	-27	-29	2	-0.62
40	Vranova,Jarmila		2000	1695		-3	=36	-18	-39	+34	-32	-43	1.5	-0.74
41	Kramar,Franc	II		1618	ŠD Radenska Pomgrad	-28	>46	-45	-26	-27	-34	-33	1	-0.78
42	Jerič,Tina	WII		1772	ŠK Borovnica	-5	-12	-34	-27	+43	-36	-37	1	-1.31
43	Uršič,Jakob	II		1778	ŠD AET Tolmin	-21	-45	-32	-37	-42	-33	+40	1	-1.73
44	Szmetan,Ricardo	FM	2272	2272		=25	-16	=36	0	-0	-0	-0	0	-1.26
45	Turičnik,Vlado	MK		2090	ŠD Fužinar ŠK Hapro	-7	+43	+41	-12	-16	+30	<18	3	-1.02

Arbiter: Perovic Vojin

Playing time: 10 min + 5s per move

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# TO THE PRESS MEDIA

## PRESS CENTRE

Address: Festivalna Dvorana hall, Cesta svobode 11, Bled  
Opening hours: 10.00 am – 10.00 pm  
Telephone number: +386 4 535 81 30  
Fax number: +386 4 535 87 30

The Press Centre is open for all accredited journalists only.  
The Press Centre will dispose of video equipment for live broadcasts of the competition, TV set and daily newspapers in different languages.

At the Press Centre you have available the following technical equipment:

- 35 personal computers with the Windows 2000 operating system and a direct Internet connection
- 24 work stations for notebooks, of which 19 with standard telephone connections for modems and four ISDN telephone connections
- 3 fax machines, with the possibility of sending faxes abroad
- 10 telephones, with the possibility of making international calls
- 10 analogue lines for notebooks
- 2 network printers

Telephone calls and fax services can be paid for at the Press Centres itself.

All journalists will receive a list of names and contacts for getting into touch with the coaches of individual chess teams. Through them, they will be able to contact individual players.  
Chess players can be approached and contacted in the mixed zone, located in the first floor of the south extension of the Sports Hall (labelled with MN)

Information on the latest results of the competition, and current developments and events will be available in the daily issues of the Olympic Bulletin (in print and electronic form) and on the Press Centre notice board and on the [www.35chessolympiad.com](http://www.35chessolympiad.com).

## PHOTO RESTRICTIONS

Only photographers and camera crews, authorised by the organiser, may work in the playing venue.

To enter the playing area (this is the place where the games are played) photographers and all members of a camera crew need to wear visibly the special badges provided by the organiser.

During the first 15 minutes of each round photographers and camera crews may work in the playing area in areas designed by the chief arbiter.

After this period of 15 minutes, film or television cameras and recording instruments may be brought into the spectator area, installed and operated, only by special permission of the organiser. Television cameras must be unobtrusive and may only be used if the chief arbiter deems their use to be unobtrusive.

Flash and extra light are only permitted during the first 15 minutes.



[www.35ChessOlympiad.com](http://www.35ChessOlympiad.com)

Dear chess friend!

Kindly note that the FIDE Treasurer's Office shall be open in the FIDE Office at the Congress Hall every day from 10.00 to 13.00.

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# TO THE PLAYERS

## TECHNICAL INSTRUCTIONS FOR ARBITERS AND PLAYERS

All the games of the Olympiad will be played on electronic chess boards. All moves made on all boards will be registered by the boards-to-computer system and translated further for game display on the World Wide Web and on the screens in the playing hall. Please, take this fact into consideration. Playing on electronic chessboards does not require a special approach, but some care should be taken to ensure correct and effective functioning of the system.

### 1. Misplaced Pieces

Board may fail to register a move if a piece was placed partially out of its destination field. Regularly, it means that the game registration cannot be continued and the Web displays stops. This shall not be a problem if the operators notice it promptly and inform the arbiters of the necessity to correct the positioning. Therefore, the arbiters are at power to correct the positioning of pieces. However, this should be done without creating any disturbances to players.

### 2. Time Control

Time Control shall be 90 moves for the whole game. Each player shall receive an extra 30 seconds thinking time after each move played, commencing from the first move.

### 3. Scoresheets

For recording the game we have 3 scoresheets. The last scoresheet belongs to player. The two other scoresheets must be given after the game to the sector arbiter.

Before the start of the game the deputy chief arbiter will write the code of the game on the scoresheet: M/W - Round# - Match# - Board#. For instance: M04113 means: this is the scoresheet of the game played in the men's section, round 4, match 11, board 3.

The players themselves will write the names on the scoresheet.

When the game has been finished the result of the game must be written on the scoresheet, the players and the match arbiter will sign the scoresheets.

### 4. The result sheets (protocols)

The match arbiter writes the result of every game and the match on the result sheet. At the end of the match the two captains and the match arbiter must sign the result sheet and the match arbiter brings this to sector arbiter.

**Be careful:** If the result of the second or fourth board is 1-0, you must write 0-1 on the result sheet. If the result on board 2 or 4 is 0-1, please write 1-0 on the result sheet.

### 5. The team captains

A captain is entitled to advise the players of his team to make or accept an offer of a draw or to resign a game. He must confine himself to give only brief information, based only on any number of circumstances pertaining to the match. He may say to player, "offer a draw", or "accept the draw", or "resign the game". The captain should abstain from any intervention during the play. He should not give any information to the player concerning the position on the board, nor consult any other person as to state of the game, just as players are subject to the same prohibitions.

### 6. The conclusion of the game

There are games played on electronic boards. At the moment a game finishes the arbiter must go to the board and he has to keep the final position on the board. It is forbidden to analyse on the electronic chessboards. Notice: do not put the pieces in the initial position.

To save the game the arbiter has to act in the following way:

When White won the game (1-0), he has to place the white king on e4 and the black king on d5.

When Black won the game (0-1), he has to place the white king on d4 and the black king on e5.

In case of a draw (0.5-0.5), he has to place the white king on e4 and the black king on e4.  
Internet access for all players

#### Internet access for all players

We are informing all players that they have the possibility of free Internet access at the School for Hotel Management and Tourism on Prešernova 22, every day between 9 am and 8 pm. They will be only too glad to give you directions at every hotel reception desk or at the Information centre in the Festival hall.

Each and every captain of the national chess team will receive one issue of each number of the daily Olympiad bulletin. Ask at the information centre.

All accredited reporters can obtain their issue of the daily bulletin at the Press centre in the Festival hall.

Any individual issue of the Olympiad bulletin can be purchased for 600 SIT/ 3 EUR in the Sports hall or at the Information centre in the Festival hall.

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